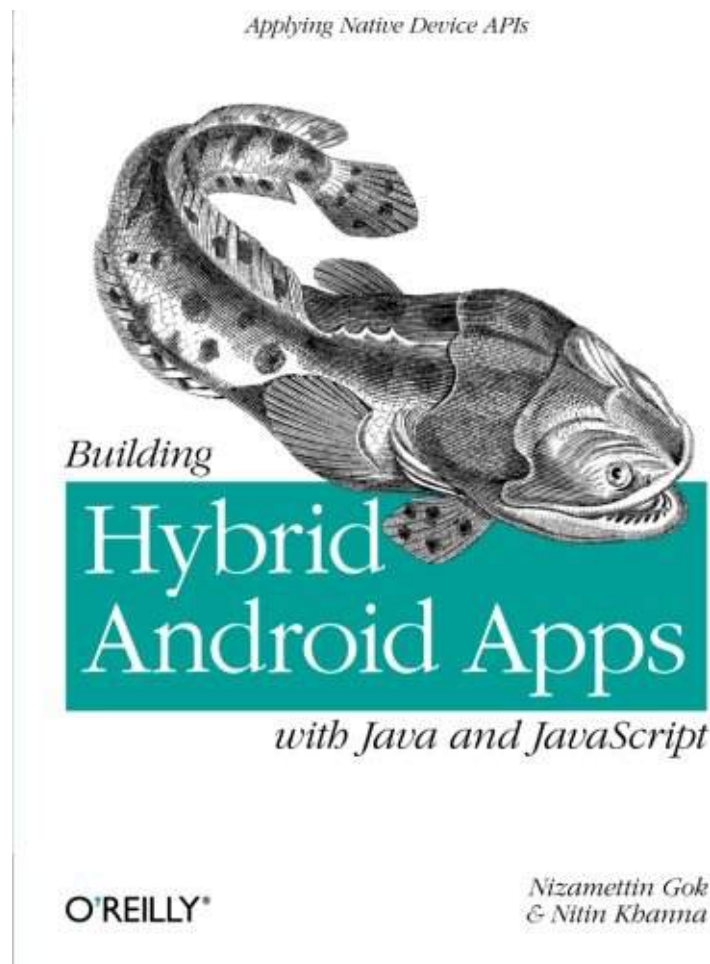


(Mobile pdf) Building Hybrid Android Apps with Java and JavaScript: Applying Native Device APIs
(Jappling Native Device Apis)

Building Hybrid Android Apps with Java and JavaScript: Applying Native Device APIs (Jappling Native Device Apis)

By Nizamettin Gok, Nitin Khanna
ebooks | Download PDF | *ePub | DOC | audiobook



| #2724019 in Books | O'Reilly Media | 2013-08-10 | 2013-08-07 | Original language: English | PDF #
1 | 9.19 x .40 x 7.00l, .57 | File type: PDF | 156 pages
| | File size: 28.Mb

By Nizamettin Gok, Nitin Khanna : Building Hybrid Android Apps with Java and JavaScript: Applying Native Device APIs (Jappling Native Device Apis) Building Hybrid Android Apps with Java and JavaScript: Applying Native Device APIs (Jappling Native Device Apis):

4 of 6 review helpful Enjoyable Well Written By Greg The book Building Hybrid Android Apps with Java and

Javascript published July 2013 by O Reilly is a very enjoyable very informative 155 pages This book reveals how Android applications can be created using standard Javascript HTML CSS and any additional bells and whistles such as jQuery SASS and Backbone that you care to add I received a free copy of t Build HTML5 based hybrid applications for Android with a mix of native Java and JavaScript components without using third party libraries and wrappers such as PhoneGap or Titanium This concise hands on book takes you through the entire process from setting up your development environment to deploying your product to an app store Learn how to create apps that have access to native APIs such as location vibrator sensors and the camera using a JavaSc About the Author Nizamettin Gok aka Nizam has more than 15 years of experience in client side applications He has involved in designing developing and managing large scale web applications for many years He then transformed these outstanding experien

(Mobile pdf)
pdf audiobook

textbooks review

Free summary

Related:

[Android Wireless Application Development Volume II: Advanced Topics \(3rd Edition\) \(Developer's Library\)](#)

[Beginning Facebook Game Apps Development](#)

[Visual Basic Object and Component Handbook](#)

[Arduino + Android Projects for the Evil Genius: Control Arduino with Your Smartphone or Tablet](#)

[Astonishing Legends The Joy of Swift: How to program iOS applications using Apple Swift even if you've never programmed before](#)

[Designing the iPhone User Experience: A User-Centered Approach to Sketching and Prototyping iPhone Apps](#)

[Pro Android Games: L Edition](#)

[Build iOS Games with Sprite Kit: Unleash Your Imagination in Two Dimensions](#)

[App Development Guide: Wack-A Mole: Learn App Develop By Creating Apps for iOS, Android and the Web \(App Development Guides\) \(Volume 1\)](#)

[Unity 5 for Android Essentials](#)