

# The Essential Guide to iPhone Application Development for Flash Users



There is a buzz going around the interactive media community, and its all about the iPhone. Agencies are getting demands from their clients to build iPhone applications. End users are downloading millions of applications. Web developers who focus on building Flash applications are in a unique position to make the switch to building iPhone applications. They already have a keen understanding about programming for a visual environment, and they understand how to build applications and minigames for websites. This book will serve as an introduction to Objective-C for those developers with an understanding of ActionScript. For a Flash developer who never developed for Mac OS X, contemplating this switch can be a daunting idea. When compared side by side, the environment used to build Flash applications and the iPhone SDK are not all that dissimilar, and this book will help Flash developers recognize those similarities and use that knowledge to create engaging iPhone applications for their clients. This book will help anyone who is building Flash applications to add iPhone applications to their arsenal of skills. Learn how to develop for iPhone

Transfer your skills from ActionScript to Objective-C Master the iPhone SDK

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