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Learning Android Application Development

Mobile App Development with Ionic, Revised Edition

The Business of Android Apps Development

Mobile App Development - Simple Steps to Win, Insights and Opportunities for Maxing Out Success

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Understanding Game Application Development

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App Accomplished

Technological and Business Fundamentals for Mobile App Development

Professional Android 4 Application Development

Android Wireless Application Development Volume I

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How to Start a Home-based Mobile App Developer Business

Lightning-Fast Mobile App Development with Galio

Mobile App Development for Businesses

Ionic : Hybrid Mobile App Development

Apple Watch App Development

Beginning Flutter

*Mobile App Development Company In Usa India Brain*

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### MYLA ARCHER

Learning Android Application Development Addison-Wesley

An end-to-end journey, empowering you to build real-time, scalable, and interactive mobile applications with the Ionic framework About This Book Develop engaging mobile experiences with a native-looking UI in Ionic and AngularJS. Use out-of-the-box Ionic functionalities, customize existing components, and add new components with this comprehensive course. Learn Ionic by creating three complete mobile applications Who This Book Is For If you are a web developer who wants to build hybrid mobile app development using the Ionic framework, then this comprehensive course is best-suited for you. What You Will Learn Get to know about Hybrid Apps and AngularJS Set up a development environment to build Hybrid Apps Navigate around components and routing in Ionic Authenticate users using an e-mail password, Twitter, Facebook, Google+, and LinkedIn Retrieve data and store it using Firebase Access native device functionalities such as the camera, contact list, e-mail, and maps using NG-Cordova Integrate PhoneGap plugins with NG-Cordova Test your apps to improve and optimize performance In Detail Hybrid Apps are a promising choice in mobile app development to achieve cost-effectiveness and rapid development. Ionic has evolved as the most popular choice for Hybrid Mobile App development as it tends to match the native experience and provides robust components/tools to build apps. The Ionic Complete Developers course takes you on an end-to-end journey, empowering you to build real-time, scalable, and interactive mobile applications with the Ionic framework. Starting with an introduction to the Ionic framework to get you up and running, you will gradually move on to setting up the environment,

and work through the multiple options and features available in Ionic to build amazing hybrid mobile apps. You will learn how to use Cordova plugins to include native functionality in your hybrid apps. You will work through three complete projects and build a basic to-do list app, a London tourist app, and 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 be able to deliver high-performance mobile apps that look awesome. You will then hone your skills with recipes for cross-platform development. Integrating Ionic with Cordova will bring you native device features, and you will learn about the best modules from its ecosystem. Creating components and customizing the theme will allow you to extend Ionic. You'll see how to build your app to deploy to all platforms to make you a confident start-to-finish mobile developer. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Getting Started with Ionic - by Rahat Khanna Ionic by Example - by Sani Yusuf Ionic Cookbook - by Hoc Phan Style and approach This course shows you how to get up and running with the Ionic framework. It doesn't just give you instructions, expecting you to follow them. Instead, with a hands-on approach, it demonstrates what Ionic is capable of through a series of practical projects that you can build yourself.

*Mobile App Development with Ionic, Revised Edition* Apress

Create iOS and Android apps with Flutter using just one codebase. App development on multiple platforms has historically been difficult and complex. This book breaks down complex concepts and tasks into easily digestible segments with examples, pictures, and hands-on labs with starters and solutions. In doing so, you'll develop a basic understanding of the Dart programming language; the

