

Rapid Android Development Build Rich Sensor Based Applications With Processing

Whether you're building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With Rapid GUI Programming with Python and Qt you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many versions of Unix, using the same source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples—all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3.

This book will guide you through the basic game development process, covering game development topics including graphics, sound, artificial intelligence, animation, game engines, Web-based games, etc. Real games will be created, and significant parts of a game engine will be built and made available for download. The companion DVD will contain example code, games, and color figures. Processing is a free, graphics-oriented language that provides the basic functionality needed for building games and runs on all major platforms. Moreover, it allows games to be built for desktop computers, HTML 5, and Android. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com. Features: Teaches basic game development including graphics, sound, artificial intelligence, animation, game engines, Web-based games, and more Create a small collection of complete computer games developed throughout the book Uses Processing, a free, downloadable platform with a frame by frame display scheme that is perfect for computer games Processing opened up the world of programming to artists, designers, educators, and beginners. The Processing.py Python implementation of Processing reinterprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Rex and Fry, along with co-author Allison Parrish, Getting Started with Processing.py is your fast track to using Python's Processing mode.

Welcome to our multi-device world, a world where a user's experience with one application can span many devices—a smartphone, a tablet, a computer, the TV, and beyond. This practical book demonstrates the variety of ways devices relate to each other, combining to create powerful ensembles that deliver superior, integrated experiences to your users. Learn a practical framework for designing multi-device experiences, based on the 3Cs—Consistent, Complementary, and Continuous approaches Graduate from offering everything on all devices, to delivering the right thing, at the right time, on the best (available) device Apply the 3Cs framework to the broader realm of the Internet of Things, and design multi-device experiences that anticipate a fully connected world Learn how to measure your multi-device ecosystem performance Get ahead of the curve by designing for a more connected future

Flash Mobile: Rapid Android Development in Flash CS5

Team Topologies

Designing Data-Intensive Applications

Processing for Android

The Rust Programming Language (Covers Rust 2018)

Flash Mobile

*In Team Topologies DevOps consultants Matthew Skelton and Manuel Pais share secrets of successful team patterns and interactions to help readers choose and evolve the right team patterns for their organization, making sure to keep the software healthy and optimize value streams. Team Topologies will help readers discover:
• Team patterns used by successful organizations.
• Common team patterns to avoid with modern software systems.
• When and why to use different team patterns
• How to evolve teams effectively.
• How to split software and align to teams.*

There are many Android programming guides that give you the basics. This book goes beyond simple apps into many areas of Android development that you simply will not find in competing books. Whether you want to add home screen app widgets to your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and related services. This book is one in CommonsWare's growing series of Android related titles, including "The Busy Coder's Guide to Android Development," "Android Programming Tutorials," and the upcoming "Tuning Android Applications." Table of Contents WebView, Inside and Out Crafting Your Own Views More Fun With ListView Creating Drawables Home Screen App Widgets Interactive Maps Creating Custom Dialogs and Preferences Advanced Fragments and the Action Bar Animating Widgets Using the Camera Playing Media Handling System Events Advanced Service Patterns Using System Settings and Services Content Provider Implementation Patterns The Contacts ContentProvider Searching with SearchManager Introspection and Integration Tapjacking Working with SMS More on the Manifest Device Configuration Push Notifications with G2DM NFC The Role of Scripting Languages The Scripting Layer for Android JVM Scripting Languages Reusable Components Testing Production

Getting started with building apps with little or no code. Learn how to use rich media techniques in Flash CS5 effectively for Android development: Creating animation Playing back sound Presenting video Working with 3D

