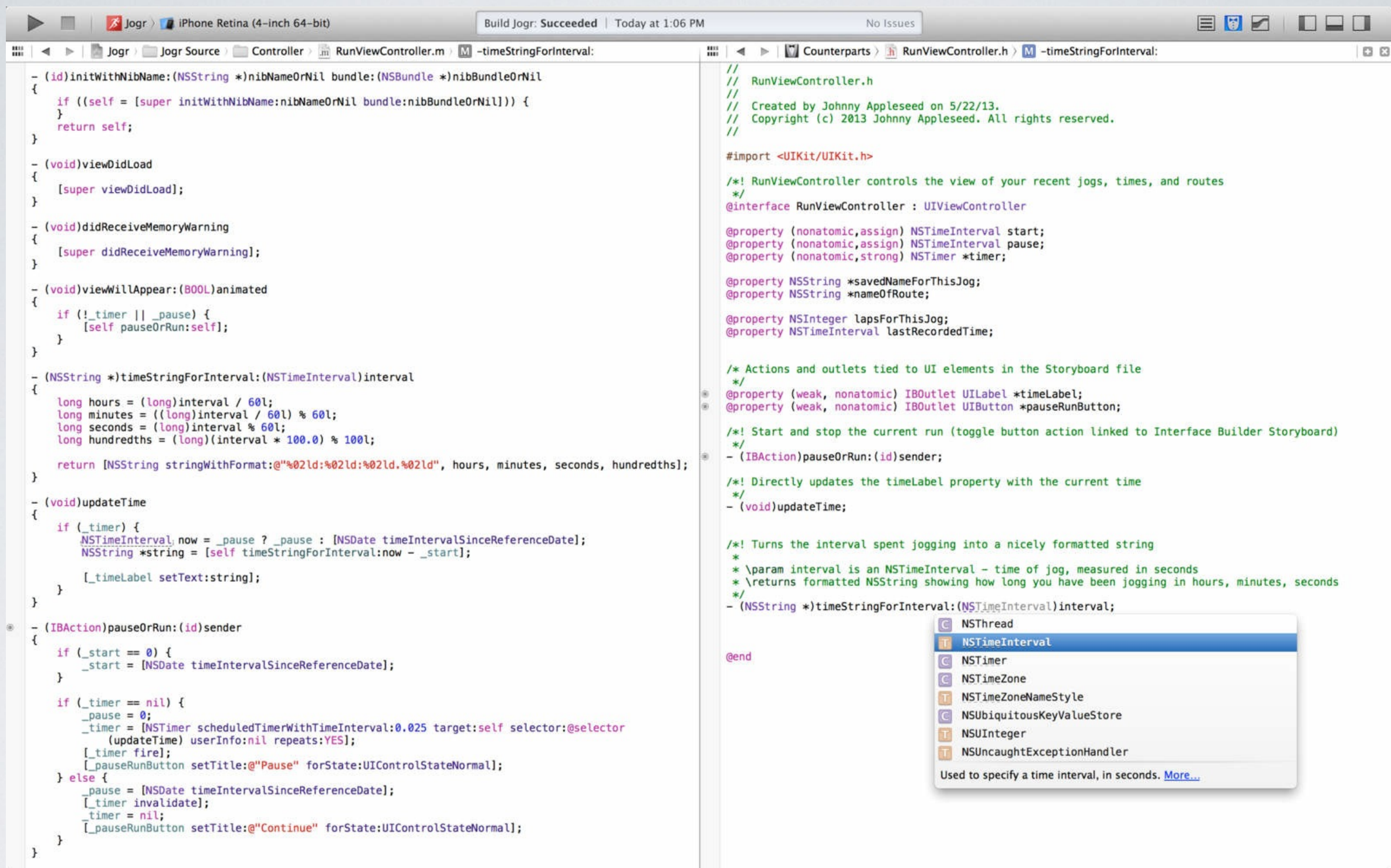


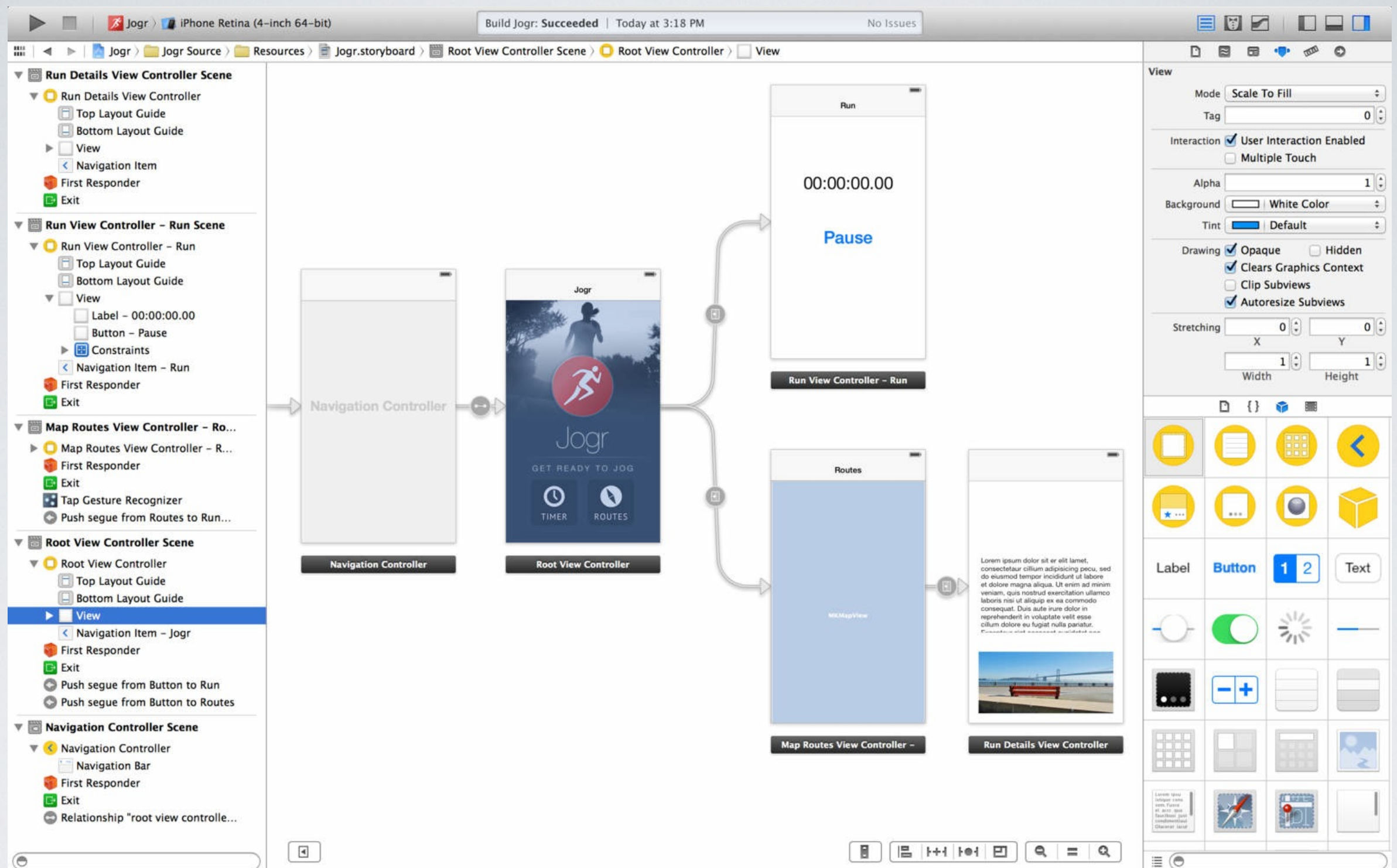
DEVELOPMENT BASICS



