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Explore key scenarios required for building quality Ionic apps quickly and easily and bring them to the iOS and Android mobile ecosystem. Learn Ionic 2 explains various techniques to quickly integrate third-party back end systems. With this short guide, you'll benefit from practical examples of implementing authentication and authorization, connecting to social media, integrating with payment gateway, and analytics integration. This book presents solutions to the challenges faced during the development process of these tasks. Validation is essential to the survival and eventual success of any startup. You validate your business idea by placing a product in the hands of your customers and getting them to interact with it. The Ionic framework makes this possible. What You'll Learn: Master end-to-end hybrid application development Create user management modules including signup, login, and forgotten passwords Use analytics to evaluate an application using Ionic Framework Who This Book Is For: Tech entrepreneurs and businessmen with ideas

Get a practical introduction to React Native, the JavaScript framework for writing and deploying fully featured mobile apps that render natively. The second edition of this hands-on guide shows you how to build applications that target iOS, Android, and other mobile platforms instead of browsers—apps that can access platform features such as the camera, user location, and local storage. Through code examples and step-by-step instructions, web developers and frontend engineers familiar with React will learn how to build and style interfaces, use mobile components, and debug and deploy apps. You'll learn how to extend React Native using third-party libraries or your own Java and Objective-C libraries. Un-

derstand how React Native works under the hood with native UI components Examine how React Native's mobile-based components compare to basic HTML elements Create and style your own React Native components and applications Take advantage of platform-specific APIs, as well as modules from the framework's community Incorporate platform-specific components into cross-platform apps Learn common pitfalls of React Native development, and tools for dealing with them Combine a large application's many screens into a cohesive UX Handle state management in a large app with the Redux library

framework Framework for the World. The geographical framework for the world is so fundamental it affects the lives of everyone on earth. On top of this 'template' virtually all other kinds of information are collected and displayed, ranging from population and socio-economic statistics, through environmental data of all kinds to asset registers such as the location of underground pipes and cables. For many years, the framework comprised simple topographic paper maps. Increasingly it is formed by topographic digital databases, from which maps and other products can be 'spun off'. These maps and databases have been created by a branch of national government, the National Mapping Organizations. At present, however, there are large variations in the content, quality and currency of the mapping and many countries have not yet converted all their maps into digital format. The world of NMOs is in turmoil, beset by rapid changes in technology, higher expectations from users of information and radical changes in the ways in which governments operate. This book describes how different approaches are being taken in policy and practical terms in different countries to face these common challenges. It also describes how global - as compared to purely national - needs are emerging for

GI and how this demand is being met. The mutation of some national mapping organisations into geographical information utilities and the growth of national geographical information systems are outlined. Framework for the World is developed in 21 chapters written by senior managers involved with the framework from many different countries and drawn from both civilian and military organizations, from the United Nations and from the users of geographical frameworks. For the World

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 MobileFirst 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.

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 An-

droid, 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

With this book, you will learn hybrid mobile application development using Ionic. This book uses Cordova 5.0.0, Ionic CLI 1.5.0, and Ionic 1.0.0 to explain the concepts and build apps. To begin with, the book helps you understand where Ionic fits in today's world. Then, you will dive deep into Ionic CSS components and Ionic-AngularJS directives and services. You will also examine theming Ionic apps using the built-in SCSS setup. Next, you will learn to build an Ionic client for a secure REST API, where you will implement user authentication and token-based development. Cordova and ngCordova will be explored, and you will learn how you can integrate device-specific features such as a camera and Geolocation with an Ionic app. We will wrap up the book by building a messaging app, which deals with talking to Firebase (a real-time data store), as well as device features. By the end of this book, you will be able to develop a hybrid mobile application from start to finish, and generate device-specific installers.

