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ServiceNow Application Development Feb 01 2020 Develop and extend efficient cloud-native applications with ServiceNow About This Book Build and customize your apps and workflows to suit your organization's requirements Perform in-depth application development from designing forms to writing business rules, client-scripts, and workflows Comprehensive guide to the end-to-end implementation of designing and extending apps with ServiceNow Who This Book Is For If you are a ServiceNow administrator and developer and need to build and customize your service management solution (apps and workflows) with ServiceNow, then this book is for you. What You Will Learn Customize the ServiceNow dashboard to meet your business requirements Use Administration and Security Controls to add roles and ensure proper access Manage tables and columns using data dictionaries Learn how application scopes are defined within ServiceNow Configure different types of table to design your application Start using the different types of scripting options available in ServiceNow Design and create workflows for task tables Use debugging techniques available in ServiceNow to easily resolve script-related issues Run scripts at regular time intervals using the Scheduled Script Execution module In Detail ServiceNow provides service management for every department in the enterprise, including IT, Human Resources, Facilities, Field Service, and more. This book focuses on all the steps required to develop apps and workflows for any of your business requirements using ServiceNow. You will start with the first module, which covers the basics of ServiceNow and how applications are structured; how you can customize the dashboard as required; and also how to create users. After you get used to the dashboard, you will move on to the next module, Applications and Tables, where you will learn about working with different tables and how you can create a scope other than the global scope for your application. The next module is Scripting and APIs, where you will learn Scripting in ServiceNow and use powerful APIs to develop applications. The final module, Administration Essentials, covers debugging, advanced database features, and scheduled script creation. By the end of the book you will have mastered creating organized and customer-friendly applications Style and approach A step-by-step tutorial to designing applications and workflows with ServiceNow

Rapid Application Development with OutSystems Nov 23 2021 Discover best practices to create simple, robust, and scalable software solutions quickly and securely, and focus on what's important - the business and the end customer Key Features Discover strategies and tips for low-code and no-code development with the help of useful examples Build enterprise-scale reactive web and mobile applications Explore the benefits of low-code development Book Description OutSystems is a software development platform that speeds up the build phase by abstracting code and making almost everything visual. This means replacing textual language with visual artifacts that avoid lexical errors and speed up code composition using accelerators and predefined templates. The book begins by walking you through the fundamentals of the technology, along with a general overview of end-to-end web and mobile software development. You'll learn how to configure your personal area in the cloud and use the OutSystems IDE to connect with it. The book then shows you how to build a web application based on the best architectural and developmental practices in the market, and takes the same approach for the mobile paradigm. As you advance, you'll find out how to develop the same application, and the great potential of reusing code from one paradigm in another and the symbiosis between them is showcased.The only application that'll differ from the application in the exercise is the one used in business process technology (BPT), with a focus on a common market use case. By the end of this OutSystems book, you'll be able to develop enterprise-level applications on the web and mobile, integrating them with third parties and other systems on the market. You'll also understand the concepts of performance, security, and software construction and be able to apply them effectively. What you will learn Get to grips with the OutSystems infrastructure Develop reactive web and mobile applications in OutSystems using best practices in Service Studio Define and design Architecture Canvas (3-Layer Canvas) for your applications Integrate with external systems in OutSystems Enhance applications with BPT Manage and monitor your applications in the OutSystems infrastructure Who this book is for This book is for back-end developers, tech leaders, UX/UI developers, frontend developers, (in general, full-stack developers), tech companies, and enterprises looking to learn how to develop web and mobile software quickly and disruptively by leveraging OutSystems, one of the most low-code platforms in the market. An IT background is not mandatory; however, experience in SQL, JavaScript, HTML, CSS, and C# is required to get started with this book.

Introduction to Android Application Development Apr 28 2022 Revised edition of first part of: Android wireless application development / Shane Conder, Lauren Darcey. c2010.

Android App Development For Dummies Dec 13 2020 The updated edition of the bestselling guide to Android app development If you have ambitions to build an Android app, this hands-on guide gives you everything you need to dig into the development process and turn your great idea into a reality! In this new edition of Android App Development For Dummies, you'll find easy-to-follow access to the latest programming techniques that take advantage of the new features of the Android operating system. Plus, two programs are provided: a simple program to get you started and an intermediate program that uses more advanced aspects of the Android platform. Android mobile devices currently account for nearly 80% of mobile phone market share worldwide, making it the best platform to reach the widest possible audience. With the help of this friendly guide, developers of all stripes will quickly find out how to install the tools they need, design a good user interface, grasp the design differences between phone and tablet applications, handle user input, avoid common pitfalls, and turn a "meh" app into one that garners applause. Create seriously cool apps for the latest Android smartphones and tablets Adapt your existing apps for use on an Android device Start working with programs and tools to create Android apps Publish your apps to the Google Play Store Whether you're a new or veteran programmer, Android App Development For Dummies will have you up and running with the ins and outs of the Android platform in no time.

