

Windows Phone 8 1 Development For Absolute Beginners

Full Color INCLUDES COMPLETE CODE AND ASSETS FOR EACH APP IN THIS VOLUME! Got a great idea for an app? There's a chapter for that! Calling all developers: Windows Phone 7 is starting to gain traction, and the opportunity is yours to sell the next killer app! 101 Windows Phone 7 Apps is a book series like no other—best-selling author and Microsoft developer Adam Nathan walks you through the process of building 101 real, robust, diverse, and marketplace-certified Silverlight applications. You not only get online access to the full source code and related assets, but the book is chock full of tips, warnings, and advice that can only come from Adam's experience of writing so many complete applications and selling them in the Windows Phone Marketplace. Imagine how long it would take you to develop and test 50 apps and how much you would learn from the experience. Rather than spending all that time starting from scratch, use this book to hit the ground running! Whether you simply make cosmetic changes to apps in this book (for example, creating kid-themed versions), repurpose apps (such as building a mortgage calculator based on Chapter 10's tip calculator), or build something completely unique, this book can greatly accelerate your development time and help you create high-quality apps. Sell your apps in the Windows Phone Marketplace and make this book pay for itself! Volume I contains the first 50 apps and covers the following: Everything you need to know about Silverlight Fully exploiting phone features such as the application bar, hardware/software keyboards, multi-touch, accelerometer, microphone, and

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more Using rich controls such as pivots, panoramas, and controls in free toolkits, such as date/time pickers, toggle switches, charts, and graphs Building your own custom controls, including popular ones missing from the platform, such as a checkable list box, multi-select picker box, and color picker Broadly applicable pages, such as a photo-cropping page and accelerometer-calibration page How to make your app look and feel like a first-party app Practical tips on a wide range of topics, even acquiring and creating sound effects, using custom fonts, and creating icons

Covers Windows Phone 7.5 In just 24 sessions of one hour or less, you'll learn how to develop mobile applications for Windows Phone 7! Using this book's straightforward, step-by-step approach, you'll learn the fundamentals of Windows Phone 7 app development, how to leverage Silverlight or the XNA Framework, and how to get your apps into the Windows Marketplace. One step at a time, you'll master new features ranging from the new sensors to using launchers and choosers. Each lesson builds on what you've already learned, helping you get the job done fast—and get it done right! Step-by-step instructions carefully walk you through the most common Windows Phone 7 app development tasks. Quizzes and exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Choose an application framework Use the sensors Develop touch-friendly apps Utilize push notifications Consume web data services Integrate with Windows Phone hubs Use the Bing Map control Get better performance out of your apps Work with data Localize your apps Use launchers and choosers Market and sell your apps

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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.

Microsoft's Windows Phone 7 handsets have injected a new vibrancy into the smartphone marketplace and provided bold new opportunities for the Microsoft development community. Take advantage of these opportunities with *Beginning Windows Phone App Development*, written specifically to help you learn the skills you'll need to develop rich, functional apps for the Windows Phone 7 platform. Authors Henry Lee and Eugene Chuvyrov cover the very latest developments in the field—including the extended APIs offered in the new Mango platform update—so you'll have timely, accurate information at your fingertips. *Beginning Windows Phone App Development* starts with the basics, walking you through the process of downloading and setting up the right development tools, including Visual Studio, Expression Blend, Silverlight SDK, and Windows Phone SDK. It then takes you step-by-step through the development process as you build and deploy a working application, complete with a sophisticated user interface. Finally, you'll receive step-by-step instructions on packaging and selling your applications through the Windows Phone Marketplace.

Summary Windows Phone 8 in Action is a comprehensive guide to developing apps for the WP8 platform. It covers the Windows Phone Runtime and .NET APIs used to work with a phone's sensors and hardware, including the accelerometer, camera, gyroscope, GPS, and microphone. You will learn to write code to dial the phone, write emails, send text messages, and recognize speech. The book also teaches you to build applications that use location and

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push notification. About this Book With 10 million (and climbing) active handsets, Windows Phone 8 has become a real alternative to Android and iOS. WP users are hungry for great apps, so it's time for you to start creating them! Windows Phone 8 in Action teaches you how to design, build, and sell WP8 apps. In it, you'll learn to use the WP Runtime and .NET APIs to control key features like the accelerometer, camera, GPS, and microphone. This example-driven book also shows you how to write applications that use location and push notification, enhanced navigation services, and WP8's deep multimedia capabilities. You'll need a working knowledge of C#. No experience with Windows Phone or XAML is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

What's Inside Build your first phone app Master the Windows Phone 8 interface How to sell on the Windows Phone Store Use features like voice recognition and media About the Authors

Tim Binkley-Jones has worked with XAML since the first releases of WPF and Silverlight. Adam Benoit is an independent developer with more than a dozen apps in the Windows Phone Store. Massimo Perga is an engineer at Microsoft. Michael Sync is a web and WP architect.

