

BUILD A MOBILE  
APP...

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IN ONE HOUR!!



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# BUILD A PROFESSIONAL LOOKING MOBILE APP IN AN HOUR

- ▶ Multiple ways to build and deploy mobile apps today:
  - **Native iOS** and **Android** applications
  - **Hybrid**, cross-platform applications
  - Progressive Web Apps (**PWAs**)
- ▶ Tools, documentation & learning guides are always improving
- ▶ Always important to find a balance between project requirements, expectations and development effort (including cost)

# NATIVE, HYBRID OR PWA?

- ▶ Should you develop your mobile apps natively for iOS (Swift) and/or Android (Java)?
- ▶ What are your application's requirements?
- ▶ What hardware / sensor requirements do you have?
- ▶ What performance requirements do you have?
- ▶ Do you require a desktop companion application?
- ▶ What's your company's development culture?
- ▶ What are your requirements for store deployment?

# HTML / CSS / JAVASCRIPT

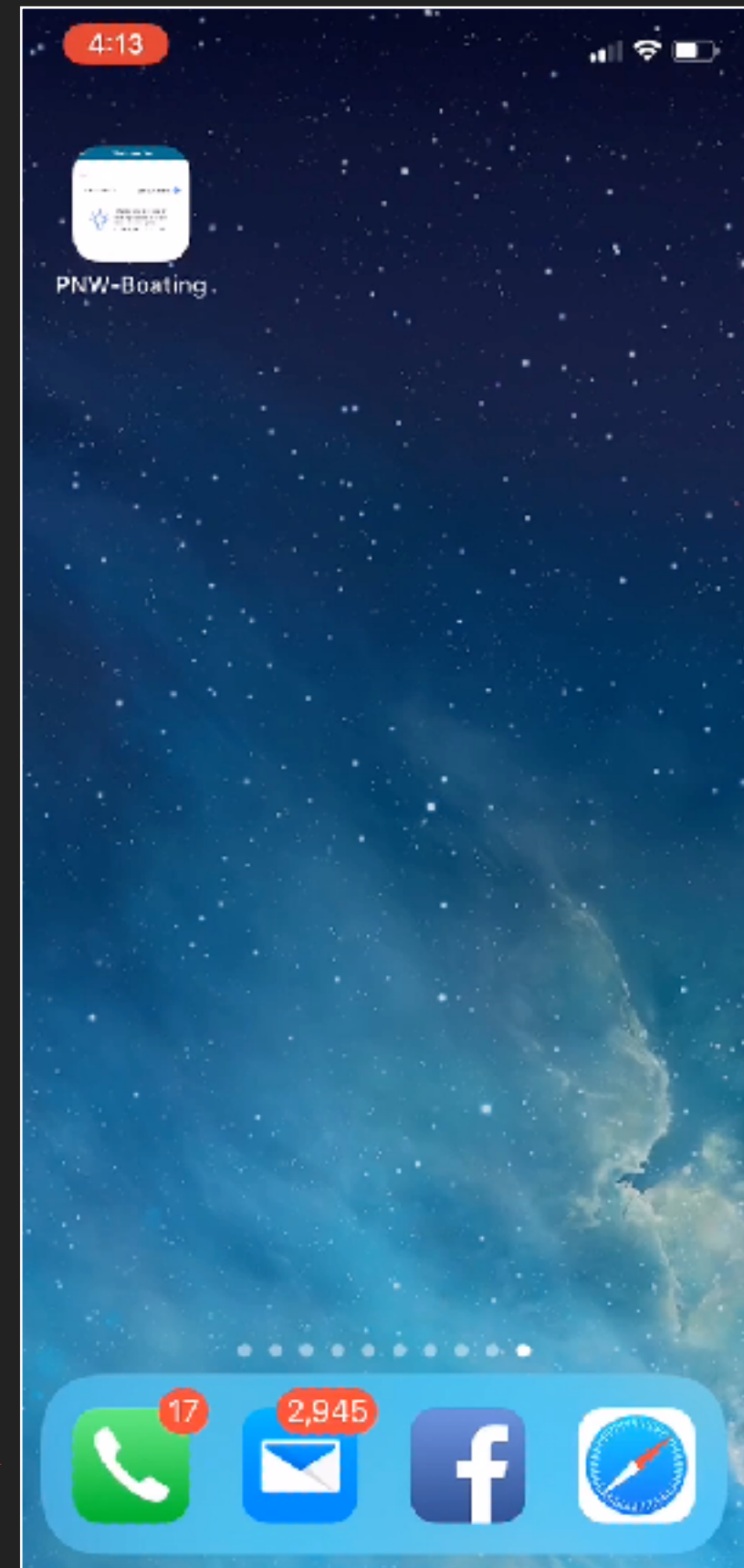
- ▶ Progressive Web Apps (PWAs) run inside [mobile] web browsers
- ▶ They're built using HTML, CSS and Javascript (Typescript)
- ▶ They're, by design, cross-platform
- ▶ They're easily deployed
- ▶ They're rapidly developed
- ▶ They don't require a store



# PNWBOATING.APP

- ▶ Developed in **Typescript**
- ▶ Uses the **Ionic** Framework
- ▶ Harnesses Google's **Firebase** platform for authentication, database and image storage
- ▶ Utilizes the camera and GPS capabilities of the phone
- ▶ Behaves like an application

BUILT WITH  
IONIC 3



# CREATE A MOBILE APP

- ▶ Simple mobile, browser-based app that will utilize Firebase for authentication
- ▶ Allow the user to select an existing image or capture a new one - demonstrating access to device hardware (camera)
- ▶ Save that image to Firebase
- ▶ This is a sample! It's designed to give you a "taste" of creating PWAs





