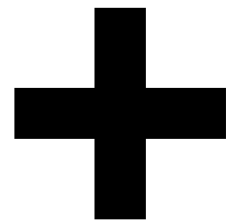
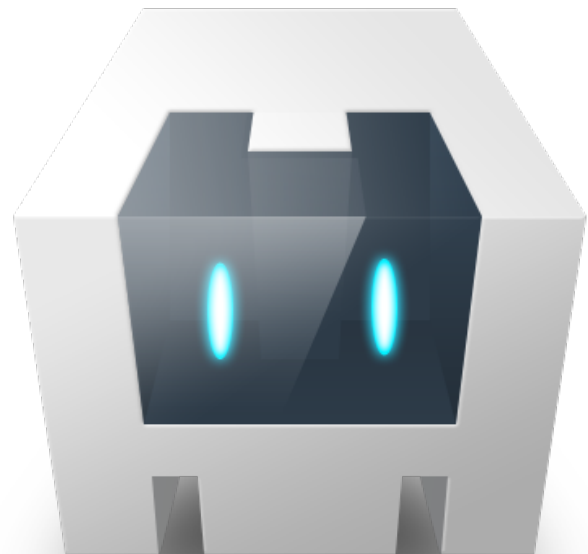


# Comenzando Cordova (PhoneGap)



## IONIC 2 Framework AngularJS 2 para crear Aplicaciones Móviles

Alejandro Romero - @alejo8591



APACHE  
CORDOVA™

Imagen: <http://ow.ly/MD88B>

**VS.**



PhoneGap

Imagen: <http://ow.ly/MIho9>



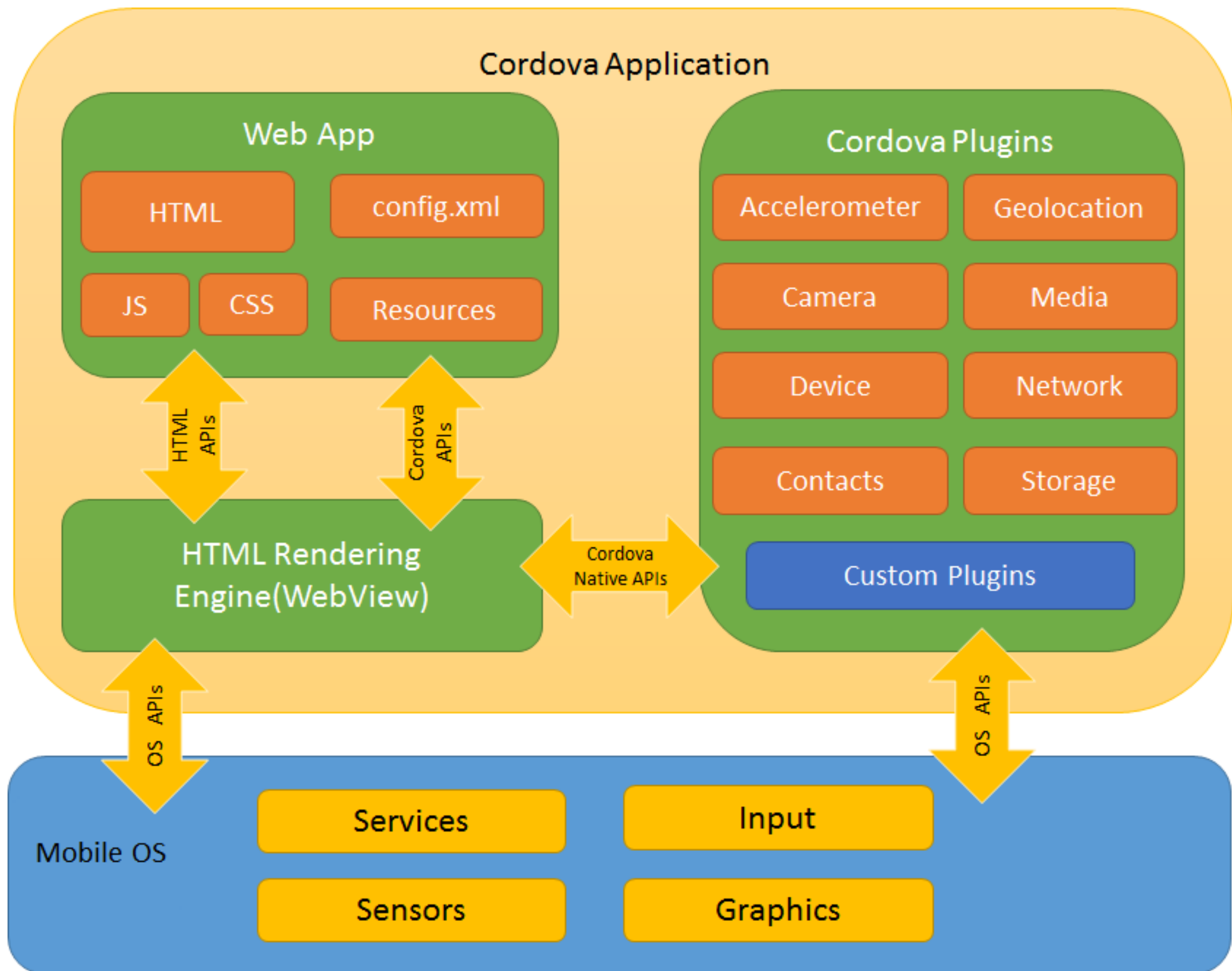


Imagen: <https://goo.gl/sfWJuW>



# Instalación de Cordova



# Primera aplicación en Apache Cordova (PhoneGap)



Imagen: <https://goo.gl/TDpMOL>

# Plataformas móviles en Cordova



Imagen: <https://goo.gl/LnDIGh>



Alpha



Beta



Cupcake



Donut



Eclair



Froyo



Gingerbread

# Android N



Honeycomb



Ice Cream Sandwich



Jelly Bean



KitKat



Lollipop



Marshmallow

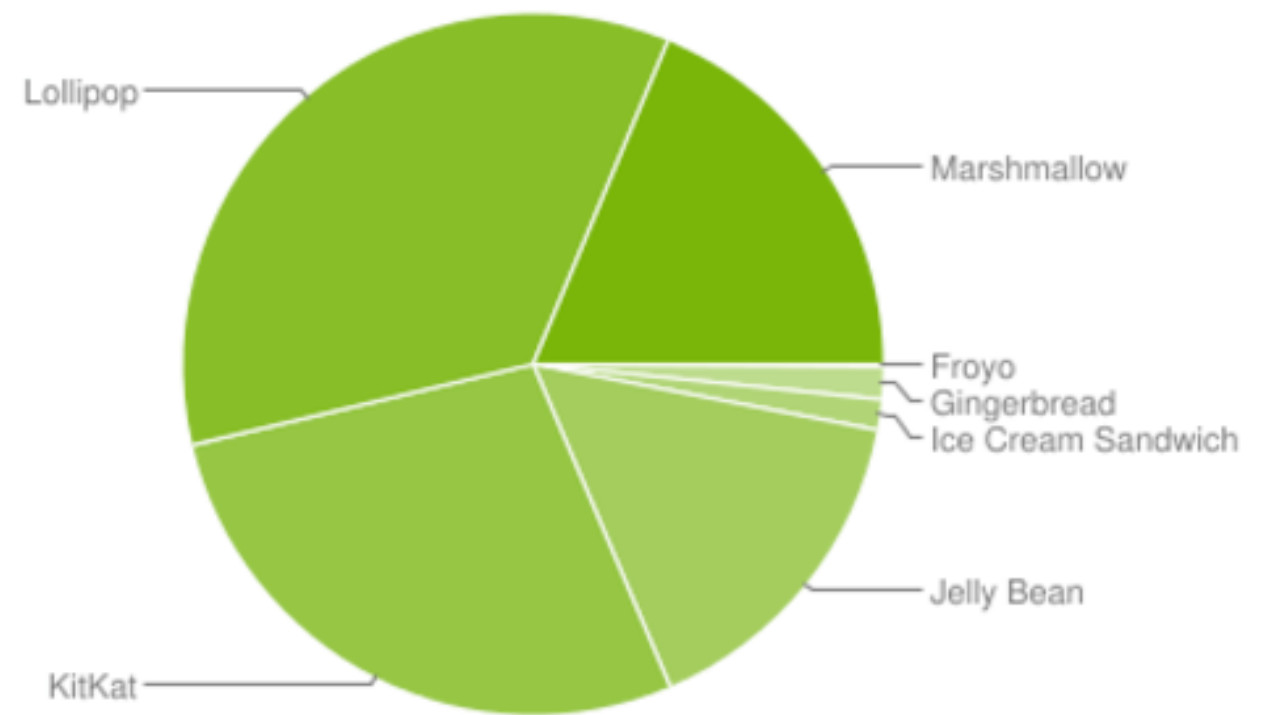


Android N

Imagen: <https://goo.gl/3PH6HP>



Version	Codename	API	Distribution
2.2	Froyo	8	0.1%
2.3.3 - 2.3.7	Gingerbread	10	1.5%
4.0.3 - 4.0.4	Ice Cream Sandwich	15	1.4%
4.1.x	Jelly Bean	16	5.6%
4.2.x		17	7.7%
4.3		18	2.3%
4.4	KitKat	19	27.7%
5.0	Lollipop	21	13.1%
5.1		22	21.9%
6.0	Marshmallow	23	18.7%

