

Programming Windows CE (Pro Developer)

The Windows Phone 7 platform, now recently updated, provides a remarkable opportunity for Windows developers to create state-of-the-art mobile applications using their existing skills and a familiar toolset. Pro Windows Phone 7 Development, Second Edition helps you unlock the potential of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Marketplace—including using new features like copy-and-paste and API improvements in the NoDo and Mango update waves. For developers new to the Windows Phone platform—whether

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.NET, iPhone, or Android developers—this book starts by introducing the features and specifications of the Windows Phone series, and then leads you through the complete application development process. You'll learn how to use Microsoft technologies like Silverlight, .NET, the XNA Framework, Visual Studio, and Expression Blend effectively, how to take advantage of the device's sensors with the location service, accelerometer, and touch, how to make your apps location-aware using GPS data, how to utilize the rich media capabilities of the Windows Phone series, and much more. Finally, you'll receive a full tutorial on how to publish and sell your application through the Windows Phone

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Marketplace. And in this second edition, learn quickly and easily how to take advantage of new API capabilities and HTML5 support right in your browser.

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

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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

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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, Jumptap, 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,

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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-C jumpstart guide, written by our development staff! It provides existing programmers who are familiar with C++, Java, C#, or other languages, with relevant topics such as: designing views, interfaces, images, controls, objects, classes, user input and touch gestures, important frameworks, managing memory,

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dealing with data types, databases, storage, and more - complete with free example sourcecode! A monster of a book with exceptional value, containing over 500 pages, spanning 40 chapters, split into 6 sections, with 6 appendices! Over 10 pages of detailed ToC, including all of the above, plus: Apple iOS developer program and App Store account creation walkthroughs, cross-platform app development for iOS, Android, Blackberry and many more, app promotion and monetization techniques, pre/post-upload marketing, and suggestions on avoiding "real-life" App Store GOTCHAS to help save time, money, and effort! This "Tome of Knowledge" is a combined effort from an existing iOS development company's

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entire team who has been in the App Store trenches for years. In effect, it contains hard-learned experiences and previously detailed "secret" app production information, evolved into this complete guide and reference to all things required to deliver apps through the App Store as quickly, painlessly, and profitably, as possible. Both Paperback and eBook editions are available.

"Here is the definitive guide to programming the Windows CE API--now in its third edition, with details on how to use Windows CE .NET to design high-performance applications for smart devices"--Resource description page. Do you want to build mobile games, but lack game development

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experience? No problem. This practical guide shows you how to create beautiful, interactive content for iOS and Android devices with the Unity game engine. Authors Jon Manning and Paris Buttfield-Addison (iOS Swift Game Development Cookbook) provide a top-to-bottom overview of Unity's features with specific, project-oriented guidance on how to use them in real game situations. Over the course of this book, you'll learn hands-on how to build 2D and 3D games from scratch that will hook and delight players. If you have basic programming skills, you're ready to get started. Explore the basics of Unity, and learn how to structure games, graphics, scripting, sounds, physics, and particle systems

Use 2D graphics and physics features

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*to build a side-scrolling action game
Create a 3D space combat simulator
with projectile shooting and
respawning objects, and learn how to
manage the appearance of 3D models
Dive into Unity's advanced features,
such as precomputed lighting, shading,
customizing the editor, and deployment
InfoWorld*

Pro MSMQ

Software Development

Pro RFID in BizTalk Server 2009

Pro Windows Phone App Development

Practical Plans to Get Your Business

*Mobile in Just a Few Days for Just a
Few Bucks*

When developing apps for
the latest smartphones,
you're faced with
several vexing

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questions. How many platforms do you need to accommodate? What level of support do mobile browsers provide? To help you address these and many other key issues, this guide provides a hands-on tour of the most powerful JavaScript frameworks available today. You'll build sample apps with jQuery Mobile, Sencha Touch, and PhoneGap to learn the unique advantages—and disadvantages—of each framework. From there,

