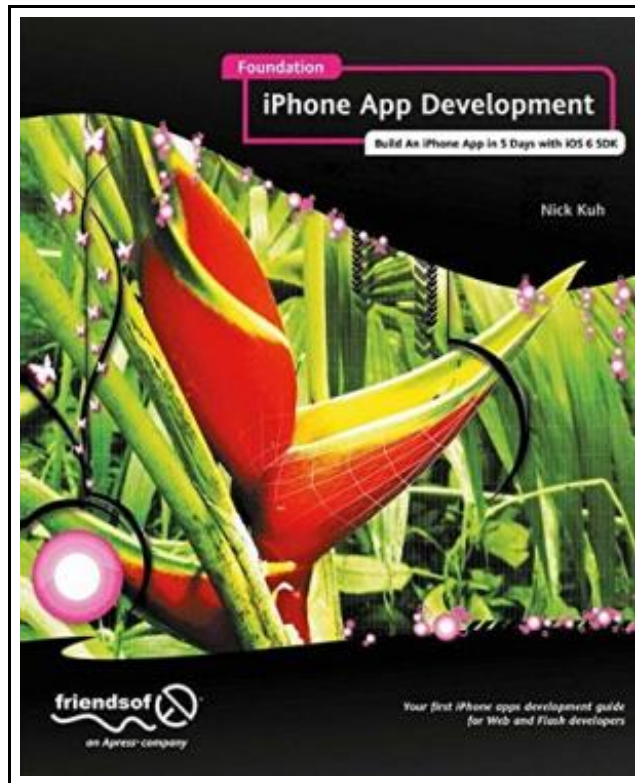# Foundation iPhone App Development: Build an iPhone App in 5 Days with IOS 6 SDK

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friendsofED. Paperback. Book Condition: New. Paperback. 468 pages. Dimensions: 9.1in. x 7.5in. x 1.3in.Taking a hands-on learning approach, Foundation iPhone App Development: Build An iPhone App in 5 Days with iOS 6 SDKquickly enables existing programmers to become familiar and comfortable coding Objective-C using Xcode 4. 5, Storyboarding and the iOS 6 SDK to create apps for the iPhone. Nick Kuh, an experienced, Apple award-winning developer, will teach readers how to build an iOS 6 iPhone app from start to finish in 5 days. During a 5-day process you will learn how to build a professional, custom-designed, object-oriented iPhone App. Youll start with a PhotoShop PSD design and an app idea. Then, throughout the remainder of the book, Nick will guide you through each stage of building the app. But its you who will build the app. You will learn how to think like an app developer, how to turn an idea into a beautiful iPhone app. In addition to the code and programming practices introduced, the book includes numerous tips, tricks and lessons learned to help new iPhone App developers succeed on the App Store: SEO, in-app marketing approaches and how to win more 5 star reviews. The 5-day learning process is divided into the following key stages: Day 1 begins with the initial planning, paper prototyping and Photoshop design phases of an app idea. Youll learn how to provision your iOS apps for deployment to your iPhone. By the end of your first day youll get to learn on the job, creating an Object-Oriented Black Jack Game that implements the Model View Controller paradigm in Objective C. Day 2 is all about Storyboarding: creating and connecting all of the user interface views of our app. Day 3 begins with table views and data population. By the end of...

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