

# Apache Cordova Api Cookbook Le Programming

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

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

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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. If you are interested in developing modern applications, this book will help you leverage the vast JavaScript ecosystem while using an elegant language, helping you avoid the shortcomings of JavaScript.

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.

Provides instruction on building Android apps, including solutions to working with web services, multitouch gestures, location awareness, and device features.

The Routledge Handbook on Crime and International Migration is concerned with the various relationships between migration, crime and victimization that have informed a wide criminological scholarship often driven by some of the original lines of inquiry of the Chicago School. Historically, migration and crime came to be the device by which Criminology and cognate fields sought to tackle issues of race and ethnicity, often in highly problematic ways. However, in the contemporary period this body of scholarship is inspiring scholars to produce significant evidence that speaks to some of the biggest public policy questions and debunks many dominant mythologies around the criminality of migrants. The Routledge Handbook on

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Crime and International Migration is also concerned with the theoretical, empirical and policy knots found in the relationship between regular and irregular migration, offending and victimization, the processes and impact of criminalization, and the changing role of criminal justice systems in the regulation and enforcement of international mobility and borders. The Handbook is focused on the migratory 'fault lines' between the Global North and Global South, which have produced new or accelerated sites of state control, constructed irregular migration as a crime and security problem, and mobilized ideological and coercive powers usually reserved for criminal or military threats. Offering a strong international focus and comprehensive coverage of a wide range of border, criminal justice and migration-related issues, this book is an important contribution to criminology and migration studies and will be essential reading for academics, students and practitioners interested in this field.

In just 24 sessions of one hour or less, learn how to build powerful apps for the world's most popular mobile platform: Android. Using this book's straightforward, step-by-step approach, you'll build complete Android 5 apps from the ground up with Android Studio. As you do, you'll master key skills for designing, developing, and publishing meaningful apps of your own. Extensively updated for Android 5's newest capabilities, every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Highlights of this new Fourth Edition include Extensive new coverage: Android 5 (Lollipop), Android Studio, and Material Design; plus Android M early preview A laser focus on modern Android essentials, including activities, intents, resources, and background processing New Android 5 features for Android TV and Android Wear Complete Android Studio projects in nearly every chapter Learn how to... Use the powerful new Android Studio development environment Build layouts that

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automatically display properly on any device Craft more dynamic, intuitive apps with Google's new material design language Display the right information at the right time with ListViews and adapters Make apps more responsive with background processes Add sophisticated navigation with action toolbars and slide-out menus Integrate images and media into your apps Save data for your app and create public files that can be used by anyone Access the cloud to download and parse JSON data Use SQLite and content providers to create responsive, data-driven apps Create, update, and cancel notifications Start developing Android Wearable and TV apps Use Google Play Services to add location, mapping, and more Package and publish apps to Google Play and other markets

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

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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 Over 80 recipes to master IoT security techniques. About This Book Identify vulnerabilities in IoT device architectures and firmware using software and hardware pentesting techniques Understand radio communication analysis with concepts such as sniffing the air and capturing radio signals A recipe based guide that will teach you to pentest new and unique set of IoT devices. Who This Book Is For This book targets IoT developers, IoT enthusiasts, pentesters, and security professionals who are interested in learning about IoT security. Prior knowledge of basic pentesting would be beneficial. What You Will Learn Set up an IoT pentesting lab Explore various threat modeling concepts Exhibit the ability to analyze and exploit firmware

