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Enhance your skills in developing multi-touch applications with Kivy

Kivy Cookbook

Kivy Cookbook is a practical book that will guide you through the Kivy framework to develop apps and get your apps ready for distribution in App Store and Android devices. You will start off with installing Kivy and building your interfaces. You will learn how to work the accelerometer and create custom events.

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Welcome to Kivy¶ Welcome to Kivy's documentation. Kivy is an open source software library for the rapid development of applications equipped with novel user interfaces, such as multi-touch apps. We recommend that you get started with Getting Started. Then head over to the Programming Guide. We also have Create an application if you are ...

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Kivy Cookbook. Contents ; Bookmarks Kivy and the Kv Language. Kivy and the Kv Language. Introduction. Installing Kivy. Building your interfaces. Declaring properties within a class. Relating Python code and the Kv language. Referencing widgets. Accessing widgets defined inside the Kv language in your Python code.

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It is a promising Python framework to develop UI and UX apps in a cross-platform environment, under the Python philosophy.Kivy Cookbook is a practical book that will guide you through the Kivy framework to develop apps and get your apps ready for distribution in App Store and Android devices.You will start off with installing Kivy and building your interfaces.

Enhance your skills in developing multi-touch applications with Kivy About This Book Create most diverse apps and learn how to distribute them with the help of the Kivy framework Explore Kivy API to develop user interfaces and control multi-touch events Step-by-step recipes that provide deeper understanding of the Kivy 1.9.0 framework Build and use your own events, widgets and gestures using features and tools in Kivy Who This Book Is For This book is intended for developers who want to use features of the Kivy framework and develop multi-touch applications. Prior experience with Kivy is not required, although familiarity with Python is expected. What You Will Learn Access widgets defined inside Kv language in your Python code Handle Kivy events to control widgets, touches, the mouse, the keyboard, and animations Recognize touch shapes and detecting multi-tapping Create custom events and declare properties Organizing your layouts while working with the ActionBar Store and retrieve the coordinate space context Create your own shader and render in a framebuffer Leverage Factory objects, multi-touch in iOS and multi-

touch in Android In Detail Kivy is an open-source Python library for rapid development of applications that make use of innovative user interfaces, such as multi-touch apps. It is a promising Python framework to develop UI and UX apps in a cross-platform environment, under the Python philosophy. Kivy Cookbook is a practical book that will guide you through the Kivy framework to develop apps and get your apps ready for distribution in App Store and Android devices. You will start off with installing Kivy and building your interfaces. You will learn how to work the accelerometer and create custom events. Then, you will understand how to use the basics, buttons, labels and text inputs and manipulate the widget tree. Next, you will be able to work with manipulating instructions, create an atlas and layouts. Moving on, you will learn packing for Windows and packing for iOS, and use TestDrive. By the end of the book, you will have learnt in detail the relevant features and tools in Kivy and how to create portable packages to distribute your apps in the most used platforms. Style and approach This is an easy-to-follow practical guide packed with graspable recipes that cover important tasks to be performed while developing multi-touch applications with Kivy. All the code used in each recipe is explained in detail.

Over 60 recipes to help you design interactive, smart, and cross-platform GUI applications Key Features Get succinct QT solutions to pressing GUI programming problems in Python Learn how to effectively implement reactive programming Build customized applications that are robust and reliable Book Description PyQt is one of the best cross-platform interface toolkits currently available; it's stable, mature, and completely native. If you want control over all aspects of UI elements, PyQt is what you need. This book will guide you through every concept necessary to create fully functional GUI applications using PyQt, with only a few lines of code. As you expand your GUI using more widgets, you will cover networks, databases, and graphical libraries that greatly enhance its functionality. Next, the book guides you in using Qt Designer to design user interfaces and

implementing and testing dialogs, events, the clipboard, and drag and drop functionality to customize your GUI. You will learn a variety of topics, such as look and feel customization, GUI animation, graphics rendering, implementing Google Maps, and more. Lastly, the book takes you through how Qt5 can help you to create cross-platform apps that are compatible with Android and iOS. You will be able to develop functional and appealing software using PyQt through interesting and fun recipes that will expand your knowledge of GUIs What you will learn Use basic Qt components, such as a radio button, combo box, and sliders Use QSpinBox and sliders to handle different signals generated on mouse clicks Work with different Qt layouts to meet user interface requirements Create custom widgets and set up customizations in your GUI Perform asynchronous I/O operations and thread handling in the Python GUI Employ network concepts, internet browsing, and Google Maps in UI Use graphics rendering and implement animation in your GUI Make your GUI application compatible with Android and iOS devices Who this book is for If you're an intermediate Python programmer wishing to enhance your coding skills by writing powerful GUIs in Python using PyQT, this is the book for you.

