

Apache Cordova In Action

Twenty essays offer observations on rivers, life, love, loss, motherhood, happiness, evolution, and country music

Build a complete, professional-quality, hybrid mobile application with Ionic About This Book Develop high-grade and performance-optimized hybrid applications using the latest version of Ionic Discover the latest and upcoming features of Ionic A practical guide that will help you fully utilize all the features and components of Ionic efficiently Who This Book Is For The target audience for this book is intermediate-level application developers who have some basic knowledge of Ionic. What You Will Learn Use every Ionic component and its customization according to the application along with some important third party components Recently released Lazy Loading and Grid System supporting desktop application with Electron Integration of the various Ionic backend services and features such as Ionic Push, DB, Auth, Deploy in your application Exploration of white-listing, CORS, and various other platform security aspects to secure your application Synchronization of your data with the cloud server and fetching it in real time using Ionic Cloud and Firebase services Integration of the Cordova iBeacon plugin which will fetch contextual data on the basis of location and Websockets for real time communication for IOT based applications Implementation of offline functionality in your PWA application using service-worker, cache storage and indexedDB In Detail Ionic is an open source, front-end framework that allows you to develop hybrid mobile apps without any native-language hassle for each platform. It offers a library of mobile-optimized HTML, CSS, and JS components for building highly interactive mobile apps. This book will help you to develop a complete, professional and quality mobile application with Ionic Framework. You will start the journey by learning to configure, customize, and migrate Ionic 1x to 3x. Then, you will move on to Ionic 3 components and see how you can customize them according to your applications. You will also implement various native plugins and integrate them with Ionic and Ionic Cloud services to use them optimally in your application. By this time, you will be able to create a full-fledged e-commerce application. Next, you will master authorization, authentication, and security techniques in Ionic 3 to ensure that your application and data are secure. Further, you will integrate the backend services such as Firebase and the Cordova iBeacon plugin in your application. Lastly, you will be looking into Progressive Web Applications and its support with Ionic, with a demonstration of an offline-first application. By the end of the book, you will not only have built a professional, hybrid mobile application, but will also have ensured that your app is secure and performance driven. Style and approach A step-by-step guide (covering all its features and components) to build a complete mobile application using Ionic. Each chapter will cover different features of Ionic.

Summary OAuth 2 in Action teaches you the practical use and deployment of this HTTP-based protocol from the perspectives of a client, authorization server, and resource server. You'll learn how to confidently and securely build and deploy OAuth on both the client and server sides. Foreword by Ian Glazer. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Think of OAuth 2 as the web version of a valet key. It is an HTTP-based security protocol that allows users of a service to enable applications to use that service on their behalf without handing over full control. And OAuth is used everywhere, from Facebook and Google, to startups and cloud services. About the Book OAuth 2 in Action teaches you practical use and deployment of OAuth 2 from the perspectives of a client, an authorization server, and a resource server. You'll begin with an overview of OAuth and its components and interactions. Next, you'll get hands-on and build an OAuth client, an authorization server, and a protected resource. Then you'll dig into tokens, dynamic client registration, and more advanced topics. By the end, you'll be able to confidently and securely build and deploy OAuth on both the client and server sides. What's Inside Covers OAuth 2 protocol and design Authorization with OAuth 2 OpenID Connect and User-Managed Access Implementation risks JOSE, introspection, revocation, and registration Protecting and accessing REST APIs About the Reader Readers need basic programming skills and knowledge of HTTP and JSON. About the Author Justin Richer is a systems architect and software engineer. Antonio Sanso is a security software engineer and a security researcher. Both authors contribute to open standards and open source. Table of Contents Part 1 - First steps What is OAuth 2.0 and why should you care? The OAuth dance Part 2 - Building an OAuth 2 environment Building a simple OAuth client Building a simple OAuth protected resource Building a simple OAuth authorization server OAuth 2.0 in the real world Part 3 - OAuth 2 implementation and vulnerabilities Common client vulnerabilities Common protected resources vulnerabilities Common authorization server vulnerabilities Common OAuth token vulnerabilities Part 4 - Taking OAuth further OAuth tokens Dynamic client registration User authentication with OAuth 2.0 Protocols and profiles using OAuth 2.0 Beyond bearer tokens Summary and conclusions

More than ever, the web is a universal platform for all types of applications, and JavaScript is the language of the web. For anyone serious about web development, it's not enough to be a decent JavaScript coder. They need to be ninja-stealthy, efficient, and ready for anything. **Secrets of the JavaScript Ninja, Second Edition** dives below the surface and helps readers understand the deceptively-complex world of JavaScript and browser-based application development. It skips the basics, and dives into core JavaScript concepts such as functions, closures, objects, prototypes, promises, and so on. With examples, illustrations, and insightful explanations, readers will benefit from the collective wisdom of seasoned experts John Resig, Bear Bibeault, and Josip Maras. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

ionic in Action

jQuery Mobile Web Development Essentials

Hybrid Mobile App Development

OAuth 2 in Action

Meteor in Action

Summary React Native in Action gives iOS, Android, and web developers the knowledge and confidence they need to begin building high-quality iOS and Android apps using the React Native framework.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology React Native gives mobile and web developers the power of "and." Write your app once and easily deploy it to iOS and Android and the web. React Native apps compile into platform-specific code, reducing development time, effort, and cost! And because you're using JavaScript

and the React framework, you benefit from a huge ecosystem of tools, expertise, and support. About the Book React Native in Action teaches you to build high-quality cross-platform mobile and web apps. In this hands-on guide, you'll jump right into building a complete app with the help of clear, easy-to-follow instructions. As you build your skills, you'll drill down to more-advanced topics like styling, APIs, animations, data architecture, and more! You'll also learn how to maximize code reuse without sacrificing native platform look-and-feel. What's Inside Building cross-platform mobile and web apps Routing, Redux, and animations Cross-network data requests Storing and retrieving data locally Managing data and state About the Reader Written for beginner-to-intermediate web, Android, and iOS developers. About the Authors Nader Dabit is a developer advocate at AWS Mobile, where he works on tools and services to allow developers to build full-stack web and mobile applications using their existing skillset. He is also the founder of React Native Training and the host of the "React Native Radio" podcast. Table of Contents PART 1 Getting started with React Native Getting started with React Native Understanding React Building your first React Native app PART 2 Developing applications in React Native Introduction to styling Styling in depth Navigation Animations Using the Redux data architecture library PART 3 API reference Implementing cross-platform APIs Implementing iOS-specific components and APIs Implementing Android-specific components and APIs PART 4 Bringing it all together Building a Star Wars app using cross-platform components

