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This book includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Informatics, and Systems Sciences, and Engineering. It includes selected papers from the conference proceedings of the Ninth International Joint Conferences on Computer, Information, and Systems Sciences, and Engineering (CISSE 2013). Coverage includes topics in: Industrial Electronics, Technology & Automation, Telecommunications and Networking, Systems, Computing Sciences and Software Engineering, Engineering Education, Instructional Technology, Assessment, and E-learning. • Provides the latest in a series of books growing out of the International Joint Conferences on Computer, Information, and Systems Sciences, and Engineering; • Includes chapters in the most advanced areas of Computing, Informatics, Systems Sciences, and Engineering; • Accessible to a wide range of readership, including professors, researchers, practitioners and students.

Developing applications for Android and other mobile devices using web technologies is now well within reach. When the capabilities of HTML5 are combined with CSS3 and JavaScript, web application developers have an opportunity to develop compelling mobile applications using familiar tools. Not only is it possible to build mobile web apps that feel as good as native apps, but to also write an application once and have it run a variety of different devices. While the HTML5 specification is still evolving, there is a lot that can be used right now to build mobile web apps. Mobile web apps are now starting to provide many of the features that were once only available to native-language-based apps in Java, Objective-C, etc. Pro Android Web Apps teaches developers already familiar with web application development, how to code and structure a web app for use on the Android mobile platform. Understand both the why and how of mobile web app development, focusing on the Android platform. Learn how to structure mobile web apps through a number of practical, real-world application examples. Discover what cloud platforms such as Google AppEngine have to offer Android web apps, for both hosting web apps and providing device to cloud data synchronization solutions. Get a real picture of the status of HTML5 on Android and other mobile devices, including some things to watch out for when building your own applications. Understand the capabilities of the web application stack, and how to complement those with native bridging frameworks such as PhoneGap to access native features of the device. Gain an understanding of the different UI frameworks that are available for building mobile web apps. Learn how to include mapping and leverage location-based ser-

vices in mobile web apps to create engaging mobile experiences. Enable social integration with your Android web app and gain access to millions of potential users. After reading this book, you will not only have a greater understanding of the world of web apps on Android, but also how to leverage additional tools and frameworks to increase the reach of your mobile web apps. Additionally, through the practical samples in the book you will have been given solid exposure of where both the opportunities and challenges lie when building mobile apps the web way.

Beginning App Development with Parse and PhoneGap teaches you how to start app development with Parse and PhoneGap: free and open source software. Using the building block languages of the web--HTML, JavaScript, and CSS--you'll be on your way to creating a fully working product with minimal effort as fast as possible. With over 25 years' of combined experience, the authors make daunting tasks seem trivial. There is no book on the market that can take you from designer to developer faster. Using Facebook's Parse as backend service, and Adobe's PhoneGap (or Cordova) as a mobile development framework, building a highly customizable application is easier than you can imagine. A basic understanding of JavaScript, HTML, and CSS is not required, but it will help you pick up concepts faster. This book is geared toward a designer who wants to explore the world of application development. If you do not know anything about design, that's OK! We will walk you through step by step on how to build your first native iOS or Android app in the fastest and easiest way possible. Using free and open source software, this book will get you up and running quickly and efficiently--start using Parse and PhoneGap today with this key title.

Create HTML5, JQuery, and CSS3-based hybrid applications and deploy them on multiple mobile devices, including on Android, iOS and Windows Phone. This kind of application development has the edge over native application development. Beginning Hybrid Mobile Application Development shows you how you can convert existing web application into mobile applications with minimal effort. You'll see how hybrid applications can give many web applications a larger audience by making them available as mobile applications. What You Will Learn Understand the basics of hybrid application development Discover the platforms and frameworks used for hybrid application development Master hybrid application development using the available APIs Access data in hybrid application See the role of JSON versus XML in hybrid applications Secure your code Who This Books Is For Mobile and web application developers.

Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile

phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development. Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap. Zeroes in on topics such as developing applications for Android, iOS, Windows Phone 7, and BlackBerry Professional Mobile. Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle.

Build a powerful and practical jQuery-based framework in order to create mobile-optimized websites. About This Book Build websites with jQuery Mobile that work beautifully across a wide range of mobile devices. Become a competent jQuery Mobile developer and learn the building blocks of jQuery Mobile's component-driven design. This book covers key concepts but with a focus on providing the practical skills required. Who This Book Is For This book is for any web developer who is looking to create mobile-optimized websites. Basic knowledge of HTML is required. Minor familiarity with JavaScript would help but is not required. What You Will Learn Create mobile-optimized sites using simple HTML. Structure your sites so users can browse them on mobile devices. Find out how to work with multiple pages in the JQM framework and embed multiple pages in HTML files. Enhance simple pages using various toolbars. Include mobile-optimized forms for interactive sites. Convert desktop sites into mobile versions. Use HTML5's local storage feature in jQuery Mobile to include persistent client-side storage. Explore the rich sets of widgets and themes available and discover how to modify them for use in your jQuery Mobile site. In Detail jQuery Mobile is a HTML5-based touch-optimized web framework. jQuery Mobile can be used to build responsive cross-platform websites and apps for a wide range of smartphones, tablets, and desktop devices. The jQuery Mobile framework can be integrated with other mobile app frameworks such as PhoneGap, IBM Worklight, and more. Introduction to jQuery Mobile explains how to add the framework to your HTML pages to create rich, mobile-optimized web pages with minimal effort. You'll learn how to use jQuery Mobile's automatic enhancements and configure the framework for customized, powerful mobile-friendly websites. We then dig into forms, events, and styling. You'll see how jQuery Mobile automatically enhances content, and will find out how to use the JavaScript API to build complex sites. We'll introduce you to how jQuery Mobile can be themed as well looking into how JavaScript can be used for deep sets of customizations. The examples are ready to run and can be used to help kick-start your own site. Along the way, you will leverage all the concepts you learn to build three sample mobile applications. Style and approach Through a set of easy to follow instructions, we'll show you how to use jQuery Mobile's features one easy-to-use widget at a time. You'll see examples for each feature as well as screenshots to demonstrate what they should look like on a mobile device. You can then take these example files and modify them as you learn to experiment.

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."

In this book, leading authors in the field discuss developments of Ambient Assisted Living. The contributions have been chosen and invited at the 7th AAL congress, Berlin. It presents new technological developments which support the autonomy and independence of individuals with special needs. As the technological innovation raises also social issues, the book addresses micro and macro economical aspects of assistive systems and puts an additional emphasis on the ethical and legal discussion. The presentation is supported by real world examples and applications.

Mobile App Manual: The Blueprint is a starting point for building native mobile applications using web technologies. You'll learn about a process developed using tools like jQuery Mobile and PhoneGap Build, that will allow you to create mobile applications quickly and easily. You'll also learn how to leverage skills typically used to develop desktop websites to create modern hybrid mobile applications, so you can write your code once, and deploy your apps across a wide variety of devices and app stores.

PhoneGap is a standards-based, open-source development framework that can be deployed to any mobile device without losing the features of the native app—allowing for access to device contacts, the local file system, camera, and media on multiple platforms without requiring users to write a single line of code. Ideal for intermediate to advanced users, PhoneGap Build: Developing Cross Platform Mobile Applications in the Cloud offers the comprehensive coverage you need to harness the power of this dynamic tool. It provides complete coverage of the cloud computing platform and the theories behind cloud computing, using a series of engaging examples. The book explains the differences between existing mobile platforms, the different types of browsers they support, and the programming languages and integrated development environment required to develop apps for each of them. It then describes how PhoneGap makes the task of developing cross-platform mobile apps easier. This book will teach you how to use: HTML5, CSS3, and JavaScript to develop apps for devices across various mobile operating systems. PhoneGap Build to develop mobile apps in the cloud. PhoneGap with Sencha Touch and jQuery Mobile. Back end databases to store and retrieve information. The text starts with simpler applications and gradually moves toward describing advanced concepts and how to exploit different application programming interfaces and methods. By the time you finish the book, you will learn how to develop feature-rich mobile applications that can run on the cloud to support different platforms. Supplying authoritative guidance and proven best practices for designing cloud-based applications, the book is an ideal reference for cloud system developers, architects, and IT professionals. It is also suitable for use in instructional settings.

