Beginning iPhone and iPad Web Apps Scripting with HTML5, CSS3, and JavaScript

By Daniel Paterson

Apress. Paperback. Book Condition: New. Paperback. 512 pages. Dimensions: 10.3in. x 8.5in. x 1.6in.This book will help you join the thousands of successful iPhone apps developers without needing to learn Objective-C or the Cocoa touch APIs. If you want to apply your existing web development skills to iPhone and iPad development, then now you can. WebKits support for HTML5 means any web developer can create compelling apps for both the iPhone and the larger-screen iPad. Beginning iPhone and iPad Web Apps takes you through the latest mobile web standards as well as the specific features of the iPhone and iPad. Youll learn about WebKit and Mobile Safari, HTML5 and CSS3, vector graphics and multimedia support. Youll discover the built-in hardware features of the iPhone and iPad and how best to take advantage of them. The market for web apps for the iPhone and iPad is expanding rapidly. Youll want to know about all the advantages, and Beginning iPhone and iPad Web Apps is the perfect starting point. What youll learn How to take your existing web skills and deploy them on iPad and iPhone User interface design basics for both the smaller iPhone screen and the larger iPad display The...

READ ONLINE
[9.29 MB]

Reviews

I actually started looking over this publication. It really is rally interesting throgh studying period. Once you begin to read the book, it is extremely difficult to leave it before concluding.
-- Dana Hintz

Good electronic book and valuable one. It really is basic but unexpected situations in the 50 percent in the pdf. You wont really feel monotony at at any moment of your time (that's what catalogues are for concerning when you ask me).
-- Elisa Reinger