iOS Developer Training Scheduled for March and April, 2011

Published on 01/10/11

About Objects has announced additional dates for public classes on iPhone and iPad development in March and April. The courses cover ANSI C, Objective-C, and iOS SDK programming, and will be held at the company's Reston, VA headquarters, as well as near the Apple campus in Cupertino, CA. The company helps instructors and students stay in touch through an invitation-only social networking site, providing updated lab exercises and examples after the training has ended.

Reston, Virginia - About Objects has announced additional dates for public classes on iPhone and iPad development in March and April, 2011. The courses are taught by seasoned Objective-C developers, and feature a mix of lecture and hands-on exercises covering the fundamentals of iOS development, including ANSI C, Objective-C, and iOS SDK programming.

Classes will be offered at the company's Reston, VA headquarters, and also near the Apple campus in Cupertino, CA. The March and April dates are as follows:

ANSI C (Note: not currently offered in Cupertino):
* Mar 14 - Mar 16, Reston
* Apr 18 - Apr 20, Reston

Objective-C for Beginners:
* Mar 17 - Mar 18, Reston
* Apr 9 - Apr 10 , Cupertino
* Apr 21 - Apr 22, Reston

iPhone/iPad Development:
* Mar 21 - Mar 25, Reston
* Apr 11 - Apr 15, Cupertino
* Apr 25 - Apr 29, Reston

Pricing begins at $1,295 (USD) for the 2-day Objective-C for Beginners class, on up to $2,595 for the 5-day Introduction to iPhone and iPad Development. Students who wish to attend both Objective-C for Beginners and Introduction to iPhone and iPad Development, or who wish to attend all three classes can sign up for a bundled offering at a substantial discount. Early registration discounts are also available.

About Objects has trained hundreds of iOS developers, including programmers from Apple, Adobe, Genentech, DoD, eBay, Intel, MIT, NASA, and Yahoo! The company helps instructors and students stay in touch through an invitation-only social networking site, which also enables About Objects to provide updated lab exercises and examples after the training has ended.

Here's what recent attendee Phil Komarny of Seton Hill University had to say about the experience of attending a series of About Objects classes:

"To take Seton Hill University's iPad deployment (an iPad for Everyone) to the next level we selected About Objects for training. After spending two weeks in Reston with Jonathan we are better equipped to build the next 'great' app for education. Coming from the education world it was very exciting to have a trainer with such a deep background and the skills to transfer that knowledge to such a diverse class of students. Excellent content, excellent trainer, excellent results."

Another recent attendee, Wendy Kastner, summed it up this way:

"The classes fulfilled a much-needed bridge for those of us who needed to come up to speed quickly. As steep as the learning curve was, learning ANSI/Objective-C from the ground up is absolutely the way to go!

"I will definitely be able to make better design decisions as a result of the programming knowledge I have gleaned, and I highly recommend it to any UX professional."

About Objects:
http://www.aboutobjects.com

iPhone Development Classes:
http://www.aboutobjects.com/iphone_development_classes/overview.html

Course Schedule:
http://www.aboutobjects.com/training/schedule.html

Reston Location:
http://www.aboutobjects.com/training/location/reston_va.html

Cupertino Location:
http://www.aboutobjects.com/training/location/cupertino.html

About Objects is a leading source of developer training, consulting and software development for the iOS and Mac OS X platforms, and was the first company in the world to offer public courses on iPhone SDK development. The company offers regularly scheduled public classes on ANSI C, Objective-C and iPhone/iPad development at its headquarters in Reston, VA, as well as at its satellite location near the Apple campus in Cupertino, CA. About Objects also provides enterprise consulting services focused on app development for the iPhone and iPad. About Objects primary customers are companies, government organization, and educational institutions such as Apple, Adobe, California State University, DoD, Google, Genentech, Intel, Intuit, eBay, Epocrates, MIT, NASA, SRI, University of North Carolina, Wells Fargo, and Yahoo! Copyright 2011, About Objects, Inc. All Rights Reserved. Apple, the Apple logo, iPhone, and iPod are registered trademarks of Apple Computer in the U.S. and/or other countries.

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