Mobile Software

Ghita K. Mostefaoui, Faisal Tariq

Secure Development for Mobile Apps J. D. Glaser,2014-10-13 The world is becoming increasingly mobile. Smartphones and tablets have become more powerful and popular, with many of these devices now containing confidential business, financial, and personal information. This has led to a greater focus on mobile software security. Establishing mobile software security should be of primary concern to every mobile application developer. This book explains how you can create mobile social applications that incorporate security throughout the development process. Although there are many books that address security issues, most do not explain how to incorporate security into the building process. Secure Development for Mobile Apps does exactly that. Its step-by-step guidance shows you how to integrate security measures into social apps running on mobile platforms. You'll learn how to design and code apps with security as part of the process and not an afterthought. The author outlines best practices to help you build better, more secure software. This book provides a comprehensive guide to techniques for secure development practices. It covers PHP security practices and tools, project layout templates, PHP and PDO, PHP encryption, and guidelines for secure session management, form validation, and file uploading. The book also demonstrates how to develop secure mobile apps using the APIs for Google Maps, YouTube, jQuery Mobile, Twitter, and Facebook. While this is not a beginner's guide to programming, you should have no problem following along if you've spent some time developing with PHP and MySQL.

Mobile Software Testing Narayanan Palani,2014-07-01 Mobile Software Testing, the second book written by author Narayanan Palani and the first ever book on Mobile Application based software testing as well, has already turned out a best reviewed in the I.T industry. Narayanan Palani is keen in sharing the technical knowledge for those starting out a career in Software Testing or even for those with few years of testing experience. He is endorsed by Tech City UK as an exceptional talent/world leader in digital technology. His aim is to reduce the unemployment of developed countries like United Kingdom and developing countries like India by training the graduate students and jobseekers through his technical books. This book is the culmination of 5 years of research and effort in this field. It gives a pragmatic view of using Mobile Application Technology Testing Techniques in various situations. And is recommended for those aspiring to be experts or advanced users of test automation and performance tools like Experitest, Perfecto Mobile, uTest, Neotys, Soasta, Robotium, Ranorex and Eggplant. From the Reviewers Mobile testing will capture the market space in the future and this book is very informative for testers who want to reserve the space in the future market-Sunil Kiran Balijepalli, Team Lead at Cornerstone on demand. "Mobile testing is increasingly complex on day by day due to the range of platforms, devices and innovations. Narayanan has articulated the complex mobile testing approach in simple terms with good references. I am sure, this book will enable QA community to pick up the latest developments in mobile testing arena and the tools available to deliver secured & quality product to the end users" -Ponsailapathi V, Vice President, Polaris Software Lab Limited

Enterprise Class Mobile Application Development Leigh Williamson, Roland Barcia, Omkar Chandgadkar, Ashish Mathur, Soma Ray, Darrell Schrag, Roger Snook, Jianjun Zhang, 2015-11-19 Build and Deploy Mobile Business Apps That Smoothly Integrate with Enterprise IT For today's enterprises, mobile apps can have a truly transformational impact. However, to maximize their value, you can't build them in isolation. Your new mobile apps must reflect the revolutionary mobile paradigm and delight today's mobile users--but they must also integrate smoothly with existing systems and leverage previous generations of IT investment. In this guide, a team of IBM's leading experts show how to meet all these goals. Drawing on extensive experience with pioneering enterprise clients, they cover every facet of planning, building, integrating, and deploying mobile apps in large-scale production environments. You'll find proven advice and best practices for architecture, cloud integration, security, user experience, coding, testing, and much more. Each chapter can stand alone to help you solve specific real-world problems. Together, they help you establish a flow of DevOps activities and lifecycle processes fully optimized for enterprise mobility.

