

Mobile Learning App Builder

Lorna Timbah

Learning Mobile App Development Jakob Iversen, Michael Eierman, 2014 Now, one book can help you master mobile app development with both market-leading platforms: Apple's iOS and Google's Android. Perfect for both students and professionals, Learning Mobile App Development is the only tutorial with complete parallel coverage of both iOS and Android. With this guide, you can master either platform, or both--and gain a deeper understanding of the issues associated with developing mobile apps. You'll develop an actual working app on both iOS and Android, mastering the entire mobile app development lifecycle, from planning through licensing and distribution. Each tutorial in this book has been carefully designed to support readers with widely varying backgrounds and has been extensively tested in live developer training courses. If you're new to iOS, you'll also find an easy, practical introduction to Objective-C, Apple's native language.

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!

The New Landscape of Mobile Learning Charles Miller, Aaron Doering, 2014-02-24 The New Landscape of Mobile Learning is the first book to provide a research based overview of the largely untapped array of potential tools that m-Learning offers educators and students in face-to-face, hybrid, and distance education. This cutting edge guide provides:

- An essential explanation of the emergence and role of Apps in education
- Design guidelines for educational Apps
- Case studies and student narratives from across the US describing successful App integration into both K-12 and Higher Education
- Robust, research-based evaluation criteria for educational Apps

Although many believe that Apps have the potential to create opportunities for transformative mobile education, a disparity currently exists between the individuals responsible for creating Apps (i.e. developers who often have little to no instructional experience) and the ultimate consumers in the classroom (i.e. K-20 educators and

students). The New Landscape of Mobile Learning bridges this gap by illuminating critical design, integration, and evaluation narratives from leaders in the instructional design, distance education, and mobile learning fields.

Mobile Learning Scott McQuiggan, Jamie McQuiggan, Jennifer Sabourin, Lucy Kosturko, 2015-03-04 Explore the game-changing technology that allows mobile learning to effectively reach K-12 students Mobile Learning: A Handbook for Developers, Educators and Learners provides research-based foundations for developing, evaluating, and integrating effective mobile learning pedagogy. Twenty-first century students require twenty-first century technology, and mobile devices provide new and effective ways to educate children. But with new technologies come new challenges—therefore, this handbook presents a comprehensive look at mobile learning by synthesizing relevant theories and drawing practical conclusions for developers, educators, and students. Mobile devices—in ways that the laptop, the personal computer, and netbook computers have not—present the opportunity to make learning more engaging, interactive, and available in both traditional classroom settings and informal learning environments. From theory to practice, Mobile Learning explores how mobile devices are different than their technological predecessors, makes the case for developers, teachers, and parents to invest in the technology, and illustrates the many ways in which it is innovative, exciting, and effective in educating K-12 students. Explores how mobile devices can support the needs of students Provides examples, screenshots, graphics, and visualizations to enhance the material presented in the book Provides developers with the background necessary to create the apps their audience requires Presents the case for mobile learning in and

out of classrooms as early as preschool. Discusses how mobile learning enables better educational opportunities for the visually impaired, students with Autism, and adult learners. If you're a school administrator, teacher, app developer, or parent, this topical book provides a theoretical, well-researched discussion of the pedagogical theory and mobile learning, as well as practical advice in setting up a mobile learning strategy.

iOS 15 Programming for Beginners Ahmad Sahar, Craig Clayton, 2021-12-24
Key Features Explore the latest features of Xcode 13 and the Swift 5.5 programming language in this updated sixth edition. Start your iOS programming career and have fun building your own iOS apps. Discover the new features of iOS 15 such as Mac Catalyst, SwiftUI, Swift Concurrency, and SharePlay.
Book Description With almost 2 million apps on the App Store, iOS mobile apps continue to be incredibly popular. Anyone can reach millions of customers around the world by publishing their apps on the App Store. *iOS 15 Programming for Beginners* is a comprehensive introduction for those who are new to iOS. It covers the entire process of learning the Swift language, writing your own app, and publishing it on the App Store. Complete with hands-on tutorials, projects, and self-assessment questions, this easy-to-follow guide will help you get well-versed with the Swift language to build your apps and introduce exciting new technologies that you can incorporate into your apps. You'll learn how to publish iOS apps and work with Mac Catalyst, SharePlay, SwiftUI, Swift concurrency, and much more. By the end of this iOS development book, you'll have the knowledge and skills to write and publish interesting apps, and more importantly, to use the online resources available to enhance your app development journey. What you will learn Get to grips with the fundamentals of

Xcode 13 and Swift 5.5, the building blocks of iOS development
Understand how to prototype an app using storyboards Discover the
Model-View-Controller design pattern and how to implement the
desired functionality within an app Implement the latest iOS features
such as Swift Concurrency and SharePlay Convert an existing iPad
app into a Mac app with Mac Catalyst Design, deploy, and test your
iOS applications with design patterns and best practices Who this book
is for This book is for anyone who has programming experience but is
new to Swift and iOS app development. Basics knowledge of
programming, including loops, boolean, and so on, is necessary.

