



Building Tablet PC Applications (Developer Reference)

By Rob Jarrett, Phillip Su

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Many pen-based software platforms have been introduced in the last decade, but only recently has the introduction of faster processors and hardware enabled mainstream introduction of tablet-sized pen-based PCs. This book tackles the challenge of writing compelling Tablet PC software on two fronts. First, it distills decades of usability research into pen-based computing to present an authoritative discussion of the optimal design of pen-based user interfaces. Second, it provides an in-depth exposition of the Tablet PC Ink SDK, complete with tips and tricks on how developers can produce the most powerful and natural “ink-aware” applications.

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Editorial Review

About the Author

Rob Jarrett works as a software design engineer at Microsoft in the Tablet PC group working on tablet input, real-time inking, and the ink interaction model in the Tablet PC platform. Rob holds a B.S. degree in computer science, graduating with honors from McMaster University (Hamilton, Ontario, Canada) in 1992. Areas of interest for Rob include music composition, audio engineering, classic arcade games, and really bad films.

Philip Su is a lead developer at Microsoft in the Tablet PC group, working on integration of the Tablet PC platform into Microsoft Journal software. Previously, he worked as a lead developer on Microsoft Money and as a software design engineer on Microsoft Word. Philip is also the founder and CEO of Sonetics Software, LLC, a company that specializes in digital audio software. Philip has won numerous awards, including the prestigious National Science Foundation Graduate Fellowship as well as the Maryland Technical Invention of the Year Award. His areas of interest include discrete digital audio processing, multimodal user interfaces, and digital media. He holds dual B.S. degrees in computer science and neurobiology, graduating summa cum laude from University of Maryland.

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