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It is an exciting time to be a Windows developer. The arrival of Windows 8 is a complete game changer. The operating system and its development platform offer you an entirely new way to create rich, full-featured Windows-based applications. This team of authors takes you on a journey through all of the new development features of the Windows 8 platform specifically how to utilize Visual Studio 2012 and the XAML/C# languages to produce robust apps that are ready for deployment in the new Windows Store. **Professional Windows 8 Programming: Learn how to utilize XAML to create rich content driven user interfaces** Make use of the new AppBar to create a chrome-less menu system See how to support Sensors and Geo-location on Windows 8 devices Integrate your app into the Windows 8 ecosystem with Contracts and Extensions Walks you through the new Windows 8 navigation system for multi-page apps Minimize code with Data Binding and MVVM design patterns Features tips on getting your app ready for the Windows store Maximize revenue for your app by learning about available monetization strategies The fast and easy guide for creating Windows 8 apps using popular technologies! This book offers a primer for building HTML5, CSS3 and JavaScript applications for Windows 8. It includes an up-to-date guide for dusting off an aging HTML skill set and adapting to the Windows 8 apps and provides a reference for Windows and .NET programmers not familiar with HTML5. The overall design principles of MetroUI (the new design paradigm for Windows) are discussed. The book also addresses visual design with HTML and CSS, which are the visual design languages to bring MetroUI applications to the screen. Finally, there is a section on using JavaScript for inter- and intra-functional components. Contains the design principles for MetroUI, the new design paradigm for Windows The author is an enterprise architect, seasoned programmer and web developer who specializes in implementing Microsoft solutions at his client sites Shows how to develop HTML5, CSS3, and JavaScript applications for Windows 8 This is the ideal resource for current Microsoft developers who need a primer or refresher for developing in HTML and JavaScript for Windows. DotNetNuke creator Shaun Walker leads this superlative author team of MVPs while delivering the latest update of a bestseller. They offer complete coverage of the major revisions to DotNetNuke 5, such as more granular administration, widgets, XHTML compliance, improved social networking, workflow, and better content management. They thoroughly cover installing, configuring, administering, and developing modules for DotNetNuke. You'll learn portal and host administration, configuration in a hosted environment, developing and working with modules, designing a DotNetNuke portal with skins, integrating workflow in DotNetNuke, using DotNetNuke social networking tools, and much more. The highest rated WordPress development and design book on the market is back with an all new third edition. Professional WordPress is the only WordPress book targeted to developers, with advanced content that exploits the full functionality of the most popular CMS in the world. Fully updated to align with WordPress 4.1, this edition has updated examples with all new screenshots, and full exploration of additional tasks made possible by the latest tools and features. You will gain insight into real projects that currently use WordPress as an application framework, as well as the basic usage and functionality of the system from a developer's perspective. The book's key features include detailed information and real-world examples that illustrate the concepts and techniques at work, plus code downloads and examples accessible through the companion website. Written by practicing WordPress developers, the content of this edition focuses on real world application of WordPress concepts that extend beyond the current WordPress version. WordPress started in 2003 with a single bit of code to enhance the typography of everyday writing, and has grown to be the largest self-hosted website platform in the world. This book helps you use WordPress efficiently, effectively, and professionally, with new ideas and expert perspectives on full system exploitation. Get up to speed on the new features in WordPress 4.1 Learn cutting edge uses of WordPress, including real-world projects Discover how to migrate existing websites to WordPress Understand current best practices and tools in WordPress development WordPress was born out of a desire for an elegant, well-architected personal publishing system built on PHP and MySQL, and has evolved to be used as a full content management system through thousands of plugins, widgets, and themes. Professional WordPress is the essential developer's guide to this multifunctional system. WordPress is much more than a blogging platform. If you have basic PHP, HTML, CSS, and JavaScript experience you can use WordPress to develop fast, scalable, secure, and highly customized web apps, mobile apps, web services, and multisite networks of websites. Along with core WordPress functions and database schema, you'll learn how to build custom plugins, themes, and services for just about any kind of web or mobile application. In this updated second edition, Brian Messenlehner and Jason Coleman cover new features and functionality added to WordPress up to version 5.4. All code examples in the book are available on GitHub. Compare WordPress with traditional app development frameworks Use themes for views and plugins for backend functionality Get suggestions for choosing or building WordPress plugins Register custom post types (CPTs) and taxonomies Manage user accounts and roles, and access user data Build asynchronous behaviors with jQuery Use WordPress to develop mobile apps for iOS and Android Integrate PHP libraries, external APIs, and web service plugins Collect payments through ecommerce and membership plugins Learn