## DEPENDENCIES

- ▶ Ionic Framework v4  
([beta.ionicframework.com/docs](https://beta.ionicframework.com/docs))
- ▶ node.js
- ▶ npm
- ▶ angular-cropperjs (for image cropping)
- ▶ Firebase ([firebase.google.com](https://firebase.google.com))
- ▶ angular-firebase (to connect to Google's Firebase)



# STEP 1: INSTALL YOUR TOOLS

- ▶ Install node.js and npm ([nodejs.org/en](https://nodejs.org/en))
- ▶ Install Visual Studio Code ([code.visualstudio.com](https://code.visualstudio.com))
- ▶ Install Ionic Framework

```
[sudo] npm install -g ionic
```
- ▶ Create a new Ionic project

```
ionic start PhotoGrab blank --type=angular
```
- ▶ Test our new app

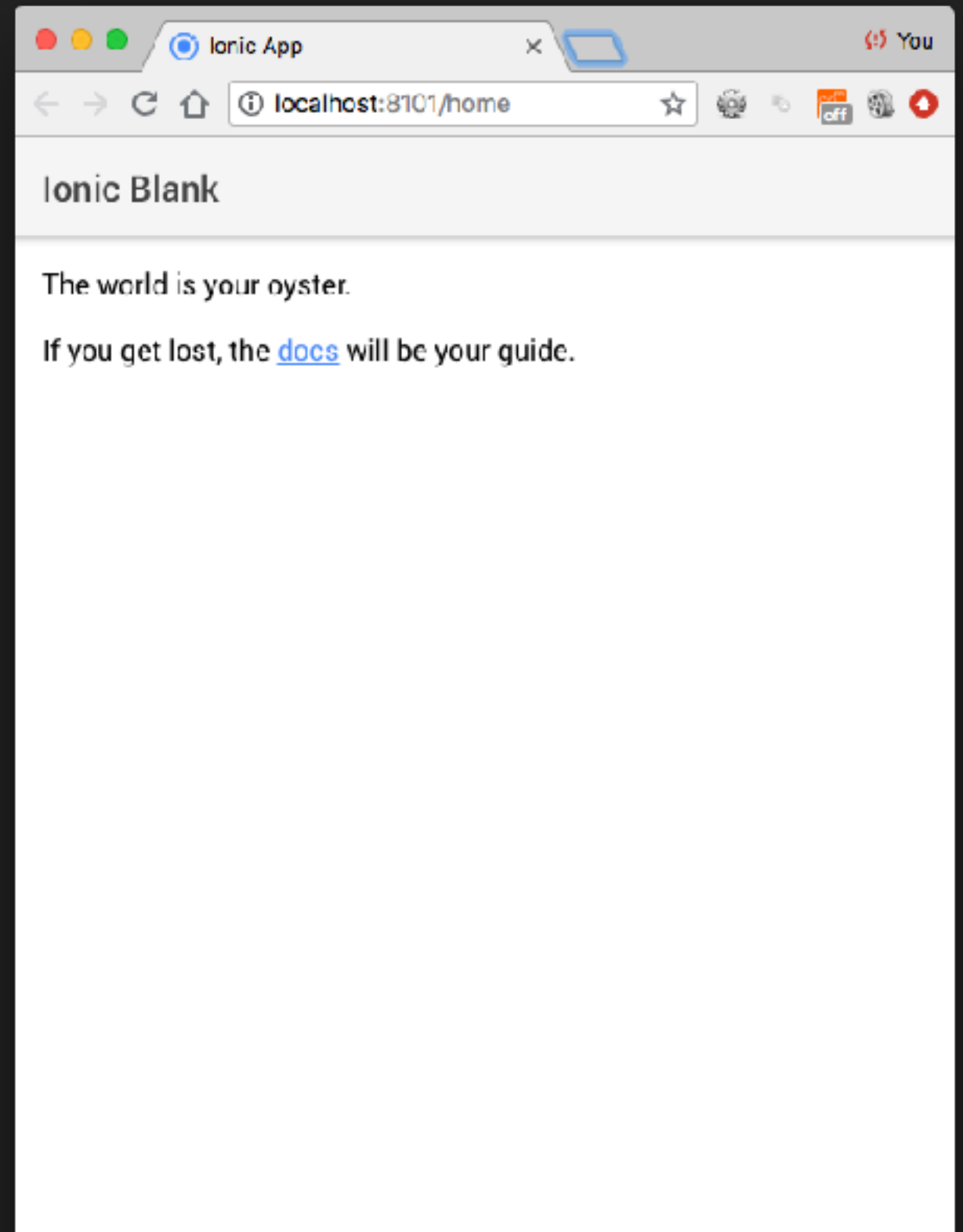
```
cd PhotoGrab
ionic serve --browser "Google Chrome"
```