Programming Mobile Devices Tommi Mikkonen, 2007-02-06 With forewords by Jan Bosch, Nokia and Antero Taivalsaari, Sun Microsystems. Learn how to programme the mobile devices of the future! The importance of mobile systems programming has emerged over the recent years as a new domain in software development. The design of software that runs in a mobile device requires that developers combine the rules applicable in embedded environment; memory-awareness, limited performance, security, and limited resources with features that are needed in workstation environment; modifiability, run-time extensions, and rapid application development. Programming Mobile Devices is a comprehensive, practical introduction to programming mobile systems. The book is a platform independent approach to programming mobile devices: it does not focus on specific technologies, and devices, instead it evaluates the component areas and issues that are common to all mobile software platforms. This text will enable the designer to programme mobile devices by mastering both hardware-aware and application-level software, as well as the main principles that guide their design. Programming Mobile Devices: Provides a complete and authoritative overview of programming mobile systems. Discusses the major issues surrounding mobile systems programming; such as understanding of embedded systems and workstation programming. Covers memory management, the concepts of applications, dynamically linked libraries, concurrency, handling local resources, networking and mobile devices as well as security features. Uses generic examples from JavaTM and Symbian OS to illustrate the principles of mobile device programming. Programming Mobile Devices is essential reading for graduate and advanced undergraduate students, academic and industrial researchers in the field as well as software developers, and programmers.

Writing Mobile Code Ivo Salmre, 2005 A truly essential guide for the many programmers writing - or thinking of writing - applications for the new generation of mobile devices.

Mobile Apps Engineering Ghita K. Mostefaoui, Faisal Tariq, 2018-12-07 The objective of this edited book is to gather best practices in the development and management of mobile apps projects. Mobile Apps Engineering aims to provide software engineering lecturers, students and researchers of mobile computing a starting point for developing successful mobile apps. To achieve these objectives, the book's contributors emphasize the essential concepts of the field, such as apps design, testing and security, with the intention of offering a compact, self-contained book which shall stimulate further research interest in the topic. The editors hope and believe that their efforts in bringing this book together can make mobile apps engineering an independent discipline inspired by traditional software engineering, but taking into account the new challenges posed by mobile computing.

Handbook of Research on Mobile Software Engineering: Design, Implementation, and Emergent Applications Alencar, Paulo, 2012-05-31 The popularity of an increasing

number of mobile devices, such as PDAs, laptops, smart phones, and tablet computers, has made the mobile device the central method of communication in many societies. These devices may be used as electronic wallets, social networking tools, or may serve as a person's main access point to the World Wide Web. The Handbook of Research on Mobile Software Engineering: Design, Implementation, and Emergent Applications highlights state-of-the-art research concerning the key issues surrounding current and future challenges associated with the software engineering of mobile systems and related emergent applications. This handbook addresses gaps in the literature within the area of software engineering and the mobile computing world.

Modern Software Engineering Methodologies for Mobile and Cloud Environments Rosado da Cruz, António Miguel,2016-01-20 As technology continues to evolve, the popularity of mobile computing has become inherent within today's society. With the majority of the population using some form of mobile device, it has become increasingly important to develop more efficient cloud platforms. Modern Software Engineering Methodologies for Mobile and Cloud Environments investigates emergent trends and research on innovative software platforms in mobile and cloud computing. Featuring state-of-the-art software engineering methods, as well as new techniques being utilized in the field, this book is a pivotal reference source for professionals, researchers, practitioners, and students interested in mobile and cloud environments.

Control Modes on Mobile Software Platforms Tobias Goldbach, 2016-08-02 This work highlights the importance of informal control modes on software platforms regarding their positive effects on third-party developers' behaviors and outcomes. The author presents studies in the mobile software industry, demonstrating how self-control and clan control positively affect developers' outcome performance, app quality and intentions to stay on software platforms. Moreover, the studies' findings shed light on the underlying explanatory mechanisms of why informal control modes can be exercised effectively on software platforms and how especially clan control may be facilitated through developers' social capital.

