



Start your installation at
[http://docs.nativescript.org/
tutorial/chapter-1](http://docs.nativescript.org/tutorial/chapter-1)



NativeScript & Angular 2

You know Angular. Now you know mobile.

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Agenda

- What is NativeScript?
 - ~30 minutes
- Installation?
 - ~10 minutes
- Hands-on guide
 - ~1 hour
- Final Q&A
 - ~10 minutes



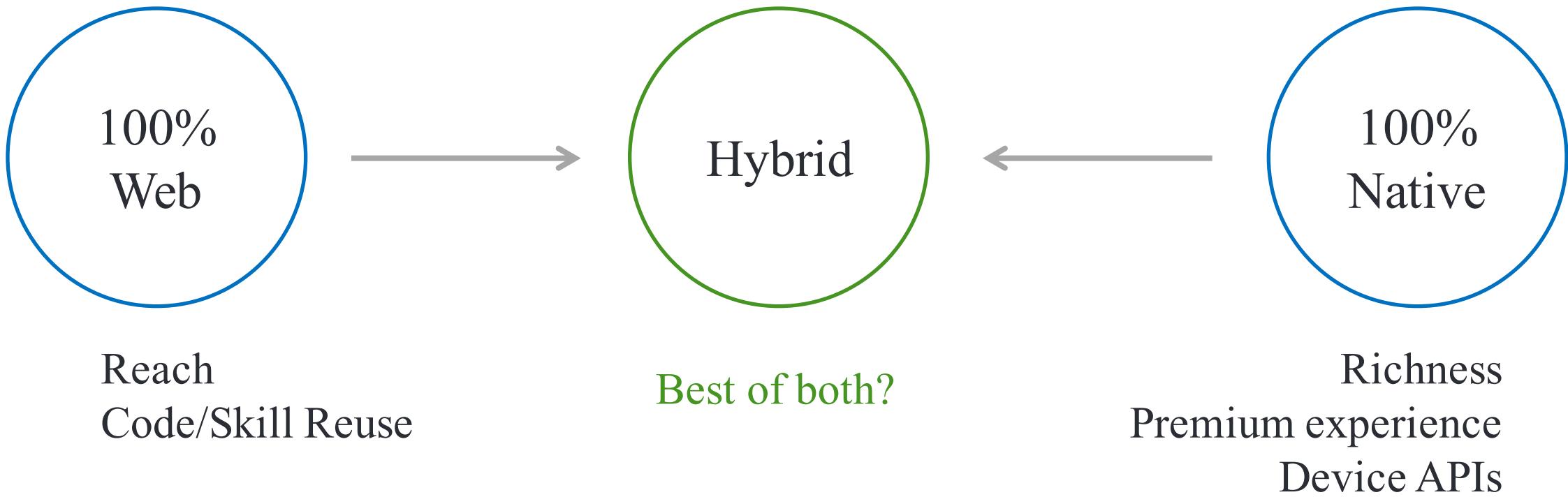
Created and supported by Telerik



Delivering on the
overdue promise of
“hybrid.”



Hybrid Promise



Verified Plugins Marketplace

plugins.telerik.com/cordova

Telerik A PROGRESS COMPANY

PRODUCTS ▾ ENTERPRISE FREE TRIALS PRICING SUPPORT & LEARNING COMPANY

Cordova Plugins

Curated list of Cordova/PhoneGap plugins that have been thoroughly tested, documented, and extended to empower cross-platform hybrid mobile developers.

Search plugins

Search

All Plugins

69 Plugins

SORT BY: A-Z | Recent | Downloads

3D Touch
by Eddy Verbruggen

iOS
523 Downloads

FILTER PLUGINS

All Plugins

BY PLATFORM

Android

iOS



A horizontal timeline diagram showing project phases over time. The timeline starts in 2013 and ends in 2017, marked by grey dots at the beginning and end. Above the timeline, five phases are listed: "Early prototypes", "'Core' engineering", "Public launch", "Adoption ramp-up", and "Mass adoption". The "Adoption ramp-up" phase is highlighted with a thick blue border.

Early prototypes "Core" engineering Public launch Adoption ramp-up Mass adoption

2013

2014

2015

2016

2017

Project Timeline



NativeScript is...

an **open source** framework for building **truly native** mobile apps with **JavaScript**. Use web skills, like TypeScript, **Angular** and CSS, and **get native UI and performance** on iOS and Android.