## STEP 2: TEST OUR NEW APP

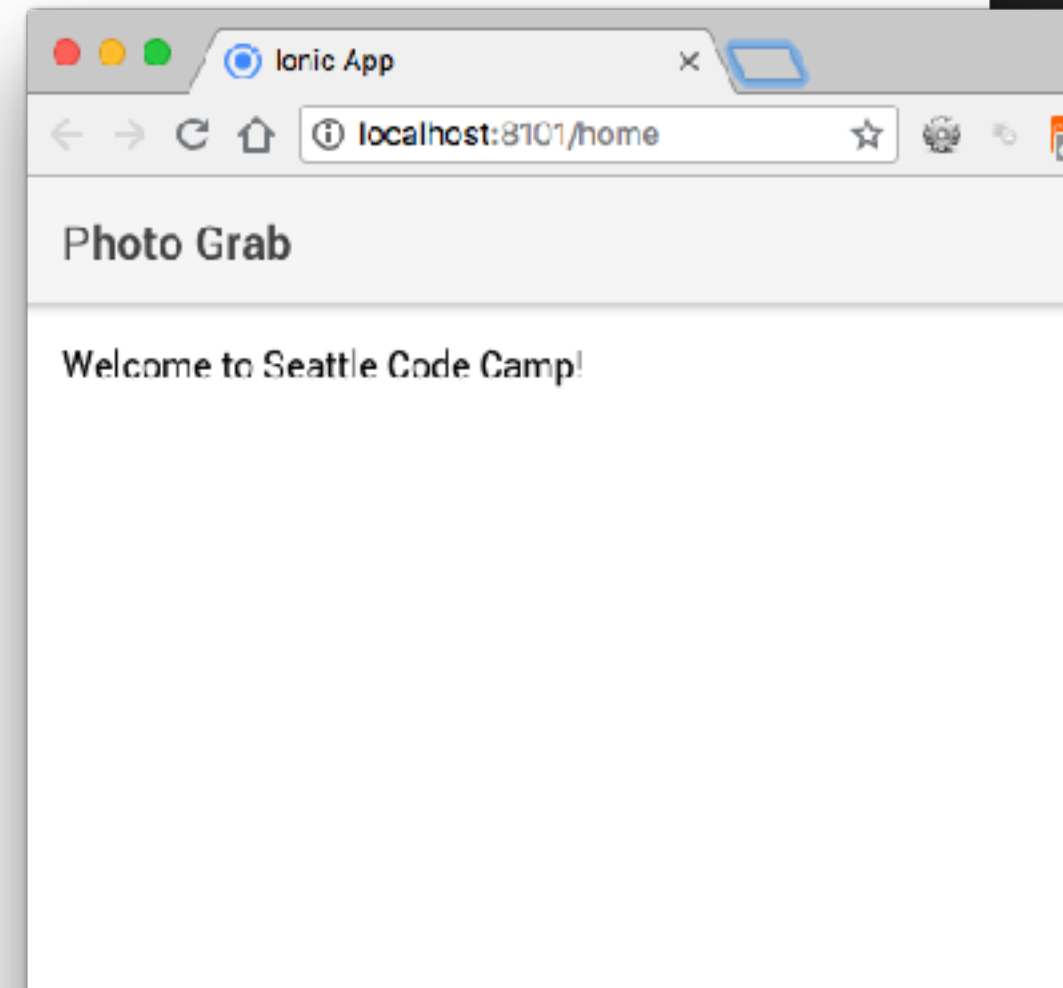
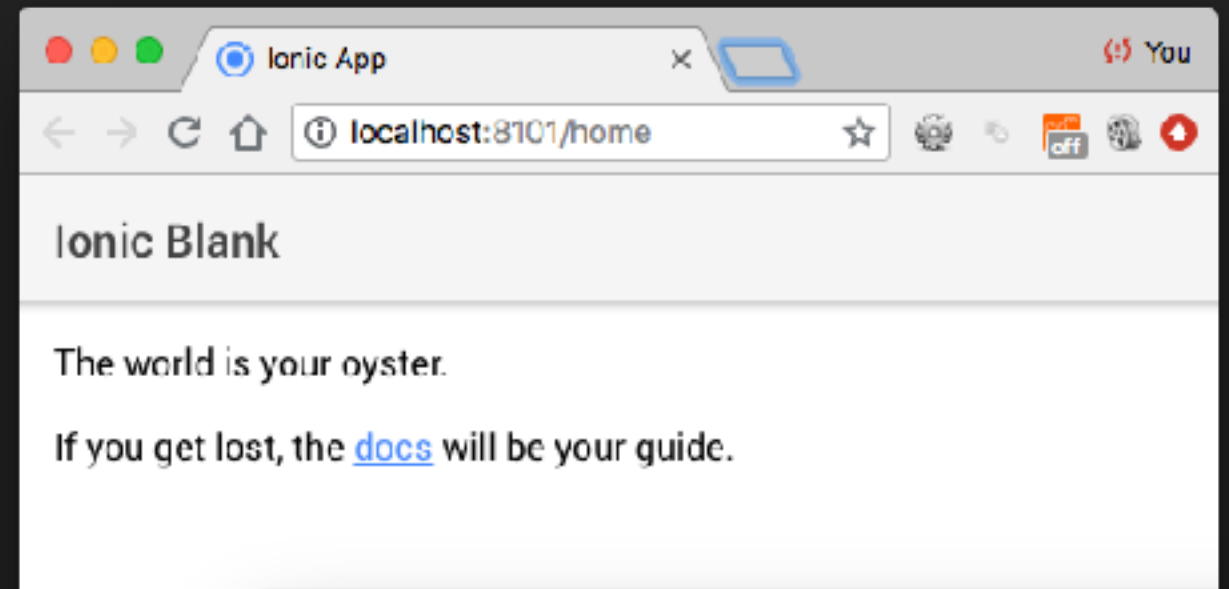
- ▶ Test our new app

```
ionic serve --browser  
"Google Chrome"
```



## STEP 3: MODIFY OUR APP

- ▶ Modify the file **home.page.html** to see how Ionic changes the application in “real-time”



