

# Apps Made

Jonathan McCallister

Voice Application Development for Android Michael F. McTear,Zoraida Callejas,2013-12-11 This book will give beginners an introduction to building voice-based applications on Android. It will begin by covering the basic concepts and will build up to creating a voice-based personal assistant. By the end of this book, you should be in a position to create your own voice-based applications on Android from scratch in next to no time.Voice Application Development for Android is for all those who are interested in speech technology and for those who, as owners of Android devices, are keen to experiment with developing voice apps for their devices. It will also be useful as a starting point for professionals who are experienced in Android application development but who are not familiar with speech technologies and the development of voice user interfaces. Some background in programming in general, particularly in Java, is assumed.

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 self-assessment 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 quickly 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.

**Scripture Apps Made Easy** Sid Burgess,2012-03-09 Today's technology offers thousands of applications--apps--to solve problems and to enhance lives. Whether it's making major financial decisions or planning a dinner menu--there's an app for that! When it comes to dealing with life's inevitable difficulties, a pastoral visit and a prayer are helpful, but people of faith--and people in search of faith--need sacred assurance directly from God's Word. They need a Scripture app. While many books reference Scriptures for use in tough times, this book includes the Scriptures in an easily accessible format. It also provides commentary based on the author's decades of pastoral care experience to help apply the ancient words to contemporary situations. Pastors, counselors, chaplains, anyone who cares for others, and all of us who need care, here are Scripture apps made easy!

Google Apps Made Easy James Bernstein,2019-03-06 With everything being online these days it only makes sense that we are starting to use online applications more and more. Since everyone is connected to everyone else there is an increasing need to be able to share information easily and reliably. Over the years, Google has become one of the dominant forces in the online world and they keep coming out with more services to help people stay connected. By using their suite of applications commonly referred to as Google Apps you can accomplish all of your online tasks just by having a simple Google account. The goal of this book is to help familiarize you with the most commonly used Google Apps for home and small business users. These apps are free to use and all integrate with each other making it easy to access all of your information without needing multiple accounts. You will be guided step by step through each one of these apps to help you learn how to configure and use them to get you going on your way to cloud computing efficiency. The chapters in the book cover the following topics: Chapter 1 - Introducing Google Apps Chapter 2 - Google Drive Chapter 3 - Google Docs Chapter 4 - Google Sheets Chapter 5 - Google Slides Chapter 6 - Google Forms Chapter 7 - Google Keep Chapter 8 - Google Photos Chapter 9 - Gmail Chapter 10 - Google Calendar Chapter 11 - Contacts About the Author James Bernstein has been working with various companies in the IT field since 2000, managing technologies such as SAN and NAS storage, VMware, backups, Windows Servers, Active Directory, DNS, DHCP, Networking, Microsoft Office, Exchange, and more. He has obtained certifications from Microsoft, VMware, CompTIA, ShoreTel, and SNIA, and continues to strive to learn new technologies to further his knowledge on a variety of subjects. He is also the founder of the website OnlineComputerTips.com, which offers its readers valuable information on topics such as Windows, networking, hardware, software, and troubleshooting. Jim writes much of the content himself and adds new content on a regular basis. The site was started in 2005 and is still going strong today.

**Business Apps Made Easy: How to Make & Create an App** Demik Mors,2014-12-13 Would you like to Skyrocket your offline or online Business Success by only Creating and Launching your Business Mobile App in just a few minutes from now guarantee? This step-by-step Mobile Apps Training System is going to take you by the hand and show you how to quickly skyrocket your business success in the shortest time ever for just going mobile. You get mobile app development software, services and know how to create an app for android or ios and others platforms. If you starting your own business - it is a best way to mobile advertising, mobile application development for create an app and skyrocket your business. Read on as we reveal how you can quickly become a Mobile Apps expert and easily tap into a 99% Text Message Open Rate Platform! ...if you don't have a Mobile Presence, you're already losing a great deal of customers who actually are looking for your business and services already! ... if you don't have a Mobile Strategy you can't connect with well over half of your audience! People check their mobile devices dozens of times a day, so it just makes good sense to get your business in on the non-stop action by creating mobile apps. We don't have a choice! So the question isn't whether we should use Mobile Apps! The question is how well can we do it? In this Highly Effective Mobile Apps Training System, businesses and marketers will learn exactly how to do it. Yes, now you will have the power to easily and quickly get your business on Mobile Apps by applying the latest and most effective techniques! Download "Business Apps Made Easy" today.

