



Iphone 4 Dimensions

SA Dillow



iPhone 4 Dimensions:

The iOS 4 Developer's Cookbook Erica Sadun, 2011-10-13 Praise for previous editions of The iPhone Developer's Cookbook This book would be a bargain at ten times its price If you are writing iPhone software it will save you weeks of development time Erica has included dozens of crisp and clear examples illustrating essential iPhone development techniques and many others that show special effects going way beyond Apple's official documentation Tim Burks iPhone Software Developer TootSweet Software Erica Sadun's technical expertise lives up to the Addison Wesley name The iPhone Developer's Cookbook is a comprehensive walkthrough of iPhone development that will help anyone out from beginners to more experienced developers Code samples and screenshots help punctuate the numerous tips and tricks in this book Jacqui Cheng Associate Editor Ars Technica We make our living writing this stuff and yet I am humbled by Erica's command of her subject matter and the way she presents the material pleasantly informal then very appropriately detailed technically This is a going to be the Petzold book for iPhone developers Daniel Pasco Lead Developer and CEO Black Pixel Luminance The iPhone Developer's Cookbook should be the first resource for the beginning iPhone programmer and is the best supplemental material to Apple's own documentation Alex C Schaefer Lead Programmer ApolloIM iPhone Application Development Specialist MeLLmo Inc Erica's book is a truly great resource for Cocoa Touch developers This book goes far beyond the documentation on Apple's Web site and she includes methods that give the developer a deeper understanding of the iPhone OS by letting them glimpse at what's going on behind the scenes on this incredible mobile platform John Zorko Sr Software Engineer Mobile Devices I've found this book to be an invaluable resource for those times when I need to quickly grasp a new concept and walk away with a working block of code Erica has an impressive knowledge of the iPhone platform is a master at describing technical information and provides a compendium of excellent code examples John Muchow 3 Sixty Software LLC founder iPhoneDeveloperTips.com This book is the most complete guide if you want coding for the iPhone covering from the basics to the newest and coolest technologies I built several applications in the past but I still learned a huge amount from this book It is a must have for every iPhone developer Roberto Gamboni Software Engineer AT T Interactive It's rare that developer cookbooks can both provide good recipes and solid discussion of fundamental techniques but Erica Sadun's book manages to do both very well Jeremy McNally Developer entp <https://github.com> <http://ericasadun.com>

The iOS Game Programming Collection (Collection) Michael Daley, Rod Strougo, Ray Wenderlich, 2011-12-09 The iOS Game Programming Collection consists of two bestselling eBooks Learning iOS Game Programming A Hands On Guide to Building Your First iPhone Game Learning Cocos2D A Hands on Guide to Building iOS Games with Cocos2D Box2D and Chipmunk Since the launch of the App Store games have been the hottest category of apps for the iPhone iPod touch and iPad That means your best chance of tapping into the iPhone iPad Gold Rush is to put out a killer game that everyone wants to play and talk about While many people think games are hard to build they actually can be quite easy and this collection is your perfect

beginner's guide Learning iOS Game Programming walks you through every step as you build a 2D tile map game Sir Lamorak's Quest The Spell of Release which is free in the App Store You can download and play the game you're going to build while you learn about the code You learn the key characteristics of a successful iPhone game and important terminology and tools you will use Learning Cocos2D walks you through the process of building Space Viking which is free on the App Store a 2D scrolling game that leverages Cocos2D Box2D and Chipmunk As you build Space Viking you'll learn everything you need to know about Cocos2D so you can create the next killer iOS game This collection helps you Plan high level game design components and difficulty levels Use game loops to make sure the right events happen at the right time Render images create sprite sheets and build animations Use tile maps to build large game worlds from small reusable images Create fire explosions smoke sparks and other organic effects Deliver great sound via OpenAL and the iPhone's media player Provide game control via iPhone's touch and accelerometer features Craft an effective intuitive game interface Build game objects and entities and making them work properly Detect collisions and ensuring the right response to them Polish test debug and performance tune your game Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Build your game's main menu screen for accessing levels Use Cocos2D's Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion Cocos2D's sound engine Add gravity realistic collisions and ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games