Beginner Mobile App Development using MIT App Inventor 2

Lorna Timbah, 2020-02-01 You want to make your own mobile app,
but don't know how to start? Struggling to learn programming? Don't
have time to learn? Struggle no more! Now you can build a mobile
app with NO CODING! This step-by-step book with a focus on visual
programming will help you jumpstart your mobile app development
skills, and you will be able to create your first ever mobile app in just
hours. As long as you know how to operate a computer and an
Android smartphone, as well as able to read, write and count, you will
be able to construct and build basic and fully functional Android apps,
and even design a wireframe for your app to solve your problem!
This book is ideal for both children and adults who have no prior
knowledge of computer programming.

Learning Node.js for Mobile Application Development Stefan

Buttigieg, Milorad Jevdjenic, 2015-10-30 Make use of Node.js to learn
the development of a simple yet scalable cross-platform mobile
application About This Book Use Node.js to satisfy the core backend
requirements of modern apps, including user management, security,
data access, and real-time data communication Build practical real-

world mobile applications, which will give you the necessary knowledge to build your very own mobile solutions Step-by-step development of projects using Ionic Framework as the frontend and Node.js for the backend supported by a MongoDB database Who This Book Is For This book is intended for web developers of all levels of expertise who want to deep dive into cross-platform mobile application development without going through the pains of understanding the languages and native frameworks that form an integral part of developing for different mobile platforms. This book is also for you if you are a developer who wants to capitalize on the MobileFirst strategy and so are going to use JavaScript for your complete stack. What You Will Learn Develop an API from scratch Set up a MongoDB Database as part of your mobile application backend Deploy a cross-platform mobile application from the command line Incorporate features within your mobile application that use native phone features such as a gyroscope, GPS, and accelerometer Implement mobile applications that use web-enabled APIs Build a mobile application with real-time chat messaging features Develop a secure mobile application that is capable of functioning with real-time data In Detail Node.js is a massively popular JavaScript library that lets you use JavaScript to easily program scalable network applications and web services. People approaching Node.js for the first time are often attracted by its efficiency, scalability, and the fact that it's based on JavaScript, the language of the Web, which means that developers can use the same language to write backend code. Also, it's increasingly being seen as a modern replacement for PHP in web development, which relies on fast-paced data exchange. The growing community and the large amount of available modules makes Node.js one of the most attractive development environments. This book takes

a step-wise and incremental approach toward developing cross-platform mobile technologies using existing web technologies. This will allow you to truly understand and become proficient in developing cross-platform mobile applications with Node.js, Ionic Framework, and MongoDB. The book starts off by introducing all the necessary requirements and knowledge to build a mobile application with a companion web service. It covers the ability to create an API from scratch and implement a comprehensive user database that will give you the opportunity to offer a mobile application with a personalized experience. Midway through the book, you will learn the basic processes to create a successful mobile application. You will also gain higher-level knowledge, allowing you to develop a functional and secure mobile application to ensure a seamless user experience for end users. Finally, the book ends with more advanced projects, which will bring together all the knowledge and expertise developed in the previous chapters to create a practical and functional mobile-application that has useful real-world features. Style and approach This book is an easy-to-follow guide that takes a step-wise approach in giving expertise and knowledge to help you truly understand what is needed to create a memorable user experience for end users. Each topic is placed in the context of the bigger picture, that is, to create cross-platform mobile applications using existing technologies.

