

Developing Multi Platform Desktop Applications Wi

Unleash the power of data by creating interactive, engaging, and compelling visualizations for the web About This Book Get a portable, versatile, and flexible data visualization design approach that will help you navigate the complex path towards success Get thorough explanation of the many visual variables and visualization taxonomy to provide you with a menu of creative options A comprehensive and contemporary introduction to data-driven visualization design and the most effective approaches to designing impact-maximizing and cognition-amplifying visualizations Who This Book Is For This course is for developers who are excited about data and who want to share that excitement with others and it will be handy for the web developers or data scientists who want to create interactive visualizations for the web. Prior knowledge of developing web applications is required. You should have a working knowledge of both JavaScript and HTML. What You Will Learn Harness the power of D3 by building interactive and real-time data-driven web visualizations Find out how to use JavaScript to create compelling visualizations of social data Identify the purpose of your visualization and your project's parameters to determine overriding design considerations across your project's execution Apply critical thinking to visualization design and get intimate with your dataset to identify its potential visual characteristics Explore the various features of HTML5 to design creative visualizations Discover what data is available on Stack Overflow, Facebook, Twitter, and Google+ Gain a solid understanding of the common D3 development idioms Find out how to write basic D3 code for server using Node.js In Detail Do you want to create more attractive charts? Or do you have huge data sets and need to unearth the key insights in a visual manner? Data visualization is the representation and presentation of data, using proven design techniques to bring alive the patterns, stories, and key insights that are locked away. This learning path is divided into three modules. The first module will equip you with the key techniques required to overcome contemporary data visualization challenges. After getting familiar with key concepts of data visualization, it's time to incorporate it with various technologies. In the second module, Social Data Visualization with HTML5 and JavaScript, it teaches you how to leverage HTML5 techniques through JavaScript to build visualizations. It also clears up how the often complicated OAuth protocol works to help you unlock a universe of social media data from sites such as Twitter, Facebook, and Google+. Once you are familiar with the concepts of incorporating data visualization with HTML5 and JavaScript, third module, Learning d3.js Data Visualization, will lead you to D3, which has emerged as one of the leading platforms to develop beautiful, interactive visualizations over the web. This module provides a strong foundation in designing compelling web visualizations with D3.js. By the end of this course, you will have unlocked the mystery behind successful data visualizations. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Data Visualization: a successful design process by Andy Kirk Social Data Visualization with HTML5 and JavaScript by Simon Timms Learning d3.js Data Visualization, Second Edition by Ľdrew Rininsland and Swizec Teller Style and approach This course includes all the resources that will help you jump into creating interactive and engaging visualizations for the web. Through this comprehensive course, you'll learn how to create engaging visualizations for the web to represent your data from start to finish!

This book constitutes the thoroughly refereed proceedings of the 9th International Conference on Entertainment Computing, ICEC 2010, held in Seoul, Korea, in August 2010, under the auspices of IFIP. The 19 revised long papers, 27 short papers and 33 poster papers and demos presented were carefully reviewed and selected from numerous submissions for inclusion in the book. The papers cover all main domains of entertainment computing, from interactive music to games, taking a wide range of scientific domains from aesthetic to computer science.

A comprehensive guide for beginners to learn the key concepts, real-world applications, and latest features of C# 10 and .NET 6 with hands-on exercises using Visual Studio 2022 and Visual Studio Code Key Features Explore the newest additions to C# 10, the .NET 6 class library, and Entity Framework Core 6 Create professional websites and services with ASP.NET Core 6 and Blazor Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description This latest edition is extensively revised to accommodate all the latest features that come with C# 10 and .NET 6. You will learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with the filesystem, async streams, serialization, and encryption. It provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core. The best application for learning the C# language constructs and many of the .NET libraries does not distract with unnecessary application code. Hence, the C# and .NET topics covered in Chapters 1 to 12 feature console applications. In Chapters 13 to 17, having mastered the basics, you will build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. There are also two new online chapters on using .NET MAUI to build cross-platform apps and building services using a variety of technologies, including Web API, OData, gRPC, GraphQL, SignalR, and Azure Functions. What you will learn Build rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET Core Build your own types with object-oriented programming Write, test, and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLite Build and consume powerful services using the latest technologies, including gRPC and GraphQL Build cross-platform apps using .NET MAUI and XAML Who this book is for This book is for beginners to C# and .NET or programmers who have worked with C# in the past but feel left behind by the changes in the past few years. This book doesn't expect you to have any C# or .NET experience; however, you should have a general understanding of programming. Students and professionals with a science, technology, engineering, or mathematics (STEM) background can benefit from this book.

