

## <<深入浅出iPhone开发>>

### 图书基本信息

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### 内容概要

《深入浅出iPhone开发(影印版)》内容简介：通过此书，你将学习：比方说，你有杀手级iPhone应用的想法，你该从哪儿开始呢？

《深入浅出iPhone开发》将帮助你让你的第一个应用程序很快构建并运行。

你将很快学会使用iPhone SDK工具，包括界面生成器（Interface Builder）和Xcode，并且掌握将使你的应用程序脱颖而出的Objective.c的编程原则。

这对创造抢眼、畅销的iPhone应用程序是一个完整的学习体验。

《深入浅出iPhone开发(影印版)》的特别之处在于：我们认为你的时间如此宝贵以至于不应该花费在为新概念伤脑筋上面。

《深入浅出iPhoneYF发》用最新的认知科学和学习理论打造多感官的学习体验，运用适合大脑工作方式的直观的格式编排，而不是令人昏昏欲睡的密密麻麻的文字。

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### 作者简介

作者：（美国）皮隆（Dan Pilone）（美国）皮隆（Tracey Pilone）皮隆（Dan Pilone） is a Software Architect for Vangent, Inc., and has led software development teams for the Naval Research Laboratory, UPS, Hughes, and NASA. He's taught graduate and undergraduate Software Engineering at Catholic University in Washington, D.C. Dan's previous Head First books are Head First Software Development and Head First Algebra, so he's used to them being a little out of the ordinary, but this is the first book to involve bounty hunters. Even scarier was watching Tracey shift to become a night owl and Apple fan-girl to get this book done. Dan's degree is in Computer Science with a minor in Mathematics from Virginia Tech and he is one of the instructors for the O'Reilly iPhone Development Workshop. 皮隆（Tracey Pilone） would first like to thank her co-author and husband for sharing another book and being relentless in his willingness to stay up late to get things right. She is a freelance technical writer who supports mission planning and RF analysis software for the Navy and is the author of Head First Algebra. Before becoming a writer, she spent several years working as a construction manager on large commercial construction sites around Washington, D.C. There she was part of a team responsible for coordinating the design and construction of office buildings, using engineering and management skills that somehow all came in handy writing Head First books. She has a Civil Engineering degree from Virginia Tech, holds a Professional Engineer's License, and received a Masters of Education from the University of Virginia.

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### 章节摘录

插图：Joe Heck is a software developer, technology manager, author, and instructor who's been involved with computing for 25 years, and developing for the iPhone platform since the first beta release. Employed at the Walt Disney InteractiveMedia Group, Joe is involved in various technologies and development platforms, and assisted the development team for Disney's iPhone game "Fairies Fly." He's the founder of the Seattle Xcoders developer group, which supports Macintosh and iPhone development in the Seattle area, and the author of SeattleBus, an iPhone app that provides real-time arrival and departure times of Seattle public transportation (available at the iPhone App Store). He also knows a ton about iPhones, and made sure that we were technically solid in every facet of the book. His attention to detail means that all of our nitty gritty answers are complete and correct. Eric Shepherd got started programming at age nine and never looked back. He's been a technical writer, writing developer documentation since 1997, and is currently the developer documentation lead at MoziUa. In his spare time, he writes software for old Apple II computers——because his day job just isn't geeky enough——and spends time with his daughter. Eric's review feedback was hugely helpful. His input meant that any typos or bugs we left in the code were caught and fixed. His thorough review means that no one else has to go through the problems he had in actually making the code work.

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### 媒体关注与评论

“这本书的非凡之处在于它的简单、按部就班的做法它并不尝试教授一切它只是用一种友好的、对话的方式让你热衷于iPhone应用程序的开发。

”——Eric Shephard Syndicomm的拥有者“《深入浅出iPhone开发》的精心制作可以令你轻松地创建、使用和学习iPhone技术，而无需拥有许多Macintosh开发工具的背景。

”——Joe Heck Seattle Xcoders的创始人“这本书太令人生气了！

出版得太晚.我们中有些人当初不得不忍受学习iPhone开发的痛苦。

现在我们难以接受这一切都结束了！

”——Mike Morrison Stalefish Labs的创始人

## <<深入浅出iPhone开发>>

### 编辑推荐

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