Web- und Mobile-Entwickler lernen in diesem Buch, wie sie mit HTML5, CSS und JavaScript sowie dem PhoneGap/Apache-Cordova-Framework native Apps für die wichtigsten mobilen Plattformen entwickeln (u.a. für iOS, Android und Windows Phone) können. Dabei schreiben Sie Ihre Anwendung nur ein einziges Mal und wandeln sie in native Apps um, die im jeweiligen App-Store

angeboten werden können. Anhand von Beispielen vollzieht der Leser die vorgestellten Inhalte praktisch nach und lernt fortgeschrittene Techniken wie Plugin-Entwicklung, Debugging und den Cloud-Service PhoneGap Build kennen.

Developers, here's what you need to migrate your skills to mobile If you're a devoted reader of Smashing Magazine, you know that all development roads now lead to mobile, so desktop-browser-based web developers need to get up to speed and soon. Start migrating your abilities to mobile with this terrific book. It first helps you make the switch to HTML5 and CSS3, before teaching you how to apply those skills to build websites that work across all mobile devices and mobile browsers. Topics include using wireframes and templates, understanding frameworks such as jQuery Mobile, getting up to speed on newer technologies such as Boilerplate, and more. Essential guide for web developers who want to build websites that work across all mobile devices and mobile browsers Explains the essential tools you'll need for web mobile, including HTML5, CSS3, and JQuery Mobile Brings you up to speed on newer tools such as Boilerplate Keeps your professional skills up to date with today's technology trends By the time you finish Smashing Mobile Web Development, you'll have built your own mobile website that incorporates geolocation, social media, and more.

Use PhoneGap to build cross-platform mobile applications quickly and efficiently About This Book Build native mobile phone applications with HTML5, JavaScript, and CSS Incorporate smartphone capabilities such as GPS, camera, accelerometer, and more into your apps for any mobile platform Use Cordova view to embed PhoneGap into native applications to either transit smoothly to PhoneGap or incorporate PhoneGap functionalities Who This Book Is For If you are a mobile application developer in iOS or Android, or a web application developer who wants to learn how to make cross-platform mobile applications using PhoneGap, this book is perfect for you. To make the most of this book, it will be helpful if you have prior knowledge of HTML5, CSS, and JavaScript. What You Will Learn Get to grips with the fundamentals of PhoneGap to get started Set up a development environment for Linux, Mac OS, and Windows Use Cordova CLI, workflows, and Plugman Plugin manager to create mobile applications efficiently Understand the development workflow to create native cross-platform mobile applications Embed plugin support to transition to PhoneGap or use it to enhance existing applications Improve your mobile development knowledge using object-oriented programming (OOP), reusable components, and AJAX closures Be empowered to build your own mobile apps quickly with ease Discover tips and tricks to make app development fun and easy In Detail PhoneGap is an open source framework that allows you to quickly build cross-platform mobile apps using HTML5, JavaScript, and CSS. PhoneGap Build is a cloud service that allows you to quickly develop and compile mobile applications without SDKs, compilers, and hardware. PhoneGap allows you to use its existing plugins or create new ones, as per your requirements, to enhance your mobile applications. Starting by installing PhoneGap, you'll develop an app that uses various device capabilities through different plugins and learn how to build an app in the cloud with PhoneGap's Build service. You'll discover how to use PhoneGap to create an application view, along with how to use a camera, geolocation, and other device capabilities to create engaging apps. Next, you'll augment applications with PhoneGap's plugins using minimalistic code. You'll explore the app preparation process to deploy your app to the app store. By the end of the book, you'll have also learned how to apply hybrid mobile UIs that will work across different platforms and different screen sizes for better user experience. Style and approach This is an example-based, fast-paced guide that

covers the fundamentals of creating cross-platform mobile applications with PhoneGap.