Discover the Erlang-like Elm reactive programming language by using it in real-world applications. This unique book covers what Elm is, its fundamental building blocks, and using it to build a sample web application. Furthermore, Web Applications with Elm will cover what else Elm can potentially do and includes a handy language reference in the appendix. After reading and using this book, you'll be building applications with Elm and will be able to apply it to your professional development efforts. Reactive programming is a "new" paradigm

for programming web applications. Of course, the concept is not new: it has been around for almost 20 years. Elm is a functional language that is based on functional reactive programming - although this term is not used by the creator of the language anymore - and makes writing graphical interfaces and user interface interactions easier and less messy than with JavaScript. What You'll Learn Work with Elm and its development environment Use the Elm Architecture to create applications with the Elm platform Put it all together with a sample application and explanation that covers the implementation details Discover the future of Elm and its opportunities Who This Book Is For Web developers new to Elm, with some experience with Erlang recommended. This book is for others curious about Elm and its potential beyond web development.

5th IFIP WG 13.2 International Conference, HCSE 2014, Paderborn, Germany, September 16-18, 2014. Proceedings

Beginning C# 7 Programming with Visual Studio 2017

Engineering in Dependability of Computer Systems and Networks

Entertainment Computing - ICEC 2010

Multi-Platform Wireless Web Applications

Proceedings of the Thourth International Conference on Computer-Aided Design of User Interfaces, 15-17 May 2002, Valenciennes, France. III

Creating Cross-Platform C# Applications with Uno Platform

This book constitutes the thoroughly refereed post-conference proceedings of the Third International Conference on Mobile Computing, Applications, and Services (MobiCASE 2011) held in Los Angeles, CA, USA, during October 24-27, 2010. The 18 revised full papers presented together with 12 revised poster papers were carefully reviewed and selected from numerous submissions. The conference papers are organized in seven technical sessions, covering the topics of mobile pervasive applications, system issues, location-aware services, mobile phone based systems, mobile Web and services, tools for mobile environments, and mobile application development issues.

This book includes a selection of reviewed papers presented at the 49th Conference of the International Circle of Educational Institutes for Graphic Arts Technology and Management & 8th China Academic Conference on Printing and Packaging, which was held on May 14-16, 2017 in Beijing, China. The conference was jointly organized by the Beijing Institute of Graphic Communication, China Academy of Printing Technology, and International Circle of Educational Institutes for Graphic Arts Technology and Management. With eight keynote talks and 200 presented papers on graphic communication and packaging technologies, the event attracted more than 400 scientists. The proceedings cover the latest advances in color science and technology; image processing technology; digital media technology; digital process management technology in packaging; packaging, etc., and will be of interest to university researchers, R&D engineers and graduate students in the graphic arts, packaging, color science, image science, material science, computer science, digital media and network technology.

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

The six volumes LNCS 11619-11624 constitute the refereed proceedings of the 19th International Conference on Computational Science and Its Applications, ICCSA 2019, held in Saint Petersburg, Russia, in July 2019. The 64 full papers, 10 short papers and 259 workshop papers presented were carefully reviewed and selected form numerous submissions. The 64 full papers are organized in the following five general tracks: computational methods, algorithms and scientific applications; high performance computing and networks; geometric modeling, graphics and visualization; advanced and emerging applications; and information systems and technologies. The 259 workshop papers were presented at 33 workshops in various areas of computational sciences, ranging from computational science technologies to specific areas of computational sciences, such as software engineering, security, artificial intelligence and blockchain technologies.

Developing Multi-Platform Apps with Visual Studio Code

Third International Conference, SGDA 2012, Bremen, Germany, September 26-29, 2012, Proceedings

Computer-Aided Design of User Interfaces III

Concepts, Methodologies, Tools, and Applications

24th Argentine Congress, Tandil, Argentina, October 8–12, 2018, Revised Selected Papers

Mobile Computing, Applications, and Services

The Business of Android Apps Development

This book constitutes the refereed proceedings of the 3rd International Conference on Serious Games Development and Applications, SGDA 2012, held in Bremen, Germany in September 2012. The 22 revised full papers presented were carefully reviewed and selected from numerous submissions. The papers cover various topics on serious games including engineering, education, health care, military applications, game design, game study, game theories, virtual reality, 3D visualisation and medical applications of games technology.

This book presents papers on various problems of dependability in computer systems and networks that were discussed at the 14th DepCoS-RELCOMEX conference, in Brunów, Poland, from 1st to 5th July 2019. Discussing new ideas, research results and developments in the design, implementation, maintenance and analysis of complex computer systems, it is of interest to researchers and practitioners who are dealing with dependability issues in such systems. Dependability analysis came as a response to new challenges in the evaluation of contemporary complex systems, which should be considered as systems of people - with their needs and behaviours -interacting with technical communication channels (such as mobile activities, iCloud, Internet of Everything) and online applications, often operating in hostile environments. The diversity of topics covered, illustrates the variety of methods used in this area, often with the help of the latest results in artificial and computational intelligence.

