

Getting Started with NativeScript

By Nathanael J. Anderson

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Explore the possibility of building truly native, cross-platform mobile applications using your JavaScript skill—NativeScript!

About This Book

- Save your marketing time by building for iOS, Android, and Windows Mobile platforms simultaneously
- Be an ace at utilizing the features of NativeScript and its ability to communicate with each of the host device libraries natively
- Proficiently, build your fully cross-platform communication application exhibiting the fundamentals of NativeScript

Who This Book Is For

If you are a JavaScript developer and want to build cross-platform applications, then this book is just the right one for you!

What You Will Learn

- Install and compile your application in NativeScript
- Get important know-how on the NativeScript project structure
- Develop and style your screens for multiple platforms
- Create a full-featured cross-platform communication application
- Import and use several third-party components
- Simplify and deal with device resolution and cross-platform issues
- Test and deploy your application

In Detail

NativeScript allows you to build a fast cross-platform application that has a native UI. NativeScript is a true cross-platform framework that generates native speed applications using the native components of the host platform, all using JavaScript. Although NativeScript allows you to build your application in JavaScript, you have full access to the host OS from your code, allowing you to easily tweak or use new platform features instantly at native code speeds.

Whether you have already developed multiple applications or zero applications, this book will help you to develop your next application in a cross-platform framework quickly, saving you a massive amount of time and money.

This book concisely shows you NativeScript's built-in framework that allows you to rapidly develop a fully-working compiled cross-platform application in just a few chapters. It starts by laying the foundation of NativeScript and working through the fundamentals to create a basic shell of the application. Moving on, you'll see how to build a full-fledged application step by step. We'll show you how to use plugins, and how to communicate with the native OS libraries easily so that you can customize your application as if your app was created in Java or Objective C. We then deal with the issues that arise from being cross platform and compensate for the different screen sizes, screen resolutions, and device abilities. Finally, we progress to testing and deploying your app.

Style and approach

A stepwise guide for building cross-platform mobile applications with the help of easy-to-understand examples.

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Editorial Review

About the Author

Nathanael J. Anderson

Nathanael J. Anderson has been developing software for over 20 years in a wide range of industries, including areas of games, time management, imaging, service, printing, accounting, land management, security, web, and even (believe it or not) some successful government projects. He is currently a contract developer for master technology and can create a solution for several types of applications (native, web, mobile, and hybrid) running on any operating system. As a senior developer engineer, he can work, tune, and secure everything from your backend servers to the final destination of the data on your desktop or mobile devices. By understanding the entire infrastructure, including the real and virtualized hardware, he can completely eliminate different types of issues in all parts of a framework. Currently, he has multiple highly rated cross-platform plugins for NativeScript, and he works heavily in the NativeScript community by providing things such as bleeding edge build servers to build knightly code. He has also provided multiple patches and features to the main NativeScript project.

Users Review

From reader reviews:

Pamela Guarino:

The reserve with title Getting Started with NativeScript posesses a lot of information that you can find out it. You can get a lot of benefit after read this book. This particular book exist new know-how the information that exist in this book represented the condition of the world today. That is important to yo7u to know how the improvement of the world. This particular book will bring you throughout new era of the internationalization. You can read the e-book on your own smart phone, so you can read it anywhere you want.

Steven Anderson:

People live in this new time of lifestyle always aim to and must have the extra time or they will get great deal of stress from both day to day life and work. So , when we ask do people have time, we will say absolutely without a doubt. People is human not really a huge robot. Then we question again, what kind of activity do you possess when the spare time coming to an individual of course your answer can unlimited right. Then do you try this one, reading ebooks. It can be your alternative in spending your spare time, often the book you have read is definitely Getting Started with NativeScript.

John Damm:

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easier to share. You can find a lot of recommendations to get information example: internet, newspapers, book, and soon. You will see that now, a lot of publisher which print many kinds of book. The book that recommended to your account is Getting Started with NativeScript this publication consist a lot of the information on the condition of this world now. This book was represented just how can the world has grown up. The terminology styles that writer use for explain it is easy to understand. The particular writer made some investigation when he makes this book. That's why this book ideal all of you.

Justin Mireles:

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