

Anyone Can Create An App Beginning Iphone And Ipad Programming

A new edition of a best-selling Java tutorial covers the latest developments in Java--with special emphasis on Android programming--as well as core Java programming topics for those familiar with the basics of programming but new to Java. Original.

Provides information on Android programming, covering such topics as creating an Android application, using the Eclipse Workbench, Java, XML, broadcast receivers, and the Android Market.

Apple's Swift is a powerful, beginner-friendly programming language that anyone can use to make cool apps for the iPhone or iPad. In Coding iPhone Apps for Kids, you'll learn how to use Swift to write programs, even if you've never programmed before. You'll work in the Xcode playground, an interactive environment where you can play with your code and see the results of your work immediately! You'll learn the fundamentals of programming too, like how to store data in arrays, use conditional statements to make decisions, and create functions to organize your code—all with the help of clear and patient explanations. Once you master the basics, you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game called Schoolhouse Skateboarder with animation, jumps, and more! As you begin your programming adventure, you'll learn how to: –Build programs to save you time, like one that invites all of your friends to a party with just the click of a button! –Program a number-guessing game with loops to make the computer keep guessing until it gets the right answer

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–Make a real, playable game with graphics and sound effects using SpriteKit –Challenge players by speeding up your game and adding a high-score system Why should serious adults have all the fun? Coding iPhone Apps for Kids is your ticket to the exciting world of computer programming. Covers Swift 3.x and Xcode 8.x. Requires OS X 10.11 or higher.

Build exciting, scalable web applications quickly and confidently using Google App Engine and this book, even if you have little or no experience in programming or web development. App Engine is perhaps the most appealing web technology to appear in the last year, providing an easy-to-use application framework with basic web tools. While Google's own tutorial assumes significant experience, Using Google App Engine will help anyone get started with this platform. By the end of this book, you'll know how to build complete, interactive applications and deploy them to the cloud using the same servers that power Google applications. With this book, you will: Get an overview of the technologies necessary to use Google App Engine Learn how to use Python, HTML, Cascading Style Sheets (CSS), HTTP, and DataStore, App Engine's database Grasp the technical aspects necessary to create sophisticated, dynamic web applications Understand what's required to deploy your applications Using Google App Engine is also an excellent resource for experienced programmers who want to acquire working knowledge of web technologies. Building web applications used to be for experts only, but with Google App Engine-and this book-anyone can create a dynamic web presence.

A fun and easy guide to creating the next great Facebook app! Want to build the next runaway Facebook app like Farmville or Mafia Wars? Interested in leveraging Facebook app development as part of a marketing strategy? Whether you want to build your own Facebook app from scratch, extend an existing Facebook app, or create a game, this book gets you up

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and running in no time. Master the Facebook toolkit, get acquainted with the Facebook Markup and Query languages, navigate the Facebook API—even learn how to make money with your new app! Shows you how to build the next great Facebook application with just basic HTML and scripting skills Delves into what makes a good app and what makes a lucrative app Explores how to create Facebook apps for marketing and viral reach, creating apps that can make money, and Facebook game development Reviews the Facebook toolkit and gets you started with the My First Facebook application Covers Facebook Markup and Query languages, navigating the Facebook API, and how to create a compelling interface Create the next killer Facebook app with this approachable, fun guide!

A guide to using App Inventor to create Android applications presents step-by-step instructions for a variety of projects, including creating location-aware apps, data storage, and decision-making apps.

Create dynamic cloud-based websites with Amazon Web Services and this friendly guide! As the largest cloud computing platform in the world, Amazon Web Services (AWS) provides one of the most popular web services options available. This easy-to-understand guide is the perfect introduction to the Amazon Web Services platform and all it can do for you. You'll learn about the Amazon Web Services tool set; how different web services (including S3, Amazon EC2, and Amazon Flexible Payments) and Glacier work; and how you can implement AWS in your organization. Explains how to use Amazon Web Services to store objects, take payments, manage large quantities of data, send e-mails, deploy push notifications, and more from your website Details how AWS can reduce costs, improve efficiency, increase productivity, and cut down on expensive hardware investments - and administrative headaches - in your

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organization Includes practical examples and helpful step-by-step lists to help you experiment with different AWS features and create a robust website that meets your needs Amazon Web Services For Dummies is exactly what you need to get your head in the cloud with Amazon Web Services!

