
Web Api Design Pearson Developers Network

The Android Developer's Collection (Collection)
 Modern Web Development with IBM Websphere
 13th International Conference, ICSOC 2015, Goa, India, November 16-19, 2015, Proceedings
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 Android Essentials

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The Android Developer's Collection (Collection) Principles of Web API Design
 Delivering Value with APIs and Microservices
 The easy, step-by-step tutorial for developers who want to write rich mobile apps for smartphones and tablets using the new HTML5 standard * *A complete hands-on introduction to mobile HTML5 programming: helps developers master one of tomorrow's most valuable, 'in-demand' new skills. *Teaches practical skills that will be valuable for development on most contemporary mobile platforms, including iPad/iPhone (iOS), Android, and Windows Phone 7. *Especially focused on HTML5 features already supported in today's web browsers. Using HTML5, developers can build rich, robust mobile apps that run on smartphones, tablets, and other devices, and interact with users in powerful new ways. In just 24 lessons of one hour or less, this easy, practical book will help them master modern mobile development with HTML5. Building on what they already know about HTML4, CSS, and JavaScript, it covers all the basics of building web pages with

HTML5, shows how to extend those pages with innovative new features, and then walks through building complete apps targeted at diverse mobile devices. Coverage includes: *
 *Understanding how HTML5 improves mobile development.
 *Detecting mobile devices and HTML5 support, and upgrading sites to support them. *Styling and building mobile pages with HTML5. *Using the canvas, typography, audio/video, and forms
 *Adding microformats, drag-and-drop, and other advanced features. *Designing efficient mobile apps. *Using advanced Web Application APIs and web storage. *Integrating geolocation into mobile apps Step-by-step instructions walk readers through key tasks... Q and As, Quizzes, and Exercises test their knowledge... 'Did You Know?' tips offer insider advice... 'Watch Out!' alerts help them avoid problems. By the time they're finished, readers won't just understand core HTML5 concepts: they'll be comfortable designing and writing their own new mobile apps
Modern Web Development with IBM Websphere Sams Publishing
 Identifies differences between active server pages (ASP) and the new ASP.NET, and explains how to develop internet applications with Visual Studio .NET technology. The authors describe changes in the control model, the event model, and the separation of code

from presentation, and introduce the capabilities offered by web services, web forms, HttpHandlers, HttpModules, and the XML data format. The final chapter overviews the common types of database operations performed with ADO.NET. Annotation copyrighted by Book News, Inc., Portland, OR.

13th International Conference, ICSOC 2015, Goa, India, November 16-19, 2015, Proceedings Pearson Education

Do you want to get started building apps for Android, today's number one mobile platform? Are you already building Android apps but want to get better at it? The Android™ Developer's Cookbook, Second Edition, brings together all the expert guidance and code you'll need. This edition has been extensively updated to reflect the other Android 4.2.2 releases. You'll find all-new chapters on advanced threading and UI development, in-app billing, push messages, and native development, plus new techniques for everything from accessing NFC hardware to using Google Cloud Messaging. Proven modular recipes take you from the basics all the way to advanced services, helping you to make the most of the newest Android APIs and tools. The authors' fully updated code samples are designed to serve as templates for your own projects and components. You'll learn best-practice techniques for efficiently solving common problems and for avoiding pitfalls throughout the entire development lifecycle. Coverage includes Organizing Android apps and integrating their activities Working efficiently with services, receivers, and alerts Managing threads, including advanced techniques using AsyncTasks and loaders Building robust, intuitive user interfaces Implementing advanced UI features, including Custom Views, animation, accessibility, and large screen support Capturing, playing, and manipulating media Interacting with SMS, websites, and social networks Storing data via SQLite and other methods Integrating in-app billing using Google Play services Managing push messaging with C2DM Leveraging new components and structures for native Android development Efficiently testing and debugging with Android's latest tools and techniques, including LINT code analysis The Android™ Developer's Cookbook, Second Edition, is all you need to jumpstart any Android project, and create high-value, feature-rich apps that sell.

