

Blackberry Java Application Development Beginners Guide

Dieses Praxishandbuch erläutert die legalen Voraussetzungen für einen Einsatz von "Free and Open Source Software" (FOSS) in der Unternehmenspraxis, sei es bei der Entwicklung eigener wie beim Einkauf fremder Software, sei es auch bei intelligenten Geräten. Bedingungen aus Lizenztexten der 90er Jahre für Programmiersprachen der 80er Jahre in Steuergeräten der Zukunft gefährden die Timelines aktueller Projekte; die Lösung damit verbundener Probleme erfordert gleichzeitig technisches wie rechtliches Verständnis. Das Praxishandbuch Open Source stellt alle notwendigen Materialien für einen lizenzkonformen Einsatz von Open-Source-Software zusammen, bietet praktische Lösungen an und hilft, einen Compliance-Prozess zu etablieren und den lizenzkonformen Einsatz von FOSS zu meistern.

Build and deploy powerful, useful, and professional Java mobile applications for BlackBerry smartphones, the fast and easy way.

This book is an introduction to programming concepts that uses Python 3 as the target language. It follows a practical just-in-time presentation – material is given to the student when it is needed. Many examples will be based on games, because Python has become the language of choice for basic game development. Designed as a Year One textbook for introduction to programming classes or for the hobbyist who wants to learn the fundamentals of programming, the text assumes no programming experience. Features: * Introduces programming concepts that use Python 3 * Includes many examples based on video game development * 4-color throughout with game demos on the companion files

h2> Kommentare, Formatierung, Strukturierung Fehler-Handling und Unit-Tests Zahlreiche Fallstudien, Best Practices, Heuristiken und Code Smells Clean Code - Refactoring, Patterns, Testen und Techniken für sauberen Code Aus dem Inhalt: Lernen Sie, guten Code von schlechtem zu unterscheiden Sauberen Code schreiben und schlechten Code in guten umwandeln Aussagekräftige Namen sowie gute Funktionen, Objekte und Klassen erstellen Code so formatieren, strukturieren und kommentieren, dass er bestmöglich lesbar ist Ein vollständiges Fehler-Handling implementieren, ohne die Logik des Codes zu verschleiern Unit-Tests schreiben und Ihren Code testgesteuert entwickeln Selbst schlechter Code kann funktionieren. Aber wenn der Code nicht sauber ist, kann er ein Entwicklungsunternehmen in die Knie zwingen. Jedes Jahr gehen unzählige Stunden und beträchtliche Ressourcen verloren, weil Code schlecht geschrieben ist. Aber das muss nicht sein. Mit Clean Code präsentiert Ihnen der bekannte Software-Experte Robert C. Martin ein revolutionäres Paradigma, mit dem er Ihnen aufzeigt, wie Sie guten Code schreiben und schlechten Code überarbeiten. Zusammen mit seinen Kollegen von Object Mentor destilliert er die besten Praktiken der agilen Entwicklung von sauberem Code zu einem einzigartigen Buch. So können Sie sich die Erfahrungswerte der Meister der Software-Entwicklung aneignen, die aus Ihnen einen besseren Programmierer machen werden – anhand konkreter Fallstudien, die im Buch detailliert durchgearbeitet werden. Sie werden in diesem Buch sehr viel Code lesen. Und Sie werden aufgefordert, darüber nachzudenken, was an diesem Code richtig und falsch ist. Noch wichtiger: Sie werden herausgefordert, Ihre professionellen Werte und Ihre Einstellung zu Ihrem Beruf zu überprüfen. Clean Code besteht aus drei Teilen: Der erste Teil beschreibt die Prinzipien, Patterns und Techniken, die zum Schreiben von sauberem Code benötigt werden. Der zweite Teil besteht aus mehreren, zunehmend komplexeren Fallstudien. An jeder Fallstudie wird aufgezeigt, wie Code gesäubert wird – wie eine mit Problemen behaftete Code-Basis in eine solide und effiziente Form umgewandelt wird. Der dritte Teil enthält den Ertrag und den Lohn der praktischen Arbeit: ein umfangreiches Kapitel mit Best Practices, Heuristiken und Code Smells, die bei der Erstellung der Fallstudien zusammengetragen wurden. Das Ergebnis ist eine Wissensbasis, die beschreibt, wie wir denken, wenn wir Code schreiben, lesen und säubern. Dieses Buch ist ein Muss für alle Entwickler, Software-Ingenieure, Projektmanager, Team-Leiter oder Systemanalytiker, die daran interessiert sind, besseren Code zu produzieren. Über den Autor: Robert C. »Uncle Bob« Martin entwickelt seit 1970 professionell Software. Seit 1990 arbeitet er international als Software-Berater. Er ist Gründer und Vorsitzender von Object Mentor, Inc., einem Team erfahrener Berater, die Kunden auf der ganzen Welt bei der Programmierung in und mit C++, Java, C#, Ruby, OO, Design Patterns, UML sowie Agilen Methoden und eXtreme Programming helfen.