A hands-on guide to building mobile applications, Professional Android Application Development features concise and compelling examples that show you how to quickly construct real-world mobile applications for Android phones. Fully up-to-date for version 1.0 of the Android software development kit, it covers all the essential features, and explores the advanced capabilities of Android (including GPS, accelerometers, and background Services) to help you construct increasingly complex, useful, and innovative mobile applications for Android phones. What this book includes An introduction to mobile development, Android, and how to get started. An in-depth look at Android applications and their life cycle, the application manifest, Intents, and using external resources. Details for creating complex and compelling user interfaces by using, extending, and creating your own layouts and Views and using Menus. A detailed look at data storage, retrieval, and sharing using preferences, files, databases, and Content Providers. Instructions for making the most of mobile portability by creating rich map-based applications as well as using location-based services and the geocoder. A look at the power of background Services, using threads, and a detailed look at Notifications. Coverage of Android's communication abilities including SMS, the telephony APIs, network management, and a guide to using Internet resources Details for using Android hardware, including media recording and playback, using the camera, accelerometers, and compass sensors. Advanced development topics including security, IPC, advanced 2D / 3D graphics techniques, and user-hardware interaction. Who this book is for This book is for anyone interested in creating applications for the Android mobile phone platform. It includes information that will be valuable whether you're an experienced mobile developer or making your first foray, via Android, into writing mobile applications. It will give the grounding and knowledge you need to write applications using the current SDK, along with the flexibility to quickly adapt to future enhancements.

The 4-hour Workweek

The Startup Owner's Manual

Skunk Works

Feedback Systems

Rapid Android Development

Rapid GUI Programming with Python and Qt

First published in 2002, Routledge is an imprint of Taylor & Francis, an informa company.

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

Master Qt 's Most Powerful APIs, Patterns, and Development Practices Qt has evolved into a remarkably powerful solution for cross-platform desktop, Web, and mobile development. However, even the most experienced Qt programmers only use a fraction of its capabilities. Moreover, practical information about Qt 's newest features has been scarce—until now. Advanced Qt Programming shows developers exactly how to take full advantage of Qt 4.5 's and Qt 4.6 's most valuable new APIs, application patterns, and development practices. Authored by Qt expert Mark Summerfield, this book concentrates on techniques that offer the most power and flexibility with the least added complexity. Summerfield focuses especially on model/view and graphics/view programming, hybrid desktop/Web applications, threading, and applications incorporating media and rich text. Throughout, he presents realistic, downloadable code examples, all tested on Windows, Mac OS X, and Linux using Qt 4.6 (and most tested on Qt 4.5) and designed to anticipate future versions of Qt. The book Walks through using Qt with WebKit to create innovative hybrid desktop/Internet applications Shows how to use the Phoron framework to build powerful multimedia applications Presents state-of-the-art techniques for using model/view table and tree models, QStandardItemModels, delegates, and views, and for creating custom table and tree models, delegates, and views Explains how to write more effective threaded programs with the QtConcurrent module and with the QThread class Includes detailed coverage of creating rich text editors and documents Thoroughly covers graphics/view programming: architecture, windows, widgets, layouts, scenes, and more Introduces Qt 4.6 's powerful animation and state machine frameworks

&> In just 24 sessions of one hour or less, learn how to build powerful applications for the world 's first complete, open, and free mobile platform: Android. Using this book 's straightforward, step-by-step approach, you 'll build a fully-featured Android application from the ground up and master the skills you need to design, develop, test, and publish powerful applications. Each lesson builds on what you 've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Android development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Develop Android applications quickly and successfully with Java Master Google 's Android SDK and development tools Leverage the Eclipse programming environment to develop Android projects Understand the Android application lifecycle Build effective, user-friendly user interfaces Retrieve, store, and work with application data Develop powerful network applications Add popular social features and location-based services to your applications Take advantage of Android device hardware like the camera Internationalize, test, and publish your Android applications

Designing Multi-Device Experiences

Getting Started with Processing.py

Pro Android Flash

Sams Teach Yourself Android Application Development in 24 Hours

Programming Android

Build Android apps starting from zero programming experience with the new Kotlin programming language