Mobile Learning Applications in Early Childhood Education

Stamatis Papadakis, Michail Kalogiannakis, 2019-12 This book explores the methods and applications of mobile learning techniques and strategies within diversified teaching settings--

Learning Everywhere Chad Udell, 2012-06-18 Once the decision to go mobile has been made in a learning organization, at first glance it

may seem as though the hardest decision has been made. Soon after this path is chosen, though, reality sets in. There are a lot of things to consider as you work to build your initial learning content for the many varieties of mobile devices. From strategy and design, to development, delivery and beyond, every step along the way is crucial to your success. In *Learning Everywhere*, Chad Udell, a seasoned expert on mobile learning, demystifies the many choices involved in developing mobile learning content, and provides real-world experience on how to get down to the business of creating mobile learning. With an approachable and down to earth style, Chad gives the reader a wealth of detail. His goal is to explain mobile design and development to learning professionals in the context of creating best-of-breed mobile experiences, while leveraging superior user interface design and development techniques. A framework of four content types gives instructional designers, learning developers, and managers a solid grounding in the exciting possibilities for learning using mobile phones, tablets and other devices. Focused on creating solutions that increase organizational performance no matter the content type or instructional need, this book is truly about *Learning Everywhere*. Book foreword by Judy Brown, well known mobile learning analyst.

Beginning Mobile Application Development in the Cloud Richard Rodger, 2011-10-14 Learn how to build apps for mobile devices on Cloud platforms The marketplace for apps is ever expanding, increasing the potential to make money. With this guide, you'll learn how to build cross-platform applications for mobile devices that are supported by the power of Cloud-based services such as Amazon Web Services. An introduction to Cloud-based applications explains how to use HTML5 to create cross-platform mobile apps and then use Cloud

services to enhance those apps. You'll learn how to build your first app with HTML5 and set it up in the Cloud, while also discovering how to use jQuery to your advantage. Highlights the skills and knowledge you need to create successful apps for mobile devices with HTML5 Takes you through the steps for building web applications for the iPhone and Android Details how to enhance your app through faster launching, touch vs. click, storage capabilities, and a cache Looks at how best to use JSON, FourSquare, jQuery, AJAX, and more Shares tips for creating hybrid apps that run natively If you're interested in having your application be one of the 200,000+ apps featured in the iPhone store or the 50,000+ in the Android store, then you need this book.

Learn to Program with App Inventor Lyra Logan, 2019-11-26

Learn to build mobile apps for Android devices with MIT App Inventor, a visual drag-and-drop programming language like Scratch. You've swiped and tapped your way through countless apps, but have you ever created one? Now you can, thanks to Learn to Program with App Inventor. In less than an hour, you'll be able to build and run your first app! App Inventor is a free software for making Android apps. All you need is a PC with an Internet connection to build your app, and a mobile phone for testing. You'll use a simple drag-and-drop interface, which minimizes errors and avoids too much typing. A certified App Inventor Master Trainer, Logan breaks down each project into logical steps, lists the components you'll need, and then shows you how to create screen designs, control program flow with conditionals and loops, and store data in variables and lists. Once you've tested the app on your phone, you can test what you learned with challenges at the end of each chapter. You'll build cool apps like:

- * Hi, World!: Use your voice to send a text message
- * Practice Makes

Perfect: Rehearse a speech or dance routine with this video recording app * Fruit Loot: Catch randomly falling fruit in this exciting game * Beat the Bus: Track a friend's journey using location services and maps * Virtual Shades: Take a selfie, then try on some virtual sunglasses Join the 6 million people who have tried App Inventor, and make the journey from app user to app inventor.

Effortless App Development with Oracle Visual Builder Ankur Jain, 2021-03-26 Build web and mobile apps quickly with Oracle Visual Builder and delve into real-time end-to-end use cases, exploring best practices, recommendations, security, and debugging techniques Key FeaturesExecute various real-time use cases and develop web and mobile applications quicklyEnhance your skills by extending Oracle and non-Oracle SaaS applications using VBGain the knowledge needed to take on projects directly and work independentlyBook Description Organizations are moving their applications, data, and processes to the cloud to reduce application costs, effort, and maintenance. However, adopting new technology poses challenges for developers, solutions architects, and designers due to a lack of knowledge and appropriate practical training resources. This book helps you get to grips with Oracle Visual Builder (VB) and enables you to quickly develop web and mobile applications and deploy them to production without hassle. This book will provide you with a solid understanding of VB so that you can adopt it at a faster pace and start building applications right away. After working with real-time examples to learn about VB, you'll discover how to design, develop, and deploy web and mobile applications quickly. You'll cover all the VB components in-depth, including web and mobile application development, business objects, and service connections. In order to use all these components, you'll also explore best practices,

security, and recommendations, which are well explained within the chapters. Finally, this book will help you gain the knowledge you need to enhance the performance of an application before deploying it to production. By the end of this book, you will be able to work independently and deploy your VB applications efficiently and with confidence. What you will learn