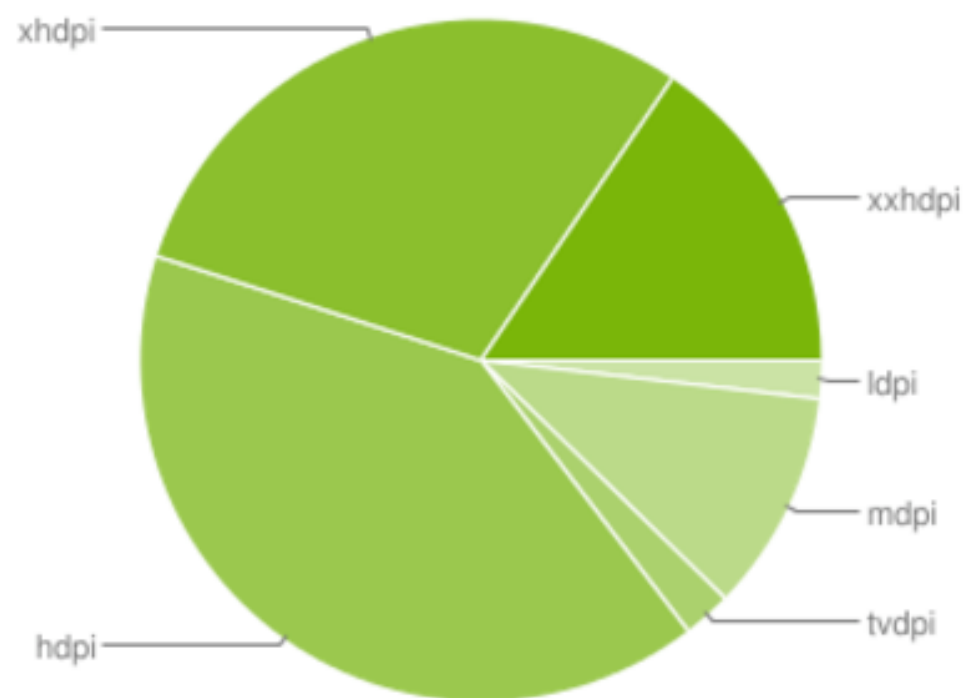
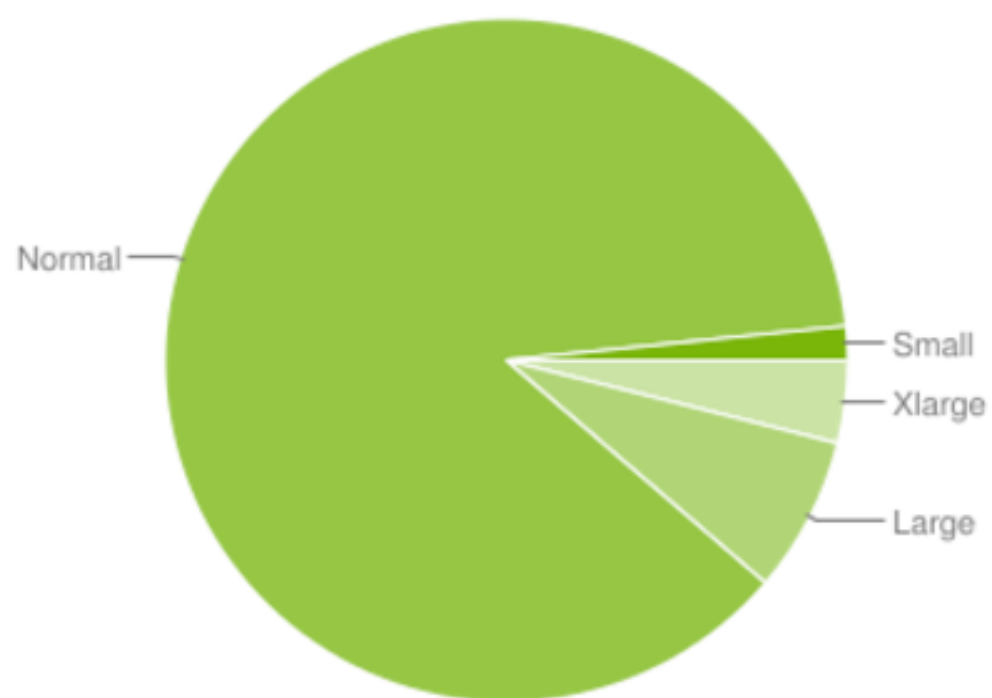


*Data collected during a 7-day period ending on September 5, 2016.*

*Any versions with less than 0.1% distribution are not shown.*

fuelle: <https://goo.gl/8EBq6r>

	ldpi	mdpi	tvdpi	hdpi	xhdpi	xxhdpi	Total
Small	1.6%						1.6%
Normal		3.5%	0.2%	39.5%	28.4%	15.5%	87.1%
Large	0.2%	4.1%	2.1%	0.5%	0.5%		7.4%
Xlarge		2.9%		0.3%	0.7%		3.9%
Total	1.8%	10.5%	2.3%	40.3%	29.6%	15.5%	



Data collected during a 7-day period ending on September 5, 2016.

Any screen configurations with less than 0.1% distribution are not shown.

