

Guide To Sdk Samples

BizTalk Server 2000 is an integral piece in the .NET enterprise server framework and forms the foundation for Microsoft's e-commerce platform. Aimed at the developer, this work offers in-depth information on building and deploying real-world BizTalk applications.

Wolfgang Engel's GPU Pro 360 Guide to Rendering gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers rendering. This volume is complete with 32 articles by leading programmers that focus on the ability of graphics processing units to process and generate rendering in exciting ways. GPU Pro 360 Guide to Rendering is comprised of ready-to-use ideas and efficient procedures that can help solve many rendering programming challenges that may arise.

Focusing on learning the techniques of game programming using Windows 95 Game SDK, this clear guide explains how the Game SDK libraries are implemented under Windows 95 and Windows NT. Readers will discover that the Game SDK enables them to write hot Windows games with many of the advantages of working in a device-independent environment. The CD contains source code, project files, and more.

Compete with the big players in today's E-commerce marketplace Electronic Data Interchange (EDI) has long been the standard for large business enterprises to communicate in the B2B marketplace. However, EDI is a difficult technology - the cost and support of EDI standards is often too much for a small or medium business enterprise to bear. To compete in the current E-commerce marketplace, many organizations are beginning to take an interest in the interoperability that exists between XML (Extensible Markup Language) and EDI. XML .NET Developers Guide is written for information technology professionals responsible for supporting data management in both small and large organizations. This book appeals to both individuals working with an existing EDI environment, and small to medium businesses looking to increase their market presence by competing with current EDI players using XML/EDI. XML/EDI is quickly becoming an industry standard, however there is a noticeable lack of quality reference material for programmers looking to adopt these standards. You can take it with you. The book comes with Syngress' revolutionary Wallet CD containing a printable HTML version of the book, all of the source code, and demo versions of popular XML/EDI translation tools Up to the minute web-based support with solutions@syngress.com

This book is for anyone who wants to have a go at creating commercially successful games for Android and iOS. You don't need game development or programming experience.

Presents instructions for creating Android applications for mobile devices using Java.

Health Informatics: Practical Guide focuses on the application of information technology in healthcare to improve individual and population health, education and research. The goal of the seventh edition is to stimulate and educate healthcare and IT professionals and students about the key topics in this rapidly changing field. Dr. William Hersh from Oregon Health & Science University is the co-editor and author of multiple chapters. Topics include Health Informatics (HI) overview, electronic health records, healthcare data analytics, health information exchange, architecture of information systems, evidence-based medicine, consumer health informatics, HI ethics, quality improvement strategies and more. The 22 chapters feature learning objectives, case studies, recommended reading, future trends, key points, conclusions and over 1800 references. It is available as a paperback and an eBook. Visit the textbook companion website at <http://informaticseducation.org/> for more information.

Apple's definitive guide to the powerful AppleScript scripting language, this book provides essential information for Macintosh power users and programmers who want to use AppleScript to write new scripts, modify existing scripts, or write scriptable applications.

This book is a practical tutorial that explains all the features of Kinect SDK by creating sample applications throughout the book. It includes a detailed discussion of APIs with step-by-step explanation of development of a real-world sample application. The purpose of this book is to explain how to develop applications using the Kinect for Windows SDK. If you are a beginner and looking to start developing applications using the Kinect for Windows SDK, and if you want to build motion-sensing, speech-recognizing applications with Kinect, this book is for you. This book uses C# and WPF (Windows Presentation Foundation).

