
Livecode Mobile Development Cookbook English Edit

Android Recipes

PhoneGap Mobile Application Development Cookbook

Phonegap Mobile Application Development Cookbook

Android 3.0 Application Development Cookbook

Computer Vision Projects with OpenCV and Python 3

Become a Python Data Analyst

Android Application Development Cookbook

Learning Mobile App Development

Data Structures and Problem Solving Using Java

Android Recipes

LiveCode Mobile Development Beginner's Guide

AndEngine for Android Game Development Cookbook

Android 9 Development Cookbook

Android Application Development Cookbook

Mastering Node.js

LiveCode Mobile Development Cookbook

Game and Graphics Programming for iOS and Android with OpenGL ES 2.0

Getting Started with Unity 5

Roslyn Cookbook

Livecode Mobile Development Hotshot

Android Recipes

Python for Unix and Linux System Administration

JavaScript Enlightenment

Programming in Go

Xamarin Cross-Platform Development Cookbook

Livecode Mobile Development

Mastering Java 9

Phonegap 4 Mobile Application Development Cookbook

Building Web Sites All-in-One Desk Reference For Dummies

LiveCode Mobile Development Hotshot

Android Recipes

PySpark Cookbook

Creating Apps in Kivy

Reversing

Android Application Development Cookbook

Android Recipes

Bootstrap

Flutter for Beginners

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

Livecode Mobile Development Cookbook English Edit

Downloaded from ftp.bonide.com by guest

HARVEY LAM

Android Recipes Apress

Beginning with a basic primer on reverse engineering-including computer internals, operating systems, and assembly language-and then discussing the various applications of reverse engineering, this book provides readers with practical, in-depth techniques for software reverse engineering. The book is broken into two parts, the first deals with security-related reverse engineering and the second explores the more practical aspects of reverse engineering. In addition, the author explains how to reverse engineer a third-party software library to improve interfacing and how to reverse engineer a competitor's software to build a better product. * The first popular book to show how software reverse engineering can help defend against security threats, speed up development, and unlock the secrets of competitive products * Helps developers plug security holes by demonstrating how hackers exploit reverse engineering techniques to crack copy-protection schemes and identify software targets for viruses and other malware * Offers a primer on advanced reverse-engineering, delving into "disassembly"-code-level reverse engineering-and explaining how to decipher assembly language

PhoneGap Mobile Application Development Cookbook John Wiley & Sons

Python is an ideal language for solving problems, especially in Linux and Unix networks. With this pragmatic book, administrators can review various tasks that often occur in the management of these systems, and learn how Python can provide a more efficient and less painful way to handle them. Each chapter in Python for Unix and Linux System Administration presents a particular administrative issue, such as concurrency or data backup, and presents Python solutions through hands-on examples. Once you finish this book, you'll be able to develop your own set of command-line utilities with Python to tackle a wide range of problems. Discover how this language can help you: Read text files and extract information Run tasks concurrently using the threading and forking options Get information from one process to another using network facilities Create clickable GUIs to handle large and complex utilities Monitor large clusters of machines by interacting with SNMP programmatically Master the IPython Interactive Python shell to replace or augment Bash, Korn, or Z-Shell Integrate Cloud Computing into your infrastructure, and learn to write a Google App Engine Application Solve unique data backup challenges with customized scripts Interact with MySQL, SQLite, Oracle, Postgres, Django ORM, and SQLAlchemy With this book, you'll learn how to package and deploy your Python applications and libraries, and write code that runs equally well on multiple Unix platforms. You'll also learn about several Python-related technologies that will make your life much easier.

Phonogap Mobile Application Development Cookbook John Wiley & Sons

A practical guide written in a tutorial-style, ""LiveCode Mobile Development Hotshot"" walks you step-by-step through 10 individual projects. Every project is divided into sub tasks to make learning

more organized and easy to follow along with explanations, diagrams, screenshots, and downloadable material. This book is great for anyone who wants to develop mobile applications using LiveCode. You should be familiar with LiveCode and have access to a smartphone. You are not expected to know how to create graphics or audio clips.