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vulnerabilities Demonstrate the automation of application binary analysis for iOS and Android using MobSF Set up a Burp Suite and use it for web app testing Identify UART and JTAG pinouts, solder headers, and hardware debugging Get solutions to common wireless protocols Explore the mobile security and firmware best practices Master various advanced IoT exploitation techniques and security automation In Detail IoT is an upcoming trend in the IT industry today; there are a lot of IoT devices on the market, but there is a minimal understanding of how to safeguard them. If you are a security enthusiast or pentester, this book will help you understand how to exploit and secure IoT devices. This book follows a recipe-based approach, giving you practical experience in securing upcoming smart devices. It starts with practical recipes on how to analyze IoT device architectures and identify vulnerabilities. Then, it focuses on enhancing your pentesting skill set, teaching you how to exploit a vulnerable IoT device, along with identifying vulnerabilities in IoT device firmware. Next, this book teaches you how to secure embedded devices and exploit smart devices with hardware techniques. Moving forward, this book reveals advanced hardware pentesting techniques, along with software-defined, radio-based IoT pentesting with Zigbee and Z-Wave. Finally, this book also covers how to use new and unique pentesting techniques for different IoT devices, along with smart devices connected to the cloud. By the end of this book, you will have a fair understanding of how to use different pentesting techniques to exploit and secure various IoT devices. Style and approach This recipe-based book will teach you how to use advanced IoT exploitation and security automation.

Learn how to use Oracle's JavaScript Extension Toolkit (JET) as a solution to the all too common problem of internal back office and intranet applications that are typically ugly, clunky,

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and cumbersome to use. JET simultaneously provides you with a JavaScript toolkit that is cutting-edge while being stable enough for enterprise development in an ecosystem that is notorious for its fast-paced rate of change. Practical Oracle JET walks through the process of developing a functional application using Oracle JET. By the end of this book you will have built a support ticket system using a variety of different components bundled with the toolkit, including lists, inputs, and visualizations. The skills acquired from reading this book and working the examples equip you to build your own applications and take your understanding even further to more advanced topics. What You'll Learn Build a real-world Oracle JET application Understand the fundamental technologies used in JET Control look and feel through theming a JET application Develop interfaces using Web Components Include and interface with third-party libraries Configure automated unit testing of JET applications Who This Book Is For Developers with a basic understanding of JavaScript who want to learn Oracle's JavaScript Extension Toolkit for building client-side applications that can integrate with data services and Oracle Cloud products. The book is also of interest to Oracle ADF developers coming from a Java and WebCenter background who are building new skills in JavaScript and browser-based applications.

A step-by-step guide to learning Flutter and Dart 2 for creating Android and iOS mobile applications Key Features Get up to speed with the basics of Dart programming and delve into Flutter development Understand native SDK and third-party libraries for building Android and iOS applications using Flutter Package and deploy your Flutter apps to achieve native-like performance Book Description Google Flutter is a cross-platform mobile framework that makes it easy to write high-performance apps for Android and iOS. This book will help you get to grips

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with the basics of the Flutter framework and the Dart programming language. Starting from setting up your development environment, you'll learn to design the UI and add user input functions. You'll explore the navigator widget to manage app routes and learn to add transitions between screens. The book will even guide you through developing your own plugin and later, you'll discover how to structure good plugin code. Using the Google Places API, you'll also understand how to display a map in the app and add markers and interactions to it. You'll then learn to improve the user experience with features such as map integrations, platform-specific code with native languages, and personalized animation options for designing intuitive UIs. The book follows a practical approach and gives you access to all relevant code files hosted at [github.com/PacktPublishing/Flutter-for-Beginners](https://github.com/PacktPublishing/Flutter-for-Beginners). This will help you access a variety of examples and prepare your own bug-free apps, ready to deploy on the App Store and Google Play Store. By the end of this book, you'll be well-versed with Dart programming and have the skills to develop your own mobile apps or build a career as a Dart and Flutter app developer. What you will learn

- Understand the fundamentals of the Dart programming language
- Explore the core concepts of the Flutter UI and how it compiles for multiple platforms
- Develop Flutter plugins and widgets and understand how to structure plugin code appropriately
- Style your Android and iOS apps with widgets and learn the difference between stateful and stateless widgets
- Add animation to your UI using Flutter's `AnimatedBuilder` component
- Integrate your native code into your Flutter codebase for native app performance

Who this book is for This book is for developers looking to learn Google's revolutionary framework Flutter from scratch. No prior knowledge of Flutter or Dart is required; however, basic knowledge of any programming language will be helpful.

