

Crooss Platform

Gerald Versluis

Cross-Platform Development in C++ Syd Logan, 2007-11-27 Cross-Platform Development in C++ is the definitive guide to developing portable C/C++ application code that will run natively on Windows, Macintosh, and Linux/Unix platforms without compromising functionality, usability, or quality. Long-time Mozilla and Netscape developer Syd Logan systematically addresses all the technical and management challenges associated with software portability from planning and design through coding, testing, and deployment. Drawing on his extensive experience with cross-platform development, Logan thoroughly covers issues ranging from the use of native APIs to the latest strategies for portable GUI development. Along the way, he demonstrates how to achieve feature parity while avoiding the problems inherent to traditional cross-platform development approaches. This book will be an indispensable resource for every software professional and technical manager who is building new cross-platform software, porting existing C/C++ software, or planning software that may someday require cross-platform support. Build Cross-Platform Applications without Compromise Throughout the book, Logan illuminates his techniques with realistic scenarios and extensive, downloadable code examples, including a complete cross-platform GUI toolkit based on Mozilla's XUL that you can download, modify, and learn from. Coverage includes Policies and procedures used by Netscape, enabling them to ship Web browsers to millions of users on Windows, Mac OS, and Linux Delivering functionality and interfaces that are consistent on all platforms Understanding key similarities and differences among leading platform-specific GUI APIs, including Win32/.NET, Cocoa, and Gtk+ Determining when and when not to use native IDEs and how to limit their impact on portability Leveraging standards-based APIs, including POSIX and STL Avoiding hidden portability pitfalls associated with floating point, char types, data serialization, and types in C++ Utilizing platform abstraction libraries such as the Netscape Portable Runtime (NSPR) Establishing an effective cross-platform bug reporting and tracking system Creating builds for multiple platforms and detecting build failures across platforms when they occur Understanding the native runtime environment and its impact on installation Utilizing wxWidgets to create multi-platform GUI applications from a single code base Thoroughly testing application portability Understanding cross-platform GUI toolkit design with Trixul

Libgdx Cross-platform Game Development Cookbook David Saltares Márquez, Alberto Cejas Sánchez, 2014-10-29 If you want to make cross-platform games without the hassle and dangers of writing platform-specific code, or If you are a game programmer who may have some experience with Java and you want to learn everything you need to know about Libgdx to produce awesome work, this is the book for you. To take full advantage of the recipes in this book, you are expected to be familiar with java with good game programming knowledge.

Xamarin: Cross-Platform Mobile Application Development Jonathan Peppers, George Taskos, Can Bilgin, 2016-08-31 Master the skills required to develop cross-platform applications from drawing board to app store(s) using Xamarin About This Book Learn to deliver high-performance native apps that leverage platform specific acceleration, compiled for native performance Learn development techniques that will allow you to use and create custom layouts for cross-platform UI Gain the knowledge needed to become more efficient in testing, deploying, and monitoring your applications Implement application life cycle management concepts to manage cross-platform projects Who This Book Is For Mobile application developers wanting to develop skills required to steer cross-platform applications using Xamarin. What You Will Learn Share C# code across platforms and call native Objective-C or Java libraries from C# Submit your app to the Apple App Store and Google Play Use the out-of-the-box services to support third-party libraries Find out how to get feedback while your application is used by your users Create shared data access using a local SQLite database and a REST service Test and monitor your applications Gain memory management skills to avoid memory leaks and premature code cycles while decreasing the memory print of your applications Integrate network resources with cross-platform applications Design and implement eye-catching and reusable UI components without compromising on nativity in mobile applications In Detail Developing a mobile application for just one platform is becoming a thing of the past. Companies expect their apps to be supported on iOS, Android and Windows Phone, while leveraging the best native features on all three platforms. Xamarin's tools help ease this problem by giving developers a single toolset to target all three platforms. The main goal of this course is to equip you with knowledge to successfully analyze, develop, and manage Xamarin cross-platform projects using the most efficient, robust, and scalable implementation patterns. Module 1 is a step-by-step guide to building real-world applications for iOS and Android. The module walks you through building a chat application, complete with a backend web service and native features such as GPS location, camera, and push notifications. Additionally, you'll learn how to use external libraries with Xamarin and Xamarin.Forms. Module 2 provide you recipes on how to create an architecture that will be maintainable, extendable, use Xamarin.Forms plugins to boost productivity. We start with a simple creation of a Xamarin.Forms solution, customize the style and behavior of views for each platform. Further on, we demonstrate the power of architecting a cross-platform solution. Next, you will utilize and access hardware features that vary from platform to platform with cross-platform techniques. You will master the steps of getting the app ready and publishing it in the app store. The last module starts with general topics such as memory management, asynchronous programming, local storage, networking, and platform-specific features. You will learn about key tools to leverage the pattern and advanced implementation strategies. Finally, we show you the toolset for application lifecycle management to help you prepare the development pipeline to manage and see cross-platform projects through to public or private release. After the completion of this course, you will learn a path that will get you up and running with developing cross-platform mobile applications and help you become the go-to person when it comes to Xamarin. Style and approach This course will serve as comprehensive guide for developing cross-platform applications with Xamarin with a unique approach that will engage you like never before as you create real-world cross-platform apps on your own.