Build fast, reliable web applications using the latest web development technologies. This book provides step-by-step learning through the process of transforming a "traditional" web app into a high-performing progressive web app, leveraging principles and lessons taught throughout the book. You will learn to improve the performance, reliability, reach, and user engagement of mobile web applications through the use of specific, practical examples. Because most non-trivial web applications developed today use JavaScript frameworks, you will learn about the most popular frame-

works offering a PWA right out of the box, including React, Preact, Vue.js, Angular, and Ionic. You also will learn which tools to enlist to measure your application's performance, such as Google's Lighthouse. Beginning Progressive Web App Development includes best practices to make your app work even when an end user has a poor or no Internet connection, and to send notifications and reminders with the Notification and Push APIs to keep your users engaged. You will come away with an understanding of the technologies—application shells, server push technology, and caching—that will allow you to rapidly deliver content to your users. As important as it is to provide mobile users with a great experience, the principles of PWAs are not limited to smartphones. Most of what you will learn in this book is directly applicable to web applications on all screen sizes. What You'll Learn Achieve nearly instant loading times Implement service workers to make your app load faster and work while users are offline Keep users engaged with web notifications Measure the performance and reach of your web applications Transform your existing web app into a progressive web app Create a progressive web app from scratch Understand what building a truly fast web app entails with Google's PRPL pattern Who This Book Is For Web developers with prior JavaScript experience

Do you want to create applications that can run on iPhones and Androids? Then you have come to the right place! The Ionic Framework supports a variety of mobile platforms. Throughout this series, I will cover the important aspects of development with Ionic, Angular, and TypeScript, going from no code all the way to the Apple App and Google Play Stores. This volume will cover the absolute basics: I will show you how to build a simple Ionic application. I will cover the application structure, explaining how an Ionic application is laid out. Next I will introduce some of Ionic's more useful UI components and create a basic side-menu for the demo application. Unlike many books that spend a lot of time on background, this one is designed to be fast paced, with a minimum of fuss and fluff. It is all hands-on. By the time you complete the series, you should have the confidence you need to create and deploy your own mobile app for iOS or Android. It will be a fast ride, so hang on. # Book Contents-Getting Started-Gentle Introduction to Angular-Your First Ionic App-Guided Tour of the Ionic-Angular Code-Customize the Code-A10Dance - The Demo App-Creating the New Project-Modifying the Home Page-Custom Students Ser-

vice-Adding the Roster Page-Implementing a Student Roster-Adding Functionality to the Student Roster-User Confirmation and Notification-Basic Navigation Menu-Where to Go from Here?-Apply What You Have Learned-Appendix - Installing the Tools# Series Road Map This is the first in what I plan to be a series of books on developing applications with Ionic and Angular. Book 1: Building a Mobile Application UI This book is all about building a user interface for a mobile application from scratch. It contains everything you need to go from nothing to a fully functional mobile app UI with Ionic Framework and Angular. Many of Ionic's basic UI components will be showcased: -Ion-card-Ion-item-Ion-button-Ion-icon-Ion-menu-Ion-alert-Ion-option-sliding-Ion-action-sheet-And More Book 2: Dealing with Data Once the basic user interface is complete, it is time to work with data. How will the application accept, validate, and store user-provided input? This book will answer those questions. When the application functionality is completed, it still needs to be available to its potential users. The final section of this book will be a discussion around various hosting options. You will deploy the application as a Progressive Web Application, which can then be installed on any modern mobile device.- Book 3: Devices and Deployment Sometimes, you need true hardware integration and installation. In this book, you will work with Capacitor, Ionic's solution for interfacing with the mobile hardware. The book will conclude by explaining and demonstrating how to prepare, build, and deploy the finished application to both the Apple and Google Play Stores. Sign up at <https://walkingriver.com> to receive advanced notice and occasional rough-draft content of new books in this series.