This two volume set LNCS 8055 and LNCS 8056 constitutes the refereed proceedings of the 24th International Conference on Database and Expert Systems Applications, DEXA 2013, held in Prague, Czech Republic, August 23-29, 2013. The 43 revised full papers presented together with 33 short papers, and 3 keynote talks, were carefully reviewed and selected from 174 submissions. These papers discuss a range of topics including: search queries; indexing; discovery of semantics; parallel processing; XML and RDF; enterprise models; query evaluation and optimization; semantic Web; sampling; industrial applications; communities; AI and databases; matching and searching; information extraction; queries, streams, and uncertainty, storage and compression; query processing; security; distributed data processing; metadata modeling and maintenance; pricing and recommending; and security and semantics. This update of an Apress bestseller walks you through creating your first app, with plain English and practical examples using the latest iOS 7 software development platform and more. It cuts through the fog of jargon and misinformation that surrounds iPhone and iPad app development, and gives you simple, step-by-step instructions to get you started. Teaches iPhone and iPad apps development in language anyone can understand Provides simple, step-by-step examples that make learning easy, using iOS 7 Offers bonus videos from the author that enable you to follow along—it's like your own

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private classroom The iPhone is the hottest gadget of our generation, and much of its success has been fueled by the App Store, Apple's online marketplace for iPhone apps. Over 1 billion apps were downloaded during the nine months following the launch of the App Store, ranging from the simplest games to the most complex business apps. Everyone has an idea for the next best-selling iPhone app—that's why you're reading this now! And with the popularity of the iPad, this demand will just continue to grow.

THE ULTIMATE GUIDE TO BUILDING AN APP-BASED BUSINESS - NOW REVISED AND UPDATED FOR 2017 'A must read for anyone who wants to start a mobile app business' Riccardo Zacconi, founder and CEO King Digital (maker of Candy Crush Saga) 'A fascinating deep dive into the world of billion-dollar apps. Essential reading for anyone trying to build the next must-have app' Michael Acton Smith, Founder and CEO, Mind Candy Apps have changed the way we communicate, shop, play, interact and travel and their phenomenal popularity has presented possibly the biggest business opportunity in history. In How to Build a Billion Dollar App, serial tech entrepreneur George Berkowski gives you exclusive access to the secrets behind the success of the select group of apps that have achieved billion-dollar success. Berkowski draws exclusively on the inside stories of the billion-dollar app club members, including Instagram, Whatsapp, Snapchat, Candy Crush and Uber to provide all the information you need to create your own spectacularly successful mobile business. He guides you through each step, from an idea scribbled on the back of an envelope, through to

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finding a cofounder, building a team, attracting (and keeping) millions of users, all the way through to juggling the pressures of being CEO of a billion-dollar company (and still staying ahead of the competition). If you've ever dreamed of quitting your nine to five job to launch your own company, you're a gifted developer, seasoned entrepreneur or just intrigued by mobile technology, *How to Build a Billion Dollar App* will show you what it really takes to create your own billion-dollar, mobile business.

A Developer's Guide to Blockchain Programming Fundamentals Blockchain development is entering a period of explosive growth, as real applications gain traction throughout multiple industries and cryptocurrencies earn greater acceptance throughout the financial sector. Blockchain represents one of the most promising opportunities for developers to advance and succeed. *Building Blockchain Apps* is an accessible guide to today's most advanced and robust blockchain programming models and architectures. Building on his pioneering experience, Michael Juntao Yuan covers a wide range of blockchain application development paradigms. The book starts with a concise introduction to blockchain and smart contract technologies. It then guides you through application development on Ethereum-compatible smart contract platforms. Ethereum is the largest and most robust blockchain ecosystem in the world. Coverage includes Ethereum topics such as tools, application frameworks, internal data structures, external data interfaces, and future roadmap *An introduction to new blockchain data protocol based on ElasticSearch*, which provides insights into the

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current state of smart contracts and enables new application designs How to build an application-specific smart contract protocol by modifying and customizing the open source Ethereum Virtual Machine and its programming language tools How to extend and support language features that are most suitable for particular kinds of smart contracts (e.g., smart contracts for e-commerce marketplaces) with the open source Lity project How to customize and change the blockchain consensus layer beneath the application layer via the popular Tendermint and Cosmos SDK frameworks A survey of cryptocurrency and financial topics from the developers' point of view, providing an analytical framework for valuating cryptocurrencies and explaining the roles of crypto exchanges Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Author Jason Ostrander walks developers through the different choices available on their way to creating a well-designed application for Android. While building a simple application, Jason works through the basics of Android UI development including layout, event handling, menus and notifications. The author then shows the proper way to load and display images, create advanced dialogs and progress indicators, add animation, and how to build custom UI elements. Jason discusses the proper way of adding interaction through gestures and the advanced graphical options available using Canvas, Renderscript and OpenGL. Finally, he discusses tablet development, the unique differences between phone and tablet UI, and the new APIs available to tablet

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developers.

