

Apache Cordova 4

Programming Mobile Programming

Apache Cordova

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Apache Cordova (formerly PhoneGap) is a mobile application development framework created by Nitobi. Adobe Systems purchased Nitobi in 2011, rebranded it as PhoneGap, and later released an open-source version of the software called Apache Cordova. Apache Cordova enables developers to build hybrid web applications for mobile devices using CSS3, HTML5, and JavaScript, instead of relying on platform-specific APIs such as those in Android, iOS, or Windows Phone. It enables CSS, HTML, and JavaScript code to be packaged for different mobile platform. It extends the features of HTML and JavaScript to work with the device. The resulting applications are hybrid, meaning that they are neither truly native mobile applications nor purely web-based. They are not native because all layout rendering is done via Web views instead of the platform's native UI framework. They are not Web apps because they are packaged as apps for distribution and have access to native device APIs. Mixing native and hybrid code snippets has been possible since version 1.9.

The software was previously called just "PhoneGap", then "Apache Callback".

PhoneGap was Adobe's commercial version of Cordova along with its associated...

Apache Flex

ActionScript 3 and MXML and target web, mobile devices and desktop devices on Apache Cordova all at once. Apache Royale is currently in beta development

Apache Flex, formerly Adobe Flex, is a software development kit (SDK) for the development and deployment of cross-platform rich web applications based on the Adobe Flash platform. Initially developed by Macromedia and then acquired by Adobe Systems, Adobe donated Flex to the Apache Software Foundation in 2011 and it was promoted to a top-level project in December 2012.

The Flex 3 SDK was released under the MPL-1.1 license in 2008. Consequently, Flex applications can be developed using standard Integrated development environments (IDEs), such as IntelliJ IDEA, Eclipse, the free and open source IDE FlashDevelop, as well as the proprietary Adobe Flash Builder.

In 2014, the Apache Software Foundation started a new project called FlexJS to cross-compile ActionScript 3 to JavaScript to enable it to run on browsers that do not support Adobe Flash Player and on devices that do not support the Adobe AIR runtime. In 2017, FlexJS was renamed to Apache Royale. The Apache Software Foundation describes the current iteration of Apache Royale as an open-source frontend technology that allows a developer to code in ActionScript 3 and MXML and target web, mobile devices and desktop devices on Apache...

NS Basic

work for any build tool

not just VoltBuilder. They can be used with Apache Cordova, Ionic Capacitor, Appflow and others. The security and privacy of the - NS Basic is a family of development tools developed and commercially marketed by NSB Corporation in Toronto, Ontario, Canada for iOS, Android, Microsoft Windows, MacOS, Linux, BlackBerry OS, webOS, Newton OS, Palm OS, Windows CE and Windows Mobile.

== History ==

NSB Corporation was founded by George Henne in 1993 to provide easy development tools for mobile devices. The manufacturers and licensors of the operating systems usually supply a C++-based tool aimed at highly skilled professional developers. NSB/AppStudio provides an alternative using the JavaScript or Basic programming language, similar to Visual Basic. Key developers include George Henne, Marcus Darden, James Kruth, Eric Pepke and Dan Rowley.

As of 2023, NS Basic's tools are used by over three million

developers in over 80 countries.

Until 2019, NSB Corporation was known as NS BASIC Corporation.

Mobile app

hybrid app is a mix of native and web-based apps. Apps developed using Apache Cordova, Flutter, Xamarin, React Native, Sencha Touch, and other frameworks

A mobile app or application is a computer program or software application designed to run on a mobile device such as a smartphone, tablet, or smartwatch. Mobile applications often stand in contrast to desktop applications which are designed to run on desktop computers, and web applications which run in mobile web browsers rather than directly on the mobile device.

Apps were originally intended for productivity assistance such as email, calendar, and contact databases, but the public demand for apps caused rapid expansion into other areas such as mobile games, factory automation, GPS and location-based services, order-tracking, and ticket purchases, so that there are now millions of apps available. Many apps require Internet access. Apps are generally downloaded from app stores, which are a type of digital distribution platforms.

The term "app", short for "application", has since become very popular; in 2010, it was listed as "Word of the Year" by the American Dialect Society.

Apps are broadly classified into three types: native apps, hybrid apps and web apps. Native applications are designed specifically for a mobile operating system, typically iOS or Android. Web apps are written in...

Ionic (mobile app framework)

original version was released in 2013 and built on top of AngularJS and Apache Cordova. However, the latest release was re-built as a set of Web Components

Ionic is an open-source UI toolkit for building cross-platform mobile, web, and desktop applications using web technologies such as HTML, CSS, and JavaScript/TypeScript. It provides a set of pre-designed UI components and tools for building high-quality, interactive

applications. Ionic was originally built as a complete open-source SDK for hybrid mobile app development created by Max Lynch, Ben Sperry, and Adam Bradley of Drifty Co. in 2013. The original version was released in 2013 and built on top of AngularJS and Apache Cordova. However, the latest release was re-built as a set of Web Components using StencilJS, allowing the user to choose any user interface framework, such as Angular, React or Vue.js. It also allows the use of Ionic components with no user interface framework at all. Ionic provides tools and services for developing hybrid mobile, desktop, and progressive web apps based on modern web development technologies and practices, using Web technologies like CSS, HTML5, and Sass. In particular, mobile apps can be built with these Web technologies and then distributed through native app stores to be installed on devices by utilizing Cordova or Capacitor.

