

Quick Desktop Application Development Using Electron Develop Desktop Application Using Html Css And Javascript

The practical guide to C# .NET development for experienced programmers. Running case study covers the entire .NET development process. .NET attributes, collections, threading, security, versioning, remoting, and more.

The C# Quick Syntax Reference is a condensed code and syntax reference to the C# programming language. It presents the essential C# syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C# programmer. In the C# Quick Syntax Reference, you will find:

- A concise reference to the C# language syntax.
- Short, simple and focused code examples.
- A well laid out table of contents and a comprehensive index allowing easy review.

Apps are at the heart of Windows 8, bringing rich and engaging experiences to both tablet and desktop users. Windows 8 uses the Windows Runtime (WinRT), a complete reimagining of Windows development that supports multiple programming languages and is built on HTML5, CSS and JavaScript. These applications are the future of Windows development and JavaScript is perfect language to take advantage of this exciting and flexible environment. Seasoned author Adam Freeman explains how to get the most from WinRT and Windows 8 by focusing on the features you need for your project. He starts with the nuts-and-bolts and shows you everything through to advanced features, going in-depth to give you the knowledge you need. Each topic is covered clearly and concisely and is packed with the details you need to learn to be truly effective. The most important features are given a no-nonsense in-depth treatment and chapters contain examples that demonstrate both the power and the subtlety of Windows 8, Windows Runtime and Javascript.

Summary Cross-Platform Desktop Applications guides you step-by-step through creating Node.js desktop applications with NW.js and Electron from GitHub. Foreword by Cheng Zhao, creator of Electron. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Desktop application development has traditionally required high-level programming languages and specialized frameworks. With Electron and NW.js, you can apply your existing web dev skills to create desktop applications using only HTML, CSS, and JavaScript. And those applications will work across Windows, Mac, and Linux, radically reducing development and training time. About the Book Cross-Platform Desktop Applications guides you step by step through the development of desktop applications using Electron and NW.js. This example-filled guide shows you how to create your own file explorer, and then steps through some of the APIs provided by the frameworks to work with the camera, access the clipboard, make a game with keyboard controls, and build a Twitter desktop notification tool. You'll then learn how to test your applications, and debug and package them as binaries for various OSs. What's Inside Create a selfie app with the desktop camera Learn how to test Electron apps with Devtron Learn how to use Node.js with your application About the Reader Written for developers familiar with HTML, CSS, and JavaScript. About the Author Paul Jensen works at Starcount and lives in London, UK. Table of Contents PART 1 - WELCOME TO NODE.JS DESKTOP APPLICATION DEVELOPMENT Introducing Electron and NW.js Laying the foundation for your first desktop application Building your first desktop application Shipping your first desktop application PART 2 - DIVING DEEPER Using Node.js within NW.js and Electron Exploring NW.js and Electron's internals PART 3 - MASTERING NODE.JS DESKTOP APPLICATION DEVELOPMENT Controlling how your desktop app is displayed Creating tray applications Creating application and context menus Dragging and dropping files and crafting the UI Using a webcam in your application Storing app data Copying and pasting contents from the clipboard Binding on keyboard shortcuts Making desktop notifications PART 4 - GETTING READY TO RELEASE Testing desktop apps Improving app performance with debugging Packaging the application for the wider world

Sams Teach Yourself Dreamweaver X in 21 Days teaches the reader all the skills needed to learn how to effectively develop database-driven Web applications with Macromedia Dreamweaver X. The tutorial approach aids the reader in learning the basics quickly and then moves on to the more advanced features and concepts. By the end of the 21 days, the reader will know how to create Web sites with dynamic content, develop a browser-based sales and inventory management system, create a discussion forum, develop a complete e-commerce solution, write custom validations and extend functionality with JavaScript, design enhanced navigation of the Web site, and make an informed decision as to which server platform is the right one for the project at hand.

The Fyne GUI toolkit solves many of the challenges relating to traditional technologies and older programming languages. This book introduces the key APIs and techniques behind Fyne applications that make them easy to build. From the basics through to building five completed applications, you'll get up to speed with every stage of app development.

Build powerful cross-platform desktop applications with web technologies such as Node, NW.JS, Electron, and React About This Book Build different cross-platform HTML5 desktop applications right from planning, designing, and deployment to enhancement, testing, and delivery Forget the pain of cross-platform compatibility and build efficient apps that can be easily deployed on different platforms. Build simple to advanced HTML5 desktop apps, by integrating them with other popular frameworks and libraries such as Electron, Node.JS, Nw.js, React, Redux, and TypeScript Who This Book Is For This book has been written for developers interested in creating desktop applications with HTML5.