Learn to build apps from scratch without any programming experience! Do you have a great idea for an app but have no idea where to begin? Then this is the book for you. Even if you have no programming experience, this easy-to-follow, step-by-step guide teaches you exactly what you need to know to bring your app idea to life without a lot of cash or coding. Packed with tips and tricks to get you started, this book shows you - start to finish - how to take your idea and turn it into a fully working, functional app. Walks you through getting started, designing your app, and developing your idea Helps you launch your app and then promote it Reassures you that no programming experience is needed in order to create a fully functional app Idea to iPhone is an easy-to-read book that shows you how to get your idea from your head to the iTunes store! Apple Watch is the sort of science-fiction gadget that people used to dream about as kids. What kinds of apps do you envision for this new device? If you're comfortable using OS X, Xcode, and iOS—and familiar with Swift—this concise book shows you the basics of building your own apps for this wrist-mounted computer with Apple's WatchKit framework. You'll learn what an Apple Watch is, what it isn't, and how and why people might interact with apps you build for it. This practical guide also examines the type of apps most suitable for this device, and shows you how to be a good citizen in the iOS/Watch ecosystem. Learn the Watch app lifecycle, and understand how these apps interact with the user's iPhone Build a Watch app and its iOS counterpart by

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adding controls, working with multiple screens, and sharing data Design a simple glance, the non-interactive Watch component that provides quick-look information Add functionality to the notification system, including actionable items, and display them on the Watch face Design and build complications, Watch-face gadgets that can display quick snapshots of information, including future events with Time Travel

For many people in both developing and developed countries universal healthcare is still not the norm. Socio-economic status and geographical restrictions have proved to be major barriers to accessible care. The use of information and communication technologies ICT is growing rapidly internationally as the need to provide more efficient and cost-effective care becomes increasingly urgent. Improving the health of a nation begins with the individual and recent developments in genomics and mobile networked information technologies have regenerated interest in individualizing healthcare. Harnessing the diversity and ubiquity of

Anybody can start building simple apps for the Android platform, and this book will show you how! Android Apps for Absolute Beginners takes you through the process of getting your first Android applications up and running using plain English and practical examples. It cuts through the fog of jargon and mystery that surrounds Android application development, and gives you simple, step-by-step instructions to get you started. Teaches Android application development in language anyone can understand, giving you the best possible start in Android development Provides simple, step-by-step

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examples that make learning easy, allowing you to pick up the concepts without fuss Offers clear code descriptions and layout so that you can get your apps running as soon as possible

"Anyone Can Create an App" is based on the lofty premise that anyone can begin programming given the right tools and the right help. With some time set aside and the coursework in this book, readers will be able to program their first, fully working iPhone or iPad Application. They'll wonder why they never did it before! "Anyone Can Create an App" provides the EASY starting point for those people who have never programmed before but who always wanted to build iPhone and iPad apps. It starts with the absolute basics and progresses without leaving gaps so that the non-technical person can feel confident going from green to full-grown. Readers will create several apps for their iPhone and get a huge sense of accomplishment along the way. The book also demystifies some of the "insider terms" that programmers use. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

A practical guide to working with Microsoft 365 apps such as Office, Teams, Excel, and Power BI for automating tasks and managing projects effectively Key Features Learn how to save time while using M365 apps from Microsoft productivity expert Dr. Nitin Paranjape Discover smarter ways to work with over 20 M365 apps to enhance your efficiency Use Microsoft 365 tools to automate repetitive tasks without coding Book Description Efficiency Best Practices for Microsoft 365 covers the entire range of over 25 desktop and mobile applications on the Microsoft 365 platform. This book will provide simple, immediately usable, and authoritative guidance to help you save at least 20 minutes every day, advance in your career, and achieve