== History ==

Ionic...

Mobile app development

Mobile app development is the act or process by which a mobile app is developed for one or more mobile devices, which can include personal digital assistants

Mobile app development is the act or process by which a mobile app is developed for one or more mobile devices, which can include personal digital assistants (PDA), enterprise digital assistants (EDA), or mobile phones. Such software applications are specifically designed to run on mobile devices, after considering many hardware constraints. Common constraints include central processing unit (CPU) architecture and speeds, available random-access memory (RAM), limited data storage capacities, and considerable variation in displays (technology, size, dimensions, resolution) and input methods (buttons, keyboards, touch screens with or without styluses). These applications (or 'apps') can be pre-installed on phones during manufacturing or delivered as web applications, using server-side or client-side processing (e.g., JavaScript) to provide an "application-like" experience within a web browser.

The mobile app development sector has experienced significant growth in Europe. A 2017 report from the Progressive Policy Institute estimated there were 1.89 million jobs in the app economy across the European Union (EU) by January 2017, marking a 15% increase from

the previous year. These jobs...

Enyo (software)

later acquired by Hewlett-Packard in April 2010 and then released under an Apache 2.0 license. It is sponsored by LG Electronics and Hewlett-Packard. Bootplate

Enyo is an open source JavaScript framework for cross-platform mobile, desktop, TV and web applications emphasizing object-oriented encapsulation and modularity. Initially developed by Palm, it was later acquired by Hewlett-Packard in April 2010 and then released under an Apache 2.0 license. It is sponsored by LG Electronics and Hewlett-Packard.

== Bootplate ==

Bootplate is a simplified way of creating an app, providing a skeleton of the program's folder tree. The Bootplate template provides a complete starter project that supports source control and cross-platform deployment out of the box. It can be used to facilitate both the creation of a new project and the preparation for its eventual deployment.

Sencha Touch

the viewport and the event system. Sencha Touch supports PhoneGap and Apache Cordova APIs for Accelerometer, Camera, Compass, Geolocation, Capture, InAppBrowser

Sencha Touch is a user interface (UI) JavaScript library, or web framework, specifically built for the Mobile Web. It can be used by Web developers to develop user interfaces for mobile web applications that look and feel like native applications on supported mobile devices. It is based on web standards such as HTML5, CSS3 and JavaScript. The goal of Sencha Touch is to facilitate quick and easy development of HTML5 based mobile apps which run on Android, iOS, Windows, Tizen and BlackBerry devices, simultaneously allowing a native look and feel to the apps.

== Version history and support ==

Sencha Touch is a product of Sencha, which was formed after popular JavaScript library projects Ext JS, jQTouch and Raphaël were combined. The first release of Sencha Touch, version 0.90 beta, was

made available on July 17, 2010. This beta release supported devices running Android, and iOS (on iPhone, iPod Touch, iPad).

Subsequently, the first stable version, 1.0, was released in November 2010. Version 1.1.0 added support for devices running BlackBerry OS 6.0.

The latest release, Sencha Touch 2.4.2, was released in June 2015 and is designed to run on the following browsers and platforms:

WinJS

spanning the most popular desktop and mobile browsers, as well as HTML-based app environments like Apache Cordova JavaScript modularization giving developers

The Windows Library for JavaScript (abbreviated as WinJS) is an open-source JavaScript library developed by Microsoft. It has been designed with the primary goal of easing development of Windows Store apps for Windows 8 and Windows 10, as well as Windows Phone apps for Windows Phone 8.1, Windows 10 Mobile and Xbox One applications using HTML5 and JavaScript, as an alternative to using WinRT XAML and C#, VB.NET or C++ (CX).

WinJS started as a technology that was specific to Windows Store apps, but has evolved to aim at working in any Web browser. In April 2014, during the Microsoft Build developer conference, WinJS was released under the Apache License as free and open source software to port it to other than Microsoft platforms. A site dedicated to demonstrating the library has also been published.

Future development on WinJS is focused on maintaining what currently exists in the project. There are no plans for new features or feature requests, meaning no plans for a new feature release. The WinJS repository hasn't had a new commit since 2020.

== Overview ==

WinJS provides helpers that facilitate the development of Windows Store apps using HTML5 and JavaScript. The library consists...

Cross-platform software

Codename One, ArkUI-X, Kivy, Qt, GTK, Flutter, NativeScript, Xamarin, Apache Cordova, Ionic, and React Native. Platform can

refer to the type of processor

Within computing, cross-platform software (also called multi-platform software, platform-agnostic software, or platform-independent software) is computer software that is designed to work in several computing platforms. Some cross-platform software requires a separate build for each platform, but some can be directly run on any platform without special preparation, being written in an interpreted language or compiled to portable bytecode for which the interpreters or run-time packages are common or standard components of all supported platforms.

For example, a cross-platform application may run on Linux, macOS and Microsoft Windows. Cross-platform software may run on many platforms, or as few as two. Some frameworks for cross-platform development are Codename One, ArkUI-X, Kivy, Qt, GTK, Flutter, NativeScript, Xamarin, Apache Cordova, Ionic, and React Native.

== Platforms ==

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