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Sommario/riassunto

Presents strategies to designing platform agnostic mobile apps connected to cloud based services that can handle heavy loads of modern computing This book explains how to help create an innovative and future proof architecture for mobile apps by introducing practical approaches to increase the value and flexibility of their service layers and reduce their delivery time. Designing Platform Independent Mobile Apps and Services begins by describing the mobile computing landscape and previous attempts at cross platform development. Platform independent mobile technologies and development strategies are described in chapter two and three. Communication protocols, details of a recommended five layer architecture, service layers, and the data abstraction layer are also introduced in these chapters. Cross platform languages and multi-client development tools for the User Interface (UI) layer, as well as message processing patterns and message routing of the Service Interface (SI) layer are explained in chapter four and five. Ways to design the service layer for mobile computing, using Command Query Responsibility Segregation (CQRS) and the Data Abstraction Layer with external services, and strategies to deploy and host portable and modular service architectures are included in chapter six and seven. The last chapters cover the foundation of the data layer and polyglot data layer, as well as strategies for ongoing improvements for apps and services. . Provides development patterns for platform agnostic app development and technologies. Includes recommended standards and structures for easy adoption and extensibility. Covers portable and modular back-end architectures to support service agility and rapid development and future proof service designs This book is geared toward mobile consumer and commercial app developers. It will also be useful for students interested in learning about modern application development.
