



# iPad Development Overview

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UIKit Frameworks Engineer



# iPhone to iPad

## New UI considerations

- Initial appearance
- Rotation
- Transitions
- Information density and presentation
  - UIPopoverController
  - UISplitViewController

# Universal Applications

## Writing for multiple SDKs

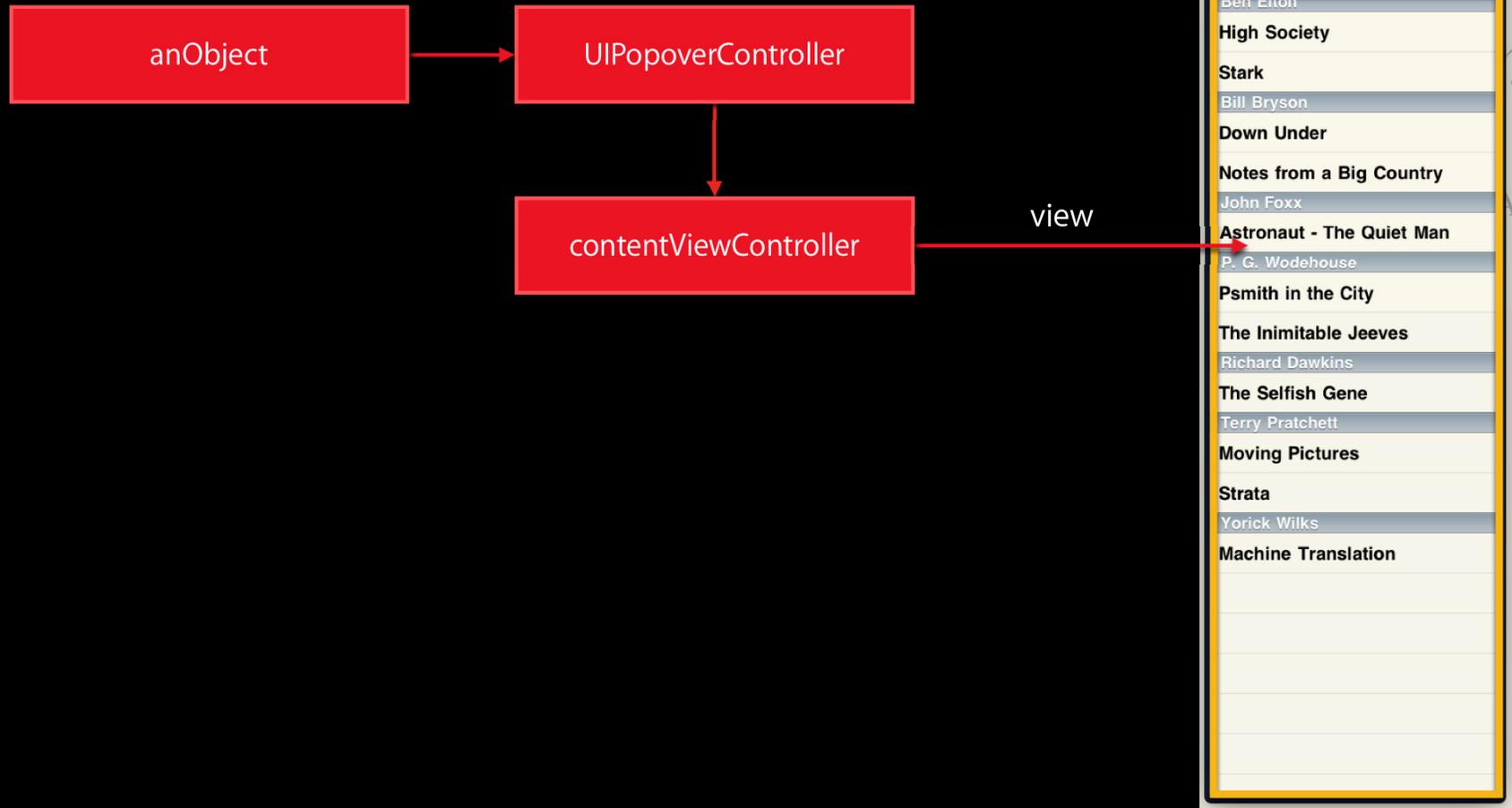
- Xcode
- API
- Symbol availability

# What Needs to Change?

- Xcode project settings
  - Base SDK
  - Deployment target
  - Targeted device family
- Refactored code
  - Application delegate(s)
  - Action sending controllers
- Resources
  - Nibs
  - Some images