fuelle: <https://goo.gl/OaHHcU>



Imagen: <https://goo.gl/G3F3x8>



Imagen: <https://goo.gl/npoApl>

# Requerimientos Android

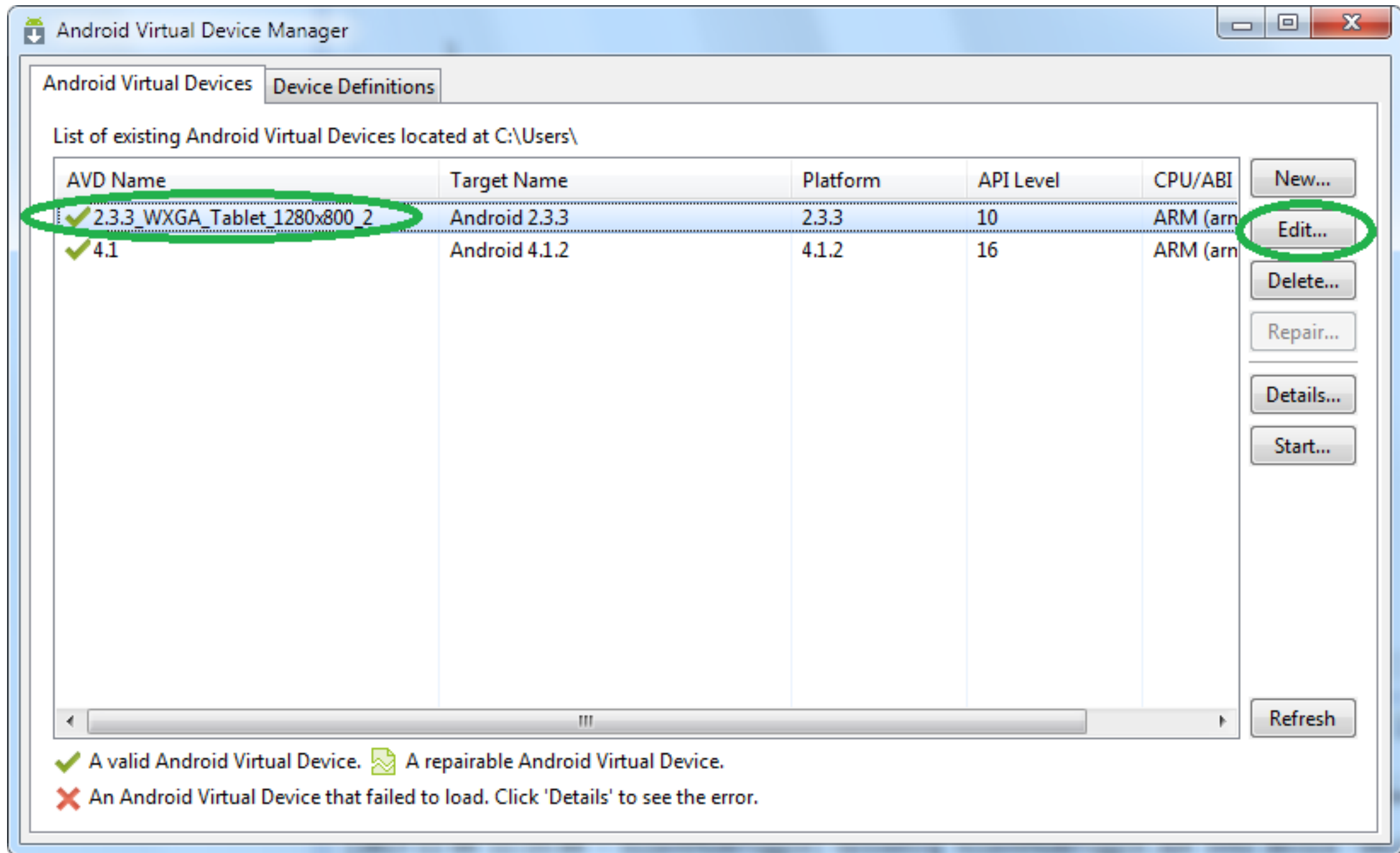


Imagen: <https://goo.gl/Yltbql>

# Requerimientos Android

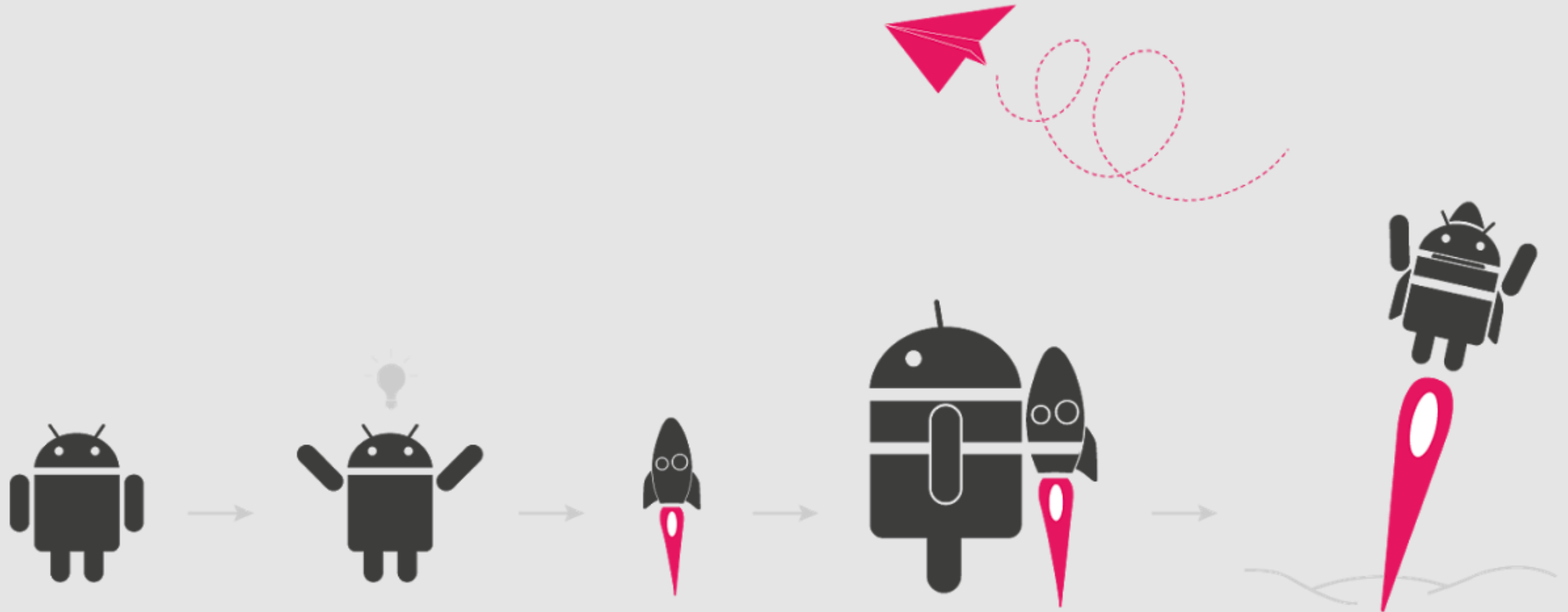


Imagen: <https://goo.gl/DymQlF>

# Requerimientos Android



Imagen: <https://goo.gl/s2Ktvz>

## iOS Days in Beta

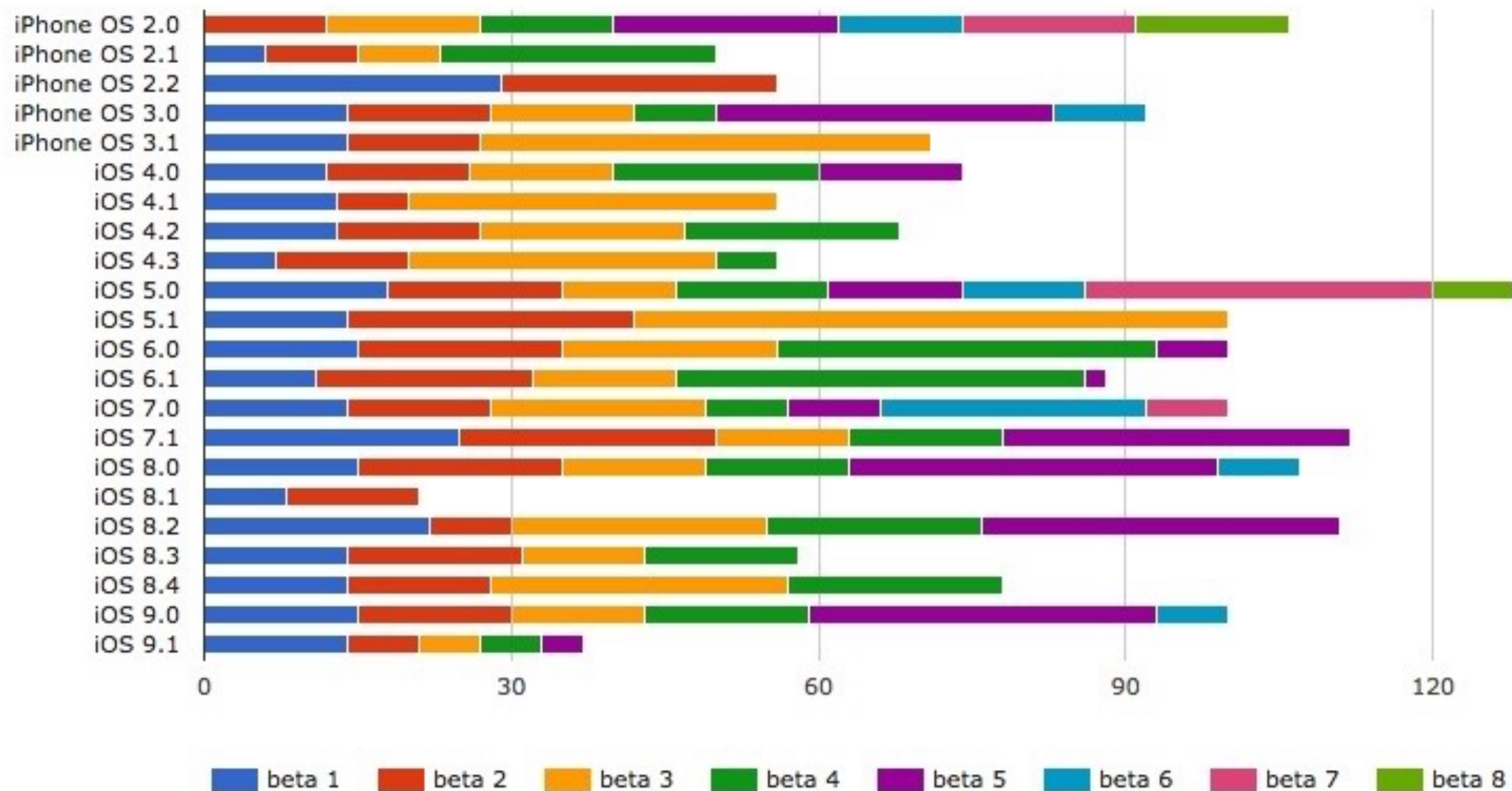


Imagen: <https://goo.gl/VQ7zJV>





**Xcode**

Imagen: <https://goo.gl/VQ7zJV>

# Requerimientos iOS



lab1 > iPhone 5s

Running lab1 on iPhone 5s

1

Buildtime (1) Runtime

CordovaLib project 1 issue

Validate Project Settings

Update to recommended settings  
CordovaLib.xcodeproj

lab1

Info Build Settings

Deployment Target

iOS Deployment Target 10.1

Configurations

Name	Based on Configuration File
Debug	2 Configurations Set
Release	2 Configurations Set

