

Png Icons

Jim Bennett

Pro iOS and Android Apps for Business Frank

Zammetti, 2013-10-23 With Pro iOS and Android Apps for Business, you can take your web development experience and apply it toward creating a full-featured business app, from soup to nuts.

Frank Zammetti shows you how to create a client app using jQuery Mobile wrapped in PhoneGap, and how to create a node.js-based server that uses MongoDB as its data store. You never have to deal with learning Objective-C, Java or any other difficult-to-learn language. Instead, you can build on your existing HTML5, JavaScript and CSS experience to quickly and effectively build any app your business needs. You can apply this knowledge to iOS and Android apps as well as other mobile platforms since the technologies used support most modern mobile platforms as well.

You'll learn:

- How to design a full-featured app, including requirements like offline access
- How to build the client-side of the app using jQuery Mobile, including adding stub code for calling the node.js server
- How to create a simple server with node.js and interact with it using REST
- How to use MongoDB with node.js for data storage
- How to use PhoneGap to ready your app for mobile deployment
- How to test and debug your app on iOS and Android

Pro iOS and Android Apps for Business is for experienced web developers who need to get up to speed quickly in building iOS and Android apps for business. Are you ready to join the mobile revolution using the same technologies you already use to build great web applications? If so, this is the book for you! What you'll learn

- How to design a full-featured app, including requirements like offline access
- How to build the client-side of the app using jQuery Mobile, including adding stub code for calling the node.js server
- How to create a simple server with node.js and interact with it using REST
- How to use MongoDB with node.js for data storage
- How to use PhoneGap to ready your app for mobile deployment
- How to test and debug your app on iOS and Android

Who this book is for Experienced web devs who need to get up to speed quickly in building iOS and Android apps for business.

HTML/CSS/JavaScript experience highly recommended.

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Foundation iPhone App Development Nick Kuh, 2012-12-30

Taking a hands-on learning approach, *Foundation iPhone App Development: Build An iPhone App in 5 Days with iOS 6 SDK* quickly enables existing programmers to become familiar and comfortable coding Objective-C using Xcode 4.5, Storyboarding and the iOS 6 SDK to create apps for the iPhone. Nick Kuh, an experienced, Apple award-winning developer, will teach readers how to build an iOS 6 iPhone app from start to finish in 5 days. During a 5-day process you will learn how to build a professional, custom-designed, object-oriented iPhone App. You'll start with a PhotoShop PSD design and an app idea. Then, throughout the remainder of the book, Nick will guide you through each stage of building the app. But it's you who will build the app. You will learn how to think like an app developer, how to turn an idea into a beautiful iPhone app. In addition to the code and programming practices introduced, the book includes numerous tips, tricks and lessons learned to help new iPhone App developers succeed on

the App Store: SEO, in-app marketing approaches and how to win more 5 star reviews. The 5-day learning process is divided into the following key stages: Day 1 begins with the initial planning, paper prototyping and Photoshop design phases of an app idea. You'll learn how to provision your iOS apps for deployment to your iPhone. By the end of your first day you'll get to learn on the job, creating an Object-Oriented Black Jack Game that implements the Model View Controller paradigm in Objective C. Day 2 is all about Storyboarding: creating and connecting all of the user interface views of our app. Day 3 begins with table views and data population. By the end of the third day you'll be knee-deep in Core Data: building a data model and creating an editable, persistent data storage solution for your app. By Day 4 you'll be learning how to communicate with Facebook using Apple's new Social framework introduced in iOS 6. Day 5 kicks off with code and methods to add in-app social network marketing to your app. With your completed app you'll then learn how to submit an App to Apple alongside numerous tips and tricks to improve your chances of success and visibility in this unique marketplace. From start to finish, this book inherits Nick's tried and tested methods to build beautiful native iPhone Apps efficiently. After reading and using this

book, you'll come away with a core iOS development process and coding concepts that can be re-used and applied to your own iPhone app projects. Moreover, you'll gain an understanding of how to architect your own apps, write reusable code and implement best practices for faster productivity and maybe even make some money, too.

