Android Design Pattern By Greg Nudelman

Battle-Tested Strategies for Storing, Managing, and Sharing Android Data “Android™ Database Best Practices goes well beyond API documentation to offer strategic advice about how to handle data in an Android application and the tools needed to develop productively. This arms the developer with a trove of solutions to nearly any problem an application may face involving data. Mastering the concepts in this book are therefore essential for any developer who wants to create professional Android applications.” –Greg Milette, Android developer, Gradison Technologies, Inc. This is the first guide to focus on one of the most critical aspects of Android development: how to efficiently store, retrieve, manage, and share information from your app’s internal database. Through real-world code examples, which you can use in your own apps, you’ll learn how to take full advantage of SQLite and the database-related classes on Android. A part of Addison-Wesley’s Android™ Deep Dive series for experienced Android developers, Android Database Best Practices draws on Adam Stroud’s extensive experience leading cutting-edge app projects. Stroud reviews the core database theory and SQL techniques you need to efficiently build, manipulate, and read SQLite databases. He explores SQLite in detail, illuminates Android’s APIs for database interaction, and shares modern best practices for working with databases in the Android environment. Through a complete case study, you’ll learn how to design your data access layer to simplify all facets of data management and avoid unwanted technical debt. You’ll also find detailed solutions for common challenges in building data-enabled Android apps, including issues associated with threading, remote data access, and showing data to users. Extensive, up-to-date sample code is available for download at github.com/android-database-best-practices/device-database. You will Discover how SQLite database differs from other relational databases Use SQL DDL to add structure to a database, and use DML to manipulate data Define and work with SQLite data types Persist highly structured data for fast, efficient access Master Android classes for create, read, update, and delete (CRUD) operations and database queries Share data within or between apps via content providers Master efficient UI strategies for displaying data, while accounting for threading issues Use Android’s Intents API to pass data between activities when starting a new activity or service Achieve two-way communication between apps and remote web APIs Manage the complexities of app-to-server communication, and avoid common problems Use Android’s new Data Binding API to write less code and improve performance

Paul Durham keeps making Copies of himself: software simulations of his own brain and body which can be run in virtual reality, albeit seventeen times more slowly than real time. He wants them to be his guinea pigs for a set of experiments about the nature of artificial intelligence, time, and causality, but they keep changing their mind and baling out on him, shutting themselves down. Maria Deluca is an Autoverse addict; she’s unemployed and running out of money, but she can’t stop wasting her time playing around with the cellular automaton known as the Autoverse, a virtual world that follows a simple set of mathematical rules as its “laws of physics”. Paul makes Maria a very strange offer: he asks her to design a seed for an entire virtual biosphere able to exist inside the Autoverse, modelled right down to the molecular level. The job will pay well, and will allow her to indulge her obsession. There has to be a catch, though, because such a seed would be useless without a simulation of the Autoverse large enough to allow the resulting biosphere to grow and flourish — a feat far beyond the capacity of all the computers in the world.

These eBooks are the long-awaited digital version of our bestselling printed book about best practices in modern Web design. They share valuable practical insight into design, usability and coding, provide professional advice for designing mobile applications and building successful e-commerce websites, and explain common coding mistakes and how to avoid them. You'll explore the principles of professional design thinking and graphic design and learn how to apply psychology and game theory to create engaging user experiences.

It's normal to feel overwhelmed by the hard things in life, but lately doesn't it seem like we're feeling this way a lot more often than we used to? The problem isn't a lack of motivation or effort, but that motivation and effort are limited resources. The more we deplete them, the more burnt out we get, making it even harder to produce the results we want. In 'Effortless', Greg McKeown show us how to make essential tasks easier so that we can accomplish more of what matters, without burning out. From the author of 'Essentialism'.