Professional NFC Application Development for Android Oct 11 2020 A practical guide to developing and deploying Near Field Communication (NFC) applications There has been little practical guidance available on NFC programming, until now. If you're a programmer or developer, get this unique and detailed book and start creating apps for this exciting technology. NFC enables contactless mobile communication between two NFC-compatible devices. It's what allows customers to pay for purchases by swiping their smartphones with Google Wallet, for example. This book shows you how to develop NFC applications for Android, for all NFC operating modes: reader/writer, peer-to-peer, and card emulation. The book starts with the basics of NFC technology, an overview of the Android OS, and what you need to know about the SDK tools. It then walks you through all aspects of NFC app development, including SE programming. You'll find all you need to create an app, including functioning, downloadable code and a companion website with additional content. Valuable case studies help you understand each operating mode in clear, practical detail. Shows programmers and developers how to develop Near Field Communication (NFC) applications for Android, including Secure Element (SE) programming Expert authors are NFC researchers who have a deep knowledge of the subject Covers app development in all NFC operating modes: reader/writer, peer-to-peer, and card emulation Includes valuable case studies that showcase several system design and analysis methods, such as activity diagram, class diagram, UML, and others Professional NFC Application Development for Android offers the clear, concise advice you need to create great applications for this emerging and exciting technology.

Learning Python Application Development Feb 24 2022 Take Python beyond scripting to build robust, reusable, and efficient applications About This Book Get to grips with Python techniques that address commonly encountered problems in general application development. Develop, package, and deploy efficient applications in a fun way. All-practical coverage of the major areas of application development, including best practices, exception handling, testing, refactoring, design patterns, performance, and GUI application development. Who This Book Is For Do you know the basics of Python and object oriented programming? Do you want to go an extra mile and learn techniques to make your Python application robust, extensible, and efficient? Then this book is for you. What You Will Learn Build a robust application by handling exceptions. Modularize, package, and release the source distribution. Document the code and implement coding standards. Create automated tests to catch bugs in the early development stage. Identify and re-factor badly written code to improve application life. Detect recurring problems in the code and apply design patterns. Improve code efficiency by identifying performance bottlenecks and fixing them. Develop simple GUI applications using Python. In Detail Python is one of the most widely used dynamic programming languages, supported by a rich set of libraries and frameworks that enable rapid development. But fast paced development often comes with its own baggage that could bring down the quality, performance, and extensibility of an application. This book will show you ways to handle such problems and write better Python applications. From the basics of simple command-line applications, develop your skills all the way to designing efficient and advanced Python apps. Guided by a light-hearted fantasy learning theme, overcome the real-world problems of complex Python development with practical solutions. Beginning with a focus on robustness, packaging, and releasing application code, you'll move on to focus on improving application lifetime by making code extensible, reusable, and readable. Get to grips with Python refactoring, design patterns and best practices. Techniques to identify the bottlenecks and improve performance are covered in a series of chapters devoted to performance, before closing with a look at developing Python GUIs. Style and approach The book uses a fantasy game theme as a medium to explain various topics. Specific aspects of application development are explained in different chapters. In each chapter the reader is presented with an interesting problem which is then tackled using hands-on examples with easy-to-follow instructions.

Hands-On Low-Code Application Development with Salesforce Feb 12 2021 Explore a wide range of low-code tools in the Salesforce platform for building customized CRM applications without writing any code Key FeaturesCreate apps with a rich user experience without paying for costly developersLeverage Salesforce Lightning Platform's declarative features to build professional-grade applicationsImprove productivity with business process automation using Workflow, Process Builder, and FlowBook Description Low-code platforms allow users to focus on business logic to create solutions without getting trapped in programming complexities. Thanks to its powerful features for designing, developing, and deploying apps without having to hand-code, Salesforce is at the forefront of the low-code development revolution. This book will guide you in building creative applications for solving your business problems using the declarative framework provided by Salesforce. You'll start by learning how to design your business data model with custom objects, fields, formulas, and validation rules, all secured by the Salesforce security model. You'll then explore tools such as Workflow, Process Builder, Lightning Flow, and Actions that will help you to automate your business processes with ease. This book also shows you how to use Lightning App Builder to build personalized UIs for your Salesforce applications, explains the value of creating community pages for your organization, and teaches you how to customize them with Experience Builder. Finally, you'll work with the sandbox model, deploy your solutions, and deliver an effective release management strategy. By the end of this Salesforce book, you'll be ready to customize Salesforce CRM to meet your business requirements by creating unique solutions without writing a single line of code. What you will learnGet to grips with the fundamentals of data modeling to enhance data qualityDeliver dynamic configuration capabilities using custom settings and metadata typesSecure your data by implementing the Salesforce security modelCustomize Salesforce applications with Lightning App BuilderCreate impressive pages for your community using Experience BuilderUse Data Loader to import and export data without writing any codeEmbrace the Salesforce Ohana culture to share knowledge and learn from the global Salesforce communityWho this book is for If you are a citizen developer, business analyst, Salesforce administrator, or anyone interested in developing applications or solutions for business problems but lack technical knowledge, this book is for you. No prior programming experience is required.

