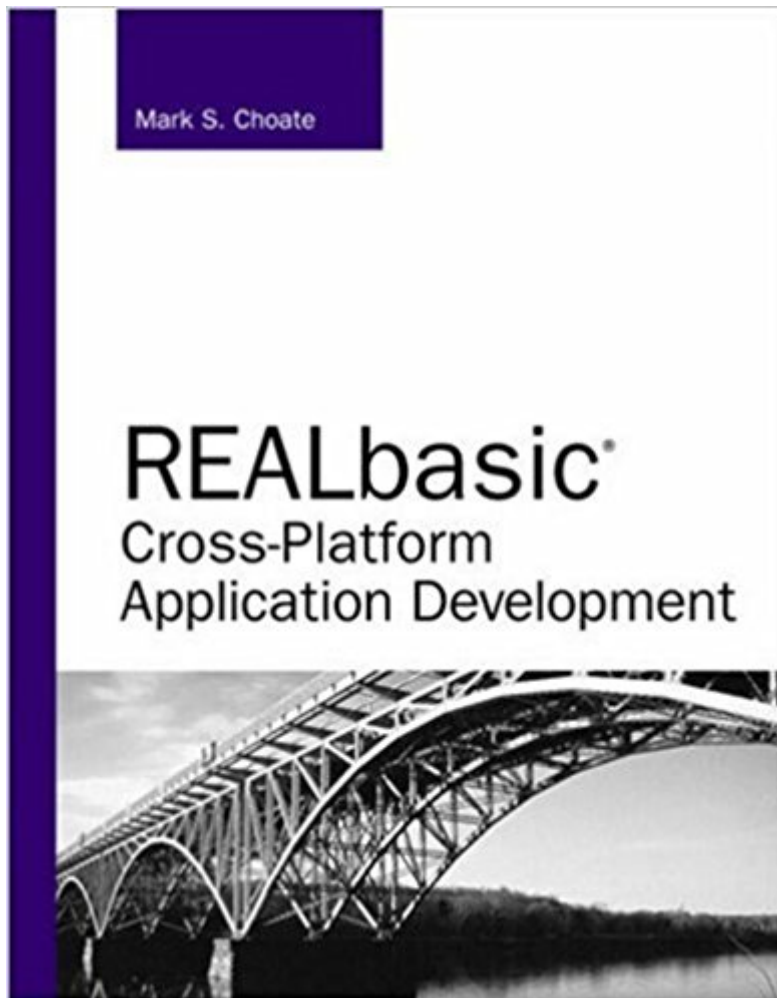




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REALbasic Cross-Platform Application Development



Synopsis

REALbasic Cross-Platform Application Development treats REALbasic as a serious development environment and is targeted to developers with a minimum of programming experience, but who may or may not be new to the REALbasic platform. Written by a writer and developer with extensive REALbasic experience with input and guidance from REAL Software, this book will show you how to take advantage of the new cross-platform abilities of REALbasic and teach you how to create cross-platform applications. Don't waste any more time with the other novice-oriented REALbasic books out there. Get inside this development environment with REALbasic Cross-Platform Application Development.

Book Information

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Average Customer Review: 2.5 out of 5 stars See all reviews (10 customer reviews)

Best Sellers Rank: #3,004,665 in Books (See Top 100 in Books) #63 in Books > Computers & Technology > Programming > Cross-platform Development #397 in Books > Computers & Technology > Hardware & DIY > Microprocessors & System Design > Computer Design #1250 in Books > Computers & Technology > Hardware & DIY > Design & Architecture

Customer Reviews

I have been a RealBasic programmer since version 3. So I buy anything about RealBasic. I have EVERY RealBasic book and as long as I can get a few good tips I am happy. ... which is why I hated this book. First, the writing style is dead dry. You'll need a heaping glass of water and a fist full of No-Doze to stay awake. Next, the book is totally disorganized. There are chapters, but once you enter the chapter, your off in a maze of disorganized prose. This 600+ page tome has a bunch of NOT-useful stuff (like the ten page copyright notice at the end of the book). TEN pages! You'll also learn about DOS and Windows 3.1 (which do not run RealBasic applications). Totally worthless. There seems to be huge sections are copied from the internet. Charts, and a huge blob of XML code. Some of the code examples have flaws. In the first few chapters we are presented with

a program to find the end of a line. This code does not work. But the bigger flaw is that it is not commented. Having written RealBasic code for years, I could understand what the code was trying to do. But a person new to RealBasic would benefit from comments in the code. There is a need for a book that address Cross-Platform Application development with RealBasic. I write code on a Mac, but my target customers are Windows users. So there are some things about cross development that a book could cover. However, this book only spends about 20 pages (out of 600+) talking about cross development. After reading 200 pages, I asked myself, "do I really need to read the rest of this book?" So painful. The book is SO poorly organized that it can't even make it as a reference book. Yick ... back away from the order button. really, really bad.

I don't see the point of this book. It starts by telling us about advanced OOP techniques - still assuming that the reader does not even know what OOP is. Then it explains file management methods, then XML. Then I stopped. The author idly wanders around RB's and operative systems features, picking random subjects. It is not a tutorial, not a reference guide, not a cookbook. There is no study path, no audience. Who should read it? and why?. As a programmer, I was looking forward to an up-to-date, well structured book about RB - that I still consider a worthy option for desktop development. But Choate's book is a missed opportunity. Well, two stars for being brave and writing about a 'minor' language. I'll still try and get the most out of it, but RB deserves better.

There are not many REALbasic books out there and most of them are sadly out of date. So I had high hopes for this book. Alas, the author just rambled on with no apparent purpose or direction.

I found this book AMAZINGLY helpful! I'm a Java, C and C++ programmer moving over to RB because it's cross platform and has a very easy GUI development system. I DON'T need another book to answer what a byte is, how to write a loop or how to do Object Oriented Design. This book does not coddle you. It assumes you know the basics of programming. It assumes you know what you want to do. It will tell you how to do it. I have sticky tags all over my book, and it lives at my right hand on my desk. It tells you all the strangenesses of RB on the different platforms, and how to do the harder things. First read all the other books to learn the language. THEN GET THIS ONE!!! You will be using it consistently.

What a waste of paper. Bla bla bla ... this author rambles on and on without ever leading his reader to a helpful destination. I've never seen so much print covering so little substance. Each time I've

turned to Choate's book for REALbasic guidance, I've been sadly disappointed. In fact, reading this book is little more than an exercise in futility. You're better off turning to the information supplied with the REALbasic programming language! Choate should refund everyone's money and go back to his day job. I can't speak for Choate's other body of work, but in this case he's proven to be little more than an impresario peddling useless wares.

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