# Popovers and Split View Controllers

# UIPopoverController



# UIPopoverController

## Creation and properties

- Creation

```
- (id)initWithContentViewController:(UIViewController *)vc;
```

- Properties

```
@property (nonatomic, retain) UIViewController *contentViewController;  
@property (nonatomic) CGSize popoverContentSize;  
@property (nonatomic, copy) NSArray *passthroughViews;
```

# UIPopoverController

## Presentation and dismissal

- Presenting

- (void)presentPopoverFromRect:(CGRect)rect  
                                  inView:(UIView \*)view  
          permittedArrowDirections:(UIPopoverArrowDirection)directions  
                                  animated:(BOOL)animated;
- (void)presentPopoverFromBarButtonItem:(UIBarButtonItem \*)item  
                                  permittedArrowDirections:(UIPopoverArrowDirection)dir  
                                  animated:(BOOL)animated;

- Dismissing

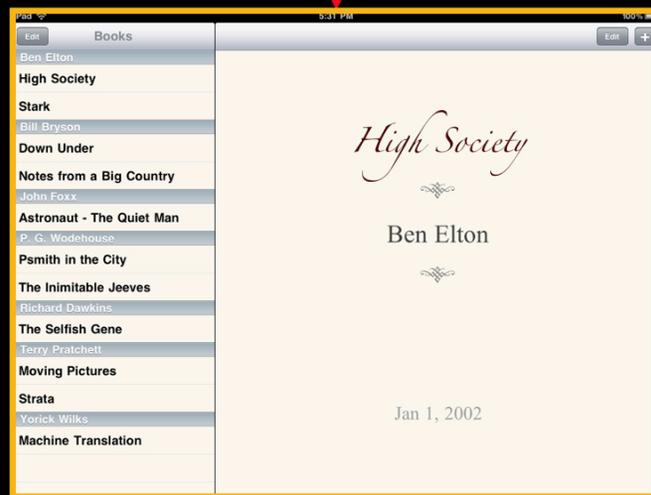
- (void)dismissPopoverAnimated:(BOOL)animated;