Cross-platform GUI Programming with WxWidgets Julian Smart, Kevin Hock, Stefan Csomor, 2006 Describes how to use wxWidgets, an open-source C++ API, to write GUI applications.

.NET MAUI Cross-Platform Application Development Roger Ye, 2024-03-25 Build apps using .NET MAUI and Blazor with this comprehensive, revised guide for .NET 8. Purchase of the print or Kindle book includes a free eBook in PDF format. Key Features Handle data effectively with expanded coverage on the MVVM model and data binding Integrate platform-specific code using plugins and custom controls Migrate from Xamarin.Forms to .NET MAUI for the latest hybrid app development capabilities Book DescriptionAn evolution of Xamarin.Forms, .NET MAUI is a cross-platform framework for creating native mobile and desktop apps with C# and XAML. Using .NET MAUI, you can develop apps that'll run on Android, iOS, macOS, and Windows from a single shared codebase. In this revised edition of .NET MAUI Cross-Platform Application Development you will be introduced to .NET 8 and get up to speed with app development in no time. The book begins by showing you how to develop a cross-platform application using .NET MAUI, including guidance for migrating from Xamarin.Forms. You'll gain all the knowledge needed to create a cross-platform application for Android, iOS, macOS, and Windows following an example project step by step. As you advance, you'll integrate the latest frontend technology into your app using Blazor components, including the new Blazor Bindings feature. After this, you'll learn how to test and deploy your apps. With new coverage on creating mock .NET MAUI components, you can develop unit tests for your application. You will additionally learn how to perform Razor component testing using bUnit. By the end of this book, you'll have learned how to develop your own cross-platform applications using .NET MAUI. What you will learn Develop high-performance apps with logical user interfaces Improve the maintainability of apps using the MVVM design pattern Understand the progression from Xamarin.Forms and how to migrate to .NET Delve into templated components and Razor class libraries for crafting Blazor UI elements Publish your creations to major app stores with guidance on preparation and processes

Extend your testing repertoire with bUnit for Razor components for reliable unit testing Who this book is for This book is for mobile developers interested in cross-platform application development with working experience of the .NET Core framework, as well as junior engineers who've just begun their career in mobile app development. Native app developers (desktop) or Xamarin developers who want to migrate to .NET MAUI will also benefit from this book. Basic knowledge of modern object-oriented programming languages, such as C#, Java or Kotlin, is assumed.

