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# Building Mobile Apps With Ionic 2 Joshmorony

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Learning Mobile App Development

Ionic Framework

Ionic Framework By Example

Building Mobile Apps at Scale

Framework for the World

Learning React Native

Ionic 4+

Learning Node.js for Mobile Application Development

Mobile App Development with Ionic 2

Building Web Apps with Spring 5 and Angular

Build Mobile Apps with Ionic 2 and Firebase

Getting Started with Ionic

Beginning Ionic Mobile Development

Xamarin Mobile Application Development

Creating Mobile Apps with Xamarin.Forms Preview Edition 2

Learn Ionic 2

Learning Ionic

Hybrid Mobile Development with Ionic

Build Mobile Apps with Ionic 4 and Firebase

Ionic Cookbook

Learn Angular Js and Ionic for Building Mobile Application

Mobile App Development with Ionic, Revised Edition

Angular in Action

Learning Progressive Web Apps

Deploying a Mobile Application to the App Store with Ionic Capacitor

Ionic in Action

Developing a Mobile Application UI with Ionic and Angular  
Developing a Mobile Application UI with Ionic and React  
Ionic 7  
Developing Progressive Web Applications with Angular (and Ionic)  
Learning Ionic  
The JHipster Mini-Book  
Ionic Cookbook  
Ionic : Hybrid Mobile App Development  
Build Mobile Apps with Ionic 2 and Firebase  
React Native - Building Mobile Apps with JavaScript  
Ionic 2 Blueprints  
Beginning Progressive Web App Development  
Building Cross-Platform GUI Applications with Fyne  
Mobile App Development with Ionic

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## **YOSEF GREGORY**

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*Learning Mobile App Development* Packt Publishing Ltd  
Forget the App Stores! They are too expensive: While Google only charges a one-time \$25 fee to join, Apple charges \$99/year just for the privilege of hosting your apps there. And even if you are willing to pay, those companies still have veto power over the content of your application. It's time to say no. As a

software developer, you want your apps to reach as many people as possible, right? Which platform should you target to reach the most users possible? How about all of them? Progressive Web Apps, or PWAs, let you do just that... and without paying a Google or Apple to be in their stores. In this book, I'll show you how to take an Angular application and deploy it to the web as a Progressive Web Application. This will make it easy for you to target the web, iOS, and Android, all at the same time, without ever asking Google or Apple for permission. By the end of this book, you

should have all the knowledge and confidence you need to deploy your own PWA that all your potential users can enjoy.

[Ionic Framework](#) Simon and Schuster  
The things you need to do to set up a new software project can be daunting. First, you have to select the back-end framework to create your API, choose your database, set up security, and choose your build tool. Then you have to choose the tools to create your front end: select a UI framework, configure a build tool, set up Sass processing, configure your browser to

auto-refresh when you make changes, and configure the client and server so they work in unison. If you're building a new application using Spring Boot and Angular, you can save days by using JHipster. JHipster generates a complete and modern web app, unifying: - A high-performance and robust Java stack on the server side with Spring Boot - A sleek, modern, mobile-first front-end with Angular and Bootstrap - A robust microservice architecture with the JHipster Registry, Netflix OSS, the ELK stack, and Docker - A powerful workflow to build your application with Yeoman, Webpack, and Maven/Gradle

*Ionic Framework By Example* "O'Reilly Media, Inc."

Build amazing cross-platform mobile apps with Ionic, the HTML5 framework that makes modern mobile application development simple

About This Book

Learn how to use one of the most exciting mobile development frameworks around to build even better apps

Follow the featured sample projects to experience Ionic's impressive capabilities

Extend your developer skillset to build, test, and launch mobile apps with confidence

Who This Book Is For

This book is for anyone who

wants to see Ionic in action - and find out how it could transform the way they build mobile apps. If you're a JavaScript web developer, you'll be building great projects in no time.

What You Will Learn

- Learn Ionic by creating three complete mobile applications
- Get to know the Ionic CLI
- Add basic and advanced features to the Ionic framework
- Connect an Ionic app with a Firebase back end
- Integrate PhoneGap plugins with NG-Cordova
- Test your apps to improve and optimize performance

In Detail

Change doesn't have to be challenging. Sometimes it can be simple - sometimes it just makes sense. With Ionic, mobile development has never been so simple, so elegant and obvious. By helping developers to harness AngularJS and HTML5 for mobile development, it's the perfect framework for anyone obsessed with performance, and anyone that understands just how important a great user experience really is.