PDF--to most of the world it stands for that rather tiresome format used for documents downloaded from the web. Slow to load and slower to print, hopelessly unsearchable, and all but impossible to cut and paste from, the Portable Document Format doesn't inspire much affection in the average user. But PDFs done right is another story. Those who know the ins and outs of this format know that it can be much more than electronic paper. Flexible, compact, interactive, and even searchable, PDF is the ideal way to present content across multiple platforms. PDF Hacks unveils the true promise of Portable Document Format, going way beyond the usual PDF as paged output mechanism. PDF expert Sid Steward draws from his years of analyzing, extending, authoring, and embellishing PDF documents to present 100 clever hacks--tools, tips, quick-and-dirty or not-so-obvious solutions to common problems. PDF Hacks will show you how to create PDF documents that are far more powerful than simple representations of paper pages. The hacks in the book cover the full range of PDF functionality, from the simple to the more complex, including generating, manipulating, annotating, and consuming PDF information. You'll learn how to manage content in PDF, navigate it, and reuse it as necessary. Far more than another guide to Adobe Acrobat, the book covers a variety of readily available tools for generating, deploying, and editing PDF. The little-known tips and tricks in this book are ideal for anyone who works with PDF on a regular basis, including web developers, pre-press users, forms creators, and those who generate PDF for distribution. Whether you want to fine-tune and debug your existing PDF documents or explore the full potential the format offers, PDF Hacks will turn you into a PDF power user.

Customizing Alfresco with actions, web scripts, web forms, workflows, and more

OpenGL® ES™ is the industry's leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. The newest version, OpenGL ES 3.0, makes it possible to create stunning visuals for new games and apps, without compromising device performance or battery life. In the OpenGL® ES™ 3.0 Programming Guide, Second Edition, the authors cover the entire API and Shading Language. They carefully introduce OpenGL ES 3.0 features such as shadow mapping, instancing, multiple render targets, uniform buffer objects, texture compression, program binaries, and transform feedback. Through detailed, downloadable C-based code examples, you'll learn how to set up and program every aspect of the graphics pipeline. Step by step, you'll move from introductory techniques all the way to advanced per-pixel lighting and particle systems. Throughout, you'll find cutting-edge tips for optimizing performance, maximizing efficiency with both the API and hardware, and fully leveraging OpenGL ES 3.0 in a wide spectrum of applications. All code has been built and tested on iOS 7, Android 4.3, Windows (OpenGL ES 3.0 Emulation), and Ubuntu Linux, and the authors demonstrate how to build OpenGL ES code for each platform. Coverage includes EGL API: communicating with the native windowing system, choosing configurations, and creating rendering contexts and surfaces Shaders: creating and attaching shader objects; compiling shaders; checking for compile errors; creating, linking, and querying program objects; and using source shaders and program binaries OpenGL ES Shading Language: variables, types, constructors, structures, arrays, attributes, uniform blocks, I/O variables, precision qualifiers, and invariance Geometry, vertices, and primitives: inputting geometry into the pipeline, and assembling it into primitives 2D/3D, Cubemap, Array texturing: creation, loading, and rendering; texture wrap modes, filtering, and formats; compressed textures, sampler objects, immutable textures, pixel unpack buffer objects, and mipmapping Fragment shaders: multitexturing, fog, alpha test, and user clip planes Fragment operations: scissor, stencil, and depth tests; multisampling, blending, and dithering Framebuffer objects: rendering to offscreen surfaces for advanced effects Advanced rendering: per-pixel lighting, environment mapping, particle systems, image post-processing, procedural textures, shadow mapping, terrain, and projective texturing Sync objects and fences: synchronizing within host application and GPU execution This edition of the book includes a color insert of the OpenGL ES 3.0 API and OpenGL ES Shading Language 3.0 Reference Cards created by Khronos. The reference cards contain a complete list of all of the functions in OpenGL ES 3.0 along with all of the types, operators, qualifiers, built-ins, and functions in the OpenGL ES Shading Language.

The book presents the proceedings of four conferences: The 26th International Conference on Parallel and Distributed Processing Techniques and Applications (PDPTA'20), The 18th International Conference on Scientific Computing (CSC'20); The 17th International Conference on Modeling, Simulation and Visualization Methods (MSV'20); and The 16th International Conference on Grid, Cloud, and Cluster Computing (GCC'20). The conferences took place in Las Vegas, NV, USA, July 27-30, 2020. The conferences are part of the larger 2020 World Congress in Computer Science, Computer Engineering, & Applied Computing (CSCE'20), which features 20 major tracks. Authors include academics, researchers, professionals, and students. Presents the proceedings of four conferences as part of the 2020 World Congress in Computer Science, Computer Engineering, & Applied Computing (CSCE'20); Includes the research tracks Parallel and Distributed Processing, Scientific Computing, Modeling, Simulation and Visualization, and Grid, Cloud, and Cluster Computing; Features papers from PDPTA'20, CSC'20, MSV'20, and GCC'20.