Build Tomorrow's Best Mobile/Web Applications with IBM WebSphere Application Server 8.5 and IBM Worklight This guide presents a coherent

strategy for building modern mobile/web applications that are fast, responsive, interactive, reusable, maintainable, extensible, and a pleasure to use. Four IBM experts offer practical, hands-on coverage of front-end development with IBM WebSphere Application Server 8.5, IBM Worklight, and today's most popular open source frameworks. Using well-crafted examples, the authors introduce best practices for MobileFirst development, helping you create apps that work superbly on mobile devices and add features on conventional browsers. Throughout, you'll learn better ways to deliver Web 2.0 apps with HTML /JavaScript front ends, RESTful Web Services, and persistent data. Proven by IBM and its customers, the approach covered in this book leads to more successful mobile/web applications—and more effective development teams. Coverage Includes • Developing for MobileFirst: moving from “graceful degradation” to “progressive enhancement” • Quickly delivering lightweight JEE apps with WebSphere Application Server's new Liberty Profile • Implementing an agile, user-centered, page-oriented approach to design • Constructing REST services with WebSphere Liberty, Eclipse, and JEE annotations • Building better front-end application architectures with frameworks and JavaScript • Designing and building complex, transactional RESTful services that interface with databases and other data sources • Building IBM Worklight hybrid apps with open source frameworks: jQuery Mobile, Backbone, Require.js, and Handlebars • Debugging cross-platform, multi-language modern web apps • Promoting scalability, security, and connectivity into the wider enterprise The IBM Press developerWorks Series pairs books with complementary resources on the developerWorks website at <https://www.ibm.com/developerworks/dwbooks/> This book constitutes revised selected papers from the 24th Argentine Congress on Computer Science, CACIC 2018, held in Tandil, Argentina, in October 2018. The 26 papers presented in this volume were carefully reviewed and selected from a total of 155 submissions. They were organized in topical sections named: Agents and Systems; Distributed and Parallel Processing; Technology Applied to Education; Graphic Computation, Images and Visualization; Software Engineering; Databases and Data Mining; Hardware Architectures, Networks, and Operating Systems; Innovation in Software Systems; Signal Processing and Real-Time Systems; Computer Security; Innovation in Computer Science Education; and Digital Governance and Smart Cities.

Discover and make use of the powerful features of the Visual Studio 2019 IDE to develop better and faster mobile, web, and desktop applications

Computer Science – CACIC 2018

Multiple User Interfaces

macOS desktop apps programming with .NET Core 3.1 and Visual Studio for Mac

InfoWorld

Applied Sciences in Graphic Communication and Packaging

C# 10 and .NET 6 – Modern Cross-Platform Development – Sixth Edition

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations.

Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

This book gathers the latest experiences of experts, research teams, and leading organisations involved in computer-aided design of user-interactive applications supported by software. Attention is paid specifically to platform-independent user interfaces, and context-sensitive or aware applications. This includes innovative model-based and agent-based approaches, code-generators, model editors, task animators, translators, checkers, advice-giving systems, and systems for graphical user interfaces. Audience: This volume will be of interest to software development practitioners and researchers whose work involves human-computer interaction, design of user interfaces, frameworks for computer-aided design, formal and semi-formal methods, web services and multimedia systems, interactive applications, and graphical user and multi-user interfaces.

Summary Cross-Platform Desktop Applications guides you step-by-step through creating Node.js desktop applications with NW.js and Electron from GitHub. Foreword by Cheng Zhao, creator of Electron.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Desktop application development has traditionally required high-level programming languages and specialized frameworks. With Electron and NW.js, you can apply your existing web dev skills to create desktop applications using only HTML, CSS, and JavaScript. And those applications will work across Windows, Mac, and Linux, radically reducing development and training time. About the Book Cross-Platform Desktop Applications guides you step by step through the development of desktop applications using Electron and NW.js. This example-filled guide shows you how to create your own file explorer, and then steps through some of the APIs provided by the frameworks to work with the camera, access the clipboard, make a game with keyboard controls, and build a Twitter desktop notification tool. You'll then learn how to test your applications, and debug and package them as binaries for various OSs. What's Inside Create a selfie app with the desktop camera Learn how to test Electron apps with Devtron Learn how to use Node.js with your application About the Reader Written for developers familiar with HTML, CSS, and JavaScript. About the Author Paul Jensen works at Starcount and lives in London, UK. Table of Contents PART 1 - WELCOME TO NODE.JS DESKTOP APPLICATION DEVELOPMENT

Introducing Electron and NW.js Laying the foundation for your first desktop application Building your first desktop application Shipping your first desktop application PART 2 - DIVING DEEPER Using Node.js within NW.js and Electron Exploring NW.js and Electron's internals PART 3 - MASTERING NODE.JS DESKTOP APPLICATION DEVELOPMENT Controlling how your desktop app is displayed Creating tray applications Creating application and context menus Dragging and dropping files and crafting the UI Using a webcam in your application Storing app data Copying and pasting contents from the clipboard Binding on keyboard shortcuts Making desktop notifications PART 4 - GETTING READY TO RELEASE Testing desktop apps Improving app performance with debugging Packaging the application for the wider world If you want to use Adobe Flex to build production-quality Rich Internet Applications for the enterprise, this groundbreaking book shows you exactly what's required. You'll learn efficient techniques and best

practices, and compare several frameworks and tools available for RIA development -- well beyond anything you'll find in Flex tutorials and product documentation. Through many practical examples, the authors impart their considerable experience to help you overcome challenges during your project's life cycle. Enterprise Development with Flex also suggests proper tools and methodologies, guidelines for determining the skill sets required for the project, and much more. Choose among several frameworks to build Flex applications, including Cairngorm, PureMVC, Mate, and Clear Toolkit Apply selected design patterns with Flex Learn how to extend the Flex framework and build your own component library Develop a sample AIR application that automatically synchronizes local and remote databases to support your sales force Get solutions for leveraging AMF protocol and synchronizing Flex client data modifications with BlazeDS-based servers Determine the actual performance of your application and improve its efficiency