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you can determine which one is best for your project. This book is ideal for web developers familiar with JavaScript, HTML, and CSS. Experience the simplicity of jQuery Mobile for building cross-browser applications Learn how Sencha Touch's architecture, widgets, and blazing-fast rendering engine makes it a good choice for enterprise software Use PhoneGap to package your web app into a native

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iOS, Android, or Windows
Phone application

Discover the impact of
various HTML5 features
on mobile app

development Pick up
JavaScript productivity

tips as you delve into
its object orientation,
closures, and coding

conventions Test and
debug your app with a
collection of tips,

tricks, and tools

In Pro OpenGL ES for
Android, you'll find out
how to harness the full
power of OpenGL ES, and
design your own 3D

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applications by building a fully-functional 3D solar system model using Open GL ES! OpenGL has set the standard for 3D computer graphics, and is an essential aspect of Android development. This book offers everything you need to know, from basic mathematical concepts to advanced coding techniques. You'll learn by building a fascinating 3D solar system simulator! After introducing Open GL ES, Pro OpenGL ES for

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Android explains the basics of 3D math and then orients you to the native Android 3D libraries you'll be using in your own 3D games and the solar system project you'll build using this book. Through the solar system example project, you'll learn how to incorporate a variety of graphic and animation techniques into your applications. You will also discover how the full spectrum of 3D development that awaits, with topics such

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as lighting, texture-mapping, modeling, shaders, blending modes, and several more advanced concepts. By the time you finish Pro OpenGL ES for Android, you'll have learned all the skills you'll need to build your own incredible 3D applications, based on one of the most powerful 3D libraries available. Pro Windows Embedded Compact 7 Producing Device Drivers Apress PCMag.com is a leading authority on technology,

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delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Producing IOS 6 Apps

Windows Embedded CE 6.0

Fundamentals

C/C++ Users Journal

Security and Privacy in

Mobile Information and

Communication Systems

Programming Windows

Embedded CE 6.0

Developer Reference

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Pro Windows Embedded
Compact 7

Today's Web 2.0 applications (think Facebook and Twitter) go far beyond the confines of the desktop and are widely used on mobile devices. The mobile Web has become incredibly popular given the success of the iPhone and BlackBerry, the importance of Windows Mobile, and the emergence of Palm Pre (and its webOS platform). At Apress, we are fortunate to have Gail Frederick of the well-known training site Learn the Mobile Web offer her expert advice in Beginning

Smartphone Web Development. In this book, Gail teaches the web standards and fundamentals specific to smartphones and other feature-driven mobile phones and devices. Shows you how to build interactive mobile web sites using web technologies optimized for browsers in smartphones
Details markup fundamentals, design principles, content adaptation, usability, and interoperability Explores cross-platform standards and best practices for the mobile Web authored by the W3C, dotMobi, and similar organizations

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Dives deeps into the feature sets of the most popular mobile browsers, including WebKit, Chrome, Palm Pre webOS, Pocket IE, Opera Mobile, and Skyfire By the end of this book, you'll have the training, tools, and techniques for creating robust mobile web experiences on any of these platforms for your favorite smartphone or other mobile device.

MobiSec 2010 was the second ICST conference on security and privacy in mobile information and communication systems. With the vast area of mobile

technology research and application, the intention behind the creation of MobiSec was to make a small, but unique contribution to build a bridge between top-level research and large scale application of novel kinds of information security for mobile devices and communication. The market for Radio Frequency Identification (RFID) technology is expanding rapidly, constituting billions of dollars annually. As more organizations adopt RFID solutions and related equipment, the need to route,

map, and execute workflows based on RFID data grows exponentially. Microsoft's solution to this demand is BizTalk RFID, an application built to distribute, track, analyze, and provide visibility into enterprise data collected using RFID technologies. To aid in the rapid understanding and adoption of BizTalk RFID, this book's authors have joined together to present Pro RFID in BizTalk Server 2009, the definitive resource for unlocking the potential of the application. With extensive code and configuration examples and multiple case

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studies illustrating how this application is being used in various industries, authors Ram Venkatesh, the lead developer of the BizTalk RFID platform, Mark Simms, a leading architect and developer of BizTalk RFID solutions, and Mark Beckner, a BizTalk Server and enterprise architecture specialist, ensure that you will gain the insight and master the tools necessary to be able to confidently and efficiently implement a BizTalk RFID solution.

