

Apache Cordova 4 Programming Le Programming

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Praise for this book, Python Without Fear “This is really

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a great book. I wish I'd had it when I was learning Python.” –John M. Wargo, author of Apache Cordova 4 Programming Praise for the previous book in the series, C++ Without Fear “I’m in love with your C++ Without Fear book. It keeps me awake for hours during the night. Thanks to you, I got most of the idea in just a few hours.” –Laura Viral, graduate physics student at CERN and Istanbul, Turkey “It’s hard to tell where I began and ended with your book. I felt like I woke up and literally knew how to write C++ code. I can’t overstate the confidence you gave me.” – Danny Grady, senior programmer/analyst at a Fortune 500 Company Whether you’re new to programming or moving from another language, Python Without Fear will quickly make you productive! Brian Overland’s unique approach to Python includes: Taking you by the hand while teaching topics from the very basics to intermediate and advanced features of Python Teaching by examples that are explained line by line Heavy emphasis on examples that are fun and useful, including games, graphics, database applications, file storage, puzzles, and more! How to think “Pythonically” and avoid common “gotchas” Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available.

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This book constitutes the proceedings of the 12th International Conference on Design Science Research in Information Systems and Technology, DESRIST 2017, held in May/June 2017 in Karlsruhe, Germany. The 25 full and 11 short papers presented in this volume were carefully reviewed and selected from 66 full and 19 short papers. The contributions are organized in topical sections named: DSR in business process management; DSR in human computer interaction; DSR in data science and business analytics; DSR in service science; methodological contributions; domain-specific DSR applications; emerging themes and new ideas; and products and prototypes.

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Problem solving with JavaScript is a lot trickier now that its use has expanded considerably in size, scope, and complexity. This cookbook has your back, with recipes for common tasks across the JavaScript world, whether you're working in the browser, the server, or a mobile environment. Each recipe includes reusable code and practical advice for tackling JavaScript objects, Node, Ajax, JSON, data persistence, graphical and media applications, complex frameworks, modular JavaScript, APIs, and many related technologies. Aimed at people who have some experience with JavaScript, the first part covers traditional uses of JavaScript, along with new ideas and improved functionality. The second part dives into the server, mobile development, and a plethora of leading-edge tools. You'll save time—and learn more about JavaScript in the process. Topics include: Classic JavaScript: Arrays, functions, and the JavaScript Object Accessing the user interface Testing and accessibility Creating and using

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JavaScript libraries Client-server communication with Ajax Rich, interactive web effects JavaScript, All Blown Up: New ECMAScript standard objects Using Node on the server Modularizing and managing JavaScript Complex JavaScript frameworks Advanced client-server communications Visualizations and client-server graphics Mobile application development

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Using Apache Cordova 4, you can leverage native technologies and web standards to quickly build cross-platform apps for most mobile devices. You can deliver a high-end user experience where it matters, while radically simplifying code maintenance and reuse. Apache Cordova 4 Programming is the most concise, accessible introduction to this remarkable technology. In this

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essential guide, expert mobile developer John Wargo quickly gets you up to speed with all the essentials, from installation, configuration, and tools, to building plugins and using Cordova's powerful APIs. Wargo helps you make the most of Cordova 4's major enhancements, while offering practical guidance for all versions, including Adobe PhoneGap. Full chapters are dedicated to five major mobile platforms: Android, iOS, Windows Phone, Firefox OS, and Ubuntu. Using rich, relevant examples, Wargo guides you through both the anatomy of a Cordova app and its entire lifecycle, including cross-platform testing and debugging. Throughout, he illuminates Cordova development best practices, streamlining your development process and helping you write high-quality apps right from the start. Topics include Installing and configuring Cordova's development environment Working with the Cordova command line interfaces Creating Cordova plugins, using Plugman and the PhoneGap CLI Cordova's support for Firefox OS and Ubuntu devices Automation (Grunt and Gulp) and Cordova CLI hooks Microsoft's hybrid toolkit for Visual Studio Third-party tools, such as AppGyver, GapDebug, THyM, and more Beautifying Cordova apps with third-party HTML frameworks, such as Bootstrap, OpenUI5, Ionic, and Onsen UI Running, testing, and debugging Cordova apps on each major mobile platform Access the full code examples at

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cordova4programming.com, where you'll also find updates reflecting Cordova's continuing evolution. This book is an ideal companion to Wargo's authoritative collection of Apache Cordova code recipes for each Cordova API, Apache Cordova API Cookbook (Addison-Wesley, 2015).

