How To Make Apps Without Programming

C Cleary

Build Android Apps Without Coding Simone Bales,2018-10-21 Create Android apps without Code you can create your own android apps uisng Thunkable - drag and drop programming, without involving much of coding. This book introduces you to Thunkable - very much similar to MIT app Inventor 2 but with more features than MIT app inventor. Learn App building basics hands-on with step-by-step instructions building more than a dozen fun projects. Some the apps you will build using this book as follows: Talk to Me app Converting Speech to Text Shake To Speak Convert any website into an Android app Create a Flash light app Create a Camera app Create a Video Recorder app RGB color Mixer app Simple Random Number Dice app Track your Daily step app

NO CODE APP DEVELOPMENT Deepak S. Mote,2022-03-29 I see a lot of people face problems when they try to learn App development or have a lot of questions, How to Start? Which is the Best Platform? Is Coding necessary? Is Laptop Required? And when Students Attend my webinars, they mostly ask, Can we build Apps without code? Really? Are you joking? Which are your Apps? How Many Downloads do they have? These Questions are never going to end. So, I decided to write a detailed book on this topic to explain psychology, methods & give answers to those questions. My most of Apps on Playstore are build with no code and crossed 2M+ downloads.

Mastering No-Code Paul E Love,2021-05-05 No-Code application development platforms have seen a major rise in popularity in the last decade,

primarily because these platforms offer a great way for businesses and other organizations to develop apps that meet their needs without having to involve professional software developers. Due to the lack of programming knowledge needed, it's not surprising that Gartner (a leading research and advisory firm) projects that by 2025, 65% of all app development will be done on No-Code platforms. If you've ever had an idea you wanted to turn into an app but didn't have the money to pay a developer and didn't have time or inclination to learn how to code in order to create that app, no-code is your answer. If you know what you want to build, no-code platforms allow you to assemble a working program that follows best programming practices just by dragging and dropping components onto a screen. Of course it helps to have done some research into no-code apps including current trends, techniques, and tips on how to put together the best version of your application. That's where our blog comes in. Mastering No-Code (www.mastering-nocode.com) provides news, articles, examples, explanations, and tips on how to become a professional no-code developer. If you're simply interested in learning how to build your own apps or if you want to create an app for sale, or to fill a business need, or just for fun, this book may help you get started. Even if you're already using a no-code platform you may find something interesting, so go ahead and take a look inside...Note: This material consists primarily of blog posts from Mastering No-Code (January through March 2021).

Android App Developing Without Coding ,

Building a Mobile App Sarah Guthals,2017-03-14
Coding is cool, and these fun projects help you
get started today! Building a Mobile App offers
basic lessons in Android development, designed
specifically for kids! Three fun projects walk you
through basic coding skills using MIT's App
Inventor—a free, online programming tool that uses
a simple block style language that makes coding
easy to learn. No long chapters to read, and no
homework—just dive right in! You'll begin with a
basic project that shows you how to make an app
that works; next, you'll put those skills to work
on a photo editing app that takes your skills to
the next level. Finally, you'll level up one more
time to become a Game Maker—that's right, you'll
actually build a mobile game that you can send to
your friends! Each project includes step-by-step
directions and plenty of graphics to help you stay
on track, and easy-to-read instructions help you
complete each project frustration-free. App
building can get pretty complicated, but it
doesn't have to start out that way. Start small to
pick up the basics quickly, and you'll be coding
in no time! This book helps you get started
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that lets you draw on pictures you take! Create a
simple, interactive game you can share with your
friends! Adults all over the world turn to For
Dummies books for clear instruction with a sense
of humor; the Dummies Junior books bring that same
learning is fun attitude to kids, with projects

designed specifically for a kid's interests, needs, and skill level. Building a Mobile App gets kids coding quickly, with fun projects they'll be happy to show off!

   Create Android Apps Without Coding Dteam Tech,Hendry Morgan,2018-08-09 Thunkalbe is an intuitive, visual programming environment that allows everyone - even children - to build fully functional apps for smartphones and tablets. Those new to Thunkable can have a simple first app up and running in less than 30 minutes. And what's more, our blocks-based tool facilitates the creation of complex, high-impact apps in significantly less time than traditional programming environments. The Thunkalbe is a adaptation of MIT app Inventor project seeks to democratize software development by empowering all people, especially young people, to move from technology consumption to technology creation.You can get started with this book into the world of Programming, You can build 10 different apps within an hour following this book. If you are new to programming and want to make android application without writing a single line of code this is the book for you.

