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BlackBerry Development Fundamentals - John M. Wargo 2009-11-05

The BlackBerry smartphone is today's #1 mobile platform for the enterprise and also a huge hit with consumers. Until now, it's been difficult for programmers to find everything they need to begin developing new applications for BlackBerry devices. BlackBerry Development Fundamentals is the solution: the first single-source guide to all aspects of development for the BlackBerry platform. This book thoroughly reviews the BlackBerry's unique capabilities and limitations, helps you optimize your upfront design choices, and covers native rich-client applications and Web-based mobile applications for both business and consumer environments. In addition, it is an excellent study guide for the BlackBerry Certified Application Developer exam (BCX-810). Coverage includes The "hows," "whys," and best practices of BlackBerry development Planning for and managing the BlackBerry platform's restrictions Selecting the correct development platform for your BlackBerry applications Describing the different paths any application can take to get to the data it needs Explaining the capabilities provided by the BlackBerry Mobile Data System (MDS) Pushing application data to both enterprise and consumer BlackBerry devices using MDS, Web Signals, and the BlackBerry Push APIs Dealing with both the special capabilities and limitations of the BlackBerry browser Building, testing, and debugging BlackBerry browser applications Understanding the tools available to Java developers Using Research In Motion's Java development tools to build, test, and debug BlackBerry Java applications Deploying BlackBerry Java applications

Ionic Framework By Example - Sani Yusuf 2016-01-27

Build amazing cross-platform mobile apps with Ionic, the HTML5 framework that makes modern mobile application development simple About This Book Learn how to use one of the most exciting mobile development frameworks around to build even better apps Follow the featured sample projects to experience Ionic's impressive capabilities Extend your developer skillset to build, test, and launch mobile apps with confidence Who This Book Is For This book is for anyone who wants to see Ionic in action - and find out how it could transform the way they build mobile apps. If you're a JavaScript web developer, you'll be building great projects in no time. What You Will Learn Learn Ionic by creating three complete mobile applications Get to know the Ionic CLI Add basic and advanced features to the Ionic framework Connect an Ionic app with a Firebase back end Integrate PhoneGap plugins with NG-Cordova Test your apps to improve and optimize performance In Detail Change doesn't have to be challenging. Sometimes it can be simple - sometimes it just makes sense. With Ionic, mobile development has never been so simple, so elegant and obvious. By helping developers to harness AngularJS and HTML5 for mobile development, it's the perfect framework for anyone obsessed with performance, and anyone that understands just how important a great user experience really is. This book shows you how to get started with Ionic framework immediately. But it doesn't just give you instructions and then expect you to follow them. Instead it demonstrates what Ionic is capable of through three practical projects you can follow and build yourself. From a basic to-do list app, a London tourist app, to a complete social media app, all three projects have been designed to help you learn Ionic at its very best. From setting up your project to developing on both the server side and front end, and best practices for testing and debugging your projects, you'll quickly become a better mobile developer, delivering high performance mobile apps that look awesome. Ionic Framework by Example is for people

who don't want to learn now, build later - it's for people who want to learn and build at the same time - so they can meet today's mobile development challenges head on and deliver better products than anyone else. Style and approach This book isn't just an instruction manual. It doesn't just tell you what to do - it shows you. Featuring three sample projects, it's been created so you can get started with Ionic immediately.

Beginning PhoneGap - Thomas Myer 2011-11-11

Create cross-platform mobile apps without having to learn a new language! PhoneGap is an open source solution, ideal for web developers wanting to build cross-platform mobile apps without having to learn a new language. Using HTML, CSS, and Javascript, PhoneGap allows you to jump into the mobile world and develop apps for iPhone, Android, and the BlackBerry. Walks you through installing the development software Covers the basics of each of PhoneGap's functional units Introduces various projects you can build with the framework Discusses using HTML, CSS, JavaScript Explores the features accelerometer and compass Examines media, storage and files, camera, contacts, geolocation, and more Within Beginning PhoneGap, each new chapter builds on the lessons taught in the previous so that by the end of the book, you can have mobile apps up and running! "NOTE: Several significant changes to the PhoneGap software occurred shortly after this book was published. The author has written extra pages to address these and other changes. You can download the updates to this book from the book's support page on the Wrox website."

Mobile App Development with Ionic, Revised Edition - Chris Griffith 2017-08-18

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

Electron in Action - Steve Kinney 2018-10-02

Summary Electron in Action guides you, step-by-step, as you learn to build cross-platform desktop applications that run on Windows, OSX, and Linux. By the end of the book, you'll be ready to build simple, snappy applications using JavaScript, Node, and the Electron framework. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Wouldn't it be great to build desktop applications using just your web dev skills? Electron is a framework

