



Looking for a powerful, efficient platform for next generation mobile devices? Excited about developing great apps with the latest mobile technology? It's time to find out more about Samsung's new smartphone platform bada!

Introduction to bada takes a practical approach to explaining what makes **bada** different. The book walks you through creating a great UI, showing you how easy it is to build apps with Flash support or those that talk to social networking services like Facebook or Twitter. You will learn how to make use of service-centric features such as maps and locations, remote content management and commerce services. You will discover how to take advantage of the possibilities offered by **bada's** extensive sensor support, providing features like face recognition or motion detection. *Introduction to bada* demonstrates how **bada** sustains an entire ecosystem, taking you all the way from that brilliant idea to a published app.

Learn how to:

- Get a basic app up and running
- Work with **bada's** native types and classes
- Create attractive user interfaces
- Explore **bada** service-centric features
- Use the code recipes supplied to help build your applications



This book will give you the information you need to start developing great applications with Samsung's powerful and well-abstracted SDK. You'll find out more about **bada's** highly efficient runtime and programming language capabilities, the seamless integration of service-centric features of the **bada** Server, and how to get to grips with tools like the simulator and event injector.

Throughout, the book is illustrated with code recipes that demonstrate many of the major APIs, from UI and platform basics to sensors, maps, and **bada** services. So whether you are an experienced mobile developer or just starting out with a great idea for an app, this book will tell you what you need to know.

Introduction to bada is the official guide to Samsung's new mobile platform.



ISBN 978-0-470-97401-8



9 780470 974018

5 5 5 0 0

 **WILEY**
wiley.com

Bookstore Category:
Computing/ Programming/Mobile Phones/ C++

UK £32.99 • US \$55.00 • CAN \$66.00