Build mobile apps efficiently with Kivy, the Python-powered graphical toolkit for creating natural user interfaces with elegant multitouch support. With this hands-on guide, you'll learn step-by-step how to build and deploy a complete Kivy app for iOS and Android devices. If you're just beginning to work with Python, but are reasonably familiar with its syntax, you're ready to go. Each chapter includes exercises, using examples that run on Python 3 and Python 2.7. Learn how Kivy simplifies mobile development with its cross-platform API and domain-specific Kv language, and why this free and open source toolkit is ideal for commercial products. Design custom widgets with the Kv language Delve into Kivy events, event handlers, and properties Dynamically change which Kivy widgets are displayed Understand and apply iterative development principles Create basic animations, using

Canvas and graphics primitives Store local data with Kivy's powerful key value store Add basic gestures to switch between app views Improve your app's usability with Kivy's built-in widgets Deploy the app to your Android or iOS device, using Buildozer

Kivy – Interactive Applications and Games in Python Second Edition, will equip you with all the necessary knowledge to create interactive, responsive, and cross-platform applications and games. This book introduces the Kivy language and the necessary components so you can implement a graphical user interface (GUI) and learn techniques to handle events, detect gestures, and control multi-touch actions. You will learn strategies to animate your applications, and obtain interactive, professional-looking, and responsive results. You will be applying this knowledge throughout the book by developing three applications and tackling their diverse programming challenges.

Get to grips with object-oriented programming in Swift to efficiently build powerful real-world applications About This Book Leverage the most efficient object-oriented design patterns in your Swift applications Write robust, safer, and better code using the blueprints that generate objects Build a platform with object-oriented code by using real-world elements and represent them in your app Who This Book Is For If you are an iOS developer who has a basic idea of object-oriented programming and want to incorporate its concepts with Swift to optimize your application's code and create reusable and easily to understand building blocks, then this book is for you. This is a very useful resource for developers who want to shift from Objective C, C#, Java, Python, JavaScript, or other object-oriented languages to Swift What You Will Learn Build solid, stable, and reliable applications using Swift Work with encapsulation, abstraction, and polymorphism using Swift 2.0 Customize constructors and destructors based on your needs Develop Swift 2.0 with classes, instances, properties, and methods Take advantage of generic code to maximize code reuse and generalize behaviors Use state of inheritance, specialization, and the possibility to

overload members Write high quality object-oriented code to build apps for iOS or Mac OS X In Detail Object-Oriented Programming (OOP) is a programming paradigm based on the concept of objects; these are data structures that contain data in the form of fields, often known as attributes and code. Objects are everywhere, and so it is very important to recognize elements, known as objects, from real-world situations and know how they can easily be translated into object-oriented code. Object-Oriented Programming with Swift is an easy-to-follow guide packed full of hands-on examples of solutions to common problems encountered with object-oriented code in Swift. It starts by helping you to recognize objects using real-life scenarios and demonstrates how working with them makes it simpler to write code that is easy to understand and reuse. You will learn to protect and hide data with the data encapsulation features of Swift. Then, you will explore how to maximize code reuse by writing code capable of working with objects of different types. After that, you'll discover the power of parametric polymorphism and will combine generic code with inheritance and multiple inheritance. Later, you move on to refactoring your existing code and organizing your source for easy maintenance and extensions. By the end of the book, you will be able to create better, stronger, and more reusable code, which will help you build better applications. Style and approach This simple guide is packed with practical examples of solutions to common problems. Each chapter includes exercises and the possibility for you to test your progress by answering questions.

Create robust and extensible iOS apps using the advanced features of Swift 2 About This Book Get up to speed with the new features of Swift 2 by following the exhaustive examples in this book Specialize in developing real iOS apps, and 2D and 3D videogames using Swift and Cocoapods Learn how to build server API apps to feed your iOS client apps Who This Book Is For This book is ideal for those who want to learn to develop app in Swift, starting the right way. Whether you are an expert Objective-C programmer or are new to this platform, you'll

quickly grasp the code of real world apps, and discover how to use Swift effectively. Prior experience in development for Apple devices would be helpful, but is not mandatory. What You Will Learn Create a server in Swift to deliver JSON data to an iOS app Take advantage of Cocoapods to use third-party libraries Use a clean and effective architecture to decrease complexity and speed up development Take advantage of the most useful parts of the iOS SDK Build games with SpriteKit and SceneKit Develop an app running on the cloud to act as an API server for your client's apps In Detail Swift is no longer the unripe language it was when launched by Apple at WWDC 14, now it's a powerful and ready-for-production programming language that has empowered most new released apps. Swift is a user-friendly language with a smooth learning curve; it is safe, robust, and really flexible. Swift 2 is more powerful than ever; it introduces new ways to solve old problems, more robust error handling, and a new programming paradigm that favours composition over inheritance. Swift 2 by Example is a fast-paced, practical guide to help you learn how to develop iOS apps using Swift. Through the development of seven different iOS apps and one server app, you'll find out how to use either the right feature of the language or the right tool to solve a given problem. We begin by introducing you to the latest features of Swift 2, further kick-starting your app development journey by building a guessing game app, followed by a memory game. It doesn't end there, with a few more apps in store for you: a to-do list, a beautiful weather app, two games: Flappy Swift and Cube Runner, and finally an ecommerce app to top everything off. By the end of the book, you'll be able to build well-designed apps, effectively use AutoLayout, develop videogames, and build server apps. Style and approach These easy-to-follow tutorials show you how to build real-world apps. The difficulty and complexity level increases chapter by chapter. Each chapter is dedicated to build a new app, beginning from a basic and unstyled app through to a full 3D game. The last two chapters show you how to build a complete client-server ecommerce app right from scratch.