## STEP 4: ADD PAGES TO OUR APP

- ▶ Install Ionic Framework

```
ionic g page login
```

## STEP 5: INSTALL FIREBASE AND ANGULAR FIRE

- Install libraries to work with Google Firebase

```
npm i firebase @angular/fire --save
```



PACKAGE.JSON

```
"@angular/common": "~6.1.1",  
"@angular/core": "~6.1.1",  
"@angular/fire": "^5.0.0",  
"@angular/forms": "~6.1.1",  
"@angular/http": "~6.1.1",  
"@angular/platform-browser": "~6.1.1",  
"@angular/platform-browser-dynamic": "~6.1.1",  
"@angular/router": "~6.1.1",  
"@ionic-native/core": "5.0.0-beta.15",  
"@ionic-native/splash-screen": "5.0.0-beta.15",  
"@ionic-native/status-bar": "5.0.0-beta.15",  
"@ionic/angular": "4.0.0-beta.7",  
"angular-cropperjs": "^0.1.5",  
"core-js": "^2.5.3",  
"firebase": "^5.5.0",  
"fix-orientation": "^1.0.0",  
"rxjs": "6.2.2",  
"zone.js": "^0.8.26"
```

# STEP 6: CREATE A FIREBASE ACCOUNT / PROJECT

- ▶ Visit Firebase

[firebase.google.com](https://firebase.google.com)

- ▶ Create a new project
- ▶ Click on the Authentication link then select "sign-in method" tab and enable "Email/Password"
- ▶ Create a new user for yourself  
(you can add registration features on your own)

### STEP 7: ACTIVATE LOGIN PAGE

- ▶ Copy `app.module.ts` file
- ▶ Copy firebase configuration setting for an HTML project
- ▶ Copy `login.page.html` and `login.page.ts` files (copy all the login directory files)
- ▶ Copy `app-routing.module.ts` (talk about routes)
- ▶ Create `assets/images` directory and copy over `place_holder.png`
- ▶ **Test app**

# GETTING YOUR FIREBASE CONFIG DATA

[Integrations](#)[Service accounts](#)[Data privacy](#)[Users and permissions](#)[Database](#)[Storage](#)[Hosting](#)[Functions](#)[ML Kit](#)

## Quality

[Crashlytics](#)[Performance](#)[Test Lab](#)

## Analytics

[Dashboard, Events, Conversations](#)

## Grow

[Predictions, A/B Testing, Campaigns](#)

Your project

### Add Firebase to your web app



Copy and paste the snippet below at the bottom of your HTML, before other script tags.

```
<script src="https://www.gstatic.com/firebasejs/5.5.0/firebase.js"></script>
<script>
  // Initialize Firebase
  var config = {
    apiKey: "AIzaSyBbx0k_-UQ2fbTgIYNx0ww9bJjPwTUCTXo",
    authDomain: "photograb-14821.firebaseio.com",
    databaseURL: "https://photograb-14821.firebaseio.com",
    projectId: "photograb-14821",
    storageBucket: "photograb-14821.appspot.com",
    messagingSenderId: "277595523941"
  };
  firebase.initializeApp(config);
</script>
```

[Copy](#)

Check these resources to learn more about Firebase for web apps:

[Get Started with Firebase for Web Apps](#)[Firebase Web SDK API Reference](#)[Firebase Web Samples](#)

