AMobileAppsBuilder

Ankur Jain

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.

<u>How to Start a Home-based Mobile App Developer Business</u> Chad Brooks,2014-01-07 With the app market exploding, app designers will need a solid how-to guide to help them start their home-based business. This book will guide the reader through all the steps from design to marketing.

Lean Mobile App Development Mike van Drongelen,Adam Dennis,Richard Garabedian,Alberto Gonzalez,Aravind Krishnaswamy,2017-11-28 Develop lean iOS and Android apps using industry standard techniques and lean development practices. About This Book Build ready-to-deploy apps with less iterations and shorter development times Adopt the lean startup methodologies to develop iOS and Android apps that shine in the App Store This hands-on guide puts continuous innovation into practice to develop successful mobile apps Who This Book Is For This book is for developers, CTOs, and architects working for a startup or another kind of lean startup environment, such as start-up within a cooperation. It is is ideal for any iOS and Android developer who wants to build

successful mobile apps by adopting the lean startup methodology. What You Will Learn Apply the lean startup methodology to real Android and iOS development Define what your hypotheses are by creating an Minimal Viable Product Validate your idea against the Business Model Canvas Gather feedback through statistics and by getting user comments, learn from it, and adapt your app accordingly Develop skills and devise strategies to build versatile and flexible apps that meet changing business requirements Investigate the possibilities when you need to pivot your start-up idea whether in a startup or an established business. Create a successful app and get tips on how to boostconversion and how to optimize the on boardingprocess. In Detail Lean is the ultimate methodology for creating a startup that succeeds. Sounds great from a theoretical point of view, but what does that mean for you as an a technical co-founder or mobile developer? By applying the Lean Start-up methodology to your mobile App development, it will become so much easier to build apps that take Google Play or the App Store by storm. This book shows you how to bring together smarter business processes with technical know-how. It makes no sense to develop a brilliant app for six months or longer only to find out later that nobody is interested in it. Build a Minimum Viable Product (MVP) first. Validate your hypotheses early and often. Discover effective product development strategies that let you put Facebook's famous axiom move fast and break things into practice. A great app without visibility and marketing clout is nothing, so use this book to market your app, making use of effective metrics that help you track and iterate all aspects of project performance. Style and approach This book takes a hands-on approach to developing apps through the Lean Start-up Methodology. Following a 50% business and 50% tech approach, this book is filled with practical examples and real-world experiments.

Mobile App Development with Ionic, Revised Edition Chris Griffith, 2017-08-18 Learn how

to build app store-ready hybrid apps with Ionic, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This revised guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Universal. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps

Lightning-Fast Mobile App Development with Galio Alin Gheorghe,2021-11-02 Leverage the power of Galio and React Native to create beautifully designed, practical, and exciting mobile apps Key FeaturesUnderstand Galio and quickly build cross-platform mobile appsDiscover how to put Galio into practice by implementing it in real-world scenariosBuild beautiful apps using Galio by taking advantage of its carefully crafted componentsBook Description Galio is a free open source React Native framework that enables beginner-level programmers to quickly build cross-platform mobile apps by leveraging its beautifully designed ready-made components. This book helps you to learn about React Native app development while building impressive out-of-the-box apps with Galio. Lightning Fast Mobile App Development with Galio takes a hands-on approach to implementation and associated methodologies that will have you up and running and productive in no time. Complete with step-by-step explanations of essential concepts, practical examples, and selfassessment questions, you will begin by exploring the basics of React Native and understanding how Galio works. As you make progress, you'll learn how to initialize and configure a React Native app and get to grips with the basics of React Native development. You'll also discover how packages work and how to install Galio as the main dependency, along with understanding how and why Galio helps you to develop apps with ease. Finally, you'll build three practical and exciting apps using React Native and Galio. By the end of this app development book, you'll have learned how to use Galio to guickly create layouts and set up React Native projects for your personal ideas. What you will learnExplore Galio and learn how to build beautiful and functional appsFamiliarize yourself with the Galio ecosystemDiscover how to use npm and understand why Galio is neededGet to grips with the basics of constructing a basic but attractive UI for an appFind out how you can utilize Galio's ready-made componentsUse Galio to drive the process of quickly building cross-platform mobile appsBuild three practical and exciting apps with React Native and GalioWho this book is for This book is for developers who are looking to learn new skills or build personal mobile apps. Anyone trying to change their job as well as beginners and intermediate web developers will also find this book useful. A basic understanding of CSS, HTML, and JavaScript is needed to get the most out of this book.