Given the increase in usage of mobile devices, mobile app development is in huge demand. This book provides you with the skills you need to successfully create, develop, debug, and deploy a cross-platform mobile application with PhoneGap 5. The book starts with the basics of PhoneGap, covering setting up your development environment, creating a simple project, and debugging and deploying it to your mobile devices. By sequentially working through the sections in each chapter, you will quickly get to know about the available features of various mobile frameworks and the various PhoneGap plugins you can utilize to create your apps. You will then learn how to build a hybrid application using PhoneGap. Finally, by the end of the book, you will be able to implement the most common features of modern mobile apps and build rich, native-style applications.

Java für Dummies ist gleichzeitig ein Lehrbuch und ein unverzichtbares Nachschlagewerk für alle Java-Programmierer. Basiswissen zur objektorientierten Programmierung wird genauso vermittelt wie das Prinzip der Wiederverwendbarkeit von Programmbausteinen und allgemeine Grundlagen der Java-Programmierung.

An avalanche of acronyms, terms-of-art, buzz words, and short-hand phraseology confronts today's busy communications professionals. Now in its 3rd edition, Tech Terms is an invaluable learning tool to help grasp key aspects of the television and video, PC hardware and software markets, multimedia authoring tools, and the exploding wireless Internet and mobile telecomputing worlds. With more than 1000 terms described in four sentences or less, Tech Terms is perfect the perfect desk reference.

The first introductory book to developing apps for the BlackBerry If you're eager to start developing applications for the BlackBerry, then this is the hands-on book for you! Aimed directly at novice developers, this beginner guide introduces you to the basics of the BlackBerry API and shows you how to create a user interface, store and sync data, optimize

code, manage applications, connect to a network, create enterprise applications using MDS Studio, create Web content, and more. Packed with examples, this straightforward guide takes you from the beginning of the BlackBerry application cycle completely to the end. Guides you through the process of developing applications for the BlackBerry Presents an overview of the BlackBerry, including detailed explanations on the architecture and an in-depth look at the programming API Introduces MDS Studio, which is the latest tool from RIM for building enterprise applications Offers novice developers numerous reusable code examples that can be immediately used Explains how to store and sync data, optimize code, manage applications, connect to networks, and more BlackBerry Application Development For Dummies puts you well on your way to creating BlackBerry apps the fun and easy way!

