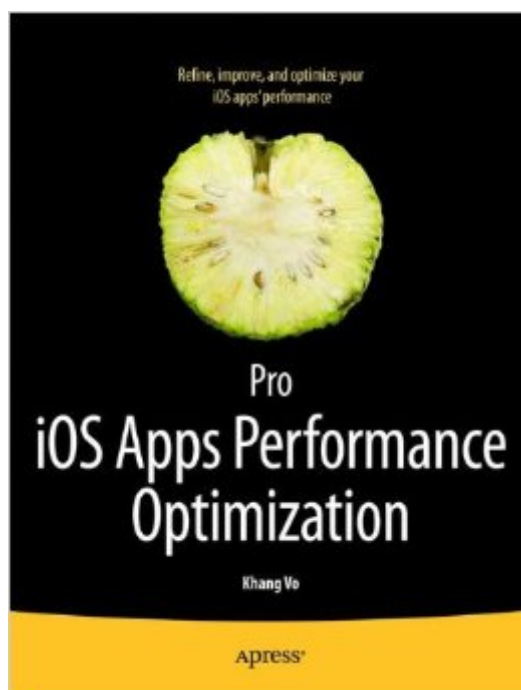


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# Pro iOS Apps Performance Optimization



## Synopsis

Today's iPhone and iPad apps developers are often running into the need to refine, improve and optimize their apps performances. As more complex apps can be created, it is even more important for developers to deal with this critical issue.Â Pro iOS Apps Performance Tuning and OptimizationÂ covers many common but difficult problems when tuning and optimizing performance for iPhoneÂ and iPad appsÂ and how to resolve these problems efficiently. This book gives you the following: Basic knowledge on common problems in iPhone apps Advanced knowledge over data structure, algorithms, multithreading, and network data in iPhone apps ComparisonÂ with problems and solutions for Android and Windows Phone apps After reading this must-have book, you'll be ready to make the most of the processing power of the iPhone with your apps performance optimization know-how.

## Book Information

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## Customer Reviews

I inherited an iPad app project that was half finished and quite a mess. Some things good, some not so good and some .... well ....So I knew I could use a book like this and I was very pleased to discover this knowledgeable voice from the trenches. I had read the sample chapter online and found the author's style amusing and quaint, much better than most "English as a second language" authors, and indeed better than many native speakers and writers. I was especially pleased that the author is not afraid to use words like "dumb" and "silly" to describe naive code that is not very good.On to the nuts and bolts (or meat and bones for those of you who don't eat heavy metal. I

guess vegetarians would use broccoli stalks or something). I very much needed good techniques that apply to UITableView's and UITableViewControllers. The pertinent Table View optimization chapter was EXCELLENT. Of course it includes all of Apple's standard advice, but rather than being scattered through several documents and hundreds of pages, this chapter covers the material very concisely. I learned some of the design rationale behind things I knew about (e.g. reusing TableView cells) and also learned several new tricks, tips and techniques. So, that chapter alone was worth the price -- it saved me a great deal of time. I look forward to other phases of this or other projects where I will use the material in the remaining chapters which also looks concise and pragmatic.

This book is precious. I enjoyed a lot the reading, and learned a lot of stuff. If you are a beginner iOS developer who has already mastered the basics, or you are an intermediate developer, you will find a wealth of information and reference material in this book. You will learn about caching, data collection algorithms, multitasking, memory management, instruments usage, multithreading, and tableview performance, among other things. I like the style of the author - always direct, concise, and yet not superficial. The coverage of the topics chosen is substantial. I specially enjoyed the chapter on threading, which is a hard and vast topic, and the author managed to navigate it well and, unlike other books, to give a very broad view on all the tools available in the iOS SDK. The reason why I am not giving 5 stars is because I found some mistakes in the book (some missing words, misplaced words, and even a wrong arrow in one diagram). Also, I would appreciate if the answer to the practical exercises would come together, even if as a downloadable source code. Apart from this, I highly recommend reading this book.

The book concentrates on the different types of tools that can be used to optimize an app in the iOS system. It gives good examples of what the different types of storage, network, etc have an impact on speed. The source code is good, but I wish that the author had come up with more comprehensive examples of how to optimize the hard stuff, like looking at a list of photos. I will recommend the book to other developers; it does help a developer to know how to optimize.

I really liked the material presented in the book. Special thanks to the author for relevant material contained in an affordable manner. I believe that every developer should read this learning material. I am sure the book will really help to develop quality applications. So, my grade is 5 stars.

I have been developing for iOS since late 2008, and I think this book is a must-read for any serious iOS developer. I haven't come across another book like it, and I'm familiar with most of the iOS books on the market. Khang (the author) does a nice job delving into the topics that a developer needs to be aware of in order to get the maximum performance out of his/her iOS application. Some of the areas that I really enjoyed were: threading discussions, caching techniques, and using native C/C++ instead of Objective-C. My favorite part was the in-depth discussion/analysis on UITableView optimization and performance enhancements. I'm currently working on an application where I was able to put this topic directly to use in the code base. So, why 4 stars and not 5. Well, the book is a little thin, and I think some topics/areas could be expanded upon, and perhaps other optimization/performance enhancements could be discussed. And the final chapter is on Android & Windows Phone 7 performance issues and comparisons. It almost seems like this was a "throw-in" chapter to make some sort of "page quota". Since I'm not really into Android or Windows Phone 7 that much, this chapter wasn't super interesting to me, and I have a feeling many iOS developers may feel the same way. But other than those 2 issues, this book should be read by any serious iOS developer.

A amazing book. It contains many interesting techniques to optimize iOS Apps Performance. The author knows who he is writing for. With his simple writing style, he make high-level stuff become easier to understand. Simply put, this is a book that you (as an IT guy) need to have on your shelves.

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