

MALAD KANDIVALI EDUCATION SOCIETY'S

NAGINDAS KHANDWALA COLLEGE OF COMMERCE, ARTS & MANAGEMENT STUDIES & SHANTABEN NAGINDAS KHANDWALA COLLEGE OF SCIENCE MALAD [W], MUMBAI – 64

AUTONOMOUS INSTITUTION

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CERTIFICATE

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Roll No: <u>395</u> Programme: BSc IT/CS Semester: III

This is certified to be a bonafide record of practical works done by the above student in the college laboratory for the course **Hybrid Application Development(classcode: 2037UCSMD)** for the partial fulfilment of Third Semester of BSc IT/CS during the academic year 2020-21.

The journal work is the original study work that has been duly approved in the year 2020-21 by the undersigned.

External Examiner	Mr. Gangashankar Singh (Subject-In-Charge)		
Date of Examination:	(College Stamp)		

Class: S.Y. B.Sc. IT Sem- III Roll No: 395

Subject: Hybrid Application Development INDEX

Sr. No	Date	Topic	Sign
1	27/07/2020	AngularJS Data Binding	
2	7/08/2020	AngularJS Directives	
3	14/08/2020	AngularJS Controllers	
4	25/08/2020	AngularJS Events	
5	08/09/2020	Ionic Create and Build First Project	
6	12/09/2020	Ionic Adding Cordova Android Platform	
7	19/09/2020	Ionic Create, Generate and Add Pages	
8	29/09/2020	Ionic Use Tabs Starter Template	

Practical 1: AngularJS Data Binding

What is Data Binding in AngularJs?

Data-binding in AngularJS apps is the automatic synchronization of data between the model and view components. The way that AngularJS implements databinding lets you treat the model as the single-source-of-truth in your application. The view is a projection of the model at all times. When the model changes, the view reflects the change, and vice versa.

Data Binding in Classical Template Systems

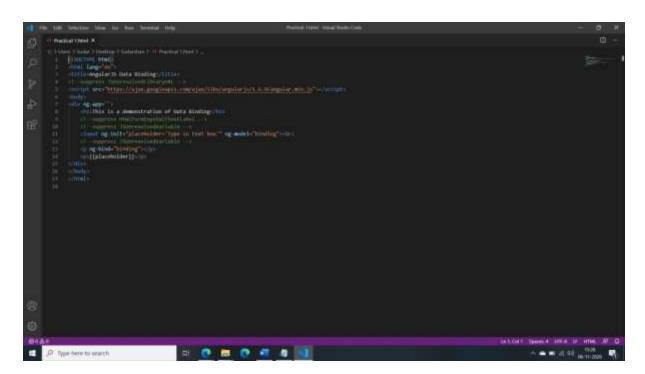
Most templating systems bind data in only one direction: they merge template and model components together into a view. After the merge occurs, changes to the model or related sections of the view are NOT automatically reflected in the view. Worse, any changes that the user makes to the view are not reflected in the model. This means that the developer has to write code that constantly syncs the view with the model and the model with the view.

Data Binding in AngularJS Templates

AngularJS templates work differently. First the template (which is the uncompiled HTML along with any additional markup or directives) is compiled on the browser. The compilation step produces a live view. Any changes to the view are immediately reflected in the model, and any changes in the model are propagated to the view. The model is the single-source-of-truth for the application state, greatly simplifying the programming model for the developer. You can think of the view as simply an instant projection of your model.

Because the view is just a projection of the model, the controller is completely separated from the view and unaware of it. This makes testing a snap because it is easy to test your controller in isolation without the view and the related DOM/browser dependency.

Code:







Practical 2 : AngularJS Directives

What are Directives in AngularJS?

- ❖ AngularJS lets you extend HTML with new attributes called Directives.
- ❖ AngularJS has a set of built-in directives which offers functionality to your applications.
- ❖ AngularJS also lets you define your own directives.

Most of the directives in AngularJS are starting with ng- where ng stands for Angular. AngularJS includes various built-in directives. In addition to this, you can create custom directives for your application.

ng-app

The ng-app directive initializes AngularJS and makes the specified element a root element of the application. Visit ng-app section for more information.

ng-init

The ng-init directive can be used to initialize variables in AngularJS application.

