

Formation Mobile Hybride

Cordova, Ionic, Firebase

Présentation du cours



POUR QUI ?

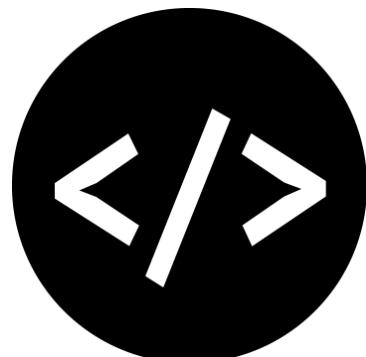
Des développeurs, avec une connaissance JavaScript et Angular intéressés par le développement hybride. La connaissance de Sass ou Gulp est un plus.



APPLICATION HYBRIDE

Nous allons parcourir ensemble le fonctionnement et l'utilisation des technologies : Ionic/Cordova/Firebase

ionic



TRAVAUX PRATIQUES

Les parties théoriques seront accompagnées de travaux pratiques tout au long de la formation pour mener à bien un prototype avancé que vous pourrez finaliser par vous-même.

Qui suis je ?

Mickael Dumand



Développeur Front End
ekino.

#JavaScript #Angular #React
#Cordova #Gulp/Grunt #Sass #Ionic

@MeKimak @NewsDuFront

Agenda

1. Contexte mobile hybride
2. Installation des outils
3. Les composants Ionic
4. Système de navigation
5. Mise en place d'un prototype

Contexte Mobile Hybride

Créer un service mobile



SITE MOBILE

Élaboration d'un site offrant une expérience de lecture optimale sur tous les devices.

Ce site peut être « Responsive », Dédié au canal mobile ou Adaptatif



APPLICATION HYBRIDE

Un moteur natif qui encapsule du HTML5/JS fortement mutualisé entre les plateformes.

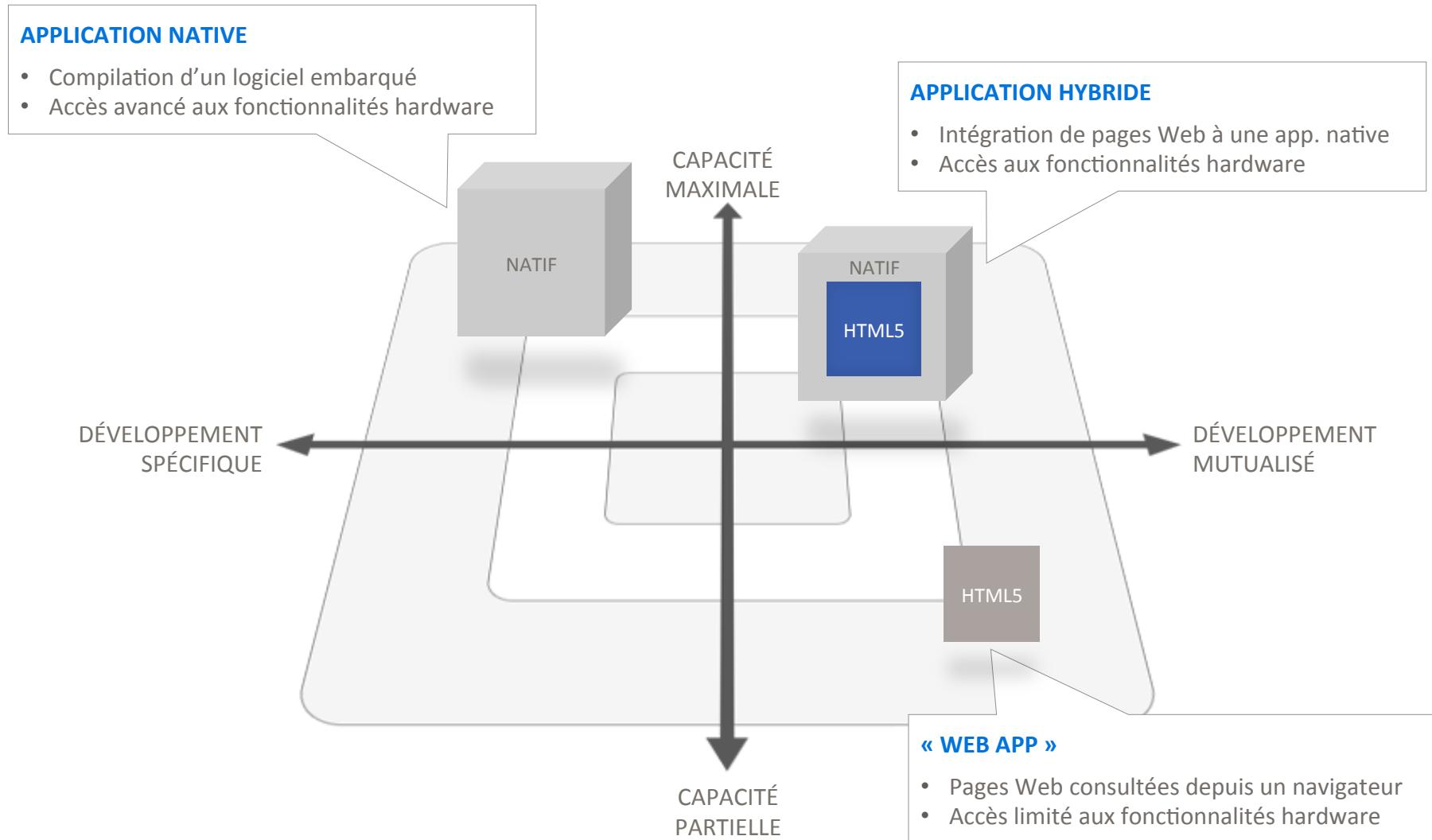
Permet d'utiliser les fonctionnalités natives du mobile et une distribution par les stores.



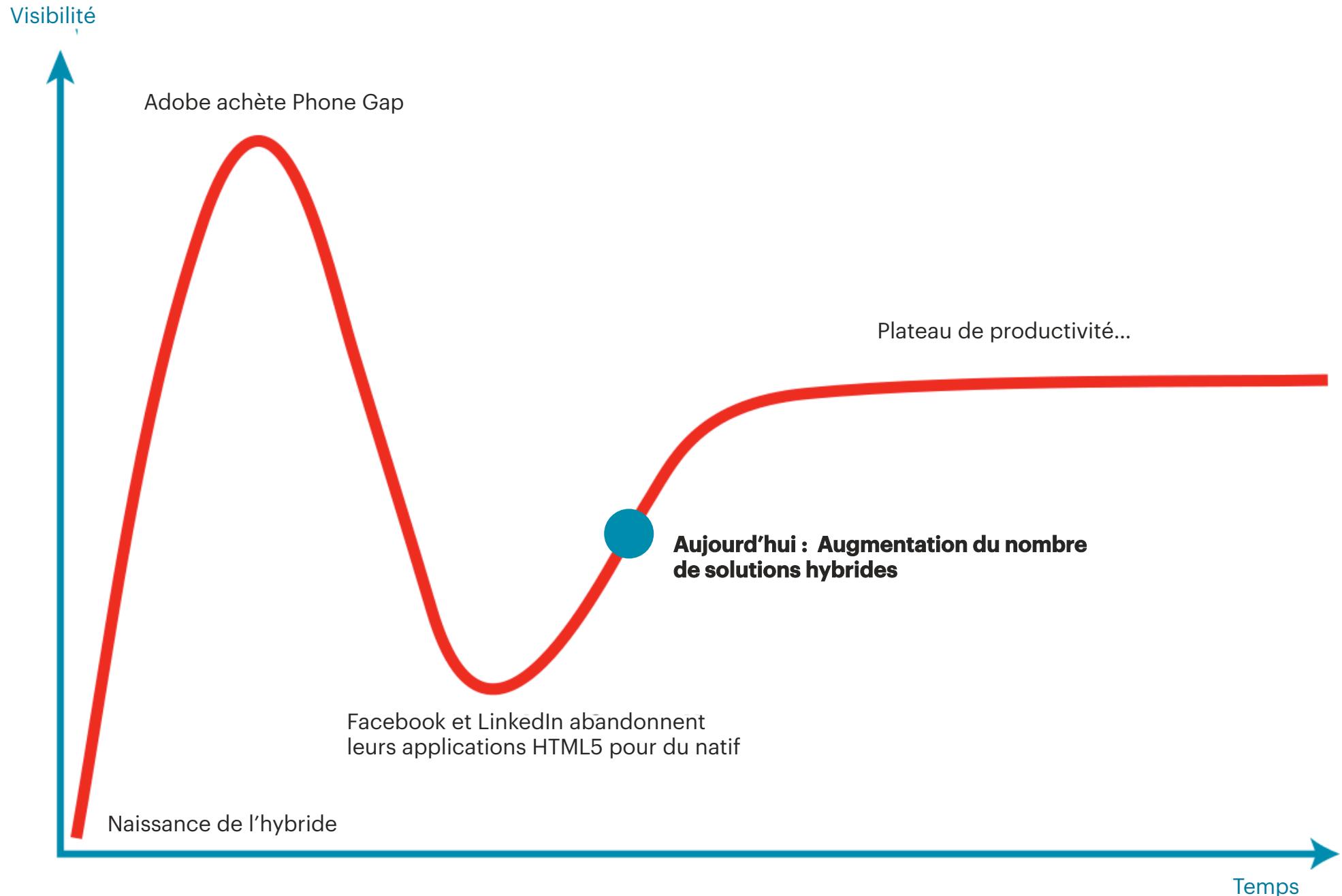
NATIF

Application développée dans un langage spécifique à un OS et distribuée par les stores.

Comment choisir ?



Cycle de vie de l'hybride (Gartner Hype Cycle)



Aperçu des solutions hybrides et alternatives



Comparaison

Mobile Hybrid				 APACHE CORDOVA™			 doc		
 ionic	✓	✓	~	✓	✓	~	+++	free	open-source
 NativeScript	✓	✓	~	✓	✓	✗	++	free	open-source
 React Native	✓	✗	✗	✗	✗	✓	+	free	open-source
 appcelerator® titanium	✓	✓	✗	✗	✗	✗	++	\$259/mo Team	owner
 Onsen UI	✓	✓	✗	✓	✓	~	++	free	open-source
 famous.us	✓	✓	~	~	✓	~	-	free	open-source
 TouchstoneJS	✓	~	✗	✓	✗	✓	-	free	open-source
 Supersonic	~	~	✗	✗	✓	✓	---	free	open-source

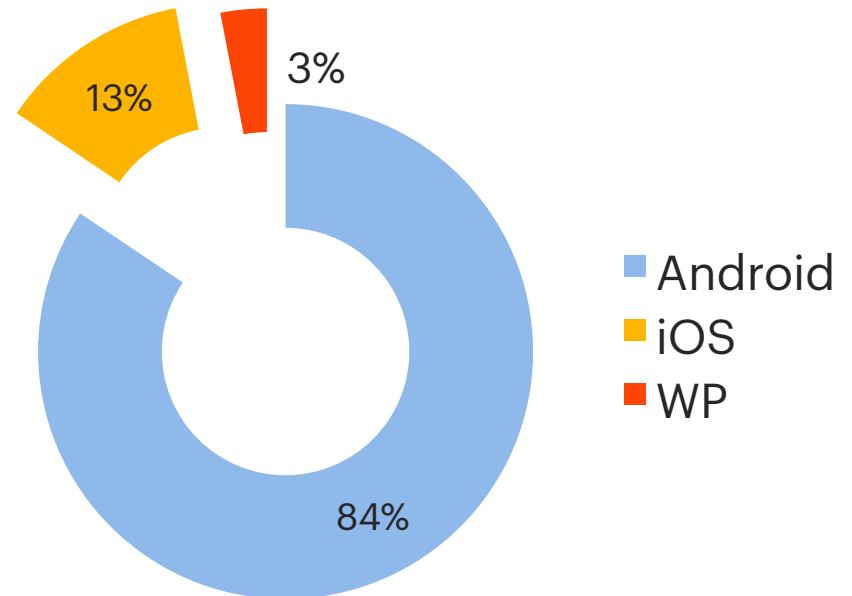
Operating System

Tooling

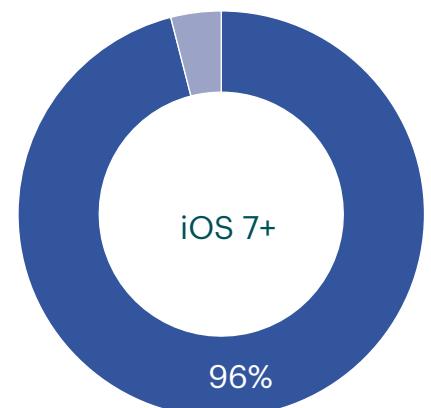
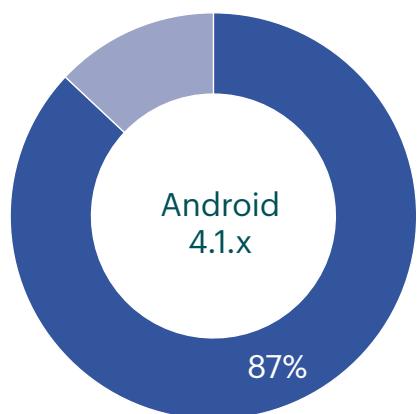
Community

Vision actuel du marché mobile mondial

Android et iOS dominent le monde



Fragmentation des OS majoritaires



IOS adoption

Sep 17th, 2014

– Feb 5th, 2015

DONE

Hour Day



Time/Date in UTC

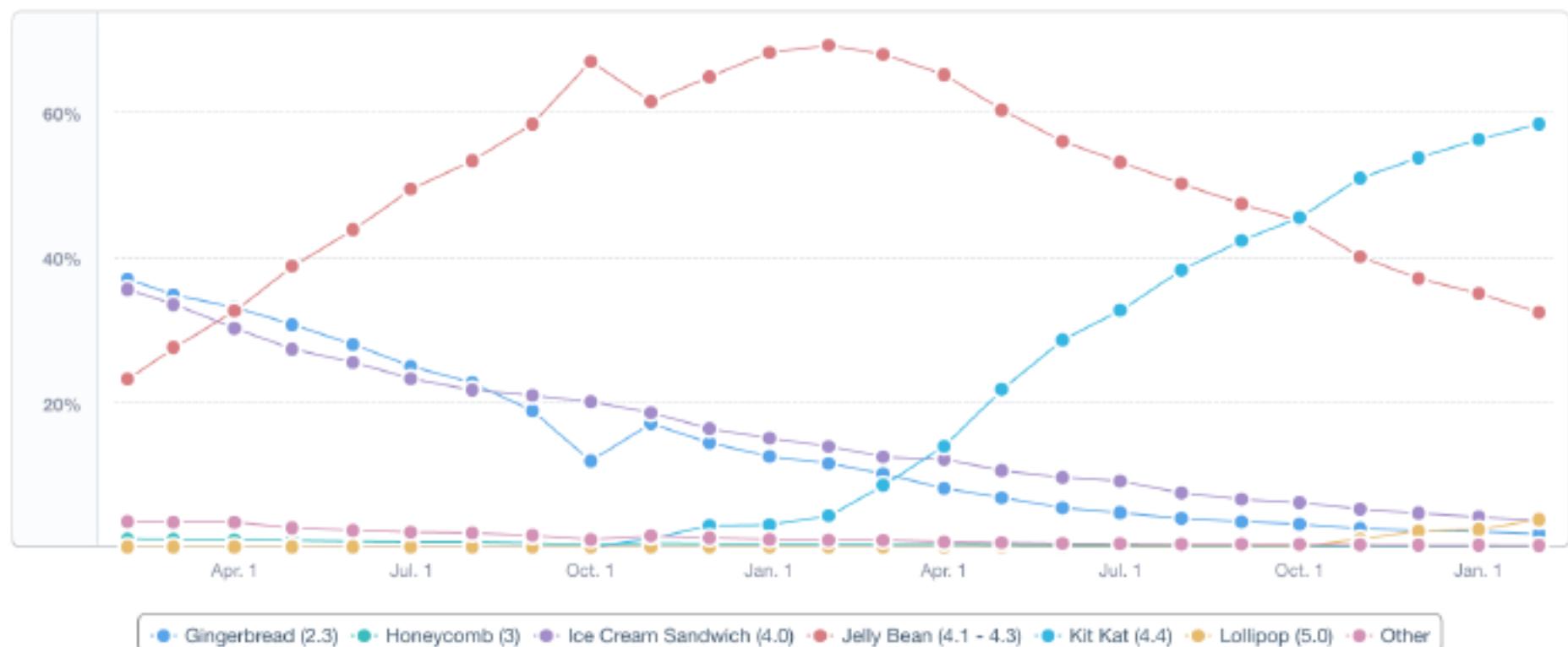
THIS REPORT WAS GENERATED FROM 210,511,475,074 RECORDS.

Android adoption

Feb 5th, 2013

– Feb 5th, 2015

DONE



Time/Date in UTC

THIS REPORT WAS GENERATED FROM 755,825,497,354 RECORDS.

‘’



ionic

Ionic is not a good solution if you need to support older generation devices. Our compatibility starts at iOS 6 and Android 4.1. We will never support versions earlier than those. This is a framework for the future.

’’

Pourquoi choisir Ionic ?



ionic



Ionic n'est pas seulement un framework, c'est un SDK.

- Documentation complète
- Une large communauté, des tutoriaux et beaucoup de ressources disponibles.

15,872 stars

2,367 forks

21.8K followers

- Après avoir levé \$1 million à ses débuts la société lève \$2.6 million début 2015.

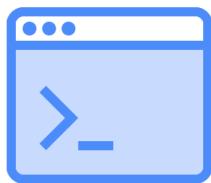
- Certaines offres d'emplois parlent d'ionic.

- Basé sur AngularJS

- Un écosystème complet, build, application de test, extensions etc.

Les outils Ionic

Ionic CLI



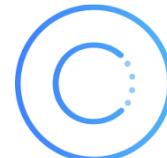
Ionic View



Ionic lab



Ionic Creator



Ionic Box



Ionicons



Ionic push



ngCordova



L'écosystème



Apache Cordova

Plateforme pour construire des applications natives en utilisant les technologies HTML,CSS et JavaScript.



Gulp

Outil d'automatisation « task runner » il permet d'écrire des tâches récurrentes de développement en JavaScript.



AngularJs

Framework JavaScript pour programmer des applications Web SPA (Single Page Application)



Sass

Outil permettant d'étendre les fonctionnalités CSS par la compilation.

