Sdk

Brandon Trebitowski,Christopher Allen,Shannon Appelcline

Android 3 SDK Programming For Dummies Rajiv Ramnath,2011-09-23 Get quickly up to speed with the latest Android SDK Aimed at object oriented programmers, this straightforward-but-fun book serves as the most efficient way to understand Android, update an existing Android application, port a mobile application from another environment, or simply learn the ins and outs of the latest Android SDK. Packed with all the code and modules featured throughout, this guide also includes tutorials, tests, and project ideas. The authors forego the unnecessary repetition of material you already know and instead cut straight to the essentials such as interacting with hardware, getting familiar with the operating system, and networking. You'll walk through the process of designing, building, running, and debugging the application while you also learn Android best practices. Demonstrates a wide variety of Android features, including user interface design, application management, data and content management, and incorporating external services Organizes the many packages of the Android SDK by functionality and details which standards and features are appropriate for each level of the Android SDK Explains the new features of the latest Android SDK with examples and snippets that demonstrate how to effectively incorporate the features into new or existing applications Features all programming examples, including the sample application, on the companion web site Android 3 SDK Programming For Dummies is written in clear, plain English to help you quickly understand and program the latest Android SDK.

iPhone SDK Application Development Jonathan Zdziarski,2009-01-21 This practical book offers the knowledge and code you need to create cutting-edge mobile applications and games for the iPhone and iPod Touch, using Apple's iPhone SDK. iPhone SDK Application Development introduces you to this development paradigm and the Objective-C language it uses with numerous examples, and also walks you through the many SDK frameworks necessary for designing full-featured applications. This book will help you: Design user interface elements with Interface Builder and the UI Kit framework Create application controls, such as windows and navigation bars Build and manage layers and transformations using Core Graphics and Quartz Core Mix and play sound files using AVFoundation, and record and play back digital sound streams using Audio Toolbox Handle network programming with the CFNetwork framework Use the Core Location framework to interact with the iPhone's GPS Add movie players to your application iPhone SDK Application Development will benefit experienced developers and those just starting out on the iPhone. Important development concepts are explained thoroughly, and enough advanced examples are provided to make this book a great reference once you become an expert.

Beginning iPhone SDK Programming with Objective-C Wei-Meng Lee,2010-01-05 Everything you need to know to start creating native applications for the iPhone and iPod Touch The iPhone SDK and the Xcode tools are the official Apple tools used for creating native iPhone applications. This information-packed book presents a complete introduction to the iPhone SDK and the Xcode tools, as well as the Objective-C language that is necessary to create these native applications. Solid coverage and real-world examples walk you through the process for developing mobile applications for the iPhone that can then be distributed through Apple's iTunes Application store. The hands-on approach shows you how to develop your first iPhone application while getting you acquainted with the iPhone SDK and the array of Xcode tools. A thorough tutorial on the features and syntax of the Objective-C language helps you get the most out of the iPhone SDK, and an in-depth look at the features of the iPhone SDK enables you to maximize each of these features in your applications. Provides an introductory look at how the iPhone SDK and Xcode tools work with the Objective-C language to create native iPhone applications Familiarizes you with the latest version of the iPhone SDK and the newest Xcode tools that ship with Snow Leopard

Walks you through developing your first iPhone applications Focuses on the features and syntax of the Objective-C language so that you can get the most out of the iPhone SDK With this hands-on guide, you'll quickly get started developing applications for the iPhone with both the iPhone SDK and the latest Xcode tools. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

