



Open Source Mobile App Development

Contents

- Introduction to Mobile Apps ○ Cordova Introduction ○ History
 - Architecture
- Introduction to HTML & CSS ○ Basics ○ Simple website making ○ Styling using CSS
- Adding functionalities using jQuery/JavaScript
- Program with JavaScript Operators, Method and Keywords.
- Program with Variable, Data types and Functions.
- Implement and analyze decisions and loops.
- Interact with document object model
- Setting up of environment ○ Downloading and installing Cordova
- Installing Cordova in IDE's ○ Making hello world
- Introduction and usage of Cordova Build Services ○ User Interface Development with jQuery Mobile ○ Introduction ○ Creating Pages ○ GUI making
 - Navigation bar, buttons, grids and Other Controls ○ Persisting data between jQuery Mobile pages ○ Cordova API ○ Movement and Location
 - Detecting device movement using the accelerometer
 - Obtaining device geolocation sensor information
- Retrieving map data through geolocation coordinates
- File System, Storage, and Local Databases ○ Saving a file to device storage ○ Opening a local file from device storage.
- Displaying the contents of a directory
- Creating a local SQLite database ○ Working with Audio, Images, and Video ○ Recording audio within your application
 - Playing audio files from the local filesystem ○ Capturing video using the devices video recording
 - application ○ Loading a photograph from the devices camera
- roll/library
- Working with Your Contacts ○ Listing all available contacts ○ Displaying contact information for a specific individual
 - Creating and saving a new contact ○ Work with Native Events ○ Pausing your application ○ Resuming your application ○ Displaying the status of the device battery levels
 - Displaying network connection status
- Extending Cordova with Plugins ○ Extending your Cordova application with a native plugin
 - Extending your Cordova iOS application with a native plugin
 - The plugin repository ○ Deploying and testing ○ Compiling it to APK files ○ Exporting to android device ○ Testing app on Emulator ○ Testing app on Device ○ App Store Submission ○ Signing Android applications
 - Submitting the app to Google Play Store

This course teaches software developers to develop applications for mobile devices with the help of HTML5, CSS3, and JavaScript and third party App converters like Cordova.



ATS Learning Solutions



iOS Developer Program



Why you should use PhoneGap for cross-platform mobile app development

3 Days work shop on Open /Cross platform Mobile application

Development using **HTML5,**
CSS3 & JavaScript

From Basics to-----Development Series

Get trained by Industry Experienced Professionals @ ur Campus.

Bundled with MTA certification on JAVA Script 98-382