

Mobile Applications Architecture Design And Development Architecture Design And Development

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Mobile Computing Principles Apress

Gain the knowledge and tools to deliver compelling mobile phone applications. Mobile and wireless application design is complex and challenging. Selecting an application technology and designing a mobile application require an understanding of the benefits, costs, context, and restrictions of the development company, end user, target device, and industry structure. Designing the Mobile User Experience provides the experienced product development professional with an understanding of the users, technologies, devices, design principles, techniques and industry players unique to the mobile and wireless space. Barbara Ballard describes the different components affecting the user experience and principles applicable to the mobile environment, enabling the reader to choose effective technologies, platforms, and devices, plan appropriate application features, apply pervasive design patterns, and choose and apply appropriate research techniques. Designing the Mobile User Experience: Provides a comprehensive guide to the mobile user experience, offering guidance to help make appropriate product development and design decisions. Gives product development professionals the tools necessary to understand development in the mobile environment. Clarifies the components affecting the user experience and principles uniquely applicable to the mobile application field. Explores industry structure and power dynamics, providing insight into how mobile technologies and platforms become available on current and future phones. Provides user interface design patterns, design resources, and user research methods for mobile user interface design. Illustrates concepts with example photographs, explanatory tables and charts, and an example application. Designing the Mobile User Experience is an invaluable resource for information architects, user experience planners and designers, interaction designers, human factors specialists, ergonomists, product marketing specialists, and brand managers. Managers and directors within organizations entering the mobile space, advanced students, partnership managers, software architects, solution architects, development managers, graphic designers, visual designers, and interface designers will also find this to be an excellent guide to the topic.

Designing the Mobile User Experience Packt Publishing Ltd

Scale mobile applications to handle an enormous user base and development team. This book outlines the scaling challenges that mobile engineers face and some standard techniques and design patterns to deal with those issues. You already know the basics of iOS development, but how do you learn the key concepts and patterns to scale a mobile application? You ’ ll start by learning the fundamentals of the iOS platform often overlooked when using out-of-the-box iOS solutions. While standard iOS solutions might work at a small scale, the most prominent tech companies reinvent these for highly customized usage, making understanding the underlying concepts crucial. Understanding these concepts reduces ramp-up time and allows engineers to understand the "why" intuitively. Having mastered the fundamentals, you'll next focus on architecture and design principles to build, maintain, and release features within a large codebase and the soft skills to enact change in a larger organization. You ’ ll be empowered with a deeper understanding of iOS design patterns and the industry knowledge necessary to take their features from idea to production. You ’ ll also study the people skills to get things done in a large organization—a critical step to growing one's career. Upon completing iOS Development at Scale, you'll understand the solutions and tradeoffs you can leverage to build better applications and grow your career. What You'll Learn Apply computer science and engineering fundamentals to the iOS platform Implement knowledge of iOS architecture and best practices at large-scale companies Identify current gaps in your product and gain alignment within the broader organization Solve problems with knowledge of systems architecture and industry best practices to identify and address gaps in your codebase Who This Book Is For iOS software engineers and mobile engineer managers. Additionally, any software engineer, manager, or business stakeholder wanting to learn more about mobile development and the challenges that mobile engineers face.

Beginning Mobile Application Development in the Cloud CRC Press

The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. Patterns of Enterprise Application Architecture is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology--from Smalltalk to CORBA to Java to .NET--the same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include · Dividing an enterprise application into layers · The major approaches to organizing

business logic · An in-depth treatment of mapping between objects and relational databases · Using Model-View-Controller to organize a Web presentation · Handling concurrency for data that spans multiple transactions · Designing distributed object interfaces
Enterprise Class Mobile Application Development Packt Publishing Ltd
Build robust, scalable ASP.NET applications quickly and easily.

Advanced IOS App Architecture (Third Edition) SAP PRESS

Presents strategies to designing platform agnostic mobile apps connected to cloud based services that can handle heavy loads of modern computing Provides development patterns for platform agnostic app development and technologies Includes recommended standards and structures for easy adoption Covers portable and modular back-end architectures to support service agility and rapid development

Hands-On Mobile Development with .NET Core IBM Press

Spending on worldwide wireless and mobile network infrastructure will rise by \$10.7 billion between 2002 and 2007. In this new resource, the authors provide technology-independent principles and practices that no mobile application developer should be without. This book illustrates specific details of mobile technologies and includes mobile application case studies.