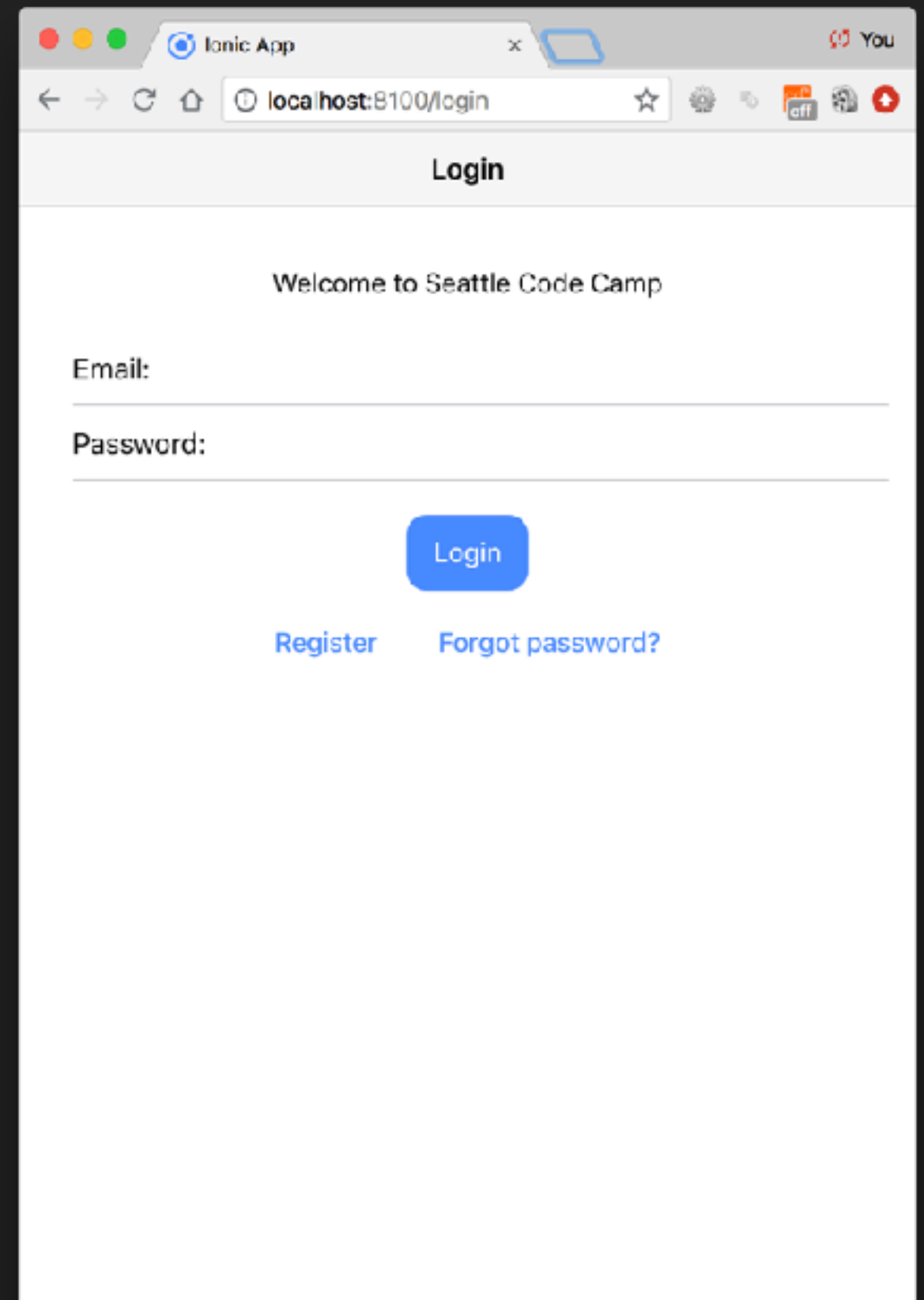
iOS





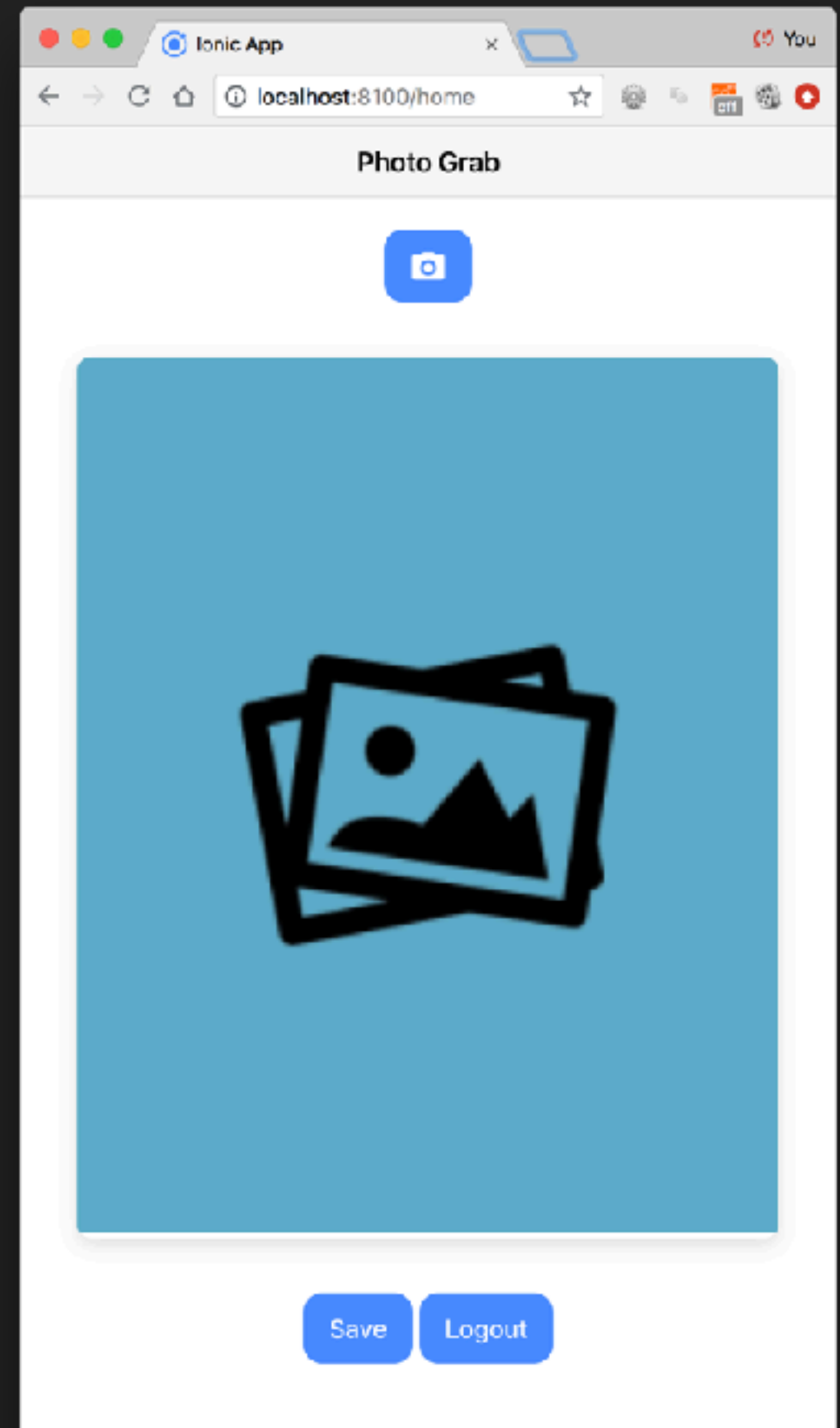
# LOGGING INTO PLATFORM

- ▶ Running the app should display out login page
- ▶ Make sure our Javascript console is open:  
Opt-Cmd-J
- ▶ Attempt to login
- ▶ If successful we'll land on our home page.



