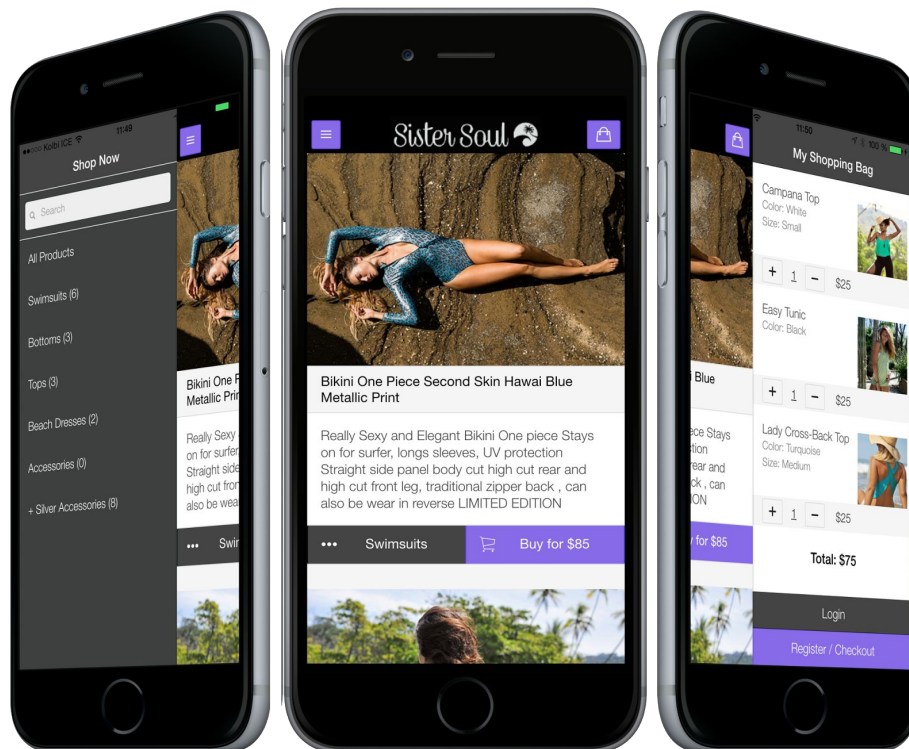
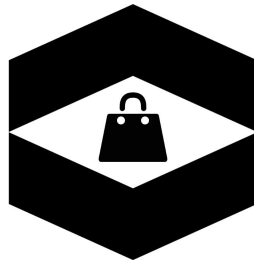


# JS Shop Ionic Starter

## Mobile Ecommerce App

### using Paypal and PARSE.com

js-sis v1.3 - 16th of November 2015



JSAPP.me

# INSTALLATION

First you will need to have Ionic installed in your environment. Please refer to the Ionic official installation documentation in order to **install Ionic and Cordova**:

<http://ionicframework.com/docs/guide/installation.html>

```
$ sudo npm install -g cordova
```

```
$ sudo npm install -g ionic
```

## Create an Ionic project:

```
$ ionic start myApp blank
```

```
$ cd myApp
```

```
$ rm -rf www
```

## Copy the installation zip file inside your app folder and double click to decompress it.

It should create a new www folder with all the source codes inside.

## Edit config.xml:

Using your favorite Text editor, in our case Atom:

```
$ atom -n config.xml
```

In this file, you can **edit the id, name, description** of your app:

```
<widget id="me.jsapp.yourAppName" ...
```

```
<name>your App Name</name>
```

```
...
```

## Create a new Parse.com app:

<https://www.parse.com/apps/>

This app uses Parse.com for the backend administration. If you don't already have an account, please register. On your dashboard, please click on Create a new App. Enter the name of your app. Click on Keys. Copy the Application ID and paste it on the corresponding **parse\_app\_id** in your services.js. Do the same thing with the two other keys, the JavaScript Key in the **parse\_js\_key** value and the Client key in the **parse\_client\_key**:

```
$ atom www/js/services.js
```

```
.factory('Settings', function() {  
  return {  
    parse_app_id: 'xxx',  
    parse_js_key: 'xxx',  
    parse_client_key: 'xxx',
```

### Install the Parse Push Plugin:

<https://github.com/grrrian/phonegap-parse-plugin>

```
$ cordova plugin add https://github.com/grrrian/phonegap-parse-plugin --variable  
APP_ID=PARSE_APP_ID --variable CLIENT_KEY=PARSE_CLIENT_KEY
```

### Setup the Push notification certificates:

Follow instructions from <https://parse.com/tutorials/ios-push-notifications>

### Install Paypal plugin:

<https://github.com/paypal/PayPal-Cordova-Plugin>

```
$ cordova plugin add com.paypal.cordova.mobilesdk
```

After the plugin installation, please make sure it is listed on your plugin list:

```
$ ionic plugin list  
com.ionic.keyboard 1.0.4 "Keyboard"  
com.paypal.cordova.mobilesdk 3.1.19 "PayPalMobile"  
cordova-plugin-console 1.0.1 "Console"  
cordova-plugin-device 1.0.1 "Device"  
cordova-plugin-splashscreen 2.1.0 "Splashscreen"
```

