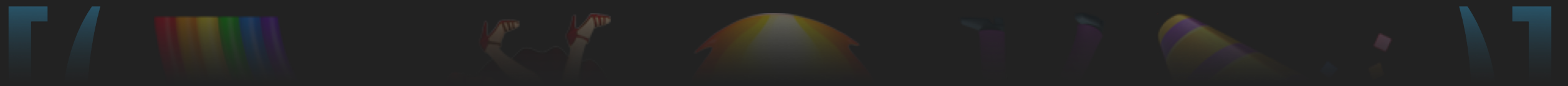





NATIVESCRIPT & ANGULAR

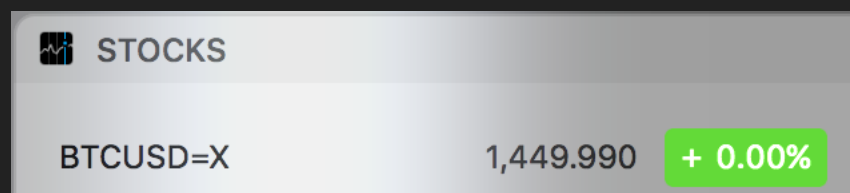
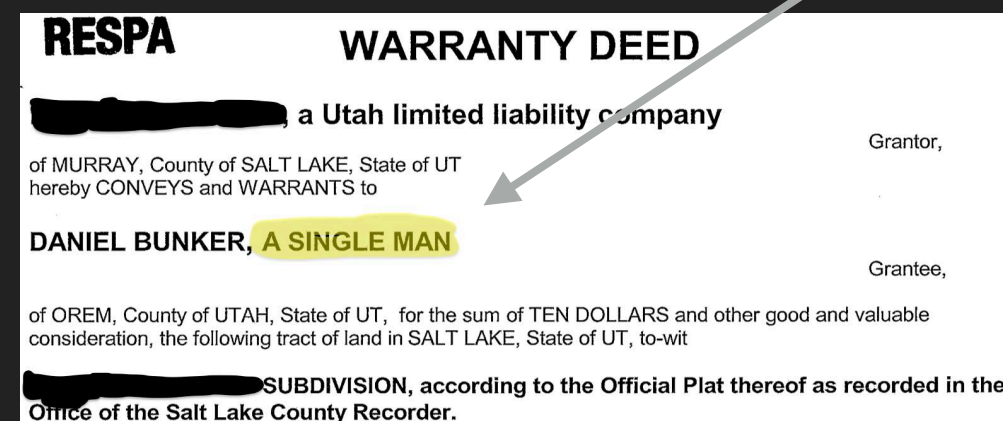


ABOUT ME / INTERESTS

- ▶ 2 years @ Simplifile 
- ▶ Recent [town]homeowner
- ▶ single dude
- ▶ LGBT advocacy / PFLAG of Utah County board member
- ▶ IoT / Mechatronics n00b
- ▶ hiking, kayaking, outdoors, etc
- ▶ bitcoin mining



publicly e-recorded: way to rub it in

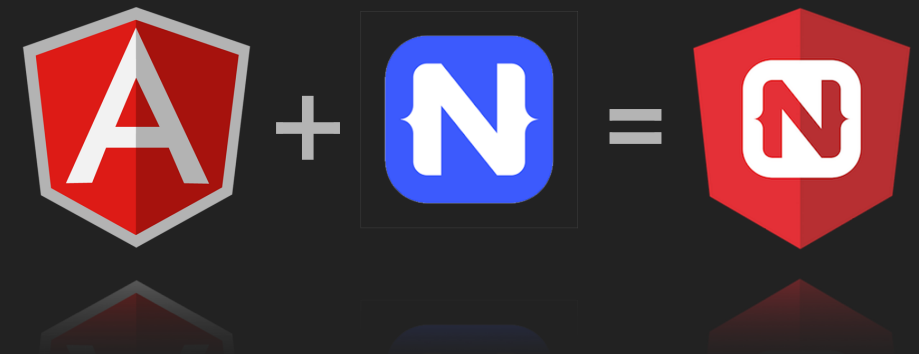


← all time high!



"**Ionic** is the beautiful, free and open source mobile SDK for developing native and progressive web apps with ease."