how to speed up and scale your WordPress app Extend the WordPress REST API and create custom endpoints Learn about WordPress Gutenberg blocks development * Provides ready-to-run code for some of the most common tasks that .NET applications need to perform, which readers can incorporate directly into their own applications * Shows how to develop an extensible application framework that will greatly simplify development using the Microsoft .NET Framework * Provides examples of advanced object-oriented techniques such as design patterns in the context of real applications * The complete source code for SAF, which is ready for use and can be modified freely, is available for download * Deepens knowledge of .NET by showing many different .NET technologies (e.g. Remoting) in action, in a real application - not just illustrative samples This book is aimed at web developers who are familiar with frontend technologies like JavaScript, HTML, and CSS, and modern tools like Bower, Yeoman, and Grunt. This book is a practical tool for Java™ programmers. It provides the necessary information for finding, evaluating and selecting an application framework for programming needs. It explains in plain language the benefits of frameworks and component technologies, specifically in relation to web application development. The book is unique: it does not focus on any specific technology, and uses examples from several different frameworks to explain the underlying principles. As the market for web applications begins its second wave, this volume provides the critical information for developers to make the

transition into componentized framework-based development, keeping them ahead in an increasingly competitive market. Provides an introduction to the goals and interfaces that Systems Applications Architecture (SAA) from IBM defines. The book presents a detailed examination of the Common User Access (CUA) interface that defines the way in which an application developer creates a compliant user interface. 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. "Addresses the complex subject of managing applications from the initial business need, through the Application Management lifecycle, up to and including retirement." - page 3. Start building iPhone apps today with this friendly guide, now in full color! Whether you're a beginning programmer who wants to build your first app or a professional developer looking to leverage the marketing power of the iPhone SDK, this book will help. It walks you through the basics for building a variety of iOS applications using Apple developer tools and covers the essential steps for creating apps that get accepted into the App Store. This new edition covers all the latest information, including key updates to iPad universal code and tips on developing specifically for mobile apps. Full-color illustrations make it easier to see exactly what will appear on your screen. Walks you through the fundamentals of developing a variety of applications for the iPhone Shows you how to use Apple's developer tools Delves into getting your apps into the App Store and selling them Addresses the universal code feature that allows you to develop apps and port them from the iPhone to the iPad and back Covers the latest updates for the iPad universal code and the new iPhone SDK No matter what your level of expertise may be, you'll be able to leverage the power of the iOS SDK with the advice in this full-color book. Note: Apple's iOS SDK tools are only accessible on Intel-powered Mac and MacBook devices. Develop secure applications using different features of Azure Active Directory along with modern authentication techniques and protocols Key Features • Confidently secure your Azure applications using the tools offered by Azure AD • Get to grips with the most modern and effective authorization and authentication protocols • Unlock the potential of Azure AD's most advanced features including Microsoft Graph and Azure AD B2C Book Description Azure Active Directory for Secure Application Development is your one-stop shop for learning how to develop secure applications using modern authentication techniques with Microsoft Azure AD. Whether you're working with single-tenant, multi-tenant, or line-of-business applications, this book contains everything you need to secure them. The book wastes no time in diving into the practicalities of Azure AD. Right from the start, you'll be setting up tenants, adding users, and registering your first application in Azure AD. The balance between grasping and applying theory is maintained as you move from the intermediate to the advanced: from the basics of OAuth to getting your hands dirty with building applications and registering them in Azure AD. Want to pin down the Microsoft Graph, Azure AD B2C, or authentication protocol best practices? We've got you covered. The full range of Azure AD functionality from a developer perspective is here for you to explore with confidence. By the end of this secure app development book, you'll have developed the skill set that so many organizations are clamoring for. Security is mission-critical, and after reading this book, you will be too. What you will learn • Get an overview of Azure AD and set up your Azure AD instance • Master application configuration and the use of service principals • Understand new authentication protocols • Explore the Microsoft Identity libraries • Use OpenID Connect, OAuth 2.0, and MSAL to make sign-in fully secure • Build a custom app that leverages the Microsoft Graph API • Deploy Azure AD B2C to meet your security requirements • Create user flows and policies in Azure AD B2C Who this book is for If you are a developer or architect who has basic knowledge of Azure Active Directory and are looking to gain expertise in the application security domain, this is the book for you. Basic Azure knowledge and experience in building web applications and web APIs in C# will help you get the most out of this book. Advancements in technology have allowed for