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Nota di contenuto	Cover -- Title -- Copyright -- End User License Agreement -- Contents -- Foreword -- Preface -- CONSENT FOR PUBLICATION -- CONFLICT OF INTEREST -- ACKNOWLEDGEMENTS -- Dedication --

Capability: Can Mobile Application Perform Valuable Functions? -- 1. INTRODUCTION -- 2. CAPABILITY -- 3. COMPLETENESS -- 4. ACCURACY -- 5. EFFICIENCY -- 6. INTEROPERABILITY -- 7. CONCURRENCY -- 8. DATA AGNOSTICISM -- 9. EXTENSIBILITY -- SUMMARY -- REFERENCES -- Reliability: Can a Mobile Application be Trusted in Many and Difficult Situations? -- 1. INTRODUCTION -- 2. RELIABILITY -- 3. STABILITY -- 4. ROBUSTNESS -- 5. RECOVERABILITY -- 6. DATA INTEGRITY -- 7. TRUSTWORTHINESS -- SUMMARY -- REFERENCES -- Usability: Can Mobile Applications Be Used Easily? -- 1. INTRODUCTION -- 2. USABILITY -- 3. INTUITIVENESS -- 4. MINIMALISM -- 5. LEARNABILITY -- 6. MEMORABILITY -- 7. DISCOVERABILITY -- 8. OPERABILITY -- 9. INTERACTIVITY -- 10. CONTROL -- 11. CLARITY -- 12. ERRORS -- 13. CONSISTENCY -- 14. ACCESSIBILITY -- 15. DOCUMENTATION -- SUMMARY -- REFERENCES -- Charisma: Do Mobile Applications have Charisma? -- 1. INTRODUCTION -- 2. CHARISMA -- 3. UNIQUENESS -- 4. SATISFACTION -- 5. PROFESSIONALISM -- 6. ATTRACTIVENESS -- 7. CURIOSITY -- 8. ENTRANCEMENT -- 9. HYPE -- 10. EXPECTANCY -- 11. ATTITUDE -- 12. IMPRESSION -- 13. STORY -- SUMMARY -- REFERENCES -- Security: Does Mobile Application Protect Against Unwanted Usage? -- 1. INTRODUCTION -- 2. SECURITY -- 3. AUTHENTICATION -- 4. AUTHORIZATION -- 5. PRIVACY -- 6. SECURITY HOLES -- 7. SECRECY -- SUMMARY -- REFERENCES -- Performance: Is the Mobile Application Fast Enough? -- 1. INTRODUCTION -- 2. PERFORMANCE -- 3. CAPACITY -- 4. RESOURCE UTILIZATION -- 5. RESPONSIVENESS -- 6. AVAILABILITY -- 7. THROUGHPUT -- 8. ENDURANCE -- 9. FEEDBACK -- 10. SCALABILITY -- SUMMARY -- REFERENCES. Mobility: Is the Application Easy to Install, Maintain and Support? -- 1. INTRODUCTION -- 2. MOBILITY -- 3. APPLICATION REQUIREMENTS -- 4. INSTALLABILITY -- 5. UPGRADABILITY -- 6. UNINSTALLATION -- 7. CONFIGURATION -- 8. DEPLOYABILITY -- 9. MAINTAINABILITY -- 10. TESTABILITY -- SUMMARY -- REFERENCES -- Compatibility: How does Mobile Application Interacts with Environments -- 1. INTRODUCTION -- 2. COMPATIBILITY -- 3. DEVICE COMPATIBILITY -- 4. OPERATING SYSTEM COMPATIBILITY -- 5. APPLICATION COMPATIBILITY -- 6. CONFIGURATION COMPATIBILITY -- 7. BACKWARD COMPATIBILITY -- 8. FORWARD COMPATIBILITY -- 9. SUSTAINABILITY -- 10. STANDARDS CONFORMANCE -- SUMMARY -- REFERENCES -- Appendix -- MOBILE LEARNING RESEARCH PROJECT -- RESEARCH OBJECTIVES AND AIMS -- SCOPE OF THE PROJECT -- RESEARCH METHODOLOGY -- WORK PACKAGE 1: RESEARCH BACKGROUND -- WORK PACKAGE 2: ADVANCED NATIONS M-LEARNING EXPERIENCES -- WORK PACKAGE 3: CASE STUDY -- WORK PACKAGE 4: DATA ANALYSIS -- WORK PACKAGE 5: FRAMEWORK -- WORK PACKAGE 6: PROTOTYPE IMPLEMENTATION -- WORK PACKAGE 7: EVALUATION -- WORK PACKAGE 8: PROJECT DOCUMENTATION -- PROJECT FINDINGS -- LIMITATION AND IMPLICATIONS FOR FUTURE STUDIES -- RECOMMENDATIONS -- FUTURE CONCERNS AND CHALLENGES -- Subject Index.

Sommario/riassunto

This handbook is a concise yet complete guide to fundamental engineering requirements and quality characteristics that users, developers, and marketers of mobile applications should be aware of. It provides detailed definitions and descriptions of eight key software application features that are integral to the overall design and user experience goals, and which may often overlap with certain functionalities. The book explains the essential aspects of these features clearly to novice developers. Readers will also learn about how to optimize the listed features to tailor their applications to the needs of their users. Key Features: - Presents detailed information about eight

different features which guide mobile application development: capability, reliability, usability, charisma, security, performance, mobility and compatibility - Reader-friendly, structured layout of each chapter including relevant illustrations and clear language, designed for quick learning - Focus on both software function and user perception of applications on mobile devices - Includes a handy appendix with information about mobile learning projects and related work packages

Handbook of Mobile Application Development: A Guide to Selecting the Right Engineering and Quality Features is the ideal learning tool for novice software developers, computer science students, IT enthusiasts and marketers who want to design or develop mobile apps for an optimal user experience.
