Jonathan Saggau

Company: Sounds Broken inc
Location: New York, NY

Former Life As a Developer: I started writing code in BASIC on the TANDY 1000HX my parents bought when I was young. Throughout High School in Iowa, I was keenly interested in both computers and music, programming video games for the TI-82 and writing a checkbook balancer in Pascal. Throughout my undergraduate and graduate studies in music composition, I used Mathematica and Python to generate musical possibilities, eventually developing a psycho-acoustical model as a means to model my orchestrations of acoustic music and to generate electronic sound as well as an automated musical pattern recognition engine. After graduate school, I became interested in Cocoa programming through PyObjc and started taking classes at the Big Nerd Ranch in Atlanta. Since then, I have been freelancing as a Cocoa and iPhone developer and loving every minute of it.

Life as an iPhone Developer: I’m a subcontractor on several projects through my own company and, more often, through a private development firm. My company’s first solo application, gogoDocs, should be on the app store very soon. It is an online and offline reader for the popular Google docs service. Come visit us at gogodocs.com for updated information.

What’s in This Chapter: Perceived speed and interface responsiveness on the iPhone, especially when dealing with data stored on the Internet or when dealing with large data sets can present serious challenges. In this chapter, you’ll step through the development of two applications, one that deals with downloading
and displaying stock price information stored remotely on yahoo.com and another that implements a large image viewer in a scroll view.

**Key Technologies:**

- Optimization techniques
- Concurrency
-UIScrollView
- NSOperation / NSOperationQueue
- Open source technologies: Plausible Blocks and Core-Plot