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business growth. You'll start by covering components and tasks such as creating and storing files and then move on to data management and data analysis. As you progress through the chapters, you'll learn how to manage, monitor, and execute your tasks efficiently, focusing on creating a master task list, linking notes to meetings, and more. The book also guides you through handling projects involving many people and external contractors/agencies; you'll explore effective email communication, meeting management, and open collaboration across the organization. You'll also learn how to automate different repetitive tasks quickly and easily, even if you're not a programmer, transforming the way you import, clean, and analyze data. By the end of this Microsoft 365 book, you'll have gained the skills you need to improve efficiency with the help of expert tips and techniques for using M365 apps. What you will learn

- Understand how different MS 365 tools, such as Office desktop, Teams, Power BI, Lists, and OneDrive, can increase work efficiency
- Identify time-consuming processes and understand how to work through them more efficiently
- Create professional documents quickly with minimal effort
- Work across multiple teams, meetings, and projects without email overload
- Automate mundane, repetitive, and time-consuming manual work
- Manage work, delegation, execution, and project management

Who this book is for If you use Microsoft 365, including MS Office 365, on a regular basis and want to learn about the features that can help improve your efficiency, this book is for you. You do not require any specialized knowledge to get started. Bring your big ideas to the small screen with this one-of-a-kind guide to creating amazing Android applications The Android OS continues to rapidly expand offering app developers access to one of the largest platforms available, and this easy-to-follow guide walks you through the development process step by step. In this new edition of the bestselling Android

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Application Development For Dummies, Android programming experts Michael Burton and Donn Felker explain how to download the SDK, get Eclipse up and running, code Android applications, and share your finished products with the world. Featuring two sample programs, this book explores everything from the simple basics to advanced aspects of Android application development. Walks you through all the steps in developing applications for the Android platform, including the latest Android features like scrollable widgets, enhanced UI tools, social media integration, and new calendar and contact capabilities Starts off with downloading the SDK, then explains how to bring your applications to life and submit your work to the Android Market Includes real-world advice from expert programmers Donn Felker and Michael Burton, who break every aspect of the development process down into practical, digestible pieces Whether you're new to Android development or already on your way, Android Application Development For Dummies, 2nd Edition is the guide you need to dig into the app dev process!

Unlock the potential of Microsoft's powerful web-based collaborative platform that comes standard with Microsoft 365 Microsoft SharePoint unlocks millions of collaborative and remote working capabilities and possibilities. And using it doesn't require a degree in computer science! With SharePoint For Dummies, you'll be creating sites, working with lists, and integrating with Microsoft Teams in no time at all. This book offers fully illustrated, step-by-step instructions to adapt and customize SharePoint for your own organization. Perfect for complete SharePoint novices as well as veterans of previous versions, you'll learn to manage and work with enterprise content and use the SharePoint mobile app. This handy guide also walks you through: Creating integrated, online portals from scratch for everyone in your organization to

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use How to navigate the SharePoint interface like a pro, without any prior knowledge Using SharePoint alongside Microsoft Office 365's other powerful tools, like Teams Ideal for anyone who wants to—or has to—use SharePoint at work or school, SharePoint For Dummies is your irreplaceable companion to getting up-to-speed with SharePoint in a hurry!

Social Media Tips and Strategies for Entrepreneurs, Creatives and Freelancers In the past decade, the options for building a brand, attracting new fans, and keeping long-time customers loyal have exploded. Knowing how to optimize your business's social media efforts and keeping all these balls in the air can be challenging. Like, Follow, Share will show you how to use social media to establish an online persona to reach your audience and includes information on:

- Choosing the best social media tool(s) for your business
- Creating and adding value to your social media activities
- The 12 principles of social media
- The best tips and tricks for getting the most out of the major social networks

Don't let your business get left behind.

Anyone Can Code: The Art and Science of Logical Creativity introduces computer programming as a way of problem-solving through logical thinking. It uses the notion of modularization as a central lens through which we can make sense of many software concepts. This book takes the reader through fundamental concepts in programming by illustrating them in three different and distinct languages: C/C++, Python, and Javascript. Key features: Focuses on problem-solving and algorithmic thinking instead of programming functions, syntax, and libraries. Includes engaging examples, including video games and visual effects. Provides exercises and reflective questions. This book gives beginner and intermediate learners a strong understanding of what they are doing so that they can do it

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better and with any other tool or language that they may end up using later. Sample code is available on the author's website.

