



Hello! iOS Development

By Lou Franco, Eitan Mendelowitz

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Summary

Hello! iOS Development is a tutorial designed for novice iOS developers. Using the Hello! style of User Friendly cartoons and illustrations, this entertaining book will guide you step-by-step as you write your first apps for the iPhone and iPad and add them to the App Store.

About This Book

To create a successful iPhone or iPad app you need a great idea, serious commitment, and some programming know-how. If you supply the idea and the commitment, this entertaining and easy-to-read book will help you pick up the coding skills you need to bring your app to life.

Hello! iOS Development is a tutorial designed for new iOS developers. It builds on your existing programming knowledge to create apps for the iPhone and iPad using the Objective-C language and Apple's free Xcode tools. Characters from the User Friendly cartoon series guide you as you write your first apps and add them to the App Store.

Written for readers with beginning-level programming skills. No prior experience with iOS development is assumed.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

What's Inside

- No iPhone or iPad development experience required
- Go from napkin sketch to finished app
- Publish your apps in the App Store
- Easy writing style with visual learning aids

About the Authors

Lou Franco is an iOS developer with over a decade of iOS experience. **Eitan**

Mendelowitz teaches computing and the arts at Smith College.

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Editorial Review

About the Author

Lou Franco is a software development veteran who has delivered products for NASDAQ, The Federal Reserve Bank of NY, and the US Military. He's been programming internet-enabled mobile devices for over ten years and on the iPhone for the past two. Lou currently runs the developer tools business for Atalasoft, an Imaging SDK vendor. He lives in Northampton, MA.

Eitan Mendelowitz is an Assistant Professor of computing and the arts at Smith College. Working at the intersection of computer science and media art, he is currently developing mobile platforms to enable citizen science.

Users Review

From reader reviews:

Karen Lawless:

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