Programming Flutter Carmine Zaccagnino,2020-03-10 Work in Flutter, a framework designed from the ground up for dual platform development, with support for native Java/Kotlin or Objective-C/Swift methods from Flutter apps. Write your next app in one language and build it for both Android and iOS. Deliver the native look, feel, and performance you and your users expect from an app written with each platform's own tools and languages. Deliver apps fast, doing half the work you were doing before and exploiting powerful new features to speed up development. Write once, run anywhere. Learn Flutter, Google's multi-platform mobile development framework. Instantly view the changes you make to an app with stateful hot reload and define a declarative UI in the same language as the app logic, without having to use separate XML UI files. You can also reuse existing platform-specific Android and iOS code and interact with it in an efficient and simple way. Use built-in UI elements - or build your own - to create a simple calculator app. Run native Java/Kotlin or Objective-C/Swift methods from your Flutter apps, and use a Flutter package to make HTTP requests to a Web API or to perform read and write operations on local storage. Apply visual effects to widgets, create transitions and animations, create a chat app using Firebase, and deploy everything on both platforms. Get native look and feel and performance in your Android and iOS apps, and the ability to build for both platforms from a single code base. What You Need: Flutter can be used for Android development on any Linux, Windows or macOS computer, but macOS is needed for iOS development.

C# 9 and .NET 5 – Modern Cross-Platform Development Mark J. Price,2020-11-10 Publisher's Note: Microsoft stopped supporting .NET 5 in May 2022. The newer 8th edition of the book is available that covers .NET 8 (end-of-life November 2026) with C# 12 and EF Core 8. Purchase of the print or Kindle book includes a free PDF eBook Key Features Explore the newest additions to C# 9, the .NET 5 class library, Entity Framework Core and Blazor Strengthen your command of ASP.NET Core 5.0 and create professional websites and services Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book DescriptionIn C# 9 and .NET 5 – Modern Cross-Platform Development, Fifth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with a new chapter on the Microsoft Blazor framework. The book's first part teaches the fundamentals of C#, including object-oriented programming and new C# 9 features such as top-level programs, target-typed new object instantiation, and immutable types using the record keyword. Part 2 covers the .NET APIs, for performing tasks like managing and querying data, monitoring and improving performance, and working with the file system, async streams, serialization, and encryption. Part 3 provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core or mobile apps using Xamarin.Forms. The best type of application for learning the C# language constructs and many of the .NET libraries is one that does not distract with unnecessary application code. For that reason, the C# and .NET topics covered in Chapters 1 to 13 feature console applications. In Chapters 14 to 20, having mastered the basics of the language and libraries, you will build practical applications using ASP.NET Core, Model-View-Controller (MVC), and Blazor. By the end of the book, you will have acquired the understanding and skills you need to use C# 9 and .NET 5 to create websites, services, and mobile apps.What you will learn Build your own types with object-oriented programming Query and manipulate data using LINQ Build websites and services using ASP.NET Core 5 Create intelligent apps using machine learning Use Entity Framework Core and work with relational databases Discover Windows app development using the Universal Windows Platform and XAML Build rich web experiences using the Blazor framework Build mobile applications for iOS and Android using Xamarin.Forms Who this book is forThis book is best for C# and .NET beginners, or programmers who have worked with C# in the past but feel left behind by the changes in the past few years. This book doesn't expect you to have any C# or .NET experience; however, you should have a general understanding of programming. Students and professionals with a science, technology, engineering, or mathematics (STEM) background can certainly benefit from this book.

C# 6 and .NET Core 1.0: Modern Cross-Platform Development Mark J. Price,2016-03-29 Create powerful cross-platform applications using C# 6, .NET Core 1.0, ASP.NET Core 1.0, and Visual Studio 2015 About This Book Build modern, cross-platform applications with .NET Core 1.0 Get up-to-speed with C#, and up-to-date with all the latest features of C# 6 Start creating professional web applications with ASP.NET Core 1.0 Who This Book Is For Are you struggling to get started with C#? Or maybe you're interested in the potential of the new cross-platform features that .NET Core can offer? If so, C# 6 and .NET Core 1.0 is the book for you. While you don't need to know any of the latest features of C# or .NET to get started, it would be beneficial if you have some programming experience. What You Will Learn Build cross-platform applications using C# 6 and .NET Core 1.0 Explore ASP.NET Core 1.0 and learn how to create professional web applications Improve your application's performance using multitasking Use Entity Framework Core 1.0 and learn how to build Code-First databases Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML Query and manipulate data using LINQ Protect your data by using encryption and hashing In Detail With the release of .NET Core 1.0, you can now create applications for Mac OS X and Linux, as well as Windows, using the development tools you know and love. C# 6 and .NET Core 1.0 has been divided into three high-impact sections to help start putting these new features to work. First, we'll run you through the basics of C#, as well as object-orient programming, before taking a quick tour through the latest features of C# 6 such as string interpolation for easier variable value output, exception filtering, and how to perform static class imports. We'll also cover both the full-feature, mature .NET Framework and the new, cross-platform .NET Core. After quickly taking you through C# and how .NET works, we'll dive into the internals of the .NET class libraries, covering topics such as performance, monitoring, debugging, internationalization, serialization, and encryption. We'll look at Entity Framework Core 1.0 and how to develop Code-First entity data models, as well as how to use LINQ to query and manipulate that data. The final section will demonstrate the major types of applications that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, and web services. Lastly, we'll help you build a complete application that can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core.