The first part requires essential web-master skills (HTML, CSS, and JavaScript). The second demands minimal experience with React. And finally for the third it would be helpful to have a basic knowledge of React, Redux, and TypeScript. What You Will Learn Plan, design, and develop different cross-platform desktop apps Application architecture with React and local state Application architecture with React and Redux store Code design with TypeScript interfaces and specialized types CSS and component libraries such as Photonkit, Material UI, and React MDL HTML5 APIs such as desktop notifications, WebSockets, WebRTC, and others Desktop environment integration APIs of NW.js and Electron Package and distribute for NW.JS and Electron In Detail Building and maintaining cross-platform desktop applications with native languages isn't a trivial task. Since it's hard to simulate on a foreign platform, packaging and distribution can be quite platform-specific and testing cross-platform apps is pretty complicated. In such scenarios, web technologies such as HTML5 and JavaScript can be your lifesaver. HTML5 desktop applications can be distributed across different platforms (Window, MacOS, and Linux) without any modifications to the code. The book starts with a walk-through on building a simple file explorer from scratch powered by NW.JS. So you will practice the most exciting features of bleeding edge CSS and JavaScript. In addition you will learn to use the desktop environment integration API, source code protection, packaging, and auto-updating with NW.JS. As the second application you will build a chat-system example implemented with Electron and React. While developing the chat app, you will get Photonkit. Next, you will create a screen capturer with NW.JS, React, and Redux. Finally, you will examine an RSS-reader built with TypeScript, React, Redux, and Electron. Generic UI components will be reused from the React MDL library. By the end of the book, you will have built four desktop apps. You will have covered everything from planning, designing, and development to the enhancement, testing, and delivery of these apps. Style and approach Filled with real world examples, this book teaches you to build cross-platform desktop apps right from scratch using a step-by-step approach.

Learn Adobe Flex 4 in a fun and engaging way with this book's unique, hands-on approach. Using clear examples and step-by-step coaching from two experts, you'll create four applications that demonstrate fundamental Flex programming concepts. Throughout the course of this book, you'll learn how to enhance user interaction with ActionScript, and create and skin a user interface with Flex's UI components (MXML) and Adobe's new FXG graphics format. You'll also be trained to manage dynamic data, connect to a database using server-side script, and deploy applications to both the Web and the desktop. Learning Flex 4 offers tips and tricks the authors have collected from years of real-world experience, and straightforward explanations of object-oriented programming concepts to help you understand how Flex 4 works. Work with Flash Builder 4 and the Eclipse IDE Learn the basics of ActionScript, MXML, and FXG Design a Flex application layout Build an engaging user interface Add interactivity with ActionScript Handle user input with rich forms Link Flex to a server with PHP and MySQL Gather and display data Style applications and add effects, filters, and transitions Deploy applications to the Web, or to the desktop using Adobe AIR