entire Flutter development toolchain; the differences between stateful and stateless widgets; and a working knowledge of the architecture of apps. All the most important parts of app development with Flutter are covered in this book. Work with themes and styles. Develop custom widgets. Teach your app to respond to gestures like taps, swipes, and pinches. Design, create and control the layout of your app. Create tools to handle form data entry from users. And ultimately create killer multiscreen apps with navigation, menus, and tabs. Flutter is Google's new framework for creating mobile apps that run on iOS and Android phones both.You had to be a super-developer to write apps for iOS or Android alone. But writing for both? Forget about it! You had to be familiar with Swift, Java/Kotlin, Xcode, Eclipse, and a bunch of other technologies simultaneously. Beginning App Development with Flutter simplifies the entire process. What You'll Learn Get the most out of great Flutter widgets Create custom widgets, both stateless and statefulExercise expert control over your Flutter layoutsMake your app respond to gestures like swiping, pinching and tappingInitiate async Ajax calls to RESTful APIs — including Google Firebase! Who This Book Is ForDevelopers who have coded in Java, C#, C++, or any similar language. It brings app development within the reach of younger developers, so STEM groups are likely to pick up the technology. Managers, product owners, and business analysts need to understand Flutter's capabilities.

*The Business of Android Apps Development* Packt Publishing Ltd

Build real-world applications for the Apple Watch platform using the WatchKit framework and Swift 2.0 About This Book Find out how to download and install the Xcode development tools before learning about Xcode playgrounds and the Swift programming language Discover everything you need to know about the WatchKit platform architecture, its classes, as well its limitations This book introduces you to the very latest mobile platform with hands-on instructions so you can build your

very own Apple Watch apps Who This Book Is For This book is for developers who are interested in creating amazing apps for the Apple Watch platform. Readers are expected to have no prior experience of programming. What You Will Learn Navigate within the WatchKit interface using the page-based, modal, and hierarchical navigation techniques Work with context menus to allow your users to interact with the Apple Watch and respond to their actions to perform a task Use the MapKit framework to display a map within the WatchKit interface to track the user's current location Build effective user interfaces for the WatchKit platform and integrate iCloud capabilities to synchronize data between the iOS app and the WatchKit UI Design your apps for the Apple Watch platform by adhering to the set of User Interface design guidelines set out by Apple Reinforce image caching to display animations within the Apple Watch user interface Explore WatchKit tables, which allow your users to purchase groceries and pay for them using Apple Pay Analyze the new layout system to ensure that your Apple Watch apps work with various screen sizes In Detail Wearable are the next wave of mobile technology and with the release of Apple's WatchKit SDK, a whole new world of exciting development possibilities has opened up. Apple Watch App Development introduces you to the architecture and possibilities of the Apple Watch platform, as well as an in-depth look at how to work with Xcode playgrounds. Benefit from a rapid introduction to the Swift programming language so you can quickly begin developing apps with the WatchKit framework and the Xcode Development IDE. Get to grips with advanced topics such as notifications, glances, iCloud, Apple pay, closures, tuples, protocols, delegates, concurrency, and using Swift Playgrounds, with each concept is backed up with example code that demonstrates how to properly execute it. Finally, discover how to package and deploy your Watch application to the Apple AppStore. By the end of this book, you will have a good understanding of how to develop apps for the Apple Watch platform, and synchronize data using iCloud between the wearable and the iOS device. Style and approach This book takes a step-by-step approach to developing applications for the Apple Watch using the Swift programming language and the WatchKit UI. Each topic is explained in a conversational and easy-to-follow style.

**Mobile App Development - Simple Steps to Win, Insights and Opportunities for Maxing Out Success Apress**

While there is a lot of appreciation for backend and distributed systems challenges, there tends to be less empathy for why mobile development is hard when done at scale. This book collects challenges engineers face when building iOS and Android apps at scale, and common ways to tackle these. By scale, we mean having numbers of users in the millions and being built by large engineering teams. For mobile engineers, this book is a blueprint for modern app engineering approaches. For non-mobile engineers and managers, it is a resource with which to build empathy and appreciation for the complexity of world-class mobile engineering. The book covers iOS and Android mobile app challenges on these dimensions: Challenges due to the unique nature of mobile applications compared to the web, and to the backend. App complexity challenges. How do you deal with increasingly complicated navigation patterns? What about non-deterministic event combinations? How do you localize across several languages, and how do you scale your automated and manual tests? Challenges due to large engineering teams. The larger the mobile team, the more challenging it becomes to ensure a consistent architecture. If your company builds multiple apps, how do you balance not rewriting everything from scratch while moving at a fast pace, over waiting on "centralized" teams? Cross-platform approaches. The tooling to build mobile apps keeps changing. New languages, frameworks, and approaches that all promise to address the pain points of mobile engineering keep appearing. But which approach should you choose? Flutter, React Native, Cordova? Native apps? Reuse business logic written in Kotlin, C#, C++ or other languages? What engineering approaches do "world-class" mobile engineering teams choose in non-functional aspects like code quality, compliance, privacy, compliance, or with experimentation, performance, or app size?

