Sqlite Manager

Paul Barry

Build iOS Database Apps with Swift and SQLite Kevin Languedoc,2016-11-15 Discover the essential concepts and new iOS 10 SDK and Swift 3 programming language APIs to build iPhone and iPad database driven applications using the defacto standard for data storage for mobile apps, SQLite. You will learn about SQL operations, such as selecting, inserting, updating and deleting data using various data types like text, numerical types, images and even audio/video data. After working through this book, you will gain an expert view of developing iOS apps using SQlite as a data storage using Objective-C and Swift. With Build iOS Database Apps with Swift and SQLite you will also gain expert knowledge on how to create databases at runtime, including creating or modifying indexes, triggers, tables, columns, and views. The examples use time-tested code from working applications. What You'll Learn: Create database and database applications using iOS and Swift Insert, select, edit, and delete records Extend SQLite Work with multi-database apps Use SQLite with Swift Backup online SQLite databases and more Who This Book Is For: Experienced Apple iOS, Swift programmers and developers.

Cocos2d-x Cookbook Akihiro Matsuura,2015-11-03 Over 50 hands-on recipes to help you efficiently administer and maintain your games with Cocos2d-x About This Book Build exciting games, apps, and other cross-platform GUI based interactive programs with Cocos2d-x Explore the nitty-gritty of the latest Cocos2d-x on the block, version 3.6 A step-by-step guide that shows you the functionalities of Cocos2d-x followed by an explanation of how they work Who This Book Is For If you are a game developer and want to learn more about cross-platform game development in Cocos2d-x, then this book is for you. Knowledge of C++, Xcode, Eclipse, and how to use commands in the terminal are prerequisites for this book. What You Will Learn Install and set up Cocos2d-x for your development environment Build, test, and release game applications for iOS and Android Develop your games for multiple platforms Customize Cocos2d-x for your games Use a physical engine in your games Save and load text, JSON, XML, or other formats Explore the brand new features of Cocos2d-x In Detail Cocos2d-x is a suite of open source, cross-platform game-development tools used by thousands of developers all over the world. Cocos2d-x is a game framework written in C++, with a thin platform-dependent layer. Completely written in C++, the core engine has the smallest footprint and the fastest speed of any other game engine, and is optimized to be run on all kinds of devices. You will begin with the initial setup and installation of Cocos2d before moving on to the fundamentals needed to create a new project. You will then explore and create the sprites, animations, and actions that you will include in the game. Next you will look at strings and create labels, including a label with True Type Font (TTF) font support. Later, you will learn about layer and scene creation and transition. Then you will create the GUI parts essential for a game, such as buttons and switches. After that, you will breathe life into the game with background music and sound effects using the all new Cocos2d-x audio engine. You will then discover how to manage resource files and implement processes that depend on the operating system. Finally, you will polish your game with physics such as gravity and elevation, learn about tools that will help you make games more robust and stable, and get to know best practices to improve the game you have developed. Style and approach This book is an easy-to-follow guide with ample recipes to help you better understand Cocos2d-x.