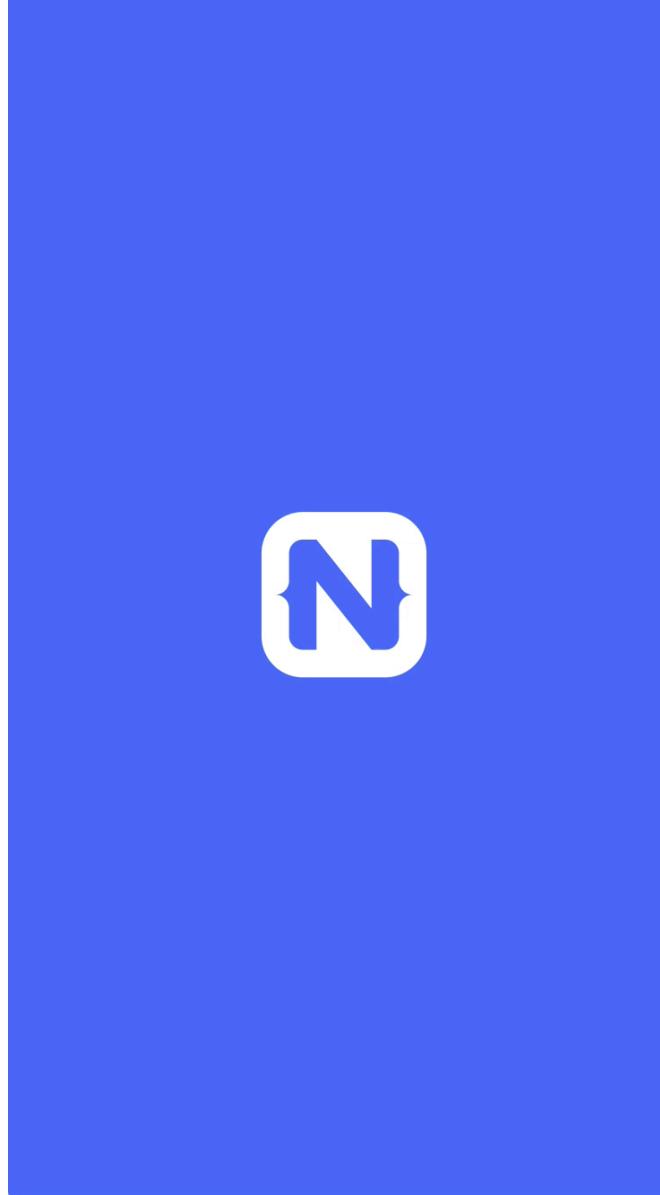


The {N} difference...



1

Rich, animated,
“no compromise”
native UI
(with shared UI code)

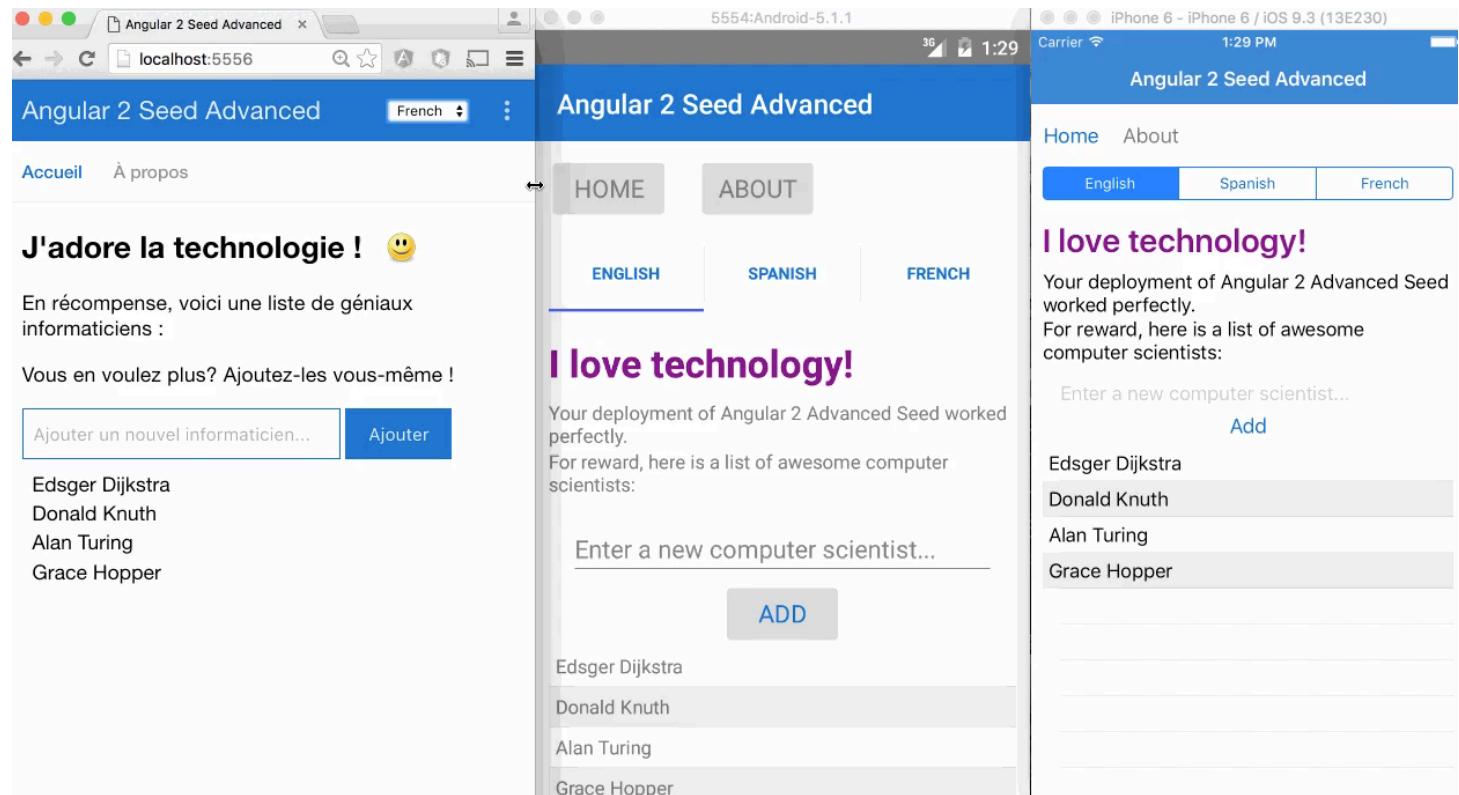


Search for
“Examples NativeScript”
in the iOS App Store or Google
Play to try this out for yourself.



