

Programming Microsoft Visual C Pdf Firebase

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The Road to Firebase - Robin Wieruch 2019-01-24

The Road to Firebase is your personal journey to master advanced React for business web applications in JavaScript whereas Firebase is used to replace everything that you would want from a backend application. Firebase enables you to connect your React application to a database, to authenticated users with your application with a login, logout and register mechanisms, and to authorize only certain users to access your application. It also comes with hosting capabilities and with social logins via Google, Facebook and more. Everything will be explained in the book while building a business web application yourself. I wrote the The Road to React with Firebase over the last two years. During this time, I came to understand the practical genius of Firebase, and how it dramatically reduces the tech stack to focus on getting sh*t done. Once you have set up your starter kit project -- that's what we are going to do together in this book -- you are ready to iterate fast on your personal ideas. There is no need to complicate things by adding a backend application with a database to your frontend application, because Firebase takes care of it with a well-designed API. I applied the same principles as my other books: Stay pragmatic Keep it simple Answer the why, not just the how Experience a problem, solve a problem This book is not intended to be an end-all reference for the Firebase API nor an in-depth guide about the internals of Firebase. Instead, its purpose is to journey through learning Firebase with React the pragmatic way, building an entire application on this tech stack yourself. The end result is the foundation to make your business application a reality. Requirements To get the most out of this book, you should be familiar with the basics of web development, which includes knowledge of HTML, CSS and JavaScript. You will also need to be familiar with the term API, because APIs are used frequently for the applications in this book. Editor/Terminal or IDE For the development environment, use a running editor/terminal (command line tool) or IDE with integrated terminal. I will provide a setup guide if you're unsure about which tools to use. The guide is set up for MacOS users, but you can find a Windows setup guide there as well. Node and NPM You will need to have node and npm installed, which are used to run the applications we'll build and manage the libraries we'll use along the way. In this book, you will install external node packages via npm (node package manager). These node packages can be libraries or whole frameworks. You can verify which node and npm versions you have in the command line: `node --version v10.11.0 npm --version v6.5.0` These are the versions used for this publication. If you don't see output in your terminal, you will need to install node and npm. React My other book, called The Road to learn React, teaches the fundamentals about React by building a real world application. It is available for free, and after having read it, you should possess all the understanding necessary to work with the application(s) from this book. Also there will be many sidenotes to React articles that may be helpful.

Android TV Apps Development - Paul Trebilcox-Ruiz 2015-12-30

This one-of-a-kind short book walks you through creating fantastic entertainment apps for one of the newest Android platforms. Android TV Apps Development: Building Media and Games will demystify some of the newest APIs and present the tools necessary for building applications that run on Android TV. Walking through example applications, you will learn the vocabulary necessary to solve real-world problems and how to present your content on the television through Android. In addition to practical code examples, you will learn about various design considerations that will make using your apps an enjoyable experience for users. What you'll learn: How to design for Android TV How to create a media app for Android TV What are the game design/development considerations for Android TV How to distribute Android TV apps Audience: Developers with some experience with Android development who are interested in building applications for the Android TV platform.

Firebase Cookbook - Houssein Yahiaoui 2017-11-29

Practical solutions for developing seamless experiences for application that scales. About This Book A Solution based approach that would help

you create high-quality apps for your businesses Harness the power of real-time database to create apps that work on multiple platforms Build a customized solution for your app development challenges with Firebase Who This Book Is For This book will assume you have at least a minimum set of skills in JavaScript, HTML and CSS. Also, having some familiarity with backend technologies will be helpful. After all we're going to build a backend application that will change the way backend developer works. What You Will Learn Use Firebase Diverse Authentication systems Integrate easy, secure File Hosting using Firebase Storage services Make your application serverless using Firebase Cloud Functions Use the powerful Firebase Admin SDK for privilege management Use Firebase within NativeScript apps for cross-platform applications Modify, structure, save and serve data in and from Realtime Database Get acquainted with the newly introduce Cloud Firestore, a scalable database for your web and mobile applications In Detail Do you feel tired just thinking or even hearing about backend technologies, authentication or the tedious task of deployment? Firebase is here to change the way you develop and make your app a first-class citizen of the cloud. This books takes a solution based approach by providing you recipes that would help you understand the features of Firebase and implement them in your existing web or mobile applications. We start-off by creating our first Firebase application and integrating its services into different platforms and environments for mobile as well as web applications. Then we deep dive into Real-time Database and Firebase Storage that allows your users to access data across various devices with realtive ease. With each chapter you will gradually create the building blocks of your application from securing your data with Firebase Rules to authenticating your users with O-Auth. Moving along we would explore modern application development techniques such as creating serverless applications with Firebase Cloud Functions or turning your traditional applications into progressive apps with Service workers. Finally you will learn how to create cross-platform mobile apps, integrate Firebase in native platforms, and learn how to monetize your mobile applications using Admob for Android and iOS. Style and approach This recipe-based practical guide presents each topic with step-by-step instructions on how you can create collaborative and efficient progressive applications using the latest features and capabilities in Firebase.

Building Native Web Components - Carlos Rojas 2021-01-17

Start developing single-page applications (SPAs) with modern architecture. This book shows you how to create, design, and publish native web components, ultimately allowing you to piece together those elements in a modern JavaScript framework. Building Native Web Components dives right in and gets you started building your first web component. You'll be introduced to native web component design systems and frameworks, discuss component driven development and understand its importance in large-scale companies. You'll then move on to building web components using templates and APIs, and custom event lifecycles. Techniques and best practices for moving data, customizing, and distributing components are also covered. Throughout, you'll develop a foundation to start using Polymer, Vue.js, and Firebase in your day-to-day work. Confidently apply modern patterns and develop workflows to build agnostic software pieces that can be reused in SPAs. Building Native Web Components is your guide to developing small and autonomous web components that are focused, independent, reusable, testable, and works with all JavaScript frameworks, modern browsers, and libraries. What You Will Learn Incorporate Conserved Domain Database (CDD) and design systems into your workflow Build apps with reusable UI components that are agnostic to JavaScript frameworks Utilize Polymer and Vue.js in your day-to-day work Publish your UI components in npm (or Node Package Manager) Who This Book Is For The book is intended for Intermediate-Advanced level readers interested in single-page applications (SPAs), as well as Polymer, Vue.js, and Firebase.

