PhoneGap Programming

Audience PhoneGap Programming Course
The course PhoneGap Programming is designed for web developers, mobile developers and designers and project managers in mobile projects who want to learn about cross-platform programming with PhoneGap.

Prerequisites Course PhoneGap Programming
Knowledge and experience with HTML, CSS and JavaScript and the mobile ecosystem is required to participate in the course PhoneGap Programming.

Realization Training PhoneGap Programming
The subjects are discussed on the basis of presentation slides. Demos help to clarify the concepts further. The theory is interspersed with exercises. Mobile devices are emulated in the Eclipse IDE. The course material is in English.
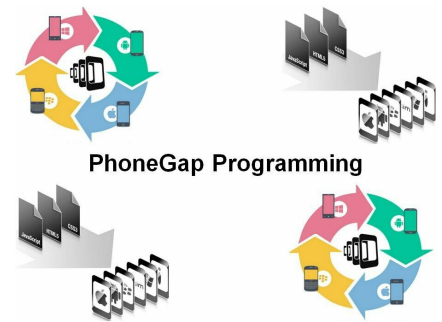
Certification PhoneGap Programming
After successful completion of the course, participants receive an official certificate PhoneGap Programming.

Duration: 2 days   **Price: € 1299**

Open Schedule

PhoneGap Programming

Content Course PhoneGap Programming

In the course PhoneGap Programming the participants learn to create cross-platform mobile applications using the open-source framework PhoneGap.

Cross Platform Apps
The course PhoneGap programming starts by explaining how PhoneGap allows you to build mobile apps while adding re-use to your code and other assets using well known web technologies like HTML, CSS and JavaScript. Attention is paid to setting up the development environment to compile for multiple platforms and to run and debug the HTML and JavaScript.

PhoneGap Build
Also covered is how PhoneGap Build can be used to create app-store-ready applications for iOS and Android. Deployment and installation of the application on devices like a smart phone or tablet is treated as well.

JavaScript Optimization
And the optimization of JavaScript for mobile devices, the use of CSS transitions, animations and transformations to create native looking interfaces is on the course schedule. And the use of mobile JS libraries, such as XUI and Dashcode to build mobile applications faster is covered.

Native API's
Finally it is discussed how to access native APIs, including location, camera, accelerometer, contacts and more via JavaScript.

Modules Course PhoneGap Programming

Module 1 : Cross Platform Development	Module 2 : PhoneGap Essentials	Module 3 : PhoneGap Build
What is Phonegap?	PhoneGap Walkthrough	What is PhoneGap Build
Cross-Platform Development	Apache Cordova	Eclipse with Plug-Ins
jQuery	Adobe PhoneGap Build Accounts	Running Android Simulators
jQuery Mobile	Page Model	Building your first App
AJAX and JSON	Developing in Browser	Deploying on an Android
Local Storage	Writing PhoneGap-Only Code	Viewing Console with Android SDK
App Navigation Techniques	Using PhoneGap APIs	What about Icenium?
Initializing PhoneGap	Detecting Devices	Optional Apple Mac setup in XCode
Native or HTML	Navigation	Why not use PhoneGap Build?
Module 4 : Mobile Projects	**Module 5 : Developing for iOS**	**Module 6 : Developing for Android**
Mobile Projects	Workflow of iOS Development	Android Developer keys
Creating a new project	Apple Developer program	Register Your App
Importing a boiler-plate project	Getting a Developer Account	Signing Your App
Enabling PhoneGap for Projects	Preparing the Mac	Upload to Google Play
What are Signing Certificates?	Provisioning a Device	Kindle Android Store
What is Provisioning?	Building a Development IPA	Registering with the Store
Obtaining Certificates	Building a Distribution IPA	Testing Your App
Using Signing Certificate Keys	Submitting to the AppStore	Why not PhoneGap Build?
Uploading for Certification	Signup for Google Play	Building the Project
Module 7 : Developing for Windows	**Module 8 : Mobile Coding Techniques**	**Module 9 : Miscellaneous Topics**
Windows Phone 8 emulators	Mobile Coding Techniques	Accessing Native APIs
Windows keys	Writing Optimised Javascript	When to go native
Ripple Emulator in Chrome	Working with WinJS Code	Geolocation
Free Microsoft tools for Windows 8	Managing memory on mobiles	Camera
Adding a Privacy Policy	CSS Optimisations	Accelerometer
Submitting to the Store	User-Interface best practices	Other device-specific APIs