
Building Mobile Apps With Ionic 2 3 500 Page Ebook

Learning Node.js for Mobile Application
Development

Mobile App Development with Ionic 2

Building Cross-Platform GUI Applications with
Fyne

Developing a Mobile Application UI with Ionic and
Angular

Mobile App Development with Ionic, Revised
Edition

Easy Mobile Apps

Building Web Apps with Spring 5 and Angular

Ionic : Hybrid Mobile App Development

Build Mobile Apps with Ionic 4 and Firebase

Learning Ionic

Learning Progressive Web Apps

Building Mobile Apps at Scale

Beginning Ionic Mobile Development

The JHipster Mini-Book

Laravel: Up & Running

Building a Mobile App with AngularJS 1 and Ionic

Creating Mobile Apps with Xamarin.Forms

Preview Edition 2

Learn Ionic 2

Beginning Progressive Web App Development

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Build Mobile Apps with Ionic 2 and Firebase
Ionic 2 and AngularFire2: Building Mobile Apps
Developing a Mobile Application UI with Ionic and React
Learning React Native
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Ionic Cookbook
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*Building
Mobile
Apps
With
Ionic 2* *Downloaded
3 500* *from*
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Ebook *by guest*

**SAVANAH
SAVAGE**

*Learning
Node.js for*

*Mobile
Application
Development*
Simon and
Schuster
An end-to-end
journey,
empowering
you to build

real-time,
scalable, and
interactive
mobile
applications
with the Ionic
framework
About This
Book Develop

engaging mobile experiences with a native-looking UI in Ionic and AngularJS. Use out-of-the-box Ionic functionalities, customize existing components, and add new components with this comprehensive course. Learn Ionic by creating three complete mobile applications. Who This Book Is For If you are a web developer who wants to build hybrid mobile app development using the Ionic

framework, then this comprehensive course is best-suited for you. What You Will Learn Get to know about Hybrid Apps and AngularJS Set up a development environment to build Hybrid Apps Navigate around components and routing in Ionic Authenticate users using an e-mail password, Twitter, Facebook, Google+, and LinkedIn Retrieve data and store it using Firebase Access native device

functionalities such as the camera, contact list, e-mail, and maps using NG-Cordova Integrate PhoneGap plugins with NG-Cordova Test your apps to improve and optimize performance In Detail Hybrid Apps are a promising choice in mobile app development to achieve cost-effectiveness and rapid development. Ionic has evolved as the most popular choice for Hybrid Mobile

App development as it tends to match the native experience and provides robust components/tools to build apps. The Ionic Complete Developers course takes you on an end-to-end journey, empowering you to build real-time, scalable, and interactive mobile applications with the Ionic framework. Starting with an introduction to the Ionic framework to

get you up and running, you will gradually move on to setting up the environment, and work through the multiple options and features available in Ionic to build amazing hybrid mobile apps. You will learn how to use Cordova plugins to include native functionality in your hybrid apps. You will work through three complete projects and build a basic to-do list app, a London tourist app,

and a complete social media app. All three projects have been designed to help you learn Ionic at its very best. From setting up your project to developing on both the server side and front end, and best practices for testing and debugging your projects, you'll quickly be able to deliver high-performance mobile apps that look awesome. You will then hone your skills with recipes for cross-

platform development. Integrating Ionic with Cordova will bring you native device features, and you will learn about the best modules from its ecosystem. Creating components and customizing the theme will allow you to extend Ionic. You'll see how to build your app to deploy to all platforms to make you a confident start-to-finish mobile developer. This Learning Path combines some of the

best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Getting Started with Ionic - by Rahat Khanna Ionic by Example - by Sani Yusuf Ionic Cookbook - by Hoc Phan Style and approach This course shows you how to get up and running with the Ionic framework. It doesn't just give you instructions,

expecting you to follow them. Instead, with a hands-on approach, it demonstrates what Ionic is capable of through a series of practical projects that you can build yourself.

