

## Lesson 1: Introduction to iOS Development and Xcode

### Key Terms and Definitions

Term	Definition
<b>Xcode</b>	A suite of software development tools used to develop apps for iOS (and software for OS X).
<b>iOS</b>	The operating system for all Apple mobile devices and it is used in all versions of iPhone, iPad, and iPod touch.
<b>Objective-C</b>	An object-oriented programming language and the primary programming language used by Apple for iOS.
<b>Cocoa Touch</b>	Apple's application programming interface (API) for the OS X operating system written in Objective-C.
<b>Object-Oriented Programming</b>	Writing software where data and processing (called methods) are entities called objects.
<b>Frameworks</b>	Technologies, services and features that can be used as building blocks when creating apps for iOS devices.
<b>Accelerometer</b>	Detects the orientation of the device, i.e., how the screen is being held.
<b>Gyroscope</b>	A device that measures orientation. In a mobile device, a gyroscope calculates the orientation and rotation of the device.