

Software Apps Maker

Bryan Kenneweg, Imran Kasam, Micah McMullen, Michael Guido

Professional Mobile Application Development Jeff McWherter, Scott Gowell, 2012-08-16 Create applications for all major smartphone platforms. Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development. Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap. Zeroes in on topics such as developing applications for Android, iOS, Windows Phone 7, and Blackberry. Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle.

The Android Developer's Collection (Collection) James Steele, Nelson To, Shane Conder, Lauren Darcey, 2011-11-09 The Android Developer's Collection includes two highly successful Android application development eBooks: The Android Developer's Cookbook: Building Applications with the Android SDK and Android Wireless Application Development, Second Edition. This collection is an indispensable resource for every member of the Android development team: software developers with all levels of mobile experience, team leaders and project managers, testers and QA specialists, software architects, and even marketers. Completely up-to-date to reflect the newest and most widely used Android SDKs, The Android Developer's Cookbook is the essential resource for developers building apps for any Android device, from phones to tablets. Proven, modular recipes take you from the absolute basics to advanced location-based services, security techniques, and performance optimization. You'll learn how to write apps from scratch, ensure interoperability, choose the best solutions for common problems, and avoid development pitfalls. Android Wireless Application Development, Second Edition, delivers all the up-to-date information, tested code, and best practices you need to create and market successful mobile apps with the latest versions of Android. Drawing on their extensive experience with mobile and wireless development, Lauren Darcey and Shane Conder cover every step: concept, design, coding, testing, packaging, and delivery. Every chapter of this edition has been updated for the newest Android SDKs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, including HTC, Motorola, and ARCHOS. Many new examples have been added, including complete new applications. In this collection, coverage includes: Implementing threads, services, receivers, and other background tasks; Providing user alerts; Organizing user interface layouts and views; Managing user-initiated events such as touches and gestures; Recording and playing audio and video; Using hardware APIs available on Android devices; Interacting with other devices via SMS, Web browsing, and social networking; Storing data efficiently with SQLite and its alternatives; Accessing location data via GPS; Using location-related services such as the Google Maps API; Building faster applications with native code; Providing backup and restore with the Android Backup Manager; Testing and debugging apps throughout the development cycle; Using Web APIs, using the Android NDK, extending application reach, managing users, synchronizing data, managing backups, and handling advanced user input; Editing Android manifest files, registering content providers, and designing and testing apps; Working with Bluetooth, voice recognition, App Widgets, live folders, live wallpapers, and global search; Programming 3D graphics with OpenGL ES 2.0; Ensuring cross-device compatibility, from designing for the smallest phones to the big tablets; Designing, developing, and testing applications for different devices.

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 the grounding and knowledge you need to write applications using the current SDK, along with the flexibility to quickly adapt to future enhancements.

Professional Android 2 Application Development Reto Meier,2010-11-04 Update to the bestseller now features the latest release of the Android platform Android is a powerful, flexible, open source platform for mobile devices and its popularity is growing at an unprecedented pace. This update to the bestselling first edition dives in to cover the exciting new features of the latest release of the Android mobile platform. Providing in-depth coverage of how to build mobile applications using the next major release of the Android SDK, this invaluable resource takes a hands-on approach to discussing Android with a series of projects, each of which introduces a new feature and highlights techniques and best practices to get the most out of Android. The Android SDK is a powerful, flexible, open source platform for mobile devices Shares helpful techniques and best practices to maximize the capabilities of Android Explains the possibilities of Android through the use of a series of detailed projects Demonstrates how to create real-world mobile applications for Android phones Includes coverage of the latest version of Android Providing concise and compelling examples, Professional Android Application Development is an updated guide aimed at helping you create mobile applications for mobile devices running the latest version of Android.