Technological advances in the field of IT lead to the creation of new programs intended to merge the advantages of desktop-based programs with the advantages of Web-based programs in order to increase user accessibility and provide effective computer performance. Frameworks, Methodologies, and Tools for Developing Rich Internet Applications presents current research and analysis on the use of JavaScript and software development to establish new programs intended for the Web. With an in-depth look at computer and Web programming, this publication emphasizes the benefits and dynamic qualities of these emerging technologies. This book is an essential reference source for academicians, researchers, students, practitioners, and professionals interested in understanding and applying the advances in the combined fields of Web engineering and desktop programming in order to increase computer users' visual experience and interactivity.

This book is for web developers who want to be productive in the mobile market quickly. In fact, by using PhoneGap, it's possible to deploy native applications based on web standards. This book assumes a very small knowledge of HTML/CSS/JavaScript and mobile platforms, such as Android, BlackBerry, iOS, and Windows Phone, and takes the reader step-by-step into a deep overview of PhoneGap and its APIs.

Build real-world hybrid mobile applications using the robust PhoneGap development platform About This Book • Get to grips with the usage of PhoneGap and its command-line interface • Learn to use numerous plugins to access several hardware capabilities • Step-by-step instructions on creating captivating mobile applications using popular frameworks Who This Book Is For If you are a developer who wants to get started with mobile application development using PhoneGap, then this book is for you. Previous experience with data mining libraries will help, but is not mandatory. A basic understanding of web technologies such as HTML, CSS, and JavaScript is a must. What You Will Learn • Set up a development environment to develop PhoneGap applications • Generate, build, and run applications using the PhoneGap command-line interface • Install plugins from the command line to add native capabilities to your application • Call the JavaScript API of plugins and hook into native events • Manipulate DOM using zepto and xuijs • Develop a user interface using jQuery Mobile and the Ionic framework • Get accustomed to using the PhoneGap Build service In Detail Developing mobile applications often feels intimidating. Especially when building cross-platform application. We have to learn a specific programming language to build an application for each platform. PhoneGap makes cross-platform mobile application development faster and easier by using web technologies such as HTML5, CSS, and JavaScript. This book gives you practical lessons on how to build a world class mobile application using PhoneGap. Whether you are a brand new to mobile application development, a web developer expert, or a seasoned mobile application developer, this book will guide you through creating hybrid mobile applications. Starting with setting up a development environment, the book moves on to utilizing a new PhoneGap command-line tool, installing plugins, and designing your application. It then moves on to concepts such as file system, storage, and local database, the book effectively lays a solid base for advanced topics. By working through the steps in each chapter, you will quickly master the features of PhoneGap. By the end of the book, you will be able to successfully build a highly functional, real-world hybrid mobile application using PhoneGap. Style and approach And easy-to-follow guide full of practical examples of real-world mobile application. Each topic is explained step by step with detailed explanations on each concept.

Take your PhoneGap experience to the next level and create engaging real-world applications

About This Book

- Create a useful PhoneGap workflow for larger projects in order to simplify and manage the development process
- Use third-party plugins, IndexedDB, and SQLite for PhoneGap to develop large-scale, data-driven, and highly accessible applications
- A pragmatic guide to construct top-notch large-scale applications using PhoneGap

Who This Book Is For

If you have created simple applications using PhoneGap in the past and now want to take your workflow and apps to the next level, this book will help you reach your goals. You should have a good working knowledge of HTML, CSS, and JavaScript, and prior experience with PhoneGap.

