
Acces PDF Apache Cordova 4 Programming Mobile Programming

As recognized, adventure as without difficulty as experience very nearly lesson, amusement, as skillfully as understanding can be gotten by just checking out a ebook **Apache Cordova 4 Programming Mobile Programming** as a consequence it is not directly done, you could recognize even more not far off from this life, a propos the world.

We have enough money you this proper as well as easy way to acquire those all. We allow Apache Cordova 4 Programming Mobile Programming and numerous ebook collections from fictions to scientific research in any way. in the midst of them is this Apache Cordova 4 Programming Mobile Programming that can be your partner.

FKVESD - MIGUEL SANTIAGO

Take your Android programming skills to the next level by unleashing the potential of Android Studio Expert Android Studio bridges the gap between your Android programming skills with the provided tools including Android Studio, NDK, Gradle and Plugins for IntelliJ Idea Platform. Packed with best practices and advanced tips and techniques on Android tools, development cycle, continuous integration, release management, testing, and performance, this book offers professional guidance to experienced developers who want to push the boundaries of the Android platform with the developer tools. You'll discover how to use the tools and techniques to unleash your true potential as a developer. Discover the basics of working in Android Studio and Gradle, as well as the application architecture of the latest Android platform Understand Native Development Kit and its integration with Android Studio Complete your development lifecycle with automated tests, dependency management, continuous integration and release management Writing your own Gradle plugins to customize build cycle Writing your own plugins for Android Studio to help your development tasks. Expert Android Studio is a tool for expert and experienced developers who want to learn how to make use of the tools while creating Android applications for use on mobile devices.

Using Apache Cordova 4, you can leverage native technologies and web standards to quickly build cross-platform apps for most mobile devices. You can deliver a high-end user experience where it matters, while radically simplifying code maintenance and reuse. Apache Cordova 4 Programming is the most concise, accessible introduction to this remarkable technology. In this essential guide, expert mobile developer John Wargo quickly gets you up to speed with all the essentials, from installation, configuration, and tools, to building plugins and using Cordova's powerful APIs. Wargo helps you make the most of Cordova 4's major enhancements, while offering practical guidance for all versions, includ-

ing Adobe PhoneGap. Full chapters are dedicated to five major mobile platforms: Android, iOS, Windows Phone, Firefox OS, and Ubuntu. Using rich, relevant examples, Wargo guides you through both the anatomy of a Cordova app and its entire lifecycle, including cross-platform testing and debugging. Throughout, he illuminates Cordova development best practices, streamlining your development process and helping you write high-quality apps right from the start. Topics include Installing and configuring Cordova's development environment Working with the Cordova command line interfaces Creating Cordova plugins, using Plugman and the PhoneGap CLI Cordova's support for Firefox OS and Ubuntu devices Automation (Grunt and Gulp) and Cordova CLI hooks Microsoft's hybrid toolkit for Visual Studio Third-party tools, such as AppGyver, GapDebug, THyM, and more Beautifying Cordova apps with third-party HTML frameworks, such as Bootstrap, OpenUI5, Ionic, and Onsen UI Running, testing, and debugging Cordova apps on each major mobile platform Access the full code examples at cordova4programming.com, where you'll also find updates reflecting Cordova's continuing evolution. This book is an ideal companion to Wargo's authoritative collection of Apache Cordova code recipes for each Cordova API, *Apache Cordova API Cookbook* (Addison-Wesley, 2015).

Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online re-

tailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies

The inclusion of experts in communicability in the software industry has allowed timeframes to speed up in the commercialization of new technological products worldwide. However, this constant evolution of software in the face of the hardware revolution opens up a host of new horizons to maintain and increase the quality of the interactive systems following a set of standardized norms and rules for the production of interactive software. Currently, we see some efforts towards this goal, but they are still partial solutions, incomplete, and flawed from the theoretical as well as practical points of view. If the quality of the interactive design is analyzed, it is left to professionals to generate systems that are efficient, reliable, user-friendly, and cutting-edge. The Handbook of Research on Software Quality Innovation in Interactive Systems analyzes the quality of the software applied to the interactive systems and considers the constant advances in the software industry. This book reviews the past and present of information and communication technologies with a projection towards the future, along with analyses of software, software design, phrases to use, and the purposes for software applications in interactive systems. This book is ideal for students, professors, researchers, programmers, analysts of systems, computer engineers, interactive designers, managers of software quality, and evaluators of interactive systems.

If you are a native mobile developer, with

some familiarity with the common web technologies of JavaScript, CSS, and HTML, or if you are a web developer, then this learning guide will add great value and impact to your work. Learning how to develop mobile applications using Apache Cordova is of particular importance if you are looking to develop applications on a variety of different platforms efficiently.

Put your web app design skills to work by learning how to create powerful and portable Chrome Apps. With this practical book, you'll learn how to build Google's unique apps to behave just like native apps so they can interact with hardware devices, access external files, and send notifications. Chrome Apps run on any platform that supports the Chrome browser—including OS X, Windows, Linux, as well as Android and iOS. If you know how to work with HTML, CSS, JavaScript, and the DOM, you're ready to get started.

