

Developing Software For Symbian Os An Introduction To Creating Smartphone Applications In C Symbian Press

Richard Harrison's existing books are the bestsellers in the Symbian Press Portfolio. His latest book, co-written with Mark Shackman is the successor to "Symbian OS C++ for Mobile Phones" Volumes One and Two. Written in the same style as the two previous volumes, this is set to be another gem in the series. The existing material from the volumes will be combined, with explanations and example code updated to reflect the introduction of Symbian OS v9. New and simplified example application will be introduced, which will be used throughout the book. The reference and theory section in particular sets this book apart from the competition and complements other books being proposed at this time. Anyone looking for a thorough insight into Symbian OS C++ before moving onto specialize on particular Symbian OS phones need this book! It will not teach people how to program in C++, but it will reinforce the techniques behind developing applications in Symbian OS C++, and more. This innovative new book covers Symbian OS fundamentals, core concepts and UI. Key highlights include: A quick guide to Kernel Platform security Publishing Applications View Architecture Multi-User games

Multimedia on Symbian OS is the only book available to discuss multimedia on Symbian OS at this level. It covers key areas of multimedia technology, with information about APIs and services provided by Symbian OS. Other key features include details of UI platform-specific APIs from S60 and UIQ. This pioneering book covers each of the key technologies available (such as audio, video, radio, image conversion, tuner and camera) at a high level, to give the reader context, before drilling down to details of how to use each of them. The book includes code samples which are available for download on a website and cover key APIs with detailed description of each. Additional information includes the evolution of multimedia on Symbian OS from previous versions to the current (v9.5) and plans for the future. Chapters include: Architecture of Multimedia on Symbian OS Onboard Camera Multimedia Framework of both Video & Audio Image Converter Library The Tuner

The companion text to the original volume briefly covers Symbian OS fundamentals and describes the new features particular to V7.0, then examines the interaction between the application and the operating system, discusses what each does in relation to the other, and details advanced features. Original. (Advanced)

This book describes a new class of computing devices which are becoming omnipresent in every day life. They make information access and processing easily available for everyone from anywhere at any time. Mobility, wireless connectivity, di- versity, and ease-of-use are the magic keywords of Pervasive

and Ubiquitous Computing. The book covers these front-end devices as well as their operating systems and the back-end infrastructure which integrate these pervasive components into a seamless IT world. A strong emphasis is placed on the underlying technologies and standards applied when building up pervasive solutions. These fundamental topics include commonly used terms such as XML, WAP, UMTS, GPRS, Bluetooth, Jini, transcoding, and cryptography, to mention just a few. Voice, Web Application Servers, Portals, Web Services, and Synchronized and Device Management are new in the second edition. Besides a comprehensive state-of-the-art description of the Pervasive Computing technology itself, this book gives an overview of today's real-life applications and accompanying service offerings. M-Commerce, e-Business, networked home, travel, and finance are exciting examples of applied Ubiquitous Computing. The portable device and mobile phone market has witnessed rapid growth in the last few years with the emergence of several revolutionary products such as mobile TV, converging iPhone and digital cameras that combine music, phone and video functionalities into one device. The proliferation of this market has further benefited from the competition in software and applications for smart phones such as Google's Android operating system and Apple's iPhone App-Store, stimulating tens of thousands of mobile applications that are made available by individual and enterprise developers. Whereas the mobile device has become ubiquitous in people's daily life not only as a cellular phone but also as a media player, a mobile computing device, and a personal assistant, it is particularly important to address challenges timely in applying advanced pattern recognition, signal, information and multimedia processing techniques, and new emerging networking technologies to such mobile systems. The primary objective of this book is to foster interdisciplinary discussions and research in mobile multimedia processing techniques, applications and systems, as well as to provide stimulus to researchers on pushing the frontier of emerging new technologies and applications. One attempt on such discussions was the organization of the First International Workshop of Mobile Multimedia Processing (WMMP 2008), held in Tampa, Florida, USA, on December 7, 2008. About 30 papers were submitted from 10 countries across the USA, Asia and Europe.