the creation of new tools and innovations that can improve different aspects of life. These applications can be utilized across different technological platforms. Application Development and Design: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as software design, mobile applications, and web applications, this multi-volume book is ideally designed for researchers, academics, engineers, professionals, students, and practitioners interested in emerging technology applications. Gain the expertise you need to build custom application frameworks and responsive and visually appealing user interfaces with WPF, C#, and .NET Key Features Discover a smarter way of working with WPF using the MVVM software architectural pattern Create your own lightweight application framework to build your future applications upon Understand data binding and learn how to use it in an application Book Description Microsoft Windows Presentation Foundation (WPF) provides several libraries and APIs for developers to create engaging user experiences. This book features a wide range of simple through to complex examples to demonstrate how to develop enterprise-grade applications for Windows desktop with WPF. This updated second edition of Mastering Windows Presentation Foundation starts by covering the benefits of using the Model-View-ViewModel (MVVM) software architectural pattern with WPF, before guiding you through debugging your WPF apps. The book will then take you through the application architecture and building the foundation layer for your apps. As you advance, you'll get to grips with data binding, explore the various built-in WPF controls, and customize them to suit your requirements. You'll learn how to create custom controls to meet your needs when the built-in functionality is not enough. You'll also learn how to enhance your applications using practical animations, stunning visuals, and responsive data validation. To ensure that your app is not only interactive but also efficient, you'll focus on improving application performance, and finally, discover the different methods for deploying your applications. By the end of this book, you'll be proficient in using WPF for developing efficient yet robust user interfaces. What you will learn Discover MVVM and how it assists development with WPF Implement your own custom application framework Become proficient with Data Binding Understand how to adapt the built-in controls Get up to speed with animations Implement responsive data validation Create visually appealing user interfaces Improve application performance Learn how to deploy your applications Who this book is for This Windows book is for developers with basic to intermediate-level knowledge of Windows Presentation Foundation and for those interested in simply enhancing their WPF skills. If you're looking to learn more about application architecture and designing user interfaces in a visually appealing manner, you'll find this book useful. Object Technology The first experience-based guide to building object-oriented frameworks Building Application Frameworks By providing reusable skeletons on which to build new applications, frameworks can save you countless hours and thousands (even millions) of dollars in development costs. Written and edited by some of the top names in the object-oriented programming world, this is the first complete study of building frameworks. Using examples drawn from successful implementations worldwide, it walks you through all the steps of a framework development project. Providing guidance on all key technical and business issues surrounding framework construction, it covers: * Techniques for developing, integrating, and adapting frameworks * Leveraging existing design and code * Selecting and utilizing frameworks * Tracking, controlling, and documenting framework development * Maintaining, measuring, and controlling framework quality * Training developers in the effective use of frameworks * Evaluating frameworks and framework investments This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through four complete sprints, this book takes you through every step needed to build brand new cross-platform web apps with ASP.NET Core, and make them available on the Internet. You won't just master Microsoft's revolutionary open source ASP.NET Core technology: you'll learn how to integrate the immense power of MVC, Docker, Azure Web Apps, Visual Studio and Visual Studio Code, C#, JavaScript, TypeScript, and Entity Framework. Working through the authors' carefully designed sprints, you'll start with a blank canvas, move through software architecture and design, adjusting to user feedback, recovering from mistakes, builds, testing, deployment, maintenance, refactoring, and more. Along the way, you'll learn techniques for delivering state-of-the-art software to users more rapidly and repeatably than ever before. Master Oracle Mobile Application Framework In Oracle Mobile Application

Framework Developer Guide, Oracle ACE Luc Bors explains how to use this powerful tool to create multiplatform mobile apps based on a single code base. Detailed examples and ready-to-use code are provided throughout the book. A complete, step-by-step sample application highlights the robust functionality of Oracle Mobile Application Framework, including data visualization, UX patterns, geographical maps, push notifications, and more. Take full advantage of the visual and declarative development features of Oracle Mobile Application Framework with help from this Oracle Press resource. Configure your IDE for Android and Apple iOS application development Build AMX pages and task flows for mobile applications Work with the binding layer and data controls Create application features and configure access to them in the springboard and navigation bar Call web services using a data control and create an on-device database Implement device interaction services Debug, test, and secure Oracle Mobile Application Framework applications Build an interactive sample