

Cordova : From Idea to App

< What is Cordova ? >

- Platform for building mobile applications
- Uses web development languages: html, css, js
- Offers a bridge for connection between web app and mobile device
- Cross Platform Applications
 - Target Multiple platforms with one code base

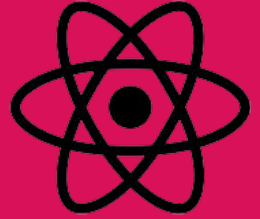
Apache Cordova is an open-source mobile development framework. It allows you to use standard web technologies such as HTML5, CSS3, and JavaScript for cross platform development, avoiding each mobile platform native development language. Applications execute within wrappers targeted to each platform, and rely on standards-compliant API bindings to access each device's sensors, data, and network status.

- [Official Documentation](#)

< What we will be building ?>

Curious?

Other Frameworks :



Objective- C



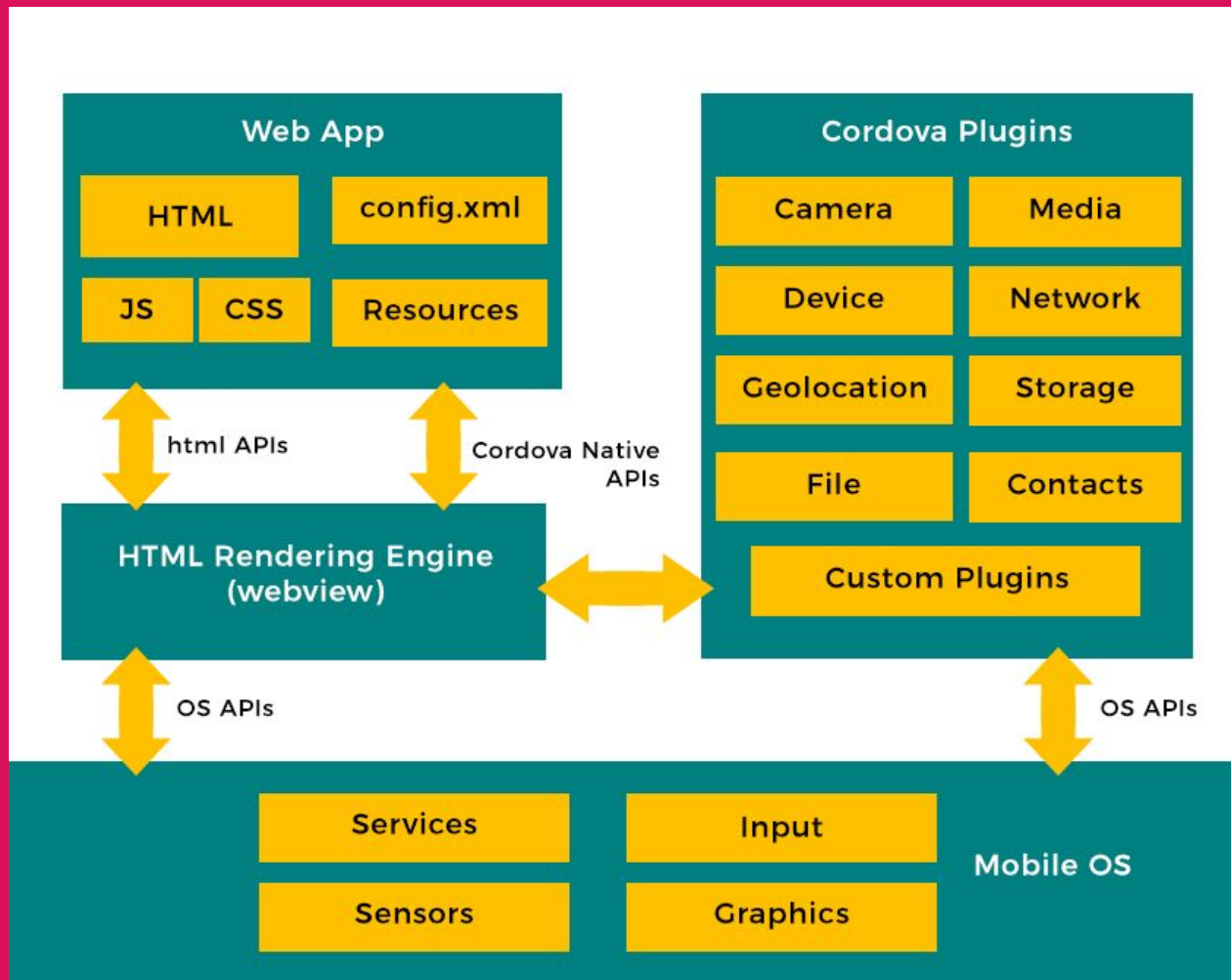
Swift

< How Cordova is Different ?>

- Web View
- Cross Platform
- No need to learn platform specific programming language
- Hybrid apps are slower than native apps
- Some plugins have compatibility issues
- add-ons available

- Native Apps
- Platform Specific
- Platform specific language + IDE
-
- Faster compared to hybrid apps
- No compatibility issues





1. Platforms:

- Target OS

2. Plugins:

- A plugin is a package of injected code that allows the Cordova webview within which the app renders to communicate with the native platform on which it runs.

Some Important Terms

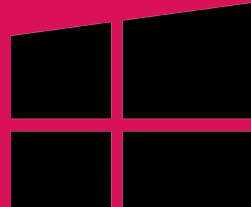
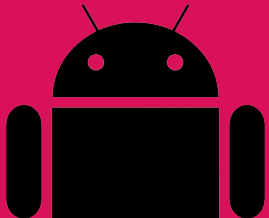


amazon fire

Platforms



TIZEN



< Plugins />

Camera

Dialogs

Network Info

Battery Status

File

Splash Screen

Contacts

File Transfer

Statusbar

Device

Geolocation

Vibration

Device Orientation

Inappbrowser

Inapp-purchase

Device Motions

Media

Whitelist

< Folder Structure />



Config.xml | index.html | platforms | plugins
| res | www

< Events in Cordova />

- deviceReady
- pause
- resume
- **backbutton**
- menubutton
- searchbutton
- startcallbutton
- endcallbutton
- volumeupbutton
- volumedownbutton

End

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