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Take your React Native application development to the next level with this large collection of recipes

**About This Book\*** Build rich and engaging user experiences in React Native while maintaining peak application performance\* Leverage the best of iOS and Android for React Native development while maximizing code reuse and cohesion\* Implement architecture patterns in your React Native application that support efficient data access, routing, and testing

**Who This Book Is For**This book is for web developers who are familiar with React.js and know basics of UI development. You may or may not have used React Native before, but it's ideal for you if you want to develop native applications for iOS and Android using React Native. Existing knowledge of JavaScript ES2015 is highly recommended.

**What You Will Learn\*** Build simple and complex user interfaces using React Native\* Create advanced animations for UI components\* Build universal apps that run on phones and tablets\* Leverage Redux to manage application flow and data\* Expose both custom native UI components and application logic to React Native\* Integrate with existing native applications on iOS and Android\* Deploy our React Native application to the Google Play and Apple App Store\* Add automated testing to our React Native application

**In Detail**React has taken the web development world by storm. It is only natural that the unique architecture and its ecosystem of third-party support be applied to native application development. This book will take you through the basics of React Native development all the way through some more advanced components. In this book, we will cover topics in React Native ranging from adding basic UI components to successfully deploying for multiple target platforms. The book follows a top-down approach beginning with building rich user interfaces. These UIs will be created with both built-in and custom components that you will create, style and animate. You will then learn about different strategies for working with

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data, including leveraging the popular Redux library and optimizing the performance of the application. Then you will step further into exposing native device functionality. Finally, we will discuss how to put our application into production and maintain its reliability.

Build and deploy an attractive, user-friendly web or mobile application in one day or less using Oracle's new, low-code development tool: Visual Builder Cloud Service. Today's IT world is fast-paced, and the ability to rapidly deliver running code is the most crucial and sought-after skill a developer can have. Oracle has brought together their enterprise experience, advanced usability knowledge, and their best cloud engineering to produce an innovative platform giving developers unprecedented productivity. You will learn how to use all aspects of Oracle Visual Builder Cloud Service to build web or mobile applications. Using the fully browser-based development environment, you'll gain experience with all the modern user-interface components that the tool offers for a visual, user-interface-driven, development approach. You'll also see how to use the integrated data management capabilities and existing REST data services to store your data, and learn how to easily transfer applications to a test/staging environment and later to production, while continuing to develop the next version in the development environment. What You'll Learn Build great-looking web and mobile applications in a browser-based, visual design environment Define custom business logic in the visual logic editor or with JavaScript Manage multiple concurrent application versions from development through staging and production Define business objects with validation logic for application-specific data Communicate with, and draw data from, existing REST web services Use Visual Builder Cloud Service to expand Oracle SaaS solutions Who This Book Is For Developers at all expertise levels as well as business professionals and UX designers with an interest in

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using IT to quickly solve simple business problems. Because this tool is based on a modern low-code approach, no prior programming experience is necessary to benefit from the book. Skip the basics and delve right into Visual Studio 2017 advanced features and tools

Professional Visual Studio 2017 is the industry-favorite guide to getting the most out of Microsoft's primary programming technology. From touring the new UI to exploiting advanced functionality, this book is designed to help professional developers become more productive. A unique IDE-centric approach provides a clear path through the typical workflow while exploring the nooks and crannies that can make your job easier. Visual Studio 2017 includes a host of features aimed at improving developer productivity and UI, and this book covers them all with clear explanation, new figures, and expert insight. Whether you're new to VS or just upgrading, this all-inclusive guide is an essential resource to keep within arm's reach. Visual Studio 2017 fixes the crucial issues that kept professionals from adopting VS 2015, and includes new features and tools that streamline the developer's job. This book provides the straightforward answers you need so you can get up to speed quickly and get back to work. Master the core functionality of Visual Studio 2017 Dig into the tools that make writing code easier Tailor the environment to your workflow, not the other way around Work your way through configuration, debugging, building, deployment, customizing, and more Microsoft is changing their release cadence—it's only been about two years since the last release—so developers need to quickly get a handle on new tools and features if they hope to remain productive. The 2017 release is designed specifically to help you get more done, in less time, with greater accuracy and attention to detail. If you're ready to get acquainted, Professional Visual Studio 2017 is your ideal guide.