+ -

Use Debug for command-line builds

Localizations

lab1

2016-11-03 14:28:48.788 lab1[3755:1869470] [CD [handleopenurl] 0.111997ms

2016-11-03 14:28:48.792 lab1[3755:1869470] [CD [intentandnavigationfilter] 3.022015ms

2016-11-03 14:28:48.792 lab1[3755:1869470] [CD [gesturehandler] 0.104010ms

2016-11-03 14:28:48.811 lab1[3755:1869470] [CD [splashscreen] 19.263029ms

2016-11-03 14:28:48.818 lab1[3755:1869470] [CD [statusbar] 6.513000ms

2016-11-03 14:28:48.820 lab1[3755:1869470] [CD 1.236975ms

2016-11-03 14:28:48.820 lab1[3755:1869470] [CD [TotalPluginStartup] 32.052994ms

2016-11-03 14:28:49.402 lab1[3755:1869470] Res due to page load.

2016-11-03 14:28:50.190 lab1[3755:1869470] Finished load of: file:///Users/alejandroromero/Library/Developer/CoreSimulator/Devices/5489393F-5C4E-4867-B32E-4FE00BD8D444/data/Containers/Bundle/Application/C5EC52F1-DE29-492D-A009-EAACEDEC3ED2/lab1.app/www/index.html

2016-11-03 14:28:50.287 lab1[3755:1869470] DEVICE READY FIRED AFTER 192 ms

Filter

Auto

Filter

All Output

Filter

Filter

iPhone 5s - iOS 10.1 (14B72)

Carrier 2:30 PM

Ionic Blank

The world is your oyster.

If you get lost, the [docs](#) will be your guide.