Learning the iOS 4 SDK for JavaScript Programmers Danny Goodman, 2010-12-02 Is it possible for JavaScript programmers to learn Apple's iOS 4 SDK and live to tell the tale Technology guru Danny Goodman did and with this book he leaves a well marked trail for you to follow An authority on JavaScript since its inception Goodman understands the challenges you might face in creating native iOS apps with this SDK and introduces Xcode Objective C and Cocoa Touch in a context you'll readily understand Why bother with the SDK when you can simply build web apps for Apple's iOS devices Web apps can't access an iPhone's music library camera or iOS system software for maps audio and more Nor can you sell web apps in the App Store If you want to take full advantage of the iPhone and iPad iOS 4 SDK is your tool and this is your book Includes full coverage of iOS SDK 4.2 Learn the distinction between web app and iOS native app programming Create a workbench app to test code snippets throughout the learning process Get a structural view of an iOS app and compare the process of building objects in Objective C versus JavaScript Discover how your code launches iOS apps and makes them user ready Learn about iOS memory management details that are different from JavaScript including pointers and data types Use Objective C and Cocoa Touch to implement common JavaScript tasks

Data-driven iOS Apps for iPad and iPhone with FileMaker Pro, Bento by FileMaker, and FileMaker Go Jesse Feiler, 2011-04-14 Use FileMaker technologies to create powerful mobile data apps for iPhone iPod

touch and iPad™ Apple's FileMaker technologies make it easy to create powerful data driven apps for iPhone iPod touch iPad and any mobile device's web browser In this book leading FileMaker and iOS expert Jesse Feiler teaches you all the skills and techniques you'll need whether you're a developer knowledge worker or manager Feiler thoroughly reviews each strategy for delivering mobile data using FileMaker Pro FileMaker Server FileMaker Go and Bento You'll learn how mobile data driven apps are different from traditional desktop driven apps and how to create highly usable interfaces for them Step by step Feiler demonstrates how to extend existing databases to mobile devices and the web and how to create and optimize brand new databases for iPad and iPhone This book brings together core principles practical development techniques and proven tips and shortcuts You'll discover the best ways to incorporate printing touch interface elements and location based features into your apps integrate data from multiple FileMaker and non FileMaker sources and much more Use FileMaker Go apps to access FileMaker databases hosted on FileMaker Server or FileMaker Pro or databases resident on a mobile device Move FileMaker Pro databases scripts and layouts to mobile environments Develop easy to use interfaces for mobile data apps Design FileMaker Go solutions for iPhone iPad or both Optimize FileMaker databases for FileMaker Go Integrate printing and charting features into your mobile database apps Use Bento to share data and synchronize libraries Work effectively with Bento records fields forms and tables Build location aware database apps for iOS mobile devices Import export data from Bento FileMaker spreadsheets and other sources Move FileMaker databases to the web with IWP CWP and FileMaker Server Jesse Feiler is a developer web designer trainer and author He has worked with Apple mobile devices from Newton through iPad and has worked with FileMaker technologies since 1984 Feiler created ChamplainArts.com's powerful iPad meeting management app MinutesMachine His books include Using FileMaker Bento Sams Teach Yourself Drupal in 24 Hours The Bento Book and FileMaker Pro 10 in Depth quepublishing.com northcountryconsulting.com

Learn Lua for iOS Game Development Jayant Varma, 2013-04-01 So you have a great game idea for iPhone or iPad but Objective C just seems a bit daunting What are your alternatives The App Store is very picky about languages but there is hope Lua is a versatile lightweight fast and easy to learn language that you can use to build your iOS games and get them accepted into the App Store Learn Lua for iOS Game Development walks you through the Lua basics then shows you how to create games using the top Lua frameworks like Corona SDK Gideros Moai and even how to create games on the iPad not just for the iPad with Codea You aren't tied to Xcode and Objective C you can create all sorts of amazing games with Lua But if you already have an existing iOS game you'll also learn how to integrate Lua to extend the game If you're an aspiring or current iOS developer you need to know Lua and Learn Lua for iOS Game Development will give you just what you need to do that

