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## Choosing A Mobile Application Development Platform

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Lean Mobile App Development  
 Mobile Usability  
 Xamarin: Cross-Platform Mobile Application Development  
 Mobile Applications  
 Nonfunctional Requirements in Mobile Application Development  
 Professional Android 2 Application Development  
 Learning Swift  
 Appcelerator Titanium: Up and Running  
 Designing Mobile Apps  
 Ideal Income Formula  
 How to Start a Home-based Mobile App Developer Business  
 Android Wireless Application Development  
 Enterprise Class Mobile Application Development  
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 PeopleSoft PeopleTools: Mobile Applications Development (Oracle Press)  
 Mastering PhoneGap Mobile Application Development

*Choosing A Mobile Application Development Platform*

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**Lean Mobile App Development** Microsoft Press

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

*Mobile Usability* Cristian Kenesi

Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development Discusses major third party platform development acceleration tools, such as Appcelerator and

PhoneGap Zeroes in on topics such as developing applications for Android, iOS, Windows Phone 7, and Blackberry Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle.

*Xamarin: Cross-Platform Mobile Application Development* Pearson Education

Master the skills required to develop cross-platform applications from drawing board to app store(s) using Xamarin About This Book Learn to deliver high-performance native apps that leverage platform specific acceleration, compiled for native performance Learn development techniques that will allow you to use and create custom layouts for cross-platform UI Gain the knowledge needed to become more efficient in testing, deploying, and monitoring your applications Implement application life cycle management concepts to manage cross-platform projects Who This Book Is For Mobile application developers wanting to develop skills required to steer cross-platform applications using Xamarin. What You Will Learn Share C# code across platforms and call native Objective-C or Java libraries from C# Submit your app to the Apple App Store and Google Play Use the out-of-the-box services to support third-party libraries Find out how to get feedback while your application is used by your users Create shared data access using a local SQLite database and a REST service Test and monitor your applications Gain memory management skills to avoid memory leaks and premature code cycles while decreasing the memory print of your applications Integrate network resources with cross-platform applications Design and implement eye-catching and reusable UI components without compromising on nativity in mobile applications In Detail Developing a mobile application for just one platform is becoming a thing of the past. Companies expect their apps to be supported on iOS, Android and Windows Phone,

while leveraging the best native features on all three platforms. Xamarin's tools help ease this problem by giving developers a single toolset to target all three platforms. The main goal of this course is to equip you with knowledge to successfully analyze, develop, and manage Xamarin cross-platform projects using the most efficient, robust, and scalable implementation patterns. Module 1 is a step-by-step guide to building real-world applications for iOS and Android. The module walks you through building a chat application, complete with a backend web service and native features such as GPS location, camera, and push notifications. Additionally, you'll learn how to use external libraries with Xamarin and Xamarin.Forms. Module 2 provides you recipes on how to create an architecture that will be maintainable, extendable, use Xamarin.Forms plugins to boost productivity. We start with a simple creation of a Xamarin.Forms solution, customize the style and behavior of views for each platform. Further on, we demonstrate the power of architecting a cross-platform solution. Next, you will utilize and access hardware features that vary from platform to platform with cross-platform techniques. You will master the steps of getting the app ready and publishing it in the app store. The last module starts with general topics such as memory management, asynchronous programming, local storage, networking, and platform-specific features. You will learn about key tools to leverage the pattern and advanced implementation strategies. Finally, we show you the toolset for application lifecycle management to help you prepare the development pipeline to manage and see cross-platform projects through to public or private release. After the completion of this course, you will learn a path that will get you up and running with developing cross-platform mobile applications and help you become the go-to person when it comes to Xamarin. Style and approach This course will serve as a comprehensive guide for developing cross-platform applications with Xamarin with a unique approach that will engage you like never before as you create real-world cross-platform apps on your own.

*Mobile Applications* Springer Nature

Do you want to make passive income online? Do you dream of starting your own online business? Well, I have created this eBook that will help you get started to creating your own online business today. Starting an online business will be one of the best decisions you'll ever make in your life. In this eBook, I will give you strategies and ideas on how to make money online. The best 11 strategies to make money. This book is the best visual guide you can find that explains step by step how to make thousands of dollars every month. Starting up is easy and requires only a small investment of your time. This program can change your life forever. You will discover the incredible secret that ordinary people are using to make money quickly and easily.