designed for exactly that! Fully cross-platform, Electron lets you use JavaScript and Node to create simple, snappy desktop apps. Spinning up tools, games, and utilities with Electron is fast, practical, and fun! About the Book Electron in Action teaches you to build cross-platform applications using JavaScript, Node, and the Electron framework. You'll learn how to think like a desktop developer as you build a text tool that reads and renders Markdown. You'll add OS-specific features like the file system, menus, and clipboards, and use Chromium's tools to distribute the finished product. You'll even round off your learning with data storage, performance optimization, and testing. What's inside Building for macOS, Windows, and Linux Native operating system APIs Using third-party frameworks like React Deploying to the Mac App Store About the Reader Requires intermediate JavaScript and Node skills. No experience building desktop apps required. About the Author Steven Kinney is a principal engineer at SendGrid, an instructor with Frontend Masters, and the organizer of the DinosaurJS conference in Denver, Colorado. Table of Contents PART 1 - GETTING STARTED WITH ELECTRON Introducing Electron Your first Electron application PART 2 - BUILDING CROSS-PLATFORM APPLICATIONS WITH ELECTRON Building a notes application Using native file dialog boxes and facilitating interprocess communication Working with multiple windows Working with files Building application and context menus Further operating system integration and dynamically enabling menu items Introducing the tray module Building applications with the menubar library Using transpilers and frameworks Persisting use data and using native Node.js modules Testing applications with Spectron PART 3 - DEPLOYING ELECTRON APPLICATIONS Building applications for deployment Releasing and updating applications Distributing your application through the Mac App Store

Python Without Fear - Brian Overland 2017-09-27

Praise for this book, Python Without Fear "This is really a great book. I wish I'd had it when I was learning Python." -John M. Wargo, author of Apache Cordova 4 Programming Praise for the previous book in the series, C++ Without Fear "I'm in love with your C++ Without Fear book. It keeps me awake for hours during the night. Thanks to you, I got most of the idea in just a few hours." -Laura Viral, graduate physics student at CERN and Istanbul, Turkey "It's hard to tell where I began and ended with your book. I felt like I woke up and literally knew how to write C++ code. I can't overstate the confidence you gave me." - Danny Grady, senior programmer/analyst at a Fortune 500 Company Whether you're new to programming or moving from another language, Python Without Fear will quickly make you productive! Brian Overland's unique approach to Python includes: Taking you by the hand while teaching topics from the very basics to intermediate and advanced features of Python Teaching by examples that are explained line by line Heavy emphasis on examples that are fun and useful, including games, graphics, database applications, file storage, puzzles, and more! How to think "Pythonically" and avoid common "gotchas" Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available.

[Psychology, Technological Innovation, and Entrepreneurship](#) - Jesus de la Fuente 2019-12-17

[Programming the Mobile Web](#) - Maximiliano Firtman 2010-07-23

Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies

Build Mobile Apps with Ionic 4 and Firebase - Fu Cheng 2018-11-02

Leverage your existing web development skills to learn the whole cycle of hybrid mobile app development.

This edition is fully updated with the changes in Ionic 4, including Stencil, a new framework based on the web components standard. It explains Ionic and Firebase in detail, including how to create hybrid mobile apps using React and Vue, and run those apps in an internal browser using a wrapper created by Apache Cordova. Build Mobile Apps with Ionic 4 and Firebase shows you how to focus on developing front-end code, without needing to manage any back-end code or servers. You'll learn in the context of building a Hacker News client app, which can view top stories in Hacker News, view comments of a story, and add stories to favorites. Explore how Ionic 4 uses Angular as the JavaScript framework to easily develop apps using an interface similar to native apps, and how to access Firebase, a real-time database, in web apps using JavaScript. What You'll Learn Create content-based Ionic mobile apps Work with new Ionic 4 components like gesture, text, and keyboard controller Manage your apps with RxJS & Redux Who This Book Is For Front-end developers and mobile app developers

Mobile App Development with Ionic 2 - Chris Griffith 2017-04-10

Learn how to build app store-ready hybrid apps with the Ionic 2, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This practical 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 Phone. 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

High Performance Mobile Web - Maximiliano Firtman 2016-09-13

Optimize the performance of your mobile websites and webapps to the extreme. With this hands-on book, veteran mobile and web developer Maximiliano Firtman demonstrates which aspects of your site or app slow down the user's experience, and what you can do to achieve lightning-fast performance. There's much at stake: if you want to boost your app's conversion rate, then tackling performance issues is the best way to start. Learn tools and techniques for working with responsive web design, images, the network layer, and many other ingredients—plus the metrics to check your progress. Ideal for web developers and web designers with HTML, CSS, JavaScript, and HTTP experience, this is your guide to superior mobile web performance. You'll dive into: Emulators, simulators, and other tools for measuring performance Basic web performance concepts, including metrics, charts, and goals How to get real data from mobile browsers on your real networks APIs and specs for measuring, tracking and improving web performance Insights and tricks for optimizing the first view experience Ways to optimize post-loading experiences and future visits Responsive web design and its performance challenges Tips for extreme performance to achieve best conversion rates How to work with web views inside native apps

Secrets of the JavaScript Ninja - John Resig 2016-03

More than ever, the web is a universal platform for all types of applications, and JavaScript is the language of the web. For anyone serious about web development, it's not enough to be a decent JavaScript coder. They need to be ninja-stealthy, efficient, and ready for anything. Secrets of the JavaScript Ninja, Second Edition dives below the surface and helps readers understand the deceptively-complex world of JavaScript and browser-based application development. It skips the basics, and dives into core JavaScript concepts such as functions, closures, objects, prototypes, promises, and so on. With examples, illustrations, and insightful explanations, readers will benefit from the collective wisdom of seasoned experts John Resig, Bear Bibeault, and Josip Maras. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Professional Visual Studio 2017 - Bruce Johnson 2017-10-18