Installation

Pré-requis

NODEJS + NPM



RUBY + SASS

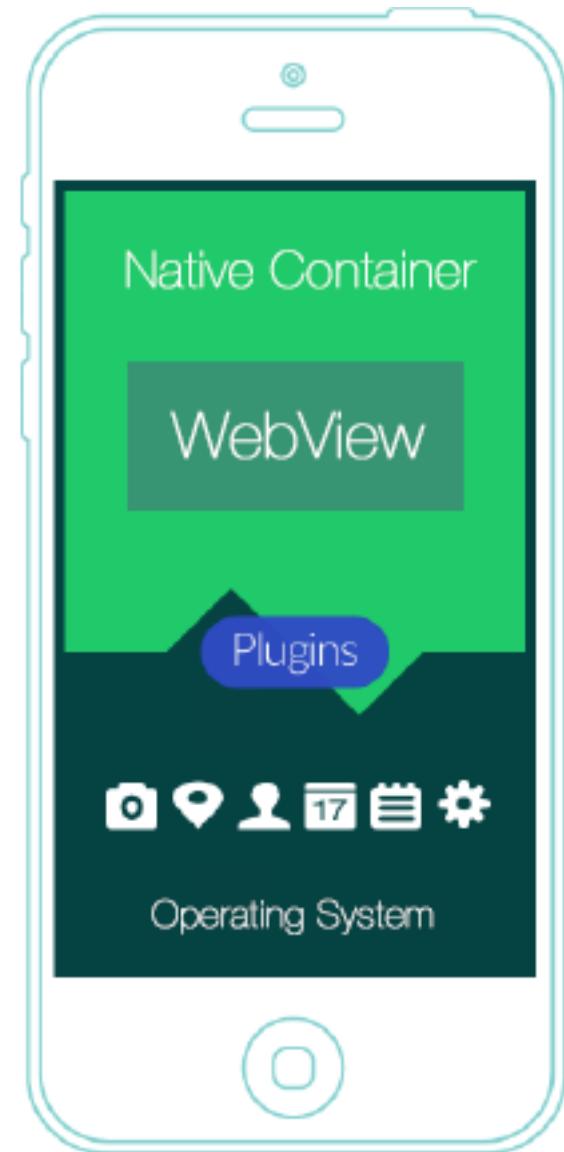


CORDOVA + IONIC



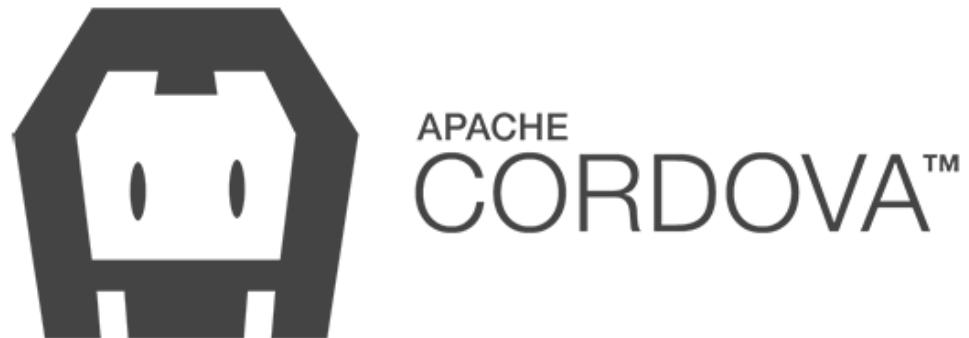
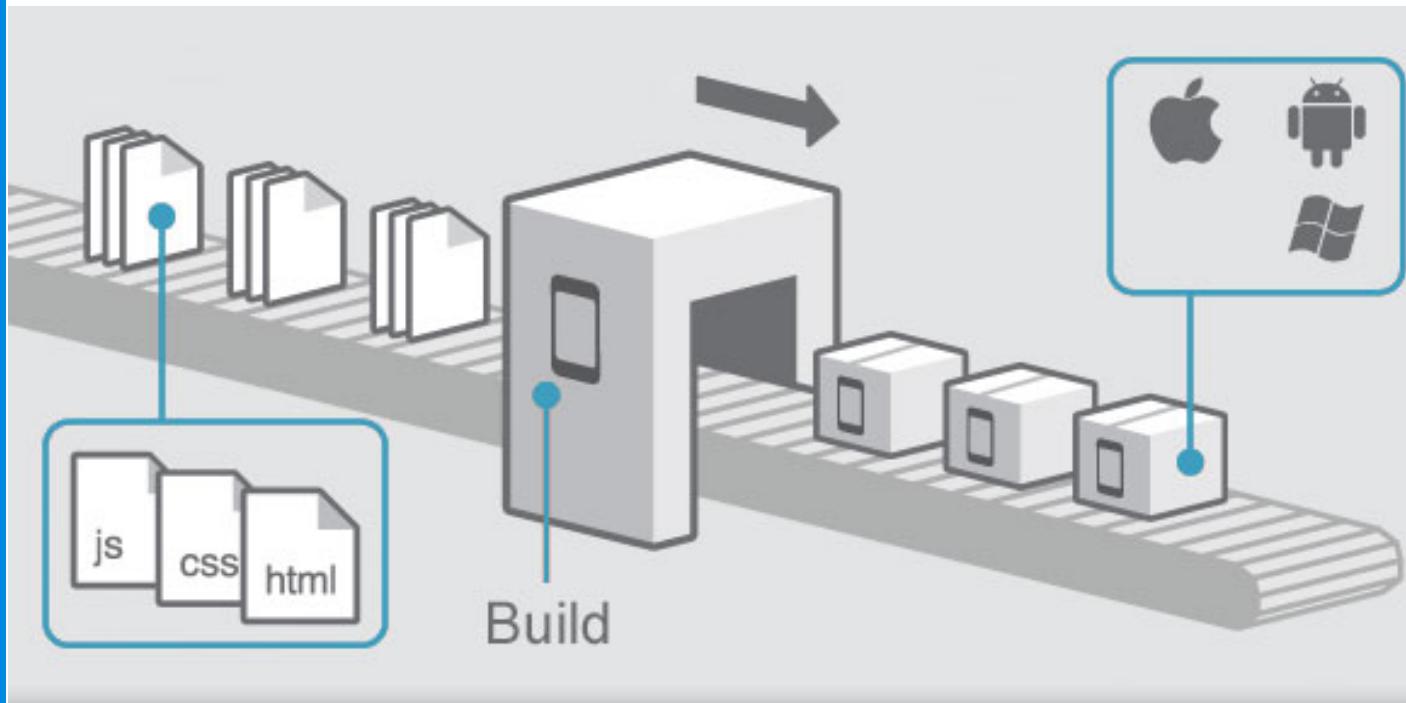
Comment fonctionne l'hybride ?

Une **WebView*** dans un conteneur natif



*WebView: composant natif pour afficher des pages web.

Outil de build multi-plateforme



Cordova CLI

- **Installation**

```
$ sudo npm install -g cordova
```

- **Créer un projet**

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

- **Ajouter une nouvelle plateforme**

```
$ cordova platform add ios
```

```
$ cordova platform add android
```

```
$ cordova platform add wp8
```

- **Compiler**

```
$ cordova build android
```

```
$ cordova emulate android
```

```
$ cordova run android
```

Ionic CLI

- **Installation**

```
$ sudo npm install -g ionic
```

- **Créer un projet**

```
$ ionic start hello
```

- **Ajouter une nouvelle plateforme**

```
$ ionic platform add ios
```

```
$ ionic platform add android
```

```
$ ionic platform add wp8
```

- **Compiler**

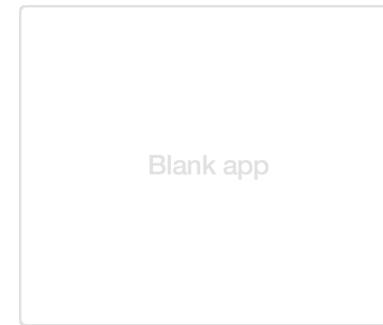
```
$ ionic build android
```

```
$ ionic emulate android
```

```
$ ionic run android
```

Let's go ionic!

Créer un projet



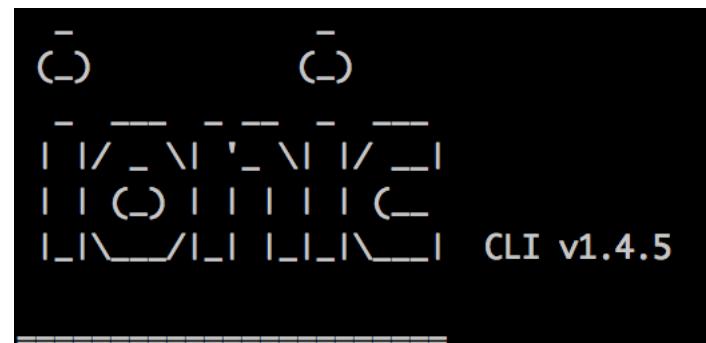
Blank app

\$ ionic start hello blank

Lancer le projet dans le navigateur



\$ ionic serve --livereload



\$ ionic help

\$ ionic help

Available tasks: (use --help or -h for more info)

<code>start</code>	Starts a new Ionic project in the specified PATH
<code>serve</code>	Start a local development server for app dev/testing
<code>platform</code>	Add platform target for building an Ionic app
<code>run</code>	Run an Ionic project on a connected device
<code>emulate</code>	Emulate an Ionic project on a simulator or emulator
<code>build</code>	Locally build an Ionic project for a given platform
<code>plugin</code>	Add a Cordova plugin
<code>resources</code>	Automatically create icon and splash screen resources (beta) Put your images in the ./resources directory, named splash or icon. Accepted file types are .png, .ai, and .psd. Icons should be 192x192 px without rounded corners. Splashscreens should be 2208x2208 px, with the image centered in the middle.
<code>package</code>	Package an app using the Ionic Build service (beta)
<code>upload</code>	Upload an app to your Ionic account
<code>share</code>	Share an app with a client, co-worker, friend, or customer
<code>lib</code>	Gets Ionic library version or updates the Ionic library
<code>setup</code>	Configure the project with a build tool (beta)
<code>browser</code>	Add another browser for a platform (beta)
<code>service</code>	Add an Ionic service package and install any required plugins
<code>add</code>	Add an Ion, bower component, or addon to the project
<code>remove</code>	Remove an Ion, bower component, or addon from the project
<code>list</code>	List Ions, bower components, or addons in the project
<code>ions</code>	List available ions to add to your project
<code>templates</code>	List available Ionic starter templates
<code>info</code>	List information about the users runtime environment
<code>help</code>	Provides help for a certain command
<code>link</code>	Sets your Ionic App ID for your project
<code>hooks</code>	Manage your Ionic Cordova hooks
<code>state</code>	Saves or restores state of your Ionic Application using the package.json file
<code>docs</code>	Opens up the documentation for Ionic

Structure d'un projet

FOLDERS

- ▶ tabs
- ▶ hooks
- ▶ platforms
 - ▶ ios
 - platforms.json
- ▶ plugins
- ▶ scss
 - ionic.app.scss
- ▶ www
 - ▶ css
 - ▶ img
 - ▶ js
 - ▶ lib
 - ▶ ionic
 - ▶ css
 - ▶ fonts
 - ▶ js
 - ▶ scss
 - version.json
 - ▶ templates
 - chat-detail.html
 - tab-account.htm
 - tab-chats.html
 - tab-dash.html
 - tabs.html
- index.html
- .bowerrc
- .gitignore
- bower.json
- config.xml
- gulpfile.js
- ionic.project
- package.json

```

1  <!DOCTYPE html>
2  <html>
3    <head>
4      <meta charset="utf-8">
5      <meta name="viewport" content="initial-scale=1, maximum-scale=1, user-scalable=no,
6      <title></title>
7
8      <link href="lib/ionic/css/ionic.css" rel="stylesheet">
9      <link href="css/style.css" rel="stylesheet">
10
11     <!-- IF using Sass (run gulp sass first), then uncomment below and remove the CSS
12     <link href="css/ionic.app.css" rel="stylesheet">
13     -->
14
15     <!-- ionic/angularjs js -->
16     <script src="lib/ionic/js/ionic.bundle.js"></script>
17
18     <!-- cordova script (this will be a 404 during development) -->
19     <script src="cordova.js"></script>
20
21     <!-- your app's js -->
22     <script src="js/app.js"></script>
23     <script src="js/controllers.js"></script>
24     <script src="js/services.js"></script>
25   </head>
26   <body ng-app="starter">
27     <!--
28       | The nav bar that will be updated as we navigate between views.
29     -->
30     <ion-nav-bar class="bar-stable">
31       <ion-nav-back-button>
32         </ion-nav-back-button>
33     </ion-nav-bar>
34
35     <!--
36       | The views will be rendered in the <ion-nav-view> directive below
37       | Templates are in the /templates folder (but you could also
38       | have templates inline in this html file if you'd like).
39     -->
40     <ion-nav-view></ion-nav-view>
41   </body>
42 </html>

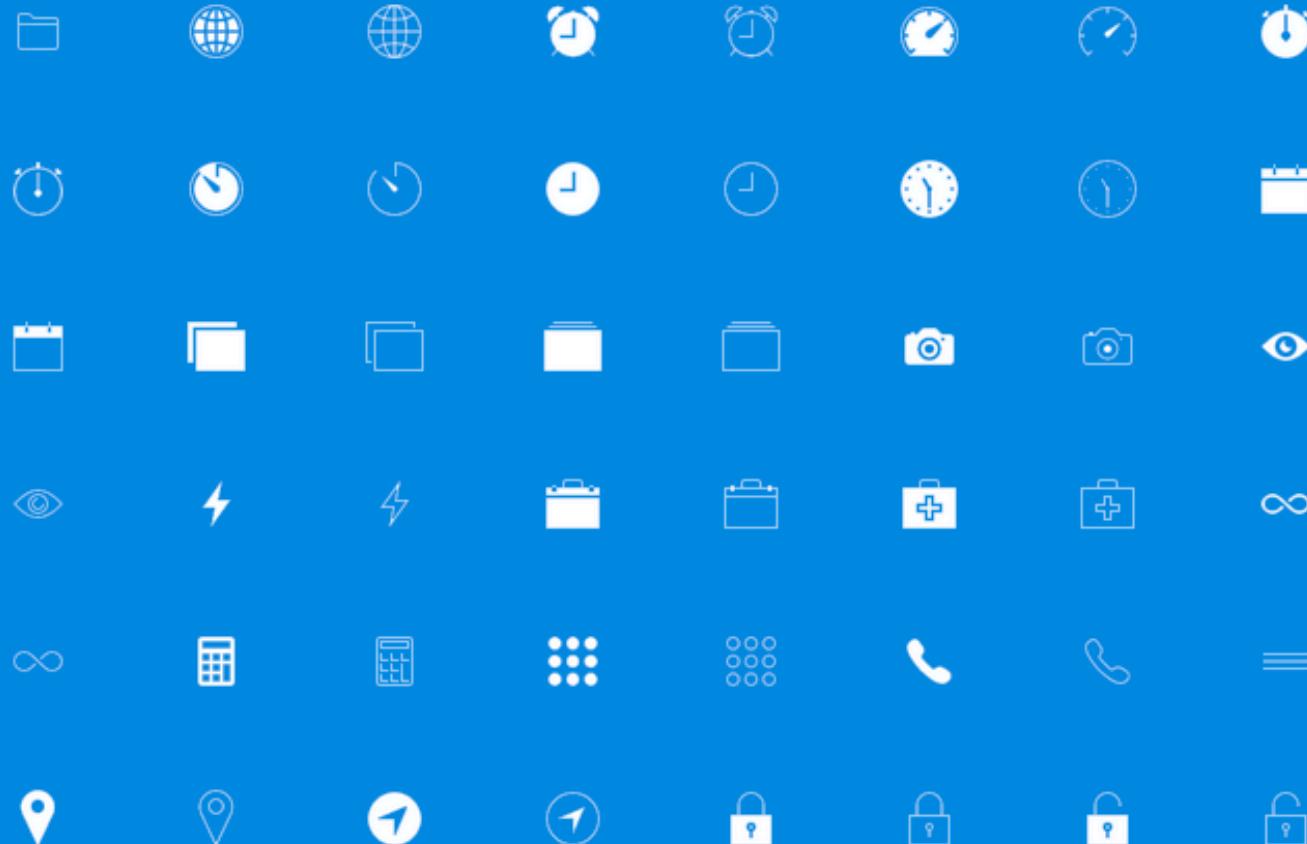
```

Line 39, Column 34

Les composants Ionic

UI Component Overview

Ionicons



Over 700 MIT licensed font-icons included
ionicons.com

CSS Components

Reusable and customizable front-end UI elements

Need icons? Check out Ionicons, our custom-built icon font made specifically for Ionic.

OVERVIEW

CSS

Header

Content

Footer

Buttons

Block

Full Width

Different Sizes

Outlined

Clear

Icons

Headers/Footers

Clear Buttons in
Headers

Button Bar

List

Cards

Forms

Toggle

Checkbox

Radio Buttons

Range

Select

Tabs

Grid

```
<button class="button button-full button-positive">  
  Full Width Block Button  
</button>
```

Different Sizes

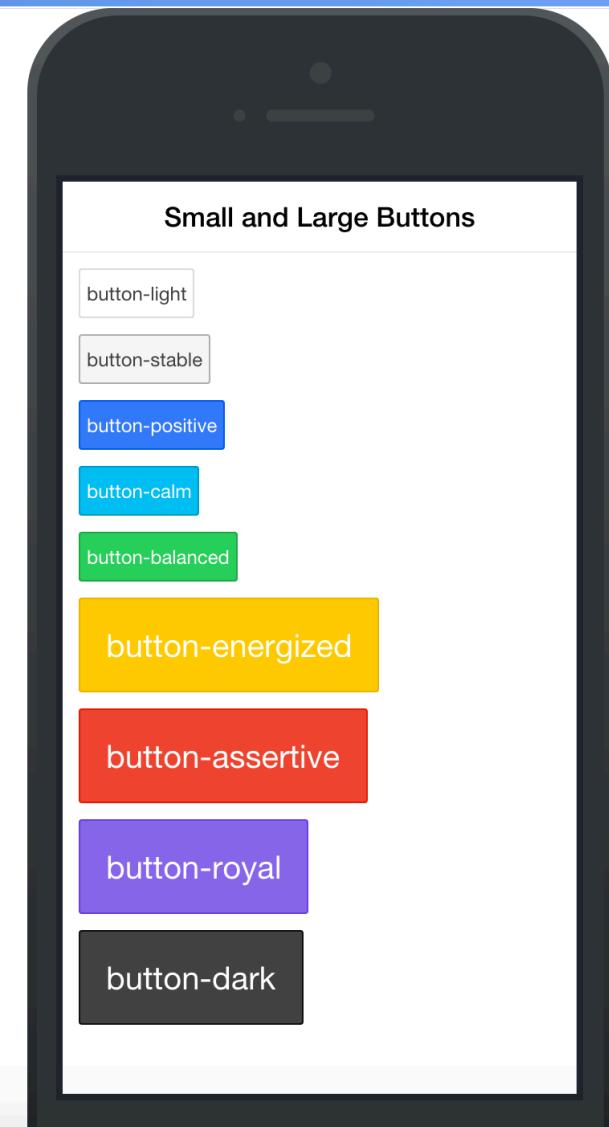
Adding `button-large` to a button makes it larger, adding `button-small` makes it smaller.

```
<button class="button button-small button-assertive">  
  Small Button  
</button>  
<button class="button button-large button-positive">  
  Large Button  
</button>
```

Outlined Buttons

Use `button-outline` to apply an outline button style, which also has a transparent background.

