

## Blackberry Java Application Development Guide

Given the increase in usage of mobile devices, mobile app development is in huge demand. This book provides you with the skills you need to successfully create, develop, debug, and deploy a cross-platform mobile application with PhoneGap 5. The book starts with the basics of PhoneGap, covering setting up your development environment, creating a simple project, and debugging and deploying it to your mobile devices. By sequentially working through the sections in each chapter, you will quickly get to know about the available features of various mobile frameworks and the various PhoneGap plugins you can utilize to create your apps. You will then learn how to build a hybrid application using PhoneGap. Finally, by the end of the book, you will be able to implement the most common features of modern mobile apps and build rich, native-style applications.

Manage your network resources with FreeRADIUS by mastering authentication, authorization and accounting.

Give your students a strong foundation in Java programming and the confidence to build successful mobile applications.

ANDROID BOOT CAMP FOR DEVELOPERS USING JAVA: A GUIDE TO CREATING YOUR FIRST ANDROID APPS, by award-winning technology author Corinne Hoisington, helps prepare students with a thorough introduction to Java and the keys to creating effective mobile applications. Designed for a first-semester course in programming, the book can be used by students with no prior Java experience. The book offers an intensive, hands-on tutorial approach with clear, step-by-step instruction and numerous screen shots to guide readers efficiently through tasks with real-life app examples. Practical callouts and industry tips, exercises that extend learning beyond the book, and a variety of leveled cases and assignments help reinforce students' understanding of programming logic and Java tools for Android. Effectively prepare student programmers to meet growing business demand for mobile apps with this engaging text. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Learn how to leverage the BlackBerry 10 Cascades framework to create rich native applications. Learn BlackBerry 10 App Development gives you a solid foundation for creating BlackBerry 10 apps efficiently. Along the way, you will learn how to use QML and JavaScript for designing your app's UI, and C++/Qt for the application logic. No prior knowledge of C++ is assumed and the book covers the fundamental aspects of the language for writing BlackBerry 10 apps. Also a particular emphasis is put on how to create a visually enticing user experience with the Cascades framework, which is based on Qt and QML. Starting with the native SDK configuration and an overview of the Momentics IDE, the book is fast-paced and you will rapidly learn many of the best practices and techniques required for developing beautiful BlackBerry 10 apps. Learn BlackBerry 10 App Development is written for developers wishing to learn how to write apps for the new BlackBerry 10 OS and those interested in porting existing iOS and Android apps to BlackBerry 10 as native applications.

Go beyond BlackBerry basics and get everything your BlackBerry can deliver BlackBerry is the leading smartphone for business users, and its popularity continues to explode. When you discover the amazing array of BlackBerry possibilities in this fun and friendly guide, you'll be even happier with your choice of smartphones. BlackBerry All-in-One For Dummies explores every feature and application common to all BlackBerry devices. It explains the topics in depth, with tips, tricks, workarounds, and includes detailed information about cool new third-party applications, accessories, and downloads that can't be missed. With several models available, the BlackBerry is the most popular smartphone for business users and that market continues to grow This guide covers the basics common to all models and explores individual features in depth Examines social networking applications, navigation, organizing contacts and the calendar, and synchronization issues Delves into multimedia, including e-mail, photos, and the media player Explores GPS, the internet and connectivity, great downloads, how to maximize third-party applications, and application development Uses graphs, tables, and images to fully explain the features of each model Author team is directly involved with BlackBerry application development BlackBerry All-in-One For Dummies helps you take full advantage of everything your BlackBerry device can do for you.

The first introductory book to developing apps for the BlackBerry If you're eager to start developing applications for the BlackBerry, then this is the hands-on book for you! Aimed directly at novice developers, this beginner guide introduces you to the basics of the BlackBerry API and shows you how to create a user interface, store and sync data, optimize code, manage applications, connect to a network, create enterprise applications using MDS Studio, create Web content, and more. Packed with examples, this straightforward guide takes you from the beginning of the BlackBerry application cycle completely to the end. Guides you through the process of developing applications for the BlackBerry Presents an overview of the BlackBerry, including detailed explanations on the architecture and an in-depth look at the programming API Introduces MDS Studio, which is the latest tool from RIM for building enterprise applications Offers novice developers numerous reusable code examples that can be immediately used Explains how to store and sync data, optimize code, manage applications, connect to networks, and more BlackBerry Application Development For Dummies puts you well on your way to creating BlackBerry apps the fun and easy way!