Master the challenges of Android user interface development with these sample patterns With Android 4, Google brings the full power of its Android OS to both smartphone and tablet computing. Designing effective user interfaces that work on multiple Android devices is extremely challenging. This book provides more than 75 patterns that you can use to create versatile user interfaces for both smartphones and tablets, saving countless hours of development time. Patterns cover the most common and yet difficult types of user interactions, and each is supported with richly illustrated, step-by-step instructions. Includes sample patterns for welcome and home screens, searches, sorting and filtering, data entry, navigation, images and thumbnails, interacting with the environment and networks, and more Features tablet-specific patterns and patterns for avoiding results you don't want Illustrated, step-by-step instructions describe what the pattern is, how it works, when and why to use it, and related patterns and anti-patterns A companion website offers additional content and a forum for interaction Android Design Patterns: Interaction Design Solutions for Developers provides extremely useful tools for developers who want to take advantage of the booming Android app development market.

Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.

Multi-award-winning architect and interior designer Greg Natale does things differently. His bold signature style juxtaposes clean lines with repeating geometric patterns, unadorned walls with highly embellished feature pieces, and empty space with vivid splashes of color. At once contemporary and vintage, restrained and flamboyant, sophisticated and playful, Greg's spectacular interiors integrate architecture, design, and decoration to create visually breathtaking masterpieces. In this stunning photographic collection, Greg guides you through building a concept, layering different elements for cohesion, embracing empty space, and using color and pattern to add the finishing touches. Filled with practical advice and paired with beautiful photography from Anson Smart and a foreword from Jonathan Adler, The Tailored Interior will provide all the inspiration you need to transform your living spaces into works of art.

How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise on the right and wrong

way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, KarlFogel, Jon Bentley, Tim Bray, Elliotte Rusty Harold, Michael Feathers,Alberto Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren,Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and PiotrLuszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, AndrewKuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho andRafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, SimonPeyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, AndrewPatzer, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman,Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

The A-to-Z guide to spotting and fixing usability problems Frustrated by pop-ups? Forms that make you start over if you miss a field? Nonsensical error messages? You're not alone! This book helps you simply get it right the first time (or fix what's broken). Boasting a full-color interior packed with design and layout examples, this book teaches you how to understand a user's needs, divulges techniques for exceeding a user's expectations, and provides a host of hard won advice for improving the overall quality of a user's experience. World-renowned UX guru Eric Reiss shares his knowledge from decades of experience making products useable for everyone...all in an engaging, easy-to-apply manner. Reveals proven tools that simply make products better, from the users' perspective Provides simple guidelines and checklists to help you evaluate and improve your own products Zeroes in on essential elements to consider when planning a product, such as its functionality and responsiveness, whether or not it is ergonomic, making it foolproof, and more Addresses considerations for product clarity, including its visibility, understandability, logicalness, consistency, and predictability Usable Usability walks you through numerous techniques that will help ensure happy customers and successful products!

Learn to build human-interactive Android apps, starting withdevice sensors This book shows Android developers how to exploit the rich setof device sensors—locational, physical (temperature,pressure, light, acceleration, etc.), cameras, microphones, andspeech recognition—in order to build fully human-interactiveAndroid applications. Whether providing hands-free directions orchecking your blood pressure, Professional Android SensorProgramming shows how to turn possibility into reality. The authors provide techniques that bridge the gap betweenaccessing sensors and putting them to meaningful use in real-worldsituations. They not only show you how to use the sensor relatedAPIs effectively, they also describe how to use supporting AndroidOS components to build complete systems. Along the way, theyprovide solutions to problems that commonly occur when usingAndroid's sensors, with tested, real-world examples. Ultimately,this invaluable resource provides in-depth, runnable code examplesthat you can then adapt for your own applications. Shows experienced Android developers how to exploit the richset of Android smartphone sensors to build human-interactiveAndroid apps Explores Android locational and physical sensors (includingtemperature, pressure, light, acceleration, etc.), as well ascameras, microphones, and speech recognition Helps programmers use the Android sensor APIs, use Android OScomponents to build complete systems, and solve commonproblems Includes detailed, functional code that you can adapt and usefor your own applications Shows you how to successfully implement real-world solutionsusing each class of sensors for determining location, interpretingphysical sensors, handling images and audio, and recognizing andacting on speech Learn how to write programs for this fascinating aspect ofmobile app development with Professional Android SensorProgramming.

