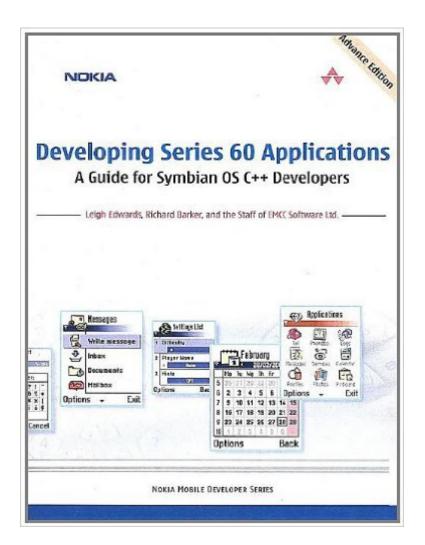
## The book was found

# Developing Series 60 Applications: A Guide For Symbian OS C++ Developers (Nokia Mobile Developer Series)





# Synopsis

Reviewed by Nokia's subject matter experts, the authors cover the entire development process from design, programming, and testing to debugging and deployment - while providing sixty projects, each with full C++ source code and installation scripts. This is a guide to Series 60 development for C++ programmers and software designers. --This text refers to an out of print or unavailable edition of this title.

#### **Book Information**

Series: Nokia Mobile Developer Series Paperback: 749 pages Publisher: Addison Wesley Longman; 1st Special edition edition (January 2006) Language: English ISBN-10: 032126875X ISBN-13: 978-0321268754 Product Dimensions: 9.1 x 7.1 x 1.7 inches Shipping Weight: 2.9 pounds Average Customer Review: 4.5 out of 5 stars Â See all reviews (13 customer reviews) Best Sellers Rank: #14,652,086 in Books (See Top 100 in Books) #55 in Books > Computers & Technology > Programming > APIs & Operating Environments > EPOC-Symbian #60168 in Books > Computers & Technology > Software

### **Customer Reviews**

I picked up this book with the purpose of learning about Symbian development on smart phones and to refresh my C++ grammar. Having heard of other Symbian and Series XX books, I had my doubts regarding the quality of the book's content. As a pleasant surprise, the authors have done a good job in creating a well-structured book that leads a newbie into the world of Series 60 programming.First of all, as the authors state in the preface, prior knowledge of C++ is a prerequisite for getting the most out of this book. On the other hand, because the APIs use a lot of constructs specific to Series 60 development (e.g. how to allocate memory, how to do I/O, string/descriptor classes, etc.), even a beginner like me can quickly build up basic skills with the sole help of this book and some old-fashioned hard work.The book starts out with chapters describing the development environment, including basic how-to's for building Series 60 applications with the command-line tools, Microsoft Visual Studio, Metrowerks CodeWarrior, and Borland C++ Builder. Important stuff that could've warranted more attention -- my first gripes with this book.Next, the authors introduce Symbian/Series 60 specific concepts such as the naming conventions, the new memory allocation scheme and exception handling, descriptors, collection classes, Active Objects (asynchronous services), file I/O, and the client/server architecture that forms the basis for all Symbian applications. I was especially delighted about the clarity of this section although I would've preferred seeing more code snippets.

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