2

Maximum code and skill reusability



Video credit: Nathan Walker, {N} community member

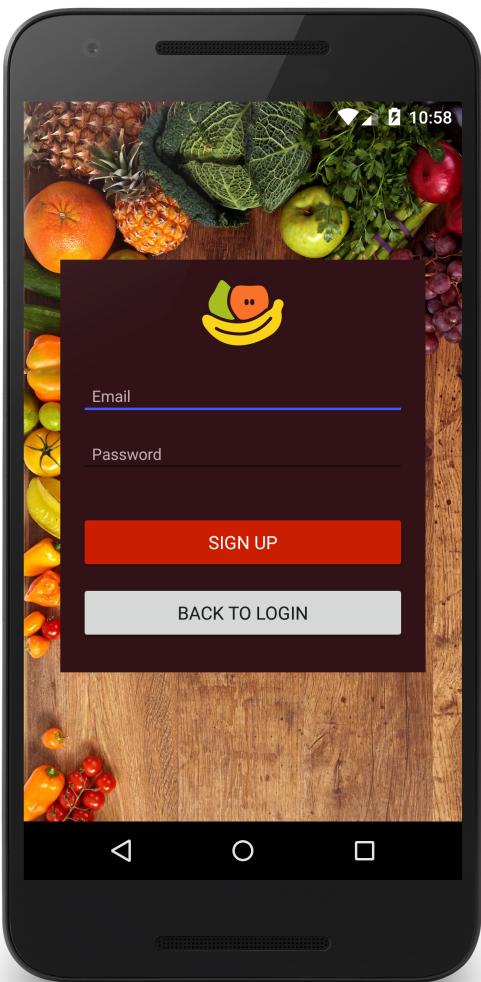


3

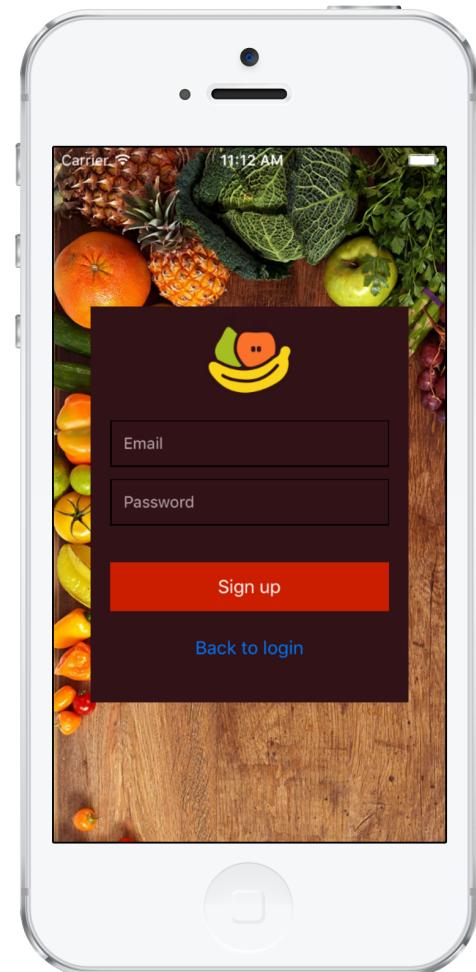
First-class Angular and TypeScript support