How to make customers feel good about doing what you want Learn how companies make us feel good about doing what theywant. Approaching persuasive design from the dark side, this bookmelds psychology, marketing, and design concepts to show whywe’re susceptible to certain persuasive techniques. Packedwith examples from every nook and cranny of the web, it provideseasily digestible and applicable patterns for putting these designtechniques to work. Organized by the seven deadly sins, itincludes: Pride — use social proof to position your product in linewith your visitors’ values Sloth — build a path of least resistance that leads userswhere you want them to go Gluttony — escalate customers’ commitment and useloss aversion to keep them there Anger — understand the power of metaphysical argumentsand anonymity Envy — create a culture of status around your product andfeed aspirational desires Lust — turn desire into commitment by using emotion todefeat rational behavior Greed — keep customers engaged by reinforcing thebehaviors you desire Now you too can leverage human fallibility to create powerfulpersuasive interfaces that people will love to use — but willyou use your new knowledge for good or evil? Learn more on thecompanion website, evilbydesign.info.

With Learning JavaScript Design Patterns, you’ll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asyncronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer’s hands. It’s the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

This eBook provides you with some useful tips and tricks, regardless of whether you're taking your first steps in app design or looking to adopt some best practices from industry pros. To help you broadly position your future app, our

authors cover the three biggest platforms: iOS, Android and Windows Mobile. Some step-by-step coding tutorials will take you by the hand, as will exciting new techniques that go beyond the usual. In addition, the eBook features handy cross-platform topics such as prototyping, as well as a field guide to app testing, and advice on marketing your app. TABLE OF CONTENTS - A Guide To iOS App Development For Web Designers - Get Started Writing iOS Apps With RubyMotion - Mobile Prototyping With Axure RP - Creating Realistic iPhone Games With Cocos2D - Mobile Design Practices For Android: Tips And Techniques - C-Swipe: An Ergonomic Solution To Navigation Fragmentation On Android - Windows Phone Design For Developers - A Field Guide To Mobile App Testing - How To Succeed With Your Mobile App

When it comes to desktop browsers, we are used to obvious big players and traditional platforms — Mac, Windows, Linux. The mobile world is entirely different, and the platforms are very different, too. We have to learn and understand new design languages, patterns, techniques and tools. In these extras of the Mobile Book, you'll look closely at the mobile platforms iOS and Windows Phone and will also learn emerging UX design patterns in these and further mobile platforms. TABLE OF CONTENTS - Mobile Design Patterns - Getting Started With Design And Development For iOS - Designing Windows Phone Apps

In a concise and direct question-and-answer format, C++ FAQs, Second Edition brings you the most efficient solutions to more than four hundred of the practical programming challenges you face every day. Moderators of the on-line C++ FAQ at comp.lang.c++, Marshall Cline, Greg Lomow, and Mike Girou are familiar with C++ programmers' most pressing concerns. In this book, the authors concentrate on those issues most critical to the professional programmer's work, and they present more explanatory material and examples than is possible on-line. This book focuses on the effective use of C++, helping programmers avoid combining seemingly legal C++ constructs in incompatible ways. This second edition is completely up-to-date with the final ANSI/ISO C++ Standard. It covers some of the smaller syntax changes, such as "mutable"; more significant changes, such as RTTI and namespaces; and such major innovations as the C++ Standard Library, including the STL. In addition, this book discusses technologies such as Java, CORBA, COM/COM+, and ActiveX—and the relationship all of these have with C++. These new features and technologies are iconed to help you quickly find what is new and different in this edition. Each question-and-answer section contains an overview of the problem and solution, fuller explanations of concepts, directions for proper use of language features, guidelines for best practices and practices to avoid, and plenty of working, stand-alone examples. This edition is thoroughly cross-referenced and indexed for quick access. Get a value-added service! Try out all the examples from this book at www.codesaw.com. CodeSaw is a free online learning tool that allows you to experiment with live code from your book right in your browser.

In this volume, people of diverse backgrounds talk about tabletop games, game culture, and the intersection of games with learning, theater, and other forms. Some have chosen to write about their design process, others about games they admire, others about the culture of tabletop games and their fans. The results are various and individual, but all cast some light on what is a multivarious and fascinating set of game styles.

