

Delphi 7 Developer Guide

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Borland C++ Builder 6 Developer's Guide
Win32 Client/server Developer's Guide
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Expert Delphi
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Delphi 2010 Handbook
Delphi 5 Developer's Guide

Web Developer's Guide to Visual J++ & ActiveX

"Learn Object Pascal with Delphi" provides an introduction to the popular programming language that is used as the basis for many computer science programs and a wide range of professional software development projects. The book is organized around specific programming skills, such as defining constants, creating variables, declaring types, making decisions, looping, encapsulating routines into procedures, using arrays and records, and handling files. Among the elements that make this book perfect for beginning Delphi developers are Quick Check review questions to reinforce new concepts; Test Your Knowledge exercises for trying out newfound skills; and an appendix listing Object Pascal's reserved words. The companion CD-ROM puts you to work immediately with the complete Delphi 5.0 Standard Edition compiler ready for installation. The CD also contains the complete source code for all of the examples; trial versions of GLAD components; and a trial version of the UIL Security System from Unlimited Intelligence Limited. Warren Rachele is an application developer with over 15 years of experience writing code. He is the chief systems architect at The Hunter Group in Evergreen, Colorado, and an instructor at colleges in the Denver area. He is also a frequent contributor to the "Delphi Informant" and the author of "The Tomes of Delphi: Win32 Database Developer's Guide".

Kylix Developer's Guide

"Delphi Developer's Handbook" lets programmers master the Delphi 95 language, making professional client/server programming and Rapid Application Development accessible to every reader who needs to master these skills. The CD includes the full source code and compiled executables of all of the examples in the book.

Coding in Delphi

A comprehensive title targeted at experienced 32-bit Delphi programmers and developers in the use of the industry graphics standard library, OpenGL, which has become a standard for programming in the animation and computer game industries.

Delphi Programming Projects

Learn Object Pascal with Delphi

A comprehensive reference to error messages in the Delphi development environment, this volume puts an emphasis on design-time errors, compile-time errors, and run-time errors. The CD-ROM includes the entire book in electronic form for easy reference.

Inside Delphi 2006

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.

.NET 2.0 for Delphi Programmers

"Delphi Graphics and Game Programming Exposed! with DirectX" is a comprehensive reference describing high-performance graphics and game programming techniques in the Delphi development environment. Author John Ayres begins with a discussion of basic game programming and graphics concepts, and moves quickly into an introduction of DirectX, which gives Delphi developers a high-performance interface to system-level hardware while maintaining the benefits of the Windows operating system. Palettes, sprite animation, collision detection, and sound and music are also discussed. In addition the book includes a complete example game illustrating the different techniques discussed throughout, an appendix explaining how to use DirectSetup for installing DirectX, and a glossary of common words and phrases used in the game programming industry. The CD includes: - Source code from the book's projects - full retail version of Delphi 4 - 60-day trial version of Delphi 5 Enterprise - DirectX header files from Project JEDI - freeware sound effects, MIDI musical compositions, and the SpriteLib sprite library John Ayres has over 10 years of programming experience, including over 5 years with Delphi. He is a lead developer and product architect for Beckett Interactive in Dallas and is the lead author of "The Tomes of Delphi 3: Win32 Core API" (1-55622-556-3) and "The Tomes of Delphi 3: Win32 Graphical API" (1-55622-610-1).

OpenOffice.org Macros Explained

Learn the fundamentals of Delphi to build a variety of solutions for many devices and platforms. Author Marco Breveglieri will provide you with an overview of

Delphi, its principles, its environment, and its use of Object Pascal language so that you can harness its versatility. With Delphi, the power of Delphi is at your fingertips. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