Python Made Simple Beri Rydhm,2019-09-20 Take tiny steps to enter the big world of data science through this interesting guideKey features Acquire basic concepts related to python programming Understand the core functionalities of Python Programming Provide the information regarding idle IDE Computational Problem solving in Python Object oriented concepts in Python Database connectivity with Python Description In the last few years, python gained popularity and became the first choice of the students, teachers as well as professionals. It is being used in different fields such as education, software development, website development and also in various advanced research. In the field of education it allows students to learn the programming language in an easier and efficient manner. In the information technology field it can be used as a language for creating softwares as well as for web developments. It can be integrated with different platforms like Django. In research, Python programming can be used in simulation or it can be used for machine learning techniques.The primary goal of this text is to create a pedagogically sound and accessible textbook that emphasises on core concepts of Python programming. The book contains lots of practical examples to show the working of a particular code construct. The book can be very helpful in order to learn the basic and advance concepts of python programming.In the beginning of the book the focus is on the basic concepts related to core python programming starting from the installation phase of python interpreter to building the concepts for the reader towards python programming. Then the book moves towards the concept of different statements and programming conditions that python programming can handle in an easier manner. It then moves to the concepts related to object oriented programming and at last the reader will get to know about the database connectivity with the python program.What will you learn You can learn the core concept related to python programming You will get to learn how to program in python You can learn how Python programming helps to solve computational problems By reading this book you can learn how to work with python You will get familiarity with the python programming concepts. You will learn how to operate idle IDE and how it can be used to write python program in easier way. Who this book is forThe book is intended for anyone who wish to learn python programming language. This book also covers the syllabus of various universities and readers can use this book as a help in their academic education. This book can be used by readers to start with python programming from basics to advanced level even without having any prior knowledge of python programming. Table of contents1. Introduction to Python2. Python Fundamentals3. Expression and Operators4. Control Statements5. Functions6. List Processing7. Tuple Processing8. Dictionary Processing9. String Processing10. File Processing11. Exception Handling12. Object Oriented Programming13. Inheritance & Polymorphism14. Database Design in Python About the authorRydhm Beri teaches in BBK DAV College for Women, Amritsar, as an Assistant Professor, since last three years and has 5 years of experience in the field of education and 3 years of experience in research. Her research interests include MANETs, Cloud computing, IOT, Fog Computing. She has done M.Sc. Computer Science from BBK DAV College for Women, Amritsar and MCA from Lovely Professional University and is currently pursuing Ph.D. in the field of IOT and embedded systems. She has a deep knowledge of programming and has worked for different projects in languages like, .Net, Java, PHP and Python. Currently she is working on Python programming and relate it to IOT and Machine learning field.She has published 19 research papers out of which 17 are international and 2 are national research papers. She has also been working as a reviewer in conferences and journals. In her leisure time, she likes to attend workshops and conferences and likes to program applications.Her Blog links: https://rydhmberi.weebly.com/Her LinkedIn Profile: https://www.linkedin.com/in/rydhm-beri-47a721101/

The Beginner's Guide to Learn Python GUI with MySQL and SQLite Vivian Siahaan,Rismon Hasiholan Sianipar,2020-01-14 This book explains relational theory in practice, and demonstrates through two projects how you can apply it to your use of MySQL and SQLite databases. This book covers the important requirements of teaching databases with a practical and progressive perspective. This book offers the straightforward, practical answers you need to help you do your job. This hands-on tutorial/reference/guide to MySQL and SQLite is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from both databases. In designing a GUI and as an IDE, you will make use Qt Designer. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In chapter three, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In chapter four, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In chapter five, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables. In chapter six, you will create dan configure database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date,

suspect_ status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter seven, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have VARBINARY(MAX) data type. You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In the last chapter, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables.

Developing C# Apps for iPhone and iPad using MonoTouch Bryan Costanich,2011-08-05 Developing C# Applications for iPhone and iPad using MonoTouch shows you how to use your existing C# skills to write apps for the iPhone and iPad. Fortunately, there's MonoTouch, Novell's .NET library that allows C# developers to write C# code that executes in iOS. Furthermore, MonoTouch allows you to address all the unique functions of the iPhone, iPod Touch, and iPad. And the big plus: You needn't learn any Objective-C to master MonoTouch! Former Microsoft engineer and published app-store developer Bryan Costanich shows you how to use the tools you already know to create native apps in iOS using C# and the .NET Base Class Libraries. The magic is in Novell's implementation of Apple's Cocoa libraries in MonoTouch. You'll master the same elegant and rich Cocoa environment, but without the need to learn a new programming language. Developing C# Applications for iPhone and iPad using MonoTouch takes you from your first Hello, World example through the major APIs and features of iOS. The coverage is comprehensive and makes use of frequent examples, complete with sample code you can download and reuse to create your own powerful and playful apps.

