

The Essential PALM PROGRAMMING GUIDE

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Details

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Palm Programming

Greg Winton



Palm Programming:

Palm OS Programming Julie McKeehan, Neil Rhodes, 2001-10-22 With more than 16 million PDAs shipped to date Palm has defined the market for handhelds having dominated this class of computing devices ever since it began to outpace competitors six years ago The company's strength is the Palm OS and developers loyal to this powerful and versatile operating system have created more than 10 000 applications for it Devices from Handspring Sony Symbol HandEra Kyocera and Samsung now use Palm OS and the number of registered Palm Developers has jumped to 130 000 If you know C or C++ and want to join those who are satisfying the demand for wireless applications then *Palm OS Programming The Developer's Guide Second Edition* is the book for you With expanded coverage of the Palm OS up to and including the latest version 4.0 this new edition shows intermediate to experienced C programmers how to build a Palm application from the ground up There is even useful information for beginners Everything you need to write a Palm OS application is here from user interface design to coding a handheld application to writing an associated desktop conduit All the major development environments are discussed including commercial products such as Metroworks CodeWarrior Java based environments such as Sun KVM and IBM VisualAge Micro Edition and the Free Software Foundation's PRC Tools or GCC The focus however is C programming with CodeWarrior and PRC Tools New additions to the second edition include A tutorial that takes a C programmer through the installation of necessary tools and the creation of a small handheld application A new chapter on memory with a comprehensive discussion of the Memory Manager APIs Greatly expanded discussions of forms forms objects and new APIs for the Palm OS Updated chapters on conduits that reflect the newer Conduit Development Kit The best selling first edition of this book is still considered the definitive guide for serious Palm programmers it's used as the basis of Palm's own developer training materials Our expanded second edition promises to set the standard for the next generation of Palm developers

Palm OS Programming Neil Rhodes, Julie McKeehan, 2002 With more than 16 million PDAs shipped to date Palm has defined the market for handhelds having dominated this class of computing devices ever since it began to outpace competitors six years ago The company's strength is the Palm OS and developers loyal to this powerful and versatile operating system have created more than 10 000 applications for it Devices from Handspring Sony Symbol HandEra Kyocera and Samsung now use Palm OS and the number of registered Palm Developers has jumped to 130 000 If you know C or C++ and want to join those who are satisfying the demand for wireless applications then *Palm OS Programming The Developer's Guide Second Edition* is the book for you With expanded coverage of the Palm OS up to and including the latest version 4.0 this new edition shows intermediate to experienced C programmers how to build a Palm application from the ground up There is even useful information for beginners Everything you need to write a Palm OS application is here from user interface design to coding a handheld application to writing an associated desktop conduit All the major development environments are discussed including commercial products such as Metroworks CodeWarrior Java based environments such

as Sun KVM and IBM VisualAge Micro Edition and the Free Software Foundation's PRC Tools or GCC The focus however is C programming with CodeWarrior and PRC Tools New additions to the second edition include A tutorial that takes a C programmer through the installation of necessary tools and the creation of a small handheld application A new chapter on memory with a comprehensive discussion of the Memory Manager APIs Greatly expanded discussions of forms forms objects and new APIs for the Palm OS Updated chapters on conduits that reflect the newer Conduit Development Kit The best selling first edition of this book is still considered the definitive guide for serious Palm programmers it's used as the basis of Palm's own developer training materials Our expanded second edition promises to set the standard for the next generation of Palm developers

Professional Palm OS Programming Lonnon R. Foster, Glenn Bachmann, 2005-04-22 Professional Palm OS Programming is everything programmers need to create applications for the world's most popular operating system for handheld devices Veteran Palm developer Lonnon Foster who has been developing commercial applications for the platform since its introduction nearly a decade ago provides readers with hands on instruction lots of code and advice that only comes from the trenches giving readers everything they need to build cutting edge applications and take advantage of the features of both Garnet and Cobalt Coverage includes Building forms menus and user interfaces Managing memory Tying into Palm's standard applications such as the Calendar Phonebook or Tasks Storing program data on removable storage cards Building network enabled applications Creating web applications for Palm Working with Palm OS new support for Web Services Programm ing for new device features such as jog dials rocker switches 5 way navigators Working with sounds graphics multimedia and new high resolution color screens Encrypting and decrypting data Wi Fi Bluetooth and wireless networking and more