Progressive Web Apps with Angular Majid Hajian,2019-05-22

Harness the power of Angular to build fast, high performance progressive web apps that work offline. Learn exactly how to create an Angular Progressive Web App (PWA) from scratch, how you can use different tools to audit and improve it, and leverage Angular CLI or Workbox to turn your app into a PWA. Using browser APIs – including the Credential Management, Payment Request, Geolocation, Web Bluetooth, WebUSB and Generic Sensors APIs – you can unleash the potential of PWAs and build applications that enhance user experience. Angular's game-changing built-in features, including the Angular service worker module, can be leveraged to construct responsive and reliable PWAs that can look and feel just like native mobile apps. You'll learn how to boost your app speed, how to increase user engagement using push notifications, and how to implement offline

storage and different caching APIs in Angular. You'll even see how to convert an existing Angular app into a PWA. Whether you're new to building PWAs, or want to learn how to use Angular to improve your app development, Progressive Web Apps with Angular provides the know-how to build and deploy an Angular PWA. What Readers Will LearnBuild an Angular app that looks and feels just like a native mobile app Audit and improve an Angular PWA with different tools Increase user engagement by using push notifications Offline storage and different caching APIs in Angular Implement modern technologies into an Angular PWA Who This Book Is For Developers with basic knowledge of HTML, JavaScript and Angular

Sams Teach Yourself JQuery Mobile in 24 Hours Phil

Dutson,2013 With this title's straightforward, step-by-step approach, you'll learn how to put jQuery Mobile to work with scannable codes, videos, CMS integration, and more. Every lesson builds on what you've already learned prior, giving you a rock-solid foundation for real-world success!

Mastering MeteorJS Application Development Jebin B

V,2015-12-30 MeteorJS makes full-stack JavaScript Application Development simple – Learn how to build better modern web apps

with MeteorJS, and become an expert in the innovative JavaScript framework About This Book Get your dream project up and running by building exceptional MeteorJS applications in a matter of days Learn how to integrate other JavaScript frameworks into your MeteorJS project and become an expert in full-stack development Go beyond coding and learn how to make modern design decisions – from mobile design to SEO – that drive great user experiences Who This Book Is For If you've already had some experience with MeteorJS but want to learn how to build even better modern web application, this book has been created for you. It provides you with a comprehensive look at one of those most important frameworks being used for the modern web today. What You Will Learn Get to grips with the basics and learn how to build a complete real-time application with MeteorJS Find out how Meteor makes full-stack development simple – become a better developer, fast. Use some of the most effective testing tools in modern web development to troubleshoot, debug and optimize your app Find out how to write custom packages for applications – so you can build your project exactly how you want Integrate React and Angular into your project Design and develop high quality animations that will give your UI the edge Build MeteorJS to serve

as REST-based application and reactive system Learn how to host a MeteorJS application and then scale it for data Find out how MeteorJS can help you build for mobile Learn how to make sure you implement an effective SEO strategy in your MeteorJS application In Detail The web is dead – applications now rule our online experiences. But how are you going to build them? Well, if you've been paying attention, you might already have tried your hand with MeteorJS, the JavaScript framework that helps you build complete full-stack web applications that are responsive and fast with ease. Mastering MeteorJS Application Development shows you how to do even more with MeteorJS – if you're ready to try a comprehensive course through one of the most exciting frameworks in web development today, this is the book you need. Designed to take you through the entire process of building an advanced multipage application with Meteor, you'll be able to bring your web development ideas with surprising ease. You'll not only learn how Meteor makes web development easier, but also how you can make using Meteor easier, by automating and simplifying tasks so you can be confident you have full control of everything in your workflow – especially everything that could go wrong. From automated testing to integrating other useful frameworks such as