The 6th ACIS International Conference on Software Engineering, Research, Management and Applications (SERA 2008) was held in Prague in the Czech Republic on August 20 – 22. SERA '08 featured excellent theoretical and practical contributions in the areas of formal methods and tools, requirements engineering, software process models, communication systems and networks, software quality and evaluation, software engineering, networks and mobile computing, parallel/distributed computing, software testing, reuse and metrics, database retrieval, computer security, software architectures and modeling. Our conference officers selected the best 17 papers from those papers accepted for presentation at the conference in order to publish them in this volume. The papers were chosen based on review scores submitted by members or the

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program committee, and underwent further rounds of rigorous review. 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.

The Internet Encyclopedia in a 3-volume reference work on the internet as a business tool, IT platform, and communications and commerce medium. The first book on this new platform written by experts on the Series 60. Series 60 Platform is a smartphone platform designed for Symbian OS. This text includes extensive code examples based on the most current version of the SDK (software developer's toolkit.) An associated Web site includes Series 60 SDK, code examples, and more.

The overall goal of this book is to provide introductory coverage of Symbian OS and get developers who have little or no knowledge of Symbian OS developing as quickly as possible. A clear and concise text on how Symbian OS architecture works and the core programming techniques and concepts needed to be a solid, competent Symbian programmer Shows how Symbian OS architecture and programming compares with other mobile operating systems (to help transition and for better understanding) Provides multiple examples and extra descriptions for areas most difficult for new programmers who are unfamiliar to the unique OS architecture Contains many tips and techniques documented only, up until now, by scattered white papers and newsgroup threads Describes many details of inner operations of Symbian OS, focusing specifically on those needed to become a competent programmer The book will cover 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.

Based on the authors' experiences in developing and teaching Symbian OS, this practical guide is perfect for programmers and provides a series of example-

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based scenarios that show how to develop Symbian applications. Exercises walk the reader through the initial development of a console-based card game engine to a graphical user interface(GUI)-based, two player blackjack game operating over a Bluetooth connection between two mobile phones Addresses how Symbian offers a number of different variants to allow for different user interfaces and screen savers - the most prevalent of these is S60 Discusses how the move toward 3G technology has resulted in an increasing need for mobile application development for S60 devices.

Take a look inside Symbian OS with an under-the-hood view of Symbian's revolutionary new real-time smartphone kernel Describes the functioning of the new real-time kernel, which will become ubiquitous on Symbian OS phones in the next 5-10 years Will benefit the base-porting engineer by providing a more solid understanding of the OS being ported Contains an in-depth explanation of how Symbian OS drivers work. Device drivers have changed considerably with the introduction of a single code - this book helps those converting them to the new kernel The book has broad appeal and is relevant to all who work with Symbian OS at a low level, whatever Symbian OS they are targeting Written by the engineers who actually designed and built the real-time kernel

The Series 60 Platform is a multi-vendor, open standards-based platform for one-handed smart phone application development. It delivers applications ranging from Web browsing to games to e-mail and messaging services, as well as other PDA functions including synchronization with PC applications such as Outlook. It also allows for video recording and playback. Nokia not only develops its own smart phones using Series 60 but also licenses this development platform to other smart phone manufacturers. The bottomline: Series 60 presents developers with a compelling opportunity to create a new wave of applications and services for global deployment on handsets from multiple manufacturers. Series 60 Software Development, the first book in the Nokia Mobile Developer Series, will be the official guide for developers creating applications for mobile devices based on the feature-rich Series 60 platform. This book covers the complete suite of development tools available for this platform including Series 60 C++ SDK (software development kit) for the Symbian OS. The authors will also cover browser-based application development using WML and XHTML. The authors will explain how to design, develop, test and debug, and deploy real world applications ranging from games to multimedia messaging.

Provides a broad working knowledge of all the major security issues affecting today's enterprise IT activities. Multiple techniques, strategies, and applications are examined, presenting the tools to address opportunities in the field. For IT managers, network administrators, researchers, and students.