Independently Published

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.

**Building Mobile Apps at Scale Complete Publishing**

Provides a step-by-step guide to the mobile app planning and design processes, explaining how to find developers, choose app components, test and debug apps, and leverage user feedback to plan future releases.

**Business Plan For Mobile App Development Company** "O'Reilly Media, Inc."

The one-stop-source powering Mobile App Development success, jam-packed with ready to use insights for results, loaded with all the data you need to decide how to gain and move ahead. Based on extensive research, this lays out the thinking of the most successful Mobile App Development knowledge experts, those who are adept at continually innovating and seeing opportunities. This is the first place to go for Mobile App Development innovation - INCLUDED are numerous real-world Mobile App Development blueprints, presentations and templates ready for you to access and use. Also, if you are looking for answers to one or more of these questions then THIS is the title for you: Who are the best mobile app development consultants? Mobile App Developers: What are the best mobile app development companies? Why? Who is the most successful mobile app development company today? Mobile app development companies in usa - Top 5 list? Mobile app development companies Delhi - Top 10 list? Mobile app development companies chicago - Top 10 list? What mobile app development companies are based in Chicago? Who are the best mobile app development companies? Why is mobile app development still so expensive? How do I hire a mobile app development company? How do I start mobile app development? What are the top 10 mobile app development companies? Which company is expert in mobile app development technology? Mobile App Development Partnership? Which top mobile app development companies have built enterprise mobility apps? What are the best mobile app development companies of 2015? Mobile app development companies dallas tx - Top 10 list? ...and much more..."

**Understanding Game Application Development** John Wiley & Sons

Now, one book can help you master mobile app development with both market-leading platforms: Apple's iOS and Google's Android. Perfect for both students and professionals, Learning Mobile App Development is the only tutorial with complete parallel coverage of both iOS and Android. With this guide, you can master either platform, or both--and gain a deeper understanding of the issues associated with developing mobile apps. You'll develop an actual working app on both iOS and Android, mastering the entire mobile app development lifecycle, from planning through licensing and distribution. Each tutorial in this book has been carefully designed to support readers with widely varying backgrounds and has been extensively tested in live developer training courses. If you're new to iOS, you'll also find an easy, practical introduction to Objective-C, Apple's native language.

**Android Wireless Application Development** Pearson Education

Since Android's earliest releases, Android Wireless Application Development has earned a reputation as the most useful real-world guide for everyone who wants to build robust, commercial-grade Android apps. Now, authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the brand new version 4 of the Android SDK. To

accommodate extensive new coverage, they've also split the book into two volumes. Volume 1 covers all the essentials of modern Android development, offering expert insights for the entire app development lifecycle, from concept to market. Darcey and Conder go beyond Android's core features, covering many of the SDK's most interesting and powerful features, from LiveFolders to wallpaper customization.

**A Career as a Mobile App Developer** Apress

The start-to-finish guide to Android development—from concept to market! Android Wireless Application Development combines all the reliable information, sample code, and best practices you need to build, distribute, and market successful Android mobile applications. Drawing on their extensive experience with mobile and wireless development, Shane Conder and Lauren Darcey cover everything you need to execute a successful Android project: from concept and design through coding, testing, packaging, and delivery. Conder and Darcey explain how mobile development differs from conventional development, how Android differs from other mobile platforms, and how to take full advantage of Android's unique features and capabilities. They present detailed, code-rich coverage of Android's most important APIs, expert techniques for organizing development teams and managing Android projects, and dozens of time-saving tricks and pitfalls to avoid. Master the latest Android development tools and Android SDK 1.5 Use the Eclipse Development Environment for Java to develop and debug Android applications Design Android applications that are more efficient, reliable, and easier to use and offer better performance Work with Android's optional hardware-specific APIs Use Android's APIs for data, storage, networking, telephony, Location-Based Services (LBS), multimedia, and 3D graphics Leverage advanced Android capabilities such as Notifications and Services Ensure quality through solid test planning, efficient testing, and comprehensive defect tracking Make more money from your Android applications This book is an indispensable resource for every member of the Android development team: software developers with all levels of mobile experience, team leaders and project managers, testers and QA specialists, software architects, and even marketers.

