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## Sommario/riassunto

If you want to write mobile applications without the idioms of Symbian C++, have existing software assets that you'd like to re-use on Symbian devices, or are an open source developer still waiting for an open Linux-based device to gain significant market penetration, this is the book for you! Beginning with an introduction to the native programming environments available and descriptions of the various technologies and APIs available, you will first learn how to go about porting your code to the Symbian platform. Next, you will discover how to port to Symbian from other common platforms i

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