

Hybrid Apps

Hybrid App?

Native app

Can be sold in App Stores

Can access all device features

Wrapped around a web app

Single code base

Simpler development?

How?

Web app embedded in native app
not dynamically loaded from web

Native app stub

Javascript APIs to device features

Tools

Large selection

[http://en.wikipedia.org/wiki/
Multiple_phone_web_based_application_framework](http://en.wikipedia.org/wiki/Multiple_phone_web_based_application_framework)

Many based on HTML, CSS & JavaScript

We'll look at Apache Cordova

aka Adobe PhoneGap

PhoneGap Build - cloud compiling

Apache Cordova

<http://cordova.apache.org>

Develop with HTML, CSS & JavaScript

Compile with Cordova for native apps

Includes JS APIs for native features

Has support for custom plugins

General Prereqs

Node.js

iOS Prereqs

Apple Mac laptop or desktop

Xcode

Mac App Store, or

<https://developer.apple.com/xcode/downloads/>

ios-sim

<https://github.com/phonegap/ios-sim>

Android Prereqs

Android SDK

<https://developer.android.com/sdk/index.html>

Ant

<http://ant.apache.org>

Homebrew for Mac

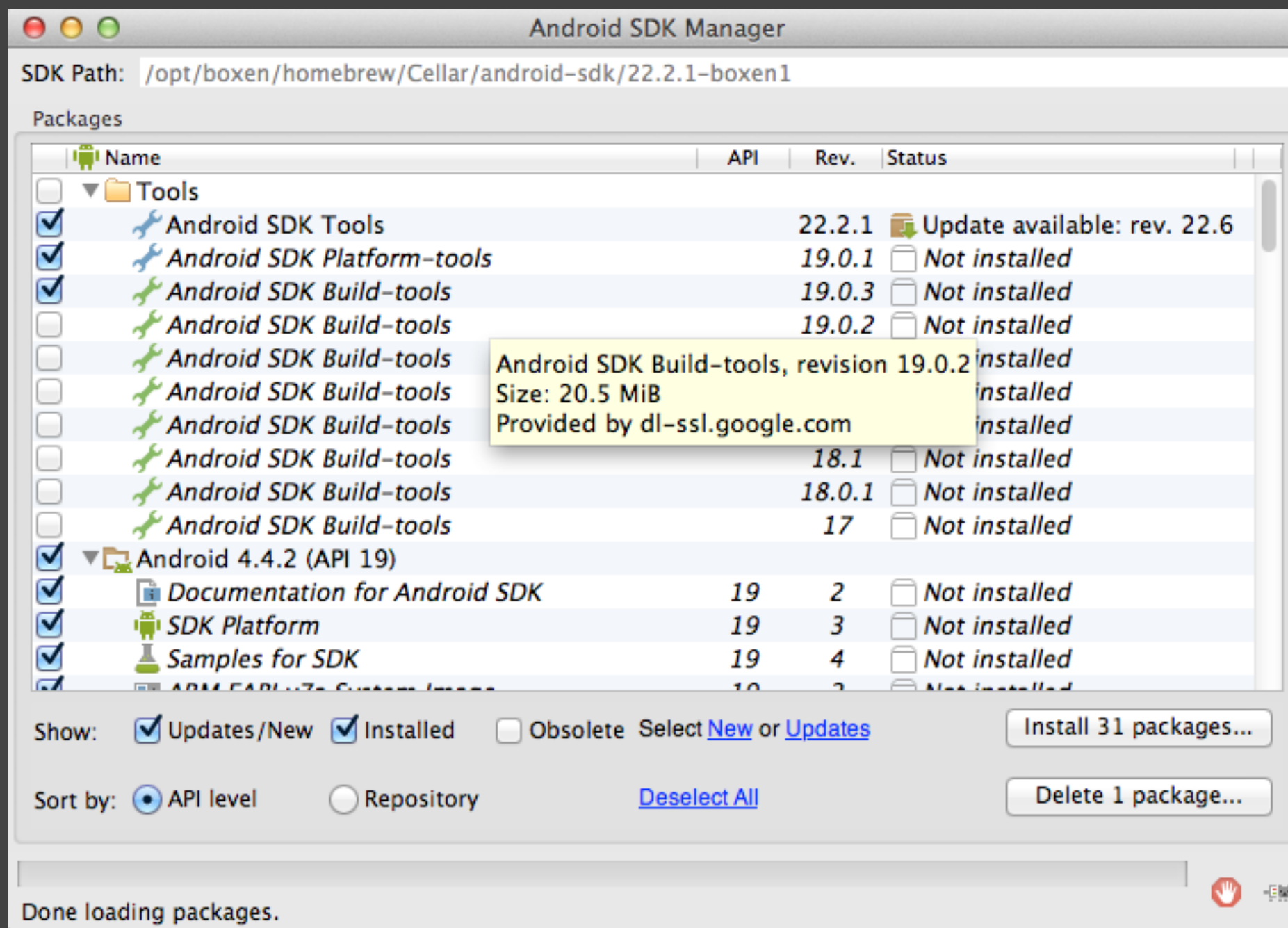
Package Manager

Install from <http://brew.sh/>

Install reqs with

```
% brew install nodejs ios-sim \  
> ant android-sdk
```

Then run android to install platform tools



Boxen

For the more “adventurous”

<http://boxen.github.com>

puppet + github + homebrew

Manage your laptop like a server

Install Cordova CLI

```
% npm install -g cordova
```

```
% cordova --version
```

```
3.4.0-0.1.3
```

```
%
```

Creating a Project

```
% cordova create cordova-demo \  
> com.scottylogan.cordova.demo  
Creating a new cordova project with name  
"HelloCordova" and id  
"com.scottylogan.cordova.demo" at  
location "/Users/swl/src/cs50/cordova-  
demo"  
Downloading cordova library for www...  
Download complete  
% cd cordova-demo
```

Adding iOS