Java 7 Programming for Absolute Beginners introduces the new core, open source Java Development Kit. Its focus is on practical knowledge and its completeness—it provides all the bits and pieces an utter novice needs to get started programming in Java. It seems as if everyone is writing applications or apps these days for Android, BlackBerry, and the enterprise—it's where the money's at. But, how do they do it? Well, it's best to start by learning Java, one of the most popular programming languages around these days, still. Yes, that's right. This book: Teaches Java development in language anyone can understand, giving you the best possible start Provides simple, step-by-step examples that make learning easy, allowing you to pick up the concepts without fuss Offers clear code descriptions and layout so that you can get your code running as soon as possible Use Java 9 and JavaFX 9 to write 3D games for the latest consumer electronics devices. Written by open source gaming expert Wallace Jackson, this book uses Java 9 and NetBeans 9 to add leading-edge features, such as 3D, textures, animation, digital audio, and digital image compositing to your games. Along the way you'll learn about game design, including game design concepts, genres, engines, and UI design techniques. To completely master Java 3D game creation, you will combine this knowledge with a number of JavaFX 9 topics, such as scene graph hierarchy; 3D scene configuration; 3D model design and primitives; model shader creation; and 3D game animation creation. With these skills you will be able to take your 3D Java games to the next level. The final section of Pro Java 9 Games Development puts the final polish on your abilities. You'll see how to add AI logic for random content selection methods; harness a professional scoring engine; and player-proof your event handling. After reading Pro Java 9 Games Development, you will come away with enough 3D expertise to design, develop, and build your own professional Java 9 games, using JavaFX 9 and the latest new media assets. What You'll Learn Design and build professional 3D Java 9 games, using NetBeans 9, Java 9, and JavaFX 9 Integrate new media assets, such as digital imagery and digital audio Integrate the new JavaFX 9 multimedia engine API Create an interactive 3D board game, modeled, textured, and animated using JavaFX Optimize game assets for distribution, and learn how to use the Java 9 module system Who This Book Is For Experienced Java developers who may have some prior game development experience. This book can be for experienced game developers new to Java programming.

Learn practical uses for some of the hottest tech applications trending among technology professionals We are living in an era of digital revolution. On the horizon, many emerging digital technologies are being developed at a breathtaking speed. Whether we like it or not, whether we are ready or not, digital technologies are going to penetrate more and more, deeper and deeper, into every aspect of our lives. This is going to fundamentally change how we live, how we work, and how we socialize. Java, as a modern high-level programming language, is an excellent tool for helping us to learn these digital technologies, as well as to develop digital applications, such as IoT, AI, Cybersecurity, Blockchain and more. Practical Java Programming uses Java as a tool to help you learn these new digital technologies and to be better prepared for the future changes. Gives you a brief overview for getting started with Java Programming Dives into how you can apply your new knowledge to some of the biggest trending applications today Helps you understand how to program Java to interact with operating systems, networking, and mobile applications Shows you how Java can be used in trending tech applications such as IoT (Internet of Things), AI (Artificial Intelligence), Cybersecurity, and Blockchain Get ready to find out firsthand how Java can be used for connected home devices, healthcare, the cloud, and all the hottest tech applications.

Manage your network resources with FreeRADIUS by mastering authentication, authorization and accounting.

A Beginner's Guide to Internet of Things Security focuses on security issues and developments in the Internet of Things (IoT) environment. The wide-ranging applications of IoT, including home appliances, transportation, logistics, healthcare, and smart cities, necessitate security applications that can be applied to every domain with minimal cost. IoT contains three layers: application layer, middleware layer, and perception layer. The security problems of each layer are analyzed separately to identify solutions, along with the integration and scalability issues with the cross-layer architecture of IoT. The book discusses the state-of-the-art authentication-based security schemes, which can secure radio frequency identification (RFID) tags, along with some security models that are used to verify whether an authentication scheme is secure against any potential security risks. It also looks at existing authentication schemes and security models with their strengths and weaknesses. The book uses statistical and analytical data and explains its impact on the IoT field, as well as an extensive literature survey focusing on trust and privacy problems. The open challenges and future research direction discussed in this book will help to further academic researchers and industry professionals in the domain of security. Dr. Brij B. Gupta is an assistant professor in the Department of Computer Engineering, National Institute of Technology, Kurukshetra, India. Ms. Aakanksha Tewari is a PhD Scholar in the Department of Computer Engineering, National Institute of Technology, Kurukshetra, India.

BlackBerry smart phones aren't just for business. In fact, throw away that boring spreadsheet, tear up that yearly budget report—the BlackBerry is a lean, mean game-playing

machine. Carol Hamer and Andrew Davison, expert software game developers, show you how to leverage the BlackBerry Java™ Development Environment (based on Java ME) to design and create fun, sophisticated game applications from role playing to dueling with light sabers. The BlackBerry: not as clumsy or as random as a blaster—an elegant device, for a more civilized age. In this book, Carol and Andrew give you the professional techniques you need to use music, 2D and 3D graphics, maps, and game design patterns to build peer-to-peer games, role playing games, and more for the BlackBerry.