Programming iOS 6 Matt Neuburg, 2013 Get a solid grounding in all the fundamentals of Cocoa Touch and avoid problems during iPhone and iPad app development With this revised and expanded edition you'll dig into Cocoa and learn how to work effectively with Objective C and Xcode This book covers iOS 6 in a rigorous orderly fashion ideal whether you're

approaching iOS for the first time or need a reference to bolster existing skills Learn about features introduced with iOS 6 including Objective C language advances autosynthesis autolayout new view controller rotation rules unwind segues state restoration styled text and collection views Learn Objective C language details and object oriented programming concepts Understand the anatomy of an Xcode project and all the stages of its lifecycle Grasp key Cocoa concepts such as relationships between classes receiving events and model view controller architecture Learn how views and layers are managed drawn composited and animated Become familiar with view controllers and their relationships along with nib and storyboard management Fully explore all basic interface objects such as scroll views table views and controls Delve into Cocoa frameworks for sound video sensors maps and other features Touch on advanced topics such as threading and networking

High Performance Images Colin Bendell, Tim Kadlec, Yoav Weiss, Guy Podjarny, Nick Doyle, Mike McCall, 2016-11-03 High quality images have an amazing power of attraction Just add some stunning photos and graphics to your website or app and watch your user engagement and conversion numbers climb It can be tricky but with this practical guide you ll master the many facets of delivering high performance images on the internet without adversely affecting site performance You ll learn the nuts and bolts of color theory image formats storage and management operations delivery browser and application behavior the responsive web and many other topics Ideal for developers this book also provides useful tips tricks and practical theory for processing and displaying powerful images that won t slow down your online product Explore digital image theory and the different formats available Dive into JPEGs SVG and vector images lossless compression and other formats Use techniques for downloading and rendering images in a browser and for loading images on mobile devices and cellular networks Examine specific rendering techniques such as lazy loading image processing image consolidation and responsive images Take responsive images to the next level by using content negotiation between browser and server with the Client Hints HTTP standard Learn how to operationalize your image workflow Contributors include Colin Bendell Tim Kadlec Yoav Weiss Guy Podjarny Nick Doyle and Mike McCall from Akamai Technologies **Learning Cocos2D** Rod

Strougo, Ray Wenderlich, 2011-07-07 Build the Next Great iOS Game with Cocos2D Cocos2D is the powerhouse framework behind some of the most popular games in the App Store If you ve played Tiny Wings Angry Birds Mega Jump Trainyard or even Super Turbo Action Pig then you ve played a game that uses Cocos2D or Box2D physics The beauty of Cocos2D is its simplicity It s easy to become overwhelmed when you start developing an iOS game especially if you look at things like OpenGL ES OpenAL and other lower level APIs Writing a game for the iPhone and iPad does not have to be that difficult and Cocos2D makes game development fun and easy Learning Cocos2D walks you through the process of building Space Viking which is free on the App Store a 2D scrolling game that leverages Cocos2D Box2D and Chipmunk As you build Space Viking you ll learn everything you need to know about Cocos2D so you can create the next killer iOS game Download the free version of Space Viking from the App Store today Help Ole find his way home while learning how to build the game As you

build Space Viking you ll learn how to Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Add animations and movement to your games Build your game s main menu screen for accessing levels Use Cocos2D s Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion Cocos2D s sound engine Add gravity realistic collisions and even ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games along with tips and tricks

