Introduction to iPhone Development

IAP 2010 ❄

iphonedev.csail.mit.edu   edward benson / eob@csail.mit.edu

The Class

When

Monday January 11 - Friday January 15
2-4 PM

What

Mixture of lecture and coding lab

Goal

Become comfortable with
Objective C and iPhone development.

Introductions

Name

Year

Programming experience

What you expect to get out of the class

(Me: Ted Benson, eob@csail.mit.edu)

What We'll Build

Bluetooth Rock Paper Scissors Game

How We'll Learn to Build It

Day 1 Projects, Objective-C

Day 2 MVC App Design, Interface Builder

Day 3 ViewControllers, Custom Table Cells

Day 4 Network and Bluetooth

Day 5 CoreData

We won't cover specialized APIs, such as the camera and maps API, because after this class you will be able to figure out how to use these yourself.

The Apple App Store

Apps

July, 2008

552

(launch)

January, 2009

13,500

September, 2009

85,000

Downloads

December, 2008

300 Million

April, 2009

1 Billion

January, 2010

3 Billion

A lot of platforms out there.

iPhone OS

Android

Windows Mobile

Symbian

BlackBerry

Web OS

IPhone

Android

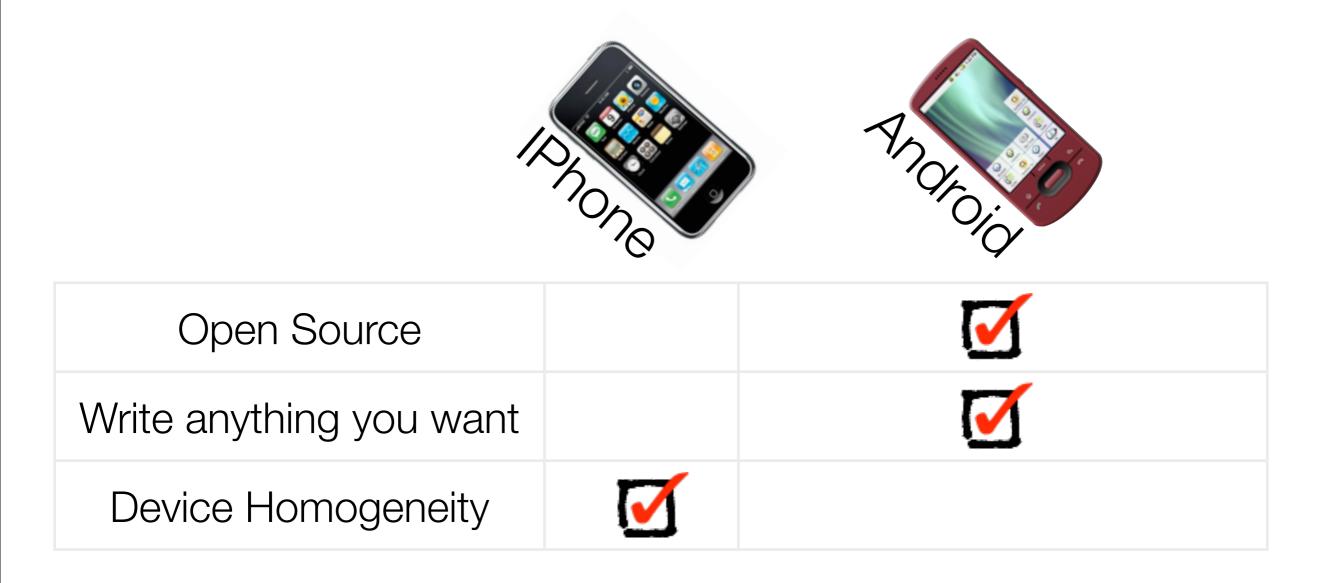|	IPhone	Android
Open Source		✓
Write anything you want		✓
Device Homogeneity	✓	

Many other differences will change with version numbers.
Given Apple's history, these are likely to be the sticking ones.