This special collection on Advanced Measurement and Test is dedicated to the electronic testing of devices, boards and systems and covers the complete cycle: from design verification, design-for-testing, design-for-manufacturing, silicon debug, manufacturing test, system test, diagnosis, failure analysis and back to process and design improvement. Design, testing and yield professionals were invited to confront the challenges which the industry faces, and to learn how these challenges are being addressed by the combined efforts of academia, design tool and equipment suppliers, designers and test engineers.

Oracle ADF 11gR2 Development Beginner's Guide will cover the basics of Oracle ADF 11g development and will then work through more complex topics as the reader gains more skills. This book will follow a tutorial approach with the content and tasks getting more advanced throughout. This book is intended for beginners who know a little about Java programming and would like to learn how to develop rich web applications using the Oracle Application Development Framework.

Wolfgang Engel's GPU Pro 360 Guide to Geometry Manipulation gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers geometry manipulation in computer graphics. This volume is complete with 19 articles by leading programmers that focus on the ability of graphics processing units to process and generate geometry in exciting ways. GPU Pro 360 Guide to Geometry Manipulation is comprised of ready-to-use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise.

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.

PDF Hacks100 Industrial-Strength Tips & Tools"O'Reilly Media, Inc."

The official guide to creating pen-based applications has been updated and expanded to include PenPoint 2.0. This new release of the operating system has been internationalized, allowing programs to work in languages other than English. In addition to teaching how to write PenPoint applications for both PenPoint 1.0 and 2.0, the book describes how to use these international features with special emphasis on Japanese.

Take control of your projects with this in-depth guide Whether you're managing a project for a small team or supervising a corporate assignment involving hundreds, the power of Microsoft Project 2007 and the detailed information in this comprehensive guide can keep you on track. From setting budgets to allocating resources to tracking results, each of the book's seven parts thoroughly focuses on key elements in a logical sequence so you can find what you need. Identify your goals and the scope of your projects Manage projects across organizations and multiple locations Get the most out of Gantt charts and views Assign tasks, check progress, and make adjustments Issue interim reports and look at the Big Picture Create a custom HTML page with VBA and VBScript Import and export Project information What's on the CD-ROM? You'll find a wealth of trial versions, demo software, sample projects, and bonus appendixes on the CD-ROM, including Milestones Professional(r) - Advanced formatting, calculation, Web publishing, and reporting features PERT Chart Expert - Create eye-opening PERT chart project plans PlanView(r) Project Portfolio Management - A comprehensive decision-making platform for enterprises WBS Chart Pro - Plan your projects with these graphing tools System Requirements: See the CD-ROM Appendix for details and complete system requirements. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Please note that this title's color insert (referred to as "Plates" within the text) is not available for this digital product. OpenGL is a powerful software interface used to produce high-quality, computer-generated images and interactive applications using 2D and 3D objects, bitmaps, and color images. The OpenGL® Programming Guide, Seventh Edition, provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through Version 2.1. This seventh edition of the best-selling "red book" describes the latest features of OpenGL Versions 3.0 and 3.1. You will find clear explanations of OpenGL functionality and many basic computer graphics techniques, such as building and rendering 3D models; interactively viewing objects from different perspective points; and using shading, lighting, and texturing effects for greater realism. In addition, this book provides in-depth coverage of advanced techniques, including texture mapping, antialiasing, fog and atmospheric effects, NURBS, image processing, and more. The text also explores other key topics such as enhancing performance, OpenGL extensions, and cross-platform techniques. This seventh edition has been updated to include the newest features of OpenGL Versions 3.0 and 3.1, including Using framebuffer objects for off-screen rendering and texture updates Examples of the various new buffer object types, including uniform-buffer objects, transform feedback buffers, and vertex array objects Using texture arrays to increase performance when using numerous textures Efficient rendering using primitive restart and conditional rendering Discussion of OpenGL's deprecation mechanism and how to verify your programs for future versions of OpenGL This edition continues the discussion of the OpenGL Shading Language (GLSL) and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the Khronos OpenGL ARB Working Group, an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