Any organization that has a searchable web site or intranet is sitting on top of hugely valuable and usually under-exploited data: logs that capture what users are searching for, how often each query was searched, and how many results each query retrieved. Search queries are gold: they are real data that show us exactly what users are searching for in their own words. This book shows you how to use search analytics to carry on a conversation with your customers: listen to and understand their needs, and improve your content, navigation and search performance to meet those needs.

Mobile user experience is a new frontier. Untethered from a keyboard and mouse, this rich design space is lush with opportunity to invent new and more human ways for people to interact with information. Invention requires casting off many anchors and conventions inherited from the last 50 years of computer science and traditional design and jumping head first into a new and unfamiliar design space.

In 2975, the orphan Yatima is grown from a randomly mutated digital mind seed in the conceptory of Konishi polis. Yatima explores the Coalition of Polises, the network of computers where most life in the solar system now resides, and joins a friend, Inoshiro, to borrow an abandoned robot body and meet a thriving community of "fleshers" in the enclave of Atlanta. Twenty-one years later, news arrives from a lunar observatory: gravitational waves from Lac G-1, a nearby pair of neutron stars, show that the Earth is about to be bathed in a gamma-ray flash created by the stars' collision — an event that was not expected to take place for seven million years. Yatima and Inoshiro return to Atlanta to try to warn the fleshers, but meet suspicion and disbelief. Some lives are saved, but the Earth is ravaged. In the aftermath of the disaster, the survivors resolve to discover the cause of the neutron stars' premature collision, and they launch a thousand polises into interstellar space in search of answers. This diaspora eventually reaches a planet subtly transformed to encode a message from an older group of travellers: a greater danger than Lac G-1 is imminent, and the only escape route leads beyond the visible universe.

This book looks at human capital development and provides an explanation for why cognitive development varies among ethnic groups. The book uses an interdisciplinary approach to examine inter-generational ethnic poverty. It puts forth an argument that the ethnic poverty gap can be reduced, and to do so we need a broader view of human capital which considers the match between the nature of the economy and the specific capabilities needed. The book focuses on the interrelationship between developmental psychology and socio-economic status and argues that the most important relationship in a knowledge economy is actually the one between a parent and a child. The book begins by looking at cultures and assimilation and investigates the link between education, culture and socio-economic status. It also attempts to answer the question of what the link between culture, parents and children's ability is and why ethnic groups vary in their nurturing. It delves into how parenting and cognitive development are interrelated. This thought-provoking book concludes with an emphasis on nurture and how it may alleviate ethnic poverty and shape social policies. The book provides a strong thesis to counter explanations based on racial and genetic superiority.

44 reusable patterns to develop and deploy reliable production-quality microservices-based applications, with worked examples in Java Key Features 44 design patterns for building and deploying microservices applications Drawing on decades of unique experience from author and microservice architecture pioneer Chris Richardson A pragmatic approach to the benefits and the drawbacks of microservices architecture Solve service decomposition, transaction management, and inter-service communication Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Microservices Patterns teaches you 44 reusable patterns to reliably develop and deploy production-quality microservices-based applications. This invaluable set of design patterns builds on decades of distributed system experience, adding new patterns for composing services into systems that scale and perform under real-world conditions.

More than just a patterns catalog, this practical guide with worked examples offers industry-tested advice to help you design, implement, test, and deploy your microservices-based application. What You Will Learn How (and why!) to use microservices architecture Service decomposition strategies Transaction management and querying patterns Effective testing strategies Deployment patterns This Book Is Written For Written for enterprise developers familiar with standard enterprise application architecture. Examples are in Java. About The Author Chris Richardson is a Java Champion, a JavaOne rock star, author of Manning's POJOs in Action, and creator of the original CloudFoundry.com. Table of Contents Escaping monolithic hell Decomposition strategies Interprocess communication in a microservice architecture Managing transactions with sagas Designing business logic in a microservice architecture Developing business logic with event sourcing Implementing queries in a microservice architecture External API patterns Testing microservices: part 1 Testing microservices: part 2 Developing production-ready services Deploying microservices Refactoring to microservices