This book shows you how to get started with Ionic framework immediately. But it doesn't just give you instructions and then expect you to follow them. Instead it demonstrates what Ionic is capable of through three practical projects you can follow and build

yourself. From a basic to-do list app, a London tourist app, to a complete social media app, all three projects have been designed to help you learn Ionic at its very best. From setting up your project to developing on both the server side and front end, and best practices for testing and debugging your projects, you'll quickly become a better mobile developer, delivering high performance mobile apps that look awesome.

*Ionic Framework by Example* is for people who don't want to learn now, build later - it's for people who want to learn and build at the same time - so they can meet today's mobile development challenges head on and deliver better products than anyone else.

Style and approach

This book isn't just an instruction manual. It doesn't just tell you what to do - it shows you. Featuring three sample projects, it's been created so you can get started with Ionic immediately.

*Building Mobile Apps at Scale* Packt Publishing Ltd

Build real-time, scalable, and interactive mobile apps with the Ionic framework

About This Book- Create amazing, cross-platform hybrid native apps using a projects-based approach-

Discover ways to make the best use of the latest features in Ionic to build on a wide array of applications- This is the right learning curve for you if you want to take the leap from an intermediate-level to a pro front-end developer with IonicWho This Book Is ForThis book is for intermediate-level Ionic developers who have some experience in working with Ionic, but don't yet have a complete idea how powerful Ionic can be to create real-time apps with dynamic functionality.What You Will Learn- Get to grips with the features of Ionic for application development- Build a Chat app with Firebase and Ionic- Make a stock tracking app using the third-party REST API and build its layouts with Ionic Navigation and Pages- Use Cordova plugins with Ionic to build a media player app- Create a production-ready application by using Ionic components, services, and Firebase as a back end- Get to know the best practices to create real-time Ionic applicationsIn Detaillonic 2, the latest version of Ionic Mobile SDK, is built on the top of latest technologies such as Angular 2, TypeScript, SASS, and lot more. The idea behind Ionic 2 is to make the entire app development process even more

fun.This book makes it possible to build fun and engaging apps using Ionic 2. You will learn how to use various Ionic components, integrate external services, derive capabilities, and most importantly how to make professional apps with Ionic 2. It will help you in understanding the fundamentals of Ionic 2 app development and will show how to build applications, gradually increasing your capabilities and the complexity of applications so that you can learn Ionic app development in a consistent and convenient way.You will also explore services such as Firebase, using LocalStorage, the WordPress JSON API, and REST API, which will help you turn your next billion dollar idea into reality.By the end of this book, you will be able to proudly call yourself a pro Ionic developer who can create a host of different apps with Ionic, and you'll have a deeper practical understanding of Ionic.Style and approach A practical project-based approach helps you create five-six different apps on your own using the various features of Ionic in each project.**Framework for the World** Createspace Independent Publishing Platform Learn how to build app store-ready hybrid

apps with the Ionic 2, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This practical guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Phone. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for

deploying your app to native app stores  
Learn how Ionic can be used to create  
Progressive Web Apps

**Learning React Native** Independently  
Published

While there is a lot of appreciation for backend and distributed systems challenges, there tends to be less empathy for why mobile development is hard when done at scale. This book collects challenges engineers face when building iOS and Android apps at scale, and common ways to tackle these. By scale, we mean having numbers of users in the millions and being built by large engineering teams. For mobile engineers, this book is a blueprint for modern app engineering approaches. For non-mobile engineers and managers, it is a resource with which to build empathy and appreciation for the complexity of world-class mobile engineering. The book covers iOS and Android mobile app challenges on these dimensions: Challenges due to the unique nature of mobile applications compared to the web, and to the backend. App complexity challenges. How do you deal with increasingly complicated navigation patterns? What about non-

deterministic event combinations? How do you localize across several languages, and how do you scale your automated and manual tests? Challenges due to large engineering teams. The larger the mobile team, the more challenging it becomes to ensure a consistent architecture. If your company builds multiple apps, how do you balance not rewriting everything from scratch while moving at a fast pace, over waiting on "centralized" teams? Cross-platform approaches. The tooling to build mobile apps keeps changing. New languages, frameworks, and approaches that all promise to address the pain points of mobile engineering keep appearing. But which approach should you choose? Flutter, React Native, Cordova? Native apps? Reuse business logic written in Kotlin, C#, C++ or other languages? What engineering approaches do "world-class" mobile engineering teams choose in non-functional aspects like code quality, compliance, privacy, compliance, or with experimentation, performance, or app size?