Xamarin.Forms Projects Johan Karlsson,Daniel Hindrikes,2018-12-27 Explore Xamarin.Forms to develop dynamic applications Key FeaturesExplore SQLite through Xamarin to store locations for various location-based applicationsMake a real-time serverless chat service by using Azure SignalR serviceBuild Augmented Reality application with the power of UrhoSharp together with ARKit and ARCore Book Description Xamarin.Forms is a lightweight cross-platform development toolkit for building applications with a rich user interface. In this book you'll start by building projects that explain the Xamarin.Forms ecosystem to get up and running with building cross-platform applications. We'll increase in difficulty throughout the projects, making you learn the nitty-gritty of Xamarin.Forms offerings. You'll gain insights into the architecture, how to arrange your app's design, where to begin developing, what pitfalls exist, and how to avoid them. The book contains seven real-world projects, to get you hands-on with building rich UIs and providing a truly cross-platform

experience. It will also guide you on how to set up a machine for Xamarin app development. You'll build a simple to-do application that gets you going, then dive deep into building advanced apps such as messaging platform, games, and machine learning, to build a UI for an augmented reality project. By the end of the book, you'll be confident in building cross-platforms and fitting Xamarin.Forms toolkits in your app development. You'll be able to take the practice you get from this book to build applications that comply with your requirements. What you will learn

Set up a machine for Xamarin development
Get to know about MVVM and data bindings in Xamarin.Forms
Understand how to use custom renderers to gain platform-specific access
Discover Geolocation services through Xamarin Essentials
Create an abstraction of ARKit and ARCore to expose as a single API for the game
Learn how to train a model for imageclassification with Azure Cognitive Services

Who this book is for
This book is for mobile application developers who want to start building native mobile apps using the powerful Xamarin.Forms and C#. Working knowledge of C#, .NET, and Visual Studio is required.

Professional Cross-Platform Mobile Development in C# Scott Olson, John Hunter, Ben Horgen, Kenny Goers, 2012-02-03

Develop mobile enterprise applications in a language you already know! With employees, rather than the IT department, now driving the decision of which devices to use on the job, many companies are scrambling to integrate enterprise applications. Fortunately, enterprise developers can now create apps for all major mobile devices using C#/.NET and Mono, languages most already know. A team of authors draws on their vast experiences to teach you how to create cross-platform mobile applications, while delivering the same functionality to PC's, laptops and the web from a single technology platform and code-base. Rather than reinventing the wheel with each app, this book provides you with the tools you need for cross-platform development--no new languages needed! Presents an overview of the sea change occurring with the use of enterprise mobile applications and what it means for developers
Shares the criteria for evaluating and selecting the best option for application architecture
Reviews tools and techniques for setting up a cross-platform development environment
Offers an introduction to the MonoCross open-source project and pattern for cross-platform development
Packed with specific software design patterns, development best practices, code examples and sample applications, this must-have book gets you started developing cross-platform mobile apps today.

