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Autore	Cope Darren
Titolo	Appcelerator Titanium application development by example beginner's guide [[electronic resource]] : over 30 interesting recipes to help you create cross-platform apps with Titanium, and explore the new features in Titanium 3 / / Darren Cope
Pubbl/distr/stampa	Birmingham, U.K., : Packt Publishing, c2013
ISBN	1-84969-501-6
Descrizione fisica	1 online resource (334 p.)
Disciplina	005.365
Soggetti	Application software Mobile computing - Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Learn by doing : less theory, more results"--Cover. Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: How to Get Up and Running with Titanium; System requirements and restrictions; Installing Titanium; Time for action - installing Titanium Studio; Setting up Titanium Studio; Time for action - setting up Titanium Studio; Installing the Android SDK; Time for action - configuring the Android SDK; Installing the iOS SDK; Time for action - configuring the iOS SDK; Installation problems - did something go wrong?; Your first cross-platform app Time for action - creating an app from a templateTime for action - running an app in the emulator; Did the app fail to run?; A review of the first app; tiapp.xml; tiapp XML structure explained; Other files in the base directory; The Resources directory; app.js; KS_nav_ui.png and KS_nav_views.png; The android and iphone directories; Summary; Chapter 2: How to Make an Interface; What's in the toolkit?; A recap; Window; Tab group and tabs; Creating a tab group; Creating a tab; Labels; Views; Time for action - adding a view to a window; Time for action - adding a button to a view Time for action - making something happen when the button is pressedAdding a settings screen - a TableView masterclass; Time for

action - adding a new window; Time for action - adding a styled TableViewRow object; Platform-specific tools; Add an Android menu; Time for action - adding an Android menu; Time for action - running the Android menu changes on iOS; Why did this fail?; Isolating platform-specific code; Time for action - add an iOS fix for the Android menu; Capturing debug messages; Coding iOS specific elements; Time for action - add an info button to the navigation bar; Summary
Chapter 3: How to Design Titanium AppsJSON; Extending your app over multiple files; Titanium.include; Time for action - creating an activity indicator; Require; Require - loading a marketplace module; Time for action - adding an Appcelerator marketplace module; Require - promoting commonJS compliant code; MVC; Time for action - creating a better designed app using MVC; Behind the scenes - a look at the code; What does this mean?; An example of require; Alloy; Time for action - creating an Alloy app; Summary; Chapter 4: Gluing Your App Together with Events, Variables, and Callbacks
Sharing dataExecution context; Global variables; What is the right way to share data?; Time for action - sharing information between windows; Events; Event scope; Event properties; Making something happen - fireEvent; Time for action - creating a progress bar game; Global event listeners and garbage collection; Better event code using callbacks; Summary; Chapter 5: It's All About Data; External data; Time for action - creating an HTTP request; RSS reader; Time for action - fetching RSS; Time for action - parsing and displaying the RSS; Storing data on the device; Which one should you use
filesystem, database, or properties?

Sommario/riassunto

Appcelerator Titanium Application Development by Example Beginner's Guide is an example-driven tour of the language that guides you through all the stages of app design. The style is relaxed and friendly whilst remaining concise and structured.If you are new to this technology or curious about the possibilities of Appcelerator Titanium then this book is for you. If you are a web developer who is looking for a way to craft cross-platform apps, then this book and the Titanium language is the choice for you.