Build smart looking Kotlin apps with UI and functionality for the Android platform Key FeaturesStart your Android programming career, or just have fun publishing apps on Google Play marketplaceThe first-principle introduction to Kotlin through Android, to start building easy-to-use appsLearn by example and build four real-world apps and dozens of mini-appsBook Description Android is the most popular mobile operating system in the world and Kotlin has been declared by Google as a first-class programming language to build Android apps. With the imminent arrival of the most anticipated Android update, Android 10 (Q), this book gets you started building apps compatible with the latest version of Android. It adopts a project-style approach, where we focus on teaching the fundamentals of Android app development and the essentials of Kotlin by building three real-world apps and more than a dozen mini-apps. The book begins by giving you a strong grasp of how Kotlin and Android work together before gradually moving onto exploring the various Android APIs for building stunning apps for Android with ease. You will learn to make your apps more presentable using different layouts. You will dive deep into Kotlin programming concepts such as variables, functions, data structures, Object-Oriented code, and how to connect your Kotlin code to the UI. You will learn to add multilingual text so that your app is accessible to millions of more potential users. You will learn how animation, graphics, and sound effects work and are implemented in your Android app. By the end of the book, you will have sound knowledge about significant Kotlin programming concepts and start building your own fully featured Android apps. What you will learnLearn how Kotlin and Android work togetherBuild a graphical drawing app using Object-Oriented Programming (OOP) principlesBuild beautiful, practical layouts using ScrollView, RecyclerView, NavigationView, ViewPager and CardViewWrite Kotlin code to manage an app's data using different strategies including JSON and the built-in Android SQLite databaseAdd user interaction, data captures, sound, and animation to your appsImplement dialog boxes to capture input from the userBuild a simple database app that sorts and stores the user's dataWho this book is for This book is for people who are new to Kotlin, Android and want to develop Android apps.It also acts as a refresher for those who have some experience in programming with Android and Kotlin.

The book is written in the principles and applications of feedback systems—now fully revised and expanded This textbook covers the mathematics needed to model, analyze, and design feedback systems. Now more user-friendly than ever, this revised and expanded edition of Feedback Systems is a one-volume resource for students and researchers in mathematics and engineering. It has applications across a range of disciplines that utilize feedback in physical, biological, information, and economic systems. Karl Åström and Richard Murray use techniques from physics, computer science, and operations research to introduce control-oriented modeling. They begin with state space tools for analysis and design, including stability of solutions, Lyapunov functions, reachability, state feedback observability, and estimators. The matrix exponential plays a central role in the analysis of linear control systems, allowing a concise development of many of the key concepts. Åström and Murray then develop and explain tools in the frequency domain, including transfer functions, Nyquist analysis, PID control, frequency domain design, and robustness. Features a new chapter on design principles and tools, illustrating the types of problems that can be solved using feedback Includes a new chapter on fundamental limits and new material on the Routh-Hurwitz criterion and root locus plots Provides exercises at the end of every chapter Comes with an electronic solutions manual An ideal textbook for undergraduate and graduate students Indispensable for researchers seeking a self-contained resource on control theory

Create mobile apps for Android phones and tablets using Processing, the free graphics-savvy language and development environment.

Rapid Android DevelopmentBuild Rich, Sensor-Based Applications with Processing

Fearless Cross-Platform Development with Delphi

Professional AndroidTM Application Development

Creating Great Software with C++ and Qt 4

GWT in Practice

How to Create Rapid Change in Your Health, Wealth, and Habits

How to Go Big, Create Wealth and Impact the World

*The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features—from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:
•Ownership and borrowing, lifetimes, and traits
•Using Rust's memory safety guarantees to build fast, safe programs
•Testing, error handling, and effective refactoring
•Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
•Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
•How best to use Rust's advanced compiler with compiler-led programming techniques
You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendices on Rust development tools and editors.*

*Build rich media applications for the iOS and Android platforms with this primer to Flash mobile apps. You get all of the essentials—from setting up your development environment to publishing your apps to the Google Market Place/iTunes App Store. Develop elementary applications without coding; then realize the power of ActionScript 3 to add rich complexity to your applications. Step-by-step instruction is combined with practical tutorial lessons to deliver a working understanding of the development stages including:
•Rapid prototyping
•Adding interactivity, audio, and video
•Employing iOS and Android Interface Calls
•Hardware optimization with AIR
•Game development, game engines, controlling physics, and 3D
•Designing for iPad, Android tablets, and Google TV
•Code optimization, testing, and debugging
User interfaces are presented in full color to illustrate their nuances. The companion website, www.visualizetheweb/flashmobile, includes all of the AS3 code, project files, and a blog to keep you up to date with related news and developments.*