The Majesty of Vue. Js - Alex Kyriakidis 2016-10-28

Create fast front-end applications and increase the performance of your existing projects with Vue.js integration

About This Book* Learn about computed properties, components, filters, routing, ES6, and workflow automation* This book will show you how easy Vue.js is to grasp, and that its integration can save you a lot of time and effort* This book will guide you through the path of the rapidly spreading JavaScript Framework Vue.js

Who This Book Is For This book is for anyone interested in learning to use a lightweight and simple JavaScript framework. No excessive knowledge is required, though it would be good to be familiar with HTML and JavaScript. This book is also useful for those who already know their way around Vue.js and want to expand their knowledge.

What You Will Learn* Get to know the fundamentals of Vue.js* Consume an API using Vue Resource* Explore components, filters, methods, and computed properties and find out how to use them to build robust applications* Break your applications into Single File Components* Build Single Page Applications using Vue Router* Automate your workflow using Vue.js

In Detail Vue.js is a library to build interactive web interfaces. The aim is to provide the benefits of reactive data binding and composable view components with an API that is as simple as possible. This book will teach you how to efficiently implement Vue.js in your projects. It starts with the fundamentals of Vue.js to building large-scale applications. You will find out what components, filters, methods, and computed properties are and how to use them to build robust applications. Further on, you will become familiar with ES6, single file components, module bundlers, and workflow automation. The best way to learn to code is to write it, so there's an exercise at the end of most of the chapters for you to solve and actually test yourself on what you have learned. You can solve these in order to gain a better understanding of Vue.js. By the end of this book, you will be able to create fast front-end applications and increase the performance of your existing projects with Vue.js integration.

Style and approach The book is written in an informal, intuitive, and easy-to-follow format, and all examples are detailed enough to provide adequate guidance to everyone.

Principles of Eventual Consistency - Sebastian Burckhardt
2014-10-09

Provides the reader with tools for reasoning about consistency of protocols. The emphasis is on using basic mathematical techniques to describe a wide variety of consistency guarantees, and to define protocols with a level of precision that enables us to prove both positive results and negative results.

Visual C++ MFC Programming by Example - John E. Swanke 1999-01-01
-- Add extensions to the Developer's Studio Wizards -- 85 examples with complete working code Tired of the inadequate examples and documentation for MFC and Visual C++ development? Don't like what the Developer Studio Wizards give you? Beginning and exper

Professional MFC with Visual C++ 6 - Mike Blaszcak 1999
" The job of the MFC team is to give the C++ Windows developer the most comprehensive assistance possible for developing working code, and I believe that commitment extends to the contents of his book. I work for Microsoft, but that won't prevent me from exposing both the strengths and weakness of our framework. In these pages, I'm going to describe the majority of the Microsoft Foundation Classes. On the way, I want to focus your attention on the utility the classes provide and the way they work together. I'm not going to spend time reproducing the help files by detailing every parameter for every member function. My aim is to help you to discover the great features of Visual C++ 6 for yourself, and then I'll show you how to make the best applications, utilities and embedded objects in town, using MFC. " Mike Blaszcak.

Who is this book for? This book is for professional developers with a desire to get under the covers of the Microsoft Foundation Classes to find out why Microsoft implemented things the way they did. A good grasp of C++ and some Windows programming knowledge are assumed. Professional MFC with Visual C++ 6 is a revised version of Professional MFC with Visual C++ 5. It covers Visual C++ 6 and MFC 6, including the new features and updates of these latest versions. Microsoft Visual Studio and the Wizards The document/view architecture of MFC. How to tweak your applications to perfection MFC improved support for the Windows common controls. How to write safe, secure, multithreaded applications. Compound document servers and containers. ActiveX controls and control containers. Using MFC to implement Internet client and server functionality. Integration of ATL with MFC. Details of the new MFC support for DHTML.

Android Programming with Kotlin for Beginners - John Horton
2019-04-30

Build smart looking Kotlin apps with UI and functionality for the Android

platform Key Features Start your Android programming career, or just have fun publishing apps on Google Play marketplace The first-principle introduction to Kotlin through Android, to start building easy-to-use apps Learn by example and build four real-world apps and dozens of mini-apps

Book Description Android is the most popular mobile operating system in the world and Kotlin has been declared by Google as a first-class programming language to build Android apps. With the imminent arrival of the most anticipated Android update, Android 10 (Q), this book gets you started building apps compatible with the latest version of Android. It adopts a project-style approach, where we focus on teaching the fundamentals of Android app development and the essentials of Kotlin by building three real-world apps and more than a dozen mini-apps. The book begins by giving you a strong grasp of how Kotlin and Android work together before gradually moving onto exploring the various Android APIs for building stunning apps for Android with ease. You will learn to make your apps more presentable using different layouts. You will dive deep into Kotlin programming concepts such as variables, functions, data structures, Object-Oriented code, and how to connect your Kotlin code to the UI. You will learn to add multilingual text so that your app is accessible to millions of more potential users. You will learn how animation, graphics, and sound effects work and are implemented in your Android app. By the end of the book, you will have sound knowledge about significant Kotlin programming concepts and start building your own fully featured Android apps. What you will learn

Learn how Kotlin and Android work together Build a graphical drawing app using Object-Oriented Programming (OOP) principles Build beautiful, practical layouts using ScrollView, RecyclerView, NavigationView, ViewPager and CardView Write Kotlin code to manage an app's data using different strategies including JSON and the built-in Android SQLite database Add user interaction, data captures, sound, and animation to your apps Implement dialog boxes to capture input from the user Build a simple database app that sorts and stores the user's data

Who this book is for This book is for people who are new to Kotlin, Android and want to develop Android apps. It also acts as a refresher for those who have some experience in programming with Android and Kotlin.