The only guide for developers and power users on how to build PC connectivity applications for Symbian OS. This unique handbook provides all the information that is needed for the job. Fully worked examples and a do's and don'ts section provide design recommendations and expose common pitfalls giving a highly

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practical focus. Explains the relevant parts of the protocols that need to be used
Demonstrates how to create your own device side components to provide new services
Shows how to handle custom servers and socket servers

This new book, first in the Academy series, is the official guide to the ASD exam, priming candidates for the exam, explaining exactly what they need to know. The Primer explains the knowledge tested in the Accredited Symbian Developer exam, identifying and explaining the topics examined. Each of the exam's objectives is succinctly described, with the appropriate concepts explained in detail. Both standard C++ and topics specific to Symbian C++, such as Symbian Types and Declarations, Platform Security, and Cleanup Stack, are covered. The authors are experts in the field of Symbian C++ and contributed extensively to the design and creation of questions for the ASD exam. Jo Stichbury is the author of Symbian OS Explained and both authors are, of course, fully qualified Accredited Symbian Developers.

This book explains the key features of Symbian OS and will help you to write effective C++ code. It focuses on aspects of good C++ style that apply particularly to Symbian OS. 21 items are used to target particular aspects of the operating system and provide a simple and straightforward exploration of coding fundamentals. Using example code and descriptions of best practice to deconstruct Symbian OS, the items guide you to what you should and should not do (and why), pointing out commonly-made mistakes along the way.

Technologies covered include: client-server architecture descriptors and dynamic containers active objects, threads and processes leaves, cleanup stack and 2-phase construction thin templates, good API design, memory optimization, debug and test macros the ECOM plug-in framework Symbian OS Explained can be read cover-to-cover or dipped into as a reference that will improve your code style when programming with Symbian OS.

The ultimate developer's guide to Symbian OS C++ programming. Programming Symbian OS is a key skill for mass market phone application development. Whether you are developing applications and services for shipping mobile phones, or involved in pre-market mobile phone development, this book will help you understand the fundamental theory behind developing Symbian OS C++ code for constrained devices. A collaborative book, incorporating the expertise of over 30 Symbian engineers Comprehensive coverage of Symbian OS suitable for programming Nokia and Sony Ericsson systems and any Symbian OS v7.0 based smartphone Also provides supporting material for Symbian OS v6.0 and v6.0 phones Accompanying CD includes demo version of Metrowerks toolchain for the P800

As a co-founder of Symbian and former executive of Psion Software, David Wood has been actively involved in well over 100 smartphone development projects worldwide. Over the time spent on these projects, he has come to understand the key issues which determine the difference between successful and unsuccessful projects for Symbian OS. This book highlights and explains:

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How to tame the awesome inner complexity of smartphone technology
Optimal project team organisation, combining agility and reliability
The design and the philosophy behind key features of Symbian OS
The potential trouble spots of smartphone integration, testing, and optimisation
How to receive the full benefit of the diverse skills in the extensive Symbian partner ecosystem
The methods that are most likely to deliver commercial success when using Symbian OS
The wider significance of Symbian OS skills and expertise in the evolving mobile marketplace
The particular importance of software leaders in bringing breakthrough smartphone products to the market

Hands-on information to help you fully exploit the capabilities of MIDP 2.0 on Symbian OS (including MMA, WMA and Bluetooth). This practical guide will walk you through developing example applications illustrating key functionality and explain how to install these applications onto real devices. Focuses on J2ME MIDP 1.0 and 2.0, as this platform has become the Java standard for phones
Covers the optional J2ME APIs that Symbian OS Java is currently supporting
Code samples are provided throughout
Contains case studies that demonstrate how to develop games and enterprise applications

In this book, experts from Symbian, Nokia and Sun Microsystems expose the power of Java ME on Symbian OS. The book introduces programming with Java ME on Symbian OS, and also reveals what is found 'under-the-hood'. It is logically divided into four main sections: Introduction to Java ME and programming fundamentals
Java ME on Symbian OS (core and advanced chapters)
Drill down into MSA, DoJa and MIDP game development
Under the hood of the Java ME platform
The book also includes two appendixes on SNAP Mobile technology and WidSets. With over ten years' experience in Java technologies and over four years' experience at Symbian, the lead author Roy Ben Hayun now works for Sun Microsystems as a systems architect in the Engineering Services group, which leads the development, marketing and productizing of Java ME CLDC and CDC on different platforms.

