

Ionic 2 Tutorial Step By Step Demo Video

Leverage your existing web development skills to learn the whole cycle of hybrid mobile app development. This edition is fully updated with the changes in Ionic 4, including Stencil, a new framework based on the web components standard. It explains Ionic and Firebase in detail, including how to create hybrid mobile apps using using React and Vue, and run those apps in an internal browser using a wrapper created by Apache Cordova. Build Mobile Apps with Ionic 4 and Firebase shows you how to focus on developing front-end code, without needing to manage any back-end code or servers. You'll learn in the context of building a Hacker News client app, which can view top stories in Hacker News, view comments of a story, and add stories to favorites. Explore how Ionic 4 uses Angular as the JavaScript framework to easily develop apps using an interface similar to native apps, and how to access Firebase, a real-time database, in web apps using JavaScript. What You'll Learn Create content-based Ionic mobile apps Work with new Ionic 4 compnents like gesture, text, and keyboard controller Manage your apps with RxJS & Redux Who This Book Is For Front-end developers and mobile app developers

This product, consisting of a CD-ROM and a book, deals with the numerical simulation of reactive transport in porous media using the simulation package SHEMAT/Processing SHEMAT. SHEMAT (Simulator for HEat and MAss Transport) is an easy-to-use, general-purpose reactive transport simulation code for a wide variety of thermal and hydrogeological problems in two or three dimensions. The book is a richly documented manual for users of this software which discusses in detail the coded physical and chemical equations. Thus, it provides the in-depth background required by those who want to apply the code for solving advanced technical and scientific problems. The enclosed companion CD-ROM contains the software and data for all of the case studies. The software includes user-friendly pre- and post-processors which make it very easy to set up a model, run it and view the results, all from one platform. Therefore, the software is also very suitable for academic or technical "hands-on" courses for simulating flow, transport of heat and mass, and chemical reactions in porous media. You can find a link to the updated software on springer.com.

Build a complete, professional-quality, hybrid mobile application with Ionic About This Book Develop high-grade and performance-optimized hybrid applications using the latest version of Ionic Discover the latest and upcoming features of Ionic A practical guide that will help you fully utilize all the features and components of Ionic efficiently Who This Book Is For The target audience for this book is intermediate-level application developers who have some basic knowledge of Ionic. What You Will Learn Use every Ionic component and its customization according to the application along with some important third party components Recently released Lazy Loading and Grid System supporting desktop application with Electron Integration of the various Ionic backend services and features such as Ionic Push, DB, Auth, Deploy in your application Exploration of white-listing, CORS, and various other platform security aspects to secure your application Synchronization of your data with the cloud server and fetching it in real time using Ionic Cloud and Firebase services Integration of the Cordova iBeacon plugin which will fetch contextual data on the basis of location and Websockets for real time communication for IOT based applications Implementation of offline functionality in your PWA application using service-worker, cache storage and indexedDB In Detail Ionic is an open source, front-end framework that allows you to develop hybrid mobile apps without any native-language hassle for each platform. It offers a library of mobile-optimized HTML, CSS, and JS components for building highly interactive mobile apps. This book will help you to develop a complete, professional and quality mobile application with Ionic Framework. You will start the journey by learning to configure, customize, and migrate Ionic 1x to 3x. Then, you will move on to Ionic 3 components and see how you can customize them according to your applications. You will also implement various native plugins and integrate them with Ionic and Ionic Cloud services to use them optimally in your application. By this time, you will be able to create a full-fledged e-commerce application. Next, you will master authorization, authentication, and security techniques in Ionic 3 to ensure that your application and data are secure. Further, you will integrate the backend services such as Firebase and the Cordova iBeacon plugin in your application. Lastly, you will be looking into Progressive Web Applications and its support with Ionic, with a demonstration of an offline-first application. By the end of the book, you will not only have built a professional, hybrid mobile application, but will also have ensured that your app is secure and performance driven. Style and approach A step-by-step guide (covering all its features and components) to build a complete mobile application using Ionic. Each chapter will cover different features of Ionic.