Fi rebase Jumpstart Angular University 2017-07-23

This book is aimed at developers that want to get a practical understanding of the Firebase Realtime Database. If you are trying to find an introduction to the Firebase and AngularFire ecosystem and would like a quick introduction to JSON Data Stores, Firebase Data Modeling, and the Firebase SDK, then this book is for you. What is the core value proposition of this book? Sit down in one evening with this book (this Jumpstart is condensed to 36 pages), and learn some of the key aspects of both JSON Data Stores in general and Firebase, in particular, in one read. Get a general overview of why JSON Data Stores and Backend as a Service are both the likely future of web development, and why Firebase should be a major player in that space. Why a Fast-track Guide to Firebase? Firebase, with some data modeling patterns on top of it, is a great solution for building the backend of any web application in general. But right now there isn't a lot of training material available on Firebase, and especially covering things like Data Modeling. This book could potentially spare you numerous days of overall information gathering, and give you a good overview of the Firebase ecosystem, and why and how you could use the Firebase Realtime Database in your projects. After reading this Jumpstart, you will be in a much better position to start using Firebase and AngularFire. You will also have a solid understanding of how to make the most of a Backend as A Service platform, and you will be familiar with several JSON Data Store Data Modeling Techniques.

Artificial Intelligence with Python - Prateek Joshi 2017-01-27

Build real-world Artificial Intelligence applications with Python to intelligently interact with the world around you

About This Book Step into the amazing world of intelligent apps using this comprehensive guide Enter the world of Artificial Intelligence, explore it, and create your own applications Work through simple yet insightful examples that will get you up and running with Artificial Intelligence in no time

Who This Book Is For This book is for Python developers who want to build real-world Artificial Intelligence applications. This book is friendly to Python beginners, but being familiar with Python would be useful to play around with the code. It will also be useful for experienced Python programmers who are looking to use Artificial Intelligence techniques in their existing technology stacks.

What You Will Learn Realize different classification and regression techniques Understand the concept of clustering and how to use it to automatically segment data See how to build an intelligent recommender system Understand logic programming

and how to use it Build automatic speech recognition systems Understand the basics of heuristic search and genetic programming Develop games using Artificial Intelligence Learn how reinforcement learning works Discover how to build intelligent applications centered on images, text, and time series data See how to use deep learning algorithms and build applications based on it In Detail Artificial Intelligence is becoming increasingly relevant in the modern world where everything is driven by technology and data. It is used extensively across many fields such as search engines, image recognition, robotics, finance, and so on. We will explore various real-world scenarios in this book and you'll learn about various algorithms that can be used to build Artificial Intelligence applications. During the course of this book, you will find out how to make informed decisions about what algorithms to use in a given context. Starting from the basics of Artificial Intelligence, you will learn how to develop various building blocks using different data mining techniques. You will see how to implement different algorithms to get the best possible results, and will understand how to apply them to real-world scenarios. If you want to add an intelligence layer to any application that's based on images, text, stock market, or some other form of data, this exciting book on Artificial Intelligence will definitely be your guide! Style and approach This highly practical book will show you how to implement Artificial Intelligence. The book provides multiple examples enabling you to create smart applications to meet the needs of your organization. In every chapter, we explain an algorithm, implement it, and then build a smart application.

Microsoft Mastering - Microsoft Corporation 2000

Extend your object-oriented programming skills with this " MICROSOFT MASTERING " learning system. you'll work at your own pace-learning how to use the " Microsoft Foundation Class " (MFC) library and the Visual C ++ development system to write custom Microsoft Windows based applications faster. The text and the companion CD-ROM work hand in hand, helping you master essential MFC development concepts and providing critical skill-building practice. By the end of the course, you've learned how to create your own Windows-based applications-ready to run ! Create custom solutions for Windows with expert Instruction direct from Microsoft : Enhance the user interface with dynamic menus, graphical status bars, toolbars, and dialog boxes. Implement view classes by writing a browser-style application. Learn how to use the debugger and handle errors and exceptions. Use Windows common controls, " Microsoft Internet Explorer " controls, and " Microsoft ActiveX " controls to quickly add functionality to your application. Discover how MFC simplifies the task of creating your own " ActiveX " controls. Use OLE DB templates and " ActiveX Data Objects " (ADO) to access and manipulate data sources. Build MFC applications that communicate across the Internet.

Learning React - Alex Banks 2017-04-27

If you want to learn how to build efficient user interfaces with React, this is your book. Authors Alex Banks and Eve Porcello show you how to create UIs with this small JavaScript library that can deftly display data changes on large-scale, data-driven websites without page reloads. Along the way, you'll learn how to work with functional programming and the latest ECMAScript features. Developed by Facebook, and used by companies including Netflix, Walmart, and The New York Times for large parts of their web interfaces, React is quickly growing in use. By learning how to build React components with this hands-on guide, you'll fully understand how useful React can be in your organization. Learn key functional programming concepts with JavaScript Peek under the hood to understand how React runs in the browser Create application presentation layers by mounting and composing React components Use component trees to manage data and reduce the time you spend debugging applications Explore React's component lifecycle and use it to load data and improve UI performance Use a routing solution for browser history, bookmarks, and other features of single-page applications Learn how to structure React applications with servers in mind

Mobile App Development with Ionic, Revised Edition - Chris Griffith 2017-08-18

Learn how to build app store-ready hybrid apps with Ionic, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This revised guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Universal. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework

or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps

The Road to React - Robin Wieruch 2017-11-15

LAST UPDATE: 28. September 2022 If you are looking for a comprehensive and pragmatic yet concise and up-to-date React.js feat. Hooks book, the Road to React is for you. What you will learn. In "The Road to React" you will learn about all the fundamentals of React.js with Hooks while building a full-blown React application step by step. While you create the React application, every chapter will introduce you to a new React key feature. However, there is more than only the fundamentals: The book dives into related topics (e.g. React with TypeScript, Testing, Performance Optimizations) and advanced feature implementations like client- and server-side searching. At the end of the book, you will have a fully working deployed React application. Is it up to date? Programming books are usually outdated soon after their release, but since this book is self- published, I can update it as needed whenever a new version of something related to this book gets released. I am a beginner. Is this book for me? Yes. The book starts from zero and takes you through the learning experience step by step. Every chapter builds up on the learnings from the previous chapter. In addition, at the end of every chapter, exercises fortify your lessons learned. If you got stuck in a chapter, you will always find a reference URL to the status quo of the actual code. Core Concepts Pragmatic: Master React while building a complete application step by step. Problems Solving: You need to experience a problem first before solving it. The Why: Readers like how the book answers the Why, not only the How. Table of Contents Fundamentals of React Hello React Requirements Setting up a React Project Meet the React Component React JSX Lists in React Meet another React Component React Component Instantiation ReactDOM React Component Definition (Advanced) Handler Function in JSX React Props React State Callback Handlers in JSX Lifting State in React React Controlled Components Props Handling (Advanced) React Side-Effects React Custom Hooks (Advanced) React Fragments Reusable React Component React Component Composition Imperative React Inline Handler in JSX React Asynchronous Data React Conditional Rendering React Advanced State React Impossible States Data Fetching with React Data Re-Fetching in React Memoized Handler in React (Advanced) Explicit Data Fetching with React Third-Party Libraries in React Async/Await in React (Advanced) Forms in React React's Legacy React Class Components React Class Components: State Imperative React Styling in React CSS in React CSS Modules in React Styled Components in React SVGs in React React Maintenance Performance in React (Advanced) TypeScript in React Unit Testing to Integration Testing React Project Structure Real World React (Advanced) Sorting Reverse Sort Remember Last Searches Paginated Fetch Deploying a React Application Build Process Deploy to Firebase

