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LiveCode Mobile Development: Beginner's Guide - Second Edition Apress

The market for mobile apps continues to evolve at a breakneck pace, as tablets join the parade of smartphones and feature phones. If you're an experienced web developer, this second edition of this popular book shows you how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi touch screens and other features in these mobile devices. You'll learn how to build a standard app core that you can extend to work with specific devices. You'll also discover how to deal with platform variations, browsers, native web platforms, HTML5 compatibility, design patterns for mobile development, and other issues. Learn how to use your existing web skills to move into mobile development Discover the particulars and pitfalls of building mobile apps with HTML5, CSS, and other standard web tools Create effective user interfaces in the mobile environment for touch and non-touch devices Understand variations among iOS, Android, Windows Phone, BlackBerry, and other mobile platforms Bypass the browser to create full screen and native web apps, e-books and Apache Cordova (PhoneGap) applications Build apps for the App Store, Google Play Store, Windows Marketplace, App World, and other online retailers

[Beginning Flash, Flex, and AIR Development for Mobile Devices](#) Apress

Mobile ASP.NET MVC 5 will take you step-by-step through the process of developing fluid content that adapts its layout to the client device using HTML, JavaScript and CSS, and responsive web design. This book introduces server-side techniques that allow you to show different content to different devices and make the most of their

strengths and capabilities. Mobile ASP.NET MVC 5 includes a wide range of techniques, tips, and guidelines for dealing with some of the challenges of mobile web development, such as browser incompatibilities, varying device performance, and targeting older devices. You'll learn to: Use responsive principles to build apps that display and perform well on a range of mobile devices. Leverage your server-side code to customize what you serve to the client, depending on its capabilities. Build an ASP.NET MVC custom view engine, use display modes effectively, and create reusable mobile components with custom HTML helpers. Make the most of new capabilities offered on some devices by interacting with native APIs. By the end of Mobile ASP.NET MVC 5, you should feel confident building web apps that successfully target anything from an iOS or Android device to a feature phone or an older mobile browser. Along the way, you'll learn about the modern mobile web landscape and how to choose the approaches that are right for you, depending on your target audience. This book is for the ASP.NET developer who knows how ASP.NET MVC works and is eager to learn how to use it for building mobile websites. What you'll learn Use responsive principles to build apps that display and perform well on a range of mobile devices. Leverage your server-side code to customize what you serve to the client,

depending on its capabilities. Build an ASP.NET MVC custom view engine, use display modes effectively, and create reusable mobile components with custom HTML helpers. Make the most of new capabilities offered on some devices by interacting with native APIs. Learn tips and tricks for dealing with browser incompatibilities and targeting older devices. Benefit from the author's experience as he guides you through a full range of modern mobile web strategy. Who this book is for This book is for the ASP.NET developer who knows how ASP.NET MVC works and is eager to learn how to use it for building mobile websites. Thorough knowledge of ASP.NET MVC is not at all required but some is assumed. This book also assumes a little knowledge of HTML, CSS and JavaScript. You do not need any prior experience in mobile development. Table of Contents Chapter 1: The Basics of Responsive Web Design Chapter 2: CSS Layout Bootcamp Chapter 3: Flexible Layouts Chapter 4: Flexible Navigation Chapter 5: Flexible Content Chapter 6: Display Modes, View Engines and Html Helpers Chapter 7: Device and Feature Detection Chapter 8: Mobile Performance Chapter 9: Native APIs, HTML5 and CSS3 on Mobile Today Chapter 10: Programming for Touch Chapter 11: Advanced Touch Programming Chapter 12: Useful Libraries for Mobile Developing IOS Applications with Flex 4.5 Apress Photoshop is the foundation of every digital career. Many users think they

know it, but in truth they have gaping holes in their training. This book covers what a professional truly needs to know about Photoshop. For students this book offers a chance to explore the program interactively. For professionals it provides a chance to add to their skill base. The book cuts through the clutter and is unique, focusing not just on digital photography, but also the Web, graphic design, and video. Readers will learn the essentials in correcting, editing, sharpening, retouching, and presenting photos as well as work on specific projects/exercises. Coverage of exciting C6 features includes: Content Aware Move, Blur Gallery, Video Editing, Nondestructive Cropping, Text Styles, Oil Paint, and many performance enhancements and shortcuts. The full-color book includes hand-on exercises and practice images as well as 109 new video training tutorials that expand on the lessons in the book. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