Visual Basic has long been the language of choice when designing Windows-based applications and the Web. Touted as both the most popular and productive computing language, Visual Basic has amassed quite a following of devoted programmers, and is a sought after programming skill. With the introduction of .NET Enterprise, Microsoft launch VB.NET, offering a streamlined, simplified version of Visual Basic language. With increased power, scalability, functionality and reliability, VB.NET is positioned to be the most productive tool in a programmer's toolbox. VB.NET Developer's Guide is written for previous Visual Basic Programmers looking to harness the power of the new features and functionality incorporated in Visual Basic.NET. Timely coverage of newly released product which Visual Basic users will be eager to learn VB.NET Developer's Guide is one of the first comprehensive reference for programmers and developers anxious to learn about the new technology

Today's software engineer must be able to employ more than one kind of software process, ranging from agile methodologies to the waterfall process, from highly integrated tool suites to refactoring and loosely coupled tool sets. Braude and Bernstein's thorough coverage of software engineering perfects the reader's ability to efficiently create reliable software systems, designed to meet the needs of a variety of customers. Topical highlights . . . • Process: concentrates on how applications are planned and developed • Design: teaches software engineering primarily as a requirements-to-design activity • Programming and agile methods: encourages software engineering as a code-oriented activity • Theory and principles: focuses on foundations • Hands-on projects and case studies: utilizes active team or individual project examples to facilitate understanding theory, principles, and practice In addition to knowledge of the tools and techniques available to software engineers, readers will grasp the ability to interact with customers, participate in multiple software processes, and express requirements clearly in a variety of ways. They will have the ability to create designs flexible enough for complex, changing environments, and deliver the proper products.

The Delta Guide to Exchange 2003 has been designed to become an invaluable resource to existing Exchange administrators, allowing you to quickly come up to speed on new features and functionality in Exchange, building on the knowledge and experience you already possess. The "Delta" series is designed to allow IT professionals to quickly update your skills based on what has changed between the previous and current software release. This book is for you if you are a system administrator who is responsible for administering a previous Exchange installation (v5.5 or 2000) or if you are an IT professional who has some experience with a previous version of Exchange and wish to update your skills. This book covers changes in installation, configuration, administration, clustering, security and many other important topics.

This guide provides a comprehensive overview of High Performance Computing (HPC) to equip students with a full skill set including cluster setup, network selection, and a background of supercomputing competitions. It covers the system, architecture, evaluating approaches, and other practical supercomputing techniques. As the world's largest supercomputing hackathon, the ASC Student Supercomputer Challenge has attracted a growing number of new talent to supercomputing and has greatly promoted communications in the global HPC community. Enclosed in this book, readers will also find how to analyze and optimize supercomputing systems and applications in real science and engineering

cases.

The Windows 95 Game Programming Developer's Guide Using the Game SDK explains the details of the Game SDK with examples that help you develop games for Windows 95. Written in a straightforward manner, this book efficiently delivers the information you need. You'll quickly learn the elements of game development. Unique tips and techniques to using DirectDraw, DirectSound, and DirectPlay will help you create professional games that you can market. If you're programming games for Windows 95, the Windows 95 Game Developer's Guide Using the Game SDK delivers the information you need to succeed.