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If you are a developer with experience in C# and are just getting into mobile development, this is the book for you. If you have experience with desktop applications or the Web, this book will give you a head start on cross-platform development.

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

This book covers all aspects of VB that will help you to jump into real-world projects quickly and work independently. You'll work with various end-to-end examples to help you reduce your R&D time during VB projects, and learn about the drag-and-drop approach to enable you to build an app in a day.

Learn how to build app store-ready hybrid apps with Ionic, the framework built on top of

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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

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

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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 your organization is about to enter the world of big data, you not only need to decide whether Apache Hadoop is the right platform to use, but also which of its many components are best suited to your task. This field guide makes the exercise manageable by breaking down the Hadoop ecosystem into short, digestible sections. You'll quickly understand how Hadoop's projects, subprojects, and related technologies work together. Each chapter introduces a different topic—such as core technologies or data transfer—and explains why certain components may or may not be useful for particular needs. When it comes to data, Hadoop is a whole new ballgame, but with this handy reference, you'll have a good grasp of the playing field. Topics include: Core technologies—Hadoop Distributed File System (HDFS), MapReduce, YARN, and Spark Database and data management—Cassandra, HBase, MongoDB, and Hive Serialization—Avro, JSON, and Parquet Management and monitoring—Puppet, Chef, Zookeeper, and Oozie Analytic helpers—Pig, Mahout, and MLLib Data transfer—Scoop, Flume, distcp, and Storm Security, access control, auditing—Sentry, Kerberos, and Knox Cloud computing and virtualization—Serengeti, Docker, and Whirr

Combining React, one of the most widely used JavaScript frameworks, and GraphQL, the modern way of querying an API, two revolutionary technologies will give you a future-proof and scalable stack you can start building your business around. This book will guide you in

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implementing applications by using React, Apollo, Node.js and SQL.

Create awesome iOS and Android apps with a single tool! Flutter is an app developer's dream come true. With Google's open source toolkit, you can easily build beautiful apps that work across platforms using a single codebase. This flexibility allows you to get your work out to the widest possible audience. Flutter is already being used by thousands of developers worldwide in a market where billions of apps are downloaded every year. Now is the right time to get ahead of the curve with this incredible tool. Flutter for Dummies is your friendly, ground-up route to creating multi-platform apps. From how to construct your initial frameworks to writing code in Dart, you'll find the essentials you need to ride the Flutter revolutionary wave to success. This book includes guidance on how to create an intuitive and stunning UI, add interactivity, and easily pull in data. You'll also see how Flutter features like Hot Reload—providing sub-second refreshes as you refine your work—help you make sure your app is a delight to use.

- Start simple: follow steps to build a basic app
- It's alive! Keep connected to online data
- It moves! Make things fun with animated features
- Get the word out: use tips to expand your audience

Whether you're a fledgling developer or an expert wanting to add a slick feather to your programming cap, join the Flutter revolution now and soar above the rest! 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.,

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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](http://learningpwa.com). Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new

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platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap Zeroes in on topics such as developing applications for Android, IOS, Windows Phone 7, and Blackberry Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle.

Jump into the world of Near Field Communications (NFC), the fast-growing technology that lets devices in close proximity exchange data, using radio signals. With lots of examples, sample code, exercises, and step-by-step projects, this hands-on guide shows you how to build NFC applications for Android, the Arduino microcontroller, and embedded Linux devices. You'll learn how to write apps using the NFC Data Exchange Format (NDEF) in PhoneGap, Arduino, and node.js that help devices read messages from passive NFC tags and exchange data with other NFC-enabled devices. If you know HTML and JavaScript, you're ready to start with NFC. Dig into NFC's architecture, and learn how it's related to RFID Write sample apps for Android with PhoneGap and its NFC plugin Dive into NDEF: examine existing tag-writer apps and build your own Listen for and filter NDEF messages, using PhoneGap event listeners Build a full Android app to control lights and music in your home Create a hotel registration app with Arduino, from check-in to door lock Write peer-to-peer NFC messages between two Android devices Explore embedded Linux applications, using examples on Raspberry Pi and BeagleBone