WordPress is much more than a blogging platform. As this practical guide clearly demonstrates, you can use WordPress to build web apps of any type—not mere content sites, but full-blown apps for specific tasks. If you have PHP experience with a smattering of HTML, CSS, and JavaScript, you'll learn how to use WordPress plugins and themes to develop fast, scalable, and secure web apps, native mobile apps, web services, and even a network of multiple WordPress sites. The authors use examples from their recently released SchoolPress app to explain concepts and techniques throughout the book. All code examples are available on GitHub. Compare WordPress with traditional app development frameworks Use themes for views, and plugins for backend functionality Get suggestions for choosing WordPress plugins—or build your own Manage user accounts and roles, and access user data Build asynchronous behaviors in your app with jQuery Develop native apps for iOS and Android, using wrappers Incorporate PHP libraries, external APIs, and web service plugins Collect payments through ecommerce and membership plugins Use techniques to speed up and scale your WordPress app

This classic history of America's high-stakes quest to dominate the skies is "a gripping technothriller in which the technology is real" (New York Times Book Review). From the development of the U-2 to the Stealth fighter, Skunk Works is the true story of America's most secret and successful aerospace operation. As recounted by Ben Rich, the operation's brilliant boss for nearly two decades, the chronicle of Lockheed's legendary Skunk Works is a drama of Cold War confrontations and Gulf War air combat, of extraordinary feats of engineering and human achievement against fantastic odds. Here are up-close portraits of the maverick band of scientists and engineers who made the Skunk Works so renowned. Filled with telling personal anecdotes and high adventure, with narratives from the CIA and from Air Force pilots who flew the many classified, risky missions, this book is a riveting portrait of the most spectacular aviation triumphs of the twentieth century. "Thoroughly engrossing." --Los Angeles Times Book Review

Zero to One

Organizing Business and Technology Teams for Fast Flow

Notes on Startups, or How to Build the Future

Professional Android 2 Application Development

A Personal Memoir of My Years of Lockheed

IBM Worklight Mobile Application Development Essentials

Learn how to use the Processing programming language and environment to create Android applications with ease. This book covers the basics of the Processing language, allowing users to effectively program interactive graphics in 2D and 3D. It also details the application of these techniques to different types of Android devices (smartphones, tablets, wearables and smartwatches). Processing for Android walks you through the steps of taking an initial idea to a final app. With this book, you will be able to write engaging apps with interactive visuals driven by motion and location information obtained from the device 's sensors; including health data from the wearer, like step count and heart rate. An advantage of Processing for Android over more complex programming environments is the ability for users to focus on the interactions and visual output of their code rather than in the implementation details of the Android platform. This book goes through a comprehensive series of hand-on projects, ranging from simple sketches to more complex projects involving sensors and integration with larger apps. It also covers important aspects such as exporting your Processing projects as signed apps are ready to upload to the Google Play store and be share with the world! What You'll Learn Write apps and live wallpapers for smartphones and tablets Design and implement interactive watch faces Create Virtual Reality experiences for Cardboard devices Integrate Processing sketches into larger apps and Android Studio Export projects as completed apps ready to distribute through Google Play Store Who This Book Is For Artists, designers, students, researchers, and hobbyists who are not necessarily Android experts, but are looking to write mobile apps that make creative use of interactive graphics, sensor data, and virtual reality.