Mastering Cross-Platform Development with Xamarin Can Bilgin, 2016-03-31

Master the skills required to steer cross-platform applications from drawing board to app store(s) using Xamarin
About This Book
Develop your Xamarin development skills with this comprehensive guide on various patterns and features so you can create elegant and high-quality applications
Create adaptive user interfaces on separate platforms without compromising the user experience and platform identity
Implement application lifecycle management concepts to manage and finalize cross-platform projects and efficiently collaborate with others
Who This Book Is For
This book is ideal for those who want to take their entry-level Xamarin mobile development skills to the next level to become the go-to person within their organization. To fully understand the patterns and concepts described, you should possess a reasonable level of knowledge about the core elements of Xamarin and cross-platform application development with it. What You Will Learn
Configure your environment for cross-platform projects with Xamarin
Gain memory management skills to avoid memory leaks and premature code cycles while decreasing the memory print of your applications
Employ asynchronous and parallel patterns to execute non-interactive and non-blocking processes
Create and use SQLite databases for offline scenarios
Integrate network resources with cross-platform applications
Design and implement eye-catching and reusable UI components without compromising nativity in mobile applications
Manage the application lifecycle of cross-platform development projects
Distribute Xamarin applications through public or private channels
In Detail
The main goal of this book is to equip you with the required know-how to successfully analyze, develop, and manage Xamarin cross-platform projects using the most efficient, robust, and scalable implementation patterns. This book starts with general topics such as memory management, asynchronous programming, local storage, and networking, and later moves onto platform-specific features. During this transition, you will learn about key tools to leverage the patterns described, as well as advanced implementation strategies and features. The book also presents User Interface design and implementation concepts on Android and iOS platforms from a Xamarin and cross-platform perspective, with the goal to create a consistent but native UI experience. Finally, we show you the toolset for application lifecycle management to help you prepare the development pipeline to manage and see cross-platform projects through to public or private release.
Style and approach
This is a comprehensive guide on various Xamarin features and patterns. Each topic is explained and demonstrated with code samples, which are revised in each section in an iterative manner and analyzed with available diagnostic tools to demonstrate the benefits of different patterns.

Fearless Cross-Platform Development with Delphi David Cornelius, 2021-10-22

Learn to rapidly build and deploy cross-platform applications from a single codebase with practical, real-world solutions using the mature Delphi 10.4 programming environment
Key Features
Implement Delphi's modern features to build professional-grade Windows, web, mobile, and IoT applications and powerful servers
Become a Delphi code and project guru by learning best practices and techniques for cross-platform development
Deploy your complete end-to-end application suite anywhere
Book Description
Delphi is a strongly typed, event-driven programming language with a rich ecosystem of frameworks and support tools. It comes with an extensive set of web and database libraries for rapid application development on desktop, mobile, and internet-enabled devices. This book will help you keep up with the latest IDE features and provide a sound foundation of project management and recent language enhancements to take your productivity to the next level. You'll discover how simple it is to support popular mobile device features such as sensors, cameras, and GPS. The book will help you feel comfortable working with FireMonkey and styles and incorporating 3D user interfaces in new ways. As you advance, you'll be able to build cross-platform solutions that not only look native but also take advantage of a wide array of device capabilities. You'll also learn how to use embedded databases, such as SQLite and InterBase ToGo, synchronizing them with your own custom backend servers or modules using the powerful RAD Server engine. The book concludes by sharing tips for testing and deploying your end-to-end application suite for a smooth user experience. By the end of this book, you'll be able to deliver modern enterprise applications using Delphi confidently. What you will learn
Discover the latest enhancements in the Delphi IDE
Overcome the barriers that hold you back from embracing cross-platform development
Become fluent with FireMonkey controls, styles, LiveBindings, and 3D objects
Build Delphi packages to extend RAD Server or modularize your applications
Use FireDAC to get quick and direct access to any data
Leverage IoT technologies such as Bluetooth and Beacons and learn how to put your app on a Raspberry Pi
Enable remote apps with backend servers on Windows and Linux through REST APIs
Develop modules for IIS and Apache web servers

Who this book is for
This book is for Delphi developers interested in expanding their skillset beyond Windows programming by creating professional-grade applications on multiple platforms, including Windows, Mac, iOS, Android, and back-office servers. You'll also find this book useful if you're a developer looking to upgrade your knowledge of Delphi to keep up with the latest changes and enhancements in this powerful toolset. Some Delphi programming experience is necessary to make the most out of this book.