Customer-based IP Service Monitoring with Mobile Software Agents Manuel Günter, 2012-12-06 Presenting mobile software agents for Internet servic monitoring, this research monograph discusses newly standardized Internet technologies that allow service providers to offer secured Internet services with quality guarantees. Yet, today the customers of such services have no independent tool to verify (monitor) the service quality. This book shows why mobile software agents are best fit to fill the gap. The book is addressed to mobile agent researchers looking for new and fruitful application areas. It will also be a valuable resource for innovative Internet providers who are looking for a service monitoring infrastructure going beyond monthly reports.

Designing Software for the Mobile Context Roman Longoria, 2012-12-06 Roman Longoria The goal of this book is to provide a useful and timely guide to the practitioner who designs or develops mobile applications. The contributors to this book are leaders in the user interface (UI) community actively working in mobile platform technol ogy and mobile application design. Thus, this book offers the reader unique insight into the latest technologies, market trends, design ideas, and usability data. We provide the reader with the latest information that will have direct and immediate impact on a broad scope of product design decisions, including those for voice, phone, and personal digital assistant (PDA) applications. In other words, this book is written by practitioners, for practitioners. When I approached my coauthors about writing a chapter, I had only a few criteria. First, each author should have unique experience and expertise about a certain aspect of mobile applications. Second, that the authors be able to provide an introduction to the technologies with which they work. Third, that each chapter include case studies and lessons learned from empirical usability evaluations. And fourth, that each author include in the chapter some fundamental knowledge that they wish they had known when they got started designing for the mobile context.

Nonfunctional Requirements in Mobile Application Development Varun Gupta, Raj Kumar Chopra, Durg Singh Chauhan, 2021-04-26 Nonfunctional Requirements in Mobile Application Development is an empirical study that investigates how nonfunctional requirements--as compared with functional requirements--by the software engineers during mobile application development. The book empirically analyzes the contribution of nonfunctional requirements to project parameters such as cost, time, and quality. Such parameters are of prime interest as they determine the survival of organizations in highly dynamic environments. The impact of nonfunctional requirements on project success is analyzed through surveys and case studies, both individually and relative to each other. Sources for data collection include industry, academia, and literature. The book also empirically studies the impact of nonfunctional requirements on the overall business success of both the software development firm and the software procuring firm. Project success is examined to determine if it leads to business success. The book provides rich empirical evidence to place nonfunctional requirements on par with functional requirements to achieve business success in highly competitive markets. This work enhances the body of knowledge through multiple empirical research methods including surveys, case studies, and experimentation to study software engineers focus on nonfunctional requirements at both project and business levels. The book can guide both computer scientists and business managers in devising theoretical and technical solutions for software release planning to achieve business success.

Mobile Computing Principles Reza B'Far,2004-11-01 Written to address technical concerns that mobile developers face regardless of the platform (J2ME, WAP, Windows CE, etc.), this 2005 book explores the differences between mobile and stationary applications and the architectural and software development concepts needed to build a mobile application. Using UML as a tool, Reza B'far guides the developer through the development process, showing how to document the design and implementation of the application. He focuses on general concepts, while using platforms as examples or as possible tools. After introducing UML, XML and derivative tools necessary for developing mobile software applications, B'far shows how to build user interfaces for mobile applications. He covers location sensitivity, wireless connectivity, mobile agents, data synchronization, security, and push-based technologies, and finally homes in on the practical issues of mobile application development including the development cycle for mobile applications, testing mobile applications, architectural concerns, and a case study.

<u>Hands-On Mobile App Testing</u> Daniel Knott,2015-05-08 The First Complete Guide to Mobile App Testing and Quality Assurance: Start-to-Finish Testing Solutions for Both Android and iOS Today, mobile apps must meet rigorous standards of reliability, usability, security, and performance. However, many mobile developers have limited testing experience, and mobile platforms raise new challenges even for long-time testers. Now, Hands-On Mobile App Testing provides the solution: an end-to-end