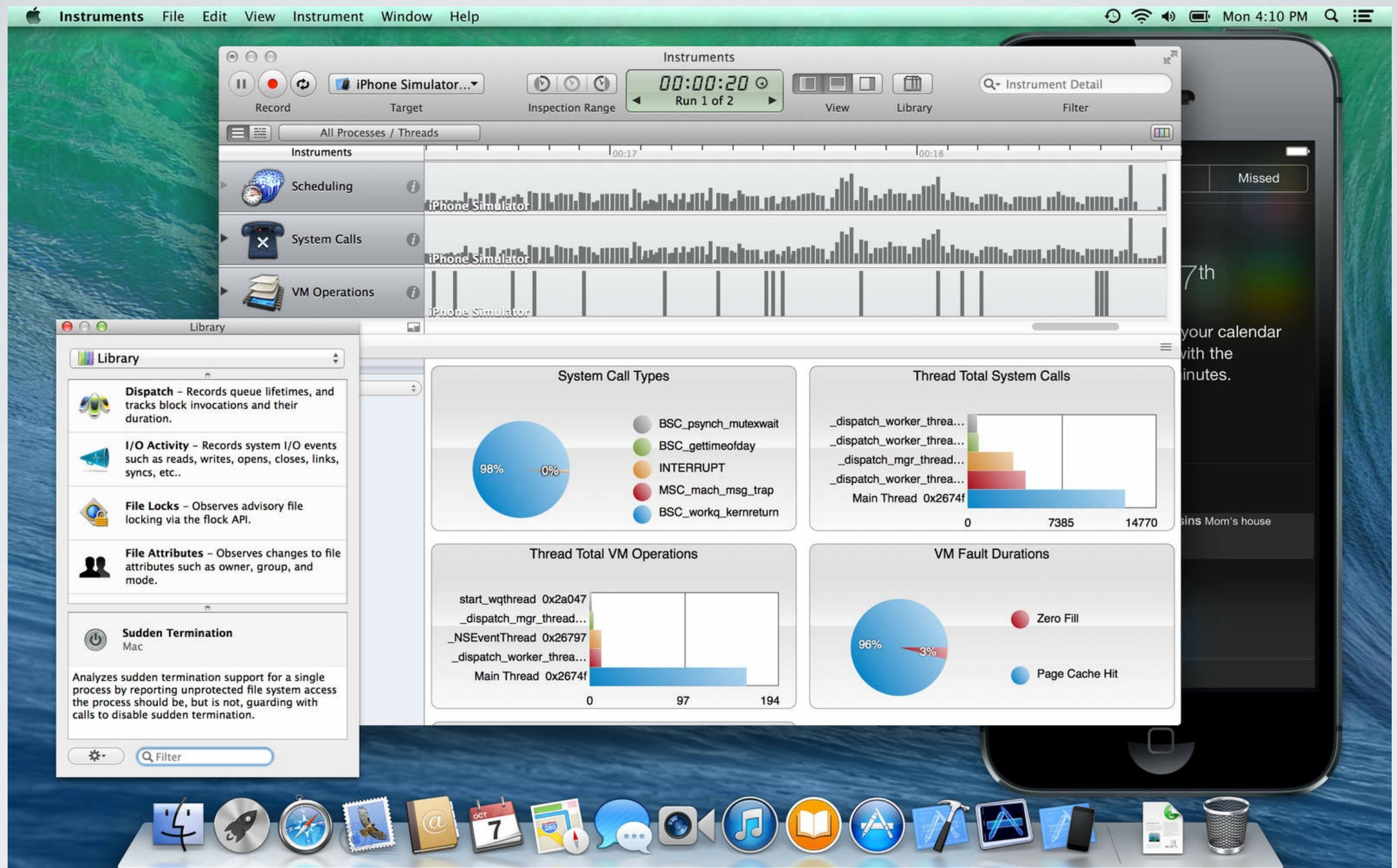
Xcode, Apple's IDE (integrated development environment)- a computer programming program