iPad Application Development For Dummies® Neal Goldstein,Tony Bove,2011-01-07 Create apps for the hottest device on the market — the iPad! iPad application development is the new gold rush — iPad sales are booming and new apps are arriving daily. Whether you're a serious programmer new to the iPad or a beginner who wants to get started in app development, this easy-to-follow guide will help you join the party. It begins with the basics about the SDK and becoming a registered Apple developer, looks at how an iPad application runs, and takes you through actually creating two applications step by step. The iPad is the hottest-selling device on the market, and the demand for cool iPad apps remains huge This guide is perfect for beginners who want to get started developing iPad apps as well as professional programmers new to the iPad SDK Explains how to download and use the iPad SDK and how iPad programming differs from iPhone programming Tells how to create a great user experience and explains nib files, views, view controllers, interface objects, gesture recognizers, and much, much more Turn your ideas into lucrative iPad apps with the great advice in iPad Application Development For Dummies, 2nd Edition! Note: Apple's iOS SDK tools are only accessible on Intel-powered Mac and MacBook devices.

iPad Application Development For Dummies Neal Goldstein,Tony Bove,2010-04-13 Turn your iPad ideas into amazing apps with this exciting

new guide! Whether you're app development amateur or programming professional, you'll discover how to get in on the App Store development gold rush and start developing for the iPad with this fun and easy guide. The iPad offers developers of all levels more opportunities than ever before to be a part of the app development game, and this book is your ticket to joining in the fun. You'll learn the basics of getting started, downloading the SDK, using context-based design, and filling your toolbox. Then you'll move on to using Objective-C and Xcode to program robust and vibrant apps and games specifically for the mobile platform. Offers a plain-English guide whether you're a novice or a seasoned developer who is interested in developing iPad applications Covers working with the multitouch interface and in split-screen mode Provides useful advice on what applications thrive in the App Store and which have the most potential to turn a profit Includes a companion Web site with source code Packed with helpful advice on the ins and outs of developing great apps for mobile devices, iPad Application Development For Dummies gets you started creating cool new apps right away! Note: Apple's iOS SDK tools are only accessible on Intel-powered Mac and MacBook devices.

Professional Android 4 Application Development Reto Meier, 2012-05 Programmer to programmer--P. [2] of cover.

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

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.

Salesforce Platform App Builder Certification Guide Paul Goodey, 2020-11-13 Get up to speed with the essential concepts and techniques necessary

to prepare for the Salesforce Platform App Builder certification exam Key Features Prepare for the Salesforce Platform App Builder certification exam by exploring important concepts and expert tips and techniques Design the data model, user interface, business logic, and security for custom apps Understand the key milestones and considerations when managing an application lifecycle Book Description Do you want to be able to confidently design and build apps that support business processes within the Lightning Platform? Salesforce Platform App Builder Certification Guide not only helps you to do this, but also prepares you for the certification exam. The book starts by describing the core capabilities of the Lightning Platform. You'll learn techniques for data modeling to design, build, and deploy apps without writing code and achieve rapid results with the declarative capabilities that the Lightning Platform provides. Next, you'll explore utilities for importing and exporting data and the features available in the Lightning Platform to restrict and extend access to objects, fields, and records. You'll also be able to customize the Salesforce Lightning Experience user interface (UI) and build functionality for custom buttons, links, and actions. Later, this certification study guide will take you through reporting and the social and mobile features of the Lightning Platform. Finally, you'll get to grips with Salesforce build environments and deployment options. By the end of this Salesforce book, you'll not only have learned how to build data models, enforce data security, and implement business logic and process automation, but also have gained the confidence to pass the Platform App Builder exam and achieve Salesforce certification. What you will learn Explore the core features of the Lightning Platform Design and build an appropriate data model for a given scenario Identify the Lightning Platform's features and capabilities Customize the Salesforce Lightning Experience UI Implement business logic and process automation Identify the capabilities of declarative customization Who this book is for This book is for beginners and aspiring developers who want to learn how to build apps on the Salesforce Platform or pass the Salesforce Platform App Builder certification exam. Salesforce administrators and existing Salesforce Lightning Platform developers looking to learn more about the declarative, non-programmatic app building capabilities of the Salesforce Lightning Platform will also find this book useful.

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.