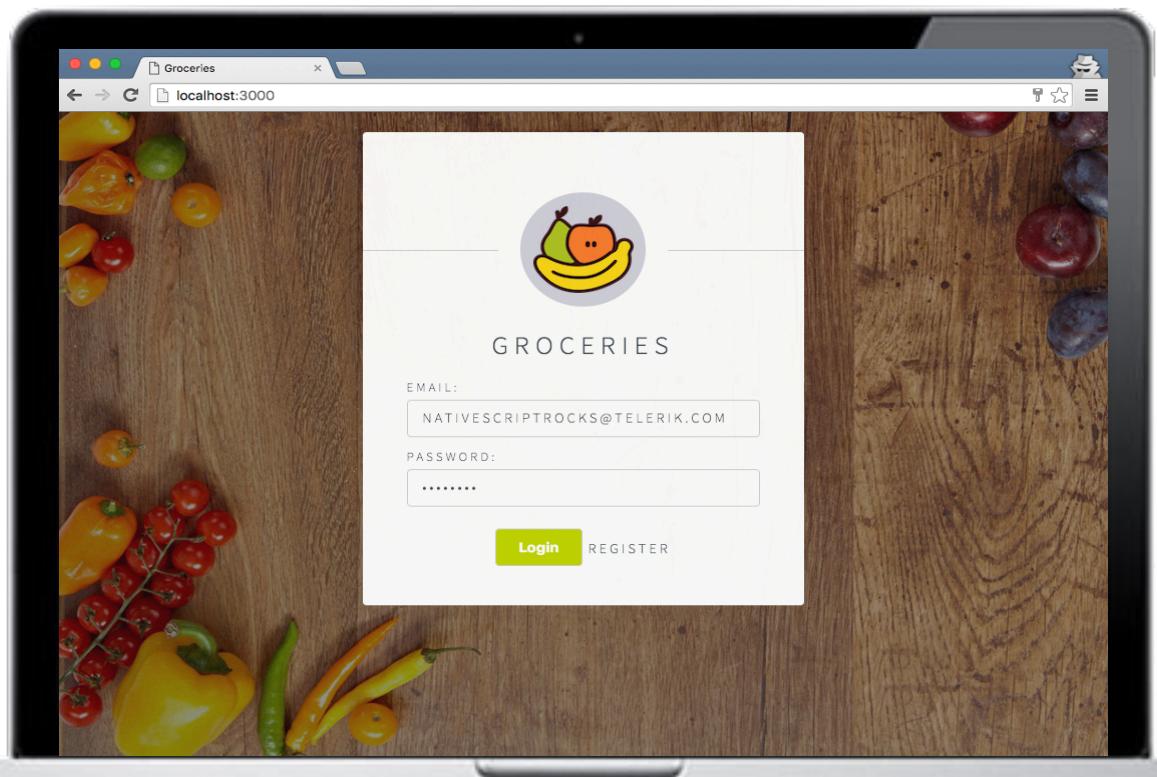
Android



iOS



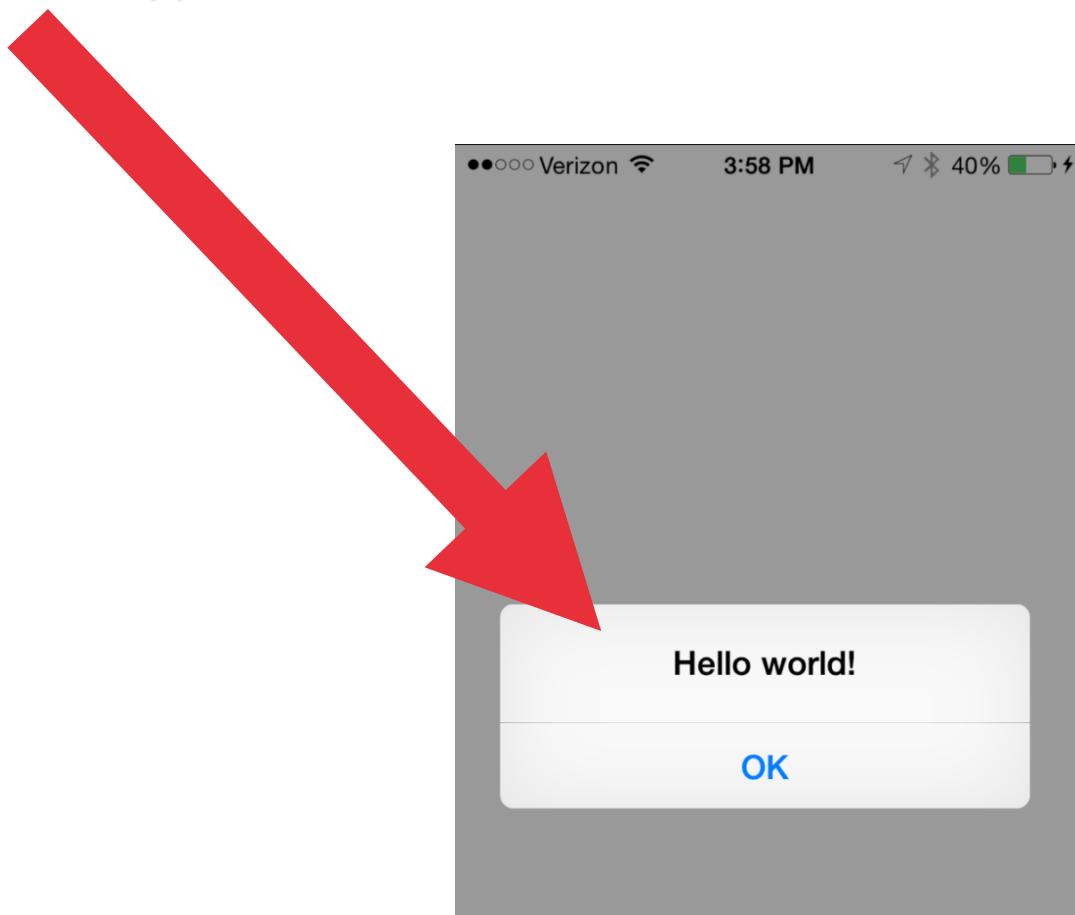
Web



4

100% access to
Android and
iOS APIs

```
var alert = new UIAlertView();  
alert.message = "Hello world!";  
alert.addButtonWithTitle( "OK" );  
alert.show();
```





```
var time = new android.text.format.Time();
time.set( 1, 0, 2015 );
console.log( time.format( "%D" ) );
```

Runs on V8 JavaScript VM



```
var alert = new UIAlertView();
alert.message = "Hello world!";
alert.addButtonWithTitle( "OK" );
alert.show();
```

Runs on JavaScriptCore VM

More details at <http://bit.ly/how-nativescript-works>





But I don't want to

**write iOS and Android
code**



Example: NativeScript file module

```
import { File } from "file-system";  
new File();
```



```
new java.io.File( path );
```