InfoWorld is targeted to Senior IT professionals. Content is

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segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

iPAQ For Dummies

Pro Web Gadgets for Mobile and Desktop

Mobile JavaScript Application Development

How to Lead, Launch, and Manage a Successful Social Media Program

End-to-End Game Development

Windows Magazine

Practical explanations are given of Microsoft's networking APIs. This definitive reference covers the network programming interfaces

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available on the Windows 98, Windows NT/200, and Windows CE platforms. The CD-ROM features reusable code examples in Visual C++.

Creating a successful mobile-web presence is achievable with the tools found in this guide--without needing to learn a programming language or become a Web designer. Such a presence is now a necessity, rather than a luxury, for all businesses, organizations, and independent professionals to stay competitive. This quick, practical, hands-on introduction to the nuts and bolts of using the mobile web to grow a brand, improve sales, and increase profits is written for lay people and avoids jargon and programming concepts. Time- and money-saving solutions are

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presented, teaching technical novices how to quickly adapt their existing websites to the mobile ones and how to easily create mobile applications without having to learn to program. Step-by-step instructions stand alongside real-world examples of successful mobile-web transitions, and advice on best practices is provided to help business owners, entrepreneurs, marketing professionals, and creative professionals create the presence they need to help their business flourish.

Pro Android 2 shows how to build real-world and fun mobile applications using Google's latest Android software development kit. This new edition is updated for Android 2, covering everything

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from the fundamentals of building applications for embedded devices to advanced concepts such as custom 3D components, OpenGL, and touchscreens including gestures. While other Android development guides simply discuss topics, Pro Android 2 offers the combination of expert insight and real sample applications that work. Discover the design and architecture of the Android SDK through practical examples, and how to build mobile applications using the Android SDK. Explore and use the Android APIs, including those for media and Wi-Fi. Learn about Android 2's integrated local and web search, handwriting gesture UI, Google Translate, and text-to-speech features. Pro Android 2 dives deep,

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providing you with all the knowledge and techniques you need to build mobile applications ranging from games to Google apps, including add-ons to Google Docs. You'll be able to extend and run the new Google Chrome APIs on the G1, the G2, and other next-generation Google phones and Android-enabled devices.

Pro XAML with C#: Application Development Strategies is your guide to real-world development practices on Microsoft's XAML-based platforms, with examples in WPF, Windows 8.1, and Windows Phone 8.1. Learn how to properly plan and architect an application on one or more of these platforms for a robust, scalable solution. In Part I, authors Buddy James and Lori Lalonde introduce you to XAML

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and reveal proven techniques for developing successful line-of-business applications. You'll also find out about some of the conflicting needs and interests that you might encounter as an enterprise XAML developer. Part II begins to lay the groundwork to help you properly architect your application, providing you with a deeper understanding of domain-driven design and the Model-View-ViewModel design pattern. You will also learn about proper exception handling and logging techniques, and how to cover your code with unit tests to reduce bugs and validate your design. Part III explores implementation and deployment details for each of Microsoft's XAML UIs, along with advice on deploying and

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maintaining your application across different devices using version control repositories and continuous integration. Pro XAML with C#: Application Development Strategies is for intermediate to experienced developers looking to improve their professional practice. Readers should have experience working with C# and at least one XAML-based technology (WPF, Silverlight, Windows Store, or Windows Phone).