The Tomes of Delphi

Build interactive, database-driven websites with PHP 7, MySQL 8, and MariaDB. The focus of this book is on getting you up and running as quickly as possible with real-world applications. In the first two chapters, you will set up your development and testing environment, and then build your first PHP and MariaDB or MySQL database-driven website. You will then increase its sophistication, security, and functionality throughout the course of the book. The PHP required is taught in context within each project so you can quickly learn how PHP integrates with MariaDB and MySQL to create powerful database-driven websites. Each project is fully illustrated, so you will see clearly what you are building as you create your own database-driven website. You will build a form for registering users, and then build an interface so that an administrator can view and administer the user database. You will create a message board for users and a method for emailing them. You will also learn the best practices for ensuring that your website databases are secure. Later chapters describe how to create a product catalog, and a simple e-commerce site. You will also discover how to migrate a database to a remote host. The final chapter will demonstrate the advantages of migrating to Oracle's MySQL 8. You will be shown step by step migration directions along with a demonstration of the tools available in SQL Workbench. Because you are building the interactive pages yourself, you will know exactly how MySQL, MariaDB, and PHP all work together, and you will be able to add database interactivity to your own websites with ease. What You Will Learn Build a secure database-driven website using PHP 7, MySQL 8, and MariaDB Create a product catalog Write a message board Move towards e-commerce Employ security and validation measures Migrate to Oracle's MySQL 8 Server platform Who This Book Is For Web developers with HTML, CSS and a limited Bootstrap experience. Readers need little to no prior experience with PHP and MySQL.

Delphi in Depth: FireDAC

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.

Tomes of Delphi

Software Development

Featuring a wealth of code examples appropriate for practicing developers, this advanced-level guide provides comprehensive coverage of such topics as arrays, binary trees, data compression. The CD includes the author's highly successful freeware library, EZDSL, along with the code from the book.

C++ Builder 5 Developer's Guide

This book provides an introduction to the creation and management of macros in OpenOffice. Numerous examples and explanations demonstrate proper techniques and discuss known problems and solutions. The underlying data structure is discussed and techniques are introduced to evaluate OpenOffice objects, facilitating the use of returned objects in the absence of sufficient documentation.

Novell's NDS Developer's Guide

The most authoritative work on one of the most exciting products from Borland in years-the first true Rapid Application Development tool available for Linux.

Client/server Developer's Guide with Delphi 3

Do you choose the simplicity of Java or the power of ActiveX? Why decide at all? With Visual J++, you can harness the strength of both technologies! Web Developer's Guide to Visual J++ & ActiveX shows you how to integrate ActiveX controls with Java applets, give your code direct access to hardware, and bring the world of ActiveX to your doorstep.

Delphi in a Nutshell

Intended to refresh the basics of Delphi as well as advance your knowledge to the next level, it is assumed you will know RAD studio and the Object Pascal language. However, if you are not an experienced RAD studio programmer this accessible guide will still develop those initial crucial skills.

Delphi Developer's Guide to XML

Over 60 hands-on recipes to help you master the power of Delphi for cross-platform and mobile development on multiple platforms About This Book Get to grips with Delphi to build and deploy various cross-platform applications Design, develop, and deploy real-world applications by implementing a single source codebase This swift guide will increase your productivity to develop applications with Delphi Who This Book Is For If you are an intermediate developer with a basic knowledge of Delphi and you want to develop cross-platform applications, then this book is for you. Familiarity with the fundamentals of RAD (Rapid Application Development) Studio is expected. What You Will Learn Develop visually stunning applications using FireMonkey Deploy LiveBinding effectively with the right OOP approach Create server-side programs to serve RESTful web services and provide data to your mobile apps Use well-defined GUI design patterns to build mobile applications that provide a great user experience Build mobile apps that read data from a remote server efficiently Call the platform native API on Android and iOS

