

sqlite tutorial for beginners

sqlite tutorial for beginners is your ultimate guide to understanding and mastering SQLite from the ground up. Whether you are a new developer, a student, or an enthusiast interested in database management, this comprehensive tutorial will introduce you to SQLite's fundamentals, setup procedures, basic commands, and essential use cases. The article explains key concepts such as tables, queries, data types, and transactions, ensuring you build a strong foundation. You'll learn how to install SQLite, interact with its command-line interface, and perform common operations like creating databases, inserting data, and retrieving information. Through practical examples and clear explanations, you will gain confidence in using SQLite for your projects. Read on to discover step-by-step instructions, tips, and best practices for beginners, and take your first steps into the world of lightweight, efficient database management with SQLite.

- Understanding SQLite: An Overview
- Getting Started: Installation and Setup
- SQLite Fundamentals: Databases, Tables, and Data Types
- Basic SQLite Commands
- Performing CRUD Operations
- Working with Queries and Filters
- Transactions and Data Integrity
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Understanding SQLite: An Overview

SQLite is a lightweight, open-source, and serverless database engine widely used for embedded applications, mobile devices, and desktop software. As a self-contained system, SQLite requires minimal setup and no server processes, making it ideal for beginners and small-scale projects. Unlike traditional client-server databases, SQLite stores data in a single file, which simplifies management and portability. Its reliability, simplicity, and minimal resource consumption have made it the default choice for many popular

applications and development environments. With intuitive syntax and robust features, SQLite is an excellent starting point for anyone who wants to learn about databases and data management.

Getting Started: Installation and Setup

Installing SQLite on Different Platforms

Setting up SQLite is straightforward, regardless of your operating system. For Windows, macOS, or Linux, you can download the precompiled binaries from the official SQLite website. Most Linux distributions include SQLite by default, while macOS users can utilize the built-in version via the terminal. Windows users need to extract the downloaded archive and add the executable to their system path for easy access. This beginner-friendly process ensures you can start using SQLite in minutes.

- Download SQLite binaries suitable for your OS.
- Extract and place the executable in a preferred folder.
- Add the folder to your system's PATH variable (Windows users).
- Verify installation by running `sqlite3` in your terminal or command prompt.

Accessing the SQLite Command-Line Interface

Once installed, you interact with SQLite through its command-line interface, commonly launched by typing `sqlite3` in your terminal. You can create new databases, execute SQL commands, and manage tables directly from this interface. The CLI offers simple text-based interaction, making it perfect for beginners to experiment and learn the basics of SQL commands in a controlled environment.

SQLite Fundamentals: Databases, Tables, and Data Types

Creating a New Database

SQLite databases are created by specifying a filename when launching the CLI. For example, entering `sqlite3 mydatabase.db` will create a new database file named "mydatabase.db" in your current directory. SQLite will automatically generate the file if it doesn't exist, making the process seamless for

new users.

Understanding Tables and Schemas

Tables are fundamental structures within a database, used to organize and store data in rows and columns. Each table has a unique name and a schema defining its columns and data types. Beginners should start by learning how to create tables using the `CREATE TABLE` statement and specifying column names and types.

Common SQLite Data Types

SQLite supports several flexible data types, including:

- **INTEGER** – For whole numbers
- **REAL** – For floating-point values
- **TEXT** – For character strings
- **BLOB** – For binary data
- **NULL** – For missing or undefined values

Understanding these types helps you design efficient tables and ensures data integrity in your SQLite projects.

Basic SQLite Commands

Creating Tables

To create a table, use the following syntax in the SQLite CLI:

```
CREATE TABLE users (  
  id INTEGER PRIMARY KEY,  
  name TEXT NOT NULL,  
  email TEXT UNIQUE,  
  age INTEGER  
);
```

This example defines a "users" table with columns for ID, name, email, and age. The **PRIMARY KEY** ensures each record is unique, while **NOT NULL** and **UNIQUE** constraints maintain data quality.

Inserting Data

You can add records to your table with the **INSERT INTO** command:

```
INSERT INTO users (name, email, age) VALUES ('Alice', 'alice@example.com', 30);
```

This statement inserts a new user named Alice into the "users" table.

Retrieving Data

To view records, use the **SELECT** command:

```
SELECT * FROM users;
```

This displays all columns and rows from the "users" table, making it easy to review your data.