Learn all the Java and Android skills you need to start making powerful mobile applications About This Book Kick-start your Android programming career, or just have fun publishing apps to the Google Play marketplace A first-principles introduction to Java, via Android, which means you'll be able to start building your own applications from scratch Learn by example and build three real-world apps and over 40 mini apps throughout the book Who This Book Is For Are you trying to start a career in programming, but haven't found the right way in? Do you have a great idea for an app, but don't know how to make it a reality? Or maybe you're just frustrated that "to learn Android, you must know java." If so, Android Programming for Beginners is for you. You don't need any programming experience to follow along with this book, just a computer and a sense of adventure. What You Will Learn Master the fundamentals of coding Java for Android Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction, data captures, sound, and animation to your apps Manage your apps' data using the built-in Android SQLite database Find out about the design patterns used by professionals to make top-grade applications Build, deploy, and publish real Android applications to the Google Play marketplace In Detail Android is the most popular OS in the world. There are millions of devices accessing tens of thousands of applications. It is many people's entry point into the world of technology; it is an operating system for everyone. Despite this, the entry-fee to actually make Android applications is usually a computer science degree, or five years' worth of Java experience. Android Programming for Beginners will be your companion to create Android applications from scratch—whether you're looking to start your programming career, make an application for work, be reintroduced to mobile development, or are just looking to program for fun. We will introduce you to all the fundamental concepts of programming in an Android context, from the Java basics to working with the Android API. All examples are created from within Android Studio, the official Android development environment that helps supercharge your application development process. After this crash-course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI through fragments, make location-aware apps with Google Maps integration, and store your user's data with SQLite. In addition, you'll see how to

make your apps multilingual, capture images from a device's camera, and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building your own custom applications in Android and Java. Style and approach With more than 40 mini apps to code and run, *Android Programming for Beginners* is a hands-on guide to learning Android and Java. Each example application demonstrates a different aspect of Android programming. Alongside these mini apps, we push your abilities by building three larger applications to demonstrate Android application development in context.

Learn how to build app store-ready hybrid apps with Ionic, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This revised guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Universal. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application. Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications. Create a Firebase-enabled to-do application that stores data across multiple clients. Build a tab-based National Park explorer app with Google Map integration. Develop a weather app with the Darksky weather API and Google's GeoCode API. Debug and test your app to resolve issues that arise during development. Walk through steps for deploying your app to native app stores. Learn how Ionic can be used to create Progressive Web Apps.

The easy way to learn programming fundamentals with Python Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and procedural. Due to its ease of use and flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your first application. Find out how to troubleshoot and fix errors. Learn to work with Anaconda and use Magic Functions. Benefit from completely updated and revised information since the last edition. If you've never used Python or are new to programming in general, *Beginning Programming with Python For Dummies* is a helpful resource that will set you up for success.

Summary Ionic in Action teaches web developers how to build cross-platform mobile apps for phones and tablets on iOS and Android. You'll learn how to extend your web development skills to build apps that are indistinguishable from native iOS or Android projects. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Book Wouldn't it be great if you could build mobile apps using just your web development skills? With Ionic, you can do just that: create hybrid mobile apps using web technologies that you already know, like HTML, CSS, and JavaScript, that will run on both iOS and Android. Ionic in Action teaches web developers how to build mobile apps using Ionic and AngularJS.

Through carefully explained examples, the book shows you how to create apps that use UI components designed for mobile, leverage current location, integrate with native device features like the camera, use touch gestures, and integrate with external data sources. Learn to test your apps to improve stability and catch errors as you develop. Finally, you'll discover the command-line utility, and how to build and deploy to app stores. What's Inside Create mobile apps with HTML, JavaScript, and CSS. Design complex interfaces with Ionic's UI controls. Build once and deploy for both iOS and Android. Use native device hardware and device-specific features. Covers the entire mobile development process. About the Reader Readers should know HTML, CSS, and JavaScript. Familiarity with AngularJS is helpful but not required. About the Author Jeremy Wilken is a senior UX software developer who works with Ionic, AngularJS, and Node.js. He lives in Austin, Texas. Table of Contents Introducing Ionic and hybrid apps. Setting up your computer to build apps. What you need to know about AngularJS. Ionic navigation and core components. Tabs, advanced lists, and form components. Weather app, using side menus, modals, action sheets, and ionScroll. Advanced techniques for professional apps. Using Cordova plugins. Previewing, debugging, and automated testing. Building and publishing apps.