Summary CMIS and Apache Chemistry in Action is a comprehensive guide to the CMIS standard and related ECM concepts, written by the authors of the standard. In it, you'll tackle hands-on examples for building applications on CMIS repositories from both the client and the server sides. You'll learn how to create new content-centric applications that install and run in any CMIS-compliant repository. About The Technology Content Management Interoperability Services (CMIS) is an OASIS standard for accessing content management systems. It specifies a vendor-and language-neutral way to interact with any compliant content repository. Apache Chemistry provides complete reference implementations of the CMIS standard with robust APIs for developers writing tools, applications, and servers. About This Book CMIS and Apache Chemistry in Action is a comprehensive guide to the CMIS standard and related ECM concepts. In it, you'll find clear teaching and instantly useful examples for building content-centric client and server-side applications that run against any CMIS-compliant repository. In fact, using the CMIS Workbench and the InMemory Repository from Apache Chemistry, you'll have running code talking to a real CMIS server by the end of chapter 1. This book requires some familiarity with content management systems and a standard programming language like Java or C#. No exposure to CMIS or Apache Chemistry is assumed. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside The only CMIS book endorsed by OASIS Complete coverage of the CMIS 1.0 and 1.1 specifications Cookbook-style tutorials and real-world examples About the Authors Florian Müller, Jay Brown, and Jeff Potts are among the original authors, contributors, and leaders of Apache Chemistry and the OASIS CMIS specification. They continue to shape CMIS implementations at Alfresco, IBM, and SAP. Table of Contents PART 1 UNDERSTANDING CMIS Introducing CMIS Exploring the CMIS domain model Creating, updating, and deleting objects with CMIS CMIS metadata: types and properties Query PART 2 HANDS-ON CMIS CLIENT DEVELOPMENT Meet your new project: The Blend The Blend: read and query functionality The Blend: create, update, and delete functionality Using other client libraries Building mobile apps with CMIS PART 3 ADVANCED TOPICS CMIS bindings Security and control Performance Building a CMIS server

Learn how to build app store-ready hybrid apps with Ionic, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This revised guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Universal. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps

Summary Ionic in Action teaches web developers how to build cross-platform mobile apps for phones and tablets on iOS and Android. You'll learn how to extend your web development skills to build apps that are indistinguishable from native iOS or Android projects. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Wouldn't it be great if you could build mobile apps using just your web development skills? With Ionic, you can do just that: create hybrid mobile apps using web technologies that you already know, like HTML, CSS, and JavaScript, that will run on both iOS and Android. Ionic in Action teaches web developers how to build mobile apps using Ionic and AngularJS. Through carefully explained examples, the book shows you how to create apps that use UI components designed for mobile, leverage current location, integrate with native device features like the camera, use touch gestures, and integrate with external data sources. Learn to test your apps to improve stability and catch errors as you develop. Finally, you'll discover the command-line utility, and how to build and deploy to app stores. What's Inside Create mobile apps with HTML, JavaScript, and CSS Design complex interfaces with Ionic's UI controls Build once and deploy for both iOS and Android Use native device hardware and device-specific features Covers the entire mobile development process About the Reader Readers should know HTML, CSS, and JavaScript. Familiarity with AngularJS is helpful but not required. About the Author Jeremy Wilken is a senior UX software developer who works with Ionic, AngularJS, and Node.js. He lives in Austin, Texas. Table of Contents Introducing Ionic and hybrid apps Setting up your computer to build apps What you need to know about AngularJS Ionic navigation and core components Tabs, advanced lists, and form components Weather app, using side menus, modals, action sheets, and ionScroll Advanced techniques for professional apps Using Cordova plugins Previewing, debugging, and automated testing Building and publishing apps

Mobile Application Development: JavaScript Frameworks

Learning Progressive Web Apps

Cross-Platform Apps with Ionic, Angular, and Cordova

Ethical Action for a Planet in Peril

Event-driven serverless applications

PhoneGap 4 Mobile Application Development Cookbook

Microsoft Visual Studio 2015 empowers you to write next-generation applications for any modern environment: mobile, web, cloud, universal Windows 10/8.x, database, and beyond. This end-to-end deep dive will help working developers squeeze maximum productivity out of Microsoft's powerful new toolset. The authors combine authoritative and detailed information about Microsoft's latest IDE, with extensive insights and best practices drawn from decades of development experience. Developers will quickly get comfortable with Visual Studio 2015's updated interface, master its new capabilities, leverage its extensive new support for open standards, and discover multiple opportunities to leverage its .NET 4.6 platform and language improvements. By focusing entirely on Visual

Studio 2015 Professional, the authors go deeper into Microsoft ' s core product than ever before. You ' ll find expert coverage of everything from debugging through deploying to Azure, IDE extension and automation through cross-platform mobile development. Throughout, this book ' s focus is relentlessly practical: how to apply Microsoft ' s tools to build better software, faster. Detailed information on how to... Master Visual Studio 2015 ' s updated interface and key tools: Solutions, Projects, Browsers, Explorers, Editors, and Designers to improve productivity Develop robust cross-platform mobile apps for Windows, iOS, and Android using Apache Cordova templates for Visual Studio Use the new ASP.NET 5 to build modern web solutions that run on Windows, Mac, or Linux Develop Single Page Applications (SPAs) based on HTML5 and rich client-side JavaScript frameworks such as Knockout, AngularJS, Bootstrap, and more Accelerate cloud development with the Azure SDK, QuickStart templates, and Azure management portal Create mobile service solutions using ASP.NET Web API and WCF Streamline data development across multiple platforms with Entity Framework 7 Develop modern Microsoft Office business applications Perform robust, automated unit testing as you code, increasing your confidence in changes and refactoring Extend the VS 2015 IDE and Code Editor by creating custom, productivity-enhancing solutions Download all examples and source code presented in this book from informit.com/title/9780672337369 as they become available.