A step-by-step guide to learning Flutter and Dart 2 for creating Android and iOS mobile applications

Key Features Get up to speed with the basics of Dart programming and delve into Flutter development

Understand native SDK and third-party libraries for building Android and iOS applications using Flutter

Package and deploy your Flutter apps to achieve native-like performance

Book Description Google Flutter is a cross-platform mobile framework that makes it easy to write high-performance apps for Android and iOS. This book will help you get to grips with the basics of the Flutter framework and the Dart programming language. Starting from setting up your development environment, you'll learn to design the UI and add user input functions. You'll explore the navigator widget to manage app routes and learn to add transitions between screens. The book will even guide you through developing your own plugin and later, you'll discover how to structure good plugin code. Using the Google Places API, you'll also understand how to display a map in the app and add markers and interactions to it. You'll then learn to improve the user experience with features such as map integrations, platform-specific code with native languages, and personalized animation options for designing intuitive UIs. The book follows a practical approach and gives you access to all relevant code files hosted at github.com/PacktPublishing/Flutter-for-Beginners. This will help you access a variety of examples and prepare your own bug-free apps, ready to deploy on the App Store and Google Play Store. By the end of this book, you'll be well-versed with Dart programming and have the skills to develop your own mobile apps or build a career as a Dart and Flutter app developer. What you

will learn

Understand the fundamentals of the Dart programming language

Explore the core concepts of the Flutter UI and how it compiles for multiple platforms

Develop Flutter plugins and widgets and understand how to structure plugin code appropriately

Style your Android and iOS apps with widgets and learn the difference between stateful and stateless widgets

Add animation to your UI using Flutter's `AnimatedBuilder` component

Integrate your native code into your Flutter codebase for native app performance

Who this book is for This book is for developers looking to learn Google's revolutionary framework Flutter from scratch. No prior knowledge of Flutter or Dart is required; however, basic knowledge of any programming language will be helpful.

Using Apache Cordova, mobile developers can write cross-platform mobile apps using standard HTML5, JavaScript, and CSS, and then deploy those apps to every leading mobile platform with little or no re-coding. *Apache Cordova API Cookbook* provides experienced mobile developers with details about how each Cordova API works and how to use the APIs in their own applications. Coverage is included for all Cordova/PhoneGap 3 APIs. Instead of just showing short snippets of code to explain a particular API, this guide is chock full of complete examples. You'll find more than thirty complete Cordova applications that work on Android, iOS, Windows, and more. The sample applications demonstrate exactly what each API does and how it works, while the chapter content describes the limitations on the leading target platforms (and even offers possible workarounds). Through realistic "cookbook" example code, mobile developer John Wargo helps you master the Cordova APIs and understand how to use them in your Cordova applications. Topics include Accelerometers, compass, and geolocation Image, video, and audio-capture, playback, and management Determining connection and device information Interacting with the Contacts application Responding to application events Accessing the device file system Globalizing apps Using the InAppBrowser Notifications Custom splash screens Special care has been taken to make the code easily readable and digestible by the reader. This guide provides the most accessible coverage, anywhere, of Apache Cordova APIs.

This book is not intended to be a deep-dive on security, programming, reporting, configuration, etc. but more of a high-level overview on salesforce.com, Force.com development, tools, methodology and other resources. We will not cover all aspects of salesforce.com. We wrote this book to

(hopefully) become an invaluable resource for anyone new or inexperienced with the Force.com platform. For new administrators and developers coming on to the platform, we see a gaping hole in existing reference books. This book is not intended for end users or advanced developers. This book is for people somewhere in the middle; let's say a business analyst or a new Java or .NET developer. We would like this to be the first book you pick up after your boss walks in and says, "Let's take a look at salesforce.com and see if we can build some applications in the cloud." This book contains the information that we wish we had when we started developing applications on Force.com.

IBM® Content Navigator provides a unified user interface for your Enterprise Content Management (ECM) solutions. It also provides a robust development platform so you can build customized user interface and applications to deliver value and an intelligent, business-centric experience. This IBM Redbooks® publication guides you through the Content Navigator platform, its architecture, and the available programming interfaces. It describes how you can configure and customize the user interface with the administration tools provided, and how you can customize and extend Content Navigator using available development options with sample code. Specifically, the book shows how to set up a development environment, and develop plugins that add an action, service, and feature to the user interface. Customization topics include implementing request and response filters, external data services (EDS), creating custom step processors, and using Content Navigator widgets in other applications. This book also covers mobile development, viewer customization, component deployment, and debugging and troubleshooting. This book is intended for IT architects, application designers and developers working with IBM Content Navigator and IBM ECM products. It offers a high-level description of how to extend and customize IBM Content Navigator and also more technical details of how to do implementations with sample code.

Enhance your JavaScript skills by venturing into the domain of developing mobile applications

About This Book Extend your JavaScript skillset to build, test, and launch mobile apps with confidence

Follow three sample projects to experience Ionic's impressive capabilities

Extend the power of Apache Cordova by creating your own Apache Cordova cross-platform mobile plugins