Over 35 exciting recipes to spice up your application development with Ionic About This Book Learn how to utilize the robust features of Ionic CLI and its framework to create, develop, and build your mobile app Explore new integrations with various Backend-as-a-Services, along with AngularJS modules, for creative solutions Use out-of-the-box Ionic functionalities, customize existing components, and add new components with this comprehensive, step-by-step guide Who This Book Is For If you are a front-end developer and want to take advantage of your existing mobile application development skills to develop cross-platform mobile apps, this book is for you. You will build up your Ionic knowledge with in-depth recipes on Angular.js, Cordova, and Sass. What You Will Learn Authenticate users using an e-mail password, Twitter, Face-

book, Google+, and LinkedIn Retrieve data and store it using Firebase Access native device functionalities such as a camera, contact list, e-mail, and maps using ngCordova Work with localStorage and SQLite for persistent data access on the client side Communicate to and from your app using push notifications or SMS Leverage AngularJS events and Ionic-specific events to communicate across pages, controllers, and directives Customize the color and theme of your Ionic app Create new custom directives as components Compile your app for iOS, Android, and Windows Phone In Detail The world of mobile development is extremely fragmented with many platforms, frameworks, and technologies available. Ionic is intended to fill that gap, by enabling developers to build apps that have a native feel to them, using web technologies such as HTML, CSS, and AngularJS. Ionic makes it easy for front-end developers to become app developers. The framework provides superior performance with deep Cordova integration and a comprehensive set of tools for prototyping, backend support, and deployment. Ionic Cookbook takes you through the process of developing a cross-platform mobile app using just HTML5 and the JavaScript-based Ionic. You will start with an introduction to the CLI and then move on to building and running an app. You will explore common features of real-world mobile apps such as authenticating a user, and getting and saving data using either Firebase or Local Storage. Next, the book covers how Ionic integrates with Cordova to support native device features using ngCordova, and you will discover how to take advantage of existing modules around its ecosystem. You will also delve into advanced topics, including how to extend Ionic to create new components. Finally, the book will walk you through customizing the Ionic theme and building the app so that it can be deployed to all platforms. Style and approach This book follows a recipe-based approach to cross-platform mobile app development, where each task is explained in a conversational and easy-to-follow style. Every topic explains individual features or components of Ionic, and provides extra details for readers to come up with custom solutions based on real-world applications.

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 ac-

celerometer, 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 mobile 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 Forget the App Stores! They are too expensive: While Google only charges a one-time \$25 fee to join, Apple charges \$99/year just for the privilege of hosting your apps there. And even if you are willing to pay, those companies still have veto power over the content of your application. It's time to say no. As a software developer, you want your apps to reach as many people as possible, right? Which platform should you target to reach the most users possible? How about all of them? Progressive Web Apps, or PWAs,

let you do just that... and without paying a Google or Apple to be in their stores. In this book, I'll show you how to take an Angular application and deploy it to the web as a Progressive Web Application. This will make it easy for you to target the web, iOS, and Android, all at the same time, without ever asking Google or Apple for permission. By the end of this book, you should have all the knowledge and confidence you need to deploy your own PWA that all your potential users can enjoy.

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

Get up and running with developing effective Hybrid Mobile Apps with Ionic About This Book • Develop engaging mobile experiences with a native-looking UI in Ionic and AngularJS • Build mobile applications with a native UI and interactions with device APIs using popular web technologies such as HTML, CSS, and JavaScript • Create an e-commerce mobile app using tutorials and code samples Who This Book Is For This book is ideal for any web developer who wants to enter into the world of mobile app development but has no clue where to start. Ionic is an ideal starting point and provides a smooth learning curve to help you build hybrid apps using web technologies and to develop native apps for iOS and Android, you do not need to know multiple languages. This book will also be useful for Hybrid App developers who have not found the perfect framework to ensure users get a rich experience from your