Learning SQLite for iOS Gene Da Rocha, MSc, BSc (Hons),2016-03-23 Extend SQLite with mobile development skills to build great apps for iOS devices About This Book Implement Swift code using SQLite statements Learn the background to SQL and SQLite for mobile development, its statements, and command features through practical examples Extend the standard SQLite functionality and increase your software creation portfolio Who This Book Is For This book is intended for those who want to learn about SQLite and how to develop apps in Swift or HTML5 using SQLite. Whether you are an expert Objective-C programmer or new to this platform, you'll learn quickly, grasping the code in real-world apps to use Swift. What You Will Learn Explore Swift's basic language statements Connect to SQLite and execute SQL statements Extend the SQLite language to create your own software extensions Use HTML5 with Phonegap on iOS Set up a Swift project using XCode with SQLite Administer SQLite databases in an easy and effective way In Detail The ability to use SQLite with iOS provides a great opportunity to build amazing apps. Apple's iOS SDK provides native support for SQLite databases. This combination offers the potential to create powerful, data-persistent applications. This book starts with the architecture of SQLite database and introduces you to concepts in SQL . You will find yourself equipped to design your own database system, administer it, and maintain it. Further, you will learn how to operate your SQLite databases smoothly using SQL commands. You will be able to extend the functionality of SQLite by using its vast arsenal of C API calls to build some interesting, exciting, new, and intelligent data-driven applications. Understand how Xcode, HTML5, and Phonegap can be used to build a cross-platform modern app which can benefit from all these technologies - all through creating a complete, customizable application skeleton that you can build on for your own apps. Style and approach This book is a practical and comprehensive guide to developing applications using SQLite and iOS.

The Definitive Guide to SQLite Grant Allen,Mike Owens,2011-01-28 Outside of the world of enterprise computing, there is one database that enables a huge range of software and hardware to flex relational database capabilities, without the baggage and cost of traditional database management systems. That database is SQLite—an embeddable database with an amazingly small footprint, yet able to handle databases of enormous size. SQLite comes equipped with an array of powerful features available through a host of programming and development environments. It is supported by languages such as C, Java, Perl, PHP, Python, Ruby, TCL, and more. The Definitive Guide to SQLite, Second Edition is devoted to complete coverage of the latest version of this powerful database. It offers a thorough overview of SQLite's capabilities and APIs. The book also uses SQLite as the basis for helping newcomers make their first foray into database development. In only a short time you can be writing programs as diverse as a server-side browser plug-in or the next great iPhone or Android application! Learn about SQLite extensions for C, Java, Perl, PHP, Python, Ruby, and Tcl. Get solid coverage of SQLite internals. Explore developing iOS (iPhone) and Android applications with SQLite. SQLite is the solution chosen for thousands of products around the world, from mobile phones and GPS devices to set-top boxes and web browsers. You almost certainly use SQLite every day without even realizing it!

Learn SQLite with Python Vivian Siahaan,Rismon Hasiholan Sianipar,2019-09-29 This book is SQLite-based python programming for database-driven desktop projects. Deliberately designed for various levels of programming skill, this book is suitable for students, engineers, and even researchers in various disciplines. There is no need for advanced programming experience, and school-level programming skills are needed. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In chapter three, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In chapter four, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In chapter five, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables. In chapter six, you will create dan configure database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_ status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter seven, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have VARBINARY(MAX) data type. You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In the last chapter, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