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You've developed a killer app for one mobile device—now it's time to maximize your intellectual investment and develop for the full spectrum of mobile platforms and devices. With *Cracking Windows Phone and BlackBerry Native Development*, you'll learn how to quickly retool your application between the Windows Phone 7, Windows Mobile, and BlackBerry platforms and broaden the interest and audience of your app. *Cracking Windows Phone and BlackBerry Native Development* takes you through the same mobile software development project on each platform, learning the differences between and the relative strengths and weaknesses of each platform as you go. No magic intermediate layers of obfuscation—by the time you get to the end, you'll be an expert at developing for any of the major smartphone platforms using each vendor's preferred toolset and approach. *Cracking Windows Phone and BlackBerry Native Development* covers the Windows Phone 7, Windows Mobile, and BlackBerry platforms, as well as the development of a general web application accessible on other devices. If you're interested in taking your app into the world of iPhone and Android, be sure to check out the companion volume, *Cracking iPhone and Android Native Development*, at <http://www.apress.com/9781430231981>.

PhoneGap is Adobe's distribution of the free and open source framework (originally developed by Nitobi) that is now also available from the Apache Foundation as Apache Cordova™. Using PhoneGap, developers can build native mobile apps using standard HTML5, JavaScript, and CSS, and then deploy those apps to every leading mobile platform with little or no recoding. Up to now, though, PhoneGap was lacking complete, practical documentation. *PhoneGap Essentials* fills that void: It's the first concise, yet complete, tutorial for succeeding with PhoneGap in real-world development. Experienced mobile developer John M. Wargo

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thoroughly introduces the PhoneGap platform, explaining what it is, what it does, and how it works. He then guides you through configuring PhoneGap environments—creating complete mobile apps—and building them for the Google Android™, Samsung bada, BlackBerry® devices, Apple® iOS, Symbian™ OS, and Windows® Phone. Through realistic examples, you'll master key PhoneGap APIs for everything from GPS to the file system, contacts to camera, device to events, and more. Wargo also demonstrates how to take full advantage of PhoneGap Build, PhoneGap's cloud-based packaging utility. Coverage includes

- The anatomy of a PhoneGap application (what makes an application a PhoneGap application)
- Understanding the impact of cross-platform development issues
- Exploring the entire PhoneGap development process, including testing and debugging
- Expanding PhoneGap's capabilities with third-party development tools and plug-ins
- Building cross-platform apps that use the device camera, compass, accelerometer, and other hardware
- Reading from and writing to the contacts database and the device file system
- Installing tools needed to develop PhoneGap apps for Android, bada, BlackBerry, iOS, Symbian, and Windows Phone
- Reacting to events and notifying users
- Using the Media API to record and play media files
- Building for multiple platforms simultaneously using PhoneGap Build

About the Website Downloadable code projects, additional information, and errata are available at phonegapessentials.com. It's true: you can build native apps for iOS, Android, and Windows Phone with C# and the .NET Framework—with help from MonoTouch and Mono for Android. This hands-on guide shows you how to reuse one codebase across all three platforms by combining the business logic layer of your C# app with separate, fully native UIs. It's an ideal marriage of platform-specific development and the "write once, run everywhere" philosophy. By building a series of

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simple applications, you'll experience the advantages of using .NET in mobile development and learn how to write complete apps that access the unique features of today's three most important mobile platforms. Learn the building blocks for building applications on iOS, Android, and Windows Phone Discover how the Mono tools interact with iOS and Android Use several techniques and patterns for maximizing non-UI code reuse Determine how much functionality can go into the shared business logic layer Connect to external resources with .NET's rich networking stack Read and write data using each platform's filesystem and local database Create apps to explore the platforms' location and mapping capabilities

This book will provide you with a comprehensive guide to developing games for both the Windows Mobile platform and the Windows Phone using the industry standard programming languages C# and VB .NET. You will be walked through every aspect of developing for the Windows Mobile platform—from setting up your development environment for the first time to creating advanced 3D graphics. Finally, you'll learn how you can make your applications available to others, whether distributing for free or selling online. Using extensive code samples throughout, you'll gather all the information needed to create your own games and distribute them successfully for others to enjoy. Aimed primarily at C# developers, almost everything in the book can be used in VB .NET too. For those areas where this is not the case, workarounds are suggested so that VB .NET developers are still able to use the techniques described.

