

# Introduction to the iPhone platform

## What is iOS?

- An operating system that is designed for:
  - low power devices with touch interface
  - mobile devices
  - ease of use
  - accessible computing
  - nice & shiny UI with motion graphics

## What is running iOS?



## Development Environment & Tools

- Environment
- Tools

## Devices

- armv6/armv7 (1 GHz underclocked to 800 Mhz)
- 128/256/512 MB DRAM
- PowerVR MBX Lite, PowerVR SGX535 with OpenGL ES 2.0 support
- 3.5"/9.7" multi-touch screen
- 5.0 MP camera with 720p HD video recording
- Battery life in hours: audio 40, video 10, talk 7
- Connectivity: Bluetooth, Wifi, A-GPS, Cellular

## Tools



## Development process

- Free on Simulator
- Developer license (\$99 / year)
- Register devices at provisioning portal <http://developer.apple.com/iphone/>
- Get a developer certificate
- Create a new App ID
- Create a new provisioning profile
- Deploy your app on the phone with Xcode!

## Pros

- High sales figures
- Highly standardized development environment
- High quality hardware

## Cons

- Apple devices only
- Expensive
- Restrictive