even for an unpublished API Manage software customization for your customer by making better use of an extended RTTI Implement the most popular design pattern without wasting too much time on debugging and bug fixing In Detail Delphi is a cross-platform Integrated Development Environment (IDE) that supports rapid application development for Microsoft Windows, Apple Mac OS X, Google Android, and Apple iOS. It helps you to concentrate on the real business and save yourself the pain of wandering amid GUI widget details, or having to tackle inter-platform incompatibilities. It also has a wide range of drag-and-drop controls, helping you code your business logic into your business model, and it compiles natively for desktop and mobile platforms. This book will teach you how to design and develop applications, deploy them on the cloud platform, and distribute them within an organization via Google Play and other similar platforms. You will begin with the basics of Delphi and get acquainted with JSON format strings, XSLT transformations, unicode encodings and various types of streams. We then move on to more advanced topics such as developing higher-order functions and using enumerators and RTTI. You will get an understanding of how Delphi RTL functions and how to use FireMonkey in a VCL application. We will then cover topics such as multithreading, using the parallel programming library and putting Delphi on a server. We will also take a look at the new feature of WebBroker Apache modules and then ride the mobile revolution with FireMonkey. By the end of the book, you will be able to develop and deploy cross-platform applications using Delphi. Style and approach Delphi Cookbook is an easy-to-follow guide, rich with hands-on examples of real-world programming tasks in Delphi.

Borland Delphi 6 Developer's Guide

With the launch of ADS 7.0, the authors can now satisfy the needs of this growing community with an official guide on ADS.

More Coding in Delphi

The guide to what's new in Delphi 2010, from the best-selling author of the Mastering Delphi series and the Delphi 2007 and 2009 Handbooks. The book covers all the new features of Delphi 2010 for Win32, from Extended RTTI to new IDE features, from Windows 7 support to the improved DataSnap architecture. This is a brand new book, there is no overlapping material with the Delphi 2007 Handbook and Delphi 2009 Handbook (which you can consider buying along with this book in printed or electronic format). The Delphi 2010 Handbook is expected to have about 300 pages covering exclusively new Delphi 2010 features. There is no introduction material or anything like that. The book is for developers who use Delphi 2010.

Game Developer

Still the Best Delphi Resource--Now Fully Updated and Expanded Whether you're new to Delphi or just making the move from an earlier version, Mastering Delphi 7 is the one resource you can't do without. Practical, tutorial-based coverage helps you master essential techniques in database, client-server, and Internet programming. And the insights of renowned authority Marco Cantù give you the

necessary knowledge to take advantage of what's new to Delphi 7--particularly its support for .NET. Coverage includes: * Creating visual web applications with IntraWeb * Writing sockets-based applications with Indy * Creating data-aware controls and custom dataset components * Creating database applications using ClientDataSet and dbExpress * Building client-server applications using InterBase * Interfacing with Microsoft's ADO * Programming for a multi-tiered application architecture * Taking advantage of Delphi's support for COM, OLE Automation, and COM+ * Taking advantage of Delphi's XML and SOAP support * Implementing Internet protocols in your Delphi app * Creating UML class diagrams using ModelMaker * Visually preparing reports using RAVE * Using the Delphi language to create your first .NET programs

Mastering Borland Delphi 2005

"Delphi is one of the most popular client/server development environments currently available for the professional programmer. With its ease of use unparalleled by any other language and raw power unmatched by any comparable package on the market, there are few tools for the database programmer that come close to Delphi. Now the professional developer has a guide to all the capabilities of Delphi in one easy-to-follow volume. Delphi: A Developer's Guide gives you everything you need to build powerful programs quickly and easily with a minimum of development time. Included in the book are detailed examples and sample programs covering topics from flat file I/O to data integrity and security. You'll learn how to build the kind of apps Delphi was designed to create - full featured database programs that stretch even Delphi to the limit. The CD-ROM includes all the code you build in the book and a set of third-party VCLs - custom controls you can use immediately in your own programs royalty free!"--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

Mastering Delphi 7

Learn the fundamentals of Delphi to build a variety of solutions for many devices and platforms. Author Marco Breveglieri will provide you with an overview of Delphi, its principles, its environment, and its use of Object Pascal language so that you can harness its versatility. With Delphi, the power of Delphi is at your fingertips. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Developer's Guide to Delphi Troubleshooting