Serverless Web Applications with React and Firebase - Mayur Tanna 2018-04-10

Build rich and collaborative applications using client-side code with React, Redux, and Firebase Key Features 1) A practical guide covering the full stack for web development with React 16 and Firebase 2) Leverage the power of Firebase Cloud Storage, messaging, functions, OAuth, and database security to develop serverless web applications. 3) Develop high-performance applications without the hassle of setting up complex web infrastructure. Book Description ReactJS is a wonderful framework for UI development. Firebase as a backend with React is a great choice as it is easy, powerful, and provides great developer experience. It removes a lot of boilerplate code from your app and allows you to focus on your app to get it out quickly to users. Firebase with React is also a good choice for Most Viable Product (MVP) development. This book provides more practical insights rather than just theoretical concepts and includes basic to advanced examples - from hello world to a real-time seat booking app and Helpdesk application This book will cover the essentials of Firebase and React.js and will take you on a fast-paced journey through building real-time applications with Firebase features such as Cloud Storage, Cloud Function, Hosting and the

Realtime Database. We will learn how to secure our application by using Firebase authentication and database security rules. We will leverage the power of Redux to organize data in the front-end, since Redux attempts to make state mutations predictable by imposing certain restrictions on how and when updates can happen. Towards the end of the book you will have improved your React skills by realizing the potential of Firebase to create real-time serverless web applications. What you will learn Install powerful React.js and Firebase tools to make development much more efficient Create React components with Firebase to save and retrieve the data in real-time Use Firebase Authentication to make your React user interface secure Develop React and Firebase applications with Redux integration Firebase database security rules Firebase Cloud Storage Integration to upload and store data on the cloud Create a complete real-time application with React and firebase Using Firebase Cloud messaging and Cloud functions with React Firebase Cloud Storage integration with React Who this book is for This book is for JavaScript developers who have some previous knowledge of React and want to develop serverless, full-stack applications but without the hassle of setting up a complex infrastructure.

App Inventor 2 Essentials - Felicia Kamriani 2016-04-14

A step-by-step introductory guide to mobile app development with App Inventor 2 About This Book Get an introduction to the functionalities of App Inventor 2 and use it to unleash your creativity Learn to navigate the App Inventor platform, develop basic coding skills and become familiar with a blocks based programming language Build your very first mobile app and feel proud of your accomplishment Follow tutorials to expand your app development skills Who This Book Is For App Inventor 2 Essentials is for anyone who wants to learn to make mobile apps for Android devices - no prior coding experience is necessary. What You Will Learn Perform technical setup and navigate the App Inventor platform Utilize the interactive development environment by pairing a mobile device with a computer using Wi-Fi or USB Build three apps: a game, an event app and a raffle app Create the user interface of the app in the Designer and program the code in the Blocks Editor Integrate basic computer science principles along with more complex elements such fusion tables and lists Test and troubleshoot your applications Publish your apps on Google Play Store to reach a wide audience Unleash your creativity for further app development In Detail App Inventor 2 will take you on a journey of mobile app development. We begin by introducing you to the functionalities of App Inventor and giving you an idea about the types of apps you can develop using it. We walk you through the technical set up so you can take advantage of the interactive development environment (live testing). You will get hands-on, practical experience building three different apps using tutorials. Along the way, you will learn computer science principles as well as tips to help you prepare for the creative process of building an app from scratch. By the end of the journey, you will learn how to package an app and deploy it to app markets. App Inventor 2 Essentials prepares you to amass a resource of skills, knowledge and experience to become a mobile app developer Style and approach Every topic in this book is explained in step-by-step and easy-to-follow fashion, accompanied with screenshots of the interface that will make it easier for you to understand the processes.

Enterprise Application Architecture with .NET Core - Ganesan Senthilvel 2017-04-25

Architect and design highly scalable, robust, clean and highly performant applications in .NET Core About This Book Incorporate architectural soft-skills such as DevOps and Agile methodologies to enhance program-level objectives Gain knowledge of architectural approaches on the likes of SOA architecture and microservices to provide traceability and rationale for architectural decisions Explore a variety of practical use cases and code examples to implement the tools and techniques described in the book Who This Book Is For This book is for experienced .NET developers who are aspiring to become architects of enterprise-grade applications, as well as software architects who would like to leverage .NET to create effective blueprints of applications. What You Will Learn Grasp the important aspects and best practices of application lifecycle management Leverage the popular ALM tools, application insights, and their usage to monitor performance, testability, and optimization tools in an enterprise Explore various authentication models such as social media-based authentication, 2FA and OpenID Connect, learn authorization techniques Explore Azure with various solution approaches for Microservices and Serverless architecture along with Docker containers Gain knowledge about the recent market trends and practices and how they can be achieved with .NET Core and Microsoft tools and technologies In Detail If you want to design and develop enterprise applications using .NET

Core as the development framework and learn about industry-wide best practices and guidelines, then this book is for you. The book starts with a brief introduction to enterprise architecture, which will help you to understand what enterprise architecture is and what the key components are. It will then teach you about the types of patterns and the principles of software development, and explain the various aspects of distributed computing to keep your applications effective and scalable. These chapters act as a catalyst to start the practical implementation, and design and develop applications using different architectural approaches, such as layered architecture, service oriented architecture, microservices and cloud-specific solutions. Gradually, you will learn about the different approaches and models of the Security framework and explore various authentication models and authorization techniques, such as social media-based authentication and safe storage using app secrets. By the end of the book, you will get to know the concepts and usage of the emerging fields, such as DevOps, BigData, architectural practices, and Artificial Intelligence. Style and approach Filled with examples and use cases, this guide takes a no-nonsense approach to show you the best tools and techniques required to become a successful software architect.