Note: The text and border will take the color of the applied button style, meaning `button-positive` will result in blue text

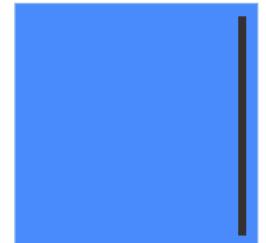


Ionic UI scaffolding

<ion-pane>



<ion-content>



<ion-header-bar>



<ion-footer-bar>



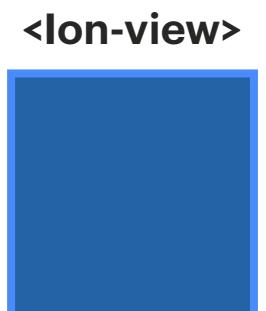
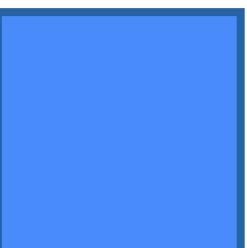
<ion-navbar>



<ion-nav-buttons>



<ion-nav-view>

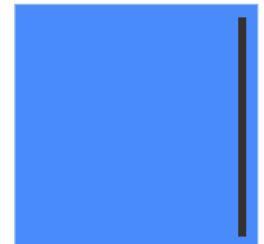


play.ionic.io

<ion-pane>



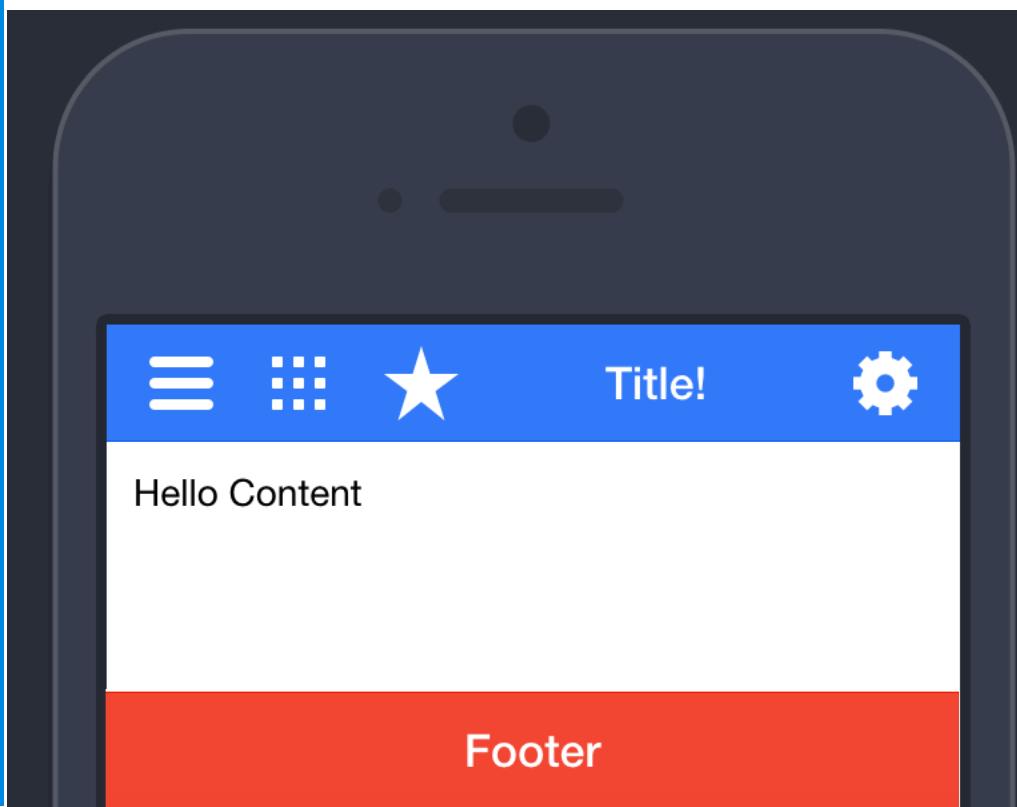
<ion-content>

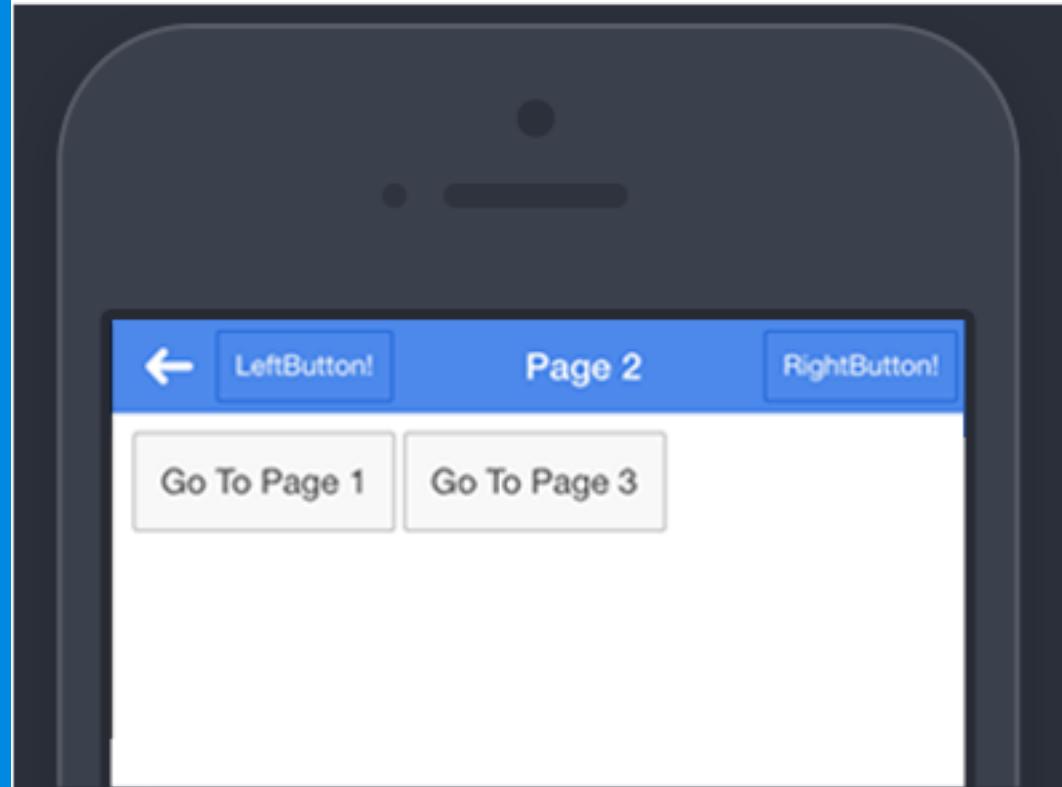


<ion-header-bar>



<ion-footer-bar>





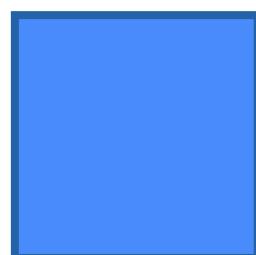
`<ion-nav-bar>`



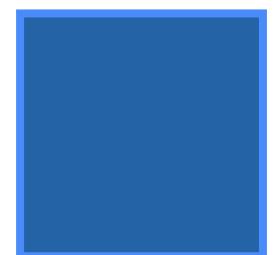
`<ion-nav-buttons>`



`<ion-nav-view>`

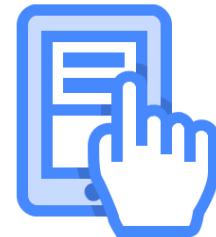


`<ion-view>`



Gestures

\$ionicGesture



Tap



Double tap



hold



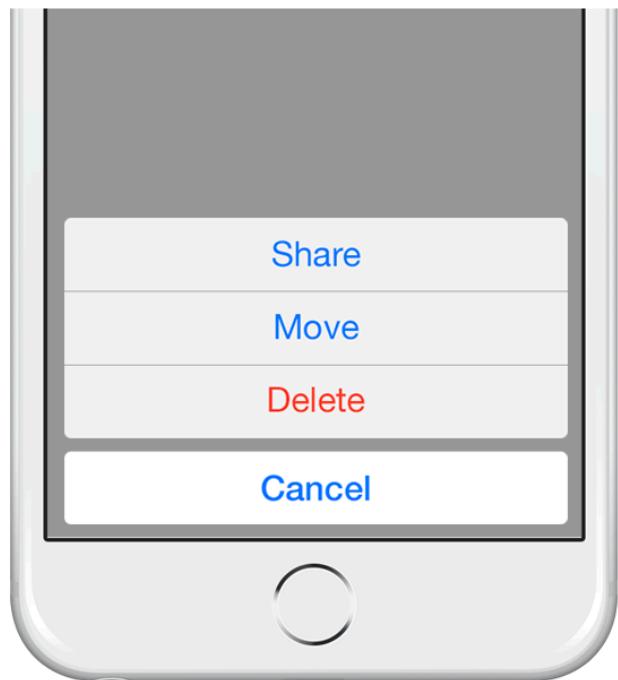
Drag



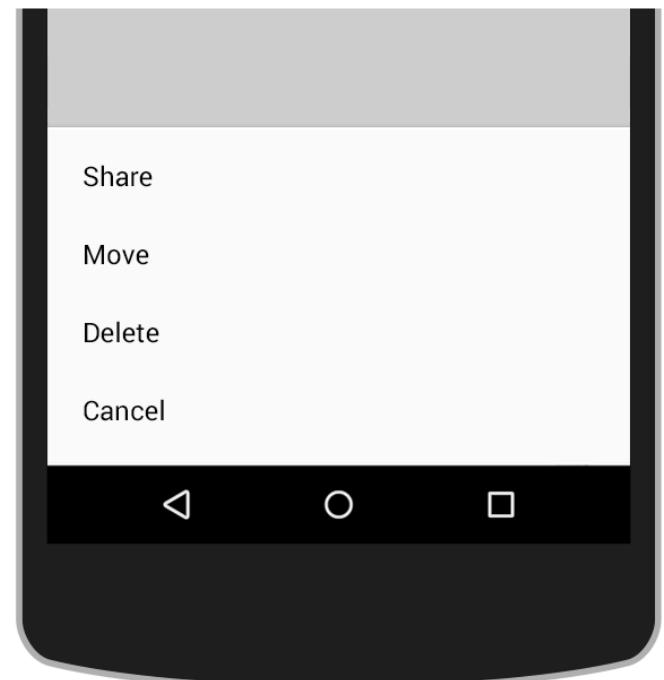
Swipe

Platform continuity

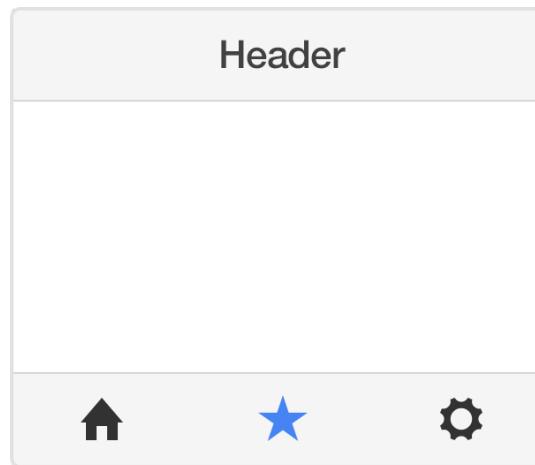
iOS



Android

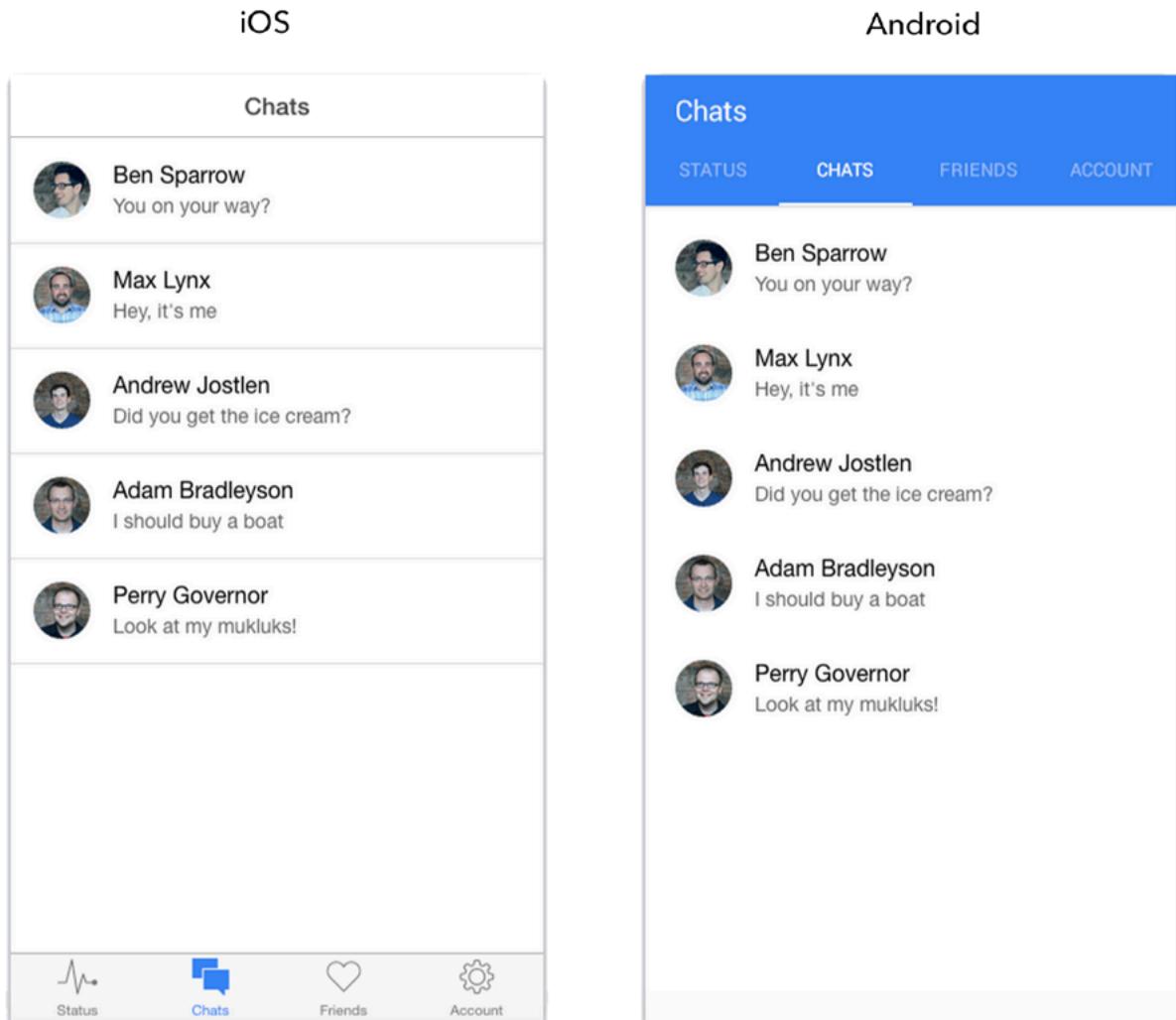


Header



\$ ionic start test tabs

Platform continuity



\$ ionic serve --lab --livereload

Testons sur nos téléphones



Ionic View App

The screenshot shows the Ionic View app interface on a mobile device. At the top, there's a header bar with the text "Carrier" and a signal icon, the time "3:14 PM", and a battery icon. Below the header, the title "MY APPS" is centered. To the left of the title is a small eye icon, and to the right is a gear icon. The main content area displays five application entries, each in its own card:

- Facebook**
ID: A5D64ED3
SIZE: 2.9 MB
MODIFIED: FEB 18, 2014 3:45:25 PM
- Snapcat**
ID: AFF7CB5B
SIZE: 112.3 KB
MODIFIED: FEB 17, 2014 2:12:32 PM
- Grumblr**
ID: D37DD3A5
SIZE: 8.4 MB
MODIFIED: FEB 11, 2014 11:07:06 AM
- Slappy Bird**
ID: F3DF48C8
SIZE: 2.7 MB
MODIFIED: FEB 18, 2014 10:38:01 AM

Système de navigation Angular

UI Router



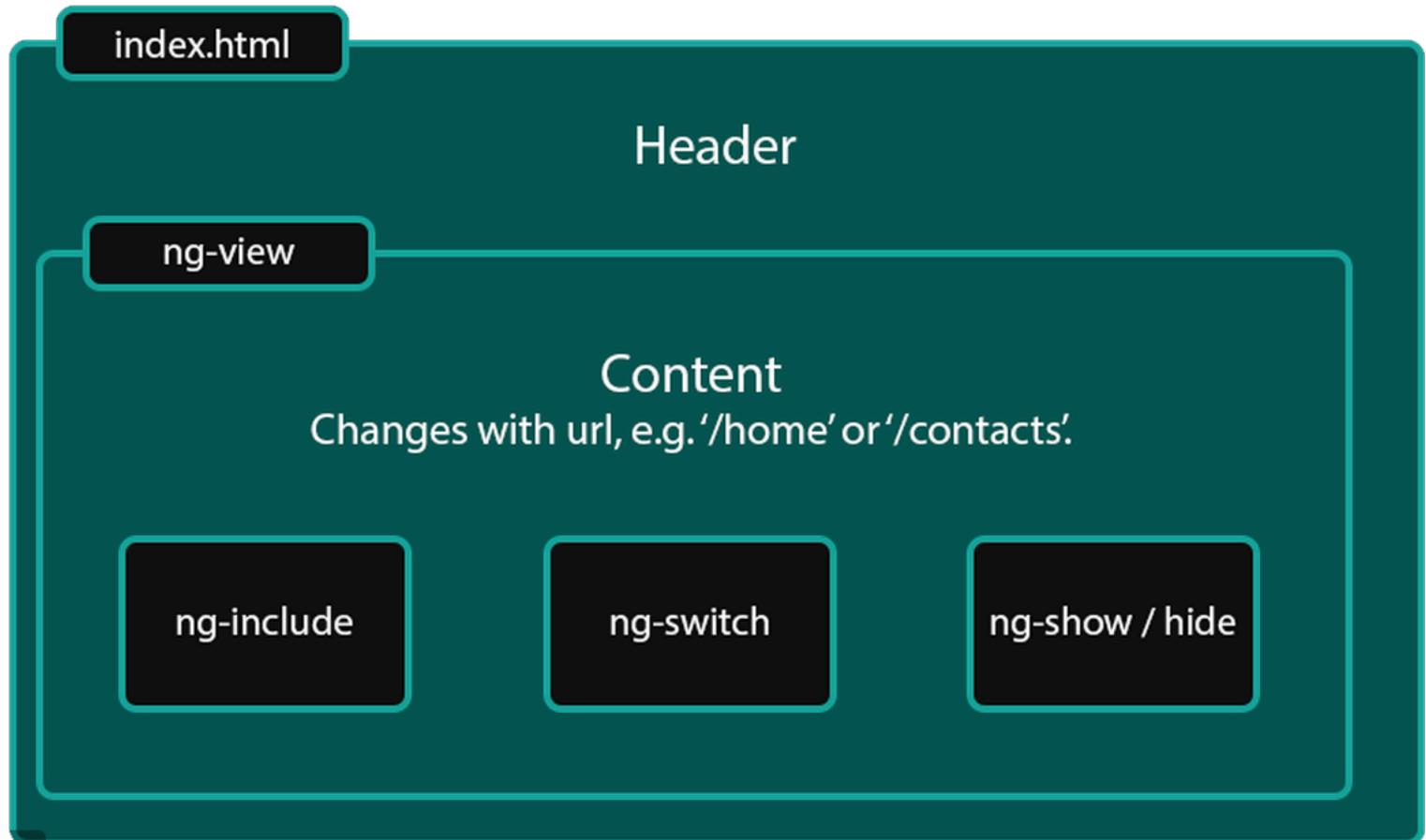
ui-router > ngRoute

Un module robuste et évolutif

- Changement d'état, pas seulement d'url
 - Side Panel, Modal etc.
- Vues imbriqués: Des vues, dans des vues...