Ionic



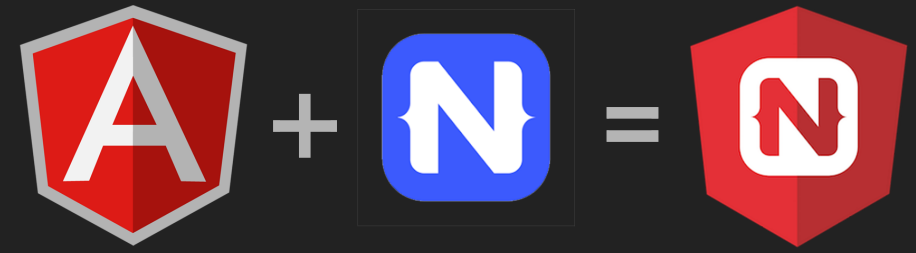
"NativeScript is a free and open source framework for building native iOS and Android apps using JavaScript and CSS. NativeScript renders UIs with the native platform's rendering engine—no WebViews—resulting in native-like performance and UX."

NativeScript



- Progressive Web Apps (PWA), App Shell
- HTML, CSS, JS
- ng binding still happens with HTML DOM
- Android, iOS: uniform UI
- Cordova/PhoneGap plugins: wait until support is added

Ionic



- Fully Native Apps
- XML, subset of CSS, JS
- ng binding maps XML to native UI components
- Android, iOS: OS-specific "style" intentions preserved
- NativeScript Plugins! Or write your own for any device API via TS/JS (thru FFI)

NativeScript



- ▶ The result is a software architecture that allows you to **build mobile apps** using the same framework—and in some cases the **same code**—that you use to build **Angular web apps**, with the **performance** you'd expect from native code.



▶ Install latest LTS Node.js (I use nvm)

- ▶ `brew install nvm`
- ▶ `nvm install 6`
- ▶ `nvm use 6`

▶ Install NativeScript:

- ▶ `npm install -g nativescript`

▶ Install Xcode, Android Studio, emulators

▶ Install Android, iOS SDK's:

- ▶ `ruby -e "$(curl -fsSL https://
www.nativescript.org/setup/mac)"`

▶ Verify installation!

- ▶ `tns doctor`

▶ Generate a new project from cli

- ▶ `tns create HelloWorld --ng`
- ▶ `cd HelloWorld`

▶ Add iOS & Android platforms

- ▶ `tns platform add ios`
- ▶ `tns platform add android`

▶ Run!

- ▶ `tns run ios [--emulator]`
- ▶ `tns run android [--emulator]`

- ▶ NativeScript 3 gives us
 - ▶ TypeScript 2.2
 - ▶ simplified tns cli
 - ▶ Network Domain for Chrome dev tools (for built-in http module)
 - ▶ Chrome dev tool debugging improvements (step thru)
 - ▶ Updated Android gradle build tool
 - ▶ speed, stability, maintainability, extensibility, *ility

- ▶ 3.1.0 released June 22 (5 days ago)



