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Von Mitch Allen

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Von Mitch Allen : Palm webOS: The Insider's Guide to Developing Applications in JavaScript using the Palm Mojo Framework (Animal Guide) before purchasing it in order to gage whether or not it would be worth my time, and all praised Palm webOS: The Insider's Guide to Developing Applications in JavaScript using the Palm Mojo Framework (Animal Guide):

KundenrezensionenHilfreichste Kundenrezensionen3 von 3 Kunden fanden die folgende Rezension hilfreich.
SchadeVon Thelonius Mingus... ist mein berwiegender Eindruck. Ich hatte mich auf das Buch gefreut, weil ich das Konzept von WebOS, nmlich auf die vertrauten Zutaten zur Webprogrammierung HTML,CSS und Javascript aufzubauen, also auf Knowhow, das sehr weit verbreitet ist, dann noch das Ganze in ein modernes MVC-Konzept

gegossen, richtig genial finde. Meine ersten Eindrücke vom real existierenden WebOS im Palm Pre sind dann auch begeisternd gewesen, mir und meiner Frau macht die Arbeit mit dem Ding richtig Spaß. Das Buch erscheint zumindest mit heisser Nadel gestrickt. Das strukturierte, das gerade das MVC-Konzept erwarten lässt, findet sich im Buch nicht recht wieder. Es erscheint zunehmend verwirrend. Nach meinem Eindruck ist die Beispielapplikation einfach zu dick gewühlt gewesen, weil man sich so durch endlose Javascript-listings beissen muss, was den Blick auf die zugrunde liegenden Konzepte eher verdeckt als verdeutlicht. Irgendwie wird kein richtiges didaktisches System erkennbar und die Lektüre ermüdet, anstatt Lust zu machen, was diese Publikation sicher vorhatte, stammt sie doch aus dem Hause Palm höchstselbst. WebOS verspricht eigentlich Spaß beim Programmieren zu machen, der wollte sich bei mir aber bei der Lektüre partout nicht so recht einstellen. Schade ... So hoffe ich auf die nächsten Bücher zu WebOS. Ergänzung: nach etwas intensiverer Einarbeitung etwas detaillierter: Man findet sich mit dem Buch denke ich evtl. zurecht, wenn man fundierte Javascript-Kenntnisse, aber auch! Prototype-Kenntnisse hat. Nur dann erkennt man vielleicht, was einfach nur einfach mit Javascript, was mit dem Prototype-Framework und dann was speziell mit Mojo-Framework (WebOS-grundlage) zu tun hat. Wer in einer dieser Disziplinen Schwächen hat, wird sich schwer tun. Die Dokumentation auf WebOS dev von Palm sind da z.T. strukturierter. Das Buch spiegelt aber so auch ein grundstzliches Thema der WebOS-Programmierung wider: die Idee erscheint genial, aber das Framework ist doch sehr komplex - eben auch mächtig - und das macht die Einarbeitung, bis man mal die ganzen Abhängigkeiten verstanden hat, jedenfalls für Hobbyisten zu einer zeitaufwendigen Sache; mal eben eine kleine Applikation bleibt ein netter kleiner Traum! 2 von 2 Kunden fanden die folgende Rezension hilfreich. Ein Internetzugang tut's auch. Von Robert Natau Mit viel Vorfreude erwartete ich dieses Buch, nachdem ich bereits einen Monat mehr oder minder erfolgreich mit Hilfe der zahlreichen Online-Ressource für die webOS-Plattform entwickelt hatte, denn ich versprach mir davon ausführliche Hintergrund- und Detail-Informationen. Die Realität sah dann leider anders aus: Nur wenige Dinge im Buch sind nicht einfach auch der Online-Dokumentation und dem SDK zu entnehmen, und wirklich tieferschürfende Informationen sind rar. Ein großes Plus ist jedoch die Buchform -- durch reines Blättern stößt man hier und dort auf einen Anhaltspunkt, den man dann, meist mit Hilfe des Internets, verfolgen und für sich nutzen kann. Fazit: Ab und zu ganz nützlich, aber kaum den ziemlich stolzen Preis wert. Auf die Online-Ressourcen kann man damit auf keinen Fall verzichten. 1 von 2 Kunden fanden die folgende Rezension hilfreich. Gibt es auch kostenlos Online. Von M. Rohnstock Ich habe mir dieses Buch als eBook gekauft und habe erst zum Ende des ersten Kapitels gemerkt, dass das gesamte Buch auch Online kostenlos lesbar ist. Das einzige was dazu nötig ist, ist sich als Entwickler bei Palm kostenlos zu registrieren, schon hat man Zugriff zum Dev Guide. An sich ist das Buch gut geschrieben, enthält alles, was bis vor ca. einem Jahr aktuell war, über WebOS. Alles, was mit den neuen WebOS Versionen dazu gekommen ist (PDK), lässt sich im Dev Guide nachlesen. Als Nachschlagewerk und für alle, die lieber was Handfestes haben wollen, ist dieses Buch durchaus zu empfehlen. Etwas besser, von der Erklärungsvielfalt gesehen, hat mir das Buch von Frank W. Zammetti (Practical Palm Pre WebOS Projects (Beginning)) gefallen.

