

1. Record Nr.	UNINA9910300641603321
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Titolo	Beginning App Development with Parse and PhoneGap [[electronic resource] /] / by Stephan Alber, Wilkins Fernandez
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2015
ISBN	1-4842-0235-X
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (287 p.)
Collana	Expert's Voice in App Development
Disciplina	004
Soggetti	Computer programming Application software Web Development Computer Applications
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Contents at a Glance; Contents; About the Authors; About the Technical Reviewer; Acknowledgments; Preface; Chapter 1: Introduction; What Is PhoneGap?; History ; How PhoneGap Works ; Foreign Function Interface ; Supported Platforms ; PhoneGap vs. Web Applications ; Building and Testing PhoneGap Applications; The Adobe PhoneGap Build Service (Optional) ; Caveats ; Why We Don't Use Adobe PhoneGap Build in This Book ; Collaboration and Testing Tools ; Using Parse; Developing Applications with Parse ; Features ; Why Parse and PhoneGap? ; Make Your Application Social Previous Knowledge and Requirements JavaScript Object Literals; Namespaces with Object Literals ; Organizing Code for Projects in This Book ; Loading Scripts with LABjs ; Build Process ; Debugging ; Command-Line Interface Tools ; Integrated Development Environment (IDE) ; What You Will Learn about PhoneGap and Parse; Going Further; Chapter 2: Beginning PhoneGap; Platform Setup and Restrictions ; Installing Node.js and Node Package Manager ; iOS Environment Setup; Command Line Tools for Xcode ; iOS Launcher Packages ; Android Environment Setup; Java Development Kit (JDK) Android SDK Installation Windows; Mac; Android SDK Manager ; Choosing an Android Emulator Image ; Managing Virtual Devices ; Adding Android SDK Paths ; Installing Apache Ant ; Installing

PhoneGap; Windows ; Mac ; Updating PhoneGap; Using the PhoneGap CLI Tools ; Creating a New PhoneGap Application; PhoneGap "Hello World" Application ; Building Applications ; Running Applications ; Device Selection ; Inside PhoneGap's "Hello World" Application ; Main Application Script (index.js) ; Debugging PhoneGap Applications ; Summary; Chapter 3: Beginning Parse
Parse Features at a Glance Creating and Setting Up a Parse Project; Web Hosting ; Configuring a Parse Application's Subdomain ; Installing the Parse CLI for Application Publishing ; Setting Up Folders ; Creating a New Project ; About Parse Project Files and Folders ; Deploying a Parse Project ; Building a CRUD Application; Updating index.html of the Parse Starter Project; Adding Custom UI Elements ; Adding Script References ; Customizing CSS ; Creating a JavaScript Application File ; Initializing Parse; Extending a Parse.Object ; Saving to Parse; CRUD Preparation
Adding Event Listener Creating a New Record ; Adding Safeguard Before Creating New Record; Updating the User Interface; Instantiating Parse Object; Saving to Parse; Success and Error Callback Functions; Error Handling; Data Browser; Retrieving Existing Records ; Parse.Query Object ; Updating crud.retrieve ; Testing Record Retrieval ; Extending Queries ; Query Methods ; Querying for Data; Sorting Results ; Updating Records ; Reset the Form; Update crud.update; Editing an Item; Testing the Update Function; Removing DOM Node; Finishing Touches; Deleting Records ; Cloud Code
Cloud Functions

Sommario/riassunto

Beginning App Development with Parse and PhoneGap teaches you how to start app development with Parse and PhoneGap: free and open source software. Using the building block languages of the web--HTML, JavaScript, and CSS--you'll be on your way to creating a fully working product with minimal effort as fast as possible. With over 25 years' of combined experience, the authors make daunting tasks seem trivial. There is no book on the market that can take you from designer to developer faster. Using Facebook's Parse as backend service, and Adobe's PhoneGap (or Cordova) as a mobile development framework, building a highly customizable application is easier than you can imagine. A basic understanding of JavaScript, HTML, and CSS is not required, but it will help you pick up concepts faster. This book is geared toward a designer who wants to explore the world of application development. If you do not know anything about design, that's OK! We will walk you through step by step on how to build your first native iOS or Android app in the fastest and easiest way possible. Using free and open source software, this book will get you up and running quickly and efficiently--start using Parse and PhoneGap today with this key title.