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Annotation Sencha touch is a versatile HTML5-based framework for developing mobile web apps that look and feel native on touch screen devices, and with it you can write your code once and deploy it to both iOS and Android saving you both time and money. The Sencha touch cookbook has a comprehensive selection of recipes covering everything from installation right through to HTML5 geo location. The Sencha Touch Cookbook really is your one stop resource for cross platform HTML5 application development. It covers the basics such as setting up an iOS and Android development environment right through to much more complex development issues such as touch gestures, animation, rich media and geo location. Every recipe is practically focused. Maximum action. Minimum theory.

With AngularJS, you can quickly build client-side applications that run well on any desktop or mobile platform, using REST web services for backend processes. You may have heard that the learning curve for this JavaScript MVC framework is too steep, but that's not the case. This practical guide provides a hands-on approach to learning AngularJS that will have you building high-quality applications and websites in no time. Along with a conceptual understanding of the framework, you'll also gain direct experience with AngularJS by building a sample application throughout the book. If you're familiar with JavaScript, web development, and software design concepts and patterns, this book is the perfect way to get started. Understand how AngularJS differs from other MVC frameworks Learn about AngularJS controllers, views, and models by diving into the book's sample project Connect your working application to public REST services Build the application's security layer with non-REST AngularJS services Explore the basics of building and testing AngularJS directives Use AngularJS as part of the MEAN stack (MongoDB, ExpressJS, AngularJS, and Node.js)

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Discover how search engine optimization relates to AngularJS applications and sites  
Vue.js is an open-source JavaScript library for building modern, interactive web applications.  
From basic to advanced recipes, this book arms you with practical solutions to common tasks  
in building complete Vue.js web applications and helps you migrate to Vue.js 3 with a practical  
introduction to TypeScript and its latest features.

Use this book as an on-ramp to the development of enterprise-grade chatbots and digital  
assistants. It is based on real-life experience and explains everything you need to know to start  
building your own digital assistant (DA) using Oracle technologies. You will become familiar  
with the concepts involved in DA development from both a user experience and technical point  
of view. You will learn to create DAs using Oracle technologies, including the Oracle Digital  
Assistant Cloud. In the first part of the book, you will learn the basic principles of the digital  
assistant (AKA Chatbot) technology. You will be guided through the steps involved in designing  
a DA, including how to make sure that the user receives a satisfying experience when using  
the assistant. In the second part of the book, you will learn how to implement the digital  
assistant that was designed in the first part. You will begin with a basic implementation, later  
enhancing that implementation with agents, multi-language support, and webviews. The final  
part of the book adds a deep dive into custom component development with an example  
around sentiment analysis and speech. What You Will Learn Design digital assistants to meet  
business requirements Implement a great user experience for your digital assistants Translate  
digital assistant design into real implementations Build multi-language support into your  
assistants Enhance digital assistants with webviews Create custom components to extend  
feature sets Who This Book Is For Designers and developers who want to implement digital

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assistants using Oracle technologies and the cloud platform. This book is ideal for readers new to creating digital assistants, and covers aspects of design, including user experience design, before moving into the technical implementation. Readers experienced in creating digital assistants on other platforms will find the book useful for making the transition to Oracle technologies and the Oracle Digital Assistant Cloud.

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

As a Java programmer, how can you tackle the disruptive client-server approach to web development? With this comprehensive guide, you'll learn how today's client-side technologies and web APIs work with various Java tools. Author Casimir Saternos provides the big picture of client-server development, and then takes you through many practical client-server architectures. You'll work with hands-on projects in several chapters to get a feel for the topics discussed. User habits, technologies, and development methods have drastically altered web app design in recent years. But the Web itself hasn't changed. This book shows you how to build apps that conform to the web's underlying architecture. Learn the advantages of using separate client and server tiers, including code organization and speedy prototyping Explore the major tools, frameworks, and starter projects used in JavaScript development Dive into web API design and REST style of software architecture Understand Java's alternatives to traditional packaging methods and application server deployment Build projects with lightweight servers, using jQuery with Jython, and Sinatra with Angular Create client-server web apps with traditional Java web application servers and libraries