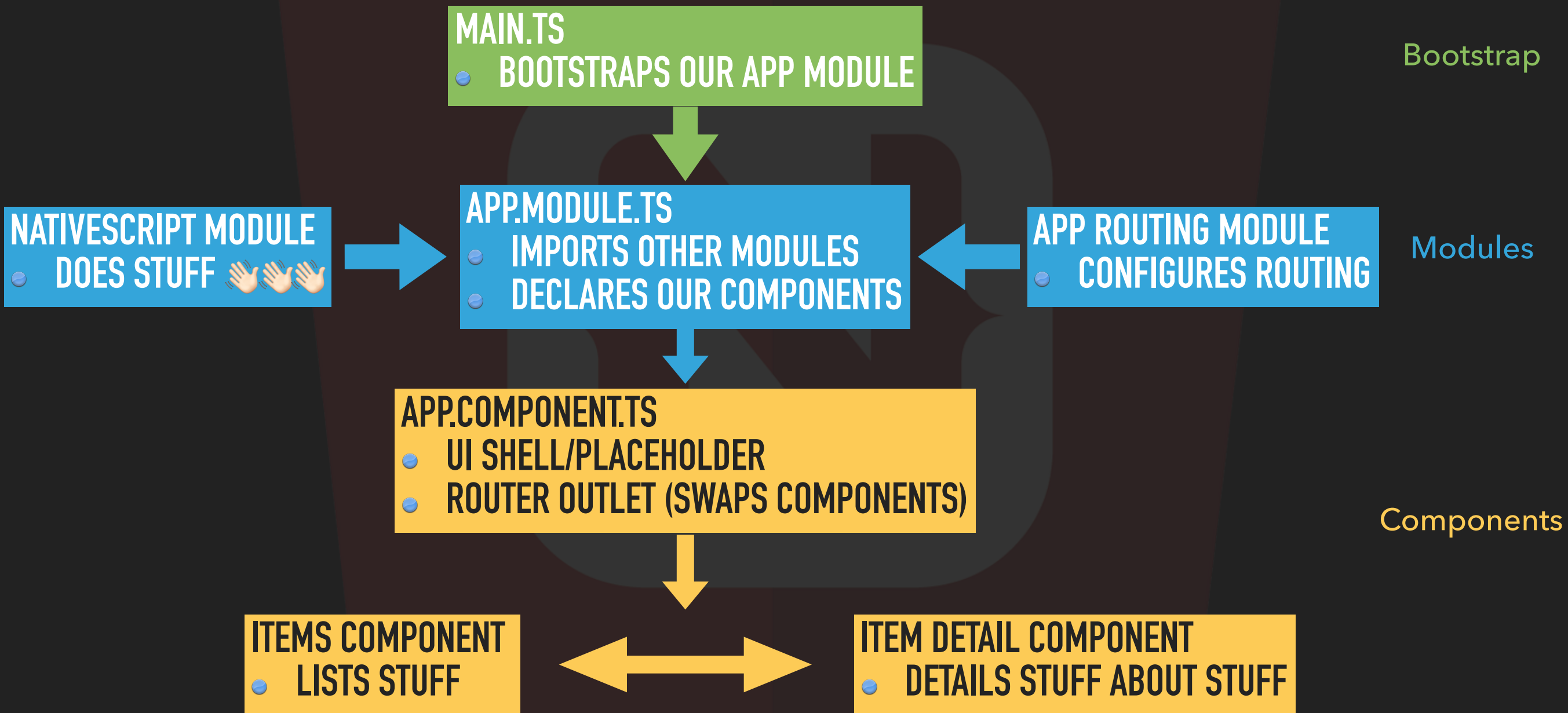
NATIVESCRIPT + ANGULAR : PLUGINS!

- ▶ <http://nativescript.rocks>
- ▶ <http://plugins.nativescript.org>
- ▶ `tns plugin add ...`
 - ▶ [nativescript-localstorage](#) - A NativeScript plugin to add LocalStorage and SessionStorage If you are trying to use any libraries that use the localStorage/sessionStorage API; or you want a fairly simple storage engine; here it is.
 - ▶ [nativescript-camera](#) - NativeScript plugin to empower using device camera.
 - ▶ [nativescript-googlemaps](#)
 - ▶ [nativescript-imagepicker](#) - An image picker control that supports multiple selection. For iOS it supports iOS8+ (read: it does not work for iOS7). It is implemented using the Photos Framework backed up by UI implemented using the NativeScript UI modules. On Android it uses Intents to open the stock image or file pickers.

▶ Workers!

- ▶ send/receive json message to workers
- ▶ offload heavy logic to free up UI thread
- ▶ workers can access global native objects
 - ▶ *be aware of non-threadsafe native API objects, do your own locking if needed

NATIVESCRIPT + ANGULAR : HELLO WORLD STRUCTURE



ATTRIBUTIONS



<https://pbs.twimg.com/media/CtxpxgqVMAEfOGX.png>



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<http://res.cloudinary.com/buddahbelly/image/upload/v1423072364/brilliantbritz/angular-js.png>



<https://mobidev.biz/content/blog/AngularNative/NA-NS3.png>



<http://jiimhawkiins.tumblr.com/post/118806484241/helen-parr-isnt-half-as-appreciated-as-she-should> ; Disney/Pixar