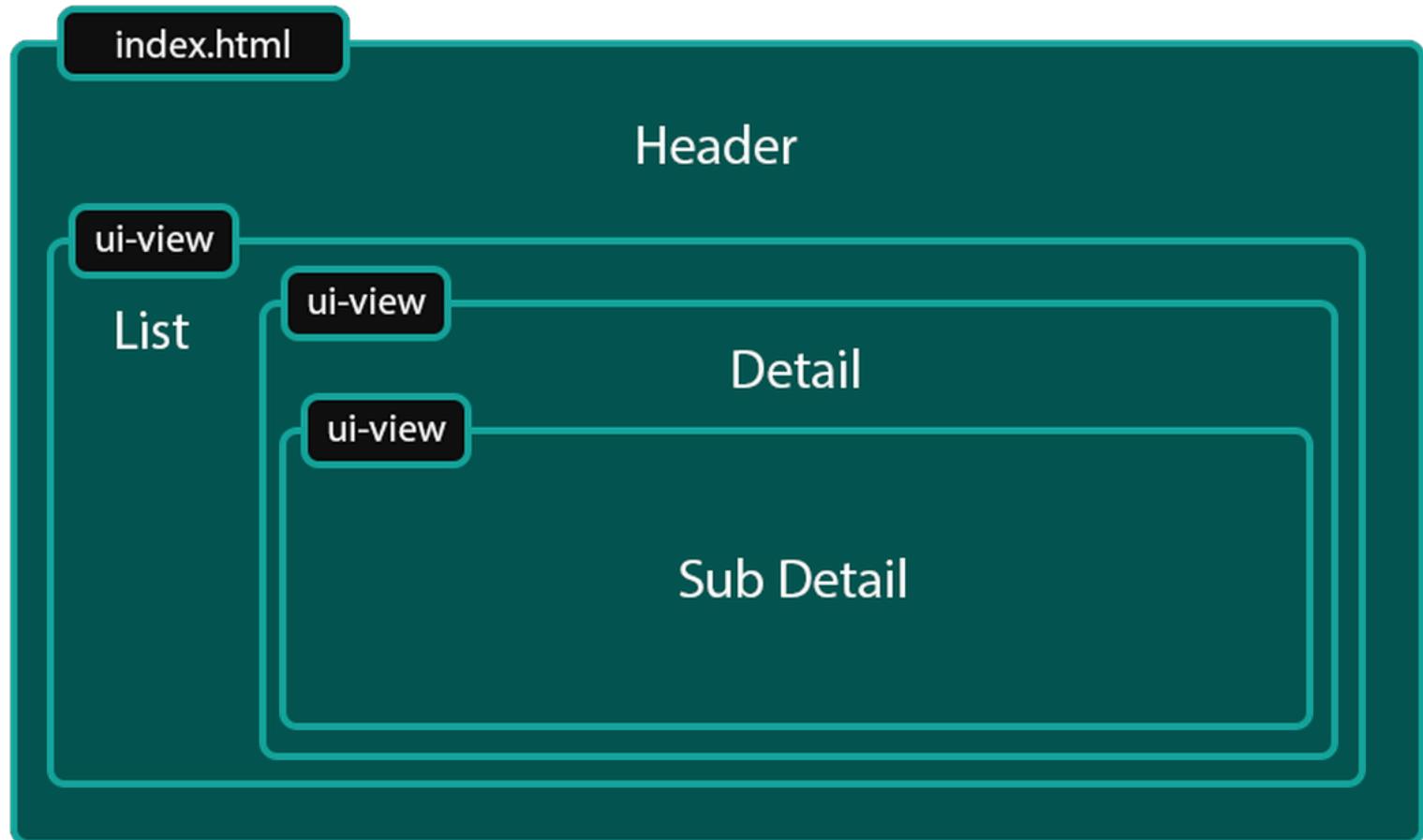


\$route / \$routeProvider



Une seule vue de premier niveau

\$state/ \$stateProvider



Plusieurs vues imbriqués

Une syntaxe similaire à ngRoute: un Nom + une URL

```
$routeProvider.when('/contacts/:id', {
  template: '<h1>Hello</h1>',
  templateUrl: 'contacts.html',
  controller: function($scope){ ... },
  resolve: { ... }
})
```

```
$stateProvider.state('contact.detail', {
  url: '/contacts/:id',
  template: '<h1>Hello</h1>',
  templateUrl: 'contacts.html',
  controller: function($scope){ ... },
  resolve: { ... }
})
```

Possibilité d'effectuer une redirection:

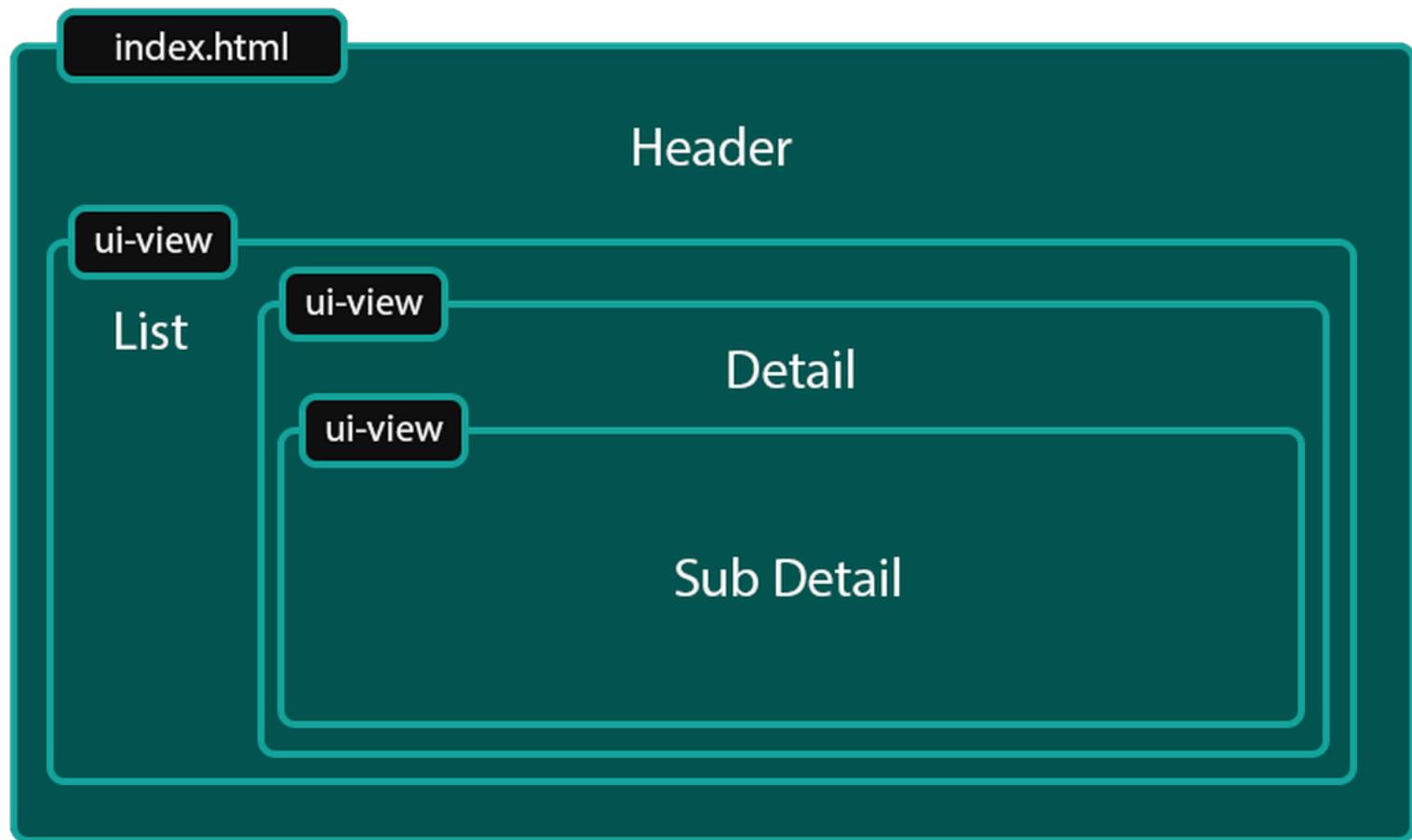
```
$urlRouterProvider
  .when('/user/:id', '/contacts/:id')
  .otherwise('/');
```

Ajout du script

```
<script src="angular-ui-router.js"></script>
```

Ajout de la dépendance vers le module ui.router

```
angular.module("myApp", ["ui.router"])
```



Template

Utilisation de template/templateUrl dans d'un état

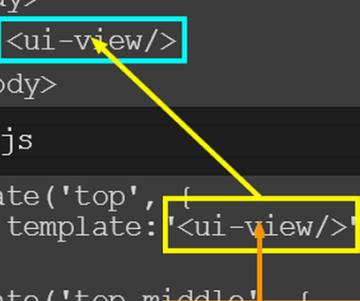
```
index.html
<body>
    <ui-view/>
</body>

app.js
.state('top', {
    template:<ui-view/>
})
.state('top.middle', {
    template:<ui-view/>
})
.state('top.middle.bottom', {
    template:<ui-view/>
})
```

Chaque template s'intègre au sein d'une ui-view

```
index.html
<body>
    <ui-view/>
</body>

app.js
.state('top', {
    template:<ui-view/>
})
.state('top.middle', {
    template:<ui-view/>
})
.state('top.middle.bottom', {
    template:<ui-view/>
})
```



Configuration du parent

1. Via le séparateur point: (.)

1. \$stateProvider

```
.state('contacts', {})
.state('contacts.list', {});
```

2. Via la propriété parent, dans le config

2. \$stateProvider

```
.state('contacts', {})
.state('list', {
  parent: 'contacts'
});
```

3. Via un objet

```
var contacts = {
  name: 'contacts', //mandatory
  templateUrl: 'contacts.html'
}
var contactsList = {
  name: 'list', //mandatory
  parent: 'contacts', //mandatory
  templateUrl: 'contacts.list.html'
}

$stateProvider
  .state(contacts)
  .state(contactsList)
```

Héritages:

Propriétés et méthodes du scope Angular

Les états enfants hérités des parents

- Resolve

```
.state('parent', {
  resolve:{
    resA: function(){
      return {'value': 'A'};
    }
  },
  controller: function($scope, resA){
    $scope.resA = resA.value;
  }
})
.state('parent.child', {
  resolve:{
    resB: function(resA){
      return {'value': resA.value + 'B'};
    }
  },
  controller: function($scope, resA, resB){
    $scope.resA2 = resA.value;
    $scope.resB = resB.value;
  }
})
```

- Custom data

```
$stateProvider
  .state('parent', {
    data:{
      customData1: "Hello",
      customData2: "World!"
    }
  })
  .state('parent.child', {
    data:{
      // customData1 inherited from 'parent'
      // but we'll overwrite customData2
      customData2: "UI-Router!"
    }
  });

$rootScope.$on('$stateChangeStart', function(event, toState){
  var greeting = toState.data.customData1 + " " + toState.data.customData2;
  console.log(greeting);
})
```

Ouverture et fermeture d'un état

- Callbacks

```
$stateProvider.state("contacts", {  
    template: '<h1>{{title}}</h1>',  
    resolve: { title: 'My Contacts' },  
    controller: function($scope, title){  
        $scope.title = 'My Contacts';  
    },  
    onEnter: function(title){  
        if(title){ ... do something ... }  
    },  
    onExit: function(title){  
        if(title){ ... do something ... }  
    }  
})
```

- Evènements

\$stateChangeStart (event, toState, toParams, fromState, fromParams)

can e.preventDefault()

\$stateNotFound (event, unfoundState, fromState, fromParams)

good for lazy state definitions

\$stateChangeSuccess (event, toState, toParams, fromState, fromParams)

\$stateChangeError (event, toState, toParams, fromState, fromParams, error)

Changer d'état

- `$state.go()`

```
myApp.controller('contactCtrl', ['$scope', '$state',
  function($scope, $state){
    $scope.goToDetails = function(){
      $state.go('contact.details', {id: selectedId});
    }
  }
])
```

- `ui-sref` directive

```
<a ui-sref="home">Home</a>
```

- `ui-sref params`

```
<li ng-repeat="contact in contacts">
  <a ui-sref="contacts.detail({ id: contact.id })"></a>
</li>
```

Vérifier l'activation d'un état

- `$state.is();`

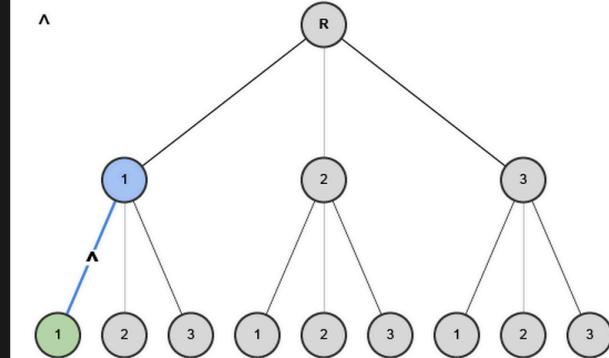
```
$state.is("home");
```

Navigation relative

(^) relatif au parent

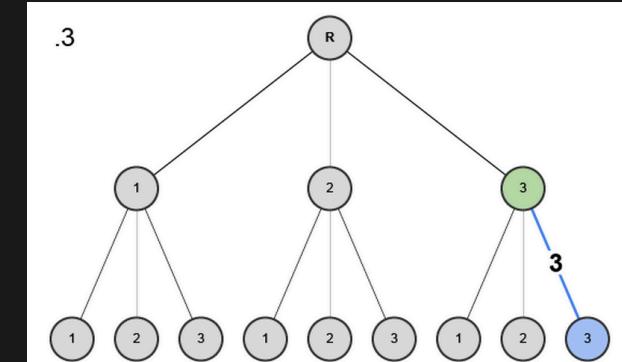
Start Middle End

Go to parent - \$state.go('^')



(.) relatif à l'enfant

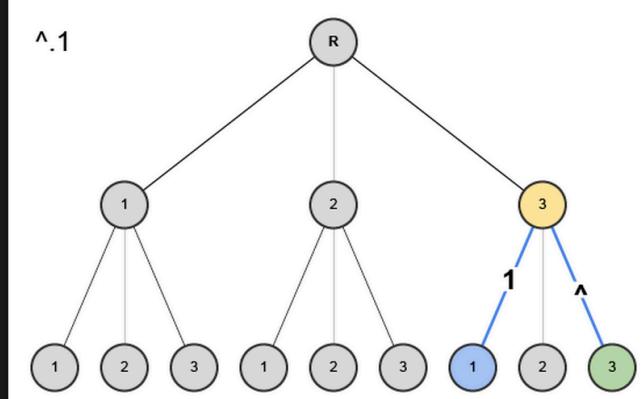
Go to child - \$state.go('.3')



Navigation relative

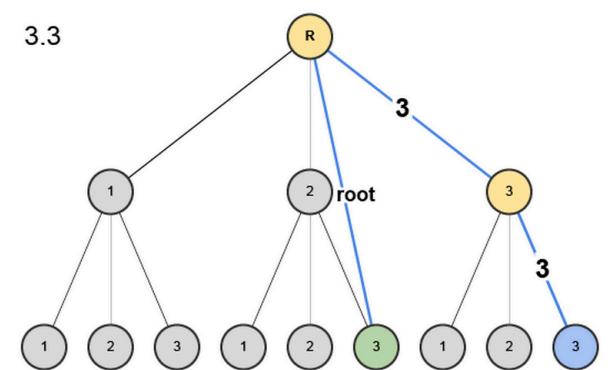
$\wedge.1$

Go to sibling - \$state.go('^.1')



.3

Absolute Path - \$state.go('3.3')



Gestion d'url

URL imbriqués

```
$stateProvider
  .state('contacts', {
    url: '/contacts',
  })
  .state('contacts.list', {
    url: '/list',
  });
});
```

/contacts/list

URL absolu

```
$stateProvider
  .state('contacts', {
    url: '/contacts',
  })
  .state('contacts.list', {
    url: '^/list',
  });
});
```

/list

Gestion d'url

Paramètres

Basic

```
url: '/contacts/:contactId'  
url: '/contacts/{contactId}'
```

Regex

```
url: '/contacts/{contactId:[0-9a-fA-F]{1,8}}' //Hexadecimals
```

Query

```
url: '/contacts?contactId&contactRegion' //Separate with '&'
```

Exemple

```
//State URL:  
url: '/users/:id/details/{type}/{repeat:[0-9]+}?from&to'  
  
//Navigate to:  
'/users/123/details//0'  
  
//$$stateParams will be  
{ id:'123', type:'', repeat:'0' }  
  
//Navigated to:  
'/users/123/details/default/0?from=there&to=here'  
  
//$$stateParams will be  
{ id:'123', type:'default', repeat:'0',  
  from:'there', to:'here' }
```

Gestion d'url

IMPORTANT: pas d'héritage pour les paramètres d'url

```
$stateProvider.state('contacts.detail', {  
    url: '/contacts/:contactId',  
    resolve: { depA: function(){  
        return $state.current.params.contactId + "!" ;  
    },  
    controller: function($stateParams){  
        $stateParams.contactId // Exists!  
    }  
}).state('contacts.detail.subitem', {  
    url: '/item/:itemId',  
    controller: function($stateParams){  
        $stateParams.contactId // Doesn't exist  
        $stateParams.itemId // Exists!  
    }  
})
```