Master powerful new approaches to web architecture, design, and user experience This book

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presents a pragmatic, problem-driven, user-focused approach to planning, designing, and building dynamic web solutions. You'll learn how to gain maximum value from Domain-Driven Design (DDD), define optimal supporting architecture, and succeed with modern UX-first design approaches. The author guides you through choosing and implementing specific technologies and addresses key user-experience topics, including mobile-friendly and responsive design. You'll learn how to gain more value from existing Microsoft technologies such as ASP.NET MVC and SignalR by using them alongside other technologies such as Bootstrap, AJAX, JSON, and JQuery. By using these techniques and understanding the new ASP.NET Core 1.0, you can quickly build advanced web solutions that solve today's problems and deliver an outstanding user experience. Microsoft MVP Dino Esposito shows you how to:

- Plan websites and web apps to mirror real-world social and business processes
- Use DDD to dissect and master the complexity of business domains
- Use UX-Driven Design to reduce costs and give customers what they want
- Realistically compare server-side and client-side web paradigms
- Get started with the new ASP.NET Core 1.0
- Simplify modern visual webpage construction with Bootstrap
- Master practical, efficient techniques for running ASP.NET MVC projects
- Consider new options for implementing persistence and working with data models
- Understand Responsive Web Design's pros, cons, and tradeoffs
- Build truly mobile-friendly, mobile-optimized websites

About This Book For experienced developers and solution architects who want to plan and develop web solutions more effectively Assumes basic familiarity with the Microsoft web development stack

Build real-world hybrid mobile applications using the robust PhoneGap development platform

About This Book Get to grips with the usage of PhoneGap and its command-line interface

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Learn to use numerous plugins to access several hardware capabilities Step-by-step instructions on creating captivating mobile applications using popular frameworks Who This Book Is For If you are a developer who wants to get started with mobile application development using PhoneGap, then this book is for you. Previous experience with data mining libraries will help, but is not mandatory. A basic understanding of web technologies such as HTML, CSS, and JavaScript is a must. What You Will Learn Set up a development environment to develop PhoneGap applications Generate, build, and run applications using the PhoneGap command-line interface Install plugins from the command line to add native capabilities to your application Call the JavaScript API of plugins and hook into native events Manipulate DOM using zepto and xuijs Develop a user interface using jQuery Mobile and the Ionic framework Get accustomed to using the PhoneGap Build service In Detail Developing mobile applications often feels intimidating. Especially when building cross-platform application. We have to learn a specific programming language to build an application for each platform. PhoneGap makes cross-platform mobile application development faster and easier by using web technologies such as HTML5, CSS, and JavaScript. This book gives you practical lessons on how to build a world class mobile application using PhoneGap. Whether you are a brand new to mobile application development, a web developer expert, or a seasoned mobile application developer, this book will guide you through creating hybrid mobile applications. Starting with setting up a development environment, the book moves on to utilizing a new PhoneGap command-line tool, installing plugins, and designing your application. It then moves on to concepts such as file system, storage, and local database, the book effectively lays a solid base for advanced topics. By working through the steps in each chapter,

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you will quickly master the features of PhoneGap. By the end of the book, you will be able to successfully build a highly functional, real-world hybrid mobile application using PhoneGap. Style and approach And easy-to-follow guide full of practical examples of real-world mobile application. Each topic is explained step by step with detailed explanations on each concept. 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

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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](http://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 Pearson Education

Problem solving with JavaScript is a lot trickier now that its use has expanded considerably in size, scope, and complexity. This cookbook has your back, with recipes for common tasks across the JavaScript world, whether you're working in the browser, the server, or a mobile environment. Each recipe includes reusable code and practical advice for tackling JavaScript objects, Node, Ajax, JSON, data persistence, graphical and media applications, complex frameworks, modular JavaScript, APIs, and many related technologies. Aimed at people who have some experience with JavaScript, the first part covers traditional uses of JavaScript, along with new ideas and improved functionality. The second part dives into the server, mobile development, and a plethora of leading-edge tools. You'll save time—and learn more about JavaScript in the process. Topics include: Classic JavaScript: Arrays, functions, and the JavaScript Object Accessing the user interface Testing and accessibility Creating and using JavaScript libraries Client-server communication with Ajax Rich, interactive web effects JavaScript, All Blown Up: New ECMAScript standard objects Using Node on the server Modularizing and managing JavaScript Complex JavaScript frameworks Advanced client-server communications Visualizations and client-server graphics Mobile application