# AFTER WE'RE LOGGED IN

- ▶ Our app is now running and ready to capture photos
- ▶ Placeholder image is also a button

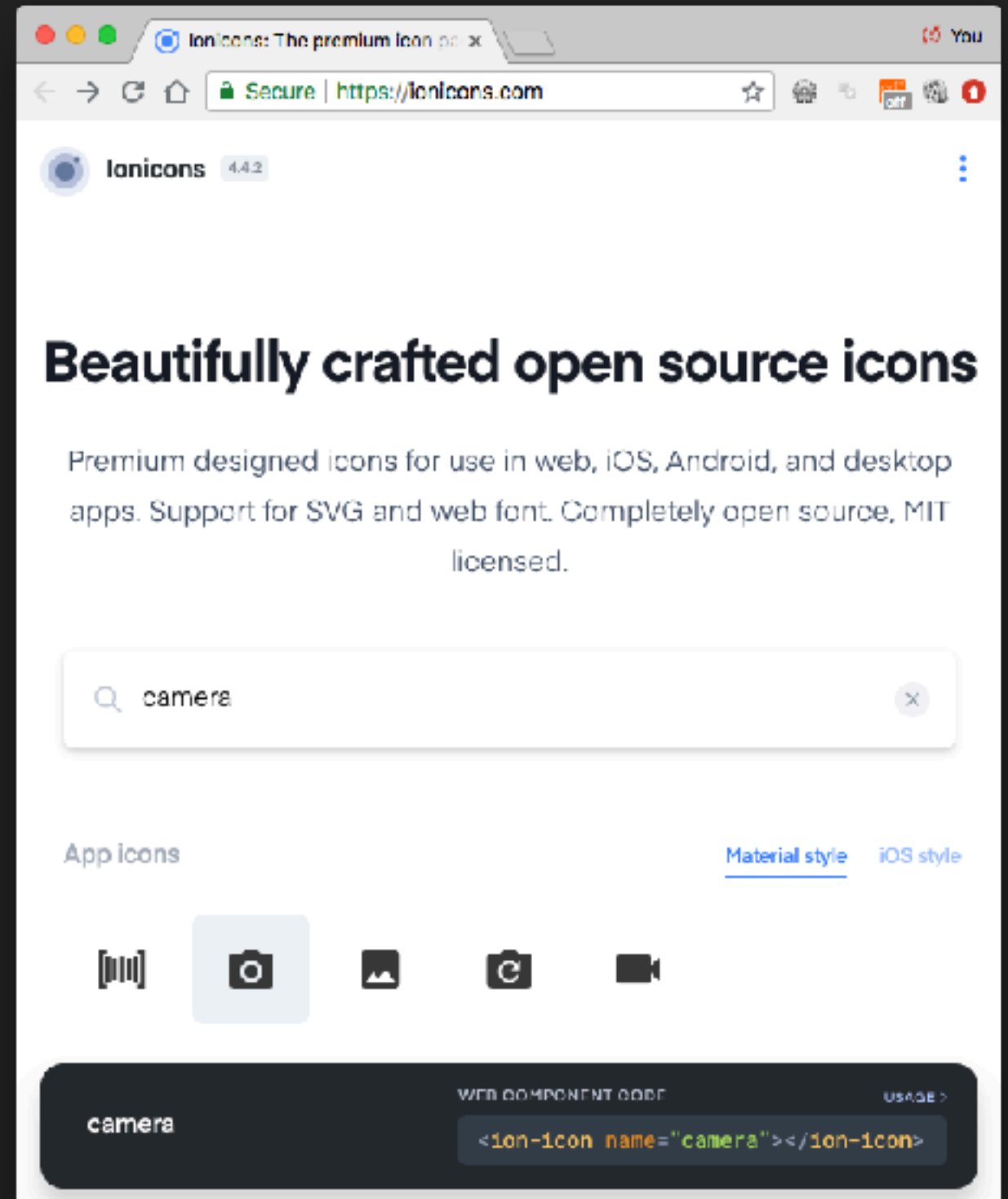


## ADDING IN BUTTON ICONS

FUNCTION TO  
CALL ON CLICK

```
<div align="center">  
  <ion-button round (click)="capture()">  
    <ion-icon name="md-camera"></ion-icon>  
  </ion-button>  
</div>
```

ICON



### STEP 8: ADD PHOTO CAPTURE PAGE

- ▶ Create page  
`ionic g page PhotoCapture`
- ▶ Copy the files from the photo-capture directory
- ▶ HTML5 takes care of connecting us to the camera (or to our photo library):

```
<div class="hidden_input">  
|   <input #inputcamera type="file" accept="image/*" />  
</div>
```