    The Android Developer's Cookbook Ronan Schwarz,Phil Dutson,James Steele,Nelson To,2013-07-02 Do you want to get started building apps for Android, today's number one mobile platform? Are you already building Android apps but want to get better at it? The AndroidTM Developer's Cookbook, Second Edition, brings together all the expert guidance and code you'll need. This edition has been extensively updated to reflect the other Android 4.2.2 releases. You'll find all-new chapters on advanced threading and UI development, in-app billing, push messages, and native development, plus new techniques for everything from accessing NFC hardware to using Google Cloud Messaging. Proven modular recipes take you from the basics all the way to advanced services, helping you to make the most of the newest Android APIs and tools. The authors' fully updated code samples are designed to serve as templates for your own projects and components. You'll learn best-practice techniques for efficiently solving common problems and for avoiding pitfalls throughout the entire development lifecycle. Coverage includes Organizing Android apps and integrating their activities Working efficiently with services, receivers, and alerts Managing threads, including advanced techniques using AsyncTasks and loaders Building robust, intuitive user interfaces Implementing advanced UI features, including Custom Views, animation, accessibility, and large screen support Capturing, playing, and manipulating media Interacting with SMS, websites, and social networks Storing data via SQLite and other methods Integrating in-app billing using Google Play services Managing push messaging with C2DM Leveraging new components and structures for native Android development Efficiently testing and debugging with Android's latest tools and techniques, including LINT code analysis The AndroidTM Developer's Cookbook, Second Edition, is all you need to jumpstart any Android project, and create high-value, feature-rich apps that sell.

    <u>IPhone SDK Development</u> Bill Dudney,Chris Adamson,2009 With explanations of the big picture and an eye to the little details, iPhone SDK Development helps readers succeed on today's most important mobile platform.

    <u>IPhone in Action</u> Christopher Allen,Shannon Appelcline,2009-01-07 A complete and authoritative introduction to programming for the iPhone, this book shows programmers comfortable with structured languages how to program specifically with the SDK. It lets developers who are new to the iPhone technology dive right in and start creating applications.

    <u>Beginning iPhone 3 Development</u> David Mark,Jeff LaMarche,2017-01-11 Are you a programmer looking for a new challenge? Does the thought of building your very own iPhone app make your heart race and your pulse quicken? If so, Beginning iPhone 3 Development: Exploring the iPhone SDK is just the book for you. Updated and revised for iPhone SDK 3, many of the discussions in the original book have been clarified to make some of the more complex topics easier to understand. In addition, all of the projects have been rebuilt from scratch using the SDK 3 templates. For the latest version of this book for Swift, see Beginning iPhone Development with Swift, ISBN 978-1-4842-0410-8. For the latest version of this book for Objective-C, see Beginning iPhone Development: Exploring the iOS SDK, ISBN 978-1-4842-0200-5. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, this book offers a complete soup-to-nuts course in iPhone and iPod touch programming. The book starts with the basics, walking you through the process of downloading and installing Apple's free iPhone SDK, and then stepping you though the creation of your first simple iPhone application. From there, you'll learn to integrate all the interface elements iPhone 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 see how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using SQLite, iPhone's built-in database management system. In addition, you'll also learn about Core Data, an important persistence mechanism that has just been added with SDK 3. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. You can discover more about this book, download source code, and find support forums at the book's companion site, at www.iphonedevbook.com. The iPhone 3 update to the best-selling and most recommended book for iPhone developers Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective The most complete, useful, and up-to-date guide to all things having to do with Apple's iPhone SDK

  Practical Flutter Frank Zammetti,2019-07-19 Explore what Flutter has to offer, where it came from, and where it's going. Mobile development is progressing at a fast rate and with Flutter – an open-source mobile application development SDK created by Google – you can develop applications for Android and iOS, as well as Google Fuchsia.Learn to create three apps (a personal information manager, a chat system, and a game project) that you can install on your mobile devices and use for real. You will begin by getting a solid foundation of Flutter knowledge, and building on it immediately by constructing two more traditional productivity apps.. You will also learn to create a game, enabling you to see a whole other perspective on what Flutter can do. In addition to building these apps, you'll have the benefit of reviewing real-world issues you might encounter, along with ways to deal with them through tips and tricks, all designed to make your Flutter experience that much more productive and, frankly, fun! Practical Flutter will leave you with a solid grasp of how to build apps with Flutter, and springboard into creating more advanced apps on your own. By the time your journey through this material concludes, another larger one will begin as you springboard, well-prepared, into the larger world of Flutter development, tackling any project that comes your way with aplomb. Practical Flutter is a learning adventure you won't want to miss. What You'll Learn Get a Flutter project started and logically structure it Use the interface elements Flutter provides, such as widgets, controls, and extensions Build layouts using interface elements Use available tooling, specifically Android Studio Leverage server-side development and connect a Flutter app to a server back-end. Who This Book Is For Mobile developers who are looking to build for multiple mobile platforms and trying to do so with a codebase that is largely the same across all. Basic knowledge of iOS and Android generally, and some general programming experience is expected.