*Nonfunctional Requirements in Mobile Application Development* "O'Reilly Media, Inc."

While there is a lot of appreciation for backend and distributed systems challenges, there tends to be less empathy for why mobile development is hard when done at scale. This book collects challenges engineers face when building iOS and Android apps at scale, and common ways to tackle these. By scale, we mean having numbers of users in the millions and being built by large engineering teams. For mobile engineers, this book is a blueprint for modern app engineering approaches. For non-mobile engineers and managers, it is a resource with which to build empathy and appreciation for the complexity of world-class mobile engineering. The book covers iOS and Android mobile app challenges on these dimensions: Challenges due to the unique nature of mobile applications compared to the web, and to the backend. App complexity challenges. How do you deal with increasingly complicated navigation patterns? What about non-deterministic event combinations? How do you localize across several languages, and how do you scale your automated and manual tests? Challenges due to large engineering teams. The larger the mobile team, the more challenging it becomes to ensure a consistent architecture. If your company builds multiple apps, how do you balance not rewriting everything from scratch while moving at a fast pace, over waiting on "centralized" teams? Cross-platform approaches. The tooling to build mobile apps keeps changing. New languages, frameworks, and approaches that all promise to address the pain points of mobile engineering keep appearing. But which approach should you choose? Flutter, React Native, Cordova? Native apps? Reuse business logic written in Kotlin, C#, C++ or other languages? What engineering approaches do "world-class" mobile engineering teams choose in non-functional aspects like code quality, compliance, privacy, compliance, or with experimentation, performance, or app size?

*Professional Android 2 Application Development* Krisztian Kenesi

Nonfunctional Requirements in Mobile Application Development is an empirical study that investigates how nonfunctional requirements--as compared with functional requirements--are treated by the software engineers during mobile application development. The book empirically analyzes the contribution of nonfunctional requirements to project parameters such as cost, time, and quality. Such parameters are of prime interest as they determine the survival of organizations in highly dynamic environments. The impact of nonfunctional requirements on project success is analyzed through surveys and case studies, both individually and relative to each other. Sources for data collection include industry, academia, and literature. The book also empirically studies the impact of nonfunctional requirements on the overall business success of both the software development firm and the software procuring firm. Project success is examined to determine if it leads to business success. The book provides rich empirical evidence to place nonfunctional requirements on par with functional requirements to achieve business success in highly competitive markets. This work enhances the body of knowledge through multiple empirical research methods including surveys, case studies, and experimentation to study software engineers' focus on nonfunctional requirements at both project and business levels. The book can guide both computer scientists and business managers in devising theoretical and technical solutions for software release planning to achieve business success.

*Learning Swift* John Wiley & Sons

Take your PhoneGap experience to the next level and create engaging real-world applications About This Book Create a useful PhoneGap workflow for larger projects in order to simplify and manage the development process Use third-party plugins, IndexedDB, and SQLite for PhoneGap to develop large-scale, data-driven, and highly accessible applications A pragmatic guide to construct top-notch large-scale applications using PhoneGap Who This Book Is For If you have created simple applications using PhoneGap in the past and now want to take your workflow and apps to the next level, this book will help you reach your goals. You should have a good working knowledge of HTML, CSS, and JavaScript, and prior experience with PhoneGap. What You Will Learn Construct build workflows that simplify complex application development Integrate the next version of JavaScript to simplify your code Create accessible hybrid applications Persist and query data using third-party database plugins Create your own PhoneGap plugins for your unique use cases Create icons and splash screens suitable for submission to app stores Publish your app to the Google Play and Apple iTunes