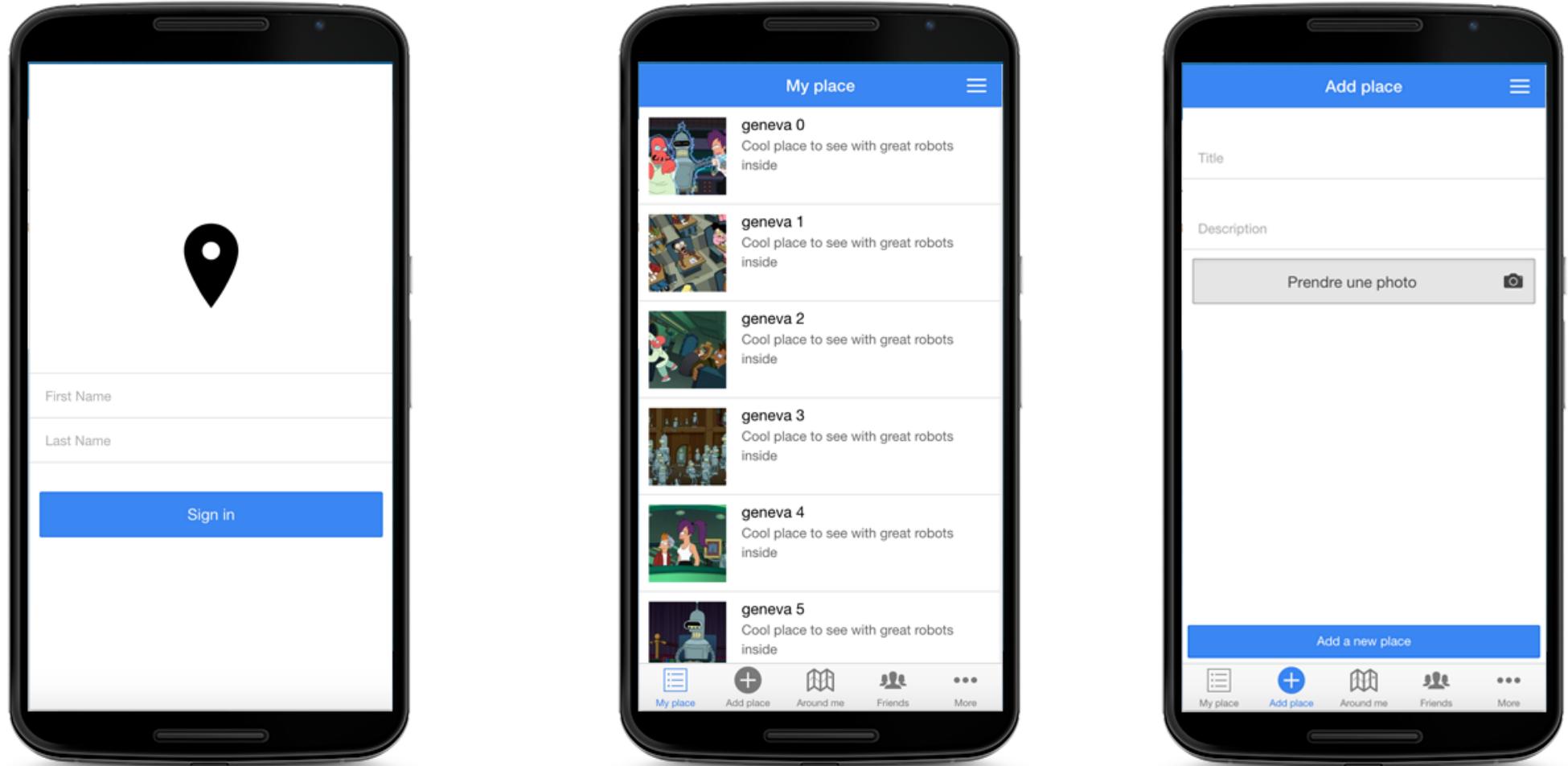
```
{  
  name: '',  
  url: '^',  
  'abstract': true  
}
```

Utilisation d'état abstrait

- Pour préfixer l'URL des états enfants
- Pour initialiser un template et son contrôleur si nécessaire
- Pour centraliser les Resolve, CustomData et évènements d'un état

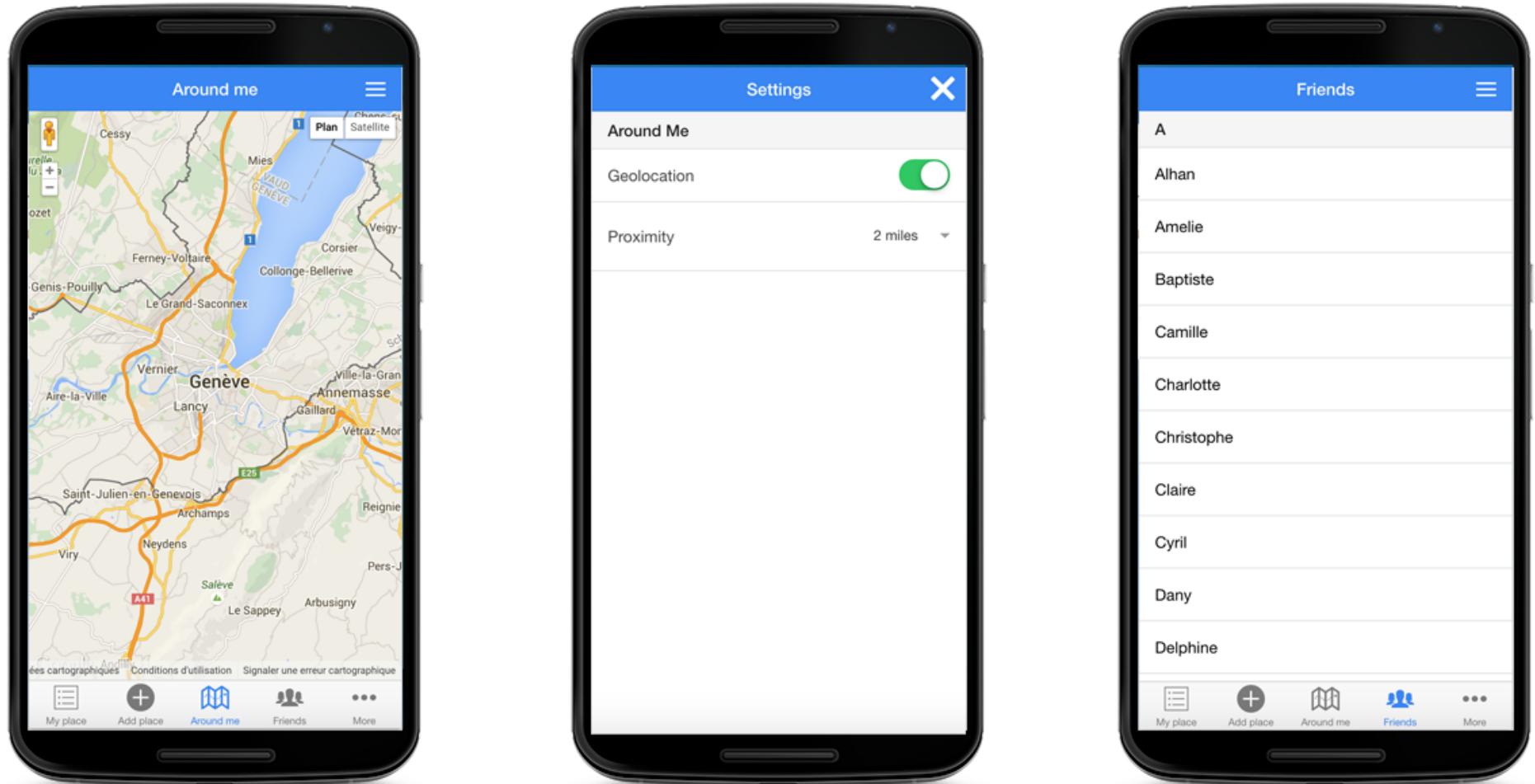
Démarrons un nouveau projet

Objectif:



Prototype « Ionic Places »

Objectif:



Prototype « Ionic Places »

Installation

Récupérer le projet

```
$ git clone https://github.com/kimak/ionic-places
```

Un compte github ? « Fork me. »

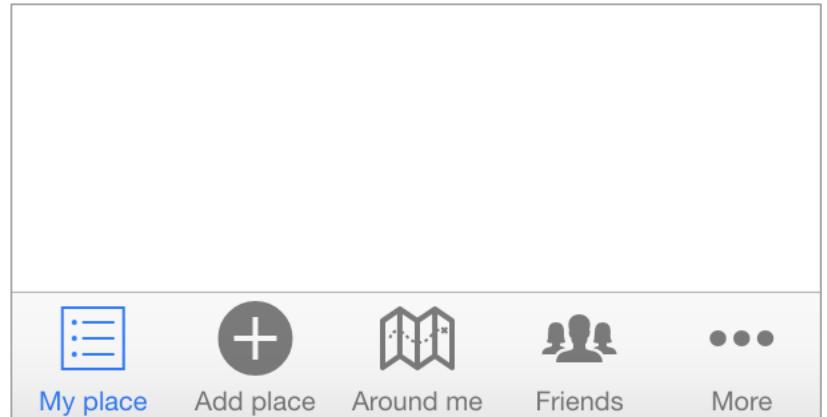


```
$ ionic serve --livereload
```

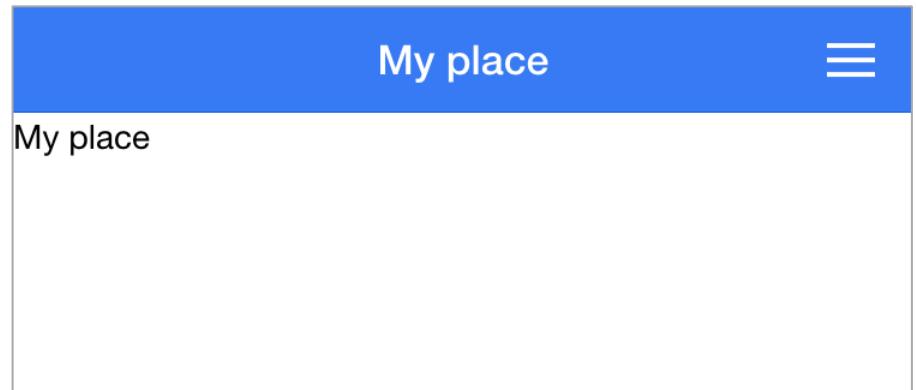
First Name
Last Name
Sign in

Pratique

1) Mettre en place le système de navigation :
`<ion-tabs>`

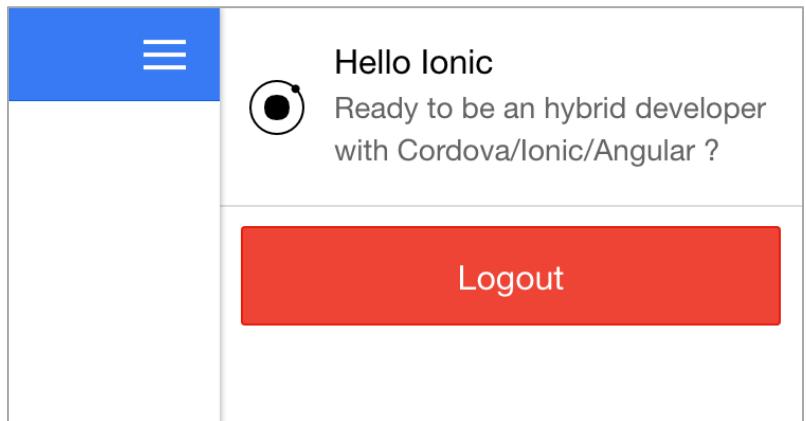


2) Mettre en place le header

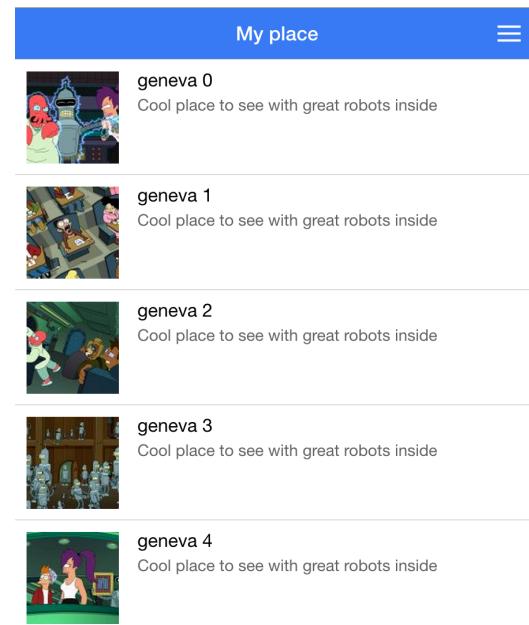


Pratique

2) Mettre en place le système de navigation : <ion-side-menus>

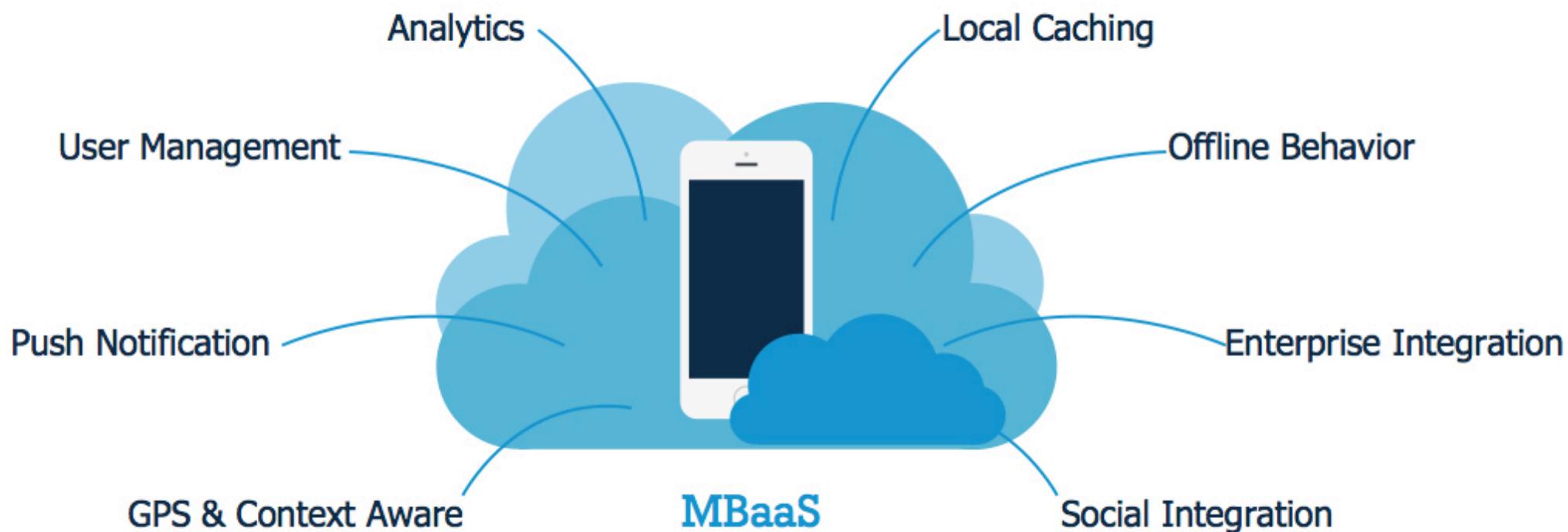


3) Mettre en place une liste dynamique collection-repeat



BaaS (Backend as a Service)

MBaaS



Les intérêts

L'infrastructure backend c'est complexe



En tant qu'utilisateur, je veux :

- De la rapidité
- Un mode hors ligne
- Une disponibilité multi-plateformes
- Une authentification simplifié