  Beginning iPhone 4 Development David Mark,Jeff LaMarche,Jack Nutting,2011-08-05 Beginning iPhone 4 Development is here! The authors of the bestselling Beginning iPhone 3 Development are back, with the same excellent material completely updated for iOS 4 and written from the ground up using the latest version of Apple's Xcode 3. All source code has been updated to use the latest Xcode templates and current APIs, and all-new screenshots show Xcode 3 in action. Beginning iPhone 4 Development is a complete course in iOS 4 apps development. You'll master techniques that work on iPhone, iPad, and iPod touch. We start with the basics, showing you how to download and install the tools you'll need, and how to create your first simple application. Next you'll learn 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 techniques to save and retrieve your data using SQLite,

iPhone's built-in database management system and Core Data, the standard for persistence that Apple brought to iOS with the release of SDK 3. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. You'll also learn how to use the new concurrency APIs included in iOS 4, and make robust multithreaded applications using Grand Central Dispatch. The iPhone 4 update to the best-selling and most recommended book for Cocoa touch developers Written in an accessible, easy-to-follow style Full of useful tips and techniques to help you become an iOS pro NOTE: For iPhone 4S or iOS 5 apps development, please instead check out the next edition of this book, Beginning iOS 5 Development - now available.

iOS 10 SDK Development Chris Adamson,Janie Clayton,2017-03-24 All in on Swift! iOS 10 and Xcode 8 make it clearer than ever that Swift is Apple's language of the future. Core frameworks have been redesigned to work better with Swift, and the language itself continues to evolve quickly. iOS 10 SDK Development is the pure-Swift approach to developing for the iOS platform. This completely revised and updated edition of the bestselling iOS guide shows you how to pull in the SDK's enormous feature set and deliver powerful, real-world apps for iPhone and iPad using modern Swift programming techniques. Swift is the language of the future for iOS development, and this completely revised and updated book is your guide. From the community-driven changes in Swift 3 to the overhaul of iOS' Foundation framework to make it more Swifty, iOS 10 and Xcode 8 mark an all in commitment to Swift, and this new edition matches that commitment. Learn not just the syntax of the Swift language but also stylish Swift, the idiomatic uses of the language, and best practices you'll find in the wild. From there, move into developing a complete, real-world podcast client sample application-completely new for this edition-featuring Internet access, tables, navigation, and media playback, all with the most modern approaches provided by Apple's iOS 10 frameworks and tools. Go beyond code to master the practices that professional developers rely on: testing, debugging, publishing on the App Store, and managing your app over the long haul. As a bonus, you'll get a taste of cutting-edge iOS 10 features, such as the new Siri voice-command API. Swift's time is here. Whether you're new to Swift or just catching up on iOS' latest features, iOS 10 SDK Development will help you master the language and the platform.

Beginning iPhone Development with Swift 3 Molly Maskrey,Kim Topley,David Mark,Fredrik Olsson,JEFF LAMARCHE,2016-11-17 Create your very own apps for the latest iOS devices. You'll start with the basics, and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK, and then guides you though the creation of your first simple application. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, Beginning iPhone Development with Swift 3 offers a comprehensive course in iPhone and iPad programming. In this third edition of the best-selling book, 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. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10-specific project templates, and designed to take advantage of the latest Xcode features. Discover brand-new technologies, as well as significant updates to existing tools. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iOS 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! What You Will Learn Develop your own bestselling iPhone and iPad apps Utilize Swift playgrounds Display data in Table Views

Draw to the screen using Core Graphics Use iOS sensor capabilities to map your world Get your app to work with iCloud and more Who This Book is For Anyone who wants to start developing for iPhone and iPad.

