

CPD- Cross Platform Mobile Application Development

Session 1:

Expected Session Duration: 1.0- 1.5 hours

Benchmarking: Theory & Practical

Process and Tasks

Handling Activity Lifecycle events

- Dealing with Threads
- Showing Pop-up Messages
- Embedding the WebKit browser
- Applying Menus
- Using Fancy Widgets and Containers
- Using Selection Widgets
- Working with Containers
- Using Basic Widgets
- Using XML based layouts

Working with Activities (Practical Session) Listeners and Interfaces

Session 2

Expected Session Duration: 1.0- 1.5 hours

Benchmarking: Theory & Practical

Retrieving Extra information

- Using Extra Information
- Implicit Intent
- Explicit Intent

Intents (Practical Session)

- Customize ListView

ListActivity with own layout

- Simple ListView

ListView (Practical Session)

Exploring the Preferences Framework

- Application level Preferences
- Activity Specific Preferences
- Preferences (Practical Session)

Session 3

Expected Session Duration: 1.0- 1.5 hours

Benchmarking: Theory & Practical

Service Lifecycle

- Managing the Life cycle to the Service
- Running Service in Foreground
- Sending Notification to the user

- Stopping a Service
- Starting a Service
- Extending Service class
- Creating a started service
- Declaring Service in the Manifest
- The Basics

Session 4

Expected Session Duration: 1.0- 1.5 hours

Benchmarking: Theory & Practical

JQuery Overview .

Introduction to JQuery & Content

- AJAX Navigation and Transition
- Dialog & Theming
- Responsive Design
- Form Elements
- ListView
- Buttons
- Widgets

Text input

Autocomplete

AJAX Navigation

Accordion

Widget References

(Practical Session)

Session 5

Expected Session Duration: 1.0- 1.5 hours

Benchmarking: Theory & Practical

Platform Supports

- Development Path
- Basic Components
- Cross Platform (Android, iPhone, Windows Mobile etc.)

Cordova Overview

Anatomy of Cordova HelloWorld App

Creating HelloWorld App Using Cordova

(Practical Session)

Session 6

Expected Session Duration: 1.0- 1.5 hours

Benchmarking: Theory & Practical

Platform Guides
Complete Build Example on Accelerometer
Permissions

- Arguments
- Methods

Accelerometer (Practical Session)
Complete Build Example on

- Camera
- Permissions
- Arguments

Methods Camera (Practical Session)

Session 7

Expected Session Duration: 2.0- 3.0 hours
Benchmarking: Theory & Practical

Complete Build Example on Capture

- Permissions
- Arguments
- Methods

Capture (Practical Session)
Complete Build Example on Compass

- Permissions
- Arguments
- Methods

Compass (Practical Session)

Session 8

Expected Session Duration: 45m – 1.0 hours
Benchmarking: Theory & Practical

Complete Build Example on Connection

- Permissions
- Arguments
- Methods

Connection (Practical Session)
Complete Build Example on Contacts

- Permissions
- Arguments
- Methods

Contacts (Practical Session)

Session 9

Expected Session Duration: 45m – 1.0 hours

Benchmarking: Theory & Practical

Complete Build Example on Device

- Permissions
- Arguments
- Methods

Device (Practical Session)

Permissions

Events Types

Complete Build Example on File

- Permissions
- Arguments
- Methods

File (Practical Session)

Session 10

Expected Session Duration: 45m – 1.0 hours

Benchmarking: Theory & Practical

Where to Go Next ?

- Permissions
- Arguments
- Methods
- Complete Build Example on SplashScreen

Storage (Practical Session)

- Permissions
- Arguments
- Methods

Complete Build Example on Notification

Session 11

Expected Session Duration: 45m – 1.0 hours

Benchmarking: Theory & Practical

Native

- Echo Plugin Example
- JavaScript
- Plugin Development Guide
- Cordova Plugin (Practical Session)

Creating a Simple Registration form using Storage

Accessing a Webservice using Cordova (Code snippet).

Cordova Applications in Market Conclusion

Session 12

Expected Session Duration: 1.0 hour – 2.0 hours

Benchmarking: Theory & Practical

Complete Build Example on Geolocation Globalization (Practical Session)

- Permissions
- Arguments
- Methods

Accessing FTP:// Server Files and Directory using Cordova Plugin

Complete Barcode Scanner Project using Cordova Plugin

Geolocation (Practical Session)

Deliverables to Participant after the conduction of workshop

1. Software toolkit to each participant.
2. Training Material (eBooks) for each participant.