Summary AngularJS in Action covers everything you need to know to get started with the AngularJS framework. As you read, you'll explore all the individual components of the framework and learn how to customize and extend them. You'll discover the emerging patterns for web application architecture and tackle required tasks like communicating with a web server back-end. Along the way, you'll see AngularJS in action by building real world applications with thoroughly commented code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology AngularJS is a JavaScript-based framework that extends HTML, so you can create dynamic, interactive web applications in the same way you create standard static pages. Out of the box, Angular provides most of the functionality you'll need for basic apps, but you won't want to stop there. Intuitive, easy to customize, and test-friendly, Angular practically begs you to build more interesting apps. About the Book AngularJS in Action teaches you everything you need to get started with AngularJS. As you read, you'll learn to build interactive single-page web interfaces, apply emerging patterns like MVVM, and tackle key tasks like communicating with back-end servers. All examples are supported by clear explanations and illustrations along with fully annotated code listings. This book assumes you know at least some JavaScript. No prior exposure to AngularJS is required. What's Inside Get started with AngularJS Write your own components Best practices for application architecture Progressively build a full-featured application Covers Angular JS 1.3 Sample application updated to the latest version of Angular About the Author Lukas Ruebelke is a full-time web developer and an active contributor to the AngularJS community. Table of Contents PART 1 GET ACQUAINTED WITH ANGULARJS Hello AngularJS Structuring your AngularJS application PART 2 MAKE SOMETHING WITH ANGULARJS Views and controllers Models and services Directives Animations Structuring your site with routes Forms and validations APPENDIXES Setting up Karma Setting up a Node.js server Setting up a Firebase server Running the app

Skip the basics and delve right into Visual Studio 2017 advanced features and tools Professional Visual Studio 2017 is the industry-favorite guide to getting the most out of Microsoft's primary programming technology. From touring the new UI to exploiting advanced functionality, this book is designed to help professional developers become more productive. A unique IDE-centric approach provides a clear path through the typical workflow while exploring the nooks and crannies that can make your job easier. Visual Studio 2017 includes a host of features aimed at improving developer productivity and UI, and this book covers them all with clear explanation, new figures, and expert insight. Whether you're new to VS or just upgrading, this all-inclusive guide is an essential resource to keep within arm's reach. Visual Studio 2017 fixes the crucial issues that kept professionals from adopting VS 2015, and includes new features and tools that streamline the developer's job. This book provides the straightforward answers you need so you can get up to speed quickly and get back to work. Master the core functionality of Visual Studio 2017 Dig into the tools that make writing code easier Tailor the environment to your workflow, not the other way around Work your way through configuration, debugging, building, deployment, customizing, and more Microsoft is changing their release cadence—it's only been about two years since the last release—so developers need to quickly get a handle on new tools and features if they hope to remain productive. The 2017 release is designed specifically to help you get more done, in less time, with greater accuracy and attention to detail. If you're ready to get acquainted, Professional Visual Studio 2017 is your ideal guide.

Using Apache Cordova, mobile developers can write cross-platform mobile apps using standard HTML5, JavaScript, and CSS, and then deploy those apps to every leading mobile platform with little or no re-coding. Apache Cordova API Cookbook provides experienced mobile developers with details about how each Cordova API works and how to use the APIs in their own applications. Coverage is included for all Cordova/PhoneGap 3 APIs. Instead of just showing short snippets of code to explain a particular API, this guide is chock full of complete examples. You ' ll find more than thirty complete Cordova applications that work on Android, iOS, Windows, and more. The sample applications demonstrate exactly what each API does and how it works, while the chapter content describes the limitations on the leading target platforms (and even offers possible workarounds). Through realistic “cookbook” example code, mobile developer John Wargo helps you master the Cordova APIs and understand how to use them in your Cordova applications. Topics include Accelerometers, compass, and geolocation Image, video, and audio—capture, playback, and management Determining connection and device information Interacting with the Contacts application Responding to application events Accessing the device file system Globalizing apps Using the InAppBrowser Notifications Custom splash screens Special care has been taken to make the code easily readable and digestible by the reader. This guide provides the most accessible coverage, anywhere, of Apache Cordova APIs.

Front-End Development Projects with Vue.js

Hybrid Mobile Apps with Ionic and AngularJS

React Native in Action

Ionic Framework By Example

Legacy and Challenge

Learning Node.js for Mobile Application Development

Front-End Development Projects with Vue.js introduces you to Vue 2 and helps you get started with web application development using this popular framework. You'll master the knowledge and skills needed to become an effective front-end developer and apply them to tackle real-world development challenges.

Make use of Node.js to learn the development of a simple yet scalable cross-platform mobile application About This Book Use Node.js to satisfy the core backend requirements of modern apps, including user management, security, data access, and real-time data communication Build practical real-world mobile applications, which will give you the necessary knowledge to build your very own mobile solutions Step-by-step development of projects using Ionic Framework as the frontend and Node.js for the backend supported by a MongoDB database Who This Book Is For This book is intended for web developers of

all levels of expertise who want to deep dive into cross-platform mobile application development without going through the pains of understanding the languages and native frameworks that form an integral part of developing for different mobile platforms. This book is also for you if you are a developer who wants to capitalize on the MobileFirst strategy and so are going to use JavaScript for your complete stack. What You Will Learn Develop an API from scratch Set up a MongoDB Database as part of your mobile application backend Deploy a cross-platform mobile application from the command line Incorporate features within your mobile application that use native phone features such as a gyroscope, GPS, and accelerometer Implement mobile applications that use web-enabled APIs Build a mobile application with real-time chat messaging features Develop a secure mobile application that is capable of functioning with real-time data In Detail Node.js is a massively popular JavaScript library that lets you use JavaScript to easily program scalable network applications and web services. People approaching Node.js for the first time are often attracted by its efficiency, scalability, and the fact that it's based on JavaScript, the language of the Web, which means that developers can use the same language to write backend code. Also, it's increasingly being seen as a "modern" replacement for PHP in web development, which relies on fast-paced data exchange. The growing community and the large amount of available modules makes Node.js one of the most attractive development environments. This book takes a step-wise and incremental approach toward developing cross-platform mobile technologies using existing web technologies. This will allow you to truly understand and become proficient in developing cross-platform mobile applications with Node.js, Ionic Framework, and MongoDB. The book starts off by introducing all the necessary requirements and knowledge to build a mobile application with a companion web service. It covers the ability to create an API from scratch and implement a comprehensive user database that will give you the opportunity to offer a mobile application with a personalized experience. Midway through the book, you will learn the basic processes to create a successful mobile application. You will also gain higher-level knowledge, allowing you to develop a functional and secure mobile application to ensure a seamless user experience for end users. Finally, the book ends with more advanced projects, which will bring together all the knowledge and expertise developed in the previous chapters to create a practical and functional mobile-application that has useful real-world features. Style and approach This book is an easy-to-follow guide that takes a step-wise approach in giving expertise and knowledge to help you truly understand what is needed to create a memorable user experience for end users. Each topic is placed in the context of the bigger picture, that is, to create cross-platform mobile applications using existing technologies.

