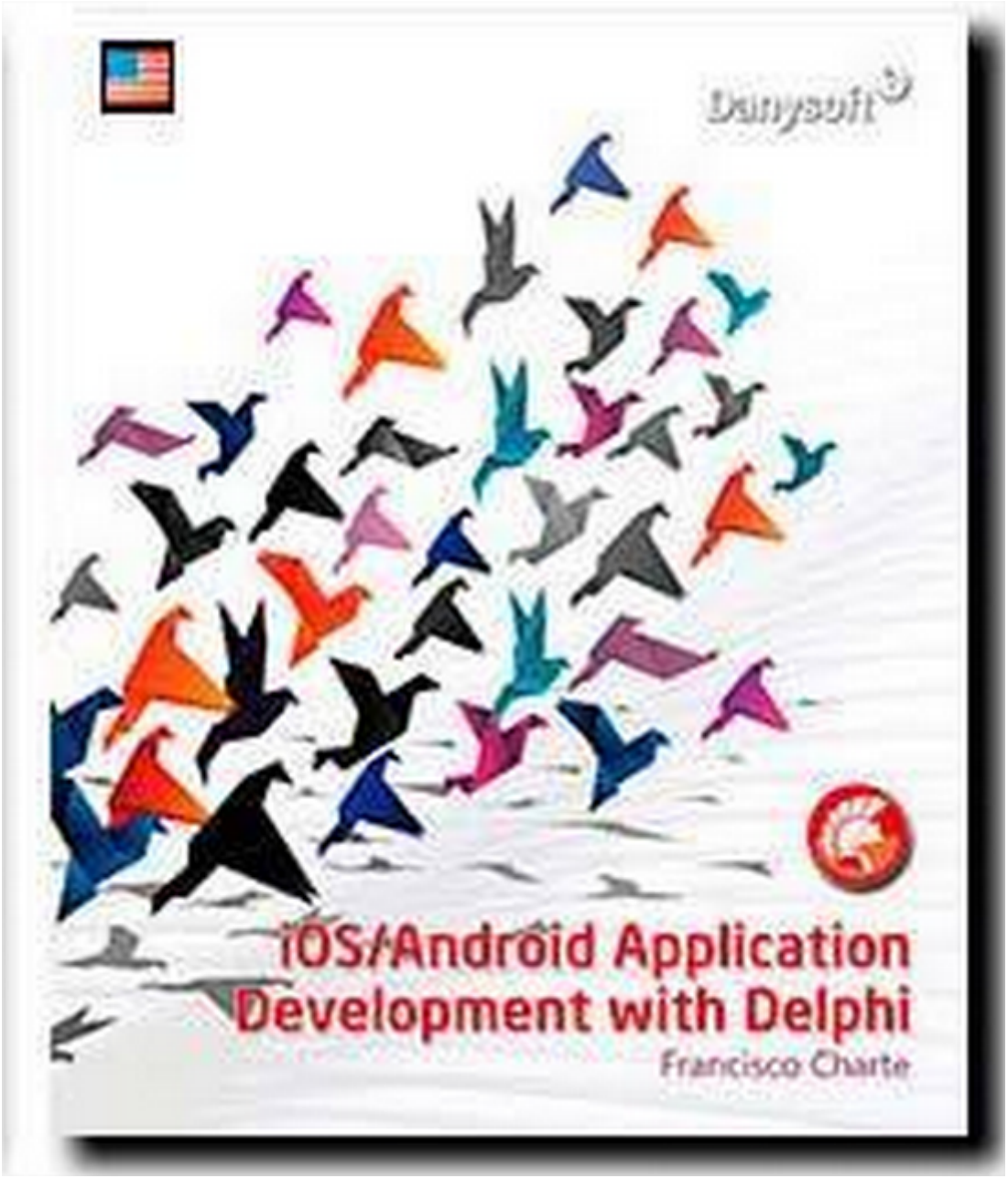
Embarcadero
iOS/Android Application Development with Delphi
Francisco Charte

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iOS/Android Application Development with Delphi

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Preface

To the person who makes my life meaningful: María Jesús

Until the end of the last century, most software was developed to be used almost exclusively on personal computers. These had homogeneous characteristics in terms of hardware, and there were three major operating systems: Windows, OS X, and GNU/Linux. Input devices (keyboard and mouse), screen resolutions, and the access to the file system were fairly standardized aspects, and thus developers did not have to worry too much about these details.

Over the last 10-15 years, two new platforms for running applications have been gaining ground: the Web and mobile devices. The latter can also be considered as a computer, but with a heterogeneity of settings in hardware and software that the field of computing has not known since the microcomputers birth, in the 70-80s decades.

It is the heterogeneous hardware and software what promotes competition, and eventually offers the end user a wide range of devices to choose from. However, this advantage for the end user becomes broadly an obstacle for developers, which have to design their applications for different operating

systems which are not always converging in terms of user interaction guidelines.

Delphi has become in recent years one of the most powerful cross-platform development tools, thanks to the incorporation of new compilers specific to each system, as well as a component library common to all of them. Starting with version XE5, it is possible to build applications for Windows, OS X, iOS and Android from the same code base. This ability has been extended in further versions, such as XE6 and specially XE7. This allows to expand the number of potential users from a single project, thus reducing the developer's workload.

The aim of this book is to give the reader all the information required to start developing mobile applications with Delphi, specifically for devices running iOS and Android operating systems. The author does not assume any specific knowledge by the reader about the Delphi language, its user interface or the development tools for iOS/Android. Nonetheless, it is assumed that the reader is a programmer and, therefore, has the appropriate background to understand the text and knows the fundamental aspects of the software development lifecycle.

Acknowledgments

Writing a book is a demanding task, one which requires so much dedication that usually abstracts the author from everything which surrounds him. I can never be grateful enough for the support that my family always provides me. Thank you María Jesús, David and Alejandro, you are the pillars that keep me where I am.

I also want to convey my thanks to all those who, in one way or another, have made this book a reality, so that it has reached the reader. Thanks to José Luis Castaño for trusting me with this project, and to the staff of Danysoft involved in the creation of the cover, production, distribution, etc.

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