Professional Android 4 Application Development - Reto Meier 2012-04-05 Developers, build mobile Android apps using Android 4 The fast-growing popularity of Android smartphones and tablets creates a huge opportunities for developers. If you're an experienced developer, you can start creating robust mobile Android apps right away with this professional guide to Android 4 application development. Written by one of Google's lead Android developer advocates, this practical book walks you through a series of hands-on projects that illustrate the features of the Android SDK. That includes all the new APIs introduced in Android 3 and 4, including building for tablets, using the Action Bar, Wi-Fi Direct, NFC Beam, and more. Shows experienced developers how to create mobile applications for Android smartphones and tablets Revised and expanded to cover all the Android SDK releases including Android 4.0 (Ice Cream Sandwich), including all updated APIs, and the latest changes to the Android platform. Explains new and enhanced features such as drag and drop, fragments, the action bar, enhanced multitouch support, new environmental sensor support, major improvements to the animation framework, and a range of new communications techniques including NFC and Wi-Fi direct. Provides practical guidance on publishing and marketing your applications, best practices for user experience, and more This book helps you learn to master the design, lifecycle, and UI of an Android app through practical exercises, which you can then use as a basis for developing your own Android apps.

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.

Python All-in-One For Dummies John C. Shovic 2019-04-18

Your one-stop resource on all things Python Thanks to its flexibility,

Python has grown to become one of the most popular programming languages in the world. Developers use Python in app development, web development, data science, machine learning, and even in coding education classes. There's almost no type of project that Python can't make better. From creating apps to building complex websites to sorting big data, Python provides a way to get the work done. Python All-in-One For Dummies offers a starting point for those new to coding by explaining the basics of Python and demonstrating how it's used in a variety of applications. Covers the basics of the language Explains its syntax through application in high-profile industries Shows how Python can be applied to projects in enterprise Delves into major undertakings including artificial intelligence, physical computing, machine learning, robotics and data analysis This book is perfect for anyone new to coding as well as experienced coders interested in adding Python to their toolbox.

Progressive Web Apps with React Scott Domes 2017-10-24

Enhance the performance of your applications by using React and adding the Progressive web app capability to it About This Book Bring the best of mobile sites and native apps to your users with progressive web applications Create fast, reliable, and engaging PWAs with React and Firebase Create high-performance applications even with low connection speeds by leveraging modern web technologies Who This Book Is For This book is for Javascript Developers who want to develop high performance Web User Interfaces. This book requires basic knowledge of HTML, CSS and JavaScript. What You Will Learn Set up Webpack configuration, as well as get the development server running Learn basic Firebase configuration and deployment Create routes, manage multiple components, and learn how to use React Router v4 to manage the flow of data Use React life cycle methods to load data Add a service worker to the app and learn how it works Use a service worker to send Push Notifications Configure Webpack to split up the JavaScript bundle and lazy load component files Learn how to use the web Cache API to use your app offline Audit PWAs with Google's Lighthouse tool In Detail For years, the speed and power of web apps has lagged behind native applications. Progressive Web Apps (PWAs) aim to solve this by bridging the gap between the web apps and native apps, delivering a host of exciting features. Simultaneously, React is fast becoming the go-to solution for building modern web UIs, combining ease of development with performance and capability. Using React alongside PWA technology will make it easy for you to build a fast, beautiful, and functional web app. After an introduction and brief overview of the goals of PWAs, the book moves on to setting up the application structure. From there, it covers the Webpack build process and the process of creating React components. You'll learn how to set up the backend database and authentication solution to communicate with Firebase and how to work with React Router. Next, you will create and configure your web app manifest, making your PWA installable on mobile devices. Then you'll get introduced to service workers and see how they work as we configure the app to send push notifications using Firebase Cloud Messaging. We'll also explore the App Shell pattern, a key concept in PWAs and look at its advantages regarding efficient performance. Finally, you'll learn how to add offline capabilities to the app with caching and confirm your progress by auditing your PWA with Lighthouse. Also, you'll discover helper libraries and shortcuts that will help you save time and understand the future of PWA development. Style and approach This is a step-by-step book, wherein, you will use the React framework to create a complete progressive web app.

Beginning Flutter - Marco L. Napoli 2019-09-17

Build your first app in Flutter—no experience necessary! Beginning Flutter: A Hands-On Guide to App Development is the essential resource for both experienced and novice developers interested in getting started with Flutter—the powerful new mobile software development kit. With Flutter, you can quickly and easily develop beautiful, powerful apps for both Android and iOS, without the need to learn multiple programming languages or juggle more than one code base. This book walks you through the process step by step. In Flutter, you'll be working with Dart, the programming language of choice for top app developers. Even if you're just starting out in your development career, you can learn Dart quickly, eliminating the barrier to entry for building apps. This is a more efficient way to develop and maintain cross-platform mobile apps, and this book makes the process even easier with a teach-by-example approach. Focus on providing quality content by eliminating the need to switch between multiple coding languages Learn the ins and outs of Flutter, including all the frameworks, widgets, and tools available to developers Accelerate your app development pace, keeping all the code

for your cross-platform app in a single code base Leapfrog barriers to entry to the mobile software market, creating your first app with no experience necessary The Flutter community is growing rapidly and transforming the way Android and iOS apps get made. Beginning Flutter allows you to get on board with the latest app development technology, giving your mobile development career a big head start.

Beginning Flutter with Dart - Sanjib Sinha 2021-03-27

Flutter is a free and open-source mobile UI framework created by Google. There are other tools for the mobile application developers, but Flutter has distinguished it lately for its one single codebase that runs everywhere. If you learn Flutter, with the help of one programming language Dart, and one single codebase you will be able to create two mobile applications, one for Android and the other for iOS. To start with you need to install Flutter that consists of SDK or Software Development Kit and the framework that consists of User Interface libraries based Widget. This book will teach you from the very beginning - how to install Flutter, what IDE you need and above all, how to build your first mobile application. Because Flutter uses Dart programming language, we will start with Flutter, but side by side we will also learn Dart. We will see how Dart programming concepts are implemented in Flutter. Why you will learn Flutter? It is because, Flutter is much simpler to build mobile applications than other available tools.

