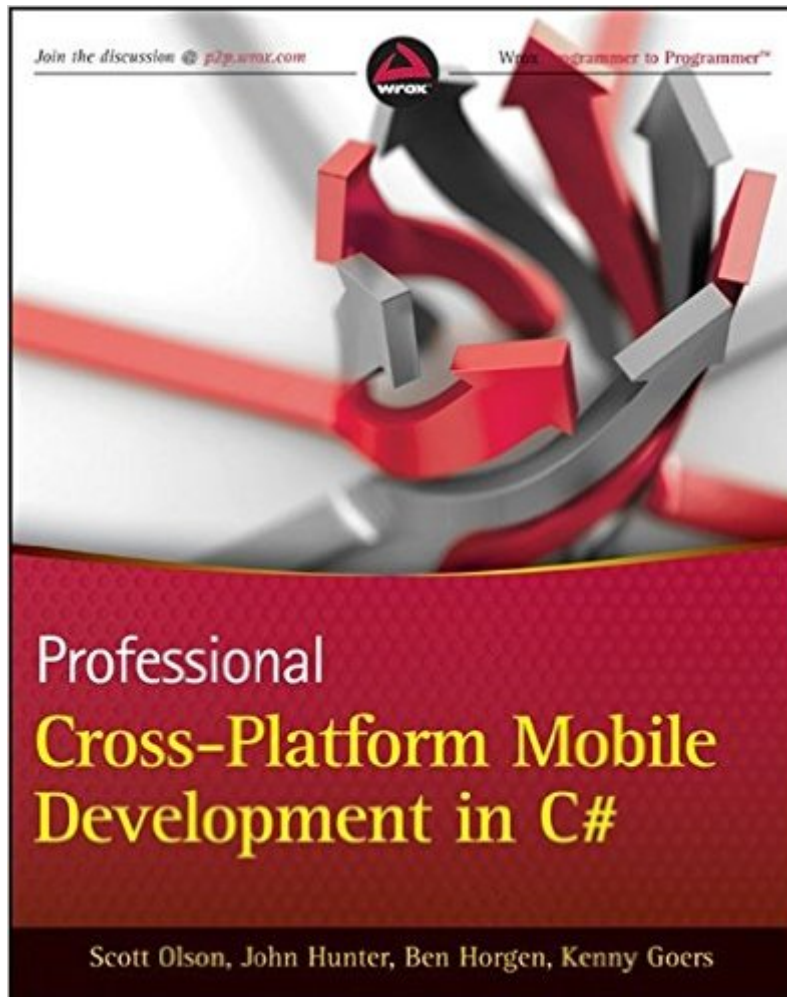The book was found

Professional Cross-Platform Mobile Development In C#

Synopsis

Develop mobile enterprise applications in a language you already know! With employees, rather than the IT department, now driving the decision of which devices to use on the job, many companies are scrambling to integrate enterprise applications. Fortunately, enterprise developers can now create apps for all major mobile devices using C#/.NET and Mono, languages most already know. A team of authors draws on their vast experiences to teach you how to create cross-platform mobile applications, while delivering the same functionality to PC's, laptops and the web from a single technology platform and code-base. Rather than reinventing the wheel with each app, this book provides you with the tools you need for cross-platform development--no new languages needed! Presents an overview of the sea change occurring with the use of enterprise mobile applications and what it means for developers Shares the criteria for evaluating and selecting the best option for application architecture Reviews tools and techniques for setting up a cross-platform development environment Offers an introduction to the MonoCross open-source project and pattern for cross-platform development Packed with specific software design patterns, development best practices, code examples and sample applications, this must-have book gets you started developing cross-platform mobile apps today.

Book Information

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Average Customer Review: 5.0 out of 5 starsÂ Â See all reviewsÂ (1 customer review)

Best Sellers Rank: #1,146,091 in Books (See Top 100 in Books)   #24 inÂ Books > Computers & Technology > Programming > Cross-platform Development   #491 inÂ Books > Computers & Technology > Programming > Languages & Tools > C#   #1450 inÂ Books > Textbooks > Computer Science > Software Design & Engineering

Customer Reviews

I have been doing mobile development with Adobe Flash IDE, Flash Builder, Titanium Studio, Phonegap... and really wanted to try something else for developing native apps, so this just came in

the right moment. I was using c# only when developing backend for player.IO so I really wanted to expand my knowledge of c#. What better way to do it. I'm just starting to use this book and already it has helped me a lot.

Cross Stitch: for Beginners - Cross Stitch Patterns - Cross Stitch Guide - Cross Stitch Explained for Starters (Cross Stitch Books for Dummies - Cross Stitch Tips - Cross Stitch 101) Professional Cross-Platform Mobile Development in C# Xamarin Mobile Application Development: Cross-Platform C# and Xamarin.Forms Fundamentals Wrox Cross Platform Android and iOS Mobile Development Three-Pack PhoneGap Essentials: Building Cross-platform Mobile Apps (Older Version 2012) PhoneGap Essentials: Building Cross-Platform Mobile Apps Developing Cross Platform Mobile Applications with Cordova CLI Mobile Apps Made Simple: The Ultimate Guide to Quickly Creating, Designing and Utilizing Mobile Apps for Your Business - 2nd Edition (mobile application, ... programming, android apps, ios apps) Cross-Platform Development in C++: Building Mac OS X, Linux, and Windows Applications Xamarin Cross-platform Application Development - Second Edition Cross-Platform Development in C++: Building Mac OS X, Linux, and Windows Applications (Adobe Reader) Cross-Platform Development mit Delphi XE4 / XE5 & Firemonkey fÃ r Windows & MAC OS X (German Edition) Cocos2d Cross-Platform Game Development Cookbook - Second Edition Mobile Design and Development: Practical concepts and techniques for creating mobile sites and web apps (Animal Guide) Apps: Make Your First Mobile App Today- App Design, App Programming and Development for Beginners (ios, android, smartphone, tablet, apple, samsung, App ... Programming, Mobile App, Tablet App Book 1) Nursing Professional Development: Scope and Standards of Practice (Ana, Nursing Professional Development: Scope and Standards o) Professional Flash Mobile Development: Creating Android and iPhone Applications Symbian OS C++ for Mobile Phones: Volume 1: Professional Development on Constrained Devices (Symbian Press) From null to full HTML5 cross platform game Cross-Platform GUI Programming with wxWidgets