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This book constitutes revised selected papers from the 10th International Conference on Web Information Systems and Technologies, WEBIST 2014, held in Barcelona, Spain, April 2014, organized by the Institute for Systems and Technologies of Information, Control and Communication (INSTICC), and technically sponsored by the European Research Center for Information Systems (ERCIS). The purpose of the WEBIST series of conferences is to bring together researches, engineers and practitioners interested in technological advances and business applications of web-based information systems. The 21 papers presented in this volume were carefully reviewed and selected originally 153 paper submissions. They were organized in topical sections names, internet technology; web interfaces and applications; society, e-business and e-government; web intelligence; and mobile information systems. The book also contains two invited talks in full-paper length.

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With the second edition of this popular book, you'll learn how

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to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi-touch screens, offline storage, and other features in today's smartphones, tablets, and feature phones. The market for mobile apps continues to evolve at a breakneck pace, and this book is the most complete reference available for the mobile web. Author and mobile development expert Maximiliano Firtman shows you how to develop a standard app core that you can extend to work with specific devices. This updated edition covers many recent advances in mobile development, including responsive web design techniques, offline storage, mobile design patterns, and new mobile browsers, platforms, and hardware APIs. Learn the particulars and pitfalls of building mobile websites and apps with HTML5, CSS, JavaScript and responsive techniques Create effective user interfaces for touch devices and different resolution displays Understand variations among iOS, Android, Windows Phone, BlackBerry, Firefox OS, and other mobile platforms Bypass the browser to create native web apps, ebooks, and PhoneGap applications Build apps for browsers and online retailers such as the App Store, Google Play Store, Windows Store, and App World This book constitutes the proceedings of the 20th International Semantic Web Conference, ISWC 2021, which took place in October 2021. Due to COVID-19 pandemic the conference was held virtually. The papers included in this volume deal with the latest advances in fundamental research, innovative technology, and applications of the Semantic Web, linked data, knowledge graphs, and knowledge processing on the Web. Papers are organized in a research track, resources and in-use track. The research track details theoretical, analytical and empirical aspects of the Semantic Web and its intersection with other disciplines. The resources track promotes the sharing of resources which support, enable or utilize semantic web research, including

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application and reveal the achieved impact. One of them uses augmented reality to encourage children to learn about trees as context-sensitive informal learning. The other, immerses children in playing a learning game to learn math by cooperating between members team and interacting through mobile devices. This volume will be a source of interest for researchers, practitioners, professors, and postgraduate students aimed at updating their knowledge and finding targets for future work in the mobile, ubiquitous, and pervasive learning field!

Leverage your existing web development skills to learn the whole cycle of hybrid mobile app development. This edition is fully updated with the changes in Ionic 4, including Stencil, a new framework based on the web components standard. It explains Ionic and Firebase in detail, including how to create hybrid mobile apps using using React and Vue, and run those apps in an internal browser using a wrapper created by Apache Cordova. Build Mobile Apps with Ionic 4 and Firebase shows you how to focus on developing front-end code, without needing to manage any back-end code or servers. You'll learn in the context of building a Hacker News client app, which can view top stories in Hacker News, view comments of a story, and add stories to favorites. Explore how Ionic 4 uses Angular as the JavaScript framework to easily develop apps using an interface similar to native apps, and how to access Firebase, a real-time database, in web apps using JavaScript. What You'll Learn Create content-based Ionic mobile apps Work with new Ionic 4 compnents like gesture, text, and keyboard controller Manage your apps with RxJS & Redux Who This Book Is For Front-end developers and mobile app developers

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