# Demo: Popovers

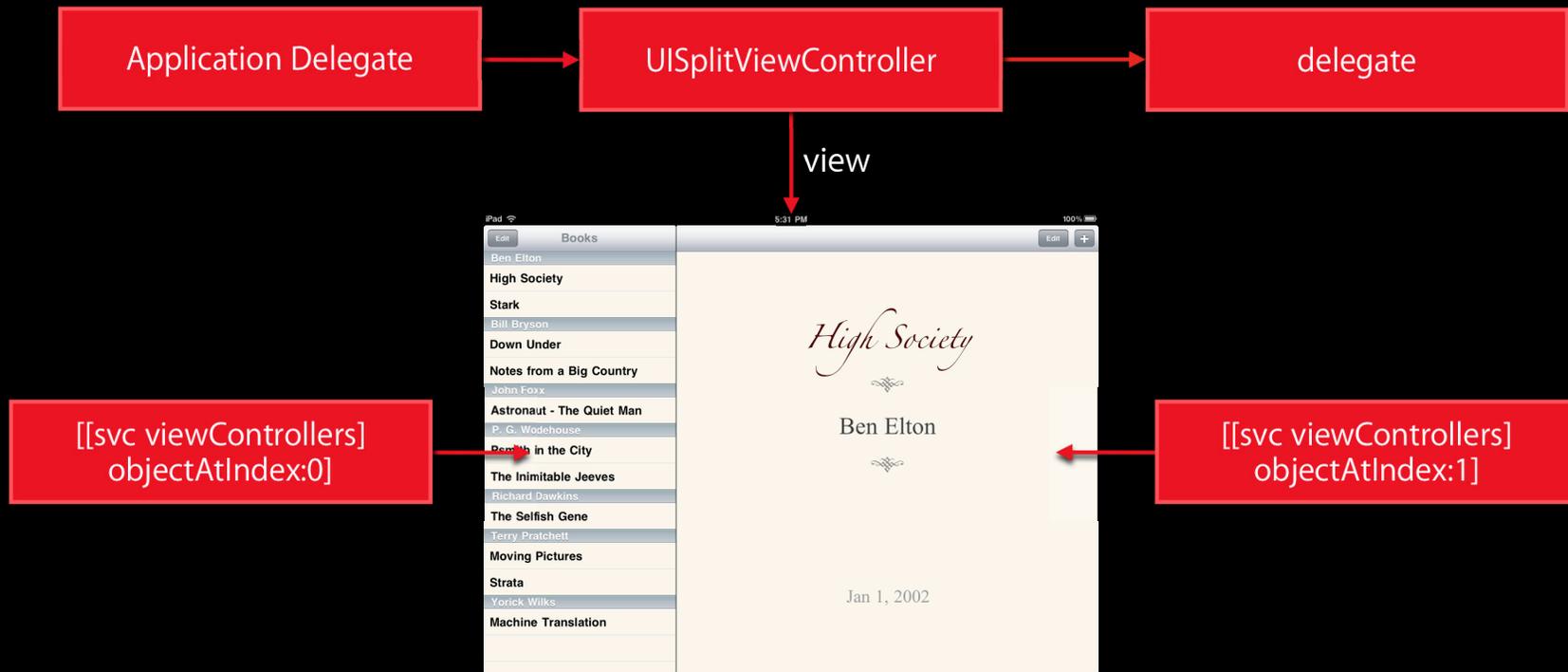
# UISplitViewController

UISplitViewController

view



# UISplitViewController



# UISplitViewController

## Creation and properties

```
UISplitViewController *svc = [[UISplitViewController alloc] init];
```

```
@property(n nonatomic, copy) NSArray *viewControllers;  
@property(n nonatomic, assign) id <UISplitViewControllerDelegate> delegate;
```

# UISplitViewController

## Delegate methods

- (void)splitViewController:(UISplitViewController\*)svc  
willHideViewController:(UIViewController \*)aViewController  
withBarButtonItem:(UIBarButtonItem\*)barButtonItem  
forPopoverController:(UIPopoverController\*)pc;
- (void)splitViewController:(UISplitViewController\*)svc  
willShowViewController:(UIViewController \*)aViewController  
invalidatingBarButtonItem:(UIBarButtonItem \*)barButtonItem;
- (void)splitViewController:(UISplitViewController\*)svc  
popoverController:(UIPopoverController\*)pc  
willPresentViewController:(UIViewController \*)aViewController;

# Demo: CoreData Books

[http://developer.apple.com/iphone/library/samplecode/CoreDataBooks/  
Introduction/Intro.html](http://developer.apple.com/iphone/library/samplecode/CoreDataBooks/Introduction/Intro.html)

# Getting Started

# Getting Started

## Preparing your iPhone project for iPad

- Xcode project modifications
- Code refactoring
- Resources

# Demo: Converting Your Project

# Refactoring

## Application delegate

CoreDataBooksAppDelegate

```
managedObjectModel  
managedObjectContext  
persistentStoreCoordinator  
applicationDocumentsDirectory  
window  
navigationController
```