Windows® 95 places a powerful 32-bit client on millions of desktops, and Windows NT is fast becoming a great server platform -- but NetWare's showing no signs of vanishing. As an architect of client/server systems you need to know how to write

to the strengths of each platform and maximize your use of corresponding protocols and available tools. Win32 Client/Server Developer's Guide is an essential guide to client/server technologies, tools, and strategies for developing distributed Windows applications. Beginning with a grounding in what client/server is and the best uses for it, the book proceeds to discuss how the client should pass requests on to the server, how the properly designed server handles processing requests, and how to improve performance through the use of a file retrieval system like Btrieve. The book moves on to cover: Win32 options to consider when the client is waiting, using SQL and ODBC to gain access to a variety of data sources, integrating legacy systems, IBM AS/400 minicomputers or IBM mainframes, incorporating NetWare into the mix, with insight into the daunting task of creating a NetWare Loadable Module (NLM) based server, applying Named Pipes, Windows Sockets, and RPC to client/server communications, using C/C++ tools versus development environments such as Visual Basic, Delphi, and PowerBuilder, and the steps required to encapsulate ODBC operations within a set of C++ classes. The final chapters apply client/server Win32 programming techniques to the specific tasks involved in creating a program, and discuss such critical topics as how to control the behavior of a system at runtime through use of a generic DLL that links at runtime to the appropriate network specific DLL. The disk contains source code from examples and the book's API that can be used as a network-independent intermediary layer between client and server. Readers can use this API as provided or customize it for use within their own projects. 0201407620B04062001

Practical PHP 7, MySQL 8, and MariaDB Website Databases

"The bulk of the book is a complete ordered reference to the Delphi language set. Each reference item includes: the syntax, using standard code conventions; a description; a list of arguments, if any, accepted by the function or procedure; tips and tricks of usage - practical information on using the language feature in real programs; a brief example; and a cross-reference to related keywords."--Jacket.

Delphi Developer's Handbook

If you're looking to capitalize on the powerful capabilities of Delphi 8, this is your essential resource. Named "Best Book" by Delphi Informant magazine, its practical, tutorial-based coverage helps you develop key skills, solve tough problems, and build functionality in your applications.

Delphi Cookbook

Delphi in Depth: FireDAC* Learn how to connect to a wide variety of databases* Optimize your connection configurations* Explore the world of indexes, searches, and filters* Discover the power of persisted datasets* Create flexible queries using macros and FireDAC scalar functions* Achieve blazing performance with Array DML* Master the art of cached updates* Add sophisticated features using Local SQL* Requires RAD Studio XE6 Professional or Delphi XE6 Professional or higher* Appropriate for novice to advanced Delphi database developers* More information is at <http://www.JensenDataSystems.com/firedacbook/>

Delphi, a Developer's Guide

* Good coverage of C# as well as Delphi for .NET. * Not a port of a Delphi book – tightly focused on what's new which includes the FCL overview that you need to make sense of the Microsoft documentation. * Particularly clear and well-written.

Delphi Graphics and Game Programming Exposed!

The authors explore, in depth, the latest information on the best ways to build efficient usable applications with Delphi 5.

Mastering Delphi 4

0672324806.Id The definitive guide to the latest version of Borlands powerful C++Builder. Provides complete coverage of C++Builder Web Services development, now a key component of C++Builder. Borland C++Builder remains best in class IDE over the past 5 years for C++ solutions. Written by a team of top C++Builder experts with expertise in a variety of technical areas related to C++ application development. C++Builder 6 Developers Guide is revised for the latest version of C++Builder, the biggest update to C++Builder in years. C++Builder is an ANSI C++ IDE. The version 6 adds BizShape, a tool to build Web Services using XML/SOAP, .NET, and BizTalk from Microsoft, and SunONE from Sun Microsystems. Other new components include WebSnap for Web application development, DataSnap for database development, and CLX, which allows cross-platform development for Unix and Linux. The new NetCLX Internet components allow development of cross-platform applications with Apache, Microsoft IIS, and Netscape Web Server applications. C++Builder 6 Developers Guide continues as the definitive guide for Borlands C++Builder, providing a clear and concise reference for C++ developers. C++Builder Developers Guide is a unique combination of over 35 C++Builder experts from around the globe. This team brings hundreds of thousands of working hours in professional software development to the creation of this extensive work. Leading the team are Jarrod Hollingworth, Bob Swart, Mark Cashman. and Paul Gustavson. Jarrod is running Backslash (<http://www.backslash.com;au>), loping software applications for the Internet and key business sectors and working as a software development consultant. Bob (aka. Dr.Bob) is an internationally recognized UK Borland Connections member and an independent technical author, trainer, and consultant using C++Builder, Kylix, and Delphi based in The Netherlands. Mark Cashman is an independent C++ developer in the U.S. Paul Gustavson lives in Virginia and is a senior systems engineer for Synetics, Inc., a U.S.-based company providing knowledge management, systems engineering, and enterprise management services.

