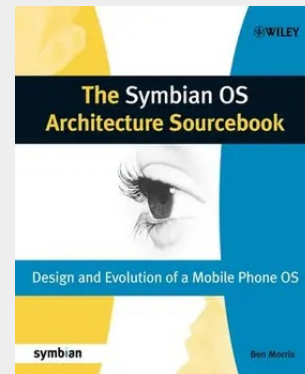


The Symbian OS Architecture Sourcebook

The Symbian OS Architecture Sourcebook is part description, part reference, part case study and part history: quite simply, it's a what and why book. It shows the origins of Symbian OS, and how it has evolved and provides a model for understanding what it is, how it is put together, how to interface to it and work with it. In addition, Ben Morris reveals why design decisions were made, and brings those decisions to life in the words of Symbian's key architects and developers. The author describes the OS architecture in terms of the Symbian System Model. He highlights how the model breaks down the system into parts, what role the parts play in the system, how the parts are developed, what motivates their design, and how the design has evolved through the different releases of the system. The Symbian OS Architecture Sourcebook is organized into four sections: Part 1 is a rapid introduction to Symbian OS, which sketches the background of the mobile telephony market, traces the emergence of Symbian OS as well as of Symbian the company, conducts a rapid tour of the OS architecture, and provides a refresher-or introduction-to the key ideas of the object-orientation in software ('OO' for short). Part 2 begins the more detailed exploration of the OS architecture, following the Symbian OS System Model layering to provide a complete, high level, architectural description of Symbian OS. Part 3 returns to the historical approach of the primer chapters, and presents five case studies, each exploring some aspect of Symbian OS, or of its history and evolution, in depth. Drawing on the insights-and the recollections-of those who were involved, these studies trace the forces that have shaped the operating system. Part 4 contains a component by component reference, ordered alphabetically by component name-and is definitely intended for a developer audience only. It also includes double-page colour pull-outs of versions of the Symbian OS System Model from v7.0 to v9.3. Key system concepts are described; design patterns are explored and related to those from other operating systems. The unique features of Symbian OS are highlighted and their motivation and evolution traced and described. Readers will benefit from a substantial reference section itemizing the OS and its toolkit at component level and providing a reference entry for each component. The Symbian OS Architecture Sourcebook is a must-have, technical introduction for the next wave of technical decision makers, seeking to evaluate and understand Symbian OS.

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53,50 €

50,00 € (zzgl. MwSt.)

Nicht mehr lieferbar

Artikelnummer: 9780470018460

Medium: Buch

ISBN: 978-0-470-01846-0

Verlag: John Wiley & Sons

Erscheinungstermin: 25.04.2007

Sprache(n): Englisch

Auflage: Erscheinungsjahr 2007

Serie: Symbian Press

Produktform: Kartoniert

Gewicht: 1151 g

Seiten: 630

Format (B x H): 192 x 234 mm