## STEP 9: ADD ANGULAR CROPPERJS

- ▶ Install Angular CropperJS

```
npm i angular-cropperjs@v0.1.5 --save
```

- ▶ Update photo-capture.module.ts

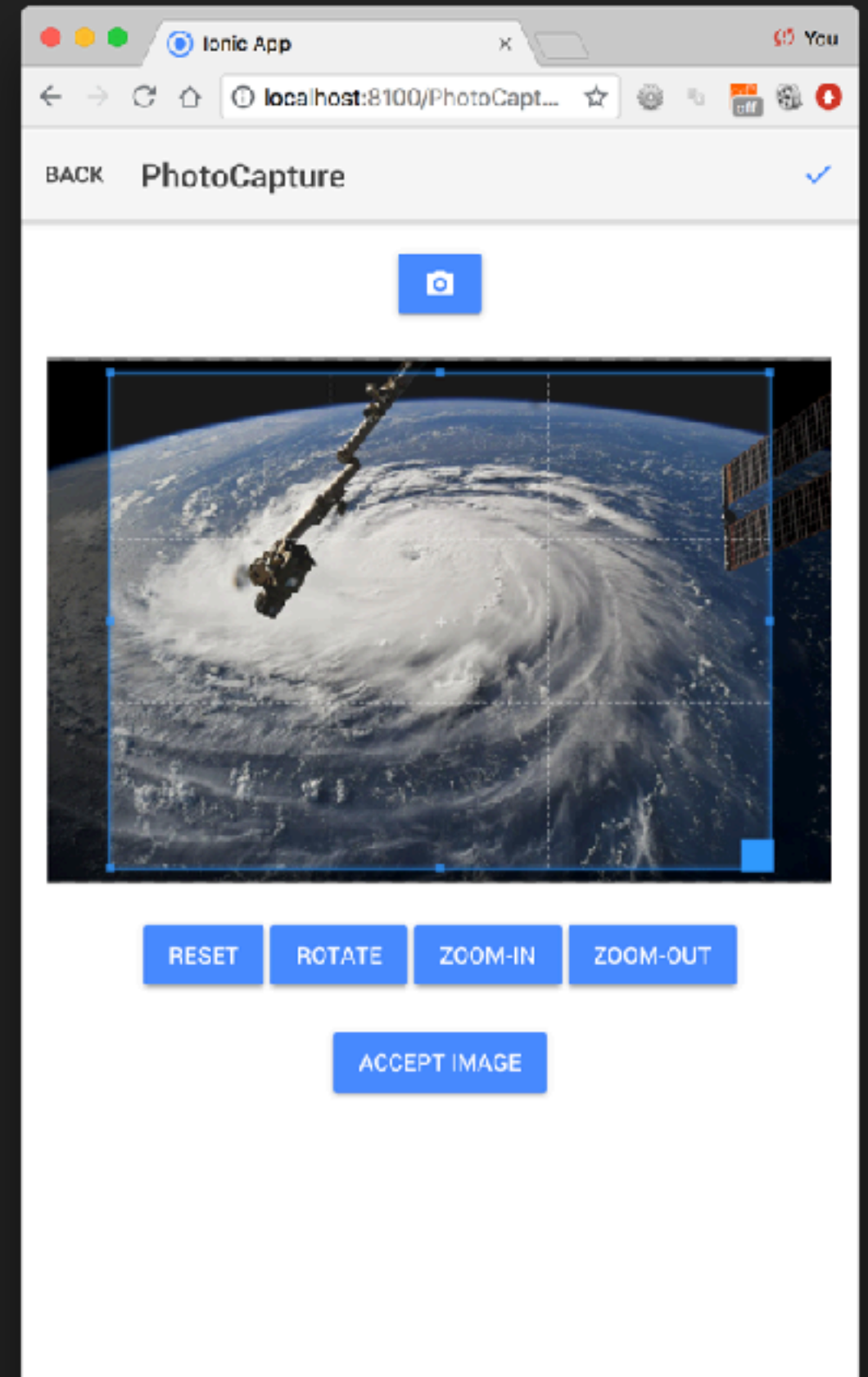
- ▶ Uncomment the following line in app.modules.ts

```
import { AngularCropperjsModule } from  
'angular-cropperjs';
```