stores In Detail PhoneGap is a useful and flexible tool that enables you to create complex hybrid applications for mobile platforms. In addition to the core technology, there is a large and vibrant community that creates third-party plugins that can take your app to the next level. This book will guide you through the process of creating a complex data-driven hybrid mobile application using PhoneGap, web technologies, and third-party plugins. A good foundation is critical, so you will learn how to create a useful workflow to make development easier. From there, the next version of JavaScript (ES6) and the CSS pre-processor SASS are introduced as a way to simplify creating the look of the mobile application. Responsive design techniques are also covered, including the flexbox layout module. As many apps are data-driven, you'll build an application throughout the course of the book that relies upon IndexedDB and SQLite. You'll also download additional content and address how to handle in-app purchases. Furthermore, you'll build your own customized plugins for your particular use case. When the app is complete, the book will guide you through the steps necessary to submit your app to the Google Play and Apple iTunes stores. Style and approach This book is a step-by-step guide, in which the concepts covered are explained with the help of hands-on examples

*Appcelerator Titanium: Up and Running* Addison-Wesley Professional

Build native apps for iOS, Android, and Blackberry from a single JavaScript codebase with Appcelerator Titanium. This guide gets you quickly up to speed on this amazing framework and shows you how to generate cross-platform apps with 100% native controls. You'll also learn the advantages of using Titanium when you want to create an app for just one native platform, rather than struggle with Java or Objective-C. Fast-paced and full of examples, this book helps you build your first project with Titanium Studio, and then takes you through the steps necessary to build complex data-bound apps. Learn how Titanium differs from frameworks such as jQuery Mobile and Sencha Touch Set up and use iOS and Android SDKs and compilers with Titanium Build basic UI and window controls, and create your own composite objects Take a peek at how Titanium objects and methods work behind the scenes Learn how JavaScript makes Titanium easy to extend and customize Develop apps that consume complex data, whether it's stored locally or on remote servers Understand the pros and cons of distributing apps on the App Store and Android Market

*Designing Mobile Apps* Packt Publishing Ltd

The start-to-finish guide to Android application development: massively updated for the newest SDKs and developer techniques! This book delivers all the up-to-date information, tested code, and best practices you need to create and market successful mobile apps with the latest versions of Android. Drawing on their extensive experience with mobile and wireless development, Lauren Darcey and Shane Conder cover every step: concept, design, coding, testing, packaging, and delivery. The authors introduce the Android platform, explain the principles of effective Android application design, and present today's best practices for crafting effective user interfaces. Next, they offer detailed coverage of each key Android API, including data storage, networking, telephony, location-based services, multimedia, 3D graphics, and hardware. Every chapter of this edition has been updated for the newest Android SDKs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, including HTC, Motorola, and ARCHOS. Many new examples have been added, including complete new applications. This new edition also adds Nine new chapters covering web APIs, the Android NDK, extending application reach, managing users, data synchronization, backups, advanced user input, and more Greatly expanded coverage of Android manifest files, content providers, app design, and testing New coverage of hot topics like Bluetooth, gestures, voice recognition, App Widgets, live folders, live wallpapers, and global search Updated 3D graphics programming coverage reflecting OpenGL ES 2.0 An all-new chapter on tackling cross-device compatibility issues, from designing for the smallest phones to the big new tablets hitting the market Even more tips and tricks to help you design, develop, and test applications for different devices A new appendix full of Eclipse tips and tricks This book is an indispensable resource for every member of the Android development team: software developers with all levels of mobile experience, team leaders and project managers, testers and QA specialists, software architects, and even marketers.

*Ideal Income Formula* Springer

Distribute compelling, device-neutral applications throughout your mobile computing environment using the expert instruction contained in this Oracle Press guide. PeopleSoft PeopleTools: Mobile Applications Development fully explains the latest programming methods and features detailed examples and ready-to-use code samples. Find out how to configure your workstation, start building PeopleSoft mobile applications, incorporate REST and Web services, use Oracle and third-party development utilities, and build high-performance hybrid applications. Performance tuning, troubleshooting, and security are covered in this comprehensive resource. Work with the PeopleSoft Mobile Application Platform and Fluid Application Designer Customize layout and appearance using collection items and CSS Create and deploy HTML5-based mobile applications Connect HTML5 programs to PeopleSoft through REST services Design mobile user interfaces with jQuery Mobile and AngularJS Construct Android-specific native applications using Eclipse and ADT Use Apache Cordova to assemble applications from HTML, CSS, and JavaScript components Develop hybrid applications from the Oracle Mobile Application Framework