**Ionic 4+** Packt Publishing Ltd

This second Preview Edition ebook, now with 16 chapters, is about writing

applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

**Learning Node.js for Mobile  
Application Development** Packt  
Publishing Ltd

The Ionic Framework supports a variety of mobile platforms. Throughout this series, I will cover the important aspects of development with Ionic and React, going from zero code all the way to the Apple App and Google Play Stores. This volume will cover the absolute basics: I will show you how to build a simple Ionic application. I will cover the application structure, explaining how an Ionic application is laid out. Next I will introduce some of Ionic's more useful UI components and create a basic side-menu for the demo application. Unlike many books that spend a lot of time on background, this one is designed to be fast paced, with a minimum of fuss and fluff. It is all hands-on. By the time you complete the series, you should have the confidence you need

to create and deploy your own mobile app for iOS or Android. It will be a fast ride, so hang on.

*Mobile App Development with Ionic 2* D&D Verlag Bonn, Germany

Use Service Workers to Turbocharge Your Web Apps “You have made an excellent decision in picking up this book. If I was just starting on my learning path to mastery of Progressive Web Apps, there are not many folks I would trust more to get me there than John.” —Simon MacDonald, Developer Advocate, Adobe Software developers have two options for the apps they build: native apps targeting a specific device or web apps that run on any device. Building native apps is challenging, especially when your app targets multiple system types—i.e., desktop computers, smartphones, televisions—because user experience varies dramatically across devices. Service Workers—a relatively new technology—make it easier for web apps to bridge the gap between native and web capabilities. In *Learning Progressive Web Apps*, author John M. Wargo demonstrates how to use Service Workers to enhance the capabilities of a web app to create

Progressive Web Apps (PWA). He focuses on the technologies that enable PWAs and how to use those technologies to enhance your web apps to deliver a more native-like experience. Build web apps a user can easily install on their local system and that work offline or on low-quality networks Utilize caching strategies that give you control over which app resources are cached and when Deliver background processing in a web application Implement push notifications that enable an app to easily engage with users or trigger action from a remote server Throughout the book, Wargo introduces each core concept and illustrates the implementation of each capability through several complete, operational examples. You’ll start with simple web apps, then incrementally expand and extend them with state-of-the-art features. All example source code is available on GitHub, and additional resources are available on the author’s companion site, [learningpwa.com](http://learningpwa.com). Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

[Building Web Apps with Spring 5 and](#)

[Angular Apress](#)

Ionic has been a preferred choice for JavaScript developers to develop real time hybrid applications. This book will get you started with Ionic 3.9 and help you create Angular 5 components that interact with templates. Get the best out of Ionic through dedicated recipes which will solve issues related to it.

**Build Mobile Apps with Ionic 2 and Firebase** Createspace Independent Publishing Platform

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 components like gesture, text, and keyboard controller Manage your apps with RxJS & Redux Who This Book Is For Front-end developers and mobile app developers

**Getting Started with Ionic** Packt Publishing Ltd

Learn Angular JS And Ionic is a piece of a rapidly developing group of AngularJS fueled libraries that make building mobile apps with Angular inconceivably quick and simple So Buy Book Now And Build Mobile Apps

*Beginning Ionic Mobile Development* Independently Published

Xamarin Mobile Application Development is a hands-on Xamarin.Forms primer and a cross-platform reference for building native Android, iOS, and Windows Phone apps using C# and .NET. This book

explains how to use Xamarin.Forms, Xamarin.Android, and Xamarin.iOS to build business apps for your customers and consumer apps for Google Play and the iTunes App Store. Learn how to leverage Xamarin.Forms for cross-platform development using the most common UI pages, layouts, views, controls, and design patterns. Combine these with platform-specific UI to craft a visually stunning and highly interactive mobile user experience. Use Xamarin.Forms to data bind your UI to both data models and to view models for a Model-View-ViewModel (MVVM) implementation. Use this book to answer the important question: Is Xamarin.Forms right for my project? Platform-specific UI is a key concept in cross-platform development, and Xamarin.Android and Xamarin.iOS are the foundation of the Xamarin platform. Xamarin Mobile Application Development will cover how to build an Android app using Xamarin.Android and an iOS app using Xamarin.iOS while sharing a core code library. SQLite is the database-of-choice for many Xamarin developers. This book will explain local data access techniques using SQLite.NET and ADO.NET. Build a

mobile data access layer (DAL) using SQLite and weigh your options for web services and enterprise cloud data solutions. This book will show how organize your Xamarin code into a professional-grade application architecture. Explore solution-building techniques from starter-to-enterprise to help you decouple your functional layers, manage your platform-specific code, and share your cross-platform classes for code reuse, testability, and maintainability. Also included are 250+ screenshots on iOS, Android, and Windows Phone and 200+ C# code examples with downloadable C# and XAML versions available from Apress.com. This comprehensive recipe and reference book addresses one of the most important and vexing problems in the software industry today: How do we effectively design and develop cross-platform mobile applications?