A developer's guide to the Symbian OS communications architecture. The Symbian OS communications architecture is the cornerstone of Symbian OS - enabling the combination of voice communications, wireless Internet access and computing functionality. This book is designed to help developers understand the Symbian platform and learn how to develop and deliver those vital products that plug-in to the comms architecture. Services built around this architecture will drive the 3G market. Covers both architectural and "hands on" programming perspectives of the Symbian OS Comms Architecture
Demonstrates how to use the Symbian OS Comms APIs from C++ and Java
Includes coverage of technologies including: serial comms, sockets, IRDA, TCP/IP and PPP, Bluetooth, Telephony (GSM), Messaging (Email, Fax, SMS), HTTP/HTML, WAP/WML and more...

The current Symbian Press list focuses very much on the small scale features of Symbian OS in a programming context. The Architecture Sourcebook is different.

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It's not a how-to book, it's a 'what and why' book. And because it names names as it unwinds the design decisions which have shaped the OS, it is also a 'who' book. It will show where the OS came from, how it has evolved to be what it is, and provide a simple model for understanding what it is, how it is put together, and how to interface to it and work with it. It will also show why design decisions were made, and will bring those decisions to life in the words of Symbian's key architects and developers, giving an insider feel to the book as it weaves the "inside story" around the architectural presentation. The book will describe the OS architecture in terms of the Symbian system model. It will show how the model breaks down the system into parts, what role the parts play in the system, how the parts are architected, what motivates their design, and how the design has evolved through the different releases of the system. Key system concepts will be described; design patterns will be explored and related to those from other operating systems. The unique features of Symbian OS will be highlighted and their motivation and evolution traced and described. The book will include a substantial reference section itemising the OS and its toolkit at component level and providing a reference entry for each component.

An up-to-date insight into Communications programming at Symbian, incorporating changes introduced by the latest version of Symbian OS (Symbian OS V9), which is the basis of the new phones currently reaching the market. It guides developers through the Symbian OS communications architecture and provides essential information on the communications models and programming interfaces used by Symbian OS. Clear up-to-date explanations of how Symbian OS Communications works, demonstrated with full code examples in each chapter. Written by experienced Symbian engineer who leads the Symbian Communications Programming team. Covers special topics to include Bluetooth, HTTP, Serial Communications, OBEX and messaging.

With forewords by Jan Bosch, Nokia and Antero Taivalsaari, Sun Microsystems. Learn how to programme the mobile devices of the future! The importance of mobile systems programming has emerged over the recent years as a new domain in software development. The design of software that runs in a mobile device requires that developers combine the rules applicable in embedded environment; memory-awareness, limited performance, security, and limited resources with features that are needed in workstation environment; modifiability, run-time extensions, and rapid application development. Programming Mobile Devices is a comprehensive, practical introduction to programming mobile systems. The book is a platform independent approach to programming mobile devices: it does not focus on specific technologies, and devices, instead it evaluates the component areas and issues that are common to all mobile software platforms. This text will enable the designer to programme mobile devices by mastering both hardware-aware and application-level software, as well as the main principles that guide their design. Programming Mobile Devices: Provides a complete and authoritative overview of programming mobile systems. Discusses the major issues surrounding mobile systems programming; such as understanding of embedded systems and workstation programming. Covers memory management, the

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concepts of applications, dynamically linked libraries, concurrency, handling local resources, networking and mobile devices as well as security features. Uses generic examples from Java™ and Symbian OS to illustrate the principles of mobile device programming. Programming Mobile Devices is essential reading for graduate and advanced undergraduate students, academic and industrial researchers in the field as well as software developers, and programmers.

Mobile Python is the introduction of Python programming language to the mobile space. This practical hands-on book teaches readers how to realize their application ideas on the Symbian OS. Programming on the Symbian mobile platform has been difficult and time consuming in the past. This innovative new title will remedy this problem. Chapters deal with topics that are based on Python S60 features and presented in an order that lets the user learn first the “simple to code” ones and then increasing in complexity. Smartphone Operating System Concepts with Symbian OS uses Symbian OS as a vehicle to discuss operating system concepts as they are applied to mobile operating systems. It is this focus that makes this tutorial guide both invaluable and extremely relevant for today's student. In addition to presenting and discussing operating system concepts, this book also includes exercises that compare and contrast Symbian OS, Unix/Linux and Microsoft Windows. These assignments can be worked on in a classroom laboratory or in a student's own time. The book is replete with examples (both conceptual and applied to handhelds) as well as: * Summaries at the end of each chapter. * Problems the students can do as homework. * Experiment-oriented exercises and questions for students to complete on a handheld device * A reading list, bibliography and a list of sources for handheld software It also contains a series of on-line laboratories based on the software developed for Symbian OS devices. Students can perform these labs anywhere, and can use printing and e-mail facilities to construct lab write-ups and hand in assignments. Students, for the first time, will be taught Symbian OS concepts so that they can start developing smartphone applications and become part of the mass-market revolution.

