

MCS Final Project

iBook Collection



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iBook Collection

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IN

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Approved By

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Chairman Project
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I am grateful to almighty Allah the merciful, the beneficent for enabling me to compiling me to accomplish this work

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Introduction

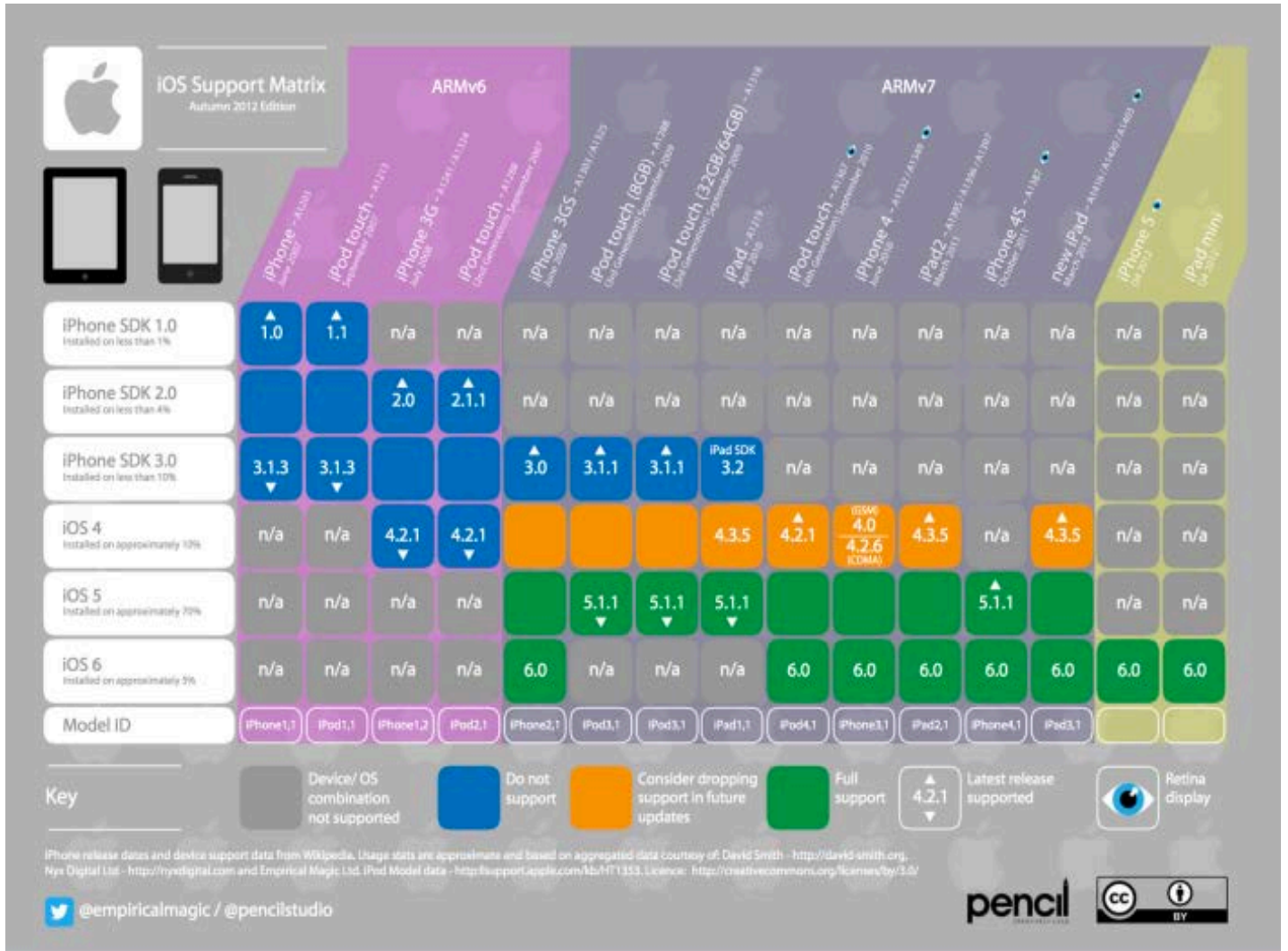
Owing to the rapid development on microprocessor technology, smart phone is getting more popular nowadays. This iPhone is an internet and multimedia enabled smart phone designed and marketed by Apple Inc. The first generation iPhone was introduced in January 2007 and time magazine named it the invention of the year in 2007. Within 3 years from the first iPhone released, Apple (17.8%) remains third place behind Nokia (39.7%) and RIMs Blackberry (20.6%) in the current market share for smart phone is third quarter 2009. Although iPhone wasn't the first smart phone or even touch-phone, it offers an amazing user interface in a well-designed handset that gives inspiration to the trend of smart phone design.