Objective-C



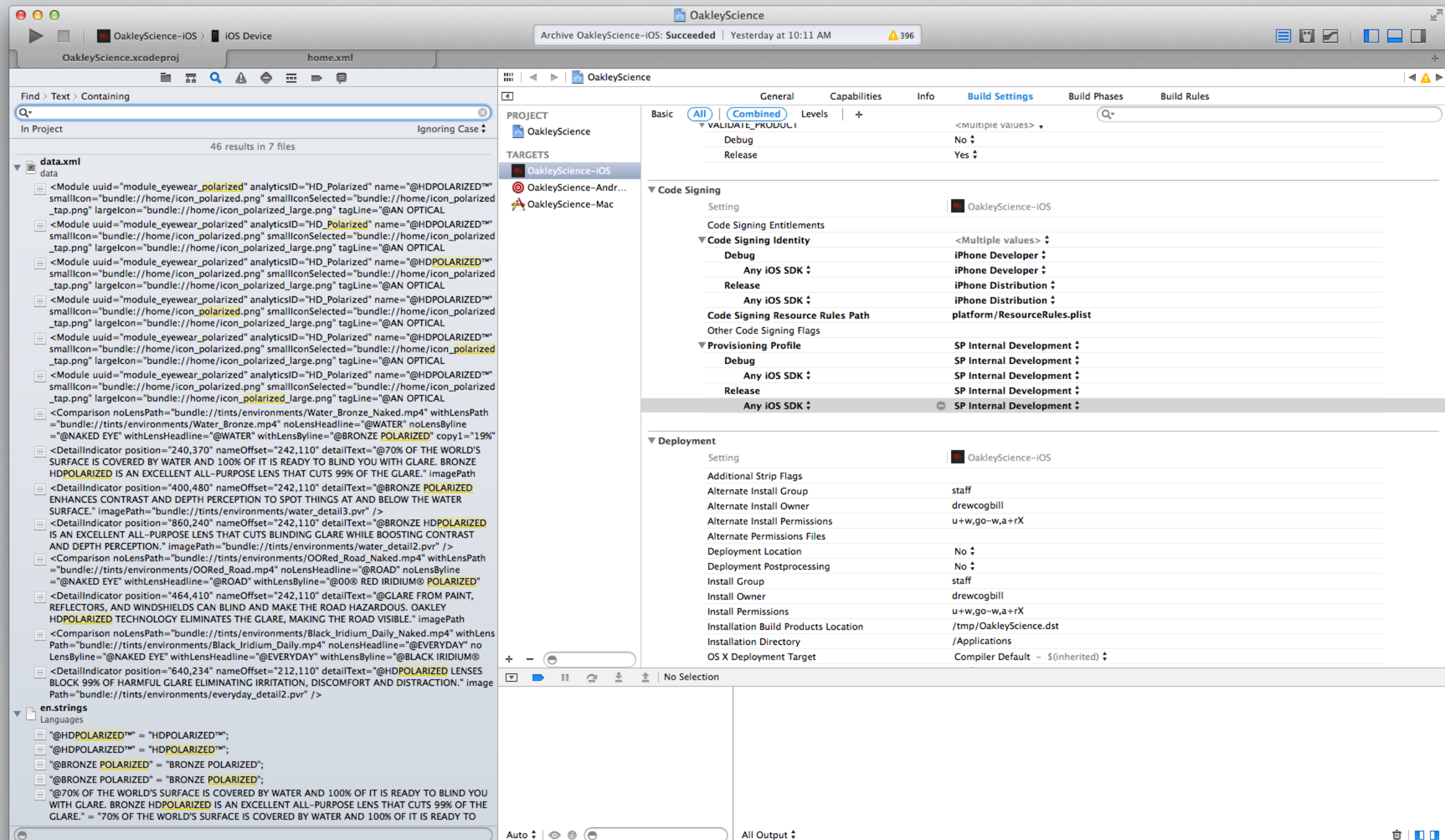
Interface Builder



Debugging, Instruments, building to simulators