apps. What You Will Learn • Get to know about Hybrid Apps and AngularJS • Set up a development environment to build Hybrid Apps • Navigate around the components and routing in Ionic • Use different Ionic directives for a mobile-specific experience • Integrate an Ionic App with backend web services • Work with plugins to include native functionality in your hybrid apps • Test your apps on real devices • Build an e-commerce app for iOS and Android from scratch In Detail Hybrid Apps are a promising choice in mobile app development to achieve cost effectiveness and rapid development. However, they were not preferred over native apps until a few years back due to a poor performance and bad user experience, but everything has changed with the release of Ionic. It has evolved as the most popular choice for Hybrid Mobile App development as it tends to match the native experience and provides robust components/tools to build apps. Getting Started with Ionic equips any web developer with the basic knowledge needed to use modern web technologies to build amazing hybrid mobile apps using Ionic. This fast-paced, practical book explains all the important concepts of AngularJS and Cordova Framework required to develop apps, then gives you a brief introduction to hybrid mobile applications. It will guide you through setting up the environment to develop mobile apps, and through the multiple options and features available in Ionic so you can use them in your mobile apps. Features such as the Side Menu, Tabs, Touch Interactions, and native features such as Bar Code, Camera, and Geolocations are all covered.. Finally, we'll show you how to use Cordova plugins and publish your apps. Style and approach Getting started with Ionic is a compact, easy-to-follow guide to developing hybrid mobile apps using Ionic with real world examples of building an e-commerce app.

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

Learn How to Get Your App on the App Store! These days, it seems that everyone wants to build mobile apps. Even web developers. The trouble is, there are too many technologies involved. And the process is really involved and somewhat convoluted. If you are a web developer and want to build mobile apps, but you do not want to take the time to learn multiple technologies, then this book is for you. These days, you don't have to ignore standard Web technology such as HTML, JavaScript, and TypeScript. I will show you not only how easy it is to build your own app, but also how fun it can be. You will see how you can quickly take your existing Web application and deploy it to the Apple App Store and make it available to millions of iOS devices. Did you know that almost a third of all apps in the Apple App Store are built with Web technologies? How amazing is that? Now it is your turn. Get your favorite Web app ready and join me on this fast-paced journey to enter the world of mobile application development. I do not want to waste your time! This book is about one thing and one thing only. Getting your web application onto the Apple App Store, where it will then be available to the tens of millions of iOS users all over the world. In this book, I will show you how to get a web application prepared and deployed to the Apple App Store. How are you going to do that? With Capacitor from Ionic. Capacitor is a newer technology that will allow you to wrap an existing web application into an Xcode project and then deploy it to the Apple App Store. This book will cover the basics you need to take one of your own web apps (or you can use one of mine if you prefer). When you are finished, you should be able to replicate the process with every web app you want to put in the hands of iOS owners everywhere.

Get up and running with developing effective Hybrid Mobile Apps with Ionic About This Book Develop engaging mobile experiences

with a native-looking UI in Ionic and AngularJS Build mobile applications with a native UI and interactions with device APIs using popular web technologies such as HTML, CSS, and JavaScript Create an e-commerce mobile app using tutorials and code samples Who This Book Is For This book is ideal for any web developer who wants to enter into the world of mobile app development but has no clue where to start. Ionic is an ideal starting point and provides a smooth learning curve to help you build hybrid apps using web technologies and to develop native apps for iOS and Android, you do not need to know multiple languages. This book will also be useful for Hybrid App developers who have not found the perfect framework to ensure users get a rich experience from your apps. What You Will Learn Get to know about Hybrid Apps and AngularJS Set up a development environment to build Hybrid Apps Navigate around the components and routing in Ionic Use different Ionic directives for a mobile-specific experience Integrate an Ionic App with backend web services Work with plugins to include native functionality in your hybrid apps Test your apps on real devices Build an e-commerce app for iOS and Android from scratch In Detail Hybrid Apps are a promising choice in mobile app development to achieve cost effectiveness and rapid development. However, they were not preferred over native apps until few years back due to a poor performance and bad user experience, but everything has changed with the release of Ionic. It has evolved as the most popular choice for Hybrid Mobile App development as it tends to match the native experience and provides robust components/tools to build apps. Getting Started with Ionic equips any web developer with the basic knowledge needed to use modern web technologies to build amazing hybrid mobile apps using Ionic. This fast-paced, practical book explains all the important concepts of AngularJS and Cordova Framework required to develop apps, then gives you a brief introduction to hybrid mobile applications. It will guide you through setting up the environment to develop mobile apps, and through the multiple options and features available in Ionic so you can use them in your mobile apps. Features such as the Side Menu, Tabs, Touch Interactions, and native features such as Bar Code, Camera, and Geolocations are all covered.. Finally, we'll show you how to use Cordova plugins and publish your apps. Style and approach Getting started with Ionic is a compact, easy-to-follow guide to developing hybrid mobile apps using Ionic with real world examples of building an e-