Performing CRUD Operations

Create, Read, Update, Delete Explained

CRUD operations form the backbone of most database interactions. SQLite provides simple commands for each:

- **Create:** Adding new records using **INSERT INTO**
- **Read:** Querying records with **SELECT**
- **Update:** Modifying existing records with **UPDATE**
- **Delete:** Removing records using **DELETE FROM**

Updating Records

To change data in a table, use:

```
UPDATE users SET age = 31 WHERE name = 'Alice';
```

This updates Alice's age to 31.

Deleting Records

To remove a record, use:

```
DELETE FROM users WHERE name = 'Alice';
```

This deletes Alice's entry from the "users" table.

Working with Queries and Filters

Filtering Results

SQLite supports filtering records using the **WHERE** clause. For example:

```
SELECT * FROM users WHERE age > 25;
```

This retrieves all users older than 25. Combining **WHERE** with operators like **=**, **>**, **<**, and **LIKE** allows for flexible queries.

Sorting and Limiting Results

You can sort results using **ORDER BY** and limit the number of records with **LIMIT**:

```
SELECT * FROM users ORDER BY age DESC LIMIT 5;
```

This returns the five oldest users in descending order of age.

Transactions and Data Integrity

Understanding Transactions

Transactions in SQLite ensure multiple operations are executed safely as a single unit. This prevents partial updates and maintains data consistency, especially in complex workflows.

Using Transactions

Begin a transaction with `BEGIN TRANSACTION;`, execute your commands, and finalize with `COMMIT;` to save changes or `ROLLBACK;` to undo:

```
BEGIN TRANSACTION;  
UPDATE users SET age = 32 WHERE name = 'Bob';  
COMMIT;
```

These statements update Bob's age and then commit the change atomically.

Practical Use Cases of SQLite

Popular Applications and Scenarios

SQLite is highly suitable for mobile apps, embedded devices, desktop tools, and small-scale web applications. Its file-based storage and zero-configuration nature make it the preferred database for offline data management and prototyping.

- Mobile application storage (Android and iOS)
- Desktop software and games
- IoT devices and embedded systems
- Local caching for web browsers
- Testing and development environments

These use cases showcase SQLite's versatility and reliability for a wide range of beginner projects.

Tips and Best Practices for Beginners

Designing Efficient Tables

Plan your tables carefully by selecting appropriate data types and defining primary keys. Avoid redundancy and ensure each table has a clear purpose. Normalize data to reduce duplication and enhance scalability.

Regular Backups and Data Management

Perform regular backups of your SQLite database files to prevent data loss. Use built-in commands or external scripts to automate backup procedures, especially for critical applications.

Optimizing Queries

Write concise queries and use indexes for faster data retrieval. Monitor query performance and refactor inefficient commands to maintain optimal speed and responsiveness.

Staying Updated

Stay informed about new SQLite features and updates by reviewing official documentation and community resources. Continuous learning will help you leverage SQLite's full capabilities and keep your projects secure and efficient.

Trending Questions and Answers about sqlite tutorial for beginners

Q: What is SQLite and why is it recommended for beginners?

A: SQLite is a lightweight, serverless database engine that stores data in a single file, making it easy to set up and manage. Its simplicity, minimal configuration, and wide adoption in applications make it ideal for beginners learning database concepts.

Q: How do I install SQLite on my computer?

A: You can install SQLite by downloading the precompiled binaries from the official website. On Linux and macOS, you may already have SQLite installed. Windows users need to extract the executable and add it to their PATH for easy command-line access.

Q: What are the basic steps to create a new SQLite database?

A: Launch the SQLite command-line tool and specify a database filename (e.g., `sqlite3 mydatabase.db`). SQLite will create the file if it doesn't exist, allowing you to start building tables and inserting data.

Q: Which data types are commonly used in SQLite?

A: The most common SQLite data types include INTEGER, REAL, TEXT, BLOB, and NULL. These types help define the nature of data stored in each column of your tables.

Q: How do I perform CRUD operations in SQLite?

A: Use `INSERT INTO` to create records, `SELECT` to read data, `UPDATE` to modify existing records, and `DELETE FROM` to remove entries from your tables.

Q: What is a transaction in SQLite and why is it important?

A: A transaction is a set of operations executed as a single unit. Transactions ensure data integrity by allowing changes to be committed together or rolled back if an error occurs, preventing partial updates.