Deux services BaaS émergent

Produit développé par Facebook



Produit développé par Google





Firestore est votre backend

Base de données

Authentification

Sécurité

Hébergement

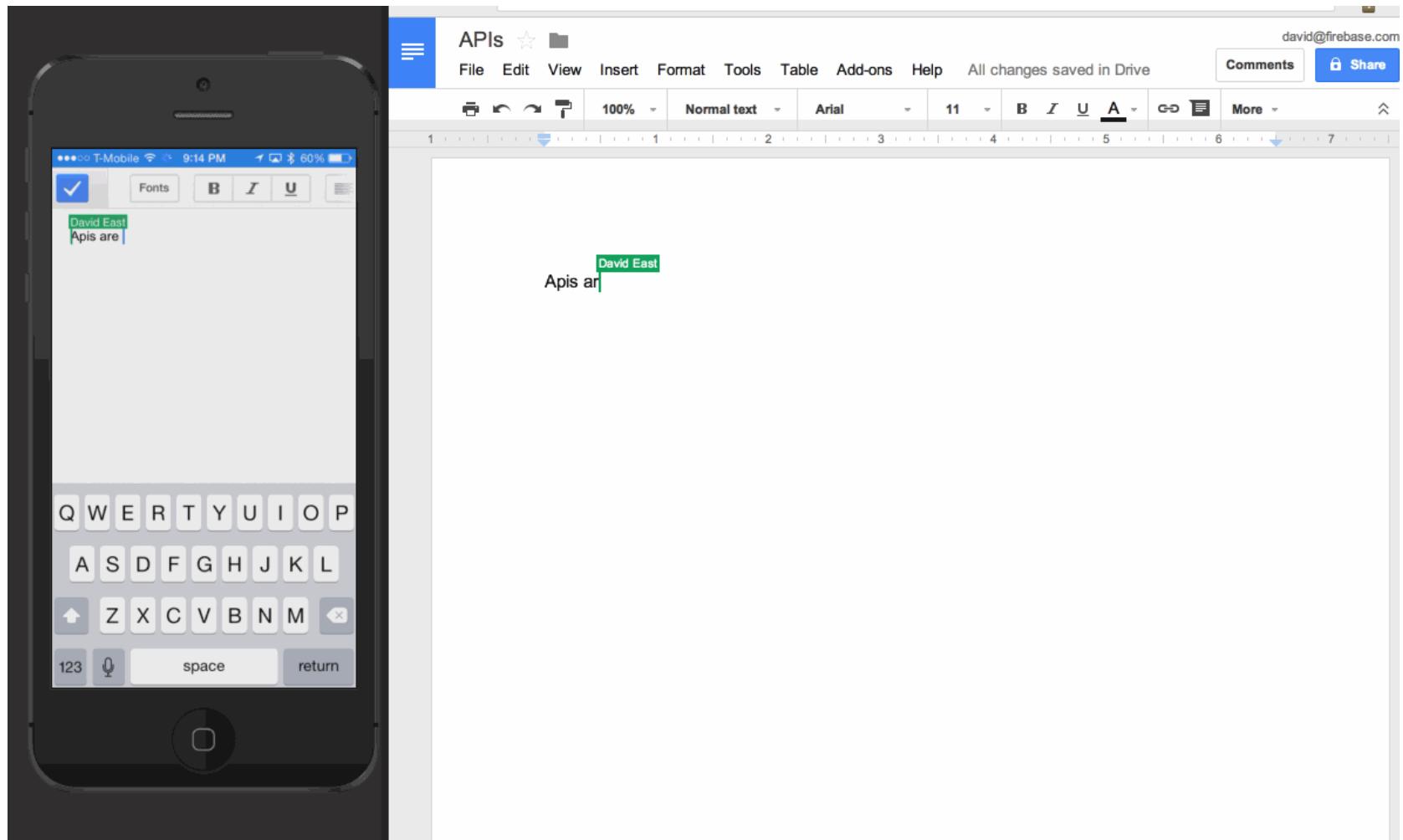




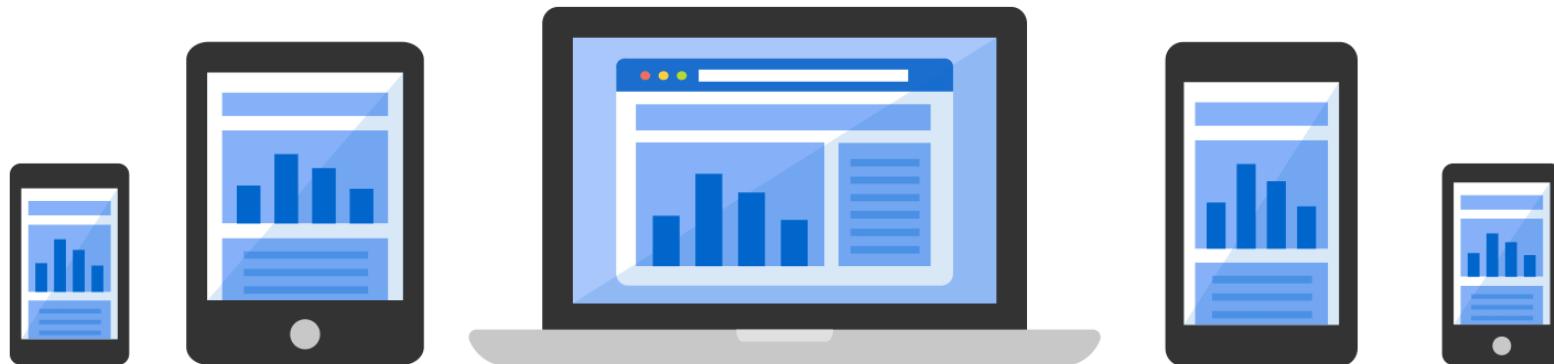
Un SDK cross platformes



Application temps réel



NoSQL : Base de donnée temps réel



API : Sauvegarde de données

```
var ref = new Firebase('https://angularru.firebaseio-demo.com');
ref.set('Hi AngularU!');
```

API : Synchronisation

```
ref.on('value', function(snapshot) {  
  console.log(snapshot.val());  
});
```

Mode hors ligne

Que se passe t'il quand je passe sous un tunnel ?



Firebase enregistre les données en cache côté client et l'application continue de fonctionner comme d'habitude.

Géré automatiquement.



On peut se concentrer sur l'applicatif.

Authentification

Plusieurs type d'authentification supportés

- Email + Passeword
- Google
- Twitter
- Facebook
- Github
- Anonyme

Comment ça marche ?

```
var ref = new Firebase('https://angular-u.firebaseio.com/');

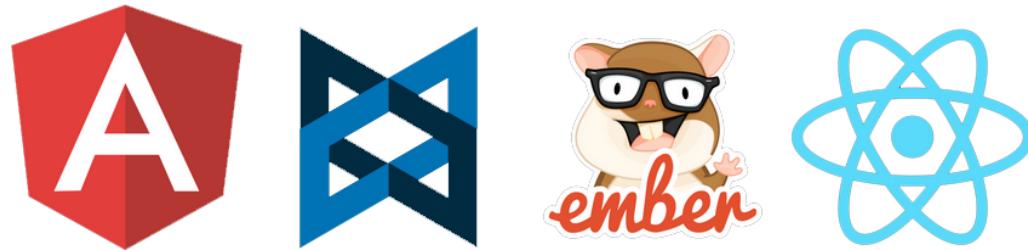
// Login with Twitter
ref.authWithOAuthPopup('twitter', function(error, authData) {
  console.log(authData);
});
```

Sécurité

```
{
  "rules": {
    ".read": true,
    "users": {
      "$uid": {
        ".write": "auth.uid === $uid"
      }
    }
  }
}
```

Bindings

Frameworks javascript



Module Angular



- **Authentification**
- **Synchronisation**

AngularFire

\$firebaseArray

```
$scope.messages = $firebaseArray(ref);

message.$add({
  name: "Sara",
  text: "Firebase + Angular is so fun!"
});
```

Données au format json

```
{
  "messages": {
    "-JrsrpA49noidzbDS6dP": {
      "name": "Sara",
      "text": "Firebase + Angular is so fun!"
    }
  }
}
```

AngularFire

\$firebaseObject

```
var userProfileRef = new Firebase('https://angular-u.firebaseio.com/profiles');
var userProfile = $firebaseObject(userProfileRef);
userProfile.fav_song = "Chicken Fried";

userProfile.$save().then(function(ref) {
  ref.key() === userProfile.$id;
}, function(error) {
  console.log("Error: ", error);
});
```

A quoi ressemble les données

```
{
  "profiles": {
    "sararob": {
      "fav_song": "Chicken Fried",
      "full_name": "Sara Robinson",
      "twitter_username": "SRobTweets",
      ...
    },
    ...
  }
}
```

\$firebaseAuth

```
var usersRef = new Firebase('https://angular-u.firebaseio.com/users');
var usersRef = $firebaseAuth(usersRef);

usersRef.$authWithOAuthPopup('twitter').then(function(authData) {
  console.log("Logged in as: " + authData.twitter.username);
}).catch(function(error) {
  console.log("Error: ", error);
});
```

Builder sur le téléphone

Environnement de développement



- **Seulement sous Mac**
 - Xcode + simulateur IOS
 - Debug avec Safari
-



- **Sous Windows/Mac/Linux**
 - Utilisation du SDK Android sans IDE
 - Debug avec chrome sur android>4.4
-

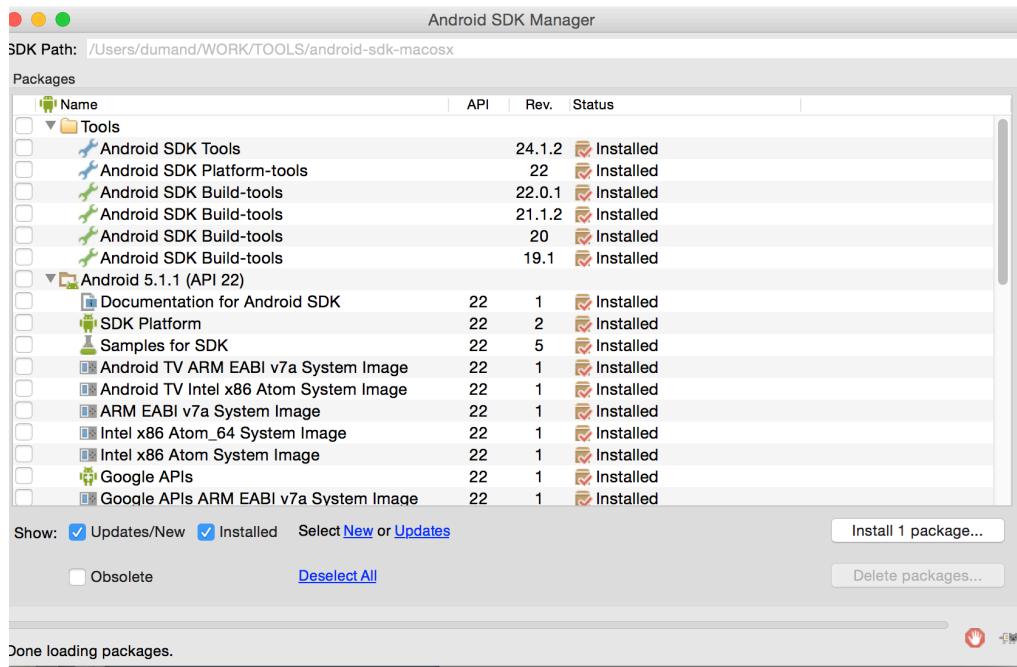


Windows Phone

- **Seulement sous Windows**
- Environnement Visual Studio
- Documentation cordova obsolète



Android: Installation du SDK



3. Configure the `ANDROID_HOME` environment variable based on the location of the Android SDK. Additionally, consider adding `ANDROID_HOME/tools`, and `ANDROID_HOME/platform-tools` to your PATH.

Mac OS X

```
export ANDROID_HOME=<installation location>/android-sdk-macosx
export PATH=${PATH}:$ANDROID_HOME/tools:$ANDROID_HOME/platform-tools
```

Linux

```
export ANDROID_HOME=<installation location>/android-sdk-linux
export PATH=${PATH}:$ANDROID_HOME/tools:$ANDROID_HOME/platform-tools
```

Windows

```
set ANDROID_HOME=C:\<installation location>\android-sdk-windows
set PATH=%PATH%;%ANDROID_HOME%\tools;%ANDROID_HOME%\platform-tools
```

Android: emulateur

Lancement de l'emulateur :

```
→ demo cordova emulate android
Running command: /Users/dumand/Desktop/demo/platforms/android/cordova/run --emulator
ANDROID_HOME=/Users/dumand/WORK/TOOLS/android-sdk-macosx
JAVA_HOME=/System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home

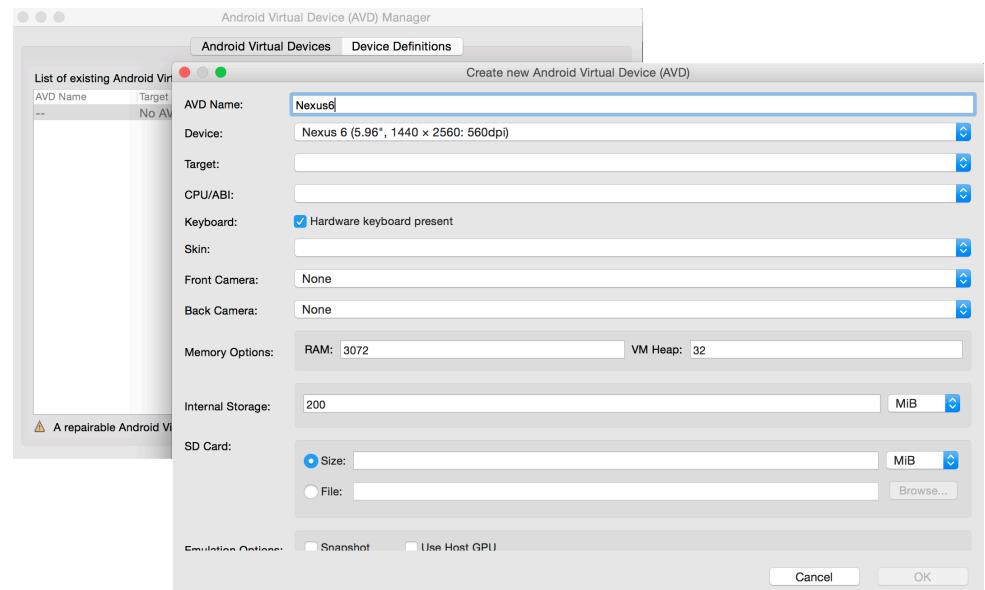
/Users/dumand/Desktop/demo/platforms/android/cordova/node_modules/q/q.js:126
    throw e;
^

ERROR : No emulator images (avds) found.
1. Download desired System Image by running: /Users/dumand/WORK/TOOLS/android-sdk-macosx/tools/android sdk
2. Create an AVD by running: /Users/dumand/WORK/TOOLS/android-sdk-macosx/tools/android avd
HINT: For a faster emulator, use an Intel System Image and install the HAXM device driver

Error: /Users/dumand/Desktop/demo/platforms/android/cordova/run: Command failed with exit code 8
at ChildProcess.whenDone (/usr/local/lib/node_modules/cordova/node_modules/cordova-lib/src/cordova/superspawn.js:131:23)
at ChildProcess.EventEmitter.emit (events.js:98:17)
at maybeClose (child_process.js:735:16)
at Process.ChildProcess._handle.onexit (child_process.js:802:5)
```

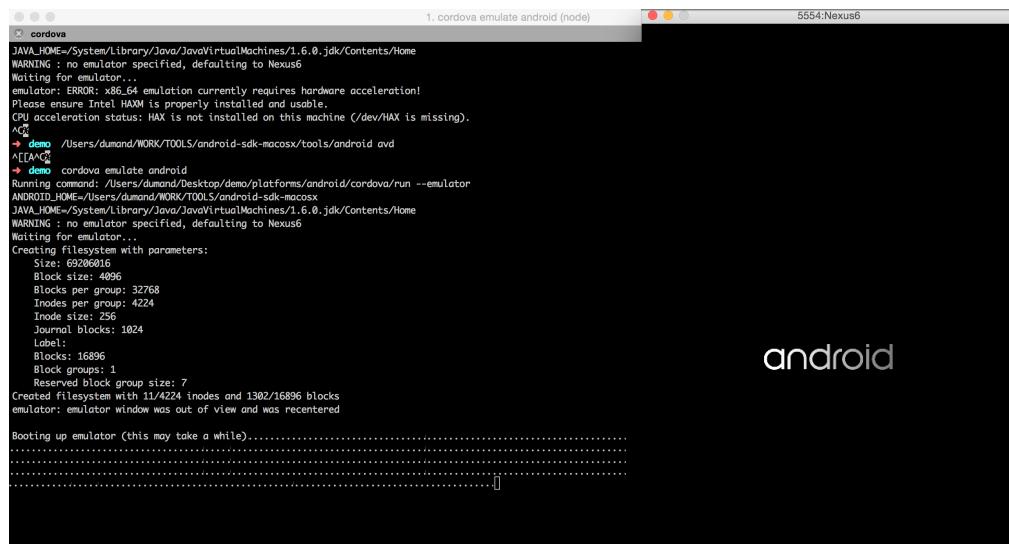
(no emulator found)

Création d'une machine virtuelle



Android: emulateur

« wait for it ... »



```
cordova
JAVA_HOME=/System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home
WARNING : no emulator specified, defaulting to Nexus6
Waiting for emulator...
emulator: ERROR: x86_64 emulation currently requires hardware acceleration!
Please ensure Intel HAXM is properly installed and usable.
CPU acceleration status: HAX is not installed on this machine (/dev/HAX is missing).
A[dd] I[nsert] C[onsole]
+ demo /Users/dumand/WORK/TOOLS/android-sdk-macosx/tools/android avd
+ demo
+ demo cordova emulate android
Running command: /Users/dumand/Desktop/demo/platforms/android/cordova/run --emulator
ANDROID_HOME=/Users/dumand/WORK/TOOLS/android-sdk-macosx
JAVA_HOME=/System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home
WARNING : no emulator specified, defaulting to Nexus6
Waiting for emulator...
Creating filesystem with parameters:
Size: 69206016
Block size: 4096
Blocks per group: 32768
Inodes per group: 4224
Inode size: 256
Journal blocks: 1024
Label:
Blocks: 16896
Block groups: 1
Reserved block group size: 7
Created filesystem with 11/4224 inodes and 1302/16896 blocks
emulator: emulator window was out of view and was recentered
Booting up emulator (this may take a while).....
.....
```

Genymotion, le sauveur !

oo
GENYMOTION

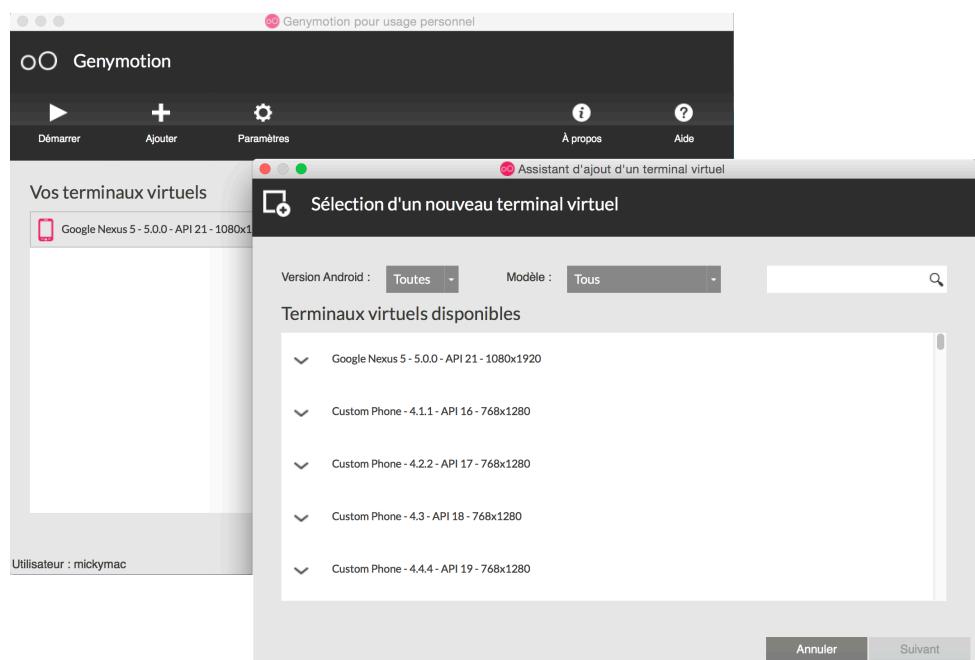
Genymotion

The screenshot shows the official website for Genymotion. At the top, there's a navigation bar with links for "About us", "Dev. zone", "GENYMOTION", "Product", "Store", and "Support". A user profile icon is also present. The main header features a pink background with white clouds. It includes a large monitor icon showing a character with a play button and the text "NO JOB?", followed by the tagline "A faster Android emulator". Below this, a paragraph explains that Genymotion is the next generation of the AndroVM open source project, trusted by 2,500,000 developers. A "Get Genymotion" button is visible. The page then transitions into a comparison table for the "Free" and "Business" editions.