Building APIs That Developers Love Microsoft Press

Want to start building great web games with HTML5 and JavaScript? Moving from Flash or other game platforms? Already building HTML5 games and want to get better and faster at it? This guide brings together everything you need: expert guidance, sample projects, and working code! Evan Burchard walks you step-by-step through quickly building 10 popular types of games. Each chapter implements a game within a well-understood genre; introduces a different free, open source, and easy-to-use HTML5 game engine; and is accompanied with full JavaScript source code listings. Each game recipe uses tested and well-proven patterns that address the development challenges unique to that genre, and shows how to use existing tools and engines to build complete substantial game projects in just hours. Need a quick JavaScript primer? Evan Burchard provides that, too! Coverage includes • Mastering an essential HTML5/JavaScript game development toolset: browser, text editor, terminal, JavaScript console, game engine, and more • Accelerating development with external libraries and proven patterns • Managing browser differences between IE, Firefox, and Chrome • Getting up to speed on web development with a QUIZ game built with JavaScript, HTML, CSS, and JQuery • Creating INTERACTIVE FICTION "gamebooks" that leverage new CSS3 features and impress.js • Building PARTY games around the lightweight atom.js engine • Developing PUZZLE games with the easel.js graphics rendering engine • Writing PLATFORMERS with melon.js and its integrated tilemap editor • Coding intense 2-player

FIGHTING games for web browsers with game.js • Building a SPACE SHOOTER with the jQuery-based gameQuery game engine • Implementing pseudo-3D techniques like ray casting for an FPS (First Person Shooter) style game • Producing a 16 bit RPG (Role Playing Game) complete with interfaces for dialog, inventories, and turn-based battles with enchant.js • Building an isometric RTS (Real Time Strategy) game that incorporates server components along with node.js, socket.io, and crafty.js • Engaging players with content that encourages exploration Turn to The Web Game Developer's Cookbook for proven, expert answers—and the code you need to implement them. It's all you need to jumpstart any web game project!

Designing Web APIs Pearson Education

"If you have any interest in writing .NET programs using Active Directory or ADAM, this is the book you want to read." —Joe Richards, Microsoft MVP, directory services Identity and Access Management are rapidly gaining importance as key areas of practice in the IT industry, and directory services provide the fundamental building blocks that enable them. For enterprise developers struggling to build directory-enabled .NET applications, The .NET Developer's Guide to Directory Services Programming will come as a welcome aid. Microsoft MVPs Joe Kaplan and Ryan Dunn have written a practical introduction to programming directory services, using both versions 1.1 and 2.0 of the .NET Framework. The extensive examples in the book are in C#; a companion Web site includes both C# and Visual Basic source code and examples. Readers will Learn to create, rename, update, and delete objects in Active Directory and ADAM Learn to bind to and search directories effectively and efficiently Learn to read and write attributes of all types in the directory Learn to use directory services within ASP.NET applications Get concrete examples of common programming tasks such as managing Active Directory and ADAM users and groups, and performing authentication Experienced .NET developers—those building enterprise applications or simply interested in learning about directory services—will find that The .NET Developer's Guide to Directory Services Programming unravels the complexities and helps them to avoid the common pitfalls that developers face.

Inside Microsoft SharePoint 2013 Addison-Wesley

Guides business and technology managers through the basics of Web Services technology, discussing applicatino integration, standards, technologies, and scenarios.

Strategies for App Development Success Addison-Wesley Signature Series (Vernon)

This text provides Java developers with in-depth coverage of Web Services technology. It includes contributions from recognised Web Services experts and architects, including the Web Services team at IBM.

Building Business Applications in the Cloud Springer Science & Business Media

This book constitutes the proceedings of the 13th International Conference on Service-Oriented Computing, ICSOC 2015, held in Goa, India, in November 2015. The 23 full, 9 short, and 5 demo track papers presented in this volume were carefully reviewed and selected from 132 submissions. The research track papers are organized in topical sections named: internet of services/things; data services and cloud platform management; cloud services management; service composition; business process management; cloud services; QoS and trust; service composition.