Skip the basics and delve right into Visual Studio 2017 advanced features and tools Professional Visual

Studio 2017 is the industry-favorite guide to getting the most out of Microsoft's primary programming technology. From touring the new UI to exploiting advanced functionality, this book is designed to help professional developers become more productive. A unique IDE-centric approach provides a clear path through the typical workflow while exploring the nooks and crannies that can make your job easier. Visual Studio 2017 includes a host of features aimed at improving developer productivity and UI, and this book covers them all with clear explanation, new figures, and expert insight. Whether you're new to VS or just upgrading, this all-inclusive guide is an essential resource to keep within arm's reach. Visual Studio 2017 fixes the crucial issues that kept professionals from adopting VS 2015, and includes new features and tools that streamline the developer's job. This book provides the straightforward answers you need so you can get up to speed quickly and get back to work. Master the core functionality of Visual Studio 2017 Dig into the tools that make writing code easier Tailor the environment to your workflow, not the other way around Work your way through configuration, debugging, building, deployment, customizing, and more Microsoft is changing their release cadence—it's only been about two years since the last release—so developers need to quickly get a handle on new tools and features if they hope to remain productive. The 2017 release is designed specifically to help you get more done, in less time, with greater accuracy and attention to detail. If you're ready to get acquainted, Professional Visual Studio 2017 is your ideal guide.

[Apache Cordova 3 Programming](#) - John M. Wargo 2013-12-02

Covers PhoneGap 3.X Written for experienced mobile developers, Apache Cordova 3 Programming is a complete introduction to Apache Cordova 3 and Adobe PhoneGap 3. It describes what makes Cordova important and shows how to install and use the tools, the new Cordova CLI, the native SDKs, and more. If you're brand new to Cordova, this book will be just what you need to get started. If you're familiar with an older version of Cordova, this book will show you in detail how to use all of the new stuff that's in Cordova 3 plus stuff that has been around for a while (like the Cordova core APIs). After walking you through the process of downloading and setting up the framework, mobile expert John M. Wargo shows you how to install and use the command line tools to manage the Cordova application lifecycle and how to set up and use development environments for several of the more popular Cordova supported mobile device platforms. Of special interest to new developers are the chapters on the anatomy of a Cordova application, as well as the mechanics of Cordova development. Wargo also covers the development process and the tools you can use to test and debug your Cordova applications, and provides a complete chapter that introduces the Cordova APIs, in addition to a chapter that shows you how to create your own plugins. Filled with lots of examples and code, the book includes complete coverage of Android, iOS, BlackBerry 1.0 and Windows Phone development for Cordova. Topics covered include How to install and use the Cordova CLI and associated tools How to configure the Android developer tools (ADT) to run, test, and debug your Cordova applications for Android How to use Xcode—Apple's development tool for iOS development—to run, test, and debug Cordova applications for iOS devices How to use the Safari browser to debug Cordova applications on iOS devices How to use the Microsoft development tools to run, test, and debug Cordova applications for Windows Phone 8 How to set up and use the PhoneGap Build service to package Cordova applications and share those applications with others How to create Cordova plugins for both Android and iOS The author maintains a web site for the book at cordovaprogramming.com where updates, errata, and the source code for the book are available.

[Learning Node.js for Mobile Application Development](#) - Stefan Buttigieg 2015-10-30

Make use of Node.js to learn the development of a simple yet scalable cross-platform mobile application About This Book Use Node.js to satisfy the core backend requirements of modern apps, including user management, security, data access, and real-time data communication Build practical real-world mobile applications, which will give you the necessary knowledge to build your very own mobile solutions Step-by-step development of projects using Ionic Framework as the frontend and Node.js for the backend supported by a MongoDB database Who This Book Is For This book is intended for web developers of all levels of expertise who want to deep dive into cross-platform mobile application development without going through the pains of understanding the languages and native frameworks that form an integral part of developing for different mobile platforms. This book is also for you if you are a developer who wants to capitalize on the MobileFirst strategy and so are going to use JavaScript for your complete stack. What You Will Learn