The following example demonstrates ng-init directive that initializes variable of string, number, array, and object.

ng-model

The ng-model directive is used for two-way data binding in AngularJS. It binds <input>, <select> or <textarea> elements to a specified property on the \$scope object. So, the value of the element will be the value of a property and vica-versa.

ng-bind

The ng-bind directive binds the model property declared via \$scope or ng-model directive or the result of an expression to the HTML element. It also updates an element if the value of an expression changes.

ng-repeat

The ng-repeat directive repeats HTML once per each item in the specified array collection.

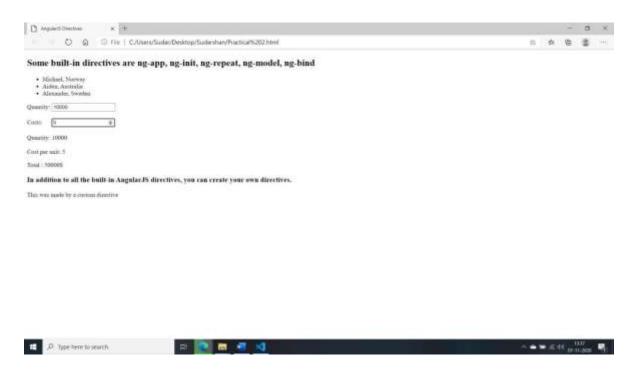
Directive Syntax

AngularJS directives can be applied to DOM elements in many ways. It is not mandatory to use **ng-** syntax only.

Directive can start with **x-** or **data-** for example ng-model directive can be written as data-ng-model or x-ng-model.

Also, the - in the directive can be replaced with: or _ or both. For example, ng-model can be written as ng_model or ng:model. It can also be a mix with **data-** or **x-**.

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Practical 3 : AngularJS Controllers

What are Controllers in AngularJS?

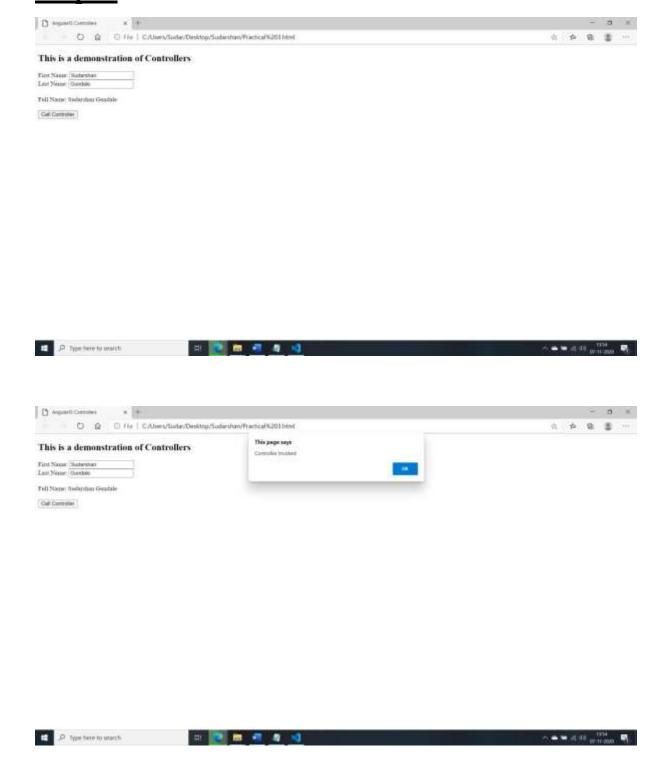
AngularJS application mainly relies on controllers to control the flow of data in the application. A controller is defined using ng-controller directive. A controller is a JavaScript object that contains attributes/properties, and functions. Each controller accepts \$scope as a parameter, which refers to the application/module that the controller needs to handle.

The controller in AngularJS is a JavaScript function that maintains the application data and behavior using \$scope object.

You can attach properties and methods to the \$scope object inside a controller function, which in turn will add/update the data and attach behaviours to HTML elements. The \$scope object is a glue between the controller and HTML.

The ng-controller directive is used to specify a controller in HTML element, which will add behavior or maintain the data in that HTML element and its child elements.

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Practical 4: AngularJS Events

AngularJS includes certain directives which can be used to provide custom behavior on various DOM events, such as click, dblclick, mouseenter etc. You can add AngularJS event listeners to your HTML elements by using one or more of these directives:

- ng-blur,ng-change
- ng-click
- ng-copy
- ng-cut
- ng-dblclick
- ng-focus
- ng-keydown
- ng-keypress
- ng-keyup
- ng-mousedown
- ng-mouseenter
- ng-mouseleave
- ng-mousemove
- ng-mouseover
- ng-mouseup
- ng-paste

The event directives allows us to run AngularJS functions at certain user events.