**Lean Mobile App Development** "O'Reilly Media, Inc."

The growing but still evolving success of the Android platform has ushered in a second mobile technology "gold rush" for app developers. Google Play and Amazon Appstore for Android apps has become the second go-to apps eco for today's app developers. While not yet as large in terms of number of apps as iTunes, Google Play and Amazon Appstore have so many apps that it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your Android app requires a lot of organization and some strategic planning. Written for today's Android apps developer or apps development shop, this new and improved book from Apress, The Business of Android Apps Development, Second Edition, tells you today's story on how to make money on Android apps. This book shows you how to take your app from idea to design to development to distribution and marketing your app on Google Play or Amazon Appstore. This book takes you step-by-step through cost-effective marketing, public relations and sales techniques that have proven successful for professional Android app creators and indie shops—perfect for independent developers on shoestring budgets. It even shows you how to get interest from venture capitalists and how they view a successful app vs. the majority of so-so to unsuccessful apps in Android. No prior business knowledge is required. This is the book you wish you had read before you launched your first app! What you'll learn How to take your app from idea to design to development to distributing and marketing your app on Google Play or Amazon Appstore How do Venture Capitalists validate new App Ideas, and use their techniques. How to monetize your app: Freemium, ads, in-app purchasing and more What are the programming tips and tricks that help you sell your app How to optimize your app for the marketplace How to marketing your app How to listen to your customer base, and grow your way to greater revenue Who this book is for This book is for those who have an idea for an app, but otherwise may know relatively little about entrepreneurship, app development, or even business in general. You should be able to pick up this book and feel like someone is holding your hand as they go through the process of evaluating your idea, learning to code, placing your app in the marketplace, marketing your app, and finally, improving your app to meet the needs of your customer base. Table of Contents1. The Android Market: A Background 2. Making Sure Your App Will Succeed 3. Legal Issues: Better Safe Than Sorry 4. A Brief Introduction to Android Development 5. Develop Apps Like a Pro 6. Making Money with Ads on Your Application 7. In-App Billing: Putting A Store in Your Application 8. Making App Marketplaces Work for You 9. Getting The Word Out 10. After You Have A User Base

**Android for Absolute Beginners** Springer Nature

Build mobile apps that specifically target your company's unique business needs, with the same ease of writing a simple spreadsheet! With this book, you will build business apps designed to work with your company's systems and databases, without having to enlist the expertise of costly, professionally trained software developers. In *Beginning PowerApps*, author and business applications expert Tim Leung guides you step-by-step through the process of building your own mobile app. He assumes no technical background, although if you have worked with Excel, you are one step closer. He guides you through scenarios, such as what to do if you have existing databases with complex data structures and how to write screens that can connect to those data. You will come away with an understanding of how to set up screen navigation, manipulate data from within apps, and write solutions to perform specific tasks. What You'll Learn Connect with data Write formulas Visualize your data through charts Work with global positioning systems (GPS) Build flows Import and export data Manage offline scenarios Develop custom application programming interfaces (API) Who This Book Is For Beginners and non-developers, and assumes no prior knowledge of PowerApps