Market_Desc: The ideal reader has either built applications and/or games for a major, exiting mobile platforms (ie iPhone, Android or Windows Mobile). Ideally he/she has some experience with the Microsoft platform stack including the .NET Framework and Windows Azure.Primary

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audience: iPhone and Android developers
Secondary audience: Existing Silverlight, XNA and Windows Mobile developers
Special Features: · Currently there are no books in the market on Windows Phone 7 development. There are numerous books on both Silverlight and XNA, but none cover the specifics of building phone applications and/or games.· Windows Phone 7 series development will take off thanks to a massive push by Microsoft.· The book includes information to help developers get started as well as to tackle hard issues involving mobile applications development and include both Silverlight and XNA development for Windows Phone, thus expanding the market to application and game developers.· The book includes examples that the reader can download via the website and discuss best practices for building mobile applications. About The Book: Using tools such as Visual Studio, Expression Blend and the device emulator, this book shows users how to develop for Windows Phone to design, build, test and deploy mobile applications. Working examples throughout the book and on the web site cover how to design and lay out a Windows Phone application, how to interact with the device and other services from your application and how to deploy and sell your applications.

Windows Phone 8 Recipes is a problem-solution based guide to the Windows Phone 8 platform. Recipes are grouped according to features of the platform and ways of interacting with the device. Solutions are given in C# and XAML, so you can take your existing .NET skills and apply them to this exciting new venture. Not sure how to get started? No need to worry, there's a recipe for that! Always wondered what it takes to add cool features like gesture support, maps integration, or speech recognition into your app? We've got it covered! Already have a portfolio of Windows Phone 7 apps that needs to be upgraded? We have a recipe for

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that too! The book starts by guiding you through the setup of your development environment, including links to useful tools and resources. Core chapters range from coding live tiles and notifications to interacting with the camera and location sensor. Later chapters cover external services including Windows Azure Mobile Services, the Live SDK, and the Microsoft Advertising SDK, so you can take your app to a professional level. Finally, you'll find out how to publish and maintain your app in the Windows Phone Store. Whether you're migrating from Windows Phone 7 or starting from scratch, Windows Phone 8 Recipes has the code you need to bring your app idea to life. What you'll learn

Set up your development environment with the Windows Phone 8 SDK. Upgrade your existing Windows Phone 7 apps to Windows Phone 8. Meet and try out the new features provided in the Windows Phone 8 SDK. Bring your apps to life with live tiles, notifications, and cloud services. Discover the easy steps to setting up your own Windows Phone Store account. Learn how to submit your apps for publication to the Windows Phone Store. Who this book is for Windows Phone 8 Recipes is for the developer who has a .NET background, is familiar with C# and either WPF or Silverlight, and is ready to tap into a new and exciting market in mobile app development.

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This book introduces novice developers to a range of data access strategies for storing and retrieving data both locally and remotely. It provides you with a range of fully working data access solutions and the insight you need to know when, and how, to apply each of the techniques to best advantage. Focussing specifically on how the Windows 8 app developer can work with the Windows Runtime (often called Windows RT) framework this book provides careful analysis of the many options you have open to you, along with a comparison of their strengths and weaknesses under different conditions. With the days of a single database being the right choice for almost all development projects long gone. You will learn that the right choice for your app now depends on a variety of factors and getting it right will be critical to your customer's end user experience. We cover a range of data access strategies ranging from storing and retrieving data locally using the JET API, to using the most popular open and closed source database products like SQLite and SQL Server. We look at how lightweight HTML and JavaScript apps work well with equally feather-weight data stores like IndexedDB. We'll also introduce you to more advanced data access techniques like REST (JSON), WCF RIA Services, ASP.NET MVC 4 Web API and Windows Azure that can hugely expand the horizons of what it is possible for your app to do as storage - and even processing - are taken beyond the confines of your user's device. By the time you have read this book you will be familiar with the key data access considerations you will need to evaluate as you build your apps and you will be able to confidently select the data access architecture that is most appropriate to the app you want to build. What you'll learn Understand the data access capability of WinRT Explore the various data access strategies Understand local storage in Windows 8 Apps Discover how to use HTML5 indexedDB as an offline database Use SQLite

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and SQL Server with Windows 8 Apps Develop ASP.NET MVC 4 Web API data stores Learn how to consume data through a WCF Service Integrate your app with Public Web Services using REST See how SQL Azure can extend your Windows 8 Apps Who this book is for This book is for all the .NET, iOS, Android and Windows Phone app developers looking to develop data driven Windows 8 style apps. You should be comfortable with basic programming concepts and have worked with simple data stores previously. Table of Contents Introducing Windows 8 development from a data perspective Windows 8 Modern app data access strategies Selecting the right strategy for your app Local Data Access I : JET API Local Data Access: II: IndexedDB Dealing with Application Data WCF RIA Services ASP.NET Web API SQL Databases Windows Phone 8 Data Access

A step-by-step guide to using Microsoft Visual Basic, covering such topics as building and customizing the user interface, managing data, Visual Studio web development with ASP.NET 4, and working with Windows Phone SDK 8.0.