Aimed at users who are familiar with Java development, "Spring Live" is designed to explain how to integrate Spring into your projects to make software development easier. (Technology & Industrial)

Written by the core development team of JHipster and fully updated for JHipster 6, Java 11, and Spring Boot 2.1, this book will show you how to build modern web applications with real-world examples and best practices. Key Features Build full stack applications with modern JavaScript frameworks such as Angular, React, and Vue.js. Explore the JHipster microservices stack, which includes Spring Cloud, Netflix OSS, and the Elastic Stack. Learn advanced local and cloud deployment strategies using Docker and Kubernetes. Book Description JHipster is an open source development platform that allows you to easily create web apps and microservices from scratch without spending time on wiring and integrating different technologies. Updated to include JHipster 6, Java 11, Spring Boot 2.1, Vue.js, and Istio, this second edition of *Full Stack Development with JHipster* will help you build full stack applications and microservices seamlessly. You'll start by understanding JHipster and its associated tools, along with the essentials of full stack development, before building a monolithic web app. You'll then learn the JHipster Domain Language (JDL) with entity modeling using JDL-Studio. With this book, you'll create production-ready web apps using Spring Boot, Spring Framework, Angular, and Bootstrap, and run tests and set up continuous integration pipelines with Jenkins. As you advance, you'll learn how to convert your monoliths to microservices and how to package your application for production with various deployment options, including Heroku and Google Cloud. You'll also learn about Docker and Kubernetes, along with an introduction to the Istio service mesh. Finally, you'll build your client-side with React and Vue.js and discover JHipster's best practices. By the end of the book, you'll be able to leverage the best tools available to build modern web apps. What you will learn Create full stack apps from scratch using the latest features of JHipster 6 and Spring Boot 2.1. Build business logic by creating and developing entity models using JDL. Understand how to convert a monolithic architecture into a full-fledged microservices architecture. Build and package your apps for production using Docker. Deploy your application to Google Cloud with Kubernetes. Create continuous integration/continuous delivery pipelines with Jenkins. Create applications using Angular, React, and Vue.js client-side frameworks. Who this book is for This book is for full stack developers who want to build web applications and microservices speedily without writing a lot of boilerplate code. If you're a backend developer looking to learn full stack development with JavaScript frameworks and libraries such as Angular, React, and Vue.js, you'll find this book useful. Experience in building Java web applications is required. Some exposure to the Spring Framework would be beneficial but not necessary to get the most out of this book.

ng-book. The in-depth, complete, and up-to-date book on Angular. Become an Angular expert today. Updated for Angular, Angular CLI, and Community Style Guide Ready to master Angular? What if you could master the entire framework - with solid foundations - in less time without beating your head against a wall? Imagine how quickly you could work if you knew the best practices and the best tools? Stop wasting your time searching and have everything you need to be productive in one, well-organized place, with complete examples to get your project up without needing to resort to endless hours of research. You will learn what you need to know to work professionally with ng-book: The Complete Book on Angular. Get up and running quickly The first chapter opens with building your first Angular app. Within the first few minutes, you'll know enough to have an app running Lots of Sample Apps and Code When you buy ng-book, you're not buying just a book, but dozens of code examples. Every chapter in the book comes with a complete project that uses the concepts in the chapter. The code is available for download, free from our website. Table of Contents Writing your first Angular web application How Angular Works Built-in Directives Forms in Angular 2 HTTP and APIs Routing Dependency Injection Data Architecture in Angular 2 Data Architecture with Observables and RxJS Data Architecture with Redux Redux and TypeScript Data Architecture with Redux Advanced Components Testing Converting an Angular 1 app to Angular Comprehensive You'll learn core Angular concepts - from how Angular works under the hood, to rich interactive components, from in-depth testing to real-world applications Best Practices Learn Angular best practices, such as: testing, code organization, and how to structure your app for performance. We'll walk through practical, common examples of how to implement complete components of your applications Example Apps included in the book The book comes with sample apps that show you how to create: A component-based Reddit clone A real-time chat app using RxJS Observables A YouTube search-as-you-type app A Spotify search for tracks with playable song preview Plus lots more mini-examples that show you how to write Components, how to use Forms, and how to use APIs The code examples currently have over 5,500+ lines of runnable code (TypeScript, non-comment lines) What our Customers Say "Fantastic work guys! I have no idea where I'd be with Angular without ng-book. You guys have made this SOOOO much easier to learn and keep up with. Thanks again..you guys are awesome!" -- Jacob Cheriathundam "Just finished ng-book2. I think it is the best learning material one can find about Angular today." -- Jegor Uglov FAQ What version does the book cover? This revision of the book covers up to angular-4.1.0. An updated version of the code is available for free at our website. Do I have to know Angular 1? Nope! We don't assume that you've used Angular 1. This book teaches Angular from the ground up. Of course, if you've used Angular 1, we'll point out common ideas (because there are many), but ng-book stands on its own Is ng-book an upgrade to ng-book 1? No. This is a completely new book and shares no content or code with ng-book 1. Angular 1 and Angular 2+ are two different frameworks and ng-book 1 and ng-book are two different books.