AdvancED Flash on Devices Scott Janousek,Elad Elrom,Thomas Joos,2009-10-22 AdvancED Flash on Devices begins with a discussion of the mobile development landscape—the different players, tools, hardware, platforms, and operating systems. The second part of the book covers Flash Lite and how to take advantage newer features supported in Flash Lite 3.x. Then, the book covers AIR applications for multiple screens and includes topics such as: How to utilize new features of AIR 1.5 and Flash 10 as well as pitfalls to be aware of when building an AIR application for mobile How to include platform and context awareness for better adaptation How to adopt an application on multiple devices using dynamic graphical GUI Creating two full working real life touch screen mobile application The last part of the book covers creating Flex applications

running Flash 9 and 10 in mobile device browsers and includes topics such as: How to adopt Flex for multiple mobile device browsers How to create various video players for Flash Lite and Flash 10 and optimize your content. How to take advantage of Flash Media Server Experienced Flash and ActionScript programmers who want to extend their skills to mobile platforms should find this book a great help in developing in this exciting and expanding marketplace.

Using SQLite Jay A. Kreibich,2010-08-10 Application developers, take note: databases aren't just for the IS group any more. You can build database-backed applications for the desktop, Web, embedded systems, or operating systems without linking to heavy-duty client-server databases such as Oracle and MySQL. This book shows you how to use SQLite, a small and lightweight relational database engine that you can build directly into your application. With SQLite, you'll discover how to develop a database-backed application that remains manageable in size and complexity. This book guides you every step of the way. You'll get a crash course in data modeling, become familiar with SQLite's dialect of the SQL database language, and much more. Learn how to maintain localized storage in a single file that requires no configuration Build your own SQLite library or use a precompiled distribution in your application Get a primer on SQL, and learn how to use several language functions and extensions Work with SQLite using a scripting language or a C-based language such as C# or Objective-C Understand the basics of database design, and learn how to transfer what you already know to SQLite Take advantage of virtual tables and modules Complex SQL concepts explained clearly. --D. Richard Hipp, creator of SQLite

Practical Ext JS Projects with Gears Frank Zammetti,2009-08-15 Discover Ext JS, one of today's most powerful and highly regarded JavaScript frameworks, with perhaps the best set of GUI widgets around, and a whole host of components that make developing client–side applications a breeze. Using a pragmatic approach, you'll dissect seven full–fledged applications, covering How Ext JS allows you to create these applications with a slick user interface with a minimum of effort How the other parts of Ext JS aside from the GUI widgets provide many of the capabilities modern applications need, such as Ajax and data mechanisms How other technologies such as Gears can be brought in to make the applications more powerful

Thor's OS Xodus Timothy "Thor" Mullen,2015-10-28 Thor's OS Xodus: Securely Migrating from Microsoft Windows to Mac OS X provides readers with everything they need to securely and successfully migrate from Microsoft to Mac. It includes information that can be found nowhere else, enabling users to execute a MSFT to OS X migration seamlessly and with minimal downtime. The text is the most complete roadmap for entities that want to move away from Microsoft and decouple their dependency on Microsoft products. It is a perfect choice for enterprise computing, providing the ease and simplicity of a UI that can also be incredibly customized via configuration files because of its BSD core. The text, authored by Thor Mullen, the founder of the Hammer of God security co-op group and Principal Security Architect for a worldwide, multi-billion dollar commerce platform, provides the perfect combination of Windows and Unix. Provides the best way to migrate from Microsoft products to OSX with information found in no other text The most complete roadmap for entities who want to move away from Microsoft and decouple their dependency on Microsoft products Authored by Thor Mullen, Principal Security Architect for a multi-billion dollar commerce platform, who teaches users how to create a secure OSX installation Unique resource that provides valuable information on moving from IIS to Apache, from MS SQL Server to MySQL, from .NET to PHP

Internet of Things: Smart Systems and Application Nurul Azma Zakaria,Zakiah Ayop,2019-01-01 ISBN : 978-967-2145-84-4 Authors : Nurul Azma Zakaria & Zakiah Ayop In this chapter in book, there are five chapters which address the development of smart systems and its application in areas such as health, transportation, home security and human detection. These examples would be relevant not only to young researchers or inventors in secondary school, undergraduate and graduates but also to researchers and individuals alike.