iOS 15 Application Development for Beginners May 30 2022 Learn iOS App development with advanced Apple technology and developer-centric tools. KEY FEATURES ? Loaded with core developer tools, including SwiftUI, Xcode, and CoreML. ? Covers app architecture, design patterns, and mobile hardware use in app development. ? Numerous examples covering database, GPS, image recognition, and ML. DESCRIPTION This book is a step-by-step, hands-on guide for Apple developers to build iOS apps using Swift programming with minimal effort. This book will help develop the knowledge and skills necessary to program Apple applications independently. This book introduces you to Swift, SwiftUI, MapKit, Xcode, and Core ML and guides you through the process of creating a strong, marketable iOS application. The book begins with the fundamentals of Swift, which will serve as the foundation for future app development. This book will help readers to develop user interfaces for iOS applications, using SwiftUI and Interface Builder, as well as the code for views, view controllers, and data managers. The book teaches how to use Core Data and SQLite to store databases. It will help you work with Apple technologies and frameworks, including Core Location and MapKit for GPS tracking, Camera and Photo Library for image storage, Core ML for machine learning, and implementations of artificial intelligence solutions. By the end of this book, you will have developed a solid foundation for writing Swift apps, utilizing best practices in architecture, and publishing them to the app store. The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps. WHAT YOU WILL LEARN ? Develop practical skills in Swift programming, Xcode, and SwiftUI. ? Learn to work around the database, file handling, and networking while building apps. ? Utilize the capabilities of mobile hardware to include sound, images, and videos. ? Bring machine learning capabilities using the Core ML framework. ? Integrate features such as App Gestures and Core Location into iOS applications. ? Utilize mobile design patterns and maintain a clean coding style. WHO THIS BOOK IS FOR This book is ideal for beginners in programming, students, and professionals interested in learning how to program in iOS, use various developer tools, and create Apple apps. Working knowledge of any programming language is an advantage but not required. TABLE OF CONTENTS 1. Getting Started with Xcode 2. Swift Fundamentals 3. Classes, Struct, and Enumerations 4. Protocols, Extensions, and Error Handling 5. TabBar, TableView, and CollectionView 6. User Interface Design with SwiftUI 7. Database with SQLite and Core Data 8. File Handling in iOS 9. App Gesture Recognizers in iOS 10. Core Location with MapKit 11. Camera And Photo Library 12. Machine Learning with Core ML 13. Networking in iOS Apps 14. Mobile App Patterns and Architectures 15. Publish iOS App on App Store

Opa Application Development Jun 06 2020 It is a tutorial guide to learning how to use Opa with JavaScript, Nodejs, and MongoDB to develop web applications easily and effectively.If you are a web developer who wants to get started with the Opa framework and build web applications with it? Then this book is for you. Web development experience is assumed and would be helpful.

Professional Android 2 Application Development Jan 26 2022 Update to the bestseller now features the latest release of the Android platform Android is a powerful, flexible, open source platform for mobile devices and its popularity is growing at an unprecedented pace. This update to the bestselling first edition dives in to cover the exciting new features of the latest release of the Android mobile platform. Providing in-depth coverage of how to build mobile applications using the next major release of the Android SDK, this invaluable resource takes a hands-on approach to discussing Android with a series of projects, each of which introduces a new feature and highlights techniques and best practices to get the most out of Android. The Android SDK is a powerful, flexible, open source platform for mobile devices Shares helpful techniques and best practices to maximize the capabilities of Android Explains the possibilities of Android through the use of a series of detailed projects Demonstrates how to create real-world mobile applications for Android phones Includes coverage of the latest version of Android Providing concise and compelling examples, Professional Android Application Development is an updated guide aimed at helping you create mobile applications for mobile devices running the latest version of Android.

