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App Maker is available with G Suite Business, Education, and Enterprise editions. Sign in to an account provided by your school or employer and start building apps now. Ask an administrator to set...

Everything you need to create and deploy apps fast | App Maker
Once you're ready to start, you must also know that building a mobile app is the easiest part. Getting customers is where the challenge lies. Related: Where to Get the Money to Build Your Mobile App

A Step-by-Step Guide To Building Your First Mobile App
Bubble lets you create interactive, multi-user apps for desktop and mobile web browsers, including all the features you need to build a site like Facebook or Airbnb. Build out logic and manage a database with our intuitive, fully customizable platform.

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App Builder - Make an App for iOS & Android | DIY App Maker

Crafting and Building is a new free building game. Download now the FREE game of 2020! Start building and show the world your best game and constructions. Crafting and Building is a free game for the whole family: from kids, boys and girls, to adults. The gameplay: Gameplay: Learn how to build your house in a castle or in a mine.

Crafting and Building - Apps on Google Play

Power Apps enables a broad range of app scenarios to be created that infuse digital transformation into manual and outdated processes. Use both canvas and model-driven apps to build Power Apps that solve business problems for task and role-specific scenarios like inspections, field sales enablement, prospect to cash, and integrated marketing views.

Build Apps – Canvas Apps or Model-driven Apps | Microsoft ...

Custom apps are meant for developers building an app tailored for a single merchant. These are the key features of custom apps: They can be installed on a single Shopify store. Shopify Plus. Shopify Plus service partners can install the same custom app on multiple Plus stores for a single Shopify Plus merchant.

Building Shopify Apps

Embark on an epic quest to build the greatest structure in the history of mankind – The Great Wall of China – in this addictive and fast paced time-management game. The nomads are attacking once again, and it is up to Kong Boatu to stop them. Accept the challenge to build The Great Wall of China in 4 unique locations and 40 exciting levels. The journey will take you from the golden plains ...

Building the China Wall 2 - Apps on Google Play

Build apps for Microsoft Teams. 09/22/2020; 2 minutes to read +3; In this article. Microsoft Teams apps bring key information, common tools, and trusted processes to where people increasingly gather, learn, and work. Apps are how you extend Teams to fit your needs. Create something brand new for Teams or integrate an existing app.

Build apps for the Microsoft Teams platform - Teams ...

Build apps that fill gaps, like accelerating business workflows or scaling internal operations, with G Suite's low-code development environment. App Maker is included with G Suite Business and Enterprise editions, as well as with G Suite for Education.

App Maker | Google Developers

A selection of smart companion apps allows kids to control real-life models and robots for LEGO Technic, LEGO BOOST and LEGO MINDSTORMS. And there are hours of fun LEGO videos to enjoy with the easy-to-use LEGO TV entertainment app. Kids can even share their builds and interact with other LEGO fans using the LEGO Life app – a safe social media app specially built for boys and girls.

LEGO® mobile apps and mobile app games | Official LEGO ...

When you're building standalone apps with Turtle CLI, the build process is happening on your local machine. Turtle CLI makes use of exactly the same codebase which is running on our servers (expo build: [ios|android] command).

Building Standalone Apps on Your CI - Expo Documentation

Search the world's information, including webpages, images, videos and more. Google has many special

features to help you find exactly what you're looking for.

Google

There are four main platforms for building desktop apps for Windows PCs. Each platform provides an app model that defines the lifecycle of the app, a complete UI framework and set of UI controls that let you create desktop apps like Word, Excel, and Photoshop, and access to a comprehensive set of managed or native APIs for using Windows features.

Build desktop apps for Windows PCs | Microsoft Docs

Discover 1v1, the online building simulator & third person shooting game. Battle royale, build fight, box fight, zone wars and more game modes to enjoy!

1v1.LOL | Building Simulator, Battle Royale & Shooting Game

Return to Isla Nublar with the creators of the smash hit Jurassic Park™ Builder for your next adventure: Jurassic World™: The Game, the official mobile game based on this summer's epic action-adventure. Bring to life more than 150 colossal dinosaurs from the new film and challenge your opponents in earth-shaking battles. Construct the theme park of tomorrow in this unrivaled build-and ...

