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Beginning PhoneGap - Mobile Web Framework for JavaScript ...

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Reap the benefits of open source. From the team behind Apache Cordova, the Adobe PhoneGap framework is an open source distribution of Cordova — providing the advantage of technology created by a diverse team of pros along with a robust developer community — plus access to the PhoneGap toolset, so you can get to mobile faster.

PhoneGap

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PhoneGap Books

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beginning phonegap mobile web framework for javascript and html5 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

30+ Beginning Phonegap Mobile Web Framework For Javascript ...

Step 1: Install PhoneGap; Step 2: Install Mobile App; Step 3: Create Your App; Step 4: Preview Your App; Step 5: Going Further; Tutorials. Embedding the Webview; Hello World Explained; Push Notifications; References. PhoneGap Browser Support; Plugin Support; Multi-Device Testing; Custom Plugins; Caution / Next Steps; Usage; PhoneGap Desktop App; Installation; FAQ/Troubleshoot

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Beginning PhoneGap: Mobile Web Framework for JavaScript and HTML5 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.

Beginning PhoneGap: Mobile Web Framework for JavaScript ...

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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.

Beginning PhoneGap by Thomas Myer

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TL;DR Highly recommended. Thomas Myer's Beginning Phonegap provides a useful balance between a traditional cookbook and a reference work. Review Myers covers the basics: an introduction, (very) brief showcase, installation and basic walkthrough of using PhoneGap win your chosen environment.

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Beginning Phonegap Mobile Web Framework For Javascript And ...

** eBook Beginning Phonegap Mobile Web Framework For Javascript And Html5 By Ghatol Rohit Patel Yogesh Published By Apress Academic 2012 ** Uploaded By Judith Krantz, phonegap is a growing and leading open source mobile web apps development framework that lets developers build javascript and html5 based web

A lo largo de estas 24 clases aprenderás: HTML5 / CSS3 / Diseño UI con CSS / Introducción a JavaScript / JavaScript orientado a objetos / Integración de HTML5 y JavaScript / Formularios web / Multimedia y APIs / CSS Avanzado / Diseño web responsive / Sitios multiplataforma con Bootstrap / PHP y MySQL / Webs dinámicas con Ajax y PHP / Buenas prácticas: análisis, tests y optimización / Fundamentos del ecosistema mobile / JQuerymobile: la web móvil / Funcionalidades extendidas en mobile web / Potenciando la faceta full stack / Webapps y plataformas amigables / Versionando el desarrollo: GIT y Github ¿Por qué aprender PROGRAMACIÓN WEB FULL STACK? Porque desde cero, y sin ningún conocimiento previo, este curso te enseña a diseñar un simple sitio que luego transformaremos en uno dinámico, interactivo y responsivo, conociendo y aprovechando las últimas tecnologías de desarrollo. A lo largo de 24 fascículos, repletos de ejemplos, ejercicios y explicaciones visuales, aprenderás tanto los lenguajes y tecnologías frontend como backend: HTML, CSS, JavaScript, PHP, MySQL, JQuery y más. ¿Son varios cursos en uno solo!

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.*

Un seul développement pour un déploiement multiple Maintenus par Adobe et la fondation Apache, Cordova et sa distribution PhoneGap sont des outils open source qui permettent de créer facilement et simultanément des applications mobiles pour plusieurs plates-formes du marché, comme iOS, Android, Windows Phone, et bien d'autres encore. En effet, il suffit aujourd'hui d'un seul développement pour assurer un déploiement multiple vers les différents magasins d'applications (App Store, Google Play Store, etc.). Utilisant les langages HTML, CSS et JavaScript, ces outils à la popularité croissante offrent une excellente alternative au code natif, notamment pour les développeurs web. Concret et accessible, cet ouvrage est un recueil de bonnes pratiques et d'astuces pour réussir la création d'applications mobiles avec Cordova et PhoneGap, jusqu'à leur soumission sur les principaux magasins en ligne. Il comporte en outre une étude de cas complète, qui détaille la conception d'une application multi-plate-forme. Tout le code source des exemples est disponible en ligne sur https://github.com/siebmamb/rappele-toi - Téléchargez le code source de tous les exemples du livre A ceux qui souhaitent concevoir, publier et vendre une application mobile pour iOS, Android, etc. Sur le site https://github.com/siebmamb/rappele-toi - Téléchargez le code source de tous les exemples du livre

Découvrez comment développer des applications pour l'iPhone en utilisant des outils que vous connaissez et combinez les avantages du SDK officiel et des plateformes libres.

Comment gagner de l'argent grâce à un site web ? Peut-on générer des revenus réguliers avec un blog ? Existe-t-il des méthodes pour monétiser sa présence en ligne ? Que vous soyez blogueur amateur ou responsable d'un site professionnel, vous vous êtes certainement posé l'une de ces questions. Générer du trafic, c'est bien. Le rentabiliser, c'est mieux ! Ce livre vous apprendra à construire pas à pas une stratégie de monétisation inventive, pertinente et... rentable. Il vous expliquera comment élaborer votre business model, tirer parti de votre expertise et du contenu que vous avez mis en place, exploiter votre trafic, diversifier vos sources de revenus... Ceci dans le respect du site que vous avez créé, de ses visiteurs, et sans l'inonder de publicité ! Du bon usage de l'affiliation, du modèle payant, des produits numériques, des applications mobiles, de la donation, de la location de contenu ou des relations presse... rien n'est laissé au hasard. En fin d'ouvrage, "le challenge des 6 jours" vous guidera étape par étape, depuis l'élaboration de votre business plan jusqu'à la mise en oeuvre de sa rentabilisation, en vous apportant les bons réflexes et les bonnes méthodes pour une stratégie efficace et pérenne. Dans un secteur en pleine expansion, où les frontières sont encore floues et les processus mal définis, cet ouvrage pose des jalons clairs et fiables, qui feront certainement référence. Accessible pour les débutants tout en offrant un contenu très riche, il apportera de nouvelles idées même aux professionnels du web !