Angular and D3, each chapter covers a crucial element in the Meteor development process. Discover how to integrate animations using Meteor's Blaze, to give your UI designs the edge, and explore reactive programming to effectively harness RESTful systems in your projects. You will also learn how to deploy and scale your application, two crucial aspects of modern development and vital in a changing digital environment with users expecting a product and experience that delivers. With further insights on developing for mobile – and how Meteor can help you tackle the challenges of the trend – and details on incorporating SEO strategies into your application, this book isn't just a code tutorial – it's about creating a product that users love. Style and approach

This book is a practical guide that teaches you different ways to create custom packages, efficient client and server code, and more using Meteor. This book is packed with perfect examples and explanations to help you understand the concepts. With the perfect mix of theory and practical experience, it will equip you to become a professional MeteorJS developer.

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 MYP, 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://jimbobbenett.io>. Table of Contents

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Breaking Out of the Web Browser with Adobe AIR Michael Labriola, Jeff Tapper, 2010-04-16 With the introduction of Adobe AIR, Flex developers have more capability than ever before. Now you can build dynamic applications that combine the rich experience of a traditional desktop application with the power of the Internet. Leveraging your existing knowledge of Adobe Flex and Flash, *Breaking out of the Web Browser with Adobe AIR* will help you build well-architected desktop applications. Flex and Flash experts Jeff Tapper and Michael Labriola will teach you techniques to create truly custom interfaces by leading you through exercises with a real world time-tracking application. The book's abundance of examples will help you become adept at interacting with the end user's underlying operating system and teach you the most important concepts for using AIR.

Building Progressive Web Applications with Vue.js Carlos Rojas, 2019-12-14 Obtain all the necessary tools for developing a progressive web application (PWA) with Vue.js, a modern JavaScript framework. You'll see how PWAs behave like a regular responsive website and have a similar structure to that of a web application, but feel like a native mobile app. Along the way you'll

take advantage of Vue.js features to build fast, high-performing progressive web apps that work offline. Building Progressive Web Applications with Vue.js starts by explaining the basic concepts and structure of PWAs, and moves on to designing the app shell and other features that distinguish a PWA from simple web pages. In the following chapters, the book talks about the improved web technologies, such as service workers, caching strategies, background sync, and push notifications, that make PWAs powerful. What You Will LearnHarness the power of Vue.js to build PWAs Understand the function and relevance of a manifest fileDiscover service workers and why they are revolutionaryWork with the Cache API and caching strategiesUse IndexedDB, background sync, and push notificationsEnhance your apps with FirebaseImplement the Workbox library in your apps Who This Book Is ForWeb developers who want to venture into building PWAs would find the book useful.

Mastering jQuery Mobile Chip Lambert,Shreerang

Patwardhan,2015-07-30 jQuery Mobile is a touch-optimized JavaScript framework. Using this framework, we can create mobile web applications using standard web technologies such as HTML5, CSS3, and JavaScript which will function and behave consistently

across multiple devices of different form factors. The book starts with you setting up the development environment that will enable you to complete the project that accompanies the book.

Furthermore, you will get a brief overview of developing for mobile devices and a brief look at RESS. You will then start putting together a touch-based navigation system as you link pages together and explore the various widgets and controls used to build the project. Finally, some mobile best practices that will benefit you will be looked at as you go deeper into jQuery Mobile development. By the end of the book, you will be well equipped with an extensive knowledge of jQuery Mobile, not only to build applications, but to effectively customize and maintain them.

jQuery Mobile Maximiliano R. Firtman, 2012 Provides instruction on how to use jQuery to create applications for use on mobile computing devices like smartphones and tablet computers.