Android 3.0 Application Development Cookbook Packt Publishing Ltd

Now, one book can help you master mobile app development with both market-leading platforms: Apple's iOS and Google's Android. Perfect for both students and professionals, Learning Mobile App Development is the only tutorial with complete parallel coverage of both iOS and Android. With this guide, you can master either platform, or both--and gain a deeper understanding of the issues associated with developing mobile apps. You'll develop an actual working app on both iOS and Android, mastering the entire mobile app development lifecycle, from planning through licensing and distribution. Each tutorial in this book has been carefully designed to support readers with widely varying backgrounds and has been extensively tested in live developer training courses. If you're new to iOS, you'll also find an easy, practical introduction to Objective-C, Apple's native language.

Computer Vision Projects with OpenCV and Python 3 Packt Publishing

"From library user to JavaScript developer"--Cover.

Become a Python Data Analyst Packt Publishing Ltd

Your road to becoming a Java Ninja begins here!About This Book* Build highly scalable, fast, and secure applications* This book covers the major concepts introduced with the new version of Java 9, which includes modular programming, HTTP 2.0, API changes, and more* New concepts, commands, and terminology are explained in plain language and a step-by-step manner, making it easy to understandWho This Book Is ForThis book is for enterprise developers and existing Java developers. Basic knowledge of Java would help.What You Will Learn* Write modular Java applications in terms of the newly introduced module system* Migrate existing Java applications to modular ones* Understand how to use the G1 garbage collector in order to leverage the performance of your applications* Leverage the possibilities provided the newly introduced Java shell* Test your application's effectiveness with the JVM harness* See how Java 9 provides support for the http 2.0 standard* Use the new process API* Discover additional enhancements and features provided by Java 9In DetailJava 9 and its new features add to the richness of the language, one of the languages most used by developers to build robust software applications. Java 9 comes with a special emphasis on modularity with its integration with Jigsaw. This is your one-stop guide to mastering the language.You'll be provided with an overview and explanation of the new features introduced in Java 9 and the importance of the new APIs and enhancements. Some of the new features of Java 9 are ground-breaking and if you are an experienced programmer, you will be able to make your enterprise application leaner by learning these new features. You'll be provided with practical guidance in applying the newly acquired knowledge in regards to Java 9 and further information on future developments of the Java platform. This book will improve your productivity, making your

application faster. By learning the best practices in Java, you'll become the "go-to" person in your organization. By the end of the book, you'll not only know the important concepts of Java 9, but you'll also have a nuanced understanding of the important aspects of programming with this great language.

[Android Application Development Cookbook](#) Packt Publishing Ltd

Use Roslyn as a service to write powerful extensions and tools and use them in Visual Studio to improve code quality and maintain your source code more effectively. About This Book Use Roslyn extensions and tools in Visual Studio to enforce "house rules" on code and fix security and performance vulnerabilities in your code. Write Roslyn extensions using the Roslyn service API to help developers enforce conventions and design idioms. Improve developer productivity by using Roslyn-based agile development features in Visual Studio, such as live unit testing, C# interactive and scripting. Contribute to the C# language and compiler tool chain to analyze and edit code. Who This Book Is For .NET Developers and architects, who are interested in taking full advantage of the Roslyn based extensions and tools to improve the development processes, will find this book useful. Roslyn contributors, i.e. the producers and C# community developers, will also find this book useful. What You Will Learn Write extensions to analyze source code and report warnings and errors. Edit C# source code to fix compiler/analyzer diagnostics or refactor source code. Improve code maintenance and readability by using analyzers and code fixes. Catch security and performance issues by using PUMA scan analyzers and FxCop analyzers. Perform Live Unit tests in Visual Studio. Use C# interactive and scripting in Visual Studio. Design a new C# language feature and implement various compiler phases for a new language feature. Write command line tools to analyze and edit C# code. In Detail Open-sourcing the C# and Visual Basic compilers is one of the most appreciated things by the .NET community, especially as it exposes rich code analysis APIs to analyze and edit code. If you want to use Roslyn API to write powerful extensions and contribute to the C# developer tool chain, then this book is for you. Additionally, if you are just a .NET developer and want to use this rich Roslyn-based functionality in Visual Studio to improve the code quality and maintenance of your code base, then this book is also for you. This book is divided into the following broad modules: Writing and consuming analyzers/fixers (Chapters 1 - 5): You will learn to write different categories of Roslyn analyzers and harness and configure analyzers in your C# projects to catch quality, security and performance issues. Moving ahead, you will learn how to improve code maintenance and readability by using code fixes and refactorings and also learn how to write them. Using Roslyn-based agile development features (Chapters 6 and 7): You will learn how to improve developer productivity in Visual Studio by using features such as live unit testing, C# interactive and scripting. Contributing to the C# language and compiler tool chain (Chapters 8 - 10): You will see the power of open-sourcing the Roslyn compiler via the simple steps this book provides; thus, you will contribute a completely new C# language feature and implement it in the Roslyn compiler codebase. Finally, you will write simple command line tools based on the Roslyn service API to analyze and edit C# code. Style and approach This book takes a recipe-based approach, teaching you how to perform various hacks with the Compiler API in your hands.

