Xcode 4 iOS Development Beginner's Guide

By Steven F. Daniel

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This step-by-step book guides you through the process of creating awesome iOS apps using Xcode 4. As a beginner's guide, it focuses on getting you through all the major learning points in a smooth, logical order while showing you how to avoid some common pitfalls. If you want to learn how to build iOS applications that compete with the rest and make your mark within the iOS industry, this book is for you. You should have some basic programming experience with Objective-C, and a good understanding of OOP, as well as some knowledge of database design. No knowledge of Xcode 4 is required.

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Editorial Review

About the Author
Steven F. Daniel is originally from London, England, but lives in Australia. He is an experienced software developer with more than 13 years of experience developing desktop and web-based applications for a number of companies, in sectors including insurance, banking and finance, oil and gas, and local government. Xcode 4 iPhone Development Beginner's Guide is his first book. Steven is always interested in emerging technologies, and is a member of the SQL Server Special Interest Group (SQLSIG) and the Java Community. He is the owner and founder of GenieSoft Studios (http://www.geniesoftstudios.com/), a software development company based in Melbourne, Victoria, that currently develops games and business applications for the iOS, Android and Windows platforms. Steven has also been the co-founder and Chief Technology Officer (CTO) of SoftMpire Pty Ltd, a company that focused primarily on developing business applications for the iOS and Android platforms. You can check out his blog at http://geniesoftstudios.com/blog/, or follow him on Twitter at http://twitter.com/GenieSoftStudio.

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