Learn SpriteBuilder for iOS Game Development Steffen Itterheim,2014-11-26 SpriteBuilder is the fun and versatile game development environment that is a natural successor to Cocos2D Cocos3D and Chipmunk2D In Learn SpriteBuilder for iOS Game Development experienced game developer and author Steffen Itterheim shows you how to get the most out of SpriteBuilder to create a full featured 2D action game that you can use as a basis for your own games You ll learn SpriteBuilder best practices how to incorporate SpriteBuilder into your game development workflow and how to use the various features of SpriteBuilder including game physics scrolling menus and playing audio assets You ll learn everything from the basics to advanced topics like visual effects soft body physics rendering textured polygons and porting to Android You ll be using both SpriteBuilder and the latest version of Cocos2D version 3 If you have a bit of iOS development experience and you want to learn to create imaginative 2D games Learn SpriteBuilder for iOS Game Development is exactly the book you need

Designing Mobile Apps — Tips And Techniques Clay Allsopp,2013 This eBook provides you with some useful tips and tricks regardless of whether you re taking your first steps in app design or looking to adopt some best practices from industry pros To help you broadly position your future app our authors cover the three biggest platforms iOS Android and Windows Mobile Some step by step coding tutorials will take you by the hand as will exciting new techniques that go beyond the usual In addition the eBook features handy cross platform topics such as prototyping as well as a field guide to app testing and advice on marketing your app **TABLE OF CONTENTS** A Guide To iOS App Development For Web Designers Get Started Writing iOS Apps With RubyMotion Mobile Prototyping With Axure RP Creating Realistic iPhone Games With Cocos2D Mobile Design Practices For Android Tips And Techniques C Swipe An Ergonomic Solution To Navigation Fragmentation On Android Windows Phone Design For Developers A Field Guide To Mobile App Testing How To Succeed With Your Mobile App

Beginning iPhone Development with Swift 4 Molly K. Maskrey,2017-10-24 Learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders In this edition of the best selling book you ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style this book offers a comprehensive course in iPhone and iPad programming The book starts with the basics walking through the process of downloading and installing Xcode and the

iOS 11 SDK and then guides you through the creation of your first simple application The art of table building will be demystified and you will learn how to save your data using the iOS file system You will see how to create load and work with playgrounds as you develop an understanding of the Swift language You will also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there is much more Beginning iPhone Development with Swift 4 covers the basic information you need to get up and running quickly with your iOS apps Once you are ready move on to Professional iPhone Development with Swift 4 to learn more of the really unique aspects of the SDK and Swift language What You Will Learn Discover what data persistence is and why it is important Build cool crisp user interfaces Display data in Table Views Work with all the most commonly used iOS Frameworks Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and or the iOS SDK

iOS 7 Programming Fundamentals Matt Neuburg, 2013-10-11 If you are getting started with iOS development or want a firmer grasp of the basics this practical guide provides a clear view of its fundamental building blocks Objective C Xcode and Cocoa Touch You will learn object oriented concepts understand how to use Apple's development tools and discover how Cocoa provides the underlying functionality iOS apps need to have Dozens of example projects are available at GitHub Once you master the fundamentals you will be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide Programming iOS 7 Explore the C language to learn how Objective C works Learn how instances are created and why they are so important Tour the lifecycle of an Xcode project from inception to App Store Discover how to build interfaces with nibs and the nib editor Explore Cocoa's use of Objective C linguistic features Use Cocoa's event driven model and major design patterns Learn the role of accessors key value coding and properties Understand the power of ARC based object memory management Send messages and data between Cocoa objects

Beginning iPhone Development with Swift 2 David Mark, Kim Topley, Jack Nutting, Fredrik Olsson, JEFF LAMARCHE, 2015-12-18 This is the definitive guide to the Swift programming language and the iOS 9 SDK and the source code has been updated to reflect Xcode 7 and Swift 2 There is up to date coverage of new Apple technologies as well as significant updates to existing material You will have everything you need to create your very own apps for the latest iOS devices Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64 bit iOS 9 specific project templates and designed to take advantage of the latest Xcode features Assuming little or no working knowledge of the new Swift programming language and written in a friendly easy to follow style this book offers a complete soup to nuts course in iPhone iPad and iPod touch programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 9 SDK and then guides you through the creation of your first simple application From there you will learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders You will master a variety of design patterns from the simplest single view to complex hierarchical drill downs The art of table building will be demystified and you will learn how to save your data using the

