



Prof. Paul Dickson
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Tuesday Nov 2, 2010, 5:00 p.m. Ford Hall 240

iPhone development is cool. Hip, and extremely frustrating. This talk explores the experience of developing for the iPhone/iTouch. We'll discuss how the interface drives development and how the device defines what development can be done. We'll also explore the advantages an disadvantages of developing for a closed system in which Apple has final say on all applications. The good, the bad, the ugly, and the irritating will all be on display.

Refreshments served at 4:50 p.m.



