



Computing & Information Sciences
FLORIDA INTERNATIONAL UNIVERSITY

Mobile Application Development

lecture16

Fall 2011 - COP 4655 U1

T/R 5:00 - 6:15pm – ECS 134

Steve Luis

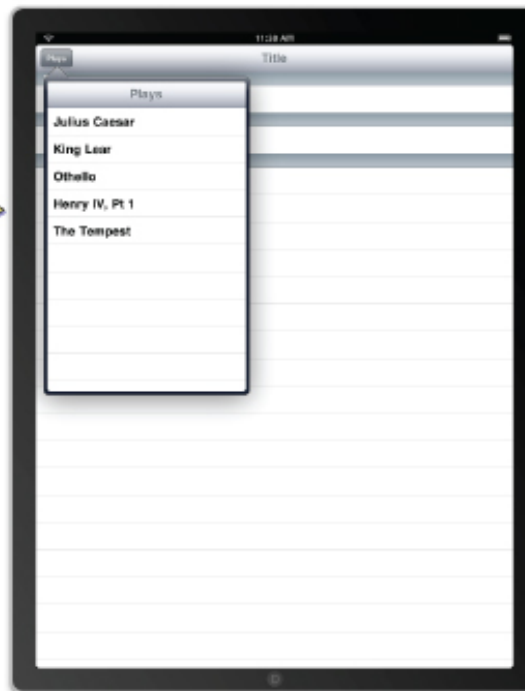
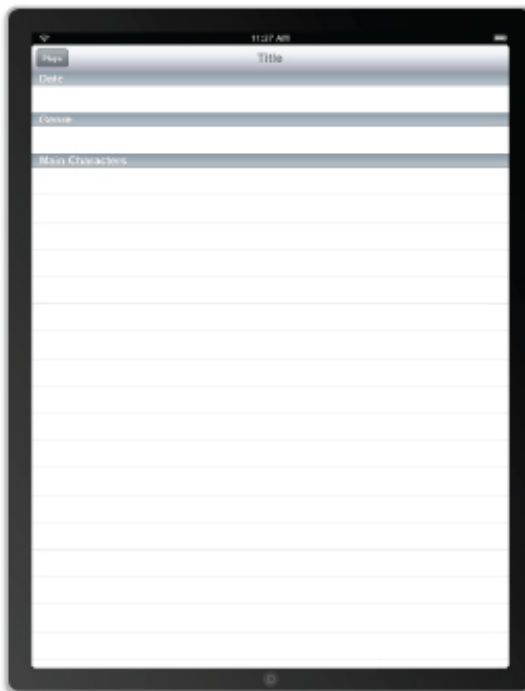
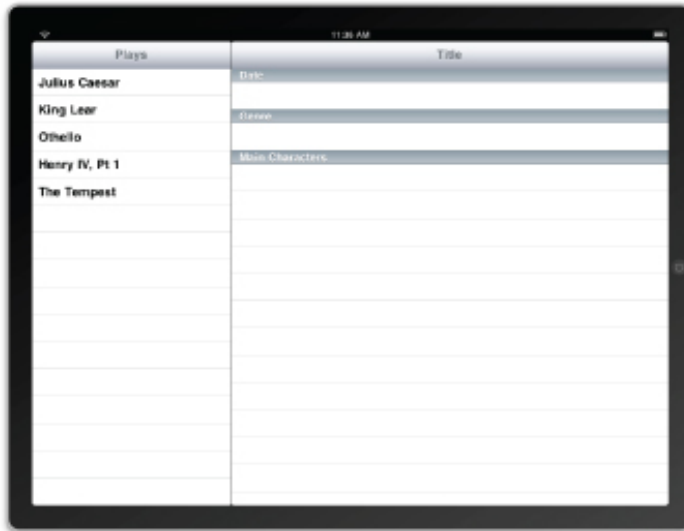
Agenda

- Developing UI for iPad
- Drawing/Graphics



Why Special Considerations for iPad?

- Larger screen, Navigation Controller feels awkward.
- Held differently than phone
- Different orientations portrait/landscape w/ larger screen



Popover

- To display information about an object on the screen.
- To manage frequently accessed tools or configuration options
- To present a list of actions to perform on objects inside one of your views
- To present one pane from a split view controller when the device is in a portrait orientation
- UIPopoverController and <UIPopoverControllerDelegate>
- Add in View/Table or other controller
- Associate with a Toolbar Button

Split View

- Landscape:
 - Navigation: Left side. 320 pixel wide same as iPhone.
 - Content: Right side
- Portrait:
 - Content view displays whole screen
 - Navigation is popover via button on Nav. Bar.

Split View Programming

- View controller for popover and detail view.
- Rotations and other system-related behaviors are managed by the split view controller.
- Must be the root view of your application
- Use the Split Controller Template.
- Provides toolbar button to provide popover
- UISplitViewController
UISplitViewControllerDelegate

Readings

- Apple Developers Library:
 - UISplitViewController
 - UISplitViewControllerDelegate
 - View Controllers Programming Guide for iOS
 - ipad-Specific Controllers
- Kochan, Chapter 18 Copy Objects
- Complete by Nov. 29nd