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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Installing GNOME 3 and SDK; System requirements; The GNOME Shell; GNOME Panel/Fallback; Development requirements; GNOME 3 desktop architecture; GNOME and the SDK; Time for action - installing GNOME and SDK in Fedora 17; Marking packages to be installed; Ready to install the packages; Time for action - installing GNOME and SDK in openSUSE 12; Marking SDK packages; Starting the installation; Time for action - installing GNOME and SDK in Debian Testing; Marking SDK packages Applying the installation Time for action - installing GNOME and SDK in Ubuntu 12.04; Continue installing the SDK; Summary; Chapter 2: Preparing Our Weapons; Firing up Anjuta; Time for action - creating a new Vala project; The IDE layout; Bookmarks; Files; Project; Symbols; Watches; Breakpoints; Messages; Terminal; Navigation between tabs; Time for action - navigating between tabs; Comment block; Time for action - commenting/uncommenting a block; Time for action - running the program for the first time; Make an error and see how it works;

Editing UI; Time for action - editing UI; Palette

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Time for action - accessing files

Sommario/riassunto

This book is a step-by-step guide with ready-to-run codes to guide you in developing applications with GNOME. If you have programming skill either in Linux or other operating systems and want to have GNOME 3 as one of your deployment targets, then this book is for you. This book is also for commercial software developers or an open source software hacker. The reader needs to be familiar with Vala and JavaScript before starting to develop Gtk+ and Clutter applications.