This book is a one time reference and a solid introduction, written from the programmer's point of view that contains hundreds of examples covering every aspect of Java 6. It helps you master the entire spectrum of Java 6 from Generics to Security enhancements; from new applet deployment enhancements to Networking; from Servlets to XML; from Sound and Animation to database handling; from Java Naming from Internationalization to Dynamic Scripting and Groovy and much more.

This book constitutes the refereed proceedings of the First International Conference on Hybrid Learning, ICHL 2008, held in Hong Kong, China, in August 2008. The 38 revised full papers presented together with 3 keynote lectures were carefully reviewed and selected from 142 submissions. The papers are organized in topical sections on hybrid education, model and pedagogies for hybrid learning, trends, pervasive learning, mobile and ubiquitous learning, hybrid learning experiences, hybrid learning systems, technologies, as well as contextual attitude and cultural effects.

Sie wollen Apps für Android-Geräte entwickeln? Mit diesem Buch machen Sie sich zügig die entscheidenden Grundlagen zu eigen. Eine kompakte Orientierungshilfe für objektorientierte Programmierer Sie beherrschen Java oder eine ähnliche Programmiersprache? Dann brauchen Sie nur noch einen Überblick über die Android-Architektur, das Application-Framework, die Bibliotheken sowie die Verteilung der Application Package-(APK)-Dateien, um richtig loslegen zu können. Richten Sie sich Ihre Entwicklungsumgebung ein und beginnen Sie mit den ersten einfachen Programmen. Eine systematische Vorstellung der wichtigen Bausteine komplexer Apps Es ist immer besser, von Anfang an den konzeptionellen Überblick über das große Ganze zu bewahren und das Zusammenspiel der verschiedenen Elemente wie Activities, Intents, Services etc. zu koordinieren. Lernen Sie außerdem die Android Interface Definition Language (AIDL) und das Native Development Kit (NDK) kennen. Ein realistisches Projekt, das Schritt für Schritt wächst Im Lauf des Buchs entwickeln Sie eine Twitter-ähnliche Anwendung, der Sie in jedem Kapitel neue Features hinzufügen. Parallel dazu bestücken Sie Ihren eigenen Werkzeugkasten mit Codemustern, die Sie bei allen möglichen Arten von Android-Apps sicher immer wieder brauchen können.

This book is a breakthrough for beginners and intermediates of enterprise mobility. Scholars, executives, and experts can major scale and scope of enterprise mobility for a thirst of knowledge. This book is an independent view on enterprise mobility, which is beneficiary to business heads, technical architects, project managers, analysts, system administrators, project leads, and developers for enterprise mobility, design, development, support, and maintenance. The book has been classified in seven sections. Section one introduces enterprise mobility with definition, objective, focus areas, needs, and challenges of enterprises. Section two details enterprise mobility ecosystem, landscape, and maturity model. Enterprise mobility is surrounded with technical acronyms and terminologies (EMM, EAS, MAM, MDM, MCM, and MEM). Section three provides concept and detail of EMM. Section four emphasizes on technology. This section describes leading mobile platforms, form factors, and type of mobile applications. Section five traverses through enterprise mobile application information flow, architecture, layered structure, and other components. It inspects popular and important architecture ingredients (Push Notification, SSO, mBaas, SOA, and MEAP). Section six shares mobility trends like mobile first, gamification, IOT, and hybrid. Last section seven is a case study for enterprise mobile solution. Finally, appendix section supplements RIX: Best Practices for enterprise mobility pathway.

From fundamental concepts and theories to implementation protocols and cutting-edge applications, the Handbook of Mobile Systems Applications and Services supplies a complete examination of the evolution of mobile services technologies. It examines service-oriented architecture (SOA) and explains why SOA and service oriented computing (SOC) will pl