This certification exam measures the ability to develop and implement XML Web Services and server components using Visual C# and the Microsoft .NET Framework. This exam, released in September 2002, counts as a core credit toward the new MCAD (Microsoft Certified Application Developer) certification as well as a core credit toward the new MCSA .NET track. Readers preparing for this exam find our Training Guide series to be the most successful self-study tool in the market. This book is their one-stop shop because of its teaching methodology, the accompanying PrepLogic testing software, and superior Web site support at quepublishing.com.

AdvancED Flash on Devices begins with a discussion of the mobile development landscape—the different players, tools, hardware, platforms, and operating systems. The second part of the book covers Flash Lite and how to take advantage newer features supported in Flash Lite 3.x. Then, the book covers AIR applications for multiple screens and includes topics such as: How to utilize new features of AIR 1.5 and Flash 10 as well as pitfalls to be aware of when building an AIR application for mobile How to include platform and context awareness for better adaptation How to adopt an application on multiple devices using dynamic graphical GUI Creating two full working real life touch screen mobile application The last part of the book covers creating Flex applications running Flash 9 and 10 in mobile device browsers and includes topics such as: How to adopt Flex for multiple mobile device browsers How to create various video players for Flash Lite and Flash 10 and optimize your content. How to take advantage of Flash Media Server Experienced Flash and ActionScript programmers who want to extend their skills to mobile platforms should find this book a great help in developing in this exciting and expanding marketplace.

Partnering with HMS: A Guide for App Developers is the first book to introduce readers to the Huawei Mobile Services (HMS) ecosystem. It gives developers a fundamental understanding of the ecosystem and how to leverage kit and tool capabilities to make their apps better. This book is also a quick start guide for kit integration and practical environment setup, detailing the functions and principles behind each kit. By demonstrating how to integrate kits, the authors teach these kits by action: Account Kit, IAP, Push Kit, Location Kit, Map Kit, Site Kit, Safety Detect, and FIDO. Readers are fully introduced to how they can use HMS open capabilities to develop quality apps, acquire users, and monetize their hard work. In addition, the ecosystem background – the business model and value chain that underpin the entire ecosystem as well as its privacy compliance framework – is crucial to operations and illustrated in this book.

You will learn by doing. First a brief crash course in Lua and Corona. Once this is done you will be thrown straight into creating fully functional complete games chapter by chapter. Certain chapters are reserved for adding advanced features such as multiple device integration, social networking and monetization. This book is for anyone who wants to have a go at creating commercially successful games for Android and iOS. You don't need game development or programming experience.

Create reports and solve common report problems with minimal fuss. About This Book Use this unique book to master the basics and advanced features of Pentaho 8 Reporting. A book showing developers and analysts with IT skills how to create and use the best possible reports using the Pentaho platform. Written with a very practical approach: full of tutorials and practical examples (source code included). Who This Book Is For This book is written for two types of professionals and students: Information Technologists with a basic knowledge of Databases and Java Developers with medium seniority. Developers will be interested to discover how to embed reports in a third-party Java application. What You Will Learn The basics of Pentaho Reporting (Designer and SDK) and its initial setup. Develop the most attractive reports on top of a wide range of data sources. Perform detailed customization of layout, parameterization, internationalization, behaviors, and more for your custom reports developed with Pentaho Reporting. Integrate Pentaho reports into third-party Java application with full control over interactions, layout, and behavior in general. Use Pentaho reports in the other components of the Pentaho Suite (BA Platform and PDI). In Detail This hands-on tutorial, filled with exercises and examples, introduces the reader to a variety of concepts within Pentaho Reporting. With screenshots that show you how reports look at design time as well as how they should look when rendered as PDF, Excel, HTML, Text, Rich-Text-File, XML, and CSV, this book also contains complete example source code that you can copy and paste into your environment to get up-and-running quickly. Updated to cover the features of Pentaho 8, this book will teach you everything you need to know to build fast, efficient reports using Pentaho. If your interest lies in the technical details of creating reports and you want to see how to solve common reporting problems with a minimum of fuss, this is the book for you. Style and approach A step-by-step guide covering technical topics relating to environments, best practices, and source code, to enable the reader to assemble the best reports and use them in existing Java applications.