commerce app.

While there is a lot of appreciation for backend and distributed systems challenges, there tends to be less empathy for why mobile development is hard when done at scale. This book collects challenges engineers face when building iOS and Android apps at scale, and common ways to tackle these. By scale, we mean having numbers of users in the millions and being built by large engineering teams. For mobile engineers, this book is a blueprint for modern app engineering approaches. For non-mobile engineers and managers, it is a resource with which to build empathy and appreciation for the complexity of world-class mobile engineering. The book covers iOS and Android mobile app challenges on these dimensions: Challenges due to the unique nature of mobile applications compared to the web, and to the backend. App complexity challenges. How do you deal with increasingly complicated navigation patterns? What about non-deterministic event combinations? How do you localize across several languages, and how do you scale your automated and manual tests? Challenges due to large engineering teams. The larger the mobile team, the more challenging it becomes to ensure a consistent architecture. If your company builds multiple apps, how do you balance not rewriting everything from scratch while moving at a fast pace, over waiting on "centralized" teams? Cross-platform approaches. The tooling to build mobile apps keeps changing. New languages, frameworks, and approaches that all promise to address the pain points of mobile engineering keep appearing. But which approach should you choose? Flutter, React Native, Cordova? Native apps? Reuse business logic written in Kotlin, C#, C++ or other languages? What engineering approaches do "world-class" mobile engineering teams choose in non-functional aspects like code quality, compliance, privacy, compliance, or with experimentation, performance, or app size?

Looking to build cross platform mobile applications? This hands-on guide provides a basic introduction and overview to the Ionic Framework, including some new services on the platform. You'll learn a balanced approach to the mix of technologies—such as AngularJS, SASS, and Apache Cordova—that the Ionic Framework leverages. Through the course of this book, you'll be able to complete several production ready applications. It's ideal for beginning, intermediate, and advanced web developers.

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 developers 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

An end-to-end journey, empowering you to build real-time, scalable, and interactive mobile applications with the Ionic framework About This Book Develop engaging mobile experiences with a native-looking UI in Ionic and AngularJS. Use out-of-the-box Ionic functionalities, customize existing components, and add new components with this comprehensive course. Learn Ionic by creating three complete mobile applications Who This Book Is For If you are a web developer who wants to build hybrid mobile app devel-