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Professional ASP.NET 3.5 SP1 In C# and VB ASP.NET 3.5 brings the power of Visual Studio 2008 along with the multitude of language improvements in C# 2008 and Visual Basic 2008 as well as powerful new technology called LINQ, together with the ASP.NET 2.0 Framework you already know and love. Packed with valuable coverage of ASP.NET 3.5 SP1, this essential resource offers both C# and VB examples throughout the book, and shares new and updated content on the ADO.NET Entity Framework, ADO.NET Dynamic Data, and ADO.NET Data Services. While ASP.NET 3.5 boasts server controls like the ListView and the incredibly flexible GridView, it also includes advancements in AJAX technology combined with JavaScript debugging features in Visual Studio 2008. With this book, a stellar author team covers the new controls in the AJAX toolbox, the back button history, and script combining, and they also examine the new capabilities of WCF including changes toDataContractSerializer. In addition, the accompanying CD-ROM features the entire book in PDF format. What you will learn from this book The concepts underlying the server control and its pivotal role in ASP.NET development How to create templated ASP.NET pages using the master page feature How to work with data from enterprise databases including SQL Server Ways to debug, package, and deploy ASP.NET applications, monitor their health and performance, and handle errors How to retrieve, update, and delete data quickly and logically using LINQ with side-by-side examples comparing LINQ to existing techniques Ways to localize your web site in multiple languages for a world-wide audience Methods for adding AJAX capabilities to your ASP.NET applications The many benefits of the new data access additions Ways to use and extend the Provider Model for accessing data stores, processes, and more What freeware tools you need in Scott Hanselman's ASP.NET Ultimate Developer Tools appendix Who this book is for This book is for programmers and developers who are looking to make the transition to ASP.NET 3.5 SP1 with Visual Studio 2008 and either C# 3.0 (2008) or Visual Basic 9 (2008). CD-ROM includes the full book in PDF format and a selection of 7 Wrox Blox mini e-books including: Internet Explorer 8 and Its Impact on Your ASP.NET Web Sites Jumping from ASP.NET to Silverlight 2 Leverage LINQ in ASP.NET 3.5 Projects Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Get started with Visual C# programming with this great beginner's guide Beginning C# 6 Programming with Visual Studio 2015 provides step-by-step directions for programming with C# in the .NET framework. Beginning with programming essentials, such as variables, flow control, and object-oriented programming, this authoritative text moves into more complicated topics, such as web and Windows programming and data access within both database and XML environments. After your introduction to each of the chapters, you are invited to apply your newfound knowledge in Try it Out sections, which reinforce learning and help you understand the practical applications of the new concepts you have explored. Through this approach, you can write useful programming code following each of the steps that you explore in this essential text. Discover the basics of programming with C#, such as variables, expressions, flow control, and functions Discuss how to keep your program running smoothly through debugging and error handling Understand how to navigate your way through key programming elements, such as classes, class members, collections, comparisons, and conversions Explore object-oriented programming, web programming, and Windows programming Beginning C# 6 Programming with

Visual Studio 2015 is a fundamental resource for any programmers who are new to the C# language.

Easily get started programming using the ultra-versatile C# 7 and Visual Studio 2017 Beginning C# 7 Programming with Visual Studio 2017 is the beginner's ultimate guide to the world's most popular programming language. Whether you're new to programming entirely, or just new to C#, there has never been a better time to get started. The new C# 7 and Visual Studio 2017 updates feature a number of new tools and features that streamline the workflow, simplify the code, and make it easier than ever to build high-quality apps. This book walks you through everything you need to know, starting from the very basics, to have you programming in no time. You'll learn about variables, flow control, and object oriented programming, then move into Web and Windows programming as well as databases and XML. The companion website provides downloadable code examples, and practical Try It Out sections provide explicit, step-by-step instructions for writing your own useful, customizable code. C# 7 can be used to build Windows applications, program Windows 10, and write Web apps when used alongside ASP.NET. With programming skills becoming de rigueur in fields far beyond the tech world, C# 7 is a great place to start building versatile, helpful skills. This book gets you started quickly and easily with instruction from a master-team of C# programmers. Learn how to program using the world's leading programming language Build smarter, faster apps using the latest features in C# 7 and Visual Studio 2017 Find and fix bugs sooner, saving headaches down the line Integrate with all .NET Core, Azure applications, cloud services, Docker containers, and more The world of programming can seem intimidating to a beginner, and the prospect of learning a whole new "language" can seem daunting. Beginning C# 7 Programming with Visual Studio 2017 demystifies the process and shows you how to bring your ideas to life.

This book covers the jQuery JavaScript framework and the jQuery UI JavaScript framework to get more results faster out of JavaScript programming. The author covers each method exposed by jQuery's API, which contains methods to resolve common, redundant tasks in less code. You will also learn how jQuery eliminates certain cross-browser, cross-platform development headaches like the event model. In addition to giving you the ability to simulate events, this book also helps simplify your work with events by reducing the amount of code that you need to write to attach events.

See your app through a hacker's eyes to find the real sources of vulnerability The Mobile Application Hacker's Handbook is a comprehensive guide to securing all mobile applications by approaching the issue from a hacker's point of view. Heavily practical, this book provides expert guidance toward discovering and exploiting flaws in mobile applications on the iOS, Android, Blackberry, and Windows Phone platforms. You will learn a proven methodology for approaching mobile application assessments, and the techniques used to prevent, disrupt, and remediate the various types of attacks. Coverage includes data storage, cryptography, transport layers, data leakage, injection attacks, runtime manipulation, security controls, and cross-platform apps, with vulnerabilities highlighted and detailed information on the methods hackers use to get around standard security. Mobile applications are widely used in the consumer and enterprise markets to process and/or store sensitive data. There is currently little published on the topic of mobile security, but with over a million apps in the Apple App Store alone, the attack surface is significant. This book helps you secure mobile apps by demonstrating the ways in which hackers exploit weak points and flaws to gain access to data. Understand the ways data can be stored, and how cryptography is defeated Set up an environment for identifying insecurities and the data leakages that arise Develop extensions to bypass security controls and perform injection attacks Learn the different attacks that apply specifically to cross-platform apps IT security breaches have made big headlines, with millions of consumers vulnerable as major corporations come under attack. Learning the tricks of the hacker's trade allows security professionals to lock the app up tight. For better mobile security and less vulnerable data, The Mobile Application Hacker's Handbook is a practical, comprehensive guide.