If you are a native mobile developer, with some familiarity with the common web technologies of JavaScript, CSS, and HTML, or if you are a web developer, then this learning guide will add great value and impact to your work. Learning how to develop mobile applications using Apache Cordova is of particular importance if you are looking to develop applications on a variety of different platforms efficiently.

Enhance your JavaScript skills by venturing into the domain of developing mobile applications About This Book- Extend your JavaScript skillset to build, test, and launch mobile apps with confidence- Follow three sample projects to experience Ionic's impressive capabilities- Extend the power of Apache Cordova by creating your own Apache Cordova cross-platform mobile plugins Who This Book Is For This Learning Path is for JavaScript web developers looking to develop mobile applications using various JavaScript descendent technologies. It is for anyone who wants to learn how to build fast and stylish native mobile app using the skills they already have. If you are already using React on the web, we're confident you'll be able to quickly get up and running with React Native for iOS and Android. See Ionic in action, and find out how it can transform the way you build mobile apps. What You Will Learn- Develop, build, run, and deploy great cross-platform mobile applications using Apache Cordova- Create complete mobile apps using Apache Cordova that runs on Apple iOS, Google Android, and Windows Phone- Create a neat user interface for your mobile application using jQuery Mobile- Gain an in-depth understanding of how React Native works behind the scenes- Write your own custom native UI components- Develop native modules in Objective-C and Java that interact with JavaScript- Get to know Ionic by creating three complete mobile applications In Detail A great mobile app is rapidly becoming crucial for a huge range of businesses. With a great app, your customers or your readers don't come to you - you go with them, just a few clicks and swipes away. This Learning Path shows you how to build awesome mobile apps with some of the best tools currently being used by some of the smartest developers in the industry. Taking you through JavaScript impressive development ecosystem - from jQuery Mobile to React, through to Ionic - we'll show you how to put your skills into practice so you can build your next mobile apps with confidence and style. In this Learning Path, from jQuery to React, to Ionic, we'll cover everything you need to start In the first module you'll learn how to get stuck into Apache Cordova and find out how to use it as the key platform for developing your mobile app. It offers an efficient way to develop hybrid apps, which means you won't have to connect to platform specific APIs or use their UI framework, and can instead harness your JavaScript web development skills. Make sure you have your HTML, CSS and jQuery skills at the ready. In Module 2 we'll show you how to take advantage of React Native. It has a reputation for having a steep learning curve, but we'll make it easy for you, making sure you make full use of your existing knowledge and getting you up and running with a sample application. You'll also learn how to create components, how to create multiple screens, as well as using native UI components and accessing native APIs. In the third and final module you'll get started with Ionic. With three practical projects you can build yourself, we've made sure that you'll

be learning by doing - which means you'll not only develop new skills much more quickly, but you'll have produced something tangible at the end of it! This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products:- JavaScript Mobile Application Development by Hazem Saleh- Getting Started with React Native by Ethan Holmes and Tom Bray- Ionic Framework By Example by Sani Yusuf Style and approach This Learning Path course provides a simple and easy way to build mobile applications in JavaScript descendent technologies such as jQuery, ReactJS, and Ionic.

Project Management

Apache Cordova API Cookbook

Learning Ionic

Secrets of the JavaScript Ninja

Case Studies

Build Mobile Apps with Ionic 4 and Firebase

With this book, you will learn hybrid mobile application development using Ionic. This book uses Cordova 5.0.0, Ionic CLI 1.5.0, and Ionic 1.0.0 to explain the concepts and build apps. To begin with, the book helps you understand where Ionic fits in today's world. Then, you will dive deep into Ionic CSS components and Ionic-AngularJS directives and services. You will also examine theming Ionic apps using the built-in SCSS setup. Next, you will learn to build an Ionic client for a secure REST API, where you will implement user authentication and token-based development. Cordova and ngCordova will be explored, and you will learn how you can integrate device-specific features such as a camera and Geolocation with an Ionic app. We will wrap up the book by building a messaging app, which deals with talking to Firebase (a real-time data store), as well as device features. By the end of this book, you will be able to develop a hybrid mobile application from start to finish, and generate device-specific installers.

Build amazing cross-platform mobile apps with Ionic, the HTML5 framework that makes modern mobile application development simple About This Book Learn how to use one of the most exciting mobile development frameworks around to build even better apps Follow the featured sample projects to experience Ionic's impressive capabilities Extend your developer skillset to build, test, and launch mobile apps with confidence Who This Book Is For This book is for anyone who wants to see Ionic in action - and find out how it could transform the way they build mobile apps. If you're a JavaScript web developer, you'll be building great projects in no time. What You Will Learn Learn Ionic by creating three complete mobile applications Get to know the Ionic CLI Add basic and advanced features to the Ionic framework Connect an Ionic app with a Firebase back end Integrate PhoneGap plugins with NG-Cordova Test your apps to improve and optimize performance In Detail Change doesn't have to be challenging. Sometimes it can be simple - sometimes it just makes sense. With Ionic, mobile development has never been so simple, so elegant and obvious. By helping developers to harness AngularJS and HTML5 for mobile development, it's the perfect framework for anyone obsessed with performance, and anyone that understands just how important a great user experience really is. This book shows you how to get started with Ionic framework immediately. But it doesn't just give you instructions and then expect you to follow them. Instead it demonstrates what Ionic is capable of through three practical projects you can follow and build yourself. From a basic to-do list app, a London tourist app, to a complete social media app, all three projects have been designed to help you learn Ionic at its very best. From setting up your project to developing on both the server side and front end, and best practices for testing and debugging your projects, you'll quickly become a better mobile developer, delivering high performance mobile apps that look awesome. Ionic Framework by Example is for people who don't want to learn now, build later - it's for people who want to learn and build at the same time - so they can meet today's mobile development challenges head on and deliver better products than anyone else. Style and approach This book isn't just an instruction manual. It doesn't just tell you what to do - it shows you. Featuring three sample projects, it's been created so you can get started with Ionic immediately.