Cross-platform Desktop Applications

Computational Science and Its Applications – ICCSA 2019

Build intelligent apps, websites, and services with Blazor, ASP.NET Core, and Entity Framework Core using Visual Studio Code

Building Mac OS X, Linux, and Windows Applications (Adobe Reader)

Using Node, Electron, and NW.js

Hands-On Full Stack Web Development with Aurelia

Build apps, websites, and services with ASP.NET Core 6, Blazor, and EF Core 6 using Visual Studio 2022 and Visual Studio Code

Creating Cross-Platform C# Applications with Uno shows you how the Uno Platform helps developers familiar with developing Windows apps build applications for all operating systems and browsers. By learning how to develop apps for various business scenarios, you'll gain the confidence and knowledge needed to create your own cross-platform app.

Advancements in technology have allowed for the creation of new tools and innovations that can improve different aspects of life. These applications can be utilized across different technological platforms. Application Development and Design: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as software design, mobile applications, and web applications, this multi-volume book is ideally designed for researchers, academics, engineers, professionals, students, and practitioners interested in emerging technology applications.

Cross-Platform Development in C++ is the definitive guide to developing portable C/C++ application code that will run natively on Windows, Macintosh, and Linux/Unix platforms without compromising functionality, usability, or quality. Long-time Mozilla and Netscape developer Syd Logan systematically addresses all the technical and management challenges associated with software portability from planning and design through coding, testing, and deployment. Drawing on his extensive experience with cross-platform development, Logan thoroughly covers issues ranging from the use of native APIs to the latest strategies for portable GUI development. Along the way, he demonstrates how to achieve feature parity while avoiding the problems inherent to traditional cross-platform development approaches. This book will be an indispensable resource for every software professional and technical manager who is building new cross-platform software, porting existing C/C++ software, or planning software that may someday require cross-platform support. Build Cross-Platform Applications without Compromise Throughout the book, Logan illuminates his techniques with realistic scenarios and extensive, downloadable code examples, including a complete cross-platform GUI toolkit based on Mozilla's XUL that you can download, modify, and learn from. Coverage includes Policies and procedures used by Netscape, enabling them to ship Web browsers to millions of users on Windows, Mac OS, and Linux Delivering functionality and interfaces that are consistent on all platforms Understanding key similarities and differences among leading platform-specific GUI APIs, including Win32/.NET, Cocoa, and Gtk+ Determining when and when not to use native IDEs and how to limit their impact on portability Leveraging standards-based APIs, including POSIX and STL Avoiding hidden portability pitfalls associated with floating point, char types, data serialization, and types in C++ Utilizing platform abstraction libraries such as the Netscape Portable Runtime (NSPR) Establishing an effective cross-platform bug reporting and tracking system Creating builds for multiple platforms and detecting build failures across platforms when they occur Understanding the native runtime environment and its impact on installation Utilizing wxWidgets to create multi-platform GUI applications from a single code base Thoroughly testing application portability Understanding cross-platform GUI toolkit design with Trixul

Annotation Management can no longer continue to introduce components into information systems without studying the effectiveness, feasibility and efficiency of the individual components of that system. Human Computer Interaction Development and Management contains the most recent research concerning IS evolution in organizations, including not only hardware, software, data, information, and networks but also people.

Human Computer Interaction Development & Management

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

IFIP WG 8.4, 8.9, TC 5 International Cross Domain Conference and Workshop on Availability, Reliability, and Security, CD-ARES 2012, Prague, Czech Republic, August 20-24, 2012, Proceedings

Enterprise Development with Flex

Volume 2**Network World****New Advances in Information Systems and Technologies**

It's tedious and time-consuming to create OS-specific versions of every desktop application, especially with different set of tools for each platform. NW.js radically simplifies development, providing a true cross-platform development stack built on HTML, CSS and JavaScript, Node.js modules, and the Chrome Blink engine. NW.js applications in the host operating system just like any other platform-native project, so developers have full access to all local files and resources. The performance is great, and best of all, it saves developers time because they only have to write one version of their application. "Cross-Platform Desktop Applications" guides readers step-by-step as they learn to develop desktop applications that run on Windows, OSX and Linux. They begin by getting the big picture of what NW.js can (and can't) do. Readers test drive NW.js as they build a simple desktop application. Next, they find out how to take advantage of OS-specific features like menus, system-tray apps, clipboards, and the file system. Along the way, they learn how to debug errors and diagnose performance bottlenecks with NW.js's browser developer tools, package an application as a standalone executable for each OS, and deploy to various app stores. The book gives developers the inspiration and skills they need to code pro quality desktop applications using the web languages they already know. The print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

The thirty papers published in this book represent the latest developments in Discontinuous Deformation Analysis (DDA). The Numerical Manifold Method (NMM) and other numerical methods and their applications are also covered, as are the theoretical contributions of 3D DDA, modelling and visualization of 3D joint systems, and high-order applications. Applications of these advances include the stability of underground works, rock slopes and boreholes.