Develop an API from scratch Set up a MongoDB Database as part of your mobile application backend Deploy a cross-platform mobile application from the command line Incorporate features within your mobile application that use native phone features such as a gyroscope, GPS, and accelerometer Implement mobile applications that use web-enabled APIs Build a mobile application with real-time chat messaging features Develop a secure mobile application that is capable of functioning with real-time data In Detail Node.js is a massively popular JavaScript library that lets you use JavaScript to easily program scalable network applications and web services. People approaching Node.js for the first time are often attracted by its efficiency, scalability, and the fact that it's based on JavaScript, the language of the Web, which means that developers can use the same language to write backend code. Also, it's increasingly being seen as a "modern" replacement for PHP in web development, which relies on fast-paced data exchange. The growing community and the large amount of available modules makes Node.js one of the most attractive development environments. This book takes a step-wise and incremental approach toward developing cross-platform mobile technologies using existing web technologies. This will allow you to truly understand and become proficient in developing cross-platform mobile applications with Node.js, Ionic Framework, and MongoDB. The book starts off by introducing all the necessary requirements and knowledge to build a mobile application with a companion web service. It covers the ability to create an API from scratch and implement a comprehensive user database that will give you the opportunity to offer a mobile application with a personalized experience. Midway through the book, you will learn the basic processes to create a successful mobile application. You will also gain higher-level knowledge, allowing you to develop a functional and secure mobile application to ensure a seamless user experience for end users. Finally, the book ends with more advanced projects, which will bring together all the knowledge and expertise developed in the previous chapters to create a practical and functional mobile-application that has useful real-world features. Style and approach This book is an easy-to-follow guide that takes a step-wise approach in giving expertise and knowledge to help you truly understand what is needed to create a memorable user experience for end users. Each topic is placed in the context of the bigger picture, that is, to create cross-platform mobile applications using existing technologies.

Frameworks, Methodologies, and Tools for Developing Rich Internet Applications - Alor-Hernández, Giner 2014-09-30

Technological advances in the field of IT lead to the creation of new programs intended to merge the advantages of desktop-based programs with the advantages of Web-based programs in order to increase user accessibility and provide effective computer performance. Frameworks, Methodologies, and Tools for Developing Rich Internet Applications presents current research and analysis on the use of JavaScript and software development to establish new programs intended for the Web. With an in-depth look at computer and Web programming, this publication emphasizes the benefits and dynamic qualities of these emerging technologies. This book is an essential reference source for academicians, researchers, students, practitioners, and professionals interested in understanding and applying the advances in the combined fields of Web engineering and desktop programming in order to increase computer users' visual experience and interactivity.

[Apache Cordova 4 Programming](#) - John M. Wargo 2015-03-26

Using Apache Cordova 4, you can leverage native technologies and web standards to quickly build cross-platform apps for most mobile devices. You can deliver a high-end user experience where it matters, while radically simplifying code maintenance and reuse. Apache Cordova 4 Programming is the most concise, accessible introduction to this remarkable technology. In this essential guide, expert mobile developer John Wargo quickly gets you up to speed with all the essentials, from installation, configuration, and tools, to building plugins and using Cordova's powerful APIs. Wargo helps you make the most of Cordova 4's major enhancements, while offering practical guidance for all versions, including Adobe PhoneGap. Full chapters are dedicated to five major mobile platforms: Android, iOS, Windows Phone, Firefox OS, and Ubuntu. Using rich, relevant examples, Wargo guides you through both the anatomy of a Cordova app and its entire lifecycle, including cross-platform testing and debugging. Throughout, he illuminates Cordova development best practices, streamlining your development process and helping you write high-quality apps right from the start. Topics include Installing and configuring Cordova's development environment Working with the

Cordova command line interfaces Creating Cordova plugins, using Plugman and the PhoneGap CLI Cordova's support for Firefox OS and Ubuntu devices Automation (Grunt and Gulp) and Cordova CLI hooks Microsoft's hybrid toolkit for Visual Studio Third-party tools, such as AppGyver, GapDebug, THyM, and more Beautifying Cordova apps with third-party HTML frameworks, such as Bootstrap, OpenUI5, Ionic, and Onsen UI Running, testing, and debugging Cordova apps on each major mobile platform Access the full code examples at cordova4programming.com, where you'll also find updates reflecting Cordova's continuing evolution. This book is an ideal companion to Wargo's authoritative collection of Apache Cordova code recipes for each Cordova API, *Apache Cordova API Cookbook* (Addison-Wesley, 2015).

Apache Cordova API Cookbook - John M. Wargo 2014-06-24

Using Apache Cordova, mobile developers can write cross-platform mobile apps using standard HTML5, JavaScript, and CSS, and then deploy those apps to every leading mobile platform with little or no re-coding. *Apache Cordova API Cookbook* provides experienced mobile developers with details about how each Cordova API works and how to use the APIs in their own applications. Coverage is included for all Cordova/PhoneGap 3 APIs. Instead of just showing short snippets of code to explain a particular API, this guide is chock full of complete examples. You'll find more than thirty complete Cordova applications that work on Android, iOS, Windows, and more. The sample applications demonstrate exactly what each API does and how it works, while the chapter content describes the limitations on the leading target platforms (and even offers possible workarounds). Through realistic "cookbook" example code, mobile developer John Wargo helps you master the Cordova APIs and understand how to use them in your Cordova applications. Topics include Accelerometers, compass, and geolocation Image, video, and audio-capture, playback, and management Determining connection and device information Interacting with the Contacts application Responding to application events Accessing the device file system Globalizing apps Using the InAppBrowser Notifications Custom splash screens Special care has been taken to make the code easily readable and digestible by the reader. This guide provides the most accessible coverage, anywhere, of Apache Cordova APIs.