IBM® Content Navigator provides a unified user interface for your Enterprise Content Management (ECM) solutions. It also provides a robust development platform so you can build customized user interface and applications to deliver value and an intelligent, business-centric experience. This IBM Redbooks® publication guides you through the Content Navigator platform, its architecture, and the available programming interfaces. It describes how you can configure and customize the user interface with the administration tools provided, and how you can customize and extend Content Navigator using available development options with sample code. Specifically, the book shows how to set up a development environment, and develop plug-ins that add an action, service, and feature to the user interface. Customization topics include implementing request and response filters, external data services (EDS), creating custom step processors, and using Content Navigator widgets in other applications. This book also covers mobile development, viewer customization, component deployment, and debugging and troubleshooting. This book is intended for IT architects, application designers and developers working with IBM Content Navigator and IBM ECM products. It offers a high-level description of how to extend and customize IBM Content Navigator and also more technical details of how to do implementations with sample code.

Use Service Workers to Turbocharge Your Web Apps "You have made an excellent decision in picking up this book. If I was just starting on my learning path to mastery of Progressive Web Apps, there are not many folks I would trust more to get me there than John." —Simon MacDonald, Developer Advocate, Adobe Software developers have two options for the apps they build: native apps targeting a specific device or web apps that run on any device. Building native apps is challenging, especially when your app targets multiple system types—i.e., desktop computers, smartphones, televisions—because user experience varies dramatically across devices. Service Workers—a relatively new

technology—make it easier for web apps to bridge the gap between native and web capabilities. In Learning Progressive Web Apps, author John M. Wargo demonstrates how to use Service Workers to enhance the capabilities of a web app to create Progressive Web Apps (PWA). He focuses on the technologies that enable PWAs and how to use those technologies to enhance your web apps to deliver a more native-like experience. Build web apps a user can easily install on their local system and that work offline or on low-quality networks Utilize caching strategies that give you control over which app resources are cached and when Deliver background processing in a web application Implement push notifications that enable an app to easily engage with users or trigger action from a remote server Throughout the book, Wargo introduces each core concept and illustrates the implementation of each capability through several complete, operational examples. You'll start with simple web apps, then incrementally expand and extend them with state-of-the-art features. All example source code is available on GitHub, and additional resources are available on the author's companion site, learningpwa.com. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Electron in Action

AWS Lambda in Action

Building Cross-platform Mobile Apps

Rachel Carson

12th International Conference, DESRIST 2017, Karlsruhe, Germany, May 30 – June 1, 2017, Proceedings

Developing iOS and Android apps with JavaScript

Using Apache Cordova 4, you can leverage native technologies and web standards to quickly build cross-platform apps for most mobile devices. You can deliver a high-end user experience where it matters, while radically simplifying code maintenance and reuse. Apache Cordova 4 Programming is the most concise, accessible introduction to this remarkable technology. In this essential guide, expert mobile developer John Wargo quickly gets you up to speed with all the essentials, from installation, configuration, and tools, to building plugins and using Cordova's powerful APIs. Wargo helps you make the most of Cordova 4's major enhancements, while offering practical guidance for all versions, including Adobe PhoneGap. Full chapters are dedicated to five major mobile platforms: Android, iOS, Windows Phone, Firefox OS, and Ubuntu. Using rich, relevant examples, Wargo guides you through both the anatomy of a Cordova app and its entire lifecycle, including cross-platform testing and debugging. Throughout, he illuminates Cordova development best practices, streamlining your development process and helping you write high-quality apps right from the start. Topics include Installing and configuring Cordova's development environment Working with the Cordova command line interfaces Creating Cordova plugins, using Plugman and the PhoneGap CLI Cordova's support for Firefox OS and Ubuntu devices Automation (Grunt and Gulp) and Cordova CLI hooks Microsoft's hybrid toolkit for Visual Studio Third-party tools, such as AppGyver, GapDebug, THyM, and more Beautifying Cordova apps with third-party HTML frameworks, such as Bootstrap, OpenUI5, Ionic, and Onsen UI Running, testing, and debugging Cordova apps on each major mobile platform Access the full code examples at cordova4programming.com, where you'll also find updates reflecting Cordova's continuing evolution. This book is an ideal companion to Wargo's authoritative collection of Apache Cordova code recipes for each Cordova API, Apache Cordova API Cookbook (Addison-Wesley, 2015).

Summary Apache Cordova in Action teaches you to create and launch hybrid mobile apps using Cordova or Phonegap. By following carefully selected examples, step-by-step tutorials, and crystal-clear explanations, you'll learn to build apps from the Cordova CLI, how to make use of device features like the camera and accelerometer, how to submit your apps to Google Play and the Apple App Store, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Developing a mobile app requires extensive knowledge of native programming techniques for multiple platforms. Apache Cordova lets you use your existing skills in web development (HTML, CSS, and JavaScript) to build powerful mobile apps. Your apps also get the power of integration with native device features like the camera and file system. Apache Cordova in Action teaches you how to design, create, and launch hybrid mobile apps people will want to use. With the help of straightforward, real-world examples, you'll learn to build apps from the Cordova CLI and to make use of native device features like the camera and accelerometer. You'll learn testing techniques and discover the PhoneGap Build service and how to submit your apps to Google Play and the Apple App Store. Along the way, this helpful guide discusses mobile app design and shows you how to create effective, professional-quality UI and UX. What's Inside Build mobile apps UI, UX, and testing techniques Deploy to Google Play and the Apple App Store Employ libraries like Bootstrap, jQuery Mobile, and Ionic About the Reader Readers should be familiar with HTML, CSS,

and JavaScript. No experience with mobile app development needed. About the Author Raymond Camden is a developer advocate for IBM. He is passionate about mobile development and has spoken at conferences worldwide. The Table of Contents PART 1 GETTING STARTED WITH APACHE CORDOVA What is Cordova? Installing Cordova and the Android SDK PART 2 CORE CONCEPTS Creating Cordova projects Using plugins to access device features Mobile design and user experience Considerations when building mobile apps Tools for debugging Cordova and other hybrid apps Creating custom plugins Packing options for Cordova projects Using PhoneGap tools PART 3 APPLICATION RELEASE Submitting your app Building an RSS reader app with Ionic