**iOS App Development For Dummies** Apress

Build your first app in Flutter—no experience necessary! *Beginning Flutter: A Hands-On Guide to App Development* is the essential resource for both experienced and novice developers interested in getting started with Flutter—the powerful new mobile software development kit. With Flutter, you can quickly and easily develop beautiful, powerful apps for both Android and iOS, without the need to learn multiple programming languages or juggle more than one code base. This book walks you through the process step by step. In Flutter, you'll be working with Dart, the programming language of choice for top app developers. Even if you're just starting out in your development career, you can learn Dart quickly, eliminating the barrier to entry for building apps. This is a more efficient way to develop and maintain cross-platform mobile apps, and this book makes the process even easier with a teach-by-example approach. Focus on providing quality content by eliminating the need to switch between multiple coding languages Learn the ins and outs of Flutter, including all the frameworks, widgets, and tools available to developers Accelerate your app development pace, keeping all the code for your cross-platform app in a single code base Leapfrog barriers to entry to the mobile software market, creating your first app with no experience necessary The Flutter community is growing rapidly and transforming the way Android and iOS apps get made. *Beginning Flutter* allows you to get on board with the latest app development technology, giving your mobile development career a big head start.

**App Accomplished** Packt Publishing Ltd

With the app market exploding, app designers will need a solid how-to guide to help them start their home-based business. This book will guide the reader through all the steps from design to marketing.

**Technological and Business Fundamentals for Mobile App Development** Apress

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.

**Professional Android 4 Application Development** Addison-Wesley Professional

Android Wireless Application Development has earned a reputation as the most useful real-world guide to building robust, commercial-grade Android apps. Now, authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the latest Android SDK 4.0. To accommodate their extensive new coverage, they've split the book into two volumes. Volume I focuses on Android essentials, including setting up your development environment, understanding the application lifecycle, designing effective user interfaces, developing for diverse devices, and optimizing your mobile app development process—from design through publishing. Every chapter has been thoroughly updated for the newest APIs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, and many new examples have been added. Drawing on decades of in-the-trenches experience as professional mobile developers, Darcey and Conder provide valuable new best practices—including powerful techniques for constructing more portable apps. This new edition contains full chapters on Android manifest files, content providers, effective app design, and testing; an all-new chapter on tackling compatibility issues; coverage of today's most valuable new Android tools and utilities; and even more exclusive tips and tricks. An indispensable resource for every Android development team member.

**Android Wireless Application Development Volume I** Pearson Education

The one-stop-source powering Mobile applications development success, jam-packed with ready to use insights for results, loaded with all the data you need to decide how to gain and move ahead. Based on extensive research, this lays out the thinking of the most successful Mobile applications development knowledge experts, those who are adept at continually innovating and seeing opportunities. This is the first place to go for Mobile applications development innovation - INCLUDED are numerous real-world Mobile applications development blueprints, presentations and templates ready for you to access and use. Also, if you are looking for answers to one or more of these questions then THIS is the title for you: Is there a directory of mobile applications development companies? What are the best Android and iPhone mobile applications development companies? Is mobile applications development a valuable and contemporary trend? Mobile Applications Development: How much would it cost to make and to run (operating costs) an instant messaging app like WhatsApp? What are some of good HTML5 Mobile Applications Development tools which are widely used ? Should I study game development programming or mobile applications development PG diploma course? Mobile Applications Development: Is it worth switching to iOS as a UK-based Android developer? Mobile Applications Development: What should a full stack mobile app developer know? Mobile Applications Development: What is the use of mobile phone cloning? How good are laptops of the Sager/Clevo brand for gaming and/or mobile applications development? Mobile Applications Development: Do 10% of mobile application users using a social share mean that it has good user engagement? What is the best online, free course for mobile applications development? Where can I find a link to a playlist of videos? What are the best possible ways to learn Mobile Applications development and design for beginners? Mobile Applications Development: Is there a website/resource that lists/ranks mobile app developers showing the apps which they've developed, app rank/reviews and their tools/certifications? Mobile Applications Development: When interviewing for a mobile App development firm to outsource the development of my mobile App, what are the important questions to ask? Mobile Applications Development: Are there other full stack building blocks to add mobile app functionality as a drop-in package, akin to layer.com's messaging backend? After a B.Tech most people get a package of about 5-7 lacks in a normal university. Why are they not going for mobile applications development since it is profitable? ...and much more..."

