

App Company

Molly K. Maskrey

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 stateful Exercise expert control over your Flutter layouts Make your app respond to gestures like swiping, pinching and tapping Initiate async Ajax calls to RESTful APIs – including Google Firebase! Who This Book Is For Developers 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.

Appillionaires Chris Stevens, 2011-09-15 Turn your app ideas into a money-making goldmine More than 10 billion apps have been downloaded from Apple's AppStore and with the right combination of original ideas, great features, solid coding, unique designs, and savvy marketing, your apps could be a part of that staggering number. This book shows you how to turn your ideas into profit-making success stories. Citing a fascinating array of real-world examples, this useful book invites you to meet the rich and famous of the app development world. You'll look behind the scenes of these successful visionaries to learn their secrets first hand and discover how these bedroom coders became overnight millionaires. Serves as a must-have introduction to the fascinating, cutting-edge world of app design, where innovation reaps reward Shows you how to structure your app development process based on the Appillionaires who made their fortune Explores what works and what doesn't with regards to getting your app featured and enticing buyers Looks at successful apps such as Angry Birds, Cut the Rope, Fruit Ninja, and many others that have taken the app world by storm If you were unaware of the potential to make money from selling your apps, then app-arently, you really need this book!

The Business of Android Apps Development Mark Rollins, Roy Sandberg, 2013-08-31 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!

Technological and Business Fundamentals for Mobile App Development Tamie Salter, 2022-10-19 This book is an essential introductory guide to the knowledge required to develop apps. Chapter by chapter it provides the core principles any person must understand in order to develop mobile applications. It outlines the fundamental skills and knowledge that business and computer science students need to either oversee the development of a mobile app or themselves undertake to develop a mobile app. This workbook will give a holistic overview of the initial stages that must be considered when endeavoring to develop a mobile app. This workbook breaks topics down into core, technical and non-technical. Looking at each topic from all three angles, the core knowledge required for UI, UI for the technical person and UI for the non-technical person. The workbook guides the student through the key components or core of mobile app development and shows all students both the technical requirements and the non-technical requirements of each topic. It will allow all students to pick and choose how deep they wish to delve into the different topics.

App Development Recipes for iOS and watchOS Molly K. Maskrey, 2016-06-17 *App Development Recipes for iOS and watchOS* explores the technical side of app development with tips and tricks to avoid those little things that become big frustrations, outside of the realm of development, causing many people to throw up their hands and say “It’s just not worth the hassle!” The experiential nature of this work sets it apart from other iOS

and watchOS books. Even if you are a developer who is completely new to Swift, iOS or watchOS, you'll find the right experienced-based answers to important questions like "Why do I need version control?", "Why is testing so important?" and more specific problems directly related to iOS and watchOS development with Swift. We discover and summarize the most common problems and derive the solutions; not just a short answer and screenshot, but a systematic, logical derivation, that is, how we got to the solution. /div After the introductory basics, each chapter delivers a problem statement and a solution. The experienced developer may, without losing anything, skip to whatever problem with which they are currently dealing. At the same time, we guide the less experienced developer through the process with focus on solving problems along the way. What you will learn: iOS career options for the new developer Working with Source Code and Version Control How to work with iOS accessory devices Understanding development methodologies such as Agile/Scrum User Experience Development and UI Tools Unit, UI, and Beta Testing Publishing your work Who this book is for:/div Developers who need to find specific solutions to common problems in developing apps for iOS and watchOS.

Mobile App Development for Businesses Maja Dakić, 2023-09-14 Digitize your business operations both internally and externally with well-structured app design. Customers today turn to mobile when searching for their future vendor. This book is your step-by-step guide through the process of building mobile apps that meet their needs as well as the needs of your staff. Structure a mobile app that targets your company's specific needs and prepare your technical systems for eventual "bumps in the road". Before we start, we will check the reasons why your business needs a mobile app. Listing advantages and what makes a mobile app an ideal platform and resource for growing your serviceable available market and revenue. As many companies burn money on failed mobile app projects, we will review the best practices on how to outline your app ideas and create a mobile product roadmap. We'll explore the process to start mobile app development—from an initial idea to the final product. We'll look at the setbacks in development that can cost you a successful outcome, and we'll outline proven practices and features that lead to success no matter what industry you operate in. You'll understand the dynamics of mobile app development ,and the best ways to ensure that your mobile app serves your company's goal for further growth. Because any great business today starts with a solid digital foundation. Put theory into practical use by following some basic principles for your new digitized business with external and internal use of mobile apps. No matter if you want to develop a mobile app for your company's internal or external purposes, we'll outline pros and cons for outsourcing mobile development and the issues to pay attention to. If you decide to go with an external technical partner, we'll outline the most important aspects when choosing your outsourcing development partner. See exactly how these basic principles work and make them serve your goals. We'll cover how to troubleshoot common mobile app design, usability, and promotion issues. And finally, you'll future proof your mobile app, so your users don't abandon your app and serve as brand ambassadors. What You'll Learn Launch and position your app in the market Develop apps for internal and external audiences Collect and incorporate user feedback Who This Book Is For Entrepreneurs, business owners, directors, and executives wishing to grow their businesses and expand their reach in the market. Previous technological experience is helpful but not required.