blueprint for thoroughly testing any iOS or Android mobile app. Reflecting his extensive real-life experience, Daniel Knott offers practical guidance on everything from mobile test planning to automation. He provides expert insights on mobile-centric issues, such as testing sensor inputs, battery usage, and hybrid apps, as well as advice on coping with device and platform fragmentation, and more. If you want top-quality apps as much as your users do, this guide will help you deliver them. You'll find it invaluable—whether you're part of a large development team or you are the team. Learn how to Establish your optimal mobile test and launch strategy Create tests that reflect your customers, data networks, devices, and business models Choose and implement the best Android and iOS testing tools Automate testing while ensuring comprehensive coverage Master both functional and nonfunctional approaches to testing Address mobile's rapid release cycles Test on emulators, simulators, and actual devices Test native, hybrid, and Web mobile apps Gain value from crowd and cloud testing (and understand their limitations) Test database access and local storage Drive value from testing throughout your app lifecycle Start testing wearables, connected homes/cars, and Internet of Things devices

Pro Smartphone Cross-Platform Development Sarah Allen, Vidal Graupera, Lee Lundrigan, 2010-11-22 Learn the theory behind cross-platform development, and put the theory into practice with code using the invaluable information presented in this book. With in-depth coverage of development and distribution techniques for iPhone, BlackBerry, Windows Mobile, and Android, you'll learn the native approach to working with each of these platforms. With detailed coverage of emerging frameworks like PhoneGap and Rhomobile, you'll learn the art of creating applications that will run across all devices. You'll also be introduced to the code-signing process and the distribution of applications through the major application stores, including Research In Motion (BlackBerry), Apple, and Microsoft.

Simulation and Software Radio for Mobile Communications Hiroshi Harada, Ramjee Prasad, 2002 This cutting-edge, first-of-its-kind resource gives you a comprehensive understanding of the simulation and evaluation methods used for today's mobile communication systems. Written by two highly regarded experts in the field, the book focuses on the performance of both the physical and protocol layer transmission scheme. It defines and presents several invaluable simulation tools written in MATLAB® code, along with clear examples that explain their use.

Handbook of Research on Mobile Software Engineering Paulo Alencar, Donald Cowan,

Professional Android Application Development Reto Meier, 2009-06-17 A hands-on guide to building mobile applications, Professional Android Application Development features concise and compelling examples that show you how to quickly construct real-world mobile applications for Android phones. Fully up-to-date for version 1.0 of the Android software development kit, it covers all the essential features, and explores the advanced capabilities of Android (including GPS, accelerometers, and background Services) to help you construct increasingly complex, useful, and innovative mobile applications for Android phones. What this book includes An introduction to mobile development, Android, and how to get started. An in-depth look at Android applications and their life cycle, the application manifest, Intents, and using external resources. Details for creating complex and compelling user interfaces by using, extending, and creating your own layouts and Views and using Menus. A detailed look at data storage, retrieval, and sharing using preferences, files, databases, and Content Providers. Instructions for making the most of mobile portability by creating rich map-based applications as well as using location-based services and the geocoder. A look at the power of background Services, using threads, and a detailed look at Notifications. Coverage of Android's communication abilities including SMS, the telephony APIs, network management, and a guide to using Internet resources Details for using Android hardware, including media recording and playback, using the camera, accelerometers, and compass sensors. Advanced development topics including security, IPC, advanced 2D / 3D graphics techniques, and user—hardware interaction. Who this book is for This book is for anyone interested in creating applications for the Android mobile phone platform. It includes information that will be valuable whether you're an experienced mobile developer or making your first foray, via Android, into writing mobile applications. It will give th

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.

Advances and Applications in Mobile Computing Adem Karahoca,2012-03-30 Advances and Applications in Mobile Computing offers guidelines on how mobile software services can be used in order to simplify the mobile users' life. The main contribution of this book is enhancing mobile software application development stages as analysis, design, development and test. Also, recent mobile network technologies such as algorithms, decreasing energy consumption in mobile network, and fault tolerance in distributed mobile computing are the main concern of the first section. In the mobile software life cycle section, the chapter on human computer interaction discusses mobile device handset design strategies, following the chapters on mobile application testing strategies. The last section, mobile applications as service, covers different mobile solutions and different application sectors.

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