What You Will Learn

- Construct build workflows that simplify complex application development
- Integrate the next version of JavaScript to simplify your code
- Create accessible hybrid applications
- Persist and query data using third-party database plugins
- Create your own PhoneGap plugins for your unique use cases
- Create icons and splash screens suitable for submission to app stores
- Publish your app to the Google Play and Apple iTunes stores

In Detail

PhoneGap is a useful and flexible tool that enables you to create complex hybrid applications for mobile platforms. In addition to the core technology, there is a large and vibrant community that creates third-party plugins that can take your app to the next level. This book will guide you through the process of creating a complex data-driven hybrid mobile application using PhoneGap, web technologies, and third-party plugins. A good foundation is critical, so you will learn how to create a useful workflow to make development easier. From there, the next version of JavaScript (ES6) and the CSS pre-processor SASS are introduced as a way to simplify creating the look of the mobile application. Responsive design techniques are also covered, including the flexbox layout module. As many apps are data-driven, you'll build an application throughout the course of the book that relies upon IndexedDB and SQLite. You'll also download additional content and address how to handle in-app purchases. Furthermore, you'll build your own customized plugins for your particular use case. When the app is complete, the book will guide you through the steps necessary to submit your app to the Google Play and Apple iTunes stores.

Style and approach

This book is a step-by-step guide, in which the concepts covered are explained with the help of hands-on examples

With *Beginning Android Web Apps Development*, you'll learn how to apply HTML5, CSS3, JavaScript, Ajax and other Web standards for use on the Android mobile platform, by building a variety of fun and visually stimulating games and other web applications! If you've done some basic web development, and you want to build your skills to create exceptional web apps, you'll find everything you seek in the discussions and examples in this book. Each application you'll build in *Beginning Android Web Application Development* will show you solutions that you can apply to many of your own projects. Each example shares techniques and coding solutions that will inspire your own work. You'll learn how to tie your Android apps into Twitter through two apps that you'll build: *Who's that Tweet?!*, a quiz game based on celebrity accounts, and *I Love Ham*, a coding investigation into search phrases and rhyming. Your Android web app development skills will then proceed in another direction, as you discover the power of HTML5 in two game apps: *Scavenger Hunt*, which introduces you to the HTML5 GPS location API, and *Spies!*, a location-based application that shows you how to use CSS3, Ajax, and HTML5 within multi-player environments. You'll also create an Android web application which checks the arrival time of buses and light-rails through the use of Portland, Oregon's open Tri-Met data API! This app is a great template for other apps you may want to build in the future, and showcases the important techniques for incorporating cloud-based apps into web games. After reading *Beginning An-*

droid Web Apps Development, you will have built real apps and developed along the way the skills you'll need to create highly interactive, professional web applications... and, your journey will be engaging and enjoyable!

Beginning App Development with Parse and PhoneGap teaches you how to start app development with Parse and Phonegap: free and open source software. Using the building block languages of the web--HTML, JavaScript, and CSS--you'll be on your way to creating a fully working product with minimal effort as fast as possible. With over 25 years' of combined experience, the authors make daunting tasks seem trivial. There is no book on the market that can take you from designer to developer faster. Using Facebook's Parse as backend service, and Adobe's PhoneGap (or Cordova) as a mobile development framework, building a highly customizable application is easier than you can imagine. A basic understanding of JavaScript, HTML, and CSS is not required, but it will help you pick up concepts faster. This book is geared toward a designer who wants to explore the world of application development. If you do not know anything about design, that's OK! We will walk you through step by step on how to build your first native iOS or Android app in the fastest and easiest way possible. Using free and open source software, this book will get you up and running quickly and efficiently--start using Parse and PhoneGap today with this key title.

