

Free Apache Cordova 3 Programming Book

Provides experienced mobile developers with details about how each Cordova API works and how to use the APIs in their own applications. Original.

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 jQuery Mobile is a touch-optimized JavaScript framework. Using this framework, we can create mobile web applications using standard web technologies such as HTML5, CSS3, and JavaScript which will function and behave consistently across multiple devices of different form factors. The book starts with you setting up the development environment that will enable you to complete the project that accompanies the book. Furthermore, you will get a brief overview of developing for mobile devices and a brief look at RESS. You will then start putting together a touch-based navigation system as you link pages together and explore the various widgets and controls used to build the project. Finally, some mobile best practices that will benefit you will be looked at as you go deeper into jQuery Mobile development. By the end of the book, you will be well equipped with an extensive knowledge of jQuery Mobile, not only to build applications, but to effectively customize and maintain them.

This book constitutes the proceedings of the 8th International Symposium on Business Modeling and Software Design, BMSD 2018, held in Vienna, Austria, in July 2018. The 14 full papers and 21 short papers selected for inclusion in this book deal with a large number of research topics: (i) Some topics concern Business Processes (BP), such as BP modeling / notations / visualizations, BP management, BP variability, BP contracting, BP interoperability, BP modeling within augmented reality, inter-enterprise collaborations, and so on; (ii) Other topics concern Software Design, such as software ecosystems, specification of context-aware software systems, service-oriented solutions and micro-service architectures, product variability, software development monitoring, and so on; (iii) Still other topics are crosscutting with regard to business modeling and software design, such as data analytics as well as information security and privacy; (iv) Other topics concern hot technology / innovation areas, such as blockchain technology and internet-of-things. Underlying with regard to all those topics is the BMSD'18 theme: Enterprise Engineering and Software Engineering - Processes and Systems for the Future.

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 Get up to speed on Apache Accumulo, the flexible, high-performance key/value store created by the National Security Agency (NSA) and based on Google's BigTable data storage system. Written by former NSA team members, this comprehensive tutorial and reference covers Accumulo architecture, application development, table design, and cell-level security. With clear information on system administration, performance tuning, and best practices, this book is ideal for developers seeking to write Accumulo applications, administrators charged with installing and maintaining Accumulo, and other professionals interested in what Accumulo has to offer. You will find everything you need to use this system fully. Get a high-level introduction to Accumulo's architecture and data model Take a rapid tour through single- and multiple-node installations, data ingest, and query Learn how to write Accumulo applications for several use cases, based on examples Dive into Accumulo internals, including information not available in the documentation Get detailed information for installing, administering, tuning, and measuring performance Learn best practices based on successful implementations in the field Find answers to common questions that every new Accumulo user asks

Provides information on building native mobile applications using PhoneGap.

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 compnents like gesture, text, and keyboard controller Manage your apps with RxJS & Redux Who This Book Is For Front-end developers and mobile app developers

Summary Meteor in Action teaches you full-stack web development using the Meteor platform. It starts with an overview of a Meteor application, revealing the unique nature of Meteor's end-to-end application model. Then you'll dive into the Blaze templating engine, discover Meteor's reactive data sources model, learn simple and advanced routing techniques, and practice managing users, permissions, and roles. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book You might call Meteor a reactive, isomorphic, full-stack web development framework. Or, like most developers who have tried it, you might just call it awesome. Meteor is a JavaScript-based framework for both client and server web and mobile applications. Meteor applications react to changes in data instantly, so you get impossibly responsive user experiences, and the consistent build process, unified front- and back-end package system, and one-command deploys save you time at every step from design to release. Meteor in Action teaches you full-stack web development with Meteor. It starts by revealing the unique nature of Meeo's end-to-end application model. Through real-world scenarios, you'll dive into the Blaze templating engine,

discover Meteor's reactive data sources model, learn routing techniques, and practice managing users, permissions, and roles. Finally, you'll learn how to deploy Meteor on your server and scale efficiently. What's Inside Building your first real-time application Using MongoDB and other reactive data sources Creating applications with Iron Router Deploying and scaling your applications About the Reader Readers need to know the basics of JavaScript and understand general web application design. About the Authors Stephan Hochhaus and Manuel Schoebel are veteran web developers who have worked with Meteor since its infancy. Table of Contents PART 1 LOOK—A SHOOTING STAR! A better way to build apps My fridge! A reactive gamePART 2 3, 2, 1—IMPACT! Working with templates Working with data Fully reactive editing Users, authentications, and permissions Exchanging data Routing using Iron.Router The package system Advanced server methods PART 3 LEAVING THE CRATER Building and debugging Going into production

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!