iOS 4 Developer's Cookbook, The: Core Concepts and Essential Recipes for iOS Programmers Erica Sadun, 2011 Want to get started building applications for iPhone or iPad with Apple's newest iOS 4 development tools? Erica Sadun's *The iOS 4 Developer's Cookbook* brings together all the expert guidance and proven code you'll need. Completely updated through iOS 4.3, it

covers the tools (Xcode 4 and Interface Builder), the language (Objective-C 2.0), and all elements common to typical iOS apps. Sadun presents single-task recipes for common iOS development tasks, including designing and organizing effective user interfaces, responding to users, supporting gestures and multitouch, working with images, accessing local data with Core Data, managing table views, and connecting to the Internet. You get cut-and-paste convenience: freely reuse any of her source code in your own applications and tweak as needed--everything's fully documented to make it easy. Each chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. You'll find everything you need to jumpstart any iOS 4 project--and create high-value apps fast!

The iOS 5 Developer's Cookbook Erica Sadun, 2012-02-22 This title contains the standard edition of The iOS 5 Developer's Cookbook PLUS nine additional chapters on advance content. If you already have the eBook edition of The iOS 5 Developer's Cookbook, you can purchase The iOS 5 Developer's Cookbook: The Additional Recipes (ISBN: 9780133028393), which only contains the extra chapters, at a low cost. In this expanded ebook, best-selling author and iOS development guru Erica Sadun brings

together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised her best-selling book to focus on powerful new iOS 5 features, APIs, and frameworks, the latest version of Objective-C, and Apple's breakthrough Xcode 4 toolset. The iOS 5 Developer's Cookbook: Expanded Electronic Edition is packed with ready-made code solutions for the iOS 5 development challenges you're most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This isn't just cut-and-paste: Using her examples, Sadun fully explains both the "how" and "why" of effective iOS 5 development. Her tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures, and touch to networking and security. This expanded ebook edition adds chapters on documents and data sharing; the Address Book; iCloud; Core Location and MapKit; Audio, Video, and MediaKit; Push Notifications; Accessibility; In-app purchasing with StoreKit; and GameKit. Whatever your iOS development experience, it will give you all the expert answers and reliable code you'll need to jumpstart any iOS 5 project!

Using Apache Cordova 4, you can leverage native technologies and web standards to quickly build cross-platform apps for most mobile devices. You can deliver a high-end user experience where it matters, while radically simplifying code maintenance and reuse. *Apache Cordova 4 Programming* is the most concise, accessible introduction to this remarkable technology. In this essential guide, expert mobile developer John Wargo quickly gets you up to speed with all the essentials, from installation, configuration, and tools, to building plugins and using Cordova's powerful APIs. Wargo helps you make the most of Cordova 4's major enhancements, while offering practical guidance for all versions, including Adobe PhoneGap. Full chapters are dedicated to five major mobile platforms: Android, iOS, Windows Phone, Firefox OS, and Ubuntu. Using rich, relevant examples, Wargo guides you through both the anatomy of a Cordova app and its entire lifecycle, including cross-platform testing and debugging. Throughout, he illuminates Cordova development best practices, streamlining your development process and helping you write high-quality apps right from the start. Topics include Installing and configuring Cordova's development environment Working with the Cordova command line

interfaces Creating Cordova plugins, using Plugman and the PhoneGap CLI Cordova's support for Firefox OS and Ubuntu devices Automation (Grunt and Gulp) and Cordova CLI hooks Microsoft's hybrid toolkit for Visual Studio Third-party tools, such as AppGyver, GapDebug, THyM, and more Beautifying Cordova apps with third-party HTML frameworks, such as Bootstrap, OpenUI5, Ionic, and Onsen UI Running, testing, and debugging Cordova apps on each major mobile platform Access the full code examples at cordova4programming.com, where you'll also find updates reflecting Cordova's continuing evolution. This book is an ideal companion to Wargo's authoritative collection of Apache Cordova code recipes for each Cordova API, *Apache Cordova API Cookbook* (Addison-Wesley, 2015).