Master powerful strategies to acquire and analyze evidence from real-life scenarios About This Book A straightforward guide to address the roadblocks face when doing mobile forensics Simplify mobile forensics using the right mix of methods, techniques, and tools Get valuable advice to put you in the mindset of a forensic professional, regardless of your career level or experience Who This Book Is For This book is for forensic analysts and law enforcement and IT security officers who have to deal with digital evidence as part of their daily job. Some basic familiarity with digital forensics is assumed, but no experience with mobile forensics is required. What You Will Learn Understand the challenges of mobile forensics Grasp how to properly deal with digital evidence Explore the types of evidence available on iOS, Android,

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Windows, and BlackBerry mobile devices Know what forensic outcome to expect under given circumstances Deduce when and how to apply physical, logical, over-the-air, or low-level (advanced) acquisition methods Get in-depth knowledge of the different acquisition methods for all major mobile platforms Discover important mobile acquisition tools and techniques for all of the major platforms In Detail Investigating digital media is impossible without forensic tools. Dealing with complex forensic problems requires the use of dedicated tools, and even more importantly, the right strategies. In this book, you'll learn strategies and methods to deal with information stored on smartphones and tablets and see how to put the right tools to work. We begin by helping you understand the concept of mobile devices as a source of valuable evidence. Throughout this book, you will explore strategies and "plays" and decide when to use each technique. We cover important techniques such as seizing techniques to shield the device, and acquisition techniques including physical acquisition (via a USB connection), logical acquisition via data backups, over-the-air acquisition. We also explore cloud analysis, evidence discovery and data analysis, tools for mobile forensics, and tools to help you discover and analyze evidence. By the end of the book, you will have a better understanding of the tools and methods used to deal with the challenges of acquiring, preserving, and extracting evidence stored on smartphones, tablets, and the cloud. Style and approach This book takes a unique strategy-based approach, executing them on real-world scenarios. You will be introduced to thinking in terms of "game plans," which are essential to succeeding in analyzing evidence and conducting investigations.

Microsoft is injecting new energy into the smart phone marketplace with the sophisticated Windows Phone 7. This new energy equates to new opportunities for you, the mobile

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developer. Beginning Windows Phone 7 Development has been written specifically to help you seize these opportunities and begin creating applications for this exciting new mobile device platform. Beginning Windows Phone 7 Development starts with the basics, walking you through the process of downloading and setting up the right development tools, including Visual Studio, Expression Blend, Silverlight SDK, and Windows Phone SDK. The book then takes you step-by-step through the development process as you build and deploy a complete application with a highly sophisticated user interface. Finally, you'll receive step-by-step instructions on selling your applications through the Microsoft Phone Marketplace.

Windows Phone 8 Recipes is a problem-solution based guide to the Windows Phone 8 platform. Recipes are grouped according to features of the platform and ways of interacting with the device. Solutions are given in C# and XAML, so you can take your existing .NET skills and apply them to this exciting new venture. Not sure how to get started? No need to worry, there's a recipe for that! Always wondered what it takes to add cool features like gesture support, maps integration, or speech recognition into your app? We've got it covered! Already have a portfolio of Windows Phone 7 apps that needs to be upgraded? We have a recipe for that too! The book starts by guiding you through the setup of your development environment, including links to useful tools and resources. Core chapters range from coding live tiles and notifications to interacting with the camera and location sensor. Later chapters cover external services including Windows Azure Mobile Services, the Live SDK, and the Microsoft Advertising SDK, so you can take your app to a professional level. Finally, you'll find out how to publish and maintain your app in the Windows Phone Store. Whether you're migrating from Windows Phone 7 or starting from scratch, Windows Phone 8 Recipes has the code you need

to bring your app idea to life.