Python for Bioinformatics Sebastian Bassi,2017-08-07 In today's data driven biology, programming knowledge is essential in turning ideas into testable hypothesis. Based on the author's extensive experience, Python for Bioinformatics, Second Edition helps biologists get to grips with the basics of software development. Requiring no prior knowledge of programming-related concepts, the book focuses on the easy-to-use, yet powerful, Python computer language. This new edition is updated throughout to Python 3 and is designed not just to help scientists master the basics, but to do more in less time and in a reproducible way. New developments added in this edition include NoSQL databases, the Anaconda Python distribution, graphical libraries like Bokeh, and the use of Github for collaborative development.

Head First Python Paul Barry,2010-11-22 A guide to the programming language describes how to build Python-enabled Web servers and applications, write mobile apps on the Android platform, develop sophisticated games, build GUI-based programs, and write Python scripts to automate tasks.

Pro Core Data for iOS, Second Edition Robert Warner,Michael Privat,2012-02-02 Fully updated for Xcode 4.2, Pro Core Data for iOS explains how to use the Core Data framework for iOS SDK 5 using Xcode 4.2. The book explains both how and why to use Core Data, from simple to advanced techniques. Covering common and advanced persistence patterns, this book prepares any iOS developer to store and retrieve data accurately and efficiently. This book starts by giving you a solid grounding in Core Data, providing a foundation for the rest of the book. With this knowledge, you'll have all you need to master Core Data and power your data-driven applications. You'll see how to work with SQLite and how to create an efficient data model to represent your data. Once you've established your data model, you'll learn how to work with data objects and refine result sets to get the most out of the stored data. The advanced portions of the book begin by showing you how to tune your apps' performance and memory usage, to give you a truly professional edge. You'll see how to version and migrate your data as well, to ensure your data stays organized and efficient. Finally, the book covers managing table views with NSFetchedResultsController.

SQLITE FOR DATA ANALYST AND DATA SCIENTIST WITH PYTHON GUI Vivian Siahaan,Rismon Hasiholan Sianipar,2022-07-08 In this project, we will use the SQLite version of BikeStores database as a sample database to help you work with MySQL quickly and effectively. The stores table includes the store's information. Each store has a store name, contact information such as phone and email, and an address including street, city, state, and zip code. The staffs table stores the essential information of staffs including first name, last name. It also contains the communication information such as email and phone. A staff works at a store specified by the value in the store_id column. A store can have one or more staffs. A staff reports to a store manager specified by the value in the manager_id column. If the value in the manager_id is null, then the staff is the top manager. If a staff no longer works for any stores, the value in the active column is set to zero. The categories table stores the bike's categories such as children bicycles, comfort bicycles, and electric bikes. The products table stores the product's information such as name, brand, category, model year, and list price. Each product belongs to a brand specified by the brand_id column. Hence, a brand may have zero or many products. Each product also belongs a category specified by the category_id column. Also, each category may have zero or many products. The customers table stores customer's information including first name, last name, phone, email, street, city, state, zip code, and photo path. The orders table stores the sales order's header information including customer, order status, order date, required date, shipped date. It also stores the information on where the sales transaction was created (store) and who created it (staff). Each sales order has a row in the sales_orders table. A sales order has one or many line items stored in the order_items table. The order_items table stores the line items of a sales order. Each line item belongs to a sales order specified by the order_id column. A sales order line item includes product, order quantity, list price, and discount. The stocks table stores the inventory information i.e. the quantity of a particular product in a specific store. In this project, you will write Python script to create every table and insert rows of data into each of them. You will develop GUI with PyQt5 to each table in the database. You will also create GUI to plot: case distribution of order date by year, quarter, month, week, day, and hour; the distribution of amount by year, quarter, month, week, day, and hour; the distribution of bottom 10 sales by product, top 10 sales by product, bottom 10 sales by customer, top 10 sales by customer, bottom 10 sales by category, top 10 sales by category, bottom 10 sales by brand, top 10 sales by brand, bottom 10 sales by customer city, top 10 sales by customer city, bottom 10 sales by customer state, top 10 sales by customer state, average amount by month with mean and EWM, average amount by every month, amount feature over June 2017, amount feature over 2018, and all amount feature.