UI Test Case Class - A class implementing a unit test

Unit Test Case Class - A class implementing a unit test

# Requerimientos iOS

CC BY NC SA

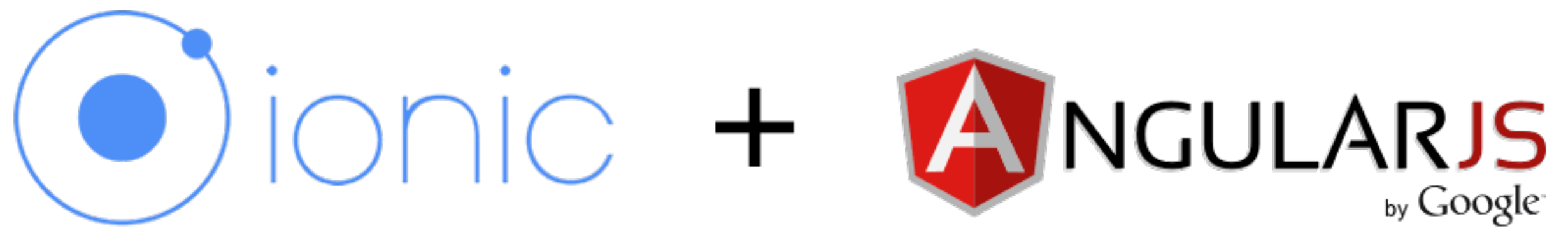


Imagen: <http://ow.ly/NBZo1>

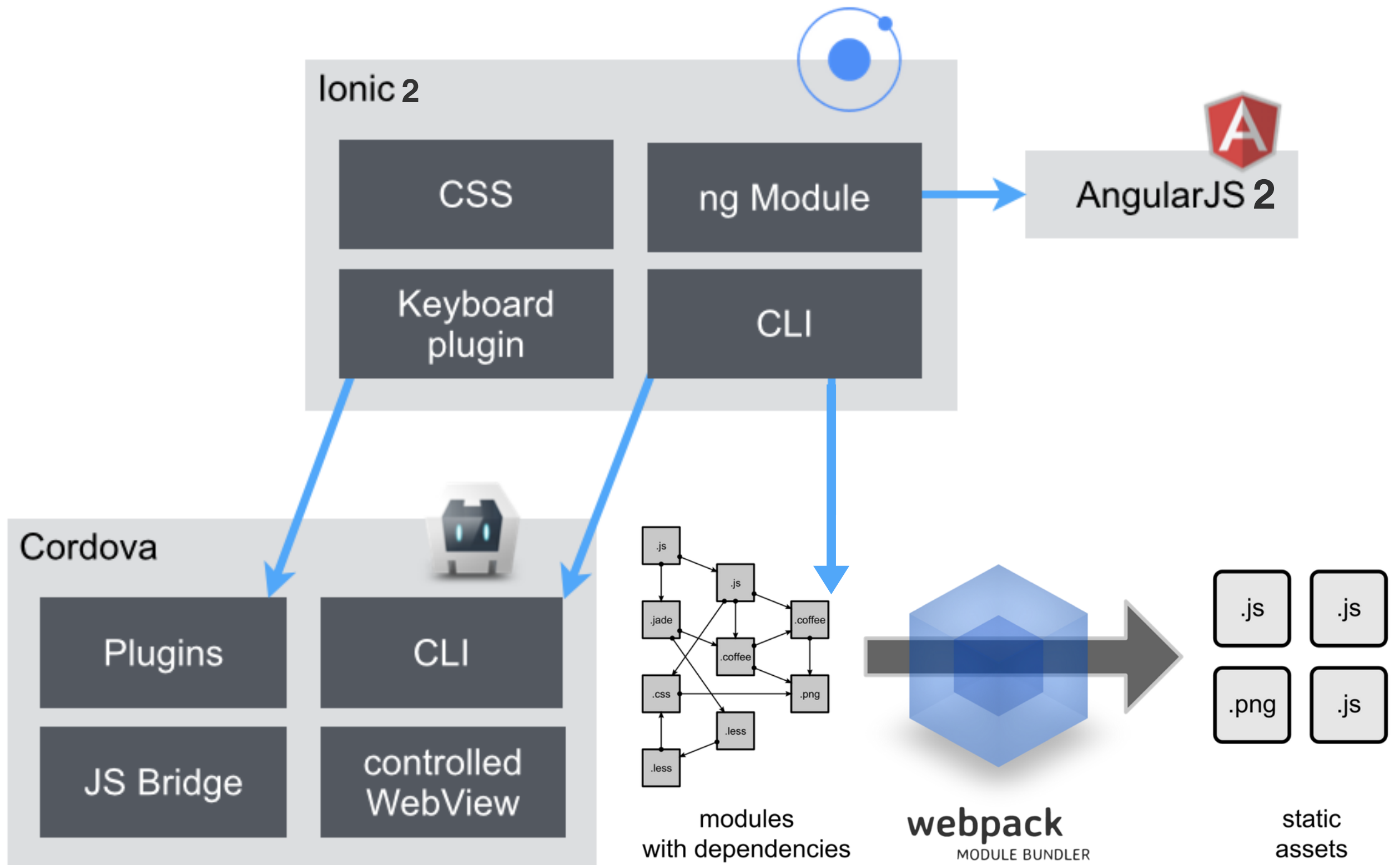


Imagen: <http://ow.ly/NtxCL>

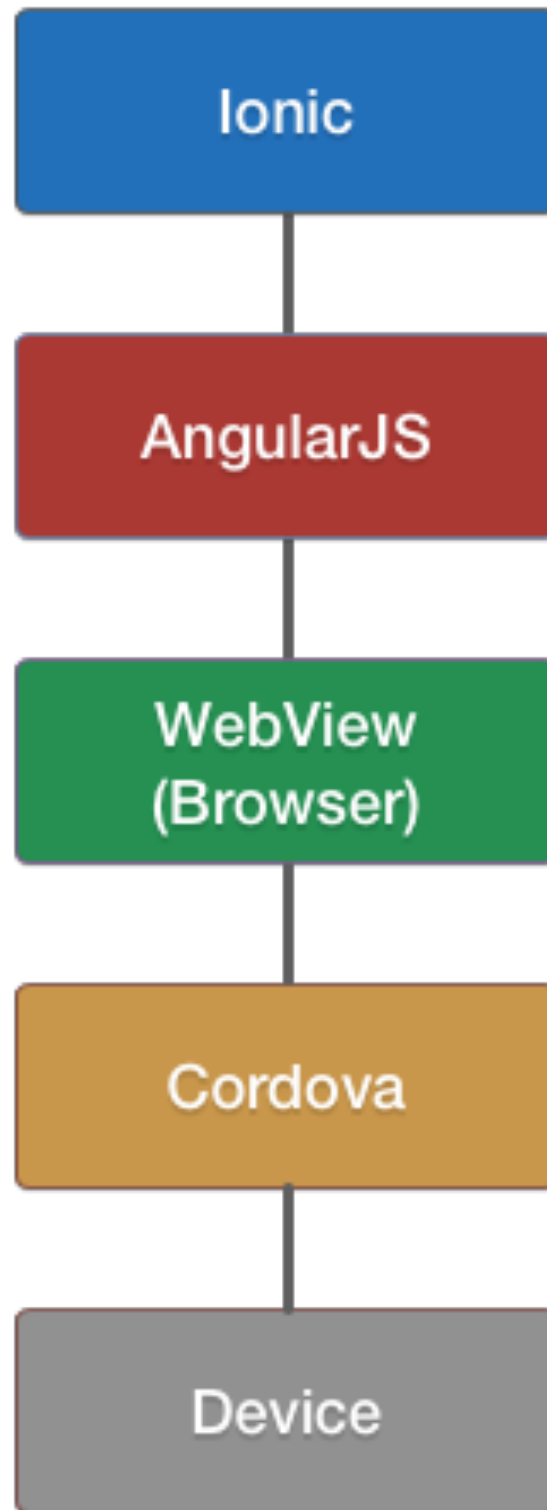


Imagen: <http://ow.ly/NCodC>



ionic

# Documentación Oficial de IONIC



ionic

# Elementos y Estructuras de IONIC

```

import { Component } from '@angular/core';

import { NavController } from 'ionic-angular';

@Component({
  selector: 'page-home',
  templateUrl: 'home.html'
})
export class HomePage {

  constructor(public navCtrl: NavController) {

  }

}

```

```

<ion-content padding>
  The world is your oyster.
  <p>
    💡 If you get lost, the <a href="#">docs</a> will be your guide.
  </p>
</ion-content>

```

iOS

Android

## Ionic Blank

The world is your oyster.

If you get lost, the [docs](#) will be your guide.

## Ionic Blank

The world is your oyster.

If you get lost, the [docs](#) will be your guide.



```
<ion-header>
  <ion-navbar>
    <ion-title>
      Ionic Blank
    </ion-title>
  </ion-navbar>
</ion-header>

<ion-content padding>
  The world is your oyster.
  <p>
    If you get lost, the <a href="#">docs</a> will be your guide.
  </p>
</ion-content>
<ion-footer>
  <h2>Footer</h2>
</ion-footer>
```

iOS

Android

## Ionic Blank

The world is your oyster.

If you get lost, the [docs](#) will be your guide.

Footer

## Ionic Blank

The world is your oyster.

If you get lost, the [docs](#) will be your guide.

Footer

```

<ion-content padding>
  <!-- Colors -->
  <button ion-button>Default</button>

  <button ion-button color="secondary">Secondary</button>

  <button ion-button color="danger">Danger</button>

  <button ion-button color="light">Light</button>

  <button ion-button color="dark">Dark</button>

  <!-- Shapes -->
  <button ion-button full>Full Button</button>

  <button ion-button block>Block Button</button>

  <button ion-button round>Round Button</button>

  <!-- Outline -->
  <button ion-button full outline>Outline + Full</button>

  <button ion-button block outline>Outline + Block</button>

  <button ion-button round outline>Outline + Round</button>

  <!-- Icons -->
  <button ion-button icon-left>
    <ion-icon name="star"></ion-icon>
    Left Icon
  </button>

```

### Ionic Blank

Default Secondary Danger

Light Dark

Full Button

Block Button

Round Button

Outline + Full

Outline + Block

Outline + Round ★ Left Icon

Right Icon ★ ★ Large

Default Small

Footer

### Ionic Blank

DEFAULT SECONDARY DANGER

LIGHT DARK

FULL BUTTON

BLOCK BUTTON

ROUND BUTTON

OUTLINE + FULL

OUTLINE + BLOCK

OUTLINE + ROUND ★ LEFT ICON

RIGHT ICON ★ ★ LARGE

DEFAULT SMALL

Footer

```
<ion-list>
  <ion-item-sliding>
    <ion-item>
      <ion-avatar item-left>
        
      </ion-avatar>
      <h2>Slimer</h2>
    </ion-item>
    <ion-item-options side="left">
      <button ion-button color="primary">
        <ion-icon name="text"></ion-icon>
        Text
      </button>
      <button ion-button color="secondary">
        <ion-icon name="call"></ion-icon>
        Call
      </button>
    </ion-item-options>
    <ion-item-options side="right">
      <button ion-button color="primary">
        <ion-icon name="mail"></ion-icon>
        Email
      </button>
    </ion-item-options>
  </ion-item-sliding>
</ion-list>
```

## List

iOS

Android

Ionic Blank



Slimer

Footer

Ionic Blank



Slimer

Footer

List

```

<ion-card>
  <ion-card-header>
    Explore Nearby
  </ion-card-header>
  <ion-list>
    <button ion-item>
      <ion-icon name="cart" item-left></ion-icon>
      Shopping
    </button>

    <button ion-item>
      <ion-icon name="medical" item-left></ion-icon>
      Hospital
    </button>

    <button ion-item>
      <ion-icon name="cafe" item-left></ion-icon>
      Cafe
    </button>

    <button ion-item>
      <ion-icon name="paw" item-left></ion-icon>
      Dog Park
    </button>

    <button ion-item>
      <ion-icon name="beer" item-left></ion-icon>
      Pub
    </button>

    <button ion-item>
      <ion-icon name="planet" item-left></ion-icon>
      Space
    </button>
  </ion-list>
</ion-card>


```

iOS

Android

Ionic Blank







Explore Nearby

-  Shopping >
-  Hospital >
-  Cafe >
-  Dog Park >
-  Pub >
-  Space >

Footer

Ionic Blank

Explore Nearby

-  Shopping
-  Hospital
-  Cafe
-  Dog Park
-  Pub
-  Space

Footer

# Cards



```
<ion-list>
  <ion-item>
    <ion-label stacked>Username</ion-label>
    <ion-input type="text"></ion-input>
  </ion-item>

  <ion-item>
    <ion-label stacked>Password</ion-label>
    <ion-input type="password"></ion-input>
  </ion-item>

  <button ion-button>Ingresar</button>
</ion-list>
```

iOS

Android

## Ionic Blank

Username

me@alejo8591.co

Password

.....

Ingresar

Footer

## Ionic Blank

Username

me@alejo8591.co

Password

.....