   Build Apps Without Coding The Coderesist,2023-07-20 This book is your ultimate passport to the world of app creation, tailored for both tech novices and experienced enthusiasts alike. This engaging guide unlocks the potential of low code platforms, enabling you to build web and mobile applications effortlessly, without any programming language knowledge. Discover a universe where your ideas can take shape with

ease, as we navigate through the essentials of low code development in a simple and understandable manner. No coding hurdles or technical complexities - just intuitive drag-and-drop tools and pre-built components at your fingertips. With this book as your mentor, you'll gain the confidence to select the perfect low code platform, master its features, and embark on a creative journey like never before. Whether you're a business visionary, an aspiring entrepreneur, or a hobbyist, Mastering Low Code App Development empowers you to turn dreams into reality, one app at a time. Experience the thrill of app creation without boundaries and witness your ideas come alive in the digital world. Unlock the hidden potential of your creativity and build impactful apps today - all with the guidance of this comprehensive and accessible guide. It's time to embrace the future of app development, even if you've never written a single line of code. Welcome to a world where innovation knows no limits, and your ideas become extraordinary apps for everyone to enjoy!

  Android Programming Bill Phillips,Chris Stewart,2015-08-01 Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material

design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at: https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf.

  Building a Mobile App Sarah Guthals,2017-03-27 Coding is cool, and these fun projects help you get started today! Building a Mobile App offers basic lessons in Android development, designed specifically for kids! Three fun projects walk you through basic coding skills using MIT's App Inventor—a free, online programming tool that uses a simple block style language that makes coding easy to learn. No long chapters to read, and no homework—just dive right in! You'll begin with a basic project that shows you how to make an app that works; next, you'll put those skills to work on a photo editing app that takes your skills to the next level. Finally, you'll level up one more

time to become a Game Maker—that's right, you'll actually build a mobile game that you can send to your friends! Each project includes step-by-step directions and plenty of graphics to help you stay on track, and easy-to-read instructions help you complete each project frustration-free. App building can get pretty complicated, but it doesn't have to start out that way. Start small to pick up the basics quickly, and you'll be coding in no time! This book helps you get started quickly and easily, with a focus on fun. Build your own Android mobile apps using a free online platform! Code everything yourself, including buttons, screens, and interactions! Build an app that lets you draw on pictures you take! Create a simple, interactive game you can share with your friends! Adults all over the world turn to For Dummies books for clear instruction with a sense of humor; the Dummies Junior books bring that same learning is fun attitude to kids, with projects designed specifically for a kid's interests, needs, and skill level. Building a Mobile App gets kids coding quickly, with fun projects they'll be happy to show off!

Creating Mobile Apps Without Coding Neil Perlin,2014-03-19 "Mobile" is changing how business is done. Mobile apps can let your company work in new ways to boost customer loyalty and satisfaction and build new revenue streams. And having your own apps can brand the company as forward-thinking and edgy, or just plain "cool." But how do you get those apps?You can check in Apple's App Store and Android's Play Store, but those apps are generic. They'll do some of what

you need... You can get a custom app created for your specific needs, but creating apps takes programming skill and is expensive and time—consuming, possibly expensive enough to be unaffordable and time-consuming enough to be unable to quickly respond to changing business needs. Until now…New app development tools are creating a world of DIY (Do-It-Yourself) apps. If you have an analytical bent and know how to use standard business tools like Microsoft® PowerPoint and Excel, you may be able to create your own apps, yourself, in days or weeks rather than months, and inexpensively. This book explains how.The book first introduces DIY apps in general — their rationales, design principles, and more. It then focuses on a specific tool called ViziApps. You'll learn about ViziApps' features and get step-by-step instructions for creating a simple but real app that's complete except for being in the stores. You'll do this with no coding. When you finish, you'll have a feel for DIY app creation and a working app. Quickly, and with no coding.

  Idea to iPhone Carla White,2013-03-29 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!