This book disseminates the current trends among innovative and high-quality research regarding the implementation of conceptual frameworks, strategies, techniques, methodologies, informatics platforms and models for developing advanced industrial tools and techniques and their application in different fields. It presents a collection of theoretical, real-world and original research works in the field of applied industrial tools and techniques. The text goes beyond the state-of-the-art in the field of industrial and software engineering, listing successful applications and use cases of studies of new approaches, applications, methods, techniques for developing advanced industrial tools, methodologies and techniques and their application in different fields. The topics covered in this book are of interest to academics, researchers, students, stakeholders and consultants.

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 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 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.

Use PhoneGap to apply web development skills and learn variety of cross-platform mobile applications. About This Book Utilize the robust features of the mobile hybrid approach to develop, test, and publish mobile applications using the PhoneGap framework. Use your web skills for hybrid mobile application development.

and deliver to many mobile platforms without rewriting the code. Develop a set of ready-to-use mobile applications with this practical, comprehensive, step-by-step guide. Who This Book Is For If you are a web developer with some experience in development of single page applications and want to enter the world of mobile applications, then this technology and book is ideal for you. Since PhoneGap maintains an incredibly easy-to-use plugin interface, no previous experience in native languages development (such as Objective-C or Java) is required. What You Will Learn Set up plugins to access the camera and filesystem to capture media Build a custom RESTful service and integrate it with a PhoneGap application Integrate a HTML5 Canvas element to create mobile games Build scalable applications using a modern mobile web framework Interact with RESTful services from a mobile application Build an audio/video chat facility using PhoneGap and WebRTC technologies Develop a PhoneGap plugin with native interfaces for iOS and Android In Detail PhoneGap is a free and open source framework that allows you to create mobile apps using standardized web APIs for the platforms you care about. It is one of the first and fastest spreading tools to develop hybrid applications using CSS, JavaScript, and HTML, without losing the advantages of native applications. If you are already a web developer, this book will provide you with the skills you need to create, customize, test, and deploy hybrid mobile applications. Starting from the beginning, this book will cover how to set up your PhoneGap development environment, add mobile web frameworks and plugins, design and customize the application layout, and utilize the embedded features of the PhoneGap framework. By working through the steps in each chapter, you will quickly master a variety of mobile applications with totally different approaches. You will then learn how to develop a PhoneGap plugin with native interfaces for iOS and Android, as well as common approaches to test PhoneGap applications. With ample screenshots that show you how to build a phenomenal application, PhoneGap by Example will ensure your success with this cutting-edge mobile development framework for hybrid applications. Style and approach An easy-to-follow guide packed with hands-on examples of real-world mobile applications. Each topic is explained sequentially in the process of creating a hybrid mobile application, and detailed explanations of the basic and advanced features of PhoneGap are included.

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 retailers. 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.

Given the increase in usage of mobile devices, mobile app development is in huge demand. This book provides you with the skills you need to successfully create, develop, debug, and deploy a cross-platform mobile application with PhoneGap 5. The book

starts with the basics of PhoneGap, covering setting up your development environment, creating a simple project, and debugging and deploying it to your mobile devices. By sequentially working through the sections in each chapter, you will quickly get to know about the available features of various mobile frameworks and the various PhoneGap plugins you can utilize to create your apps. You will then learn how to build a hybrid application using PhoneGap. Finally, by the end of the book, you will be able to implement the most common features of modern mobile apps and build rich, native-style applications.

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.