Flutter for Beginners - Alessandro Biessek 2019-09-12

A step-by-step guide to learning Flutter and Dart 2 for creating Android and iOS mobile applications Key FeaturesGet up to speed with the basics of Dart programming and delve into Flutter developmentUnderstand native SDK and third-party libraries for building Android and iOS applications using FlutterPackage and deploy your Flutter apps to achieve native-like performanceBook Description Google Flutter is a cross-platform mobile framework that makes it easy to write high-performance apps for Android and iOS. This book will help you get to grips with the basics of the Flutter framework and the Dart programming language. Starting from setting up your development environment, you'll learn to design the UI and add user input functions. You'll explore the navigator widget to manage app routes and learn to add transitions between screens. The book will even guide you through developing your own plugin and later, you'll discover how to structure good plugin code. Using the Google Places API, you'll also understand how to display a map in the app and add markers and interactions to it. You'll then learn to improve the user experience with features such as map integrations, platform-specific code with native languages, and personalized animation options for designing intuitive UIs. The book follows a practical approach and gives you access to all relevant code files hosted at github.com/PacktPublishing/Flutter-for-Beginners. This will help you access a variety of examples and prepare your own bug-free apps, ready to deploy on the App Store and Google Play Store. By the end of this book, you'll be well-versed with Dart programming and have the skills to develop your own mobile apps or build a career as a Dart and Flutter app developer. What you will learnUnderstand the fundamentals of the Dart programming languageExplore the core concepts of the Flutter UI and how it compiles for multiple platformsDevelop Flutter plugins and widgets and understand how to structure plugin code appropriatelyStyle your Android and iOS apps with widgets and learn the difference between stateful and stateless widgetsAdd animation to your UI using Flutter's AnimatedBuilder componentIntegrate your native code into your Flutter codebase for native app performanceWho this book is for This book is for developers looking to learn Google's revolutionary framework Flutter from scratch. No prior knowledge of Flutter or Dart is required; however, basic knowledge of any programming language will be helpful.

Microsoft Visual Studio 2015 Unleashed - Lars Powers 2015-08-07

Microsoft Visual Studio 2015 empowers you to write next-generation applications for any modern environment: mobile, web, cloud, universal Windows 10/8.x, database, and beyond. This end-to-end deep dive will help working developers squeeze maximum productivity out of Microsoft's powerful new toolset. The authors combine authoritative and detailed information about Microsoft's latest IDE, with extensive insights and best practices drawn from decades of development experience. Developers will quickly get comfortable with Visual Studio 2015's updated interface, master its new capabilities, leverage its extensive new support for open standards, and discover multiple opportunities to leverage its .NET 4.6 platform and language improvements. By focusing entirely on Visual Studio 2015 Professional, the authors go deeper into Microsoft's core product than ever before. You'll find expert coverage of everything from debugging through deploying to Azure, IDE extension and automation through cross-platform mobile development. Throughout, this book's focus is relentlessly practical: how to apply Microsoft's tools to build better software, faster. Detailed information on how to... Master Visual Studio 2015's updated interface and key tools: Solutions, Projects, Browsers, Explorers, Editors, and Designers to improve productivity Develop robust cross-platform mobile apps for Windows, iOS, and Android using Apache Cordova templates for Visual Studio Use the new ASP.NET 5 to build modern web solutions that run on Windows, Mac, or Linux Develop Single Page Applications (SPAs) based on HTML5 and rich client-side JavaScript frameworks such as Knockout, AngularJS, Bootstrap, and more Accelerate cloud development with the Azure SDK, QuickStart templates, and Azure management portal Create mobile service solutions using ASP.NET Web API and WCF Streamline data development across multiple platforms with Entity Framework 7 Develop modern Microsoft Office business applications Perform robust, automated unit testing as you code, increasing your confidence in changes and refactoring Extend the VS 2015 IDE and Code Editor by creating custom, productivity-enhancing solutions Download all examples and source code presented in this book from informit.com/title/9780672337369 as they become available.

AI Enabled IoT for Electrification and Connected Transportation - Naveenkumar Marati

This book presents an overview of artificial intelligence (AI) in the automotive section, especially in the modern era of green energy-based electrification of vehicles and smart transportation systems. The book also discusses different Internet of Things aspects involved in the automotive domain with AI. The book presents autonomous driving systems, advanced driver assistance systems (ADAS), autonomy, AI involvement, and machine learning techniques with challenges in electrification, prognostics, and diagnostics. AI and IoT are two emerging technologies, and their importance in other modern technology electrification on transportation, connected vehicle segment are discussed thoroughly in this book with different topologies. It also presents AI applications in the charging profile prediction, state of charge, state of health, battery lifetime, and battery temperature detection in dynamic conditions. Different algorithms are also given in the book to discuss the nearest point charging station for electric vehicle users. The book also discusses cybersecurity issues and challenges in the real-time environment for AI implementation, IoT in transportation, and autonomous driving. The other aspects of telematics, smart sensors for the implementation of the IoT, and AI are also discussed, especially in guidance and control aspects. The book will be useful for the researchers, practitioners, and industry people working in AI, IoT in the electrification and transportation segment.