If you're a web developer, you know that you can use Ajax to add rich, user-friendly, dynamic features to your applications. With the Google Web Toolkit (GWT), a new Ajax tool from Google that automatically converts Java to JavaScript, you can build Ajax applications using the Java language. GWT in Practice is an example-driven, code-rich book designed for web developers already familiar with the basics of GWT who now want hands-on experience. After a quick review of GWT fundamentals, GWT in Practice presents scores of handy, reusable solutions to the problems you face when you need to move beyond "Hello World" and "proof of concept" applications. This book skips the theory and looks at the way things really work when you're building. I also shows you how GWT fits into the Enterprise Java Developer's toolkit. Written by expert authors Robert Cooper and Charlie Collins, this book combines sharp insight with hard-won experience. Readers will find thorough coverage of all aspects of GWT development from the basic GWT concepts to in depth real world example applications. The first part of the book is a rapid introduction to the GWT methodology. The second part of the book then delves into several practical examples which further demonstrate core aspects of the toolkit. The book concludes by presenting several larger GWT applications including drag and drop support for UI elements, data binding, processing streaming data, handling application state, automated builds, and continuous integration. Along the way GWT in Practice covers many additional facets of working with the toolkit. Various development tools are used throughout the book, including Eclipse, NetBeans, IDEA, Ant, Maven, and, of course, the old fashioned command line. The book also addresses integrating GWT with existing applications and services along with enterprise and team development.

Did you know you can take your Flash skills beyond the browser, allowing you to make apps for Android, iOS and the BlackBerry Tablet OS? Build dynamic apps today starting with the easy-to-use Android smartphones and tablets. Then, take your app to other platforms without writing native code. Pro Android Flash is the definitive guide to building Flash and other rich Internet applications (RIAs) on the Android platform. It covers the most popular RIA frameworks for Android developers—Flash and Flex—and shows how to build rich, immersive user experiences on both Android smartphones and tablets. You'll learn how to incorporate multimedia, animation, and special effects into your apps for maximum visual appeal. You'll also cover advanced topics, including input methods, hardware inputs, deployment, and performance optimization.

The big challenges in many of our systems design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

Making Interactive Graphics with Processing's Python Mode

The Step-By-Step Guide for Building a Great Company

World Development Report 2016

Escape 9-5, Live Anywhere, and Join the New Rich

Advanced Qt Programming

Learning React Native

Learn to rapidly build and deploy cross-platform applications from a single codebase with practical, real-world solutions using the mature Delphi 10.4 programming environment Key FeaturesImplement Delphi's modern features to build professional-grade Windows, web, mobile, and IoT applications and powerful serversBecome a Delphi code and project guru by learning best practices and techniques for cross-platform developmentDeploy your complete end-to-end application suite anywhereBook Description Delphi is a strongly typed, event-driven programming language with a rich ecosystem of frameworks and support tools. It comes with an extensive set of web and database libraries for rapid application development on desktop, mobile, and internet-enabled devices. This book will help you keep up with the latest IDE features and provide a sound foundation of project management and recent language enhancements to take your productivity to the next level. You'll discover how simple it is to support popular mobile device features as sensors, cameras, and GPS. The book will help you feel comfortable working with FireMonkey and styles and incorporating 3D user interfaces in new ways. As you advance, you'll be able to build cross-platform solutions that not only look native but also take advantage of a wide array of device capabilities. You'll also learn how to use embedded databases, such as SQLite and InterBase ToGo, synchronizing them with your own custom backend servers or modules using the powerful RAD Server engine. The book concludes by sharing tips for testing and deploying your end-to-end application suite for a smooth user experience. By the end of this book, you'll be able to deliver modern enterprise applications using Delphi confidently. What you will learnDiscover the latest enhancements in the Delphi IDEOvercome the barriers that hold you back from embracing cross-platform developmentBecome fluent with FireMonkey controls, styles, LiveBindings, and 3D objectsBuild Delphi packages to extend RAD Server or modularize your applicationsUse FireDAC to get quick and direct access to any dataLeverage IoT technologies such as Bluetooth and Beacons and learn how to put your app on a Raspberry PiEnable remote apps with backend servers on Windows and Linux through REST APIsDevelop modules for IIS and Apache web serversWho this book is for This book is for Delphi developers interested in expanding their skillset beyond Windows programming by creating professional-grade applications on multiple platforms, including Windows, Mac, iOS, Android, and back-office servers. You'll also find this book useful if you're a developer looking to upgrade your knowledge of Delphi to keep up with the latest changes and enhancements in this powerful toolset. Some Delphi programming experience is necessary to make the most out of this book.