Mobile Applications Development with Android Packt Publishing Ltd

Written to address technical concerns that mobile developers face regardless of the platform (J2ME, WAP, Windows CE, etc.), this 2005 book explores the differences between mobile and stationary applications and the architectural and software development concepts needed to build a mobile application. Using UML as a tool, Reza B'far guides the developer through the development process, showing how to document the design and implementation of the application. He focuses on general concepts, while using platforms as examples or as possible tools. After introducing UML, XML and derivative tools necessary for developing mobile software applications, B'far shows how to build user interfaces for mobile applications. He covers location sensitivity, wireless connectivity, mobile agents, data synchronization, security, and push-based technologies, and finally homes in on the practical issues of mobile application development including the development cycle for mobile applications, testing mobile applications, architectural concerns, and a case study.

Mobile Design and Development CRC Press

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?

App Architecture Cambridge University Press

Mobile Applications Development with Android: Technologies and Algorithms presents advanced techniques for mobile app development, and addresses recent developments in mobile technologies and wireless networks. The book covers advanced algorithms, embedded systems, novel mobile app architecture, and mobile cloud computing paradigms. Divided into three sections, the book explores three major dimensions in the current mobile app development domain. The first section describes mobile app design and development skills, including a quick start on using Java to run an Android application on a real phone. It also introduces 2D graphics and UI design, as well as multimedia in Android mobile apps. The second part of the book delves into advanced mobile app optimization, including an overview of mobile embedded systems and architecture. Data storage in Android, mobile optimization by dynamic programming, and mobile optimization by loop scheduling are also covered. The last section of the book looks at emerging technologies, including mobile cloud computing, advanced techniques using Big Data, and mobile Big Data storage. About the Authors Meikang Qiu is an Associate Professor of Computer Science at Pace University, and an adjunct professor at Columbia University. He is an IEEE/ACM Senior Member, as well as Chair of the IEEE STC (Special Technical Community) on Smart Computing. He is an Associate Editor of a dozen of journals including IEEE Transactions on Computers and IEEE Transactions on Cloud Computing. He has published 320+ peer-reviewed journal/conference papers and won 10+ Best Paper Awards. Wenyun Dai is pursuing his PhD at Pace University. His research interests include high performance computing, mobile data privacy, resource management optimization, cloud computing, and mobile networking. His paper about mobile app privacy has been published in IEEE Transactions on Computers. Keke Gai is pursuing his PhD at Pace University. He has published over 60 peer-reviewed journal or conference papers, and has received three IEEE Best Paper Awards. His research interests include cloud computing, cyber security, combinatorial optimization, business process modeling, enterprise architecture, and Internet computing. .

Professional Android Application Development Addison-Wesley

Build and Deploy Mobile Business Apps That Smoothly Integrate with Enterprise IT For today ’ s enterprises, mobile apps can have a truly

transformational impact. However, to maximize their value, you can ’ t build them in isolation. Your new mobile apps must reflect the revolutionary mobile paradigm and delight today ’ s mobile users--but they must also integrate smoothly with existing systems and leverage previous generations of IT investment. In this guide, a team of IBM ’ s leading experts show how to meet all these goals. Drawing on extensive experience with pioneering enterprise clients, they cover every facet of planning, building, integrating, and deploying mobile apps in large-scale production environments. You ’ ll find proven advice and best practices for architecture, cloud integration, security, user experience, coding, testing, and much more. Each chapter can stand alone to help you solve specific real-world problems. Together, they help you establish a flow of DevOps activities and lifecycle processes fully optimized for enterprise mobility.

Mobile Development with .NET "O'Reilly Media, Inc."

