**Hybrid App for mobbanner**

**Required coding language knowledge:**

HTML

CSS (SASS)-Syntatically Awesome Style Sheets.

AngularJS ( For page load)

PHP (for API request and response)

**Required packages to be installed:**

**NPM**-Node Package Manager

<https://rtcamp.com/tutorials/nodejs/node-js-npm-install-ubuntu/>

sudo apt -get install npm

**Node-** NodeJS

Simple interface to lookup cpu and memory usage of any accessible process on the system.

**ruby/SASS (compass)**

<http://bikramjoshii.blogspot.in/2013/07/installing-ruby-rubygems-compass-and.html>

**git -**

All packages are compressed and generated as a link and this can be accessed.

<https://www.digitalocean.com/community/tutorials/how-to-install-git-on-ubuntu-12-04>

**yo** **-** (this command install bower, grunt, yeoman)

$ mkdir mobtest

$ cd mobtest/

$ yo ionic

if it shows error use $ sudo su

$yo ionic

Blank

Tabs

Side Menu

Maps

User Intro

Pets

**cordova**

sudo npm install -g cordova

(Phone gap --> <http://perrymitchell.net/article/install_phonegap_ubuntu_12-04/> )

**ADT bundle :**

Install this in eclipse adt bundle

**Ionic generator**

sudo npm install -g generator-ionic

Ripple (chrome addon for app output preview)

Postman (chrome addon for API viewing request and response)

Refer for installation in their respective sites and following sites.

<http://ericterpstra.com/2012/10/install-yeoman-and-all-its-dependencies-in-ubuntu-linux/>

**Basic commands used:**

yo ionic - install the ionic package

grunt build - build the ionic package

grunt serve - display the output in the ripple (chrome addon for preview app output in browser)

grunt run:android (install app in android device)- before giving this command we must set the ADT Bundle path

For example:

export ANDROID\_HOME=/opt/lampp/htdocs/Raj/2014/adt/sdk

export PATH=$PATH:$ANDROID\_HOME/tools:$ANDROID\_HOME/platform-tools

export PATH=$PATH:/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:/usr/games

Then add the android platform using the command - cordova platform add android, connect your android mobile for installing the builded app.

For App UI we used Ionic Framework ([http://ionicframework.com](http://ionicframework.com/) for mobileUI) with angularjs.

<https://www.ng.bluemix.net/docs/#starters/mobile/hybrid/hybrid.html>

Install Plugins: <http://cordova.apache.org/docs/en/3.5.0/guide_cli_index.md.html>

Installing Cookies for windows

Install with bower:

bower install angular-cookies

Add a <script> to your index.html:

<script src="/bower\_components/angular-cookies/angular-cookies.js"></script>

And add ngCookies as a dependency for your app:

angular.module('myApp', ['ngCookies']);

New Icon Generator:  
<http://app.fontastic.me/#iconsets>

<http://www.flaticon.com/categories/technology/4>

<https://icomoon.io/app/#/select>

<http://fontastic.ghost.io/new-publish-your-icons-as-svg-prite/#.VBJ0KcKSxCi>

<http://forum.ionicframework.com/t/add-custom-icons/559/10>

ScreenWidthHEight

<https://github.com/mesmotronic/cordova-fullscreen-plugin>

APK File

<http://50.23.160.154/~proddemo/mobbanner/template/assets/>

Icon Creator for apps:

<http://www.gieson.com/Library/projects/utilities/icon_slayer/#.VD0a_WeSxCg>

Type Error:

ionic serve

Select All Option

bower install checklist-model

<https://github.com/vitalets/checklist-model>

Generating Signed app:

<http://www.saintsatplay.com/blog/2014/12/creating-a-google-play-developer-account-and-uploading-your-first-cordova-phonegap-android-app#.VS36sFDBK1k>

* cordova build --release android

**pathToYourProject**/platforms/android/ant-build/**nameOfYourProject**-release-unsigned.apk

**pathToYourProject = mobapp3**

**nameOfYourProject = mobapp3**

* keytool -genkey -v -keystore nameOfYourProject.keystore -alias nameOfYourProjectReleaseKey -keyalg RSA -keysize 2048 -validity 10000