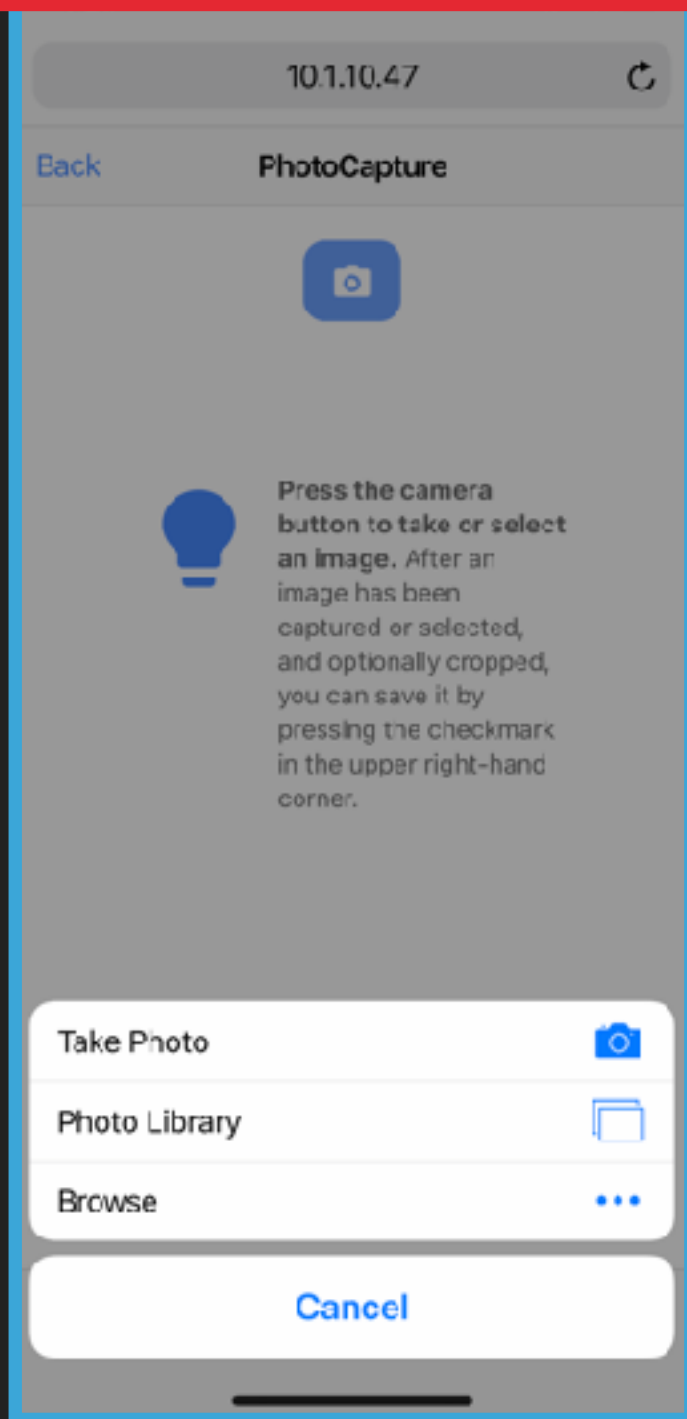
- ▶ Test app

# LOADING AN IMAGE

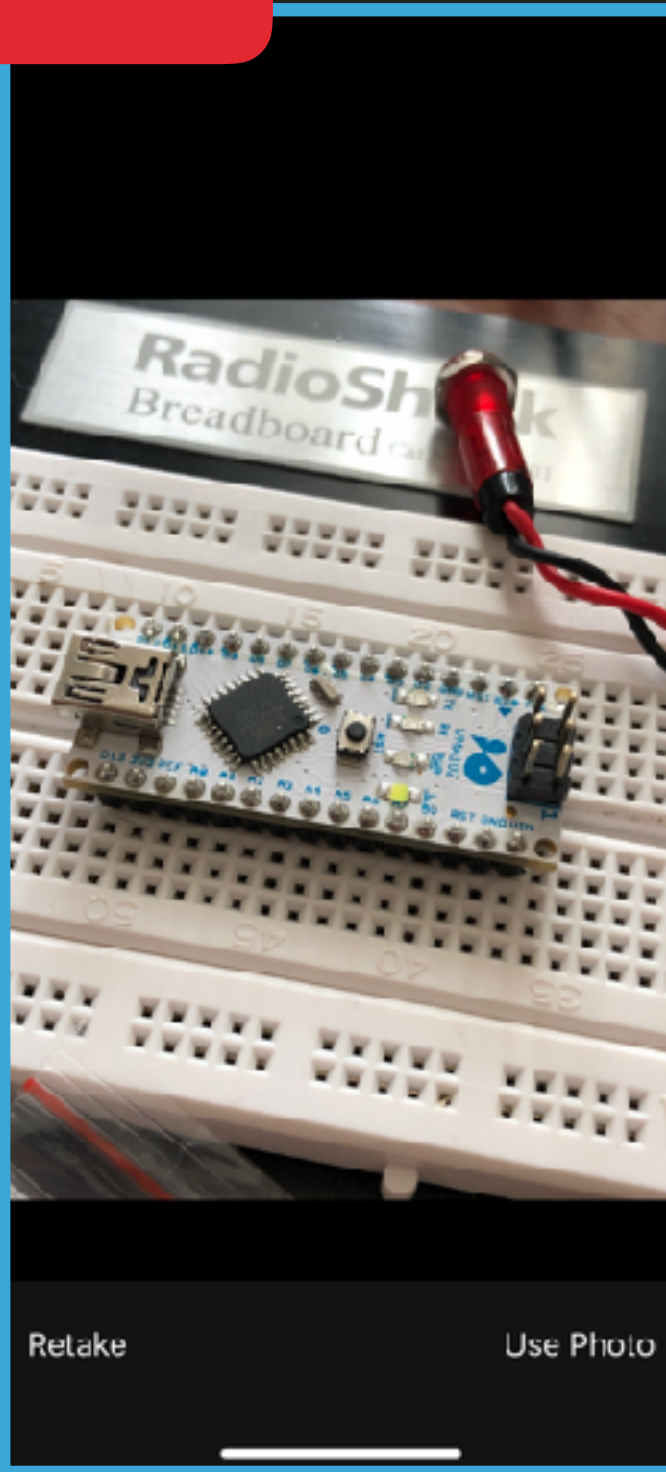
- ▶ Image is displayed with cropping control
- ▶ Press "Accept Image"



# CAPTURING AN IMAGE ON AN IPHONE



1



2



3



# STEP 10: INSTALL FIREBASE CLI

- ▶ Install the Firebase tools:

```
npm install -g firebase-tools
```

- ▶ Setup your project for hosting

```
firebase login
```

```
firebase init
```

### Set up hosting

1 Install ————— 2 Deploy

Open a terminal window and navigate to or create a directory for your site

Sign in to Google:

```
$ firebase login
```

Initiate your project:

```
$ firebase init
```

Add your static files to your deploy directory (the default is public)

Deploy your website:

```
$ firebase deploy
```

# STEP 11: DEPLOY APP AND TEST

- ▶ Build your app  
`npm run build`
- ▶ Deploy to Firebase  
`firebase deploy`
- ▶ Test the app in your web browser  
<https://photograb-14821.firebaseio.com>

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