opment using the Ionic framework, then this comprehensive course is best-suited for you. What You Will Learn Get to know about Hybrid Apps and AngularJS Set up a development environment to build Hybrid Apps Navigate around components and routing in Ionic Authenticate users using an e-mail password, Twitter, Facebook, Google+, and LinkedIn Retrieve data and store it using Firebase Access native device functionalities such as the camera, contact list, e-mail, and maps using NG-Cordova Integrate PhoneGap plugins with NG-Cordova Test your apps to improve and optimize performance In Detail Hybrid Apps are a promising choice in mobile app development to achieve cost-effectiveness and rapid development. Ionic has evolved as the most popular choice for Hybrid Mobile App development as it tends to match the native experience and provides robust components/tools to build apps. The Ionic Complete Developers course takes you on an end-to-end journey, empowering you to build real-time, scalable, and interactive mobile applications with the Ionic framework. Starting with an introduction to the Ionic framework to get you up and running, you will gradually move on to setting up the environment, and work through the multiple options and features available in Ionic to build amazing hybrid mobile apps. You will learn how to use Cordova plugins to include native functionality in your hybrid apps. You will work through three complete projects and build a basic to-do list app, a London tourist app, and 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 be able to deliver high-performance mobile apps that look awesome. You will then hone your skills with recipes for cross-platform development. Integrating Ionic with Cordova will bring you native device features, and you will learn about the best modules from its ecosystem. Creating components and customizing the theme will allow you to extend Ionic. You'll see how to build your app to deploy to all platforms to make you a confident start-to-finish mobile developer. 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: Getting Started with Ionic - by Rahat Khanna Ionic by Example - by Sani Yusuf Ionic Cookbook - by Hoc Phan Style and approach This course shows you how to get up and running with the Ionic framework. It does-

n't just give you instructions, expecting you to follow them. Instead, with a hands-on approach, it demonstrates what Ionic is capable of through a series of practical projects that you can build yourself.

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 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 ap-

plication 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.

This book focuses on the popular frontend web framework Vue's latest version, Vue 3.0. You'll explore the Vue ecosystem, discover how you can use it to achieve impressive results in a short space of time, and learn essential Vue 3 concepts by building real-world applications.

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

Build real-time, scalable, and interactive mobile apps with the Ionic framework About This Book- Create amazing, cross-platform hybrid native apps using a projects-based approach- Discover ways to make the best use of the latest features in Ionic to build on a wide array of applications- This is the right learning curve for you if you want to take the leap from an intermediate-level to a pro front-end developer with Ionic Who This Book Is For This book is for intermediate-level Ionic developers who have some experience in working with Ionic, but don't yet have a complete idea how powerful Ionic can be to create real-time apps with dynamic functionality. What You Will Learn- Get to grips with the features of Ionic for application development- Build a Chat app with Firebase and Ionic- Make a stock tracking app using the third-party REST API and build its layouts with Ionic Navigation and Pages- Use Cordova plugins with Ionic to build a media player app- Create a production-ready application by using Ionic components, services, and Firebase as a back end- Get to know the best practices to create real-time Ionic applications In Detail Ionic 2, the latest version of Ionic Mobile SDK, is built on the top of latest technologies such as Angular 2, TypeScript, SASS, and lot more. The idea behind Ionic 2 is to make the entire app development process even more fun. This book makes it possible to build fun and engaging apps us-

ing Ionic 2. You will learn how to use various Ionic components, integrate external services, derive capabilities, and most importantly how to make professional apps with Ionic 2. It will help you in understanding the fundamentals of Ionic 2 app development and will show how to build applications, gradually increasing your capabilities and the complexity of applications so that you can learn Ionic app development in a consistent and convenient way. You will also explore services such as Firebase, using LocalStorage, the WordPress JSON API, and REST API, which will help you turn your next billion dollar idea into reality. By the end of this book, you will be able to proudly call yourself a pro Ionic developer who can create a host of different apps with Ionic, and you'll have a deeper practical understanding of Ionic. Style and approach A practical project-based approach helps you create five-six different apps on your own using the various features of Ionic in each project.

Ionic Framework Building mobile apps with Ionic Framework This book is an exploration of the mobile apps development by use of the Ionic Framework. It begins by explaining what Ionic Framework is, where it is used, and the purpose for using it. The next step is an exploration of how one can set up the environment ready for using the framework. The book will also guide you on how to start the Node server which is very important when it comes to development with the Ionic Framework. The next step is a discussion on how one can use the Ionic creator for the purpose of creating a Mockup. The various components which belong to Ionic are discussed, including headers, buttons, and other components. You will also learn how to create them for your mobile device in Ionic. The process of testing Ionic apps in browsers, emulators, and even on real devices is also explained. You will learn how to perform this on these different devices and then choose the best one for yourself. The CLI for Ionic is examined in detail, along with routing and how to create routes for your mobile app in Ionic. After reading this book, you will understand how to integrate your mobile app with Facebook in Ionic. Here is a preview of what you'll learn: Definition Installation How to Start the Node Server Creating a Mockup using Ionic Creator Ionic Framework Components Testing on Emulators, Browsers, and Mobile Devices Development of the app The Ionic CLI Routing Integrating your App with Facebook

The Ionic Framework supports a variety of mobile platforms.