The things you need to do to set up a new software project can be daunting. First, you have to select the back-end framework to create your API, choose your database, set up security, and choose your build tool. Then you have to choose the tools to create your front end: select a UI framework, configure a build tool, set up Sass processing, configure your browser to auto-refresh when you make changes, and configure the client and server so they work in unison. If you're building a new application using Spring Boot and Angular, you can save days by using JHipster. JHipster generates a complete and modern web app, unifying: - A high-performance and robust Java stack on the server side with Spring Boot - A sleek, modern, mobile-first front-end with Angular and Bootstrap - A robust microservice architecture with the JHipster Registry, Netflix OSS, the ELK stack, and Docker - A powerful workflow to build your application with Yeoman, Webpack, and Maven/Gradle

This book will demystify Angular as a framework, as well as provide clear instructions and examples on how to get started with writing scalable Angular applications. Angular: Up & Running covers most of the major pieces of Angular, but in a structured manner that is generally used in hands-on training. Each chapter takes one concept, and use examples to cover how it works. Problems to work on (with solutions) at the end of each chapter reinforce the learnings of each chapter and allow readers to really get hands-on with Angular.

Throughout most of the twentieth century, electric propulsion was considered the technology of the future. Now, the future has arrived. This important new book explains the fundamentals of electric propulsion for spacecraft and describes in detail the physics and characteristics of the two major electric thrusters in use today, ion and Hall thrusters. The authors provide an introduction to plasma physics in order to allow readers to understand the models and derivations used in determining electric thruster performance. They then go on to present detailed explanations of: Thruster principles Ion thruster plasma generators and accelerator grids Hollow cathodes Hall thrusters Ion and Hall thruster plumes Flight ion and Hall thrusters Based largely on research and development performed at the Jet Propulsion Laboratory (JPL) and complemented with scores of tables, figures, homework problems, and references, Fundamentals of Electric Propulsion: Ion and Hall Thrusters is an indispensable textbook for advanced undergraduate and graduate students who are preparing to enter the aerospace industry. It also serves as an equally valuable resource for professional engineers already at work in the field.

Electrochemistry plays a key role in a broad range of research and applied areas including the exploration of new inorganic and organic compounds, biochemical and biological systems, corrosion, energy applications involving fuel cells and solar cells, and nanoscale investigations. The Handbook of Electrochemistry serves as a source of electrochemical information, providing details of experimental considerations, representative calculations, and illustrations of the possibilities available in electrochemical experimentation. The book is divided into five parts: Fundamentals, Laboratory Practical, Techniques, Applications, and Data. The first section covers the fundamentals of electrochemistry which are essential for everyone working in the field, presenting an overview of electrochemical conventions, terminology, fundamental equations, and electrochemical cells, experiments, literature, textbooks, and specialized books. Part 2 focuses on the different laboratory aspects of electrochemistry which is followed by a review of the various electrochemical techniques ranging from classical experiments to scanning electrochemical microscopy, electrogenerated chemiluminescence and spectroelectrochemistry. Applications of electrochemistry include electrode kinetic determinations, unique aspects of metal deposition, and electrochemistry in small places and at novel interfaces and these are detailed in Part 4. The remaining three chapters provide useful electrochemical data and information involving electrode potentials, diffusion coefficients, and methods used in measuring liquid junction potentials. * serves as a source of electrochemical information * includes useful electrochemical data and information involving electrode potentials, diffusion coefficients, and methods used in measuring liquid junction potentials * reviews electrochemical techniques (incl. scanning electrochemical microscopy, electrogenerated chemiluminescence and spectroelectrochemistry)

Teaching all of the necessary concepts within the constraints of a one-term chemistry course can be challenging. Authors Denise Guinn and Rebecca Brewer have drawn on their 14 years of experience with the one-term course to write a textbook that incorporates biochemistry and organic chemistry throughout each chapter, emphasizes cases related to allied health, and provides students with the practical quantitative skills they will need in their professional lives. Essentials of General, Organic, and Biochemistry captures student interest from day one, with a focus on attention-getting applications relevant to health care professionals and as much pertinent chemistry as is reasonably possible in a one term course. Students value their experience with chemistry, getting a true sense of just how relevant it is to their chosen profession. To browse a sample chapter, view sample ChemCasts, and more visit www.whfreeman.com/gob