Linux Application Development Jul 28 2019 A guide for programmers wanting to develop applications on the Linux platform includes an introduction to the operating system and discussions of documentation, compiling, linking and loading, Linux-specific debugging tools, the kernel interface, development tools, and dynamic loading at

runtime. Original. (Intermediate).

Software Application Development Sep 29 2019 Software Application Development: A Visual C++, MFC, and STL Tutorial provides a detailed account of the software development process using Visual C++, MFC, and STL. It covers everything from the design to the implementation of all software modules, resulting in a demonstration application prototype which may be used to efficiently represent mathematical equations, perform interactive and intuitive model-building, and conduct control engineering experiments. All computer code is included, allowing developers to extend and reuse the software modules for their own project work. The book's tutorial-like approach empowers students and practitioners with the knowledge and skills required to perform disciplined, quality, real-world software engineering.

iPad Application Development For Dummies Jan 02 2020 The fun and easy guide to creating iPad apps, updated for iOS 5! iPad app development is hot, with more than 140,000 apps available specifically for the device and that number growing every day. The introduction of iOS 5 and iCloud gives developers even more options to create incredible iPad apps. This fast and friendly guide to iPad app development is fully updated for the most recent upgrades and covers everything you need to know, starting with how to download the SDK and become an Apple developer all the way to finishing up your app and submitting it to the App Store. Zeroes in on essential concepts and tools including storyboard, segues, the ARC memory manager, what makes a great iPad app, and more Explains how the iPad offers development opportunities that go beyond the capabilities of the iPhone or iPod touch by focusing exclusively on developing apps for the iPad Looks at how iOS 5 and iCloud brought many changes to the device and a wealth of new features for app developers to utilize in their apps Covers how to become a registered Apple developer, how to download and set up the SDK, and the details of how an iPad app runs Popular developer Neal Goldstein examines what goes into a great user experience and takes you step by step through the actual development of two apps, illustrating everything you need to know Whether you're looking for a new hobby or you want to build a business in app development, iPad Application Development For Dummies, 3rd Edition is the book you'll want in your developer's toolkit!

Learn Android App Development Mar 04 2020 Learn Android App Development is a hands-on tutorial and useful reference. You'll quickly get up to speed and master the Android SDK and the Java that you need for your Android Apps. The Android SDK offers powerful features, and this book is the fastest path to mastering them—and the rest of the Andorid SDK—for programmers with some experience who are new to Android smartphone and tablet apps development. Many books introduce the Android SDK, but very few explain how to develop apps optimally. This book teaches both core Java language concepts and how to wisely but rapidly employ the design patterns and logic using the Android SDK, which is based on Java APIs. You'll also learn best practices that ensure your code will be efficient and perform well. Get an accelerated but complete enough treatment of the fundamentals of Java necessary to get you started. Design your first app using prototyping and other design methods. Build your first Android app using the code given over the course of the book. Finally, debug and distribute your first app on Google Play or other Android app store. After reading this book, you'll have your first app ready and on the app store, earning you the prestige and the money you seek.

Reactive Application Development Jan 14 2021 Summary Reactive Application Development is a hands-on guide that teaches you how to build reliable enterprise applications using reactive design patterns. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Foreword by Jonas Bonér, Creator of Akka About the Technology Mission-critical applications have to respond instantly to changes in load, recover gracefully from failure, and satisfy exacting requirements for performance, cost, and reliability. That's no small task! Reactive designs make it easier to meet these demands through modular, message-driven architecture, innovative tooling, and cloud-based infrastructure. About the Book Reactive Application Development teaches you how to build reliable enterprise applications using reactive design patterns. This hands-on guide begins by exposing you to the reactive mental model, along with a survey of core technologies like the Akka actors framework. Then, you'll build a proof-of-concept system in Scala, and learn to use patterns like CQRS and Event Sourcing. You'll master the principles of reactive design as you implement elasticity and resilience, integrate with traditional architectures, and learn powerful testing techniques. What's Inside Designing elastic domain models Building fault-tolerant systems Efficiently handling large data volumes Examples can be built in Scala or Java About the Reader Written for Java or Scala programmers familiar with distributed application designs. About the Author Duncan DeVore, Sean Walsh, and Brian Hanafee are seasoned architects with experience building and deploying reactive systems in production. Table of Contents PART 1 - FUNDAMENTALS What is a reactive application? Getting started with Akka Understanding Akka PART 2 - BUILDING A REACTIVE APPLICATION Mapping from domain to toolkit Domain-driven design Using remote actors Reactive streaming CQRS and Event Sourcing A reactive interface Production readiness