Learning Object-Oriented Programming is an easy-to-follow guide full of hands-on examples of solutions to common problems with object-oriented code in Python, JavaScript, and C#. It starts by helping you to recognize objects from real-life scenarios and demonstrates that working with them makes it simpler to write code that is easy to understand and reuse. You will learn to protect and hide data with the data encapsulation features of Python, JavaScript, and C#. You will explore how to maximize code reuse by writing code capable of working with objects of different types, and discover the advantage of duck typing in both Python and JavaScript, while you work with interfaces and generics in C#. With a fair understanding of interfaces, multiple inheritance, and composition, you will move on to refactor existing code and to organize your source for easy maintenance and extension. Learning Object-Oriented Programming will help you to make better, stronger, and reusable code.

Gain comprehensive insights into programming practices, and code portability and reuse to build flexible and maintainable apps using object-oriented principles Key Features Extend core OOP techniques to increase integration of classes created with Python Explore various Python libraries for handling persistence and object serialization Learn alternative approaches for solving programming problems, with different attributes to address your problem domain Book Description Object-oriented programming (OOP) is a relatively complex discipline to master, and it can be difficult to see how general principles apply to each language's unique features. With the help of the latest edition of Mastering Objected-Oriented Python, you'll be shown how to effectively implement OOP in Python, and even explore Python 3.x. Complete with practical examples, the book guides you through the advanced concepts of OOP in Python, and demonstrates how you can apply them to solve complex problems in OOP. You will learn how to create high-quality Python programs by exploring design alternatives and determining which design offers the best performance. Next, you'll work through special methods for handling simple object conversions

and also learn about hashing and comparison of objects. As you cover later chapters, you'll discover how essential it is to locate the best algorithms and optimal data structures for developing robust solutions to programming problems with minimal computer processing. Finally, the book will assist you in leveraging various Python features by implementing object-oriented designs in your programs. By the end of this book, you will have learned a number of alternate approaches with different attributes to confidently solve programming problems in Python. What you will learn Explore a variety of different design patterns for the __init__() method Learn to use Flask to build a RESTful web service Discover SOLID design patterns and principles Use the features of Python 3s abstract base Create classes for your own applications Design testable code using pytest and fixtures Understand how to design context managers that leverage the 'with' statement Create a new type of collection using standard library and design techniques Develop new number types above and beyond the built-in classes of numbers Who this book is for This book is for developers who want to use Python to create efficient programs. A good understanding of Python programming is required to make the most out of this book. Knowledge of concepts related to object-oriented design patterns will also be useful.

This book offers ten chapters dealing with Costa Rican traditional knowledge. Each chapter presents a transcription from a talk given to an interdisciplinary audience at Universidad de Costa Rica. The chapters address the links between knowledge and culture in a variety of cases, including black, indigenous and "white" knowledge in both rural and city contexts, with an emphasis on gender issues. This book is the first of its class and its transcriptions have been annotated for easier reading. All social scientists interested in Latin American culture or in cognitive topics in general will benefit from reading it.

Jump in and build working Android apps with the help of more than 230 tested recipes. The second edition of this acclaimed cookbook

includes recipes for working with user interfaces, multitouch gestures, location awareness, web services, and specific device features such as the phone, camera, and accelerometer. You also get useful info on packaging your app for the Google Play Market. Ideal for developers familiar with Java, Android basics, and the Java SE API, this book features recipes contributed by more than three dozen Android developers. Each recipe provides a clear solution and sample code you can use in your project right away. Among numerous topics, this cookbook helps you: Get started with the tooling you need for developing and testing Android apps Create layouts with Android's UI controls, graphical services, and pop-up mechanisms Build location-aware services on Google Maps and OpenStreetMap Control aspects of Android's music, video, and other multimedia capabilities Work with accelerometers and other Android sensors Use various gaming and animation frameworks Store and retrieve persistent data in files and embedded databases Access RESTful web services with JSON and other formats Test and troubleshoot individual components and your entire application

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