

Mobile Development with C#: Building Native iOS, Android, and Windows Phone Applications

Building Native iOS, Android, and Windows Phone Applications



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Greg Shuchman



Mobile Development With C Building Native Ios Android And Windows Phone Applications

Frank Zammetti



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Mobile Development with C# Greg Shackles, 2012-05-07 It's true you can build native apps for iOS Android and Windows Phone with C and the .NET Framework with help from MonoTouch and Mono for Android This hands on guide shows you how to reuse one codebase across all three platforms by combining the business logic layer of your C app with separate fully native UIs It's an ideal marriage of platform specific development and the write once run everywhere philosophy By building a series of simple applications you'll experience the advantages of using .NET in mobile development and learn how to write complete apps that access the unique features of today's three most important mobile platforms Learn the building blocks for building applications on iOS Android and Windows Phone Discover how the Mono tools interact with iOS and Android Use several techniques and patterns for maximizing non UI code reuse Determine how much functionality can go into the shared business logic layer Connect to external resources with .NET's rich networking stack Read and write data using each platform's filesystem and local database Create apps to explore the platforms location and mapping capabilities

Xamarin Mobile Application Development Dan Hermes, 2015-07-04 Xamarin Mobile Application Development is a hands on Xamarin Forms primer and a cross platform reference for building native Android iOS and Windows Phone apps using C and .NET This book explains how to use Xamarin Forms Xamarin Android and Xamarin iOS to build business apps for your customers and consumer apps for Google Play and the iTunes App Store Learn how to leverage Xamarin Forms for cross platform development using the most common UI pages layouts views controls and design patterns Combine these with platform specific UI to craft a visually stunning and highly interactive mobile user experience Use Xamarin Forms to data bind your UI to both data models and to view models for a Model View ViewModel MVVM implementation Use this book to answer the important question Is Xamarin Forms right for my project Platform specific UI is a key concept in cross platform development and Xamarin Android and Xamarin iOS are the foundation of the Xamarin platform Xamarin Mobile Application Development will cover how to build an Android app using Xamarin Android and an iOS app using Xamarin iOS while sharing a core code library SQLite is the database of choice for many Xamarin developers This book will explain local data access techniques using SQLite .NET and ADO .NET Build a mobile data access layer DAL using SQLite and weigh your options for web services and enterprise cloud data solutions This book will show how organize your Xamarin code into a professional grade application architecture Explore solution building techniques from starter to enterprise to help you decouple your functional layers manage your platform specific code and share your cross platform classes for code reuse testability and maintainability Also included are 250 screenshots on iOS Android and Windows Phone and 200 C code examples with downloadable C and XAML versions available from Apress.com This comprehensive recipe and reference book addresses one of the most important and vexing problems in the software industry today How do we effectively design and develop cross platform mobile applications

Pro iOS and Android Apps for Business Frank

Zammetti,2013-11-26 With Pro iOS and Android Apps for Business you can take your web development experience and apply it toward creating a full featured business app from soup to nuts Frank Zammetti shows you how to create a client app using jQuery Mobile wrapped in PhoneGap and how to create a node js based server that uses MongoDB as its data store You never have to deal with learning Objective C Java or any other difficult to learn language Instead you can build on your existing HTML5 JavaScript and CSS experience to quickly and effectively build any app your business needs You can apply this knowledge to iOS and Android apps as well as other mobile platforms since the technologies used support most modern mobile platforms as well You ll learn How to design a full featured app including requirements like offline access How to build the client side of the app using jQuery Mobile including adding stub code for calling the node js server How to create a simple server with node js and interact with it using REST How to use MongoDB with node js for data storage How to use PhoneGap to ready your app for mobile deployment How to test and debug your app on iOS and Android Pro iOS and Android Apps for Business is for experienced web developers who need to get up to speed quickly in building iOS and Android apps for business Are you ready to join the mobile revolution using the same technologies you already use to build great web applications If so this is the book for you *Oracle Application Express for Mobile Web Applications* Roel Hartman,Christian Rokitta,David Peake,2013-03-27 Oracle Application Express for Mobile Web Applications is an action driven book taking you by the hand through all required steps in building your very own web application that will run on phones tablets and other mobile devices Because you ve built every piece of it yourself you will know exactly how every tiny part is used and how you can tweak it to your own or your customer s taste Oracle Application Express is widely known in the Oracle community as a great tool for creating web applications suitable for desktop browsers Features have now been added to open up the world of mobile browsing bringing the simplicity and expressiveness of Application Express to bear in developing applications to run with an almost native look and feel on platforms such as iOS Android and Windows Phone Oracle Application Express for Mobile Web Applications helps you translate your knowledge of Oracle Application Express into developing for mobile devices The book and its running example provide all the knowledge you need to create professional looking mobile web applications Takes you through building a mobile web application from start to finish Gives insight into the components necessary for a professional looking mobile application Helps you become an even better and more all round Oracle Application Express developer What you ll learn Build mobile applications to run from iPhones iPads Android devices and Windows based phones and tablets Make enterprise reporting and business functions accessible to mobile devices Customize the look and feel of your mobile applications Respond to gestures such as swiping and pointing and to changes in device orientation Enhance mobile applications through the use of plugins Deploy applications into the Apple and Android stores Who this book is for Oracle Application Express for Mobile Web Applications is aimed at Oracle Application Express developers wanting to develop and deploy applications for use on mobile devices The book is also useful to any developer in