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

Mobile Apps Engineering Createspace Independent Publishing Platform

Develop native applications for multiple mobile and desktop platforms including but not limited to iOS, Android, and UWP with the Xamarin framework and Xamarin.Forms Key FeaturesUnderstand .NET Core and its cross-platform development philosophy Build Android, iOS, and Windows mobile applications with C#, .NET Core, and Azure Cloud ServicesBring Artificial Intelligence capabilities into your mobile applications with Azure AIBook Description .NET Core is the general umbrella term used for Microsoft ’ s cross-platform toolset. Xamarin used for developing mobile applications, is one of the app model implementations for .NET Core infrastructure. In this book, you will learn how to design, architect, and develop highly attractive, maintainable, efficient, and robust mobile applications for multiple platforms, including iOS, Android, and UWP, with the toolset provided by Microsoft using Xamarin, .NET Core, and Azure Cloud Services. This book will take you through various phases of application development with Xamarin, from environment setup, design, and architecture to publishing, using real-world scenarios. Throughout the book, you will learn how to develop mobile apps using Xamarin, Xamarin.Forms and .NET Standard; implement a webbased backend composed of microservices with .NET Core using various Azure services including but not limited to Azure App Services, Azure Active Directory, Notification Hub, Logic Apps, and Azure Functions, Cognitive Services; create data stores using popular database technologies such as Cosmos DB, SQL and Realm. Towards the end, the book will help developers to set up an efficient and maintainable development pipeline to manage the application life cycle using Visual Studio App Center and Visual Studio Services. What you will learnImplement native applications for multiple mobile and desktop platformsUnderstand and use various Azure Services with .NET CoreMake use of architectural patterns designed for mobile and web applicationsUnderstand the basic Cosmos DB conceptsUnderstand how different app models can be used to create an app serviceExplore the Xamarin and Xamarin.Forms UI suite with .NET Core for building mobile applicationsWho this book is for This book is for mobile developers who wish to develop cross-platform mobile applications. Programming experience with C# is required. Some knowledge and understanding of core elements and cross-platform application development with .NET is required.

Designing Mobile Apps IGI Global

Architect an android application independent of UI, databases and frameworks KEY FEATURES Find out why Clean Architecture is so beneficial for Android development. Learn the principles of clean architecture and see how you can implement them in your next project. Leverage unit and end-to-end testing to boost the quality of your Android projects. DESCRIPTION "Clean Architecture for Android" was written to help developers apply Clean Architecture to their projects. The book will explain why Clean Architecture is so valuable. It will demonstrate how you can use this architecture to build more reliable and extensible apps. It will also show you how Clean Architecture helps ensure your projects are easy to maintain. This book will explain the structure and functions at each level of the architecture. It will show you how to integrate Clean Architecture into your project and gradually transition from your current architecture to the new one. Finally, it will demonstrate how to apply the various Clean Architecture concepts by practicing and demonstrating their value. If you are new to creating Android apps, this book will give you the foundational knowledge you need to start creating apps using Clean Architecture. It will walk you through the process of dissecting requirements into the Clean Architecture layers. It will then teach you how to implement every one of these layers. As a result, your development process would speed up in the long run and will produce a high quality product. Having a high percentage of your code tested is also beneficial, which is why in this book you will also learn how to test your app. WHAT YOU WILL LEARN Build an Android application from the ground up using the Clean Architecture standard. Transform an existing application into clean architecture-based business software. Methods and approaches for introducing the novel functionality. Learn to perform class-based testing for a clean architecture application. Conduct full-stack testing to ensure your software works as planned. WHO THIS BOOK IS FOR This book caters to Android developers of all skill levels, as well as Kotlin programmers and mobile app developers. The reader doesn't need to have a solid knowledge of Kotlin, but it is preferred to be known. TABLE OF CONTENTS 1. Introduction 2. Clean Architecture Principles 3. Clean Architecture in Android 4. Unit Testing 5. End-to-End Testing 6. Failures and Exceptions 7. Implementing a New Feature 8. Migrating An Existing Project 9. Other Bits and Bobs Appendix: Project Setup