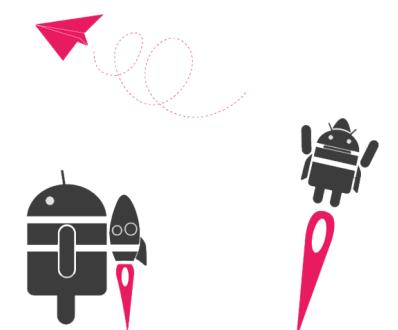
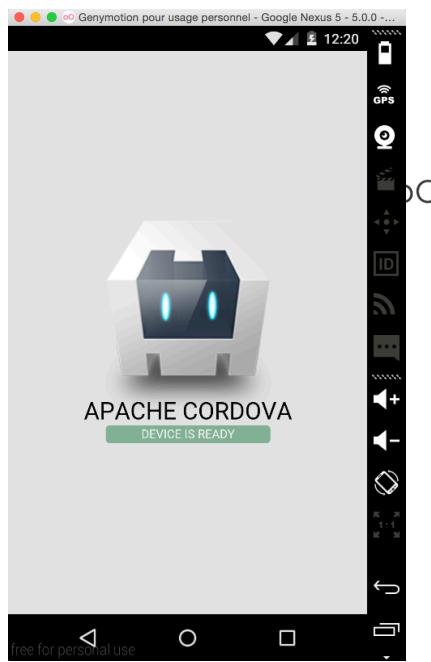
	Free	Business
Android 2.3, 4.1, 4.2, 4.3, 4.4, 5.0, 5.1	✓	✓
GPS	✓	✓
Camera	✓	✓
Multi-touch	✗	✓
Accelerometer	✗	✓
Java API	✗	✓
Screencast	✗	✓
Virtual device migration	✗	✓
Priority support (reply guaranteed within 1 working day)	✗	✓
License restriction	For personal use only	One license per user
	Download	Purchase

Genymotion

Créer un émulateur

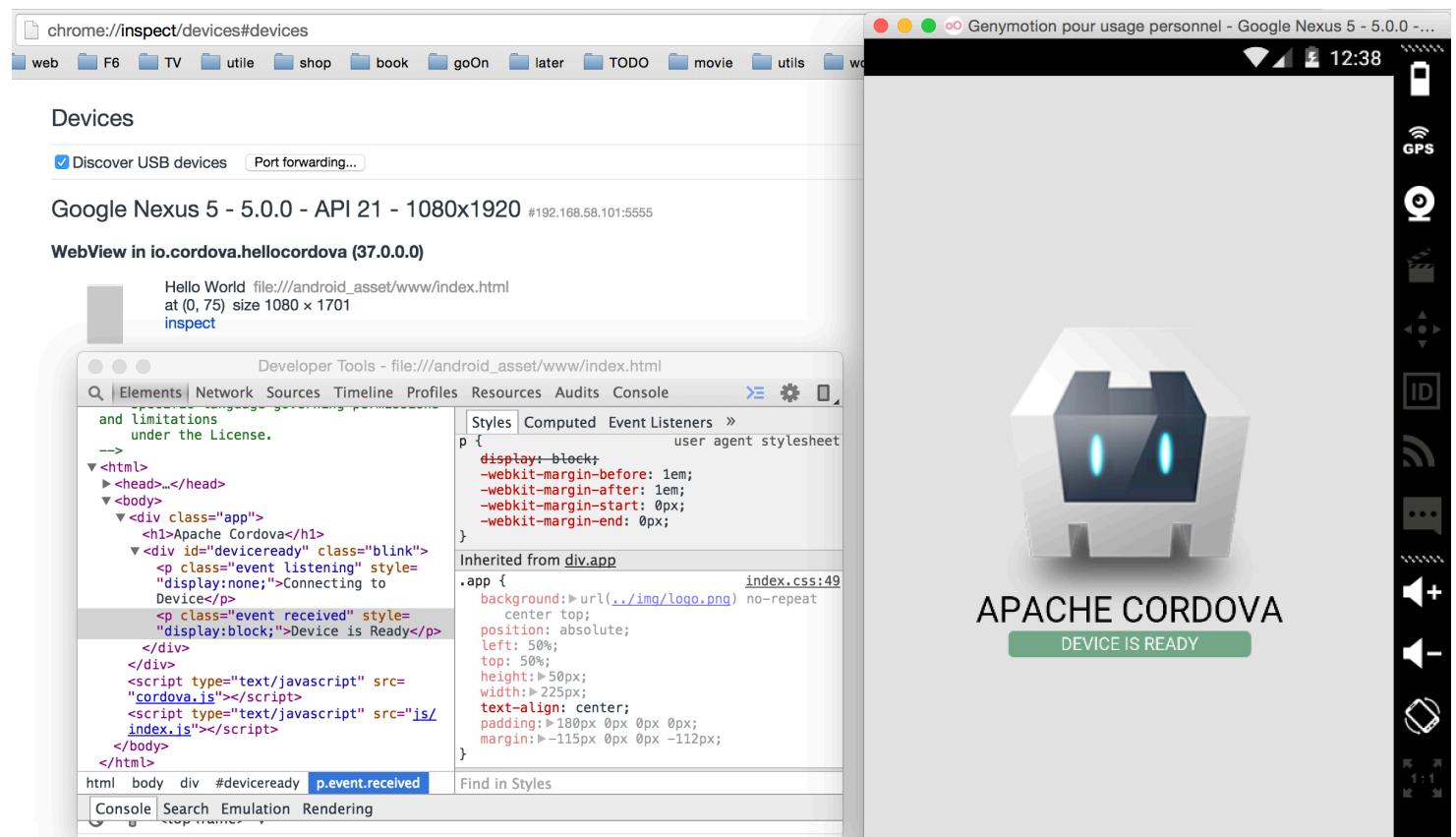


\$ cordova run android



Chrome debug

- App WebView: Android 4.4+ and a WebView configured for debugging.
- **Navigateur: Android 4.0+ and Chrome for Android.**





- **Installation du simulateur**

```
sudo npm install -g ios-sim
```

- **Gestion des devices**

▲ To find out what are the simulator images available you can use to list them

74

```
$ ./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 parameter:

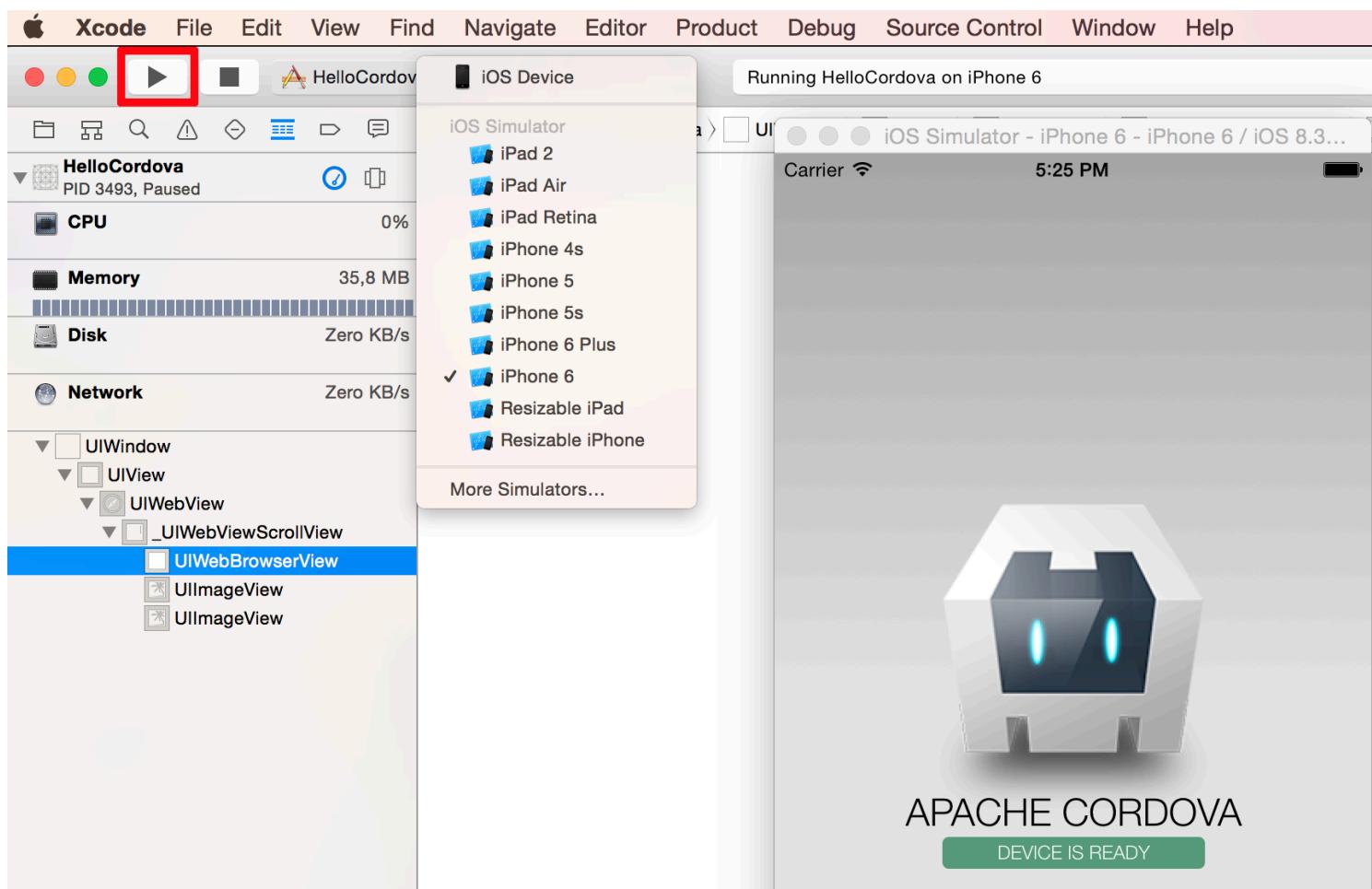
```
cordova emulate ios --target="iPhone-4s"
cordova emulate ios --target="iPad-Air"
cordova emulate ios --target="iPhone-6"
cordova emulate ios --target="iPhone-6-Plus"
```

Take into account that you may need to quit the iOS simulator via menu to switch from 3.5 to 4 inch iPhone.

dynamic list is available in platforms/ios/cordova/lib/list-emulator-images

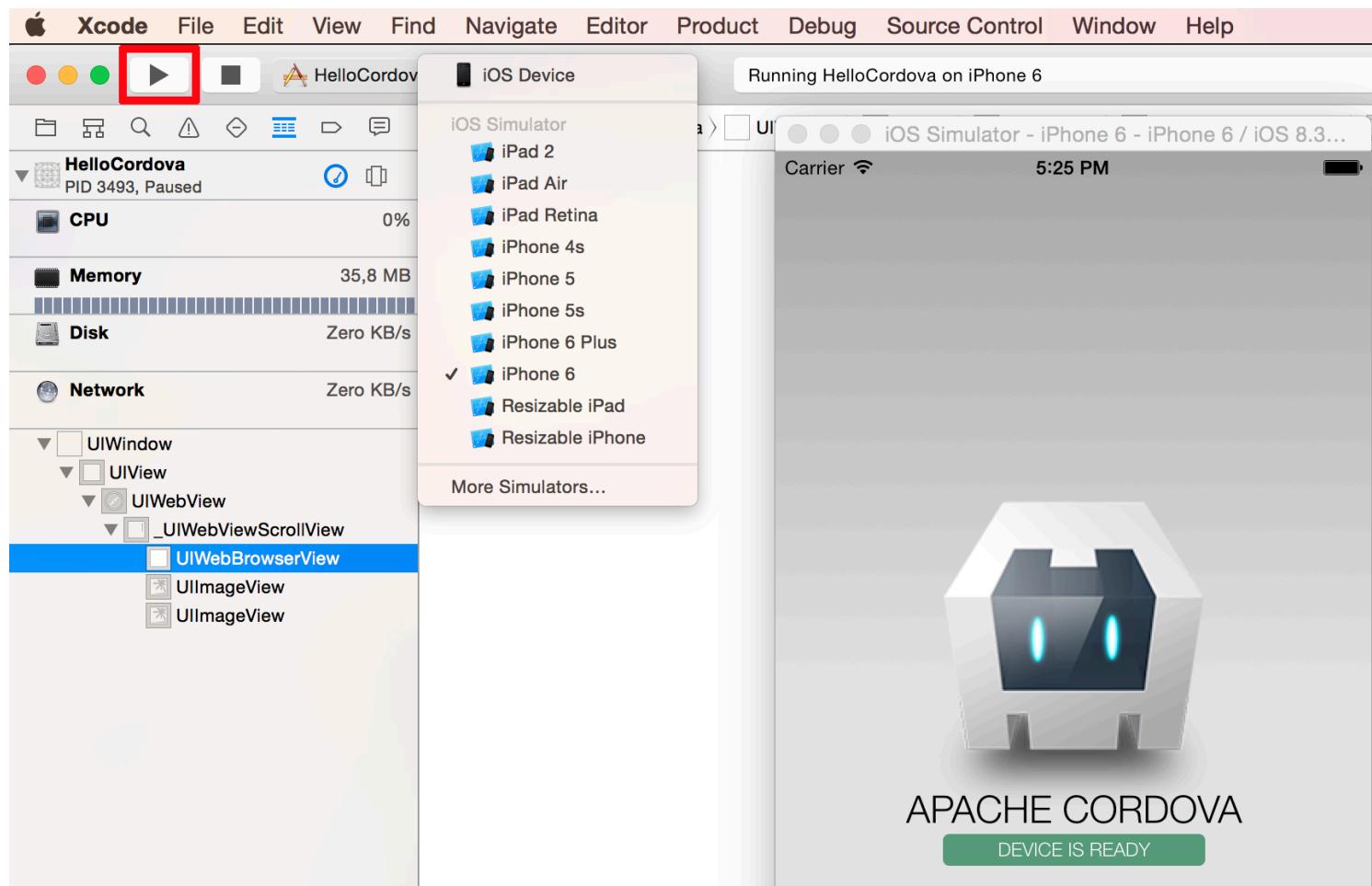
Ajouter les certificats

Ouvrir platforms/ios/HelloCordova.xcodeproj

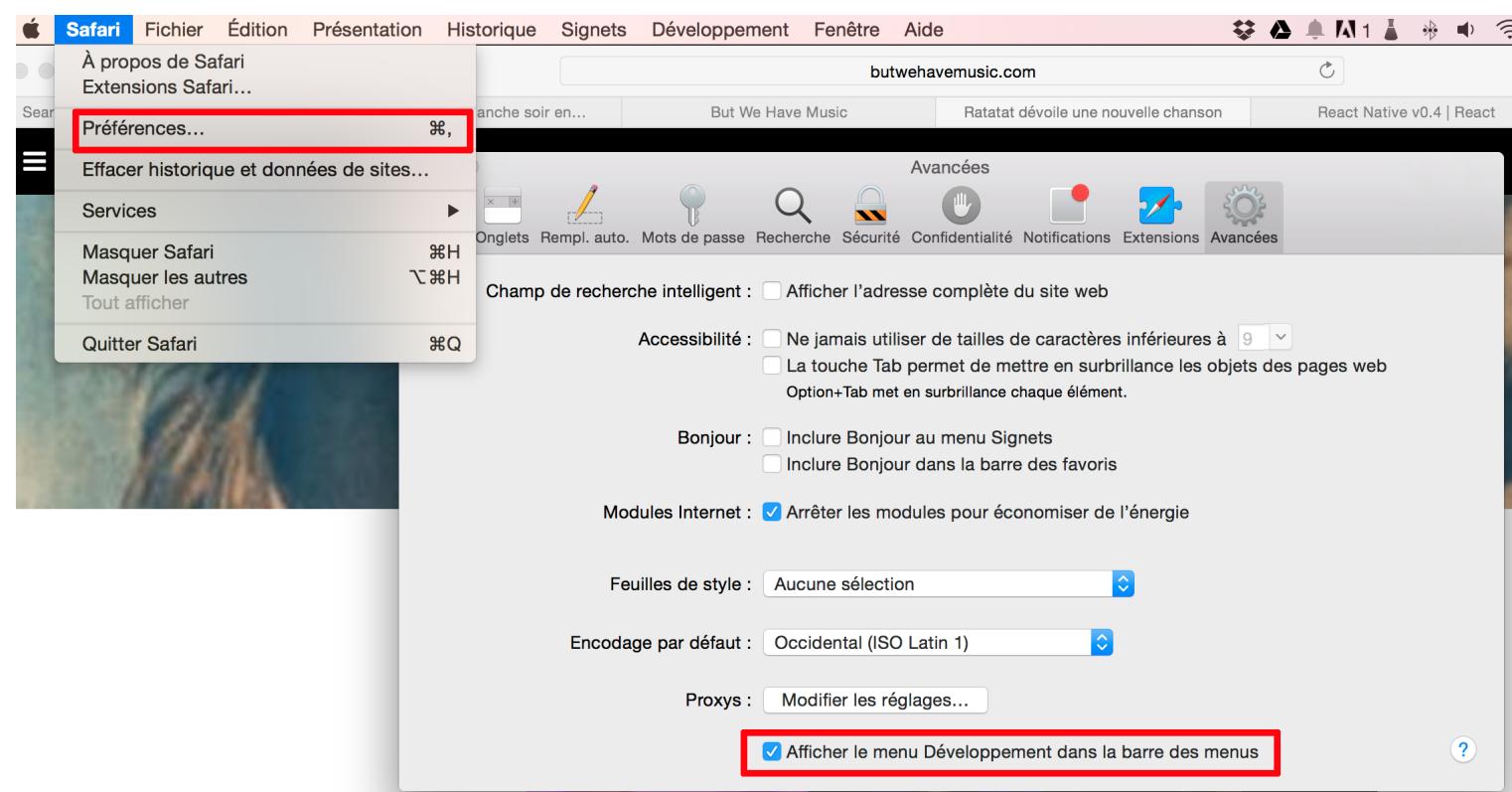


IOS : lancer le simulateur depuis Xcode

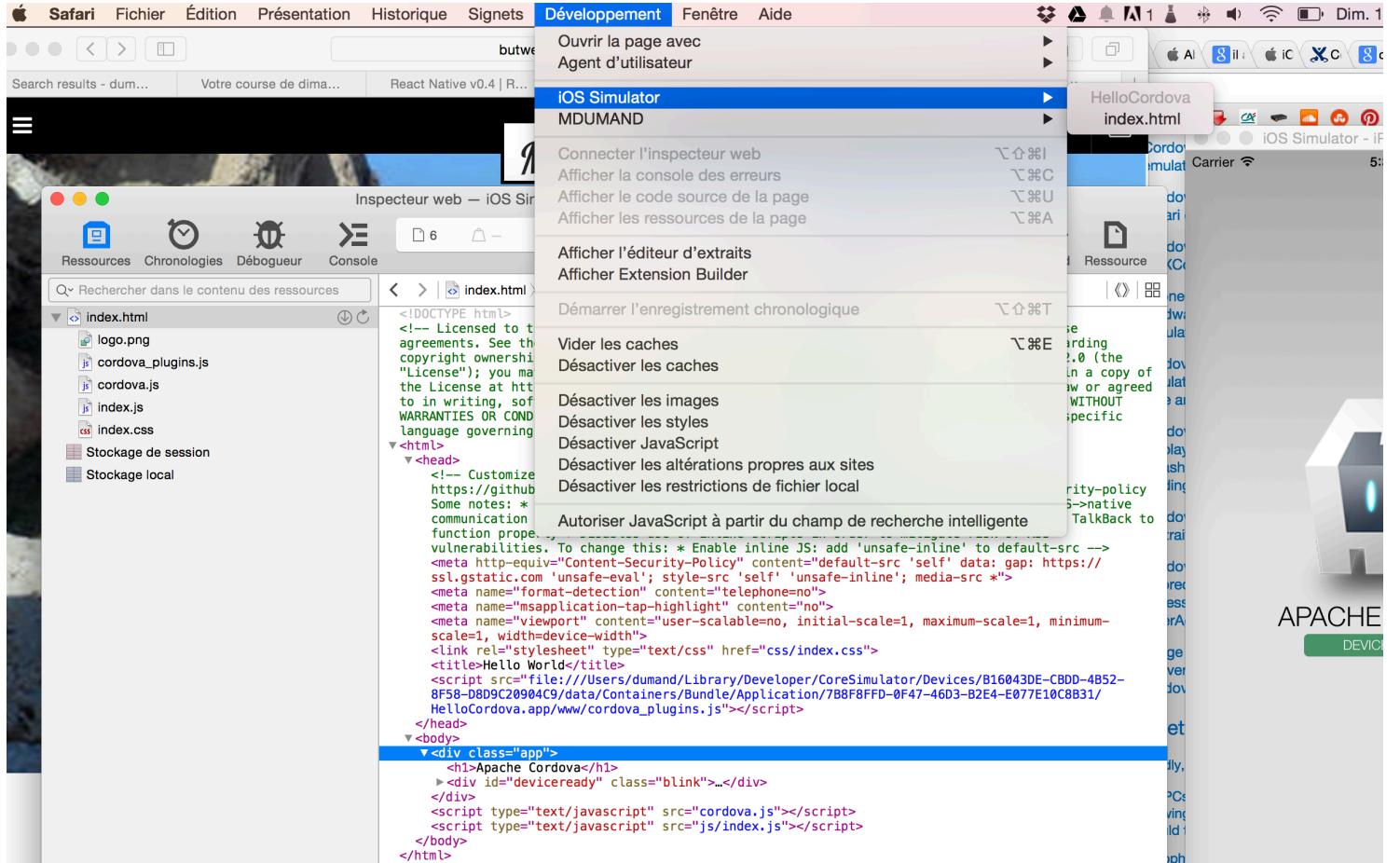
Ouvrir platforms/ios/HelloCordova.xcodeproj



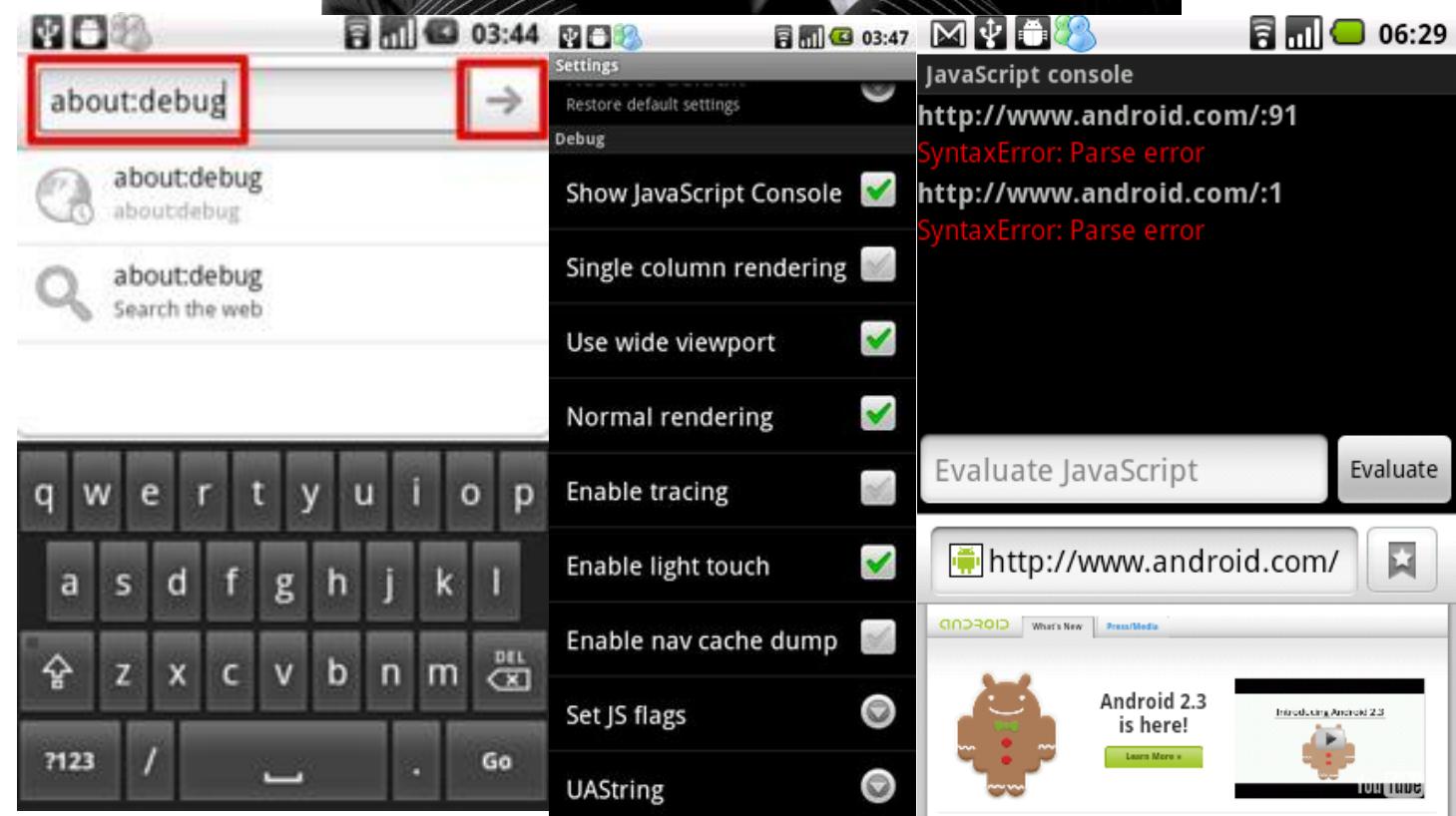
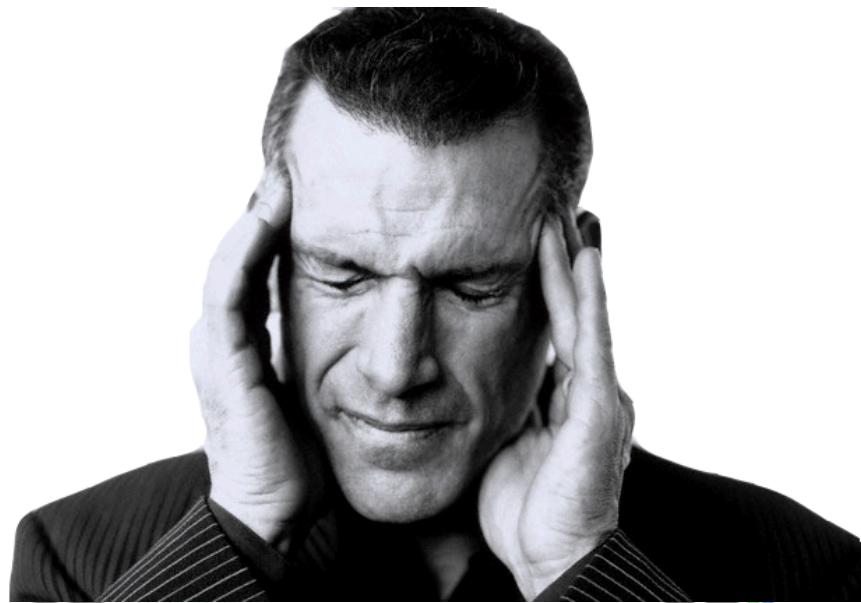
IOS : Afficher le menu développement Safari



IOS : Inspecter une WebView dans Safari



Android: Navigateur Natif



The screenshot shows the Android Native Browser interface. The address bar at the top contains the URL `about:debug`. A red box highlights the address bar, and another red box highlights the forward arrow button. Below the address bar, there are two search suggestions: "about:debug" and "Search the web". A virtual keyboard is visible at the bottom.

The main content area displays a "Settings" menu with the following options:

- Restore default settings
- Debug
- Show JavaScript Console
- Single column rendering
- Use wide viewport
- Normal rendering
- Enable tracing
- Enable light touch
- Enable nav cache dump
- Set JS flags
- UAString

To the right of the settings menu, there is a "JavaScript console" window showing errors from the website `http://www.android.com/`:

- SyntaxError: Parse error
- SyntaxError: Parse error

Below the console, there is an "Evaluate JavaScript" input field with the URL `http://www.android.com/` and a "Evaluate" button. At the bottom right, there is a preview of the website content featuring the Android 2.3 gingerbread character.



weinre - Home

[Home](#) - [User Interface](#) - [Installing](#) - [Running](#) - [Multi-User](#) - [Security](#) - [Building](#) - [ChangeLog](#) - [License](#)

weinre is WEb INspector REmote. Pronounced like the word "winery". Or maybe like the word "weiner". Who knows, really.

weinre is a debugger for web pages, like FireBug (for FireFox) and Web Inspector (for WebKit-based browsers), except it's designed to work **remotely**, and in particular, to **allow you debug web pages on a mobile device such as a phone**.

Do you need to use weinre?

weinre was built in an age when there were no remote debuggers available for mobile devices. Since then, some platforms are starting to provide remote debugger capabilities, as part of their platform tool set.

Android: [Remote Debugging on Android with Chrome](#)

iOS: [Enabling Web Inspector for iOS](#)

Firefox OS: [Debugging on Firefox OS](#)

Windows Phone: [Debug Your App Built with Visual Studio Tools for Apache Cordova](#) (*note: as of 2015/01/15, that page suggests weinre as the debugger for Windows Phone*)

Android: weinre (WEb INspector REmote)



weinre: http://localhost:8081/demo/weinre-demo-min.html#pmuellr

A screenshot of the weinre developer tool interface. The title bar shows the URL `http://localhost:8081/client/#pmuellr`. The main window contains a browser-like view of a page with the following content:

```
<html>
  <head>...
    <script>window.onload = function() {
      var button = document.getElementById('button-start-stuff');
      button.addEventListener('click', function() {
        var h1 = document.querySelector('h1.blue');
        h1.style.color = 'red';
      });
    }</script>
  </head>
  <body>
    <input id="button-start-stuff" type="button" value="start stuff">
    <h1>this is a green h1</h1>
    <h1 class="blue">this is a blue h1</h1>
    <h1 style="color:red">this is a red h1</h1>
    <p>test exceptions in callbacks:</p>
    <hr>
    <div style="margin-left:1em"></div>
    <hr>
    <p>...</p>
    <div id="output"></div>
  </body>
</html>
```

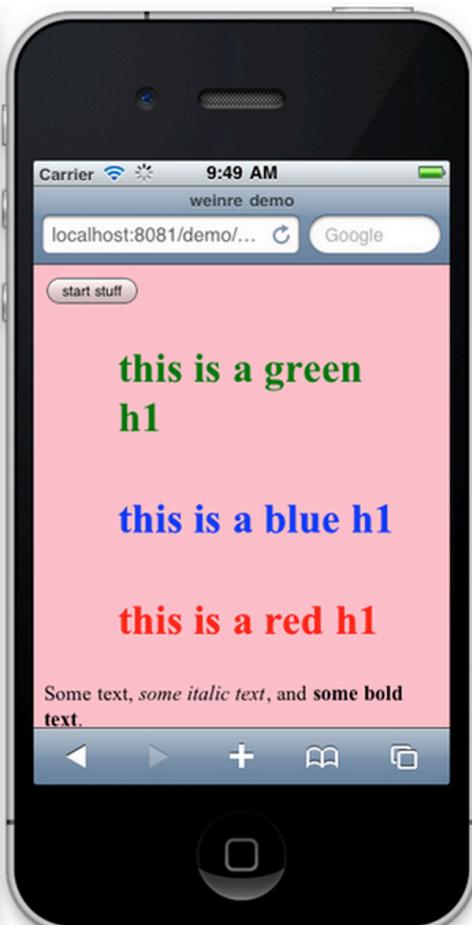
The sidebar on the right displays the computed styles for the selected element, which is `h1.blue`. The styles listed are:

```
element.style {
}
Matched CSS Rules
.blue {
  color: blue;
}
h1 {
  color: green;
  margin: 0.5em;
  margin-left: 1em;
  margin-left: 1em;
  padding: 0.4em;
  padding-left: 0.8em;
  padding-left: 0.8em;
}
```

The bottom console shows the following JavaScript code being run:

```
> document.body.style.backgroundColor
< "pink"
> document.body.style.backgroundColor = "pink"
< "pink"
>
```

The status bar at the bottom of the interface includes buttons for Errors, Warnings, and Logs.



Android: Adobe Edge Inspect



The screenshot displays the Adobe Edge Inspect software interface. On the left, a desktop browser window shows the Adobe Creative Cloud Edge Inspect CC landing page. On the right, a mobile device screen shows a preview of a web application. A central panel shows a list of connected devices: HTC ONE X, Lanz's iPhone, and SAMSUNG GT-P1010. The bottom of the interface features a code editor with CSS and JavaScript snippets, and a status bar indicating a connection to 'IPEVO Presenter'.

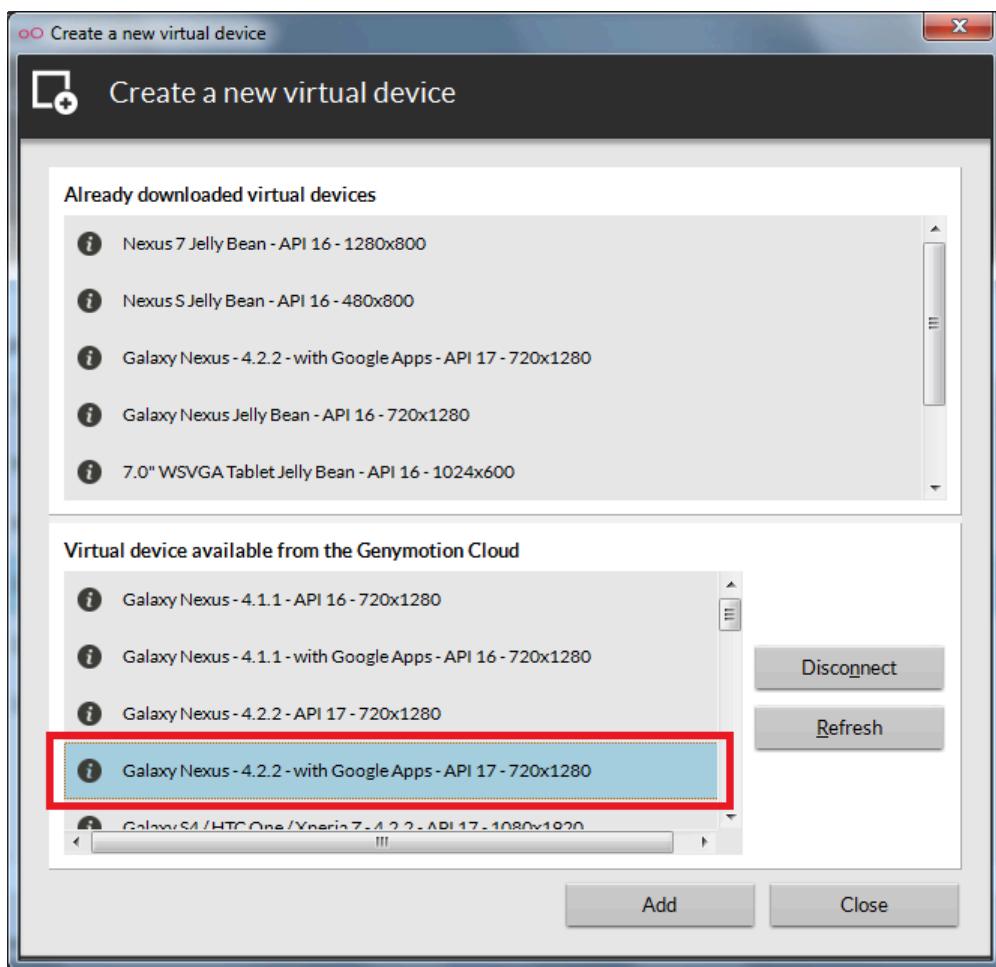
Télécharger

1. Télécharger Edge Inspect sur votre ordinateur
2. Installer l'extension pour navigateur Google Chrome
[Télécharger l'extension](#) depuis le Chrome Web Store
3. Installer le client mobile sur vos appareils

[iOS](#) | [Android](#) | [Kindle Fire](#)

Edge Inspect est une application essentielle pour les développeurs et designers web souhaitant afficher un aperçu de leurs contenus sur différents terminaux mobiles. Établissez une connexion sans fil entre des terminaux

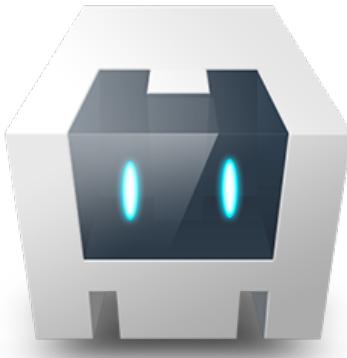
Android: Google play on genymotion





Windows Phone

Windows Phone:
Cordova génère un
projet Visual Studio



Windows Phone: Une nouvelle plateforme à connaître



WebApplication1 - Microsoft Visual Studio

FILE EDIT VIEW PROJECT BUILD DEBUG TEAM TOOLS TEST ARCHITECTURE WEB ESSENTIALS UNITYVS

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Emulator 8.1 1080P 6 inch

Server Explorer Toolbox



cordova build windows -phone

Create a New Project

At this point, to create a new project you can choose between the cross-platform CLI tool described in [The Command-Line Interface](#), or the set of Windows Phone-specific shell tools. From within a source-code directory, here's the CLI approach:

```
> cordova create hello com.example.hello HelloWorld  
> cd hello  
> cordova platform add wp8
```

Here's the corresponding lower-level shell-tool approach:

```
C:\path\to\cordova-wp8\bin\create.bat C:\path\to\www com.example.hello HelloWorld
```

Build the Project

If you are using the CLI in development, the project directory's top-level www directory contains the source files. Run either of these within the project directory to rebuild the app:

```
> cordova build  
> cordova build wp8 # do not rebuild other platforms
```

Windows Phone:
Mais de bon outils
tout de même



Remote debuggins IOS sous windows

