

CS 696 Mobile Application Development  
Fall Semester, 2010  
Doc 1 Introduction  
Aug 31, 2010

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## References

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

# Course Issues

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

Crashing

Course Web Site

Wiki

Screencasts

Prerequisites

Grading

CES

# CES

Why

Adding

Dropping

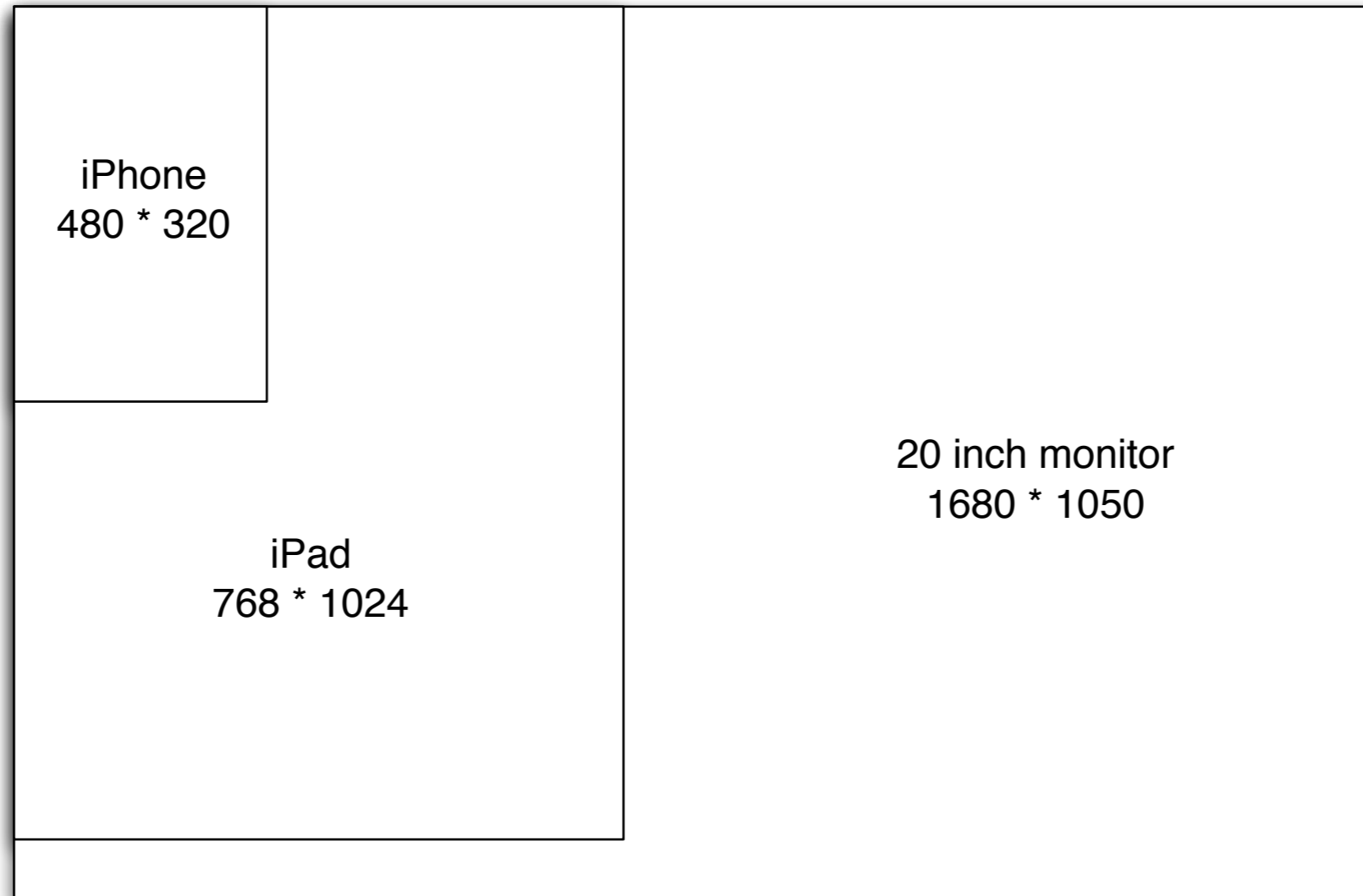
# Goal

Learn how to create iPhone/iPod Touch/iPad apps