Mobile App Development with Ionic 2

Packt Publishing Ltd
What sets Laravel apart from other PHP web frameworks? Speed and simplicity, for starters. This rapid application development framework

and its ecosystem of tools let you quickly build new sites and applications with clean, readable code. Fully updated to cover Laravel 5.8, the second edition of this practical guide provides the definitive introduction to one of today's most popular web frameworks. Matt Stauffer, a leading teacher and developer in the Laravel community, delivers a high-level overview and concrete

examples to help experienced PHP web developers get started with this framework right away. This updated edition also covers Laravel Dusk and Horizon and provides information about community resources and other noncore Laravel packages. Dive into features, including: Blade, Laravel's powerful custom templating tool Tools for gathering,

validating, normalizing, and filtering user-provided data The Eloquent ORM for working with application databases The role of the Illuminate request object in the application lifecycle PHPUnit, Mockery, and Dusk for testing your PHP code Tools for writing JSON and RESTful APIs Interfaces for filesystem access, sessions, cookies, caches, and search Tools for

implementing
queues, jobs,
events, and
WebSocket
event
publishing

**Building
Cross-
Platform GUI
Applications
with Fyne**

Pearson
Education
A complete
guide to build
robust and
scalable web
applications
with Spring
and Angular.
About This
Book This
hands on
guide will
teach you how
to build an
end-to-end
modern web
application
using Spring
and Angular. It
is easy to read

and will
benefit Java
developers
who have
been used to
develop the
back-end part
of web
application
while front-
end (UI) has
been left for
UI developers.
Learn the core
aspects
involved in
developing
the backend
and the UI,
right from
designing to
integrating
and deploying.
Who This Book
Is For This
book is
targeted
towards Java
Web
Developers
with a basic
knowledge of

Spring who
want to build
complete web
applications in
a fast and
effective way.
They will want
to gain a
stronghold on
both frontend
and backend
development
to advance in
their careers.
What You Will
Learn Set up
development
environment
for Spring
Web App and
Angular app.
Process web
request and
response and
build REST API
endpoints.
Create data
access
components
using Spring
Web MVC
framework

and Hibernate
 Use Junit 5 to
 test your
 application
 Learn the
 fundamental
 concepts
 around
 building
 Angular
 Configure and
 use Routes
 and
 Components.
 Protect
 Angular app
 content from
 common web
 vulnerabilities
 and attacks.
 Integrate
 Angular apps
 with Spring
 Boot Web API
 endpoints
 Deploy the
 web
 application
 based on CI
 and CD using
 Jenkins and
 Docker

containers In
 Detail Spring
 is the most
 popular
 application
 development
 framework
 being adopted
 by millions of
 developers
 around the
 world to
 create high
 performing,
 easily
 testable,
 reusable code.
 Its lightweight
 nature and
 extensibility
 helps you
 write robust
 and highly-
 scalable
 server-side
 web
 applications.
 Coupled with
 the power and
 efficiency of
 Angular,
 creating web

applications
 has never
 been easier. If
 you want build
 end-to-end
 modern web
 application
 using Spring
 and Angular,
 then this book
 is for you. The
 book directly
 heads to show
 you how to
 create the
 backend with
 Spring,
 showing you
 how to
 configure the
 Spring MVC
 and handle
 Web requests.
 It will take you
 through the
 key aspects
 such as
 building REST
 API endpoints,
 using
 Hibernate,
 working with

Junit 5 etc. Once you have secured and tested the backend, we will go ahead and start working on the front end with Angular. You will learn about fundamentals of Angular and Typescript and create an SPA using components, routing etc. Finally, you will see how to integrate both the applications with REST protocol and deploy the application using tools such as Jenkins and Docker. Style

and approach This is a straightforward guide that shows how to build a complete web application in Angular and Spring. **Developing a Mobile Application UI with Ionic and Angular** Apress 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

