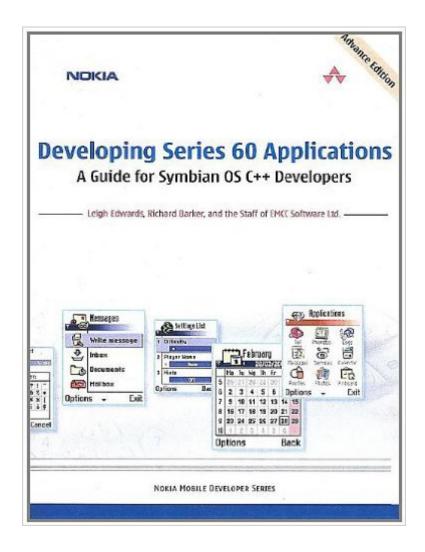
## The book was found

# Developing Series 60 Applications: A Guide For Symbian OS C++ Developers (Nokia Mobile Developer Series)





# **Synopsis**

Reviewed by Nokia's subject matter experts, the authors cover the entire development process - from design, programming, and testing to debugging and deployment - while providing sixty projects, each with full C++ source code and installation scripts. This is a guide to Series 60 development for C++ programmers and software designers. --This text refers to an out of print or unavailable edition of this title.

### **Book Information**

Series: Nokia Mobile Developer Series

Paperback: 749 pages

Publisher: Addison Wesley Longman; 1st Special edition edition (January 2006)

Language: English

ISBN-10: 032126875X

ISBN-13: 978-0321268754

Product Dimensions: 9.1 x 7.1 x 1.7 inches

Shipping Weight: 2.9 pounds

Average Customer Review: 4.5 out of 5 stars Â See all reviews (13 customer reviews)

Best Sellers Rank: #14,652,086 in Books (See Top 100 in Books) #55 in Books > Computers &

Technology > Programming > APIs & Operating Environments > EPOC-Symbian #60168

in Books > Computers & Technology > Software

### **Customer Reviews**

I picked up this book with the purpose of learning about Symbian development on smart phones and to refresh my C++ grammar. Having heard of other Symbian and Series XX books, I had my doubts regarding the quality of the book's content. As a pleasant surprise, the authors have done a good job in creating a well-structured book that leads a newbie into the world of Series 60 programming. First of all, as the authors state in the preface, prior knowledge of C++ is a prerequisite for getting the most out of this book. On the other hand, because the APIs use a lot of constructs specific to Series 60 development (e.g. how to allocate memory, how to do I/O, string/descriptor classes, etc.), even a beginner like me can quickly build up basic skills with the sole help of this book and some old-fashioned hard work. The book starts out with chapters describing the development environment, including basic how-to's for building Series 60 applications with the command-line tools, Microsoft Visual Studio, Metrowerks CodeWarrior, and Borland C++ Builder. Important stuff that could've warranted more attention -- my first gripes with this book. Next, the

authors introduce Symbian/Series 60 specific concepts such as the naming conventions, the new memory allocation scheme and exception handling, descriptors, collection classes, Active Objects (asynchronous services), file I/O, and the client/server architecture that forms the basis for all Symbian applications. I was especially delighted about the clarity of this section although I would've preferred seeing more code snippets.

### Download to continue reading...

Developing Series 60 Applications: A Guide for Symbian OS C++ Developers (Nokia Mobile Developer Series) Beginning Nokia Apps Development: Qt and HTML5 for Symbian and MeeGo (Books for Professionals by Professionals) Mobile Web Development: Building mobile websites, SMS and MMS messaging, mobile payments, and automated voice call systems with XHTML MP. WCSS, and mobile AJAX Multimedia on Symbian OS: Inside the Convergence Device (Symbian Press) Go Mobile: Location-Based Marketing, Apps, Mobile Optimized Ad Campaigns, 2D Codes and Other Mobile Strategies to Grow Your Business Python on Symbian: Mobile app development made easy Professional Symbian Programming: Mobile Solutions on the EPOC Platform PhoneGap Build: Developing Cross Platform Mobile Applications in the Cloud Nokia Network Security Solutions Handbook Mobile Magic: The Saatchi and Saatchi Guide to Mobile Marketing and Design C++ Builder 6 Developers Guide with CDR (Wordware Delphi Developer's Library) Management 3.0: Leading Agile Developers, Developing Agile Leaders (Adobe Reader) (Addison-Wesley Signature Series (Cohn)) Management 3.0: Leading Agile Developers, Developing Agile Leaders (Addison-Wesley Signature Series (Cohn)) Wireless and Mobile Networking: IFIP Joint Conference on Mobile Wireless Communications Networks (MWCN'2008) and Personal Wireless Communications ... in Information and Communication Technology) The Lightroom Mobile Book: How to extend the power of what you do in Lightroom to your mobile devices Mobile Marketing: How Mobile Technology is Revolutionizing Marketing, Communications and Advertising Microsoft Win32 Developer's Reference Library - GDI (Microsoft Developers Library Win 32 GDI) (Microsoft Windows GDI) Microsoft Win32 Developer's Reference Library - SHELL (Microsoft Developers Library Win 32 SHELL) Microsoft Win32 Developer's Reference Library - (Microsoft Developers Library Win 32 BASE SERVICES (Microsoft Win 32 - Base Services) Wireless Java for Symbian Devices

**Dmca**