

# The Core Application

Every iPhone application is built using the UIKit framework and therefore has essentially the same core architecture. UIKit provides the key objects needed to run the application and to coordinate the handling of user input and the display of content on the screen. Where applications deviate from one another is in how they configure these default objects and also where they incorporate custom objects to augment their application's user interface and behavior.

Although customizations to your application's user interface and basic behavior occur down within your application's custom code, there are many customizations that you must make at the highest levels of the application. Because these application-level customizations affect the way your application interacts with the system and other applications installed on a device, it is important to understand when you need to act and when the default behavior is sufficient. This chapter provides an overview of the core application architecture and the high-level customization points to help you make determinations about when to customize and when to use the default behavior.

**Important:** The UIKit classes are generally not thread safe. All work related to your application's user interface should be performed on your application's main thread.

## Core Application Architecture

From the time your application is launched by the user, to the time it exits, the UIKit framework manages the majority of the application's key infrastructure. An iPhone application receives events continuously from the system and must respond to those events. Receiving the events is the job of the UIApplication object but responding to the events is the responsibility of your custom code. In order to understand where you need to respond to events, though, it helps to understand a little about the overall life cycle and event cycles of an iPhone application. The following sections describe these cycles and also provide a summary of some of the key design patterns used throughout the development of iPhone applications.

### The Application Life Cycle

The application life cycle constitutes the sequence of events that occurs between the launch and termination of your application. In iPhone OS, the user launches your application by tapping its icon on the Home screen. Shortly after the tap occurs, the system displays some transitional graphics and proceeds to launch your application by calling its main function. From this point on, the bulk of the initialization work is handed over to UIKit, which loads the application's user interface and readies its event loop. During the event loop, UIKit coordinates the delivery of events to your custom objects and responds to commands issued by your application. When the user performs an action that would cause your application to quit, UIKit notifies your application and begins the termination process.

Figure 1-1 depicts the simplified life cycle of an iPhone application. This diagram shows the sequence of events that occur from the time the application starts up to the time it quits. At initialization and termination, UIKit sends specific messages to the application delegate object to let it know what is happening. During the event loop, UIKit dispatches events to your application's custom event handlers. Handling initialization and termination events is discussed later in "Initialization and Termination," and the event handling process is introduced in "The Event-Handling Cycle" and covered in more detail in later chapters.

Figure 1-1 Application life cycle

# Iphone Application Programming Guide

**James Brannan**



## **iPhone Application Programming Guide:**

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## **Table of Contents iPhone Application Programming Guide**

1. Understanding the eBook iPhone Application Programming Guide
  - The Rise of Digital Reading iPhone Application Programming Guide
  - Advantages of eBooks Over Traditional Books
2. Identifying iPhone Application Programming Guide
  - Exploring Different Genres
  - Considering Fiction vs. Non-Fiction
  - Determining Your Reading Goals
3. Choosing the Right eBook Platform
  - Popular eBook Platforms
  - Features to Look for in an iPhone Application Programming Guide
  - User-Friendly Interface
4. Exploring eBook Recommendations from iPhone Application Programming Guide
  - Personalized Recommendations
  - iPhone Application Programming Guide User Reviews and Ratings
  - iPhone Application Programming Guide and Bestseller Lists
5. Accessing iPhone Application Programming Guide Free and Paid eBooks
  - iPhone Application Programming Guide Public Domain eBooks
  - iPhone Application Programming Guide eBook Subscription Services
  - iPhone Application Programming Guide Budget-Friendly Options

6. Navigating iPhone Application Programming Guide eBook Formats
  - ePub, PDF, MOBI, and More
  - iPhone Application Programming Guide Compatibility with Devices
  - iPhone Application Programming Guide Enhanced eBook Features
7. Enhancing Your Reading Experience
  - Adjustable Fonts and Text Sizes of iPhone Application Programming Guide
  - Highlighting and Note-Taking iPhone Application Programming Guide
  - Interactive Elements iPhone Application Programming Guide
8. Staying Engaged with iPhone Application Programming Guide
  - Joining Online Reading Communities
  - Participating in Virtual Book Clubs
  - Following Authors and Publishers iPhone Application Programming Guide
9. Balancing eBooks and Physical Books iPhone Application Programming Guide
  - Benefits of a Digital Library
  - Creating a Diverse Reading Collection iPhone Application Programming Guide
10. Overcoming Reading Challenges
  - Dealing with Digital Eye Strain
  - Minimizing Distractions
  - Managing Screen Time
11. Cultivating a Reading Routine iPhone Application Programming Guide
  - Setting Reading Goals iPhone Application Programming Guide
  - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of iPhone Application Programming Guide
  - Fact-Checking eBook Content of iPhone Application Programming Guide
  - Distinguishing Credible Sources
13. Promoting Lifelong Learning
  - Utilizing eBooks for Skill Development
  - Exploring Educational eBooks
14. Embracing eBook Trends
  - Integration of Multimedia Elements

- Interactive and Gamified eBooks

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