Electron Projects - Denys Vuika 2019-11-29

A project-based guide to help you create, package, and deploy desktop applications on multiple platforms using modern JavaScript frameworks Key Features Use your web development skills with JavaScript and Node.js to build desktop applications for macOS and Windows Develop desktop versions of popular mobile applications that are similar to Slack, Spotify, and more Design desktop apps with automatic updates and real-time analytics capabilities Book Description The Electron framework allows you to use modern web technologies to build applications that share the same code across all operating systems and platforms. This also helps designers to easily transition from the web to the desktop. Electron Projects guides you through building cross-platform Electron apps with modern web technologies and JavaScript frameworks such as Angular, React.js, and Vue.js. You'll explore the process of configuring modern JavaScript frameworks and UI libraries, real-time analytics and automatic updates, and interactions with the operating system. You'll get hands-on with building a basic Electron app, before moving on to implement a Markdown Editor. In addition to this, you'll be able to experiment with major JavaScript frameworks such as Angular and Vue.js, discovering ways to integrate them with Electron apps for building cross-platform desktop apps. Later, you'll learn to build a screenshot snipping tool, a mini-game, and a music player, while also gaining insights into analytics, bug tracking, and licensing. You'll then get to grips with building a chat app, an eBook generator and finally a simple digital wallet app. By the end of this book, you'll have experience in building a variety of projects and project templates that will help you to apply your knowledge when creating your own cross-platform applications. What you will learn Initialize Node.js, Node Package Manager (NPM), and JavaScript to set up your app Integrate Phaser with Electron to build a simple 2D game Improve app quality by adding an error tracking system and crash reports Implement group chat features and event handling capabilities using Firebase Integrate a WordPress-like rich-text editor into your app Build Electron applications using a single codebase Who this book is for This book is for JavaScript developers who want to explore the Electron framework for building desktop apps. Working knowledge of modern frontend JavaScript frameworks and Node.js is assumed. No prior knowledge of desktop development is required.

Essentials of Application Development on IBM Cloud Ahmed Azraq 2017-12-11

This IBM® Redbooks® publication is designed to teach university students and app developers the foundation skills that are required to develop, test, and deploy cloud-based applications on IBM Cloud. It shows the latest features of IBM Cloud for developing cloud applications, enhancing applications by using managed services, and the use of DevOps services to manage applications. This book is used as presentations guide for the IBM Skills Academy track Cloud Application Developer and as preparation material for the IBM professional certification exam IBM Certified Application Developer - Cloud Platform. The primary target audience for this course is university students in undergraduate computer science and computer engineer programs with no previous experience working in cloud environments. However, anyone new to cloud computing or IBM Cloud can also benefit from this course.

Agile Technical Practices Distilled - Pedro M. Santos 2019-06-28
Delve deep into the various technical practices, principles, and values of Agile. Key Features Discover the essence of Agile software development and the key principles of software design Explore the fundamental practices of Agile working, including test-driven development (TDD), refactoring, pair programming, and continuous integration Learn and apply the four elements of simple design Book Description The number of popular technical practices has grown exponentially in the last few years. Learning the common fundamental software development practices can help you become a better programmer. This book uses the term Agile as a wide umbrella and covers Agile principles and practices, as well as most methodologies associated with it. You'll begin by discovering how driver-navigator, chess clock, and other techniques used in the pair programming approach introduce discipline while writing code. You'll then learn to safely change the design of your code using refactoring. While learning these techniques, you'll also explore various best practices to write efficient tests. The concluding chapters of the book delve deep into the SOLID principles - the five design principles that you can use to make your software more understandable, flexible and maintainable. By the end of the book, you will have discovered new ideas for improving your software design skills, the relationship within your team, and the way your business works. What you will learn Learn the red, green, refactor cycle of classic TDD and practice the best habits such as the rule of 3, triangulation, object calisthenics, and more Refactor using parallel change and improve legacy code with characterization tests, approval tests, and Golden Master Use code smells as feedback to improve your design Learn the double cycle of ATDD and the outside-in mindset using mocks and stubs correctly in your tests Understand how Coupling, Cohesion, Connascence, SOLID principles, and code smells are all related Improve the understanding of your business domain using BDD and other principles for "doing the right thing, not only the thing right" Who this book is for This book is designed for software developers looking to improve their technical practices. Software coaches may also find it helpful as a teaching reference manual. This is not a beginner's book on how to program. You must be comfortable with at least one programming language and must be able to write unit tests using any unit testing framework.

Selenium WebDriver Recipes in C# - Zhimin Zhan 2015-12-19
Solve your Selenium WebDriver problems with this quick guide to automated testing of web applications with Selenium WebDriver in C#. Selenium WebDriver Recipes in C#, Second Edition contains hundreds of solutions to real-world problems, with clear explanations and ready-to-run Selenium test scripts that you can use in your own projects. You'll learn: How to locate web elements and test functions for hyperlinks, buttons, TextFields and TextAreas, radio buttons, CheckBoxes, and more How to use Selenium WebDriver for select lists, navigation, assertions, frames, file upload and pop-up dialogs How to debug test scripts and test data How to manage and deal with browser profiles and capabilities How to manage tests for advanced user interactions and experiences (UX) How to work with and manage tests and testing using Selenium Remote Control and Selenium Server Audience This book is for experienced .NET and C# Windows application programmers/developers.

