

# Forum:[Hack Forums](#)

Thread: [iOS Applications/iOS Engineer/Software Engineer](#)

**Scary Dreams** - January 16, 2014, 8:15 pm

I don't have any prior programming experience, and I am going to pursue a B.S. in Computer Science.

I decided I wanted to become a Software Engineer in iOS.

Where would I start, and what programming languages should I learn?

I heard you must have OS X and purchase a developer package from Apple, but I can not do that right now.

I am also worried that if iOS become extinct, then I will have no job so I want a backup.

Could anyone steer me in the right direction?

P.S.: My dream careers is becoming a Software Engineer for Twitter, Facebook, Rockstar, Google (imagine.) Basically for a major social/game network.

**we33456y5** - January 16, 2014, 9:38 pm

You will need to learn objective c just go look up some tuts on it. Most large game networks use c++ as a programming language if I remember correctly Facebook is written on C++ and PHP. From what I understand about ios apps you must use obj c you can not use c++ :(.

**Chris S** - January 17, 2014, 11:12 am

(Jan 16, 2014 10:38 PM)we33456y5 Wrote: [\[CITE\]](#) You will need to learn objective c just go look up some tuts on it. Most large game networks use c++ as a programming language if I remember correctly Facebook is written on C++ and PHP. From what I understand about ios apps you must use obj c you can not use c++ :(.

Yes and no, there are certain things from C++ which work with Obj. C but it would be terrible to try and do it all in C++. You can use anything from normal C though as objective C is just a superset of C. I wouldn't recommend it though as apple has attempted to make obj. C as easy as possible. You can either start with C or just jump straight to obj. c. You use to be required to purchase the dev package but you no longer have to unless you plan on publishing your apps/games. You are required to have a computer running OSX if you want to develop in objective C. I truly don't see iOS going extinct any time in the near future. If you plan on getting a job at one of those companies at minimum you should have a masters.

**King of Hearts** - January 17, 2014, 1:26 pm

iOS will not be going extinct any time soon. With that said, learn Objective C because it is Apple's language and is used to make OSX applications, iOS apps, as well as (possibly) iWatch apps.

You do need a mac, you can use VMWare (that's what I do). To publish apps to your device or the App Store, you need a apple dev account. XCode is free from the Apple Mac App Store. If you want to publish apps to your iDevice, and don't want to pay the \$99, you can buy a developer certificate from someone who has a developer account and you'll be able to deploy your apps as an ipa (for Cydia or personal use).

To be honest if you pursue a bachelors in Computer Science, you'll have knowledge of other programming languages and new languages will be easier to learn, so you don't really need a backup. For me, programming is my backup to Med School.

**Sajuuk** - January 17, 2014, 5:18 pm

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This. This exactly. Objective-C is what you need.

Some say Obj-C is difficult to learn, which I don't believe, but I've never even looked at the language's code itself, so I wouldn't know. I figure that it's just as hard to learn as C or Java, but whatever.

If you find that you don't want to code Obj-C for iOS, but still want to code for mobile devices, go with Java as you can develop for android devices.

Good luck.

**eSolution** - March 24, 2014, 8:15 am

I'm trying to buy the IOS program (99\$) but I get an error :| all the time with different proxies and emails ... WTF is going on with apple? They have blocked the enrollment? Anyone know a solution for that?

**.Zero** - March 24, 2014, 2:14 pm

Hi,

I would advise you learn about networking if you plan on working with industry leaders such as Rockstar, Google and so on. That being said, it is likely you would be asked for a University Qualification (Graduation, Post-Graduation etc) suggesting taking Computer science will increase your chances of acceptance among these companies however not always required.

Software industry is a really complex industry, with a large distribution of products among many fields and this should require a individual programmer looking for a stable job to be proficient in multiple programming languages and scripting languages. These include: C++, C# (or various .NET oriented languages), Java, HTML, SQL, PHP or ASP.NET due to the flucutation of needs in projects when in developing teams.

This should give you a idea of how long you need to learn programming for by your self as most universities nor educational institutions coach all these coding languages at any given course. This by nature means, it would get too costly to learn all these languages via educational institutions (or at least in good institutions) therefore self-learning & research is needed to get better.

The problem with these companies are they tend to have a large majority of their programming and developing teams in various countries due to their quotations, this makes the jobs being out-sourced to countries like: India, China, Russia and so on. That being said unless you have a lot of skill in programming accept the job to be outsourced to these "better" "cheaper" workforce. Therefore if you live in 1st world countries (USA, UK, Australia, New Zealand etc) you have limited programming jobs available.

Do not get me wrong but, there are a lot of jobs in America and such but its just many of the those jobs are being outsourced thus the row pertaining about immigration of these out-sourcing countries as this is one of the big causes of economic downfall.

NOTE: I am not being racist but rather informing the current world statistics honestly none of these are my feeling or opinions.

As for the extinction of Apple products, I don't think it will be happening anytime soon as other correctly said. It is one of the most far used companies in phones and computers. The people observe this type of downfall due to their market percentage being extremely small in the computer industry but infact they are making a lot of money and more customers are going to Apple rather than Microsoft. There is not a large chance of such event from occurring.

Nevertheless, you must be learning and learning programming to avoid being out-sourced to other country developers.

Hope I helped,  
.Zero

**DARKUNIT22** - March 24, 2014, 9:53 pm

I advise that before you register for the Apple Developer Program to download Xcode (if you already have a mac) and get used to the feel of it and all that it offers. You can even run your code on a simulated device, although this doesn't provide perfect testing it can help you fix some bugs if you have any. Once you have developed an app that is really superb and you want to release it on the App Store then get the Developers account.

Keep in mind that iOS programming (more than just Xcode) is different and if you learn it it might not be exactly what you'd see in C++. Start of by learning and getting used to the MVC design pattern of an iOS program. 'M' for model, 'V' for view, and 'C' for controller.

Also if you are looking into programming a game for iOS look into cocos2d game engine (free option) or the Corona SDK (free to some extent). These, along with many other items, will help you program a more "fun" game.

I have experience in iOS programming and Obj-C.  
DARKUNIT22

**KongenT** - March 25, 2014, 3:12 am

Yeah you need to learn Objective-C / Cocoa also it's free to develop apps on xCode but it costs cash to deploy them to the App Store.

Good sites:

<http://appcoda.com/>

<http://maniacdev.com/>

<http://codewithchris.com/>

Just some places to start.