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

resources are available on the author's companion site, learningpwa.com. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Use ClojureScript to create powerful serverless Web applications that are responsive and engaging. This book presents Reactive recipes with Reagent, a ClojureScript reactive framework, to create interactive applications. Throughout the book, Reactive with ClojureScript Recipes uses progressively more complex examples and introduces you to a set of powerful tools that target rapid web application development. In the last chapter, you'll use these concepts for an HTML5-based deployment to smart phones. ClojureScript is your functional programming language for the web. ClojureScript looks like a LISP, and compiles to JavaScript, and thus runs nicely in the browser. What You'll Learn Write simple static web apps with Boot Integrate ClojureScript and its libraries Animate content, play with sound and videos Use Reagent, and be Reactive in the browser. Run your Application on a smart phones. Who This Book Is For Clojure developers who want to turn their functional skills to the web and JavaScript advanced developers who want reuse their web skills in a different language 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

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.

How does the organization define, manage, and improve its Apache Cordova processes? When was the Apache Cordova start date? What potential environmental factors impact the Apache Cordova effort? What are the usability implications of Apache Cordova actions? Who are the people involved in developing and implementing Apache Cordova? Defining, designing, creating, and implementing a process to solve a challenge or meet an objective is the most valuable role... In EVERY group, company, organization and department. Unless you are talking a one-time, single-use project, there should be a process. Whether that process is managed and implemented by humans, AI, or a combination of the two, it needs to be designed by someone with a complex enough perspective to ask the right questions. Someone capable of asking the right questions and step back and say, 'What are we really trying to accomplish here? And is there a different way to look at it?' This Self-Assessment empowers people to do just that - whether their title is entrepreneur, manager, consultant, (Vice-)President, CxO etc... - they are the people who rule the future. They are the person who asks the right questions to make Apache Cordova investments work better. This Apache Cordova All-Inclusive Self-Assessment enables You to be that person. All the tools you need to an in-depth Apache Cordova Self-Assessment. Featuring 683 new and updated case-based questions, organized into seven core areas of process design, this Self-Assessment will help you identify areas in which Apache Cordova improvements can be made. In using the questions you will be better able to: - diagnose Apache Cordova projects, initiatives, organizations, businesses and processes using accepted diagnostic standards and practices - implement evidence-based best practice strategies aligned with overall goals - integrate recent advances in Apache Cordova and process design strategies into practice according to best practice guidelines Using a Self-Assessment tool known as the Apache Cordova Scorecard, you will develop a clear picture of which Apache Cordova areas need attention. Your purchase includes access details to the Apache Cordova self-assessment dashboard download which gives you your dynamically prioritized projects-ready tool and shows your organization exactly what to do next. You will receive the following contents with New and Updated specific criteria: - The latest quick edition of the book in PDF - The latest complete edition of the book in PDF, which criteria correspond to the criteria in... - The Self-Assessment Excel Dashboard, and... - Example pre-filled Self-Assessment Excel Dashboard to get familiar with results generation

...plus an extra, special, resource that helps you with project managing. INCLUDES LIFETIME SELF ASSESSMENT UPDATES Every self assessment comes with Lifetime Updates and Lifetime Free Updated Books. Lifetime Updates is an industry-first feature which allows you to receive verified self assessment updates, ensuring you always have the most accurate information at your fingertips.

This book is an introduction to development with HTML5 game engines, an in-depth look at some popular engines, downloadable example projects for each engine, and techniques on how to package and distribute the final app to all the major platforms.