app that maximizes Oracle Mobile Application Framework capabilities The updated edition of the bestselling guide to Android appdevelopment If you have ambitions to build an Android app, this hands-onguide gives you everything you need to dig into the developmentprocess and turn your great idea into a reality! In this newedition of Android App Development For Dummies, you'll findeasy-to-follow access to the latest programming techniques thattake advantage of the new features of the Android operating system.Plus, two programs are provided: a simple program to get youstarted and an intermediate program that uses more advanced aspectsof the Android platform. Android mobile devices currently account for nearly 80% ofmobile phone market share worldwide, making it the best platform toreach the widest possible audience. With the help of this friendlyguide, developers of all stripes will quickly find out how toinstall the tools they need, design a good user interface, graspthe design differences between phone and tablet applications,handle user input, avoid common pitfalls, and turn a "meh" app intoone that garners applause. Create seriously cool apps for the latest Android smartphonesand tablets Adapt your existing apps for use on an Android device Start working with programs and tools to create Androidapps Publish your apps to the Google Play Store Whether you're a new or veteran programmer, Android AppDevelopment For Dummies will have you up and running with theins and outs of the Android platform in no time. Learn in easy stages how to rapidly build leading-edge web applications from scratch. About This Book Develop powerful web applications rapidly with WordPress Explore the significant features and improvements introduced in WordPress 4.7 by learning the numerous tips and techniques in this book. Unleash the power of REST API endpoints to make your interaction with websites new and innovative. Who This Book Is For This book is targeted at WordPress developers and designers who want to develop quality web applications within a limited time frame and maximize their profits. A prior knowledge of basic web development and design is assumed. What You Will Learn Develop extendable plugins with the use of WordPress features in core modules Develop pluggable modules to extend the core features of WordPress as independent modules Manage permissions for a wide range of content types in web applications based on different user types Follow WordPress coding standards to develop reusable and maintainable code Build and customize themes beyond conventional web layouts Explore the power of core database tables and understand the limitations when designing database tables for large applications Integrate open source modules into WordPress applications to keep up with the latest open source technologies Customize the WordPress admin section and themes to create the look and feel of a typical web application In Detail WordPress is one of the most rapidly expanding markets on the Web. Learning how to build complex and scalable web applications will give you the ability and knowledge to step into the future of WordPress. WordPress 4.7 introduces some exciting new improvements and several bug fixes, which further improve the entire development process.This book is a practical, scenario-based guide to expanding the power of the WordPress core modules to develop modular and maintainable real-world applications from scratch. This book consistently emphasizes adapting WordPress features into web applications. It will walk you through the advanced usages of existing features such as access controlling; database handling; custom post types; pluggable plugins; content restrictions; routing; translation; caching; and many more, while you build the backend of a forum management application. This book begins by explaining how to plan the development of a web application using WordPress' core features. Once the core features are explained, you will learn how to build an application by extending them through custom plugin development. Finally, you will explore advanced non-functional features and application integration. After reading this book, you will have the ability to develop powerful web applications rapidly within limited time frames. Style and approach An extensive, practical guide that explains how to adapt WordPress features, both conventional and trending, for web applications. The main purpose of this book is to include all factors which are used in making applications, which contribute to appropriate solutions, ideas, technology choices, and then launch an application being made to the users. Applications must allow us an easier, faster and better quality handling of repetitive cases in the real world. The author Kanalakis gives in-depth and detailed guidance on how to build a single, scalable enterprise application with C# and using .NET technologies. This is a patterns guide to building effective object-oriented software frameworks. It covers the entire range of development activities from initial requirements gathering to teamwork and documentation. The Spring Framework is a major open source application development framework that makes Java/J2EE(TM) development easier and more productive. This book shows you not only what Spring can do but why, explaining its functionality and motivation to help you use all parts of the framework to develop successful applications. You will be guided through all the Spring features and see how they form a coherent whole. In turn, this will help you understand the rationale for Spring's approach, when to use Spring, and how to follow best practices. All this is illustrated with a complete sample application. When you finish the book, you will be well equipped to use Spring effectively in everything from simple Web applications to complex enterprise applications. What you will learn from this book * The core Inversion of Control container and the concept of Dependency Injection * Spring's Aspect Oriented Programming (AOP) framework and why AOP is important in J2EE development * How to use Spring's programmatic and declarative transaction management services effectively * Ways to access data using Spring's JDBC functionality, iBATIS SQL Maps, Hibernate, and other O/R mapping frameworks * Spring services for accessing and implementing EJBs * Spring's remoting framework Who this book is for This book is for Java/J2EE architects and developers who want to gain a deeper knowledge of the Spring Framework and use it effectively. Wrox Professional guides are planned and written by working programmers to meet the real-world needs of programmers, developers, and IT professionals. Focused and relevant, they address the issues technology professionals face every day. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job. Build web applications in C# and Microsoft .NET 6 that run in any modern browser and become a full-stack web developer!. Do all these things using the Microsoft Blazor framework and the techniques shown in this book. New in this edition is coverage of the new and improved Razor syntax, communication with the server using SignalR and/or gRPC, the use of virtualization to load large quantities of data efficiently, deployment and ahead-of-time compilation into WASM, new unit testing features, security using OpenID Connect, and more. Reading this book helps you learn to build user interfaces and present data to a user for display and modification, capturing the user's changes via data binding. The book shows how to access a rich library of .NET functionality such as a component model for building a composable user interface, including how to develop reusable components that can be used across many pages and websites. Also covered is data exchange with a server using REST, SignalR, and gRPC, giving you access to microservices and database services. Blazor provides a fresh take on web development by eliminating the need for you to learn different languages and frameworks for client- and server-side development. Blazor allows C# and .NET to be used on all sides-both server-side and client-side-providing a robust feature set that is well suited toward scalable, enterprise-level applications. With Blazor you can use all your experience in .NET 6 along with thousands existing libraries, right in the browser. This book gets you proficient using this important toolkit for web application development. What You Will Learn Build user interfaces and display data for users to edit Capture user edits and changes via data binding Transfer data back and forth between server and client Communicate with microservices and database services using REST, SignalR, or gRPC Develop reusable components and assemble them into bigger components Use routing to build single-page applications (SPAs) Build stable and maintainable software using unit testing Internationalize your application to reach more users Secure your Blazor application with OpenID Connect. Object Technology A gold mine of enterprise application frameworks Implementing Application Frameworks While frameworks can save your company millions in development costs over time, the initial investment can be quite high. This book/CD-ROM package helps you to reduce the cost of framework development by providing 40 case studies documenting the experiences of framework builders and users at major corporations and research labs, worldwide. Throughout, the authors extract important lessons and highlight technical and organizational implementation practices that have been proven to yield the biggest payoff. Focusing primarily on

business systems and agent-based application frameworks, it covers frameworks for: * Data processing * Agent-based applications * Artificial intelligence applications * Object-oriented business processes * System application frameworks * Programming languages and tools * And much more The enclosed CD-ROM gives you: * Example frameworks * Documentation and manuals * Framework code and implementation tips * Sample framework architectures and models * Design patterns and presentations * Animated demonstrations Explore the complex app development concepts for iOS application programming with fun and ease. **KEY FEATURES** ● In-depth knowledge with practical examples on how to develop professional iOS apps. ● Includes coverage on the entire iOS application development, right from designing the UI to application deployment. ● Get to know more about machine learning and augmented reality, and their impact on iOS apps. **DESCRIPTION** Grab this book if you want to make Apps for Apple's iOS devices and that too efficiently like a skilled developer. This book covers the complete development of iOS applications, right from concepts of designing an application to adding machine learning capabilities in the applications. You will learn and practice the App development environment with Xcode and Swift programming. Concepts like different types of views and UI components, data manipulations, animations, different iOS screen views, and integrating web services are covered in detail with examples. You will also learn the popular machine learning technology and fascinating features like Augmented Reality to be put into use in your app. You will learn to run automated application testing, use SwiftUI, and deploy applications on the network. **WHAT YOU WILL LEARN** ● Build strong familiarity with the entire application development environment. ● Revive essential coding concepts and methods of Swift and Xcode. ● Simplify integration of iOS apps with web services, including JSON and XML decoding. ● Learn to work with iOS ARKit and add the experience of augmented reality to applications. ● Work with popular SwiftUI, XCTest, and a growing machine learning library, CoreML. **WHO THIS BOOK IS FOR** This book caters to mobile developers, application developers, and students who want to build sound proficiency in the entire process of iOS Application development. Knowing basic programming concepts would be good, although not mandatory. **TABLE