Jurassic World™: The Game - Apps on Google Play

Create and publish powerful mobile apps No coding required Try for free The power to design a professional app at your fingertips. Build HTML5 and native cross-platform apps with our easy-to-use, fully customizable layouts, designed to deliver on your marketing goals and ready to publish on app stores.

Fully updated for Android Studio Arctic Fox, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, control flow, functions, lambdas, and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio Arctic Fox and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and have ideas for some apps to develop, you are ready to get started.

Build rich media applications for the iOS and Android platforms with this primer to Flash mobile development. You get all of the essentials-from setting up your development environment to publishing

your apps to the Google Market Place/Apple iTunes App Store. Develop elementary applications without coding; then realize the power of ActionScript 3 to add rich complexity to your applications. Step-by-step instruction is combined with practical tutorial lessons to deliver a working understanding of the development stages including: *Rapid prototyping *Adding interactivity, audio, and video *Employing iOS and Android Interface Calls *Hardware optimization with AIR *Game development; game engines, controlling physics, and 3D *Designing for iPad, Android tablets, and Google TV *Code optimization, testing, and debugging User interfaces are presented in full color to illustrate their nuances. The companion website, www.visualizetheweb/flashmobile, includes all of the AS3 code, project files, and a blog to keep you up to date with related news and developments.

Get up to speed with core PostgreSQL tasks such as database administration, application development, database performance monitoring, and database testing Key Features Build real-world enterprise database management systems using Postgres 12 features Explore the development, administrative and security aspects of PostgreSQL 12 Implement best practices from industry experts to build powerful database applications Book Description PostgreSQL is an open-source object-relational database management system (DBMS) that provides enterprise-level services, including high performance and scalability. This book is a collection of unique projects providing you with a wealth of information relating to administering, monitoring, and testing PostgreSQL. The focus of each project is on both the development and the administrative aspects of PostgreSQL. Starting by exploring development aspects such as database design and its implementation, you'll then cover PostgreSQL administration by understanding PostgreSQL architecture, PostgreSQL performance, and high-availability clusters. Various PostgreSQL projects are explained through current technologies such as DevOps and cloud platforms using programming languages like Python and Node.js. Later, you'll get to grips with the well-known database API tool, PostgREST, before learning how to use popular PostgreSQL database testing frameworks. The book is also packed with essential tips and tricks and common patterns for working seamlessly in a production environment. All the chapters will be explained with the help of a real-world case study on a small banking application for managing ATM locations in a city. By the end of this DBMS book, you'll be proficient in building reliable database solutions as per your organization's needs. What you will learn Set up high availability PostgreSQL database clusters in the same containment, a cross-containment, and on the cloud Monitor the performance of a PostgreSQL database Create automated unit tests and implement test-driven development for a PostgreSQL database Develop PostgreSQL apps on cloud platforms using DevOps with Python and Node.js Write robust APIs for PostgreSQL databases using Python programming, Node.js, and PostgREST Create a geospatial database using PostGIS and PostgreSQL Implement automatic configuration by Ansible and Terraform for Postgres Who this book is for This PostgreSQL book is for database developers, database administrators, data architects, or anyone who wants to build end-to-end database projects using Postgres. This book will also appeal to software engineers, IT technicians, computer science researchers, and university students who are interested in database development and administration. Some familiarity with PostgreSQL and Linux is required to grasp the concepts covered in the book effectively.

From the Reviews "[This book] contains an excellent blend of both Shiny-specific topics ... and practical advice from software development that fits in nicely with Shiny apps. You will find many nuggets of wisdom sprinkled throughout these chapters...." Eric Nantz, Host of the R-Podcast and the Shiny Developer Series (from the Foreword) "[This] book is a gradual and pleasant invitation to the production-ready shiny apps world. It ...exposes a comprehensive and robust workflow powered by the {golem} package. [It] fills the not yet covered gap between shiny app development and deployment in such a thrilling way that it may be read in one sitting.... In the industry world, where processes robustness is a key toward productivity, this book will indubitably have a tremendous impact." David Granjon, Sr. Expert Data Science, Novartis Presented in full color, Engineering Production-Grade Shiny Apps helps people build production-grade shiny applications, by providing advice, tools, and a methodology to

work on web applications with R. This book starts with an overview of the challenges which arise from any big web application project: organizing work, thinking about the user interface, the challenges of teamwork and the production environment. Then, it moves to a step-by-step methodology that goes from the idea to the end application. Each part of this process will cover in detail a series of tools and methods to use while building production-ready shiny applications. Finally, the book will end with a series of approaches and advice about optimizations for production. Features Focused on practical matters: This book does not cover Shiny concepts, but practical tools and methodologies to use for production. Based on experience: This book is a formalization of several years of experience building Shiny applications. Original content: This book presents new methodologies and tooling, not just a review of what already exists. Engineering Production-Grade Shiny Apps covers medium to advanced content about Shiny, so it will help people that are already familiar with building apps with Shiny, and who want to go one step further.