Essential iOS Build and Release Ron Roche, 2011-12-19

Frustrated by the requirements for testing and distributing your iOS app? You're not alone. This concise book takes you step by step through the maze of certification and provisioning processes that have to happen before, during, and after development. You'll learn what's required to sign certificates, test your app on iOS devices, and release the finished product to the App Store. Whether you're a developer looking to spend more time coding and less time

figuring out how to install your application, or a release engineer responsible for producing reliable builds, this guide will help you successfully navigate the build and release processes for your iOS app. Get an overview of the iOS Dev Center, including the iOS Provisioning Portal, Member Center, and iTunes Connect Create your App ID, and generate signing certificates for development and distribution Manage the provisioning profiles necessary to test your app on iOS devices Learn common scenarios for iOS Simulator, Ad Hoc, and App Store distribution builds Automate the process to continuously build, sign, and package your app(s) for distribution

Developing IOS Applications with Flex 4.5 Rich

Tretola,2011-08-31 Developing iOS applications using Adobe Flex 4.5 for mobile will walk you through creating your Flex based iPhone/iPad application. Next, you will learn how to interact with the devices camera, gallery, accelerometer, GPS, multi touch display and native services using Adobe Flex 4.5. Finally, you will learn how to compile your application and deploy to the app store.

Hands-On Sencha Touch 2 Lee Boonstra,2014-07-14 Get hands-on experience building speedy mobile web apps with Sencha Touch 2.3, the user interface JavaScript framework built specifically for the mobile Web. With this book, you'll learn how to

build a complete touch application, called Find a Cab, that has the look and feel of a native app on Android, iOS, Windows, and BlackBerry devices. In the process, you'll work with Sencha's model-view-controller (MVC) components for form handling, styling, integration with outside data, and other elements. The Sencha Touch learning curve can be steep, but if you're familiar with JavaScript, HTML5, CSS3, and JSON, this guide will get you up to speed through real-world examples. Learn the fundamentals, including the class and layout systems Use the Sencha MVC architecture to structure your code Implement data models and stores, and create an event controller Make remote connections by implementing server proxies Save data offline by implementing client proxies Work with view components such as maps, lists, and floating panels Implement and handle forms, and construct a custom theme Create production and native build packages

The Go Programming Language Alan A. A. Donovan, Brian W. Kernighan, 2015-11-16 The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible

whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for

programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the `unsafe` package to step outside the type system for special situations, and how to use the `cgo` tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from <http://gopl.io/> and may be conveniently fetched, built, and installed using the `go get` command.

Beginning iPhone Development Jack Nutting, Fredrik Olsson, David Mark, Jeff LaMarche, Kim Topley, 2014-11-17 The team that brought you the bestselling *Beginning iPhone Development*, the book that taught the world to program on the iPhone, is back again, bringing this definitive guide up-to-date with Apple's latest and greatest new iOS 8 and its SDK, as well as with the latest version of Xcode (6.1). You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using

Xcode 6.1 and the latest 64-bit iOS 8-specific project templates, and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, *Beginning iPhone Development* offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode 6.1 and the iOS 8 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more!

Apache Cordova in Action Raymond K. Camden, 2015-10-26

Summary *Apache Cordova in Action* teaches you to create and launch hybrid mobile apps using Cordova or Phonegap. By following carefully selected examples, step-by-step tutorials, and

crystal-clear explanations, you'll learn to build apps from the Cordova CLI, how to make use of device features like the camera and accelerometer, how to submit your apps to Google Play and the Apple App Store, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Developing a mobile app requires extensive knowledge of native programming techniques for multiple platforms. Apache Cordova lets you use your existing skills in web development (HTML, CSS, and JavaScript) to build powerful mobile apps. Your apps also get the power of integration with native device features like the camera and file system. Apache Cordova in Action teaches you how to design, create, and launch hybrid mobile apps people will want to use. With the help of straightforward, real-world examples, you'll learn to build apps from the Cordova CLI and to make use of native device features like the camera and accelerometer. You'll learn testing techniques and discover the PhoneGap Build service and how to submit your apps to Google Play and the Apple App Store. Along the way, this helpful guide discusses mobile app design and shows you how to create effective, professional-quality UI and UX. What's Inside Build mobile apps UI, UX, and testing techniques Deploy to Google Play