Throughout this series, I will cover the important aspects of development with Ionic and React, going from zero code all the way to the Apple App and Google Play Stores. This volume will cover the absolute basics: I will show you how to build a simple Ionic application. I will cover the application structure, explaining how an Ionic application is laid out. Next I will introduce some of Ionic's more useful UI components and create a basic side-menu for the demo application. Unlike many books that spend a lot of time on background, this one is designed to be fast paced, with a minimum of fuss and fluff. It is all hands-on. By the time you complete the series, you should have the confidence you need to create and deploy your own mobile app for iOS or Android. It will be a fast ride, so hang on.

WordPress is much more than a blogging platform. If you have basic PHP, HTML, CSS, and JavaScript experience you can use WordPress to develop fast, scalable, secure, and highly customized web apps, mobile apps, web services, and multisite networks of websites. Along with core WordPress functions and database schema, you'll learn how to build custom plugins, themes, and services for just about any kind of web or mobile application. In this updated second edition, Brian Messenlehner and Jason Coleman cover new features and functionality added to WordPress up to version 5.4. All code examples in the book are available on GitHub. Compare WordPress with traditional app development frameworks Use themes for views and plugins for backend functionality Get suggestions for choosing or building WordPress plugins Register custom post types (CPTs) and taxonomies Manage user accounts and roles, and access user data Build asynchronous behaviors with jQuery Use WordPress to develop mobile apps for iOS and Android Integrate PHP libraries, external APIs, and web service plugins Collect payments through ecommerce and membership plugins Learn how to speed up and scale your WordPress app Extend the WordPress REST API and create custom endpoints Learn about WordPress Gutenberg blocks development

Create real-time hybrid applications with the leader of HTML5 frameworks: Ionic Framework About This Book Step into the world of amazingly interactive and real-time app development using Ionic 2 Leverage the powerful Angular 2 along with Ionic to develop cutting edge apps Detailed code examples and explanations will help you get up and running with Ionic quickly and easily Who This Book Is For This book is for JavaScript developers with basic

skills. No previous knowledge of Ionic is required for this book.

What You Will Learn Understanding the world of the mobile hybrid architecture Scaffolding and working with Ionic templates Transforming a single page app to a multi-page app using Navigation Controller Integrating Ionic components, decorators, and services and rapidly developing complex applications Theming Ionic apps as well as customizing components using SCSS Working with Ionic Native to interface with device features, such as camera, notifications, and battery Building a production grade app using Ionic and Uber API to let users book a ride Migrating an Ionic 1 app to Ionic 2 or Ionic 3 Performing unit testing, end-to-end testing, and device testing on your apps Deploying Ionic apps to store and manage their subsequent releases In Detail Ionic makes it incredibly easy to build beautiful and interactive mobile apps using HTML5, SCSS, and Angular. Ionic also makes app development easier, faster, and more fun. This hands-on guide will help you understand the Ionic framework and how you can leverage it to create amazing real-time applications. We begin by covering the essential features of Angular 2, and then dive straight into how Ionic fits in today's world of hybrid app development and give you a better understanding of the mobile hybrid architecture along the way. Further on, you will learn how to work with Ionic decorators, services, and components, which will allow you to build complex apps using the Ionic framework. We will take a look at theming Ionic apps using the built-in SCSS setup. After that, we will explore Ionic Native, and you will learn how to integrate device-specific features, such as notifications, with the Ionic app. To complete our learning, we will be building a Rider app, using Ionic and Uber API, to book a ride. Next, you will learn how to unit test, end-to-end test, monkey test, and execute device testing on AWS Device farm. Then, we will take a look at migrating the existing Ionic 1 apps to Ionic 2 and deploy them to the App Store. The final chapter on Ionic 3 wraps up this book by explaining the new features of Ionic 3 at the time of writing this book. By the end of this book, you will be able to develop, deploy, and manage hybrid mobile applications built with Cordova, Ionic, and Angular. All the examples in this book are valid for both Ionic 2 and Ionic 3. Style and approach A step-by-step, practical approach to learning Ionic using the example of designing an online course app. Each topic is explained sequentially in the process of creating a course. This includes explanations of both basic and advanced features of Ionic.