Kurzbeschreibung A Note from the Author and from O'Reilly Media about what this book does--and doesn't--do: Palm webOS is a brand new platform and represents a very different type of operating system where the web runtime is used as the basis for the UI and Application model. Palm and O'Reilly felt that it was important to have a book available to help developers get a basic understanding of the new Palm platform at the time that the SDK was released; this timing played a major role in the content and structure of the book. Ideally this book would have been a complete reference of the new platform but that wasn't possible since the content was written at the same time as the software SDK was being developed by the Palm engineering team. The book does provide a complete overview of Palm webOS, a thorough description of the application model and gives details on many key design concepts. There are descriptions and examples of UI widgets, services, storage, notifications, dashboards and background applications, serving as a great introduction but not as a definitive source. The book uses a simple News reader application to illustrate the technical descriptions but the examples are not intended to serve as a cookbook tutorial. Experienced developers should be able to use the examples to build up a working application chapter by chapter but others may not find the loose descriptions adequate for recreating the application unaided. Overtime, these different needs will be filled by other books, but in the meantime we hope that this book will serve a valuable role introducing developers to webOS and giving them a way of getting started with webOS application development. A second printing of the book will update any original coverage obsoleted by subsequent Mojo SDK builds. For owners of the original printing of the book, all of these updates are posted on the "View/Submit Errata" link (please see left-hand column of this web page). Thanks for understanding that book publishing and coverage of rapidly moving technologies can sometimes be an inexact science; we knew there'd be a need for a book such as Palm webOS: The Insider's Guide to Developing Applications in JavaScript using the Palm Mojo Framework, and there's certainly no better person to write that book than Mitch Allen; that said, we understand that because it is such a new operating system and SDK, there would (and will continue to be) changes that at best can't be documented and explored until new printings of the books are released. In the meantime

wewill be diligent in posting updates to this book's O'Reilly Media catalogpage.

DescriptionThis is the official guide to building native JavaScript applications for Palm's new mobile operating system, Palm webOS. Written by Palm's software chief technology officer along with the Palm webOS development team, Palm webOS provides a complete tutorial on the design principles, architecture, UI, tools, and services necessary to develop webOS applications-including the Mojo JavaScript framework and Palm's SDK. Palm webOS is designed to support a fast and superb user experience using established web standards, so if you're familiar with HTML, CSS, and JavaScript, you're ready to build applications for any webOS-based device, including the Palm Pre. You'll gain expertise, chapter by chapter, as you build a working mobile application through the course of the book. You'll also learn how to extend existing web apps to work with the new generation of mobile phones. Get a thorough overview of the webOS platform and architecture

Understand the critical concepts for application design: what separates webOS from other web and mobile platforms

Learn the details of Mojo's development tools and SDK for building and testing mobile applications

Examine best practices, important considerations, and guiding principles for developing with webOS and the Mojo framework

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ber den Autor und weitere Mitwirkende

Mitch Allen is CTO of Software at Palm, Inc. where he has worked in various positions for 8 years starting with building and leading the software team at Handspring which conceived and developed the Treo smartphone. From webOS's conception to implementation, Mitch designed the early architecture of the webOS platform and led the development team through the initialdesign stage and as a result is intimately familiar with the capabilities of the platform and tools. He is currently leading the design of the developer SDK and toolsets, and working with initial developers in their use of the platform and SDK. Previously, Mitch worked at Apple, after 15 years developing image and text processing systems at Kodak and Agfa Compugraphic. He holds a degree in Math and Computer Science from the University of New Hampshire.