

[Download](#)





---

Category:Video game elements Ask HN: A good crash course on mobile development? - nadim I've been working on a simple iPhone app, and decided that I might be interested in learning more about mobile programming, if it were available. I've found a couple of tutorials for "Objective-C for iPhone" and thought that I would give it a try. After that I might go on to develop an Android app. Unfortunately, it doesn't seem to exist any tutorial for iPhone development at all. Am I missing something or is it just that mobile programming is not as popular as I thought? A: It is not as popular as you think. It is actually not that hard, if you're willing to put the effort in. A: Like others have said, the iPhone platform is not very well supported by the iOS SDK's. I'd try the Android first, see what you can accomplish, and only then look into iPhone development. There are a lot of useful links on this site. Here are a few: Tutorials - Info on the SDK's - Learn Objective-C (the "boring" way) - Learn Android (easy, but harder) - This question has more detailed answers here: What are the best ways to learn iPhone development? A: If you're looking for a good crash course in mobile development, you might want to consider the iPhone Developer's Cookbook, also available from Apple. It's an excellent book, and covers topics like: Interface Builder, View Controllers and navigation Flexibility Cocoa Touch Framework and services Core Data Core Location and Sensor Data It's also a great resource for any other topics you might need to brush up on, but you can skip stuff you already know. 2d92ce491b