<u>A Career as a Mobile App Developer</u> Jason Porterfield,2017-12-15 As smartphones and other mobile devices have become a fixture in our daily lives, more and more innovative and useful apps are developed for them. This informative book examines the steps needed to launch a career in the

field of mobile app development, including the skills readers will need and education and training requirements. Readers will learn about potential careers within the programming, marketing, payment, and distribution processes behind mobile apps. A sample résumé demonstrates how readers might present their skills to land an exciting new job.

Mobile App Development Jakob Iversen, Michael Eierman, 2021-02-15

Build Mobile Apps with Ionic 4 and Firebase Fu Cheng,2018-11-02 Leverage your existing web development skills to learn the whole cycle of hybrid mobile app development. This edition is fully updated with the changes in Ionic 4, including Stencil, a new framework based on the web components standard. It explains Ionic and Firebase in detail, including how to create hybrid mobile apps using using React and Vue, and run those apps in an internal browser using a wrapper created by Apache Cordova. Build Mobile Apps with Ionic 4 and Firebase shows you how to focus on developing front-end code, without needing to manage any back-end code or servers. You'll learn in the context of building a Hacker News client app, which can view top stories in Hacker News, view comments of a story, and add stories to favorites. Explore how Ionic 4 uses Angular as the JavaScript framework to easily develop apps using an interface similar to native apps, and how to access Firebase, a real-time database, in web apps using JavaScript. What You'll Learn Create content-based Ionic mobile apps Work with new Ionic 4 compnents like gesture, text, and keyboard controller Manage your apps with RxJS & Redux Who This Book Is For Front-end developers and mobile app developers

<u>Ionic : Hybrid Mobile App Development</u> 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 nativelooking UI in Ionic and Angular S. 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.

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 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 Business of Android Apps Development Mark Rollins, Roy Sandberg, 2013-07-22 The growing but still evolving success of the Android platform has ushered in a second mobile technology "gold rush" for app developers. Google Play and Amazon Appstore for Android apps has become the second go-to apps eco for today's app developers. While not yet as large in terms of number of apps as iTunes, Google Play and Amazon Appstore have so many apps that it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your Android app requires a lot of organization and some strategic planning. Written for today's Android apps developer or apps development shop, this new and improved book from Apress, The Business of Android Apps Development, Second Edition, tells you today's story on how to make money on Android apps. This book shows you how to take your app from idea to design to development to distribution and marketing your app on Google Play or Amazon Appstore. This book takes you step-by-step through cost-effective marketing, public relations and sales techniques that have proven successful for professional Android app creators and indie shops—perfect for independent developers on shoestring budgets. It even shows you how to get interest from venture

capitalists and how they view a successful app vs. the majority of so-so to unsuccessful apps in Android. No prior business knowledge is required. This is the book you wish you had read before you launched your first app! What you'll learn How to take your app from idea to design to development to distributing and marketing your app on Google Play or Amazon Appstore How do Venture Capitalists validate new App Ideas, and use their techniques. How to monetize your app: Freemium, ads, in-app purchasing and more What are the programming tips and tricks that help you sell your app How to optimize your app for the marketplace How to marketing your app How to listen to your customer base, and grow your way to greater revenue Who this book is for This book is for those who have an idea for an app, but otherwise may know relatively little about entrepreneurship, app development, or even business in general. You should be able to pick up this book and feel like someone is holding your hand as they go through the process of evaluating your idea, learning to code, placing your app in the marketplace, marketing your app, and finally, improving your app to meet the needs of your customer base. Table of Contents1. The Android Market: A Background 2. Making Sure Your App Will Succeed 3. Legal Issues: Better Safe Than Sorry 4. A Brief Introduction to Android Development 5. Develop Apps Like a Pro 6. Making Money with Ads on Your Application 7. In-App Billing: Putting A Store in Your Application 8. Making App Marketplaces Work for You 9. Getting The Word Out 10. After You Have A User Base

The Everything Guide to Mobile Apps Peggy Anne Salz, Jennifer Moranz, 2013-02-18 Expert advice on how to succeed in the mobile market! Experts estimate that mobile app revenues will nearly quadruple over the next few years, but for many business owners and entrepreneurs, figuring out how to affordably create and market an app is a daunting challenge. But it doesn't have to be! With The Everything Guide to Mobile Apps, you'll learn all you need to know about creating a mobile app without breaking the bank account. In this book, you'll discover: What to consider when developing an app Which format best fits your needs and budget How to stand out in the app market The benefits of including apps in a marketing strategy How creating an app can improve business revenue From the development stage to marketing and beyond, The Everything Guide to Mobile Apps will help you develop an app that attracts more customers and boosts your business's revenue.