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

Internet languages.

Start Making Your Mobile Apps for Your Business and Increase Your Profits! Learn the process of app creation, from beginning to end. By the end of this book, you will understand all the steps that are necessary to go from having that "big idea" to making an app that can actually affect your life, as well as the lives of millions of other

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people. This book breaks down the process of app creation into a simple process that just about anyone can understand and follow. Learning how to understand the many jargon words that developers and web experts often use can drive people away who otherwise might seriously stand to benefit from creating their own web apps. So much more than just a guide to online app creator software (though it definitely covers that topic), this guide is designed to be completely comprehensive, covering every topic, from learning how to code yourself, to discussing the options available to you as you decide on a programming language for your app development, to creating an iterative app design, to how to bring outside help when you need it, and make sure you are getting what you pay for. App creation is simple, but that does not mean that it is easy. This guide is designed to take a process that can seem absolutely opaque to the uninitiated, and make it into something that is so simple, you can make it happen even if you have a thousand other things to take care of in the course of your workday. Don't let app creation become just another headache for you. Make it simple and easy with this guide to mobile app creation from absolute beginning to cash-rich ending. Here's a Preview of What You'll Learn...

- How to choose a programming language
- How to decide when outside help is necessary
- What kind of app you want to create
- What apps can do for your business
- What app design software is available
- What level of coding expertise you need to write an app from scratch
- The pros and cons of JavaScript, Objective-C, Java, and many more coding languages
- Where to turn for professional help in learning

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more about apps And much, much more. Buy this Book Now and Start Skyrocketing your Profits!

The First Complete Guide to Mobile App Testing and Quality Assurance: Start-to-Finish Testing Solutions for Both Android and iOS Today, mobile apps must meet rigorous standards of reliability, usability, security, and performance. However, many mobile developers have limited testing experience, and mobile platforms raise new challenges even for long-time testers. Now, Hands-On Mobile App Testing provides the solution: an end-to-end blueprint for thoroughly testing any iOS or Android mobile app.

Reflecting his extensive real-life experience, Daniel Knott offers practical guidance on everything from mobile test planning to automation. He provides expert insights on mobile-centric issues, such as testing sensor inputs, battery usage, and hybrid apps, as well as advice on coping with device and platform fragmentation, and more. If you want top-quality apps as much as your users do, this guide will help you deliver them. You'll find it invaluable—whether you're part of a large development team or you are the team. Learn how to Establish your optimal mobile test and launch strategy Create tests that reflect your customers, data networks, devices, and business models Choose and implement the best Android and iOS testing tools Automate testing while ensuring comprehensive coverage Master both functional and nonfunctional approaches to testing Address mobile's rapid release cycles Test on emulators, simulators, and actual devices Test native, hybrid, and Web mobile apps Gain value from crowd and cloud

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testing (and understand their limitations) Test database access and local storage Drive value from testing throughout your app lifecycle Start testing wearables, connected homes/cars, and Internet of Things devices

Any developer aiming for a global audience needs to cover a series of requisites for their apps, and one of them is to make them accessible. Just having an app in the App Store is not enough for it to be a global success anymore. More than that, it is arguably our duty as developers to create inclusive apps that anyone can use. Apple provides us with excellent tools for creating accessible apps. However, many developers just don't know about them or think they're difficult to us. This concise guide offers a focused look at breaking those myths and proving that creating accessible apps is very easy, and that it's just as easy to embed accessibility into the development process of your team. You'll have a look at the tools iOS provides. Some, like zoom, button shapes, etc., come integrated in the operating system. Others, like VoiceOver, Larger Accessibility Sizes with Dynamic Types, and Smart Inverted Colours will need extra work to support appropriately. Then go from the basics of giving meaningful accessibility labels to UI components, so VoiceOver can read them, to making your UI support extremely large font sizes so anyone can read our app. And you'll find out how to build accessible apps with real world examples. Accessibility is the right thing to do and will help your app find wider success. What You'll Learn Explore the fundamentals of accessibility Create a good VoiceOver experience Incorporate Inverted Colours

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effectively Test accessibility features for optimization and function Who This Book Is For iOS developers wanting to add accessibility features to their apps and any other member in a mobile development team—from Product Managers to Business Analysts or QAs—who would like to incorporate or work with accessibility features.