This book, the fourth in a series of Understanding Chemistry books, deals with Basic Chemistry. Written for students taking either the University of Cambridge O-level examinations or the GCSE examinations, this textbook covers essential topics under both stipulated chemistry syllabi. The book is written in such a way as to guide the reader through the understanding and applications of basic essential chemical concepts by introducing a discourse feature — the asking and answering of questions — that stimulates coherent thinking and hence, elucidates ideas. Based on the Socratic Method, questions are implanted throughout the book to help facilitate the reader's development in forming logical conclusions of concepts. The book helps students to master fundamental chemical concepts in a simple way.

JavaScript Robotics is on the rise. Rick Waldron, the lead author of this book and creator of the Johnny-Five platform, is at the forefront of this movement. Johnny-Five is an open source JavaScript Arduino programming framework for robotics. This book brings together fifteen innovative programmers, each creating a unique Johnny-Five robot step-by-step, and offering tips and tricks along the way. Experience with JavaScript is a prerequisite.

The Ionic Framework supports a variety of mobile platforms. Throughout this series, I will cover the important aspects of development with Ionic and React, going from zero code all the way to the Apple App and Google Play Stores. This volume will cover the absolute basics: I will show you how to build a simple Ionic application. I will cover the application structure, explaining how an Ionic application is laid out. Next I will introduce some of Ionic's more useful UI components and create a basic side-menu for the demo application. Unlike many books that spend a lot of time on background, this one is designed to be fast paced, with a minimum of fuss and fluff. It is all hands-on. By the time you complete the series, you should have the confidence you need to create and deploy your own mobile app for iOS or Android. It will be a fast ride, so hang on.

Take full creative control of your web applications with Flask, the Python-based microframework. With this hands-on book, you'll learn Flask from the ground up by developing a complete social blogging application step-by-step. Author Miguel Grinberg walks you through the framework's core functionality, and shows you how to extend applications with advanced web techniques such as database migration and web service communication. Rather than impose development guidelines as other frameworks do, Flask leaves the business of extensions up to you. If you have Python experience, this book shows you how to take advantage of that creative freedom. Learn Flask's basic application structure and write an example app Work with must-have components—templates, databases, web forms, and email support Use packages and modules to structure a large application that scales Implement user authentication, roles, and profiles Build a blogging feature by reusing templates, paginating item lists, and working with rich text Use a Flask-based RESTful API to expose app functionality to smartphones, tablets, and other third-party clients Learn how to run unit tests and enhance application performance Explore options for deploying your web app to a production server

Amber is the collective name for a suite of programs that allow users to carry out molecular dynamics simulations, particularly on biomolecules. None of the individual programs carries this name, but the various parts work reasonably well together, and provide a powerful framework for many common calculations. The term Amber is also used to refer to the empirical force fields that are implemented here. It should be recognized, however, that the code and force field are separate: several other computer packages have implemented the Amber force fields, and other force fields can be implemented with the Amber programs. Further, the force fields are in the public domain, whereas the codes are distributed under a license agreement. The Amber software suite is divided into two parts: AmberTools21, a collection of freely available programs mostly under the GPL license, and Amber20, which is centered around the pmemd simulation program, and which continues to be licensed as before, under a more restrictive license. Amber20 represents a significant change from the most recent previous version, Amber18. (We have moved to numbering Amber releases by the last two digits of the calendar year, so there are no odd-numbered versions.) Please see <https://ambermd.org> for an overview of the most important changes. AmberTools is a set of programs for biomolecular simulation and analysis. They are designed to work well with each other, and with the "regular" Amber suite of programs. You can perform many simulation tasks with AmberTools, and you can do more extensive simulations with the combination of AmberTools and Amber itself. Most components of AmberTools are released under the GNU General Public License (GPL). A few components are in the public domain or have other open-source licenses. See the README file for more information.

