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4.2 Non-standard C++ Characteristics
4.3 Basic Data Types; 4.4 Symbian OS Classes; 4.5 Exception Error Handling and Cleanup; 4.6 Libraries; 4.7 Executable Files; 4.8 Naming Conventions; 4.9 Summary; 5 Symbian OS Build Environment; 5.1 SDK Directory Structure; 5.2 Build System Overview; 5.3 Basic Build Flow; 5.4 Build Targets; 5.5 What is a UID?; 5.6 The Emulator; 5.7 Building Shared Libraries; 5.8 DLL Interface Freezing; 5.9 Installing Applications on the Smartphone; 6 Strings, Buffers, and Data Collections; 6.1 Introducing the Text Console; 6.2 Descriptors for Strings and Binary Data
6.3 The Descriptor Classes
6.4 Descriptor Methods; 6.5 Converting Between 8-Bit and 16-Bit Descriptors; 6.6 Dynamic Buffers; 6.7 Templates in Symbian OS; 6.8 Arrays; 6.9 Other Data Collection Classes; 7 Platform Security and Symbian Signed; 7.1 What is Platform Security?; 7.2 What Platform Security is Not; 7.3 What this Means to a Developer; 7.4 Capabilities for API Security; 7.5 Application Signing in Symbian; 7.6 Getting Your Application Symbian Signed; 7.7 Developer Certificates; 8 Asynchronous Functions and Active Objects; 8.1 Asynchronous Functions; 8.2 Introducing Active Objects
8.3 The Active Scheduler
8.4 Active Scheduler Error Handling; 8.5 Active Object Priorities; 8.6 Canceling Outstanding Requests; 8.7 Removing an Active Object; 8.8 Active Object Example; 8.9 Active Object Issues; 8.10 Using Active Objects for Background Tasks; 9 Processes, Threads, and Synchronization; 9.1 Processes; 9.2 Using Threads on Symbian OS; 9.3 Sharing Memory Between Processes; 9.4 Memory Chunks; 9.5 Thread Synchronization; 10 Client-Server Framework; 10.1 Client-Server Overview; 10.2 A Look at the Client-Server Classes; 10.3 Client-Server Example
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Sommario/riassunto

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
