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# Building Mobile Apps With Ionic 2 3 500 Page Ebook

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## **MOONEY DEON**

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*Learning React Native* Packt Publishing Ltd

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 1: Introduction to Ionic Chapter 2: Setting Up Our Development Environment Chapter 3: Building Our Notable Notes App Chapter 4: Building Our Notable Notes App (II) Chapter 5: Deploying to a Device Chapter 6: Storing Data Chapter 7: C.R.U.D. with Firebase Chapter 8: Authentication in Firebase

Chapter 9: Authorization in Firebase  
Chapter 10: Cordova Plugins and Ionic Native  
Chapter 11: Deploying to the AppStore  
Chapter 12: Deploying to a Web Server  
Chapter 13: Building a Progressive Web App  
Appendix A: Themes

**Ionic Cookbook** Microsoft Press  
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

**Developing a Mobile Application UI with Ionic and React** "O'Reilly Media, Inc."

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. Flutter in Action "O'Reilly Media, Inc." Summary In 2017, consumers downloaded 178 billion apps, and

analysts predict growth to 258 billion by 2022. Mobile customers are demanding more—and better—apps, and it's up to developers like you to write them! Flutter, a revolutionary new cross-platform software development kit created by Google, makes it easier than ever to write secure, high-performance native apps for iOS and Android. Flutter apps are blazingly fast because this open source solution compiles your Dart code to platform-specific programs with no JavaScript bridge! Flutter also supports hot reloading to update changes instantly. And thanks to its built-in widgets and rich motion APIs, Flutter's apps are not just highly responsive, they're stunning! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from

Manning Publications. About the technology With Flutter, you can build mobile applications using a single, feature-rich SDK that includes everything from a rendering engine to a testing environment. Flutter compiles programs written in Google's intuitive Dart language to platform-specific code so your iOS and Android games, utilities, and shopping platforms all run like native Java or Swift apps. About the book Flutter in Action teaches you to build professional-quality mobile applications using the Flutter SDK and the Dart programming language. You'll begin with a quick tour of Dart essentials and then dive into engaging, well-described techniques for building beautiful user interfaces using Flutter's huge collection of built-in widgets. The combination of

diagrams, code examples, and annotations makes learning a snap. As you go, you'll appreciate how the author makes easy reading of complex topics like routing, state management, and async programming. What's inside Understanding the Flutter approach to the UI All the Dart you need to get started Creating custom animations Testing and debugging About the reader You'll need basic web or mobile app development skills. About the author Eric Windmill is a professional Dart developer and a contributor to open-source Flutter projects. His work is featured on the Flutter Showcase page. Table of Contents: PART 1 - MEET FLUTTER 1 ; Meet Flutter 2 ; A brief intro to Dart 3 ; Breaking into Flutter PART 2 - FLUTTER USER INTERACTION, STYLES, AND

ANIMATIONS 4 ; Flutter UI: Important widgets, themes, and layout 5 ; User interaction: Forms and gestures 6 ; Pushing pixels: Flutter animations and using the canvas PART 3 - STATE MANAGEMENT AND ASYNCHRONOUS DART 7 ; Flutter routing in depth 8 ; Flutter state management 9 ; Async Dart and Flutter and infinite scrolling PART 4 - BEYOND FOUNDATIONS 10 ; Working with data: HTTP, Firestore, and JSON 11 ; Testing Flutter apps *Building a Mobile App with AngularJS 1 and Ionic* John Wiley & Sons 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.

**Getting Started with Ionic** Packt Publishing Ltd

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.

#### Beginning Ionic Mobile Development Manning Publications

Ionic Framework Building mobile apps with Ionic Framework This book is an exploration of the mobile apps development by use of the Ionic Framework. It begins by explaining what Ionic Framework is, where it is used, and the purpose for using it. The next step is an exploration of how one can set up the environment ready for using the framework. The book will also guide you on how to start the Node server which is very important when it comes to development with the Ionic Framework.

The next step is a discussion on how one can use the Ionic creator for the purpose of creating a Mockup. The various components which belong to Ionic are discussed, including headers, buttons, and other components. You will also learn how to create them for your mobile device in Ionic. The process of testing Ionic apps in browsers, emulators, and even on real devices is also explained. You will learn how to perform this on these different devices and then choose the best one for yourself. The CLI for Ionic is examined in detail, along with routing and how to create routes for your mobile app in Ionic. After reading this book, you will understand how to integrate your mobile app with Facebook in Ionic. Here is a preview of what you'll learn: Definition

Installation How to Start the Node Server  
Creating a Mockup using Ionic Creator  
Ionic Framework Components Testing on Emulators, Browsers, and Mobile Devices  
Development of the app The Ionic CLI  
Routing Integrating your App with Facebook

Learning Ionic Packt Publishing Ltd  
Leverage Xamarin.Forms 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 XAMLBuild a XAML UI decoupled from the C# code behind Design UI layouts such 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

**Ionic 2 and AngularFire2: Building Mobile Apps** "O'Reilly Media, Inc."

"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.

**Easy Mobile Apps** Packt Publishing Ltd  
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 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.

*Framework for the World* Packt Publishing Ltd

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.

**The JHipster Mini-Book** Pearson Education

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

Understand 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.