Delphi 4 Developer's Guide

An overview of the steps involved in producing an award-winning computer game from a design perspective. The design phase of the business is essential for developers to understand before any code is written. The CD-ROM is very competitive, containing design elements from other leading computer game

designers, and a game engine.

Delphi Developer's Guide to OpenGL

Become a developer superhero and build stunning cross-platform apps with Delphi

About This Book A one-stop guide on Delphi to help you build cross-platform apps

This book covers important concepts such as the FireMonkey library, shows you how to interact with the Internet of Things, and enables you to integrate with Cloud services

The code is explained in detail with observations on how to create native apps for iOS and Android with a single code base

Who This Book Is For If you want to create stunning applications for mobile, desktop, the cloud, and the Internet of Things, then this book is for you. This book is for developers who would like to build native cross-platform apps with a single codebase for iOS and Android. A basic knowledge of Delphi is assumed, although we do cover a primer on the language.

What You Will Learn Understand the basics of Delphi and the FireMonkey application platform as well as the specifics of Android and iOS platforms

Complete complex apps quickly with access to platform features and APIs using a single, easy-to-maintain code base

Work with local data sources, including embedded SQL databases, REST servers, and Backend-as-a-Service providers

Take full advantage of mobile hardware capabilities by working with sensors and Internet of Things gadgets and devices

Integrate with cloud services and data using REST APIs and scalable multi-tier frameworks for outstanding multi-user and social experience

Architect and deploy powerful mobile back-end services and get super-productive by leveraging Delphi IDE agile functionality

Get to know the best practices for writing a high-quality, reliable, and maintainable codebase in the Delphi Object Pascal language

In Detail Delphi is the most powerful Object Pascal IDE and component library for cross-platform native app development. It enables building natively compiled, blazingly fast apps for all major platforms including Android, iOS, Windows, Mac, and Linux. If you want to build server-side applications, create web services, and have clear GUIs for your project, then this book is for you. The book begins with a basic primer on Delphi helping you get accustomed to the IDE and the Object Pascal language and will then quickly move on to advanced-level concepts. Through this book, we'll help you understand the architecture of applications and will teach you the important concepts of the FireMonkey library, show you how to build server-side services, and enable you to interact with the Internet of Things. Towards the end, you will learn to integrate your app with various web services and deploy them. By the end of the book, you will be able to build powerful, cross-platform, native apps for iOS and Android with a single code base.

Style and approach This book will help you build cross-platform mobile apps with Delphi using a step-by-step approach.

Advantage Database Server

Novell's NDS™ Developer's Guide "Novell's hard-earned experience deploying NDS in thousands of customer sites, supporting millions of daily users, has taught us a lot about how to build applications and services that really get the most out of a directory service. We're glad to share that experience with developers like you through this book. "Building directory-enabled applications and services with NDS means delivering more value, more customer benefit. That's the promise of directories — giving developers more time and technologies with which to

innovate, and giving customers more return for their investment. Together, it's an unbeatable combination." — Dr. Eric Schmidt, Chairman and CEO, Novell, Inc.