Microsoft Message Queue

Programming

PC Mag

Building games for the Windows Phone and other mobile devices

Pro Android 2

Pro XAML with C#

Creating Independent Serious Games and Simulations from Start

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to Finish

The miniature web applications known as gadgets (or widgets) are a key component of the distributed web and an ideal way to publish your content far beyond the reach of your own web site. Packaging web content and functionality into a gadget enables it to be seen anywhere from iGoogle to the iPhone—wherever the user may be, on or off the traditional web. Everyone can access your content without having to visit your web site. This book is a practical guide to building gadgets that will work everywhere, from handheld

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devices to any site on the web. The core methodology is to develop a single code base that will run on all platforms, multiplying the syndication opportunities for maximum return on your development investment. Extending this approach is a technique of abstracting key API calls from the various gadget platforms into a single interface layer, implemented in the book as a compact JavaScript class, allowing your gadgets full access to every platform's power without your having to rewrite your code for each. Learn the key concepts for successfully syndicating web content via gadgets. Build

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platform-agnostic gadgets that run on all the major web portals. Deploy your gadgets to web-enabled handheld devices. Hundreds of millions of Americans are using social media (SM), and already some 70% of businesses have joined them there, using Facebook and other SM platforms to connect with their customers, and attract new ones. So the real question isn't whether to take your business onto social media platforms—but how to do it quickly, effectively, on a budget, with smart goals, and a road map for success. Advanced Social Media Marketing: How to Lead,

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Launch, and Manage a Successful Social Media Program cuts through the hype and fluff about how social media is changing the world, and it gets down to what really matters: How you as a manager can best use SM to benefit your business. Written by a veteran online marketer and ecommerce professional, the book shares practical strategies and tactics to let you launch and scale a successful corporate social media program. Advanced Social Media Marketing: How to Lead, Launch, and Manage a Successful Social Media Program is for the manager who

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already knows something about social media and wants to roll up his or her sleeves and get down to business. In it, we simplify tasks that might otherwise be complicated—like adopting and tracking key performance metrics, developing online ad campaigns, or creating Facebook apps like games, giveaways and sweepstakes with the capacity to go viral. Businesses can harness the unique advantages of this new medium, but they need a practical, no-nonsense guide like this one. Otherwise they risk being ignored, wasting time and money or, even worse, damaging their own brand and seeing a well-

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intentioned online program blow up. The book is heavy on the how-to, case studies, campaign results and other statistics, and interviews with ecommerce managers at businesses large and small. It also includes the author's own experiences at Green Mountain Coffee Roasters, Wine of the Month Club, and others. While this book will be accessible enough for someone implementing a social media program for the first time, it's ambitious enough to benefit experienced SM hands who are looking for good ideas and techniques to push their online community to the next level of

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size, interactivity, and buzz. This book will provide you with a comprehensive guide to developing games for both the Windows Mobile platform and the Windows Phone using the industry standard programming languages C# and VB .NET. You will be walked through every aspect of developing for the Windows Mobile platform—from setting up your development environment for the first time to creating advanced 3D graphics. Finally, you'll learn how you can make your applications available to others, whether distributing for free or selling online. Using extensive code samples

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throughout, you'll gather all the information needed to create your own games and distribute them successfully for others to enjoy. Aimed primarily at C# developers, almost everything in the book can be used in VB .NET too. For those areas where this is not the case, workarounds are suggested so that VB .NET developers are still able to use the techniques described. Tightly focused on one broad concept, that of accessing data in a range of ways using the latest Microsoft Universal Data Access technologies, this title assumes some basic knowledge of building Web sites and pages,

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HTML, and scripting in the browser. The book is aimed at developers who need to keep up to date on the emerging data access technologies that will shape the future.

*Pro Windows Phone 7
Development*

*The Bootstrapper's Guide to the
Mobile Web*

*Mobile Game Development with
Unity*

Informationweek

*Building JavaScript, CSS, HTML
and Ajax-based Applications for
iPhone, Android, Palm Pre,
BlackBerry, Windows Mobile and
Nokia S60*

The Ultimate Roadmap for Both

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Non-Programmers and Existing Developers

Help drive the next wave of smart, connected devices. Guided by two experts on Windows Embedded CE, you'll examine the core architecture, tools, and techniques that streamline the development process—and help get your ideas to market faster.

