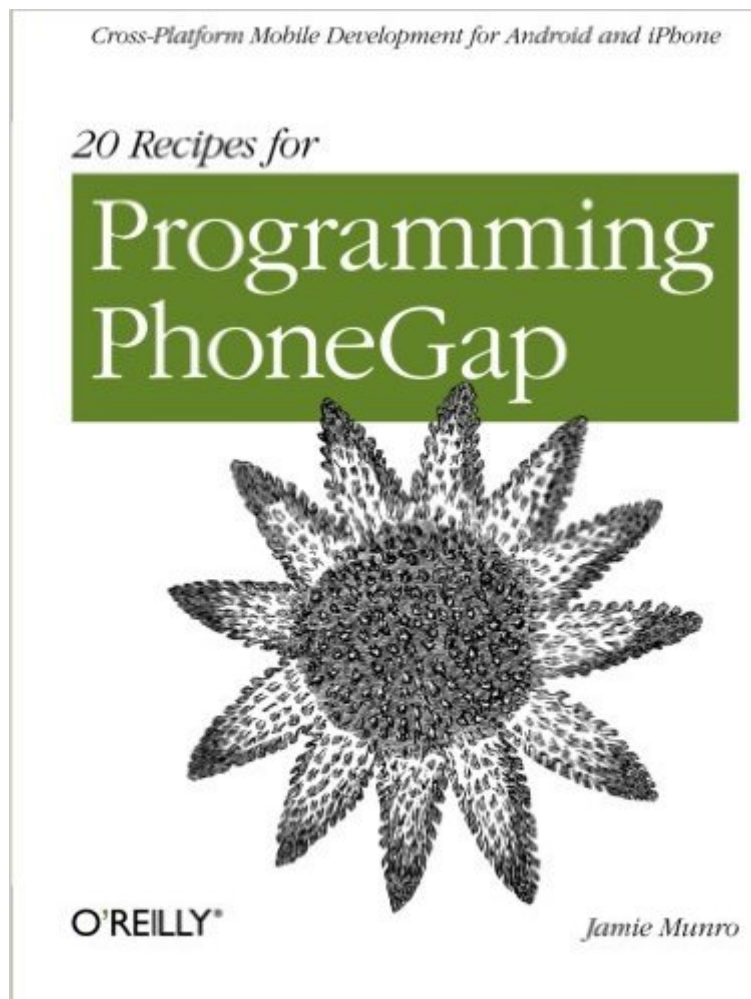# 20 Recipes For Programming PhoneGap: Cross-Platform Mobile Development For Android And IPhone

Synopsis

Gain hands-on experience with the amazing PhoneGap library, using the practical recipes in this handy guide. With these solutions, you can enable your mobile web apps to interact with device-specific features such as the accelerometer, GPS, camera, and address book. Learn how to use your knowledge of HTML, CSS, and JavaScript to build full mobile apps for iOS, Android, and several other platforms without rewriting apps in the native platform language. Each recipe includes sample code you can use in your project right away, as well as a discussion of why the solution works.Add functionality thatâ ™s available only on a certain device or platformRetrieve the deviceâ ™s current GPS location and place a marker on a mapCreate and save a new contact or edit an existing contact in the address bookTake pictures with the camera or select one of the userâ ™s existing photosUpload a file from the local device to an external serverAllow the device to record audio or video through your appEnable your application to save files locally

Book Information

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Customer Reviews

As I write this, on March 13 2013, PhoneGap is up to version 2.5.The book is using phonegap 1.0.While the book isn't bad and the content may still be relevant, you will have to adapt a lot of what is written to the new version.

Just finished reading and practicing the "20 Recipes for Programming PhoneGap" with mixed feelings: by one hand, I learned many things [I am a beginner in this kind of programming], and by

the other hand I accumulated huge amounts of frustration, because the explanations were pretty laconic, non intuitive, and some examples didn't work to me.For the good things, I would say that each recipe got me learn jQueryMobile and the PhoneGap API. The examples are interesting and useful for the future hybrid apps I may write sometime. I liked that, when explaining the "Accessing the Camera and Photo Album", the author realized that in the simulator we cannot use the camera [seems to be a bug introduced with Android 2.2], and explained how to use the photo library instead. This was helpful especially for the next chapter, which demonstrated how these images could be sent to a remote server. I would only add [for other readers] that, in order to get the pictures in the simulator, one may use the simulator's web browser app to download images from internet.Unfortunately, not all things were so good:- From the very beginning it was not obvious that these examples will work only packaged as PhoneGap applications, and they will not work in a Webkit browser. I had this problem because I wanted to use the JavaScript debuggers provided by Safari and Chrome to see how the code worked. [Some examples can actually run in desktop browser after installing the Ripple Emulator plug-in for Google Chrome].- The very interesting recipe "Saving data to a Remote Server" didn't work, [at least with author's server].- The last recipe, "Extending PhoneGap with Plug-ins", was quite disappointing, as, right in the middle of the implementation, the author "sent" me to get code from another website, which I could not compile as it had quite a lot of dependencies. I believe that a simpler and self contained example would be more useful.There were some other minor things, such as the omission of the "images"sub-directory in the css directory, or the need to make the "intervalID" variable global in the common.js [in the HelloWorldPhoneGap.zip file that accompanies the book]In conclusion, I believe that, despite some issues, this is a good starting book, with valuable examples; and those few errors are inherent in the first edition. Fixing the problems and adding screen captures, [see Jonathan Starks' excellent book "Building iPhone Apps with HTML, CSS, and JavaScript"] would help a lot.

The book doesn't waste any time and after a brief introduction and some setup instructions, it gets right into it.Jamie Munro not only uses Phone Gap but JQuery mobile to build the UI. So, the book serves as a good beginner reference for that library as well.It's very well organized and each recipe builds on the previous one while keeping them fairly independent at the same time.I will recommend you read the book in order the first time. It will give you a good idea of the capabilities and how some of the features and code builds on the previous chapter.When using it as a reference you should have no problems going to a particular chapter.You will learn from dealing with the device status, to interact with the GPS, notifications, contacts, internal storage and more.

Keeping in mind that this book is less than 100 pages and very affordable, there isn't much to complain about. The book satisfied my goal of picking up some PhoneGap background. The book is a collection of 20 code recipes. It could be improved by starting with a PhoneGap/Cordova tutorial and omitting everything about legacy BlackBerry support. If you're looking for a quick read for some PhoneGap knowledge and some reference material to keep on your Kindle the book will serve that purpose. Up to date information is best found online. A newer addition of the book that covers popular plugins like the Facebook connector would be welcome.

The book is really thin but each page is filed with one useful example after another. A good starting point for someone who is looking to get up and running right away.

a number of things are great about this book, it is simple, straight to the point but it is brief and would I love to have more. For beginners it is great and its even a good reference but it is really wanting it its depth.

Ok book.

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