an Oracle Database environment who is looking for a quick and easy yet powerful way to extend business functions and reporting to mobile devices

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Professional Cross-Platform Mobile Development in C# Scott Olson, John Hunter, Ben Horgen, Kenny Goers, 2012-02-03 Develop mobile enterprise applications in a language you already know With employees rather than the IT department now driving the decision of which devices to use on the job many companies are scrambling to integrate enterprise applications Fortunately enterprise developers can now create apps for all major mobile devices using C# and Mono languages most already know A team of authors draws on their vast experiences to teach you how to create cross platform mobile applications while delivering the same functionality to PC s laptops and the web from a single technology platform and code base Rather than reinventing the wheel with each app this book provides you with the tools you need for cross platform development no new languages needed Presents an overview of the sea change occurring with the use of enterprise mobile applications and what it means for developers Shares the criteria for evaluating and selecting the best option for application architecture Reviews tools and techniques for setting up a cross platform development environment Offers an introduction to the MonoCross open source project and pattern for cross platform development Packed with specific software design patterns development best practices code examples and sample applications this must have book gets you started developing cross platform mobile apps today

Building Xamarin.Forms Mobile Apps Using XAML Dan Hermes, Nima Mazloumi, 2019-02-12 Leverage Xamarin.Forms to build iOS and Android apps using a single cross platform approach This book is the XAML companion to the C# guide Xamarin Mobile Application Development You'll begin with an overview of Xamarin.Forms then move on to an in depth XAML eXtensible Application Markup Language primer covering syntax namespaces markup extensions constructors and the XAML standard XAML gives us both the power of decoupled UI development and the direct use of Xamarin.Forms elements This book explores the core of the Xamarin.Forms mobile app UI using layouts and FlexLayouts to position controls and views to design and build screens formatting your UI using resource dictionaries styles themes and CSS then coding user interactions with behaviors commands and triggers You'll see how to use XAML to build sophisticated robust cross platform mobile apps and help your user get around your app using Xamarin.Forms navigation patterns Building Xamarin.Forms Mobile Apps Using XAML explains how to bind UI to data models using data binding and using the MVVM pattern and how to customize UI elements for each platform using industry standard menus effects custom renderers and native view declaration What You Will Learn Create world class mobile apps for iOS and Android using C# and XAML Build a XAML UI decoupled from the C# code behind Design UI layouts such as FrameLayout controls lists and navigation patterns Style your app using resource dictionaries styles themes and CSS