OF CONTENTS** 1. iOS App Development Environment 2. Swift Programming Language 3. User Interface and Data Handling 4. Different Views in iOS Devices 5. Image and Animation 6. Multi-View Application and Navigation 7. Data Persistence for iOS Devices 8. Integration with Web Services 9. Augmented Reality 10. Machine Learning 11. App Testing and Deployment 12. SwiftUI This book constitutes the refereed proceedings of the Third International Symposium on End-User Development, IS-EUD 2011, held in Torre Canne, Italy, in June 2011. The 14 long papers and 21 short papers presented were carefully reviewed and selected for inclusion in the book. In addition the volume contains 2 keynote speeches, 14 doctoral consortia, and information on 3 workshops. The contributions are organized in topical sections on mashups, frameworks, users as co-designers, infrastructures, methodologies and guidelines, beyond the desktop, end-user development in the workplace, meta-design, and supporting end-user developers. **Architect IBM® WebSphere® Applications for Maximum Performance, Security, Flexibility, Usability, and Value** Successful, high-value WebSphere applications begin with effective architecture. Now, one of IBM's leading WebSphere and WebSphere Portal architects offers a hands-on, best-practice guide to every facet of defining, planning, and implementing WebSphere application architectures. Joey Bernal shows working architects and teams how to define layered architectural standards that can be used across the entire organization, improving application quality without compromising flexibility. Bernal begins by illuminating the role of architecture and the responsibilities of the architect in WebSphere applications and SOA environments. Next, he introduces specific architectural techniques for addressing persistence, application performance, security, functionality, user interaction, and much more. Bernal presents a series of sample architectures drawn from his work with several leading organizations, demonstrating how architectures can evolve to support new layers and changing business requirements. Throughout, his techniques are specific enough to address realistic enterprise challenges, while still sufficiently high-level to be useful in diverse and heterogeneous environments. Coverage includes • Choosing persistence frameworks that serve business requirements without excessive complexity • Avoiding persistence-related problems with performance, security, or application functionality • Designing and deploying effective middle layers and dependent libraries within WebSphere Application Server • Using WebSphere mechanisms and architectural techniques to avoid common security attacks such as SQL injection • Improving performance with WebSphere Application Server caching, including Distributed Maps and Servlet/JSP fragment caching • Using presentation frameworks to provide fast, robust, and attractive user interaction • Incorporating portals that provide a standardized framework for merging multiple applications Joey Bernal is an Executive IT Specialist with IBM Software Services for Lotus. Senior Certified with IBM as an IT Specialist, he has an extensive background in designing and developing Web and Portal Applications. He often leads IBM teams that have assisted dozens of clients in leveraging WebSphere Portal to address architecture, design, and implementation challenges. A frequent speaker on WebSphere and portal topics, Bernal is coauthor of Programming Portlets, and hosts the developerWorks blog: WebSphere Portal in Action. Prior to joining IBM, he was Director of IT for an incentive and performance improvement company, and served as lead technical advisor and architect for high-profile Internet and intranet applications at several Fortune 500 companies. You can also visit the author's Web site at www.bernal.net. The IBM Press developerWorks® Series is a unique undertaking in which print books and the Web are mutually supportive. The publications in this series are complemented by resources on the developerWorks Web site on ibm.com®. Icons throughout the book alert the reader to these valuable resources. This volume contains the papers presented at the International Conference on Object Oriented Information Systems OOIS'94, held at South Bank University, London, December 19 - 21, 1994. In response to our call for papers, a total 85 papers from 24 different countries were submitted. Each paper was evaluated by at least two Program Committee members and an additional reviewer. Together, we selected 41 papers for presentation at the conference and inclusion in the Proceedings. Also included are the keynote addresses by Peter Gray and Michael Jackson. The other submissions were recommended for presentation in the poster sessions. Peter Gray, our invited speaker, evaluates the problems of object-oriented systems and data independence by looking at how object oriented database applications are failing to perceive its benefits, and instead rely too much on encapsulation. He suggests alternative kinds of object storage to preserve data independence. The second invited speaker, Michael Jackson describes a way of solving problems, by focusing directly on the problems themselves, their components and structures and on the relationships between the problem and the solution method. He discusses a particular view of the role of object-orientation in software development. **Learn to build great applications for the new Windows Phone 7 platform!