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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 RAIL Idiom Transferring Object Ownership

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## 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

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