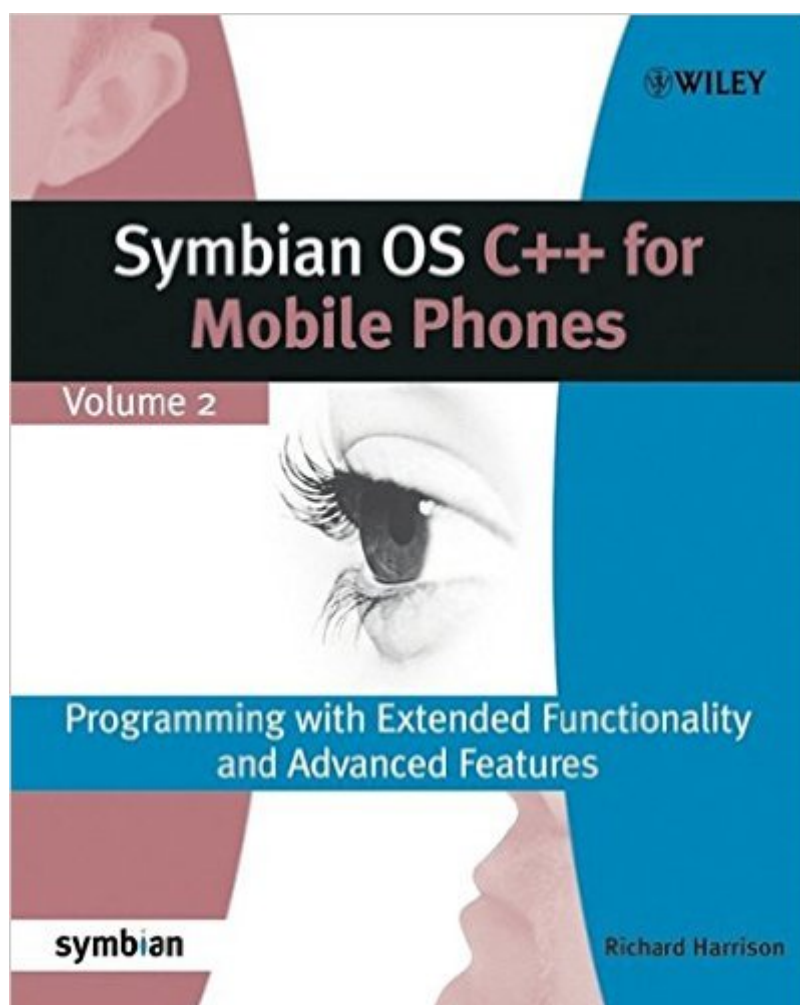# Symbian OS C++ For Mobile Phones: Programming With Extended Functionality And Advanced Features (Symbian Press)

Synopsis

Get up to speed on Symbian OS v7.0s with this new, from the source reference guide. After a brief introduction to Symbian OS fundamentals the book focuses on describing the interaction between the OS and the application, broadly following the lifecycle of an application. It describes the new features particular to v7.0s and provides conceptual and theoretical underpinnings to give the reader a thorough understanding of the OS. Aims to build a general understanding of Symbian OS, not just for a particular smartphone or UI Packed with code and examples Details advanced features such as user interfaces, files and views, multimedia services and communications, and messaging

Book Information

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Customer Reviews

As a semi-experienced C++ programmer, I found this book utterly useless. The book contains no full working program examples. What code is offered is so out-of-context as to be indecypherable. It makes no effort to get you up and running quickly.Definately of no use to someone who doesn't already know almost everything about C++ in Symbian OS. So, useless to everybody except academics and Symbian employees! If you do buy this anyway, prepare to read the whole book through 3 times, spend a lifetime in the forums and a fortune on coffee and headache pills, before you can approach a semblance of reasonable proficiency.A beginners' book is due to be published in October 2005 by Symbian Press. Till then, stick with Java for mobile development unless your life

depends upon it.

If you want to know Symbian from a high level, buy this book.

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