Wolfgang Engel's GPU Pro 360 Guide to Image Space gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers various algorithms that operate primarily in image space. This volume is complete with 15 articles by leading programmers speaks to the power and convenience of working in screen space. GPU Pro 360 Guide to Image Space is comprised of ready-to-use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise. Key Features: Presents tips & tricks on real-time rendering of special effects and visualization data on common consumer software platforms such as PCs, video consoles, mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in rapidly evolving field of real-time rendering Takes practical approach that helps graphics programmers solve their daily challenges

Take a bite out of Apple's iPhone™ success. The Complete Idiot's Guide® to Developing iPhone™ Apps is the perfect introduction for aspiring iPhone™ app creators, offering a step-by-step approach exploring all of the tools and key aspects of programming using the iPhone™ software development kit, including getting the finished product distributed through the App Store. ?Apple also reports more than one billion downloads of their more than 25,000 available applications, and both the number

of applications and the appetite for them keeps growing ?Of the more than 50,000 companies and individuals who have registered as program developers, 60 percent have never before developed an Apple platform

The Definitive Vulkan™ Developer's Guide and Reference: Master the Next-Generation Specification for Cross-Platform Graphics
The next generation of the OpenGL specification, Vulkan, has been redesigned from the ground up, giving applications direct control over GPU acceleration for unprecedented performance and predictability. Vulkan™ Programming Guide is the essential, authoritative reference to this new standard for experienced graphics programmers in all Vulkan environments. Vulkan API lead Graham Sellers (with contributions from language lead John Kessenich) presents example-rich introductions to the portable Vulkan API and the new SPIR-V shading language. The author introduces Vulkan, its goals, and the key concepts framing its API, and presents a complex rendering system that demonstrates both Vulkan's uniqueness and its exceptional power. You'll find authoritative coverage of topics ranging from drawing to memory, and threading to compute shaders. The author especially shows how to handle tasks such as synchronization, scheduling, and memory management that are now the developer's responsibility. Vulkan™ Programming Guide introduces powerful 3D development techniques for fields ranging from video games to medical imaging, and state-of-the-art approaches to solving challenging scientific compute problems. Whether you're upgrading from OpenGL or moving to open-standard graphics APIs for the first time, this guide will help you get the results and performance you're looking for. Coverage includes Extensively tested code examples to demonstrate Vulkan's capabilities and show how it differs from OpenGL Expert guidance on getting started and working with Vulkan's new memory system Thorough discussion of queues, commands, moving data, and presentation Full explanations of the SPIR-V binary shading language and compute/graphics pipelines Detailed discussions of drawing commands, geometry and fragment processing, synchronization primitives, and reading Vulkan data into applications A complete case study application: deferred rendering using complex multi-pass architecture and multiple processing queues Appendixes presenting Vulkan functions and SPIR-V opcodes, as well as a complete Vulkan glossary Example code can be found here: Example code can be found here:

<https://github.com/vulkanprogrammingguide/examples>

Introducing Microsoft's flagship wireless development tool The .NET Mobile Web Developer's Guide will provide readers with a solid guide to developing mobile applications using Microsoft technologies. The focus of this book is on using ASP.NET and the .NET mobile SDK. It provides an introduction to the .NET platform and goes into moderate details on ASP.NET to allow readers to start developing ASP.NET applications. In addition, this book will give the readers the insight to use the various Microsoft technologies for developing mobile applications. This book assumes the readers have experience in developing web applications and are familiar with any one of the server-side technologies like ASP, JSP or PHP. The first book available on Microsoft's cornerstone wireless development tool Best selling, high profile authors. Wei Meng Lee and Shelley Powers are frequent speakers at all of the major developer conferences have previously authored best selling books for O'Reilly and Associates, Wrox Press, SAMS and Que Comes with wallet-sized CD containing a printable HTML version of the book, all of the source code examples and demos of popular ASP .NET and .NET Mobile programming tools Comprehensive Coverage of the .NET Mobile SDK and ASP.NET for Mobile Web developers

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