

The Core Application

Every iPhone application is built using the UIKit framework and therefore has essentially the same core architecture. UIKit provides the key objects needed to run the application and to coordinate the handling of user input and the display of content on the screen. Where applications deviate from one another is in how they configure these default objects and also where they incorporate custom objects to augment their application's user interface and behavior.

Although customizations to your application's user interface and basic behavior occur down within your application's custom code, there are many customizations that you must make at the highest levels of the application. Because these application-level customizations affect the way your application interacts with the system and other applications installed on a device, it is important to understand when you need to act and when the default behavior is sufficient. This chapter provides an overview of the core application architecture and the high-level customization points to help you make determinations about when to customize and when to use the default behavior.

Important: The UIKit classes are generally not thread safe. All work related to your application's user interface should be performed on your application's main thread.

Core Application Architecture

From the time your application is launched by the user, to the time it exits, the UIKit framework manages the majority of the application's key infrastructure. An iPhone application receives events continuously from the system and must respond to those events. Receiving the events is the job of the UIApplication object but responding to the events is the responsibility of your custom code. In order to understand where you need to respond to events, though, it helps to understand a little about the overall life cycle and event cycles of an iPhone application. The following sections describe these cycles and also provide a summary of some of the key design patterns used throughout the development of iPhone applications.

The Application Life Cycle

The application life cycle constitutes the sequence of events that occurs between the launch and termination of your application. In iPhone OS, the user launches your application by tapping its icon on the Home screen. Shortly after the tap occurs, the system displays some transitional graphics and proceeds to launch your application by calling its main function. From this point on, the bulk of the initialization work is handed over to UIKit, which loads the application's user interface and readies its event loop. During the event loop, UIKit coordinates the delivery of events to your custom objects and responds to commands issued by your application. When the user performs an action that would cause your application to quit, UIKit notifies your application and begins the termination process.

Figure 1-1 depicts the simplified life cycle of an iPhone application. This diagram shows the sequence of events that occur from the time the application starts up to the time it quits. At initialization and termination, UIKit sends specific messages to the application delegate object to let it know what is happening. During the event loop, UIKit dispatches events to your application's custom event handlers. Handling initialization and termination events is discussed later in "Initialization and Termination," and the event handling process is introduced in "The Event-Handling Cycle" and covered in more detail in later chapters.

Figure 1-1 Application life cycle

Iphone Application Programming Guide

Julia Schneider



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James Brannan,2009-08-03 Essential Skills Made Easy Now you can create your own iPhone and iPod touch applications in no time iPhone SDK Programming A Beginner s Guide shows you how to use Cocoa Touch the Objective C programming language and the Xcode development tools This hands on guide features several self contained projects with the corresponding Xcode available for download and modification By the end of the book you ll be able to build test and debug custom iPhone and iPod touch applications with ease Designed for Easy Learning Key Skills Concepts Chapter opening lists

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Sams Teach Yourself IOS 8 Application Development in 24 Hours John Ray,2015 In just 24 sessions of one hour each learn how to build powerful applications for today s hottest handheld devices the iPhone and iPad Using this book s straightforward step by step approach you ll master every skill and technology you need from setting up your iOS development environment to building great user interfaces sensing motion to writing multitasking applications Each lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common iOS development tasks Quizzes and Exercises help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University His many books include Using TCP IP Special Edition Maximum Mac OS X Security Mac OS X Unleashed Teach Yourself Dreamweaver MX in 21 Days and Sams Teach Yourself iOS 7 Application Development in 24 Hours Printed in full color figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6 x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple s new language Swift Test code using the new iOS Playground Understand the Model View Controller MVC development pattern Visually design and code interfaces using Xcode Storyboards Segues Exits Image Slicing and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables Split Views Navigation Controllers and more Read and write preferences and data and create System Settings plug ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion orientation and location with the accelerometer gyroscope and GPS Integrate online services using Twitter Facebook Email Web Views and Apple Maps Create universal applications that run on both the iPhone and iPad Write background aware multitasking applications Trace debug and monitor your applications as

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Development Wei-Meng Lee, 2010-09-14 The ideal starting point for creating apps using iOS 4 Written by an experienced Apple developer and trainer this full color reference serves as an ideal jumping point for creating applications for Apple's iOS 4 that runs on the iPhone iPod Touch and iPad In addition to in depth coverage of the iOS SDK the book walks you through the various core aspects of iPhone and iPad development You'll learn how to take advantage of the tools provided by XCode and you'll benefit from a solid introduction to Objective C which allows you to have a smooth transition to iPhone development from another platform Offers a solid foundation for creating applications for Apple's iOS 4 Covers all the new features of iOS 4 and provides a new applications template for developing iPad and iPhone apps Addresses the new PopoverView for iPad apps Shows how to develop background applications which is one of the new features in iOS 4 Beginning iOS 4 Application Development is your ultimate resource for creating applications for Apple's iOS 4 **iOS 8**

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IOS 8 for Programmers Paul J. Deitel,Harvey M. Deitel,Abbey Deitel,2015 This tutorial employs the Deitels proven app driven approach to teaching mobile programming Each chapter is built around a single unique app The chapter begins with a detailed walk through of what the app does then dives into the underlying code By the end of the chapter the reader has not only learned key iOS programming principles but has actually built a working iOS app

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WHAT YOU WILL LEARN Develop practical skills in Swift programming Xcode and SwiftUI Learn to work around the database file handling and networking while building apps Utilize the capabilities of mobile hardware to include sound images and videos Bring machine learning capabilities using the Core ML framework Integrate features such as App Gestures and Core Location into iOS applications Utilize mobile design patterns and maintain a clean coding style

WHO THIS BOOK IS FOR This book is ideal for beginners in programming students and professionals interested in learning how to program in iOS use various developer tools and create Apple apps Working knowledge of any programming language is an advantage but not required

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by building a weather app that fetches real time data Explore how to integrate popular social media platforms into your app allowing users to share content seamlessly Build a fitness tracking app using HealthKit learning to work with health data and sensors Table of Contents 1 Introduction to iOS Development 2 Getting Started with iOS App Development 3 Swift Programming Language Basics 4 Building a To Do List App 5 Developing a Weather App 6 Integrating Social Media 7 Creating Fitness Tracking App Using HealthKit 8 Building an Image Recognition App Using Core ML and VisionKit 9 Testing Debugging and Deployment 10 Advance Concepts Index

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