GOOGLE APPS MADE EASY Tim Turner,2020-11-21 Do you want to learn how to make the most out of Google Apps? Then this book is made for you! These days, people are continuously working online and from home. The majority of old office tools have become outdated in favor of online tools. Nonetheless, employing such tools efficiently wasn't so simple. In fact, you need to deal with a plethora of features, not to mention that the majority of them are unreachable and hidden as well. People do not realize how to do such tasks that they've done using desktop applications. People are used to utilizing their laptop and desktop applications, so the concept of working home, on any device or computer, looks rather overwhelming. After you learn the rationality and the construction of Google Apps, you can concentrate on your work or project more efficiently than ever. Inside this book, GOOGLE APPS MADE EASY: A complete guide that will teach you how to make the best use of Google apps and services in less than 7 days. Includes How to Use Google Classroom and Google G Suite it will cover you a broad spectrum of application of device technologies and application, created to ease the challenges. Here's what you will learn in this book: - Introducing Google App - Google Drive - Google Docs - Google Sheets - Google Slides - Gmail - Google Classroom - Google G Suite And so much more! You see, Google Apps are an awesome set of online application and tools for storage, email, spreadsheets, word processing, and so much more accessible online, on mobile, and across numerous locations. So, make sure you learn how to maximize what these cloud-based tools provide. Are you ready to learn more about Google Apps? Then scroll up this page and click BUY NOW!

**Android Application Development for the Intel Platform** Ryan Cohen,Tao Wang,2014-09-17 The number of Android devices running on Intel processors has increased since Intel and Google announced, in late 2011, that they would be working together to optimize future versions of Android for Intel Atom processors. Today, Intel processors can be found in Android smartphones and tablets made by some of the top manufacturers of Android

devices, such as Samsung, Lenovo, and Asus. The increase in Android devices featuring Intel processors has created a demand for Android applications optimized for Intel Architecture: Android Application Development for the Intel® Platform is the perfect introduction for software engineers and mobile app developers. Through well-designed app samples, code samples and case studies, the book teaches Android application development based on the Intel platform—including for smartphones, tablets, and embedded devices—covering performance tuning, debugging and optimization. This book is jointly developed for individual learning by Intel Software College and China Shanghai JiaoTong University.

**iPad 2 Made Simple** Martin Trautschold,Gary Mazo,MSL Made Simple Learning,Rene Ritchie,2011-08-06 The iPad 2 is thinner, more powerful, intuitive and very fun for users of all ages. Your iPad can be used for reading, surfing the web, emailing, watching TV and movies, getting work done and much more. And with over 65,000 apps just for the iPad, as well as the ability to run over 30,000 iPhone apps, the possibilities are endless. iPad 2 Made Simple clarifies all of the key features on the iPad, introduces what's new, and also reveals dozens of time-saving shortcuts and techniques. The book has over 1,000 screen shots that are carefully annotated with step-by-step instructions. Clear instructions on how to set up and use the iPad Illustrated explanations of all the key features Hundreds of graphics as well as tips and tricks

**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!

Mobile Application Development: JavaScript Frameworks Hazem Saleh,Ethan Holmes,Tom Bray,Sani Yusuf,2016-09-30 Enhance your JavaScript skills by venturing into the domain of developing mobile applications About This Book Extend your JavaScript skillset to build, test, and launch mobile apps with confidence Follow three sample projects to experience Ionic's impressive capabilities Extend the power of Apache Cordova by creating your own Apache Cordova cross-platform mobile plugins Who This Book Is For This Learning Path is for JavaScript web developers looking to develop mobile applications using various JavaScript descendent technologies. It is for anyone who wants to learn how to build fast and stylish native mobile app using the skills they already have. If you are already using React on the web, we're confident you'll be able to quickly get up and running with React Native for iOS and Android. See Ionic in action, and find out how it can transform the way you build mobile apps. What You Will Learn Develop, build, run, and deploy great cross-platform mobile applications using Apache Cordova Create complete mobile apps using Apache Cordova that runs on Apple iOS, Google Android, and Windows Phone Create a neat user interface for your mobile application using jQuery Mobile Gain an in-depth understanding of how React Native works behind the scenes Write your own custom native UI components Develop native modules in Objective-C and Java that interact with JavaScript Get to know Ionic by creating three complete mobile applications In Detail A great mobile app is rapidly becoming crucial for a huge range of businesses. With a great app, your customers or your readers don't come to you – you go with them, just a few clicks and swipes away. This Learning Path shows you how to build awesome mobile apps with some of the best tools currently being used by some of the smartest developers in the industry. Taking you through JavaScript impressive development ecosystem – from jQuery Mobile to React, through to Ionic – we'll show you how to put your skills into practice so you can build your next mobile apps with confidence and style. In this Learning Path, from jQuery to React, to Ionic, we'll cover everything you need to start In the first module you'll learn how to get stuck into Apache Cordova and find out how to use it as the key platform for developing your mobile app. It offers an efficient way to develop hybrid apps, which means you won't have to connect to platform specific APIs or use their UI framework, and can instead harness your JavaScript web development skills. Make sure you have your HTML, CSS and jQuery skills at the ready. In Module 2 we'll show you how to take advantage of React Native. It has a reputation for having a steep learning curve, but we'll make it easy for you, making sure you make full use of your existing knowledge and getting you up and running with a sample application. You'll also learn how to create components, how to create multiple screens, as well as using native UI components and accessing native APIs. In the third and final module you'll get started with Ionic. With three practical projects you can build yourself, we've made sure that you'll be learning by doing – which means you'll not only develop new skills much more quickly, but you'll have produced something tangible at the end of it! 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: JavaScript Mobile Application Development by Hazem Saleh Getting Started with React Native by Ethan Holmes and Tom Bray Ionic Framework By Example by Sani Yusuf Style and approach This Learning Path course provides a simple and easy way to build mobile applications in JavaScript descendent technologies such as jQuery, ReactJS, and Ionic.