Digital technologies are spreading rapidly, but digital dividends—the broader benefits of faster growth, more jobs, and better services—are not. If more than 40 percent of adults in East Africa pay their utility bills using a mobile phone, why can't others around the world do the same? If 9 billion entrepreneurs in China—one third of them women—can use an e-commerce platform to export goods to 120 countries, why can't entrepreneurs elsewhere achieve the same global reach? And if India can provide unique digital identification to 1 billion people in five years, and thereby reduce corruption by billions of dollars, why can't other countries replicate its success? Indeed, what's holding back countries from realizing the profound and transformational effects that digital technologies are supposed to deliver? Two main reasons. First, nearly 60 percent of the world's population are still offline and can't participate in the digital economy in any meaningful way. Second, and more important, the benefits of digital technologies can be offset by growing risks. Startups can disrupt incumbents, but not when vested interests and regulatory uncertainty obstruct competition and the entry of new firms. Employment opportunities may be greater, but not when the labor market is polarized. The Internet can be a platform for universal empowerment, but not when it becomes a tool for state control and elite capture. The World Development Report 2016 shows that while the digital revolution has forged ahead, its "analog complements"—the regulations that promote competition, the skills that enable workers to access and then leverage the new economy, and the institutions that are accountable to citizens—have not kept pace. And when these analog complements to digital investments are absent, the development impact can be disappointing. What, then, should countries do? They should formulate digital development strategies that are much broader than current information and communication technology (ICT) strategies. They should create a policy and institutional environment technology that fosters the greatest benefits. In short, they need to build a strong analog foundation to deliver digital dividends to everyone, everywhere.

If you know HTML, CSS, and JavaScript, you already have the tools you need to develop Android applications. This hands-on book shows you how to use these open source web standards to design and build apps that can be adapted for any Android device -- without having to use Java. You'll learn how to create an Android-friendly web app on the platform of your choice, and then convert it to a native Android app with the free PhoneGap framework. Discover why device-agnostic mobile apps are the wave of the future start building apps that offer greater flexibility and a broader reach. Learn the basics for making a web page look great on the Android web browser Convert a website into a web application, complete with progress indicators and more Add animation with jQueryTouch to make your web app look and feel like a native Android app Take advantage of client-side data storage with apps that run even when the Android device is offline Use PhoneGap to hook into advanced Android features -- including the accelerometer, geolocation, and alerts Test and debug your app on the Web under load with real users, and then submit the finished product to the Android Market This book received valuable community input through O'Reilly's Open Feedback Publishing System (OFPS). Learn more at http://labs.oreilly.com/ofps.html

Developers, build mobile Android apps using Android 4.1 The fast-growing popularity of Android smartphones and tablets creates a huge opportunities for developers. If you're an experienced developer, you can start creating robust mobile Android apps right away with this professional guide to Android 4 application development. Written by one of Google's lead Android developer advocates, this practical book walks you through a series of hands-on projects that illustrate the features of the Android SDK. That includes a new APIs introduced in Android 3 and 4, including building for tablets, using the Action Bar, Wi-Fi Direct, NFC Beam, and more. Shows experienced developers how to create mobile applications for Android smartphones and tablets Revised and expanded to cover all the Android SDK releases including Android 4.0 (Ice Cream Sandwich), including all updated APIs, and the latest changes to the Android platform. Explains new and enhanced features such as drag and drop, fragments, the action bar, enhanced multitouch support, new environmental sensor support, major improvements to the animation framework, and a range of new communications techniques including NFC and Wi-Fi direct. Provides practical guidance on publishing and marketing your applications, best practices for user experience, and more This book helps you learn to master the design, lifecycle, and UI of an Android app through practical exercises, which you can then use as a basis for developing your own Android apps.

