![orsys TRAINING 50 YEARS]

Course : Cordova, developing cross-platform mobile applications

Practical course - 3d - 21h00 - Ref. OVA
Price : 1940 CHF E.T.

Apache Cordova is an open-source project that provides the basis for cross-platform development using web technologies (HTML, Javascript and CSS). This training course will enable you to master the Cordova framework and considerably reduce the cost of developing your applications.

🎯 Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Discover the challenges of mobile application development
- ✓ Understand the process of developing a mobile application with the Cordova framework
- ✓ Mastering Visual Studio's Cordova tools
- ✓ Migrating a Web application to a mobile application

Intended audience
Project managers, web and mobile developers.

Prerequisites
Bonnes connaissances du développement Web (HTML / CSS et JavaScript). Des connaissances de base de Visual Studio et de NodeJS peuvent être un plus.

Practical details
Hands-on work
All developments will be tested on smartphones made available to participants. Android and IOS environments will be used.

Course schedule

1. Cross-platform mobile development with Cordova

- The challenges of mobile development.
- Cross-platform versus native development.
- The Cordova framework.
- How Cordova works technically.
- Interact with the device.
- Advantages and limitations of Cordova.

2. Discovering Cordova

- Environment installation (NodeJS / Cordova).
- Using the CLI.
- Creation of a first application.
- Analyze the structure of an application.
- Windows application generation.
- Android application generation.
- iOS application generation.

Hands-on work
Creating a Cordova application from the command line. Analyze the structure of the project tree.

3. Using Visual Studio

- Discover the Cordova tools in Visual Studio.
- Creating an application with Visual Studio.
- Windows and Android application generation.
- Deploy and debug application on Device or Emulator.
- Visual Studio and iOS.

Hands-on work
Creating a Cordova application with Visual Studio. Deploy and debug on a device or emulator.

4. Migrating a Web application to a native application

- Web application versus native application.
- What's the effort involved?
- Make my application responsive.
- Touch management.
- Can a website be encapsulated?

Hands-on work
Creating a Web application. Encapsulating a mobile application with Cordova. Deploy on device or emulator.

5. Interacting with the device

- What is a plug-in?
- Using a Core plug-in.
- Use of a public plug-in.
- Plug-in development.

Hands-on work
Using plug-ins (accessing the camera, etc.). Creating a plug-in.

(6) Further information

- Specific code for each platform.
- Publish your application on stores.
- What about performance?
- Use AngularJS to structure your Web application.
- Use TypeScript.