Customize controls to have platform specific features using effects custom renderers and native views Who This Book Is For XAML and C developers architects and technical managers as well as many Android and iOS developers **Architecting Mobile Solutions for the Enterprise** Dino Esposito,2012-05-15 Your guide to planning and executing a complete mobile web strategy Revisit your approach to the mobile web and deliver effective solutions that reach customers and clients on a variety of mobile devices In this practical guide web development luminary Dino Esposito shows you how to develop a solid mobile strategy for the enterprise starting with an effective mobile website You ll receive essential architectural and implementation guidance as well as mobile specific design patterns for building cross platform and native applications Discover how to Architect a website accessible from many different mobile devices Implement design patterns specific to mobile app development Examine tools that enable you to write one codebase for many platforms Use technologies for building Windows Phone iPhone and Android apps Develop cross platform app features such as localization and offline behavior **Producing iOS 6 Apps** UnknownCom Inc.,2012 Effectively several books bundled into one written by the entire team of a long standing app development company Producing iOS 6 Apps The Ultimate Roadmap for Both Non Programmers and Existing Developers makes every effort to provide most anyone with the understanding recommended tools and easy to follow step by step examples to learn how to take your app idea from the start to Apple s iTunes App Store Originally generated from an existing app company s internal and highly confidential training guide containing closely guarded app business secrets teaching new employees the business of app design development lifecycles and methodology Updated contributions are from the entire staff development as well as considerable contributions from marketing management and even the legal dept Due to its very nature this book contains many commonplace and relevant topics to today s app related business issues such as the latest legal landmines to avoid modern app design the latest in code development and even avoiding programming altogether for app development all specific to iOS and the App Store This fully updated multi section book spans many chapters covering the relevant topics including but not limited to the following The latest software updates Apple iOS 6 SDK Xcode 4 5 and many other third party development alternatives some of which require simple scripting or no coding at all The latest hardware updates Apple iPhone 5 New iPad 3rd gen and iPod touch 5th gen Performing market research and analysis for a successful app with a solid business plan specific to the App Store Monetizing apps using Ad Networks and Aggregators such as Apple s iAd Google s Admob and Millennial Media Jumtap Smaato Greystripe AdWhirl and MobClix Authoring apps in both Apple s Xcode 4 5 iOS 6 and Objective C for iPhone iPod touch iPad as well as Third Party tools for app creation such as Unity 3D ShiVa3D PhoneGap MonoTouch Marmalade Adobe Flash Professional Adobe Flash Builder Formerly Flex Builder Cocos2D Corona SDK GameSalad Titanium Studio and MoSync complete with walkthroughs on how to build an app from scratch with optional app making environments Learn how to create an app once and have it simultaneously work on iPhone s iOS Android and more Includes a BONUS detailed Objective

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tools for all the mobile features such as Geolocation Accelerometer animation and more You ll also learn about Alloy the Appcelerator MVC framework for rapid app development and how to transfer data between applications using URLSchemes enabling other developers to access and launch specific parts of your app Finally you will learn how to register developer accounts and publish your very own applications on the App Store and Google Play Style and approach This book offers a set of practical recipes with a step by step approach for building native applications for both the iOS and Android using JavaScript This hands on guide shows you exactly how to use the Appcelerator platform to rapidly develop cross platform native apps

Cross-platform UI Development with Xamarin.Forms Paul F. Johnson, 2015-08-26 Create a fully operating application and deploy it to major mobile platforms using Xamarin Forms About This Book Create standard user interfaces on Windows Mobile Android and iOS and then make those interfaces look good with ease Design a full blown application in very little time with just about the entire code being shared Learn how to access platform specific features and still have the same core code with this handy guide Who This Book Is For This book is intended for mobile software developers who are fed up with having three different code sets for the same application If you want to put your code on all mobile platforms with minimum fuss and just want to develop but haven t got the time to be digging too far into a particular platform this is the book for you Basic knowledge of C is assumed What You Will Learn Create a responsive UI modified to suit the target platform Understand the basics of designing an application and the considerations needed for target platforms Construct a complete app using a single codebase Develop attractive user interfaces Bind information to the code behind to generate a reactive application Design an effective portable class library PCL Include a Windows Mobile application within your standard Xamarin Forms application Extend your applications using the Xamarin Forms Labs library In Detail Xamarin is an IDE used for the development of native iOS Android and Windows and cross platform mobile applications in C For the mobile developer that means learning three different languages to create the same application Even if you use the Xamarin toolchain you still need to work with three different user interface construction sets Xamarin is essentially a container in which developers can write any application in C and use the Xamarin compiler to package and deploy on Android iOS or Windows platforms To top this Xamarin Forms plays the role of a single codebase for mobile applications This book will show you with fully coded examples how to use both the Xamarin toolchain and the Xamarin Forms library to code once for the three platforms It goes from the concept and design of a mobile messenger application to its execution You will be introduced to Messenger the messaging app which includes key features such as push notifications UI maps databases and web services Next you will learn to plan the UI using Xamarin Forms for cross mobile platform development and move on to creating custom buttons extending the UI and connecting to social sites such as Facebook and Twitter You will also learn about the limitations of PCL libraries and how they make coding easier This will be followed by the creation of a SQLite database and a database manager and the SQLite database s reflection within the database manager You will then be taken through the use

of hardware features with ample coverage of iOS Android and Windows Mobile Finally the book will conclude by introducing common strategies that allow you to create applications that just work without having to reinvent the wheel each time Style and approach A fun and informal approach to creating a mobile application using the most up to date cross platform approach Each coding chapter includes fully working code examples available for download from the Packt Publishing website

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