PhoneGap is Adobe's distribution of the free and open source framework (originally developed by Nitobi) that is now also available from the Apache Foundation as Apache Cordova™. Using PhoneGap, developers can build native mobile apps using standard HTML5, JavaScript, and CSS, and then deploy those apps to every leading mobile platform with little or no recoding. Up to now, though, PhoneGap was lacking complete, practical documentation. PhoneGap Essentials fills that void: It's the first concise, yet complete, tutorial for succeeding with PhoneGap in real-world development. Experienced mobile developer John M. Wargo thoroughly introduces the PhoneGap platform, explaining what it is, what it does, and how it works. He then guides you through configuring PhoneGap environments—creating complete mobile apps—and building them for the Google Android™, Samsung bada, BlackBerry® devices, Apple® iOS, Symbian™ OS, and Windows® Phone. Through realistic examples, you'll master key PhoneGap APIs for everything from GPS to the file system, contacts to camera, device to events, and more. Wargo also demonstrates how to take full advantage of PhoneGap Build, PhoneGap's cloud-based packaging utility. Coverage includes The anatomy of a PhoneGap application (what makes an application a PhoneGap application) Understanding the impact of cross-platform development issues Exploring the entire PhoneGap development process, including testing and debugging Expanding PhoneGap's capabilities with third-party development tools and plug-ins Building cross-platform apps that use the device camera, compass, accelerometer, and other hardware Reading from and writing to the contacts database and the device file system Installing tools needed to develop PhoneGap apps for Android, bada, BlackBerry, iOS, Symbian, and Windows Phone Reacting to events and notifying users Using the Media API to record and play media files Building for multiple platforms simultaneously using PhoneGap Build About the Website Downloadable code projects, additional information, and errata are available at phonegapessentials.com.

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

Provides information on building native mobile applications using PhoneGap.

Gain hands-on experience with the amazing PhoneGap library, using the practical recipes in this handy guide. With these solutions, you can enable your mobile web apps to interact with device-specific features such as the accelerometer, GPS, camera, and address book. Learn how to use your knowledge of HTML, CSS, and JavaScript to build full mobile apps for iOS, Android, and several other platforms without rewriting apps in the native platform language. Each recipe includes sample code you can use in your project right away, as well as a discussion of why the solution works. Add functionality that's available only on a certain device or platform Retrieve the device's current GPS location and place a marker on a map Create and save a new contact or edit an existing contact in the address book Take pictures with the camera or select one of the user's existing photos Upload a file from the local device to an external server Allow the device to record audio or video through your app Enable your application to save files locally

This is a step-by-step guide written in an informal, friendly style, for beginners to learn building cross-platform mobile applications with PhoneGap. You will find plenty of fully explained code and ample screenshots in the book to ease and speed up your understanding. This book is for developers, ideally with web development experience, who are interested in developing for the emerging mobile market, but do not want to learn a new SDK for every phone on the shelf. Readers should be comfortable with JavaScript, HTML, and CSS, and interested in learning the new advances in those technologies that allow for rich, native-style experiences.

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

This guide is invaluable to those just starting out with GIS development but will also benefit GIS professionals wishing to expand

their development skills to include mobile apps.

The vibrant and rich Android development platform, created by Google and the Open Handset Alliance, continues to be a platform in its truest sense, encompassing hundreds of classes beyond the traditional Java classes and open source components that ship with the software development kit. Android's continued growth includes support for Flash and Flash gaming apps, Wi-Fi tethering, improved performance, WebM or WebMedia integration for HTML5-based video and other multimedia APIs, Chrome OS (WebOS) integration, and more. With Beginning Android 3, you'll learn how to develop applications for Android 3 mobile devices using simple examples that are ready to run with your copy of the software development kit. Author, Android columnist, developer, and community advocate Mark L. Murphy will show you what you need to know to get started programming Android applications, including how to craft graphical user interfaces, use GPS, multi-touch, multi-tasking, and access web services.