Mobile App Manual: The Blueprint is a starting point for building native mobile applications using web technologies. You'll learn about a process developed using tools like jQuery Mobile and PhoneGap Build, that will allow you to create mobile applications quickly and easily. You'll also learn how to leverage skills typically used to develop desktop websites to create modern hybrid mobile applications, so you can write your code once, and deploy your apps across a wide variety of devices and app stores.

An in-depth tutorial on how to use Java 2 Micro Edition to program handheld devices Although Java is one of the most popular programming languages, it is too powerful to be used on wireless, handheld devices like the Palm Connected Organizer. A miniature version of Java, called Java 2 Micro Edition, has now been created by Sun Microsystems to run specifically on these devices. Written by software developer Eric Giguere, this book provides an authoritative treatment of this new language. Readers will learn what has to be done to make Java workable on these devices and what strategies are required to write programs that don't take up too much memory or run down the device's batteries. The book also provides complete coverage of Java Micro Edition, including the profiles that define the capabilities available to various devices. CD-ROM includes licensed versions of the Java 2 Micro Edition SDK, Waba, and Kaffe. Examples are provided that run on multiple wireless platforms.

Explore the latest Java-based software development techniques and methodologies through the project-based approach in this practical guide. Unlike books that use abstract examples and lots of theory, Real-World Software Development shows you how to develop several relevant projects while learning best practices along the way. With this engaging approach, junior developers capable of writing basic Java code will learn about state-of-the-art software development practices for building modern, robust and maintainable Java software. You'll work with many different software development topics that are often excluded from software

develop how-to references. Featuring real-world examples, this book teaches you techniques and methodologies for functional programming, automated testing, security, architecture, and distributed systems.

This step-by-step, highly visual text provides a comprehensive introduction to managing and maintaining computer hardware and software. Written by best-selling author and educator Jean Andrews, *A+ Guide to IT Technical Support, 9th Edition* closely integrates the CompTIA+ Exam objectives to prepare you for the 220-901 and 220-902 certification exams. The new Ninth Edition also features extensive updates to reflect current technology, techniques, and industry standards in the dynamic, fast-paced field of PC repair and information technology. Each chapter covers both core concepts and advanced topics, organizing material to facilitate practical application and encourage you to learn by doing. The new edition features more coverage of updated hardware, security, virtualization, new coverage of cloud computing, Linux and Mac OS, and increased emphasis on mobile devices. Supported by a wide range of supplemental resources to enhance learning with Lab Manuals, CourseNotes online labs and the optional MindTap that includes online labs, certification test prep and interactive exercises and activities, this proven text offers students an ideal way to prepare for success as a professional IT support technician and administrator. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This book constitutes the proceedings of the 9th Workshop on RFID Security and Privacy, RFIDsec 2013, held in Graz, Austria, in July 2013. The 11 papers presented in this volume were carefully reviewed and selected from 23 submissions. RFIDsec deals with topics of importance to improving the security and privacy of RFID, NFC, contactless technologies, and the Internet of Things. RFIDsec bridges the gap between cryptographic researchers and RFID developers.

BlackBerry devices and applications are selling by the millions. As a BlackBerry developer, you need an advanced skill set to successfully exploit the most compelling features of the platform. This book will help you develop that skill set and teach you how to create the most sophisticated BlackBerry programs possible. With *Advanced BlackBerry 6 Development*, you'll get a comprehensive look at the new features included with SDK 6, including the web and widgets SDK, the web browser, and more. You'll also learn how to take advantage of BlackBerry media capabilities such as the camera and video playback. The book also shows you how to send and receive text and multimedia messages, use powerful cryptography libraries, and connect with the user's personal and business contacts and calendar. Not only will you be learning how to use these APIs, but you'll also be building a program that takes full advantage of them: a wireless media-sharing app. Each chapter's lessons will be applied by enhancing the app from a prototype to a fully polished program. Along the way, you'll learn how to differentiate your product from other downloads by fully integrating with the new BlackBerry 6 operating system. Your app will run in the browser and within device menus, just like software that comes with the phone. You will even learn BlackBerry's new Web browser features, Web standards-based software development kit, and more. Once you are comfortable with writing apps, this book will show you how to take them to the next level. You'll learn how to move from running on one phone to running on all phones, and from one country to all countries. You'll additionally learn how to support your users with updates. No other resource compares for mastering the techniques needed for expert development on this mobile platform.