See your app through a hacker's eyes to find the real sources of vulnerability The Mobile Application Hacker's Handbook is a comprehensive guide to securing all mobile applications by approaching the issue from a hacker's point of view. Heavily practical, this book provides expert guidance toward discovering and exploiting flaws in mobile applications on the iOS, Android, Blackberry, and Windows Phone platforms. You will learn a proven methodology for approaching mobile application assessments, and the techniques used to prevent, disrupt, and remediate the various types of attacks. Coverage includes data storage, cryptography, transport layers, data leakage, injection attacks, runtime manipulation, security controls, and cross-platform apps, with vulnerabilities highlighted and detailed information on the methods hackers use to get around standard security. Mobile applications are widely used in the consumer and enterprise markets to process and/or store sensitive data. There is currently little published on the topic of mobile security, but with over a million apps in the Apple App Store alone, the attack surface is significant. This book helps you secure mobile apps by demonstrating the ways in which hackers exploit weak points and flaws to gain access to data. Understand the ways data can be stored, and how cryptography is defeated Set up an environment for identifying insecurities and the data leakages that arise Develop extensions to bypass security controls and perform injection attacks Learn the different attacks that apply specifically to cross-platform apps IT security breaches have made big headlines, with millions of consumers vulnerable as major corporations come under attack. Learning the tricks of the hacker's trade allows security professionals to lock the app up tight. For better mobile security and less vulnerable data, The Mobile Application Hacker's Handbook is a practical,

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comprehensive guide.

Demonstrates how games that will run on all Windows 8 devices can be developed using C# and XAML. Covers the whole game development experience from initial setup and game design through to user interface design, coding, and deployment to the Windows Store.

Intended for users who are already familiar with programming one of the two main managed Visual Studio languages, C# or Visual Basic.NET.

This book is a practical guide to solving the everyday problems encountered when building apps for Windows 10 devices, including desktops, laptops, tablets, and phones, using HTML5, CSS3 and JavaScript. Each recipe includes a concise statement of the problem and the approach you should take in order to solve it. A full code solution is also given, along with an in-depth explanation, so you can build on your development knowledge while you work on your application. The majority of recipes can be used with the Universal Windows app template, designed to help you build one consistent user experience across devices. These are supplemented with recipes for adapting your app to different devices, screen sizes and sensor availability. You'll also find out how to deploy and publish your apps in the Windows Store.

Learn how to: Make use of the latest Universal Windows app features, alongside customizations for specific platforms and screen sizes. Bring your apps to life with live tiles, notifications, and sharing. Prepare your app to adapt to your users' different cultural and business environments using globalization and localization APIs and best practices.

Understand the certification process and publish your app to the Windows Store, with the option to pay once, install anywhere. This book is suitable for anyone developing for Windows and Windows Mobile. Readers should be comfortable working with HTML and JavaScript. No

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previous experience with Microsoft technologies or languages is needed in order to use this book.

Developers are racing to discover how to develop for Windows Phone 7—and there is no quicker resource to help you get up to speed than *Windows Phone 7 Recipes*. This book covers all aspects of development, configuration, testing, and distribution, with detailed code samples and rapid walkthroughs to support you every step of the way. You'll find recipes that unlock advanced user interface development, data storage and retrieval, integration with cloud services, adding media and location-based services, and working with Silverlight and Expression Blend. Learn to use sensors such as the camera, GPS, and accelerometer to build cutting-edge applications. Manage the new way to interact with applications using the gestures library both from the XNA Framework library and the Silverlight Windows Phone Toolkit library.

Computing Handbook, Third Edition: Computer Science and Software Engineering mirrors the modern taxonomy of computer science and software engineering as described by the Association for Computing Machinery (ACM) and the IEEE Computer Society (IEEE-CS). Written by established leading experts and influential young researchers, the first volume of this popular handbook examines the elements involved in designing and implementing software, new areas in which computers are being used, and ways to solve computing problems. The book also explores our current understanding of software engineering and its effect on the practice of software development and the education of software professionals. Like the second volume, this first volume describes what occurs in research laboratories, educational institutions, and public and private organizations to advance the effective development and use of computers and computing in today's world. Research-level survey

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articles provide deep insights into the computing discipline, enabling readers to understand the principles and practices that drive computing education, research, and development in the twenty-first century.

This book provides a soup-to-nuts guide to developing applications for Windows Phone and publishing them to the Windows Marketplace, covering the latest Windows 8 updates. Apps are at the heart of Windows 8, bringing rich and engaging experiences to both tablet and desktop users. Windows 8 uses the Windows Runtime (WinRT), a complete reimagining of Windows development that supports multiple programming languages and is built on HTML5, CSS and JavaScript. These applications are the future of Windows development and JavaScript is perfect language to take advantage of this exciting and flexible environment. Seasoned author Adam Freeman explains how to get the most from WinRT and Windows 8 by focusing on the features you need for your project. He starts with the nuts-and-bolts and shows you everything through to advanced features, going in-depth to give you the knowledge you need. Each topic is covered clearly and concisely and is packed with the details you need to learn to be truly effective. The most important features are given a no-nonsense in-depth treatment and chapters contain examples that demonstrate both the power and the subtlety of Windows 8, Windows Runtime and Javascript.

