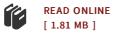# iPhone iOS 5 Development Essentials

By Neil Smyth

Paperback. Book Condition: New. Paperback. 515 pages. Now updated with five new chapters dedicated to the Storyboard feature of Xcode, the aim of iPhone iOS 5 Development Essentials is to teach you the skills necessary to build your own applications for the iPhone. Beginning with the basics, this book provides an overview of the iPhone hardware and the architecture of iOS 5. An introduction to programming in Objective-C is provided followed by an in-depth look at the design of iPhone applications and user interfaces. More advanced topics such as file handling, database management, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, iAds integration, map and location management, split views, camera access and video playback support. New iOS 5 specific features are also covered in detail including page view controller implementation, the UIDocument class, iCloud based storage, Storyboard user interface design, automatic reference counting, Twitter integration and image filtering with Core Image. iPhone iOS 5 Development Essentials takes a modular approach to the subject of iPhone application development with each chapter covering a self contained topic area. This makes the book both an easy to follow learning aid and an excellent reference resource. This...

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