Learning Mobile App Development Jakob Iversen, Michael Eierman, 2013-12-17 The Only Tutorial Covering BOTH iOS and Android—for students and professionals alike! 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. All source code for this book, organized by chapter, is available at <https://github.com/LearningMobile/BookApps> Coverage includes Understanding the unique design challenges associated with mobile apps Setting up your Android and iOS development environments Mastering Eclipse development tools for Android and Xcode 5 tools for iOS Designing interfaces and navigation schemes that leverage each platform's power Reliably integrating persistent data into your apps Using lists (Android) or tables (iOS) to effectively present data to users Capturing device location, displaying it, and using it in your apps Accessing hardware devices and sensors Publishing custom apps internally within an organization Monetizing your apps on Apple's AppStore or the Google Play marketplace, as well as other ways of profiting from app development, such as consulting and developer jobs

Apple Watch App Development Steven F. Daniel, 2016-04-29 Build real-world applications for the Apple Watch platform using the WatchKit framework and Swift 2.0 About This Book Find out how to download and install the Xcode development tools before learning about Xcode playgrounds and the Swift programming language Discover everything you need to know about the WatchKit platform architecture, its classes, as well its limitations This book introduces you to the very latest mobile platform with hands-on instructions so you can build your very own Apple Watch apps Who This Book Is For This book is for developers who are interested in creating amazing apps for the Apple Watch platform. Readers are expected to have no prior experience of programming. What You Will Learn Navigate within the WatchKit interface using the page-based, modal, and hierarchical navigation

techniques Work with context menus to allow your users to interact with the Apple Watch and respond to their actions to perform a task Use the MapKit framework to display a map within the WatchKit interface to track the user's current location Build effective user interfaces for the WatchKit platform and integrate iCloud capabilities to synchronize data between the iOS app and the WatchKit UI Design your apps for the Apple Watch platform by adhering to the set of User Interface design guidelines set out by Apple Reinforce image caching to display animations within the Apple Watch user interface Explore WatchKit tables, which allow your users to purchase groceries and pay for them using Apple Pay Analyze the new layout system to ensure that your Apple Watch apps work with various screen sizes In Detail Wearable are the next wave of mobile technology and with the release of Apple's WatchKit SDK, a whole new world of exciting development possibilities has opened up. Apple Watch App Development introduces you to the architecture and possibilities of the Apple Watch platform, as well as an in-depth look at how to work with Xcode playgrounds. Benefit from a rapid introduction to the Swift programming language so you can quickly begin developing apps with the WatchKit framework and the Xcode Development IDE. Get to grips with advanced topics such as notifications, glances, iCloud, Apple pay, closures, tuples, protocols, delegates, concurrency, and using Swift Playgrounds, with each concept is backed up with example code that demonstrates how to properly execute it. Finally, discover how to package and deploy your Watch application to the Apple AppStore. By the end of this book, you will have a good understanding of how to develop apps for the Apple Watch platform, and synchronize data using iCloud between the wearable and the iOS device. Style and approach This book takes a step-by-step approach to developing applications for the Apple Watch using the Swift programming language and the WatchKit UI. Each topic is explained in a conversational and easy-to-follow style.