Common Design Patterns for Symbian OS is the first design patterns book that addresses Symbian OS specifically. It introduces programmers to the common design patterns that help implement a large variety of applications and services on Symbian OS. The goal of the book is to provide the experience of Symbian's developers to a wider audience and enable sophisticated programs to be quickly written and to a high standard. In order to do this, it: Provides patterns based on the Symbian OS architectural elements Describes how patterns suited for non-mobile software should be adapted or even avoided for Symbian OS Provides Symbian OS based examples and code illustrations Each chapter covers patterns that address specific key concern experienced by developers: memory performance, time performance, power performance, security and responsiveness. This book is not specific to any particular version of Symbian OS. While individual examples may come from one version or another the patterns outlined in this book are intended to be more generic and based on the common functionality available in all releases. Where possible the examples given for the design patterns will directly reflect the software in Symbian OS. Common Design Patterns for Symbian OS is intended to be used in conjunction with one or more SDKs for specific Symbian OS phones and with the resources available at the Symbian DevNet web site. This facility will provide the background material needed to help

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understand the patterns and the examples accompanying them.

If you want to write mobile applications without the idioms of Symbian C++, have existing software assets that you'd like to re-use on Symbian devices, or are an open source developer still waiting for an open Linux-based device to gain significant market penetration, this is the book for you! Beginning with an introduction to the native programming environments available and descriptions of the various technologies and APIs available, you will first learn how to go about porting your code to the Symbian platform. Next, you will discover how to port to Symbian from other common platforms including Linux and Windows. Finally, you can examine sample porting projects as well as advanced information on topics such as platform security. The author team consists of no less than six Forum Nokia Champions, together with technical experts from the Symbian community, either working on Symbian platform packages or third party application development. With this book, you will benefit from their combined knowledge and experience. In this book, you will learn: How to port and make use of existing open source code to speed up your development projects How to port applications from other popular mobile platforms to the Symbian platform How to write code that is portable across multiple platforms The APIs in the Symbian platform for cross-platform development, such as support for standard C/C++ and Qt.

A guide to programming Symbian OS smartphones using OPL (The Open Programming Language): a simple to learn, open-source scripting language, ideal for fast-track development of enterprise applications. This book provides a hands-on development environment for both the experienced and aspiring programmer, demonstrating the ease of use of Symbian OS technologies through the utilization of OPL. OPL has a shallow learning curve which allows bespoke corporate tools to be developed in house by technical staff who aren't necessarily trained programmers. Rapid Mobile Enterprise Development For Symbian OS provides a clear guide on both how to program, and understanding the structure of the language through a keyword dictionary. Any bespoke OPL application can grow with a company, eventually providing access to more advanced C++ code through OPX extensions. From the home programmer who wants to do more with their phone, to the enterprise developer, Rapid Mobile Enterprise Development For Symbian OS is the ideal starting point for simple, innovative application design using OPL. Source code is available from www.symbian.co.uk/books

The popularity of an increasing number of mobile devices, such as PDAs, laptops, smart phones, and tablet computers, has made the mobile device the central method of communication in many societies. These devices may be used as electronic wallets, social networking tools, or may serve as a person's main access point to the World Wide Web. The Handbook of Research on Mobile Software Engineering: Design, Implementation, and Emergent Applications highlights state-of-the-art research concerning the key issues surrounding current and future challenges associated with the software engineering of mobile systems and related emergent applications. This handbook addresses gaps in the literature within the area of software engineering and the mobile computing world.