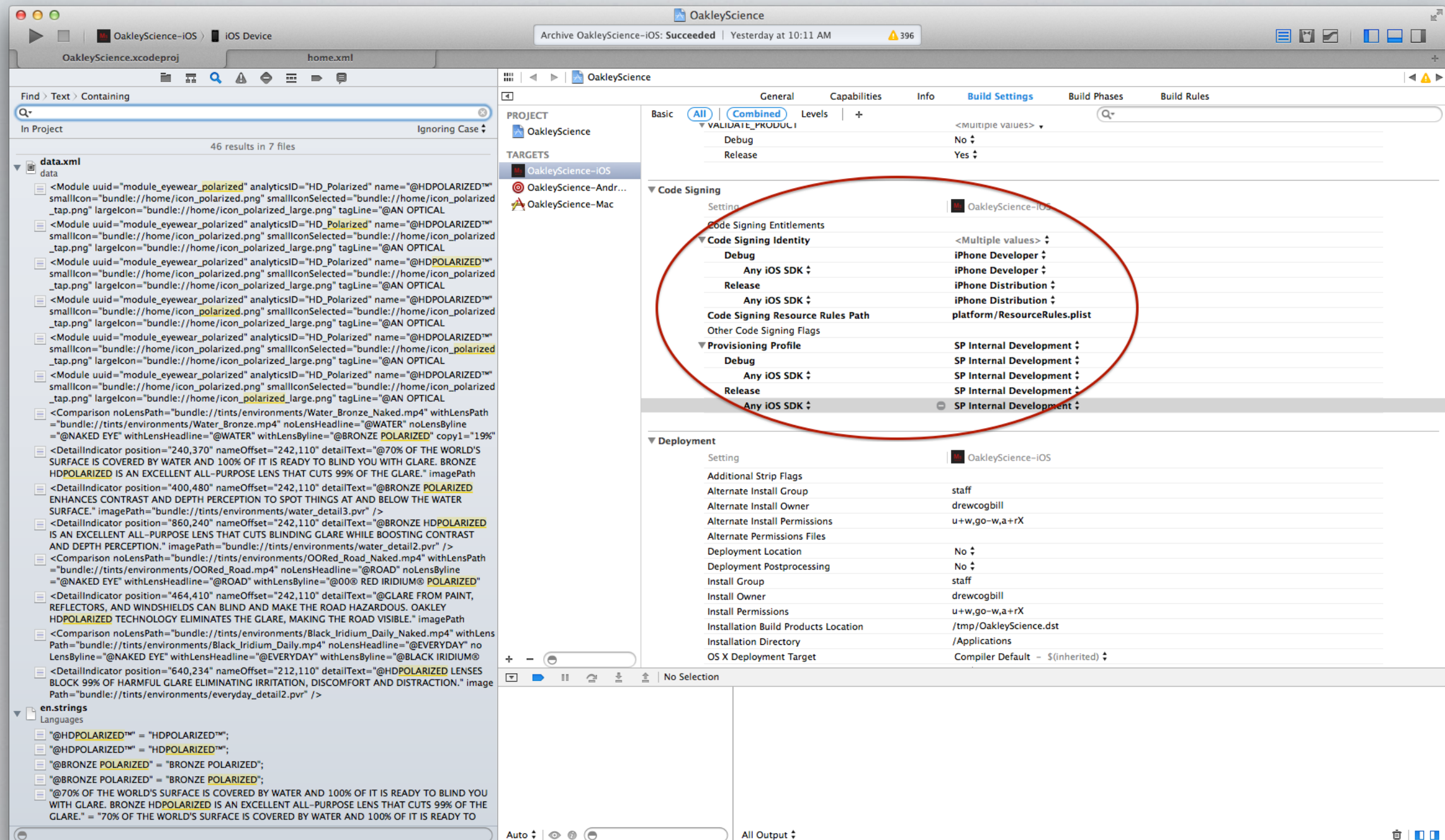
Just push play



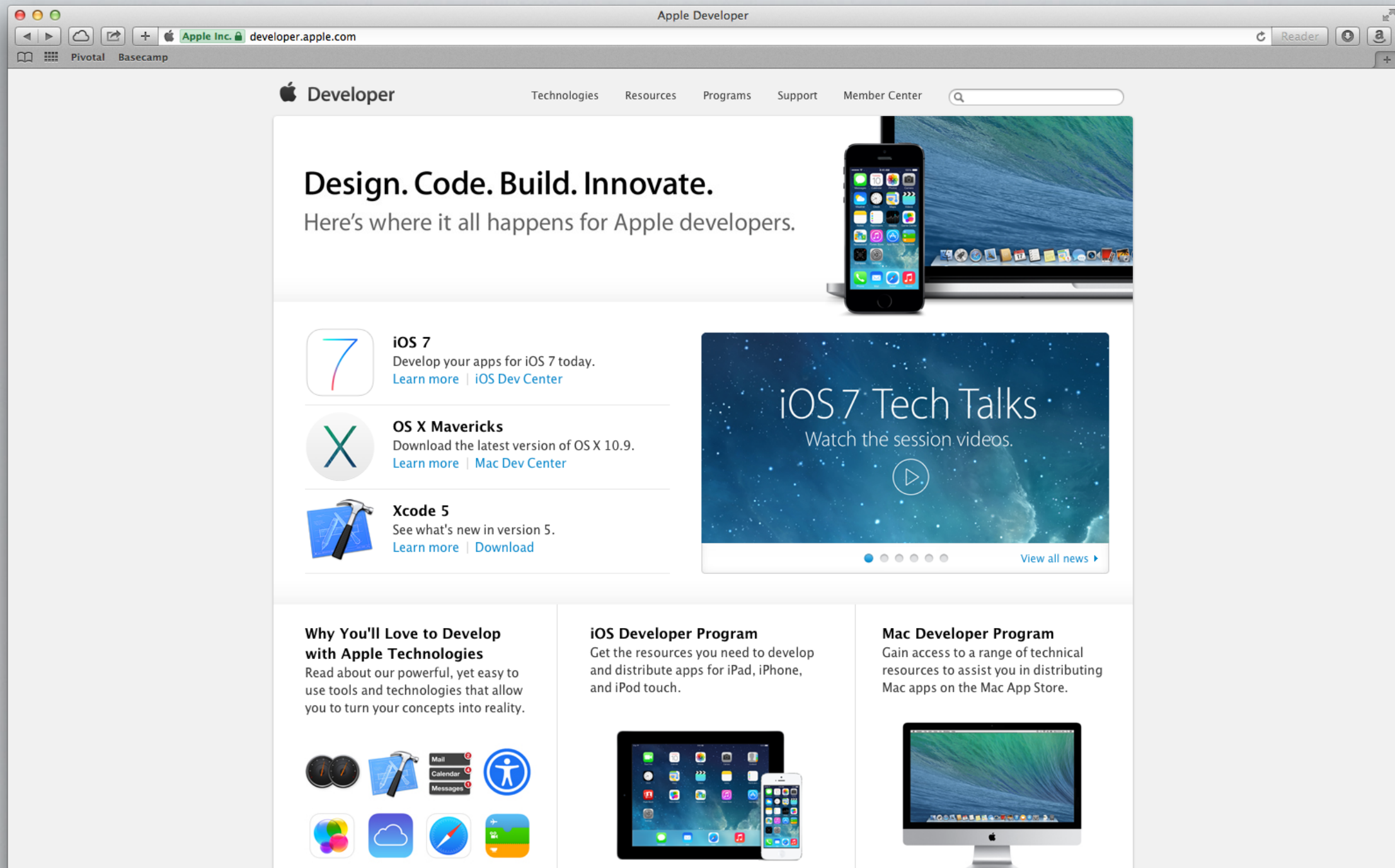
Other useful bits: left column tabs, searching, errors/warnings

