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## iPhone Programming Workshop for iPhone SDK 3.0 from About Objects

**Publish Date:** Jun 29, 2009

### Summary:

About Objects today announced a new public schedule for iPhone Programming Workshop, a hands-on developer training course on the iPhone SDK. The course has been updated to reflect Apple's recent release of the latest 3.0 version of the SDK. Classes will be conducted July 27 - July 31, and August 10 - August 14, at the About Objects headquarters in Reston, VA, and August 24 - August 28 near the Apple campus in Cupertino, CA.

### Body:

EMBARGO UNTIL: Tuesday, Jun 30 2009, 3:00 am CST

Reston, VA - About Objects today announced a new public schedule for iPhone Programming Workshop, a hands-on developer training course on the iPhone SDK. The course has been updated to reflect Apple's recent release of the latest version (3.0) of the SDK. Classes will be conducted July 27 - July 31, and August 10 - August 14, at the About Objects headquarters in Reston, VA, and August 24 - August 28 near the Apple campus in Cupertino, CA.

The iPhone Programming Workshop is built around hands-on lab exercises that allow participants to learn the Objective-C language, iPhone-related libraries and frameworks, and Apple's development tools, including Xcode, Interface Builder, in a progressive series of steps. Attendees begin by writing simple Objective-C programs and gradually work their way up to writing a iPhone apps with a wide variety of features. Class sizes are deliberately kept small to ensure plenty of hands-on guidance; typically, classes comprise eight to twelve attendees.

Topics covered include the following:

- \* Using the Xcode IDE and Interface Builder

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- \* Objective-C basics
- \* Foundation classes
- \* Memory management techniques
- \* Cocoa Touch design patterns
- \* Custom drawing and animation
- \* Touch screen user interaction
- \* Working with interactive controls such as buttons, text fields, etc.
- \* Using table views to present and manage data
- \* Navigation and tab bar controllers
- \* Working with web content
- \* Persisting user and application data
- \* Working with accelerometer input, location data, and other core services.
- \* Working with .nib files

The iPhone Programming Workshop is taught by noted developer and author Jonathan Lehr. Jonathan has over a decade of experience developing software in Objective-C for Apple platforms, and has trained hundreds of developers in these technologies.

About Objects also provides training on a number of related topics, including the following course titles: ANSI C Programming, Objective-C Programming, Objective-C for Beginners, and Cocoa Programming Workshop. All About Objects courses are available for onsite delivery as well as for open enrollment in our classrooms.

- [About Objects](#) []
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About Objects is a leading source of training and development in Objective-C on the iPhone OS and Mac OS X platforms, and was the first company in the world to offer public developer training on the iPhone SDK. Headquartered in the Accenture building in Reston, VA, About Objects offers public training at multiple locations, including Cupertino, CA, as well as onsite training. The company also provides development and consulting services for the iPhone OS and Mac OS X.

###

Jonathan Lehr  
 President  
 AboutObjects  
 703-251-4474  
 United States  
 public.relations@aboutobjects.com



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