An AngularJS event will not overwrite an HTML event, both events will be executed.

Mouse Events

Mouse events occur when the cursor moves over an element, in this order:

- ng-mouseover
- ng-mouseenter
- ng-mousemove
- ng-mouseleave

Or when a mouse button is clicked on an element, in this order:

- ng-mousedown
- ng-mouseup
- ng-click

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This is a demonstration of Events

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Practical 5: Ionic Create and Build First Project

What is a hybrid app?

Like native apps, run on the device, and are written with web technologies (HTML5, CSS and JavaScript). Hybrid apps run inside a native container, and leverage the device's browser engine (but not the browser) to render the HTML and process the JavaScript locally. A web-to-native abstraction layer enables access to device capabilities that are not accessible in Mobile Web applications, such as the accelerometer, camera and local storage.

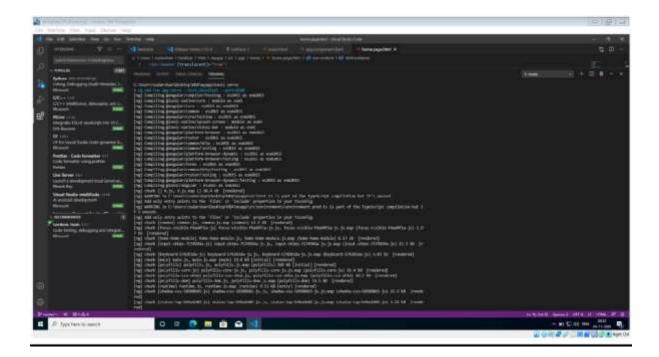
Requirements:

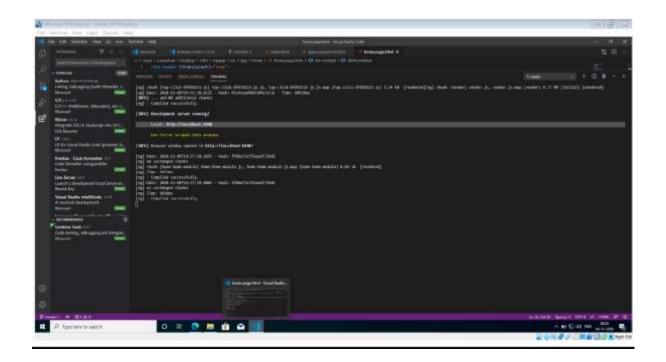
Node.js with npm in path

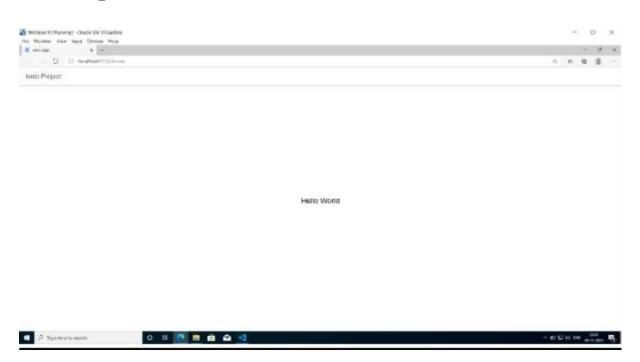
Steps:

- 1. Open command prompt as administrator
- 2. Run npm install -g ionic
- 3. Create a folder for your ionic project by running md <folder_name>
- **4.** Navigate to the folder by running **cd <folder_name>**
- 5. To create an ionic app run ionic start <app_name> blank
- 6. Then it will ask to choose a framework so choose Angular JS
- 7. Navigate to the folder by running cd <app_name>
- 8. Then to start running the ionic web page on the servertype ionic serve
- 9. To access the web page, go on http://localhost:810

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Practical 6: Ionic Adding Cordova Android Platform

What is Cordova?

Apache Cordova is an open-source mobile development framework. It allows you to use standard web technologies - HTML5, CSS3, and JavaScript for cross-platform development. Applications execute within wrappers targeted to each platform, and rely on standards-compliant API bindings to access each device's capabilities such as sensors, data, network status, etc. Cordova can be used an integration for Ionic to export Ionic web apps to Native mobile applications like an Android APK.