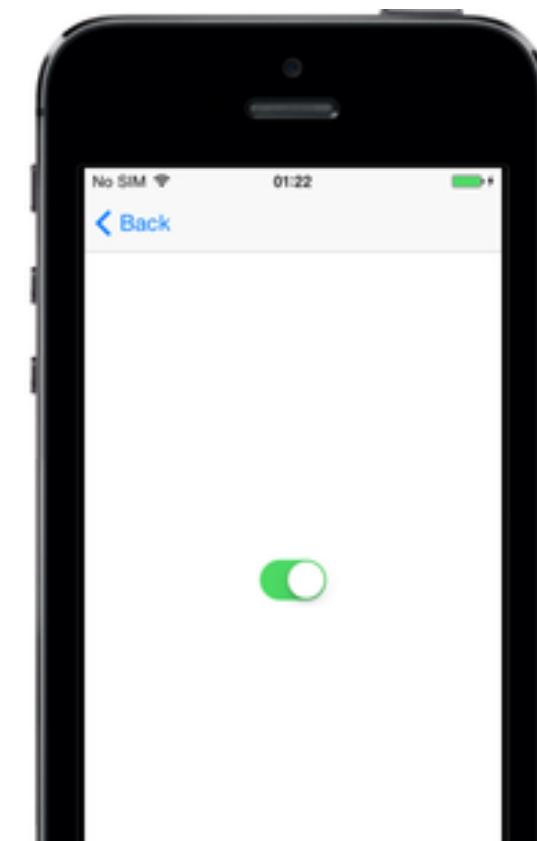
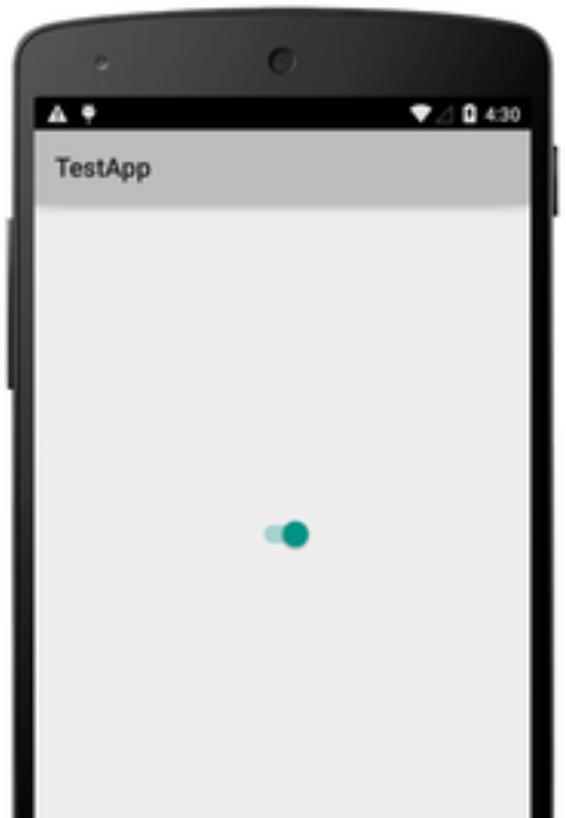


```
NSFileManager.defaultManager();  
fileManager.createFileAtPathContentsAttributes(path);
```