This book constitutes the refereed proceedings of the IFIP WG 8.4, 8.9, TC 5 International Cross Domain Conference and Workshop on Availability, Reliability and Security (ARES 2012), held in Prague, Czech Republic, in August 2012. The 50 revised papers presented were carefully reviewed and selected for inclusion in the volume. The papers cover a wide range on the many aspects of information systems bridging the gap between research results in computer science and the many application fields. They are organized in the following sections: cross-domain applications; aspects of modeling and validation; trust, security, privacy, and safety; mobile applications; data processing and management; retrieval and complex query processing; e-commerce; and papers from the colocated International Workshop on Security and Cognitive Informatics for Homeland Defense, SeCIHD 2012. A definitive resource shows how to create a complete web application with design specifications, flow diagrams, and source code; covers client access from i-mode enabled devices, WAP and HDML devices, and various cross-platform GUIs; and discusses such technologies as XML, XSLT, cHTML, HDML, XUL, and Voice XML. Original. (Advanced)

19th International Conference, Saint Petersburg, Russia, July 1-4, 2019, Proceedings, Part V

Cross-Platform Development in C++

C# 9 and .NET 5 - Modern Cross-Platform Development - Fifth Edition

Making and Marketing Apps that Succeed

Build apps with C# and XAML that run on Windows, macOS, iOS, Android, and WebAssembly

Develop modern and real-time web applications with Aurelia and Node.js

Proceedings of the 6th International Conference ICADD-6, Trondheim, Norway, 5-8 October 2003

A comprehensive guide for beginners to learn the key concepts, real-world applications, and latest features of C# 9 and .NET 5 with hands-on exercises using VS Code Key Features Explore the newest additions to C# 9, the .NET 5 class library, Entity Framework Core and Blazor Strengthen your command of ASP.NET Core 5.0 and create professional websites and services Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description In C# 9 and .NET 5 - Modern Cross-Platform Development, Fifth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with a new chapter on the Microsoft Blazor framework. The book's first part teaches the fundamentals of C#, including object-oriented programming and new C# 9 features such as top-level programs, target-typed new object instantiation, and immutable types using the record keyword. Part 2 covers the .NET APIs, for performing tasks like managing and querying data, monitoring and improving performance, and working with the file system, async streams, serialization, and encryption. Part 3 provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core or mobile apps using Xamarin.Forms. By the end of the book, you will have acquired the understanding and skills you need to use C# 9 and .NET 5 to create websites, services, and mobile apps. What you will learn Build your own types with object-oriented programming Query and manipulate data using LINQ Build websites and services using ASP.NET Core 5 Create intelligent apps using machine learning Use Entity Framework Core and work with relational databases Discover Windows app development using the Universal Windows Platform and XAML Build rich web experiences using the Blazor framework Build mobile applications for iOS and Android using Xamarin.Forms Who this book is for This book is best for C# and .NET beginners, or programmers who have worked with C# in the past but feel left behind by the changes in the past few years. This book doesn't expect you to have any C# or .NET experience; however, you should have a general understanding of

programming. Students and professionals with a science, technology, engineering, or mathematics (STEM) background can certainly benefit from this book. Master GUI programming in Tkinter as you design, implement, and deliver ten real-world applications from start to finish About This Book Conceptualize and build state-of-art GUI applications with Tkinter Tackle the complexity of just about any size GUI application with a structured and scalable approach A project-based, practical guide to get hands-on into Tkinter GUI development Who This Book Is For Software developers, scientists, researchers, engineers, students, or programming hobbyists with basic familiarity in Python will find this book interesting and informative. People familiar with basic programming constructs in other programming language can also catch up with some brief reading on Python. No GUI programming experience is expected. What You Will Learn Get to know the basic concepts of GUI programming, such as Tkinter top-level widgets, geometry management, event handling, using callbacks, custom styling, and dialogs Create apps that can be scaled in size or complexity without breaking down the core Write your own GUI framework for maximum code reuse Build apps using both procedural and OOP styles, understanding the strengths and limitations of both styles Learn to structure and build large GUI applications based on Model-View-Controller (MVC) architecture Build multithreaded and database-driven apps Create apps that leverage resources from the network Learn basics of 2D and 3D animation in GUI applications Develop apps that can persist application data with object serialization and tools such as configparser In Detail Tkinter is the built-in GUI package that comes with standard Python distributions. It is a cross-platform package, which means you build once and deploy everywhere. It is simple to use and intuitive in nature, making it suitable for programmers and non-programmers alike. This book will help you master the art of GUI programming. It delivers the bigger picture of GUI programming by building real-world, productive, and fun applications such as a text editor, drum machine, game of chess, media player, drawing application, chat application, screen saver, port scanner, and many more. In every project, you will build on the skills acquired in the previous project and gain more expertise. You will learn to write multithreaded programs, network programs, database driven programs and more. You will also get to know the modern best practices involved in writing GUI apps. With its rich source of sample code, you can build upon the knowledge gained with this book and use it in your own projects in the discipline of your choice. Style and approach An easy-to-follow guide, full of hands-on examples of real-world GUI programs. The first chapter is a must read as it explains most of the things you need to get started with writing GUI programs with Tkinter. Each subsequent chapter is a stand-alone project that discusses some aspects of GUI programming in detail. These chapters can be read sequentially or randomly depending upon the readers experience with Python.

