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More iPhone 3 Development: Tackling iPhone SDK 3 (Beginning)

David Mark, Jeff LaMarche

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Interested in iPhone development? Want to learn more? Whether you're a self-taught iPhone development genius or have just made your way through the pages of *Beginning iPhone 3 Development*, we have the perfect book for you.

More iPhone 3 Development: Tackling iPhone SDK 3 digs deeper into Apple's latest SDK. Best-selling authors **Dave Mark** and **Jeff LaMarche** explain concepts as only they can, covering topics like Core Data, peer-to-peer networking using GameKit and network streams, working with data from the web, MapKit, in-application e-mail, and more. All the concepts and APIs are clearly presented with code snippets you can customize and use, as you like, in your own apps.

If you are going to write a professional iPhone app, you'll want to get your arms around Core Data, and there's no better place to do so than in the pages of this book. The book continues right where *Beginning iPhone 3 Development* left off with a series of chapters devoted to Core Data, the standard for persistence that Apple introduced to iPhone with SDK 3. Jeff and Dave carefully step through each of the Core Data concepts and show you techniques and tips specifically for writing larger applications?offering a breadth of coverage you won't find anywhere else.

The Core Data coverage alone is worth the price of admission. But there's so much more. This book covers a variety of networking mechanisms, from GameKit's relatively simple BlueTooth peer-to-peer model, to the addition of Bonjour discovery and network streams, through the complexity of accessing files via the web. Dave and Jeff will also take you through coverage of concurrent programming and some advanced techniques for debugging your applications.

Whether you are a relative newcomer to iPhone development or an old hand looking to expand your horizons, there's something for everyone in *More iPhone 3 Development*.

Note: A few of the apps in this book demonstrate technologies not yet supported by the simulator. To run them on your iPhone or iPod touch, you'll need to join one of Apple's paid iPhone developer programs.

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