Creating a successful mobile-web presence is achievable with the tools found in this guide--without needing to learn a programming language or become a Web designer. Such a presence is now a necessity, rather than a luxury, for all businesses, organizations, and independent professionals to stay competitive. This quick, practical, hands-on introduction to the nuts and bolts of using the mobile web to grow a brand, improve sales, and increase profits is written for lay people and avoids jargon and programming concepts. Time- and money-saving solutions are presented, teaching technical novices how to quickly adapt their existing websites to the mobile ones and how to easily create mobile applications without having to learn to program. Step-by-step instructions stand alongside real-world examples of successful mobile-web transitions, and advice on best practices is provided to help business owners, entrepreneurs, marketing professionals, and creative professionals create the presence they need to help their business flourish.

Although enterprise mobility is in high demand across domains, an absence of experts who have worked on enterprise mobility has resulted in a lack of books on the subject. *A Comprehensive Guide to Enterprise Mobility* fills this void. It supplies authoritative guidance on all aspects of enterprise mobility--from technical aspects and applications to

Studienarbeit aus dem Jahr 2010 im Fachbereich Informatik - Wirtschaftsinformatik, Note: 1,0, Fachhochschule für Oekonomie & Management gemeinnützige GmbH, Hochschulstudienzentrum Duisburg, Sprache: Deutsch, Abstract: Die mobile Kommunikation und auch Datenverarbeitung hat längst Einzug in das Alltagsleben der meisten Menschen gehalten. Sei es nun im privaten oder im geschäftlichen Umfeld. Der Hersteller RIM mit seinem Produkt BlackBerry steht dabei als Synonym für die moderne Form der mobilen Datenverarbeitung im Enterprise Umfeld. In der Geschäftswelt weitgehend etabliert, gerade aufgrund der Stärke der Mail- und PIM-Funktionalitäten, versucht der Hersteller Research in Motion auch im Consumer Bereich vermehrt Fuss zu fassen. Dazu bedarf es, wie das Erfolgsmodell iPhone des Konkurrenten Apple zeigt, nicht nur ein Stück Hardware zu verkaufen, sondern einen Zusatznutzen über die Bereitstellung attraktiver Software zu generieren. Der wegweisende Erfolg von Apples Appstore war die Inspiration für den Start von RIMs App World. In dieser Hausarbeit soll die Plattform BlackBerry in Bezug auf die Entwicklung mobiler Applikationen untersucht werden. Dazu soll im ersten Schritt die BlackBerry Plattform, sprich Geräte und Infrastruktur beleuchtet werden. Im folgenden Abschnitt werden die verschiedenen Entwicklungswerkzeuge vorgestellt. Die Entwicklung einer Beispielapplikation soll einen Einblick in die praktische Nutzung dieser Werkzeuge vermitteln. Anschliessend soll die AppWorld von Research in Motion untersucht, und kurz die Möglichkeiten des Publishings von Applikationen dargestellt werden. Ein kurzes Fazit bildet den Abschluss der Hausarbeit."

" The papers included in this book draw from a rich empirical background including studies in healthcare, homecare, software-development, architectural design, marine insurance industry and learning in university settings. They integrate different theoretical foundations and conceptual frameworks to further the understanding of cooperative work, build advanced conceptual frameworks, derive design implications for information systems and present new technological concepts for cooperative systems. This publication brings together researchers who contribute to the design of cooperative systems and their integration into organizational settings. Cooperative systems design requires a deep understanding of the cooperative work of groups and organizations, involving both artifacts and social practices. Contributions discuss topics such as: Analysis of collaborative work situations; Conceptual frameworks for understanding cooperative work; Guidelines for designing cooperative systems; The influence of new technologies (mobile computing, ubiquitous computing, etc.) on cooperation; Expertise sharing and learning in cooperative work; Communities and new forms of organization; Innovative technological solutions and user interfaces; and



Methods for participatory design of cooperative systems. Special emphasis is on the issue of the 'seamless integration of artifacts and conversations enhanced concepts of infrastructure for communication'. The emergence and distribution of cooperative systems has been accompanied by an increased communication workload. This is characterized by increased information exchange, message overflow, numerous interruptions of work, cognitive overload, or a dominance of virtual context. To alleviate and improve the situation, greater integration of conversational acts (e.g. message exchange) and documents is clearly required. " Describes the techniques of effective mobile interface design, covering such topics as composition, widgets, audio, labels and indicators, and text and character input.