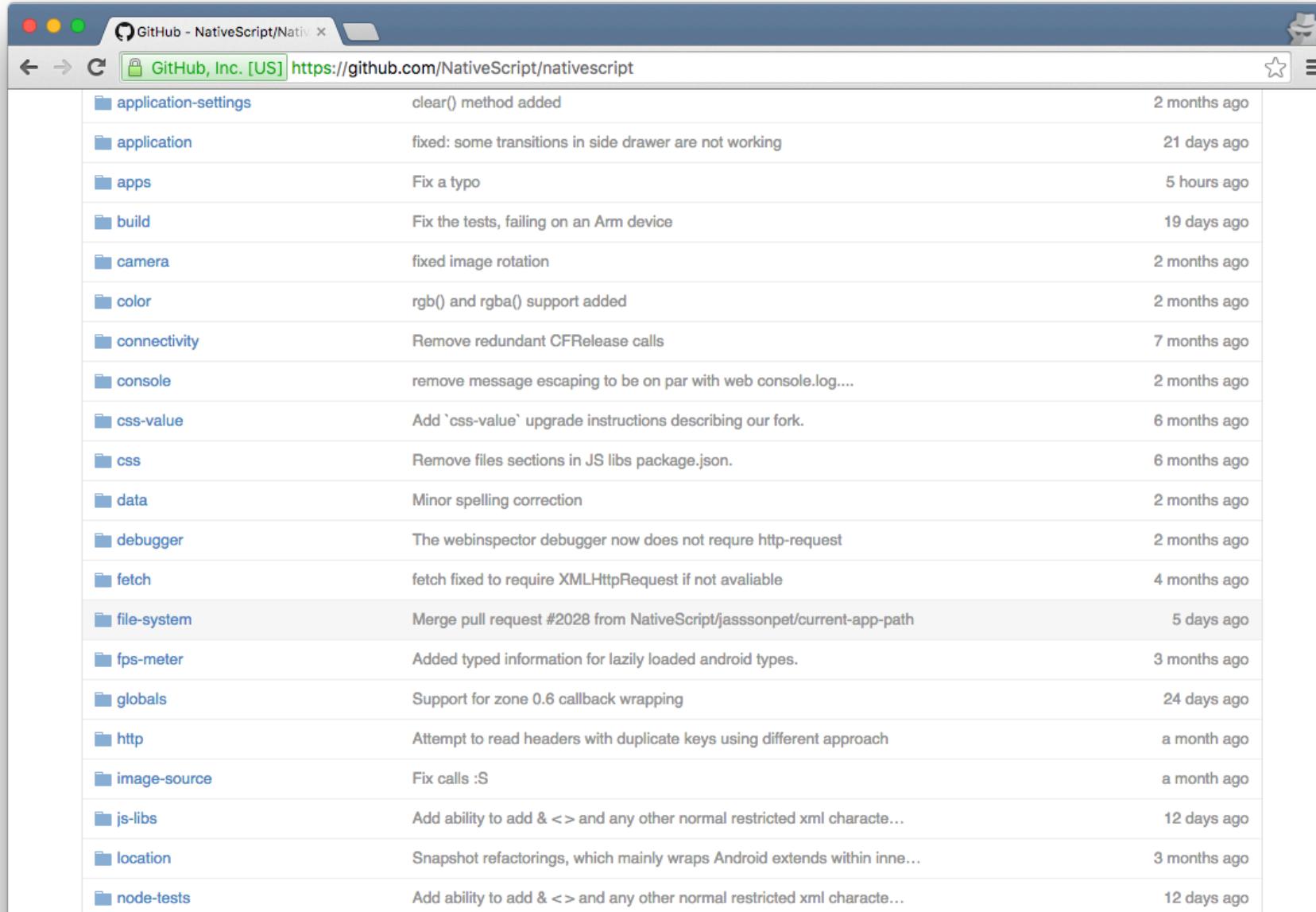


The same approach works for the UI

```
<Switch></Switch>
```



NativeScript Modules—There are a lot



A screenshot of a web browser displaying a list of pull requests on the GitHub page for the `NativeScript/nativescript` repository. The browser window has a dark theme. The title bar shows the URL `https://github.com/NativeScript/nativescript`. The list contains numerous entries, each with a small icon, the module name, a brief description, and the time since it was last updated. The modules listed include `application-settings`, `application`, `apps`, `build`, `camera`, `color`, `connectivity`, `console`, `css-value`, `css`, `data`, `debugger`, `fetch`, `file-system`, `fps-meter`, `globals`, `http`, `image-source`, `js-libs`, `location`, and `node-tests`.

application-settings	clear() method added	2 months ago
application	fixed: some transitions in side drawer are not working	21 days ago
apps	Fix a typo	5 hours ago
build	Fix the tests, failing on an Arm device	19 days ago
camera	fixed image rotation	2 months ago
color	rgb() and rgba() support added	2 months ago
connectivity	Remove redundant CFRelease calls	7 months ago
console	remove message escaping to be on par with web console.log....	2 months ago
css-value	Add `css-value` upgrade instructions describing our fork.	6 months ago
css	Remove files sections in JS libs package.json.	6 months ago
data	Minor spelling correction	2 months ago
debugger	The webinspector debugger now does not require http-request	2 months ago
fetch	fetch fixed to require XMLHttpRequest if not available	4 months ago
file-system	Merge pull request #2028 from NativeScript/jassonpet/current-app-path	5 days ago
fps-meter	Added typed information for lazily loaded android types.	3 months ago
globals	Support for zone 0.6 callback wrapping	24 days ago
http	Attempt to read headers with duplicate keys using different approach	a month ago
image-source	Fix calls :S	a month ago
js-libs	Add ability to add & <> and any other normal restricted xml character...	12 days ago
location	Snapshot refactorings, which mainly wraps Android extends within inne...	3 months ago
node-tests	Add ability to add & <> and any other normal restricted xml character...	12 days ago



Carlos Rubio

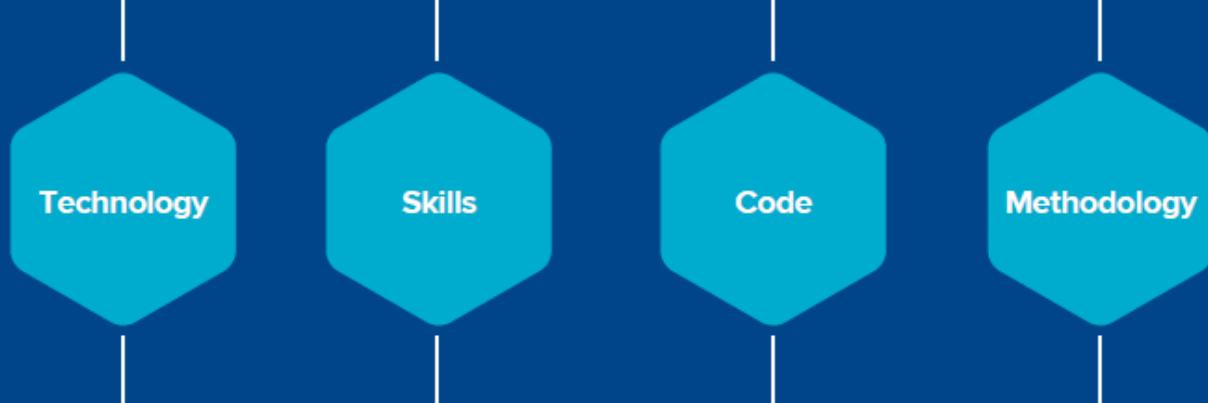
@crubio_zgz

GFT ■



Vision

Same



Multiple Devices



Wearables



Smartphones & Tablets



Netbooks



Desktops



Smart TVs

...

