# Stepwise Approach to iPhone Games and iPhone Application Development by Pradeep Hunka

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The iPhone Dev centre is the official and the only source for creating iPhone applications.  It provides great and detailed information. The programming language used to make iPhone applications is Objective-C. It is used for all high level APIâ€™s in Mac OS and iPhone. Objective C uses modern OO concepts: dynamic messaging, introspection, dynamic class extension which really fulfill the requirements for developing an iPhone.

There are a few steps that you need to follow to become an iPhone developer. The process is not as complicated as it seems. Listed here is the step-by â€“step procedure through which yyou can make your own iPhone application or game.

The first step is to get an Intel based processor with Mac OS X. Next, download the iPhone SDK from Apple. To get the SDK you need to download it from developer.apple.com. The SDK is available free of cost. The SDK kit would include everything you need to get started with your application. The kit includes- development environment called the Xcode, the iPhone simulator for testing, performance analyzers, interface builders and the reference library.  The reference library includes Cocos 2d, Cocoa and unity for  designing iPhone applications.

The third step is to learn Objective C. Objective C is the primary programming language for developing the iPhone applications. Objective C is a thin, fully object oriented layer on top of C.  It is easy to pick up if you know Java. Basically, objective C is an extension to C with added object â€“oriented principles. The official Apple SDK has abundant knowledge which might help you in implementing various features on the iPhone. Also, iPhone supports Open GL ES which allows heavy optimization while working on 3D. Step four is to write the code. If you canâ€™t write a project then, you can take help of the SDK which actually comes with a whole lot of sample projects that cover a wide variety of development. You can build on those features and eventually, build on your own game.

If you plan to release your work and make it available to everybody, then you have to sign in as an iPhone developer. You would need to pay $99 to Apple. You would need to agree to the terms and conditions of Apple and return the contract. Thereafter, Apple would provide you with a certificate and now you would be able to test your code on an iPhone device.

Next thing is to prepare for a few weeks of work before you submit the app to Apple. If everything is alright, it would take a week to be approved by Apple and you would find your app or game in the Appleâ€™s App Store. The last step is to get yourself noticed in the market, get rid of the bugs and update the game with newer versions. It is essential to get your app recognized because there are around 20000 apps and 200 games already present in the app store.

The iPhone applications can be ported on iPod Touch and iPad as well. A universal build can also be made that would work on both iPhone as well as iPad.

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