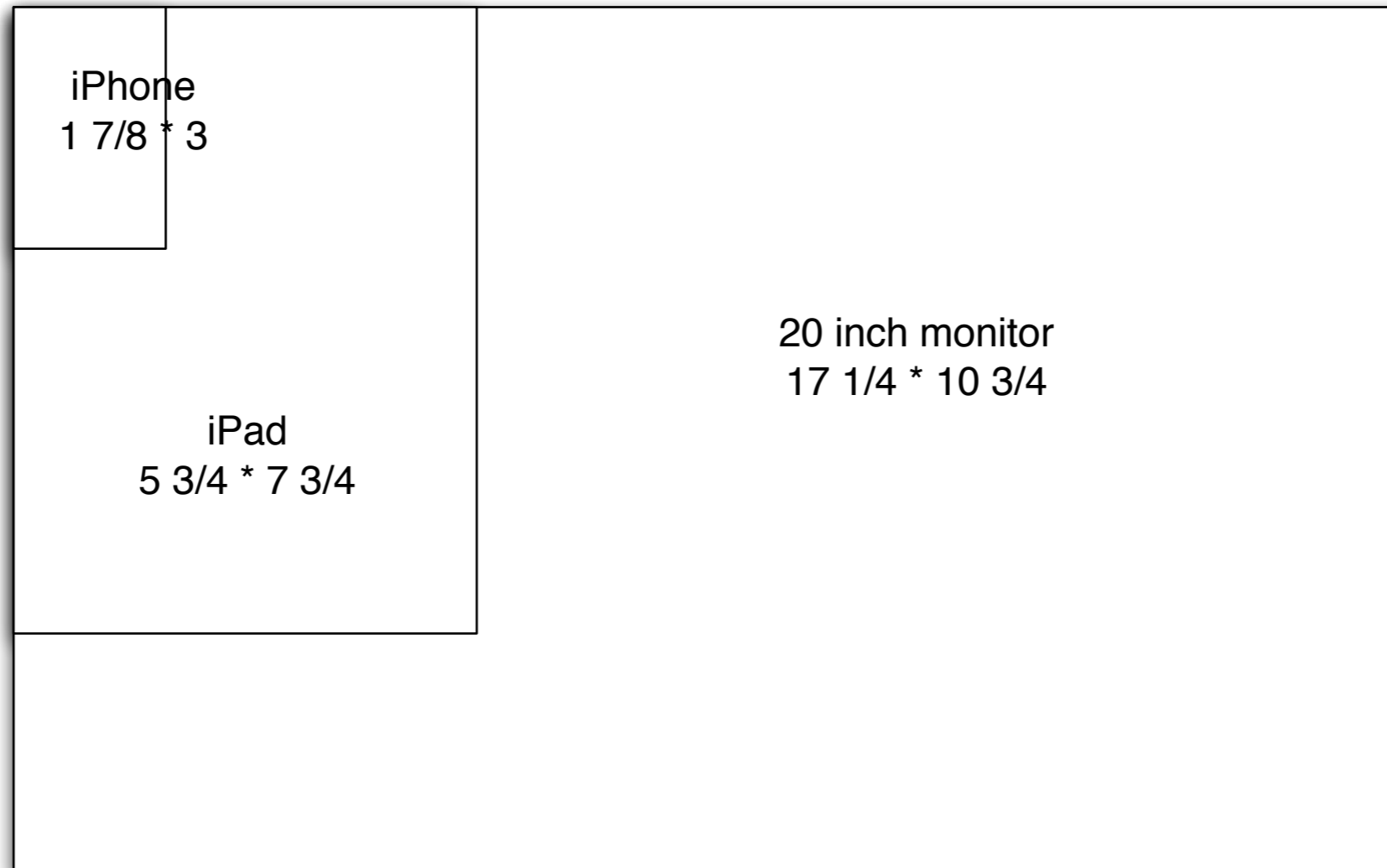
# Scale Changes Things



# Relative Screen Sizes - Pixels



# Relative Screen Sizes - Actual Dimensions





# Restrictions



# iPhone

	iPhone	iPhone 3G	iPhone 3GS	iPhone 4
Processor Speed	412 MHz	412 MHz	600 MHz	
Memory	128 MB	128 MB	256 MB	512 MB



# 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

<http://deimos3.apple.com/WebObjects/Core.woa/Browse/itunes.stanford.edu.3124430053>

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/>