Rapid Application Development with Mozilla, part of the Bruce Perens Open Source Series, is a concise guide for any programmer who wants to learn the versatility and compatibility of Mozilla, an open source toolset with over a thousand objects and components. An additional feature of Rapid Application Development with Mozilla is the NoteTaker Web browser add-on-a sample Mozilla application that is developed throughout the book. Written by Web and XML expert Nigel McFarlane, this book is the perfect addition to the library of any user-interface software engineer, cross-platform developer, or any programmer looking to discover the benefits of rapid application development.

Learn how to develop cross-platform desktop app from scratch with Electron and Node About This Book * Build a solid foundation with Electron for an easier development experience* Use modern JavaScript frameworks and tools along with Electron to take your desktop applications to the next level* Extend the functionality of Electron through modules Who This Book Is For If you are a developer with prior experience of building front-end applications and you are keen on developing a cross-platform desktop application, then this book is for you. This book is also ideal for experienced JavaScript developers with a basic understanding of front-end development and Node.js development. What You Will Learn * Explore various tools and libraries to build and debug an Electron application* Use popular JavaScript frameworks such as Angular and Typescript along with Electron to enhance your app* Work with the desktop UI development for Electron using Photon* Find out how to use various Electron APIs like Clipboard, Process, Shell, Image, File, Session, and Cookie* Integrate your application into different desktop environments with Electron API* Cache your network resources using service worker* Test the Electron application using Mocha and Spectron* See how to package and distribute an Electron application In Detail Though web applications are becoming increasingly popular, desktop apps are still important. The Electron framework lets you write cross-platform desktop applications using JavaScript, HTML, and CSS, and this book will teach you how to create your first desktop application with Electron. It will guide you on how to build desktop applications that run on Windows, Mac, and Linux platforms. You will begin your journey with an overview of Electron, and then move on to explore the various stages of creating a simple social media application. Along the way, you will learn how to use advanced Electron APIs, debug an Electron application, and make performance improvements using the Chrome developer tools. You'll also find out how to package and distribute an application, and more. By the end of the book, you will be able to build a complete desktop application using Electron and web technologies. You will have a solid understanding of the common challenges that desktop app developers face, and you'll know how to solve them. Style and approach Covers everything you need to know about Electron with full examples and explanations to get you building desktop apps with Electron as quickly as possible.

Newly revised and updated resource on jQuery's many features and advantages Web Development with jQuery offers a major update to the popular Beginning JavaScript and CSS Development with

jQuery from 2009. More than half of the content is new or updated, and reflects recent innovations with regard to mobile applications, jQuery mobile, and the spectrum of associated plugins. Readers can expect thorough revisions with expanded coverage of events, CSS, AJAX, animation, and drag and drop. New chapters bring developers up to date on popular features like jQuery UI, navigation, tables, interactive capabilities, and audio and video. The book focuses on the new features of jQuery that improve performance and speed, providing huge advantages over traditional JavaScript. Offers new and revised content throughout the book, which focuses on the most recent features and capabilities of jQuery. Serves as an essential instructional tool for web developers with JavaScript and CSS knowledge who want to learn more. Advises readers on how to best use jQuery's powerful, easy-to-use features to create dynamic web pages and web applications. This resource provides a deep understanding of jQuery and sets readers up for successful interactions with all it has to offer.

Serving as both a fast-paced tutorial and a reference, this guide meets the needs of two primary audiences--programmers who want a quick introduction to using the BCL, and those who want a reference in book form.

In this book, you'll be introduced to the features and capabilities of ASP.NET 3.5, as well as the foundation that ASP.NET provides. Updated for the latest release of Visual Studio, this new edition adds five hundred pages of great new content compared to the original 2.0 version of the book. Including both printed and downloadable VB and C# code examples, this edition focuses even more on experienced programmers and advanced web development. New coverage includes new chapters on IIS 7 development, LINQ, ASP.NET, Silverlight, and many others.