Java Programming for Android Developers For Dummies Barry Burd, 2016-11-07 Develop the next killer Android App using Java programming! Android is everywhere! It runs more than half the smartphones in the U.S.—and Java makes it go. If you want to cash in on its popularity by learning to build Android apps with Java, all the easy-to-follow guidance you need to get started is at your fingertips. Inside, you'll learn the basics of

Java and grasp how it works with Android; then, you'll go on to create your first real, working application. How cool is that? The demand for Android apps isn't showing any signs of slowing, but if you're a mobile developer who wants to get in on the action, it's vital that you get the necessary Java background to be a success. With the help of *Java Programming for Android Developers For Dummies*, you'll quickly and painlessly discover the ins and outs of using Java to create groundbreaking Android apps—no prior knowledge or experience required! Get the know-how to create an Android program from the ground up Make sense of basic Java development concepts and techniques Develop the skills to handle programming challenges Find out how to debug your app Don't sit back and watch other developers release apps that bring in the bucks! Everything you need to create that next killer Android app is just a page away!

Beginning Power Apps Tim Leung, 2021 Transform the way your business works with easy-to-build apps. With this updated and expanded second edition, you can build business apps that work with your company's systems and databases, without having to enlist the expertise of costly, professionally trained software developers. In this new edition, business applications expert Tim Leung offers step-by-step guidance on how you can improve all areas of your business. He shows how you can replace manual or paper processes with modern apps that run on phone or tablet devices. For administrative and back-office operations, he covers how to build apps with workflow and dashboard capabilities. To facilitate collaboration with customers and clients, you'll learn how to build secure web portals with data entry capabilities, including how to customize those portals with code. This hands-on new edition has 10 new chapters-including coverage on model-driven and portal apps, artificial intelligence, building components using the Power Apps Component Framework, using PowerShell for administration, and more-complete with context, explanatory screenshots, and non-technical terminology. What You Will Learn Create offline capable mobile apps and responsive web apps Carry out logic, data access, and data entry through formulas Embellish apps with charting, file handling, photo, barcode, and location features Set up Common Data Service, SharePoint, and SQL data sources Use AI to predict outcomes, recognize images, and analyze sentiment Integrate apps with external web services and automate tasks with Power Automate Build reusable code and canvas components, make customizations with JavaScript Transfer apps and data, and secure, administer, and monitor Power Apps environment This book is for beginners and non-developers, and assumes no prior knowledge of Power Apps. Tim Leung is a software developer with more than 10 years of experience in designing and building large-scale commercial applications. He is a recognized expert in the field of rapid application development and his previous publication with Apress, *Visual Studio LightSwitch*, covers this topic in depth. Tim is a Microsoft certified developer, a chartered member of the British Computer Society, and holds a degree in information technology.

Beginning PowerApps Tim Leung, 2017-11-27 Build mobile apps that specifically target your company's unique business needs, with the same ease of writing a simple spreadsheet! With this book, you will build business apps designed to work with your company's systems and databases, without having to enlist the expertise of costly, professionally trained software developers. In *Beginning PowerApps*, author and business applications expert Tim Leung guides you step-by-step through the process of building your own mobile app. He assumes no technical background, although if you have worked with Excel, you are one step closer. He guides you through scenarios, such as what to do if you have existing databases with complex data structures and how to write screens that can connect to those data. You will come away with an understanding of how to set up screen navigation, manipulate data from within apps, and write solutions to perform specific tasks. What You'll Learn Connect with data Write formulas Visualize your data through charts Work with global positioning systems (GPS) Build flows Import and export data Manage offline scenarios Develop custom application programming interfaces (API) Who This Book Is For Beginners and non-developers, and assumes no prior knowledge of PowerApps