*Cross-platform Desktop Application Development: Electron, Node, NW.js, and React* Dmitry Sheiko,2017-07-27 Build powerful cross-platform desktop applications with web technologies such as Node, NW.JS, Electron, and React About This Book Build different cross-platform HTML5 desktop applications right from planning, designing, and deployment to enhancement, testing, and delivery Forget the pain of cross-platform compatibility and build efficient apps that can be easily deployed on different platforms. Build simple to advanced HTML5 desktop apps, by integrating them with other popular frameworks and libraries such as Electron, Node.JS, Nw.js, React, Redux, and TypeScript Who This Book Is For This book has been written for developers interested in creating desktop applications with HTML5. The first part requires essential web-master skills (HTML, CSS, and JavaScript). The second demands minimal experience with React. And finally for the third it would be helpful to have a basic knowledge of React, Redux, and TypeScript. What You Will Learn Plan, design, and develop different cross-platform desktop apps Application architecture with React and local state Application architecture with React and Redux store Code design with TypeScript interfaces and specialized types CSS and component libraries such as Photonkit, Material UI, and React MDL HTML5 APIs such as desktop notifications, WebSockets, WebRTC, and others Desktop environment integration APIs of NW.js and Electron Package and distribute for NW.JS and Electron In Detail Building and maintaining cross-platform desktop applications with native languages isn't a trivial task. Since it's hard to simulate on a foreign platform, packaging and distribution can be quite platform-specific and testing cross-platform apps is pretty complicated.In such scenarios, web technologies such as HTML5 and JavaScript can be your lifesaver. HTML5 desktop applications can be distributed across different platforms (Window, MacOS, and Linux) without any modifications to the code. The book starts with a walk-through on building a simple file explorer from scratch powered by NW.JS. So you will practice the most exciting features of bleeding edge CSS and JavaScript. In addition you will learn to use the desktop environment integration API, source code protection, packaging, and auto-updating with NW.JS. As the second application you will build a chat-system example implemented with Electron and React. While developing the chat app, you will get Photonkit. Next, you will create a screen capturer with NW.JS, React, and Redux. Finally, you will examine an RSS-reader built with TypeScript, React, Redux, and Electron. Generic UI components will be reused from the React MDL library. By the end of the book, you will have built four desktop apps. You will have covered everything from planning, designing, and development to the enhancement, testing, and delivery of these apps. Style and approach Filled with real world examples, this book teaches you to build cross-platform desktop apps right from scratch using a step-by-step approach.

Beginning Flutter Marco L. Napoli,2019-09-11 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.

*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.

*GUI Design for Android Apps* Ryan Cohen, Tao Wang, 2014-08-28 GUI Design for Android Apps is the perfect—and concise—introduction for mobile app developers and designers. Through easy-to-follow tutorials, code samples, and case studies, the book shows the must-know principles for user-interface design for Android apps running on the Intel platform, including smartphones, tablets and embedded devices. This book is jointly developed for individual learning by Intel Software College and China Shanghai JiaoTong University, and is excerpted from *Android Application Development for the Intel® Platform*.

**Best Mobile Apps Ever Made Top 100** Alex Trost, Vadim Kravetsky, 2014-06-13 Are you looking for a journey that will take you through this amazing book, along with funny comments and a word puzzle? Then this book is for you. Whether you are looking at this book for curiosity, choices, options, or just for fun; this book fits any criteria. Writing this book did not happen quickly. It is a thorough look at accuracy and foundation before the book was even started. This book was created to inform, entertain and maybe even test your knowledge. By the time you finish reading this book you will want to share it with others.