Mastering Xamarin.Forms Packt Publishing Ltd

Learn how to build apps for mobile devices on Cloud platforms The marketplace for apps is ever expanding, increasing the potential to make money. With this guide, you'll learn how to build cross-platform applications for mobile devices that are supported by the power of Cloud-based services such as Amazon Web Services. An introduction to Cloud-based applications explains how to use HTML5 to create cross-platform mobile apps and then use Cloud services to enhance those apps. You'll learn how to build your first app with HTML5 and set it up in the Cloud, while also discovering how to use jQuery to your advantage. Highlights the skills and knowledge you need to create successful apps for mobile devices with HTML5 Takes you through the steps for building web applications for the iPhone and Android Details how to enhance your app through faster launching, touch vs. click, storage capabilities, and a cache Looks at how best to use JSON, FourSquare, jQuery, AJAX, and more Shares tips for creating hybrid apps that run natively If you're interested in having your application be one of the 200,000+ apps featured in the iPhone store or the 50,000+ in the Android store, then you need this book.

Building Mobile Apps at Scale Jos é Vittone

Master the skills required to develop cross-platform applications from drawing board to app store(s) using Xamarin About This Book Learn to deliver high-performance native apps that leverage platform specific acceleration, complied for native performance Learn development techniques that will allow you to use and create custom layouts for cross-platform UI Gain the knowledge needed to become more efficient in testing, deploying, and monitoring your applications Implement application life cycle management concepts to manage cross-platform projects Who This Book Is For Mobile

application developers wanting to develop skills required to steer cross-platform applications using Xamarin. What You Will Learn Share C# code across platforms and call native Objective-C or Java libraries from C# Submit your app to the Apple App Store and Google Play Use the out-of-the-box services to support third-party libraries Find out how to get feedback while your application is used by your users Create shared data access using a local SQLite database and a REST service Test and monitor your applications Gain memory management skills to avoid memory leaks and premature code cycles while decreasing the memory print of your applications Integrate network resources with cross-platform applications Design and implement eye-catching and reusable UI components without compromising on nativity in mobile applications In Detail Developing a mobile application for just one platform is becoming a thing of the past. Companies expect their apps to be supported on iOS, Android and Windows Phone, while leveraging the best native features on all three platforms. Xamarin's tools help ease this problem by giving developers a single toolset to target all three platforms. The main goal of this course is to equip you with knowledge to successfully analyze, develop, and manage Xamarin cross-platform projects using the most efficient, robust, and scalable implementation patterns. Module 1 is a step-by-step guide to building real-world applications for iOS and Android. The module walks you through building a chat application, complete with a backend web service and native features such as GPS location, camera, and push notifications. Additionally, you'll learn how to use external libraries with Xamarin and Xamarin.Forms. Module 2 provide you recipes on how to create an architecture that will be maintainable, extendable, use Xamarin.Forms plugins to boost productivity. We start with a simple creation of a Xamarin.Forms solution, customize the style and behavior of views for each platform. Further on, we demonstrate the power of architecting a cross-platform solution. Next, you will utilize and access hardware features that vary from platform to platform with cross-platform techniques. You will master the steps of getting the app ready and publishing it in the app store. The last module starts with general topics such as memory management, asynchronous programming, local storage, networking, and platform-specific features. You will learn about key tools to leverage the pattern and advanced implementation strategies. Finally, we show you the toolset for application lifecycle management to help you prepare the development pipeline to manage and see cross-platform projects through to public or private release. After the completion of this course, you will learn a path that will get you up and running with developing cross-platform mobile applications and help you become the go-to person when it comes to Xamarin. Style and approach This course will serve as comprehensive guide for developing cross-platform applications with Xamarin with a unique approach that will engage you like never before as you create real-world cross-platform apps on your own.