Mobile ASP.NET MVC 5 Peachpit Press Easily create cross-platform, standalone native applications for mobile devices using AIR AIR allows you to develop the rich, creative, interactive media experiences for mobile applications. This easy-to-follow guide covers everything you need to know to create rich mobile applications using Adobe Flash Builder. Packed with examples, this book shows you how to build applications for mobile devices using a combination of ActionScript, the Flex framework and AIR. You'll discover how these applications are able to run across multiple mobile and tablet devices, targeting Google Android, Apple iOS, and BlackBerry platforms. Plus, hands-on instructions detail how to leverage the unique hardware and software features that are available to

each various device and platform. Serves an ideal starting point for learning to create rich, interactive applications for mobile devices Includes hands-on examples that demonstrate how to best use the variety of hardware and software features Escorts you through mobile app concept to completion with sample code and step-by-step instructions Discusses such topics as enabling multitouch; developing for multiple screen sizes; maintaining app data; and much more Start building standalone mobile applications today with Beginning Flash, Flex, and AIR Development for Mobile Devices.

The Book of CSS3, 2nd Edition John Wiley & Sons

Developing iOS applications using Adobe Flex 4.5 for mobile will walk you through creating your Flex based iPhone/iPad application. Next, you will learn how to interact with the devices camera, gallery, accelerometer, GPS, multi touch display and native services using Adobe Flex 4.5. Finally, you will learn how to compile your application and deploy to the app store. Building Websites with HTML5 to Work with Mobile Phones Taylor & Francis Implement the powerful multimedia and interactive capabilities offered by HTML5, including style control tools, illustration tools, video, audio, and rich media solutions. Understand how HTML5 is changing the web development game with this project-based book that shows you-not just tells you-what HTML5 can do for your websites. Reinforce your practical understanding of the new standard with demo applications and tutorials, so that execution is one short step away. HTML5 is the future of the web. Literally every web designer and developer needs to know how to use this language to create the types of web sites consumers now expect. This new edition of the bestseller teaches you to enhance your web designs with rich media solutions and interactivity, using detailed descriptions and hands-on projects for every step along the way. The second edition contains completely updated information, including more on mobility and video standards, plus new projects. The companion website, visualizetheweb.com, is packed full of extra information, online code libraries, and a user forum, offering even more opportunity to learn new skills, practice your coding and interact with other users. Web Words That Work "O'Reilly Media, Inc." Everything you need to build websites with the newest versions of HTML and CSS If you develop websites, you know that the goal posts keep moving, especially now that your website must work on not only traditional desktops, but also on an ever-changing range of smartphones and tablets. This step-by-step book efficiently

guides you through the thicket. Teaching you the very latest best practices and techniques, this practical reference walks you through how to use HTML5 and CSS3 to develop attractive, modern websites for today's multiple devices. From handling text, forms, and video, to implementing powerful JavaScript functionality, this book covers it all. Serves as the ultimate beginners guide for anyone who wants to build websites with HTML5 and CSS3, whether as a hobbyist or aspiring professional developer Covers the basics, including the different versions of HTML and CSS and how modern websites use structure and semantics to describe their contents Explains core processes, such as marking up text, images, lists, tables, forms, audio, and video Delves into CSS3, teaching you how to control or change the way your pages look and offer tips on how to create attractive designs Explores the jQuery library and how to implement powerful JavaScript features, such as tabbed content, image carousels, and more Get up to speed on HTML5, CSS3, and today's website design with this practical guide. Then, keep it on your desk as a reference!