Over 40 recipes to master mobile device penetration testing with open source tools About This Book Learn application exploitation for popular mobile platforms Improve the current security level for mobile platforms and applications Discover tricks of the trade with the help of code snippets and screenshots Who This Book Is For This book is intended for mobile security enthusiasts and penetration testers who wish to secure mobile devices to prevent attacks and

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discover vulnerabilities to protect devices. What You Will Learn Install and configure Android SDK and ADB Analyze Android Permission Model using ADB and bypass Android Lock Screen Protection Set up the iOS Development Environment - Xcode and iOS Simulator Create a Simple Android app and iOS app and run it in Emulator and Simulator respectively Set up the Android and iOS Pentesting Environment Explore mobile malware, reverse engineering, and code your own malware Audit Android and iOS apps using static and dynamic analysis Examine iOS App Data storage and Keychain security vulnerabilities Set up the Wireless Pentesting Lab for Mobile Devices Configure traffic interception with Android and intercept Traffic using Burp Suite and Wireshark Attack mobile applications by playing around with traffic and SSL certificates Set up the Blackberry and Windows Phone Development Environment and Simulator Setting up the Blackberry and Windows Phone Pentesting Environment Steal data from Blackberry and Windows phones applications In Detail Mobile attacks are on the rise. We are adapting ourselves to new and improved smartphones, gadgets, and their accessories, and with this network of smart things, come bigger risks. Threat exposure increases and the possibility of data losses increase. Exploitations of mobile devices are significant sources of such attacks. Mobile devices come with different platforms, such as Android and iOS. Each platform has its own feature-set, programming language, and a different set of tools. This means that each platform has different exploitation tricks, different malware, and requires a unique approach in regards to forensics or penetration testing. Device exploitation is a broad subject which is widely discussed, equally explored by both Whitehats and Blackhats. This cookbook recipes take you through a wide variety of exploitation techniques across popular mobile platforms. The journey starts with an introduction to basic

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exploits on mobile platforms and reverse engineering for Android and iOS platforms. Setup and use Android and iOS SDKs and the Pentesting environment. Understand more about basic malware attacks and learn how the malware are coded. Further, perform security testing of Android and iOS applications and audit mobile applications via static and dynamic analysis. Moving further, you'll get introduced to mobile device forensics. Attack mobile application traffic and overcome SSL, before moving on to penetration testing and exploitation. The book concludes with the basics of platforms and exploit tricks on BlackBerry and Windows Phone. By the end of the book, you will be able to use variety of exploitation techniques across popular mobile platforms with stress on Android and iOS. Style and approach This is a hands-on recipe guide that walks you through different aspects of mobile device exploitation and securing your mobile devices against vulnerabilities. Recipes are packed with useful code snippets and screenshots.

Windows 8 and Windows Phone 8 Game DevelopmentApress

Build and optimize Windows Phone 8 apps for performance and security Drill into Windows Phone 8 design and architecture, and learn best practices for building phone apps for consumers and the enterprise. Written by two senior members of the core Windows Phone Developer Platform team, this hands-on book gets you up to speed on the Windows 8 core features and application model, and shows you how to build apps with managed code in C# and native code in C++. You'll also learn how to incorporate Windows Phone 8 features such as speech, the

Wallet, and in-app purchase. Discover how to: Create UIs with unique layouts, controls, and gesture support Manage databinding with the Model View ViewModel pattern Build apps that target Windows Phone 8 and Windows Phone 7 Use built-in sensors, including the accelerometer and camera Consume web services and connect to social media apps Share code across Windows Phone 8 and Windows 8 apps Build and deploy company hub apps for the enterprise Start developing games using Direct3D Test your app and submit it to the Windows Phone Store

Windows 8.1 apps are revolutionizing development on the Windows platform. Fast, fluid, tactile and chrome-free, they provide a brand-new look and feel for Windows users. These apps rely on Microsoft's Windows 8 modern UI to provide their rich and engaging user experiences for both desktop and tablet users. The new UI in turn relies upon the Windows Runtime (WinRT) to give its apps unparalleled flexibility and power. Understanding this stack of new technologies and how they tie in to the proven C# language and the XAML standard is the subject of this book. Experienced writers Jesse Liberty, Phil Japikse, and Jon Galloway explain how you can get the most from Windows 8.1 by focusing on the features that you need for your project and bringing your existing C# coding knowledge to bear. They begin with a nuts-and-bolts examination of how the

technologies fit together and show you everything you need to get up and running with the new platform. Once you have a good understanding on the basics, you progress to more advanced topics steadily increasing your understanding as a whole. This holistic knowledge is essential to truly master Windows 8.1 development. Each topic is covered clearly and concisely and is packed with the details you need to code effectively. The most important features are given a no-nonsense, in-depth treatment and chapters contain examples that demonstrate both the power and the subtlety of Windows 8.1.

