

iPhone Development Class in March at About Objects in Reston, VA

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About Objects, Inc. is offering its popular series of iPhone development classes in Reston, VA during March, 2010. This series of courses lets developers 'right-size' their training by choosing the exact courses they need. The courses are designed to give attendees not only a firm grounding in iPhone development, but also solid insight into how things work under the covers so they truly understand what's going on in their code.

Reston, VA. About Objects is offering its popular series of iPhone development classes in Reston, VA during March, 2010. These courses have garnered good reviews from developers at companies such as Apple, Intuit, Symantec, Sybase, Raytheon, NASA, and Yahoo!. The classes are taught by noted developer and trainer Jonathan Lehr, author of the upcoming book, *Objective-C: the Missing Manual* (O'Reilly, September, 2010).

This series of courses lets developers 'right-size' their training by choosing the exact courses they need. The courses are designed to give attendees not only a firm grounding in iPhone development, but also solid insight into how things work under the covers so they truly understand what's going on in their code. The courses also provide numerous tips and techniques for using the language, the tools, and the frameworks more effectively.

The first of the three classes is a 3-day ANSI C Programming course that runs March 15-17. It provides a comprehensive introduction for people who are relatively new to programming, as well as for developers who lack experience in C or a C-like language, such as Java, C, or C#. That will be followed immediately by a 2-day Objective-C for Beginners class on March 18-19, designed to get experienced programmers up to speed quickly on object-oriented programming in Objective-C.

The third and final class in the series is a 5-day iPhone Programming Workshop, held March 22-26. After starting off with a brief review of Objective-C syntax and memory management, the course covers the following topics:

- * Working with Xcode
- * Working with Foundation Classes (strings, arrays, dictionaries, etc.)
- * Memory Management and Performance Monitoring
- * Network and Files
- * Applications, Windows, Views, and Layers
- * View Controllers
- * Custom Drawing with Core Graphics
- * Core Animation
- * Responding to Touches
- * Interacting with Buttons and Other Controls
- * Working with Text Fields and Keyboard Input
- * Working with Interface Builder
- * Table views
- * Navigation and Tab Bar Controllers
- * Web Views
- * Storing and Retrieving User Preferences and Data
- * Working with the iPhone's Accelerometer, Location Data, and Other Core Services.

About Objects offers discounts for early registration as well as bundled training bundles that package either Objective-C for Beginners and the iPhone Programming Workshop, or all three of the courses in the series at a substantially reduced price.

Reactions from developers who have attended the classes have been overwhelmingly positive,

including the following comments:

"Thanks again for the great class! My first app got approved for sale just before Christmas. I'm working on version 2.0 of it now. Thanks again for the great class!!!" - Mark Kenney, Mach Dog

"Highly recommended - especially if you want to understand what's going on (or at least get the tools to understand what's going on) behind the scenes." - Jeffrey E. Thoma, Ph.D.

"Excellent, well thought out and well designed course. This is a MUST-HAVE course for any one aspiring to be a good iPhone developer." - Santosh Menon, Sybase

"This was the best course I have taken and far better than the Stanford University class. I learned more in one week, with historical backgrounds from NeXT that I would have never learned anywhere else." - Victoria French, Metrosharp

"The best course I've ever taken. If you are serious about getting in-depth, end-to-end, real world iPhone programming, you must take this course!" - John D'Esposito, Technet

About Objects:

<http://www.aboutobjects.com>

Objective-C for Beginners:

http://www.aboutobjects.com/training/objective-c/objective-c_for_beginners.html

iPhone Programming Workshop:

http://www.aboutobjects.com/training/iphone_sdk/iphone_programming_workshop.html

Course Schedule:

<http://www.aboutobjects.com/training/schedule.html>

Reston Location:

http://www.aboutobjects.com/training/location/reston_va.html

Cupertino Location:

<http://www.aboutobjects.com/training/location/cupertino.html>

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 ComScore building in Reston, VA, About Objects offers public training at multiple locations, including Cupertino, CA, in addition to onsite training and mentoring. The company also provides development and consulting services for the iPhone OS and Mac OS X. Copyright 2010 About Objects. All Rights Reserved. Apple, the Apple logo, iPhone and iPod are registered trademarks of Apple Computer in the U.S. and/or other countries.

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