



iOS 5 Tech Talk World Tour 2011

Agenda

Registration

8:00 AM - 9:00 AM

iOS 5 Tech Talk Kickoff

9:00 AM - 9:50 AM | Room A

Kick off the day with valuable recommendations for your iOS 5 development and gain key insights into creating great apps.

iPhone and iPad User Interface Design

10:00 AM - 10:50 AM | Room A

Understanding what makes the iPhone and iPad so special is essential to designing a great user experience. Learn best practices for optimizing your app's user interface for the unique characteristics of iOS devices.

Adopting iCloud Storage — Part 1

11:00 AM - 11:50 AM | Room A

iCloud Storage enables your apps to keep user documents and data in iCloud, so your users can access the same content from all their computers and iOS devices. Gain a practical understanding of how iCloud Storage works and how to take advantage of it in your app. Learn how to use the Key-Value Store and see how UIDocument works with iCloud to store your app's documents.

Adopting iCloud Storage — Part 2

1:00 PM - 1:50 PM | Room A

iCloud Storage enables your apps to keep user documents and data in iCloud, so your users can access the same content from all their computers and iOS devices. Dive deeper into the practical tips and techniques for integrating iCloud Storage into your app. Discover how your Core Data app can store its data in iCloud, and understand how to store and retrieve individual files.

Understanding AV Foundation

1:00 PM - 1:50 PM | Room B

AV Foundation harnesses a streamlined media architecture that enables high-performance audio and video playback, editing, recording, and more. Gain a practical introduction to the AV Foundation framework and understand its core concepts. Discover the tremendous control and flexibility provided by AV Foundation and get instruction about working with media in your apps.

Newsstand Apps from Start to Finish

1:00 PM - 1:50 PM | Room C

Newsstand is the perfect place for magazine and newspaper apps on iOS. Find out how to use the Newsstand Kit APIs to download, store, and manage your publication's issues. Learn the best practices for testing your publication and see how to configure your app in iTunes Connect.

Modernizing Your App Architecture with UIKit

2:00 PM - 2:50 PM | Room A

iOS 5 introduces enhancements in UIKit to transform your design ideas into high quality apps. See how to customize the visual presentation of views and controls using new Appearance APIs. Learn how to architect your app to use View Controller Containers, and get tips about using resizable images effectively.

Turn-Based Gaming with Game Center

2:00 PM - 2:50 PM | Room B

Game Center is taking multiplayer gaming on iOS one step further with the addition of turn-based game support. Learn about the new API and user interface for turn-based play and see how to manage multiple game sessions. Gain insight into handling turn-based game state and get details about how the turn is passed from player to player.

Showcasing Rich Content with iBooks

2:00 PM - 2:50 PM | Room C

The iBooks app provides an excellent platform for your rich content on iOS. See how to combine EPUB with the latest HTML and CSS technologies to create different types of books for iBooks, from novels and technical manuals to cookbooks and children's books. Learn how to add support for the latest iBooks features such as Read Aloud, and discover what has changed for books in iOS 5.

Modern Tools and Techniques for iOS App Development

3:00 PM - 3:50 PM | Room A

Xcode 4 is the high powered IDE at the heart of Mac and iOS development. Gain a practical understanding of the latest techniques and best practices to get the most out of Xcode 4.2. Learn how to customize Xcode using Behaviors and discover how Storyboarding can help you get from concept to a running app faster than ever.

Harnessing OpenGL ES and GLKit

3:00 PM - 3:50 PM | Room B

GLKit is a high-level framework that combines the best practices for high-performance games with the rich capabilities of OpenGL ES 2.0. See how GLKit makes it easy to take advantage of the latest iOS hardware, and learn how you can tap into the advances in OpenGL ES in iOS 5.

Adopting In-App Purchase in your iOS App

3:00 PM - 3:50 PM | Room C

With In-App Purchase, you can add functionality and value to your iOS applications by embedding a store directly within your app that can be used to sell a variety of items such as premium content, virtual goods or auto-renewable subscriptions. Discover the Store Kit APIs and learn the critical steps for feature adoption and best practices for simplifying your implementation experience.

Taking Advantage of Automatic Reference Counting

4:00 PM - 4:50 PM | Room A

Xcode 4.2 introduces a powerful new technology called Automatic Reference Counting. Learn how the new Apple LLVM compiler can take care of memory management for you. Understand how ARC can dramatically simplify your development process by helping you write less code while reducing memory leaks and crashes. Discover how Xcode makes it easy to move your existing projects to ARC.

All About AirPlay

4:00 PM - 4:50 PM | Room B

AirPlay enables your app to wirelessly stream music, video, or even the entire screen to an HDTV via Apple TV. See how to build an app that supports AirPlay and discover entirely new possibilities for games, media apps and more. Learn how your apps can output visuals and audio to a second display wirelessly over AirPlay or through a connected cable, and understand best practices for supporting AirPlay mirroring.

Maximizing Location Awareness on iOS

4:00 PM - 4:50 PM | Room C

Geofencing enables pinpointed geographical context within your app. See how to leverage the power of the Core Location framework by using region monitoring and geocoding to create a narrowed location-relevant experience for users. Learn best practices and testing techniques that will help you anticipate different scenarios your users will encounter.

Your iOS App Performance Hitlist

5:00 PM - 5:50 PM | Room A

The best iOS apps are not only beautiful and well designed, they also launch quickly, present a highly responsive interface, and use memory efficiently. Master the techniques to diagnose and fix common performance problems before your customers see them. Learn the performance hit-list you should apply to every one of your apps before it goes out the door.

Video and Photo Effects with Core Image

5:00 PM - 5:50 PM | Room B

Core Image enables you to perform sophisticated image processing operations and create stunning visual effects. Learn about the powerful capabilities of Core Image in iOS 5 for adjusting still images and enhancing live video. Get details about the built-in filters, and see how to take advantage of new APIs for facial feature detection.

Adding Printing to your iOS App

5:00 PM - 5:50 PM | Room C

iOS has an advanced printing system that's designed for easy adoption by developers. Find out how adding less than 20 lines of code to your apps will let you join the rapidly growing list of apps that already have printing capabilities. This session will cover the architecture of AirPrint, guidelines for print layout, simple printing of images and text, and advanced techniques for apps with sophisticated printing requirements.

Reception

6:00 PM - 7:00 PM