Discover how to: Install the development environment and toolset Apply the device-planning practices that help optimize development time and resources Exploit the unified build system, including batch file and console utilities Use—or create—board support packages for hardware-specific code Dig into driver

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infrastructure, classes, and development processes Design and configure a custom run-time image Test and verify devices with the Windows Embedded CE Test Kit Create an SDK to extend your application to third-party developers Write free, open-source, cross-platform, dynamic JavaScript applications that can run anywhere using the MEAN stack - MongoDB, ExpressJS, AngularJS, and Node.js. With this book Mac developers will get the tools needed to set up, write code once, and be able to deploy code on any device. You will be able to cut development time by using one stack to serve all your development needs. Pro MEAN

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Stack Development enables you to quickly learn everything needed to work effectively with MEAN, from setting up your toolstack to rolling out your free servers, and deploying on any device. You will also learn to build scripts with Grunt and Gulp, Webpack, and Vagrant and how to deploy to the web and mobile using Phonegap. Harness JavaScript to create dynamic and easily-maintainable applications fast and 100% free. Master the MEAN stack with this book today. What You Will Learn Utilize JavaScript for the entire development cycle from front end to back end, database and deployment. Learn to write responsive code that can be deployed

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on any device. Become a well-rounded developer and be able to understand the entire development cycle. Learn to utilize free open source and cloud services to deploy production-grade code. Who This Book Is For Front or back end Mac developers familiar with JavaScript and interested in utilizing the MEAN stack to deploy successful apps on all devices.

In an increasingly mobile world, millions of developers with Windows programming experience need to quickly transfer their skills to creating compact, asynchronous CE applications. This book presents a roadmap to guide developers through the intricate tasks of porting

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and reworking Win32 applications to enable them to run efficiently and usefully on Windows CE-based mobile devices. * Presents a set of metrics for developers to determine when and how best to proceed in porting Win32 applications * Shows developers how to understand the embedded-system bias inherent in Windows CE and how to write applications that use this as a strength * Covers Unicode, which is mandatory for Windows CE, and explains how to consider the effect of various screen resolutions

"Get the definitive guide to programming Windows Embedded CE--now in its fourth edition and updated for version 6.0. This

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practical reference focuses on the core operating system and includes extensive sample applications in Microsoft® Visual C++"--Resource description page.

Making Win32 Applications Mobile
PRO ADO RDS PR,

Pro MEAN Stack Development

Windows Mobile Game

Development

Application Development Strategies

(covers WPF, Windows 8.1, and

Windows Phone 8.1)

You're part of a new venture, an independent gaming company, and you are about to undertake your first development

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project. The client wants a serious game, one with instructional goals and assessment metrics. Or you may be in a position to green light such a project yourself, believing that it can advance your organization's mission and goals. This book provides a proven process to take an independent game project from start to finish. In order to build a successful game, you need to wear many hats. There are graphic

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artists, software engineers, designers, producers, marketers - all take part in the process at various (coordinated) stages, and the end result is hopefully a successful game. Veteran game producers and writers (Iuppa and Borst) cover all of these areas for you, with step by step instructions and checklists to get the work done. The final section of the book offers a series of case studies from REAL indy

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games that have been developed and launched successfully, and show exactly how the principles outlined in the book can be applied to real world products. The book's associated author web site offers ancillary materials & references as well as serious game demos and presentations. Develop mobile enterprise applications in a language you already know! With employees, rather than the IT department, now

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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#/.NET 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

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*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*

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*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-*

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*platform mobile apps
today.*

*The Windows Phone 7
platform provides a
remarkable opportunity
for Windows developers
to create state-of-the-
art mobile applications
using their existing
skills and a familiar
toolset. For iOS and
Android developers, this
book provides the right
level of content to help
developers rapidly come
up to speed on Windows
Phone. Pro Windows Phone
7 Development will help
you unlock the potential*

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of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Marketplace. For developers new to the Windows Phone 7 platform, whether .NET, iPhone, or Android developers, this book starts by introducing you to the features and specifications of the Windows Phone series, and then leads you through the complete application development

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process. You'll learn how to use Microsoft technologies like Silverlight, .NET, the XNA Framework, Visual Studio, and Expression Blend effectively, how to take advantage of the available sensors such as the location service, accelerometer, and touch, make your apps location-aware using GPS data, utilize the rich media capabilities of the Windows Phone series, and much more. Finally, you'll receive a full tutorial on how

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to publish and sell your application through the Windows Phone Marketplace.