*How to Start a Home-based Mobile App Developer Business* THE PUBLISHER

The pervasive influence of technology continuously shapes our daily lives. From smartphones to smart homes, technology is revolutionizing the way we live, work and interact with each other. Human-computer interaction (HCI) is a multidisciplinary research field focusing on the study of people interacting with information technology and plays a critical role in the development of computing systems that work well for the people using them, ensuring the seamless integration of interactive systems into our technologically driven lifestyles. The book series contains six volumes providing extensive coverage of the field, wherein each one addresses different theoretical and practical aspects of the HCI discipline. Readers will discover a wealth of information encompassing the foundational elements, state-of-the-art review in established and emerging domains, analysis of contemporary advancements brought about by the evolution of interactive technologies and artificial intelligence, as well as the emergence of diverse societal needs and application domains. These books: · Showcase the pivotal role of HCI in designing interactive applications across a diverse array of domains. · Explore the dynamic relationship between humans and intelligent environments, with a specific emphasis on the role of Artificial Intelligence (AI) and the Internet of Things (IoT). · Provide an extensive exploration of interaction design by examining a wide range of technologies, interaction techniques, styles and devices. · Discuss user experience methods and tools for the design of user-friendly products and services. · Bridge the gap between software engineering and human-computer interaction practices for usability, inclusion and sustainability. These volumes are an

essential read for individuals interested in human-computer interaction research and applications.

[Android Wireless Application Development](#) Packt Publishing Ltd

A mobile applications development masterclass for .NET and C# developers Key FeaturesUncover the new features and capabilities of the .NET 5 framework in this updated and improved second editionOptimize the time required to develop highly performant cross-platform applicationsUnderstand the architectural patterns and best practices for mobile application developmentBook Description Are you a .NET developer who wishes to develop mobile solutions without delving into the complexities of a mobile development platform? If so, this book is a perfect solution to help you build professional mobile apps without leaving the .NET ecosystem. Mobile Development with .NET will show you how to design, architect, and develop robust mobile applications for multiple platforms, including iOS, Android, and UWP using Xamarin, .NET Core, and Azure. With the help of real-world scenarios, you'll explore different phases of application development using Xamarin, from environment setup, design, and architecture to publishing. Throughout the book, you'll learn how to develop mobile apps using Xamarin and .NET Standard. You'll even be able to implement a web-based backend composed of microservices with .NET Core using various Azure services including, but not limited to, Azure Active Directory, Azure Functions. As you advance, you'll create data stores using popular database technologies such as Cosmos DB and data models such as the relational model and NoSQL. By the end of this mobile application development book, you'll be able to create cross-platform mobile applications that can be deployed as cloud-based PaaS and SaaS. What you will learnDiscover the latest features of .NET 5 that can be used in mobile application developmentExplore Xamarin.Forms Shell for building cross-platform mobile UIsUnderstand the technical design requirements of a consumer mobile appGet to grips with advanced mobile development concepts such as app data management, push notifications, and graph APIsManage app data with Entity Framework CoreUse Microsoft's Project Rome for creating cross-device experiences with XamarinBecome well-versed with implementing machine learning in your mobile appsWho this book is for This book is for ASP.NET Core developers who want to get started with mobile development using Xamarin and other Microsoft technologies. Working knowledge of C# programming is necessary to get started.

[Enterprise Class Mobile Application Development](#) CRC Press

With the app market exploding, app designers will need a solid how-to guide to help them start their home-based business. This book will guide the reader through all the steps from design to marketing.