**LEARN IOS APPLICATION DEVELOPMENT**

John Wiley & Sons

Explore the complex app development concepts for iOS application programming with fun and ease. KEY FEATURES ● In-depth knowledge with practical examples on how to develop professional iOS apps. ● Includes coverage on the entire iOS application development, right from designing the UI to application deployment. ● Get to know more about machine learning and

augmented reality, and their impact on iOS apps. DESCRIPTION Grab this book if you want to make Apps for Apple's iOS devices and that too efficiently like a skilled developer. This book covers the complete development of iOS applications, right from concepts of designing an application to adding machine learning capabilities in the applications. You will learn and practice the App development environment with Xcode and Swift programming. Concepts like different types of views and UI components, data manipulations, animations, different iOS screen views, and integrating web services are covered in detail with examples. You will also learn the popular machine learning technology and fascinating features like Augmented Reality to be put into use in your app. You will learn to run automated application testing, use SwiftUI, and deploy applications on the network. WHAT YOU WILL LEARN ● Build strong familiarity with the entire application development environment. ● Revive essential coding concepts and methods of Swift and Xcode. ● Simplify integration of iOS apps with web services, including JSON and XML decoding. ● Learn to work with iOS ARKit and add the experience of augmented reality to applications. ● Work with popular SwiftUI, XCTest, and a growing machine learning library, CoreML. WHO THIS BOOK IS FOR This book caters to mobile developers, application developers, and students who want to build sound proficiency in the entire process of iOS Application development. Knowing basic programming concepts would be good, although not mandatory. TABLE OF CONTENTS 1. iOS App Development Environment 2. Swift Programming Language 3. User Interface and Data Handling 4. Different Views in iOS Devices 5. Image and Animation 6. Multi-View Application and Navigation 7. Data Persistence for iOS Devices 8. Integration with Web Services 9. Augmented Reality 10. Machine Learning 11. App Testing and Deployment 12. SwiftUI

**How to Start a Home-based Mobile App Developer Business** Mobile App Development - Simple Steps to Win, Insights and Opportunities for Maxing Out Success

This book is an essential introductory guide to the knowledge required to develop apps. Chapter by chapter it provides the core principles any person must understand in order to develop mobile applications. It outlines the fundamental skills and knowledge that business and computer science students need to either oversee the development of a mobile app or themselves undertake to develop a mobile app. This workbook will give a holistic overview of the initial stages that must be considered when endeavoring to develop a mobile app. This workbook breaks topics down into core, technical and non-technical. Looking at each topic from all three angles, the core knowledge required for UI, UI for the technical person and UI for the non-technical person. The workbook guides the student through the key components or core of mobile app development and shows all students both the technical requirements and the non-technical requirements of each topic. It will allow all students to pick and choose how deep they wish to delve into the different topics.

**Lightning-Fast Mobile App Development with Galio** John Wiley & Sons

Get up to speed on the hottest opportunity in the application development arena App development for tablets is a booming business. Android tablets, including the popular Motorola Xoom, are gaining market share at breakneck speed, and this book can have even novice programmers creating great Android apps specifically for tablets quickly and easily. A little Java knowledge is helpful but not essential to get started creating apps. Android expert Donn Felker helps you get the Android environment up and running, use XML to create application menus, create an icon for your app, and submit your app to the Android Market. You'll also learn to create an SQLite database to run behind your app and how to allow users to tailor your app to their needs. Tablet application development is booming, and Android tablets, including the Samsung Galaxy Tab and Motorola Xoom, are rapidly gaining market share This easy-to-follow guide helps new and veteran programmers set up the Android tablet environment, work with Google's notification system, and design apps that take advantage of larger tablet screens Covers using XML to create application menus, creating an icon for your app, and submitting your app to the Android Market Demonstrates notifications, how to create an SQLite database to run behind an application, and how to set up your app so users can choose options that tailor the app to their individual needs If you want to break into the growing Android tablet application development market, look no further than Android Tablet Application Development For Dummies!

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