Xamarin in Action May 06 2020 Summary Xamarin in Action teaches you to build cross-platform mobile apps using Xamarin and C#. You'll explore all the layers of a Xamarin app, from design to deployment. By the end, you'll be able to build a quality, production-ready Xamarin app on iOS and Android from scratch with a high level of code reuse. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Rewriting the same app for iOS and Android is tedious, error-prone, and expensive. Microsoft's Xamarin drastically reduces dev time by reusing most application code—typically 70% or more. The core of your iOS and Android app is shared; you write platform-specific code only for the UI layer. And because Xamarin uses C#, your apps benefit from everything this modern language and the .NET ecosystem have to offer. About the Book Xamarin in Action teaches you to build cross-platform mobile apps using Xamarin and C#. You'll explore all the layers of a Xamarin app, from design to deployment. Xamarin expert Jim Bennett teaches you design practices that maximize code reuse and isolate device-specific code, making it a snap to incorporate the unique features of each OS. What's Inside Understanding MVVM to maximize code reuse and testability Creating cross-platform model and UI logic layers Building device-specific UIs Unit and automated UI testing Preparing apps for publication with user tracking and crash analytics About the Reader Readers should have some experience with C#. Mobile development experience is helpful, but not assumed. About the Author Jim Bennett is a Xamarin MYP, Microsoft MVP, and Senior Cloud Developer Advocate at Microsoft, specializing in Xamarin mobile apps. He's a frequent speaker at events all around the world, including Xamarin user groups and Xamarin and Microsoft conferences. He regularly blogs about Xamarin development at https://jimboebennett.io. Table of Contents PART 1 - GETTING STARTED WITH XAMARIN Introducing native cross-platform applications with Xamarin Hello MVVM—creating a simple cross-platform app using MVVM MVVM—the model-view-view model design pattern Hello again, MVVM—understanding and enhancing our simple MVVM app What are we (a)waiting for? An introduction to multithreading for Xamarin apps PART 2 - BUILDING APPS Designing MVVM cross-platform apps Building cross-platform view models Building cross-platform models Building simple Android views Building more advanced Android views Building more advanced iOS views PART 3 - FROM WORKING CODE TO THE STORE Running mobile apps on physical devices Testing mobile apps using Xamarin UITest Using App Center to build, test, and monitor apps Deploying apps to beta testers and the stores

Advanced Android Application Development Apr 16 2021 "This book--a renamed new edition of Android Wireless Application Development, Volume II--is the definitive guide to advanced commercial-grade Android development, updated for the latest Android SDK. The book serves as a reference for the Android API."--*Software Engineering for Agile Application Development* Apr 04 2020 As the software industry continues to evolve, professionals are continually searching for practices that can assist with the various problems and challenges in information technology (IT). Agile development has become a popular method of research in recent years due to its focus on adapting to change. There are many factors that play into this process, so success is no guarantee. However, combining agile development with other software engineering practices could lead to a high rate of success in problems that arise during the maintenance and development of computing technologies. Software Engineering for Agile Application Development is a collection of innovative research on the methods and implementation of adaptation practices in software development that improve the quality and performance of IT products. The presented materials combine theories from current empirical research results as well as practical experiences from real projects that provide insights into incorporating agile qualities into the architecture of the software so that the product adapts to changes and is easy to maintain. While highlighting topics including continuous integration, configuration management, and business modeling, this book is ideally designed for software engineers, software developers, engineers, project managers, IT specialists, data scientists, computer science professionals, researchers, students, and academics.

Sams Teach Yourself Android Application Development in 24 Hours Jun 30 2022 Offers software developers step-by-step instructions on how to create and distribute their first marketable, professional Android application.

Professional Mobile Application Development Oct 03 2022 Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap Zeroes in on topics such as developing applications for Android, IOS, Windows Phone 7, and Blackberry Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle.

Beginning Windows 8 Application Development Jun 18 2021 Learn to use exciting new development tools and create applications for Windows 8 If you're a beginning developer, there's no better place to get up to speed on the Windows 8 SDK than this Wrox guide. A team of Microsoft experts provides a complete course in Windows 8 programming, helping you take full advantage of the innovative new SDK. Written in an easy-to-read style, this book is packed with reusable examples that showcase the endless possibilities of the Windows SDK and also introduces the new Windows 8 app store. It explains how to set up the development environment and covers user interface design, using special effects and graphics, working with C# and C++, and much more. Provides a complete introduction to the Windows SDK and Windows 8, starting with setting up the development environment and building your first application Covers user interface design, touch- and event-driven design elements, leveraging windows-based services, and offline application development with HTML 5 Explores creating C# applications for the Windows 8 system, XNA 4 and Silverlight 5 considerations, and the role of C++ Shows how to debug, certify and deploy your applications Introduces the new Windows 8 app store and offers advice on marketing your apps Beginning Windows 8 Application Development is perfect for anyone who's ready to get started developing apps for the exciting new Windows 8 OS.

