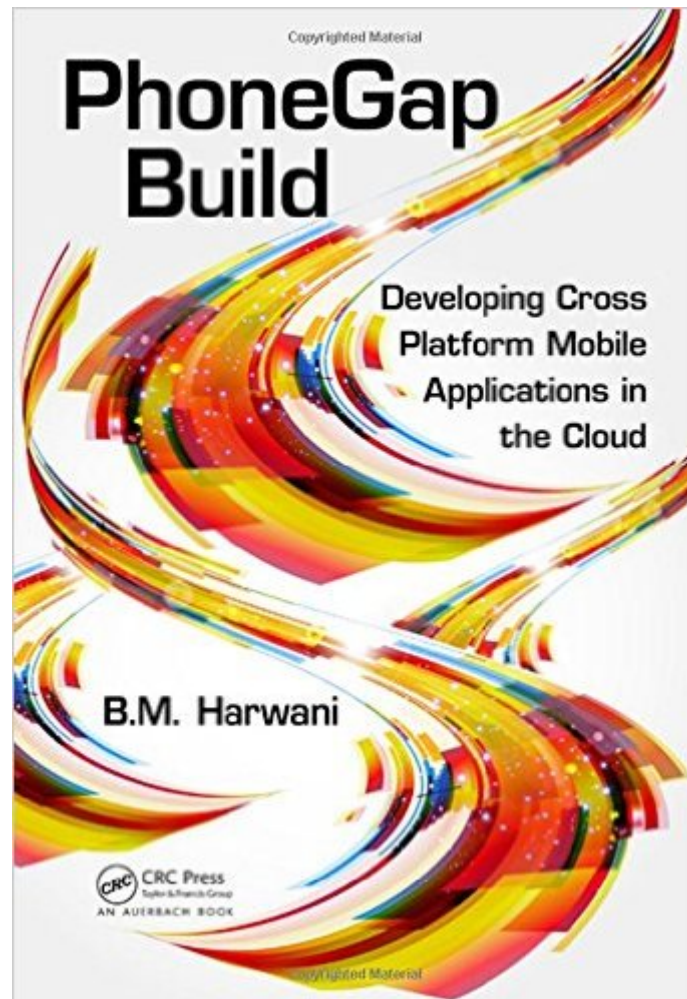The book was found

PhoneGap Build: Developing Cross Platform Mobile Applications In The Cloud

Synopsis

PhoneGap is a standards-based, open-source development framework that can be deployed to any mobile device without losing the features of the native appâ •allowing for access to device contacts, the local file system, camera, and media on multiple platforms without requiring users to write a single line of code.Ideal for intermediate to advanced users, PhoneGap Build: Developing Cross Platform Mobile Applications in the Cloud offers the comprehensive coverage you need to harness the power of this dynamic tool. It provides complete coverage of the cloud computing platform and the theories behind cloud computing, using a series of engaging examples.The book explains the differences between existing mobile platforms, the different types of browsers they support, and the programming languages and integrated development environment required to develop apps for each of them. It then describes how PhoneGap makes the task of developing cross-platform mobile apps easier. This book will teach you how to use: HTML5, CSS3, and JavaScript to develop apps for devices across various mobile operating systems PhoneGap Build to develop mobile apps in the cloud PhoneGap with Sencha Touch and jQuery Mobile Back end databases to store and retrieve information The text starts with simpler applications and gradually moves toward describing advanced concepts and how to exploit different application programming interfaces and methods. By the time you finish the book, you will learn how to develop feature-rich mobile applications that can run on the cloud to support different platforms.Supplying authoritative guidance and proven best practices for designing cloud-based applications, the book is an ideal reference for cloud system developers, architects, and IT professionals. It is also suitable for use in instructional settings.