ic.

The things you need to do to set up a new software project can be daunting. First, you have to select the back-end framework to create your API, choose your database, set up security, and choose your build tool. Then you have to choose the tools to create your front end: select a UI framework, configure a build tool, set up Sass processing, configure your browser to auto-refresh when you make changes, and configure the client and server so they work in unison. If you're building a new application using Spring Boot and Angular, you can save days by using JHipster. JHipster generates a complete and modern web app, unifying: - A high-performance and robust Java stack on the server side with Spring Boot - A sleek, modern, mobile-first front-end with Angular and Bootstrap - A robust microservice architecture with the JHipster Registry, Netflix OSS, the ELK stack, and Docker - A powerful workflow to build your application with Yeoman, Webpack, and Maven/Gradle

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Ionic is one of the leading frameworks to develop mobile apps and Progressive Web Apps in HTML5. Ionic is especially useful if you are familiar with web development HTML, CSS, JavaScript and would like to build mobile apps, but don't fancy having to learn Objective C and/or Swift for iOS, Java for Android, etc. In this book, we take you on a fun, hands-on and pragmatic journey to master Ionic. You'll start building Ionic apps within minutes. Every section is written in a bite-sized manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't need. In the end, you will have what it takes to develop a real-life mobile app using Ionic. About the Reader This book is for developers with basic familiarity with HTML, CSS, Javascript and Angular. About the Author Greg Lim is a technologist and author of several programming books. Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing. Table of Contents Chapter 1: Introduction to Ionic Chapter 2: Setting Up Our Development Environment Chapter 3: Building Our Notable Notes App

Chapter 4: Building Our Notable Notes App (II) Chapter 5: Deploying to a Device Chapter 6: Storing Data Chapter 7: C.R.U.D. with Firebase Chapter 8: Authentication in Firebase Chapter 9: Authorization in Firebase Chapter 10: Cordova Plugins and Ionic Native Chapter 11: Deploying to the AppStore Chapter 12: Deploying to a Web Server Chapter 13: Building a Progressive Web App Appendix A: Themes

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.

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 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

Take advantage of this comprehensive reference to solving common problems when developing with Flutter. Along with an introduction to the basic concepts of Flutter development, the recipes in this book cover all important aspects of this emerging technology, including development, testing, debugging, performance tuning, app publishing, and continuous integration. Although Flutter presents a rich, cross-platform mobile development framework,

helpful documentation is not easily found. Here you'll review solutions to various scenarios and use creative, tested ways to accomplish everything from simple to complex development tasks. Flutter is developed using Dart and contains a unique technology stack that sets it apart from its competitors. This book takes the mystery out of working with the Dart language and integrating Flutter into your already existing workflows and development projects. With Flutter Recipes, you'll learn how to build and deploy apps freshly started in Flutter, as well as apps already in progress, while side-stepping any potential roadblocks you may face along the way. What You'll Learn Debug with Dart Observatory Program accessibility and localization features Build and release apps for iOS and Android Incorporate reactive programming Who This Book Is For Mobile developers with some experience in other frameworks who would like to work with the growing and popular Flutter.