Q: Can I use SQLite for mobile app development?

A: Yes, SQLite is widely used for mobile applications, including Android and iOS, due to its small footprint and ability to operate without a dedicated database server.

Q: How do I optimize my SQLite queries?

A: Optimize queries by using indexes, writing efficient SQL statements, and avoiding unnecessary data retrieval. Regularly monitor performance and refactor slow queries for better results.

Q: What are some practical use cases for SQLite?

A: SQLite is commonly used in mobile apps, desktop software, embedded systems, browsers, and for prototyping or local data storage due to its reliability and ease of use.

Q: How can I back up my SQLite database?

A: Back up your SQLite database by simply copying the database file to a secure location. For larger databases, use built-in commands or external tools to automate and schedule backups regularly.

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sqlite tutorial for beginners: SQLite Tutorial Thanh X Tran, 2019-12-10 This SQLite tutorial is for beginners. SQLite is a software library that implements a self-contained, serverless, zero-configuration, transactional SQL database engine. SQLite is the most widely deployed SQL database engine in the world. The source code for SQLite is in the public domain. This tutorial will give you a quick start with SQLite and make you comfortable with SQLite programming. This book provides an overview of SQLite and demonstrates how to create a database, tables, insert data, and more...

sqlite tutorial for beginners: Learn SQLite in 24 Hours Alex Nordeen, 2020-09-15 SQLite is a very lightweight database, with no installation required, zero configuration, and no server required. SQLite is widely used as a database of choice in mobile apps, camera, home electronic devices and other embedded systems. This book is designed for beginners with little or no prior database experience. Here is what you will learn: Table Of Content Chapter 1: Introduction Chapter 2: Create Database 1. CREATE Database 2. CREATE Database in a Specific Location 3. Create database and populate it with tables from a file 4. Backup & Database 5. Drop Database Chapter 3: Create, Alter, Drop Table 1. Create table 2. Drop table 3. Alter table 4. Add columns- Using ALTER TABLE Command 5. Insert value into a table Chapter 4: Primary & Foreign Key 1. SQLite constraint 2. Primary Key 3. Not null constraint 4. DEFAULT Constraint 5. UNIQUE constraint 6. What is a SQLite Foreign KEY? Chapter 5: Data Types 1. Storage Classes 2. Affinity Type 3. Examples of

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sqlite tutorial for beginners: Learning SQLite for iOS Gene Da Rocha, MSc, BSc (Hons), 2016-03-23 Extend SQLite with mobile development skills to build great apps for iOS devices About This Book Implement Swift code using SQLite statements Learn the background to SQL and SQLite for mobile development, its statements, and command features through practical examples Extend the standard SQLite functionality and increase your software creation portfolio Who This Book Is For This book is intended for those who want to learn about SQLite and how to develop apps in Swift or HTML5 using SQLite. Whether you are an expert Objective-C programmer or new to this platform, you'll learn quickly, grasping the code in real-world apps to use Swift. What You Will Learn Explore Swift's basic language statements Connect to SQLite and execute SQL statements Extend the SQLite language to create your own software extensions Use HTML5 with Phonegap on iOS Set up a Swift project using XCode with SQLite Administer SQLite databases in an easy and effective way In Detail The ability to use SQLite with iOS provides a great opportunity to build amazing apps. Apple's iOS SDK provides native support for SQLite databases. This combination offers the potential to create powerful, data-persistent applications. This book starts with the architecture of SQLite database and introduces you to concepts in SQL . You will find yourself equipped to design your own database system, administer it, and maintain it. Further, you will learn how to operate your SQLite databases smoothly using SQL commands. You will be able to extend the functionality of SQLite by using its vast arsenal of C API calls to build some interesting, exciting, new, and intelligent data-driven applications. Understand how Xcode, HTML5, and Phonegap can be used to build a cross-platform modern app which can benefit from all these technologies - all through creating a complete, customizable application skeleton that you can build on for your own apps. Style and approach This book is a practical and comprehensive guide to developing applications using SQLite and iOS.

