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Force Com Canvas Developer Guide

IM Harris



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Development with the Force.com Platform Jason Ouellette, 2013-11-12 Master Force.com Today's Fastest Most Flexible Cloud Development Platform With Salesforce.com's Force.com platform you can build and deploy powerful cloud based enterprise applications faster than ever before Now Jason Ouellette gives you all the practical technical guidance you need to make the most of the newest Force.com releases in your own custom cloud applications Throughout he adds new code and updated best practices for rapidly prototyping building and testing production quality Force.com solutions This edition's extensive new coverage includes Developer Console JSON Streaming and Tooling APIs Bulk API Force.com Canvas REST integration support for Web MVC frameworks Dynamic Apex and Visualforce and an all new chapter on mobile user interfaces Ouellette covers the entire platform UIs database design analytics security and many other topics His code examples emphasize maintainability flexibility and seamless integration and you can run and adapt all of them with a free Force.com Developer Edition account Coverage includes Leveraging Force.com's customizable infrastructure to deliver advanced Platform as a Service PaaS solutions Understanding Force.com's unique processes tools and architecture Developing a complete application from requirements and use cases through deployment Using the Force.com database as a framework for highly flexible maintainable applications Applying Force.com's baked in security including user identity data ownership and fine grained access control Constructing powerful business logic with Apex SOQL and SOSL Adopting asynchronous actions Single Page Applications and other advanced features in Web user interfaces Building intuitive user interfaces with Visualforce and extending them to public facing websites and mobile devices Creating smartphone tablet friendly apps with HTML5 and Visualforce Performing massive data intensive tasks offline with Batch Apex Using Force.com integration options including REST SOAP Canvas and the Streaming Bulk Tooling and Metadata APIs Developing internal social applications with Force.com's Chatter collaboration tools If you're already building Web or mobile applications take your next giant step into enterprise cloud development with Development with the Force.com Platform Third Edition All code examples in this book are available on Github at <http://goo.gl/fjRqMX> and as a Force.com IDE project on Github at <https://github.com/jmouel/dev-with-force-3e>

Kylix Developer's Guide Charles Calvert, 2002 Delphi for Linux Kylix Development includes three main themes First the book recognized that much of its audience will be Windows developers who need to understand basic Linux development strategies so there will be information throughout the book offering insight on how to leverage Windows development knowledge to the Linux platform There will be significant coverage of the tools and features of the Kylix environment but the book assumes that readers will be familiar with RAD development tools generally Finally there is extensive coverage of how to apply the CLX library in building solid applications The book will also discuss cross platform development strategies

Delphi 4 Developer's Guide Xavier Pacheco, Steve Teixeira, 1998 This advanced level reference shows developers what they need to know most about Delphi 4 Topics covered include embedded links special

features and DLLs including creating a Visual Component Library advanced OOP and object Pascal

HTML5 Multimedia Developer's Guide Ken Blattman, Lee Cottrell, 2012-03-05 Develop cross platform multimedia applications with HTML5 Now you can create rich interactive content in the browser and deploy it across all platforms HTML5 Multimedia Developer's Guide shows you how You'll learn to use the revolutionary new features of HTML5 including the native audio video and drawing elements that eliminate the need for third party plug ins New tags the simplified doctype local data storage drag and drop and geolocation are also covered Detailed code examples illustrate the techniques discussed By the end of the book you'll be able to develop amazing multimedia applications and websites with HTML5 Use canvas for drawing animation effects and events Create and view videos with the native video element Add and play audio files with the native audio element Take advantage of local data storage functions Apply drag and drop functionality Build location aware web pages with the geolocation property Develop well structured pages using the new semantic layout tags Add functionality to web forms with the new form objects Learn about new CSS3 properties and enhancements Use the editable content and offline files features Work with JavaScript and other technologies

Official Netscape Dynamic HTML Developer's Guide Stuart Harris, Gayle Kidder, 1998 Two bestselling authors show how to use Dynamic HTML to create richly formatted interactive Web pages The guide shows how to deal with all types of Web design challenges from artistic to contextual to practical All of the sample scripts from the book are included on the CD ROM plus shareware programs HTML templates and backgrounds and the EarthLink TotalAccess Internet connection package with the Netscape browser

C++ Builder 5 Developer's Guide Jarrod Hollingworth, 2000 Written by high profile representatives of the C Builder developer community this book provides insight into and how to use the new features developer to developer coverage of critical areas of software development a free set of components on the CD ROM and detailed coverage of C Builder specific development strategies library usage and interface features

OpenGL Programming Guide Mason Woo, Jackie Neider, Tom Davis, OpenGL Architecture Review Board, 1997 Explaining how graphics programs using Release 1.1 the latest release of OpenGL this book presents the overall structure of OpenGL and discusses in detail every OpenGL feature including the new features introduced in Release 1.1 Numerous programming examples in C show how to use OpenGL functions Also includes 16 pages of full color examples

Straley's Guide to Object-oriented Programming with CA-Visual Objects Stephen J. Straley, 1996 A Visual Objects expert introduces readers to the principles of object oriented programming with CA Visual Objects Stephen Straley covers advanced programming and offers a thorough introduction to the object oriented paradigm Extensive examples illustrations and source code listings are provided The disk includes source code listings data files for all examples in the book plus a Class library

Mobile Information Device Profile for Java 2 Micro Edition C. Enrique Ortiz, Eric Giguere, 2001-12-03 Master the newest way of creating applications for wireless devices Mobile Information Device Profile for Java TM 2 Micro Edition Professional Developer's Guide As the first Java 2 Micro Edition J2ME profile the Mobile Information Device Profile MIDP

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