  <u>Programming Flutter</u> Carmine Zaccagnino,2020-02-25 Work in Flutter, a framework designed from the ground up for dual platform development, with support for native Java/Kotlin or Objective-C/Swift methods from Flutter apps. Write your next app in one language and build it for both Android and iOS. Deliver the native look, feel, and performance you and your users expect from an app written with each platform's own tools and languages. Deliver apps fast, doing half the work you were doing before and exploiting powerful new features to speed up development. Write once, run anywhere. Learn Flutter, Google's multi-platform mobile development framework. Instantly view the changes you make to an app with stateful hot reload and define a declarative UI in the same language as the app logic, without having to use separate XML UI files. You can also reuse existing platform-specific Android and iOS code and interact with it in an efficient and simple way. Use built-in UI elements - or build your own - to create a simple calculator app. Run native Java/Kotlin or Objective-C/Swift methods from your Flutter apps, and use a Flutter package to make HTTP requests to a Web API or to perform read and write operations on local storage. Apply visual

effects to widgets, create transitions and animations, create a chat app using Firebase, and deploy everything on both platforms. Get native look and feel and performance in your Android and iOS apps, and the ability to build for both platforms from a single code base. What You Need: Flutter can be used for Android development on any Linux, Windows or macOS computer, but macOS is needed for iOS development.

  How to Create an Android App in 30 Minutes for Free with No Programming Skills Christopher Clarke,2017-01-01 How to create an android app in 30 minutes for free with no programming skills No Programming Skills RequiredLearn how to create an Android app from start to finish in 30 minutes. No experiance, or programming skills required.Everything you need to know and which free tools are available. We will take a step by step guide to enable you to develop an Android app and launch it on the Play Store without any previous knowledge of android app development.This book will show you how to create your Android App, how to make it available to others in the Google Play Store and tips and techniques to promote your app.Learn how to create a fully functioning app by yourself with no programing skillsI believe anyone is able to create an Android App. Major Benefit For new developers step by step instructions with pictures. Major Benefit Complete how to guide with pictures to get your mobile app in the Play Store. Major Benefit Bonus Section, how to market and promote your app for free.About The AuthorCHRIS CLARKE is a top internet web developer, having created websites for the last 17 years reaching

thousands of visitors on a daily basis. 5 years ago, Chris moved into developing Android apps with over 100k downloads in the first year. He lives in Wilmslow, Cheshire with his wife and two kids. Chris loves educating and inspiring others to succeed and live the life of their dreams. Learn more about Chris at www.cheshirecreativepublishing.com Scroll up and buy now.

iPhone App Design for Entrepreneurs Megan Holstein,2019-03-20 Make an app from start to finish on your own or with a dedicated team. This book is your all-in-one, go-to resource for designing, building, and marketing, a trending app that others flock to buy. Use detailed analysis to decide what designs you should choose and whether you should learn to code or hire someone else to do the trench work for you. If you plan carefully and make intelligent decisions when establishing your viral app business, you will find success on the App Store. Remember, though, the App Store is not a lottery. Apps are not randomly featured, and it is not happenstance that makes your app successful. Luck and fortuitous timing tempered by hard work and a good app idea are key factors to success. You can't aimlessly create an app, throw it on the App Store, and watch the dollars roll in. You'll get back what you put in. This book lays the foundation and outlines the skills needed by aspiring entrepreneurs with no coding experience for selling a killer app. What You'll LearnDesign apps that are impressive, wow users, and most importantly, are easy to use. Build a business model around an app that turns a profit

Determine when its OK to build your own app or when it's better to hire a third party to do so. Who This Book Is For Small business owners who want to create an app, but have no programming experience

Learning MIT App Inventor Derek Walter,Mark Sherman,2014-11-21 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 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

  Swift in 30 Days Gaurang Ratnaparkhi,2021-09-03 Designing iOS mobile apps using simple Swift codes and libraries. KEY FEATURES ● Combines the fundamentals of Swift and power-packed libraries, including SwiftUI. ● Includes graphical illustrations and step-by-step instructions on coding your first iOS application. ● Covers end-to-end iOS app development with code debugging and best practices. DESCRIPTION 'Swift in 30 Days' teaches young graduates and coding applicants to enter the field of rapid development of applications through simplified, pragmatic, and quick programming learning without much theory. The book examines the basics of Swift programming, fundamental Swift building blocks, how to write syntax, constructs, define classes, arrays, model data with interfaces, and several examples of Swift programming. The book will help you to create the environment for app development, including tools and libraries like Xcode and SwiftUI. You will learn to work with Xcode and Swift libraries and finally make an independently developed Swift application. You will have access to design patterns and learn how to handle errors, debug, and work with protocols. By the end of this book, you will become a trusted Swift programmer and a successful iOS developer who will dive