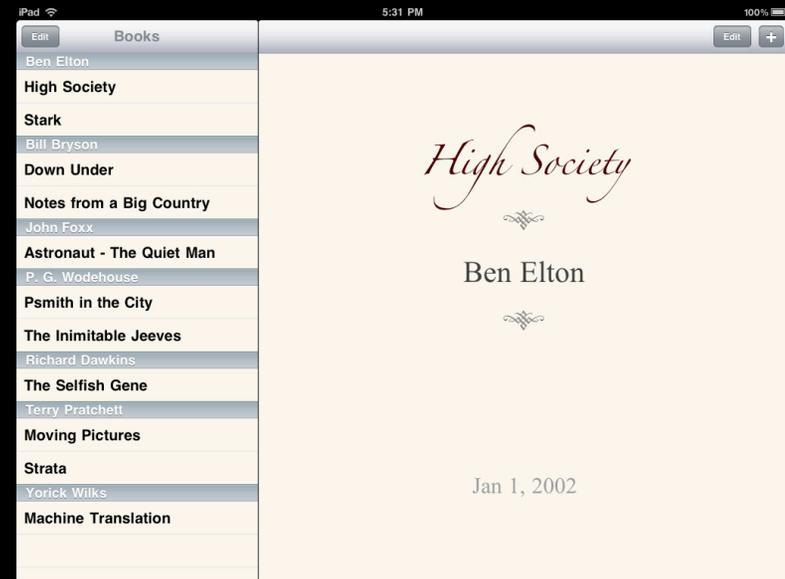


# Refactoring

## Application delegate

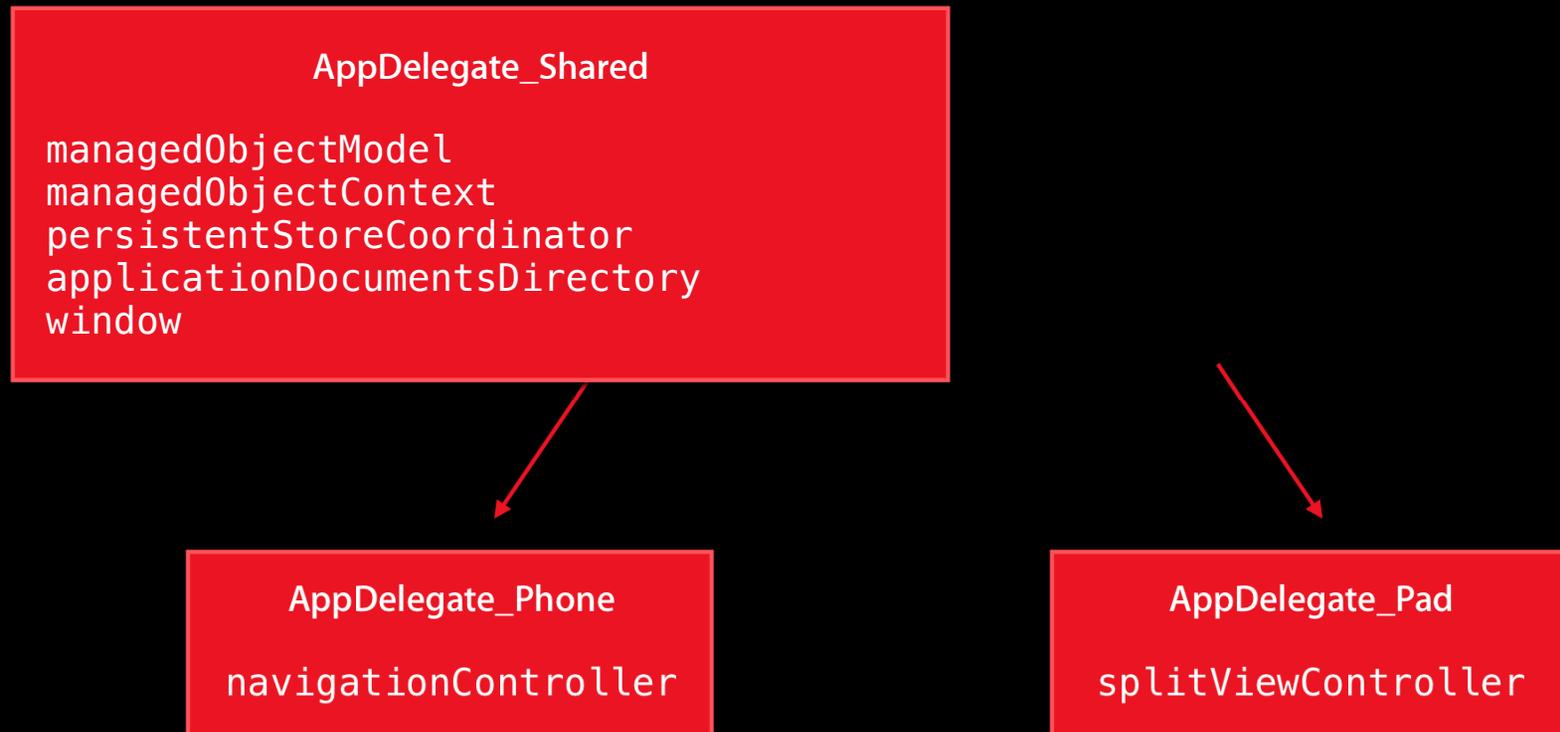
### CoreDataBooksAppDelegate

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# Refactoring

## Application delegate



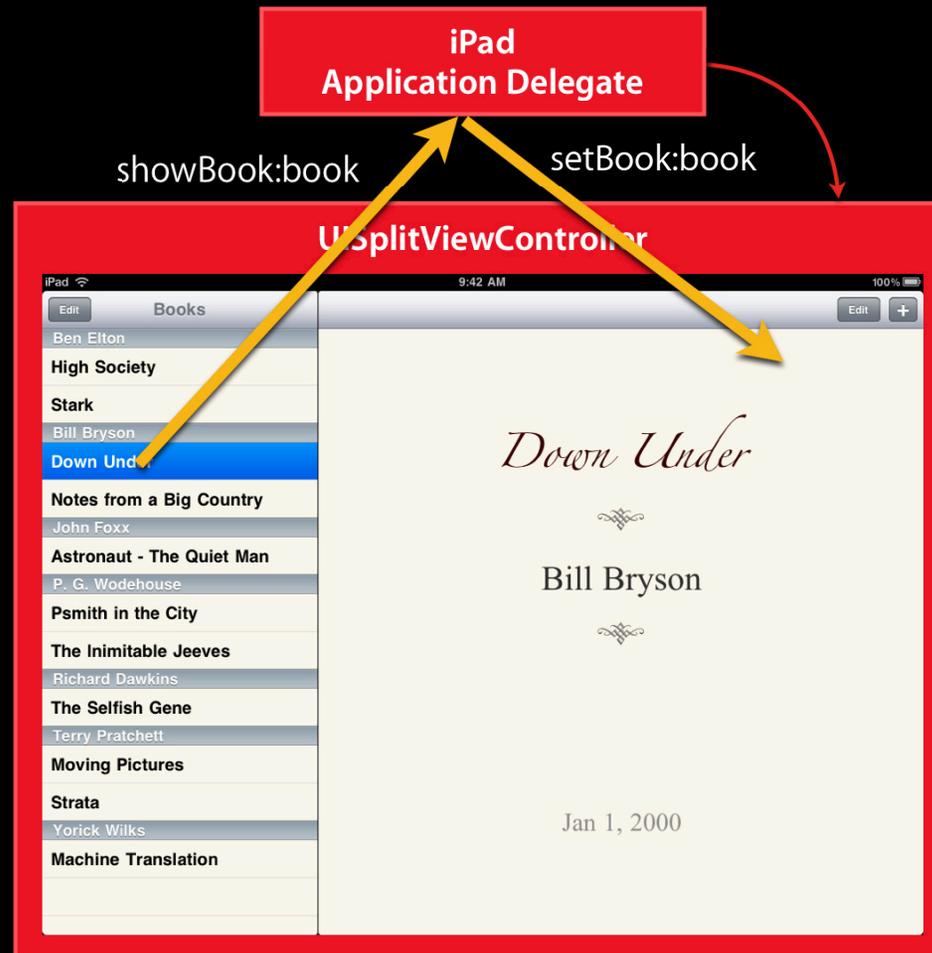
# Refactoring

- It's hard to avoid tightly-coupled designs
  - Think about intent
  - Think in terms of actions
- Choose action receivers with care
  - Closest object in your hierarchy
  - ...which knows about all players
  - Responder chain

# Refactoring



# Refactoring



# Demo: Refactoring

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What Didn't Change?

**Model**

Model-View-Controller for iPhone OS

Russian Hill  
Wednesday 10:15AM

# SDKs and Symbols

# Symbol Availability

	iPad iPhone OS 3.2	iPhone iOS 4
UIPopoverController	Usable	Creation throws exception
UISplitViewController	Usable	Creation throws exception
UIGestureRecognizer	Usable	Usable

# UI Idiom

## UIDevice.h

```
typedef enum {
    UIUserInterfaceIdiomPhone, // iPod Touches, also
    UIUserInterfaceIdiomPad,
} UIUserInterfaceIdiom;

#define UI_USER_INTERFACE_IDIOM() ...

if (UI_USER_INTERFACE_IDIOM() == UIUserInterfaceIdiomPad) {
    // Create a popover controller here
    UIPopoverController *popoverController = [[UIPopoverController...
    // etc...
} else {
    // Create an AuthorViewController here and push it
    AuthorViewController *avc = [[AuthorViewController alloc] init];
    avc.author = newAuthor;
    [self.navigationController pushViewController:avc animated:YES];
}
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```

**What Do You Need To Do?**

# Refactor

# Resources

# Write Universal Apps

# More Information

## Bill Dudney

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## Apple Developer Forums

<http://devforums.apple.com>





