

The must-have reference for building and optimizing Web applications for Safari on iPhone 3.0 The iPhone offers a compelling Web-based application development platform revolving around its built-in browser, Safari, which is built upon the open source WebKit framework. This must-have book serves as a hands-on guide to developing iPhone and iPod touch Web applications. Beginning with an introduction to Web application development for iPhone, this unique book then covers invaluable information on working with mobile and touch technologies, utilizing iPhone UI frameworks, and designing, styling, and programming the interface. You'll discover how to move Web apps to native apps and much, much more. Walks you through the process of developing Web applications for iPhone and iPod touch Covers how to design and develop applications that emulate the look and feel of native iPhone apps. Instructs on how your Web app can respond to finger touch events that are a core part of the iPhone event model. Shows you how to create Web-based offline applications using the latest HTML 5 cache technologies Explains the unique process of moving Web apps to native apps Features a bonus chapter on optimizing and developing for third-party browsers Completely compliant with the new iPhone OS 3.0, as well as latest enhancements to Safari on iPhone, this indispensable book is a must-have resource. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

HOT Volume 2: The Hostile Operations Team Military Romance Boxed Set (Books 4-6), Cass Abrahams Kook Kaap-Maleis (Afrikaans Edition), The Pearl of Lima: A Story of True Love (Jules Verne Classics), Of Course Im Lying, Im A Car Salesman: Judge Not, Elisha Mancer (The Dark Apostle),

Introducing Safari/WebKit Development for iPhone The introduction of the iPhone and the subsequent unveiling of the iPod touch have revolutionized the. iPhone and Mac Wrox e-Book Bundle: Safari WebKit for iPhone OS , iPhone SDK Objective-C, Mac OS X Snow Leopard Programming, Professional Xcode 3. Selection from Safari® and WebKit Development for iPhone® OS [Book] Safari on iPhone takes advantage of HTML 5's offline application cache to enable .

Bundle: Safari WebKit for. iPhone OS , iPhone SDK. Objective-C, Mac OS X. Snow. Leopard. Programming, Professional. Xcode 3 (Wrox. Chapter One Introducing Safari/WebKit Development for iPhone The introduction of the iPhone and the subsequent. This book explores the Safari and WebKit development platform that is built into iPhone OS and takes you through the process of creating an iPhone web. Apple shipped its iPhone OS yesterday, a firmware drop that includes what Browsers that share Safari's open source WebKit engine ship standard in test in a desktop browser shifted WebKit development into an insanely high gear.

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