Who This Book Is For This Learning Path is for JavaScript web developers looking to develop mobile applications using various JavaScript descendent technolo-

gies. It is for anyone who wants to learn how to build fast and stylish native mobile app using the skills they already have. If you are already using React on the web, we're confident you'll be able to quickly get up and running with React Native for iOS and Android. See Ionic in action, and find out how it can transform the way you build mobile apps. What You Will Learn Develop, build, run, and deploy great cross-platform mobile applications using Apache Cordova Create complete mobile apps using Apache Cordova that runs on Apple iOS, Google Android, and Windows Phone Create a neat user interface for your mobile application using jQuery Mobile Gain an in-depth understanding of how React Native works behind the scenes Write your own custom native UI components Develop native modules in Objective-C and Java that interact with JavaScript Get to know Ionic by creating three complete mobile applications In Detail A great mobile app is rapidly becoming crucial for a huge range of businesses. With a great app, your customers or your readers don't come to you - you go with them, just a few clicks and swipes away. This Learning Path shows you how to build awesome mobile apps with some of the best tools currently being used by some of the smartest developers in the industry. Taking you through JavaScript impressive development ecosystem - from jQuery Mobile to React, through to Ionic - we'll show you how to put your skills into practice so you can build your next mobile apps with confidence and style. In this Learning Path, from jQuery to React, to Ionic, we'll cover everything you need to start In the first module you'll learn how to get stuck into Apache Cordova and find out how to use it as the key platform for developing your mobile app. It offers an efficient way to develop hybrid apps, which means you won't have to connect to platform specific APIs or use their UI framework, and can instead harness your JavaScript web development skills. Make sure you have your HTML, CSS and jQuery skills at the ready. In Module 2 we'll show you how to take advantage of React Native. It has a reputation for having a steep learning curve, but we'll make it easy for you, making sure you make full use of your existing knowledge and getting you up and running with a sample application. You'll also learn how to create components, how to create multiple screens, as well as using native UI components and accessing native APIs. In the third and final module you'll get started with Ionic. With three practical projects you can build yourself, we've made sure that you'll be learning by doing - which means you'll not only develop new skills

much more quickly, but you'll have produced something tangible at the end of it! This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: JavaScript Mobile Application Development by Hazem Saleh Getting Started with React Native by Ethan Holmes and Tom Bray Ionic Framework By Example by Sani Yusuf Style and approach This Learning Path course provides a simple and easy way to build mobile applications in JavaScript descendent technologies such as jQuery, ReactJS, and Ionic.

Learn how to build app store-ready hybrid apps with the Ionic 2, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This practical guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Phone. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps

Summary Ionic in Action teaches web developers how to build cross-platform mobile apps for phones and tablets on iOS and Android. You'll learn how to extend your web development skills to build apps that are indistinguishable from native iOS or Android projects. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Wouldn't it be great if you could build mobile apps using just your web development skills? With Ionic, you can do just that: create hybrid mobile apps using web technologies that you already know, like HTML, CSS, and JavaScript, that will run on both iOS and Android. Ionic in Action teaches web develop-

ers how to build mobile apps using Ionic and AngularJS. Through carefully explained examples, the book shows you how to create apps that use UI components designed for mobile, leverage current location, integrate with native device features like the camera, use touch gestures, and integrate with external data sources. Learn to test your apps to improve stability and catch errors as you develop. Finally, you'll discover the command-line utility, and how to build and deploy to app stores. What's Inside Create mobile apps with HTML, JavaScript, and CSS Design complex interfaces with Ionic's UI controls Build once and deploy for both iOS and Android Use native device hardware and device-specific features Covers the entire mobile development process About the Reader Readers should know HTML, CSS, and JavaScript. Familiarity with AngularJS is helpful but not required. About the Author Jeremy Wilken is a senior UX software developer who works with Ionic, AngularJS, and Node.js. He lives in Austin, Texas. Table of Contents Introducing Ionic and hybrid apps Setting up your computer to build apps What you need to know about AngularJS Ionic navigation and core components Tabs, advanced lists, and form components Weather app, using side menus, modals, action sheets, and ionScroll Advanced techniques for professional apps Using Cordova plugins Previewing, debugging, and automated testing Building and publishing apps

Client side JavaScript for enterprise Oracle applications. About This Book Develop resilient and robust client-side applications Explore the power of popular JavaScript libraries such as jQuery, RequireJS, and custom Oracle JavaScript libraries Integrate JavaScript for Oracle developers Easily debug and secure your cloud interfaces Who This Book Is For If you are a web components developer looking to create client-side apps that are resilient and robust using Oracle JET, then this book is the right choice for you. What You Will Learn Use Yeoman or npm to start a new Oracle JET-based project Implement real-world use cases using Oracle JET components Get to know the best practices for Oracle JET web applications Explore Knockout.js, the framework behind Oracle JET Implement a multi-platform app with OJ and Cordova In Detail This book will give you a complete practical understanding of the Oracle JavaScript Extension Toolkit (JET) and how you can use it to develop efficient client-side applications with ease. It will tell you how to get your own customized Oracle JET set up. You'll start with individual libraries, such as jQuery, Cordova, and Require.js. You'll also get to work with the JavaScript libraries created by Oracle, espe-

cially for cloud developers. You'll use these tools to create a working backend application with these libraries. Using the latest Oracle Alta UI, you'll develop a state-of-the-art backend for your cloud applications. You'll learn how to develop and integrate the different cloud services required for your application and use other third-party libraries to get more features from your cloud applications. Toward the end of the book, you'll learn how to manage and secure your cloud applications, and test them to ensure seamless deployment. Style and approach This book will have a practical step by step approach where every step of application development will be explained in detail with code samples.

Praise for this book, Python Without Fear "This is really a great book. I wish I'd had it when I was learning Python." -John M. Wargo, author of Apache Cordova 4 Programming Praise for the previous book in the series, C++ Without Fear "I'm in love with your C++ Without Fear book. It keeps me awake for hours during the night. Thanks to you, I got most of the idea in just a few hours." -Laura Viral, graduate physics student at CERN and Istanbul, Turkey "It's hard to tell where I began and ended with your book. I felt like I woke up and literally knew how to write C++ code. I can't overstate the confidence you gave me." - Danny Grady, senior programmer/analyst at a Fortune 500 Company Whether you're new to programming or moving from another language, Python Without Fear will quickly make you productive! Brian Overland's unique approach to Python includes: Taking you by the hand while teaching topics from the very basics to intermediate and advanced features of Python Teaching by examples that are explained line by line Heavy emphasis on examples that are fun and useful, including games, graphics, database applications, file storage, puzzles, and more! How to think "Pythonically" and avoid common "gotchas" Register your product at informat.com/register for convenient access to downloads, updates, and/or corrections as they become available.