```
% cordova platform add ios
```

```
Downloading cordova library for ios...
```

```
Download complete
```

```
Creating ios project...
```

Add Android

```
% cordova platform add android
Creating android project...
Creating Cordova project for the Android platform:
  Path: platforms/android
  Package: com.scottylogan.cordova.demo
  Name: HelloCordova
  Android target: android-19
Copying template files...
Running: android update project --subprojects --path "platforms/android" --target android-19 --
library "CordovaLib"
Resolved location of library project to: /Users/swl/src/cs50/cordova-demo/platforms/android/
CordovaLib
Updated and renamed default.properties to project.properties
Updated local.properties
No project name specified, using Activity name 'HelloCordova'.
If you wish to change it, edit the first line of build.xml.
Added file platforms/android/build.xml
Added file platforms/android/proguard-project.txt
Updated project.properties
Updated local.properties
No project name specified, using project folder name 'CordovaLib'.
If you wish to change it, edit the first line of build.xml.
Added file platforms/android/CordovaLib/build.xml
Added file platforms/android/CordovaLib/proguard-project.txt

Project successfully created.
```

Try It!

```
% cordova emulate ios
```

```
...
```

```
% cordova emulate android
```

```
...
```


Task App Test

```
% cordova create TaskApp com.scottylogan.TaskApp
Creating a new cordova project ...
% cd TaskApp
% cordova platform add ios android
% rm -rf www
% git clone \
> git@github.com:scs-cs-50/task-app.git www
Cloning into 'www'...
...
% git checkout 7_pages_and_theme
...
% cordova emulate ios
```

Carrier 10:58 PM

Add Task

Name:

Details:

Cancel

Add

3G 1:58

Tasks

Add Task

Name:

Details:

Cancel

Add

←

⌂

☰

Carrier

9:44 PM



APACHE CORDOVA

DEVICE IS READY

3G 1:37



APACHE CORDOVA

DEVICE IS READY