iPhone file system You'll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there's much more What You Will Learn Everything you need to know to develop your own bestselling iPhone and iPad apps Utilizing Swift playgrounds Best practices for optimizing your code and delivering great user experiences li What data persistence is and why it's important Get started with building cool crisp user interfaces How to display data in Table Views How to draw to the screen using Core Graphics How to use iOS sensor capabilities to map your world How to get your app to work with iCloud and more Who This Book is For *Appcelerator Titanium Smartphone App Development Cookbook* Jason Kneen, 2015-11-30 Over 100 recipes to help you develop cross platform native applications in JavaScript About This Book Leverage your JavaScript skills to write mobile applications using Titanium Studio tools with the native advantage Deploy your application on the App Store and Google Play Add your own iOS native modules in Objective C in an easy to follow step by step format Who This Book Is For This book is an essential for any developer learning or using JavaScript who wants to write native UI applications for iOS and Android No knowledge of Objective C Swift and Java is required and you'll quickly be developing native cross platform apps in JavaScript What You Will Learn Transfer data between applications with URL schemes and make your application accessible to other mobile applications and services Connect with remote services using JSON Work with Google Maps and Apple Maps GPS and annotate routes Create animations and special effects Integrate notifications and connect with social media services such as Facebook and Twitter Build applications with Alloy MVC a rapid application development framework Design native APIs and use local databases In Detail The mobile web has paved the way but many users want to have native applications installed Using Appcelerator as a platform it's now possible to write iOS Android and Windows phone applications in JavaScript It allows developers to develop fully native UI applications using Appcelerator studio tools without any knowledge of Objective C Swift or Java This book will take you through the process of building cross platform native UI applications for the mobile from scratch You will learn how to develop apps how to use GPS cameras and photos and how to build socially connected apps You will also learn how to package them for submission to the App Store and Google Play This cookbook takes a pragmatic approach to creating applications in JavaScript from putting together basic UIs to handling events and implementation of third party services such as Twitter Facebook and Push notifications The book shows you how to integrate datasources and server APIs and how to use local databases The topics covered will guide you to use Appcelerator Studio tools for all the mobile features such as Geolocation Accelerometer animation and more You'll also learn about Alloy the Appcelerator MVC framework for rapid app development and how to transfer data between applications using URLSchemes enabling other developers to access and launch specific parts of your app Finally you will learn how to register developer accounts and publish your very own applications on the App Store and Google Play Style and approach This book offers a set of practical recipes with a step by step approach for building native applications for both the iOS and Android using JavaScript This hands on guide shows you