PhoneGap is a growing and leading open-source mobile web apps development framework that lets developers build JavaScript and HTML5-based web applications with native wrappers for more than six mobile platforms, including iOS, Android, and BlackBerry. This framework lets you build HTML- and JavaScript-based apps and still take advantage of native mobile device capabilities like camera, localStorage, geolocation, storage and much more, irrespective of the mobile platform you target. It also lets you use more specialized JavaScript frameworks like jQuery Mobile and more. Beginning PhoneGap is a definitive, one-of-a-kind book that teaches the fundamentals and strategies behind cross-platform mobile application development. Instead of learning languages like Objective-C, focus on building apps from day one for Android, iOS, BlackBerry, WebOS and Symbian—without the complexities of these platforms. This book shows how to build apps which makes use of Google Local Search to create a Restaurant finder apps (which uses Maps to layout locations and uses internal database to store your favorite restaurants. Furthermore, you'll learn how to extend PhoneGap's functionality by using PhoneGap plugins to write apps like Dropbox (syncing files in the background outside HTML/JavaScript code and in native code). By the time you finish Beginning PhoneGap, you'll know PhoneGap inside and out, and, consequently, be able to develop mobile web apps faster and more efficiently than ever before. Make more money in less time!

Do you want to develop mobile apps with Java—and have them work on a variety of devices powered by iOS and Android? You've come to the right place. This project-driven book shows you how to build portable apps with two amazing open source frameworks, Google Web Tools (GWT) and PhoneGap. With these tools, you'll use learn how to write Java code that compiles into cross-platform Javascript and HTML, and discover how to take advantage of features in several popular devices, such as the camera, accelerometer, and GPS. Get started with GWT by building an example Twitter search app Build a example web app and adapt it for mobile with CSS Add touch centric controls with the GWT Mobile UI library Develop a working wine journal app that tracks a user's GPS location Use techniques to make a mobile version of your web or desktop app Work with HTML5 Canvas to build a mobile video game Package your apps for iOS, webOS, and Android with PhoneGap

If you want to build your organization's next web application with HTML5, this practical book will help you sort through the various frameworks, libraries, and development options that populate this stack. You'll learn several of these approaches hands-on by writing multiple versions of a sample web app throughout the book, so you can determine the right strategy for your enterprise.

What's the best way to reach both mobile and desktop users? How about modularization, security, and test-driven development? With lots of working code samples, this book will help web application developers and software architects navigate the growing number of HTML5 and JavaScript choices available. The book's sample apps are available at <http://savesickchild.org>. Mock up the book's working app with HTML, JavaScript, and CSS Rebuild the sample app, first with jQuery and then Ext JS Work with different build tools, code generators, and package managers Build a modularized version of the app with RequireJS Apply test-driven development with the Jasmine framework Use WebSocket to build an online auction for the app Adapt the app for both PCs and mobile with responsive web design Create mobile versions with jQuery Mobile, Sencha Touch, and PhoneGap

This two-volume set LNCS 10915 and 10916 constitutes the refereed proceedings of the 12th International Conference on Augmented Cognition, AC 2018, held as part of the 20th International Conference on Human-Computer Interaction, HCII 2018, in Las Vegas, NV, USA in July 2018. The 1171 papers presented at HCII 2018 conferences were carefully reviewed and selected from 4346 submissions. The papers cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of applications areas. The papers in this volume are organized in the following topical sections: con-

text aware adaption strategies in augmented cognition, brain sensors and measures for operational environments, artificial intelligence and machine learning in augmented cognition, augmented cognition in virtual and mixed reality.

Learn how to build apps for mobile devices on Cloud platforms The marketplace for apps is ever expanding, increasing the potential to make money. With this guide, you'll learn how to build cross-platform applications for mobile devices that are supported by the power of Cloud-based services such as Amazon Web Services. An introduction to Cloud-based applications explains how to use HTML5 to create cross-platform mobile apps and then use Cloud services to enhance those apps. You'll learn how to build your first app with HTML5 and set it up in the Cloud, while also discovering how to use jQuery to your advantage. Highlights the skills and knowledge you need to create successful apps for mobile devices with HTML5 Takes you through the steps for building web applications for the iPhone and Android Details how to enhance your app through faster launching, touch vs. click, storage capabilities, and a cache Looks at how best to use JSON, FourSquare, jQuery, AJAX, and more Shares tips for creating hybrid apps that run natively If you're interested in having your application be one of the 200,000+ apps featured in the iPhone store or the 50,000+ in the Android store, then you need this book.