



Sample Code for iPhone

Use the code and design from these samples to inspire your own development.



HelloWorldClassic

Say hello with style. See how you can transform the mundane into the memorable with graphical flair.

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ColorSlidingPuzzle

Move tiles to create a colored pattern in this virtual version of the sliding puzzle game. Learn how to use image views and handle touch events.

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SQLiteBooks

Browse book titles and edit entries. Find out how to use SQLite to manage and display data.

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LunarLander

Tilt your iPhone to land safely on the moon. Discover how to control a full OpenGL-based game using the accelerometer.

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**Kalimba**

Touch the screen with one finger to play a note on this African thumb piano — use all your fingers to play chords. Learn how to detect and respond to multi-touch events.

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**BubbleLevel**

Transform your iPhone into a bubble level to hang your pictures perfectly straight. Find out how to use the accelerometer to determine orientation.

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**TheElements**

Browse the periodic table by element name, symbol, atomic weight, or state. Learn how to combine table views and navigation controllers to present data in a variety of ways.

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**Jigsaw**

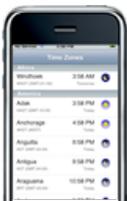
Assemble the puzzle pieces to recreate a photograph. Explore a graphically rich UIKit-based game that includes sound effects.

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**Metronome**

Use your iPhone to play in perfect time. Learn how to synchronize sound and animation.

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**TableViewSuite**

Explore a set of examples that illustrate how to use table views. Explore a set of applications that use UITableView in increasingly complex ways.

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**FingerSketch**

Sketch a scene with a swipe. See how to use Core Graphics to create a simple drawing application.

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**GLSprite**

Draw and animate a simple sprite. Use this as your starting point for full-screen OpenGL rendering.

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**GLTeapot**

Rotate a 3D object with a touch gesture. Discover how to seamlessly blend OpenGL and UIKit drawing.

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**GLGravity**

View a 3D object from every angle by turning and tilting your iPhone. Learn how to use the accelerometer in combination with OpenGL rendering.

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**GLPaint**

Paint a multi-colored picture with your finger. Discover the power and efficiency of drawing with OpenGL on iPhone.

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UIShowcase

Tour the rich suite of user interface elements built into the UIKit framework. Mine this sample for valuable code you can copy-and-paste into your application.

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MoveMe

Tap, drag, and release an image and see it bounce back to its starting point. Learn about simple drawing, touch handling, and animation using UIKit and Core Animation.

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Touches

Move three squares independently and simultaneously with your fingers. Learn how to interpret touches, swipes, and multi-touch events.

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ViewTransitions

See a range of effects that enhance the experience of using an iPhone application. Learn how to perform transitions using Core Animation.

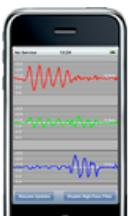
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WiTap

Tap it here, see it there — watch your actions replicated on another iPhone. Learn how to achieve real-time network communication between applications.

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AccelerometerGraph

Watch the output of the accelerometer graphed in real time. Learn to use the accelerometer to detect movement.

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GestureMatch

Test your coordination by tracing a line with your finger. Learn how to detect a gesture using UIKit and Core Graphics.

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LaunchMe

Transfer information between applications using URLs. Learn how to register a new URL type and how to handle URL requests in your application.

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NavBar

Take a visual tour of the components of a navigation bar. Learn to customize navigation bars by choosing a style and adding buttons and images.

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SimpleDrillDown

Select an item from a list to see details in a second view. Learn how to create a drill-down style application using a table view and navigation controller.

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Reachability

See which networks are currently available. Find out how use the SystemConfiguration framework to determine network availability and state.

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SeismicXML

Stay up-to-date on the latest earthquake information with RSS feeds from the US Geological Survey. Learn how to use libxml SAX and DOM APIs to parse XML.

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WhichWaysUp

Rotate your iPhone in any direction and watch the crate stay right side up. Learn how to track rotation and draw your screen using the correct orientation.

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WWWhosOutThere

See a list of local web servers. Learn how to use Core Foundation's net service browser for service discovery using Bonjour.

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