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 though 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!

iPhone SDK 3 Programming Maher Ali,2009-07-23 Get the expert guidance you need to begin building native applications for Apple's new iPhone 3G as well as the iPod Touch Apple's iPhone is the hottest mobile device on the planet. More than one million iPhone 3G phones were sold in the first three days of release and millions more are sure to be in the hands of iPhone fans each year. Apple's iPhone SDK has been updated and includes more than one thousand new APIs that developers will want to get their hands on. iPhone SDK 3 Programming shows you how to build great applications for the iPhone and iPod Touch. Inside, veteran mobile developer and Bell Labs scientist Maher Ali begins with a foundational introduction to Objective-C and Cocoa programming, and then guides you through building programs with Apple's iPhone SDK 3. Covers the complete application development process, and highlights all the key device features including the camera, location awareness, and more Completely revised and redesigned with more than 100 new pages of content iPhone's new SDK release contains more than one thousand new APIs you will want to use right away Includes a focused introduction to the Objective-C language and Cocoa frameworks that new iPhone developers need With this advanced resource, you'll get the expert guidance you need to begin building native applications for Apple's new iPhone 3G as well as the iPod Touch.

IPhone and IPad in Action Brandon Trebitowski,Christopher Allen,Shannon Appelcline,2011 Provides information on creating applications using the native iPhone SDK for both the iPhone and the iPad.

Customization Essentials for MicroStrategy Web SDK MicroStrategy University,2013-09-01 The MicroStrategy Web SDK Customization Essentials course teaches basic customizations of MicroStrategy Web™ using the MicroStrategy SDK. Topics covered include MicroStrategy Web architecture, the MicroStrategy Web Customization Editor, Web beans, essential configuration files, and the MicroStrategy Developer Library.

Beginning Kinect Programming with the Microsoft Kinect SDK Jarrett Webb,James Ashley,2012-06-12 Beginning Kinect Programming with the Microsoft Kinect SDK gets you up and running developing Kinect applications for your PC using Microsoft tools and the official SDK. You will have a working Kinect program by the end of the first chapter! The

following chapters will open up the secrets of three-dimensional vision, skeleton tracking, audio through the Kinect, and more. Examples illustrate the concepts in the form of simple games that react to your body movements. The result is a fun read that helps you learn one of the hottest technologies out there today. Beginning Kinect Programming with the Microsoft Kinect SDK also provides building blocks and ideas for mashing up the Kinect with other technologies to create art, interactive games, 3D models and enhanced office automation. You'll learn the fundamental code basic to almost all Kinect applications. You'll learn to integrate that code with other tools and manipulate data to create amazing Kinect applications. Beginning Kinect Programming with the Microsoft Kinect SDK is your gateway into the exciting world of three-dimensional, real-time computer interaction. Helps you create a proper development environment for Kinect applications. Covers the basics of three-dimensional vision, skeleton tracking, gesture recognition, and audio Provides fun examples that keep you engaged and learning

KINECT for Windows SDK puroguramingu 中村薫,,,2012-03 API

More iPhone 3 Development David Mark,Jeff LaMarche,2010-03-25 Interested in iPhone development? Want to learn more? Whether you're a self-taught iPhone development genius or have just made your way through the pages of Beginning iPhone 3 Development, we have the perfect book for you. More iPhone 3 Development: Tackling iPhone SDK 3 digs deeper into Apple's latest SDK. Best-selling authors Dave Mark and Jeff LaMarche explain concepts as only they can, covering topics like Core Data, peer-to-peer networking using GameKit and network streams, working with data from the web, MapKit, in-application e-mail, and more. All the concepts and APIs are clearly presented with code snippets you can customize and use, as you like, in your own apps. If you are going to write a professional iPhone app, you'll want to get your arms around Core Data, and there's no better place to do so than in the pages of this book. The book continues right where Beginning iPhone 3 Development left off with a series of chapters devoted to Core Data, the standard for persistence that Apple introduced to iPhone with SDK 3. Jeff and Dave carefully step through each of the Core Data concepts and show you techniques and tips specifically for writing larger applications—offering a breadth of coverage you won't find anywhere else. The Core Data coverage alone is worth the price of admission. But there's so much more. This book covers a variety of networking mechanisms, from GameKit's relatively simple BlueTooth peer-to-peer model, to the addition of Bonjour discovery and network streams, through the complexity of accessing files via the web. Dave and Jeff will also take you through coverage of concurrent programming and some advanced techniques for debugging your applications. Whether you are a relative newcomer to iPhone development or an old hand looking to expand your horizons, there's something for everyone in More iPhone 3 Development. Note: A few of the apps in this book demonstrate technologies not yet supported by the simulator. To run them on your iPhone or iPod touch, you'll need to join one of Apple's paid iPhone developer programs.

