As you probably guessed

- It’s pretty much identical to developing for iPhone/iPod Touch
- A few new things to consider in your design
Autorotation

- For most apps, it is expected that all four orientations are supported
Split Views

• New type of view controller on iPad

• Master/Detail design pattern (the built-in Mail and Notes apps are great examples)

• In landscape, the master view appears on the left with the main view taking most of the screen to the right

• In portrait, the main view gets the whole screen and the master view is accessed from the menu bar at the top and appears as a popover view
Popover Views

- Temporarily place views on top of other views
- Tool palettes, option menus, etc.
Modal View Controllers

- Modal view controllers can be presented two ways on the larger screen
  - Like the iPhone, the modal view can take over the entire screen
  - Or, the modal view can cover part of the screen (as in Mail, when composing a message)
Custom Input Views

• On iPhone, only text views and text fields had input views (the keyboard)

• On iPad, responder objects can be assigned a custom input view

• Also have custom input accessory views, which can be used to attach views to the top of the keyboard
External Display

• With Apple’s 40-pin dock connector to VGA adapter, the iPad can be connected to an external display

• Your app can add logic for displaying content on the external display
Documents

- iPad supports handling of files (i.e. Pages/Numbers/Keynote apps on iPad)
- But there still are NO open/save dialogs
- Support for generating PDFs from within the application
Universal Binaries

• You can make your app “universal” so that it will build as a single executable that can run on all iOS devices
Universal Binaries

• View controllers
  • If the view is loaded from a xib, you should make one xib for iPhone/iPod Touch and a second xib for iPad.
  • If you make your views in code, your view controller should be able to generate views for both device types.
Universal Binaries

- Views
  - drawRect: drawing code should be able to correctly handle different view sizes
  - layoutSubviews should work for different view sizes