Best practices, practical advice, and design ideas forsuccessful ecommerce search A glaring gap has existed in the market for a resource thatoffers a comprehensive, actionable design patterns and designstrategies for ecommerce search—but no longer. With thisinvaluable book, user experience designer and user researcher GregNudelman shares his years of experience working on popularecommerce sites as he tackles even the most difficult ecommercesearch design problems. Nudelman helps you create highly effectiveand intuitive ecommerce search design solutions and he takes aunique forward-thinking look at trends such as integratingsearching with browsing to create a single-finding userinterface. Offers much-needed insight on how to create ecommerce searchexperiences that truly benefit online shoppers Juxtaposes examples of common design pitfalls against examplesof highly effective ecommerce search design solutions Presents comprehensive guidance on ecommerce search designstrategies for the Web, mobile phone applications, and new tabletdevices Shares the author's years of unique experience working withecommerce from the perspective of the user's experience Designing ecommerce Search is mandatory reading if youare interested in orchestrating successful ecommerce searchstrategies.

Many claims are made about how certain tools, technologies, and practices improve software development. But which claims are verifiable, and which are merely wishful thinking? In this book, leading thinkers such as Steve McConnell, Barry Boehm, and Barbara Kitchenham offer essays that uncover the truth and unmask myths commonly held among the software development community. Their insights may surprise you. Are some programmers really ten times more productive than others? Does writing tests first help you develop better code faster? Can code metrics predict the number of bugs in a piece of software? Do design patterns actually make better software? What effect does personality have on pair programming? What matters more: how far apart people are geographically, or how far apart they are in the org chart? Contributors include: Jorge Aranda Tom Ball Victor R. Basili Andrew Begel Christian Bird Barry Boehm Marcelo Cataldo Steven Clarke Jason Cohen Robert DeLine Madeline Diep Hakan Erdogmus Michael Godfrey Mark Guzdial Jo E. Hannay Ahmed E. Hassan Israel Herraiz Kim Sebastian Herzig Cory Kapser Barbara Kitchenham Andrew Ko Lucas Layman Steve McConnell Tim Menzies Gail Murphy Nachi Nagappan Thomas J. Ostrand Dewayne Perry Marian Petre Lutz Prechelt Rahul Premraj Forrest Shull Beth Simon Diomidis Spinellis Neil Thomas Walter Tichy Burak Turhan Elaine J. Weyuker Michele A. Whitecraft Laurie Williams Wendy M. Williams Andreas Zeller Thomas Zimmermann

This is the definitive compendium of design patterns in communication software, gathered together by Linda Rising, Ph.D., a recognized leader in the field. Contributors include James O. Coplien, Douglas C. Schmidt, Robert Hanmer, Greg Utas, Just van den Broecke, Don Olson, Carlos O'Ryan, Christopher D. Gill, and other experts from the patterns community. This is the ideal reference for engineers and other professionals working in the field of communications software development.

A dissection involves cutting a polygon into pieces in such a way that those pieces form another polygon; for a hinged dissection, the pieces must be attached by hinges. A piano hinge is "a long narrow hinge with a pin running the entire length of its joint." So, unlike regular hinged dissections, which swing or twist (around single point of hinge)

Software developers need to solve various problems. Many times, these problems are the same or similar to the ones they've already encountered in other projects. Wouldn't it be great to apply the solution you've found instead of reinventing the wheel over and over again?That's precisely the reason why software design patterns exist. A design pattern is a standardized way to address a recurring problem. Relying on a proven strategy will not only save you time, but you can rest assured that it's indeed the right choice. Design patterns are the result of a long evolution process. It all started with a book published in 1994 - yes, it's that old! - called "Design Patterns - Elements of Reusable Object-Oriented Software." That's a quite tedious title, so we usually refer to it as "the book by the gang of four." The gang consists of four renowned software engineers: Erich Gamma, Ralph Johnson, Richard Helm, and John Vlissides. They identified the most significant common issues that occurred in multiple projects and developed best practices to solve them. The best part: these solutions are (programming) language-agnostic. You can use the design patterns with any object-oriented programming language. Many modern programming languages and frameworks have integrated the GoF patterns. You don't have to write additional code to support say the Iterator or the Observer.Swift is no exception. Actually, it provides many advanced language features and constructs --such as type extensions, lazy initialization, and predefined protocols -- that let us adopt and integrate the design patterns into our projects easily. This book covers all these topics and provides best practices you can apply in your upcoming projects.

