

1

Introduction

Welcome to this book on programming PC Connectivity applications for Symbian OS. PC Connectivity applications based on standard services and APIs can be created purely by programming on the PC, but more specialized applications involve programming on the Symbian OS smartphone as well as on the PC. This book will help you to create both types of application.

If you have created an application for Symbian OS, have you considered how to improve its usability by integrating it with a PC? Maybe your application could support a user interface on the PC when the Symbian OS smartphone is connected, or maybe your application could store or archive data on the PC.

If you have created an application for Windows PCs, have you considered how to improve your application by integrating it with Symbian OS smartphones? This has been considered difficult and expensive but, with the information in this book, it can be straightforward. You may be surprised at the quality of integration you can achieve just by creating PC software – for example, you could manage media files such as image, audio and video files just by using the APIs described in Chapters 4 and 5. If your application is more specialized then a small amount of Symbian OS programming may give you a unique service that increases its attractiveness (and therefore its sales).

All the examples in this book are of stand-alone PC Connectivity applications, but this is by no means the only way to create PC Connectivity applications. We will create a file browser that will provide a convenient user interface to the filing system on Symbian OS smartphones; we will create an application to read SMS messages on the smartphone and to send such messages by means of the smartphone; we will create applications to directly read and modify the Contacts and Agenda data on the smartphone.