exactly how to use the Appcelerator platform to rapidly develop cross platform native apps **AdrenalineMoto | Street Motorcycle PU Catalog 2014** Parts-Unlimited Motorcycle Parts & Gear,LeMans Corporation - All Rights Reserved,2014-01-01 AdrenalineMoto is an authorized dealer of Parts Unlimited and claims no ownership or rights to this catalog The Parts Unlimited 2014 Street catalog is more than just a book It is designed to help you and your customers get the most out of your passion for powersports It showcases the new exciting in demand products as well as highlighting trusted favorites The well organized catalog sections make it easy to find the items you want And every part is supported with the latest fitment information and technical updates available Looking for tires See the Drag Specialties Parts Unlimited Tire catalog It has tires tire accessories and tire wheel service tools from all the top brands And for riding gear or casual wear see the Drag Specialties Parts Unlimited Helmet Apparel catalog Combine all three catalogs for the most complete powersports resource of 2014 **The Digital Print** Jeff Schewe,2013-07-22 Following on the release of The Digital Negative Raw Image Processing in Lightroom Camera Raw and Photoshop the definitive and bestselling guide to integrated raw image processing renowned photographer educator and author Jeff Schewe presents a targeted book on digital printing in Lightroom and Photoshop which teaches expert techniques for optimal output and fine art reproduction using today s technologies The Digital Print picks up where first book leaves off taking the already perfected images from The Digital Negative and preparing them for printing and other forms of output Students will learn techniques for fine art printing in house or sending out to a photo lab as well as preparing images for multimedia and mobile destinations and Print on Demand POD books This is the second in a two book series that pays homage to Ansel Adams seminal book series The Camera The Negative and The Print Each book stands alone but the combination of the two tells the entire story from camera to print These books are not version specific and thus evergreen **iPhone 4 Portable Genius** Paul McFedries,2011-03-16 Get the most from the eagerly anticipated iPhone 4 Verizon Edition Packed with authoritative no nonsense advice for getting the most out of your iPhone 4 for the Verizon network this hip and sophisticated guide addresses the most used and desired features of this exciting device The author covers the most essential skills tools and shortcuts you need to know in order to become savvy and confident for accomplishing any task necessary Featuring a handy trim size this guide offers accessible useful information immediately at your fingertips You ll find the hottest tips coupled with savvy advice and learn how the iPhone 4 for Verizon can act as a WiFi hotspot for up to five devices simultaneously and transform 3G data to WiFi signals for your iPad laptop or network Shares sophisticated advice for getting the most from your Verizon iPhone 4 Uncovers shortcuts tips and tricks on the hottest features of the Verizon iPhone 4 Features a handy trim size that makes this essential resource extremely portable Couples savvy advice with critical information on everything from playing movies and music to getting confident with uploading and using popular applications This book offers you an abundance of useful tips and techniques for making the most of your iPhone 4 for the Verizon network **Professional iOS Programming** Peter van de Put,2013-11-20

Hands on guidance for programming the next generation of iOS apps If you want to create advanced level iOS apps that get noticed in the App Store start with this expert book Written by an international software developer and consultant who has delivered winning solutions for clients all over the world this professional guide helps you build robust professional iOS apps at a level that satisfies the demands of clients companies and your own creativity The book includes full source code and invaluable insight from the author s extensive experience Especially helpful are numerous case studies that shed light on key topics Explores all topics necessary to help you build professional iOS applications perfectly targeted to clients needs Covers essential topics including creating a professional UI networking and data processing integrating your app and taking it into production Includes sample code and sample apps ideal for hands on learning Examines using social media aggregators real time currency converters QR scanners customer tracking and quality payment system Provides in depth examples from the author s extensive career as well as numerous case studies Take your programming skills to an advanced level with Professional iOS Programming **iOS Apps for Masterminds, 2nd Edition** J.D Gauchat,2016-03-10 Get ahead of everyone else and learn the latest technologies introduced by Apple This is the first book to teach you how to work with Swift 3 Xcode 8 iOS 10 and the new APIs iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads After reading this book you will know how to program in Swift how to design user interfaces and how to work with the most powerful frameworks available for the construction of modern applications This book is a complete course that will teach you how to build insanely great applications from scratch Every chapter explores both basic and complicated concepts of computer programming the Swift language and app development The information is supported by fully functional examples to guide beginners and experts through every single framework included in the iOS SDK The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development It was designed to prepare you for the future and was written for the genius inside you for Masterminds This book includes Introduction to Swift 3 Swift Paradigm Foundation Framework UIKit Framework Auto Layout Size Classes Navigation Controllers Scroll Views Table Views Collection Views Split View Controller Alert Views Notifications Files Archiving Core Data iCloud Core Graphics and Quartz 2D Core Animation AVFoundation Camera and Photo Library Web Views Contacts Sensors MapKit Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization and more iOS app development with iOS 10 Xcode 8 and Swift 3App development Swift programming Create apps Create app iPhone apps Build app Swift language develop application Objective C Apple development iOS development iOS Apps Program apps *The Complete Guide to Writing & Publishing Your First e-Book* Martha Maeda,2015-02-06 The advent of Amazon s Kindle in 2007 allowed millions of writers to make the leap from paper to the electronic screen Several eReader competitors recently joined the ring introducing products such as the Apple

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Iphone 4 Dimensions Introduction

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