Using Processing

The Big Ideas Behind Reliable, Scalable, and Maintainable Systems

Create Mobile, Sensor-Aware, and VR Applications Using Processing

Build Rich, Sensor-Based Applications with Processing

Building Android Apps with HTML, CSS, and JavaScript

The Busy Coder's Guide to Advanced Android Development

An edition expanded with more than 100 pages of new content offers a blueprint for a better life, whether one's dream is escaping the rat race, experiencing high-end world travel, earning a monthly five-figure income with zero management or just living more and working less.

This book will guide you through the process of building an application and customizing it with the help of lucid instructions on development, configuration, and administration with a practical, step-by-step approach. If you are a developer who wants to create mobile applications quickly, this is the book for you. Some basic knowledge about of web technologies and client-side languages such as JavaScript, CSS and HTML will serve you well.

*The foundation of inequality—on the basis of the rate of economic growth—is again threatening to generate extreme discontent and undermine democratic values. Thomas Piketty's findings in this ambitious, original, rigorous work will transform debate and set the agenda for the next generation of thought about wealth and inequality. More than 100,000 entrepreneurs rely on this book for detailed, step-by-step instructions on building successful, scalable, profitable startups. The National Science Foundation pays hundreds of startup teams each year to follow the process outlined in the book, and it's taught at Stanford, Berkeley, Columbia and more than 100 other leading universities worldwide. Why? The Startup Owner's Manual guides you, step-by-step, as you put the Customer Development process to work. This method was created by renowned Silicon Valley startup expert Steve Blank, co-creator with Eric Ries of the "Lean Startup" movement and tested and refined by him for more than a decade. This 608-page how-to guide includes over 100 charts, graphs, and diagrams, plus 77 valuable checklists that guide you as you drive your company toward profitability. It will help you:
• Avoid the 9 deadly sins that destroy startups' chances for success
• Use the Customer Development method to bring your business idea to life
• Incorporate the Business Model Canvas as the organizing principle for startup hypotheses
• Identify your customers and determine how to "get, keep and grow" customers profitably
• Compute how you'll drive your startup to repeatable, scalable profits. The Startup Owner's Manual was originally published by K&S Ranch Publishing Inc. and is now available from Wiley. The cover, design, and content are the same as the prior release and should not be considered a new or updated product.*

Build

Distance Education for Teacher Training

Expand your Delphi skills to build a new generation of Windows, web, mobile, and IoT applications

Capital in the Twenty-First Century

Building Web Apps with WordPress

Developing Android and iOS Applications

Bold is a radical how-to guide for using exponential technologies, moonshot thinking, and crowd-powered tools to create extraordinary wealth while also positively impacting the lives of billions. A follow-up to the authors' Abundance (2012).

Get a practical introduction to React Native, the JavaScript framework for writing and deploying fully featured mobile apps that render natively. The second edition of this hands-on guide shows you how to build applications that target iOS, Android, and other mobile platforms instead of browsers—apps that can access platform features such as the camera, user location, and local storage. Through code examples and step-by-step instructions, web developers and frontend engineers familiar with React will learn how to build and style interfaces, use mobile components, and debug and deploy apps. You'll learn how to extend React Native using third-party libraries or your own Java and Objective-C libraries. Understand how React Native works under the hood with native UI components Examine how React Native's mobile-based components compare to basic HTML elements Create and style your own React Native components and applications Take advantage of platform-specific APIs, as well as modules from the framework's community Incorporate platform-specific components into cross-platform apps Learn common pitfalls of React Native development, and tools for dealing with them Combine a large application's many screens into a cohesive UX Handle state management in a large app with the Redux library

