



# GNOME 3 Application Development Beginner's Guide

*By Mohammad Anwari*

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## GNOME 3 Application Development Beginner's Guide By Mohammad Anwari

Step-by-step practical guide to get to grips with GNOME application development

### Overview

- Full of easy to follow tutorials with ready-to-run code.
- Covers most of the subsystems in the GNOME 3 platform stack, from low to high level.
- Adapts common good development practices with GNOME 3 development environment.

### In Detail

GNOME is a desktop environment and graphical user interface that runs on top of a computer operating system. GNOME 3 provides both modern desktops and development platforms with more than 50 supported languages of the world. Since 1999, it has been evolving into a very nice desktop to use and an interesting platform to develop on.

"GNOME 3 Application Development Beginner's Guide" is about developing GNOME 3 application with Vala and JavaScript programming languages. It guides the reader to build Gtk+, Clutter, and HTML5 applications on the GNOME 3 platform. It covers GNOME 3 specific subsystems such as data access, multimedia, networking, and filesystem. It also covers good software engineering practices such as localization and testing.

This book is full of step-by-step tutorials and ready to run codes. The examples are written in a simple and straightforward way to make it easier for the reader to get a thorough understanding of the topics.

The book starts with the installation of GNOME 3 and ends with building two exciting projects, a web browser and a Twitter client. The book starts from the basics and gradually talks about more advanced topics.

It then guides the readers in using the development environment starts from Anjuta IDE, Glade, and DevHelp. The essential GNOME 3 subsystems like GStreamer, GLib, GIO, GSettings, Evolutions Data Server, WebKit, and GNOME desktop are then uncovered one by one. Then the internationalization, localization, and unit testing techniques are brought up.

"GNOME 3 Application Development Beginner's Guide" is really a guide that a novice GNOME 3 application developer must not miss.

### **What you will learn from this book**

- GNOME 3 development environment installation in many popular Linux distribution.
- Best engineering practices in GNOME, from mock up to the running app.
- Accessing data with Evolution Data Server.
- Internationalization and localization in GNOME 3.
- Unit testing framework in GLib, Gdk, and Gtk+.
- Multimedia programming with GStreamer.
- GNOME 3 development environment installation in many popular Linux distributions.
- GNOME 3 desktop integration

### **Approach**

This book is a step-by-step guide with ready-to-run codes to guide you in developing applications with GNOME.

### **Who this book is written for**

If you have programming skill either in Linux or other operating systems and want to have GNOME 3 as one of your deployment targets, then this book is for you. This book is also for commercial software developers or an open source software hacker. The reader needs to be familiar with Vala and JavaScript before starting to develop Gtk+ and Clutter applications.

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### **GNOME 3 Application Development Beginner's Guide By Mohammad Anwari Bibliography**

- Sales Rank: #3911343 in Books
- Published on: 2013-02-20
- Released on: 2013-02-20
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .83" w x 7.50" l, 1.38 pounds
- Binding: Paperback
- 366 pages

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### Editorial Review

About the Author

#### **Mohammad Anwari**

Mohammad Anwari is a software hacker from Indonesia with more than 13 years of software development experience. He has been doing Linux-based systems and applications in GNOME and Qt platforms. His projects range from constrained devices to development, desktop, and high traffic server systems and applications.

He has worked for his own startup companies during the dot com era before moving to Finland to work for Nokia/MeeGo. Now he's back in Indonesia regaining his entrepreneurship by establishing a new startup company doing Node.js and Linux-based projects. In his free time, he serves as an executive director for one of the biggest open source projects in Indonesia: BlankOn.

In the past, he has published a couple of books about Linux in the Indonesian language.

### Users Review

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