Learn how to build app store-ready hybrid apps with Ionic, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This revised guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Universal. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with

Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps

Learn to build hybrid mobile apps using Ionic and Firebase. You'll build a Hacker News client app, which can view top stories in Hacker News, view comments of a story, add stories to favorites, etc. This introductory guide covers the whole cycle of hybrid mobile apps development. It's organized around implementing different user stories. For each story, this book not only talks about how to implement it but also explains related Ionic and Firebase concepts in detail. Using Apache Cordova, developers can create a new type of mobile app—a hybrid mobile app. Hybrid mobile apps actually run in an internal browser inside a wrapper created by Apache Cordova. With hybrid mobile apps, developers can have one single code base for different platforms. Developers also can use their existing web development skills. The Ionic framework builds on top of Apache Cordova and provides out-of-box components which make developing hybrid mobile apps much easier. Ionic uses Angular as the JavaScript framework and has a nice default UI style with a similar look and feel to native apps. Firebase is a realtime database which can be accessed in web apps using JavaScript. With Build Mobile Apps with Ionic 2 and Firebase you'll discover that just need to develop front-end code, there's no need to manage any back-end code or servers. What You'll Learn Create content-based Ionic mobile apps Discover the advanced features of the Ionic framework Use Firebase as a mobile app's back-end storage Build, test, and continuously delivery Ionic mobile apps Publish and analyze Ionic mobile apps Who This Book Is For Front-end developers and mobile app developers

If you're new to C++ but understand some basic programming, then Learn C++ for Game Development lays the foundation for the C++ language and API that you'll need to build game apps and applications.

Learn C++ for Game Development will show you how to: Master C++ features such as variables, pointers, flow controls, functions, I/O, classes, exceptions, templates, and the Standard Template Library (STL) Use design patterns to simplify your coding and make more powerful games Manage memory efficiently to get the most out of your creativity Load and save games using file I/O, so that your users are never disappointed Most of today's popular console and PC game platforms use C++ in their SDKs. Even the Android NDK and now the iOS SDK allow for C++; so C++ is growing in use for today's mobile game apps. Game apps using C++ become much more robust, better looking, more dynamic, and better performing. After reading this book, you'll have the skills to become a successful and profitable game app or applications developer in today's increasingly competitive indie game marketplace. The next stage is to take the foundation from this book and explore SDKs such as Android/Ouya, PlayStation, Wii, Nintendo DS, DirectX, Unity3D, and GameMaker Studio to make your career really take off.

Build amazing cross-platform mobile apps with Ionic, the HTML5 framework that makes modern mobile application development simple About This Book Learn how to use one of the most exciting mobile development frameworks around to build even better apps Follow the featured sample projects to experience Ionic's impressive capabilities Extend your developer skillset to build, test, and launch mobile apps with confidence Who This Book Is For This book is for anyone who wants to see Ionic in action - and find out how it could transform the way they build mobile apps. If you're a JavaScript web developer, you'll be building great projects in no time. What You Will Learn Learn Ionic by creating three complete mobile applications Get to know the Ionic CLI Add basic and advanced features to the Ionic framework Connect an Ionic app with a Firebase back end Integrate PhoneGap plugins with NG-Cordova Test your apps to improve and optimize performance In Detail Change doesn't have to be challenging. Sometimes it can be simple - sometimes it just makes sense. With Ionic, mobile development has never been so simple, so elegant and obvious. By helping developers to harness AngularJS and HTML5 for mobile development, it's the perfect framework for anyone obsessed with performance, and anyone that understands just how important a great user experience really is. This book shows you how to get started with Ionic framework immediately. But it doesn't just give you instructions and then expect you

to follow them. Instead it demonstrates what Ionic is capable of through three practical projects you can follow and build yourself. From a basic to-do list app, a London tourist app, to a complete social media app, all three projects have been designed to help you learn Ionic at its very best. From setting up your project to developing on both the server side and front end, and best practices for testing and debugging your projects, you'll quickly become a better mobile developer, delivering high performance mobile apps that look awesome. Ionic Framework by Example is for people who don't want to learn now, build later – it's for people who want to learn and build at the same time – so they can meet today's mobile development challenges head on and deliver better products than anyone else. Style and approach This book isn't just an instruction manual. It doesn't just tell you what to do – it shows you. Featuring three sample projects, it's been created so you can get started with Ionic immediately.