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

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

capabilities provided by the BlackBerry Mobile Data System (MDS) Pushing application data to both enterprise and consumer BlackBerry devices using MDS, Web Signals, and the BlackBerry Push APIs Dealing with both the special capabilities and limitations of the BlackBerry browser Building, testing, and debugging BlackBerry browser applications Understanding the tools available to Java developers Using Research In Motion's Java development tools to build, test, and debug BlackBerry Java applications Deploying BlackBerry Java applications

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.

Cordova 9 Programming Everything you need to know about Cordova ***Preface This is a book about Apache Cordova 9, the leading framework for building native mobile applications for multiple target platforms using HTML5 (HTML, JavaScript, and CSS). I created the book in order to help web developers and mobile developers understand how to use Apache Cordova to build hybrid applications for mobile devices. The book targets the specific capabilities provided in Apache Cordova 9 and subsequent versions. The book is written for mobile developers who want to learn about Apache Cordova 9. If you're brand-new to Cordova, this book will be just what you need to get started. If you're experienced with an older version of Cordova, this book can act as a refresher, plus it will show you in detail how to use all of the new stuff that's in Cordova 9. You should have at least some experience with mobile development to directly benefit from this book. For web developers who want to get into mobile development using Apache Cordova, I've included content that shows you how to install and use the

native SDKs, but I won't cover many native-specific topics. What you'll find in the book:

- Lots of detailed information about Apache Cordova, what it does, how it works, and how to use the available tools and APIs
- Lots of examples and code
- Mobile web development and mobile development topics; this is a book about Apache Cordova, not mobile development
- Expressions or phrases in languages other than English (I hate it when authors include expressions from Latin or French)
- Obscure references to pop-culture topics (although there is an overt reference to Douglas Adams's *Hitchhiker's Guide to the Galaxy* and one obscure reference to Monty Python)
- Pictures of my children or my pets

This is not a book for experienced Cordova developers—if you consider yourself an experienced Cordova developer, you probably should not buy this book.

Viola Cordova was the first Native American woman to receive a PhD in philosophy. Even as she became an expert on canonical works of traditional Western philosophy, she devoted herself to defining a Native American philosophy. Although she passed away before she could complete her life's work, some of her colleagues have organized her pioneering contributions into this provocative book. In three parts, Cordova sets out a complete Native American philosophy. First she explains her own understanding of the nature of reality itself—the origins of the world, the relation of matter and spirit, the nature of time, and the roles of culture and language in understanding all of these. She then turns to our role as residents of the Earth, arguing that we become human as we deepen our relation to our people and to our places, and as we understand the responsibilities that grow from those relationships. In the final section, she calls for a new reverence in a world where there is no distinction between the sacred and the mundane. Cordova clearly contrasts Native American beliefs with the traditions of the Enlightenment and Christianized Europeans (what she calls “Euroman” philosophy). By doing so, she leads her readers into a deeper understanding of both traditions and encourages us to question any view that claims a singular truth. From these essays—which are lucid, insightful, frequently funny, and occasionally angry—we receive a powerful new vision of how we can live with respect, reciprocity, and joy.

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.

Write free, open-source, cross-platform, dynamic JavaScript applications that can run anywhere using the MEAN stack - MongoDB, ExpressJS, AngularJS, and Node.js. With this book Mac developers will get the tools needed to set up, write code once, and be able to deploy code on any device. You will be able to cut development time by using one stack to serve all your development needs. Pro MEAN Stack Development enables

you to quickly learn everything needed to work effectively with MEAN, from setting up your toolstack to rolling out your free servers, and deploying on any device. You will also learn to build scripts with Grunt and Gulp, Webpack, and Vagrant and how to deploy to the web and mobile using Phonegap. Harness JavaScript to create dynamic and easily-maintainable applications fast and 100% free. Master the MEAN stack with this book today. What You Will Learn Utilize JavaScript for the entire development cycle from front end to back end, database and deployment. Learn to write responsive code that can be deployed on any device. Become a well-rounded developer and be able to understand the entire development cycle. Learn to utilize free open source and cloud services to deploy production-grade code. Who This Book Is For Front or back end Mac developers familiar with JavaScript and interested in utilizing the MEAN stack to deploy successful apps on all devices.