Creating Cross-Platform C# Applications with Uno shows you how the Uno Platform helps developers familiar with developing Windows apps build applications for all operating systems and browsers. By learning how to develop apps for various business scenarios, you'll gain the confidence and knowledge needed to create your own cross-platform app.

Why simply play music or go online when you can use your iPhone or iPad for some really fun projects, such as building a metal detector, hacking a radio control truck, or tracking a model rocket in flight? Learn how to build these and other cool things by using iOS device sensors and inexpensive hardware such as Arduino and a Bluetooth Low Energy (LE) Shield. This hands-on book shows you how to write simple applications with techBASIC, an Apple-approved development environment that runs on iOS devices. By using code and example programs built into techBASIC, you'll learn how to write apps directly on your Apple device and have it interact with other hardware. Build a metal detector with the iOS magnetometer Use the HiJack hardware platform to create a plant moisture sensor Put your iPhone on a small rocket to collect acceleration and rotation data Hack a radio control truck with Arduino and Bluetooth LE Create an arcade game with an iPad controller and two iPhone paddles Control a candy machine with an iOS device, a micro servo, and a WiFi connection

NeoPopRealism Journal and Wonderpedia founded by Nadia Russ in 2007 (N.J.) and 2008 (W.). Wonderpedia is dedicated to books published all over the globe after year 2000, offering the books' reviews.

In just 24 sessions of one hour or less, learn how to build powerful apps for the world's most popular mobile platform: Android. Using this book's straightforward, step-by-step approach, you'll build complete Android 5 apps from the ground up with Android Studio. As you do, you'll master key skills for designing, developing, and publishing meaningful apps of your own. Extensively updated for Android 5's newest capabilities, every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Highlights of this new Fourth Edition include Extensive new coverage: Android 5 (Lollipop), Android Studio, and Material Design; plus Android M early preview A laser focus on modern Android essentials, including activities, intents, resources, and background processing New Android 5 features for Android TV and Android Wear Complete Android Studio projects in nearly every chapter Learn how to… Use the powerful new Android Studio development environment Build layouts that automatically display properly on any device Craft more dynamic, intuitive apps with Google's new material design language Display the right information at the right time with ListViews and adapters Make apps more responsive with background processes Add sophisticated navigation with action toolbars and slide-out menus Integrate images and media into your

apps Save data for your app and create public files that can be used by anyone Access the cloud to download and parse JSON data Use SQLite and content providers to create responsive, data-driven apps Create, update, and cancel notifications Start developing Android Wearable and TV apps Use Google Play Services to add location, mapping, and more Package and publish apps to Google Play and other markets

This updated and expanded second edition of the Artech House bestseller, Inside Bluetooth Low Energy, presents the recent developments within the Bluetooth Core Specifications 4.1 and 4.2. This new edition explores both Internet of Things (IoT) and Bluetooth Low Energy (LE) in one single flow and demonstrates how this technology is very well suited for IoT implementations. The book covers all the advances within the new specifications including Bluetooth LE enhanced power efficiency, faster connections, and enhanced privacy and security. Developed for ultra-low power devices, such as heart rate monitors, thermometers, and sensors, Bluetooth LE is one of the latest, most exciting enhancements to Bluetooth technology. This cutting-edge book presents an easy-to-understand, broad-based explanation of Bluetooth LE, its building blocks and how they all come together. Packed with examples and practical scenarios, the book helps readers rapidly gain a clear, solid understanding of Bluetooth LE in order to work more effectively with its specification. This book explores the architecture of the Bluetooth LE stack and functionality of its layers and includes a broad view of the technology, identifies the various building blocks, and explains how they come together. Readers will also find discussions on Bluetooth basics, providing the background information needed to master Bluetooth LE.

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