Offers software developers step-by-step instructions on how to create and distribute their first marketable, professional Android application.

Are you interested in creating BlackBerry apps using the latest BlackBerry 7 and BlackBerry Java Plug-in for Eclipse? Then this is the book for you. Beginning BlackBerry 7 Development offers a hands-on approach to learning how to build and deploy sophisticated BlackBerry apps using the latest tools and techniques available. Assuming only some programming background in Java or a similar language, this book starts with the basics, offering step-by-step tutorials that take you through downloading and installing the BlackBerry development environment, creating your first apps, and exploring the BlackBerry APIs. You'll be introduced to the latest features available in the latest BlackBerry 7 using BlackBerry Java Plug-in for Eclipse, including BlackBerry Application Platform Services, techniques for using multimedia with the BlackBerry, and tools for increasing app performance. To round out the complete development process, you'll also discover the different ways you can package and distribute your apps, from deploying apps on your own website to listing your apps for sale in the BlackBerry App World.

Testing applications for mobile phones is difficult, time-consuming, and hard to do effectively. Many people have limited their testing efforts to hands-on testing of an application on a few physical handsets, and they have to repeat the process every time a new version of the software is ready to test. They may miss many of the permutations of real-world use, and as a consequence their users are left with the unpleasant mess of a failing application on their phone. Test automation can help to increase the range and scope of testing, while reducing the overhead of manual testing of each version of the software. However automation is not a panacea, particularly for mobile applications, so we need to pick our test automation challenges wisely. This book is intended to help software and test engineers pick appropriately to achieve more; and as a consequence deliver better quality, working software to users. This Synthesis lecture provides practical advice based on direct experience of using software test automation to help improve the testing of a wide range of mobile phone applications, including the latest AJAX applications. The focus is on applications that rely on a wireless network connection to a remote server, however the principles may apply to other related fields and applications. We start by explaining terms and some of the key challenges involved in testing smartphone applications. Subsequent chapters describe a type of application e.g. markup, AJAX, Client, followed by a related chapter on how to test each of these applications. Common test automation techniques are covered in a separate chapter, and finally there is a brief chapter on when to test manually. The book also contains numerous pointers and links to further material to help you to improve your testing using automation appropriately. Table of Contents: Introduction / Markup Languages / Testing Techniques for Markup Applications / AJAX Mobile Applications / Testing Mobile AJAX Applications / Client Applications / Testing Techniques for Client Applications / Common Techniques / When to Test Manually / Future Work / Appendix A: Links and References / Appendix B: Data Connectivity / Appendix C: Configuring Your Machine

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 This book is a breakthrough for beginners and intermediates of enterprise mobility. Scholars, executives, and experts can major scale and scope of enterprise mobility for a thirst of knowledge. This book is an independent view on enterprise mobility, which is beneficiary to business heads, technical architects, project managers, analysts, system administrators, project leads, and developers for enterprise mobility, design, development, support, and maintenance. The book has been classified in seven sections. Section one introduces enterprise mobility with definition, objective, focus areas, needs, and challenges of enterprises. Section two details enterprise mobility ecosystem, landscape, and maturity model. Enterprise mobility is surrounded with technical acronyms and terminologies (EMM, EAS, MAM, MDM, MCM, and MEM). Section three provides concept and detail of EMM. Section four emphasizes on technology. This section describes leading mobile platforms, form factors, and type of mobile applications. Section five traverses through enterprise mobile application information flow, architecture, layered structure, and other components. It inspects popular and important architecture ingredients (Push Notification, SSO, mBaas, SOA, and MEAP). Section six shares mobility trends like mobile

first, gamification, IOT, and hybrid. Last section seven is a case study for enterprise mobile solution. Finally, appendix section supplements RIX: Best Practices for enterprise mobility pathway.

Build and deploy powerful, useful, and professional Java mobile applications for BlackBerry smartphones, the fast and easy way.