Until the second quarter of 2009, a total of 33.7 million iPhone have been sold. This huge selling figures has proved the success of iPhone and the great market for developing iPhone application. There are many useful and handy features in iPhone, like the multi touch interface, accelerometer, maps and GPS and the intelligent keyboard. All these awesome features greatly enhance the creativity of application design in mobile phone.

With the very convenient application purchasing platform, iTunes App Store, and users can easily browse and download their desired applications onto their iPhone or iPad Touch. According to the largest sales figure released in November 2009, 57 million iPhone and

iPod touches were sold in the last two years. There are now over 185,000 applications available in the app store and up till April, there are 2 billion app downloads from the app store. It has brought much profit to Apple Inc. and the developers. Such a huge market in for iPhone application defiantly encourages the iPhone application development.

IOS Version



Motivation

Since iPhone application market is ongoing expanding every single day, it provides considerable opportunities for developers, ranging from large-scaled company to individuals, to develop innovative mobile applications. It would be a fascinating challenge for us to develop an innovative and user friendly application to enhance the functionality of iPhone

A part from that, the recent introduction of the iPad has brought a new device to all iPhone developers to develop on. iPad is a large high-resolution LED-Backlit IPS display that allow incredibly responsive multi-touch and its thin and light enough to take anywhere. Comparing to iPhone it allows better touch movement and display and thus greatly increase the range of creativity for designing the applications, Since the SDK if iPad is very similar to that of iPhone, therefore, developers can submit one application design for both iPhone and iPad that a large pool of uers.

Purpose

In order to create strong market impact, the issue of any type of books must have enough attractive features so as to attract the professionals. Through outstanding customer service, can gain customer loyalty, increase the number of customer referrals and provide more customers with lucrative preventive maintenance services.

Scope

- To improve learning procedure
- Carry the books in pocket as many as u want
- Save the recommended books
- Print the books through iPhone
- Email your books wherever u want to email

About iOS App Programming

This document is the starting point for creating iOS apps. It describes the fundamental architecture of iOS apps, including how the code you write fits together with the code provided by iOS. This document also offers practical guidance to help you make better choices during your design and planning phase and guides you to the other documents in the iOS developer library that contain more detailed information about how to address a specific task.

Translate Your Initial Idea into an Implementation Plan

Every great iOS app starts with a great idea, but translating that idea into actions requires some planning. Every iOS app relies heavily on design patterns, and those design patterns influence much of the code you need to write. So before you write any code, take the time to explore the possible techniques and technologies available for writing that code. Doing so can save you a lot of time and frustration.

UIKit Provides the Core of Your App

The core infrastructure of an iOS app is built from objects in the UIKit framework. The objects in this framework provide all of the support for handling events, displaying content on the screen, and interacting with the rest of the system. Understanding the role these objects play, and how you modify them to customize the default app behavior, is therefore very important for writing apps quickly and correctly.

Starting the App Creation Process

After formulate your action plan, it is time to start coding. If you are new to writing iOS apps, it is good to take some time to explore the initial Xcode templates that are provided for development. These templates greatly simplify the work you have to do and make it possible to have an app up and running in minutes. These templates also allow you to customize your initial project to support