*Xamarin Mobile Application Development* Apress

Build a complete, professional-quality, hybrid mobile application with Ionic About This Book Develop high-grade and performance-optimized hybrid applications using the latest version of Ionic Discover

the latest and upcoming features of Ionic A practical guide that will help you fully utilize all the features and components of Ionic efficiently Who This Book Is For The target audience for this book is intermediate-level application developers who have some basic knowledge of Ionic. What You Will Learn Use every Ionic component and its customization according to the application along with some important third party components Recently released Lazy Loading and Grid System supporting desktop application with Electron Integration of the various Ionic backend services and features such as Ionic Push, DB, Auth, Deploy in your application Exploration of white-listing, CORS, and various other platform security aspects to secure your application Synchronization of your data with the cloud server and fetching it in real time using Ionic Cloud and Firebase services Integration of the Cordova iBeacon plugin which will fetch contextual data on the basis of location and Websockets for real time communication for IOT based applications Implementation of offline functionality in your PWA application using service-worker, cache storage and

indexedDB In Detail Ionic is an open source, front-end framework that allows you to develop hybrid mobile apps without any native-language hassle for each platform. It offers a library of mobile-optimized HTML, CSS, and JS components for building highly interactive mobile apps. This book will help you to develop a complete, professional and quality mobile application with Ionic Framework. You will start the journey by learning to configure, customize, and migrate Ionic 1x to 3x. Then, you will move on to Ionic 3 components and see how you can customize them according to your applications. You will also implement various native plugins and integrate them with Ionic and Ionic Cloud services to use them optimally in your application. By this time, you will be able to create a full-fledged e-commerce application. Next, you will master authorization, authentication, and security techniques in Ionic 3 to ensure that your application and data are secure. Further, you will integrate the backend services such as Firebase and the Cordova iBeacon plugin in your application. Lastly, you will be looking into Progressive Web Applications and its

support with Ionic, with a demonstration of an offline-first application. By the end of the book, you will not only have built a professional, hybrid mobile application, but will also have ensured that your app is secure and performance driven. Style and approach A step-by-step guide (covering all its features and components) to build a complete mobile application using Ionic. Each chapter will cover different features of Ionic.

*Creating Mobile Apps with Xamarin.Forms Preview Edition 2* Microsoft Press

Learn how to build app store-ready hybrid apps with Ionic, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This revised guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Universal. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and



advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps

*Learn Ionic 2* Packt Publishing Ltd

Make use of Node.js to learn the development of a simple yet scalable cross-platform mobile application About This Book Use Node.js to satisfy the core backend requirements of modern apps, including user management, security, data access, and real-time data communication Build practical real-world mobile applications, which will give you the necessary knowledge to build your very own mobile solutions Step-by-step

development of projects using Ionic Framework as the frontend and Node.js for the backend supported by a MongoDB database Who This Book Is For This book is intended for web developers of all levels of expertise who want to deep dive into cross-platform mobile application development without going through the pains of understanding the languages and native frameworks that form an integral part of developing for different mobile platforms. This book is also for you if you are a developer who wants to capitalize on the MobileFirst strategy and so are going to use JavaScript for your complete stack. What You Will Learn Develop an API from scratch Set up a MongoDB Database as part of your mobile application backend Deploy a cross-platform mobile application from the command line Incorporate features within your mobile application that use native phone features such as a gyroscope, GPS, and accelerometer Implement mobile applications that use web-enabled APIs Build a mobile application with real-time chat messaging features Develop a secure mobile application that is capable of functioning with real-time data In Detail Node.js is a