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.

Xamarin.Forms Essentials Gerald Versluis,2017-12-01 Learn the bare essentials needed to begin developing cross-platform, mobile apps using Xamarin.Forms. Apps can be easily deployed to Google Play or to the Apple App Store. You will gain insight on architecture and how to arrange your app's design, where to begin developing, what pitfalls exist, and how to avoid them. Also covered are expected new features in Xamarin.Forms 3.0, so you may be prepared ahead of time for what the next release brings. Xamarin.Forms Essentials provides a brief history of Xamarin as a company, including how their product has become one of the most-used, cross-platform technologies for enterprise applications and app development across the world. Examples in the book are built around a real-life example that is an actual app in Google Play and in the Apple App Store, and has thousands of downloads between iOS and Android. You will learn how an application is set up from scratch, and you will benefit from the author's hard-won experience and tips in addressing various development challenges. What You'll Learn Create cross-platform user interfaces from one code base for both iOS and Android See how a commercial application is built and then deployed for sale in the app stores Integrate your Xamarin.Forms applications with third-party, RESTful APIs Arrange application architecture to avoid pitfalls and optimize your design Get a heads-up on new features released as part of Xamarin.Forms 3.0 Choose appropriately between Xamarin.Forms and traditional Xamarin, depending upon your application needs and its goals Who This Book Is For Mobile app developers who are producing software for multiple platforms, including Google Android and Apple iOS. Readers should be familiar with Visual Studio either on Mac OS X or Windows, and have a working knowledge of C#.

Cloud Computing -- the Glide OS Story Donald Leka,Claire Leka,2013 Cross platform technology could be The Next Big Thing. Glide is a pioneering and award winning cloud-computing service leading the emergence of the cross platform space. If you use any combination of Microsoft Windows, Google Android and Apple iOS/OS X devices and various cloud services like Dropbox, Google Docs and Facebook in your home or business, this book is a must read. Cloud Computing: The Glide OS Story provides a detailed primer on the challenges and opportunities faced by start up companies and how they all relate to major changes in the technology industry and the global financial environment. Experience how Founder and CEO, Donald Leka steers Glide through the ultra competitive technology industry and the Global Financial Crisis. Go behind the scenes and learn what really happened in key meetings, interviews, backstage at major international trade shows and the strategy behind major product releases. The thrills and spills described make this book an educational gem for budding tech entrepreneurs and the seed and venture capital investors who fund them and entertaining reading for the rest of us.

LibGDX Cross Platform Development Blueprints Indraneel Potnis,2015-12-21

Cross-Platform .NET Development Jason King,Mark Easton,2004-09-13 * The only book that shows how to build cross-platform .NET applications: provides hands-on experience with the revolutionary Mono and Portable.NET projects on Linux and Mac OS X. * Describes how to build cross-platform GUIs that run on any .NET implementation. * Promotes best practices through the use of design patterns and automated testing and building tools, such as NUnit and NAnt.

Cross-Platform Perl Eric Foster-Johnson,2000-08-15 Full of practical examples and updated for the latest version of Perl, version 5.6.0, this acclaimed introductory guide explains how to harness the power of Perl in heterogeneous UNIX-Windows-Linux environments, from automating applications and network functions to creating GUIs and interactive Web pages. The CD-ROM includes ActivePerl for Windows, the Perl source code, sample code and scripts, and useful Perl tools.