Ionic in Action - Jeremy Wilken 2015-09-20

Summary Ionic in Action teaches web developers how to build cross-platform mobile apps for phones and tablets on iOS and Android. You'll learn how to extend your web development skills to build apps that are indistinguishable from native iOS or Android projects. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Wouldn't it be great if you could build mobile apps using just your web development skills? With Ionic, you can do just that: create hybrid mobile apps using web technologies that you already know, like HTML, CSS, and JavaScript, that will run on both iOS and Android. Ionic in Action teaches web developers how to build mobile apps using Ionic and AngularJS. Through carefully explained examples, the book shows you how to create apps that use UI components designed for mobile, leverage current location, integrate with native device features like the camera, use touch gestures, and integrate with external data sources. Learn to test your apps to improve

stability and catch errors as you develop. Finally, you'll discover the command-line utility, and how to build and deploy to app stores. What's Inside Create mobile apps with HTML, JavaScript, and CSS Design complex interfaces with Ionic's UI controls Build once and deploy for both iOS and Android Use native device hardware and device-specific features Covers the entire mobile development process About the Reader Readers should know HTML, CSS, and JavaScript. Familiarity with AngularJS is helpful but not required. About the Author Jeremy Wilken is a senior UX software developer who works with Ionic, AngularJS, and Node.js. He lives in Austin, Texas. Table of Contents Introducing Ionic and hybrid apps Setting up your computer to build apps What you need to know about AngularJS Ionic navigation and core components Tabs, advanced lists, and form components Weather app, using side menus, modals, action sheets, and ionScroll Advanced techniques for professional apps Using Cordova plugins Previewing, debugging, and automated testing Building and publishing apps

Mastering Front-End Web Development (HTML, Bootstrap, CSS, SEO, Cordova, SVG, ECMAScript, JavaScript, WebGL, Web Design and many more.) - Chong Lip Phang 2020-11-20

As opposed to back-end web development which deals with servers, front-end web development focuses on the end users' interactions with a website on a browser. A skillful front-end web developer knows more than just the basics of HTML, CSS and JavaScript. Going beyond the major web-based languages, this book represents an attempt to compile all the knowledge needed to become a professional front-end web developer. The reader will be introduced to more than 200 web extensions, frameworks, tools, and libraries, along with a complete illustration of all Web APIs known to the world today. Overview: Chapter 1: Development Environments Chapter 2: HTML 5.2 Chapter 3: Bootstrap 5 Chapter 4: CSS 3 Chapter 5: SEO Chapter 6: Cordova Chapter 7: SVG Chapter 8: ECMAScript 2020 / ES11 Chapter 9: HTML DOM Chapter 10: Advanced Web APIs Chapter 11: jQuery 3.5 Chapter 12: Extensions and Tools Chapter 13: Canvas Chapter 14: WebGL ** special note: this book partially overlaps with two books by the same author: 1) Web Coding Bible (18 Books in 1) 2) An Effective Guide to Modern JavaScript (ECMAScript 2017 / ES8)

JavaScript Regular Expressions - Loiane Groner 2015-05-28

This book is ideal for JavaScript developers and programmers who work with any type of user entry data and want sharpen their skills to become experts.

Programming the Mobile Web - Maximiliano Firtman 2013-03-15

The market for mobile apps continues to evolve at a breakneck pace, as tablets join the parade of smartphones and feature phones. If you're an experienced web developer, this second edition of this popular book shows you how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi touch screens and other features in these mobile devices. You'll learn how to build a standard app core that you can extend to work with specific devices. You'll also discover how to deal with platform variations, browsers, native web platforms, HTML5 compatibility, design patterns for mobile development, and other issues. Learn how to use your existing web skills to move into mobile development Discover the particulars and pitfalls of building mobile apps with HTML5, CSS, and other standard web tools Create effective user interfaces in the mobile environment for touch and non-touch devices Understand variations among iOS, Android, Windows Phone, BlackBerry, and other mobile platforms Bypass the browser to create full screen and native web apps, e-books and Apache Cordova (PhoneGap) applications Build apps for the App Store, Google Play Store, Windows Marketplace, App World, and other online retailers

Data-intensive Text Processing with MapReduce - Jimmy Lin 2010

Our world is being revolutionized by data-driven methods: access to large amounts of data has generated new insights and opened exciting new opportunities in commerce, science, and computing applications. Processing the enormous quantities of data necessary for these advances requires large clusters, making distributed computing paradigms more crucial than ever. MapReduce is a programming model for expressing distributed computations on massive datasets and an execution framework for large-scale data processing on clusters of commodity servers. The programming model provides an easy-to-understand abstraction for designing scalable algorithms, while the execution framework transparently handles many system-level details, ranging from scheduling to synchronization to fault tolerance. This book focuses on MapReduce algorithm design, with an emphasis on text processing algorithms common in natural language processing, information retrieval, and machine learning. We introduce the notion of MapReduce design

patterns, which represent general reusable solutions to commonly occurring problems across a variety of problem domains. This book not only intends to help the reader "think in MapReduce", but also discusses limitations of the programming model as well. This volume is a printed version of a work that appears in the Synthesis Digital Library of Engineering and Computer Science. Synthesis Lectures provide concise, original presentations of important research and development topics, published quickly, in digital and print formats. For more information visit www.morganclaypool.com

Apache Cordova API Cookbook - John M. Wargo 2015

Provides experienced mobile developers with details about how each Cordova API works and how to use the APIs in their own applications. Original.