Learning Progressive Web Apps - John M. Wargo 2020-02-18
Use Service Workers to Turbocharge Your Web Apps "You have made an excellent decision in picking up this book. If I was just starting on my learning path to mastery of Progressive Web Apps, there are not many folks I would trust more to get me there than John." —Simon MacDonald, Developer Advocate, Adobe Software developers have two options for the apps they build: native apps targeting a specific device or web apps that run on any device. Building native apps is challenging, especially when your app targets multiple system types—i.e., desktop computers, smartphones, televisions—because user experience varies dramatically across devices. Service Workers—a relatively new technology—make it easier for web apps to bridge the gap between native and web capabilities. In Learning Progressive Web Apps, author John M. Wargo demonstrates how to use Service Workers to enhance the capabilities of a web app to create Progressive Web Apps (PWA). He focuses on the technologies that enable PWAs and how to use those technologies to enhance your web apps to deliver a more native-like experience. Build web apps a user can easily install on their local system and that work offline or on low-quality networks Utilize caching strategies that give you control over which app resources are cached and when Deliver background processing in a web application Implement push notifications that enable an app to easily engage with users or trigger

action from a remote server Throughout the book, Wargo introduces each core concept and illustrates the implementation of each capability through several complete, operational examples. You'll start with simple web apps, then incrementally expand and extend them with state-of-the-art features. All example source code is available on GitHub, and additional resources are available on the author's companion site, learningpwa.com. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Delphi in Depth: FireDAC - Cary Jensen 2017-05-10
Delphi in Depth: FireDAC* Learn how to connect to a wide variety of databases* Optimize your connection configurations* Explore the world of indexes, searches, and filters* Discover the power of persisted datasets* Create flexible queries using macros and FireDAC scalar functions* Achieve blazing performance with Array DML* Master the art of cached updates* Add sophisticated features using Local SQL* Requires RAD Studio XE6 Professional or Delphi XE6 Professional or higher* Appropriate for novice to advanced Delphi database developers* More information is at <http://www.JensenDataSystems.com/firedacbook/>

Building Mobile Apps at Scale - Gergely Orosz 2021-04-06
While there is a lot of appreciation for backend and distributed systems challenges, there tends to be less empathy for why mobile development is hard when done at scale. This book collects challenges engineers face when building iOS and Android apps at scale, and common ways to tackle these. By scale, we mean having numbers of users in the millions and being built by large engineering teams. For mobile engineers, this book is a blueprint for modern app engineering approaches. For non-mobile engineers and managers, it is a resource with which to build empathy and appreciation for the complexity of world-class mobile engineering. The book covers iOS and Android mobile app challenges on these dimensions: Challenges due to the unique nature of mobile applications compared to the web, and to the backend. App complexity challenges. How do you deal with increasingly complicated navigation patterns? What about non-deterministic event combinations? How do you localize across several languages, and how do you scale your automated and manual tests? Challenges due to large engineering teams. The larger the mobile team, the more challenging it becomes to ensure a consistent architecture. If your company builds multiple apps, how do you balance not rewriting everything from scratch while moving at a fast pace, over waiting on "centralized" teams? Cross-platform approaches. The tooling to build mobile apps keeps changing. New languages, frameworks, and approaches that all promise to address the pain points of mobile engineering keep appearing. But which approach should you choose? Flutter, React Native, Cordova? Native apps? Reuse business logic written in Kotlin, C#, C++ or other languages? What engineering approaches do "world-class" mobile engineering teams choose in non-functional aspects like code quality, compliance, privacy, compliance, or with experimentation, performance, or app size?

The Definitive Guide to Firebase - Laurence Moroney 2017-11-10
Plan how to build a better app, grow it into a business, and earn money from your hard work using Firebase. In this book, Laurence Moroney, Staff Developer Advocate at Google, takes you through each of the 15 Firebase technologies, showing you how to use them with concrete examples. You'll see how to build cross-platform apps with the three pillars of the Firebase platform: technologies to help you develop apps with a real-time database, remote configuration, cloud messaging, and more; grow your apps with user sharing, search integration, analytics, and more; and earn from your apps with in-app advertising. After reading The Definitive Guide to Firebase, you'll come away empowered to make the most of this technology that helps you build better cross-platform mobile apps using either native Android or JavaScript-based web apps and effectively deploy them in a cloud environment. What You'll Learn Use the real-time database for a codeless middleware that gives online and offline data for syncing across your users' devices Master Firebase Cloud Messaging, a technology that delivers to connected devices in less than 500ms Grow your app organically with technologies such App Indexing, App Invites, and Dynamic Links Understand problems when they arise with crash reporting Fix user problems without direct access to users' devices Tie it all together with analytics that give you great intelligence about how users interact with your app Who This Book Is For Experienced Android, mobile app developers new to Firebase. This book is also for experienced web developers looking to build and deploy web apps for smartphones and tablets, too, who may be new or less experienced with mobile programming.

Practical FP in Scala: a Hands-On Approach (2nd Edition) - Gabriel

Volpe 2021-09-13

A book for intermediate to advanced Scala developers. Aimed at those who understand functional effects, referential transparency and the benefits of functional programming to some extent but who are missing some pieces to put all these concepts together to build a large application in a time-constrained manner. Throughout the chapters we will design, architect and develop a complete stateful application serving an API via HTTP, accessing a database and dealing with cached data, using the best practices and best functional libraries available in the Cats ecosystem such as Cats Effect, Fs2, Http4s, Skunk, Refined and others. You will also learn about common design patterns such as managing state, error handling and anti-patterns, all accompanied by clear examples. Furthermore, in the Bonus Chapter, we will dive into some advanced concepts such as MTL and Optics, and will explore Fs2 streams with a few interesting examples. A digital version is also available on LeanPub.

The Full Stack Developer - Chris Northwood 2018-11-19

Understand the technical foundations, as well as the non-programming skills needed to be a successful full stack web developer. This book reveals the reasons why a truly successful full stack developer does more than write code. You will learn the principles of the topics needed to help a developer new to agile or full stack working—UX, project management, QA, product management, and more—all from the point of view of a developer. Covering these skills alongside the fundamentals and foundations of modern web development, rather than specifics of current technologies and frameworks (which can age quickly), all programming examples are given in the context of the web as it is in 2018. Although you need to feel comfortable working on code at the system, database, API, middleware or user interface level, depending on the task in hand, you also need to be able to deal with the big picture and the little details. The Full Stack Developer recognizes skills beyond the technical, and gives foundational knowledge of the wide set of skills needed in a modern software development team. What You'll Learn Plan your work including Agile vs Waterfall, tools, scrum, kanban and continuous delivery Translate UX into code: grids, component libraries and style guides Design systems and system architectures (microservices to monoliths) Review patterns for APIs (SOAP, AJAX, REST), defining API domains, patterns for REST APIs and more API goodness Study the various front-end design patterns you need to know Store data, what to consider for security, deployment, in production and more Who This Book Is For New graduates or junior developers who are transitioning to working as part of a larger team structure in a multi-disciplinary teams and developers previously focused on only front-end or back-end dev transitioning into full stack.