INGRESAR

Footer

```
<ion-item>
  <ion-label>Frodo Baggins</ion-label>
  <ion-toggle value="foo" checked="true"></ion-toggle>
</ion-item>
<ion-item>
  <ion-label>Sam</ion-label>
  <ion-toggle color="energized"></ion-toggle>
</ion-item>
<ion-item>
  <ion-label>Éowyn</ion-label>
  <ion-toggle color="danger" checked="true"></ion-toggle>
</ion-item>
<ion-item>
  <ion-label>Legolas</ion-label>
  <ion-toggle color="royal" checked="true"></ion-toggle>
</ion-item>
<ion-item>
  <ion-label>Gimli</ion-label>
  <ion-toggle color="danger"></ion-toggle>
</ion-item>
<ion-item>
  <ion-label>Saruman</ion-label>
  <ion-toggle color="dark" checked="true"></ion-toggle>
</ion-item>
<ion-item>
  <ion-label>Gandalf</ion-label>
  <ion-toggle color="energized" checked="true"></ion-toggle>
</ion-item>

<ion-item>
  <ion-label>Arwen</ion-label>
  <ion-toggle color="royal"></ion-toggle>
</ion-item>
```

# Toggle

iOS

Android

**Ionic Blank**

CHARACTERS

Frodo Baggins	<input checked="" type="checkbox"/>
Sam	<input type="checkbox"/>
Éowyn	<input checked="" type="checkbox"/>
Legolas	<input checked="" type="checkbox"/>
Gimli	<input type="checkbox"/>
Saruman	<input type="checkbox"/>
Gandalf	<input checked="" type="checkbox"/>
Arwen	<input type="checkbox"/>
Treebeard	<input checked="" type="checkbox"/>
Boromir	<input type="checkbox"/>
Gollum	<input type="checkbox"/>
Galadriel	<input type="checkbox"/>

**Footer**

**Ionic Blank**

Frodo Baggins	<input checked="" type="checkbox"/>
Sam	<input type="checkbox"/>
Éowyn	<input checked="" type="checkbox"/>
Legolas	<input checked="" type="checkbox"/>
Gimli	<input type="checkbox"/>
Saruman	<input type="checkbox"/>
Gandalf	<input checked="" type="checkbox"/>
Arwen	<input type="checkbox"/>
Treebeard	<input checked="" type="checkbox"/>
Boromir	<input type="checkbox"/>
Gollum	<input type="checkbox"/>
Galadriel	<input type="checkbox"/>

**Footer**

Toggle

```
<ion-item>
  <ion-label>Jon Snow</ion-label>
  <ion-checkbox checked="true"></ion-checkbox>
</ion-item>

<ion-item>
  <ion-label>Daenerys Targaryen</ion-label>
  <ion-checkbox color="dark" checked="true"></ion-checkbox>
</ion-item>

<ion-item>
  <ion-label>Arya Stark</ion-label>
  <ion-checkbox value="cherry" disabled="true"></ion-checkbox>
</ion-item>

<ion-item>
  <ion-label>Tyrion Lannister</ion-label>
  <ion-checkbox color="secondary"></ion-checkbox>
</ion-item>

<ion-item>
  <ion-label>Sansa Stark</ion-label>
  <ion-checkbox color="danger" checked="true"></ion-checkbox>
</ion-item>
```

**Ionic Blank**

CHARACTERS

☒ Jon Snow

☒ Daenerys Targaryen

☐ Arya Stark

☐ Tyrion Lannister

☒ Sansa Stark

☐ Khal Drogo

☒ Cersei Lannister

☒ Stannis Baratheon

☐ Petyr Baelish

☒ Hodor

☒ Catelyn Stark

☐ Bronn

**Footer**

**Ionic Blank**

Characters

☒ Jon Snow

☒ Daenerys Targaryen

☐ Arya Stark

☐ Tyrion Lannister

☒ Sansa Stark

☐ Khal Drogo

☒ Cersei Lannister

☒ Stannis Baratheon

☐ Petyr Baelish

☒ Hodor

☒ Catelyn Stark

**Footer**

```
<ion-list radio-group>
  <ion-list-header>
    Language
  </ion-list-header>
  <ion-item>
    <ion-label>Go</ion-label>
    <ion-radio value="golang" checked="true"></ion-radio>
  </ion-item>
  <ion-item>
    <ion-label>Rust</ion-label>
    <ion-radio value="rust"></ion-radio>
  </ion-item>
  <ion-item>
    <ion-label>Python</ion-label>
    <ion-radio value="python"></ion-radio>
  </ion-item>
  <ion-item>
    <ion-label>Ruby</ion-label>
    <ion-radio value="ruby"></ion-radio>
  </ion-item>
  <ion-item>
    <ion-label>Clojure</ion-label>
    <ion-radio value="clojure"></ion-radio>
  </ion-item>
</ion-list>
```

## Radio Button



iOS

**Ionic Blank**

LANGUAGE

Go

✓

Rust

Python

Ruby

Clojure

Java

PHP

.NET

C++

Scala

Haskell

Erlang

**Footer**

Android

**Ionic Blank**

Language

Go

☒

Rust

Python

Ruby

Clojure

Java

PHP

.NET

C++

Scala

Haskell


**Footer**




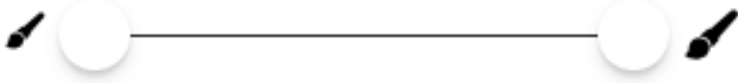
```
<ion-list>
  <ion-list-header>
    Adjust Display
  </ion-list-header>
  <ion-item>
    <ion-range [(ngModel)]="brightness">
      <ion-icon range-left small name="sunny"></ion-icon>
      <ion-icon range-right name="sunny"></ion-icon>
    </ion-range>
  </ion-item>
  <ion-item>
    <ion-range min="-200" max="200" pin="true" [(ngModel)]="contrast" color="secondary">
      <ion-icon range-left small name="contrast"></ion-icon>
      <ion-icon range-right name="contrast"></ion-icon>
    </ion-range>
  </ion-item>
</ion-list>
```


**Ionic Blank**

ADJUST DISPLAY











ADJUST TEXT





Footer


**Ionic Blank**

Adjust Display










Adjust Text



Footer

# Range



# pattern: Navigator

```

import { Component } from '@angular/core';
import { Platform } from 'ionic-angular';
import { StatusBar, SplashScreen } from 'ionic-native';
import { HomePage } from '../pages/home/home';

@Component({
  template: `<ion-nav [root]="rootPage"></ion-nav>`
})
export class MyApp {
  rootPage = HomePage;

  constructor(platform: Platform) {
    platform.ready().then(() => {
      // Okay, so the platform is ready and our plugins are available.
      // Here you can do any higher level native things you might need.
      StatusBar.styleDefault();
      SplashScreen.hide();
    });
  }
}

```

```
<ion-header>
  <ion-navbar>
    <ion-title>
      Ionic Blank
    </ion-title>
  </ion-navbar>
</ion-header>

<ion-content padding>
  <p>
    Lorem ipsum dolor sit amet, consectetur adipisicing
    elit. Accusamus atque deserunt dolores eligendi est
    incidunt, iure odio quo ratione reprehenderit, sint
    tempora tempore vitae. A animi dolor laboriosam
    minus obcaecati?
  </p>
</ion-content>
```



# pattern: *Side Menu*

```

@Component({
  templateUrl: 'app.html'
})
export class MyApp {
  @ViewChild(Nav) nav: Nav;

  rootPage: any = Page1;

  pages: Array<{title: string, component: any}>;

  constructor(public platform: Platform) {
    this.initializeApp();

    // used for an example of ngFor and navigation
    this.pages = [
      { title: 'Page One', component: Page1 },
      { title: 'Page Two', component: Page2 }
    ];
  }

  initializeApp() {
    this.platform.ready().then(() => {
      // Okay, so the platform is ready and our plugins are available.
      // Here you can do any higher level native things you might need.
      StatusBar.styleDefault();
      SplashScreen.hide();
    });
  }

  openPage(page) {
    // Reset the content nav to have just this page
    // we wouldn't want the back button to show in this scenario
    this.nav.setRoot(page.component);
  }
}