Summary Do you have a fantastic idea for an iPhone app but no idea how to bring it to life? Great news! With the right tools and a little practice, anyone can create an app. This book will get you started, even if you've never written a line of computer code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Book Anyone Can Create an App begins with the basics by introducing programming concepts, the Swift language, and the tools you'll need to write iOS apps. As you explore the interesting examples, illuminating illustrations, and crystal-clear step-by-step instructions, you'll learn to: Get started programming, no experience necessary! Add controls like text boxes and buttons Keep track of your favorite things by creating the Like It or Not (LioN) app By the end, you'll be able to create and run your own apps, and you'll have the confidence to learn more on your own. The book is updated for Swift 3.

About the Reader This book is written especially for non programmers - no experience needed!

About the Author Wendy Wise has an extensive background in mobile and application development and has worked with several Fortune 500 companies. In her 17-year technical career, Wendy has served as a senior director of software development, a senior product manager for

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international mobile applications, and a hands-on developer for web and mobile technologies, among many other technical roles. Wendy fully embraces her nerd/geek side, as you'll find out as you read this book. In her spare time, she enjoys beer, coffee, photography, camping, and being outdoors.

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Do you have an idea for a Facebook application? With FBML Essentials, you'll learn how to build it quickly using the Facebook Markup Language (FBML) and other easy-to-

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use tools in the site's framework. If you can develop a website with HTML, writing a Facebook application with the help of this book will be a breeze. Of course, Facebook is not just another website. Any applications you write for it will have a potential audience of 16 million dedicated users. It's not just another social networking site, either. Under the surface, Facebook is pretty sophisticated, with a development toolkit that includes it's own modified version of HTML -- FBML -- to customize the look and feel of your Facebook applications. With FBML Essentials, you not only learn how to get started with this toolkit, you also get a complete reference on every FBML tag Facebook has ever written, with examples of how each tag works and advice on the best ways to use these tags in your code. This book includes: A walkthrough of a sample Facebook application Design rules for using images, CSS, JavaScript, and forms Specific chapters on tags -- authorization tags, logic tags, user/group tags, profile-specific tags, and more Messaging and alerts using FBML Creating forms with FBML Facebook navigation Notifications and requests Dynamic FBML attributes, including MockAJAX How to test your FBML code A chapter on FBJS, Facebook's version of JavaScript If you want to try your hand at writing a Facebook application, you have a willing audience, an easy-to-use toolkit, and the perfect guide to get you started. FBML Essentials will help you take your idea from conception to working application in no time.

The book Lifehack calls "The Bible of business and personal productivity." "A

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completely revised and updated edition of the blockbuster bestseller from 'the personal productivity guru'—Fast Company Since it was first published almost fifteen years ago, David Allen's Getting Things Done has become one of the most influential business books of its era, and the ultimate book on personal organization. "GTD" is now shorthand for an entire way of approaching professional and personal tasks, and has spawned an entire culture of websites, organizational tools, seminars, and offshoots. Allen has rewritten the book from start to finish, tweaking his classic text with important perspectives on the new workplace, and adding material that will make the book fresh and relevant for years to come. This new edition of Getting Things Done will be welcomed not only by its hundreds of thousands of existing fans but also by a whole new generation eager to adopt its proven principles.

This eBook provides you with some useful tips and tricks, regardless of whether you're taking your first steps in app design or looking to adopt some best practices from industry pros. To help you broadly position your future app, our authors cover the three biggest platforms: iOS, Android and Windows Mobile. Some step-by-step coding tutorials will take you by the hand, as will exciting new techniques that go beyond the usual. In addition, the eBook features handy cross-platform topics such as prototyping, as well as a field guide to app testing, and advice on marketing your app. TABLE OF CONTENTS - A Guide To iOS App Development For Web Designers - Get Started Writing iOS Apps With RubyMotion - Mobile Prototyping With Axure RP - Creating

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Learn how to create dynamic web applications with Google Apps Script and take full advantage of your Google-hosted services. If you have basic coding skills and some JavaScript experience, this practical book shows you how Apps Script works, and provides step-by-step guidance for building applications you can use right away. Apps Script is handy for automating Google Apps tasks, but it also serves as a complete application platform. With this book, you'll learn how to build, store, run, and share data-driven web apps right on Google Drive. You'll have access to complete code and working examples that show you how everything fits together. Build an interactive Web App UI that runs on most web and mobile browsers Create a sample product catalog that displays custom data from a spreadsheet Develop an application to generate web forms from templates Use Apps Script to build a simple web-based database application Design a document workflow builder that users can quickly customize Create a Google form that lets you select and send email responses Debug your code and keep track of script problems after deployment

