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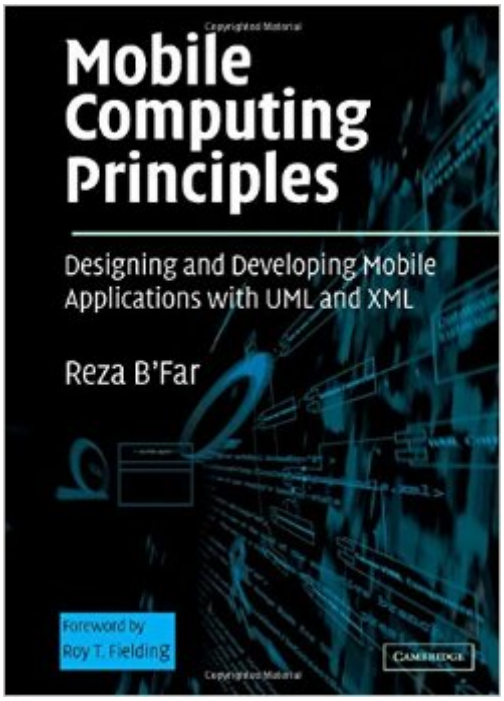
Mobile Computing Principles: Designing And Developing Mobile Applications With UML And XML



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Synopsis

Written to address the technical concerns faced by mobile developers, this book explores the differences between mobile and stationary applications and the architectural and software development concepts needed to build mobile applications. Reza B'Far guides the developer through the development process, using UML from design to implementation. He focuses on general concepts, while using platforms as examples or as possible tools. After introducing UML, XML, and the derivative tools necessary for developing mobile software applications, B'Far demonstrates how to build user interfaces for mobile applications.

Book Information

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Customer Reviews

Please excuse English. This is a very good book for learning mobile applications in US and Europe. Also, a lot of good new things on UML and XML. But, I would have liked to see more on the Japanese Mobile development. I think this is good as a text book in class room or reference. I would like to have more introductions to UML than 1 chapter. The UML is more advanced in this book. Also lot of good location and voice informations.

I had been developing software for about 10 years... and am just finishing up a grad degree in CS after going back to school... If found this book to be a LOT better than all the hand outs that my prof put together... It's a great book to give you an overview of all the problems in mobile computing... and a lot of the answers... (not all :-)). As the other reviewer says, it's priced a bit high at $85.00, but

I found it to be well worth the price I paid... hopefully the prof takes my recommendation and uses it as the text book for future classes...

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