The comprehensive developer guide to the latest Android featuresand capabilities Professional Android, 4th Edition shows developers how toleverage the latest features of Android to create robust andcompelling mobile apps. This hands-on approach provides in-depthcoverage through a series of projects, each introducing a newAndroid platform feature and highlighting the techniques and bestpractices that exploit its utmost functionality. The exercisesbegin simply, and gradually build into advanced Androiddevelopment. Clear, concise examples show you how to quicklyconstruct real-world mobile applications. This book is your guide to smart, efficient, effective Androiddevelopment. Learn the best practices that get more out of Android Understand the anatomy, lifecycle, and UI metaphor of Androidapps Design for all mobile platforms, including tablets Utilize both the Android framework and Google Playservices

Android development can be challenging, but through the effective use of Android Developer Tools (ADT), you can make the process easier and improve the quality of your code. This concise guide demonstrates how to build apps with ADT for a device family that features several screen sizes, different hardware capabilities, and a varying number of resources. With examples in Windows, Linux, and Mac OS X, you'll learn how to set up an Android development environment and use ADT with the Eclipse IDE. Also, contributor Donn Felker introduces Android Studio, a Google IDE that will eventually replace Eclipse. Learn how to use Eclipse and ADT together to develop Android code Create emulators of various sizes and configurations to test your code Master Eclipse tools, or explore the new Android Studio Use Logcat, Lint, and other ADT tools to test and debug your code Simulate real-world events, including location, sensors, and telephony Create dynamic and efficient UIs, using Graphical Layout tools Monitor and optimize you application performance using DDMS, HierarchyViewer, and the Android Monitor tool Use Wizards and shortcuts to generate code and image assets Compile and package Android code with Ant and Gradle

It's true: you can build native apps for iOS, Android, and Windows Phone with C# and the .NET Framework—with help from MonoTouch and Mono for Android. This hands-on guide shows you how to reuse one codebase across all three platforms by combining the business logic layer of your C# app with separate, fully native UIs. It's an ideal marriage of platform-specific development and the "write once, run everywhere" philosophy. By building a series of simple applications, you'll experience the advantages of using .NET in mobile development and learn how to write complete apps that access the unique features of today's three most important mobile platforms. Learn the building blocks for building applications on iOS, Android, and Windows Phone Discover how the Mono tools interact with iOS and Android Use several

techniques and patterns for maximizing non-UI code reuse Determine how much functionality can go into the shared business logic layer Connect to external resources with .NET’s rich networking stack Read and write data using each platform’s filesystem and local database Create apps to explore the platforms’ location and mapping capabilities

From Windows Solitaire to Bejeweled to Wii Tennis, casual games have radically changed the landscape of games. By simplifying gameplay and providing quick but intense blasts of engaging play, casual games have drawn in huge new audiences of players. To entertain and engage the casual player, game designers must learn to think about what makes casua

Offers a complete collection of techniques, tips, and practical exercises from 25 years of experience. Gives step-by-step methods to create scenes.

Create Android mobile apps, no programming required! Even with limited programming experience, you can easily learn to create apps for the Android platform with this complete guide to App Inventor for Android. App Inventor for Android is a visual language that relies on simple programming blocks that users can drag and drop to create apps. This handy book gives you a series of fully worked-out apps, complete with their programming blocks, which you can customize for your own use or use as a starting point for creating the next killer app. And it's all without writing a single line of code. Don't miss the book's special section on Apps Inventor Design Patterns, which explains computer terms in simple terms and is an invaluable basic reference. Teaches programmers and non-programmers alike how to use App Inventor for Android to create Android apps Provides a series of fully worked-out apps that you can customize, download, and use on your Android phone or use as a starting point for building the next great app Includes a valuable reference section on App Inventor Design Patterns and general computer science concepts Shows you how to create apps that take advantage of the Android smartphone?s handy features, such as GPS, messaging, contacts, and more With App Inventor for Android and this complete guide, you'll soon be creating apps that incorporate all of the Android smartphone's fun features, such as the accelerometer, GPS, messaging, and more.