Use Service Workers to Turbocharge Your Web Apps “You have made an excellent decision in picking up this book. If I was just starting on my learning path to mastery of Progressive Web Apps, there are not many folks I would trust more to get me there than John.” —Simon MacDonald, Developer Advocate, Adobe Software developers have two options for the apps they build: native apps targeting a specific device or web apps that run on any device. Building native apps is challenging, especially when your app targets multiple system types—i.e., desktop computers, smartphones, televisions—because user experience varies dramatically across devices. Service Workers—a relatively new technology—make it easier for web apps to bridge the gap between native and web capabilities. In Learning Progressive Web Apps, author John M. Wargo demonstrates how to use Service Workers to enhance the capabilities of a web app to create Progressive Web Apps (PWA). He focuses on the technologies that enable PWAs and how to use those technologies to enhance your web apps to deliver a more native-like experience. Build web apps a user can easily install on their local system and that work offline or on low-quality networks Utilize caching strategies that give you control over which app resources are cached and when Deliver background processing in a web application Implement push notifications that enable an app to easily engage with users or trigger action from a remote server Throughout the book, Wargo introduces each core concept and illustrates the implementation of each capability through several complete, operational ex-

amples. You'll start with simple web apps, then incrementally expand and extend them with state-of-the-art features. All example source code is available on GitHub, and additional resources are available on the author's companion site, learningpwa.com. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Summary Apache Cordova in Action teaches you to create and launch hybrid mobile apps using Cordova or Phonegap. By following carefully selected examples, step-by-step tutorials, and crystal-clear explanations, you'll learn to build apps from the Cordova CLI, how to make use of device features like the camera and accelerometer, how to submit your apps to Google Play and the Apple App Store, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Developing a mobile app requires extensive knowledge of native programming techniques for multiple platforms. Apache Cordova lets you use your existing skills in web development (HTML, CSS, and JavaScript) to build powerful mobile apps. Your apps also get the power of integration with native device features like the camera and file system. Apache Cordova in Action teaches you how to design, create, and launch hybrid mobile apps people will want to use. With the help of straightforward, real-world examples, you'll learn to build apps from the Cordova CLI and to make use of native device features like the camera and accelerometer. You'll learn testing techniques and discover the PhoneGap Build service and how to submit your apps to Google Play and the Apple App Store. Along the way, this helpful guide discusses mobile app design and shows you how to create effective, professional-quality UI and UX. What's Inside Build mobile apps UI, UX, and testing techniques Deploy to Google Play and the Apple App Store Employ libraries like Bootstrap, jQuery Mobile, and Ionic About the Reader Readers should be familiar with HTML, CSS, and JavaScript. No experience with mobile app development needed. About the Author Raymond Camden is a developer advocate for IBM. He is passionate about mobile development and has spoken at conferences worldwide. The Table of Contents PART 1 GETTING STARTED WITH APACHE CORDOVA What is Cordova? Installing Cordova and the Android SDK PART 2 CORE CONCEPTS Creating Cordova projects Using plugins to access device features Mobile design and user experience Considerations when building mo-

bile apps Tools for debugging Cordova and other hybrid apps Creating custom plugins Packing options for Cordova projects Using PhoneGap tools PART 3 APPLICATION RELEASE Submitting your app Building an RSS reader app with Ionic

WordPress is much more than a blogging platform. As this practical guide clearly demonstrates, you can use WordPress to build web apps of any type—not mere content sites, but full-blown apps for specific tasks. If you have PHP experience with a smattering of HTML, CSS, and JavaScript, you'll learn how to use WordPress plugins and themes to develop fast, scalable, and secure web apps, native mobile apps, web services, and even a network of multiple WordPress sites. The authors use examples from their recently released SchoolPress app to explain concepts and techniques throughout the book. All code examples are available on GitHub. Compare WordPress with traditional app development frameworks Use themes for views, and plugins for backend functionality Get suggestions for choosing WordPress plugins—or build your own Manage user accounts and roles, and access user data Build asynchronous behaviors in your app with jQuery Develop native apps for iOS and Android, using wrappers Incorporate PHP libraries, external APIs, and web service plugins Collect payments through ecommerce and membership plugins Use techniques to speed up and scale your WordPress app

The BlackBerry smartphone is today's #1 mobile platform for the enterprise and also a huge hit with consumers. Until now, it's been difficult for programmers to find everything they need to begin developing new applications for BlackBerry devices. BlackBerry Development Fundamentals is the solution: the first single-source guide to all aspects of development for the BlackBerry platform. This book thoroughly reviews the BlackBerry's unique capabilities and limitations, helps you optimize your upfront design choices, and covers native rich-client applications and Web-based mobile applications for both business and consumer environments. In addition, it is an excellent study guide for the BlackBerry Certified Application Developer exam (BCX-810). Coverage includes The “hows,” “whys,” and best practices of BlackBerry development Planning for and managing the BlackBerry platform's restrictions Selecting the correct development platform for your BlackBerry applications Describing the different paths any application can take to get to the data it needs Explaining the capabilities provided by the BlackBerry Mobile Data System (MDS) Pushing application data to both enterprise and consumer

BlackBerry devices using MDS, Web Signals, and the BlackBerry Push APIs Dealing with both the special capabilities and limitations of the BlackBerry browser Building, testing, and debugging BlackBerry browser applications Understanding the tools available to Java developers Using Research In Motion's Java development tools to build, test, and debug BlackBerry Java applications Deploying BlackBerry Java applications

Create cross-platform mobile apps without having to learn a new language! PhoneGap is an open source solution, ideal for web developers wanting to build cross-platform mobile apps without having to learn a new language. Using HTML, CSS, and JavaScript, PhoneGap allows you to jump into the mobile world and develop apps for iPhone, Android, and the BlackBerry. Walks you through installing the development software Covers the basics of each of PhoneGap's functional units Introduces various projects you can build with the framework Discusses using HTML, CSS, JavaScript Explores the features accelerometer and compass Examines media, storage and files, camera, contacts, geolocation, and more Within Beginning PhoneGap, each new chapter builds on the lessons taught in the previous so that by the end of the book, you can have mobile apps up and running! "NOTE: Several significant changes to the PhoneGap software occurred shortly after this book was published. The author has written extra pages to address these and other changes. You can download the updates to this book from the book's support page on the Wrox website."