massively popular JavaScript library that lets you use JavaScript to easily program scalable network applications and web services. People approaching Node.js for the first time are often attracted by its efficiency, scalability, and the fact that it's based on JavaScript, the language of the Web, which means that developers can use the same language to write backend code. Also, it's increasingly being seen as a "modern" replacement for PHP in web development, which relies on fast-paced data exchange. The growing community and the large amount of available modules makes Node.js one of the most attractive development environments. This book takes a step-wise and incremental approach toward developing cross-platform mobile technologies using existing web technologies. This will allow you to truly understand and become proficient in developing cross-platform mobile applications with Node.js, Ionic Framework, and MongoDB. The book starts off by introducing all the necessary requirements and knowledge to build a mobile application with a companion web service. It covers the ability to create an API from scratch and implement a

comprehensive user database that will give you the opportunity to offer a mobile application with a personalized experience. Midway through the book, you will learn the basic processes to create a successful mobile application. You will also gain higher-level knowledge, allowing you to develop a functional and secure mobile application to ensure a seamless user experience for end users. Finally, the book ends with more advanced projects, which will bring together all the knowledge and expertise developed in the previous chapters to create a practical and functional mobile-application that has useful real-world features. Style and approach This book is an easy-to-follow guide that takes a step-wise approach in giving expertise and knowledge to help you truly understand what is needed to create a memorable user experience for end users. Each topic is placed in the context of the bigger picture, that is, to create cross-platform mobile applications using existing technologies.

#### Learning Ionic Apress

Get up and running with developing effective Hybrid Mobile Apps with Ionic  
About This Book Develop engaging mobile

experiences with a native-looking UI in Ionic and AngularJS Build mobile applications with a native UI and interactions with device APIs using popular web technologies such as HTML, CSS, and JavaScript Create an e-commerce mobile app using tutorials and code samples Who This Book Is For This book is ideal for any web developer who wants to enter into the world of mobile app development but has no clue where to start. Ionic is an ideal starting point and provides a smooth learning curve to help you build hybrid apps using web technologies and to develop native apps for iOS and Android, you do not need to know multiple languages. This book will also be useful for Hybrid App developers who have not found the perfect framework to ensure users get a rich experience from your apps. What You Will Learn Get to know about Hybrid Apps and AngularJS Set up a development environment to build Hybrid Apps Navigate around the components and routing in Ionic Use different Ionic directives for a mobile-specific experience Integrate an Ionic App with backend web services Work with plugins to include native functionality in your hybrid apps

Test your apps on real devices Build an e-commerce app for iOS and Android from scratch In Detail Hybrid Apps are a promising choice in mobile app development to achieve cost effectiveness and rapid development. However, they were not preferred over native apps until few years back due to a poor performance and bad user experience, but everything has changed with the release of Ionic. It has evolved as the most popular choice for Hybrid Mobile App development as it tends to match the native experience and provides robust components/tools to build apps. Getting Started with Ionic equips any web developer with the basic knowledge needed to use modern web technologies to build amazing hybrid mobile apps using Ionic. This fast-paced, practical book explains all the important concepts of AngularJS and Cordova Framework required to develop apps, then gives you a brief introduction to hybrid mobile applications. It will guide you through setting up the environment to develop mobile apps, and through the multiple options and features available in Ionic so you can use them in your mobile apps. Features such as the Side Menu,

Tabs, Touch Interactions, and native features such as Bar Code, Camera, and Geolocations are all covered.. Finally, we'll show you how to use Cordova plugins and publish your apps. Style and approach Getting started with Ionic is a compact, easy-to-follow guide to developing hybrid mobile apps using Ionic with real world examples of building an e-commerce app. *Hybrid Mobile Development with Ionic* Lulu.com

Do you want to create applications that can run on iPhones and Androids? Then you have come to the right place! The Ionic Framework supports a variety of mobile platforms. Throughout this series, I will cover the important aspects of development with Ionic, Angular, and TypeScript, going from no code all the way to the Apple App and Google Play Stores. This volume will cover the absolute basics: I will show you how to build a simple Ionic application. I will cover the application structure, explaining how an Ionic application is laid out. Next I will introduce some of Ionic's more useful UI components and create a basic side-menu for the demo application. Unlike many books that spend a lot of time on background, this one is

designed to be fast paced, with a minimum of fuss and fluff. It is all hands-on. By the time you complete the series, you should have the confidence you need to create and deploy your own mobile app for iOS or Android. It will be a fast ride, so hang on. # Book Contents-Getting Started-Gentle Introduction to Angular-Your First Ionic App-Guided Tour of the Ionic-Angular Code-Customize the Code-A10Dance - The Demo App-Creating the New Project-Modifying the Home Page-Custom Students Service-Adding the Roster Page-Implementing a Student Roster-Adding Functionality to the Student Roster-User Confirmation and Notification-Basic Navigation Menu-Where to Go from Here?-Apply What You Have Learned-Appendix - Installing the Tools# Series Road Map This is the first in what I plan to be a series of books on developing applications with Ionic and Angular. Book 1: Building a Mobile Application UI This book is all about building a user interface for a mobile application from scratch. It contains everything you need to go from nothing to a fully functional mobile app UI with Ionic Framework and Angular. Many of Ionic's basic UI components will be showcased: -

