

iOS in Depth

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Requirements

- Get a Mac
 - required for XCode
 - required for iOS Simulators
 - required for Application Loader
 - required for codesign & packagebuild utilities

Requirements

- Get XCode
- Free on the Mac App Store or download from Developer Website
 - get XCode with iOS support
 - includes iOS Simulators and command line tools
 - optional install older iOS SDKs

Requirements for iOS App Store

- Apple iOS Developer Account
 - \$99 / year
 - Access to Certificates Utility
 - Access to iOS Betas
 - developer.apple.com/devcenter/ios/

iOS App Store

- Waiting for first Xojo made app submission
- Read App Review Guidelines
- Xojo builds native Apps

Test

- Test on real devices
 - Simulator has different timings and constraints
- Test with older iOS Version
- Test with different localization

App Design

- You make a mobile app
- Be careful on resource usage
 - Your app is killed
 - if it blocks CPU for 10 seconds
 - if device is low on memory

App Design

- Usually Client Server based
- Server app can be written in Xojo
- Please use SSL with certificates and verify peer & host!
- Do not connect to DB server directly

Xojo

- Xojo with iOS announced for December (beta?)
- Start development, report bugs.
- Probably usable for deploy in 2014

Xojo Limitations

- With first Xojo iOS Version
 - No DB classes except maybe SQLite
 - No Plugin SDK, so no MBS Plugins
 - Use of Declares
 - Manually edit plist file

Xojo Features

- Auto Layout
 - good for rotation of device
- Using new LLVM based compiler
- Styles for Controls
- Auto Keyboard for Textfields

Xojo Controls

- TextField & TextArea
- Labels & Rectangles
- Buttons
- SplitView
- HTMLViewer

New Framework

- New Framework
- Required for iOS development
- Dictionary → `xojo.core.dictionary`
- TextField, WebTextField → `xojo.ui.textfield`
- zero based strings

Things that don't exist on iOS

- Open & Save Dialogs
- MouseOver events
- Including Dyllibs or Helper apps
- Running unsigned apps

Q&A