```

```
<ion-menu [content]="content">
  <ion-header>
    <ion-toolbar>
      <ion-title>Menu</ion-title>
    </ion-toolbar>
  </ion-header>

  <ion-content>
    <ion-list>
      <button menuClose ion-item *ngFor="let p of pages" (click)="openPage(p)">
        {{p.title}}
      </button>
    </ion-list>
  </ion-content>
</ion-menu>

<!-- Disable swipe-to-go-back because it's poor UX to combine STGB with side menus -->
<ion-nav [root]="rootPage" #content swipeBackEnabled="false"></ion-nav>
```



```
<ion-header>
  <ion-navbar>
    <button ion-button menuToggle>
      <ion-icon name="menu"></ion-icon>
    </button>
    <ion-title>Page One</ion-title>
  </ion-navbar>
</ion-header>

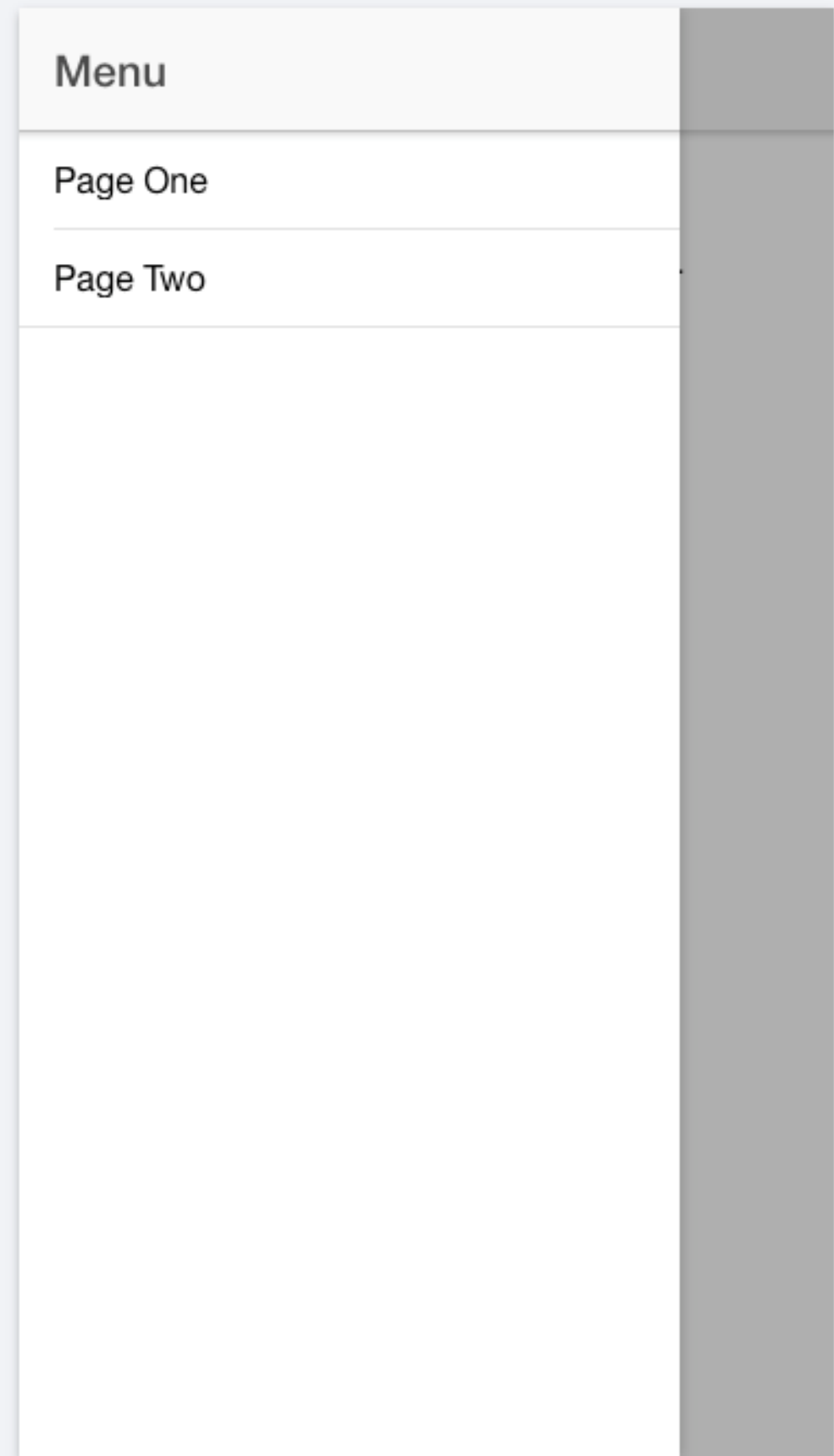
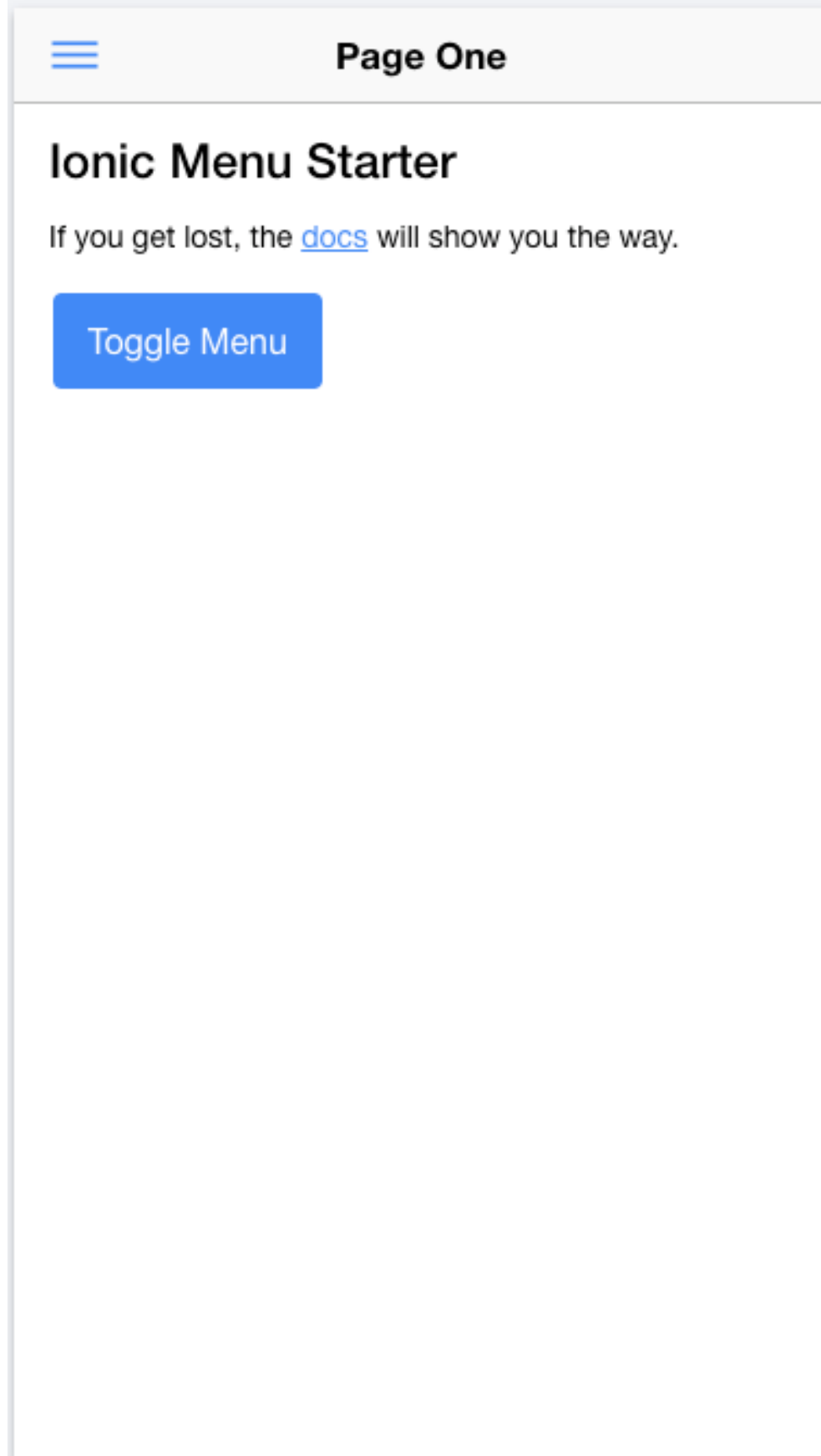
<ion-content padding>
  <h3>Ionic Menu Starter</h3>

  <p>
    If you get lost, the <a href="http://ionicframework.com/docs/v2">docs</a> will show you the way.
  </p>

  <button ion-button secondary menuToggle>Toggle Menu</button>
</ion-content>
```

iOS

Android





# pattern: Tabs

```

import { Component } from '@angular/core';
import { Platform } from 'ionic-angular';
import { StatusBar, SplashScreen } from 'ionic-native';

import { TabsPage } from '../pages/tabs/tabs';

@Component({
  template: `<ion-nav [root]="rootPage"></ion-nav>`
})
export class MyApp {
  rootPage = TabsPage;

  constructor(platform: Platform) {
    platform.ready().then(() => {
      // Okay, so the platform is ready and our plugins are available.
      // Here you can do any higher level native things you might need.
      StatusBar.styleDefault();
      SplashScreen.hide();
    });
  }
}