Xamarin in Action Jim Bennett,2018-04-27 Summary Xamarin in Action teaches you to build cross-platform mobile apps using Xamarin and C#. You'll explore all the layers of a Xamarin app, from design to deployment. By the end, you'll be able to build a quality, production-ready Xamarin app on iOS and Android from scratch with a high level of code reuse. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Rewriting the same app for iOS and Android is tedious, error-prone, and expensive. Microsoft's Xamarin drastically reduces dev time by reusing most application code—typically 70% or more. The core of your iOS and Android app is shared; you write platform-specific code only for the UI layer. And because Xamarin uses C#, your apps benefit from everything this modern language and the .NET ecosystem have to offer. About the Book Xamarin in Action teaches you to build cross-platform mobile apps using Xamarin and C#. You'll explore all the layers of a Xamarin app, from design to deployment. Xamarin expert Jim Bennett teaches you design practices that maximize code reuse and isolate device-specific code, making it a snap to incorporate the unique features of each OS. What's Inside Understanding MVVM to maximize code reuse and testability Creating cross-platform model and UI logic layers Building device-specific UIs Unit and automated UI testing Preparing apps for publication with user tracking and crash analytics About the Reader Readers should have some experience with C#. Mobile development experience is helpful, but not assumed. About the Author Jim Bennett is a Xamarin MVP, Microsoft MVP, and Senior Cloud Developer Advocate at Microsoft, specializing in Xamarin mobile apps. He's a frequent speaker at events all around the world, including Xamarin user groups and Xamarin and Microsoft conferences. He regularly blogs about Xamarin development at <https://jimbobbennett.io>. Table of Contents PART 1 - GETTING STARTED WITH XAMARIN Introducing native cross-platform applications with Xamarin Hello MVVM—creating a simple cross-platform app using MVVM MVVM—the model-view–view model design pattern Hello again, MVVM—understanding and enhancing our simple MVVM app What are we (a)waiting for? An introduction to multithreading for Xamarin apps PART 2 - BUILDING APPS Designing MVVM cross-platform apps Building cross-platform models Building cross-platform view models Building simple Android views Building more advanced Android views Building simple iOS views Building more advanced iOS views PART 3 - FROM WORKING CODE TO THE STORE Running mobile apps on physical devices Testing mobile apps using Xamarin UITest Using App Center to build, test, and monitor apps Deploying apps to beta testers and the stores

Creating Cross-Platform C# Applications with Uno Platform Matt Lacey,Marcel Alexander Wagner,2021-08-27 Discover how to leverage the Uno Platform to write single-codebase, cross-platform mobile, desktop, and web applications using C# and XAML Key FeaturesEnhance your Windows apps by running them on all operating systems and browsersUse tools and APIs you already know to remain productive as you target new platformsCreate realistic apps for various lines of business (LOBs) and consumer scenariosBook Description Developers are increasingly being asked to build native applications that run on multiple operating systems and in the browser. In the past, this would have meant learning new technologies and making multiple copies of an application. But the Uno Platform allows you to use tools, languages, and APIs you already know from building Windows apps to develop apps that can also run on other

platforms. This book will help you to create customer-facing as well as line-of-business apps that can be used on the device, browser, or operating system of your choice. This practical guide enables developers to put their C# and XAML knowledge to work by writing cross-platform apps using the Uno Platform. Packed with tips and practical examples, this book will help you to build applications for common scenarios. You'll begin by learning about the Uno Platform through step-by-step explanations of essential concepts, before moving on to creating cross-platform apps for different lines of business. Throughout this book, you'll work with examples that will teach you how to combine your existing knowledge to manage common development environments and implement frequently needed functionality. By the end of this Uno development book, you will have learned how to write your own cross-platform apps with the Uno Platform and use additional tools and libraries to speed up your app development process. What you will learnUnderstand how and why Uno could be the right fit for your needsSet up your development environment for cross-platform app development with the Uno Platform and create your first Uno Platform appFind out how to create apps for different business scenariosDiscover how to combine technologies and controls to accelerate developmentGo beyond the basics and create 'world-ready' applicationsGain the confidence and experience to use Uno in your own projectsWho this book is for This book is for developers who are familiar with app development for Windows and want to use their existing skills to build cross-platform apps. Basic knowledge of C# and XAML is required to get started with this book. Anyone with basic experience in app development using WPF, UWP, or WinUI will be able to learn how to create cross-platform applications with the Uno Platform.

Enjoying the Melody of Phrase: An Mental Symphony within **Crooss Platform**

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