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Learn all the Java and Android skills you need to start making powerful mobile applications About This Book Kick-start your Android programming career, or just have fun publishing apps to the Google Play marketplace A first-principles introduction to Java, via Android, which means you'll be able to start building your own applications from scratch Learn by example and build three real-world apps and over 40 mini apps throughout the book Who This Book Is For Are you trying to start a career in programming, but haven't found the right way in? Do you have a great idea for an app, but don't know how to make it a reality? Or maybe you're just frustrated that “to learn Android, you must know java.” If so, Android Programming for Beginners is for you. You don't need any programming experience to follow along with this book, just a computer and a sense of adventure. What You Will Learn Master the fundamentals of coding Java for Android Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction, data captures, sound, and animation to your apps Manage your apps' data using the built-in Android SQLite database Find out about the design patterns used by professionals to make top-grade applications Build, deploy, and publish real Android applications to the Google Play marketplace In Detail Android is the most popular OS in the world. There are millions of devices

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accessing tens of thousands of applications. It is many people's entry point into the world of technology; it is an operating system for everyone. Despite this, the entry-fee to actually make Android applications is usually a computer science degree, or five years' worth of Java experience. *Android Programming for Beginners* will be your companion to create Android applications from scratch—whether you're looking to start your programming career, make an application for work, be reintroduced to mobile development, or are just looking to program for fun. We will introduce you to all the fundamental concepts of programming in an Android context, from the Java basics to working with the Android API. All examples are created from within Android Studio, the official Android development environment that helps supercharge your application development process. After this crash-course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI through fragments, make location-aware apps with Google Maps integration, and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, capture images from a device's camera, and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building your own custom applications in Android and Java. Style and approach With more than 40 mini apps to code and run, *Android Programming*

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for Beginners is a hands-on guide to learning Android and Java. Each example application demonstrates a different aspect of Android programming. Alongside these mini apps, we push your abilities by building three larger applications to demonstrate Android application development in context.

The updated edition of the bestselling guide to Android app development If you have ambitions to build an Android app, this hands-on guide gives you everything you need to dig into the development process and turn your great idea into a reality! In this new edition of Android App Development For Dummies, you'll find easy-to-follow access to the latest programming techniques that take advantage of the new features of the Android operating system. Plus, two programs are provided: a simple program to get you started and an intermediate program that uses more advanced aspects of the Android platform. Android mobile devices currently account for nearly 80% of mobile phone market share worldwide, making it the best platform to reach the widest possible audience. With the help of this friendly guide, developers of all stripes will quickly find out how to install the tools they need, design a good user interface, grasp the design differences between phone and tablet applications, handle user input, avoid common pitfalls, and turn a "meh" app into one that garners applause. Create seriously cool apps for the latest Android smartphones and tablets Adapt your

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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 the ins and outs of the Android platform in no time. Features hands-on sample projects and exercises designed to help programmers create iOS applications.

With MIT's App Inventor 2, anyone can build complete, working Android apps—without writing code! This complete tutorial will help you do just that, even if you have absolutely no programming experience. Unlike books focused on the obsolete Google version, Learning MIT App Inventor is written from the ground up for MIT's dramatically updated Version 2. The authors guide you step-by-step through every task and feature, showing you how to create apps by dragging, dropping, and connecting puzzle pieces—not writing code. As you learn, you'll also master expert design and development techniques you can build on if you ever do want to write code. Through hands-on projects, you'll master features ranging from GPS to animation, build high-quality user interfaces, make everything work, and test it all with App Inventor's emulator. (You won't even need an Android device!) All examples for this book are available at theapplanet.com/appinventor Coverage includes: Understanding mobile devices

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and how mobile apps run on them Planning your app's behavior and appearance with the Designer Using the Blocks Editor to tell your app what to do and how to do it Creating variables and learning how to use them effectively Using procedures to group and reuse pieces of code in larger, more complicated apps Storing data in lists and databases Using App Inventor's gaming, animation, and media features Creating more sophisticated apps by using multiple screens Integrating sensors to make your app location-aware Debugging apps and fixing problems Combining creativity and logical thinking to envision more complex apps

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