```

```
import { Component } from '@angular/core';

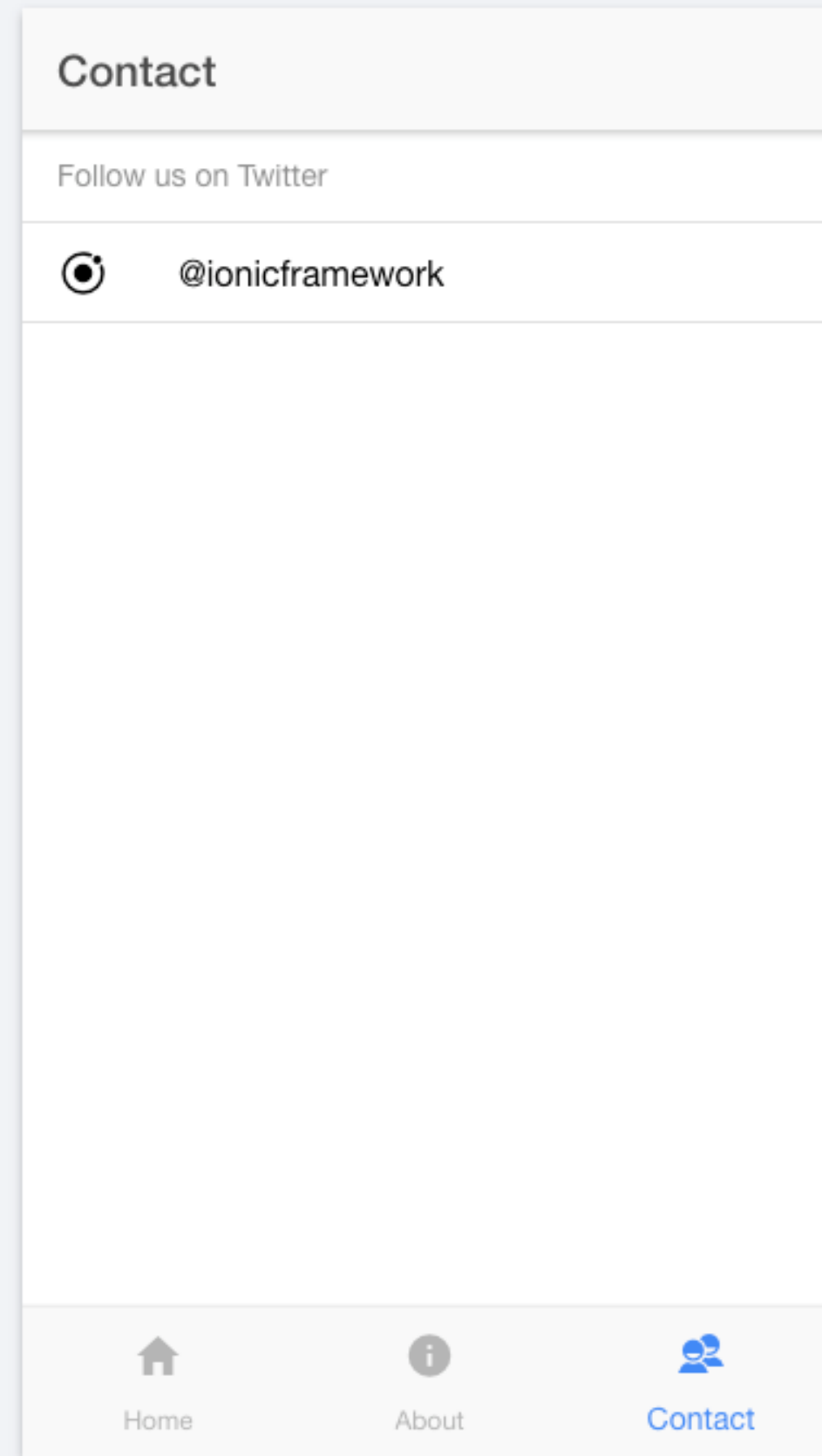
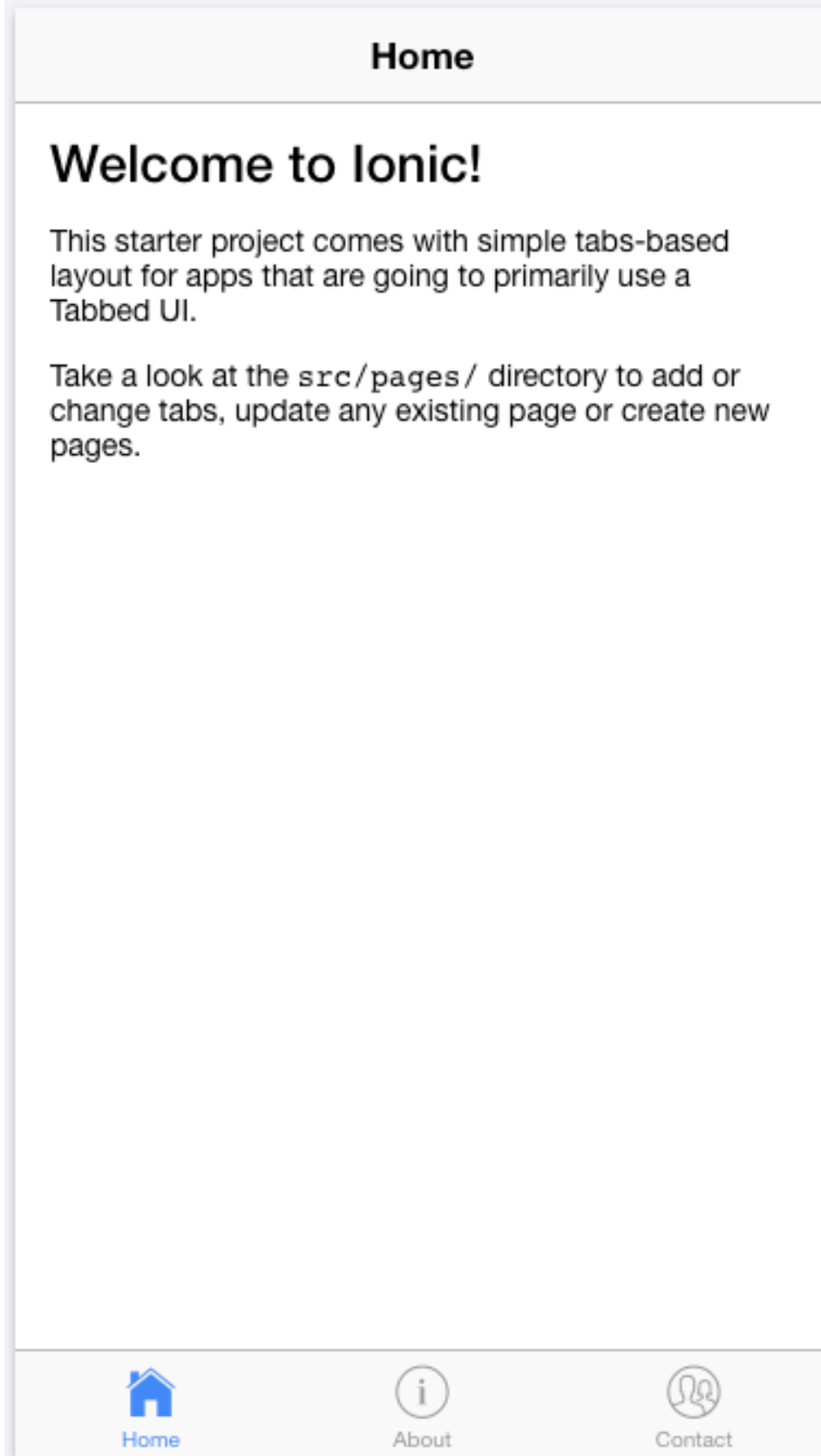
import { HomePage } from '../home/home';
import { AboutPage } from '../about/about';
import { ContactPage } from '../contact/contact';

@Component({
  templateUrl: 'tabs.html'
})
export class TabsPage {
  // this tells the tabs component which Pages
  // should be each tab's root Page
  tab1Root: any = HomePage;
  tab2Root: any = AboutPage;
  tab3Root: any = ContactPage;

  constructor() {

  }
}
```

```
<ion-tabs>
  <ion-tab [root]="tab1Root" tabTitle="Home" tabIcon="home"></ion-tab>
  <ion-tab [root]="tab2Root" tabTitle="About" tabIcon="information-circle"></ion-tab>
  <ion-tab [root]="tab3Root" tabTitle="Contact" tabIcon="contacts"></ion-tab>
</ion-tabs>
```



# ¡Gracias!

**Atribución-NoComercial-  
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