This book contains the thoroughly refereed and revised best papers from the 8th International Conference on Web Information Systems and Technologies, WEBIST 2012, held in Porto, Portugal, in April 2012, and organized by the Institute for Systems and Technologies of Information, Control and Communication (INSTICC), in collaboration with ACM SIGMIS. The 23 papers presented in this book were carefully reviewed and selected from 184 submissions. The papers were selected from those with the best reviews also taking into account the quality of their presentation at the conference. The papers are grouped into parts on Internet Technology; Web Interfaces and Applications; Society, e-Business, and e-Government; Web Intelligence; and Mobile Information Systems.

Covers PhoneGap 3.X Written for experienced mobile developers, Apache Cordova 3 Programming is a complete introduction to Apache Cordova 3 and Adobe PhoneGap 3. It describes what makes Cordova impor-

tant and shows how to install and use the tools, the new Cordova CLI, the native SDKs, and more. If you're brand new to Cordova, this book will be just what you need to get started. If you're familiar with an older version of Cordova, this book will show you in detail how to use all of the new stuff that's in Cordova 3 plus stuff that has been around for a while (like the Cordova core APIs). After walking you through the process of downloading and setting up the framework, mobile expert John M. Wargo shows you how to install and use the command line tools to manage the Cordova application lifecycle and how to set up and use development environments for several of the more popular Cordova supported mobile device platforms. Of special interest to new developers are the chapters on the anatomy of a Cordova application, as well as the mechanics of Cordova development. Wargo also covers the development process and the tools you can use to test and debug your Cordova applications, and provides a complete chapter that introduces the Cordova APIs, in addition to a chapter that shows you how to create your own plugins. Filled with lots of examples and code, the book includes complete coverage of Android, iOS, BlackBerry 1.0 and Windows Phone development for Cordova. Topics covered include How to install and use the Cordova CLI and associated tools How to configure the Android developer tools (ADT) to run, test, and debug your Cordova applications for Android How to use Xcode—Apple's development tool for iOS development—to run, test, and debug Cordova applications for iOS devices How to use the Safari browser to debug Cordova applications on iOS devices How to use the Microsoft development tools to run, test, and debug Cordova applications for Windows Phone 8 How to set up and use the PhoneGap Build service to package Cordova applications and share those applications with others How to create Cordova plugins for both Android and iOS The author maintains a web site for the book at cordovaprogramming.com where updates, errata, and the source code for the book are available.

Jump into the world of Near Field Communications (NFC), the fast-growing technology that lets devices in close proximity exchange data, using radio signals. With lots of examples, sample code, exercises, and step-by-step projects, this hands-on guide shows you how to build NFC applications for Android, the Arduino microcontroller, and embedded Linux devices. You'll learn how to write apps using the NFC Data Exchange Format (NDEF) in PhoneGap, Arduino, and node.js that help

devices read messages from passive NFC tags and exchange data with other NFC-enabled devices. If you know HTML and JavaScript, you're ready to start with NFC. Dig into NFC's architecture, and learn how it's related to RFID Write sample apps for Android with PhoneGap and its NFC plugin Dive into NDEF: examine existing tag-writer apps and build your own Listen for and filter NDEF messages, using PhoneGap event listeners Build a full Android app to control lights and music in your home Create a hotel registration app with Arduino, from check-in to door lock Write peer-to-peer NFC messages between two Android devices Explore embedded Linux applications, using examples on Raspberry Pi and BeagleBone

50 Recipes on Programming Angular is structured in a Cookbook format featuring recipes that contain problem statements with solutions. A detailed explanation follows each problem statement of the recipe. This is usually contained within the solution; however, an optional discussion section can often contain other useful information helping to demonstrate how the solution works or if there are alternative solutions. Angular.js is a JavaScript-based open-source front-end web application framework mainly maintained by Google and by a community of individuals and corporations to address many of the challenges encountered in developing single-page applications. The JavaScript components complement Apache Cordova, the framework used for developing cross-platform mobile apps. It aims to simplify both the development and the testing of such applications by providing a framework for client-side model-view-controller (MVC) and model-view-viewmodel (MVVM) architectures, along with components commonly used in rich Internet applications.

Build a complete, professional-quality, hybrid mobile application with Ionic About This Book Develop high-grade and performance-optimized hybrid applications using the latest version of Ionic Discover the latest and upcoming features of Ionic A practical guide that will help you fully utilize all the features and components of Ionic efficiently Who This Book Is For The target audience for this book is intermediate-level application developers who have some basic knowledge of Ionic. What You Will Learn Use every Ionic component and its customization according to the application along with some important third party components Recently released Lazy Loading and Grid System supporting desktop application with Electron Integration of the various Ionic backend services and features such as Ionic Push, DB, Auth, Deploy in