- Get started with VB and explore its architecture and basic building blocks
- Gain a clear understanding of business objects and learn how to manage them
- Create service connections to connect to the external API and Oracle SaaS
- Build web and mobile apps and run them on various devices
- Develop Oracle Cloud and non-Oracle SaaS app extensions
- Get to grips with data and application security using practical examples
- Explore best practices along with troubleshooting and debugging mechanisms
- Connect your VB application with VBS for application versioning using Git

Who this book is for This book is for IT professionals working with UI technologies to develop web and mobile applications for various industries. Developers and UI designers who want to understand how to use VB, develop scalable web and mobile applications using drag-and-drop features, and design applications in a better way with the help of real-time example apps and code samples will find this book helpful. Prior experience in any UI technology, JavaScript, and REST APIs will be useful.

Ionic : Hybrid Mobile App Development Rahat Khanna,Sani Yusuf,Hoc Phan,2017-06-14 An end-to-end journey, empowering you to build real-time, scalable, and interactive mobile applications with the Ionic framework

About This Book Develop engaging mobile experiences with a native-looking UI in Ionic and AngularJS. Use out-of-the-box Ionic functionalities, customize existing components, and add new components with this comprehensive course. Learn

Ionic by creating three complete mobile applications

Who This Book Is For If you are a web developer who wants to build hybrid mobile app development using the Ionic framework, then this comprehensive course is best-suited for you.

What You Will Learn

- Get to know about Hybrid Apps and AngularJS
- Set up a development environment to build Hybrid Apps
- Navigate around components and routing in Ionic
- Authenticate users using an e-mail password, Twitter, Facebook, Google+, and LinkedIn
- Retrieve data and store it using Firebase
- Access native device functionalities such as the camera, contact list, e-mail, and maps using NG-Cordova
- Integrate PhoneGap plugins with NG-Cordova
- Test your apps to improve and optimize performance

In Detail Hybrid Apps are a promising choice in mobile app development to achieve cost-effectiveness and rapid development. Ionic has evolved as the most popular choice for Hybrid Mobile App development as it tends to match the native experience and provides robust components/tools to build apps. The Ionic Complete Developers course takes you on an end-to-end journey, empowering you to build real-time, scalable, and interactive mobile applications with the Ionic framework. Starting with an introduction to the Ionic framework to get you up and running, you will gradually move on to setting up the environment, and work through the multiple options and features available in Ionic to build amazing hybrid mobile apps. You will learn how to use Cordova plugins to include native functionality in your hybrid apps. You will work through three complete projects and build a basic to-do list app, a London tourist app, and a complete social media app. All three projects have been designed to help you learn Ionic at its very best. From setting up your project to developing on both the server side and front end, and best practices for testing and debugging your projects, you'll quickly be able to deliver high-

performance mobile apps that look awesome. You will then hone your skills with recipes for cross-platform development. Integrating Ionic with Cordova will bring you native device features, and you will learn about the best modules from its ecosystem. Creating components and customizing the theme will allow you to extend Ionic. You'll see how to build your app to deploy to all platforms to make you a confident start-to-finish mobile developer. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Getting Started with Ionic – by Rahat Khanna Ionic by Example – by Sani Yusuf Ionic Cookbook – by Hoc Phan Style and approach This course shows you how to get up and running with the Ionic framework. It doesn't just give you instructions, expecting you to follow them. Instead, with a hands-on approach, it demonstrates what Ionic is capable of through a series of practical projects that you can build yourself.

Mobile Apps Made Simple Jonathan McCallister, 2014-04-13 Start Making Your Mobile Apps for Your Business and Increase Your Profits! Learn the process of app creation, from beginning to end. By the end of this book, you will understand all the steps that are necessary to go from having that big idea to making an app that can actually affect your life, as well as the lives of millions of other people. This book breaks down the process of app creation into a simple process that just about anyone can understand and follow. Learning how to understand the many jargon words that developers and web experts often use can drive people away who otherwise might seriously stand to benefit from creating their own web apps. So much more than just a guide to online app creator software (though it definitely covers that topic), this guide is designed to be completely