How soon can you learn Adobe Flex 3? With this book's unique hands-on approach, you will be able to tinker with examples right away, and create your own Rich Internet Applications with Flex within the first few chapters. As you progress, you learn how to build a layout, add interactivity, work with data, and deploy your applications to either the Web or the desktop. Learning Flex 3 offers step-by-step instructions that are clear and concise, along with tips and tricks that author Alaric Cole has gathered after years of using Flex and teaching it to fellow developers at Yahoo! You'll understand how Flex works, how to use the MXML markup language and work with ActionScript, how to deploy RIAs to the desktop using Adobe AIR, and much more. Whether you're a beginner, or an experienced web developer coming to Flex from another platform, Learning Flex 3 is the ideal way to learn how to: Set up your environment with FlexBuilder and Eclipse Create a new Flex project Use the different design views in Flex Write code with MXML Lay out your Flex application Embed images and graphics Build a user interface Add interactivity with ActionScript Handle user input Move, display, and collect data Add custom components with MXML Add sound effects, filters, and transitions Style your applications with CSS, skins, and themes Deploy applications to the Web, or to the desktop using Adobe AIR Also included are brief explanations of objects, classes, components, properties, methods, types, and other Flex attributes. You will find that Learning Flex 3 is not only the most complete tutorial for Flex, it's also the quickest way to get going with the latest version of this powerful framework.

This book introduces you to the features and capabilities that ASP.NET 4 offers, and explains the foundation that ASP.NET provides. It covers each major new feature included in ASP.NET 4 in detail.

Retaining the unique C# and VB dual language coverage, this edition retains many great features from previous versions, including both printed and downloadable VB and C# code examples. Other expert coverage includes IIS and the provider model, site navigation, design, debugging, modules and handlers, Silverlight, CSS, Ajax and the Ajax Control Toolkit, jQuery, and MVC.

Easily master JavaScript (JS) with this quick guide and develop mobile and desktop applications for SAP Fiori. This book equips ABAP/SAP developers with the essential topics to get started with JS. The focus of JavaScript Essentials for SAP ABAP Developers is on the parts of the JS language that are useful from the perspective of an ABAP developer. The book starts with a brief intro to HTML, the basics of JS, and how to create and run a simple JS program. It then dives into the details of the language, showing how to make simple programs. It covers loops in detail, mathematical operations, and string and regular expressions in JS, as well as a taste of functions, followed by objects and object-oriented programming in JavaScript. The book provides: Sample code and screenshots to help you fully understand JS A chapter on JS best practices and recommendations Differences and comparisons of the elements and data structures of ABAP and JavaScript to help you quickly master the material What You'll Learn Create and run a simple JavaScript program Understand loops, operations, and expressions Master the Create and Use functions Use objects and object-oriented programming in JS Apply the best practices of JS programming Who This Book Is For SAP programmers and developers, ABAP users and developers, and university students learning ABAP and JavaScript

- Ted Pattison is a revered Visual Basic developer, trainer, and author >• Addresses the main stumbling point keeping experienced Visual Basic 6 developers from migrating to Visual Basic .NET >• Provides not only a deep conceptual understanding of object-oriented theory from a Visual Basic perspective, but also a practical guide to using modern OOP concepts effectively

This quick C# 7 guide is a condensed code and syntax reference to the C# programming language, updated with the latest features of C# 7.3 for .NET and Windows 10. It presents the essential C# 7 syntax in a well-organized format that can be used as a handy reference. In the C# 7 Quick Syntax Reference, you will find a concise reference to the C# language syntax: short, simple, and focused code examples; a well-laid-out table of contents; and a comprehensive index allowing easy review. You won't find any technical jargon, bloated samples, drawn-out history lessons, or witty stories. What you will find is a language reference that is concise, to the point, and highly accessible. The book is packed with useful information and is a must-have for any C# programmer. What You Will Learn Discover what's new in C# 7.3 and .NET for Windows 10 programming, including out values, ref locals and returns, local functions, throw exceptions, and numeric literals Create lightweight, unnamed types that contain multiple public fields Create branching logic based on arbitrary types and values of the members of those types Nest functions inside other functions to limit their scope and visibility Throw expressions in code constructs that previously were not allowed Declare methods with the async modifier to return other types in addition to Task Use the new numeric literals found in C# 7.3 to improve readability for numeric constants Who This Book Is For Those with some experience in programming, looking for a quick, handy reference. Some C# or .NET recommended but not necessary.