Java 7 Programming for Absolute Beginners introduces the new core, open source Java Development Kit. Its focus is on practical knowledge and its completeness—it provides all the bits and pieces an utter novice needs to get started programming in Java. It seems as if everyone is writing applications or apps these days for Android, BlackBerry, and the enterprise—it's where the money's at. But, how do they do it? Well, it's best to start by learning Java, one of the most popular programming languages around these days, still. Yes, that's right. This book: Teaches Java development in language anyone can understand, giving you the best possible start Provides simple, step-by-step examples that make learning easy, allowing you to pick up the concepts without fuss Offers clear code descriptions and layout so that you can get your code running as soon as possible

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

You're on the go all the time — maybe for business, maybe because it's a byproduct of your busy lifestyle. But either way, your life would be easier if you had Internet access wherever you are. Well, when it comes to the Internet, you CAN take it with you! You just need the right stuff, and Mobile Internet For Dummies tells you what that is, how to find it, and how to use it. This easy-to-follow guide is packed with tips on choosing the best mobile device, software, and service provider for your needs, but that's not all. You'll see how to use your mobile Web browser, find made-for-mobile content (and create your own) and much more. Mobile Internet For Dummies explains how the Mobile Internet differs from the garden-variety Internet, and shows you how to: Find your mobile phone browser Use the Mobile Internet to surf, shop, blog, watch movies, and more — on the go Send and receive e-mail from your mobile device Locate other mobile applications Watch TV on your mobile phone Manage your kids' access to the Mobile Internet Secure and name a mobile Internet site and acquire mobile Web development tools Build your own made-for-mobile Web site Use your Mobile Internet site to promote your business and generate revenue With the help of Mobile Internet For Dummies, you'll be able to stay connected wherever you happen to be, and maybe even make it pay off with a bit of income.

Invoke TDD principles for end-to-end application development with Java About This Book Explore the most popular TDD tools and frameworks and become more proficient in building applications Create applications with better code design, fewer bugs, and higher test coverage, enabling you to get them to market quickly Implement test-driven programming methods into your development workflows Who This Book Is For If you're an experienced Java developer and want to implement more effective methods of programming systems and applications, then this book is for you. What You Will Learn Explore the tools and frameworks required for effective TDD development Perform the Red-Green-Refactor process efficiently, the pillar around which all other TDD procedures are based Master effective unit testing in isolation from the rest of your code Design simple and easily maintainable codes by implementing different techniques Use mocking frameworks and techniques to easily write and quickly execute tests Develop an application to implement behaviour-driven development in conjunction with unit testing Enable and disable features using Feature Toggles In Detail Test-driven development (TDD) is a development approach that relies on a test-first procedure that emphasises writing a test before writing the necessary code, and then refactoring the code to optimize it. The value of performing TDD with Java, one of the most established programming languages, is to improve the productivity of programmers, the maintainability and performance of code, and develop a deeper understanding of the language and how to employ it effectively. Starting with the basics of TDD and reasons why its adoption is beneficial, this book will take you from the first steps of TDD with Java until you are confident enough to embrace the practice in your day-to-day routine. You'll be guided through setting up tools, frameworks, and the environment you need, and will dive right in to hands-on exercises with the goal of mastering one practice, tool, or framework at a time. You'll learn about the Red-Green-Refactor procedure, how to write unit tests, and how to use them as executable documentation. With this book you'll also discover how to design simple and easily maintainable code, work with mocks, utilise behaviour-driven development, refactor old legacy code, and release a half-finished feature to production with feature toggles. You will finish this book with a deep understanding of the test-driven development methodology and the confidence to apply it to application programming with Java. Style and approach An easy-to-follow, hands-on guide to building applications through effective coding practices. This book covers practical examples by introducing different problems, each one designed as a learning exercise to help you understand each aspect of TDD.

This book constitutes the refereed proceedings of the Future Multimedia Networking Workshop, FMN 2010, held in Krakow, Poland, in June 2010. The 16 revised full papers presented were carefully reviewed and selected from 45 submissions. The papers are organized in topical sections on quality of service (QoS) and quality of experience (QoE) management in content centric networks, video quality assessment in future multimedia networking, video distribution in



future multimedia networking, and demonstration on future multimedia networking.

"This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"--Provided by publisher.