HTML Tutorials - Herong's Tutorial Examples Addison-Wesley Professional This is your must-have resource to the theoretical and practical concepts of mobile UX. You'll learn about the concepts and how to apply them in real-world scenarios. Throughout the book, the author provides you with 10 of the most commonly used archetypes in the UX arena to help illustrate what mobile UX is and how you can master it as quickly as possible. First, you'll start off learning how to communicate mobile UX flows visually. From there, you'll learn about applying and using 10 unique user experience patterns or archetypes for mobile. Finally, you'll understand how to prototype and use these patterns to create websites and apps. Whether you're a UX professional looking to master mobility or a designer looking to incorporate the best UX practices into your website, after reading this book, you'll be better equipped to maneuver this emerging specialty. - Addresses the gap between theoretical concepts and the practical application of mobile user experience design - Illustrates concepts and examples through an abundance of diagrams, flows, and patterns - Explains the differences in touch gestures, user interface elements, and usage patterns across the most common mobile platforms - Includes real-world examples and case studies for this rapidly growing field

Mobile HTML5 Apress

Beginning Android 4 is an update to Beginning Android 3, originally written by Mark Murphy. It is your first step on the path to creating marketable apps for the burgeoning Android Market, Amazon's Android Appstore, and more. Google's Android operating-system has taken the industry by storm,

going from its humble beginnings as a smartphone operating system to its current status as a platform for apps that run across a gamut of devices from phones to tablets to netbooks to televisions, and the list is sure to grow. Smart developers are not sitting idly by in the stands, but are jumping into the game of creating innovative and salable applications for this fast-growing, mobile- and consumer-device platform. If you're not in the game yet, now is your chance! Beginning Android 4 is fresh with details on the latest iteration of the Android platform. Begin at the beginning by installing the tools and compiling a skeleton app. Move through creating layouts, employing widgets, taking user input, and giving back results. Soon you'll be creating innovative applications involving multi-touch, multi-tasking, location-based feature sets using GPS. You'll be drawing data live from the Internet using web services and delighting your customers with life-enhancing apps. Not since the PC era first began has there been this much opportunity for the common developer. What are you waiting for? Grab your copy of Beginning Android 4 and get started!

CSS: The Definitive Guide Newnes

Updated and expanded for the new Apple iOS8, The Business of iOS App Development, Third Edition shows you how to incorporate marketing and business savvy into every aspect of the design and development process, giving your app the best possible chance of succeeding in the App Store. This book is written by experienced developers with business backgrounds, taking you step-by-step through cost-effective marketing techniques that have proven successful for professional iOS app creators—perfect for independent developers on shoestring budgets. No prior business knowledge is required. The phenomenal success of the iPhone, iPad and the iPod touch have ushered in a "gold rush" for developers, but with well over a million apps in the highly competitive App Store, it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your iOS app requires a lot of organization and some strategic planning. This is the book you wish you had read before you launched your first app!

The Business of iPhone and iPad App Development
John Wiley & Sons

A full-color guide to designing cutting-edge web sites for the iPhone, iPad, and iPod touch! Apple's touchscreen devices have created worldwide technolust, conjuring a record-breaking market out of thin air. iPads, iPhones, and iPods are so in demand that they outsell every other device in their categories. If your website is not designed to take advantage of the extraordinary new capabilities of these popular devices, then you will miss out on an increasingly important part of your audience. With all the focus on the App Store (thanks to the ubiquitous "There's an App for that..." ad campaign), you could be forgiven for overlooking the fact that the single most popular app on the iPhone and iPad is Safari. That's right. The humble web browser that comes installed on every iOS device, ready to surf at the flick of a finger. This is where iPhone & iPad Web Design For Dummies comes in. Based on real-world experience, this guide (written in a language that real human beings can read) shows you how to use HTML5, CSS3, and jQuery to produce interactive websites that will delight your users and keep them coming back for more. You'll discover how to plan the perfect mobile web experience, create

interactivity and multimedia, test and optimize your creations, and publish and market your final design with iPhone & iPad Web Design For Dummies!

AdvancED CSS Apress

The ideal reader for this book would be someone who already knows LiveCode, is interested in creating mobile apps, and wants to save the many hours it took for me to track down all of the information on how to get started! Chapter 1, LiveCode Fundamentals, will help those of you who know programming but are not familiar with LiveCode. The knowledge you've acquired should be enough for you to benefit from the remainder of the book.

iOS Game Development "O'Reilly Media, Inc."

