References

CS193P iPhone Application Development Course Lecture notes, Tuesday Jan 5, 2010 by Cannistraro & Shaffer, Standford University from iTunes University
Course Issues

http://www.eli.sdsu.edu/courses/index.html

Crashing
Course Web Site
Wiki
Screencasts
Prerequisites
Grading
CES
Why
Adding
Dropping
Goal

Learn how to create iPhone/iPod Touch/iPad apps
Scale Changes Things
Relative Screen Sizes - Pixels

iPhone
480 * 320

iPad
768 * 1024

20 inch monitor
1680 * 1050
Relative Screen Sizes - Actual Dimensions

- **iPhone**: 1 7/8 * 3
- **iPad**: 5 3/4 * 7 3/4
- **20 inch monitor**: 17 1/4 * 10 3/4
Restrictions
## iPhone

<table>
<thead>
<tr>
<th></th>
<th>iPhone</th>
<th>iPhone 3G</th>
<th>iPhone 3GS</th>
<th>iPhone 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Processor Speed</td>
<td>412 MHz</td>
<td>412 MHz</td>
<td>600 MHz</td>
<td></td>
</tr>
<tr>
<td>Memory</td>
<td>128 MB</td>
<td>128 MB</td>
<td>256 MB</td>
<td>512 MB</td>
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</tbody>
</table>
Mobile Phone Application Developers & money
Ways to create Mobile "apps"

Native Apps
   Objective-C - iPhone
   Java - Android

HTML 5, CSS, & Javascript Apps
   Apps installed on Device

Web Apps
   Web pages from Network
Stanford iPhone Course


Video & Audio of lectures
What we have to Learn

Language

Objective-C

Frameworks

Foundation

UIKit

Tools

Xcode

Interface Builder
Language

Objective-C

Super set of C

Used for iPhone & Mac development

Classes & objects

Some odd syntax
Tools

Xcode, Interface Builder, Simulator

Require Mac OS 10.6.x

Free download at Apple iPhone Dev Center

Part of iOS 4.0.4 download
Simulator

Part of iOS SDK

Runs iPhone apps on Mac

No need for iOS device
Running Apps on Device

Simulators are not perfect

Real development requires testing on devices

Need certificate to run on a device

SDSU is an Apple University Developer

So can generate certificates for class
Class Project

Teams of up to 2 people

Team proposes project

Start thinking about project ideas

http://www.stanfordiphoneclassapps.com/