Application Development and Design: Concepts, Methodologies, Tools, and Applications Dec 01 2019 Advancements in technology have allowed for the creation of new tools and innovations that can improve different aspects of life. These applications can be utilized across different technological platforms. Application Development and Design: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as software design, mobile applications, and web applications, this multi-volume book is ideally designed for researchers, academics, engineers, professionals, students, and practitioners interested in emerging technology applications.

Android Application Development For Dummies Oct 23 2021 The fun and friendly guide to creating applications on the Android platform The popularity of the Android market is soaring with no sign of slowing down. The open nature of the Android OS offers programmers the freedom to access the platform's capabilities and this straightforward guide walks you through the steps for creating amazing Android applications. Android programming expert Donn Felker explains how to download the SDK, get Eclipse up and running, code Android applications, and submit your finished products to the Android Market. Featuring two sample programs, this introductory book explores everything from the simple basics to more advanced aspects of the Android platform. Takes you soup through nuts of developing applications for the Android platform Begins with downloading the SDK, then explains how to code Android applications and submit projects to the Android Market Written by Android guru Donn Felker, who breaks every aspect of developing applications for the Android platform into easily digestible pieces No matter your level of programming experience, Android Application Development For Dummies is an ideal guide for getting started with developing applications for the Android platform.

Beginning Mobile Application Development in the Cloud Nov 04 2022 Learn how to build apps for mobile devices on Cloud platforms The marketplace for apps is ever expanding, increasing the potential to make money. With this guide, you'll learn how to build cross-platform applications for mobile devices that are supported by the power of Cloud-based services such as Amazon Web Services. An introduction to Cloud-based applications explains how to use HTML5 to create cross-platform mobile apps and then use Cloud services to enhance those apps. You'll learn how to build your first app with HTML5 and set it up in the Cloud, while also discovering how to use jQuery to your advantage. Highlights the skills and knowledge you need to create successful apps for mobile devices with HTML5 Takes you through the steps for building web applications for the iPhone and Android Details how to enhance your app through faster launching, touch vs. click, storage capabilities, and a cache Looks at how best to use JSON, FourSquare, jQuery, AJAX, and more Shares tips for creating hybrid apps that run natively If you're interested in having your application be one of the 200,000+ apps featured in the iPhone store or the 50,000+ in the Android store, then you need this book.

Android Application Development All-in-One For Dummies Aug 09 2020 Android Application Development For Dummies All-In-One, 3rd Edition gathers six Android For Dummies mini-books into one friendly guide. You'll go from Android newbie all the way to confident programmer and learn to develop apps for the world's largest smart phone market. Kotlin experts Barry Burd and John Paul Mueller introduce you to Android programming from start to finish! Like all For Dummies books, this guide is written with clear explanations and careful organization, so non-technical readers and experienced programmers alike can get up to speed quickly. This new edition covers the latest features and enhancements to the Android platform. Learn how to develop apps for all sorts of devices including: your smartphone, tablet, wearables, TV, auto, and Internet of Things (IoT)s like your refrigerator Discover the new Kotlin programming language, which makes development easier Create apps even faster than before using the new techniques found in this book Develop apps for the largest smartphone market to reach the biggest possible audience This book focuses on Android 10, the newest and most flexible Android platform. Get started turning your app development dreams into reality today!

Application Development Without Programmers Dec 25 2021

Shopify Application Development Mar 28 2022 This is an easy-to follow manual that will guide you through the entire process of application development with Shopify, beginning with the installation and configuration of your local development environment for your app to the deployment of the app to Heroku. If you are a web developer or a designer who wants to extend Shopify stores by building apps, then this book is for you. A basic understanding of programming concepts and some familiarity with Shopify is all that is required to get started with Shopify app development.

Mobile Applications Development Sep 09 2020 The book covers the concepts of Python programming language along with mobile application development. Starting from fundamentals, the book continues with the explanation of mobile app development using Kivy framework. All the chapters offer questions and exercises for to better understanding of the subject. At the end of the book some hands-on projects are given to help the readers to improve their programming and project development skills.