[.NET MAUI Cross-Platform Application Development](#) CRC Press

Develop lean iOS and Android apps using industry standard techniques and lean development practices. About This Book Build ready-to-deploy apps with less iterations and shorter development times Adopt the lean startup methodologies to develop iOS and Android apps that shine in the App Store This hands-on guide puts continuous innovation into practice to develop successful mobile apps Who This Book Is For This book is for developers, CTOs, and architects working for a startup or another kind of lean startup environment, such as start-up within a cooperation. It is ideal for any iOS and Android developer who wants to build successful mobile apps by adopting the lean startup methodology. What You Will Learn Apply the lean startup methodology to real Android and iOS development Define what your hypotheses are by creating a Minimal Viable Product Validate your idea against the Business Model Canvas Gather feedback through statistics and by getting user comments, learn from it, and adapt your app accordingly Develop skills and devise strategies to build versatile and flexible apps that meet changing business requirements Investigate the possibilities when you need to pivot your start-up idea whether in a startup or an established business. Create a successful app and get tips on how to boostconversion and how to optimize the on boardingprocess. In Detail Lean is the ultimate methodology for creating a startup that succeeds. Sounds great from a theoretical point of view, but what does that mean for you as an a technical co-founder or mobile developer? By applying the Lean Start-up methodology to your mobile App development, it will become so much easier to build apps that take Google Play or the App Store by storm. This book shows you how to bring together smarter business processes with technical know-how. It makes no sense to develop a brilliant app for six months or longer only to find out later that nobody is interested in it. Build a Minimum Viable Product (MVP) first. Validate your hypotheses early and often. Discover effective product development strategies that let you put Facebook's famous axiom "move fast and break things" into practice. A great app without visibility and marketing clout is nothing, so use this book to market your app, making use of effective metrics that help you track and iterate all aspects of project performance. Style and approach This book takes a hands-on approach to developing apps through the Lean Start-up Methodology. Following a 50% business and 50% tech approach, this book is filled with practical examples and real-world experiments.

[Developing Medical Apps and mHealth Interventions](#) Pearson Education

Embarking on a career (or hobby) in app design can be intimidating, especially when information is scattered, confusing and hard to find. Designing Mobile Apps is a complete guide for those getting started, providing step-by-step details on how to design useful, attractive mobile applications. Authors Javier "Simón" Cuello and José Vittone share their experiences in the world of app design, revealing tricks of the trade based on their work at companies like Yahoo, Zara and Telefónica. Apps for Android, iOS and Windows Phone How do operating systems differ? How does one go about transferring from one OS to another? Designing Mobile Apps answers these questions and more, using real-life examples and visual comparisons. The Complete Design Process From the initial concept to app store publication, Designing Mobile Apps covers the full app creation process in simple, easy-to-use terms. It includes numerous examples and doesn't use a single line of code. Interviews with Top Professionals Designing Mobile Apps contains interviews with leading designers and developers, including Loren Brichter, Irene Pereyra, Erik Spiekermann and Dustin Mierau. They share the secrets they've learned while working at some of the best companies in the world. Written Especially for Designers and Developers Not sure how to prepare your design for the programmer? Know how to program, but fuzzy on the details in making your app truly appealing and easy to use? With Designing Mobile Apps, designers and developers can learn all they need to know to work together and create a successful app.

**Issues in Informing Science & Information Technology, Volume 9 (2012)** "O'Reilly Media, Inc."

Related with Choosing A Mobile Application Development Platform:

- How Do You Say Math Class In Spanish : [click here](#)

The world is becoming increasingly mobile. Smartphones and tablets have become more powerful and popular, with many of these devices now containing confidential business, financial, and personal information. This has led to a greater focus on mobile software security. Establishing mobile software security should be of primary concern to every mobile application developer. This book explains how you can create mobile social applications that incorporate security throughout the development process. Although there are many books that address security issues, most do not explain how to incorporate security into the building process. Secure Development for Mobile Apps does exactly that. Its step-by-step guidance shows you how to integrate security measures into social apps running on mobile platforms. You'll learn how to design and code apps with security as part of the process and not an afterthought. The author outlines best practices to help you build better, more secure software. This book provides a comprehensive guide to techniques for secure development practices. It covers PHP security practices and tools, project layout templates, PHP and PDO, PHP encryption, and guidelines for secure session management, form validation, and file uploading. The book also demonstrates how to develop secure mobile apps using the APIs for Google Maps, YouTube, jQuery Mobile, Twitter, and Facebook. While this is not a beginner's guide to programming, you should have no problem following along if you've spent some time developing with PHP and MySQL.