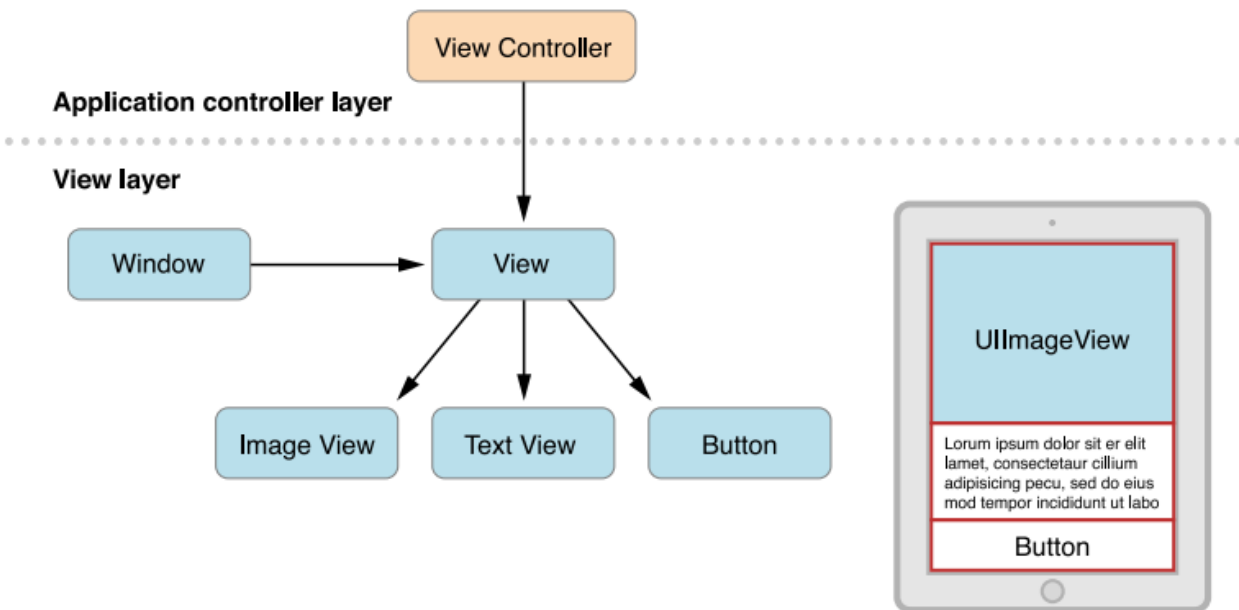
your specific needs more precisely. To that end, when creating your Xcode project, you should already have answers to the following questions in mind:

- What is the basic interface-style of your app?
- Do you want to create a Universal app or one targeted specifically for iPad or iPhone?
- Do you want your app to use storyboards?
- Do you want to use Core Data for your data model? S

Building an Interface Using UIKit Views

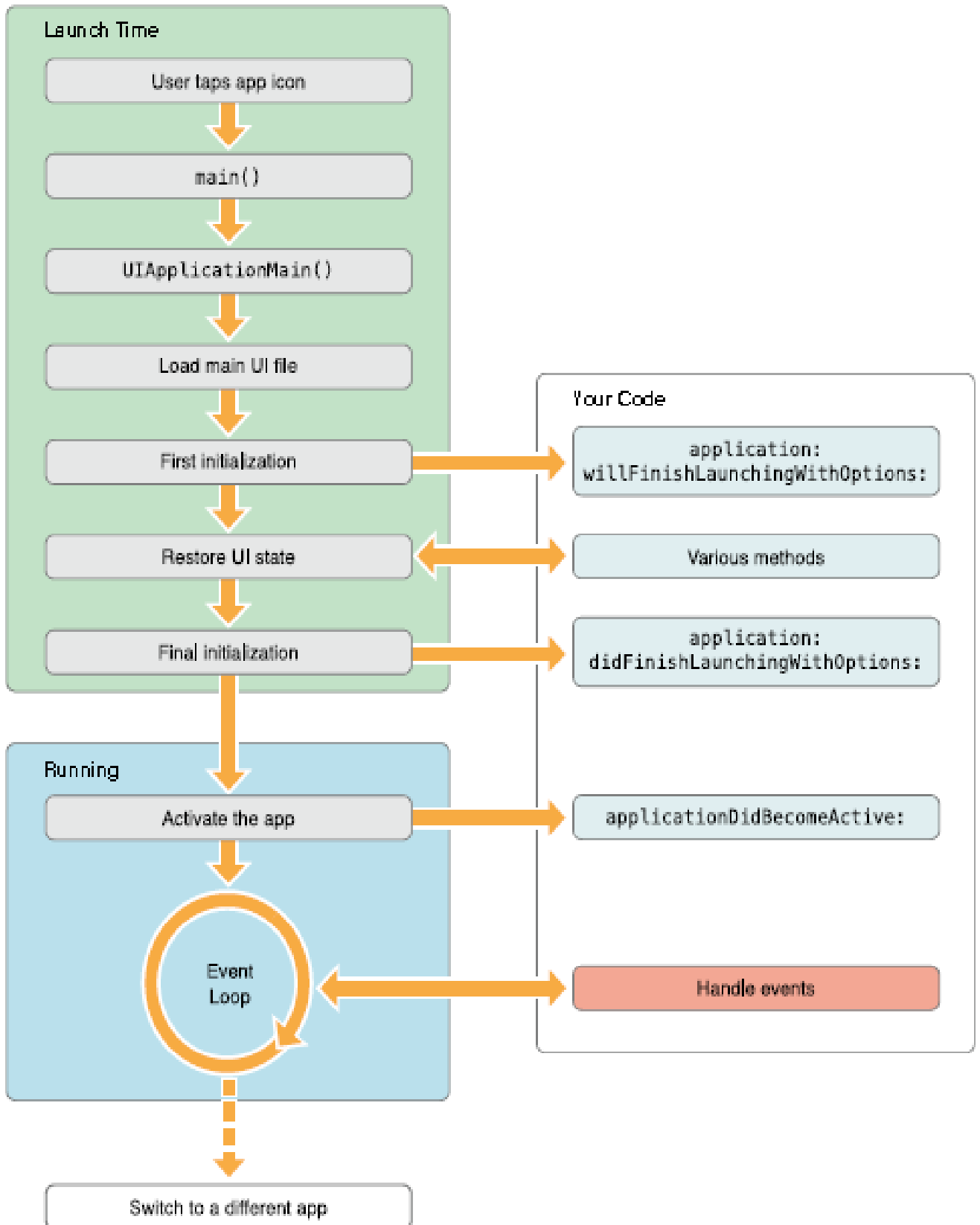
Apps that use UIKit views for drawing are easy to create because you can assemble a basic interface quickly. The UIKit framework provides many different types of views to help present and organize data. Controls a special type of view—provide a built-in mechanism for executing custom code whenever the user performs appropriate actions. For example, clicking on a button causes the button's associated action method to be called.