Summary Meteor in Action teaches you full-stack web development using the Meteor platform. It starts with an overview of a Meteor application, revealing the unique nature of Meteor's end-to-end application model. Then you'll dive into the Blaze templating engine, discover Meteor's reactive data sources model, learn simple and advanced routing techniques, and practice managing users, permissions, and roles. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book You might call Meteor a reactive, isomorphic, full-stack web development framework. Or, like most developers who have tried it, you might just call it awesome. Meteor is a JavaScript-based framework for both client and server web and mobile applications. Meteor applications react to changes in data instantly, so you get impossibly responsive user experiences, and the consistent build process, unified front- and back-end package system, and one-command deploys save you time at every step from design to release. Meteor in Action teaches you full-stack web development with Meteor. It starts by revealing the unique nature of Meteor's end-to-end application model. Through real-world scenarios, you'll dive into the Blaze templating engine, discover Meteor's reactive data sources model, learn routing techniques, and practice managing users, permissions, and roles. Finally, you'll learn how to deploy Meteor on your server and scale efficiently. What's Inside Building your first real-time application Using MongoDB and other reactive data sources Creating applications with Iron Router Deploying and scaling your applications About the Reader Readers need to know the basics of JavaScript and understand general web application design. About the Authors Stephan Hochhaus and Manuel Schoebel are veteran web developers who have worked with Meteor since its infancy. Table of Contents PART 1 LOOK-A SHOOTING STAR! A better way to build apps My fridge! A reactive gamePART 2 3, 2, 1-IMPACT! Working with templates Working with data Fully reactive editing Users, authentications, and permissions Exchanging data Routing using Iron.Router The package system Advanced server methods PART 3 LEAVING THE CRATER Building and debugging Going into production This book constitutes the proceedings of the 12th International Conference on Design Science Research in Information Systems and Technology, DESRIST 2017, held in May/June 2017 in Karlsruhe, Germany. The 25 full and 11 short papers presented in this volume were carefully reviewed and selected from 66 full and 19 short papers. The contributions are organized in topical sections named: DSR in business process management; DSR in human computer interaction; DSR in data science and business analytics; DSR in service science; methodological contributions; domain-specific DSR applications; emerging themes and new ideas; and products and prototypes.

Learn to build scalable web applications and dynamic user interfaces with Vue 2

Customizing and Extending IBM Content Navigator

Programming the Mobile Web

CMIS and Apache Chemistry in Action

Professional Visual Studio 2017

Hybrid Mobile Development with Ionic

Moral Ground brings together the testimony of over eighty visionaries—theologians and religious leaders, scientists, elected officials, business leaders, naturalists, activists, and writers—to present a diverse and compelling call to honor our individual and collective moral responsibility to our planet. In the face of environmental degradation and global climate change, scientific knowledge alone does not tell us what we ought to do. The missing premise of the argument and much-needed center piece in the debate to date has been the need for ethical values, moral guidance, and principled reasons for doing the right thing for our planet, its animals, its plants, and its people. Contributors from throughout the world (including North America, Africa, Australia, Asia, and Europe) bring forth a rich variety of heritages and perspectives. Their contributions take many forms, illustrating the rich variety of ways we express our moral beliefs in letters, poems, economic analyses, proclamations, essays, and stories. In the end, their voices affirm why we must move beyond a scientific study and response to embrace an ongoing model of repair and sustainability. These writings demonstrate that

scientific analysis and moral conviction can work successfully side-by-side. This is a book that can speak to anyone, regardless of his or her worldview, and that also includes a section devoted to "what next" thinking that helps the reader put the words and ideas into action in their personal lives. Thanks to generous support from numerous landmark organizations, such as the Kendeda Fund and Germeshausen Foundation, the book is just the starting point for a national, and international, discussion that will be carried out in a variety of ways, from online debate to "town hall" meetings, from essay competitions for youth to sermons from pulpits in all denominations. The "Moral Ground movement" will result in a newly discovered, or rediscovered, commitment on a personal and community level to consensus about our ethical obligation to the future.

Summary Windows Phone 8 in Action is a comprehensive guide to developing apps for the WP8 platform. It covers the Windows Phone Runtime and .NET APIs used to work with a phone's sensors and hardware, including the accelerometer, camera, gyroscope, GPS, and microphone. You will learn to write code to dial the phone, write emails, send text messages, and recognize speech. The book also teaches you to build applications that use location and push notification. About this Book With 10 million (and climbing) active handsets, Windows Phone 8 has become a real alternative to Android and iOS. WP users are hungry for great apps, so it's time for you to start creating them! Windows Phone 8 in Action teaches you how to design, build, and sell WP8 apps. In it, you'll learn to use the WP Runtime and .NET APIs to control key features like the accelerometer, camera, GPS, and microphone. This example-driven book also shows you how to write applications that use location and push notification, enhanced navigation services, and WP8's deep multimedia capabilities. You'll need a working knowledge of C#. No experience with Windows Phone or XAML is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Build your first phone app Master the Windows Phone 8 interface How to sell on the Windows Phone Store Use features like voice recognition and media About the Authors Tim Binkley-Jones has worked with XAML since the first releases of WPF and Silverlight. Adam Benoit is an independent developer with more than a dozen apps in the Windows Phone Store. Massimo Perga is an engineer at Microsoft. Michael Sync is a web and WP architect. Table of Contents PART 1 INTRODUCING WINDOWS PHONE A new phone, a new operating system Creating your first Windows Phone application PART 2 CORE WINDOWS PHONE Fast application switching and resume Scheduled actions Launching tasks and choosers Contacts and calendars Storing data Working with the camera Integrating with the Photos and Music + Videos Hubs Using sensors Network communication with push notifications Using the Speech API PART 3 XAML FOR WINDOWS PHONE ApplicationBar and context menus Panorama and pivot controls Building a media player Using Maps Building HTML applications Releasing and monetizing apps

Provides experienced mobile developers with details about how each Cordova API works and how to use the APIs in their own applications. Original. Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies

PhoneGap Essentials

Designing the Digital Transformation

Moral Ground

Riverwalking

Jquery Mobile Web Development Essentials, Third Edition

Second International Conference, ICAT 2020, Quito, Ecuador, December 2-4, 2020, Proceedings