ALSO

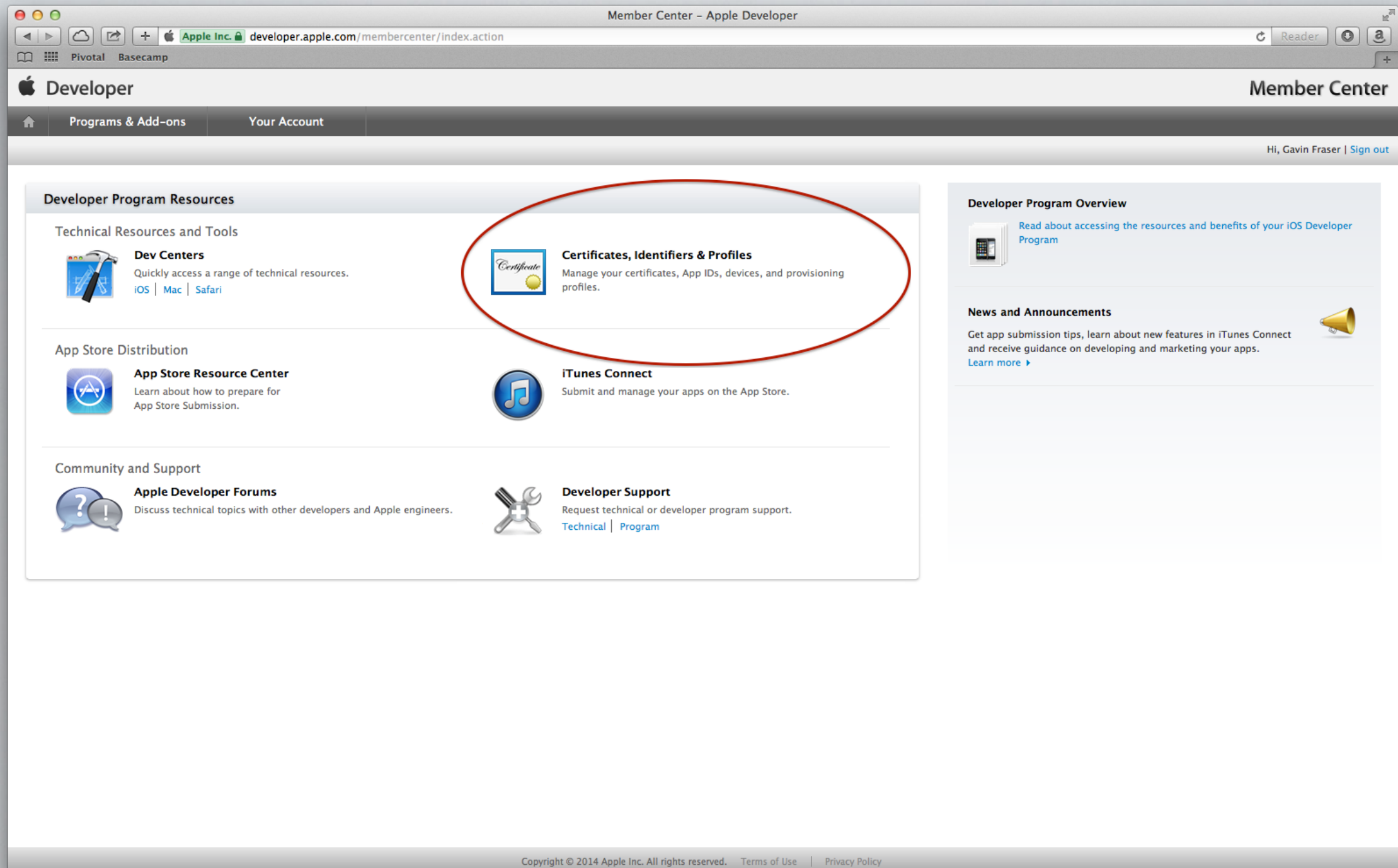
- If your app connects to the internet, that's a whole other can of worms. You'll need a server and such.



Provisioning (the manual way)



<http://developer.apple.com> - free to register, \$100 for a year to publish



<http://developer.apple.com>

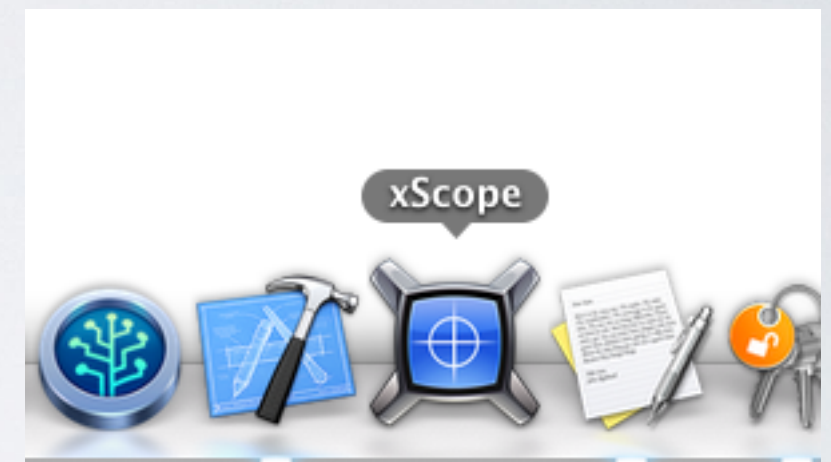
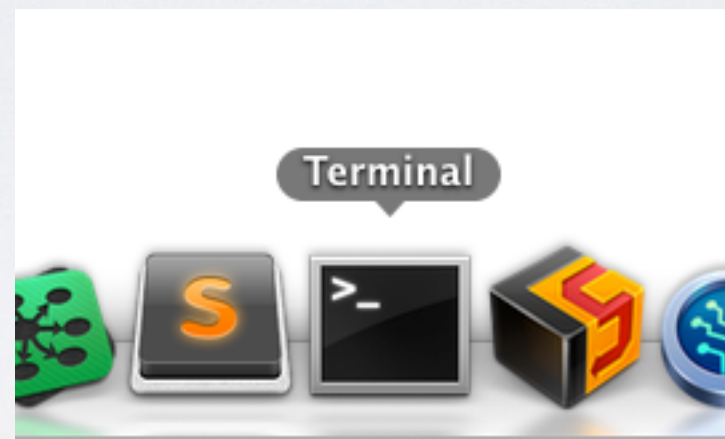
IOS PROVISIONING