This quick C# 8 guide is a condensed code and syntax reference to the C# programming language, updated with the latest features of C# 8 for .NET and Windows 10. This book presents the essential C# 8 syntax in a well-organized format that can be used as a handy reference. Specifically, it covers nullable reference types, async streams, ranges and indices, default implementations of interface members, recursive patterns, switch expressions, target-typed new-expressions, platform dependencies and more. In the C# 8 Quick Syntax Reference, you will find a concise reference to the C# language syntax: short, simple, and focused code examples; a well-laid-out table of contents; and a comprehensive index allowing easy review. You won't find any technical jargon, bloated samples, drawn-out history lessons, or witty stories. What you will find is a language reference that is to the point and highly accessible. The book is packed with useful information and is a must-have for any C# programmer. What You Will Learn Discover what's new in C# 8 and .NET for Windows 10 programming Employ nullable reference types Explore the advanced async streams now available in C# 8 Work with ranges and indices Apply recursive patterns to your applications Use switch expressions Who This Book Is For Those with some experience in programming, looking for a quick, handy reference. Some C# or .NET recommended but not necessary.

Explore Qt Creator, Qt Quick, and QML to design and develop applications that work on desktop, mobile, embedded, and IoT platforms Key Features Build a solid foundation in Qt by learning about its core classes, multithreading, File I/O, and networking Learn GUI programming and build custom interfaces using Qt Widgets, Qt Designer, and QML Use the latest features of C++17 for improving the performance

of your Qt applications Book Description Qt is a powerful development framework that serves as a complete toolset for building cross-platform applications, helping you reduce development time and improve productivity. Completely revised and updated to cover C++17 and the latest developments in Qt 5.12, this comprehensive guide is the third edition of Application Development with Qt Creator. You'll start by designing a user interface using Qt Designer and learn how to instantiate custom messages, forms, and dialogues. You'll then understand Qt's support for multithreading, a key tool for making applications responsive, and the use of Qt's Model-View-Controller (MVC) to display data and content. As you advance, you'll learn to draw images on screen using Graphics View Framework and create custom widgets that interoperate with Qt Widgets. This Qt programming book takes you through Qt Creator's latest features, such as Qt Quick Controls 2, enhanced CMake support, a new graphical editor for SCXML, and a model editor. You'll even work with multimedia and sensors using Qt Quick, and finally develop applications for mobile, IoT, and embedded devices using Qt Creator. By the end of this Qt book, you'll be able to create your own cross-platform applications from scratch using Qt Creator and the C++ programming language. What you will learn Create programs from scratch using the Qt framework and C++ language Compile and debug your Qt Quick and C++ applications using Qt Creator Implement map view with your Qt application and display device location on the map Understand how to call Android and iOS native functions from Qt C++ code Localize your application with Qt Linguist Explore various Qt Quick components that provide access to audio and video playbacks Develop GUI applications using both Qt and Qt Quick Who this book is for If you are a beginner looking to harness the power of Qt and the Qt Creator framework for cross-platform development, this book is for you. Although no prior knowledge of Qt and Qt Creator is required, basic knowledge of C++ programming is assumed.

Discover how to take your existing web development skills and learn how to create desktop applications for macOS, Windows, and Linux, using GitHub's Electron. Learn how to combine the power of Node.js and Chromium to provide a powerful development platform for creating web applications that break free from the browser. Electron: From Beginner to Pro guides you through the capabilities that you have available to create desktop applications. Learn to use features like file system access, create native menus, OS-specific dialogs and more. The authors will show you how to package your application for distribution for multiple platforms and enable auto-updating. What You Will Learn Leverage your knowledge of HTML, CSS and JavaScript Use current web applications for the desktop Create and use Electron's main process and render process to create effective desktop applications Communicate between processes and between windows Build desktop applications that can be updated and distributed Who This Book Is For Web developers looking to leverage their HTML, CSS and JavaScript skills to create desktop widgets and applications. Developers wanting to leverage existing a Web application to extend functionality with a desktop application.

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.

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!