[Learning Mobile App Development](#) Packt Publishing Ltd

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.

Data Structures and Problem Solving Using Java Apress

Your Hands-On Guide to Go, the Revolutionary New Language Designed for Concurrency, Multicore Hardware, and Programmer Convenience Today's most exciting new programming language, Go, is designed from the ground up to help you easily leverage all the power of today's multicore hardware. With this guide, pioneering Go programmer Mark Summerfield shows how to write code that takes full advantage of Go's breakthrough features and idioms. Both a tutorial and a language reference, Programming in Go brings together all the knowledge you need to evaluate Go, think in Go, and write high-performance software with Go. Summerfield presents multiple idiom comparisons showing exactly how Go improves upon older languages, calling special attention to Go's key innovations. Along the way, he explains everything from the absolute basics through Go's lock-free channel-based concurrency and its flexible and unusual duck-typing type-safe approach to object-orientation. Throughout, Summerfield's approach is thoroughly practical. Each chapter offers multiple live code examples designed to encourage experimentation and help you quickly develop mastery. Wherever possible, complete programs and packages are presented to provide realistic use cases, as well as exercises. Coverage includes Quickly getting and installing Go, and building and running Go programs Exploring Go's syntax, features, and extensive standard library Programming Boolean values, expressions, and numeric types Creating, comparing, indexing, slicing, and formatting strings Understanding Go's highly efficient built-in collection types: slices and maps Using Go as a procedural programming language Discovering Go's unusual and flexible approach to object orientation Mastering Go's unique, simple, and natural approach to fine-grained concurrency Reading and writing binary, text, JSON, and XML files Importing and using standard library packages, custom packages, and third-party packages Creating, documenting, unit testing, and benchmarking custom packages

[Android Recipes](#) Packt Publishing

A Cookbook with wide range of recipes to allow you to learn game development with AndEngine quickly and efficiently. "AndEngine for Android Game Development Cookbook" is geared toward developers who are interested in working with the most up-to-date version of AndEngine, sporting the brand new GLES 2.0 branch. The book will be helpful for developers who are attempting to break into the mobile game market with plans to release fun and exciting games while eliminating a large portion of the learning curve that is otherwise inevitable when getting into AndEngine development. This book requires a working installation of eclipse and the required libraries, including AndEngine and its various extensions set up prior to working with the recipes.