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development

Why reinvent the wheel every time you run into a problem with JavaScript? This cookbook is chock-full of code recipes that address common programming tasks, as well as techniques for building web apps that work in any browser. Just copy and paste the code samples into your project—you'll get the job done faster and learn more about JavaScript in the process. You'll also learn how to take advantage of the latest features in ECMAScript 5 and HTML5, including the new cross-domain widget communication technique, HTML5's video and audio elements, and the drawing canvas. You'll find recipes for using these features with JavaScript to build high-quality application interfaces. Create interactive web and desktop applications Work with JavaScript objects, such as String, Array, Number, and Math Use JavaScript with Scalable Vector Graphics (SVG) and the canvas element Store data in various ways, from the simple to the complex Program the new HTML5 audio and video elements Implement concurrent programming with Web Workers Use and create jQuery plug-ins Use ARIA and JavaScript to create fully accessible rich internet applications

Offers software developers step-by-step instructions on how to create and distribute their first marketable, professional Android application.

SAP is a market leader in enterprise business application software. SAP solutions provide a rich set of composable application modules, and configurable functional capabilities that are expected from a comprehensive enterprise business application software suite. In most cases, companies that adopt SAP software remain heterogeneous enterprises running both SAP and non-SAP systems to support their business processes. Regardless of the specific scenario, in heterogeneous enterprises most SAP implementations must be integrated with a variety of non-

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SAP enterprise systems: Portals Messaging infrastructure Business process management (BPM) tools Enterprise Content Management (ECM) methods and tools Business analytics (BA) and business intelligence (BI) technologies Security Systems of record Systems of engagement The tooling included with SAP software addresses many needs for creating SAP-centric environments. However, the classic approach to implementing SAP functionality generally leaves the business with a rigid solution that is difficult and expensive to change and enhance. When SAP software is used in a large, heterogeneous enterprise environment, SAP clients face the dilemma of selecting the correct set of tools and platforms to implement SAP functionality, and to integrate the SAP solutions with non-SAP systems. This IBM® Redbooks® publication explains the value of integrating IBM software with SAP solutions. It describes how to enhance and extend pre-built capabilities in SAP software with best-in-class IBM enterprise software, enabling clients to maximize return on investment (ROI) in their SAP investment and achieve a balanced enterprise architecture approach. This book describes IBM Reference Architecture for SAP, a prescriptive blueprint for using IBM software in SAP solutions. The reference architecture is focused on defining the use of IBM software with SAP, and is not intended to address the internal aspects of SAP components. The chapters of this book provide a specific reference architecture for many of the architectural domains that are each important for a large enterprise to establish common strategy, efficiency, and balance. The majority of the most important architectural domain topics, such as integration, process optimization, master data management, mobile access, Enterprise Content Management, business intelligence, DevOps, security, systems monitoring, and so on, are covered in the book. However, there are several other architectural domains which are not included in the

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book. This is not to imply that these other architectural domains are not important or are less important, or that IBM does not offer a solution to address them. It is only reflective of time constraints, available resources, and the complexity of assembling a book on an extremely broad topic. Although more content could have been added, the authors feel confident that the scope of architectural material that has been included should provide organizations with a fantastic head start in defining their own enterprise reference architecture for many of the important architectural domains, and it is hoped that this book provides great value to those reading it. This IBM Redbooks publication is targeted to the following audiences: Client decision makers and solution architects leading enterprise transformation projects and wanting to gain further insight so that they can benefit from the integration of IBM software in large-scale SAP projects. IT architects and consultants integrating IBM technology with SAP solutions.

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

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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

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