

MOBILE
PROGRAMMING
SERIES



APACHE CORDOVA 4 PROGRAMMING

JOHN M. WARGO

Apache Cordova 4 Programming John M Wargo

Brian Overland



Apache Cordova 4 Programming John M Wargo:

Apache Cordova 4 Programming John M. Wargo, 2015 Apache Cordova 4 Programming is the complete introduction to Apache Cordova 4 and Adobe PhoneGap for experienced mobile developers. Leading Cordova expert John Wargo explains what makes Cordova so important and shows how to install and use its newest tools from the Cordova CLI to its native SDKs. 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, it will offer you detailed guidance and making the most of Cordova 4's powerful enhancements as well as the core APIs you may already be using.

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

Android User Interface Design Ian G. Clifton, 2015-11-21 Build Android 6 Material Design Apps That Are Stunningly Attractive. Functional and Intuitive. As Android development has matured and grown increasingly competitive, developers have recognized the crucial importance of good design. With Material Design, Google introduced its most radical visual changes ever and made effective design even more essential. Android 6 and the design support library continue to push mobile design forward. In *Android User Interface Design*, Second Edition, leading Android developer and user experience UX advocate Ian G. Clifton shows how to combine exceptional usability and outstanding visual appeal. Clifton helps you build apps that new users can succeed with instantly, apps that

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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 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

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Application Development in 24 Hours, Sams Teach Yourself Carmen Delessio, Lauren Darcey, Shane Conder, 2015-06-25

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