How it is - Viola Faye Cordova 2007-12-06

Arranges the work of Viola Cordova, presenting her understanding and interpretation of the interactions between people and nature.

New Advances in Information Systems and Technologies - Álvaro Rocha 2016-03-15

This book contains a selection of articles from The 2016 World Conference on Information Systems and Technologies (WorldCIST'16), held between the 22nd and 24th of March at Recife, Pernambuco, Brazil. WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges of modern Information Systems and Technologies research, together with their technological development and applications. The main topics covered are: Information and Knowledge Management; Organizational Models and Information Systems; Software and Systems Modeling; Software Systems, Architectures, Applications and Tools; Multimedia Systems and Applications; Computer Networks, Mobility and Pervasive Systems; Intelligent and Decision Support Systems; Big Data Analytics and Applications; Human-Computer Interaction; Health Informatics; Information Technologies in Education; Information Technologies in Radiocommunications.

JavaScript Mobile Application Development - Hazem Saleh 2014-10-21

If you are a native mobile developer, with some familiarity with the common web technologies of JavaScript, CSS, and HTML, or if you are a web developer, then this learning guide will add great value and impact to your work. Learning how to develop mobile applications using Apache Cordova is of particular importance if you are looking to develop applications on a variety of different platforms efficiently.

PhoneGap Essentials - John M. Wargo 2012

Provides information on building native mobile applications using PhoneGap.

Business Modeling and Software Design - Boris Shishkov 2018-06-29

This book constitutes the proceedings of the 8th International Symposium on Business Modeling and Software Design, BMSD 2018, held in Vienna, Austria, in July 2018. The 14 full papers and 21 short papers selected for inclusion in this book deal with a large number of research topics: (i) Some topics concern Business Processes (BP), such as BP modeling / notations / visualizations, BP management, BP variability, BP contracting, BP interoperability, BP modeling within augmented reality, inter-enterprise collaborations, and so on; (ii) Other topics concern Software Design, such as software ecosystems, specification of context-aware software systems, service-oriented solutions and micro-service architectures, product variability, software development monitoring, and so on; (iii) Still other topics are crosscutting with regard to business modeling and software design, such as data analytics as well as information security and privacy; (iv) Other topics concern hot technology / innovation areas, such as blockchain technology and internet-of-things. Underlying with regard to all those topics is the BMSD'18 theme: Enterprise Engineering and Software Engineering - Processes and Systems for the Future.

Accumulo - Aaron Cordova 2015-07

Get up to speed on Apache Accumulo, the flexible, high-performance key/value store created by the National Security Agency (NSA) and based on Google's BigTable data storage system. Written by former NSA team members, this comprehensive tutorial and reference covers Accumulo architecture, application development, table design, and cell-level security. With clear information on system administration, performance tuning, and best practices, this book is ideal for developers seeking to write Accumulo applications, administrators charged with installing and maintaining Accumulo, and other professionals interested in what Accumulo has to offer. You will find everything you need to use this system fully. Get a

high-level introduction to Accumulo's architecture and data model Take a rapid tour through single- and multiple-node installations, data ingest, and query Learn how to write Accumulo applications for several use cases, based on examples Dive into Accumulo internals, including information not available in the documentation Get detailed information for installing, administering, tuning, and measuring performance Learn best practices based on successful implementations in the field Find answers to common questions that every new Accumulo user asks

Mobile Electronic Commerce - June Wei 2014-11-20

Mobile commerce transactions continue to soar, driven largely by the ever-increasing adoption and use of smartphones and tablets. The use of this technology gives consumers the flexibility to shop whenever and wherever they want. *Mobile Electronic Commerce: Foundations, Development, and Applications* addresses the role of industry, academia, scientists, engineers, professionals, and students in developing innovative new mobile commerce technologies and systems to further improve the consumer experience. It also discusses the impact of mobile commerce on society, economics, culture, organizations, government, industry, and our daily lives. This book brings together experts from multiple disciplines in industry and academia to stimulate new thinking in the development and application of mobile commerce technology. The book covers important mobile commerce topics, such as critical infrastructure management, mobile security issues, new applications and services, emerging development architectures, mobile business solutions, and future research opportunities. In addition to its multidisciplinary approach, the book also provides a cross-cultural approach intended to overcome cultural barriers and accelerate mobile commerce advancement in the global economy. Authors and researchers from around the world discuss a broad spectrum of methods, tools, and guidelines for designing mobile commerce systems and services in different cultures.