Efficient R Programming Colin Gillespie 2016-12-08

There are many excellent R resources for visualization, data science, and package development. Hundreds of scattered vignettes, web pages, and forums explain how to use R in particular domains. But little has been written on how to simply make R work effectively—until now. This hands-on book teaches novices and experienced R users how to write efficient R code. Drawing on years of experience teaching R courses, authors Colin Gillespie and Robin Lovelace provide practical advice on a range of topics—from optimizing the set-up of RStudio to leveraging C++—that make this book a useful addition to any R user's bookshelf. Academics, business users, and programmers from a wide range of backgrounds stand to benefit from the guidance in Efficient R Programming. Get advice for setting up an R programming environment Explore general programming concepts and R coding techniques Understand the ingredients of an efficient R workflow Learn how to efficiently read and write data in R Dive into data carpentry—the vital skill for cleaning raw data Optimize your code with profiling, standard tricks, and other methods Determine your hardware capabilities for handling R computation Maximize the benefits of collaborative R programming Accelerate your transition from R hacker to R programmer

CLASSIC DATA STRUCTURES, 2nd ed. - Samanta 2008-12-01

Transforming Learning with Meaningful Technologies - Maren Scheffel 2019-09-09

This book constitutes the proceedings of the 14th European Conference on Technology Enhanced Learning, EC-TEL 2019, held in Delft, The Netherlands, in September 2019. The 41 research papers and 50 demo and poster papers presented in this volume were carefully reviewed and selected from 149 submissions. The contributions reflect the debate around the role of and challenges for cutting-edge 21st century meaningful technologies and advances such as artificial intelligence and

robots, augmented reality and ubiquitous computing technologies and at the same time connecting them to different pedagogical approaches, types of learning settings, and application domains that can benefit from such technologies.

Continuous Integration, Delivery, and Deployment - Ian Under Rossel 2017-10-30

Getting started with the processes and the tools to continuously deliver high-quality software About This Book Incorporate popular development practices to prevent messy code Automate your build, integration, release, and deployment processes with Jenkins, Git, and Gulp?and learn how continuous integration (CI) can save you time and money Gain an end-to-end overview of Continuous Integration using different languages (JavaScript and C#) and tools (Gulp and Jenkins) Who This Book Is For This book is for developers who want to understand and implement Continuous Integration and Delivery in their daily work. A basic knowledge of at least JavaScript and HTML/CSS is required. Knowing C# and SQL will come in handy. Most programmers who have programmed in a (compiled) C-like language will be able to follow along. What You Will Learn Get to know all the aspects of Continuous Integration, Deployment, and Delivery Find out how Git can be used in a CI environment Set up browser tests using Karma and Selenium and unit tests using Jasmine Use Node.js, npm, and Gulp to automate tasks such as linting, testing, and minification Explore different Jenkins jobs to integrate with Node.js and C# projects Perform Continuous Delivery and Deployment using Jenkins Test and deliver a web API In Detail The challenge faced by many teams while implementing Continuous Deployment is that it requires the use of many tools and processes that all work together. Learning and implementing all these tools (correctly) takes a lot of time and effort, leading people to wonder whether it's really worth it. This book sets up a project to show you the different steps, processes, and tools in Continuous Deployment and the actual problems they solve. We start by introducing Continuous Integration (CI), deployment, and delivery as well as providing an overview of the tools used in CI. You'll then create a web app and see how Git can be used in a CI environment. Moving on, you'll explore unit testing using Jasmine and browser testing using Karma and Selenium for your app. You'll also find out how to automate tasks using Gulp and Jenkins. Next, you'll get acquainted with database integration for different platforms, such as MongoDB and PostgreSQL. Finally, you'll set up different Jenkins jobs to integrate with Node.js and C# projects, and Jenkins pipelines to make branching easier. By the end of the book, you'll have implemented Continuous Delivery and deployment from scratch. Style and approach This practical book takes a step-by-step approach to explaining all the concepts of Continuous Integration and delivery, and how it can help you deliver a high-quality product.

Professional Android - Reto Meier 2018-08-23

The comprehensive developer guide to the latest Android features and capabilities Professional Android, 4th Edition shows developers how to leverage the latest features of Android to create robust and compelling mobile apps. This hands-on approach provides in-depth coverage through a series of projects, each introducing a new Android platform feature and highlighting the techniques and best practices that exploit its utmost functionality. The exercises begin simply, and gradually build into advanced Android development. Clear, concise examples show you how to quickly construct real-world mobile applications. This book is your guide to smart, efficient, effective Android development. Learn the best practices that get more out of Android Understand the anatomy, lifecycle, and UI metaphor of Android apps Design for all mobile platforms, including tablets Utilize both the Android framework and Google Play services

Full Stack JavaScript - Azat Mardan 2015-12-30

This is a hands-on book which introduces you to agile JavaScript web and mobile software development using the latest cutting-edge front-end and back-end technologies including: Node.js, MongoDB, Backbone.js, Parse.com, Heroku and Windows Azure. Practical examples include building multiple versions of the Chat app: •jQuery + Parse.com JS REST API •Backbone and Parse.com JS SDK •Backbone and Node.js •Backbone and Node.js + MongoDB The Chat application has all the foundation of a typical web/mobile application: fetching data, displaying it, submitting new data. Other examples in the book are as follows: •jQuery + Twitter RESP API "Tweet Analyzer" •Parse.com "Save John" •MongoDB "Print Collections" •Backbone.js "Apple Database" •Monk + Express.js "REST API Server" This book will save you many hours by providing a hand-picked and tested collection of quick start guides. RPJS has practical examples that allow to spend less time learning and more time building

your own applications. Prototype fast and ship code that matters! What You will Learn: You should expect a basic understanding from a collection of quick start guides, tutorials and suggestions for the development apps discussed in this book. In addition to coding examples, the book covers virtually all setup and deployment step-by-step. You'll

learn from the examples of Chat web/mobile applications starting with front-end components and by the end we'll put front-end and back-end together and deploy to the production environment. Who This Book is For: The typical programmer who wants to learn more about effective JavaScript coding.