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Advanced techniques for professional apps Using Cordova plugins
Previewing, debugging, and automated testing
Building and publishing apps
Mobile App Development with Ionic, Revised Edition
Createspace Independent Publishing Platform
Framework for the World. The geographical framework for the world is so fundamental it affects the lives of everyone on earth. On top of this 'template' virtually all other kinds of information are collected and displayed, ranging from population and socio-economic statistics, through environmental data of all kinds to asset registers such as the location of underground pipes and cables. For many years, the framework comprised simple topographic paper maps. Increasingly it is formed by topographic digital databases, from which maps and other products can be 'spun off'. These maps and

databases have been created by a branch of national government, the National Mapping Organizations. At present, however, there are large variations in the content, quality and currency of the mapping and many countries have not yet converted all their maps into digital format. The world of NMOs is in turmoil, beset by rapid changes in technology, higher expectations

from users of information and radical changes in the ways in which governments operate. This book describes how different approaches are being taken in policy and practical terms in different countries to face these common challenges. It also describes how global - as compared to purely national - needs are emerging for GI and how this demand is being met. The mutation of some

national mapping organisations into geographical information utilities and the growth of national geographical information systems are outlined. Framework for the World is developed in 21 chapters written by senior managers involved with the framework from many different countries and drawn from both civilian and military organizations, from the United Nations and from the

users of geographical frameworks. For the *World Easy Mobile Apps* Packt Publishing Ltd Learn to build hybrid mobile apps using Ionic and Firebase. You'll build a Hacker News client app, which can view top stories in Hacker News, view comments of a story, add stories to favorites, etc. This introductory guide covers the whole cycle of hybrid mobile apps development. It's organized

around implementing different user stories. For each story, this book not only talks about how to implement it but also explains related Ionic and Firebase concepts in detail. Using Apache Cordova, developers can create a new type of mobile app—a hybrid mobile app. Hybrid mobile apps actually run in an internal browser inside a wrapper created by Apache Cordova. With hybrid mobile

apps, developers can have one single code base for different platforms. Developers also can use their existing web development skills. The Ionic framework builds on top of Apache Cordova and provides out-of-box components which make developing hybrid mobile apps much easier. Ionic uses Angular as the JavaScript framework and has a nice default UI

style with a similar look and feel to native apps. Firebase is a realtime database which can be accessed in web apps using JavaScript. With Build Mobile Apps with Ionic 2 and Firebase you'll discover that just need to develop front-end code, there's no need to manage any back-end code or servers. What You'll Learn Create content-based Ionic mobile apps Discover the advanced features of the

Ionic framework Use Firebase as a mobile app's back-end storage Build, test, and continuously delivery Ionic mobile apps Publish and analyze Ionic mobile apps Who This Book Is For Front-end developers and mobile app developers **Building Web Apps with Spring 5 and Angular** Mobile App Development with Ionic, Revised Edition 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.
**Ionic :
Hybrid
Mobile App**

Development

O'Reilly

Media

Do you want

to create

applications

that can run

on iPhones

and Androids?

Then you have

come to the
right place!

The Ionic

Framework

supports a

variety of

mobile

platforms.

Throughout

this series, I

will cover the

important

aspects of

development

with Ionic,

Angular, and

TypeScript,

going from no

code all the

way to the

Apple App and

Google Play

Stores. This

volume will

cover the

absolute

basics: I will

show you how

to build a

simple Ionic

application. I

will cover the

application

structure,

explaining

how an Ionic

application is

laid out. Next I

will introduce

some of

Ionic's more

useful UI

components

and create a

basic side-

menu for the

demo

application.

Unlike many

books that

spend a lot of

time on

background,

this one is

designed to

be fast paced,

with a

minimum of

fuss and fluff.