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

iPhone Application Development For Dummies Neal Goldstein, 2010-06-25 Making Everything Easier! With iPhone® Application Development for Dummies, Second Edition, you'll learn to: Design small- or large-scale iPhone applications for profit or fun Create new iPhone apps using Xcode® Get your applications into the App Store Work with frameworks Got a good idea? Turn it into an app, have some fun, and pick up some cash! Make the most of the new 3.1 OS and Apple's Xcode 3.2! Neal Goldstein shows you how, and even illustrates the process with one of his own apps that's currently being sold. Even if you're not a programming pro, you can turn your bright idea into an app you can market, and Neal even shows you how to get it into the App Store! Mobile is different ? learn what makes a great app for mobile devices and how an iPhone app is structured What you need ? download the free Software Development Kit, start using Xcode, and become an official iPhone developer The nitty-gritty ? get the hang of frameworks and iPhone architecture Get busy with apps ? discover how to make Xcode work for you to support app development Off to the store ? get valuable advice on getting your apps into the App Store Want to go further? ? explore what goes into industrial-strength apps Open the book and find: What it takes to become a registered Apple developer How to debug your app What's new in iPhone 3.1 and Xcode 3.2 What goes into a good interface for a small device How applications work in the iPhone environment Why you must think like a user What the App Store expects of you What makes a great iPhone app Visit the companion Web site at www.dummies.com/go/iphoneappdevfd2e for source code and additional information on iPhone app development.

Building Low-Code Applications with Mendix Bryan Kenneweg, Imran Kasam, Micah McMullen, Michael Guido, 2021-02-26 Transform your app ideas into fully functional prototypes with the help of expert tips and best practices from Mendix partners Key Features Meet the ever-increasing demand for software solution delivery without having to write any code Build high-availability, low-cost applications unlike those developed via a traditional software engineering approach Explore Mendix from product design through to delivery using real-world scenarios Book Description Low-code is a visual approach to application development. It enables developers of varying experience levels to create web and mobile apps using drag-and-drop components and model-driven logic through a graphic user interface. Mendix is among the fastest-growing platforms that enable low-code enthusiasts to put their software ideas into practice without having to write much code, and Building Low-Code Applications with Mendix will help you get up and running with the process using examples and practice projects. The book starts with an introduction to Mendix, along with the reasons for using this platform and its tools for creating your first app. As you progress, you'll explore Mendix Studio Pro, the visual environment that will help you learn Mendix app creation. Once you have your working app ready, you'll understand how to enhance it with custom business logic and rules. Next, you'll find out how to defend your app against bad data, troubleshoot and debug it, and finally, connect it with real-world business platforms. You'll build practical skills as the book is filled with examples, real-world scenarios, and explanations of the tools needed to help you build low-code apps successfully. By the end of this book, you'll have understood the concept of low-code development, learned how to use Mendix effectively, and developed a working app. What you will learn Gain a clear understanding of what low-code development is and the factors driving its adoption Become familiar with the various features of Mendix for rapid application development Discover concrete use cases of Studio Pro Build a fully functioning web application that meets your business requirements Get to grips with Mendix fundamentals to prepare for the Mendix certification exam Understand the key concepts of app development such as data management, APIs, troubleshooting, and debugging Who this book is for This book is for tech-savvy business analysts and citizen developers who want to get started with Mendix for rapid mobile and web application development. The book is also helpful for seasoned developers looking to learn a new tool/platform and for anyone passionate about designing technical solutions without wanting to indulge in the complexities of writing code. The book assumes beginner-level knowledge of object-oriented programming and the ability to translate technical solutions from business requirements.