**alias -** nameOfYourProjectReleaseKey **= mobapp3ReleaseKey**

**keystore = mobapp3. keystore**

Enter keystore password: **123456**

First and last name: **abhilash**

Organization: mobbanner

Name: mobbanner

City: mysore

State: Karnataka

Country: in

[no] : yes

<mobapp3ReleaseKey> password: 987654

======🡺>>>>>>>>>>> mobapp3.keystore

* jarsigner -verbose -sigalg SHA1withRSA -digestalg SHA1 -keystore pathToYourKeystoreFile nameOfYourProject-release-unsigned.apk nameOfYourProjectReleaseKey
* jarsigner -verbose -sigalg SHA1withRSA -digestalg SHA1 -keystore mobapp3 Mobapp3-release-unsigned.apk **mobapp3ReleaseKey**

jarsigner -verbose -sigalg SHA1withRSA -digestalg SHA1 -keystore mobapp3.keystore Mobapp3-release-unsigned.apk **mobapp3ReleaseKey**

**New Trial:-- Google play store uploaded app**

[**http://vincentpeters.be/signing-a-cordova-android-apk-from-the-command-line/**](http://vincentpeters.be/signing-a-cordova-android-apk-from-the-command-line/)

* keytool -genkey -v -keystore YourApp.keystore -alias YourApp -keyalg RSA -keysize 2048 -validity 10000
* keytool -genkey -v -keystore MobApp.keystore -alias MobApp -keyalg RSA -keysize 2048 -validity 10000

**ant.properties**

key.store=E:\\mobapp3\\platforms\\android\\YourApp.keystorekey.alias=YourApp

key.store=E:\\mobapp3\\platforms\\android\\ MobApp.keystorekey.alias= MobApp

**For Help:**

<http://forum.ionicframework.com/t/ionic-toturial-for-building-a-release-apk/15758>

**Security Warning:**

[**http://stackoverflow.com/questions/26148320/google-app-store-warning-you-should-upgrade-to-apache-cordova-3-5-1-or-higher**](http://stackoverflow.com/questions/26148320/google-app-store-warning-you-should-upgrade-to-apache-cordova-3-5-1-or-higher)

npm install -g cordova

cd my\_project

cordova platform update android

APK –Release build

PATH

C:\Users\dreamajax>E:

E:\>cd mobapp3

E:\mobapp3>set ANT\_HOME=C:\Users\dreamajax\apache-ant-1.9.2

E:\mobapp3>set PATH=%PATH%;%ANT\_HOME%\bin;

E:\mobapp3>echo %PATH%

C:\WINDOWS\system32;C:\WINDOWS;C:\WINDOWS\System32\Wbem;C:\WINDOWS\System32\Wind

owsPowerShell\v1.0\;C:\Program Files\Java\jdk1.8.0\\bin;C:\Program Files\apache-

maven-3.3.1\bin;C:\Program Files\nodejs;C:\Users\dreamajax\AppData\Roaming\npm;C

:\Program Files\Java\jdk1.8.0\bin;E:\nalliappan\personal\adt-bundle-windows-x86-

20131030\adt-bundle-windows-x86-20131030\sdk\tools;E:\nalliappan\personal\adt-bu

ndle-windows-x86-20131030\adt-bundle-windows-x86-20131030\sdk\platform-tools;E:\

Suganya\Software\adt\sdk\tools;E:\Suganya\Software\adt\sdk\platform-tools;C:\Pro

gram Files\Skype\Phone\;C:\Ruby200\bin;E:\works\mobileApp\Feb2014\sencha-touch-2

.3.1a-gpl;C:\adb;C:\Ruby200\bin;E:\works\mobileApp\Feb2014\sencha-touch-2.3.1a-g

pl;C:\Users\dreamajax\AppData\Roaming\npm;C:\Users\dreamajax\apache-ant-1.9.2\bi

n;

