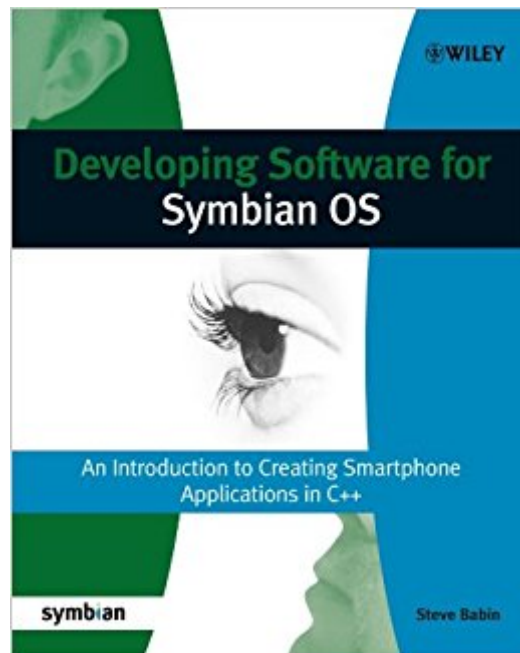# Developing Software For Symbian OS: An Introduction To Creating Smartphone Applications In C++ (Symbian Press)

Synopsis

The overall goal of this book is to provide introductory coverage of Symbian OS and get developers who have little or no knowledge of Symbian OS developing as quickly as possible. A clear and concise text on how Symbian OS architecture works and the core programming techniques and concepts needed to be a solid, competent Symbian programmer Shows how Symbian OS architecture and programming compares with other mobile operating systems (to help transition and for better understanding) Provides multiple examples and extra descriptions for areas most difficult for new programmers who are unfamiliar to the unique OS architecture Contains many tips and techniques documented only, up until now, Â by scattered white papers and newsgroup threads Describes many details of inner operations of Symbian OS, focusing specifically on those needed to become a competent programmer The book will cover development ranging from low-level system programming to end user GUI applications. It also covers the development and packaging tools, as well as providing some detailed reference and examples for key APIs.

Book Information

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Customer Reviews

If you are a proficient C++ programmer, this book is perfect for you as a introduction to writing C++ on Symbian OS. It describes how Symbian OS works and show what differences exist between normal C++ and the one used while writing applications for Symbian OS.However this is a mostly OS and C++ book. So it won't teach you how you can do specific things except the information it gives about socket usage to communicate via TCP/IP & GUI Design & Programming. It will teach you the OS and language specification so you'll understand when you see a code excerpt somewhere. Later you can read additional books or SDK documentation to learn about special classes os provides to do specific things. Also it point out the differences between different platforms (S60, S80, UIQ) where applicable by giving individual explanations & examples for each platform.I strongly recommend reading this book before trying to write anything for Symbian OS. It'll help you greatly in the beginning.

I'm an absolute beginner into Symbian OS programming and I find this book very perfect in order to let you start writing applications for Symbian Devices (there are many examples that make concepts intelligible).It explains how Symbian OS architecture works and give many tips you can found only by search on newsgroups.

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