It is all hands-

on. By the time

you complete

the series, you

should have

the confidence

you need to

create and

deploy your

own mobile

app for iOS or

Android. It will

be a fast ride,

so hang on. #

Book

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Getting

Started-Gentle

Introduction to

Angular-Your

First Ionic

App-Guided

Tour of the

Ionic-Angular

Code-

Customize the

Code-

A10Dance -
The Demo
App-Creating
the New
Project-
Modifying the
Home Page-
Custom
Students
Service-
Adding the
Roster Page-
Implementing
a Student
Roster-Adding
Functionality
to the Student
Roster-User
Confirmation
and
Notification-
Basic
Navigation
Menu-Where
to Go from
Here?-Apply
What You
Have Learned-
Appendix -
Installing the
Tools# Series
Road MapThis

is the first in
what I plan to
be a series of
books on
developing
applications
with Ionic and
Angular. Book
1: Building a
Mobile
Application UI
This book is all
about building
a user
interface for a
mobile
application
from scratch.
It contains
everything
you need to
go from
nothing to a
fully functional
mobile app UI
with Ionic
Framework
and Angular.
Many of
Ionic's basic UI
components
will be

showcased: -
lon-card-lon-
item-lon-
button-lon-
icon-lon-
menu-lon-
alert-lon-
option-sliding-
lon-action-
sheet-And
MoreBook 2:
Dealing with
DataOnce the
basic user
interface is
complete, it is
time to work
with data.
How will the
application
accept,
validate, and
store user-
provided
input? This
book will
answer those
questions.
When the
application
functionality is
completed, it

still needs to be available to its potential users. The final section of this book will be a discussion around various hosting options. You will deploy the application as a Progressive Web Application, which can then be installed on any modern mobile device. Book 3: Devices and Deployment Sometimes, you need true hardware integration and installation. In this book, you

will work with Capacitor, Ionic's solution for interfacing with the mobile hardware. The book will conclude by explaining and demonstrating how to prepare, build, and deploy the finished application to both the Apple and Google Play Stores. Sign up at <https://walkingriver.com> to receive advanced notice and occasional rough-draft content of new books in this series. Build Mobile

Apps with Ionic 4 and Firebase Independently Published Build a mobile application using Ionic 2?the latest version of the popular hybrid application framework. Learn how to use Firebase as a serverless back end for a database, and establish a connection between your app and the database using the AngularFire2 library. *Learning Ionic* "O'Reilly Media, Inc." Leverage Xamarin.Forms

s to build iOS and Android apps using a single, cross-platform approach. This book is the XAML companion to the C# guide Xamarin Mobile Application Development. You'll begin with an overview of Xamarin.Forms, then move on to an in-depth XAML (eXtensible Application Markup Language) primer covering syntax, namespaces, markup extensions, constructors,

and the XAML standard. XAML gives us both the power of decoupled UI development and the direct use of Xamarin.Forms elements. This book explores the core of the Xamarin.Forms mobile app UI: using layouts and FlexLayouts to position controls and views to design and build screens, formatting your UI using resource dictionaries, styles, themes and CSS, then coding user interactions

with behaviors, commands, and triggers. You'll see how to use XAML to build sophisticated, robust cross-platform mobile apps and help your user get around your app using Xamarin.Forms navigation patterns. Building Xamarin.Forms Mobile Apps Using XAML explains how to bind UI to data models using data binding and using the MVVM pattern, and how to customize UI elements for

each platform using industry-standard menus, effects, custom renderers, and native view declaration. What You Will Learn Create world-class mobile apps for iOS and Android using C# and XAML Build a XAML UI decoupled from the C# code behind Design UI layouts such as as FrameLayout, controls, lists, and navigation patterns Style your app using resource

dictionaries, styles, themes, and CSS Customize controls to have platform-specific features using effects, custom renderers, and native views Who This Book Is For XAML and C# developers, architects, and technical managers as well as many Android and iOS developers **Learning Progressive Web Apps** "O'Reilly Media, Inc." Get up and running with developing

effective Hybrid Mobile Apps with Ionic About This Book Develop engaging mobile experiences with a native-looking UI in Ionic and AngularJS Build mobile applications with a native UI and interactions with device APIs using popular web technologies such as HTML, CSS, and JavaScript Create an e-commerce mobile app using tutorials and code samples Who This Book Is