If you are a web developer, this handy guide will empower you to quickly learn the fundamentals of AngularJS development and deployment.

Mobile commerce transactions continue to soar, driven largely by the ever-increasing adoption and use of smartphones and tablets. The use of this technology gives consumers the flexibility to shop whenever and wherever they want. Mobile Electronic Commerce: Foundations, Development, and Applications addresses the role of industry, academia, scientists, engineers, professionals, and students in developing innovative new mobile commerce technologies and systems to further improve the consumer experience. It also discusses the impact of mobile commerce on society, economics, culture, organizations, government, industry, and our daily lives. This book brings together experts from multiple disciplines in industry and academia to stimulate new thinking in the development and application of mobile commerce technology. The book covers important mobile commerce topics, such as critical infrastructure management, mobile security issues, new applications and services, emerging development architectures, mobile business solutions, and future research opportunities. In addition to its multidisciplinary approach, the book also provides a cross-cultural approach intended to overcome cultural barriers and accelerate mobile commerce advancement in the global economy. Authors and researchers from around the world discuss a broad spectrum of methods, tools, and guidelines for designing mobile commerce systems and services in different cultures.

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."

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.

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).

Build web apps that take advantage of features such as the camera, accelerometer, address book, and GPS in iOS, Android, and other devices. With this video course, mobile and web developer Max Firtman shows you how to extend your HTML, CSS, and Javascript code to work with native devices, using Apache Cordova and Adobe's free PhoneGap framework. Max presents a series of small labs and tutorials that demonstrate how to set up Cordova so you can

embed your existing web app inside. You'll come away with hybrid apps that are not purely web-based, but still use web views rather than the device's native UI framework. These device-agnostic mobile apps can be adapted to work with any native device. -----Max Firtman, an Adobe Community Champion and founder of ITMaster Professional Training, is a mobile and web developer, speaker and author of several O'Reilly books including Programming the Mobile Web and jQuery Mobile: Up and Running . He also presented the Mobile HTML5 video for O'Reilly. He blogs about mobile web development at www.mobilexweb.com and maintains a website at www.mobilehtml5.org .

Accelerate and Automate Build, Deploy, and Management of applications to achieve High Availability. About This Book This guide highlights tools that offer development and deployment environments for application services Secure and continuously monitor your web application in order to make it highly available Use Visual Studio Team Services for Continuous Integration and Continuous Development to expedite your application life cycle management process Use Microsoft Azure App Services (Azure Web Apps / Azure Websites), PaaS offering from Microsoft to deploy web application Who This Book Is For This book is for DevOps engineers, system administrators, and developers (.net) who want to implement DevOps for their organization. You do not need to have any knowledge of VSTS or Azure App Services (Azure Web Apps / Azure Websites). What You Will Learn Explore the features of PaaS and aPaaS in DevOps Use Visual Studio Team Services (VSTS) to manage versions of code and integrating VSTS with Eclipse IDE Understand and configure Continuous Integration in VSTS Review Unit Test Execution for Automated Testing Create different environments that can be used to continuous deploy a web application Configure Roll-based Access to enable secure access for Azure Web Apps Create and configure the App Service Environment to enhance security Understand the execution of the end-to-end automation process Conduct Performance Testing using JMeter Discover the different monitoring options available in Microsoft Azure Portal In Detail This book will teach you all about the Visual Studio Team Services and Microsoft Azure PaaS offerings that support Continuous Integration, Continuous Delivery, Continuous Deployment, and execution in the cloud with high availability, disaster recovery, and security. You will first be given a tour of all the concepts and tools that Microsoft Azure has to offer and how these can be used in situations to cultivate the DevOps culture. You'll be taught how to use and manage Visual Studio Team Services (VSTS) and about the structure of the sample application used throughout the book. You will become familiar with the nitty gritty of Continuous Integration and Continuous Development with VSTS and Microsoft Azure Apps. You will not only learn how to create App service environments, but also how to compare Azure Web Apps and App Service Environments to deploy web applications in a more secure environment. Once you have completed Continuous Integration and created the Platform for application deployment, you will learn more about the final stepping stone in

achieving end-to-end automation using approval-based Continuous Delivery and Deployment. You will then learn about Continuous Monitoring, using the monitoring and notification options provided by Microsoft Azure and Visual Studio Team Services. **Style and Approach** This book is an easy-to-follow guide filled with examples and real-world applications for gaining an in-depth understanding of Microsoft Azure and Visual Studio. This book will help you leverage Microsoft Azure and Visual Studio using real-world examples.

