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Altri autori (Persone)	LuoCheng KimYoonSoo ChoiEunyoung BradwickKevin Lansdell
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Nota di contenuto	Professional Tizen™ Application Development; Copyright; About the Authors; Credits; Acknowledgments; Contents; Introduction; Who This Book Is For; What This Book Covers; How This Book Is Structured; What You Need to Use This Book; Conventions; Source Code; Errata; P2P. Wrox.Com; Part I: Getting Started; Chapter 1: An Introduction to Tizen; Discovering Tizen; The Tizen Association and Tizen Project; The Tizen Ecosystem; Reasons for Programming in Tizen; Tizen Is Based on Standards; Tizen Is Open; Tizen Is Heterogeneous; Tizen Has Industry Support; Installing the Tizen SDK; Prerequisites Installing the SDK Creating the Tizen Hello World Web Application; Creating the Hello World Tizen Native Application; Signing the Hello World Application; Summary; Chapter 2: Tizen Application Packages; Packaging a Web Application; Packaging a Native Application; Packaging a Hybrid Application; Using Optional Features; Using

Privileged APIs; Signing a Package; Summary; Chapter 3: Tizen Development Tools; The Tizen IDE; Tizen Emulator; Enabling Hardware Acceleration; Using the Tizen Emulator; Tizen Web Simulator; Smart Development Bridge; Debugging and Testing
Designing the UI with the UI BuilderSummary; Part II: Tizen Web APIs; Chapter 4: Web Application Fundamentals; The Web Runtime; Tizen Device APIs; Tizen Web UI Framework; Overview of the Tizen Web UI Framework; The Basics of jQuery Mobile; Using the UI Builder; Choosing Your Widgets; Implementing Events in the UI Builder; Summary; Chapter 5: Location-Based Services; Displaying a Map; Detecting a User's Location; Monitoring the User's Position; A Word of Caution; Adding Markers to a Map; Geocoding and Reverse Geocoding; Summary; Chapter 6: Multimedia; Discovering Multimedia Content
Embedding HTML5 Audio and VideoCapturing Images; Creating a Simple Camera Application; Capturing an Image; Summary; Chapter 7: Sensors and Other Hardware; Device Orientation; A Working Example; Near Field Communication (NFC); Using NFC in Your Web Applications; Peer-to-Peer Mode; Summary; Chapter 8: Messaging Services; Messaging Service; E-Mail Client Example; Summary; Chapter 9: Contacts and Calendars; Setting Privileges; The Contact API; Address Book; Contacts; Person Objects; The Calendar API; Calendar Events; Calendar Tasks; Adding Events; Getting Events; Updating Events
Creating Recurring EventsSetting Alarms; Converting Events to iCalendar Format; Summary; Part III: Tizen Native APIs; Chapter 10: Native UI Applications; UI Framework Architecture; Types of Native UI Applications; Native UI Application Life Cycle; State Transition Flow; Initialisation and Termination; Application and Frame States; Creating a Form and Handling Events; Handling UI Events; Handling Hardware Keys; Handling Gestures; Summary; Chapter 11: Native Application Fundamentals; Basic Idioms and Styles; Error Handling; Debugging
Macro Functions; Two-Phase Construction; The RAII Idiom
Transferring Object Ownership

Sommario/riassunto

Create powerful, marketable applications with Tizen for the smartphone and beyond. Tizen is the only platform designed for multiple device categories that is HTML5-centric and entirely open source. Written by experts in the field, this comprehensive guide includes chapters on both web and native application development, covering subjects such as location and social features, advanced UIs, animations, sensors and multimedia. This book is a comprehensive resource for learning how to develop Tizen web and native applications that are polished, bug-free and ready to sell on a

2. Record Nr.	UNISALENTO991002723949707536
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