Build real-world hybrid mobile applications using the robust PhoneGap development platform About This Book Get to grips with the usage of PhoneGap and its command-line interface Learn to access several hardware capabilities Step-by-step instructions on creating captivating mobile applications using popular frameworks Who This Book Is For If you are a developer who wants to application development using PhoneGap, then this book is for you. Previous experience with data mining libraries will help, but is not mandatory. A basic understanding of web technologies such as JavaScript is a must. What You Will Learn Set up a development environment to develop PhoneGap applications Generate, build, and run applications using the PhoneGap command-line interface Use the command line to add native capabilities to your application Call the JavaScript API of plugins and hook into native events Manipulate DOM using zepto and xuijs Develop a user interface using PhoneGap framework Get accustomed to using the PhoneGap Build service In Detail Developing mobile applications often feels intimidating. Especially when building cross-platform application. We have to use a different programming language to build an application for each platform. PhoneGap makes cross-platform mobile application development faster and easier by using web technologies such as HTML5, CSS, and JavaScript. This book gives you practical lessons on how to build a world class mobile application using PhoneGap. Whether you are a brand new to mobile application development, a web developer expert, or a mobile developer, this book will guide you through creating hybrid mobile applications. Starting with setting up a development environment, the book moves on to utilizing a new PhoneGap command-line interface and designing your application. It then moves on to concepts such as file system, storage, and local database, the book effectively lays a solid base for advanced topics. By working through the book, you can quickly master the features of PhoneGap. By the end of the book, you will be able to successfully build a highly functional, real-world hybrid mobile application using PhoneGap. Style and approach This book is a guide full of practical examples of real-world mobile application. Each topic is explained step by step with detailed explanations on each concept.

Summary Electron in Action guides you, step-by-step, as you learn to build cross-platform desktop applications that run on Windows, OSX, and Linux. By the end of the book, you'll be ready to build applications using JavaScript, Node, and the Electron framework. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Tech great to build desktop applications using just your web dev skills? Electron is a framework designed for exactly that! Fully cross-platform, Electron lets you use JavaScript and Node to create Spinning up tools, games, and utilities with Electron is fast, practical, and fun! About the Book Electron in Action teaches you to build cross-platform applications using JavaScript, Node, and t You'll learn how to think like a desktop developer as you build a text tool that reads and renders Markdown. You'll add OS-specific features like the file system, menus, and clipboards, and use the finished product. You'll even round off your learning with data storage, performance optimization, and testing. What's inside Building for macOS, Windows, and Linux Native operating system frameworks like React Deploying to the Mac App Store About the Reader Requires intermediate JavaScript and Node skills. No experience building desktop apps required. About the Author Steve engineer at SendGrid, an instructor with Frontend Masters, and the organizer of the DinosaurJS conference in Denver, Colorado. Table of Contents PART 1 - GETTING STARTED WITH ELECTRON Building your first Electron application PART 2 - BUILDING CROSS-PLATFORM APPLICATIONS WITH ELECTRON Building a notes application Using native file dialog boxes and facilitating interprocess communication Working with multiple windows Working with files Building application and context menus Further operating system integration and dynamically enabling menu items Introducing applications with the menubar library Using transpilers and frameworks Persisting use data and using native Node.js modules Testing applications with Spectron PART 3 - DEPLOYING ELECTRON Building applications for deployment Releasing and updating applications Distributing your application through the Mac App Store

HighwoodN. P. presents a profile of American biologist and author Rachel Louise Carson (1907-1964) as part of the GirlSite resource. The resource also offers access to additional information. Provides information on building native mobile applications using PhoneGap.

Apache Cordova 3 programming

Microsoft Visual Studio 2015 Unleashed

Applied Technologies

AngularJS in Action

Apache Cordova in Action

Windows Phone 8 in Action

Enhance your JavaScript skills by venturing into the domain of developing mobile applications About This Book Extend your JavaScript skillset to build, test, and launch mobile apps with confidence Follow three sample projects to experience Ionic's impressive capabilities Extend the power of Apache Cordova by creating your own Apache Cordova cross-platform mobile plugins Who This Book Is For This Learning Path is for JavaScript web developers looking to develop mobile applications using various JavaScript descendent technologies. It is for anyone who wants to learn how to build fast and stylish native mobile app using the skills they already have. If you are already using React on the web, we're confident you'll be able to quickly get up and running with React Native for iOS and Android. See Ionic in action, and find out how it can transform the way you build mobile apps. What You Will Learn Develop, build, run, and deploy great cross-platform mobile applications using Apache Cordova Create complete mobile apps using Apache Cordova that runs on Apple iOS, Google Android, and Windows Phone Create a neat user interface for your mobile application using jQuery Mobile Gain an in-depth understanding of how React Native works behind the scenes Write your own custom native UI components Develop native modules in Objective-C and Java that interact with JavaScript Get to know Ionic by creating three complete mobile applications In Detail A great mobile app is rapidly becoming crucial for a huge range of businesses. With a great app, your customers or your readers don't come to you – you go with them, just a few clicks and swipes away. This Learning Path shows you how to build awesome mobile apps with some of the best tools currently being used by some of the smartest developers in the industry. Taking you through JavaScript impressive development ecosystem – from jQuery Mobile to React, through to Ionic – we'll show you how to put your skills into practice so you can build your next mobile apps with confidence and style. In this Learning Path, from jQuery to React, to Ionic, we'll cover everything you need to start In the first module you'll learn how to get stuck into Apache Cordova and find out how to use it as the key platform for developing your mobile app. It offers an efficient way to develop hybrid apps, which means you won't have to connect to platform specific APIs or use their UI framework, and can instead harness your JavaScript web development skills. Make sure you have your HTML, CSS and jQuery skills at the ready. In Module 2 we'll show you how to take advantage of React Native. It has a reputation for having a steep learning curve, but we'll make it easy for you, making sure you make full use of your existing knowledge and getting you up and running with a sample application. You'll also learn how to create components, how to create multiple screens, as well as using native UI components and accessing native APIs. In the third and final module you'll get started with Ionic. With three practical projects you can build yourself, we've made sure that you'll be learning by doing – which means you'll not only develop new skills much more quickly, but you'll have produced something tangible at the end of it! This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: JavaScript Mobile Application Development by Hazem Saleh Getting Started with React Native by Ethan Holmes and Tom Bray Ionic Framework By Example by Sani Yusuf Style and approach This Learning Path course provides a simple and easy way to build mobile applications in JavaScript descendent technologies such as jQuery, ReactJS, and Ionic.

This volume constitutes the refereed proceedings of the Second International Conference on Applied Technologies, ICAT 2020, held in Quito, Ecuador, in December 2020. Due to the COVID-19 pandemic the conference was held online. The 53 papers were carefully reviewed and selected from 145 submissions. The papers are organized according to the following topics: communication; computing; e-government and e-participation; e-learning; electronics; intelligent systems; machine vision; security; technology trends.

