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APACHE CORDOVA 4 PROGRAMMING

JOHN M. WARGO

Apache Cordova 3 Programming Mobile Programming

John M. Wargo



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[Apache Cordova 3 programming](#) John M. Wargo,2013
Covers PhoneGap 3 X Written for experienced mobile developers Apache Cordova 3 Programming is a complete introduction to Apache Cordova 3 and Adobe PhoneGap 3 It describes what makes Cordova important and shows how to install and use the tools the new Cordova CLI the native SDKs and more If you re brand new to Cordova this book will be just what you need to get started If you re familiar with an older version of Cordova this book will show you in detail how to use all of the new stuff that s in Cordova 3 plus stuff that has been around for a while like the Cordova core APIs After walking you through the process of downloading and setting up the framework mobile expert John M Wargo shows you how to install and use the command line tools to manage the Cordova application lifecycle and how to set up and use development environments for several of the more popular Cordova supported mobile device platforms Of special interest to new developers are the chapters on the anatomy of a Cordova application as well as the mechanics of Cordova development Wargo also covers the

development process and the tools you can use to test and debug your Cordova applications and provides a complete chapter that introduces the Cordova APIs in addition to a chapter that shows you how to create your own plugins Filled with lots of examples and code the book includes includes complete coverage of Android iOS BlackBerry 10 and Windows Phone development for Cordova Topics covered include How to install and use the Cordova CLI and associated tools How to configure the Android developer tools ADT to run test and debug your Cordova applications for Android How to use Xcode Apple's development tool for iOS development to run test and debug Cordova applications for iOS devices How to use the Safari browser to debug Cordova applications on iOS devices How to use the Microsoft development tools to run test and debug Cordova applications for Windows Phone 8 How to set up and use the PhoneGap Build service to package Cordova applications and share those applications with others How to create Cordova plugins for both Android and iOS The author maintains a web site for the book at cordovaprogramming.com where updates errata and the source code for the book are available

Apache Cordova 4 Programming John M. Wargo, 2015-03-26 Using Apache Cordova 4 you can leverage native technologies and web standards to quickly build cross platform apps for most mobile devices You can deliver a high end user experience where it matters while radically simplifying code maintenance and reuse Apache Cordova 4 Programming is the most concise accessible introduction to this remarkable technology In this essential guide expert mobile developer John Wargo quickly gets you up to speed with all the essentials from installation configuration and tools to building plugins and using Cordova's powerful APIs Wargo helps you make the most of Cordova 4's major enhancements while offering practical guidance for all versions including Adobe PhoneGap Full chapters are dedicated to five major mobile platforms Android iOS Windows Phone Firefox OS and Ubuntu Using rich relevant examples Wargo guides you through both the anatomy of a Cordova app and its entire lifecycle including cross platform testing and debugging Throughout he illuminates Cordova development best practices streamlining your development process and helping you write high quality apps right from the start Topics include Installing and configuring Cordova's development environment Working with the Cordova command line interfaces Creating Cordova plugins using Plugman and the PhoneGap CLI Cordova's support for Firefox OS and Ubuntu devices Automation Grunt and Gulp and Cordova CLI hooks Microsoft's hybrid toolkit for Visual Studio Third party tools such as AppGyver GapDebug THyM and more Beautifying Cordova apps with third party HTML frameworks such as Bootstrap OpenUI5 Ionic and Onsen UI Running testing and debugging Cordova apps on each major mobile platform Access the full code examples at cordova4programming.com where you'll also find updates reflecting Cordova's continuing evolution This book is an ideal companion to Wargo's authoritative collection of Apache Cordova code recipes for each Cordova API **Apache Cordova API Cookbook** Addison Wesley 2015

Apache Cordova API Cookbook John M. Wargo, 2015 Using Apache Cordova mobile developers can write cross platform mobile apps using standard HTML5 JavaScript and CSS and then deploy those apps to every leading mobile platform with little or no re coding Apache Cordova

