phonegap guide

it is better to have before the course
- register github
- register adobe account

- install node https://nodejs.org/en/
- install phonegap   http://phonegap.com/install/
- install cordova   https://cordova.apache.org/

- java 1.8 SDK
- android SDK

Basic Introduction
- html js css
- http://twindai.com/bird/android-ku.pdf
- http://twindai.com/bird/bird.apk

-w3c school
-adobe phonegap , Apache (software foundation) cordova

Official Doc
http://docs.phonegap.com/en/3.0.0/guide_cli_index.md.html

Cross-platform workflow: see The Command-Line Interface.

Platform-centered workflow: see the Platform Guides.

The Command-Line Interface

http://docs.phonegap.com/en/edge/guide_cli_index.md.html#The%20Command-Line%20Interface

build through github (later)
https://build.phonegap.com/apps

Phone Gap development:
http://docs.phonegap.com/getting-started/3-create-your-app/desktop/

```
$ cordova create hello com.example.hello HelloWorld
```

cordova   create folder name , reverse domain , app name

cd tutor   \\ enter directory

```
cordova create tutor  com.example.tutor Tutuor
cd tutor
cordova platforms ls
cordova platform add android

#  cordova platform rm android

 cordova build
 cordova build android

#   cordova prepare android
#   cordova compile android
#   cordova build android
 cordova emulate android
 cordova run android
```

link a editor for you use
ln –s /Applications/Sublime\ Text\ 3.app/Contents/SharedSupport/bin/subl
/usr/local/bin/subl

you need to register account your self.
- register github
- register adobe account

- java 1.8 SDK
- android SDK
- install
component http://docs.phonegap.com/en/edge/guide_platforms_android_index.md.html

```
phonegap run –h
  ––device          install to a device
  ––emulator, –e    install to an emulator
  ––target <id>     install to a specific target
  ––debug           build in debug mode (default)
  ––release         build in release mode
  ––nobuild         skips the build and only installs the app
```

ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"

- install node https://nodejs.org/en/
brew install node
- install phonegap   http://phonegap.com/install/
npm install -g phonegap

- install cordova   https://cordova.apache.org/
npm install -g cordova
- install ios-deploy https://github.com/phonegap/ios-deploy
npm install -g ios-deploy
- install ios-deploy https://github.com/phonegap/ios-deploy
npm install -g ios-sim

/////////////////   for ios

run on iphone
cordova run ios --device
for iPhone
- install ios-deploy https://github.com/phonegap/ios-deploy
```
 npm install -g ios-deploy
 ionic run ios --device
```

List images for ios
```
$ ./platforms/ios/cordova/lib/list-emulator-images
iPhone-4s
iPhone-5
iPhone-5s
iPhone-6-Plus
iPhone-6
iPad-2
iPad-Retina
iPad-Air
Resizable-iPhone
Resizable-iPad
```

Then use one of the simulator names in the --target paramter:

```
cordova emulate ios --target="iPhone-4s"
cordova emulate ios --target="iPad-Air"
cordova emulate ios --target="iPhone-6"
cordova emulate ios --target="iPhone-6-Plus"
```

Write game.js
in js/index.js
```
    // twindai-added
       var jsarray = ['js/helper.js'], 'js/game.js']
       for(var i=0; i< jsarray.length; i++){
          var script = document.createElement('script');
          script.src = jsarray[i];
```

```
      document.getElementsByTagName('body')[0].appendChild(script);
    }
    // twindai-added-end
```

Development flow
    -phonegap app
    -connect computer and phone in the same wifi
    -open desktop version ,
    -choose project folder
    -open app on phone to connect

Build
git config --global user.name "*YOUR NAME*"
git config --global user.email "*YOUR EMAIL ADDRESS*"

- push to git hub
    - login github
    - create a repositoty
    - back to your www folder ,
        ```
        echo "# tutor" >> README.md
        git init
        git add README.md
        git commit -m "first commit"
        git remote add origin git@github.com:guandai/tutor.git
        git push -u origin master
        ```

    build.phoneGap.com

Release

```
phonegap build android ——release
```

```
/platforms/android/build/outputs/apk/android—release—unsigned.apk
```

sign your app

keytool -genkey -v -keystore <KEYSTORE_NAME> -alias <ALIAS_NAME> -keyalg RSA -
keysize 2048 -validity 10000

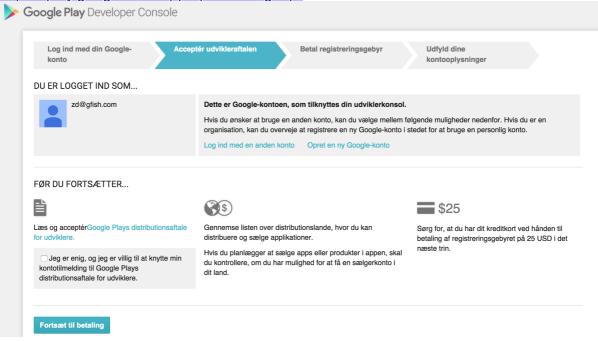keytool -exportcert -alias <ALIAS_NAME> -keystore <KEYSTORE_NAME> | openssl sha1 -binary | openssl base64

jarsigner -verbose -sigalg SHA1withRSA -digestalg SHA1 -keystore <keyfile> <apkfile> <alias>

for android,

```
keytool -list -v -keystore c:\path\to\yourkey.keystore -alias yourkey -storepass android -keypass android
```

windows 15$ android 25€   ios 99$
https://play.google.com/apps/publish/signup/

https://play.google.com/apps/publish/?dev_acc=06013889543462676941#ApkPlace:p=tmp.06013889543462676941.1443477291773

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```
jarsigner -verbose -sigalg SHA1withRSA -digestalg SHA1 -keystore
platforms/android/build/outputs/apk/twindai.keystore
platforms/android/build/outputs/apk/android-release-unsigned.apk twindai

mv platforms/android/build/outputs/apk/android-release-unsigned.apk
~/Downloads/android-release-signed.apk
```