** Whether you're a budding developer or a professional programmer, this four-color reference covers all the details for developing applications specifically for the Windows Phone 7 platform. The straightforward-but-fun approach tackles not only building an application that is sellable and fulfills user demands, but also shows you how to navigate getting your apps into the Windows Phone 7 Marketplace. Guides both novice and professional developers through building amazing applications for the new Windows Phone 7 platform Covers working with graphics, designing games, selling apps, and more Provides a helpful introduction to Windows Phone 7 to set a foundation for the app development process Addresses architectural options for your Windows Phone 7 application Takes a look at the Windows Phone 7 Marketplace and helps guide you through the submission process If you're ready to get started developing your own apps for the new Windows Phone 7 platform, then open up Windows Phone 7 Application Development For Dummies and see how it sparkles! Provides guidelines on creating applications with Mozilla that are based on top of the core Mozilla source code. Focuses on utilizing Mozilla's cross-platform development framework. Learn iOS App development with advanced Apple technology and developer-centric tools. **KEY FEATURES** ● Loaded with core developer tools, including SwiftUI, Xcode, and CoreML. ● Covers app architecture, design patterns, and mobile hardware use in app development. ● Numerous examples covering database, GPS, image recognition, and ML. **DESCRIPTION** This book is a step-by-step, hands-on guide for Apple developers to build iOS apps using Swift programming with minimal effort. This book will help develop the knowledge and skills necessary to program Apple applications independently. This book introduces you to Swift, SwiftUI, MapKit, Xcode, and Core ML and guides you through the process of creating a strong, marketable iOS application. The book begins with the fundamentals of Swift, which will serve as the foundation for future app development. This book will help readers to develop user interfaces for iOS applications, using SwiftUI and Interface Builder, as well as the code for views, view controllers, and data managers. The book teaches how to use Core Data and SQLite to store databases. It will help you work with Apple technologies and frameworks, including Core Location and MapKit for GPS tracking, Camera and Photo Library for image storage, Core ML for machine learning, and implementations of artificial intelligence solutions. By the end of this book, you will have developed a solid foundation for writing Swift apps, utilizing best practices in architecture, and publishing them to the app store.

The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps. WHAT YOU WILL LEARN ● Develop practical skills in Swift programming, Xcode, and SwiftUI. ● Learn to work around the database, file handling, and networking while building apps. ● Utilize the capabilities of mobile hardware to include sound, images, and videos. ● Bring machine learning capabilities using the Core ML framework. ● Integrate features such as App Gestures and Core Location into iOS applications. ● Utilize mobile design patterns and maintain a clean coding style. WHO THIS BOOK IS FOR This book is ideal for beginners in programming, students, and professionals interested in learning how to program in iOS, use various developer tools, and create Apple apps. Working knowledge of any programming language is an advantage but not required. TABLE OF CONTENTS 1. Getting Started with Xcode 2. Swift Fundamentals 3. Classes, Struct, and Enumerations 4. Protocols, Extensions, and Error Handling 5. TabBar, TableView, and CollectionView 6. User Interface Design with SwiftUI 7. Database with SQLite and Core Data 8. File Handling in iOS 9. App Gesture Recognizers in iOS 10. Core Location with MapKit 11. Camera And Photo Library 12. Machine Learning with Core ML 13. Networking in iOS Apps 14. Mobile App Patterns and Architectures 15. Publish iOS App on App Store

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. Work practices and organizational processes vary widely and evolve constantly. The technological infrastructure has to follow, allowing or even supporting these changes. Traditional approaches to software engineering reach their limits whenever the full spectrum of user requirements cannot be anticipated or the frequency of changes makes software reengineering cycles too clumsy to address all the needs of a specific field of application. Moreover, the increasing importance of 'infrastructural' aspects, particularly the mutual dependencies between technologies, usages, and domain competencies, calls for a differentiation of roles beyond the classical user-designer dichotomy. End user development (EUD) addresses these issues by offering lightweight, use-time support which allows users to configure, adapt, and evolve their software by themselves. EUD is understood as a set of methods, techniques, and tools that allow users of software systems who are acting as non-professional software developers to 1 create, modify, or extend a software artifact. While programming activities by non-professional actors are an essential focus, EUD also investigates related activities such as collective understanding and sense-making of use problems and solutions, the interaction among end users with regard to the introduction and diffusion of new configurations, or delegation patterns that may also partly involve professional designers. DotNetNuke is a powerful open source framework that creates and deploys robust modules on the ASP.NET platform. Written by its core team of developers, this book will provide you with the tools and insight you'll need to install, configure, and develop your own stunning Web applications using DotNetNuke 4. You'll first gain an inside look into the history of this project as well as the basic operations of a DotNetNuke portal. You'll then find detailed information on how the application is architected and how you can extend it by building modules and skins. With this information, you'll be able to complete projects such as commercial Web sites, corporate intranets and extranets, online publishing portals, and custom vertical applications. What you will learn from this book The latest features and functionality of DotNetNuke 4 for ASP.NET 2.0 The best way to install DotNetNuke on the server Proven tips for managing and administering a DotNetNuke portal How to dramatically enhance your Web site's user interface using skins Techniques for extending the portal framework Ways to create a unique look for your porta Who this book is for This book is for the nondeveloper or administrator who wants to dive into the exciting DotNetNuke framework. It is also for experienced ASP.NET developers who want to use DotNetNuke to build dynamic ASP.NET sites or create add-ins to DotNetNuke. Wrox Professional guides are planned and written by working programmers to meet the real-world needs of programmers, developers, and IT professionals. Focused and relevant, they address the issues technology professionals face every day. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job. An in-depth guide to exploring the design, architecture, and techniques behind building sophisticated, scalable, and maintainable single-page applications in JavaScript About This Book Build large-scale, feature-complete SPAs by leveraging widely used tools and techniques. Gain a solid understanding of architecture and SPA design to build applications using the library or framework of your choice. Explore the various facets of SPA development to build web apps that are fast, scalable, and easy to test. Who This Book Is For This book is ideal for JavaScript developers who want to build complex single-page applications in JavaScript. Some basic understanding of SPA concepts will be helpful but not essential. What You Will Learn Organize your development environment using the command line with NPM, Bower, and Grunt. Choose an accurate design pattern for your app Understand modular JavaScript programming and Node.js Interact with a REST API using JavaScript and AJAX with practical examples Build a single page application using the MEAN stack Connect your app across popular social media platforms such as Facebook, Twitter, and LinkedIn Test your app, both on the server side and in views Prepare your app for the real world and deploy it to Heroku In Detail Single-page web applications—or SPAs, as they are commonly referred to—are quickly becoming the de facto standard for web app development. The fact that a major part of the app runs inside a single web page makes it very interesting and appealing. Also, the accelerated growth of browser capabilities is pushing us closer to the day when all apps will run entirely in the browser. This book will take your JavaScript development skills to the next level by teaching you to create a single-page application within a full-stack JavaScript environment. Using only JavaScript, you can go from being a front-end developer to a full-stack application developer with relative ease. You will learn to cross the boundary from front-end development to server-side development through the use of JavaScript on both ends. Use your existing knowledge of JavaScript by learning to manage a JSON document data store with MongoDB, writing a JavaScript powered REST API with Node.js and Express, and designing a front-end powered by AngularJS. This book will teach you to leverage the MEAN stack to do everything from document database design, routing REST web API requests, data-binding within views, and adding authentication and security to building a full-fledged, complex, single-page web application. In addition to building a full-stack JavaScript app, you will learn to test it with JavaScript-powered testing tools such as Mocha, Karma, and Jasmine. Finally, you will learn about deployment and scaling so that you can launch your own apps into the real world. Style and approach Following a structured approach, this book helps readers gain expertise in SPA development. Its thorough coverage of SPA architecture and design, along with practical use cases, provides readers with a clear path to building applications with the library of their choice. For readers who are afraid to take the plunge straightaway, the book also offers step-by-step guidance on developing a complex web app. Advanced Android™ Application Development, Fourth Edition, is the definitive guide to building robust, commercial-grade Android apps. Systematically revised and updated, this guide brings together powerful, advanced techniques for the entire app development cycle, including design, coding, testing, debugging, and distribution. With the addition of quizzes and exercises in every chapter, it is ideal for both professional and classroom use. An outstanding practical reference for the newest Android APIs, this guide provides in-depth explanations of code utilizing key API features and includes downloadable sample apps for nearly every chapter. Together, they provide a solid foundation for any modern app project. Throughout, the authors draw on decades of in-the-trenches experience as professional mobile developers to provide tips and best practices for

highly efficient development. They show you how to break through traditional app boundaries with optional features, including the Android NDK, Google Analytics and Android Wear APIs, and Google Play Game Services. New coverage in this edition includes Integrating Google Cloud Messaging into your apps Utilizing the new Google location and Google Maps Android APIs Leveraging in-app billing from Google Play, as well as third-party providers Getting started with the Android Studio IDE Localizing language and using Google Play App Translation services Extending your app's reach with Lockscreen widgets and DayDreams Leveraging improvements to Notification, Web, SMS, and other APIs Annuzzi has released new source code samples for use with Android Studio. The code updates are posted to the associated blog site: <http://advancedandroidbook.blogspot.com/> This title is an indispensable resource for intermediate- to advanced-level Java programmers who are now developing for Android, and for seasoned mobile developers who want to make the most of the new Android platform and hardware. This revamped, newly titled edition is a complete update of Android™ Wireless Application Development, Volume II: Advanced Topics, Third Edition.