[LiveCode Mobile Development Beginner's Guide](#) Addison-Wesley

Android continues to be one of the leading mobile OS and development platforms driving today's mobile innovations and the apps ecosystem. Android appears complex, but offers a variety of organized development kits to those coming into Android with differing programming language skill sets. Android Recipes: A Problem-Solution Approach, Third Edition offers more than 100 down-to-

earth code recipes, and guides you step-by-step through a wide range of useful topics using complete and real-world working code examples. It's updated to include the KitKat Android 4.4 SDK as well as earlier releases. Instead of abstract descriptions of complex concepts, in *Android Recipes*, you'll find live code examples. When you start a new project you can consider copying and pasting the code and configuration files from this book and then modifying them for your own customization needs. Crammed with insightful instruction and helpful examples, this third edition of *Android Recipes* is your guide to writing apps for one of today's hottest mobile platforms. It offers pragmatic advice that will help you get the job done quickly and well. This can save you a great deal of work over creating a project from scratch! What you'll learn

- Use external libraries to save time and effort
- Boost app performance by using the Android NDK and Renderscript
- Design apps for performance, responsiveness, and seamlessness
- Send data between devices and other external hardware
- Persist application data and share it between applications
- Capture and play back various device media items
- Communicate with web services
- Get the most out of your user interface
- Develop a unit conversion app in the context of the command-line/Android SDK and Eclipse/Android SDK environments

Who this book is for This book is a handy reference for all Android app developers.

Table of Contents

- Getting Started with Android
- User Interaction
- Graphics and Drawing
- Communications and Networking
- Interacting with Device Hardware and Media
- Persisting Data
- Interacting with the System
- Working with Android NDK and Renderscript

AndEngine for Android Game Development Cookbook Packt Publishing Ltd

Enhance your data analysis and predictive modeling skills using popular Python tools

Key Features

- Cover all fundamental libraries for operation and manipulation of Python for data analysis
- Implement real-world datasets to perform predictive analytics with Python
- Access modern data analysis techniques and detailed code with scikit-learn and SciPy

Book Description Python is one of the most common and popular languages preferred by leading data analysts and statisticians for working with massive datasets and complex data visualizations. *Become a Python Data Analyst* introduces Python's most essential tools and libraries necessary to work with the data analysis process, right from preparing data to performing simple statistical analyses and creating meaningful data visualizations. In this book, we will cover Python libraries such as NumPy, pandas, matplotlib, seaborn, SciPy, and scikit-learn, and apply them in practical data analysis and statistics examples. As you make your way through the chapters, you will learn to efficiently use the Jupyter Notebook to operate and manipulate data using NumPy and the pandas library. In the concluding chapters, you will gain experience in building simple predictive models and carrying out statistical computation and analysis using rich Python tools and proven data analysis techniques. By the end of this book, you will have hands-on experience performing data analysis with Python. What you will learn

- Explore important Python libraries and learn to install Anaconda distribution
- Understand the basics of NumPy
- Produce informative and useful visualizations for analyzing data
- Perform common statistical calculations
- Build predictive models and understand the principles of predictive analytics

Who this book is for *Become a Python Data Analyst* is for entry-level data analysts, data engineers, and BI professionals who want to make complete use of Python tools for performing efficient data analysis. Prior knowledge of Python programming is necessary to understand the concepts covered in this book

Android 9 Development Cookbook John Wiley & Sons

A recipe-based practical guide to get you up and running with Xamarin cross-platform development

About This Book- Gain the skills and expertise to create, test, and deploy native mobile applications in the three major mobile app stores that share up to 95% of the same code- Learn development techniques that will allow you to use and create custom layouts for each platform, cross-platform UI- Gain the knowledge needed to become more efficient in testing, deploying, and monitoring your applications, helping you through all stages of the software development life cycle

Who This Book Is For This book is for mobile developers. You must have some basic experience of C# programming, but no previous experience with Xamarin is required. If you are just starting with C# and want to use Xamarin to develop cross-platform apps effectively and efficiently, then this book is the right choice for you.