Developing Mobile Applications Using SAP NetWeaver Mobile CRC Press

Mobile Applications Development with Android: Technologies and Algorithms presents advanced techniques for mobile app development, and addresses recent developments in mobile technologies and wireless networks. The book covers advanced algorithms, embedded systems, novel mobile app architecture, and mobile cloud computing paradigms. Divided into three sections, the book explores three major dimensions in the current mobile app development domain. The first section describes mobile app design and development skills, including a quick start on using Java to run an Android application on a real phone. It also introduces 2D graphics and UI design, as well as multimedia in Android mobile apps. The second part of the book delves into advanced mobile app optimization, including an overview of mobile embedded systems and architecture. Data storage in Android, mobile optimization by dynamic programming, and mobile optimization by loop scheduling are also covered. The last section of the book looks at emerging technologies, including mobile cloud computing, advanced techniques using Big Data, and mobile Big Data storage. About the Authors Meikang Qiu is an Associate Professor of Computer Science at Pace University, and an adjunct professor at Columbia University. He is an IEEE/ACM Senior Member, as well as Chair of the IEEE STC (Special Technical Community) on Smart Computing. He is an Associate Editor of a dozen of journals including IEEE Transactions on Computers and IEEE Transactions on Cloud Computing. He has published 320+ peer-reviewed journal/conference papers and won 10+ Best Paper Awards. Wenyun Dai is pursuing his PhD at Pace University. His research interests include high performance computing, mobile data privacy, resource management optimization, cloud computing, and mobile networking. His paper about mobile app privacy has been published in IEEE Transactions on Computers. Keke Gai is pursuing his PhD at Pace University. He has published over 60 peer-reviewed journal or conference papers, and has received three IEEE Best Paper Awards. His research interests include cloud computing, cyber security, combinatorial optimization, business process modeling, enterprise architecture, and Internet computing. .

Architecting Mobile Solutions for the Enterprise Packt Publishing Ltd

Explore modern Android development in Kotlin 1.6.10 with this condensed hands-on guide to building reliable apps using libraries such as Compose, ViewModel, Hilt, Retrofit, Flow, and more Key Features Explore Jetpack libraries and other modern technologies for Android development Improve the architectural design of your Android apps Enhance the quality of your Android projects ’ code bases and applications using the latest libraries Book DescriptionWith Jetpack libraries, you can build and design high-quality, robust Android apps that have an improved architecture and work consistently across different versions and devices. This book will help you understand how Jetpack allows developers to follow best practices and architectural patterns when building Android apps while also eliminating boilerplate code. Developers working with Android and Kotlin will be able to put their knowledge to work with this condensed practical guide to building apps with the most popular Jetpack libraries, including Jetpack Compose, ViewModel, Hilt, Room, Paging, Lifecycle, and Navigation. You'll get to grips with relevant libraries and architectural patterns, including popular libraries in the Android ecosystem such as Retrofit, Coroutines, and Flow while building modern applications with real-world data. By the end of this Android app development book, you'll have learned how to leverage Jetpack libraries and your knowledge of architectural concepts for building, designing, and testing robust Android applications for various use cases.What you will learn Integrate popular Jetpack libraries such as Compose, ViewModel, Hilt, and Navigation into real Android apps with Kotlin Apply modern app architecture concepts such as MVVM, dependency injection, and clean architecture Explore Android libraries such as Retrofit, Coroutines, and Flow Integrate Compose with the rest of the Jetpack libraries or other popular Android libraries Work with other Jetpack libraries such as Paging and Room while integrating a real REST API that supports pagination Test Compose UI and the application logic through unit tests Who this book is for This book is for junior and intermediate-level Android developers looking to level up their Android development skills to develop high-quality apps using Jetpack libraries and other cutting-edge technologies. Beginners with knowledge of Android development fundamentals will also find this book useful. Familiarity with Kotlin is assumed.

Designing and Developing Innovative Mobile Applications Prentice Hall

This unique, comprehensive book teaches developers and IT managers everything that's needed to begin developing mobile applications based on SAP NetWeaver Mobile. What are the biggest mobile application challenges? How does data replication really work? How can one design a user interface that runs on different client platforms? What does the architecture of a complete application look like? These are some of the basic questions, amongst many others, that this book deals with in detail. After learning about the architecture and design principles you'll go on to uncover expert insights on data orchestration, Mobile Applications for Laptop and the Mobile Web Dynpro Online design time environments. Two extensive case studies, as well as an extra chapter on mobile application lifecycle management, plus invaluable best practices for implementing mobile applications, serve to complete this full-length reference guide.Highlights Include: * Mobile Technology - Devices, IDEs and Runtime Environments, Connectivity * Data Orchestration - Meta Model, Data Objects, Backend Integration, Modeling Data Objects and Backend Adapters, Modeling Data Distribution * Design Time Environments and Case Studies - Mobile Applications for Laptop, Mobile Web Dynpro Online * Mobile Application Lifecycle Management - Development Process, Setup, Mass device Administration, Patch Deployment, and more * Support of Peripheral Devices - PIOS and PIOS API Core Programming with Mobile Applications: AndroidTM, iOS, and Windows Phone 7 Packt Publishing Ltd