**Developing Inclusive Mobile Apps** Rob Whitaker, 2020-04-25 By failing to consider those with needs different to ourselves, we are telling these people they are not welcome in our app, and therefore that technology as a whole, is not for them. This is not hyperbole—23% of people in the US with a registered disability aren't online at all, that's three times more likely than the general population. When asked why they're not online, disabled respondents say their disability prevents them or that using the internet is too hard. To help your apps combat the issue of digital exclusion, this book covers considerations and tools mobile developers, or anyone creating mobile experiences, can use to make mobile work better for those with disabilities—mental or physical—and how to create a better experience for everyone. Software is not made up of cold, unthinking algorithms. Software is a craft in the truest sense of the word, and one of the greatest tools you can have as a craftsman is empathy for the people who will be using your app. Each one of whom is an individual with different abilities, experiences, knowledge, and circumstances. What You'll Learn Create mobile experiences that work for as many people as possible Incorporate a worldview of accessibility and customer service into your design Work with accessibility tools and techniques commonly available for developers Who This Book Is For Mobile developers working solo or as part of a team. UX designers, quality engineers, product owners, and anybody working in mobile.

**Learn Design for iOS Development** Sian Morson, 2014-02-28 *Learn Design for iOS Development* is for you if you're an iOS developer and you want to design your own apps to look great and be in tune with the latest Apple guidelines. You'll learn how to design your apps to work with the exciting new iOS 7 look and feel, which your users expect within their latest apps. *Learn Design for iOS Development* guides you through the design processes that you can apply to design your own apps brilliantly. We'll start at the idea stages of your apps, and you'll see how you can analyze and apply the right design patterns for every app you are coding, use wireframing tools to take your ideas forward, and use Photoshop to create the visual assets you want to look great in your app. You'll understand why Apple have made the decisions they've made with the new iOS 7 interface and new HIG guidelines, and from that insight you'll be able to vision and create your own apps, on iPhones and iPads, that work perfectly within the new iOS 7 interface.

*Xamarin 4.x Cross-Platform Application Development* Jonathan Peppers, 2016-12-26 Develop powerful cross-platform applications with Xamarin. About This Book Write native cross-platform applications with Xamarin. Design user interfaces that can be shared across Android, iOS, and Windows Phone using Xamarin.Forms. Practical cross-platform development strategies. Who This Book Is For If you are a developer with experience in C# and are just getting into mobile development, this is the book for you. This book will give you a head start with cross-platform development and will be the most useful to developers who have experience with desktop applications or the web. What You Will Learn Apple's MVC design pattern The Android activity lifecycle Share C# code across platforms and call native Objective-C or Java libraries from C#. Create a real web service back end in Windows Azure using SQL Azure as database storage. Set up third-party libraries such as NuGet and Objective Sharpie in many different ways, and port a desktop .NET library to Xamarin. Use Xamarin.Mobile for camera, contacts, and location. In Detail Xamarin is a leading cross-platform application development tool used by top companies such as Coca-Cola, Honeywell, and Alaska Airlines to build apps. Version 4 features significant updates to the platform including the release of Xamarin.Forms 2.0 and improvements have been made to the iOS and Android designers. Xamarin was acquired by Microsoft so it is now a part of the Visual Studio family. This book will show you how to build applications for iOS, Android, and Windows. You will be walked through the process of creating an application that comes complete with a back-end web service and native features such as GPS location, camera, push notifications, and other core features. Additionally, you'll learn how to use external libraries with Xamarin and Xamarin.Forms to create user interfaces. This book also provides instructions for Visual Studio and Windows. This edition has been updated with new screenshots and detailed steps to provide you with a holistic overview of the new features in Xamarin 4. Style and approach This book offers a tutorial style approach to teach you the skills required to develop end-to-end cross-platform solutions with Xamarin.

*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!

**Lifehacked** Allen Wong,2012-11-07 Allen Wong is the developer behind many best-selling apps such as 5-0 Radio and Police Scanner+. He became a self-made millionaire before he was 25. But, life wasn't always this grand for him. He was the only person in his family earning an income. And, he came from an oppressed family that grew up in the slums. Regardless, the apps he published were downloaded by over 25 million people. His apps have been featured in many places, including Wired.com, NBC News, and CNN. Now he's sharing the story on how he did it, the crises he struggled with, and what his father taught him to be successful. App companies have paid him thousands of dollars for consultant work, and he has helped them increase their download numbers by over 1000%. One of those apps was downloaded by over 100,000 users in one day. And now he is revealing his marketing secrets for the first time in this book. This book was written with non-technical people in mind. The book covers both life and entrepreneurial lessons, and not all of the book is about app development.

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