



APACHE
CORDOVA™

Apache Cordova

Programming & development

Course Curriculum



Apache Cordova Mobile Phone App Development

Introduction to Cordova

Mobile apps are more popular than Mobile websites these days. If we need to create a Mobile app for multiple platforms, Cordova is a great choice. As a web developer Cordova offers you the possibility to use your knowledge of JavaScript, HTML and CSS and create nice apps with it. We'll have a look in this module at how to start with Cordova and what kind of workflows you can use.

- Getting Started
- Basic components
- Development paths
- The command-line interface

Creating a cross-platform app

In this module we'll have a look at a basic Cordova application and what you'll get when starting from scratch.

- What is Cordova
- Basic Components
- Creating your first app
- Development Paths
- Installing Cordova

Using the Cordova API

Cordova uses plugins to communicate from your JavaScript towards native functionality. This can range from getting the Battery Status to taking a picture with the built-in Camera. We'll look at these basic plugins, what they do and how to use them.

- What is a plugin
- Core Plugins: Battery Status, Camera, Contacts, Geolocation, Notifications, Media
- Using plugins

Creating custom plugins

Sometimes we need to create our own translation from JavaScript to the native platform. In this module we'll see how to accomplish this task.

- Plugin requirements
- Communication from Cordova to plugin



- Native functionality

Storing data in Cordova apps

Making sure data can be persisted for your app, even when shutting it down is pretty important. We'll look at a couple of options we can use to realize this.

- Using LocalStorage
- Using WebSQL
- Using IndexedDB
- File Storage

Cordova and Angular

In this chapter we'll have a brief look at how to combine Cordova and Angular (previously Angular 2) and create an application with Databinding at its core.

- Why Databinding?
- Looking at Angular
- Creating a SPA in Angular with Cordova
- Possible issues with Angular and Cordova

Ionic 3 Framework

With the release of Angular, the team behind Ionic decided to release a new version based on that platform. Ionic 3 is a rewrite of the first version and can be used in all sorts of apps. Ionic 3 can be called the Bootstrap for Cordova, in such a way that it combines a nice style and standardization if you need apps for multiple platforms.

- What is Ionic 3 Framework
- Contents of Ionic 3
- Creating an app with Ionic 3

Building and deploying

When you want to deploy your app, there are a couple of things to take care of. This module will explore these issues briefly.

- Configuring your app
- Domain Whitelisting
- Icons and Splash screens
- Compiling and deployment