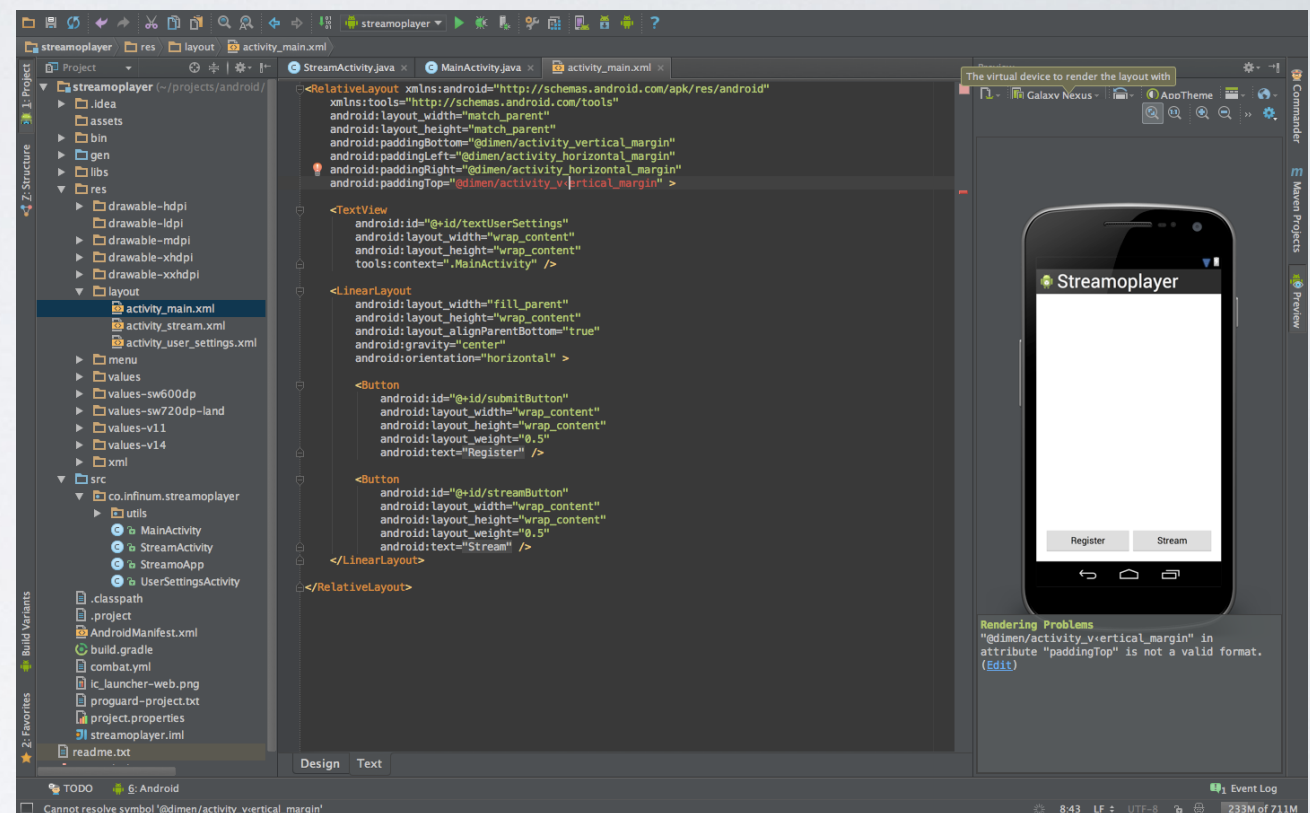
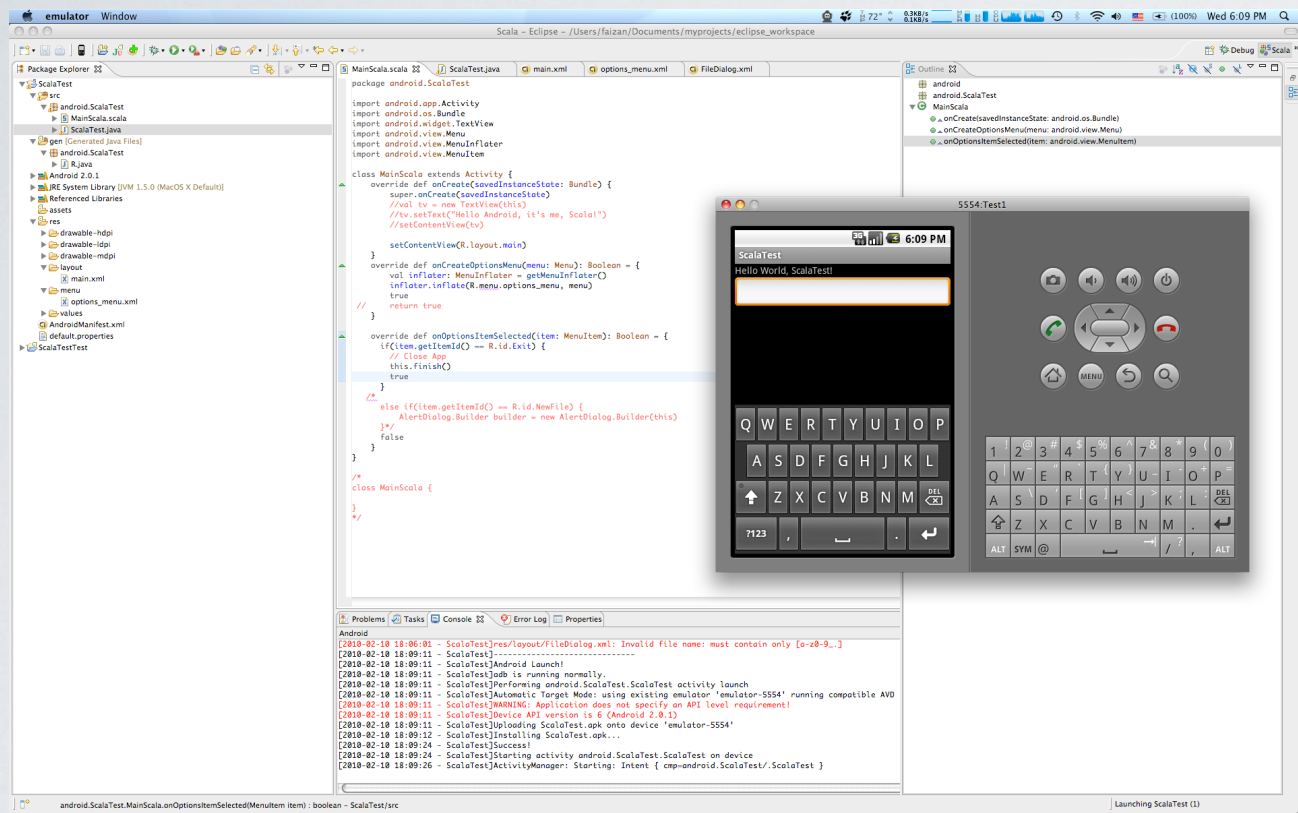
- Key needed for
- Certificate needed for
- Profile (which allows certain devices to run a certain app)
- iOS apps are .ipa's