A practical guide for beginners and intermediate persons to learn, install, configure and build applications using the Cordova framework. This framework allows developers to craft applications for mobile and desktop environments. Mobile platforms can be Android, IOS, Windows Phone, Other Windows Mobile, Amazon Fire, FireFox OS, Chrome, Blackberry, etc. Desktop platforms shown here include Linux and Windows but applications will run on MAC as well if the developer desires. Desktop applications covered can be developed with Visual Studio using UWP but coverage is focused on the Electron Framework for Windows, Linux and MAC and specifically for hybrid web-based applications. A web developer in particular can easily port his or her skills to Cordova and successfully build an application, with a single code-base, on all the platforms listed above. This book shows the beginner which tools are used, which are the best, how to locate, download and install these tools, how to configure the tools for running and debugging applications on devices and emulators and finally, how to sign and deploy these applications to application stores. A Google Android release, which typically has the most steps, is covered in detail. In addition to this, developers and prospective developers get a tutorial on the GIT version control system and the SmartGit application as well as a tutorial on Visual Studio Code. Instructions are provided for Windows and Linux with references for MAC. Resources are added so that developers can learn HTML, JAVA, CSS, JavaScript, TypeScript and other technologies easily and at their leisure. We are also providing a fully-functional Lap Timer application as a means of illustrating building a professional application from scratch. This application fully illustrates the following concepts: " Design and development and version control" Distributed Version Control" JavaScript Programming" HTML and CSS Design" JQUERY Mobile" Functional objects such as timers and counters" Full UI and UX development" Code Signing, distribution and deployment Developers learn to design, debug and package applications so they can target all stores.

This BOOK highlights some basic knowledge of artificial intelligence formal constructed programming languages (like C, C++, Java, PHP, Python, JavaScript and XML) designed to interact with the hardware in a more powerful way and to communicate instructions to a machine, particularly an electronic device which is capable of receiving information (data) in a particular form and of performing a sequence of operations in accordance with a predetermined but variable set of procedural instructions (program) to produce a result in the form of information or signals. If you read this book in a public place (on a commuter train, at the beach, or on the dance floor at the Restaurants, for example), you can read proudly, with a chip on your shoulder and with your head held high. C, C++, Java, PHP, Python and JavaScript are hot stuff, and you're cool because you're reading about it. If you are just learning what kind of animals C, C++, Java, PHP,

Python and JavaScript are, this BOOK will make an excellent companion to any tutorial and serve as a source of knowledge to your specific questions. And, by reading this BOOK, you'll have a broad, basic knowledge of C, C++, Java, Python, JavaScript [scripting language used in millions of Web pages such as Internet Explorer, Firefox, Chrome, Opera, and Safari] and PHP. This book is for all programmers, whether you are a novice or an experienced pro. The beginner will find its carefully paced discussions and many examples especially helpful. Of course those who have already familiar with programming are likely to derive more benefits from this book. After completing this book you will find yourself at a moderate level of expertise in C, C++, Java, PHP, Python and JavaScript programming from where you can take yourself to next levels.

Reto Meier, Entwickler und Führungskraft bei Google, verrät Ihnen in diesem Buch seine vielversprechendsten Techniken und Erfolgsrezepte. Sie erfahren, wie Sie die neuesten Features von Android am besten einsetzen und wie Sie damit schnell und sicher robuste und überzeugende Apps entwickeln. Anhand zahlreicher Beispielprojekte erhalten Sie einen tiefen Einblick in die aktuelle Android-Plattform. Die Übungen beginnen einfach, mit allmählich wachsendem Schwierigkeitsgrad.

Essential Skills--Made Easy! Develop, test, and debug iPhone, iPad, and iPod touch applications with help from this practical resource. iOS SDK Programming: A Beginner's Guide shows you how to use Objective-C and Apple's new Xcode 4 development environment with an integrated, easy-to-use Interface Builder. You'll learn which UIView subclasses to use when laying out an iOS app and master all of the iOS user interface controls. Setting application preferences and storing application data are also covered. The book explains how to integrate multimedia into your apps and develop universal apps that run on the iPhone, iPod touch, and iPad. You'll learn how to take advantage of the iPad's larger display and the new features of iOS 4.2. By the end of this book, you'll be ready to create the next bit hit in the iTunes App Store! Designed for Easy Learning: Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Cautions--Errors and pitfalls to avoid Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated

This open access book offers a summary of the development of Digital Earth over the past twenty years. By reviewing the initial vision of Digital Earth, the evolution of that vision, the relevant key technologies, and the role of Digital Earth in helping people respond to global challenges, this publication reveals how and why Digital Earth is becoming vital for acquiring, processing, analysing and mining the rapidly growing volume of global data sets about the Earth. The main aspects of Digital Earth covered here include: Digital Earth platforms, remote sensing and navigation satellites, processing and visualizing geospatial information, geospatial information infrastructures, big data and cloud computing, transformation and zooming, artificial intelligence, Internet of Things, and social media. Moreover, the book covers in detail the multi-layered/multi-faceted roles of Digital Earth in response to sustainable development goals, climate changes, and mitigating disasters, the applications of Digital Earth (such as digital city and digital heritage), the citizen science in support of Digital Earth, the economic value of Digital Earth, and so on. This book also reviews the regional and national development of Digital Earth around the world, and discusses the role and effect of education and ethics. Lastly, it concludes with a summary of the challenges and forecasts the future trends of Digital Earth. By sharing case studies and a broad range of general and scientific insights into the science and technology of Digital Earth, this book offers an essential introduction for an ever-growing international audience.

Welcher Smartphone-Besitzer hatte nicht schon einmal eine kreative Idee für eine eigene App? In diesem Buch erfahren Sie, wie Sie Ihre Ideen umsetzen und eigene Apps für Ihr Android-Smartphone programmieren können. Schritt für Schritt erklärt der Autor, wie Sie das kostenlos verfügbare SDK (Self Development Kit) herunterladen, mit der Programmiersoftware Eclipse arbeiten, mit der Programmiersprache Java Android Applikationen programmieren und wie Sie Ihre eigenen Apps sogar auf dem Android Markt verkaufen können. Legen Sie los und entwickeln Sie Ihre ganz persönlichen Apps!

This book brings for you all of knowledge you need to start multi-thread, FILE IO programming from basic to advance by JAVA language. Just by 19 LESSONS, you can analysis easily a game include: - Creating a new Thread - Thread Scheduling and Priority - Multithreading issues in Swing Applications - Thread Pool, Executor, Callable/Future - Avoid deadLock and how to make data synchronization - File and Directory - File I/O Basic to Advance There are many examples & case studies for the practice of programming. Let's enjoy it!

Many problems encountered by engineers developing code for specialized Symbian subsystems boil down to a lack of understanding of the core Symbian programming concepts. Developing Software for Symbian OS remedies this problem as it provides a comprehensive coverage of all the key concepts. Numerous examples and descriptions are also included, which focus on the concepts the author has seen developers struggle with the most. The book covers development ranging from low-level system programming to end user GUI applications. It also covers the development and packaging tools, as well as providing some detailed reference and examples for key APIs. The new edition includes a completely new chapter on platform security. The overall goal of the book is to provide introductory coverage of Symbian OS v9 and help developers with little or no knowledge of Symbian OS to develop as quickly as possible. There are few people with long Symbian development experience compared to demand, due to the rapid growth of Symbian in recent years, and developing software for new generation wireless devices requires knowledge and experience of OS concepts. This book will use many comparisons between Symbian OS and other OSes to help in that transition. Get yourself ahead with the perfect introduction to developing software for Symbian OS.

Are you interested in creating BlackBerry apps using the latest BlackBerry 7 and BlackBerry Java Plug-in for Eclipse? Then this is the book for you. Beginning BlackBerry 7 Development offers a hands-on approach to learning how to build and deploy sophisticated BlackBerry apps using the latest tools and techniques available. Assuming only some programming background in Java or a similar language, this book starts with the basics, offering step-by-step tutorials that take you through downloading and installing the BlackBerry development environment, creating your first apps, and exploring the BlackBerry APIs. You'll be introduced to the latest features available in the latest BlackBerry 7 using BlackBerry Java Plug-in for Eclipse, including BlackBerry Application Platform Services, techniques for using multimedia with the BlackBerry, and tools for increasing app performance. To round out the complete development process, you'll also discover the different ways you can package and distribute your apps, from deploying apps on your own website to listing your apps for sale in the BlackBerry App World.

Fully updated in line with the latest developments in Information Communications Technology (ICT), this course teaches students the language and skills they need to understand and work in