your application Exploration of white-listing, CORS, and various other platform security aspects to secure your application Synchronization of your data with the cloud server and fetching it in real time using Ionic Cloud and Firebase services Integration of the Cordova iBeacon plugin which will fetch contextual data on the basis of location and Websockets for real time communication for IOT based applications Implementation of offline functionality in your PWA application using service-worker, cache storage and indexedDB In Detail Ionic is an open source, front-end framework that allows you to develop hybrid mobile apps without any native-language hassle for each platform. It offers a library of mobile-optimized HTML, CSS, and JS components for building highly interactive mobile apps. This book will help you to develop a complete, professional and quality mobile application with Ionic Framework. You will start the journey by learning to configure, customize, and migrate Ionic 1x to 3x. Then, you will move on to Ionic 3 components and see how you can customize them according to your applications. You will also implement various native plugins and integrate them with Ionic and Ionic Cloud services to use them optimally in your application. By this time, you will be able to create a full-fledged e-commerce application. Next, you will master authorization, authentication, and security techniques in Ionic 3 to ensure that your application and data are secure. Further, you will integrate the backend services such as Firebase and the Cordova iBeacon plugin in your application. Lastly, you will be looking into Progressive Web Applications and its support with Ionic, with a demonstration of an offline-first application. By the end of the book, you will not only have built a professional, hybrid mobile application, but will also have ensured that your app is secure and performance driven. Style and approach A step-by-step guide (covering all its features and components) to build a complete mobile application using Ionic. Each chapter will cover different features of Ionic.

Provides information on building native mobile applications using PhoneGap.

Make use of Node.js to learn the development of a simple yet scalable cross-platform mobile application About This Book Use Node.js to satisfy the core backend requirements of modern apps, including user management, security, data access, and real-time data communication Build practical real-world mobile applications, which will give you the necessary knowledge to build your very own mobile solutions Step-by-step development of projects using Ionic Framework as the frontend and Node.js

for the backend supported by a MongoDB database Who This Book Is For This book is intended for web developers of all levels of expertise who want to deep dive into cross-platform mobile application development without going through the pains of understanding the languages and native frameworks that form an integral part of developing for different mobile platforms. This book is also for you if you are a developer who wants to capitalize on the Mobile-First strategy and so are going to use JavaScript for your complete stack. What You Will Learn Develop an API from scratch Set up a MongoDB Database as part of your mobile application backend Deploy a cross-platform mobile application from the command line Incorporate features within your mobile application that use native phone features such as a gyroscope, GPS, and accelerometer Implement mobile applications that use web-enabled APIs Build a mobile application with real-time chat messaging features Develop a secure mobile application that is capable of functioning with real-time data In Detail Node.js is a massively popular JavaScript library that lets you use JavaScript to easily program scalable network applications and web services. People approaching Node.js for the first time are often attracted by its efficiency, scalability, and the fact that it's based on JavaScript, the language of the Web, which means that developers can use the same language to write backend code. Also, it's increasingly being seen as a "modern" replacement for PHP in web development, which relies on fast-paced data exchange. The growing community and the large amount of available modules makes Node.js one of the most attractive development environments. This book takes a step-wise and incremental approach toward developing cross-platform mobile technologies using existing web technologies. This will allow you to truly understand and become proficient in developing cross-platform mobile applications with Node.js, Ionic Framework, and MongoDB. The book starts off by introducing all the necessary requirements and knowledge to build a mobile application with a companion web service. It covers the ability to create an API from scratch and implement a comprehensive user database that will give you the opportunity to offer a mobile application with a personalized experience. Midway through the book, you will learn the basic processes to create a successful mobile application. You will also gain higher-level knowledge, allowing you to develop a functional and secure mobile application to ensure a seamless user experience for end users. Finally, the book ends with more advanced projects, which

will bring together all the knowledge and expertise developed in the previous chapters to create a practical and functional mobile-application that has useful real-world features. Style and approach This book is an easy-to-follow guide that takes a step-wise approach in giving expertise and knowledge to help you truly understand what is needed to create a memorable user experience for end users. Each topic is placed in the context of the bigger picture, that is, to create cross-platform mobile applications using existing technologies.

Everyone knows today that mobile is a must for every company, but how you reach users will determinate success or failure. Over high-latency and unreliable cellular networks, performance on mobile is the key to success and conversion. This book will give you the knowledge and tools to measure your mobile website or webapp performance, how to find bottlenecks and the tips to deliver the fastest possible experience to end-users.

Step-by-step guide and Beginner friendly! HTML5, CSS3, JavaScript This book aims to take someone completely new to programming all the way from beginner to advanced. The book starts by covering the basic syntax required to get up and running with web development, and then moves onto advanced concepts and examples. Each section takes the reader along in an intuitive and easy to follow step-by-step manner with clear color images and screenshots, all the way from newbie to advanced. Practical Examples and Assignments Each section contains practical examples and assignments that help the reader understand concepts and practice code. Finally! an easy way to make mobile apps Instead of learning Swift for ios and Java for Android, just learn JavaScript and make apps for ALL platforms using Apache Cordova. This book also covers everything you need to know in order to use JavaScript to design, develop, and deploy mobile apps. Key Topics Introduction to HTML CSS Basics Advanced CSS styling Introduction to JavaScript Data-types Functions Callbacks The this keyword Get elements from the DOM Building your first mobile app Becoming an app developer Deploying your app to the Android and iTunes app stores Order Your Copy Today! The market for mobile apps continues to evolve at a breakneck pace, as tablets join the parade of smartphones and feature phones. If you're an experienced web developer, this second edition of this popular book shows you how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi touch screens and