The classic book on color photography is back in print and completely revamped for a digital photography audience! Learn from step-by-step instruction, illustrative charts, and unbelievably inspirational imagery in this guide meant just for color photographers. World renowned artists give you insight as to "how they did that" and the author provides challenging assignments to help you take photography to a new level. With aesthetic and technical instruction like no other, this book truly is the bible for color photographers. Be sure to visit the companion website, featuring portfolios and commentary by contemporary artists:

www.exploringcolorphotography.com

Mobile User Experience John Wiley & Sons
Nearly everything you do with CSS involves units for determining the look and formatting of your web page elements. With this concise guide, you'll learn how to work with an array of units—including measurements and keywords—that help you define color, text, distance between elements, location of external files, and other values. This book contains chapters from the upcoming fourth edition of CSS: The Definitive Guide. When you purchase either the print or the ebook edition of Values, Units, and Colors, you'll receive a significant discount on the entire Definitive Guide when it's released. Why wait when you can learn how to use units and other key CSS3 features right away? Use RGB or HSL values to mix your own colors, and designate the degree of opacity. Learn how to apply global keywords introduced in CSS3. Use string values to wrap a sequence of text characters in quotes. Describe margins, letter spacing, and other properties, with either fixed or relative length units. Understand how number, integer, and percentage values differ. Explore CSS3 unit types for describing display resolution. Use time values for transitions and animations.

Web Marketing All-in-One Desk Reference For Dummies No Starch Press

Write great search-optimized, customer-optimized web copy! (No experience? No problem!) Need to put together a website? Or post to your company's Facebook page? Or write a great Google AdWords ad? You know it's important. Your image is at stake. Maybe a lot of money, too. But you're not a professional web copywriter. Where do you

start? Right here. Million-selling author Michael Miller will teach you, show you, guide you – even if you've never done it before! Think you can't write? Hate to write? Forget school: Here are all the professional-quality online copywriting tips and tricks you need right now. Miller will help you find your voice, organize your message, use links, get great search results, and a whole lot more. Best of all, you'll learn how to grab hold of people in seconds – because that's all the time you've got!

- The perfect web copywriting guide for every entrepreneur, small businessperson, blogger, and website owner
- Keep it short, keep it simple!
- Think like your readers, fire them up, and get them to act!
- Write text that search engines and humans will both love
- Be absolutely clear! Squeeze all the confusion out of your content
- Make sure you know just enough grammar and punctuation
- Combine text and visuals to make them both work better
- Choose the right delivery formats
- Integrate your copy into an existing web page design
- Work well with web designers and developers

Detailed, expert guidance for writing:

- Web pages
- Online articles
- Blog posts
- Social media updates
- Web ads
- Email promos & newsletters
- Online press releases
- Online help & FAQs
- Smartphone & tablet content
- Web interfaces

Michael Miller has written 100+ non-fiction books, including The Ultimate Web Marketing Guide; B2B Digital Marketing; Using Google® AdWords and AdSense; Using Google® Search; The Complete Idiot's Guide to Search Engine Optimization; Sams Teach Yourself Google Analytics in 10 Minutes; and Facebook for Grown-Ups. Miller's books have sold more than one million copies worldwide. He has earned a reputation for clearly explaining technical subjects to non-technical readers, and offering exceptionally useful real-world advice on complex topics.

React Native in Action John Wiley & Sons
This tutorial book is a collection of notes and sample codes written by the author while he was learning HTML himself. Topics include HTML5 and HTML 4.01 standards; HTML document structure; HTML element and attribute syntax; embedding SVG to generate graphics; embedding JavaScript code; adding (CSS Cascading Style Sheets) for display format; displayed and printed versions of HTML documents; responsive design of Web pages; MathML integration in HTML documents. Updated in 2023 (Version v2.30) on MathML tutorials. For latest updates and free sample chapters, visit <https://www.herongyang.com/HTML-Learning-Cocoa-with-Objective-C> "O'Reilly

Media, Inc."

