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[WWDC 2008 Dated June. Introduces iPhone Sessions](#)

The event will feature sessions dedicated to devs building native iPhone apps

For the first time in the event's history, Apple's 2008 WWDC will feature sessions for developers building native applications for the [iPhone](#) using the SDK. "Get Started," "Build Powerful Applications," "Integrate the Technologies of iPhone" and "Create Engaging Media Experiences" are just some of the featured sessions. Also, Apple's CEO, Steve Jobs, will most likely introduce [firmware 2.0](#) for iPhone/iPod touch, given that this year's WWDC will take place on June 9-13, at Moscone Center, San Francisco. "From June 9 - 13, WWDC will host the best of the Apple developer universe - with attendees representing all corners of the globe. Take advantage of this unique opportunity to experience a community atmosphere filled with your industry peers," says Apple. Featured session **Get Started** will have developers learning best practices for optimizing application performance and responsiveness, minimizing the memory footprint of their app, how to create visually-appealing experiences based on the iPhone Human Interface Guidelines, optimizing power consumption and more. In order to **Build Powerful Applications**, Apple reckons that developers must first "learn the iPhone application development process - from the fundamentals of the Xcode development environment and user interface design with Interface Builder, to testing with the iPhone simulator and runtime analysis with Instruments and Shark." In doing so, devs will learn to use the built-in tools to manage and automatically build their project. To **Integrate the Technologies of iPhone**, developers will be tasked with accessing centrally stored contacts, embedding live web content inside their app, talk with iPhone's built-in applications and share content and data over a network. Coming closer to being able to **Create Engaging Media Experiences**, devs will experience first-hand the means through which they can animate a user interface so the app looks dynamic enough to attract users, play with the features of the built-in frameworks for playing and recording audio to ultimately understand how apps can support video download and playback.