Beginning Microsoft Kinect for Windows SDK 2.0 Mansib Rahman,2017-08-12 Develop applications in Microsoft Kinect 2 using gesture and speech recognition, scanning of objects in 3D, and body tracking. Create motion-sensing applications for entertainment and practical uses, including for commercial products and industrial applications. Beginning Microsoft Kinect for Windows SDK 2.0 is dense with code and examples to ensure that you understand how to build Kinect applications that can be used in the real world. Techniques and ideas are presented to facilitate incorporation of the Kinect with other technologies. What You Will Learn Set up Kinect 2 and a workspace for Kinect application development Access audio, color, infrared, and skeletal data streams from Kinect Use gesture and speech recognition Perform computer vision manipulations on image data streams Develop Windows Store apps and Unity3D applications with Kinect 2 Take advantage of Kinect

Fusion (3D object mapping technology) and Kinect Ripple (Kinect projector infotainment system) Who This Book Is For Developers who want to include the simple but powerful Kinect technology into their projects, including amateurs and hobbyists, and professional developers

   Learning ArcGIS Runtime SDK for .NET Ron Vincent,2016-06-30 Learn how to build native, cross-platform mapping apps with this comprehensive and practical guide, using the MVVM pattern About This Book Enhance the user experience with the power of ArcGIS runtime SDK for .NET. This clear, well segregated book has all the information you need on ArcGIS Runtime SDK. Just name it—this book has it! This highly practical book empowers you to build your own custom application! Get to know the inner details of ArcGIS Runtime SDK from our experts, in this book written by Ron Vincent, with 24 years' experience in the GIS industry and many in GIS training. Who This Book Is For This book caters to long-term users of Esri's technologies that are new to mobile development or are transitioning from older Esri technologies such as ArcGIS Engine. It is also for users who are unfamiliar with Esri or GIS and are in need of a mapping solution for either their desktop or a mobile platform, or both. The book requires knowledge of .NET. What You Will Learn Understand and implement the MVVM pattern using MVVM Light Create and add layers from offline and online resources such as ArcGIS Online or ArcGIS for Server Create a 2D or 3D map and decide what kind of symbology to use Symbolize the layers based on the geometry Search and find objects in the layers Geocode an address and create a route using an address Edit layer objects from online content and offline content Test the application using test-driven development and then build and release the application for the intended audience In Detail ArcGIS is a geographic information system (GIS) that enables you to work with maps and geographic information. It can be used to create and utilize maps, compile geographic data, analyze mapped information, share and discover geographic information and manage geographic information in a database. This book starts by showing you where ArcGIS Runtime fits within Esri's overall platform strategy. You'll create an initial map using the SDK, then use it to get an understanding of the MVVM model. You'll find out about the different kinds of layers and start adding layers, and you'll learn to transform maps into a 3D scene. The next chapters will help you comprehend and extract information contained in the maps using co-ordinates and layer objects. Towards the end, you will learn to set the symbology, decide whether to use 2D or 3D, see how to implement 2D or 3D, and learn to search and find objects. You'll also get to grips with many other standard features of the Application Programming Interface (API), including create applications and finally testing, licensing, and deploying them. Once completed, you will be able to meet most of the common requirements of any mapping application for desktop or mobile platforms. Style and approach This comprehensive book takes a completely practical approach, where every chapter explains the important concepts and demonstrates a practical application of them in a hands-on manner.

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