"The book itself is a diagram of clarification, containing hundredsof examples of work by those who favor the communication ofinformation over style and academic postulation—and those whodon't. Many blurbs such as this are written without a thoroughreading of the book. Not so in this case. I read it and love it. Isuggest you do the same." —Richard Saul Wurman "This handsome, clearly organized book is itself a prime exampleof the effective presentation of complex visual information." —eg magazine "It is a dream book, we were waiting for…on the field ofinformation. On top of the incredible amount of presented knowledgethis is also a beautifully designed piece, very easy tofollow…" —Krzysztof Lenk, author of Mapping Websites:Digital Media Design "Making complicated information understandable is becoming thecrucial task facing designers in the 21st century. WithDesigning Information, Joel Katz has created what willsurely be an indispensable textbook on the subject." —Michael Bierut "Having had the pleasure of a sneak preview, I can only say thatthis is a magnificent achievement: a combination of intelligenttext, fascinating insights and - oh yes - graphics. Congratulationsto Joel." —Judith Harris, author of Pompeii Awakened: A Storyof Rediscovery Designing Information shows designers in all fields -from user-interface design to architecture and engineering - how todesign complex data and information for meaning, relevance, andclarity. Written by a worldwide authority on the visualization ofcomplex information, this full-color, heavily illustrated guideprovides real-life problems and examples as well as hypotheticaland historical examples, demonstrating the conceptual and pragmaticaspects of human factors-driven information design. Both successfuland failed design examples are included to help readers understandthe principles under discussion.

Every corporation should be more afraid of extinction than change-but few are. A company's most talented innovators-"corporate intrapreneurs"-often can't break the cycle of stale, destructive habits. Until now. In This Might Get Me Fired, innovator and intrapreneur Greg Larkin shares what he's learned by launching more than thirty new products with Fortune 500 companies and start-ups. Greg guides you through the power structure of corporate enterprises, showing how an intrapreneur can gather support within an organization and actually launch a product in eight weeks. Filled with stories of success and failure, This Might Get Me Fired gives you the tools to develop an entrepreneurial mindset and recognize when (and why) to prioritize your product over your job. It shows intrapreneurs how to find one another, join together, and succeed in ways that seem unimaginable until they are inevitable.

This updated edition describes both the mathematical theory behind a modern photorealistic rendering system as well as its practical implementation. Through the ideas and software in this book, designers will learn to design and employ a full-featured rendering system for creating stunning imagery. Includes a companion site complete with source code for the rendering system described in the book, with support for Windows, OS X, and Linux.

The hidden brain is the voice in our ear when we make the most important decisions in our lives—but we’re never aware of it. The hidden brain decides whom we fall in love with and whom we hate. It tells us to vote for the white candidate and convict the dark-skinned defendant, to hire the thin woman but pay her less than the man doing the same job. It can direct us to safety when disaster strikes and move us to extraordinary acts of altruism. But it can also be manipulated to turn an ordinary person into a suicide terrorist or a group of bystanders into a mob. In a series of compulsively readable narratives, Shankar Vedantam journeys through the latest discoveries in neuroscience, psychology, and behavioral science to uncover the darkest corner of our minds and its decisive impact on the choices we make as individuals and as a society. Filled with fascinating characters, dramatic storytelling, and cutting-edge science, this is an engrossing exploration of the secrets our brains keep from us—and how they are revealed.