lon-card-lon-item-lon-button-lon-icon-lon-menu-lon-alert-lon-option-sliding-lon-action-sheet-And More Book 2: Dealing with Data Once the basic user interface is complete, it is time to work with data. How will the application accept, validate, and store user-provided input? This book will answer those questions. When the application functionality is completed, it still needs to be available to its potential users. The final section of this book will be a discussion around various hosting options. You will deploy the application as a Progressive Web Application, which can then be installed on any modern mobile device. Book 3: Devices and Deployment Sometimes, you need true hardware integration and installation. In this book, you will work with Capacitor, Ionic's solution for interfacing with the mobile hardware. The book will conclude by explaining and demonstrating how to prepare, build, and deploy the finished application to both the Apple and Google Play Stores. Sign up at <https://walkingriver.com> to receive advanced notice and occasional rough-draft content of new books in this series. *Build Mobile Apps with Ionic 4 and*

*Firebase Geoinformation International*  
Build fast, reliable web applications using the latest web development technologies. This book provides step-by-step learning through the process of transforming a “traditional” web app into a high-performing progressive web app, leveraging principles and lessons taught throughout the book. You will learn to improve the performance, reliability, reach, and user engagement of mobile web applications through the use of specific, practical examples. Because most non-trivial web applications developed today use JavaScript frameworks, you will learn about the most popular frameworks offering a PWA right out of the box, including React, Preact, Vue.js, Angular, and Ionic. You also will learn which tools to enlist to measure your application’s performance, such as Google’s Lighthouse. *Beginning Progressive Web App Development* includes best practices to make your app work even when an end user has a poor or no Internet connection, and to send notifications and reminders with the Notification and Push APIs to keep your users engaged. You will come away with an understanding of the

technologies—application shells, server push technology, and caching—that will allow you to rapidly deliver content to your users. As important as it is to provide mobile users with a great experience, the principles of PWAs are not limited to smartphones. Most of what you will learn in this book is directly applicable to web applications on all screen sizes. What You'll Learn Achieve nearly instant loading times Implement service workers to make your app load faster and work while users are offline Keep users engaged with web notifications Measure the performance and reach of your web applications Transform your existing web app into a progressive web app Create a progressive web app from scratch Understand what building a truly fast web app entails with Google’s PRPL pattern Who This Book Is For Web developers with prior JavaScript experience

*Ionic Cookbook* Packt Publishing Ltd  
"Ionic 4+- Creating awesome apps for iOS, Android, Desktop & Web" is aimed at software developers who previously had little or nothing to do with programming apps or who had worked with other tools and frameworks and would like to build

cool apps in an easy way. The book spans from the idea of the popular app framework and its installation to the realization of a complete app including its publication on Apple App Store, Google Play, for Desktop by using Electron or as Progressive Web App (PWA). Each of the twelve chapters is dedicated to its own aspect of Ionic. In the process, new functionalities are gradually being added to an initially simply designed tourism app called "BoB Tours". At the end of this book, the reader not only knows the key features of Ionic, but has also understood how the whole works in context. He/She finally has the necessary knowledge to be able to develop his/her own awesome apps with Ionic. A comprehensive introduction to Ionic on more than 600 pages. Level: Beginner ++ Intermediate +++ Advanced + Table of Contents: 1. Introduction, 2. Angular Essentials, 3. The first app, 4. Navigation, 5. Services and Storages, 6. UI Components, 7. Form validation, 8. Theming, styling, customizing, 9. Ionic Native, 10. Communication and Messaging, 11. Debugging and Testing, 12. Build, Deploy and Publish, Bonus chapter: Ionic without any framework,

Ionic and Capacitor, Ionic and React, Ionic and Vue Predecessor's Press Reviews: "The author manages to quickly familiarize experienced JavaScript and Angular

developers with the finesses of the framework." (c't) "Our conclusion can only be: absolute recommendation."

(netznews.org) "At the moment Dormann's book about Ionic is practically unrivaled." (c't) Buyers of the paperback edition get the ebook for free.

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- Definition Of Diffusion In Sociology : [click here](#)