The Web Game Developer's Cookbook Addison-Wesley Professional

Using Visual Basic 2015, developers can build cutting-edge applications that run practically anywhere: on Windows desktops, new Windows 10 devices, in mobile and cloud environments, and

beyond. Visual Basic 2015 Unleashed is the most comprehensive, practical reference to modern programming with VB 2015. Long-time Visual Basic MVP Alessandro Del Sole walks you through the latest version of the language, helping you thoroughly master its most valuable features, most powerful programming techniques, and most effective development patterns. Next, he shows how to use Visual Basic 2015 to build robust, effective software in a wide range of environments. Extensively updated for Visual Basic 2015's major improvements, this guide covers both Visual Basic 2015 Professional Edition for professional developers and the free Community Edition for hobbyists, novices, and students. Del Sole has added detailed coverage of building new universal Windows apps for Windows 10 and using new Visual Studio 2015 capabilities to supercharge your productivity as a developer. If you want to leverage all of VB 2015's power, this is the book you need. Detailed information on how to... Understand the Visual Studio 2015 IDE, .NET Framework 4.6 and the new .NET Core 5, and the anatomy of a VB 2015 application Debug VB applications and implement error handling and exceptions Keep your code clean and well-organized with VB 2015's new refactoring tools Master modern VB object development: namespaces, modules, structures, enums, inheritance, interfaces, generics, delegates, events, collections, iterators, and more Share Visual Basic code with Portable Class Libraries and Shared Projects Access data with LINQ and ADO.NET Entity Framework Manipulate XML documents with LINQ and XML Literals Build and deploy applications to run in the Microsoft Azure cloud Develop universal Windows apps that run on any Windows 10 device Use advanced .NET 4.6 platform capabilities, including async and parallel programming, multithreading, assemblies, reflection, and coding attributes Leverage new compiler APIs to write custom domain-specific live code analysis rules Test code with unit tests and TDD Deploy apps efficiently with InstallShield for Visual Studio and ClickOnce

App Accomplished Sams Publishing

Sams Teach Yourself Java in 21 Days continues to be one of the most popular, best-selling Java tutorials on the market. Written by two expert technical writers, it has been acclaimed for its clear and personable writing, for its extensive use of examples, and for its logical and complete organization. This new edition of the book maintains and improves upon all these qualities, while updating, revising, and reorganizing the material to cover the latest developments in Java and to expand the book's coverage of core Java programming topics. Sun's new version of Java 2 Standard Edition—SDK version 1.4—is expected to be released by the end of 2001. According to Sun, version 1.4 builds upon Java's cross-platform support and security model with new features and functionality, enhanced performance and scalability, and improved reliability and serviceability.

Inside Micro ShareP 2013_p1 IGI Global

Computer programs and processes that take into account the goals and needs of the user meet with the greatest success, so it behooves software engineers to consider the human element inherent in every line of code they write. Human Factors in Software Development and Design brings together high quality research on the influence and impact of ordinary people on the software industry. With the goal of improving the quality and usability of computer technologies, this premier reference is intended for students and practitioners of software engineering as well as researchers, educators, and interested laymen.

Sams Teach Yourself Java 2 in 21 Days Pearson Education

Online resources also available to purchasers.

Delivering Value with APIs and Microservices Pearson Education

A complete practitioner's catalog of proven domain services design solutions that can help any organization leverage SOA's