Master Android™ App Development for Amazon's Bestselling Kindle Fire™—Hands-On, Step-by-Step! In this book, bestselling Android programming authors Lauren Darcey and Shane Conder teach you every skill and technique you need to write production-quality apps for Amazon Kindle Fire, the world's hottest Android tablet. You'll learn the very best way: by building a complete app from start to finish. Every chapter builds on what you've already learned, helping you construct, expand, and extend your working app as you move through the entire development lifecycle. Packed with fully tested, reusable sample code, this book requires absolutely no previous Android or mobile development experience. If you've ever written any Java code, you can dive right in and get results fast. Darcey and Conder start with the absolute basics: installing Android development tools, structuring and configuring Kindle Fire apps, and applying crucial design principles associated with high-quality software. Next, building on this strong foundation, you'll learn how to manage application resources and build application frameworks; integrate user interfaces, logic, and support for networking and web services; test your apps; and publish on the Amazon Appstore. Coverage includes Establishing an efficient development environment and setting up your first project Mastering Android fundamentals and adapting them to the Kindle Fire Building reusable prototypes that define a framework for production projects Incorporating strings, graphics, styles, templates, and other app and system resources Developing screens, from splash screens and main menus to settings and help Displaying dialogs and collecting user input Controlling app state, saving settings, and launching specific activities Internationalizing Kindle Fire apps to reach wider markets Setting application identity and permissions Preparing your app for publication

Tech is back! And job seekers now have a place to go to get the inside scoop on the top software, hardware, communications equipment and other tech employers. This Vault Guide's second edition provides business profiles, hiring and workplace culture information at more than 40 top employers, including Microsoft, Oracle, Dell, IBM, Cisco and more.

Essential Skills--Made Easy! Develop, test, and debug iPhone, iPad, and iPod touch applications with help from this practical resource. iOS SDK Programming: A Beginner's Guide shows you how to use Objective-C and Apple's new Xcode 4 development environment with an integrated, easy-to-use Interface Builder. You'll learn which UIView subclasses to use when laying out an iOS app and master all of the iOS user interface controls. Setting application preferences and storing application data are also covered. The book explains how to integrate multimedia into your apps and develop universal apps that run on the iPhone, iPod touch, and iPad. You'll learn how to take advantage of the iPad's larger display and the new features of iOS 4.2. By the end of this book, you'll be ready to create the next bit hit in the iTunes App Store! Designed for Easy Learning: Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Cautions--Errors and pitfalls to avoid Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated Learn the theory behind cross-platform development, and put the theory into practice with code using the invaluable information presented in this book. With in-depth coverage of development and distribution techniques for iPhone, BlackBerry, Windows Mobile, and Android, you'll learn the native approach to working with each of these platforms. With detailed coverage of emerging frameworks like PhoneGap and Rhomobile, you'll learn the art of creating applications that will run across all devices. You'll also be introduced to the code-signing process and the distribution of applications through the major application stores, including Research In Motion (BlackBerry), Apple, and Microsoft.

Anyone can easily and efficiently learn how to drive users to their website with the use of this handy guide to both traditional and nontraditional search engine optimization (SEO). Social search, real-time search, semantic search, blog and RSS feed search, mobile engine and app search, and other search types need to be considered in order to optimize maximum exposure on the internet today. This book teaches how to prepare website content for semantic search engines, how search engines and social networking sites work together, how to apply organic search techniques to content and keyword lists, and how to apply it to an individualized framework to maximize online exposure. It goes on to provide analytical and metric tools to measure the success of the search optimization strategy. Using real-world examples and avoiding technical jargon, this guide is perfect for businesspeople, entrepreneurs, and independent professionals who need practical, successful, and fast results that bring customers to their websites.

"This multiple-volume publication advances the emergent field of mobile computing offering research on approaches, observations and models pertaining to mobile devices and wireless communications from over 400 leading researchers"--Provided by publisher.

BlackBerry smart phones aren't just for business. In fact, throw away that boring spreadsheet, tear up that yearly budget report—the BlackBerry is a lean, mean game-playing machine. Carol Hamer and Andrew Davison, expert software game developers, show you how to leverage the BlackBerry Java™ Development Environment (based on Java ME) to design and create fun, sophisticated game applications from role playing to dueling with light sabers. The BlackBerry: not as clumsy or as random as a blaster—an elegant device, for a more civilized age. In this book, Carol and Andrew give you the professional techniques you need to use music, 2D and 3D graphics, maps, and game design patterns to build peer-to-peer games, role playing games, and more for the BlackBerry.

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