sqlite tutorial for beginners: Android Programming for Beginners John Horton, 2015-12-31 Learn all the Java and Android skills you need to start making powerful mobile applications About This Book Kick-start your Android programming career, or just have fun publishing apps to the Google Play marketplace A first-principles introduction to Java, via Android, which means you'll be able to start building your own applications from scratch Learn by example and build three real-world apps and over 40 mini apps throughout the book Who This Book Is For Are you trying to start a career in programming, but haven't found the right way in? Do you have a great idea for an app, but don't know how to make it a reality? Or maybe you're just frustrated that "to learn Android, you must know java." If so, Android Programming for Beginners is for you. You don't need any programming experience to follow along with this book, just a computer and a sense of adventure. What You Will Learn Master the fundamentals of coding Java for Android Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction, data captures, sound, and animation to your apps Manage your apps' data using the built-in Android SQLite database Find out about the design patterns used by professionals to make top-grade applications Build, deploy, and publish real Android applications to the Google Play marketplace In Detail Android is the most popular OS in the world. There are millions of devices accessing tens of thousands of applications. It is many people's entry point into the world of technology; it is an operating system for everyone. Despite this, the entry-fee to actually make Android applications is usually a computer science degree, or five years' worth of Java experience. Android Programming for Beginners will be your companion to create Android

applications from scratch—whether you're looking to start your programming career, make an application for work, be reintroduced to mobile development, or are just looking to program for fun. We will introduce you to all the fundamental concepts of programming in an Android context, from the Java basics to working with the Android API. All examples are created from within Android Studio, the official Android development environment that helps supercharge your application development process. After this crash-course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI through fragments, make location-aware apps with Google Maps integration, and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, capture images from a device's camera, and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building your own custom applications in Android and Java. Style and approach With more than 40 mini apps to code and run, *Android Programming for Beginners* is a hands-on guide to learning Android and Java. Each example application demonstrates a different aspect of Android programming. Alongside these mini apps, we push your abilities by building three larger applications to demonstrate Android application development in context.

sqlite tutorial for beginners: *Android Programming with Kotlin for Beginners* John Horton, 2019-04-30 Build smart looking Kotlin apps with UI and functionality for the Android platform Key FeaturesStart your Android programming career, or just have fun publishing apps on Google Play marketplaceThe first-principle introduction to Kotlin through Android, to start building easy-to-use appsLearn by example and build four real-world apps and dozens of mini-appsBook Description Android is the most popular mobile operating system in the world and Kotlin has been declared by Google as a first-class programming language to build Android apps. With the imminent arrival of the most anticipated Android update, Android 10 (Q), this book gets you started building apps compatible with the latest version of Android. It adopts a project-style approach, where we focus on teaching the fundamentals of Android app development and the essentials of Kotlin by building three real-world apps and more than a dozen mini-apps. The book begins by giving you a strong grasp of how Kotlin and Android work together before gradually moving onto exploring the various Android APIs for building stunning apps for Android with ease. You will learn to make your apps more presentable using different layouts. You will dive deep into Kotlin programming concepts such as variables, functions, data structures, Object-Oriented code, and how to connect your Kotlin code to the UI. You will learn to add multilingual text so that your app is accessible to millions of more potential users. You will learn how animation, graphics, and sound effects work and are implemented in your Android app. By the end of the book, you will have sound knowledge about significant Kotlin programming concepts and start building your own fully featured Android apps. What you will learnLearn how Kotlin and Android work togetherBuild a graphical drawing app using Object-Oriented Programming (OOP) principlesBuild beautiful, practical layouts using ScrollView, RecyclerView, NavigationView, ViewPager and CardViewWrite Kotlin code to manage an apps' data using different strategies including JSON and the built-in Android SQLite databaseAdd user interaction, data captures, sound, and animation to your appsImplement dialog boxes to capture input from the userBuild a simple database app that sorts and stores the user's dataWho this book is for This book is for people who are new to Kotlin, Android and want to develop Android apps.It also acts as a refresher for those who have some experience in programming with Android and Kotlin.

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generators, context managers, testing, and type hinting Packed with hands-on examples, best practices, and clear explanations, this book empowers you to write clean, efficient, and maintainable Python code—ready for real-world use or your next technical interview. Whether you're learning to code, switching careers, or enhancing your skills, this book is your complete Python foundation.