full benefits * *Provides a vocabulary of proven SOA design solutions, with concrete examples and code that is easy for architects to adapt and implement. *By Rob Daigneau, one of the industry's leading experts in complex systems integration. *Helps architects and IT leaders accurately set stakeholder expectations for major SOA initiatives. Service-oriented architectures are typically called upon to deliver two general categories of services: enterprise services and domain services. Enterprise services are essentially composite services that typically leverage technologies such as message-oriented middleware. Domain services are the building blocks these composites depend upon. Each service category is best served by a distinct set of design solutions. This is the first book to systematically identify and explain best practice patterns for domain services. Rob Daigneau expands upon the Service Layer concept (covered expertly by Fowler in Patterns of Enterprise Application Architecture) domain services can be used with Enterprise Integration Patterns (made famous by Hohpe and Woolf). Daigneau begins by reviewing SOA concepts, illuminating the distinctions between enterprise and domain services, and identifying key relationships between domain services and other pattern groups. Next, he introduces each essential pattern for creating and delivering domain services, providing a vocabulary of design solutions that architects and other IT professionals can implement by referencing and adapting the concrete examples he supplies. [Fundamentals of Web Development](#) Addison-Wesley Professional This book constitutes the refereed proceedings of the Third International Symposium on Engineering Secure Software and Systems, ESSoS 2011, held in Madrid, Italy, in February 2011. The 18 revised full papers presented together with 3 idea papers were carefully reviewed and selected from 63 submissions. The papers are organized in topical sections on model-based security, tools and mechanisms, Web security, security requirements engineering, and authorization.

Programming Microsoft ASP.NET MVC Pearson Education

The insider's guide to developing visually compelling, easy-to-use SharePoint 2010 business solutions with Microsoft's new Silverlight 5. * *Helps Microsoft developers master today's easiest, most powerful new approach to building rich custom SharePoint solutions. *Solution walkthroughs teach specific techniques through the construction of useful, working solutions. *Covers developing web parts and extensions, expanding functionality of sandboxed solutions, cross-browser compatibility, advanced services, mashups, and more With SharePoint 2010, developers can create richer, more compelling, and more efficient user interfaces than ever before. This book teaches experienced ASP.NET developers how to build them with Silverlight 5 - the easiest, cleanest way to get the job done. Utilizing fully explained code listings, two Microsoft insiders teach everything developers they need to know. They teach key concepts through the creation of useful working solutions, and present code that teaches superior design as well as efficient programming. Readers can start from the beginning if they're new to both SharePoint and Silverlight, or skip the first few chapters if they're already familiar with developing for either or both of them. After explaining the tight integration between SharePoint 2010 and Silverlight 5, the authors show how to use Silverlight to overcome key limitations of 'sandboxing'; design more secure, scalable SharePoint solutions; and choose the right approaches to accessing data from Silverlight. A complete 'Building Solutions' section offers cookbook solutions for these and other advanced tasks: * *Building out-of-browser applications. *Supporting webcams. *Constructing geocoding and mapping applications. *Creating mashups to combine data from multiple sources. *Integrating with Search, Excel Services, and

Visio Services

Understanding domains, technologies, and user experience Sams Publishing

The Android Developer's Collection includes two highly successful Android application development eBooks: "The Android Developer's Cookbook: Building Applications with the Android SDK" and "Android Wireless Application Development," Second Edition. This collection is an indispensable resource for every member of the Android development team: software developers with all levels of mobile experience, team leaders and project managers, testers and QA specialists, software architects, and even marketers. Completely up-to-date to reflect the newest and most widely used Android SDKs, "The Android Developer's Cookbook" is the essential resource for developers building apps for any Android device, from phones to tablets. Proven, modular recipes take you from the absolute basics to advanced location-based services, security techniques, and performance optimization. You'll learn how to write apps from scratch, ensure interoperability, choose the best solutions for common problems, and avoid development pitfalls. "Android Wireless Application Development," Second Edition, delivers all the up-to-date information, tested code, and best practices you need to create and market successful mobile apps with the latest versions of Android. Drawing on their extensive experience with mobile and wireless development, Lauren Darcey and Shane Conder cover every step: concept, design, coding, testing, packaging, and delivery. Every chapter of this edition has been updated for the newest Android SDKs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, including HTC, Motorola, and ARCHOS. Many new examples have been added, including complete new applications. In this collection, coverage includes Implementing threads, services, receivers, and other background tasks Providing user alerts Organizing user interface layouts and views Managing user-initiated events such as touches and gestures Recording and playing audio and video Using hardware APIs available on Android devices Interacting with other devices via SMS, Web browsing, and social networking Storing data efficiently with SQLite and its alternatives Accessing location data via GPS Using location-related services such as the Google Maps API Building faster applications with native code Providing backup and restore with the Android Backup Manager Testing and debugging apps throughout the development cycle Using Web APIs, using the Android NDK, extending application reach, managing users, synchronizing data, managing backups, and handling advanced user input Editing Android manifest files, registering content providers, and designing and testing apps Working with Bluetooth, voice recognition, App Widgets, live folders, live wallpapers, and global search Programming 3D graphics with OpenGL ES 2.0