The iPhone Developer's Cookbook Erica Sadun, 2009-12-18 Want to get started building applications for Apple's iPhone and iPod touch? Already building iPhone applications and want to get better at it? This is the only book that brings together all the expert guidance—and the code—you'll need! Completely revised and expanded to cover the iPhone 3.0 SDK, *The iPhone Developer's Cookbook* is the essential resource for developers building apps for the iPhone and iPod touch. Taking you further than before, this new edition starts out with an introduction to Objective-C 2.0 for developers who might be new to the platform. You'll learn about Xcode and Interface Builder and learn how to set up and configure your iPhone Developer account. Additional highlights of this new edition include: Using the iPhone SDK's visual classes and controllers to design and customize interfaces Using gestures, touches, and other sophisticated iPhone interface capabilities Making the most of tables, views, view controllers, and animations Alerting users with progress bars, audio pings, status bar updates, and other indicators Using new Push Notifications to send alerts, whether your app is running or not Playing audio and video with the MediaKit Working with the Address Book, Core Location, and Sensors Connecting to the Internet, Web services, and networks Embedding flexible maps with MapKit and Google Mobile Maps Building multiplayer games with GameKit Using Core Data to build data-driven applications Selling add-on content and services with In-App Purchasing using StoreKit Building accessible apps with Accessibility Plus The unique format of *The iPhone Developer's Cookbook* presents the code you need to create feature-rich applications that leverage the latest features of the iPhone 3.0 SDK. Over 30,000 iPhone developers turned to the first edition of *The iPhone Developer's Cookbook*. So should you!

Android User Interface Design Ian G. Clifton, 2015-11-21 Build Android 6 Material Design Apps That Are Stunningly Attractive, Functional, and Intuitive As Android development has matured and grown increasingly competitive, developers have recognized the crucial importance of good design. With Material Design, Google introduced its most radical visual changes ever, and made effective design even more essential. Android 6 and the design support library continue to push mobile design forward. In *Android User Interface Design, Second Edition*, leading Android developer and user experience (UX) advocate Ian G. Clifton shows how to combine exceptional usability and outstanding visual appeal. Clifton helps you build apps that new users can succeed with instantly: apps that leverage users' previous experience, reflect platform conventions, and never test their patience. You won't need any design experience: Clifton walks you through the entire process, from wireframes and flowcharts to finished apps with polished animations and advanced compositing. You'll find hands-on case studies and extensive downloadable sample code, including complete finished apps.

- Integrate Material Design into backward compatible Android 6 apps
- Understand views, the building blocks of Android user interfaces
- Make the most of wireframes and conceptual prototypes
- Apply user-centered design throughout
- Master the essentials of typography and iconography
- Use custom themes and styles for consistent visuals
- Handle inputs and scrolling
- Create beautiful transition animations
- Use advanced components like spans and image caches
- Work with the canvas, color filters, shaders, and image compositing
- Combine multiple views into efficient custom components
- Customize views to meet unique drawing or interaction requirements
- Maximize downloads by designing compelling app store assets

Step by step, this guide bridges the gap between Android developers and designers, so you can collaborate on world-class app designs...or do it all yourself! "This well-presented, easy-to-grasp book gets to the heart of Android User Interface Design. Well worth the reading time!" --Dr. Adam Porter, University of Maryland, Fraunhofer Center for Experimental Software Engineering Ian's grasp of Android is fantastic, and this book is a great read for any developer or designer. I've personally worked on 30+ Android applications, and I was learning new tips with every chapter. --Cameron Banga, Lead Designer, 9magnets, LLC

Rational Application Developer for WebSphere Software V8 Programming Guide Martin Keen, Rafael Coutinho, Sylvi Lippmann, Salvatore Sollami, Sundaragopal Venkatraman, Steve Baber, Henry Cui, Craig Fleming, Venkata Krishna Kumari Gaddam, Brian Hainey, Lara Ziosi, IBM Redbooks, 2011-04-19 IBM® Rational® Application Developer for WebSphere® Software V8 is the full-function Eclipse 3.6 technology-based

development platform for developing Java™ Platform, Standard Edition Version 6 (Java SE 6) and Java Platform, Enterprise Edition Version 6 (Java EE 6) applications. Beyond this function, Rational Application Developer provides development tools for technologies, such as OSGi, Service Component Architecture (SCA), Web 2.0, and XML. It has a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including web developers, Java developers, business analysts, architects, and enterprise programmers. This IBM Redbooks® publication is a programming guide that highlights the features and tooling included with Rational Application Developer V8.0.1. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications and achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V7.5 Programming Guide, SG24-7672.

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Software Apps Maker Introduction

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