Provides information on developing and building applications for the Windows Phone 8 platform, offering full explanations of code and real-world context for each key concept.

Windows® Phone 8 Unleashed is the definitive guide to Microsoft's new Windows Phone 8 platform for intermediate to advanced developers. Written by Microsoft MVP and leading Windows Phone and WPF innovator Daniel Vaughan, this full-color guide covers everything developers need to rapidly build highly competitive Windows Phone 8 mobile apps. Vaughan teaches through complete sample apps—leveraging the MVVM pattern—illuminating each key concept with fully explained code and real-world context. He presents best practices for building highly functional, maintainable, and attractive mobile interfaces;

integrating touch, rich media, and data; testing; profiling; and more. Expanded and updated, Vaughan shares expert insights available in no other book, drawing on his exceptional access to the Windows Phone development team through the elite Microsoft Silverlight and WPF Insiders group. Along the way, he presents exceptionally practical and thorough coverage of many powerful new Windows Phone 8 platform enhancements, including full chapters on voice commands and speech synthesis, incorporating speech-driven experiences, Wallet integration, new Live Tile capabilities, the Nokia Maps control, launching apps via file and protocol associations, and much more. Detailed information on how to... * Get started quickly with Windows Phone XAML development in Visual Studio * Master the Capabilities Model, threading, and the Execution Model * Create attractive mobile interfaces using Windows Phone's rich set of controls, including the Windows Phone Toolkit * Make the most of the application bar and other interface elements * Enhance user experience with advanced support for touch, gestures, and sensors * Build location-aware apps that use Nokia Maps and location services * Incorporate speech-driven experiences * Quickly internationalize apps for global markets * Leverage Windows Phone 8's improved camera support * Connect apps to online services via SOAP, REST, and OData * Validate user input on the client side or via WCF services * Use

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Windows Phone 8's powerful local database support * Implement background actions, file transfers, and audio playback * Automatically launch your app using file and protocol associations * Unit test to find defects earlier, saving time and money

Windows Phone 7.5 (code-named Mango) marks a significant upgrade to Microsoft's smartphone products. Packed with sophisticated new features and functionality, the device is a .NET developer's dream, easily programmable using Silverlight, XNA and C#. Windows Phone Recipes utilizes a proven problem-solution approach, providing a concise guide to all the phone's features in recipe book format. First, the problem you're facing is identified. Then, a clear explanation of the solution is given, supported by a fully-worked code sample that demonstrates the feature in action. All aspects of development, configuration, testing, and distribution are covered. You'll find recipes that unlock advanced user interface features, deal with data storage, integrate with cloud services, add media and location services, and much more. It's everything you'll need to put a professional polish on your Windows Phone 7.5 applications!

A mini-tutorial full of code examples and strategies to give you plenty of options when building your own applications for Windows Phone 8. This book is ideal if you are a developers who wants to get into mobile development. Some C#

background may be useful for a complete understanding.

Summary Windows Phone 7 in Action is a hands-on guide to building mobile applications for WP. Written for developers who already know their way around Visual Studio, this book zips through the basics, including an intro to WP7 and Metro. Then, it moves on to the nuts and bolts of building great phone apps. About the Technology Windows Phone 7 is a powerful mobile platform sporting the same Metro interface as Windows 8. It offers a rich environment for apps, browsing, and media. Developers code the OS and hardware using familiar .NET tools like C# and XAML. And the new Windows Store offers an app marketplace reaching millions of users. About the Book Windows Phone 7 in Action is a hands-on guide to programming the WP7 platform. It zips through standard phone, text, and email controls and dives head-first into how to build great mobile apps. You'll master the hardware APIs, access web services, and learn to build location and push applications. Along the way, you'll see how to create the stunning visual effects that can separate your apps from the pack. Written for developers familiar with .NET and Visual Studio. No WP7 or mobile experience is required. Purchase includes free PDF, ePub, and Kindle eBooks downloadable at manning.com. What's Inside Full introduction to WP7 and Metro HTML5 hooks for media, animation, and more XNA for stunning 3D graphics Selling apps in the Windows