API Cookbook provides experienced mobile developers with details about how each Cordova API works and how to use the APIs in their own applications Coverage is included for all Cordova PhoneGap 3 APIs Instead of just showing short snippets of code to explain a particular API this guide is chock full of complete examples You ll find more than thirty complete Cordova applications that work on Android iOS Windows and more The sample applications demonstrate exactly what each API does and how it works while the chapter content describes the limitations on the leading target platforms and even offers possible workarounds Through realistic cookbook example code mobile developer John Wargo helps you master the Cordova APIs and understand how to use them in your Cordova applications Topics include Accelerometers compass and geolocation Image video and audio capture playback and management Determining connection and device information Interacting with the Contacts application Responding to application events Accessing the device file system Globalizing apps Using the InAppBrowser Notifications Custom splash screens Special care has been taken to make the code easily readable and digestible by the reader This guide provides the most accessible coverage anywhere of Apache Cordova APIs

Programming the Mobile Web Maximiliano Firtman,2013-03-15 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 **JavaScript Mobile Application**

Development Hazem Saleh,2014-10-21 If you are a native mobile developer with some familiarity with the common web technologies of JavaScript CSS and HTML or if you are a web developer then this learning guide will add great value and impact to your work Learning how to develop mobile applications using Apache Cordova is of particular importance if you are looking to develop applications on a variety of different platforms efficiently PhoneGap for Enterprise Kerri

Shotts,2014-12-26 This book is intended for developers who wish to use PhoneGap to develop useful rich secure mobile applications for their enterprise environment The book assumes you have working knowledge of PhoneGap HTML5 CSS3 and JavaScript and a reasonable understanding of networking and n tier architectures *C# Programming Cookbook* Dirk

Strauss,2016-07-27 Quick fixes to your common C programming problems with a focus on C 6 0 About This Book Unique

recipes for C that places it in its real world context You will be able to get yourself out of any coding corner youve backed yourself into All code samples available through GitHub to bring C In line with modern development workflows written to the latest specification of C 6 0 Who This Book Is For The book is aimed at developers who have basic familiarity with C programming and will know the VS 2015 environment What You Will Learn Write better and less code to achieve the same result as in previous versions of C Generate tests from the Code Contracts for mission critical methods Integrate code in Visual Studio with GitHub Create a web application in Azure Design and build a microservice architecture Demystify the Rx library using Reactive extensions Write high performing codes in C and understanding multi threading Security and Debugging Implement Code Contracts on code in Visual Studio In Detail During your application development workflow there is always a moment when you need to get out of a tight spot Through a recipe based approach this book will help you overcome common programming problems and get your applications ready to face the modern world We start with C 6 giving you hands on experience with the new language features Next we work through the tasks that you perform on a daily basis such as working with strings generics and lots more Gradually we move on to more advanced topics such as the concept of object oriented programming asynchronous programming reactive extensions and code contracts You will learn responsive high performance programming in C and how to create applications with Azure Next we will review the choices available when choosing a source control solution At the end of the book we will show you how to create secure and robust code and will help you ramp up your skills when using the new version of C 6 and Visual Studio Style and Approach Unique recipe based guide that will help you gain a solid understanding of the new concepts in C 6 and Visual Studio Enterprise 2015 in a concise and technically correct manner [IBM MobileFirst Strategy Software Approach](#) Tony Duong,Benjamin Koehler,Tony Liew,Colin Mower,Sundaragopal Venkatraman,IBM Redbooks,2014-05-08 IBM MobileFirst enables an enterprise to support a mobile strategy With this end to end solution IBM makes it possible for an enterprise to benefit from mobile interactions with customers with business partners and in organizations There are products available from the IBM MobileFirst solution to support management security analytics and development of the application and data platforms in a mobile environment This IBM Redbooks publication explores four areas crucial to developing a mobile strategy Application development Mobile quality management Mobile device management Mobile analytics Each area is addressed in two parts The first part contains information about the architectural considerations of each technology and the second part provides prescriptive guidance This IBM Redbooks publication provides an in depth look at IBM Worklight IBM Rational Test Workbench IBM Endpoint Manager for Mobile Devices and IBM Tealeaf CX Mobile This book is of interest to architects looking to design mobile enterprise solutions and to practitioners looking to build these solutions Related blog post 5 Things To Know About IBM MobileFirst **JavaScript Projects for Kids** Syed Omar Faruk Towaha,2016-01-30 Gear up for a roller coaster ride into the world of JavaScript and programming with this easy to follow fun and entertaining project based guide About This Book

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