Develop rich and scalable web applications with Node.js, Express.js, and MongoDB Key Features Learn the advanced features of Aurelia to build responsive web applications Write clean, modular, and testable code that will be easy to maintain and evolve Harness the power of JavaScript on the client and server side to build full-stack applications Book Description Hands-On Full Stack Web Development with Aurelia begins with a review of basic JavaScript concepts and the structure of an Aurelia application generated with the Aurelia-CLI tool. You will learn how to create interesting and intuitive application using the Aurelia-Materialize plugin, which implements the material design approach. Once you fully configure a FIFA World Cup 2018 app, you'll start creating the initial components through TDD practices and then develop backend services to process and store all the user data. This book lets you explore the NoSQL model and implement it using one of the most popular NoSQL databases, MongoDB, with some exciting libraries to make the experience effortless. You'll also be able to add some advanced behavior to your components, from managing the lifecycle properly to using dynamic binding, field validations, and the custom service layer. You will integrate your application with Google OAuth Service and learn best practices to secure your applications. Furthermore, you'll write UI Testing scripts to create high-quality Aurelia Apps and explore the most used tools to run end-to-end tests. In the concluding chapters, you'll be able to deploy your application to the Cloud and Docker containers. By the end of this book, you will have learned how to create rich applications using best practices and modern approaches. What you will learn Employ best practices and modern approaches to create frontend applications Learn about modern CSS preprocessors and improve the readability of your application Use the Aurelia framework to create navigable web applications Write your own tests, making your application secure and fault-tolerant Create solid RESTful APIs using the microservice architecture Understand the NoSQL paradigm and get the best performance from your database Integrate third-party libraries such as Gmail for Single Sign On Write UI testing scripts and integration tests to build extensible apps Who this book is for Hands-On Full Stack Web Development with Aurelia is for you if you are a web or full-stack JavaScript developer who has experience with traditional stacks such as LAMP, MEAN, or MERN and wish to explore the power of Aurelia and new stack with modern web technologies.

This book constitutes the refereed proceedings of the 5th IFIP WG 13.2 International Conference on Human-Centered Software Engineering, HCSE 2014, held in Paderborn, Germany, in September 2014. The 13 full papers and 10 short papers presented together with one keynote were carefully reviewed and selected from 35 submissions. The papers cover various topics such as integration of software engineering and user-centered design; HCI models and model-driven engineering; incorporating guidelines and principles for designing usable products in the development process; usability engineering; methods for user interface design; patterns in HCI and HCSE; software architectures for user interfaces; user interfaces for special environments; representations for design in the development process; working with iterative and agile process models in HCSE; social and organizational aspects in the software development lifecycle; human-centric software development tools; user profiles and mental models; user requirements and design constraints; and user experience and software design.

9th International Conference, ICEC 2010, Seoul, Korea, September 8-11, 2010. Proceedings

Human-Centered Software Engineering

Proceedings of 2017 49th Conference of the International Circle of Educational Institutes for Graphic Arts Technology and Management & 8th China Academic Conference on Printing and Packaging

Multidisciplinary Research and Practice for Informations Systems

Visual Studio 2019 In Depth**Smart Marketing With the Internet of Things****Frameworks, Methodologies, and Tools for Developing Rich Internet Applications**