For This book is ideal for any web developer who wants to enter into the world of mobile app development but has no clue where to start. Ionic is an ideal starting point and provides a smooth learning curve to help you build hybrid apps using web technologies and to develop native apps for iOS and Android, you do not need to know multiple languages. This book will also be useful for Hybrid App developers who have not found the perfect framework to ensure users get a rich experience from your apps. What You Will Learn Get to know about Hybrid Apps and AngularJS Set up a development environment to build Hybrid Apps Navigate around the components and routing in Ionic Use different Ionic directives for a mobile-specific experience Integrate an Ionic App with backend web services Work with plugins to include native functionality in your hybrid apps Test your apps on real devices Build an e-commerce app for iOS and Android from scratch In Detail Hybrid Apps are a promising choice in mobile app development to achieve cost effectiveness and rapid development. However, they were not preferred over native apps until few years back due to a poor

performance and bad user experience, but everything has changed with the release of Ionic. It has evolved as the most popular choice for Hybrid Mobile App development as it tends to match the native experience and provides robust components/tools to build apps. Getting Started with Ionic equips any web developer with the basic knowledge needed to use modern web technologies

to build amazing hybrid mobile apps using Ionic. This fast-paced, practical book explains all the important concepts of AngularJS and Cordova Framework required to develop apps, then gives you a brief introduction to hybrid mobile applications. It will guide you through setting up the environment to develop mobile apps, and through the multiple options and features available in Ionic so you

can use them in your mobile apps. Features such as the Side Menu, Tabs, Touch Interactions, and native features such as Bar Code, Camera, and Geolocations are all covered.. Finally, we'll show you how to use Cordova plugins and publish your apps. Style and approach Getting started with Ionic is a compact, easy-to-follow guide to developing hybrid mobile apps using Ionic with real

world examples of building an e-commerce app.

Building Mobile Apps at Scale

Packt Publishing Ltd Learn How to Get Your App on the App Store! These days, it seems that everyone wants to build mobile apps. Even web developers. The trouble is, there are too many technologies involved. And the process is really involved and somewhat convoluted. If you are a web developer and want to build

mobile apps, but you do not want to take the time to learn multiple technologies, then this book is for you.

These days, you don't have to ignore standard Web technology such as HTML, JavaScript, and TypeScript. I will show you not only how easy it is to build your own app, but also how fun it can be. You will see how you can quickly take your existing Web application and deploy it to the Apple App Store and

make it available to millions of iOS devices. Did you know that almost a third of all apps in the Apple App Store are built with Web technologies? How amazing is that? Now it is your turn. Get your favorite Web app ready and join me on this fast-paced journey to enter the world of mobile application development. I do not want to waste your time! This book is about one thing and one thing only. Getting

your web application onto the Apple App Store, where it will then be available to the tens of millions of iOS users all over the world. In this book, I will show you how to get a web application prepared and deployed to the Apple App Store. How are you going to do that? With Capacitor from Ionic. Capacitor is a newer technology that will allow you to wrap an existing web application

into an Xcode project and then deploy it to the Apple App Store. This book will cover the basics you need to take one of your own web apps (or you can use one of mine if you prefer). When you are finished, you should be able to replicate the process with every web app you want to put in the hands of iOS owners everywhere. Apress
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 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

Beginning Ionic Mobile Development
Packt Publishing Ltd
Build a complete, professional-quality, hybrid mobile application with Ionic
About This Book Develop high-grade and performance-optimized hybrid applications using the latest version of Ionic
Discover the latest and upcoming features of Ionic A practical guide that will help you fully utilize all the