New edition of the bestselling guide to building an effective mobile app architecture with Xamarin.Forms 4 that maximizes the overall quality of apps. Key FeaturesUpdated for Xamarin.Forms 4Packed with real-world scenarios and solutions to help you build professional grade mobile apps with Xamarin.FormsIncludes design patterns and best practice techniques that every mobile developer should knowBook Description Discover how to extend and build upon the components of the most recent version of Xamarin.Forms to develop an effective, robust mobile app architecture. This new edition features Xamarin.Forms 4 updates, including CollectionView and RefreshView, new coverage of client-side validation, and updates on how to implement user authentication. Mastering Xamarin.Forms, Third Edition is one of the few Xamarin books structured around the development of a simple app from start to finish, beginning with a basic Xamarin.Forms app and going step by step through several advanced topics to create a solution architecture rich with the benefits of good design patterns and best practices. This book introduces a core separation between the app's user interface and the app's business logic by applying the MVVM pattern and data binding, and then focuses on building a layer of plugin-like services that handle platform-specific utilities such as navigation and geo-location, as well as how to loosely use these services in the app with inversion of control and dependency injection. You ' ll connect the app to a live web-based API and set up offline synchronization before testing the app logic through unit testing. Finally, you will learn how to add monitoring to your Xamarin.Forms projects to track crashes and analytics and gain a proactive edge on quality. What you will learnFind out how, when, and why to use architecture patterns and best practices with Xamarin.FormsImplement the Model-View-ViewModel (MVVM) pattern and data binding in Xamarin.Forms mobile appsIncorporate client-side validation in Xamarin.Forms mobile appsExtend the Xamarin.Forms navigation API with a custom ViewModel-centric navigation serviceLeverage the inversion of control and dependency injection patterns in Xamarin.Forms mobile appsWork with online and offline data in Xamarin.Forms mobile appsUse platform-specific APIs to build rich custom user interfaces in Xamarin.Forms mobile appsExplore how to monitor mobile app quality using Visual Studio App CenterWho this book is for This book is intended for .NET developers who are familiar with Xamarin mobile application development and the open source Xamarin.Forms toolkit. If you have already started working with Xamarin.Forms and want to take your app to the next level, making it more maintainable, testable and flexible, then this book is for you.

Secure Development for Mobile Apps Packt Publishing Ltd

Teach your students how to create native apps across platforms and Web apps for today ' s most popular smartphone platforms with Duffy ' s PROGRAMMING WITH MOBILE APPLICATIONS: ANDROID, iOS, AND WINDOWS PHONE 7. This unique, hands-on tutorial approach combines a clear presentation with numerous screenshots and step-by-step instructions to guide students in developing applications for Google Android, Apple iOS, and Windows Phone 7. Readers need only one previous semester of programming language instruction for success with this mobile applications book. Students learn to create native and Web apps for each platform. As readers develop identical apps for each platform, they can compare platforms to determine which they prefer. The book ' s complete coverage ranges from platform architecture to native app life cycle management with an emphasis on fundamental programming concepts, including optimization and object-oriented design, where appropriate. The book ' s modular approach offers the flexibility to present up-to-date content in a way that best supports your needs. Thought-provoking assignments and author-written supplements further support the presentation. PROGRAMMING MOBILE APPLICATIONS: ANDROID, iOS, AND WINDOWS PHONE 7 ' s unique coverage of multiple platforms emphasizes the portability of apps that students create and encourages a deeper understanding of programming principles to benefit students throughout their careers. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.