other features in these mobile devices. You'll learn how to build a standard app core that you can extend to work with specific devices. You'll also discover how to deal with platform variations, browsers, native web platforms, HTML5 compatibility, design patterns for mobile development, and other issues. Learn how to use your existing web skills to move into mobile development Discover the particulars and pitfalls of building mobile apps with HTML5, CSS, and other standard web tools Create effective user interfaces in the mobile environment for touch and non-touch devices Understand variations among iOS, Android, Windows Phone, BlackBerry, and other mobile platforms Bypass the browser to create full screen and native web apps, e-books and Apache Cordova (PhoneGap) applications Build apps for the App Store, Google Play Store, Windows Marketplace, App World, and other online retailers When developing apps for the latest smartphones, you're faced with several vexing questions. How many platforms do you need to accommodate? What level of support do mobile browsers provide? To help you address these and many other key issues, this guide provides a hands-on tour of the most powerful JavaScript frameworks available today. You'll build sample apps with jQuery Mobile, Sencha Touch, and PhoneGap to learn the unique advantages—and disadvantages—of each framework. From there, you can determine which one is best for your project. This book is ideal for web developers familiar with JavaScript, HTML, and CSS. Experience the simplicity of jQuery Mobile for building cross-browser applications Learn how Sencha Touch's architecture, widgets, and blazing-fast rendering engine makes it a good choice for enterprise software Use PhoneGap to package your web app into a native iOS, Android, or Windows Phone application Discover the impact of various HTML5 features on mobile app development Pick up JavaScript productivity tips as you delve into its object orientation, closures, and coding conventions Test and debug your app with a collection of tips, tricks, and tools

In this book, world-renowned ASP.NET expert and member of the Microsoft ASP.NET team Stephen Walther shows experienced developers how to use Microsoft's new ASP.NET MVC Framework to build web applications that are more powerful, flexible, testable, manageable, scalable, and extensible. Writing for professional programmers, Walther explains the crucial concepts that make the Model-View-Controller

(MVC) development paradigm work so well and shows exactly how to apply them with the ASP.NET MVC Framework. From controllers and actions to views and models, Walther demonstrates how to apply each ASP.NET MVC Framework feature in real-world projects. In Part II, you'll walk step-by-step through building a full-fledged ASP.NET MVC blog application that implements capabilities ranging from data access to validation. Through this case study, you'll learn how to build ASP.NET MVC applications using test-driven development processes that enable rapid feedback, greater productivity, and better quality. Throughout, Walther presents extensive code examples, reflecting his unsurpassed experience as an ASP.NET instructor, a leading commercial developer, and now as a member of Microsoft's ASP.NET development team. Understand how to: Build enterprise-scale web applications far more rapidly and effectively Develop web applications that are easier to maintain and extend over time Gain unprecedented control over the appearance of your website or application Expose intuitive URLs that are friendlier to search engines and users alike Create ASP.NET MVC models that contain all your application's business, validation, and data access logic Make the most of HTML helpers, model binders, action filters, routing, and authentication Efficiently deploy your ASP.NET MVC applications Use the lightweight JQuery JavaScript library to easily find and manipulate HTML elements Create ASP.NET MVC applications using unit test and mock object framework

This book constitutes revised selected papers from the 13th International Conference on Web Information Systems and Technologies, WEBIST 2017, held in Porto, Portugal, in April 2017. The purpose of the WEBIST series of conferences is to bring together researchers, engineers and practitioners interested in technological advances and business applications of web-based information systems. The 12 full papers presented in this volume were carefully reviewed and selected from originally 77 paper submissions. They contribute to the understanding of relevant trends of current research on Web information systems and technologies, comprising unified interfaces, Progressive Web Apps (PWAs) as well as a mobile device taxonomy, XML and open data processing, the history of Web engineering, web development for end-users, access control, Web platform assessment, rule engines, and scientific blogging.

Leverage your existing web development

skills to learn the whole cycle of hybrid mobile app development. This edition is fully updated with the changes in Ionic 4, including Stencil, a new framework based on the web components standard. It explains Ionic and Firebase in detail, including how to create hybrid mobile apps using React and Vue, and run those apps in an internal browser using a wrapper created by Apache Cordova. Build Mobile Apps with Ionic 4 and Firebase shows you how to focus on developing front-end code, without needing to manage any back-end code or servers. You'll learn in the context of building a Hacker News client app, which can view top stories in Hacker News, view comments of a story, and add stories to favorites. Explore how Ionic 4 uses Angular as the JavaScript framework to easily develop apps using an interface similar to native apps, and how to access Firebase, a real-time database, in web apps using JavaScript. What You'll Learn Create content-based Ionic mobile apps Work with new Ionic 4 components like gesture, text, and keyboard controller Manage your apps with RxJS & Redux Who This Book Is For Front-end developers and mobile app developers

Optimize the performance of your mobile websites and webapps to the extreme. With this hands-on book, veteran mobile and web developer Maximiliano Firtman demonstrates which aspects of your site or app slow down the user's experience, and what you can do to achieve lightning-fast performance. There's much at stake: if you want to boost your app's conversion rate, then tackling performance issues is the best way to start. Learn tools and techniques for working with responsive web design, images, the network layer, and many other ingredients—plus the metrics to check your progress. Ideal for web developers and web designers with HTML, CSS, JavaScript, and HTTP experience, this is your guide to superior mobile web performance. You'll dive into: Emulators, simulators, and other tools for measuring performance Basic web performance concepts, including metrics, charts, and goals How to get real data from mobile browsers on your real networks APIs and specs for measuring, tracking and improving web performance Insights and tricks for optimizing the first view experience Ways to optimize post-loading experiences and future visits Responsive web design and its performance challenges Tips for extreme performance to achieve best conversion rates How to work with web views inside native apps