Developing, Deploying, and Managing Mobile and Multi-Platform Apps Pearson Education

Principles of Web API Design Delivering Value with APIs and Microservices Addison-Wesley Signature Series (Vernon)

Third International Symposium, ESSoS 2011, Madrid, Spain, February 9-10, 2011, Proceedings Pearson Education

In just 24 sessions of one hour or less, you will be up and running with AngularJS in your Microsoft .NET environment. Using a straightforward, step-by-step approach, each lesson builds on your .NET skills and knowledge, helping you quickly learn the essentials of AngularJS, and use it to streamline any web development project. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. Q&A sections, quizzes, and exercises help you build and test your knowledge. By The Way notes present interesting pieces of

information. Try it Yourself sidebars offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Dennis Sheppard is a Front-End Architect at NextTier Education in Chicago, IL. He has delivered enterprise solutions for the private equity, insurance, healthcare, education, and distribution industries. Christopher Miller is an Architect at West Monroe Partners. He has built solutions for the higher education, private equity, and renewable energy industries. AJ Liptak, is a Senior Consultant at West Monroe Partners specializing in modern web application development. He has delivered transformative solutions for the telecom, healthcare, finance, and distribution industries. Learn how to... Build AngularJS web apps from scratch, or integrate with existing .NET code Organize, reuse, and test JavaScript web application code far more effectively Discover key JavaScript design patterns that support AngularJS (and their similarities to C#) Use AngularJS modules, controllers, views, data-binding, and event handling Implement AngularJS services efficiently Work with directives, custom directives, and dependency injection Set up AngularJS routing Apply best practices for organizing AngularJS applications Master sophisticated AngularJS techniques, including filters, advanced patterns, and communication between controllers Deploy AngularJS code to the Microsoft Azure cloud Unit-test and debug your single page applications Integrate AngularJS with .NET Web Forms and .NET MVC Build REST APIs in .NET and consume their services in AngularJS Combine AngularJS with .NET SignalR to build real-time web apps Extend AngularJS development with bower, gulp, and webstorm Preview the future of AngularJS: Version 2.0 and beyond

Principles of Web API Design Sams Publishing

Build Great Apps: End-to-End Processes, Tools, and Management Tips for Doing It Right! Foreword by Kyle Richter, CEO,

MartianCraft Today, successful apps are complex software projects. You can't just knock them off in a weekend--and, worse, many common programming habits don't work well in mobile.

You need skills, processes, tools, management techniques, and best practices that are honed for mobile platforms and realities.

In *App Accomplished*, top mobile developer Carl Brown provides all that--so you can run your entire project effectively and get the answers you need right now. Whether you're writing your own code or contracting out, you'll find hard-won guidance for your entire app development life cycle. Brown guides you step-by-step from planning and design through testing and updates. Through case studies drawn from his immense experience, he reveals why so many app projects fail--and how to avoid the mistakes that derailed them. When it comes to apps, a great idea isn't enough: You have to execute. This is the first book that shows you how.

Understand mobile-specific issues that lead even experienced developers astray Find developers who can do a great job with your unique app at a fair price Define the requirements you need to create accurate schedules and budgets Work with developers to get the best possible results Manage and communicate effectively to avoid cost overruns Solve problems before they get out of control Develop wireframes and prototypes that clarify the user's core experience Choose app components, from servers to data storage Select tools for source control, testing, project tracking, and more Identify and fill crucial skills gaps Estimate the quality of the app you're building Efficiently test and debug your app Recover from App Store rejection Leverage user feedback to help plan your next release Determine when an existing project is too far off course to fix

Exam 310-080 Addison-Wesley Professional

Provides information on building applications and solving enterprise challenges using Force.com.

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