

Introduction to iPhone & iPad Development

Learn the essentials of <u>iPhone</u> and <u>iPad</u> development: the tools, frameworks, concepts, and best practices - with plenty of hands-on exercises to strengthen your understanding. Training from New Toronto Group and About Objects Inc.



Date: September 27 – October 1



Training Objectives:

- Gain hands-on proficiency with Objective-C 2.0 and the Foundation framework for iPhone/iPad development
- Get up to speed fast on Xcode and Interface Builder
- Learn to write custom iPhone/iPad drawing and animation code
- Access iPhone and iPad user input from touches, as well as from the accelerometer and Core Location
- Set up and manage iPhone and iPad controls such as text fields, buttons, and pickers.
- Work with the iPhone's table views, navigation controllers, and other UI components
- Persist iPhone and iPad application state and user data
- And much more

Audience:

Take this course if you're:

- A professional developer who has a strong background in a C-like language (C, C++, C#, Java, etc.)
- Interested in learning the iPhone SDK to create great iPhone and iPad applications.

Location: New Toronto Group, 4 Robert Speck Parkway, Mississauga, ON

Price: \$2,495/student Special Offer: Bring a Friend!

2 students: 10% discount/student 3 students: 15% discount/student 4 students: 20% discount/student

5 students or more: 25% discount/student

Courseware:

The training material for this course is written by Jonathan Lehr, founder and President of About Objects http://www.aboutobjects.com/about/aboutus.html. In over two decades, as a software developer and trainer, Jonathan has written several books and more than a dozen courses on Objective-C, Cocoa, iPhone development, Java, and other programming topics.



For more information and to register online:

http://www.newyyz.com/NtgSite/training/find_a_course.cfm?Category=iPhone&CourseID=190

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