Web Based Application Development Aug 01 2022 Perfect for the one-term course, Web-Based Application Development present an introduction to concepts, theories, practices, languages, and tools used to develop applications for the World Wide Web. It provides coverage of the important fundamentals of Web applications while providing the coverage of programming and technology necessary to apply these ideas and put them into practice. In addition to presenting the language and tools found in most texts, Web-Based Application Development goes beyond and includes networking, architecture, security, reliability, and other important concepts and theories necessary today.

ASP.NET Core Application Development Jun 26 2019 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through four complete sprints, this book takes you through every step needed to build brand new cross-platform web apps with ASP.NET Core, and make them available on the Internet. You won't just master Microsoft's revolutionary open source ASP.NET Core technology: you'll learn how to integrate the immense power of MVC, Docker, Azure Web Apps, Visual Studio and Visual Studio Code, C#, JavaScript, TypeScript, and Entity Framework. Working through the authors' carefully designed sprints, you'll start with a blank canvas, move through software architecture and design, adjusting to user feedback, recovering from mistakes, builds, testing, deployment, maintenance, refactoring, and more. Along the way, you'll learn techniques for delivering state-of-the-art software to users more rapidly and repeatably than ever before.

Learning Web App Development Aug 21 2021 Grasp the fundamentals of web application development by building a simple database-backed app from scratch, using HTML, JavaScript, and other open source tools. Through hands-on tutorials, this practical guide shows inexperienced web app developers how to create a user interface, write a server, build client-server communication, and use a cloud-based service to deploy the application. Each chapter includes practice problems, full examples, and mental models of the development workflow. Ideal for a college-level course, this book helps you get started with web app development by providing you with a solid grounding in the process. Set up a basic workflow with a text editor, version control system, and web browser Structure a user interface with HTML, and include styles with CSS Use JQuery and JavaScript to add interactivity to your application Link the client to the server with AJAX, JavaScript objects, and JSON Learn the basics of server-side programming with Node.js Store data outside your application with Redis and MongoDB Share your application by uploading it to the cloud with CloudFoundry Get basic tips for writing maintainable code on both client and server

Mobile App Development with Ionic, Revised Edition Jul 08 2020 Learn how to build app store-ready hybrid apps with Ionic, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This revised guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Universal. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this

book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps

Application Development Without Programmers May 18 2021

Learning Android Application Development Mar 16 2021 Build Android N applications using modern techniques and libraries to get your own high-quality apps published on Google Play in no time About This Book Get started with Android development, from the installation of required tools to publishing to the market Make your applications Android N ready—Android has evolved quite a lot since the very beginning and so has their Software Development Kit—so get up to speed Save time and improve the quality of your applications with widely used open source libraries and dependency management Who This Book Is For Want to get started with Android development? Start here. What You Will Learn Get to know how to use popular open source libraries to reduce time to market and avoid re-inventing the wheel Automate your application's testing phase to avoid last minute crashes Use dependency management to properly keep dependencies and updates under control Efficiently show huge amounts of items in a list Forget about memory and speed concerns Publish and monetize your Android applications on Google Play Persist your application data so it can continue working in offline mode Don't let the UX break because of network issues In Detail The mobile app market is huge. But where do you start? And how you can deliver something that takes Google Play by storm? This guide is the perfect route into Android app development – while it's easy for new apps to sink without a trace, we'll give you the best chance of success with practical and actionable guidance that will unlock your creativity and help you put the principles of Android development into practice. From the fundamentals and getting your project started to publishing your app to a huge market of potential customers, follow this guide to become a confident, creative and reliable mobile developer. Get to grips with new components in Android 7 such as RecyclerView, and find out how to take advantage of automated testing, and, of course, much, much more. What are you waiting for? There's never been a better time – or a better way – to get into Android app development. Style and approach More than just a manual, this is an accessible route into Android development. Packed with examples that demonstrate how to put key concepts and ideas into practice, this guide isn't just about learning, it's about immediate development.

Understanding Game Application Development Jul 20 2021 Learn to build a simple data-driven mobile game application using the power of Xamarin.Forms, ASP.NET, the Web API, and SignalR with this short book. In it you will build a cross-platform mobile application that targets both iOS and Android, connect your app with your database using Entity Framework, and implement real-time syncing functionality using SignalR. Understanding Game Application Development starts by giving you an overview of the development tools, an installation guide, and a list of prerequisites. You will learn how to manage application flow, create your workspace, and set up your database. Next, you will see how to access data for handling CRUD operations and define the necessary API endpoints. Further, you will build a mobile application with Xamarin.Forms, both in iOS and in Android. You will also understand the deployment and testing process as well as how to build a real-time leader board using ASP.NET MVC and SignalR. Finally, you will understand how to publish your source code on GitHub from Visual Studio 2017. What You Will Learn Understand the basic concept and fundamentals of the technologies used for building the applications Set up your development environment Create a SQL database from scratch Implement a data access layer Define REST service endpoints using the Web API Deploy, test, and debug iOS and Android applications Push your source code to GitHub Who This Book Is For .NET developers who want to jump on mobile application development with Xamarin and learn with practical examples.