Cocoa® is more than just a collection of classes, and is certainly more than a simple framework. Cocoa is a complete API set, class library, framework, and development environment for building applications and tools to run on Mac OS® X. With over 240 classes, Cocoa is divided into two essential frameworks: Foundation and Application Kit. Above all else, Cocoa is a toolkit for creating Mac OS X application interfaces, and it provides access to all of the standard Aqua® interface components such as menus, toolbars, windows, buttons, to name a few. Cocoa in a Nutshell begins with a complete overview of Cocoa's object classes. It provides developers who may be experienced with other application toolkits the grounding they'll need to start developing Cocoa applications. Common programming tasks are described, and many chapters focus on the larger patterns in the frameworks so developers can understand the larger relationships between the classes in Cocoa, which is essential to using the framework effectively. Cocoa in a Nutshell is divided into two parts, with the first part providing a series of overview chapters that describe specific features of the Cocoa frameworks. Information you'll find in Part I includes: An overview of the Objective-C language Coverage of the Foundation and Application Kit frameworks Overviews of Cocoa's drawing and text handling classes Network services such as hosts, Rendezvous URL services, sockets, and file handling Distributed notifications and distributed objects for interapplication communication Extending Cocoa applications with other frameworks, including the AddressBook, DiscRecording, and Messaging frameworks The second half of the book is a detailed quick reference to Cocoa's Foundation and Application Kit (AppKit) classes. A complement to Apple's documentation, Cocoa in a Nutshell is the only reference to the classes, functions, types, constants, protocols, and methods that make up Cocoa's Foundation and Application Kit frameworks, based on the Jaguar release (Mac OS X 10.2). Peer-reviewed and approved by Apple's engineers to be part of the Apple Developer Connection (ADC) Series, Cocoa in a Nutshell is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work. Cocoa in a Nutshell is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work.

Quick Desktop Application Development Using ElectronDevelop Desktop Application Using HTML CSS and JavaScriptCreateSpace

This book is all about desktop application development using Electron framework.It covers all the important concept of Electron framework that will help a web developer to create a desktop application.It also shows how we can use HTML,CSS and JavaScript to build a desktop application.It has also covered the integration of AngularJS with Electron.Electron framework is built on 2 different processes named as browser and renderer process.Each of these process has a list of modules which handles specific area on desktop application development.Some of the modules are common to both of these processes.This book has focused some of the important module and explained it with coded examples.Some of the important topics are listed as follows:- Introduction to Electron Electron with AngularJS Integration Working with Browser Window Working with Menu Working with Tray Icon Menu Working with Remote Object Inter Process Communication Electron Dialog Window Working with Shell and Screen Electron Global Shortcut Registration Electron Node Notification Implementing Persistence Using Loki Database Working with Power Monitor Working with Clipboard

A project-based guide to help you create, package, and deploy desktop applications on multiple platforms using modern JavaScript frameworks

Key Features Use your web development skills with JavaScript and Node.js to build desktop applications for macOS and Windows Develop desktop versions of popular mobile applications that are similar to Slack, Spotify, and more Design desktop apps with automatic updates and real-time analytics capabilities

Book Description The Electron framework allows you to use modern web technologies to build applications that share the same code across all operating systems and platforms. This also helps designers to easily transition from the web to the desktop. Electron Projects guides you through building cross-platform Electron apps with modern web technologies and JavaScript frameworks such as Angular, React.js, and Vue.js. You'll explore the process of configuring modern JavaScript frameworks and UI libraries, real-time analytics and automatic updates, and interactions with the operating system. You'll get hands-on with building a basic Electron app, before moving on to implement a Markdown Editor. In addition to this, you'll be able to experiment with major JavaScript frameworks such as Angular and Vue.js, discovering ways to integrate them with Electron apps for building cross-platform desktop apps. Later, you'll learn to build a screenshot snipping tool, a mini-game, and a music player, while also gaining insights into analytics, bug tracking, and licensing. You'll then get to grips with building a chat app, an eBook generator and finally a simple digital wallet app. By the end of this book, you'll have experience in building a variety of projects and project templates that will help you to apply your knowledge when creating your own cross-platform applications. What you will learn Initialize Node.js, Node Package Manager (NPM), and JavaScript to set up your app Integrate Phaser with Electron to build a simple 2D game Improve app quality by adding an error tracking system and crash reports Implement group chat features and event handling capabilities using Firebase Integrate a WordPress-like rich-text editor into your app Build Electron applications using a single codebase Who this book is for This book is for JavaScript developers who want to explore the Electron framework for building desktop apps. Working knowledge of modern frontend JavaScript frameworks and Node.js is assumed. No prior knowledge of desktop development is required.