Palm Programming Neil Rhodes, Julie McKeegan, 1999 Endorsed by Palm as their official developer's guide this tutorial style book shows intermediate to experienced C programmers how to build a Palm application from the ground up Includes a CD ROM with source code and third party developer tools

Palm OS Network Programming Greg Winton, 2001 Here is the complete guide to the hot new field of network applications development for the Palm computing platform All the major concepts are discussed here as well as insider tips on the development nuances

Palm Programming in Basic Jon Kilburn, 2002-01-31 Palm Programming in Basic provides a foundation upon which programmers can develop applications for the Palm OS with very little knowledge of the OS itself It is a comprehensive reference that gets professional programmers up to speed on AppForge NS Basic and CASL The author Jon Kilburn shares his vast experience as a developer of dozens of applications for Palm OS in presenting the Palm programming strategies contained in this book Kilburn clearly explains how to structure programs for Palm devices and how to develop conduits for passing information between PC desktops and Palm devices and reviews the conduit tools available to developers Palm Programming in Basic also includes a guide to developing Web Clipping applications an overview of Palm utilities that all programmers can use and an appendix on performing data compression

Palm OS Programming from the Ground Up Robert Mykland, 2000

Mykland a recognized Palm developer has made programming the Palm Pilot a breeze through in depth tips and information that allow readers to begin as novices and finish as professionals CD includes development tools for Windows MacOS and Linux copies of examples in the book useful debugging builds and third party developer kits *NS Basic Programming for Palm OS* Michael J. Verive,2002 *The Essential Palm Programming Guide* Christian Immler,2001-07 Accompanying CD ROM has projects for each book chapter and software programs for use with a Palm device **Programming Visual Basic for Palm OS** Matthew Holmes,Patrick Burton,Roger Knoell,2002 Explains how to design and code great applications for Palm compatible devices using VB one of the world s most popular programming languages **Programming the Mobile Web** Maximiliano Firtman,2013-03-15 The market for mobile apps continues to evolve at a breakneck pace as tablets join the parade of smartphones and feature phones If you re an experienced web developer this second edition of this popular book shows you how to build HTML5 and CSS3 based apps that access geolocation accelerometer multi touch screens and other features in these mobile devices You ll learn how to build a standard app core that you can extend to work with specific devices You ll also discover how to deal with platform variations browsers native web platforms HTML5 compatibility design patterns for mobile development and other issues Learn how to use your existing web skills to move into mobile development Discover the particulars and pitfalls of building mobile apps with HTML5 CSS and other standard web tools Create effective user interfaces in the mobile environment for touch and non touch devices Understand variations among iOS Android Windows Phone BlackBerry and other mobile platforms Bypass the browser to create full screen and native web apps e books and Apache Cordova PhoneGap applications Build apps for the App Store Google Play Store Windows Marketplace App World and other online retailers **Palm OS Programming Bible** Lonnon R. Foster,2000-11-15 With complete coverage of the new Palm wireless and Web capabilities this one step reference shows programmers how to create next generation applications for Palm OS devices using all the latest development platforms and tools The author has tested the many code samples against all Palm OS versions right up to the new OS 3 5 The value packed CD ROM includes development tools demos and sample code [Sams Teach Yourself Palm Programming in 24 Hours](#) Gavin Maxwell,1999 Sams Teach Yourself Palm Programming in 24 Hours is a step by step tutorial that teaches you how to create fully functioning Palm applications using a variety of end user and development tools A variety of methods requiring different levels of programming are covered Learn several different methods for customizing your Palm or Palm compatible PDA Topics include Understanding the Palm OS Architecture Event Driven Programming Palm User Interfaces Desktop verses Conduit Managing Memory and Storing Data Programming with Satellite Forms Programming with PenDragon Programming CbasPad Programming with CodeWarrior and the Palm OS API **Internet-Enabled Handheld Devices, Computing, and Programming: Mobile Commerce and Personal Data Applications** Hu, Wen-Chen,2008-11-30 This book comprehensively reviews the state of handheld computing technology and application development Provided by publisher [Palm OS Programming](#) Glenn

Bachmann,2003 This thorough revision includes the latest PalmOS developments including wireless color and new development tools The book covers the popular suite of Open Source Palm development tools as well as the official Code Warrior development package