Software’s and Path’s

Set PATH = C:\Users\dreamajax\AppData\Roaming\npm **(grunt)**

Set ANT\_HOME =C:\Users\dreamajax\apache\_ant\_1.9.2  
  
Set PATH = %PATH%;%ANT\_HOME%\bin

Set PATH = C:\ProgramFiles\nodejs **(node)**

Set PATH = C:\Ruby200\bin

Set ANDROID\_HOME = E:nalliappan\personal\adt\adt\sdk

Set PATH = %PATH%;%ANDROID\_HOME%\platform\_tools\

Java – jdk1.8.0 and jre8

**New Features for Additional Work:**

<application

android:icon=*"@drawable/ic\_launcher"*

android:label=*"@string/app\_name"*

android:theme=*"@style/AppTheme"* >

<activity

android:name=*".TheDeveloperWorldIsYours"*

android:theme=*"@android:style/Theme.Translucent"*

android:label=*"@string/title\_activity\_the\_developer\_world\_is\_yours"* >

**Additional Links:**

[**http://stackoverflow.com/questions/22240970/appcompat-v7-project-is-created-automaticaly-after-creating-a-new-project-in-e**](http://stackoverflow.com/questions/22240970/appcompat-v7-project-is-created-automaticaly-after-creating-a-new-project-in-e)

**Test Case**

**Versioning:**

1. Android 6.0 (API 23)
2. Android 5.1.1 (API 22)
3. Android 5.0.1 (API 21)
4. Android 4.4W (API 20)
5. Android 4.4.2 (API 19)
6. Android 4.3.1 (API 18)
7. Android 4.2.2 (API 17)
8. Android 4.1.2 (API 16)
9. Android 4.0.3 (API 15)
10. Android 4.0 (API 14)
11. Android 2.3.3 (API 10)
12. Android 2.2 (API 8)

| **Code name** | **Version number** | **Initial release date** | **API level** |
| --- | --- | --- | --- |
| Alpha | 1.0 | September 23, 2008 | 1 |
| Beta | 1.1 | February 9, 2009 | 2 |
| [Cupcake](https://en.wikipedia.org/wiki/Android_Cupcake) | 1.5 | April 27, 2009 | 3 |
| [Donut](https://en.wikipedia.org/wiki/Android_Donut) | 1.6 | September 15, 2009 | 4 |
| [Eclair](https://en.wikipedia.org/wiki/Android_Eclair) | 2.0–2.1 | October 26, 2009 | 5–7 |
| [Froyo](https://en.wikipedia.org/wiki/Android_Froyo) | 2.2–2.2.3 | May 20, 2010 | 8 |
| [Gingerbread](https://en.wikipedia.org/wiki/Android_Gingerbread) | 2.3–2.3.7 | December 6, 2010 | 9–10 |
| [Honeycomb](https://en.wikipedia.org/wiki/Android_Honeycomb)[[a]](https://en.wikipedia.org/wiki/Android_version_history#cite_note-2) | 3.0–3.2.6 | February 22, 2011 | 11–13 |
| [Ice Cream Sandwich](https://en.wikipedia.org/wiki/Android_Ice_Cream_Sandwich) | 4.0–4.0.4 | October 18, 2011 | 14–15 |
| [Jelly Bean](https://en.wikipedia.org/wiki/Android_Jelly_Bean) | 4.1–4.3.1 | July 9, 2012 | 16–18 |
| [KitKat](https://en.wikipedia.org/wiki/Android_KitKat) | 4.4–4.4.4, 4.4W–4.4W.2 | October 31, 2013 | 19–20 |
| [Lollipop](https://en.wikipedia.org/wiki/Android_Lollipop) | 5.0–5.1.1 | November 12, 2014 | 21–22 |
| [Marshmallow](https://en.wikipedia.org/wiki/Android_Marshmallow) | 6.0–6.0.1 | October 5, 2015 | 23 |
| [*N*](https://en.wikipedia.org/wiki/Android_N) | *Developer Preview 2* |  |  |