An introduction to the new security architecture of Symbian OS v9, describing the security model, the implications for the design of software running on it, and new programming interfaces for working with platform security features. The book will

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present the philosophy of the platform security architecture in general terms, explain the security model employed, and then follow up with targeted advice for the developers of specific classes of software. The book will conclude with a market-oriented discussion of possible future developments in the field of mobile device security. The Platform Security architecture influences the decisions made by every developer that uses Symbian OS, either for device creation or for application creation. The approach of the book will be to explain the philosophy of platform security as well as the implementation. This approach, mixing concepts and narrative with code segments and examples will li>explain the context and need for Platform Security on mobile devices and the concepts that underly the architecture, such as the core principles of 'trust', 'capability' and 'data caging'li>explain how to develop on a secure platform: the development environment and how to write secure applications, servers and plugins; and how to share data safely between device explain the concepts of application certification and signing, the industry 'gatekeepers' of platform securit

Symbian OS continues to be the top operating system for smartphones across the world, with the number of Symbian OS phones sold now well beyond the 100 million mark. As more and more developers realize the huge opportunities available designing with Symbian OS, one of the first major obstacles they face is the sheer length of time it takes to start producing functional C++ applications for Symbian OS phones. "Quick Recipes on Symbian OS" provides easy-to-use recipes for mastering common development tasks. The book's structured, time-focused approach to becoming familiar with the basics allows readers to get up and running quickly. From the Author This book is meant as an entry point into the Symbian OS C++ development ecosystem. Our goal is to allow you to create a working prototype of your application for Symbian OS withing 2 weeks, using only this book, a computer, an internet connection and a Symbian phone. Inside, you will find reusable modules implementing the most common tasks developers usually have to labour on, along with enough information for you to understand them and integrate them into your own application. This book can be used in several ways: - as a learning exercise. - to complement a university course. - as a reference to keep on your desk.

Hands-on information to help you fully exploit the capabilities of MIDP 2.0 on Symbian OS (including MMA, WMA and Bluetooth). This practical guide will walk you through developing example applications illustrating key functionality and explain how to install these applications onto real devices. Focuses on J2ME MIDP 1.0 and 2.0, as this platform has become the Java standard for phones Covers the optional J2ME APIs that Symbian OS Java is currently supporting Code samples are provided throughout Contains case studies that demonstrate how to develop games and enterprise applications

Create HTML5, JQuery, and CSS3-based hybrid applications and deploy them on multiple mobile devices, including on Android, iOS and Windows Phone. This kind of application development has the edge over native application development. Beginning Hybrid Mobile Application Development shows you how you can convert existing web application into mobile applications with minimal

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effort. You'll see how hybrid applications can give many web applications a larger audience by making them available as mobile applications. What You Will Learn Understand the basics of hybrid application development Discover the platforms and frameworks used for hybrid application development Master hybrid application development using the available APIs Access data in hybrid application See the role of JSON versus XML in hybrid applications Secure your code Who This Books Is For Mobile and web application developers.

The first part of this book discusses the mobile games industry, and includes analysis of why the mobile industry differs from other sectors of the games market, a discussion of the sales of mobile games, their types, the gamers who play them, and how the games are sold. The second part describes key aspects of writing games for Symbian smartphones using Symbian C++ and native APIs. The chapters cover the use of graphics and audio, multiplayer game design, the basics of writing a game loop using Symbian OS active objects, and general good practice. There is also a chapter covering the use of hardware APIs, such as the camera and vibra. Part Three covers porting games to Symbian OS using C or C++, and discusses the standards support that Symbian OS provides, and some of the middleware solutions available. A chapter about the N-Gage platform discusses how Nokia is pioneering the next generation of mobile games, by providing a platform SDK for professional games developers to port games rapidly and effectively. The final part of the book discusses how to create mobile games for Symbian smartphones using java ME, Doja (for Japan) or Flash Lite 2. This book will help you if you are: * a C++ developer familiar with mobile development but new to the games market * a professional games developer wishing to port your games to run on Symbian OS platforms such as S60 and UIQ * someone who is interested in creating C++, Java ME or Flash Lite games for Symbian smartphones. This book shows how to create mobile games for Symbian smartphones such as S60 3rd Edition, UIQ3 or FOMA devices. It includes contributions from a number of experts in the mobile games industry, including Nokia's N-gage team, Ideaworks3D, and ZingMagic, as well as academics leading the field of innovative mobile experiences.

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