Beginning Lua Programming Kurt Jung,Aaron Brown,2011-08-15 This book is for students and professionals who are intrigued by the prospect of learning and using a powerful language that provides a rich infrastructure for creating programs No programming knowledge is necessary to benefit from this book except for the section on Lua bindings which requires some familiarity with the C programming language A certain comfort level with command line operations text editing and directory structures is assumed You need surprisingly little in the way of computer resources to learn and use Lua This book focuses on Windows and Unix like including Linux systems but any operating system that supports a command shell should be suitable You ll need a text editor to prepare and save Lua scripts If you choose to extend Lua with libraries written in a programming language like C you ll need a suitable software development kit Many of these kits are freely available on the Internet but unlike Lua they can consume prodigious amounts of disk space and memory

Advanced Palm Programming Steve Mann,Ray Rischpater,2000-11-20 Graduate to the next level of Palm programming Advanced Palm TM Programming Professional Developer s Guide If you ve been looking for an expert guide to Palm programming that goes beyond the basics here it is This book shows you how to create real world applications that will put you at the forefront of development for the most rapidly growing OS in handheld computing Pioneering Palm software developers Mann and Rischpater walk you through the source code for their programming examples teaching you both about algorithms that solve problems specific to the Palm OS and more general purpose application level programs In stand alone chapters designed for easy reference they provide A practical modest precision trigonometric library Routines for floating point data entry formatting and conversion An application to create Palm database PDB files on the desktop Map display applications with rich graphics support Simple yet powerful global searching techniques for Palm devices Guidance for building a transport independent communications API Solutions for quickly accessing records in large databases Debugging techniques for the Palm OS The CD ROM contains complete source code for all the programming samples in the book

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Federal Communications Commission Reports United States. Federal Communications Commission,1986

Java 2 Micro Edition Eric Giguère,2002-03-14 An in depth tutorial on how to use Java 2 Micro Edition to program handheld devices Although Java is one of the most popular programming languages it is too powerful to be used on wireless handheld devices like the Palm Connected Organizer A miniature version of Java called Java 2 Micro Edition has now been created by Sun Microsystems to run specifically on these devices Written by software

developer Eric Giguere this book provides an authoritative treatment of this new language Readers will learn what has to be done to make Java workable on these devices and what strategies are required to write programs that don't take up too much memory or run down the device's batteries The book also provides complete coverage of Java Micro Edition including the profiles that define the capabilities available to various devices CD ROM includes licensed versions of the Java 2 Micro Edition SDK Waba and Kaffe Examples are provided that run on multiple wireless platforms

Designing Highly Useable Software Jeffrey M. Cogswell, 2006-09-18 Learn What Usability Really Is Why to Strive for It and How to Achieve It Highly useable software is easy to use It does what you expect it to And it does it well It's not easy to build but as this book demonstrates it's well worth the effort Highly useable software is highly successful software and everyone wins Inside an accomplished programmer who has made usability his business systematically explores the world of programming showing you how every aspect of the work is implicated in the usability of the final product This is not just an issues book however but systematic real world instructions for developing applications that are better in every way As you'll learn there's no such thing as intuitive software Instead there are just the factors that make it highly useable simplicity consistency the recognition of accepted conventions and the foregrounding of the user's perspective With these principles under your belt you'll quickly discover dozens of ways to make your applications more useable Making windows and dialog boxes easy to comprehend and use Designing software that is time and resource efficient Making your software easy to navigate Reducing the complexity of reports and other presentations of data Understanding how the wrong programming decisions can limit usability Ensuring smooth starts and stops Capitalizing on the usability advantages of object oriented programming Understanding how usability affects your product's financial success Using the testing process to improve usability Promoting usability in training installation and online help Making management decisions that will benefit software usability Some chapters are written primarily for programmers one primarily for managers Most are for everyone and all are filled with illuminating usually amusing examples drawn from both inside and outside the technical world A helpful appendix provides information on standards usability groups and sources for more information

Embracing the Melody of Appearance: An Emotional Symphony within **Palm Programming**

In a world used by monitors and the ceaseless chatter of instant conversation, the melodic splendor and psychological symphony created by the published term often diminish in to the back ground, eclipsed by the constant noise and distractions that permeate our lives. But, located within the pages of **Palm Programming** an enchanting fictional treasure brimming with raw thoughts, lies an immersive symphony waiting to be embraced. Constructed by a wonderful composer of language, this charming masterpiece conducts visitors on a mental journey, skillfully unraveling the concealed tunes and profound affect resonating within each carefully constructed phrase. Within the depths of the touching assessment, we can investigate the book is key harmonies, analyze its enthralling writing style, and surrender ourselves to the profound resonance that echoes in the depths of readers souls.

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