Creare applicazioni web oggi vuol dire sviluppare pensando a una gamma di device eterogenea e frastagliata. Come si deve comportare uno sviluppatore in un mondo in cui gli utenti possono navigare utilizzando lo schermo da 3" di uno smartphone, oppure quello da 50" di una TV HD? L' enorme ventaglio di dispositivi non è solo una complicazione ma anche un ' incredibile opportunità per chi non ha paura di cambiare prospettiva e imparare a trarre il massimo vantaggio da questa epoca in cui il Web è ovunque. Questo libro insegna i metodi e le tecniche per creare siti, app e qualsiasi altro elemento si basi su tecnologie web aperte, tenendo conto di un panorama multi-device. Con una trattazione delle più recenti evoluzioni di HTML5, CSS3 e JavaScript, e un approccio pragmatico, il manuale rappresenta una risorsa per programmatori alla ricerca di soluzioni che funzionino immediatamente, ma che guardino anche al futuro della Rete.

A lo largo de estas 24 clases aprenderás: HTML5 / CSS3 / Diseño UI con CSS / Introducción a JavaScript / JavaScript orientado a objetos / Integración de HTML5 y JavaScript / Formularios web / Multimedia y APIs / CSS Avanzado / Diseño web responsive / Sitios multiplataforma con Bootstrap / PHP y MySQL / Webs dinámicas con Ajax y PHP / Buenas prácticas: análisis, tests y optimización / Fundamentos del ecosistema mobile / JQuerymobile: la web móvil / Funcionalidades extendidas en mobile web / Potenciando la faceta full stack / Webapps y plataformas amigables / Versionando el desarrollo: GIT y Github ¿Por qué aprender PROGRAMACIÓN WEB FULL STACK? Porque desde cero, y sin ningún conocimiento previo, este curso te enseña a diseñar un simple sitio que luego transformaremos en uno dinámico, interactivo y responsivo, conociendo y aprovechando las últimas tecnologías de desarrollo. A lo largo de 24 fascículos, repletos de ejemplos, ejercicios y explicaciones visuales, aprenderás tanto los lenguajes y tecnologías frontend como backend: HTML, CSS, JavaScript, PHP, MySQL, JQuery y más. ¿Son varios cursos en uno solo!

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.

"Le tour complet du sujet traité • La conception • Les fragments de code • Les tableaux • Les styles CSS • Les interactions • Les animations CSS3 • Les vidéos Flash • Les formulaires • Les mises en pages • Les appareils mobiles • Les CMS • Le référencement".

Caratteristiche dell ' ebook. Oltre 300 pagine. Centinaia di illustrazioni passo passo. Tutorial e codice pratico subito operativo. Ogni istruzione e passaggio spiegati nei minimi dettagli. Completo, utile, pratico Il linguaggio di markup HTML, evolutosi alla sua versione 5, è cresciuto moltissimo anche verso i device mobili. Sempre più frequente è, infatti, l ' utilizzo del dispositivo mobile per la navigazione web o per utilizzare semplici web app. Lo scopo di questo ebook è di fornirli le tecniche che ti permetteranno di creare prodotti innovativi e compatibili con qualsiasi piattaforma. Inizieremo con le basi della programmazione web, cioè con gli elementi essenziali di HTML5 e con i fogli di stile CSS3. Tutte queste informazioni saranno il trampolino di lancio per programmare per le applicazioni mobile. Strutturerai le tue applicazioni in maniera semplice e intuitiva. Approfondiremo la conoscenza delle applicazioni native e applicazioni web, esplorando nel mondo di Phonegap, un potente framework capace di scrivere applicazioni Android tramite codice Html e Javascript. In seguito ci occuperemo di ottimizzare l'interfaccia del dispositivo tramite Phonegap, acquisendo la posizione del telefono attraverso l'accelerometro, rilevando uno shake, fino alla geolocalizzazione e all'uso della propria posizione con le API di Google Maps. Avanzando con il livello, esploreremo il framework JQuery che permette di modificare agilmente le pagine web creando un ambiente altamente dinamico e gradevole. Nell'ultima parte dell'ebook scopriremo l ' evoluzione di JQuery per dispositivi mobile: JQuery Mobile. Quest ultimo rappresenta una potente interfaccia capace di racchiudere le più svariate viste, permettendo così un uso user-friendly della tua web app. In poche parole, integra diversi tipi di eventi che, associati all ' opportuna grafica, permettono di avere funzioni di alto livello; tutto con pochissime righe di codice. Troverai i codici completi di ogni progetto affrontato. La trattazione sarà inoltre accompagnata da puntuali approfondimenti su aspetti d'interesse o che possono destare curiosità.

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