Easily get started programming using the ultra-versatile C# 7 and Visual Studio 2017 Beginning C# 7 Programming with Visual Studio 2017 is the beginner's ultimate guide to the world's most popular programming language. Whether you're new to programming entirely, or just new to C#, there has never been a better time to get started. The new C# 7 and Visual Studio 2017 updates feature a number of new tools and features that streamline the workflow, simplify the code, and make it easier than ever to build high-quality apps. This book walks you through everything you need to know, starting from the very basics, to have you programming in no time. You'll learn about variables, flow control, and object oriented programming, then move into Web and Windows programming as well as databases and XML. The companion website provides downloadable code examples, and practical Try It Out sections provide explicit, step-by-step instructions for writing your own useful, customizable code. C# 7 can be used to build Windows applications, program Windows 10, and write Web apps when used alongside ASP.NET. With programming skills becoming de rigueur in fields far beyond the tech world, C# 7 is a great place to start building versatile, helpful skills. This book gets you started quickly and easily with instruction from a master-team of C# programmers. Learn how to program using the world's leading programming language Build smarter, faster apps using the latest features in C# 7 and Visual Studio 2017 Find and fix bugs sooner, saving headaches down the line Integrate with all .NET Core, Azure applications, cloud services, Docker containers, and more The world of programming can seem intimidating to a beginner, and the prospect of learning a whole new "language" can seem daunting. Beginning C# 7 Programming with Visual Studio 2017 demystifies the process and shows you how to bring your ideas to life.

The growing but still evolving success of the Android platform has ushered in a second mobile technology "gold rush" for apps developers, but with well over 100,000 apps and counting in the Google Android Market and now the Amazon Android Appstore, it has become increasingly difficult for new applications to stand out in the crowd. Achieving consumer awareness and sales longevity for your Android app requires a lot of organization and some strategic planning. Written for today's Android apps developer or apps development shop, The Business of Android Apps Development shows how to incorporate marketing and business savvy into every aspect of the design and development process, giving your application the best possible chance of succeeding in the the various Android app stores and markets. This book takes you step-by-step through cost-effective marketing, public relations and sales techniques that have proven successful for professional Android app creators and indie shops—perfect for independent developers on shoestring budgets. No prior business knowledge is required. This is the book you wish you had read before you launched your first app!

The Eclipse environment solves the problem of having to maintain your own Integrated Development Environment (IDE), which is time consuming and costly. Embedded tools can also be easily integrated into Eclipse. The C/C++CDT is ideal for the embedded community with more than 70% of embedded developers using this language to write embedded code. Eclipse simplifies embedded system development and then eases its integration into larger platforms and frameworks. In this book, Doug Abbott examines Eclipse, an IDE, which can be vital in saving money and time in the design and development of an embedded system. Eclipse was created by IBM in 2001 and then became an open-source project in 2004. Since then it has become the de-facto IDE for embedded developers.

Virtually all of the major Linux vendors have adopted this platform, including MontaVista, LynuxWorks, and Wind River. *Details the Eclipse Integrated Development Environment (IDE) essential to streamlining your embedded development process *Overview of the latest C/C++ Developer's Toolkit (CDT) *Includes case studies of Eclipse use including Monta Vista, LynuxWorks, and Wind River

This book exposes innovative technics for developing native macOS desktop applications by using C# and the .NET Core 3.1. You will discover that the implementation of a macOS native application can be done with other tools than the classical tools proposed by Apple: SwiftUI, Objective-C ... Before reserved to C++ programmers, the macOS application arena is now open to the C# developer's community. What you will learn in this book? - Essentials macOS commands (for rookie macOS user). - Essentials C# coding technics (for rookie C# developer). - Setup an efficient and professional development environment for .NET Core 3.1 on your Mac. - Review a panel of technical solutions for the GUI implementation. - Choose the adapted UI for your application specific needs. - Code your desktop application (boilerplates furnished). - Produce macOS executable from your C# project. - Package and distribute your

application for the macOS ecosystem. Who is it for? - macOS C++, Java or Swift developers. - ASP.NET C# developers. - Windows C# developers. Accelerate your project start. This book includes project templates (boilerplates) useful for starting quickly and easily the coding of your macOS desktop application. This book avoids you a long and tedious phase of research for finding the most relevant technical solution for your app. Thus, you can focus on the functional features of the application rather than the technical constraints of the Mac OS X system.

Cracking the Code

Embedded Linux Development Using Eclipse

Get up and running with VS Code by building multi-platform, cloud-native, and microservices-based apps

Modern Web Development with IBM WebSphere

Web Applications with Elm

Proceedings of the Fourteenth International Conference on Dependability of Computer Systems DepCoS-RELCOMEX, July 1-5, 2019, Brunów, Poland