<p>features and components of Ionic efficiently</p> <p>Who This Book Is For The target audience for this book is intermediate-level application developers who have some basic knowledge of Ionic. What You Will Learn Use every Ionic component and its customization according to the application along with some important third party components</p> <p>Recently</p>	<p>released Lazy Loading and Grid System supporting desktop application with Electron</p> <p>Integration of the various Ionic backend services and features such as Ionic Push, DB, Auth, Deploy in your application</p> <p>Exploration of white-listing, CORS, and various other platform security aspects to secure your application</p> <p>Synchronization of your data with the cloud server and fetching it in real time using Ionic</p>	<p>Cloud and Firebase services</p> <p>Integration of the Cordova iBeacon plugin which will fetch contextual data on the basis of location and Websockets for real time communication for IOT based applications</p> <p>Implementation of offline functionality in your PWA application using service-worker, cache storage and indexedDB</p> <p>In Detail Ionic is an open source, front-end framework</p>
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that allows you to develop hybrid mobile apps without any native-language hassle for each platform. It offers a library of mobile-optimized HTML, CSS, and JS components for building highly interactive mobile apps. This book will help you to develop a complete, professional and quality mobile application with Ionic Framework. You will start the journey by

learning to configure, customize, and migrate Ionic 1x to 3x. Then, you will move on to Ionic 3 components and see how you can customize them according to your applications. You will also implement various native plugins and integrate them with Ionic and Ionic Cloud services to use them optimally in your application. By this time, you will be able to create a full-fledged e-

commerce application. Next, you will master authorization, authentication, and security techniques in Ionic 3 to ensure that your application and data are secure. Further, you will integrate the backend services such as Firebase and the Cordova iBeacon plugin in your application. Lastly, you will be looking into Progressive Web Applications and its support with Ionic, with a

demonstration of an offline-first application. By the end of the book, you will not only have built a professional, hybrid mobile application, but will also have ensured that your app is secure and performance driven. Style and approach A step-by-step guide (covering all its features and components) to build a complete mobile application using Ionic. Each chapter will cover different

features of Ionic.
[The JHipster Mini-Book](#)
 Lulu.com
 Solve all your Ionic-related issues through dedicated recipes that will help you get the best out of Ionic.
 Working with Ionic components to find out the best way to share data between them effectively.
 Key Features - Leverage Ionic 3.9 and its exciting new features to create cutting-edge, real-time apps - Work through simple recipes to address

your problems directly and solve them effectively - Get examples at each step to guide you on your learning curve with Angular Book
 Description Ionic is the preferred choice for JavaScript developers to develop real-time hybrid applications. This book will get you started with Ionic 3.9 and help you create Angular 5 components that interact with templates. You will work with Ionic

components and find out how to share data efficiently between them. You'll discover how to make the best use of the REST API to handle back-end services and then move on to animating your application to make it look pretty. You then learn to add in a local push notification in order to test the app. Then you'll work with Cordova to support native functionalities on both iOS

and Android. From there, you'll get to grips with using the default themes for each platform and customizing your own. We then take you through the advanced Ionic features like lazy loading, deep linking, localizing ionic apps etc. Finally, you'll see how best to deploy your app to different platforms. This book will solve all your Ionic-related issues through dedicated recipes that

will help you get the best out of Ionic. What you will learn -Help readers to jump-start Ionic apps - Explore essential features of Ionic with examples - Learn how to use native device functionalities -Make the best use of the REST API to handle back-end services -Work with Cordova to support native functionalities on both iOS and Android. - Master advanced topics in app

development such as deep linking and lazy loading. Who this book is for This book targets JavaScript developers. No previous knowledge of Ionic is necessary, but prior knowledge of web development techniques would be useful.

Laravel: Up & Running
"O'Reilly Media, Inc."
Ionic is one of the leading frameworks to develop mobile apps and Progressive Web Apps in

