iPhone开发经验谈

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iPhone开发经验谈

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简介

- Object-C
- 常用设计模式
- 内存管理
- 可利用的资源

Object-C

- a *simple* computer language designed to enable *sophisticated* object-oriented programming
- Message
- Category
- Protocol

主要设计模式

- Target-Action
- Delegation
- Notification
- Key Value Coding (KVC)
- Singleton

内存管理

- 引用计数
  - retain (alloc, copy)
  - release
  - autorelease
- 规则
- 工具

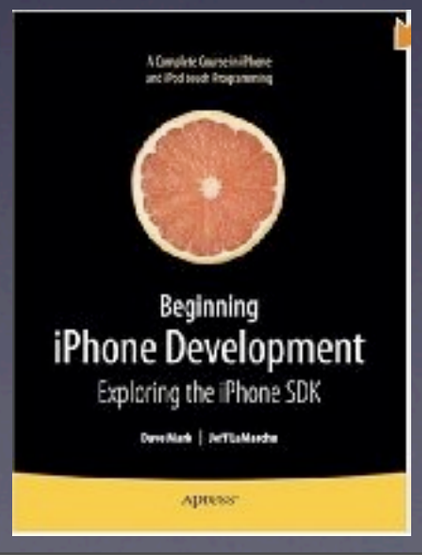
资源

- Apple官方文档,视频等
- 斯坦福iPhone程序开发课程
  - http://itunes.stanford.edu/

资源:书

COCOA PROGRAMMING FOR MAC OS X

The iPhone Developer's Cookbook



Beginning iPhone Development

资源:开源应用程序

- http://iphone.wordpress.org/
- ftp://ftp.idsoftware.com/idstuff/wolf3d/wolf3d_iphone_v1.0_src.zip

资源:库

- facebook: http://github.com/joehewitt/three20/tree/master
- JSON: http://code.google.com/p/json-framework/
- RE: http://regexkit.sourceforge.net/#RegexKitLite
- http server: http://code.google.com/p/cocoahttpserver/
- 2D Engine: http://code.google.com/p/cocos2d-iphone/
- 3D Engine:http://oolongengine.com/

资源:RSS

- Planet iPhone SDK: http://www.planetiphonesdk.com/planet_iphone_sdk_feed.xml
- Cocoa With Love: http://cocoawithlove.com/feeds/posts/default
- Cocoa Is My Girlfriend: http://feeds.feedburner.com/CocoaIsMyGirlfriend