Here's the designer's guide to creating excellent e-books with InDesign Creative professionals are designing more and more e-books and e-zines as digital publishing increasingly gains market share. This book pulls together a wide range of essential information to help them maximize the versatility of InDesign for e-publishing. If you need to know how to build, deploy, and manage digital publications using InDesign, here's your guide to the process, from understanding the platforms and devices and how best to design for them to creating media-rich content for multiple formats using a variety of technologies. Designers are seeking to sharpen their skills to compete in today's e-publishing market, and this book is packed with necessary information about creating and adapting content for e-publication Explains how to plan a new digital publication, convert a print publication to digital, add multimedia and interactivity, and publish and distribute the finished product Covers platforms, devices, and formats; creating media-rich content; designing for different devices; and managing digital publications Examines Adobe's Digital Publishing System, CSS, HTML5, and other commercial vehicles available for e-publishing on multiple platforms, including iPad, Kindle, NOOK, and other tablets and e-readers ePublishing with InDesign is a valuable tool for designers seeking to boost their skills and create cutting-edge e-publications.

[HTML5 Mobile Websites](#) Taylor & Francis

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. In iOS and macOS Performance Tuning, Marcel Weiher drills down to the code level to help you systematically optimize CPU, memory, I/O, graphics, and program responsiveness in any Objective-C, Cocoa, or CocoaTouch program. This up-to-date guide focuses entirely on performance optimization for macOS and iOS. Drawing on 25 years of experience optimizing Apple device software, Weiher identifies concrete performance problems that can be discovered empirically via measurement. Then, based on a deep understanding of fundamental principles, he presents specific techniques for solving them. Weiher presents insights you won't find anywhere else, most of them applying to both macOS and iOS development. Throughout, he reveals common pitfalls and misconceptions about Apple device performance, explains the realities, and helps you reflect those realities in code that performs beautifully. Understand optimization principles, measurement, tools, pitfalls, and techniques Recognize when to carefully optimize, and when it isn't worth your time Balance performance and encapsulation to create efficient object representations, communication, data access, and computation Avoid mistakes that slow down Objective-C programs and hinder later optimization Fix leaks and other problems with memory and resource management Address I/O issues associated with drives, networking, serialization, and SQLite Code graphics and UIs that don't overwhelm limited iOS device resources Learn what all developers need to know about Swift performance

[Beginning HTML5 and CSS3](#) "O'Reilly

Media, Inc."

Web Standards: Mastering HTML5, CSS3, and XML provides solutions to the most common web design problems, and gives you a deep understanding of web standards and how they can be implemented to improve your web sites. You will learn how to develop fully standards-compliant, mobile-friendly, and search engine-optimized web sites that are robust, fast, and easy to update while providing excellent user experience and interoperability. The book covers all major web standards for markup, style sheets, web typography, web syndication, semantic annotations, and accessibility. This edition has been fully updated with the latest in web standards, including the finalized HTML5 vocabulary and the full list of CSS3 properties. Web Standards: Mastering HTML5, CSS3, and XML is also a comprehensive guide to current and future standards for the World Wide Web, demonstrating the implementation of new technologies to address the constantly growing user expectations. Web Standards: Mastering HTML5, CSS3, and XML presents step-by-step guides based on solid design principles and best practices, and shows the most common web development tools and web design frameworks. You will master HTML5 and its XML serialization, XHTML5, the new structuring and multimedia elements, the most important HTML5 APIs, and understand the standardization process of HTML 5.1, HTML 5.2, and future HTML5 versions. Pervasive Design "O'Reilly Media, Inc." If you're a web designer or app developer interested in sophisticated page styling, improved accessibility, and less time and effort expended, this book is for you. This revised fifth edition provides a comprehensive guide to CSS implementation along with a thorough review of the latest CSS specifications. Authors Eric Meyer and Estelle Weyl show you how to improve user experience, speed development, avoid potential bugs, and add life and depth to your applications through layout, transitions and animations, borders, backgrounds, text properties, and many other tools and techniques. We read the specs so you don't have to! This guide covers: Selectors, specificity, and the cascade, including information on the new cascade layers New and old CSS values and units, including CSS variables and ways to size based on viewports Details on font technology and ways to use any available font variants Text styling, from basic decoration to changing the entire writing mode Padding, borders, outlines, and

margins, now discussed in terms of the new block- and inline-direction layout paradigm used by modern browsers Colors, backgrounds, and gradients, including the conic gradients Accessible data tables Flexible box and grid layout systems, including new subgrid capabilities 2D and 3D transforms, transitions, and animation Filters, blending, clipping, and masking Media, feature, and container queries