HTML5. Ionic is especially useful if you are familiar with web development. HTML, CSS, JavaScript and would like to build mobile apps, but don't fancy having to learn Objective C and/or Swift for iOS, Java for Android, etc. In this book, we take you on a fun, hands-on and pragmatic journey to master Ionic. You'll start building Ionic apps within minutes. Every section is written in a bite-sized

manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't need. In the end, you will have what it takes to develop a real-life mobile app using Ionic. About the Reader This book is for developers with basic familiarity with HTML, CSS, Javascript and Angular. About the Author Greg Lim is a technologist and author of

several programming books. Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing. Table of Contents	Chapter 6: Storing Data	Publishing Ltd
Chapter 1: Introduction to Ionic	Chapter 7: C.R.U.D. with Firebase	Mobile App Development with Ionic, Revised Edition
Chapter 2: Setting Up Our Development Environment	Chapter 8: Authentication in Firebase	"O'Reilly Media, Inc." Creating Mobile Apps with Xamarin.Forms Preview Edition 2
Chapter 3: Building Our Notable Notes App	Chapter 9: Authorization in Firebase	Apress
Chapter 4: Building Our Notable Notes App (II)	Chapter 10: Cordova Plugins and Ionic Native	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.
Chapter 5: Deploying to a Device	Chapter 11: Deploying to the AppStore	This practical guide shows you how to use Ionic's tools and
	Chapter 12: Deploying to a Web Server	
	Chapter 13: Building a Progressive Web App	
	Appendix A: Themes	
	Building a Mobile App with AngularJS 1 and Ionic	
	Packt	

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.

Learn Ionic 2
Packt
Publishing Ltd
Understand
how to use the
Fyne toolkit to
build exciting
apps for a
range of
devices and
deploy them
effectively
Key Features
Learn how to use
standard
widgets,
dialogs, and
layouts as well
as how to
build your
own
Understand how to
develop an
app and
package and
distribute it to
different
operating
systems and
app
stores
Explore the design
principles and
vision of the
Fyne toolkit
and how that
may align with
your
project
Book Description
The history of
graphical
application
development
is long and
complicated,
with various
development
challenges
that persist to
this day. The
mix of
technologies
involved and
the need to
use different
programming
languages led
to a very
steep learning
curve for
developers
looking to
build
applications
across
multiple
platforms. In
Building
Cross-Platform
GUI
Applications
with Fyne,
you'll
understand
how the Go
language,
when paired
with a modern
graphical
toolkit such as
Fyne, can
overcome
these issues
and make
application
development
much easier.
To provide an
easy-to-use
framework for
cross-platform
app
development,
the Fyne
project offers

many graphical concepts and design principles that are outlined throughout this book. By working through five example projects, you'll learn how to build apps effectively, focusing on each of the main areas, including the canvas, layouts, file handling, widgets, data binding, and themes. The book will also show you how the completed applications can then be run on your desktop

computer, laptop, and smartphone. After completing these projects, you will discover how to prepare applications for release and distribute them to platform marketplaces and app stores. By the end of this book, you'll be able to create cross-platform graphical applications with visually appealing user interfaces and concise code. What you will learn Become well-versed with the history of GUI

development and how Fyne and the Golang programming language make it easier Explore how the Fyne toolkit is architected and the various modules are provided Discover how Fyne apps can be tested and constructed using best practices Construct five complete applications and deploy them to your devices Customize the design of your apps by extending widgets and

themes and the separation and presentation of data and how to test and build applications that present dynamic data. Who this book is for: This Fyne-Golang GUI book is for developers from any background who are looking to build cross-platform applications with a modern toolkit. It will also be useful for Go developers who are looking to explore

graphical apps and GUI developers looking for a new toolkit for cross-platform development. Basic knowledge of Graphical User Interface (GUI) development is assumed (although a brief history is also included in the book). The book also features a short introduction to the Go language as a quick refresher. [Beginning Progressive Web App Development](#) Addison-Wesley Professional

"This course shows you how to get started with Ionic 4. You will use UI components that come with Ionic and are available for use in your apps, right out-of-the-box. You'll connect your Ionic app with a NoSQL database such as Firebase to enable your app to use all the amazing Firebase features such as Firebase Auth and Cloud Firestore. You will work on the ToDo APP project, a Task Manager app

using Ionic. By the end of the course, you'll have used Ionic 4 to build and prepared a cross-platform app for release into Google Play Store and App Store."-- Resource description page.

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