Learn the theory behind cross-platform development, and put the theory into practice with code using the invaluable information presented in this book. With in-depth coverage of development and distribution techniques for iPhone, BlackBerry, Windows Mobile, and Android, you'll learn the native approach to working with each of

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these platforms. With detailed coverage of emerging frameworks like PhoneGap and Rhomobile, you'll learn the art of creating applications that will run across all devices. You'll also be introduced to the code-signing process and the distribution of applications through the major application stores, including Research In Motion (BlackBerry), Apple, and Microsoft.

*Network Programming for
Microsoft Windows*

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*Programming Microsoft
Windows CE.NET*

*Pro OpenGL ES for
Android*

*Bringing Web Programming
to Mobile Devices
I&CS.*

*Porting to Windows CE
(Gearhead Press--In the
Trenches)*

Windows Embedded Compact 7 is the natural choice for developing sophisticated, small-footprint devices for both consumers and the enterprise. For this latest version, a number of significant enhancements have been made, most notably the ability to run multi-core processors and address more than the 512 MB of memory constraint in previous versions. Using

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familiar developer tools, Pro Windows Embedded Compact 7 will take you on a deep-dive into device driver development. You ' ll learn how to set up your working environment, the tools that you ' ll need and how to think about developing for small devices before quickly putting theory into practice and developing your own first driver from the ground up. As you delve deeper into the details of driver development, you ' ll learn how to master hardware details, deal with I/O and interrupts, work with networks, and test and debug your drivers ready for deployment—all in the company of an author who's been working with Windows CE for more than a decade. Packed with code samples, Pro Windows Embedded Compact 7 contains everything you'll need to start developing for small footprint devices

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with confidence.

With an iPAQ in your pocket, you have a whole world of technology literally at your fingertips. The iPAQ is not only a PDA, it's also a Pocket PC. You can do almost anything on your iPAQ that you can do at home on your desktop computer—if you know how to use all its really cool features. And there are so many of them! iPAQ For Dummies boils down all this complicated, amazing technology into understandable pieces. Whether you've never used a Pocket PC before or you're just new to the iPAQ, this handy guide will help you navigate the iPAQ interface. Use the address book and calendar. Schedule appointments. Sync your iPAQ with your desktop. Back up your files. Create pocket spreadsheets, and more. At the heart of iPAQ's power is the new

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Windows Mobile 2003 operating system, with its improved security and network support, better Web browsing, and smoother synchronization for e-mail, calendars, and contacts. iPAQ For Dummies shows you how to use that power to use the menus, change your screen settings, and establish a password. Enter information into your iPAQ in various ways: Surf the Web, read e-mail and e-books, and download music. Create documents and spreadsheets with the pocket versions of Word, Excel, and Money. Manage your calendar, contacts, and “to do” list. Entertain yourself with games while you wait for that appointment. Edit and display photos on your iPAQ, and much more. You can even connect a GPS and all sorts of other cool add-ons to your iPAQ. iPAQ For Dummies tells you the

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best choices, what they do, and how to use them. With an iPAQ in one hand and this book in the other, you ' ll be able to do things you never thought possible.

This will be the only book on the market with in-depth coverage of using Message Queuing from .NET code – it won't just be the number one in its category; it will be the only book in its category. * The only book targeted at developers with in-depth coverage of MSMQ 3.0 and MSMQ triggers * The only MSMQ book that covers working with the PocketPC Covers VB, C++, and C# and will appeal to all developers using MSMQ, no matter what language they use Highlights problems such as the lack of support for the System. Messaging namespace in the .NET Compact Framework and shows how to get

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around the problems

Pro Smartphone Cross-Platform

Development

PC Magazine

Beginning Smartphone Web

Development

Producing Device Drivers

Programming Microsoft Windows CE

Professional Cross-Platform Mobile

Development in C#