comprehensive, covering every topic, from learning how to code yourself, to discussing the options available to you as you decide on a programming language for your app development, to creating an iterative app design, to how to bring outside help when you need it, and make sure you are getting what you pay for. App creation is simple, but that does not mean that it is easy. This guide is designed to take a process that can seem absolutely opaque to the uninitiated, and make it into something that is so simple, you can make it happen even if you have a thousand other things to take care of in the course of your workday. Don't let app creation become just another headache for you. Make it simple and easy with this guide to mobile app creation from absolute beginning to cash-rich ending. Here's a Preview of What You'll Learn... How to choose a programming language How to decide when outside help is necessary What kind of app you want to create What apps can do for your business What app design software is available What level of coding expertise you need to write an app from scratch The pros and cons of JavaScript, Objective-C, Java, and many more coding languages Where to turn for professional help in learning more about apps And much, much more. Buy this Book Now and Start Skyrocketing your Profits!

Mastering Mobile Learning Chad Udell, 2014-10-13 Discover the strategies, tools, and technologies necessary for developing successful mobile learning programs In the modern, rapidly-expanding mobile learning environment, only clear guidelines and state-of-the-art technologies will stand up to the challenges that lie ahead. With a smart focus that combines a proven process with all-important strategies and practical applications, Mastering Mobile Learning stands as the most modern, comprehensive resource on the subject. It also features unique technical content previously unavailable among the

literature of the mobile learning field. This book will help you turn concept into reality. This book will show you best practices for obtaining and providing educational, training, and professional development content on devices like smartphones, tablets and other mobile devices. Trainers, educators, designers, instructional technologists, workplace learning professionals, and HR professionals will learn how mobile learning differs from other forms of e-learning, and will be introduced to the challenges and—more importantly—the advantages of mobile learning strategies and technologies for 21st century business environments. The book provides: An overview of mobile learning, including evolving definitions and reasons for executives to embrace this approach A discussion of the business drivers of mobile learning, advice for creating a mobile learning content strategy, and easy ways to inexpensively launch mobile learning Valuable tips on how to use unique affordances of mobile devices to better serve your learners while they are on the go Information on the ROI of mobile learning, using mobile devices as research tools, and why training in mobile development is critical An overview of the technical aspects of the design and development of mobile learning Written by experts in this burgeoning field, Mastering Mobile Learning provides a roadmap for creating the most effective learning content, strategies, and applications possible.

Moodle for Mobile Learning Mark Aberdour, 2013-09-25 A guide with practical examples that gives you hands-on knowledge in creating learning environments for Mobile devices using Moodle, while also empowering you to create your own effective mlearning course designs. Moodle for Mobile Learning is primarily aimed at Moodle course practitioners – teachers, tutors, instructors, and learning and development professionals. It does not require you to have an in-

depth knowledge about any mobile technologies. It is for anyone who has the desire to deliver great courses that allow their learners to interact using the devices in their pockets.

Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours Jennifer Kyrnin, 2011-11-15 In just 24 sessions of one hour or less, learn how to build rich, robust mobile apps that run on smartphones, tablets, and other devices and interact with users in powerful new ways. Using this book's straightforward, step-by-step approach, you'll master leading-edge practical skills you can use whether you're developing for the iPad/iPhone or Android. Discover how to quickly build new mobile apps and upgrade older apps, provide cutting-edge media content, leverage advanced features ranging from geolocation to the semantic web, and even simplify complex back-end development. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common HTML5 mobile development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did you Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Work with the new HTML5 tags most valuable for mobile development Get started fast with HTML5 features already supported by today's browsers Detect mobile devices and HTML5 support and upgrade sites to support them Style and build more efficient, usable mobile pages Use jQuery Mobile to quickly create mobile apps Leverage HTML5's breakthrough drawing and typography features Efficiently integrate media content into your apps Add meaning with HTML5 sectioning and semantic

elements Implement drag-and-drop more easily than ever Build offline applications and other apps that use local storage Detect and work with location data via the GeoLocation API Use microformats and microdata to make web pages friendlier to computers Add powerful back-end functionality with WebSockets, Web Workers, and File APIs Improve user navigation with the History API

Handbook of Mobile Application Development: A Guide to Selecting the Right Engineering and Quality Features Mohamed Sarrah,Hafedh Al-Shihi,Naveen Safia,2021-07-27 This handbook is a concise yet complete guide to fundamental engineering requirements and quality characteristics that users, developers, and marketers of mobile applications should be aware of. It provides detailed definitions and descriptions of eight key software application features that are integral to the overall design and user experience goals, and which may often overlap with certain functionalities. The book explains the essential aspects of these features clearly to novice developers. Readers will also learn about how to optimize the listed features to tailor their applications to the needs of their users. Key Features: - Presents detailed information about eight different features which guide mobile application development: capability, reliability, usability, charisma, security, performance, mobility and compatibility - Reader-friendly, structured layout of each chapter including relevant illustrations and clear language, designed for quick learning - Focus on both software function and user perception of applications on mobile devices - Includes a handy appendix with information about mobile learning projects and related work packages Handbook of Mobile Application Development A Guide to Selecting the Right Engineering and Quality Features is the ideal learning tool for novice software developers, computer science students, IT enthusiasts and

marketers who want to design or develop mobile apps for an optimal user experience.