PROVISIONING

- Profiles can mostly be wildcarded * (unless they need IAP, data protection, etc.)
- All app store apps have a unique **bundle identifier** - e.g. com.appco.appyapp

OTHER USEFUL THINGS





Android IDEs: Eclipse with Android SDK, Android Studio

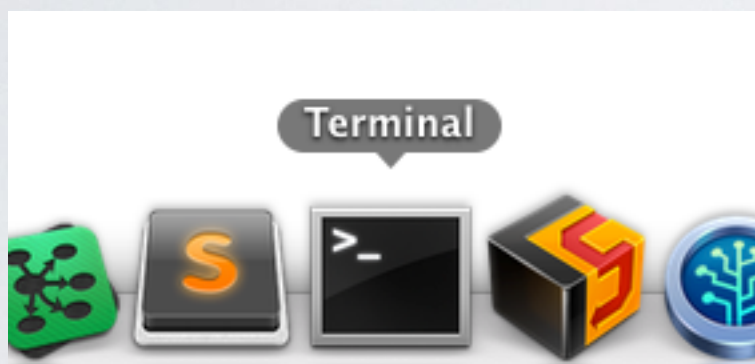
ANDROID PROVISIONING

- Anything anywhere!
- Android apps are generally .apk's (and .obb's)

SOURCE CONTROL

- Subversion (svn) - a centralized versioning system
- Git - a distributed versioning system (github)

SUGGESTED TOOLS



TestFlight
iOS Beta Testing On The Fly

ANALYTICS



mixpanel