Project Management - Harold Kerzner 2013-01-22

A new edition of the most popular book of project management case studies, expanded to include more than 100 cases plus a "super case" on the Iridium Project Case studies are an important part of project management education and training. This Fourth Edition of Harold Kerzner's *Project Management Case Studies* features a number of new cases covering value measurement in project management. Also included is the well-received "super case," which covers all aspects of project management and may be used as a capstone for a course. This new edition: Contains 100-plus case studies drawn from real companies to illustrate both successful and poor implementation of project management Represents a wide range of industries, including medical and pharmaceutical, aerospace, manufacturing, automotive, finance and banking, and telecommunications Covers cutting-edge areas of construction and international project management plus a "super case" on the Iridium Project, covering all aspects of project management Follows and supports preparation for the Project Management Professional (PMP®) Certification Exam *Project Management Case Studies, Fourth Edition* is a valuable resource for students, as well as practicing engineers and managers, and can be used on its own or with the new Eleventh Edition of Harold Kerzner's landmark reference, *Project Management: A Systems Approach to Planning, Scheduling, and Controlling*. (PMP and Project Management Professional are registered marks of the Project Management Institute, Inc.)

Learning Progressive Web Apps - John M. Wargo 2020-02-18

Use Service Workers to Turbocharge Your Web Apps "You have made an excellent decision in picking up this book. If I was just starting on my learning path to mastery of Progressive Web Apps, there are not many folks I would trust more to get me there than John." —Simon MacDonald, Developer Advocate, Adobe Software developers have two options for the apps they build: native apps targeting a specific device or web apps that run on any device. Building native apps is challenging, especially when your app targets multiple system types—i.e., desktop computers, smartphones, televisions—because user experience varies dramatically across devices. Service Workers—a relatively new technology—make it easier for web apps to bridge the gap between native and web capabilities. In *Learning Progressive Web Apps*, author John M. Wargo demonstrates how to use Service Workers to enhance the capabilities of a web app to create Progressive Web Apps (PWA). He focuses on the technologies that enable PWAs and how to use those technologies to enhance your web apps to deliver a more native-like experience. Build web apps a user can

easily install on their local system and that work offline or on low-quality networks Utilize caching strategies that give you control over which app resources are cached and when Deliver background processing in a web application Implement push notifications that enable an app to easily engage with users or trigger action from a remote server Throughout the book, Wargo introduces each core concept and illustrates the implementation of each capability through several complete, operational examples. You'll start with simple web apps, then incrementally expand and extend them with state-of-the-art features. All example source code is available on GitHub, and additional resources are available on the author's companion site, learningpwa.com. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Speaking JavaScript - Axel Rauschmayer 2014-02-25

Like it or not, JavaScript is everywhere these days—from browser to server to mobile—and now you, too, need to learn the language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position. *Speaking JavaScript* helps you approach the language with four standalone sections. First, a quick-start guide teaches you just enough of the language to help you be productive right away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps you learn JavaScript quickly and properly. JavaScript in depth: Learn details of ECMAScript 5, from syntax, variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in. Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools, and learning resources.

Apache Cordova 4 Programming - John M. Wargo 2015

'Apache Cordova 4 Programming' is the complete introduction to Apache Cordova 4 and Adobe PhoneGap for experienced mobile developers. Leading Cordova expert John Wargo explains what makes Cordova so important, and shows how to install and use its newest tools, from the Cordova CLI to its native SDKs. If you're brand new to Cordova, this book will be just what you need to get started. If you're familiar with an older version, it will offer you detailed guidance and making the most of Cordova 4's powerful enhancements, as well as the core APIs you may already be using.

Popular Science - 1992-04

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Apache Cordova in Action - Raymond K. Camden 2015-10-26

Summary *Apache Cordova in Action* teaches you to create and launch hybrid mobile apps using Cordova or Phonegap. By following carefully selected examples, step-by-step tutorials, and crystal-clear explanations, you'll learn to build apps from the Cordova CLI, how to make use of device features like the camera and accelerometer, how to submit your apps to Google Play and the Apple App Store, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Developing a mobile app requires extensive knowledge of native programming techniques for multiple platforms. Apache Cordova lets you use your existing skills in web development (HTML, CSS, and JavaScript) to build powerful mobile apps. Your apps also get the power of integration with native device features like the camera and file system. *Apache Cordova in Action* teaches you how to design, create, and launch hybrid mobile apps people will want to use. With the help of straightforward, real-world examples, you'll learn to build apps from the Cordova CLI and to make use of native device features like the camera and accelerometer. You'll learn testing techniques and discover the PhoneGap Build service and how to submit your apps to Google Play and the Apple App Store. Along the way, this helpful guide discusses mobile app design and shows you how to create effective, professional-quality UI and UX. What's Inside Build mobile apps UI, UX, and testing techniques Deploy to Google Play and the Apple App Store Employ libraries like Bootstrap, jQuery Mobile, and Ionic About the Reader Readers should be familiar with HTML, CSS, and JavaScript. No experience with mobile app development needed. About the Author Raymond

Camden is a developer advocate for IBM. He is passionate about mobile development and has spoken at conferences worldwide. The Table of Contents PART 1 GETTING STARTED WITH APACHE CORDOVA What is Cordova? Installing Cordova and the Android SDK PART 2 CORE CONCEPTS Creating Cordova projects

Using plugins to access device features Mobile design and user experience Considerations when building mobile apps Tools for debugging Cordova and other hybrid apps Creating custom plugins Packing options for Cordova projects Using PhoneGap tools PART 3 APPLICATION RELEASE Submitting your app Building an RSS reader app with Ionic