deeper into Apple's intelligent app programming challenge. WHAT YOU WILL LEARN ● Create an iOS app from scratch and learn fundamental Swift concepts such as operators and control flow. ● Create intuitive and intelligent user interfaces with an understanding of self-design and constraints. ● Recap OOP concepts and Swift protocol-based programming. ● Work with design patterns, write clean codes, and build expert tables and navigations. ● Work with Xcode and SwiftUI 2.0. WHO THIS BOOK IS FOR This book is for students, graduates, and entry-level coders who want to learn iOS app development without prior Swift or mobile app development experience. TABLE OF CONTENTS Week 1 (Beginner) 1. Building Your First App 2. Swift Programming Basics 3. Auto Layout 4. Types and Control Flow Week 2 (Intermediate) 5. Optional Type and More 6. Code Structuring Week 3 (Advanced) 7. OOP in Swift 8. Protocols and Delegates Week 4 (Bonus) 9. Error handling and Debugging 10. SwiftUI

   Functional Web Development with Elixir, OTP, and Phoenix Lance Halvorsen,2018-01-25 Elixir and Phoenix are generating tremendous excitement as an unbeatable platform for building modern web applications. For decades OTP has helped developers create incredibly robust, scalable applications with unparalleled uptime. Make the most of them as you build a stateful web app with Elixir, OTP, and Phoenix. Model domain entities without an ORM or a database. Manage server state and keep your code clean with OTP Behaviours. Layer on a Phoenix web interface without coupling it to the business logic. Open doors to powerful

new techniques that will get you thinking about web development in fundamentally new ways. Elixir and OTP provide exceptional tools to build rock-solid back-end applications that scale. In this book, you'll build a web application in a radically different way, with a back end that holds application state. You'll use persistent Phoenix Channel connections instead of HTTP's request-response, and create the full application in distinct, decoupled layers. In Part 1, start by building the business logic as a separate application, without Phoenix. Model the application domain with Elixir functions and simple data structures. By keeping state in memory instead of a database, you can reduce latency and simplify your code. In Part 2, add in the GenServer Behaviour to make managing in-memory state a breeze. Create a supervision tree to boost fault tolerance while separating error handling from business logic. Phoenix is a modern web framework you can layer on top of business logic while keeping the two completely decoupled. In Part 3, you'll do exactly that as you build a web interface with Phoenix. Bring in the application from Part 2 as a dependency to a new Phoenix project. Then use ultra-scalable Phoenix Channels to establish persistent connections between the stateful server and a stateful front-end client. You're going to love this way of building web apps! What You Need: You'll need a computer that can run Elixir version 1.5 or higher and Phoenix 1.3 or higher. Some familiarity with Elixir and Phoenix is recommended.

  <u>How to Build a Billion Dollar App</u> George

Berkowski,2014-09-04 An accessible, step-by-step
guide to building an app-based business—essential
reading for anyone who has an idea for an app, but
is unsure of where to start 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. InHow to Build a Billion
Dollar App, serial tech entrepreneur George
Berkowski—one of the minds behind the
internationally successful taxi hailing app
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that have achieved billion-dollar success.
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of the billion-dollar app club members, including
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Square, Viber, Clash of Clans, Angry Birds, Uber,
and Flipboard 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 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 or you're a gifted developer, seasoned
entrepreneur, or just intrigued by mobile
technology, How to Build a Billion Dollar App will
show you what itreally takes to create your own
billion-dollar, mobile business.
  Anyone Can Create an App Wendy Wise,2017-03-10

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 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.

   Beginning Flutter Marco L. Napoli,2019-10-08 Build your first app in Flutter—no experience necessary! Beginning Flutter: A Hands-On Guide to App Development is the essential resource for both experienced and novice developers interested in getting started with Flutter—the powerful new mobile software development kit. With Flutter, you can quickly and easily develop beautiful, powerful apps for both Android and iOS, without the need to learn multiple programming languages or juggle more than one code base. This book walks you through the process step by step. In Flutter, you'll be working with Dart, the programming

language of choice for top app developers. Even if you're just starting out in your development career, you can learn Dart quickly, eliminating the barrier to entry for building apps. This is a more efficient way to develop and maintain cross-platform mobile apps, and this book makes the process even easier with a teach-by-example approach. Focus on providing quality content by eliminating the need to switch between multiple coding languages Learn the ins and outs of Flutter, including all the frameworks, widgets, and tools available to developers Accelerate your app development pace, keeping all the code for your cross-platform app in a single code base Leapfrog barriers to entry to the mobile software market, creating your first app with no experience necessary The Flutter community is growing rapidly and transforming the way Android and iOS apps get made. Beginning Flutter allows you to get on board with the latest app development technology, giving your mobile development career a big head start.

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