and the Apple App Store Employ libraries like Bootstrap, jQuery Mobile, and Ionic About the Reader Readers should be familiar with HTML, CSS, and JavaScript. No experience with mobile app development needed. About the Author Raymond Camden is a developer advocate for IBM. He is passionate about mobile development and has spoken at conferences worldwide. The Table of Contents PART 1 GETTING STARTED WITH APACHE CORDOVA What is Cordova? Installing Cordova and the Android SDK PART 2 CORE CONCEPTS Creating Cordova projects Using plugins to access device features Mobile design and user experience Considerations when building mobile apps Tools for debugging Cordova and other hybrid apps Creating custom plugins Packing options for Cordova projects Using PhoneGap tools PART 3 APPLICATION RELEASE Submitting your app Building an RSS reader app with Ionic

PrimeFaces Theme Development Andy Bailey, Sudheer Jonna, 2015-11-03 Create, package, and customize stunning themes using PrimeFaces About This Book Build PrimeFaces themes that meet the industry standards Customize your themes for mobile web applications with PrimeFaces Mobile A precise, example-oriented guide to help you create interesting themes using

the PrimeFaces tools Who This Book Is For If you are a Web Designer who wants to create and modify PrimeFaces themes then this book is for you. Basic knowledge of JSF, CSS, and HTML is assumed. What You Will Learn Use Maven to create JSF Projects Create a custom theme using JQuery UI tools Package your theme for distribution and use your PrimeFaces-based web applications as drop in libraries Develop additional dynamic look and feel elements that themes do not already supply Apply look and feel elements dynamically to views without causing page refreshes Reduce code repetition by applying page templates to your JSF project In Detail Developing stunning themes for web applications has never been easier! PrimeFaces delivers a powerful set of features that enables JSF developers to create and customize awesome themes on the web. It is very easy to use because it comes as a single JAR file and requires no mandatory XML configuration. With more than 30 out-of-the-box themes, jQuery integration, a mobile UI toolkit, Ajax Push technology, and much more, PrimeFaces takes JSF application development to a whole new level! This book is a hands-on example-rich guide to creating and customizing PrimeFaces themes using available tools. Beginning with creating a JSF project and integrating the

PrimeFaces library, this book will introduce you to the features of theme components, how these are structured, and how PrimeFaces uses JQuery UI to apply a theme to your application. You will learn to examine and change the CSS rules and get creative by setting standard icons and adding new icons to them. You will use a combination of JavaScript and CSS to enhance your application with help of scheduler component and go on to adapt and package your custom theme so that it is compatible with the Resource Manager. Finally, you will explore PrimeFaces mobile apps, ensuring themes are compatible with your mobile applications best practices for theme design. Style and approach

This book is a concise, hands-on guide to developing PrimeFaces themes, working from the ground up with examples in each topic implemented in a web application. You will be encouraged to explore areas of your own interest without the requirement to stick to the letter of the chapter.

Enjoying the Tune of Expression: An Mental Symphony within Png Icons

In some sort of taken by monitors and the ceaseless chatter of instant conversation, the melodic beauty and emotional symphony produced by the published term usually diminish into the background, eclipsed by the constant sound and interruptions that permeate our lives. Nevertheless, nestled within the pages of **Png Icons** a marvelous fictional prize filled with fresh thoughts, lies an immersive symphony waiting to be embraced. Crafted by a masterful musician of language, that captivating masterpiece conducts viewers on an emotional trip, skillfully unraveling the hidden songs and profound affect resonating within each carefully crafted phrase. Within the depths of this poignant review, we shall examine the book is main harmonies, analyze their enthralling writing fashion, and surrender ourselves to the profound resonance that echoes in the depths of readers souls.

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