Mobile App Development with Ionic 2 Chris Griffith,2017-04-10 Learn how to build app storeready hybrid apps with the Ionic 2, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This practical guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Phone. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps

Mobile DevOps Playbook Moataz Nabil,2023-09-28 Learn to use mobile DevOps for faster, more efficient mobile development by uncovering the secrets of mobile application development lifecycle Key Features Discover best practices and mobile DevOps tools for test automation, app releases,

performance optimization, security, error tracking, and more Enhance efficiency, speed, and quality of your development process with mobile DevOps Explore mobile DevOps components like continuous integration, testing, deployment, and monitoring Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionTo build mobile apps, you need to understand mobilefirst features, tools, and processes that help you build, test, and release robust apps faster and more efficiently. The multitude of challenges stemming from mobile development's inherent complexities, including native iOS and Android app creation, cross-platform frameworks, and the implementation of scalable architectures within extensive teams, collectively contribute to a substantial number of obstacles that can significantly prolong the release process. This book will help you understand and implement the best practices of mobile DevOps for continuous integration, testing, delivery, deployment, and monitoring. You'll explore different challenges faced by developers due to varied OSs, the unforgiving nature of mobile applications, and continuous updates to mobile phones and learn how to maneuver through these challenges. You'll also get to grips with the latest trends while discovering the potential future of mobile DevOps, with valuable insights and guidance about integrating mobile development teams into your organization. By the end of this book, you'll be wellequipped to successfully implement mobile DevOps and build fast, qualitative, and efficient mobile apps for your team or organization. What you will learn Discover the principles, components, and concepts of mobile DevOps Develop a successful mobile CI/CD strategy in your organization Identify the tools and processes for mobile app release and distribution Develop and release mobile applications efficiently and reliably Implement continuous testing with mobile DevOps Leverage Mobile DevSecOps to improve security, efficiency of your Mobile app development process Understand how Platform Engineering and IDP Teams can improve Developer Productivity in Mobile DevOps Identify and fix problems with mobile application performance and data usage Who this book is forThis book is for DevOps engineers looking to learn more about mobile DevOps to build effective processes for releasing mobile apps quickly and frequently. It's also an excellent resource for mobile developers, mobile release managers, mobile architects, mobile platform engineers, and QA engineers, involved in mobile app development. Familiarity with DevOps and mobile app challenges related to testing, releasing, and monitoring especially at scale is a prerequisite.

Beginning App Development with Flutter Rap Payne, 2019-12-04 Create iOS and Android apps with Flutter using just one codebase. App development on multiple platforms has historically been difficult and complex. This book breaks down complex concepts and tasks into easily digestible segments with examples, pictures, and hands-on labs with starters and solutions. In doing so, you'll develop a basic understanding of the Dart programming language; the entire Flutter development toolchain; the differences between stateful and stateless widgets; and a working knowledge of the architecture of apps. All the most important parts of app development with Flutter are covered in this book. Work with themes and styles. Develop custom widgets. Teach your app to respond to gestures like taps, swipes, and pinches. Design, create and control the layout of your app. Create tools to handle form data entry from users. And ultimately create killer multiscreen apps with navigation, menus, and tabs. Flutter is Google's new framework for creating mobile apps that run on iOS and Android phones both. You had to be a super-developer to write apps for iOS or Android alone. But writing for both? Forget about it! You had to be familiar with Swift, Java/Kotlin, Xcode, Eclipse, and a bunch of other technologies simultaneously. Beginning App Development with Flutter simplifies the entire process. What You'll Learn Get the most out of great Flutter widgets Create custom widgets, both stateless and statefulExercise expert control over your Flutter layoutsMake

your app respond to gestures like swiping, pinching and tappingInitiate async Ajax calls to RESTful APIs — including Google Firebase! Who This Book Is ForDevelopers who have coded in Java, C#, C++, or any similar language. It brings app development within the reach of younger developers, so STEM groups are likely to pick up the technology. Managers, product owners, and business analysts need to understand Flutter's capabilities.

Salesforce Platform App Builder Certification Guide Paul Goodey, 2020-11-13 Get up to speed with the essential concepts and techniques necessary to prepare for the Salesforce Platform App Builder certification exam Key FeaturesPrepare for the Salesforce Platform App Builder certification exam by exploring important concepts and expert tips and techniquesDesign the data model, user interface, business logic, and security for custom appsUnderstand the key milestones and considerations when managing an application lifecycleBook Description Do you want to be able to confidently design and build apps that support business processes within the Lightning Platform? Salesforce Platform App Builder Certification Guide not only helps you to do this, but also prepares you for the certification exam. The book starts by describing the core capabilities of the Lightning Platform. You'll learn techniques for data modeling to design, build, and deploy apps without writing code and achieve rapid results with the declarative capabilities that the Lightning Platform provides. Next, you'll explore utilities for importing and exporting data and the features available in the Lightning Platform to restrict and extend access to objects, fields, and records. You'll also be able to customize the Salesforce Lightning Experience user interface (UI) and build functionality for custom buttons, links, and actions. Later, this certification study guide will take you through reporting and the social and mobile features of the Lightning Platform. Finally, you'll get to grips with Salesforce build environments and deployment options. By the end of this Salesforce book, you'll not only have