When you’re under pressure to produce a well designed, easy-to-navigate mobile app, there’s no time to reinvent the wheel. This concise book provides a handy reference to 70 mobile app design patterns, illustrated by more than 400 screenshots from current iOS, Android, BlackBerry, WebOS, Windows Mobile, and Symbian apps. User experience professional Theresa Neil (Designing Web Interfaces) walks you through design patterns in 10 separate categories, including anti-patterns. Whether you’re designing a simple iPhone application or one that’s meant to work for every popular mobile OS on the market, these patterns provide solutions to common design challenges. This print edition is in

full color. Pattern categories include: Navigation: get patterns for primary and secondary navigation Forms: break the industry-wide habits of bad form design Tables and lists: display only the most important information Search, sort, and filter: make these functions easy to use Tools: create the illusion of direct interaction Charts: learn best practices for basic chart design Invitations: invite users to get started and discover features Help: integrate help pages into a smaller form factor "It’s a super handy catalog that I can flip to for ideas." —Bill Scott, Senior Director of Web Development at PayPal "Looks fantastic." —Erin Malone, Partner at Tangible UX "Just a quick thanks to express my sheer gratitude for this pub, it has been a guide for me reworking a design for an app already in production!" —Agatha June, UX designer

Business Model Generation is a handbook for visionaries, game changers, and challengers striving to defy outmoded business models and design tomorrow's enterprises. If your organization needs to adapt to harsh new realities, but you don't yet have a strategy that will get you out in front of your competitors, you need Business Model Generation. Co-created by 470 "Business Model Canvas" practitioners from 45 countries, the book features a beautiful, highly visual, 4-color design that takes powerful strategic ideas and tools, and makes them easy to implement in your organization. It explains the most common Business Model patterns, based on concepts from leading business thinkers, and helps you reinterpret them for your own context. You will learn how to systematically understand, design, and implement a game-changing business model--or analyze and renovate an old one. Along the way, you'll understand at a much deeper level your customers, distribution channels, partners, revenue streams, costs, and your core value proposition. Business Model Generation features practical innovation techniques used today by leading consultants and companies worldwide, including 3M, Ericsson, Capgemini, Deloitte, and others. Designed for doers, it is for those ready to abandon outmoded thinking and embrace new models of value creation: for executives, consultants, entrepreneurs, and leaders of all organizations. If you're ready to change the rules, you belong to "the business model generation!"

Get the best out of Node.js by mastering its most powerful components and patterns to create modular and scalable applications with ease About This Book Create reusable patterns and modules by leveraging the new features of Node.js . Understand the asynchronous single thread design of node and grasp all its features and patterns to take advantage of various functions. This unique guide will help you get the most out of Node.js and its ecosystem. Who This Book Is For The book is meant for developers and software architects with a basic working knowledge of JavaScript who are interested in acquiring a deeper understanding of how to design and develop enterprise-level Node.js applications. Basic knowledge of Node.js is also helpful to get the most out of this book. What You Will Learn Design and implement a series of server-side JavaScript patterns so you understand why and when to apply them in different use case scenarios Become comfortable with writing asynchronous code by leveraging constructs such as callbacks, promises, generators and the async-await syntax Identify the most important concerns and apply unique tricks to achieve higher scalability and modularity in your Node.js application Untangle your modules by organizing and connecting them coherently Reuse well-known techniques to solve common design and coding issues Explore the latest trends in Universal JavaScript, learn how to write code that runs on both Node.js and the browser and leverage React and its ecosystem to implement universal applications In Detail Node.js is a massively popular software platform that lets you use JavaScript to easily create scalable server-side applications. It allows you to create efficient code, enabling a more sustainable way of writing software made of only one language across the full stack, along with extreme levels of reusability, pragmatism, simplicity, and collaboration. Node.js is revolutionizing the web and the way people and companies create their software. In this book, we will take you on a journey across various ideas and components, and the challenges you would commonly encounter while designing and developing software using the Node.js platform. You will also discover the "Node.js way" of dealing with design and coding decisions. The book kicks off by exploring the basics of Node.js describing it's asynchronous single-threaded architecture and the main design patterns. It then shows you how to master the asynchronous control flow patterns,and the stream component and it culminates into a detailed list of Node.js implementations of the most common design patterns as well as some specific design patterns that are exclusive to the Node.js world.Lastly, it dives into more advanced concepts such as Universal Javascript, and scalability' and it's meant to conclude the journey by giving the reader all the necessary concepts to be able to build an enterprise grade application using Node.js. Style and approach This book takes its intended readers through a comprehensive explanation to create a scalable and efficient real-time server-side apps.