Developing Enterprise iOS Applications James Turner, 2011-12-12 If you plan to develop iOS applications in a corporate setting—for internal consumption or for sale to end users—you need to read this book. Veteran developer James Turner shares best practices and lessons learned from his recent on-the-ground experience planning, building, and shipping an iOS application in an enterprise environment. With lots of examples and solid advice, you'll learn how to use Xcode, Objective-C, and other Apple development tools within the confines of enterprise software methodologies. Don't be deterred by Apple's development philosophy. If you're familiar with Xcode, this guide will help you build and launch enterprise iOS apps successfully. Get Xcode's single-developer model to work in a concurrent development environment Integrate Xcode builds into tools such as Ant and Hudson Use open source libraries to connect iOS with SOAP and other backend services Set up a framework to test iOS apps for code coverage and CCN metrics Manage the legal, marketing, and production issues involved when interacting with iTunes Connect Meet iTunes' requirements for provisioning and distributing your app Provide long-term support by sidestepping Apple's distribution limitations

iOS Application Development with OpenCV 3 Joseph Howse, 2016-06-30 Create four mobile apps and explore the world through photography and computer vision About This Book- Efficiently harness iOS and OpenCV to capture and process high-quality images at high speed- Develop photographic apps and augmented reality apps quickly and easily- Detect, recognize, and morph faces and objects Who This Book Is For If you want to do computational photography and computer vision on Apple's mobile devices, then this book is for you. No previous experience with app development or OpenCV is required. However, basic knowledge of C++ or Objective-C is recommended. What You Will Learn- Use Xcode and Interface Builder to develop iOS apps- Obtain OpenCV's standard modules and build extra modules from source- Control all the parameters of the iOS device's camera- Capture, save, and share photos and videos- Analyze colors, shapes, and textures in ordinary and specialized photographs- Blend and compare images to create special photographic effects and augmented reality tools- Detect faces and morph facial features- Classify coins and other objects In Detail iOS Application Development with OpenCV 3 enables you to turn your smartphone camera into an advanced tool for photography and computer vision. Using the highly optimized OpenCV library, you will process high-resolution images in real time. You will locate and classify objects, and create models of their geometry. As you develop photo and augmented reality apps, you will gain a general understanding of iOS frameworks and developer tools, plus a deeper understanding of the camera and image APIs. After completing the book's four projects, you will be a well-rounded iOS developer with valuable experience in OpenCV. Style and approach The book is practical, creative, and precise. It shows you the steps to create and customize five projects that solve important problems for beginners in mobile app development and computer vision. Complete source code and numerous visual aids are included in each chapter. Experimentation is an important part of the book. You will use computer vision to explore the real world, and then you will refine the projects based on your findings.

Android App Development For Dummies Michael Burton, 2015-03-09 The updated edition of the bestselling guide to Android app development If you have ambitions to build an Android app, this hands-on guide gives you everything you need to dig into the development process and turn your great idea into a reality! In this new edition of Android App Development For Dummies, you'll find easy-to-follow access to the latest programming techniques that take advantage of the new features of the Android operating system. Plus, two programs are provided: a simple program to get you started and an intermediate program that uses more advanced aspects of the Android platform. Android mobile devices currently account for nearly 80% of mobile phone market share worldwide, making it the best platform to reach the widest possible audience. With the help of this friendly guide, developers of all

stripes will quickly find out how to install the tools they need, design a good user interface, grasp the design differences between phone and tablet applications, handle user input, avoid common pitfalls, and turn a meh app into one that garners applause. Create seriously cool apps for the latest Android smartphones and tablets Adapt your existing apps for use on an Android device Start working with programs and tools to create Android apps Publish your apps to the Google Play Store Whether you're a new or veteran programmer, *Android App Development For Dummies* will have you up and running with the ins and outs of the Android platform in no time.

Mobile App Development with Ionic, Revised Edition Chris Griffith, 2017-08-18 Learn how to build app store-ready hybrid apps with the Ionic 2, 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 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 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.

Learn Android Studio 3 Ted Hagos, 2018-02-06 Build Android apps using the popular and efficient Android Studio 3 suite of tools, an integrated development environment (IDE) for Android developers using Java APIs. With this book, you'll learn the latest and most productive tools in the Android tools ecosystem, ensuring quick Android app development and minimal effort on your part. Along the way, you'll use Android Studio to develop Java-based Android apps, tier by tier through practical examples. These examples cover core Android topics such as notifications and toast; intents and

broadcast receivers; and services. Then, you'll learn how to publish your apps and sell them online and in the Google Play store. What You'll Learn Use Android Studio 3 to quickly and confidently build your first Android apps Build an Android user interface using activities and layouts, event handling, images, menus and the action bar Incorporate new elements including fragments Integrate data with data persistence Access the cloud Who This Book Is For Those who may be new to Android Studio 3 or Android Studio in general. You may or may not be new to Android development in general. Some prior experience with Java is also recommended.

A Career as a Mobile App Developer 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.

Pro Windows Phone App Development Falafel Software,2013-08-19 This book provides a soup-to-nuts guide to developing applications for Windows Phone and publishing them to the Windows Marketplace, covering the latest Windows 8 updates.