Building your interface using view objects



The App Launch Cycle

When your app is launched, it moves from the not running state to the active or background state, transitioning briefly through the inactive state. As part of the launch cycle, the system creates a process and main thread for your app and calls your app's main function on that main thread. The default main function that comes with your Xcode project promptly hands control over to the UIKit framework, which does most of the work in initializing your app and preparing it to run.



Apple And Education

We believe that technology has the power to transform the classroom. It can pave new way of thinking. New ways of sparking ideas. Yet the foundation never changes. A dedication to learning that's always been part of DNA. We have been proud to work alongside educators and student to reinvent what it mean to tech and learn. And together we are doing things we never thought possible.



Design Phase

To begin with, we decided to start our project by building a simple book application. In the early stage of designing the simple iPhone application, we have compared two different popular books applications released from the iTunes App Store. Via the comparison of the strengths and weakness between different applications and the way they are implemented, we managed to develop our first simple application.

Features

- Free, hybrid app that works on all iDevices
- Only store the books you want
- Make notes in books or documents
- Bookmark locations for viewing later
- Simple, straightforward interface
- Only keep the books on your device that you want and archive the rest, available for download at any later date
- Adjust font size
- Easily jump to different locations in a book or document

Comics From comiXology



Being a bookworm doesn't mean you stick to the classics. Comic books are as popular as ever, and many readers prefer their stories told one colored panel at a time. Today's smartphones are equipped with display screens just as advanced as the phone itself. High pixel density and vibrant colors provide a visually rich viewing experience, and that's a lot of horsepower to waste on printed words alone. This ability to deliver sharp, crisp images in a mobile form factor is a marriage made in heaven for comic book geeks. That's why publishers including DC and Marvel have launched mobile sites and create content specifically for handheld devices.

ComiXology's **Comics** application works very much like the Kindle app we just discussed. Users can shop around 8,000 of titles from virtually every comic book publisher, with more than 300 being free to download. And once they make their purchase, the title can be read on any Apple or Android device



iBooks from Apple



There's no way that the folks behind Apple, the company that made nerdy cool, were going to let this opportunity to cash in on the digital book bonanza pass them by. So they've given us **iBooks**. This e-reader app lets you download, read and store books and comes with the iBookstore, where you'll find many current and archived titles. One aspect of practical reading that iBooks mirrors is the ability to sample the goods. iBooks helps solve the "analysis paralysis" we readers often confront when considering digital books by offering a free sample of any book to download and read so you can make an informed decision. And let's face it, that's part of the fun of picking out a new book.

iBooks displays your collection on a digital bookshelf that can be arranged and rearranged by author, title or genre. You can build lists that are easy to navigate between with the touch screen of an iPhone (or iPad or iPod Touch). There are also settings to make reading more comfortable including font size and brightness.



Ideas Brainstorming

Via comparison between different books applications, altogether for draft ideas came up in our mind at the very beginning of the design phase.

Objective

- To allow to enjoy and having fun with reading books
- To allow user to bookmark the book which they have interest
- To allow user to save the book in phone memory
- Carry the book in pocket
- Read whenever and wherever user want