Progressive Web Application Development by Example Sep 21 2021 Leverage the full potential of the web to make your web sites better than native applications for every platform. Key Features Explore different models and patterns required to develop progressive web applications Create applications requiring shorter runtime for attracting more users Study different projects to understand the fundamentals of progressive web applications Book Description Are you a developer that wants to create truly cross-platform user experiences with a minimal footprint, free of store restrictions and features customers want? Then you need to get to grips with Progressive Web Applications (PWAs), a perfect amalgamation of web and mobile applications with a blazing-fast response time. Progressive Web Application Development by Example helps you explore concepts of the PWA development by enabling you to develop three projects, starting with a 2048 game. In this game, you will review parts of a web manifest file and understand how a browser uses properties to define the home screen experience. You will then move on to learning how to develop and use a podcast client and be introduced to service workers. The application will demonstrate how service workers are registered and updated. In addition to this, you will review a caching API so that you have a firm understanding of how to use the cache within a service worker, and you'll discover core caching strategies and how to code them within a service worker. Finally, you will study how to build a tickets application, wherein you'll apply advanced service worker techniques, such as cache invalidation. Also, you'll learn about tools you can use to validate your applications and scaffold them for quality and consistency. By the end of the book, you will have walked through browser developer tools, node modules, and online tools for creating high-quality PWAs. What you will learn Explore the core principles of PWAs Study the three main technical requirements of PWAs Discover enhancing requirements to make PWAs transcend native apps and traditional websites Create and install PWAs on common websites with a given HTTPS as the core requirement Get acquainted with the service worker life cycle Define service worker caching patterns Apply caching strategies to three different website scenarios Implement best practices for web performance Who this book is for Progressive Web Application Development by Example is for you if you're a web developer or front-end designer who wants to ensure improved user experiences. If you are an application developer with knowledge of HTML, CSS, and JavaScript, this book will help you enhance your skills in order to develop progressive web applications, the future of app development.

Brownfield Application Development in .NET Sep 02 2022 Looks at the characteristics of brownfield applications and offers information on how to successfully take over the development of an existing application, covering such topics as coding, version control, automated testing, and continuous integration.

Express Web Application Development Nov 11 2020 Express Web Application Development is a practical introduction to learning about Express. Each chapter introduces you to a different area of Express, using screenshots and examples to get you up and running as quickly as possible. If you are looking to use Express to build your next web application, "Express Web Application Development" will help you get started and take you right through to Express' advanced features. You will need to have an intermediate knowledge of JavaScript to get the most out of this book.

Mobile Application Development with SMS and the SIM Toolkit Aug 28 2019 Get mobile messaging going on virtually any platform, in any language Mobile Application Development Using SMS and the SIM Toolkit is just the guide you've been looking for if you're building applications for GSM or 3G networks, wish you had sample code for reality-based applications, or want to add mobile extensions to your software products and corporate network. In this straight-talking tutorial, smart card expert Scott Guthery teams with information management specialist Mary Cronin to provide you with authoritative guidance on SIM application design, integration, and management for any platform. Seasoned developers will quickly learn how to: Create code that harnesses the power of the SIM Use the micro-browsers and micro-Web servers in 3G phones Construct leading-edge mobile commerce applications on today's network Send and receive SMS messages from your server or your laptop Enable interfaces and other needed components Create secure wireless applications for corporate networks and VPNs

iPhone SDK Application Development Oct 30 2019 This practical book offers the knowledge and code you need to create cutting-edge mobile applications and games for the iPhone and iPod Touch, using Apple's iPhone SDK. iPhone SDK Application Development introduces you to this development paradigm and the Objective-C language it uses with numerous examples, and also walks you through the many SDK frameworks necessary for designing full-featured applications. This book will help you: Design user interface elements with Interface Builder and the UI Kit framework Create application controls, such as windows and navigation bars Build and manage layers and transformations using Core Graphics and Quartz Core Mix and play sound files using AVFoundation, and record and play back digital sound streams using Audio Toolbox Handle network programming with the CFNetwork framework Use the Core Location framework to interact with the iPhone's GPS Add movie players to your application iPhone SDK Application Development will benefit experienced developers and those just starting out on the iPhone. Important development concepts are explained thoroughly, and enough advanced examples are provided to make this book a great reference once you become an expert.

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