

# Maemo Diablo Introduction Training Material

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# Preface

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# Chapter 1

## Introduction

### 1.1 Introduction to Maemo Application Development

Developing graphical applications using the maemo(tm) SDK can seem like a daunting task at first, especially if you haven't used GTK+ with C before. Automating software building processes and creating Debian packages for software distribution can also seem difficult at first. This material aims to provide you with a smooth incremental path through all of the libraries and concepts that you'll need for effective GUI application development using the maemo SDK. It will also cover other common libraries and conventions that are useful when developing graphical applications.

The material assumes knowledge of the C programming language, general Linux programming concepts and knowledge of the topics covered in the "maemo Getting Started".

This version of the material covers maemo SDK version 4.1.x, Diablo.

More information about the maemo training material is available from maemo training wiki pages ([http://wiki.maemo.org/Maemo\\_training](http://wiki.maemo.org/Maemo_training)) maintained by maemo community. Notice that the information in maemo wiki is not verified by Nokia and thus Nokia cannot be responsible of that information.