Learning MonoTouch Michael Bluestein,2011-07-19 Develop State-of-the-Art iPhone/iPad Apps with MonoTouch and .NET! Are you an experienced C#/.NET developer who wants to reach the huge iPhone/iPad market? Now, you can create great iOS apps without first mastering Objective-C and Apple's development toolset. With MonoTouch, you can leverage the skills you already have to create powerful apps that can be sold in Apple's App Store or deployed throughout your organization. In Learning MonoTouch, Michael Bluestein helps you get started with MonoTouch fast and make the most of its remarkably robust capabilities. The book first walks you through setting up your MonoTouch development environment, explaining how MonoTouch abstracts the iOS SDK to permit development against native iOS classes from C#. Through simple examples, you'll start building working apps, establishing a firm foundation for more advanced coding. One step at a time, you'll master increasingly sophisticated cases through practical examples. Bluestein even shows you how to leverage powerful .NET tools in your iOS apps, including LINQ. Coverage includes • Applying common iOS development patterns and techniques in C# • Using MonoTouch to handle memory management and garbage collection • Structuring MonoTouch apps for the MVC design pattern • Making the most of iOS user interface classes • Leveraging the address book, camera access, email, and iOS media features • Customizing tables and navigation for richer experiences and better performance • Accessing the iOS Core Graphics and Core Animation subsystems • Building iOS location-based applications with Core Location and MapKit • Consuming web services from MonoTouch • Integrating iOS and .NET networking capabilities • Saving data with the ADO.NET provider to SQLite, .NET serialization, and NSUserDefaults All code samples are available for download at github.com/mikebluestein.

Enterprise Development with Flex Yakov Fain,Victor Rasputnis,Anatole Tartakovsky,2010-03-16 If you want to use Adobe Flex to build production-quality Rich Internet Applications for the enterprise, this groundbreaking book shows you exactly what's required. You'll learn efficient techniques and best practices, and compare several frameworks and tools available for RIA development -- well beyond anything you'll find in Flex tutorials and product documentation. Through many practical examples, the authors impart their considerable experience to help you overcome challenges during your project's life cycle. Enterprise Development with Flex also suggests proper tools and methodologies, guidelines for determining the skill sets required for the project, and much more. Choose among several frameworks to build Flex applications, including Cairngorm, PureMVC, Mate, and Clear Toolkit Apply selected design patterns with Flex Learn how to extend the Flex framework and build your own component library Develop a sample AIR application that automatically synchronizes local and remote databases to support your sales force Get solutions for leveraging AMF protocol and synchronizing Flex client data modifications with BlazeDS-based servers Determine the actual performance of your application and improve its efficiency

Professional iOS Database Application Programming Patrick Alessi,2013-04-10 Updated and revised coverage that includes the latest versions of iOS and Xcode Whether you're a novice or experienced developer, you will want to dive into this updated resource on database application programming for the iPhone and iPad. Packed with more than 50 percent new and revised material - including completely rebuilt code, screenshots, and full coverage of new features pertaining to database programming and enterprise integration in iOS 6 - this must-have book intends to continue the precedent set by the previous edition by helping thousands of developers master database application programming. Shows you how to store data using SQLite, model and manage data using Core Data, and integrate with Web Services Explains how to take advantage of the built-in capabilities of the iPhone and iPad Details techniques for integrating iOS applications into enterprise class systems Encourages you to take advantage of multi-core processors, store data in the cloud, and use storyboards to develop the UI for your app By the end of the book, you will be able to confidently implement a data driven application for the iPhone and iPad and integrate an iOS application within an existing enterprise system.

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Sqlite Manager Introduction

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