Tkinter GUI Application Development Blueprints

Step-by-step guide to all the tools and extensions in the Visual Studio 2019 IDE DESCRIPTION This book peeks into every corner of the Visual Studio IDE and will help you get started with the latest 2019 version. Right from installation, you'll discover new features within the tool and the optimal way to use the features you may already know. You'll learn, for example, how to extend Visual Studio with your own customizations, so that you can make it perform the way you want. You will then explore everything about NuGet package, test applications using Live Unit Testing, and learn how to make code templates using the T4 code generation tool. You'll get to grips with the richer JavaScript IntelliSense, which will help you focus more on coding. Moving on, you'll learn to work with the dedicated workloads for data storage and data science. You will also review the more advanced architecture tools concealed within the IDE and finally create cloud-first applications powered by Microsoft Azure using the built-in suite of Azure tools. KEY FEATURES ● Create and use custom IDE extensions ● Find, download, and use the best IDE extensions for web, mobile, Azure, and Windows ● Enhance programming experience and time with debugging tools ● Enhance coding capabilities with coding tools ● Test projects proactively ● Create powerful web, mobile, and Azure solutions for the real world WHAT WILL YOU LEARN By the end of the book, you will be able to tackle any solution for any platform head-on. You will create real-world solutions from start to finish. By using the tools and extensions outlined in this book, you will be able to code better and faster, debug better, share your code with more peers, test your code better, and install or publish your apps quicker and without issues. WHO THIS BOOK IS FOR The book is intended for any .NET developer. You can be a seasoned developer or a newbie just starting out. This book will play a pivotal role in presenting all the tools you need to become a better developer. Table of Contents 1. Getting started with Visual Studio 2. Digging in the Visual Studio IDE 3. IntelliSense 4. Language & coding changes in C# 5. What's new in .Net core 6. Built-in tools 7. Debugging tools 8. Testing tools 9. ASP.NET tools 10. Mobile tools 11. Azure tools 12. IDE extensions 13. ASP.NET extensions 14. Mobile extensions 15. Azure DevOps extensions

The internet of things (IoT) enhances customer experience, increases the amount of data gained through connected devices, and widens the scope of analytics. This provides a range of exciting marketing possibilities such as selling existing products and services more effectively, delivering truly personalized customer experiences, and potentially creating new products and services. Smart Marketing With the Internet of Things is an essential reference source that discusses the use of the internet of things in marketing, as well as its importance in enhancing the customer experience. Featuring research on topics such as augmented reality, sensor networks, and wearable technology, this book is ideally designed for business professionals, marketing managers, marketing strategists, academicians, researchers, and graduate-level students seeking coverage on the use of IoT in enhancing customer marketing outcomes.

Multiple User Interfaces allow people using mobile phones, lap tops, desk tops, palm tops or PDAs to access and read information from their central server or the internet in a coherent and consistent way and to communicate effectively with other users who may be using different devices. MUIs provide multiple views of the information according to the device used and co-ordinate

communication between the users. Multiple User Interfaces: Engineering and Applications Frameworks is the first work to describe user interface design for mobile and hand-held devices such as mobile phones. Given the proliferation of books on web site design in the late '90s, this promises to be the forerunner in a new wave of books dealing with the issues specific to small screens, limited memory and wireless transmission. It also deals with problems relating to multi-user functionality and sharing the same application over various platforms. Offers a comprehensive account of state-of-the-art research Combines human and technical aspects including social interaction, workflow, HCI, & system architectures. Provides practical toolkits, guidelines and experience reports Includes contributions from leading experts at all the key institutions – Virginia Tech, Concordia University, Lancaster University, Ericsson & Intel With such a unique and cutting-edge approach researchers and developers working on user interface design in companies manufacturing handsets and other portable devices, university HCI groups and companies providing web-based information services for delivery to hand-held devices will find this indispensable.

Developing Multi-platform Apps with Visual Studio Code is a comprehensive guide that will teach you how to use numerous features of VS Code, their functionalities, and the most helpful extensions effectively to increase productivity while developing enterprise-grade applications.

Cross-Platform Desktop Applications

Serious Games Development and Applications

Functional Programming for the Web

Cross-Platform Applications and Context-Aware Interfaces

Best Practices for RIA Developers

Data Visualization: Representing Information on Modern Web

Development and Application of Discontinuous Modelling for Rock Engineering

This book contains a selection of articles from The 2016 World Conference on Information Systems and Technologies (WorldCIST'16), held between the 22nd and 24th of March at Recife, Pernambuco, Brazil. WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges of modern Information Systems and Technologies research, together with their technological development and applications. The main topics covered are: Information and Knowledge Management; Organizational Models and Information Systems; Software and Systems Modeling; Software Systems, Architectures, Applications and Tools; Multimedia Systems and Applications; Computer Networks, Mobility and Pervasive Systems; Intelligent and Decision Support Systems; Big Data Analytics and Applications; Human-Computer Interaction; Health Informatics; Information Technologies in Education; Information Technologies in Radiocommunications.

Technological advances in the field of IT lead to the creation of new programs intended to merge the advantages of desktop-based programs with the advantages of Web-based programs in order to increase user accessibility and provide effective computer performance. Frameworks, Methodologies, and Tools for Developing Rich Internet Applications presents current research and analysis on the use of JavaScript and software development to establish new programs intended for the Web. With an in-depth look at computer and Web programming, this publication emphasizes the benefits and dynamic qualities of these emerging technologies. This book is an essential reference source for academicians, researchers, students, practitioners, and professionals interested in understanding and applying the advances in the combined fields of Web engineering and desktop programming in order to increase computer users' visual experience and interactivity.

Third International Conference, MobiCASE 2011, Los Angeles, CA, USA, October 24-27, 2011. Revised Selected Papers

Developing native macOS GUI software with C#

With Node, Electron, and Nw.js

Application Development and Design: Concepts, Methodologies, Tools, and Applications