Benefits

Flexible Teams

Code Reuse

Reduce development cycles

Simplify Maintenance

Easier to add new channels

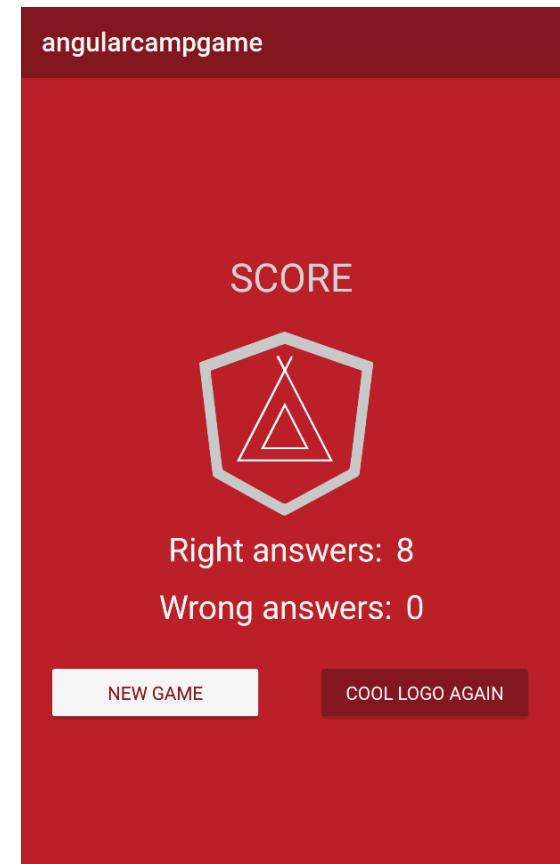
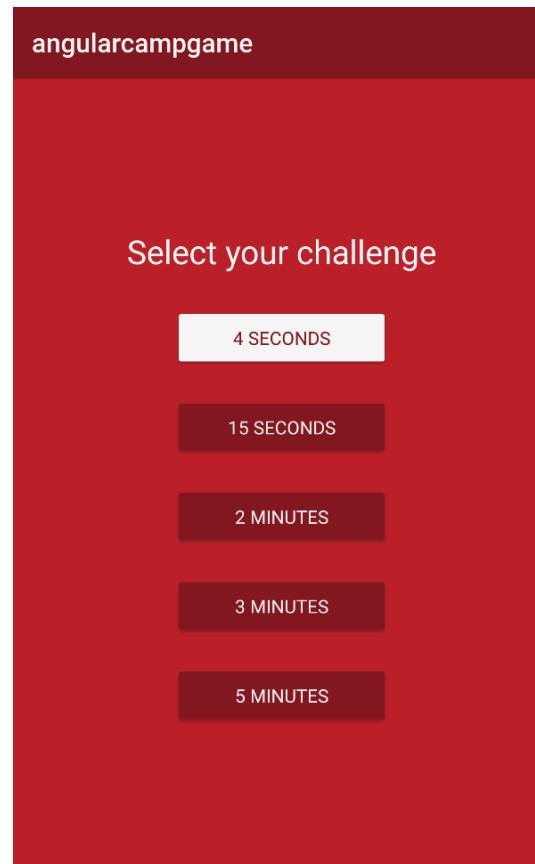
Unified User Experience

How we started?

Angular Camp



January 2016
NativeScript 1.5

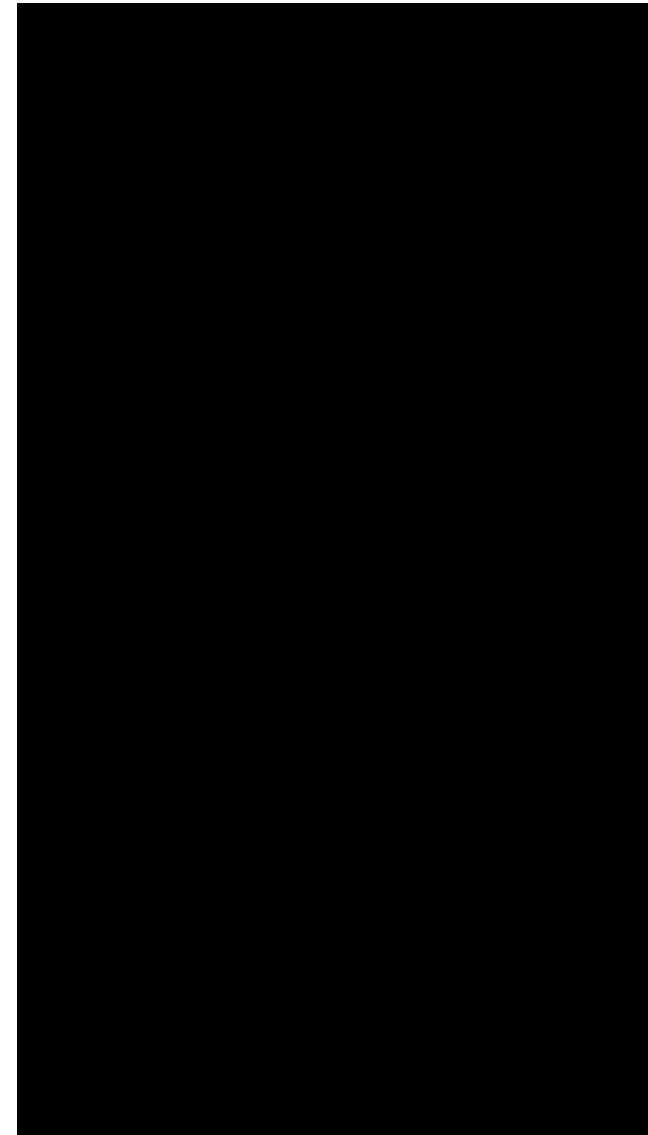


Why to use NativeScript vs Webview?

