

Pro Smartphone Cross-platform Development

[DOWNLOAD HERE](#)

1;Title Page ;1 2;Copyright Page;2 3;Contents at a Glance;4 4;Table of Contents;5 5;Foreword;10
6;About the Authors;12 7;About the Technical Reviewer;13 8;Acknowledgments;14 9;Introduction;15
9.1;Part 1: Platform Development and Distribution;15 9.2;Part 2: Cross-Platform Native Frameworks;16
9.3;Part 3: HTML Interfaces;16 10;Chapter 1 The Smartphone is the New PC ;17 10.1;Application
Marketplace;18 10.1.1;Increase in Mobile Usage and Trend Toward Smartphones;18 10.2;What is a
Smartphone?;20 10.2.1;Smartphone Landscape;20 10.2.2;Cross-Platform Frameworks;21 10.2.3;The
Branded Experience of Mobile Applications;22 10.2.4;Cross-Platform Development;25 10.3;Web
Techniques;26 10.4;Cross-Platform Frameworks;26 10.5;About this Book;29 11;Part I Platform
Development and Distribution ;31 12;Chapter 2 iPhone;32 12.1;Introducing Xcode;32 12.2;iPhone
Development Standard Practices;33 12.3;Building a Simple iPhone app;33 12.3.1;Create the Xcode
Project;34 12.3.2;Create the Interface;35 12.3.2.1;Add UI Elements;36 12.3.2.2;Align the Text
Greeting;37 12.3.2.3;Button and Text Field Layout;37 12.3.2.4;Writing the Controller Code;38
12.3.2.5;Connect the Code to the Views;40 12.3.2.6;Skinning an iPhone Web View;41 12.4;Installing the
App on the Device;44 12.4.1;Using the Development Provisioning Assistant;44 12.4.2;Manually Setting
Up iPhone Provisioning;45 12.4.3;Finding Your Device ID;46 12.4.4;Create the Provisioning Profile;47
12.4.5;Install the Provisioning Profile;47 12.4.6;Install and Run on the Device;47 13;Chapter 3 Android;49
13.1;Android Development;50 13.1.1;Setting Up The Development Environment With Eclipse;50
13.1.2;Building a Simple Android Application;53 13.1.3;Simple Application Using Android WebView;60
13.2;Building for an Android Device;62 13.3;Distribution on the Web;64 13.4;Android Market;64
14;Chapter 4 BlackBerry;65 14.1;BlackBerry Platform;65 14.2;Set Up for Classic Java Development;66
14.3;Building a Simple BlackBerry Application;67 14.3.1;Create the Eclipse Project;67 14.3.2;Create the
Interface;69 14.3.3;Code Explained;71 14.3.4;Build and Test the Application;72 14.3.5;Simple User
Interface Application Using a Label, Text Field, and Button;72 14.3.6;Code Explained;74 14.3.7;Simple
Application Using BlackBerry Browser Field;75 14.3.7.1;Building for a BlackBerry Device;76
14.3.7.2;Over the Air (OTA) Distribution;77 14.3.7.3;BlackBerry App World;77 15;Chapter 5 Windows

Mobile;79 15.1;Setting Up for Windows Mobile 6.5 Development;80 15.2;Building a Simple Windows Mobile App;81 15.2.1;Creating a Smart Device Project;81 15.2.2;Setting Up Base Functionality;82 15.2.2.1;Add a Button to the View;83 15.2.2.2;Customize the Button;84 15.2.2.3;Create a Click Event Handler;85 15.2.3;Deploying and Test your Application;86 15.2.4;Fleshing Out the Application;87 15.2.4.1;Embed a Web View in your Application;89 15.2.4.1.1;Create an HTML page;89 15.2.4.1.2;Add a WebBrowser Control;89 15.2.4.1.3;Load HTML in WebBrowser control;90 15.3;Packaging and Distributing Your App;90 15.3.1;Adding a CAB Project to the Solution;91 15.3.2;Customizing Your Product Name;91 15.3.3;Adding the Application to the CAB Project;92 15.3.4;Creating an Application Shortcut;92 15.3.5;Adding a Registry Entry;92 15.3.6;Building and Deploying the CAB File;92 15.3.7;Installing the CAB File;93 15.4;Distributing Your Application;94 16;Part 2 Cross-Platform Native Frameworks;95 17;Chapter 6 Rhodes;96 17.1;Development Architecture;97 17.2;Runtime Architecture;98 17.2.1;Device Capabilities and Native UI Elements;99 17.3;Database (Rhom);99 17.4;Threading;100 17.5;Differences Between Rhodes and Rails;101 17.6;Creating a Rhodes App;101 17.6.1;Installation and Setup;101 17.7;Building a Rhodes Application;102 17.8;Running the Application;104 17.8.1;Running on the iPhone;106 17.8.2;Running on Android;107 17.8.3;Running on BlackBerry;107 17.8.4;Running on Windows Mobile 6;108 1 EAN/ISBN : 9781430228691 Publisher(s): Springer, Berlin, Apress Discussed keywords: Smartphone Format: ePub/PDF Author(s): Allen, Sarah - Graupera, Vidal - Lundrigan, Lee

[DOWNLOAD HERE](#)

Similar manuals:

[Pro Smartphone Cross-Platform Development](#)

[Universal Navigation On Smartphones](#)

[A Survey On Today's Smartphone Usage](#)

[Usage Of Smartphone Applications In Tourism](#)

[Professional Augmented Reality Browsers For Smartphones](#)

[Professional Microsoft Smartphone Programming](#)

[S60 Smartphone Quality Assurance](#)

[Smartphone Operating System Concepts With Symbian OS](#)

[Arduino + Android Projects For The Evil Genius: Control Arduino With Your Smartphone Or Tablet - Simon Monk](#)

[Improving Smartphone's Interaction For Visually Impaired And Blind Users](#)

[*NEW PLR* 25 COMPUTERS,LAPTOPS,SMARTPHONES PLR Article](#)