### Build your app for the first time:

```
$ ionic platform add ios  
$ ionic build ios  
or  
$ ionic platform add android  
$ ionic build android
```

### Prepare your app for iOS9

<http://blog.ionic.io/preparing-for-ios-9/>  
<https://gist.github.com/mlynch/284699d676fe9ed0abfa>

Edit platforms/ios/YourAppName/build/YourAppName.plist and add this XML right before the end of the file inside of the last </dict>

```
<key>NSAppTransportSecurity</key>  
<dict>  
  <key>NSAllowsArbitraryLoads</key><true/>  
</dict>  
  
</dict>  
</plist>
```

**Open the project with Xcode:**

Open the file `platforms/ios/YourAppName/YourAppName.xcodeproj` using Xcode.

**Enable Full Screen mode in Xcode:**

In the project editor, select the project and click **General**, in **Deployment Info**, check the option **Requires Full Screen**.

**Disable Bitcode:**

In the project editor, select the project and click Build Settings at the top of the project editor. Search for Bitcode, and set the option "Enable Bitcode" to No.

**Note: if you are using Xcode 7.1**, you need to add the following line to your Build Settings ->

Header Search Paths: `"$(OBJROOT)/UninstalledProducts/$(PLATFORM_NAME)/include"`

Also make sure the option "Always Search User Paths".

Don't replace the existing line that looks similar, that is still needed to be backwards compatible with Xcode 7 and Xcode 6.4. This probably had something to do with tvOS, I reckon -- Apple had to separate the archive intermediates by platform for universal builds.

<http://forum.ionicframework.com/t/cordova-cdvviewController-h-file-not-found-in-xcode-7-1-beta>

**Using Xcode, build and run the project on your phone.****Add your categories and products on the Parse Core:**

Click on Core on the Parse website. In Data, you should be able to see 4 classes: **Categories**, **Configuration**, **ProductOptions**, **Products**. Feel free to add your categories and products.

To add a new categories, click on the Categories class and add a new row. Fill out the category Name. If it is a subcategory, you will need to enter the id of the Parent category in parentId.

To add a new product, click on the Products class and add a new row. Fill out the Title, Price, Description, Available, Image1 and the categoryId (copy and paste the id from the Category class). To add options to a product, click on its Option1 cell "View Relations", and add new row to the table shown. For example, Name:Color, Value:White, deltaPrice:+2 (to add \$2 to the default price). Repeat this process for all other options.

### Run your app for the first time directly on your phone:

Connect your phone to your computer via the USB cable. Make sure your phone is on the same local wifi network than your computer. On android make sure your phone is on USB Debugging mode.

```
$ ionic run --device --livereload
```

or

```
$ ionic run android --device --livereload
```

After a few seconds the app should start running on your phone.

### Connect your app to your Paypal account:

Go to <https://developer.paypal.com/developer/applications> and Login using your Paypal account. Click on Create App, enter your app name and create the app. Copy your Sanbox Client Id and paste in your Settings in **www/js/services.js**. Do the same with the Live Client Id and change the merchant name.

```
.factory('Settings', function() {  
  return {  
    parse_app_id: 'xxx',  
    parse_js_key: 'xxx',  
    paypal_sandbox_client_id: 'xxx',  
    paypal_live_client_id: 'xxx',  
    paypal_current_env: 'PayPalEnvironmentSandbox', // when you are in the Sandbox  
    //paypal_current_env: 'PayPalEnvironmentProduction', // when you decide to go live.  
    paypal_merchant_name: 'abc'  
  };  
})
```

Please note you will need to run the following command before you can use Xcode to run the app again:

```
$ ionic build ios
```

Congratulation, at this point, you have your own mobile ecommerce app using your own data using your Parse backend and you accept payments via Paypal. Now I will give you some pointers for some customization.

## CUSTOMIZATION

Keep in mind, this package is only a starter. A lots of work and customization need to be done in order to get a professional and polished app.

**Change the header bar logo in** *www/img/header.png*

**Change CSS styles in** *www/css/style.css*

**Change component colors in** the *template* html files and *directives.js*

For more color options: <http://ionicframework.com/docs/components/#colors>

**Design the app icon in** *resources/icon.png*

**Design the app splash screen in** *resources/splash.png*

<http://ionicframework.com/docs/cli/icon-splashscreen.html>

After editing those two images, enter the following command:

\$ ionic resources

For more information <http://ionicframework.com/docs/cli/icon-splashscreen.html>

## USEFUL LINKS

- **Ionic Getting started guide:** [ionicframework.com/getting-started](http://ionicframework.com/getting-started)
- **Ionic Documentation:** [ionicframework.com/docs](http://ionicframework.com/docs)
- **Visit the Ionic Community Forum:** [forum.ionicframework.com](http://forum.ionicframework.com)
- **Publishing your app:** <http://ionicframework.com/docs/guide/publishing.html>

## SUPPORT

If you are facing an issue related to Ionic please refer to: [forum.ionicframework.com](http://forum.ionicframework.com)

If you found an error or a bug in this starter please contact us at [contact@jsapp.me](mailto:contact@jsapp.me).