iPhone OS Overview

iPhone OS comprises the operating system and technologies that you use to run applications natively on iPhone and iPod touch devices. Although it shares acommon heritage and many underlying technologies with Mac OS X, iPhone OS was designed to meet the needs of a mobile environment, where user's needs areslightly different. Existing Mac OS X developers will find many familiar technologies, but they'll also find technologies that are available only on iPhone OS, such as the Multi-Touch interface and accelerometer support.

The iPhone SDK contains the code, information, and tools you need to develop, test, run, debug, and tune applications for the iPhone OS. The Xcode tools have been updated to support development for the iPhone OS. In addition to providing the basic editing, compilation, and debugging environment for your code, Xcodealso provides the launching point for testing your applications on an iPhone or iPod touch device. Xcode also lets you run applications in iPhone simulator, aplatform that mimics the basic iPhone OS environment on your local Macintosh computer.

This article provides a high-level overview of the basic features found in iPhone OS, to help orient you to the platform. You'll find other articles in the iPhone Dev Center to help get you up to speed quickly and to help you understand the basic process for creating iPhone applications. You should use these articles to helpguide your learning path for iPhone OS.