There is no simpler way to make significant changes in your life than by learning self-hypnosis. Almost every leading book on personal development, from Napoleon Hill's book Think and Grow Rich, to Tony Robbins book Awaken the Giant Within stress the value of self-hypnosis. This book reveals the most effective methods behind that advice and tells you exactly how you can maximize your success easily by mastering self-hypnosis and autosuggestion in one of seven different ways. Self-hypnosis is a mystery to most, yet it is so easy that a child can do it! Thousands of academic studies evidence the power of hypnosis to treat medical conditions, change behaviors, and take emotional control in any area of life. It can even make you wealthy. In a way, this book will literally pay for itself with your success. Self-hypnosis can help you overcome obstacles, be more creative, and step into a new chapter of life. Are you ready to make lasting change? Do you want these changes to feel significant and meaningful? This book shows you the proof and then teaches you the methods that are backed by the research using a step-by-step guide that is easy to follow, ensuring you make the steps you need to make changes, at your pace and with confidence. Written by a Leading Expert with 30 Years' Experience Dr. Richard K. Nongard is an ICBCH Certified Professional Hypnotist, a Licensed Marriage and Family Therapist and an expert in helping people create lasting success. He has been a TEDx speaker, he is a popular author with over 20 books to his credit, and his self-hypnosis videos have been seen by more than four million people. Dr. Richard K. Nongard is the expert other professionals come to study with and learn advanced methods of professional hypnosis. In this book, he reveals the strategies that actually work and how you can do them at home. Everything is explained step-by-step. When you are finished with this book, you will have a new resource that you can tap into for the rest of your life. "We become what we think. Within this book, Dr. Nongard removes the mystery of self-hypnosis while highlighting the magic of how anyone can use these practical tools to enhance their lives. If you're ready to discover the power of hypnosis, read it now! I've read a bunch of books on self-hypnosis, and this one is superior." Kelley T. Woods, Author of Virtual Reality Hypnosis "FINALLY! Easy to learn techniques REAL people can use to get the results that they have been promised from a seemingly endless amount of self-help materials in existence today. If YOU want the SECRET Ingredient on how to actually APPLY the knowledge from that basket of "how-to" books on your shelf, then DO THIS NOW." Rich Guzzi, The Goombah Guru "Nongard's book empowers people with self-hypnosis. Discover in these pages, how you can master life-changing techniques to reach your goals." Karen Hand, Professional Hypnotist, Chicago "Just the P.O.W.E.R. Method of Self-Hypnosis revealed in this book is worth the price of the book. The other six techniques are equally as outstanding. Do not hesitate, read this book today if you are ready to exceed your goals!" Jason Linett, Author of Work Smart Business. "This is the definitive guide that will take you step-by-step into self-hypnosis and make it work for you." John Corbone, Author of Power Hypnosis: The Future of Hypnotic Sessions
Over 90 recipes to build exciting Android applications with Flash, Flex, and AIR.
The SEVEN Most EFFECTIVE Methods of SELF-HYPNOSIS
Building Native Mobile Apps with JavaScript

Android Programming with Kotlin for Beginners

The Definitive Guide to PyQt Programming

An Ecosystem Approach to User Experiences Across Devices

#1 NEW YORK TIMES BESTSELLER • "This book delivers completely new and refreshing ideas on how to create value in the world."—Mark Zuckerberg, CEO of Meta "Peter Thiel has built multiple breakthrough companies, and Zero to One shows how."—Elon Musk, CEO of SpaceX and Tesla The great secret of our time is that there are still uncharted frontiers to explore and new inventions to create. In Zero to One, legendary entrepreneur and investor Peter Thiel shows how we can find singular ways to create those new things.

even if we're too distracted by shiny mobile devices to notice. Information technology has improved rapidly, but there is no reason why progress should be limited to computers or Silicon Valley. Progress can be achieved in any industry or area of business. It comes from the most important skill that every leader must master: learning to think for yourself. Doing what someone else already knows how to do takes the world from 1 to n, adding more of something familiar. But when you do something new, you go from 0 to 1.

make a search engine. Tomorrow's champions will not win by competing ruthlessly in today's marketplace. They will escape competition altogether, because their businesses will be unique. Zero to One presents at once an optimistic view of the future of progress in America and a new way of thinking about innovation: it starts by learning to ask the questions that lead you to find value in unexpected places.

The rapid growth and development of Android-based devices has resulted in a wealth of sensitive information on mobile devices that offer minimal malware protection. This has created an immediate need for security professionals that understand how to best approach the subject of Android malware threats and analysis.In Android Malware and Analysis, K

Flash Development for Android Cookbook

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Introduction to Game Development

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