We picked two main reasons



Native UI Extensible



March 2016
NativeScript 1.7



Easy Trading



68.78

2.438 - 2.438%

10:20



1D

5D

3M

6M

1Y

ALL

WATCHLIST

↓ AAPL



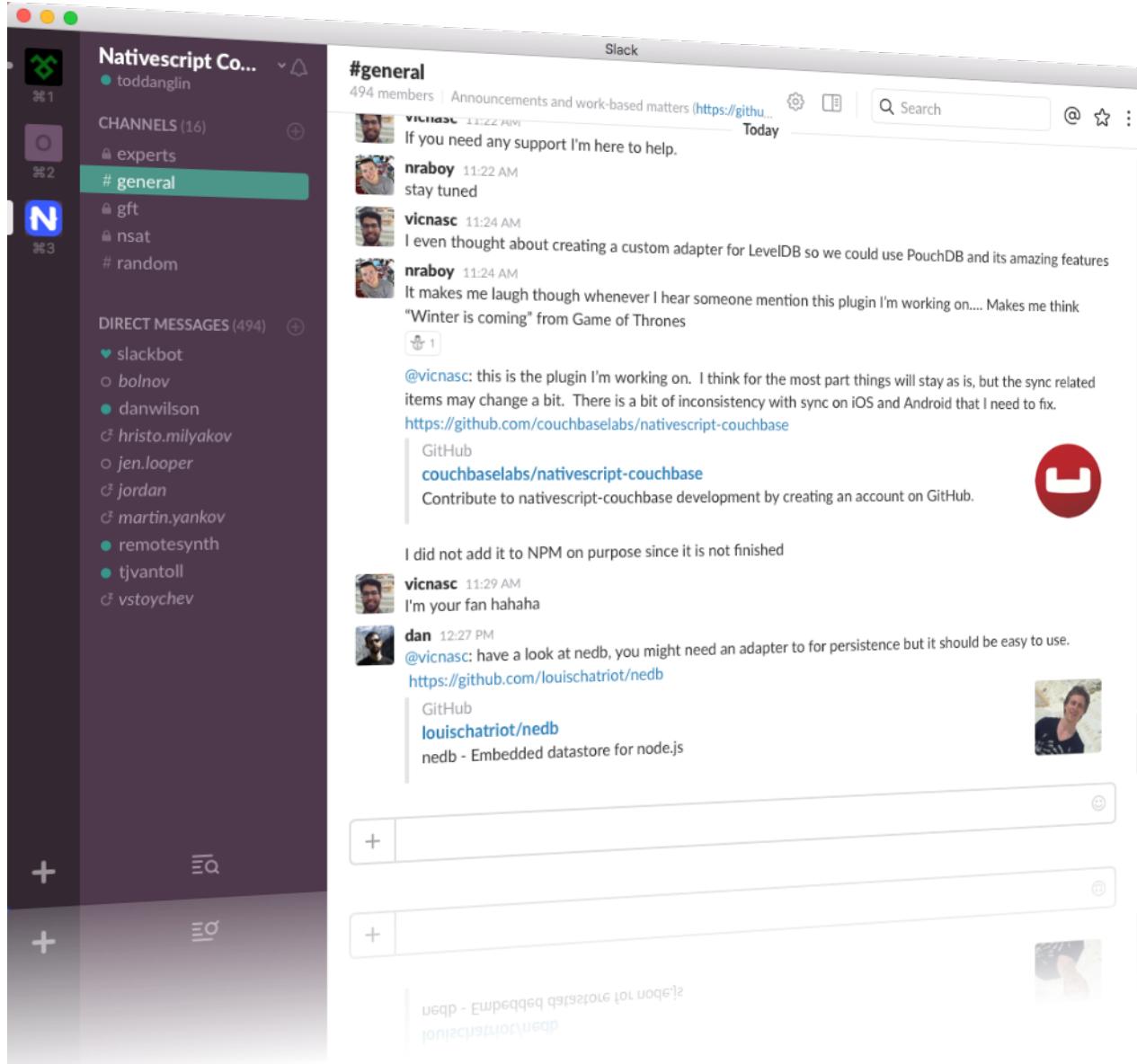
92.91

↓ AMZN



667.62





Join the growing
NativeScript
community on Slack



bit.ly/nativescript-slack



{Hands on}

N

Hands-on workshop

- Visit <https://www.nativescript.org/> and click Get Started.



<https://twitter.com/nativescript>

Screenshot of the Twitter profile for @nativescript:

NativeScript (@nativescript)

Tweets: 1,648 | Following: 678 | Followers: 9,326 | Likes: 582

Tweets [Tweets & replies](#) [Media](#)

Pinned Tweet
NativeScript @nativescript · Mar 7

The zen of multiple platforms w/
@nativescript + @angularjs. Try it here:
github.com/NathanWalker/a ... by
@wwwalkerrun



Angular 2 Seed Advanced is a starter project that implements best practices in coding, building and testing Angular 2 apps. Additionally it adds various enhancements and integrations for large global projects.

Features

- Ready to go, statically typed build system using Gulp for working with TypeScript.
- Production and development builds.
- Sample unit tests with Jasmine and Karma including code coverage via Istanbul.
- End-to-end tests with Protractor.
- Development server with live reload.
- TypeScript definition management using Typings.
- Basic Service Worker, which implements "Cache then network strategy".
- Integration with lodash.
- i18n with ng2-translate.
- Native cross platform app development with NativeScript.

You may also like · Refresh

- Telerik** @Telerik
- TJ VanToll** @tjvantoll
- ionic** @Ionicframework
- Burke Holland** @burkeholland
- Sebastian Witalec** @sebwita

Trends

- #AppsforEarth 🌎 Help the planet. One app at a time.
- #EarthDay 570K Tweets
- #CamilaWeAreHereForYou 27.8K Tweets
- Birdman** 323K Tweets
- #RPSvRCB 28.6K Tweets
- #JJAnswerMe Started trending in the last hour