What You Will Learn- Create and customize your cross-platform UI- Understand and explore cross-platform patterns and practices- 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- Bind collections to ListView and customize its appearance with custom cells- Create shared data access using a local SQLite database and a REST service- Test and monitor your applications

In Detail You can create native mobile applications using the Xamarin Forms platform for the three major platforms iOS, Android, and Windows Phone. The advantage of this is sharing as much code as you can, such as the UI, business logic, data models, SQLite data access, HTTP data access, and file storage across the three major platforms. This book provides recipes on how to create an architecture that will be maintainable, extendable, use Xamarin Forms plugins to boost productivity, customize your views per platform, and use platform-specific implementations at runtime. We start with a simple creation of a Xamarin Forms solution with the three major platforms. We will then jump to XAML recipes and you will learn how to create a tabbed application page, and customize the style and behavior of views for each platform. Moving on, you will acquire more advanced knowledge and techniques while implementing views and pages for each platform and also calling native UI screens such as the native camera page. Further on, we demonstrate the power of architecting a cross-platform solution and how to share code between platforms, create abstractions, and inject platform-specific implementations. Next, you will utilize and access hardware features that vary from platform to platform with cross-platform techniques. We'll then show you the power of databinding offered by Xamarin Forms and how you can create bindable models and use them in XAML. You will learn how to handle user interactions with the device and take actions in particular events. With all the work done and your application ready, you will master the steps of getting the app ready and publishing it in the app store.

Style and approach This book will serve as a quick reference with a unique recipe-based approach that will engage you like never before as you create real-world cross-platform apps on your own.

Android Application Development Cookbook Apress

Develop graphically sophisticated apps and games today! The smart phone app market is progressively growing, and there is new market gap to fill that requires more graphically sophisticated applications and games. *Game and Graphics Programming for iOS and Android with OpenGL ES 2.0* quickly gets you up to speed on understanding how powerful OpenGL ES 2.0 technology is in creating apps and games for amusement and effectiveness. Leading you through

the development of a real-world mobile app with live code, this text lets you work with all the best features and tools that Open GL ES 2.0 has to offer. Provides a project template for iOS and Android platforms Delves into OpenGL features including drawing canvas, geometry, lighting effects, character animation, and more Offers explanation of full-function 2D and 3D graphics on embedded systems Addresses the principal technology for hardware-accelerated graphical rendering Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 offers important, need-to-know information if you're interested in striking a perfect balance between aesthetics and functionality in apps.

Mastering Node.js Packt Pub Limited

This cookbook consists of recipes with plenty of example code and is full of screenshots to make the learning curve easier and quicker, This book is for creative professionals, ideally with web development experience, who are interested in building applications for the emerging mobile market but do not want to learn a new SDK for every phone on the shelf. You should be comfortable with JavaScript, HTML, and CSS, and interested in learning the new advances in those technologies that allow for rich, native-style experiences. This book supports a beginner to advanced level of PhoneGap.

LiveCode Mobile Development Cookbook Addison Wesley Publishing Company

This book will follow a tutorial style, starting from basic LiveCode coding concepts to its real-world implementation. It will teach developers how to use this new framework to develop interactive, cross-platform mobile applications. If you are a developer, consultant or student looking to create fast, scalable mobile applications, then this book is for you. Basic knowledge of programming such as understanding variables, expressions, control structures and functions is required.

Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 Packt Publishing Ltd

Build real-world hybrid mobile applications using the robust PhoneGap development platform About This Book • Get to grips with the usage of PhoneGap and its command-line interface • Learn to use numerous plugins to access several hardware capabilities • Step-by-step instructions on creating captivating mobile applications using popular frameworks Who This Book Is For If you are a developer who wants to get started with mobile application development using PhoneGap, then this book is for you. Previous experience with data mining libraries will help, but is not mandatory. A basic understanding of web technologies such as HTML, CSS, and JavaScript is a must. What You Will Learn • Set up a development environment to develop PhoneGap applications • Generate, build, and run applications using the PhoneGap command-line interface • Install plugins from the command line to add native capabilities to your application • Call the JavaScript API of plugins and hook into native events • Manipulate DOM using zepto and xuijs • Develop a user interface using jQuery Mobile and the Ionic framework • Get accustomed to using the PhoneGap Build service In Detail Developing mobile applications often feels intimidating. Especially when building cross-platform application. We have to learn a specific programming language to build an application for each platform. PhoneGap makes cross-platform mobile application development faster and easier by using web technologies such as HTML5, CSS, and JavaScript. This book gives you practical lessons on how to build a world class mobile application using PhoneGap. Whether you are a brand new to mobile application