The books included in this set are:

9780470502204 Professional ASP.NET 4: in C# and VB: Written by three highly recognized and regarded ASP.NET experts, this book provides comprehensive coverage on ASP.NET 4 with a unique approach featuring examples in both C# and VB, as is the incomparable coverage of core ASP.NET. After a fast-paced refresher on essentials such as server controls, the book delves into expert coverage of all the latest capabilities of ASP.NET 4.

9780470502259 Professional C# 4 and .NET 4: After a quick refresher on C# basics, the author dream team moves on to provide you with details of language and framework features including LINQ, LINQ to SQL, LINQ to XML, WCF, WPF, Workflow, and Generics. Coverage also spans ASP.NET programming with C#, working in Visual Studio 2010 with C#, and more. With this book, you'll quickly get up to date on all the newest capabilities of C# 4.

9780470548653 Professional Visual Studio 2010: This book gets you quickly up to speed on what you can expect from Visual Studio 2010. Packed with helpful examples, this comprehensive guide explains examines the features of Visual Studio 2010, which allows you to create and manage programming projects for the Windows platform. It walks you through every facet of the Integrated Development Environment (IDE), from common tasks and functions to its powerful tools

9780470499832 Visual Basic 2010 Programmer's Reference: This reference guide provides you with a broad, solid understanding of essential Visual Basic 2010 topics and clearly explains how to use this powerful programming language to perform a variety of tasks. As a tutorial, the book describes the Visual Basic language and covers essential Visual Basic topics. The material presents categorized information regarding specific operations and reveals useful tips, tricks, and tidbits to help you make the most of the new Visual Basic 2010.

9780470477229 WPF Programmer's Reference: Windows Presentation Foundation with C# 2010 and .NET 4: Written by a leading expert on Microsoft graphics programming, this richly illustrated book provides an introduction to WPF development and explains fundamental WPF concepts. It is packed with helpful examples and progresses through a range of topics that gradually increase in their complexity.

9780470257029 Professional SQL Server 2008 Programming: This expanded best-seller includes new coverage of SQL Server 2008's new datatypes, new indexing structures, manageability features, and advanced time-zone handling. As an added bonus, also includes Professional SQL Server 2005 Programmers for .NET 4 developers still working in a SQL Server 2005 setting.

Leverage the power of Galio and React Native to create beautifully designed, practical, and exciting mobile apps

Key Features Understand Galio and quickly build cross-platform mobile apps Discover how to put Galio into practice by implementing it in real-world scenarios Build beautiful apps using Galio by taking advantage of its carefully crafted components

Book Description Galio is a free open source React Native framework that enables beginner-level programmers to quickly build cross-platform mobile apps by leveraging its beautifully designed ready-made components. This book helps you to learn about React Native app development while building impressive out-of-the-box apps with Galio. Lightning Fast Mobile App Development with Galio takes a hands-on approach to implementation and associated methodologies that will have you up and running and productive in no time. Complete with step-by-step explanations of essential concepts, practical examples, and self-assessment questions, you will begin by exploring the basics of React Native and understanding how Galio works. As you make progress, you'll learn how to initialize and configure a React Native app and get to grips with the basics of React Native development. You'll also discover how packages work and how to install Galio as the main dependency, along with understanding how and why Galio helps you to develop apps with ease. Finally, you'll build three practical and exciting apps using React Native and Galio. By the end of this app development book, you'll have learned how to use Galio to quickly create layouts and set up React Native projects for your personal ideas. What you will learn Explore Galio and learn how to build beautiful and functional apps Familiarize yourself with the Galio ecosystem Discover how to use npm and understand why Galio is needed Get to grips with the basics of constructing a basic but attractive UI for an app Find out how you can utilize Galio's ready-made components Use Galio to drive the process of quickly building cross-platform mobile apps Build three practical and exciting apps with React Native and Galio Who this book is for This book is for developers who are looking to learn new skills or build personal mobile apps. Anyone trying to change their job as well as beginners and intermediate web developers will also find this book useful. A basic understanding of CSS, HTML, and JavaScript is needed to get the most out of this book.

*Author is the maintainer of Gaim; and provides excellent insight into the application *Practice building and extending Gaim, while learning GTK toolkit and network protocols *Tutorials are based on OS Gaim project: the #1 Sourceforge project out of 86,116 present on Sourceforge *In one 7 day period (from 8/23/04-8/30/04), it was downloaded nearly 55,000 times. Typing "gaim" into google brings up over 900,000 hits

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