Book Information

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Customer Reviews

I chose this book because I wanted something focused solely on "BUILD" the cloud based service from PhoneGap. While not a bad book, I chose poorly. Needs the 'look inside' feature!!!Disclaimer: I ended up skimming about half the book because I had already used traditional PhoneGap via Xcode plugin, as well as the various sensors on the phone and I only develop for iOS really. I was exclusively interested in PhoneGap Build which is a cloud based service that by-passes much of the need for Xcode and other dev tools. I also skimmed sections dealing with features I wasn't interested in. So take the review for what it is... really a review of half a book.I just wanted a solid data driven app development path using Build, some database tools, and a text editor. Something to show me how quick and easy it really was. And I wanted a book to spell it out for me because I am tired of giving myself migraines. Maybe I was unrealistic. I'm kinda luke-warm on it overall but can see its value in some settings.Pros:The author explains things well. I was worried about spending $55 on a book to find that the writing style or communication difficult to understand. I was happy to find that this was not a problem.A lot of subjects are covered that I would have found very informative when I was first starting out with app development. Now, its kind of a reference book for me I guess.It does go into some of the aspects of data management but not deep enough in my opinion. I would have also liked to see different data scenarios; like interacting with cloud data services.

I really liked this book. this my first time that I develop for smart devices as a hybrid app. I would've gave it five starts but 'unfortunately' the phonegap build support for iOS7 was at 3.1 and this book was mainly using 2.9 or older version. the 3x has many changes in its configurations that made it almost a new framework for me.on chapter 5, getting to read the contacts was a nightmare. it is not the author's fault, it is a combinations of new additions and a buggy process to add the contacts plugin in phonegap 3.1.I highly recommend getting this book. the author made it so simple to read and understand for so much information to grasp. he was even kind enough to send me the link to the source code: [...]to configure your environment to work on 3.1 version instead of [really] old 2x, you may want to follow these steps:-Ensure that you have NodeJS installed:[...]-On the command prompt: >npm install -g phonegap@3.1 npm install -g phonegap phonegap create my-app >cd my-app my-app >phonegap run android [verify you have 'android platform is created] >C:\my-app\platforms\android >[eclipse-ADT] >click on new 'Android' project >select 'Android

Project from Existing Code' >root dir: C:\my-app\platforms\android >select project to import 'HelloWorld' >make sure 'copy project into workspace is [un-checked] >right-click on lib\cordova-3.1.0.jar to 'build path'.. add it to the classpathfor chapter5, I ran into lots of problems because I had to upgrade to phonegap 3.

PhoneGap Build: Developing Cross Platform Mobile Applications in the Cloud Cross Stitch: Learn Cross Stitch FAST! - Learn the Basics of Cross Stitch In No Time (Cross Stitch, Cross Stitch Course, Cross Stitch Development, Cross Stitch Books, Cross Stitch for Beginners) 20 Recipes for Programming PhoneGap: Cross-Platform Mobile Development for Android and iPhone Mobile Web Development: Building mobile websites, SMS and MMS messaging, mobile payments, and automated voice call systems with XHTML MP, WCSS, and mobile AJAX PhoneGap and AngularJS for Cross-Platform Development iSpeak Cloud: Crossing the Cloud Chasm: Create a Cohesive Cloud Strategy Go Mobile: Location-Based Marketing, Apps, Mobile Optimized Ad Campaigns, 2D Codes and Other Mobile Strategies to Grow Your Business Developing an Ionic Edge: HTML5 Cross-Platform Hybrid Apps Developing Series 60 Applications: A Guide for Symbian OS C++ Developers (Nokia Mobile Developer Series) Build Native Cross-Platform Apps with Appcelerator: A beginner's guide for Web Developers Adobe Dreamweaver Creative Cloud: Comprehensive (Stay Current with Adobe Creative Cloud) Adobe Photoshop Creative Cloud Revealed (Stay Current with Adobe Creative Cloud) Cross Stitch Design Journal 160 Pages for Needlework Planning - 10 Squares to the Inch: Passion for Cross Stitch 8.5"x11" graph paper notebook for ... original needlework and cross stitch designs I Am Error: The Nintendo Family Computer / Entertainment System Platform (Platform Studies) Cloud Computing: SaaS, PaaS, IaaS, Virtualization, Business Models, Mobile, Security and More Professional Symbian Programming: Mobile Solutions on the EPOC Platform Wireless and Mobile Networking: IFIP Joint Conference on Mobile Wireless Communications Networks (MWCN'2008) and Personal Wireless Communications ... in Information and Communication Technology) The Lightroom Mobile Book: How to extend the power of what you do in Lightroom to your mobile devices Mobile Magic: The Saatchi and Saatchi Guide to Mobile Marketing and Design Mobile Marketing: How Mobile Technology is Revolutionizing Marketing, Communications and Advertising