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abgeschlossene Anleitungen zu Aufgabenstellungen aus dem Bereich des Machine Learning, wie sie für die tägliche Arbeit typisch sind – von der Vorverarbeitung der Daten bis zum Deep Learning. Entwickler, die mit Python und seinen Bibliotheken einschließlich Pandas und Scikit-Learn vertraut sind, werden spezifische Probleme erfolgreich bewältigen – wie etwa Daten laden, Text und numerische Daten behandeln, Modelle auswählen, Dimensionalität reduzieren und vieles mehr. Jedes Rezept enthält Code, den Sie kopieren, zum Testen in eine kleine Beispieldatenmenge einfügen und dann anpassen können, um Ihre eigenen Anwendungen zu konstruieren. Darüber hinaus werden alle Lösungen diskutiert und wichtige Zusammenhänge hergestellt. Dieses Kochbuch unterstützt Sie dabei, den Schritt von der Theorie und den Konzepten hinein in die Praxis zu machen. Es liefert das praktische Rüstzeug, das Sie benötigen, um funktionierende Machine-Learning-Anwendungen zu entwickeln. In diesem Kochbuch finden Sie Rezepte für: Vektoren, Matrizen und Arrays den Umgang mit numerischen und kategorischen Daten, Texten, Bildern sowie Datum und Uhrzeit das Reduzieren der Dimensionalität durch Merkmalsextraktion oder Merkmalsauswahl Modellbewertung und -auswahl lineare und logistische Regression, Bäume und Wälder und k-nächste Nachbarn Support Vector Machine (SVM), naive Bayes, Clustering und neuronale Netze das Speichern und Laden von trainierten Modellen

sqlite tutorial for beginners: Learning Basic and Advanced Database modules on ICDL Professional Syllabus Mario Capurso, This work follows the ICDL (International Certification of Digital Literacy) Database Basic and Advanced Syllabus, expanded according to the document on Curriculum Guidelines for Undergraduate Degree Programs in Computer Science of December 20, 2013 by the Association for Computing Machinery and IEEE Computer Society. As for the know-how aspects (skills), some use Microsoft Access, which is not professional and has a non-standard version of SQL. This text uses MySQL and SQLite. They are professional, open source, totally free and widely used and easy to install. This satisfies the skills of the ICDL modules. However, the question of how to use this data remains. To do this today you need to master the Python language or the R language, which require learning times and delay the start of practice by weeks. There is a third possibility: using visual environments that allow you to make applications without knowing any language. Orange is one of these. It is visual but is based on Python, it allows you to make applications without knowing the language but also allows you to extend the application if and when you know Python. In addition, MySQL and SQLite coexist with Python and Orange Data Mining. This text uses Orange as an environment for experimentation and exercise in Data Science. It is possible to decide not to install Orange in case one is interested exclusively in SQL. In this case the reader will be free to skip the application exercises with Orange and return to them later if he/she feels the need. It should be clarified that this text follows the ICDL Syllabus and provides the skills associated with the modules in question, but it is not able to guarantee that the reader will be able to automatically pass the certification exam. In fact, it requires the purchase of a skill card, registration with a test center, compliance with a series of rules dictated by the national member organizations of the ICDL consortium and by the test center, and all of this is beyond what we can guarantee. After describing the installation of the programs used for the exercises, the text considers the types of data and their representations, including images and documents. The concepts of System, Information System and Database are introduced, as well as the most common practices of data security and privacy. The relational model and SQL are also explained with application examples with MySQL and SQLite. The various types of Joins, sorting, aggregation and grouping queries, integrity constraints, GRANT and REVOKE security features, views, indexing, Normal Forms and Normalization are then analyzed. Multi-user access to databases, interference and deadlock, locking techniques and transactions are then considered. Distributed databases and the possible options with MySQL and SQLite are then described. The limits of the relational model and the most common non-relational models (NOSQL) are outlined, the conceptual Entity-Relationship and object models according to ISO/UM and the process for moving from the problem text to the conceptual and logical relational model. The data integration process is outlined also with the use of data warehouses, data lakes and mediators, data cleaning, management of missing, repeated, anomalous and incorrect

values, coding of categorical values. Finally, the project objectives are distinguished according to the best model, whether relational or non-relational. The text is accompanied by supporting material and it is possible to download the examples and test data.

sqlite tutorial for beginners: Learn Haskell by Example Phillip Hagenlocher, 2024-12-17
Learn Haskell by doing Haskell projects! In this book, you'll get practical experience writing Haskell code and applying functional programming to actual development challenges. In Learn Haskell by Example, you'll build your Haskell skills by working through hands-on challenges and conundrums. You'll learn to look at each project through a Haskell lens, and then solve it using features like lazy evaluation, immutable data structures, and monads. In Learn Haskell by Example you will learn how to:

- Use Haskell for daily programming tasks
- Effectively apply functional concepts
- Avoid common beginner pitfalls of Haskell
- Apply abstract concepts in the Haskell language
- Debug and profile Haskell applications
- Improve the performance of Haskell applications

Haskell is an amazing choice for applications that need an extra guarantee of safety, such as in smart contracts, data intensive applications, and large scale distributed systems. In this book, you'll see just how practical Haskell can be for creating programs by building your own engaging projects! Learn how to structure real-world applications, how to work with the Haskell tool chain effectively, and what to look out for when writing critical sections in the program's logic. Best of all, each project in this book is fully extensible and customizable so you can keep tinkering with your favorites! About the technology Programmers spend a lot of time debugging and refactoring code, reading comments and documentation, and trying to make sense out of complex designs. Haskell, a powerful, beautiful, and challenging functional programming language, promises a different path. By focusing your attention on simple functions, clearly-defined behaviors, and the right high-level abstractions, Haskell disallows the dangerous behaviors that usually lead to bugs and crashes. About the book Learn Haskell by Example teaches you to build applications in Haskell by designing and coding fun and engaging projects. In this easy-to-follow guide, you'll create a domain specific language for music, an image processing library, and more! You'll learn Haskell from the ground-up with a focus on important concepts like function design, composition, and data immutability. Each project gives you a new insight into how to think in Haskell and helps you understand why many Haskell developers say they will never use another language again. What's inside

- Use Haskell for daily programming tasks
- Purely functional programming
- Avoid common Haskell pitfalls

About the reader For readers who know how to program in an object-oriented language. About the author Philipp Hagenlocher is a full time Haskell developer, and the creator of the beloved Haskell for Imperative Programmers YouTube course. The technical editor on this book was Alexander Vershilov. Table of Contents

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Appendix A The Haskell Toolchain
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Beginners can develop a solid foundation in Python programming, while professionals can enhance their existing skills and expand their knowledge into advanced areas. Python's versatility, along with its vast collection of libraries and frameworks, empowers learners to tackle various real-world challenges and opens up exciting career opportunities in fields such as software development, data science, machine learning, web development, and more.

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This book is intended for anyone starting out with PHP programming. If you've previously worked in another programming language such as Java, C#, or Perl, you'll probably pick up the concepts in the earlier chapters quickly; however, the book assumes no prior experience of programming or of building Web applications. That said, because PHP is primarily a Web technology, it will help if you have at least

some knowledge of other Web technologies, particularly HTML and CSS. Many Web applications make use of a database to store data, and this book contains three chapters on working with MySQL databases. Once again, if you're already familiar with databases in general — and MySQL in particular — you'll be able to fly through these chapters. However, even if you've never touched a database before in your life, you should still be able to pick up a working knowledge by reading through these chapters.

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FireMonkey and styles and incorporating 3D user interfaces in new ways. As you advance, you'll be able to build cross-platform solutions that not only look native but also take advantage of a wide array of device capabilities. You'll also learn how to use embedded databases, such as SQLite and InterBase ToGo, synchronizing them with your own custom backend servers or modules using the powerful RAD Server engine. The book concludes by sharing tips for testing and deploying your end-to-end application suite for a smooth user experience. By the end of this book, you'll be able to deliver modern enterprise applications using Delphi confidently. What you will learn Discover the latest enhancements in the Delphi IDE Overcome the barriers that hold you back from embracing cross-platform development Become fluent with FireMonkey controls, styles, LiveBindings, and 3D objects Build Delphi packages to extend RAD Server or modularize your applications Use FireDAC to get quick and direct access to any data Leverage IoT technologies such as Bluetooth and Beacons and learn how to put your app on a Raspberry Pi Enable remote apps with backend servers on Windows and Linux through REST APIs Develop modules for IIS and Apache web servers Who this book is for This book is for Delphi developers interested in expanding their skillset beyond Windows programming by creating professional-grade applications on multiple platforms, including Windows, Mac, iOS, Android, and back-office servers. You'll also find this book useful if you're a developer looking to upgrade your knowledge of Delphi to keep up with the latest changes and enhancements in this powerful toolset. Some Delphi programming experience is necessary to make the most out of this book.

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