

1. Record Nr.	UNINA9910814258703321
Autore	Rodger Richard Luna
Titolo	Beginning mobile application development in the cloud // Richard Rodger
Pubbl/distr/stampa	Indianapolis, Ind., : Wiley, c2012
ISBN	1-118-20335-6 1-283-29886-4 9786613298867 1-118-20333-X
Edizione	[1st edition]
Descrizione fisica	1 online resource (556 p.)
Collana	Wrox programmer to programmer
Disciplina	004.16 005.26 006.786
Soggetti	Mobile computing Cloud computing Application software - Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes index.
Nota di contenuto	Beginning Mobile Application Development in the Cloud; Contents; Introduction; Chapter 1: Introducing Cloud-Based Mobile Apps; How to Build Mobile Apps in the Cloud; Using Your Existing Skill Set; Determining What Tools You Need; The Skills You'll Learn; Two Big Ideas About the App Industry; Web Apps and the Future; The Cloud as the Future; Getting Started; Using JavaScript Functions; The WebKit Browser Engine; A Colorful Little App; Introducing the nginx Web Server; Summary; Chapter 2: Mobilizing Your App; Building a Touch-Sensitive Drawing App; How to Draw on the Screen Drawing in Response to Touch Events Applying the DRY Principle to Your Code; Using the Amazon Cloud; How Geography Affects Amazon AWS; Using the Elastic Compute Cloud; Deploying Your Mobile Web App; Deploying Your Mobile App to the Instance; Summary; Chapter 3: Building Mobile Web Apps; What You Can Do with Mobile Web Apps; Locating Your User; Responding to Device Orientation; More Features for Later; Installing Mobile Web Apps on iPhone Devices; Installing

Mobile Web Apps on Android Devices; Introducing jQuery and jQuery Mobile; The jQuery Library; The jQuery Mobile Library  
Building a To-Do List AppSummary; Chapter 4: Enhancing Your App; Using App Caching; Handling Touch Events; Touch Events; Gesture Events; Embedding an Interactive Map; The Google Maps API; Providing an Application Icon and a Startup Screen; Summary; Chapter 5 : Building Apps in the Cloud; Server-Side JavaScript; Introducing Node; Installing Node; Using the Node Package Manager; Introducing the MongoDB Database; Cloud Analytics for Your To-Do List App; Doing the Math; Organizing Your System; Collecting the Usage Data; Submitting the Usage Data; Charting the Usage Data; Summary  
Chapter 6: Use the Cloud!The Classic Cloud Architecture; The REST Approach; Cloud Databases; Introducing Amazon SimpleDB; The SimpleDB Approach to Cloud Storage; The SimpleDB API; Putting the To-Do List App in the Cloud; Introducing the simpledb Library; Building a Command-Line Client; Working on Cloud Time; Running a Cloud Server; Synchronizing with the Cloud; Summary; Chapter 7: Enhancing the User Experience; Creating a Classic Tab Bar Interface; Implementing the jQuery Mobile Solution; Using the iScroll Solution; Enabling Mobile Audio and Video; Playing Audio in Your App  
Playing Video in Your AppLaunching Apps from Your App; Launching a Web Browser from Your App; Launching a Phone from Your App; Launching SMS from Your App; Launching Mail from Your App; Launching Maps from Your App; Launching YouTube from Your App; Summary; Chapter 8: Working with the Cloud; Storing Content in Amazon S3; The Architecture of Amazon S3; Using Amazon S3; Signing In with the Cloud; Building Large-Scale Apps; Getting the Big Picture Right; Using the Cache!; Summary; Chapter 9: Creating Hybrid Apps that Run Natively; Introducing Hybrid Apps; The PhoneGap Project  
Building Hybrid Apps

---

## Sommario/riassunto

Learn how to build apps for mobile devices on Cloud platforms The marketplace for apps is ever expanding, increasing the potential to make money. With this guide, you'll learn how to build cross-platform applications for mobile devices that are supported by the power of Cloud-based services such as Amazon Web Services. An introduction to Cloud-based applications explains how to use HTML5 to create cross-platform mobile apps and then use Cloud services to enhance those apps. You'll learn how to build your first app with HTML5 and set it up in the Cloud, while also discovering how to

---