Leverage the Power of Novell Directory Services Develop NDS-aware ActiveX controls and JavaBeans Use Delphi to create a password administration application Build reports using the NDS ODBC Driver and Crystal Reports Learn the fundamentals of JavaScript and CGI scripting for Web programming Manipulate NDS using cross-platform APIs and the LDAP APIs Master NetBasic NDS library calls and other related libraries Access NDS using JNDI and ADSI Find out how to extend NetWare® Administrator and ConsoleOne™ Exclusive Novell Software Inside Sample code and Novell Developer Kits on CD-ROM! Watch for future updates www.idgbooks.com/novell

Developer's Guide to Computer Game Design

Borland(r) Delphi 6 Developer's Guide is a new edition of the #1 best-selling Delphi book by authors Steve Teixeira and Xavier Pacheco. Steve and Xavier are of the winners of the Delphi Informant Reader's Choice Award for both Delphi 4 Developer's Guide and Delphi 5 Developer's Guide. Borland(r) Delphi 6 Developer's Guide is completely updated for Delphi 6 and includes in-depth coverage on Borland's new CLX architecture, DBExpress Applications, SOAP, CORBA, WebSnap and BizSnap features. It continues as a complete reference and authoritative guide to the newest version of Delphi.

Borland C++ Builder 6 Developer's Guide

Delphi Developer's Guide to XML, 2nd Edition explains how to apply the power and flexibility of Delphi to XML, the Extensible Markup Language. This title is targeted at Delphi developers who want to use the power of XML in their applications. XML and related specifications (including XPath, XSL, XSLT, and XML Schema) are transforming the Internet and business-to-business (B2B) communications, defining a data format that is platform- and language-independent. Standardized access to XML documents is provided via the Document Object Model (DOM) and Simple API for XML (SAX) specifications. These XML processors allow more efficient handling of documents as well as the ability to move information between platforms such as Microsoft Windows and Unix.

Win32 Client/server Developer's Guide

This new titles is an updated edition of "Tomes of Delphi: Win32 Graphical API", which received rave reviews from the industry. The new edition retains its reference organization and distinctive help file on the CD, as well as including Windows 2000 changes.

Delphi Cookbook

Provides coverage of the Delphi language and .NET development concepts, including memory management, Reflection, GDI+, and Web forms.

Expert Delphi

Showing Delphi developers how to implement client/server solutions with Borland's programming language, this book includes detailed discussion of using efficient database design to optimize applications for the area. It covers Delphi's advanced features, such as multi-threading and cached updates.

Delphi for .NET Developer's Guide

Introducing programmers to all of Delphi 4's new features and techniques, this reference explores secrets of the environment, the programming language, the custom components, and Windows 95 programming in general. The CD-ROM contains Delphi third party products, advanced debuggers, code optimization tools, and ready-to-use ActiveX examples.

Delphi 2010 Handbook

Delphi 5 Developer's Guide

Improve your Delphi programming skills by building robust applications for Android, iOS, and Windows platform Key Features Build responsive user interfaces (UIs) for desktop and mobile with FireMonkey Implement a microservices architecture using the Rapid Application Development(RAD) server Create clones of popular applications like Instagram and Facebook using Delphi 10.3 Book Description Delphi is a cross-platform programming language and software development kit that supports rapid application development for Microsoft Windows, Apple Mac OS X, Android, and iOS. With the help of seven practical projects, this book will guide you through the best practices, Delphi Run-Time Library (RTL) resources, and design patterns. Whether you use the Visual Component Library (VCL) or FireMonkey (FMX) framework, these design patterns will be implemented in the same way in Delphi, using Object Pascal. In the first few chapters, you will explore advanced features that will help you build rich applications using the same code base for both mobile and desktop projects. In addition to this, you'll learn how to implement microservice architecture in Delphi. As you get familiar with the various aspects of Delphi, you will no longer need to maintain source code for similar projects, program business rules on screens, or fill your forms with data access components. By the end of this book, you will have gained an understanding of the principles of clean code and become proficient in building robust and scalable applications in Delphi. What you will learn Get to grips with the advanced features of RTL Understand how to deal with the paradigm change between multiplatform projects Build rich interfaces with Google's Material Design features Understand how to implement design patterns in Delphi Turn a mobile device into a remote controller with app tethering technology Build a multi-database system using VCL Who this book is for This book is for developers, programmers, and IT professionals who want to learn the best market practices by implementing practical projects. Prior knowledge of the Delphi language is a must.

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