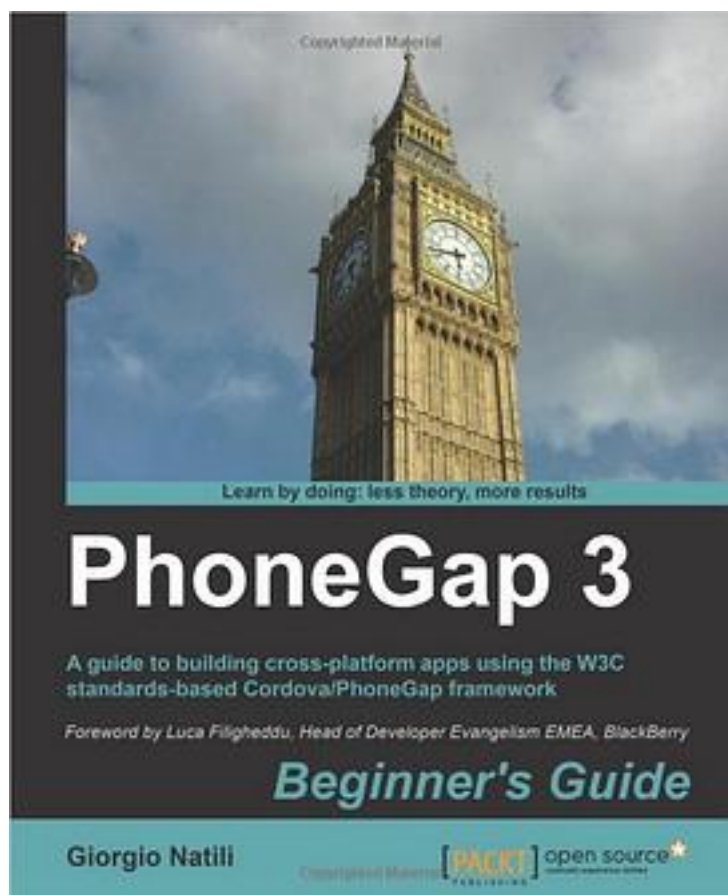


# PhoneGap 3, Beginner's Guide, 2nd Edition



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In Detail

You don't have to know complex languages like Objective C to compete in the ever-growing mobile market place. The PhoneGap framework lets you use your web

development skills to build HTML and JavaScript-based mobile applications with native wrappers that run on all the major mobile platforms, including Android, iOS, and Windows Phone 8.

"PhoneGap 3 Beginner's Guide" will help you break into the world of mobile application development. You will learn how to set up and configure your mobile development environment, implement the most common features of modern mobile apps, and build rich, native-style applications. The examples in this book deal with real use case scenarios, which will help you develop your own apps, and then publish them on the most popular app stores.

Dive deep into PhoneGap and refine your skills by learning how to build the main features of a real world app.

"PhoneGap 3 Beginner's Guide" will guide you through the building blocks of a mobile application that lets users plan a trip and share their trip information. With the help of this app, you will learn how to work with key PhoneGap tools and APIs, extend the framework's functionality with plug-ins, and integrate device features such as the camera, contacts, storage, and more. By the time you're finished, you will have a solid understanding of the common challenges mobile app developers face, and you will know how to solve them.

## Approach

Written in a friendly, example-driven Beginner's Guide format, there are plenty of step-by-step instructions to help you get started with PhoneGap.

## Who this book is for

If you are a web developer or mobile application developer interested in an examples-based approach to learning mobile application development basics with PhoneGap, then this book is for you.

## 作者介绍:

Giorgio Natili is an author, educator, community leader, W3C member, and founder of [www.gnstudio.com](http://www.gnstudio.com)—a boutique Rome-based development and design studio, specializing in engaging and accessible web and mobile experiences. A strong proponent of agile development practices, his areas of expertise include standards-based application development, client-side scripting, gaming, and video streaming. His previous speaking engagements include Adobe Max, 360|Flex, FITC, XP 2010 and 2012, 360|Stack 2013, and several community-driven conferences. Also, he is the founder of the community [www.codeinvaders.net](http://www.codeinvaders.net) and the main organizer of the Mobile Tea, Italy conference.

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