learned how to build data models, enforce data security, and implement business logic and process automation, but also have gained the confidence to pass the Platform App Builder exam and achieve Salesforce certification. What you will learnExplore the core features of the Lightning PlatformDesign and build an appropriate data model for a given scenarioIdentify the Lightning Platform's features and capabilitiesCustomize the Salesforce Lightning Experience UIImplement business logic and process automationIdentify the capabilities of declarative customizationWho this book is for This book is for beginners and aspiring developers who want to learn how to build apps on the Salesforce Platform or pass the Salesforce Platform App Builder certification exam. Salesforce administrators and existing Salesforce Lightning Platform developers looking to learn more about the declarative, non-programmatic app building capabilities of the Salesforce Lightning Platform will also find this book useful.

<u>Build Mobile Apps with Ionic 2 and Firebase</u> Fu Cheng,2017-05-02 Learn to build hybrid mobile apps using Ionic and Firebase. You'll build a Hacker News client app, which can view top stories in Hacker News, view comments of a story, add stories to favorites, etc. This introductory guide covers the whole cycle of hybrid mobile apps development. It's organized around implementing different user stories. For each story, this book not only talks about how to implement it but also explains related Ionic and Firebase concepts in detail. Using Apache Cordova, developers can create a new type of mobile app—a hybrid mobile app. Hybrid mobile apps actually run in an internal browser inside a wrapper created by Apache Cordova. With hybrid mobile apps, developers can have one single code base for different platforms. Developers also can use their existing web development skills. The Ionic framework builds on top of Apache Cordova and provides out-of-box components which make developing hybrid mobile apps much easier. Ionic uses Angular as the JavaScript framework and has a nice default UI style with a similar look and feel to native apps. Firebase is a realtime database which can be accessed in web apps using JavaScript. With Build Mobile Apps with Ionic 2 and Firebase you'll discover that just need to develop front-end code, there's no need to manage any back-end code or servers. What You'll Learn Create content-based Ionic mobile apps Discover the advanced features of the Ionic framework Use Firebase as a mobile app's back-end storage Build, test, and continuously delivery Ionic mobile apps Publish and analyze Ionic mobile apps Who This Book Is ForFront-end developers and mobile app developers

Fundamentals of Android App Development Sujit Kumar Mishra, 2020-05-04 TAGLINE: Android, SQLite, Google Firebase and Unity (Game Development) KEY FEATURES - Uncover the basics of Android App Development. - Get to know more about the Database Structure of SQLite (Android database). - A quick start guide that will help beginners understand the structure of Android Development (Programming). DESCRIPTION This hands-on book will teach you how to structure your android app, design flexible and interactive interfaces. It will help you develop your app on various platforms such as smartphones and tablets. The book uses SQLite as it is a very lightweight database, with no installation required, zero-configuration, and no server required. SQLite is widely used as a database of choice in mobile apps, cameras, home electronic devices, and other embedded systems. Then you will see how to work with Google Firebase, Google's mobile platform, which helps you quickly develop high-quality apps. You will see how it supports a real-time database for your apps. It will also show how to use Unity, a cross-platform game engine. It will help you develop 3D games with high quality as per your requirement. WHAT WILL YOU LEARN - Get familiar with the fundamentals of Android App Development - Use SQLite Database in Android development - Learn how to use Google Firebase Services - Understand how to work with Unity for

Android Game Development - Create an Android Project towards the end of the book WHO THIS BOOK IS FOR This book is more beneficial for young college students, Java Developer, any software engineer who is interested in android programming or mobile app development. This book is also for a person who wants to learn android programming. TABLE OF CONTENTS 1. Android Basic 2. SQL Lite 3. Firebase 4. Unity 5. Project

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 guicklyEnhance 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 guickly. 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 learnGet started with VB and explore its architecture and basic building blocksGain a clear understanding of business objects and learn how to manage themCreate service connections to connect to the external API and Oracle SaaSBuild web and mobile apps and run them on various devicesDevelop Oracle Cloud and non-Oracle SaaS app extensionsGet to grips with data and application security using practical examplesExplore best practices along with troubleshooting and debugging mechanismsConnect your VB application with VBS for application versioning using GitWho 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.

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 DescriptionWith 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.

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book books stand as testament to the enduring power of storytelling, ensuring that the joy of reading remains accessible to all.

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