Leverage your existing web development skills to learn the whole cycle of hybrid mobile app development. This edition is fully updated with the changes in Ionic 4, including Stencil, a new framework based on the web components standard. It explains Ionic and Firebase in detail, including how to create hybrid mobile apps using using React and Vue, and run those apps in an

internal browser using a wrapper created by Apache Cordova. Build Mobile Apps with Ionic 4 and Firebase shows you how to focus on developing front-end code, without needing to manage any back-end code or servers. You'll learn in the context of building a Hacker News client app, which can view top stories in Hacker News, view comments of a story, and add stories to favorites. Explore how Ionic 4 uses Angular as the JavaScript framework to easily develop apps using an interface similar to native apps, and how to access Firebase, a real-time database, in web apps using JavaScript. What You'll Learn Create content-based Ionic mobile apps Work with new Ionic 4 compnents like gesture, text, and keyboard controller Manage your apps with RxJS & Redux Who This Book Is For Front-end developers and mobile app developers

Apache Cordova in Action Simon and Schuster

JavaScript Mobile Application Development

Apache Cordova 4 Programming

Mobile App Development with Ionic, Revised Edition

Reflections on Moving Water

Build a powerful and practical jQuery-based framework in order to create mobile-optimized websites About This Book Build websites with jQuery Mobile that work beautifully across a wide range of mobile devices Become a competent jQuery Mobile developer and learn the building blocks of jQuery Mobile's component-driven design This book covers key concepts but with a focus on providing the practical skills required Who This Book Is For This book is for any web developer who is looking to create mobile-optimized websites. Basic knowledge of HTML is required. Minor familiarity with JavaScript would help but is not required. What You Will Learn Create mobile-optimized sites using simple HTML Structure your sites so users can browse them on mobile devices Find out how to work with multiple pages in the JQM framework and embed multiple pages in HTML files Enhance simple pages using various toolbars Include mobile-optimized forms for interactive sites Convert desktop sites into mobile versions Use HTML5's local storage feature in jQuery Mobile to include persistent client-side storage Explore the rich sets of widgets and themes available and discover how to modify them for use in your jQuery Mobile site In Detail jQuery Mobile is a HTML5-based touch-optimized web framework. jQuery Mobile can be used to build responsive cross-platform websites and apps for a wide range of smartphones, tablets, and desktop devices. The jQuery Mobile framework can be integrated with other mobile app frameworks such as PhoneGap, IBM Worklight, and more. Introduction to jQuery Mobile explains how to add the framework to your HTML pages to create rich, mobile-optimized web pages with minimal effort. You'll learn how to use jQuery Mobile's automatic enhancements and configure the framework for customized, powerful mobile-friendly websites. We then dig into forms, events, and styling. You'll see how jQuery Mobile automatically enhances content, and will find out how to use the JavaScript API to build complex sites. We'll introduce you to how jQuery Mobile can be themed as well looking into how JavaScript can be used for deep sets of customizations. The examples are ready to run and can be used to help kick-start your own site. Along the way, you will leverage all the concepts you learn to build three sample mobile applications. Style and approach Through a set of easy to follow instructions, we'll show you how to use jQuery Mobile's features one easy-to-use widget at a time. You'll see examples for each feature as well as screenshots to demonstrate what they should look like on a mobile device. You can then take these example files and modify them as you learn to experiment.

Summary AWS Lambda in Action is an example-driven tutorial that teaches you how to build applications that use an event-driven approach on the back end. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology With AWS Lambda, you write your code and upload it to the AWS cloud. AWS Lambda responds to the events triggered by your application or your users, and automatically manages the underlying computer resources for you. Back-end tasks like analyzing a new document or processing requests from a mobile app are easy to implement. Your application is divided into small functions, leading naturally to a reactive architecture and the adoption of microservices. About the Book AWS Lambda in Action is an example-driven tutorial that teaches you how to build applications that use an event-driven approach on the back-end. Starting with an overview of AWS Lambda, the book moves on to show you common examples and patterns that you can use to call Lambda functions from a web page or a mobile app. The second part of the book puts these smaller examples together to build larger applications. By the end, you'll be ready to create applications that take advantage of the high availability, security, performance, and scalability of AWS. What's Inside Create a simple API Create an event-driven media-sharing application Secure access to your application in the cloud Use functions from different clients like web pages or mobile apps Connect your application with external services About the Reader Requires basic knowledge of JavaScript. Some examples are also provided in Python. No AWS experience is assumed. About the Author Danilo Poccia is a technical evangelist at Amazon Web Services and a frequent speaker at public events and workshops. Table of Contents PART 1 - FIRST STEPS Running functions in the cloud Your first Lambda function Your function as a web API PART 2 - BUILDING EVENT-DRIVEN APPLICATIONS Managing security Using standalone functions Managing identities Calling functions from a client Designing an authentication service Implementing an authentication service Adding more features to the authentication service Building a media-sharing application Why event-driven? PART 3 - FROM DEVELOPMENT TO PRODUCTION Improving development and testing Automating deployment Automating infrastructure management PART 4 - USING EXTERNAL SERVICES Calling external services Receiving events from other services

A new edition of the most popular book of project management case studies, expanded to include more than 100 cases plus a "super case" on the Iridium Project Case studies are an important part of project management education and training. This Fourth Edition of Harold Kerzner's Project Management Case Studies features a number of new cases covering value measurement in project management. Also included is the well-received "super case," which covers all aspects of project management and may be used as a capstone for a course. This new edition: Contains 100-plus case studies drawn from real companies to illustrate both successful and poor implementation of project management Represents a wide range of industries, including medical and pharmaceutical, aerospace, manufacturing, automotive, finance and banking, and telecommunications Covers cutting-edge areas of construction and international project management plus a "super case" on the Iridium Project, covering all aspects of project management Follows and supports preparation for the Project Management Professional (PMP®) Certification Exam Project Management Case Studies, Fourth Edition is a valuable resource for students, as well as practicing engineers

and managers, and can be used on its own or with the new Eleventh Edition of Harold Kerzner's landmark reference, Project Management: A Systems Approach to Planning, Scheduling, and Controlling. (PMP and Project Management Professional are registered marks of the Project Management Institute, Inc.)