Requirements:

- 1. Java 8 in path and JAVA_HOME set
- 2. Android SDK with ANDROID_SDK_ROOT set
- 3. Gradle in path

Steps:

- 1. Install cordova resources by running **npm install -g cordova-res**
- 2. To add support for the Android platform run ionic cordova platform add android
- 3. To build a debug Android APK run ionic cordova build android
- 4. Install in your device from ionic cordova platform add android {project_root}\platforms\android\app\build\outputs\apk\debug

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Adding android project.
Greating Continue project for the Android platform:

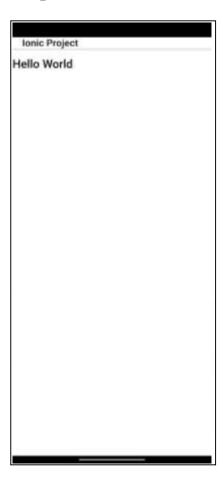
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Android target: android-29

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Subproject Path: CordovaLib
Subproject Path: app
Adding cordova-plugin-ionic-webview to package.json
Discovered plugin "cordova-plugin-ionic-keyboard". Adding it to the project
Installing "cordova-plugin-ionic-keyboard" for android
Adding cordova-plugin-ionic-keyboard to package.json
> ionic cordova resources android --force
> cordova-res.cmd android
[cordova-res] Generated 18 resources for Android
[cordova-res] Wrote to config.xml



Practical 7: Ionic Create, Generate and Add Pages

What are Ionic Pages?

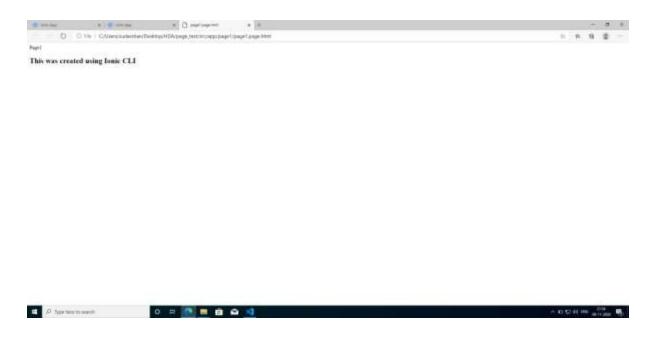
An Ionic page is just an Angular component. The Ionic Page handles registering and displaying specific pages based on URLs. It's used underneath **NavController** so it will never have to be interacted with directly. When a new page is pushed with **NavController**, the URL is updated to match the path to this page. Unlike traditional web apps, URLs don't dictate navigation in Ionic apps. Instead, URLs help us link to specific pieces of content as a breadcrumb. The current URL gets updated as we navigate, but we use the **NavController** push and pop, or **NavPush** and **NavPop** to move around. This makes it much easier to handle complicated nested navigation. The or command uses the Angular CLI to generate features such as pages, components, directives, services, etc.

Steps:

- 1. Open command prompt as administrator
- 2. Create a folder for your ionic project by running md <folder_name>
- 3. Navigate to the folder by running cd <folder_name>
- 4. To create an ionic app run ionic start <app_name>blank
- 5. Then it will ask to choose a framework so choose 'AngularJS'
- **6.** Navigate to the folder by running **cd <app_name>**
- 7. To generate and add a page run ionic g page <page_name>
- 8. This will create a folder with all the components of your page in {project_root}\src\app\{page_name}
- **9.** Then to start running the ionic web page on the server type **ionic serve**
- 10. To access the web page go on http://localhost:8100/{page_name}

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Practical 8: Ionic Use Tabs Starter Template

What are Ionic Starter Templates?

Ionic Starter Templates are ready-to-go starter packs for your next Ionic app. Between all project types, there are three templates available: tabs: A tab-based layout sidemenu: A sidemenu based layout blank: An empty project with a single page We will be using 'tabs' in the practical

Steps:

- 1. Open command prompt as administrator
- 2. Create a folder for your ionic project by running md <folder_name>
- 3. Navigate to the folder by running cd **<folder_name>**
- 4. To create an ionic app run ionic start <app name> tabs
- 5. Then it will ask to choose a framework so choose Angular JS
- **6.** Navigate to the folder by running **cd <app_name>**
- 7. Then to start running the ionic web page on the servertype ionic serve
- 8. To access the web page, go on http://localhost:8100

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