App Kid Michael Sayman,2022-08-30 An inspiring and deeply personal coming of age memoir from one of Silicon Valley's youngest entrepreneurs—a second-generation Latino immigrant who taught himself how to code as a thirteen-year-old and went on to claim his share of the American dream. As his parents watched their restaurant business collapse in the wake of the Great Recession, Michael Sayman was googling “how to code.” Within a year, he had launched an iPhone app that was raking in thousands of dollars a month, enough to keep his family afloat—and in America. Entirely self-taught, Sayman headed from high school straight into the professional world, and by the time he was seventeen, he was Facebook's youngest employee ever, building new features that wowed its founder Mark Zuckerberg and are now being used by more than half a billion people every day. Sayman pushed Facebook to build its own version of Snapchat's Stories and, as a result, engagement on the platform soared across all demographics. Millions of Gen Z and Millennials flocked to Facebook, and as teen engagement rose dramatically on Instagram and WhatsApp, Snapchat's parent company suffered a billion-dollar loss in value. Three years later, Sayman jumped ship for Google. App Kid is the galvanizing story of a young Latino, not yet old enough to drink, who excelled in the cutthroat world of Silicon Valley and went on to become an inspiration to thousands of kids everywhere by following his own surprising, extraordinary path. In this candid and uplifting memoir, Sayman shares the highs and lows, the successes and failures, of his remarkable journey. His book is essential and affirming reading for anyone marching to the beat of their own drum.

Learn Swift by Building Applications Emil Atanasov,2018-05-25 Start building your very own mobile apps with this comprehensive introduction to Swift and object-oriented programming Key Features A complete beginner's guide to Swift programming language Understand core Swift programming concepts and techniques for creating popular iOS apps Start your journey toward building mobile app development with this practical guide Book Description Swift Language is now more powerful than ever; it has introduced new ways to solve old problems and has gone on to become one of the fastest growing popular languages. It is now a de-facto choice for iOS developers and it powers most of the newly released and popular apps. This practical guide will help you to begin your journey with Swift programming through learning how to build iOS apps. You will learn all about basic variables, if clauses, functions, loops, and other core concepts; then structures, classes, and inheritance will be discussed. Next, you'll dive into developing a weather app that consumes data from the internet and presents information to the user. The final project is more complex, involving creating an Instagram like app that integrates different external libraries. The app also uses CocoaPods as its package dependency manager, to give you a cutting-edge tool to add to your skillset. By the end of the book, you will have learned how to model real-world apps in Swift. What you will learn Become a pro at iOS development by creating simple-to-complex iOS mobile applications Master Playgrounds, a unique and intuitive approach to teaching Xcode Tackle the basics, including variables, if clauses, functions, loops and structures, classes, and inheritance Model real-world objects in Swift and have an in-depth understanding of the data structures used, along with OOP concepts and protocols Use CocoaPods, an open source Swift package manager to ease your everyday developer requirements Develop a wide range of apps, from a simple weather app to an Instagram-like social app Get ahead in the industry by learning how to use third-party libraries efficiently in your apps Who this book is for This book is for beginners who are new to Swift or may have some preliminary knowledge of Objective-C. If you are interested in learning and mastering Swift in Apple's ecosystem, namely mobile development, then this book is for you.

Android App Development Hervé J. Franceschi,2016-12-29 Android App Development is written for the Android programming course and takes a building block approach, presenting a real app from start to finish in each chapter. Each chapter is broken down into manageable topics, demonstrating a topic and then a working app.

Starting an iPhone Application Business For Dummies Aaron Nicholson,Joel Elad,Damien Stolarz,2009-09-29 How to create a profitable, sustainable business developing and marketing iPhone apps iPhone apps are hot; the average app is downloaded more than 30,000 times. If you have some great

apps in mind, Starting an iPhone Application Business For Dummies will show you how to produce and market them effectively. Starting an iPhone Application Business For Dummies provides clear, reliable business information to help developers and entrepreneurs create a profitable, sustainable business in this new and exciting market. Identifies what goes into a successful iPhone application business Helps you find the market niche your applications can fill, market and promote your business, and build your brand Explains how to develop a pricing strategy, build your applications efficiently, and get them into the App Store Explores finding a sustainable revenue model, including free trials, social media models, ad-based revenue models, and subscription models Demonstrates effective ways to provide service and support to customers Written by a team that combines knowledge of iPhone app development with sound business experience Starting an iPhone Application Business For Dummies can help you turn your ideas into income.

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