[How to Build a Billion Dollar App](#) Pearson Education

Spending on worldwide wireless and mobile network infrastructure will rise by \$10.7 billion between 2002 and 2007. In this new resource, the authors provide technology-independent principles and practices that no mobile application developer should be without. This book illustrates specific details of mobile technologies and includes mobile application case studies.

[Essential Mobile Interaction Design](#) John Wiley & Sons

Develop the skills required to create compelling, maintainable, and robust iOS and OS X apps with Swift About This Book Write expressive, understandable, and maintainable Swift 2 code with this hands-on tutorial Unveil the complex underpinnings of Swift to turn your app ideas into reality This book is packed with real-life examples to help you implement concepts as you learn Who This Book Is For If you are looking to build iOS or OS X apps using the most modern technology, this book is ideal for you. You will find this book especially useful if you are new to programming or if you are yet to develop for iOS or OS X. No prior programming exposure is required. What You Will Learn Form a solid understanding of the Swift 2 language Get to know the practical aspects of how a computer program actually works Understand the paradigms used by Apple's frameworks so you are not intimidated by them Utilize the vast resources written in Objective-C to better inform your Swift programming Develop a basic portfolio of Swift code by learning the critical concepts Experience both object-oriented and functional programming Get to know the new coding techniques made available by Swift 2 Discover resources to ensure you never stop becoming a better developer In Detail Swift is Apple's new programming language and the future of iOS and OS X app development. It is a high-performance language that feels like a modern scripting language. On the surface, Swift is easy to jump into, but it has complex underpinnings that are critical to becoming proficient at turning an idea into reality. This book is an approachable, step-by-step introduction into programming with Swift for everyone. It begins by giving you an overview of the key features through practical examples and progresses to more advanced topics that help differentiate the proficient developers from the mediocre ones. It covers important concepts such as Variables, Optionals, Closures, Generics, and Memory Management. Mixed in with those concepts, it also helps you learn the art of programming such as maintainability, useful design patterns, and resources to further your knowledge. This all culminates in writing a basic iOS app that will get you well on your way to turning your own app ideas into reality. Style and approach This is an approachable, step-by-step guide to programming in Swift 2. Each topic is separated into compressible sections that are full of practical examples and easy-to-understand explanations. Each section builds on the previous topics so you can develop a proficient and comprehensive understanding of app development in Swift 2.

[Learning Progressive Web Apps](#) Packt Publishing Ltd

This handbook is a concise yet complete guide to fundamental engineering requirements and quality characteristics that users, developers, and marketers of mobile applications should be aware of. It provides detailed definitions and descriptions of eight key software application features that are integral to the overall design and user experience goals, and which may often overlap with certain functionalities. The book explains the essential aspects of these features clearly to novice developers. Readers will also learn about how to optimize the listed features to tailor their applications to the needs of their users. Key Features: - Presents detailed information about eight different features which guide mobile application development: capability, reliability, usability, charisma, security, performance, mobility and compatibility - Reader-friendly, structured layout of each chapter including relevant illustrations and clear language, designed for quick learning - Focus on both software function and user perception of applications on mobile devices - Includes a handy appendix with information about mobile learning projects and related work packages Handbook of Mobile Application Development A Guide to Selecting the Right Engineering and Quality Features is the ideal learning tool for novice software developers, computer science students, IT enthusiasts and marketers who want to design or develop mobile apps for an optimal user experience.

[Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours](#) IGI Global

Your guide to planning and executing a complete mobile web strategy Revisit your approach to the mobile web—and deliver effective solutions that reach customers and clients on a variety of mobile devices. In this practical guide, web development luminary Dino Esposito shows you how to develop a solid mobile strategy for the enterprise, starting with an effective mobile website. You'll receive essential architectural and implementation guidance, as well as mobile-specific design patterns for building cross-platform and native applications. Discover how to: Architect a website accessible from many different mobile devices Implement design patterns specific to mobile app development Examine tools that enable you to write one codebase for many platforms Use technologies for building Windows Phone, iPhone, and Android apps Develop cross-platform app features, such as localization and offline behavior