*Building Mobile Apps at Scale* Lulu.com

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. *Developing a Mobile Application UI with Ionic and Angular* Simon and Schuster 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

[Ionic 2 and AngularFire2: Building Mobile Apps](#) "O'Reilly Media, Inc." Mobile App Development with Ionic, Revised Edition "O'Reilly Media, Inc." **Ionic Framework By Example** Createspace Independent Publishing

Platform

Summary Ionic in Action teaches web developers how to build cross-platform mobile apps for phones and tablets on iOS and Android. You'll learn how to extend your web development skills to build apps that are indistinguishable from native iOS or Android projects. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Wouldn't it be great if you could build mobile apps using just your web development skills? With Ionic, you can do just that: create hybrid mobile apps using web technologies that you already know, like HTML, CSS, and JavaScript, that will run on both iOS and Android. Ionic in Action teaches web developers how to build mobile apps

using Ionic and AngularJS. Through carefully explained examples, the book shows you how to create apps that use UI components designed for mobile, leverage current location, integrate with native device features like the camera, use touch gestures, and integrate with external data sources. Learn to test your apps to improve stability and catch errors as you develop. Finally, you'll discover the command-line utility, and how to build and deploy to app stores. What's Inside Create mobile apps with HTML, JavaScript, and CSS Design complex interfaces with Ionic's UI controls Build once and deploy for both iOS and Android Use native device hardware and device-specific features Covers the entire mobile development process About the Reader Readers

should know HTML, CSS, and JavaScript. Familiarity with AngularJS is helpful but not required. About the Author Jeremy Wilken is a senior UX software developer who works with Ionic, AngularJS, and Node.js. He lives in Austin, Texas. Table of Contents Introducing Ionic and hybrid apps Setting up your computer to build apps What you need to know about AngularJS Ionic navigation and core components Tabs, advanced lists, and form components Weather app, using side menus, modals, action sheets, and ionScroll Advanced techniques for professional apps Using Cordova plugins Previewing, debugging, and automated testing Building and publishing apps **Mobile App Development with Ionic 2** Packt Publishing Ltd Build fast, reliable web applications

using the latest web development technologies. This book provides step-by-step learning through the process of transforming a “traditional” web app into a high-performing progressive web app, leveraging principles and lessons taught throughout the book. You will learn to improve the performance, reliability, reach, and user engagement of mobile web applications through the use of specific, practical examples. Because most non-trivial web applications developed today use JavaScript frameworks, you will learn about the most popular frameworks offering a PWA right out of the box, including React, Preact, Vue.js, Angular, and Ionic. You also will learn which tools to enlist to measure your application’s performance, such as Google’s Lighthouse. Beginning

Progressive Web App Development includes best practices to make your app work even when an end user has a poor or no Internet connection, and to send notifications and reminders with the Notification and Push APIs to keep your users engaged. You will come away with an understanding of the technologies—application shells, server push technology, and caching—that will allow you to rapidly deliver content to your users. As important as it is to provide mobile users with a great experience, the principles of PWAs are not limited to smartphones. Most of what you will learn in this book is directly applicable to web applications on all screen sizes. What You'll Learn Achieve nearly instant loading times Implement service workers to make your app load



faster and work while users are offline  
Keep users engaged with web notifications  
Measure the performance and reach of your web applications  
Transform your existing web app into a progressive web app  
Create a progressive web app from scratch  
Understand what building a truly fast web app entails with Google's PRPL pattern  
Who This Book Is For  
Web developers with prior JavaScript experience

**Ionic in Action** Ineffable Innovations  
Use Service Workers to Turbocharge Your Web Apps  
"You have made an excellent decision in picking up this book. If I was just starting on my learning path to mastery of Progressive Web Apps, there are not many folks I would trust more to get me there than

John." —Simon MacDonald, Developer Advocate, Adobe Software developers have two options for the apps they build: native apps targeting a specific device or web apps that run on any device. Building native apps is challenging, especially when your app targets multiple system types—i.e., desktop computers, smartphones, televisions—because user experience varies dramatically across devices. Service Workers—a relatively new technology—make it easier for web apps to bridge the gap between native and web capabilities. In *Learning Progressive Web Apps*, author John M. Wargo demonstrates how to use Service Workers to enhance the capabilities of a web app to create Progressive Web Apps (PWA). He focuses on the technologies

that enable PWAs and how to use those technologies to enhance your web apps to deliver a more native-like experience. Build web apps a user can easily install on their local system and that work offline or on low-quality networks Utilize caching strategies that give you control over which app resources are cached and when Deliver background processing in a web application Implement push notifications that enable an app to easily engage with users or trigger action from a remote server Throughout the book, Wargo introduces each core concept and illustrates the implementation of each capability through several complete, operational examples. You'll start with simple web apps, then incrementally expand and extend them with state-of-the-art features. All example source

code is available on GitHub, and additional resources are available on the author's companion site, [learningpwa.com](http://learningpwa.com). Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

### **Ionic Cookbook** Addison-Wesley Professional

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.

*Building Cross-Platform GUI Applications with Fyne* O'Reilly Media

The Ionic Framework supports a variety of mobile platforms. Throughout this series, I will cover the important aspects of development with Ionic and React, going from zero 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.