development, a web developer expert, or a seasoned mobile application developer, this book will guide you through creating hybrid mobile applications. Starting with setting up a development environment, the book moves on to utilizing a new PhoneGap command-line tool, installing plugins, and designing your application. It then moves on to concepts such as file system, storage, and local database, the book effectively lays a solid base for advanced topics. By working through the steps in each chapter, you will quickly master the features of PhoneGap. By the end of the book, you will be able to successfully build a highly functional, real-world hybrid mobile application using PhoneGap. Style and approach And easy-to-follow guide full of practical examples of real-world mobile application. Each topic is explained step by step with detailed explanations on each concept.

Getting Started with Unity 5 Packt Publishing Ltd

If you are a game developer interested in learning Unity 3D from scratch and becoming familiar with its core features, then this book is for you. No prior knowledge of Unity 3D is required.

Roslyn Cookbook Packt Publishing Ltd

Over 100 recipes to help you solve the most common problems faced by Android Developers today About This Book Find the answers to your common Android programming problems, from set up to security, to help you deliver better applications, faster Uncover the latest features of Android Marshmallow to make your applications stand out Get up to speed with Android Studio 1.4 - the first Android Studio based on the IntelliJ IDE from JetBrains Who This Book Is For If you are new to Android development and want to take a hands-on approach to learning the framework, or if you are an experienced developer in need of clear working code to solve the many challenges in Android development, you can benefit from this book. Either way, this is a resource you'll want to keep at your desk for a quick reference to solve new problems as you tackle more challenging projects. What You Will Learn Along with Marshmallow, get hands-on working with Google's new Android Studio IDE Develop applications using the latest Android framework while maintaining backward-compatibility with the support library Master Android programming best practices from the recipes Create exciting and engaging applications using knowledge gained from recipes on graphics, animations, and multimedia Work through succinct steps on specifics that will help you complete your project faster Keep your app responsive (and prevent ANRs) with examples on the AsyncTask class Utilize Google Speech Recognition APIs for your app. Make use of Google Cloud Messaging (GCM) to create Push Notifications for your users Get a better understanding of the Android framework through detailed explanations In Detail The Android OS has the largest installation base of any operating system in the world; there has never been a better time to learn Android development to write your own applications, or to make your own contributions to the open source community! This "cookbook" will make it easy for you to jump to a topic of interest and get what you need to implement the feature in your own application. If you are new to Android and learn best by "doing," then this book will provide many topics of interest. Starting with the basics of Android development, we move on to more advanced concepts, and we'll guide you through common tasks developers struggle to solve. The first few chapters cover the basics including Activities, Layouts, Widgets, and the Menu. From there, we cover fragments and data storage (including SQLite), device sensors, the camera, and GPS. Then we move on more advanced topics such as graphics and animation (including OpenGL), multi-threading with AsyncTask, and Internet functionality with

Volley. We'll also demonstrate Google Maps and Google Cloud Messaging (also known as Push Notifications) using the Google API Library. Finally, we'll take a look at several online services designed especially for Android development. Take your application big-time with full Internet web services without having to become a server admin by leveraging the power of Backend as a Service (BaaS) providers. Style and approach This book progresses from the fundamentals of Android Development to more advanced concepts, with recipes to solve the most common problems faced by developers. This cookbook makes it easy to jump to specific topics of interest, where you'll find simple steps to implement the solution and get a clear explanation of how it works.

[Livecode Mobile Development Hotshot](#) Pearson Education

A practical guide written in a tutorial-style, "LiveCode Mobile Development Hotshot" walks you step-by-step through 10 individual projects. Every project is divided into sub tasks to make learning more organized and easy to follow along with explanations, diagrams, screenshots, and downloadable material. This book is great for anyone who wants to develop mobile applications using LiveCode. You should be familiar with LiveCode and have access to a smartphone. You are not expected to know how to create graphics or audio clips.