CORDOVA + GULP

COMBINING CORDOVA WITH OTHER TOOLS LIKE SASS AND COFFEESCRIPT

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biege theme - PDF - export as PDF (Cmd-P, Chrome only)

WHAT IS GULP?

Yet another task runner, like Grunt which is like Make.

WHY?

- Pre-process files with tools like Sass or CoffeeScript
- Use cordova as a drop in tool to mobile-enable existing web apps (and Crhome Apps)
- Automate more of the process

WHAT IS GULP AGAIN?

AND WHY I USE IT

- Gulp is minimal, liberal and simple task runner
- Gulpfile is just a JS file that can contain any code
- Way less declarative than Grunt
- Very easy to experiment and prototype with
- Based on streams but I don't really care

Take a loot at gulpjs.com or a presentatioin about Gulp

A simple Gulpfile that can convert SCSS files to CSS

```
var gulp = require('gulp');
var sass = require('gulp-sass')
var del = require('del');

gulp.task('clean', function(cb) {
  del(['./css'], cb);
});

gulp.task('sass', function () {
    gulp.src('./scss/*.scss')
        .pipe(sass())
        .pipe(gulp.dest('./css'));
});
```

Execute tasks by running

```
$ cd my_cool_app
$ gulp clean
$ gulp sass
```

BASIC APP WALKTRHOUGH

GitHub

github.com/kamrik/CordovaGulpTemplate

MINIMAL CORDOVA PROJECT

- `./config.xml`
- `./www/index.html`
- `./plugins/` - empty dir

EXAMPLE APP STRUCTURE

- build/ - cordova project lives here, nuked on every "clean"
- package.json - the npm package file
- gulpfile.js
- src/
    - www/
        - index.html
        - js/
        - css/
    - CordovaConfig.xml - Cordova's config.xml file

PACKAGE.JSON

```
...
  "name": "HelloGulpApp",
  "version": "0.0.1",

  "devDependencies": {
    "cordova-lib": "latest",
    "gulp": "latest",
    ...
  },

  "dependencies": {
    "cordova-android": "^3.5.1",
    "cordova-ios": "^3.5.0"
  }
...
```

Note: can't list plugins in package.json - they are not (yet?) in npm registry!

GULPFILE.JS - SETUP

```
var cordova = require('cordova-lib').cordova.raw; // promises API
var buildDir = path.join(__dirname, 'build');
var plugins = ['org.apache.cordova.file'];
```

GULPFILE.JS - 'CORDOVA CREATE'

```
gulp.task('create', ['clean'], function() {
    fs.mkdirSync(buildDir);
    process.chdir(buildDir);

    fs.symlinkSync(path.join('..', 'src', 'CordovaC        onfig.xml'), 'confi
    fs.symlinkSync(path.join('..', 'src', 'www'), 'www');

    return cordova.plugins('add', plugins)
    .then(function() {
        // point to node_modules/cordova-android/
        return cordova.platform('add', platform_dirs);
    });
});
```

GULPFILE.JS - 'CORDOVA BUILD'

```
gulp.task('build', function() {
    process.chdir(buildDir);
    return cordova.build();
});
```

USAGE

```
$ git clone https://github.com/kamrik/CordovaGulpTemplate.git .
$ npm install
$ gulp create
$ gulp run
```

ALTERNATIVE 'CORDOVA CREATE'

```
var cfg = {lib: {www: {uri: srcDir, url: srcDir, link: true}}};
return cordova.create(buildDir, appId, pkg.name, cfg)
         .then(...)
```

+ no need to maintain config.xml

- less control over config.xml

POSSIBLE DIRECTIONS

- Store all info in package.json and generate config.xml as part of create task
- Additional post-build tasks - e.g. run tests on several devices

QUESTIONS?

THE END

github.com/kamrik/CordovaGulpTemplate