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.

Get hands-on experience building speedy mobile web apps with Sencha Touch 2.3, the user interface JavaScript framework built specifically for the mobile Web. With this book, you'll learn how to build a complete touch application, called Find a Cab, that has the look and feel of a native app on Android, iOS, Windows, and BlackBerry devices. In the process, you'll work with Sencha's model-view-controller (MVC) components for form handling, styling, integration with outside data, and other elements. The Sencha Touch learning curve can be steep, but if you're familiar with JavaScript, HTML5, CSS3, and JSON, this guide will get you up to speed through real-world examples. Learn the fundamentals, including the class and layout systems Use the Sencha MVC architecture to structure your code Implement data models and stores, and create an event controller Make remote connections by implementing server proxies Save data offline by implementing client proxies Work with view components such as maps, lists, and floating panels Implement and handle forms, and construct a custom theme Create production and native build packages

Summary Apache Cordova in Action teaches you to create and launch hybrid mobile apps using Cordova or Phonegap. By following carefully selected examples, step-by-step tutorials, and crystal-clear explanations, you'll learn to build apps from the Cordova CLI, how to make use of device features like the camera and accelerometer, how to submit your apps to Google Play and the Apple App Store, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. **About the Book** Developing a mobile app requires extensive knowledge of native programming techniques for multiple platforms. Apache Cordova lets you use your existing skills in web development (HTML, CSS, and JavaScript) to build powerful mobile apps. Your apps also get the power of integration with native device features like the camera and file system. Apache Cordova in Action teaches you how to design, create, and launch hybrid mobile apps people will want to use. With the help of straightforward, real-world examples, you'll learn to build apps from the Cordova CLI and to make use of native device features like the camera and accelerometer. You'll learn testing techniques and discover the PhoneGap Build service and how to submit your apps to Google Play and the Apple App Store. Along the way, this helpful guide discusses mobile app design and shows you how to create effective, professional-quality UI and UX. **What's Inside** Build mobile apps UI, UX, and testing techniques Deploy to Google Play and the Apple App Store Employ libraries like Bootstrap, jQuery Mobile, and Ionic **About the Reader** Readers should be

familiar with HTML, CSS, and JavaScript. No experience with mobile app development needed. About the Author Raymond Camden is a developer advocate for IBM. He is passionate about mobile development and has spoken at conferences worldwide. The Table of Contents PART 1 GETTING STARTED WITH APACHE CORDOVA What is Cordova? Installing Cordova and the Android SDK PART 2 CORE CONCEPTS Creating Cordova projects Using plugins to access device features Mobile design and user experience Considerations when building 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 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.

As opposed to back-end web development which deals with servers, front-end web development focuses on the end users' interactions with a website on a browser. A skillful front-end web developer knows more than just the basics of HTML, CSS and JavaScript. Going beyond the major web-based languages, this book represents an attempt to compile all the knowledge needed to become a professional front-end web developer. The reader will be introduced to more than 200 web extensions, frameworks, tools, and libraries, along with a complete illustration of all Web APIs known to the world today. Overview: Chapter 1: Development Environments Chapter 2: HTML 5.2 Chapter 3: Bootstrap 5 Chapter 4: CSS 3 Chapter 5: SEO Chapter 6: Cordova Chapter 7: SVG Chapter 8: ECMAScript 2020 / ES11 Chapter 9: HTML DOM Chapter 10: Advanced Web APIs Chapter 11: jQuery 3.5 Chapter 12: Extensions and Tools Chapter 13: Canvas Chapter 14: WebGL ** special note: this book partially overlaps with two books by the same author: 1) Web Coding Bible (18 Books in 1) 2) An Effective Guide to Modern JavaScript (ECMAScript 2017 / ES8)

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

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