Store About the Authors Timothy Binkley-Jones is a software engineer with extensive experience developing commercial IT, web, and mobile applications. Massimo Perga is a software engineer at Microsoft and Michael Sync is a solution architect for Silverlight and WP7. Table of Contents4>PART 1 INTRODUCING WINDOWS PHONE A new phone, a new operating system Creating your first Windows Phone applicationPART 2 CORE WINDOWS PHONE Fast application switching and scheduled actions Launching tasks and choosers Storing data Working with the camera Integrating with the Pictures and Music + Videos Hubs Using sensors Network communication with push notifications and sockets PART 3 SILVERLIGHT FOR WINDOWS PHONE ApplicationBar, Panorama, and Pivot controls Building Windows Phone UI with Silverlight controls Manipulating and creating media with MediaElement Using Bing Maps and the browser PART 4 SILVERLIGHT AND THE XNA FRAMEWORK Integrating Silverlight with XNA XNA input handling

Windows Phone 7 is a powerful mobile computing platform with huge potential for gaming. With "instant on" capabilities, the promise of gaming on the move is a reality with these devices. The platform is an ideal environment for .NET developers looking to create fun, sophisticated games. Windows Phone 7 Game Development gives you everything you need to maximize your creativity and

produce fantastic mobile games. With a gaming device always in your pocket, as a phone always is, this is too good an opportunity to miss!

Develop on Yammer is your guide to integrating the Yammer social network with your company's application ecosystem. By developing custom apps and features on the Yammer platform, you can make your workplace more productive, encourage communication and feedback, and get your colleagues collaborating across a range of platforms, including SharePoint, ASP.NET, and Windows Phone. The book begins with an introduction to the development options available along with guidance on how to set up a Yammer developer account. You'll then take your first step in Yammer integration by building a Yammer feed into a web page or other JavaScript-based client application, before diving into app creation and management on the Yammer platform. The authors provide a deep dive into the Yammer authorization process from client-side and server-side perspectives, and you'll find out how to work closely with Yammer's data streams and its full range of development possibilities using Open Graph and Yammer's REST API. The final chapters cover how to build Yammer integration into standalone applications for SharePoint and Windows Phone 8 with Yammer SDKs. All chapters are illustrated with examples and sample code, and a case study follows the development of a workplace training application as the authors

apply each technique, so you can see how to make the most of what Yammer has to offer. What You'll Learn Why develop on Yammer, and what development options are available How to add a Yammer feed to an HTML-based application using Yammer Embed, to bring relevant news and discussions into the contexts where they matter How to develop custom Yammer features for your SharePoint, Office or web applications on the client side with the Yammer JavaScript SDK How to carry out secure authorization and authentication on Yammer How to use Yammer Open Graph and REST APIs to posts messages, create custom activities and get data from Yammer-integrated applications How to work with the Yammer Windows Phone 8 SDK to add Yammer functionality to a Windows Phone 8 application Who This Book Is For This book is targeted at developers with a background in .NET/C# development. Readers should be comfortable working with JavaScript. Software architects will also find this book valuable for planning social integration across their companies' business ecosystems. Written as a practical Packt tutorial, this essential reference will show you how to develop engaging games on the Windows Phone 8 platform. The book is dedicated to the beginners in 3D game development that want to learn how to create their first game for the Windows Phone 8 platform. You do not need to have any prior experience regarding the integrated development environment,

the mobile platform, and used technologies. However, some basic knowledge of C++ and C# languages, as well as object-oriented programming, is required to understand parts of code described in the book.

Provides information on creating mobile applications for the Windows Phone 7.5 platform.

Want to develop games for Xbox 360 and Windows Phone 7? This hands-on book will get you started with Microsoft's XNA 4.0 development framework right away -- even if you have no experience developing games. Although XNA includes several key concepts that can be difficult for beginning web developers to grasp, Learning XNA 4.0 shortens the learning curve by walking you through the framework in a clear and understandable step-by-step format. Each chapter offers a self-contained lesson with illustrations and annotated examples, along with exercises and review questions to help you test your understanding and practice new skills as you go. Once you've finished this book, you'll know how to develop your own sophisticated games from start to finish. Learn game development from 2D animation to 3D cameras and effects Delve into high-level shader language (HLSL) and introductory artificial intelligence concepts Build three complete, exciting games using 2D, 3D, and multiplayer techniques Develop for and deploy your games to the Xbox 360 and Windows Phone 7

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