Machine Learning Projects for Mobile Applications Karthikeyan NG, 2018-10-31 Bring magic to your mobile apps using TensorFlow Lite and Core ML Key Features Explore machine learning using classification, analytics, and detection tasks. Work with image, text and video datasets to delve into real-world tasks Build apps for Android and iOS using Caffe, Core ML and Tensorflow Lite Book Description Machine learning is a technique that focuses on developing computer programs that can be modified when exposed to new data. We can make use of it for our mobile applications and this book will show you how to do so. The book starts with the basics of machine learning concepts for mobile applications and how to get well equipped for further tasks. You will start by developing an app to classify age and gender using Core ML and Tensorflow Lite. You will explore neural style transfer and get familiar with how deep CNNs work. We will also take a closer look at Google's ML Kit for the Firebase SDK for mobile applications. You will learn how to detect handwritten text on mobile. You will also learn how to create your own Snapchat filter by making use of facial attributes and OpenCV. You will learn how to train your own food classification model on your mobile; all of this will be done with the help of deep learning techniques. Lastly, you will build an image classifier on your mobile, compare its performance, and analyze the results on both mobile and cloud using TensorFlow Lite with an RCNN. By the end of this book, you will not only have mastered the concepts of machine learning but also learned how to resolve problems faced while building powerful apps on mobiles using TensorFlow Lite, Caffe2, and Core ML. What you will learn Demystify the machine learning landscape on mobile Age

and gender detection using TensorFlow Lite and Core ML Use ML Kit for Firebase for in-text detection, face detection, and barcode scanning Create a digit classifier using adversarial learning Build a cross-platform application with face filters using OpenCV Classify food using deep CNNs and TensorFlow Lite on iOS Who this book is for Machine Learning Projects for Mobile Applications is for you if you are a data scientist, machine learning expert, deep learning, or AI enthusiast who fancies mastering machine learning and deep learning implementation with practical examples using TensorFlow Lite and CoreML. Basic knowledge of Python programming language would be an added advantage.

Beginning Progressive Web App Development Dennis

Sheppard, 2017-11-29 Build fast, reliable web applications using the latest web development technologies. This book provides step-by-step learning through the process of transforming a “traditional” web app into a high-performing progressive web app, leveraging principles and lessons taught throughout the book. You will learn to improve the performance, reliability, reach, and user engagement of mobile web applications through the use of specific, practical examples. Because most non-trivial web applications developed today use JavaScript frameworks, you will learn about the most popular frameworks offering a PWA right out of the box, including React, Preact, Vue.js, Angular, and Ionic. You also will learn which tools to enlist to measure your application’s performance, such as Google’s Lighthouse. Beginning Progressive Web App Development includes best practices to make your app work even when an end user has a poor or no Internet connection, and to send notifications and reminders with the Notification and Push APIs to keep your users engaged. You will come away with an understanding of the

technologies—application shells, server push technology, and caching—that will allow you to rapidly deliver content to your users. As important as it is to provide mobile users with a great experience, the principles of PWAs are not limited to smartphones. Most of what you will learn in this book is directly applicable to web applications on all screen sizes.

What You'll Learn

- Achieve nearly instant loading times
- Implement service workers to make your app load faster and work while users are offline
- Keep users engaged with web notifications
- Measure the performance and reach of your web applications
- Transform your existing web app into a progressive web app
- Create a progressive web app from scratch
- Understand what building a truly fast web app entails with Google's PRPL pattern

Who This Book Is For

Web developers with prior JavaScript experience

Ignite the flame of optimism with *Crafted by is motivational masterpiece*, **Fuel Your Spirit with Mobile Learning App Builder**. In a downloadable PDF format (Download in PDF: *), this ebook is a beacon of encouragement. Download now and let the words propel you towards a brighter, more motivated tomorrow.

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Mobile Learning App Builder Introduction

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