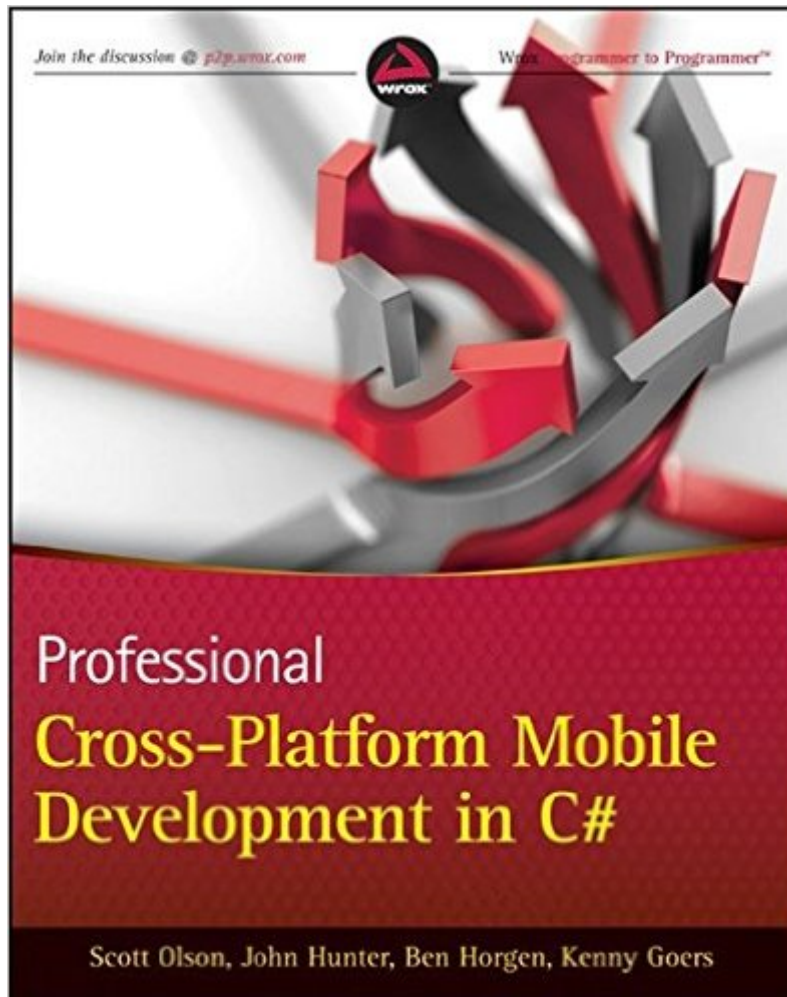


The book was found

# Professional Cross-Platform Mobile Development In C#



## Synopsis

Develop mobile enterprise applications in a language you already know! With employees, rather than the IT department, now driving the decision of which devices to use on the job, many companies are scrambling to integrate enterprise applications. Fortunately, enterprise developers can now create apps for all major mobile devices using C#/.NET and Mono, languages most already know. A team of authors draws on their vast experiences to teach you how to create cross-platform mobile applications, while delivering the same functionality to PC's, laptops and the web from a single technology platform and code-base. Rather than reinventing the wheel with each app, this book provides you with the tools you need for cross-platform development--no new languages needed! Presents an overview of the sea change occurring with the use of enterprise mobile applications and what it means for developers Shares the criteria for evaluating and selecting the best option for application architecture Reviews tools and techniques for setting up a cross-platform development environment Offers an introduction to the MonoCross open-source project and pattern for cross-platform development Packed with specific software design patterns, development best practices, code examples and sample applications, this must-have book gets you started developing cross-platform mobile apps today.

## Book Information

Paperback: 384 pages

Publisher: Wrox; 1 edition (February 21, 2012)

Language: English

ISBN-10: 1118157702

ISBN-13: 978-1118157701

Product Dimensions: 7.4 x 0.8 x 9.3 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 starsÂ Â See all reviewsÂ (1 customer review)

Best Sellers Rank: #1,146,091 in Books (See Top 100 in Books) #24 inÂ Books > Computers & Technology > Programming > Cross-platform Development #491 inÂ Books > Computers & Technology > Programming > Languages & Tools > C# #1450 inÂ Books > Textbooks > Computer Science > Software Design & Engineering

## Customer Reviews

I have been doing mobile development with Adobe Flash IDE, Flash Builder, Titanium Studio, Phonegap... and really wanted to try something else for developing native apps, so this just came in

the right moment. I was using c# only when developing backend for player.IO so I really wanted to expand my knowledge of c#. What better way to do it. I'm just starting to use this book and already it has helped me a lot.

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