Get up and running with developing effective Hybrid Mobile Apps with Ionic About This Book Develop engaging mobile experiences with a native-looking UI in Ionic and AngularJS Build mobile applications with a native UI and interactions with device APIs using popular web technologies such as HTML, CSS, and JavaScript Create an e-commerce mobile app using tutorials and code samples Who This Book Is For This book is ideal for any web developer who wants to enter into the world of mobile app development but has no clue where to start. Ionic is an ideal starting point and provides a smooth learning curve to help you build hybrid apps using web technologies and to develop native apps for iOS and Android, you do not need to know multiple languages. This book will also be useful for Hybrid App developers who have not found the perfect framework to ensure users get a rich experience from your apps. What You Will Learn Get to know about Hybrid Apps and AngularJS Set up a development environment to build Hybrid Apps Navigate around the components and routing in Ionic Use different Ionic directives for a mobile-specific experience Integrate an Ionic App with backend web services Work with plugins to include native functionality in your hybrid apps Test your apps on real devices Build an e-commerce app for iOS and Android from scratch In Detail Hybrid Apps are a promising choice in mobile app development to achieve cost effectiveness and rapid development. However, they were not preferred over native apps until few years back due to a poor performance and bad user experience, but everything has changed with the release of Ionic. It has evolved as the most popular choice for Hybrid Mobile App development as it tends to match the native experience and provides robust components/tools to build apps. Getting Started with Ionic equips any web developer with the basic knowledge needed to use modern web technologies to build amazing hybrid mobile apps using Ionic. This fast-paced, practical book explains all the important concepts of AngularJS and Cordova Framework required to develop apps, then gives you a brief introduction to hybrid mobile applications. It will guide you through setting up the environment to develop mobile apps, and through the multiple options and features available in Ionic so you can use them in your mobile apps. Features such as the Side Menu, Tabs, Touch Interactions, and native features such as Bar Code, Camera, and Geolocations are all covered.. Finally, we'll show you how to use Cordova plugins and publish your apps. Style and approach Getting started with Ionic is a compact, easy-to-follow guide to developing hybrid mobile apps using Ionic with real world examples of building an e-commerce app.

Learn how to build app store-ready hybrid apps with the Ionic 2, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This practical guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Phone. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps

* New edition of the proven Professional JSP – best selling JSP title at the moment. This is the title that others copy. * This title will coincide with the release of the latest version of the Java 2 Enterprise Edition, version 1.4. JavaServer Pages 2.0 is a core component of this new release. * One single text gives comprehensive coverage of JavaServer Pages, the enhancements in version 2.0, and the most popular associated technologies, including Servlets, JSTL and Apache Tomcat 5.

Over 35 exciting recipes to spice up your application development with Ionic About This Book Learn how to utilize the robust features of Ionic CLI and its framework to create, develop, and build your mobile app Explore new integrations with various Backend-as-a-Services, along with AngularJS modules, for creative solutions Use out-of-the-box Ionic functionalities, customize existing components, and add new components with this comprehensive, step-by-step guide Who This Book Is For If you are a front-end developer and want to take advantage of your existing mobile application development skills to develop cross-platform mobile apps, this book is for you. You will build up your Ionic knowledge with in-depth recipes on Angular.js, Cordova, and Sass. What You Will Learn Authenticate users using an e-mail password, Twitter, Facebook, Google+, and LinkedIn Retrieve data and store it using Firebase Access native device functionalities such as a camera, contact list, e-mail, and maps using ngCordova Work with localStorage and SQLite for persistent data access on the client side Communicate to and from your app using push notifications or SMS Leverage AngularJS events and Ionic-specific events to communicate across pages, controllers, and directives Customize the color and theme of your Ionic app Create new custom directives as components Compile your app for iOS, Android, and Windows Phone In Detail The world of mobile development is extremely fragmented with many platforms, frameworks, and technologies available. Ionic is intended to fill that gap, by enabling developers to build apps that have a native feel to them, using web technologies such as HTML, CSS, and AngularJS. Ionic makes it easy for front-end developers to become app developers. The framework provides superior performance with deep Cordova integration and a comprehensive set of tools for prototyping, backend support, and deployment. Ionic Cookbook takes you through the process of developing a cross-platform mobile app using just HTML5 and the JavaScript-based Ionic. You will start with an introduction to the CLI and then move on to building and running an app. You will explore common features of real-world mobile apps such as authenticating a user, and getting and saving data using either Firebase or Local Storage. Next, the book covers how Ionic integrates with Cordova to support native device features using ngCordova, and you will discover how to take advantage of existing modules around its ecosystem. You will also delve into advanced topics, including how to extend Ionic to create new components. Finally, the book will walk you through customizing the Ionic theme and building the app so that it can be deployed to all platforms. Style and approach This book follows a recipe-based approach to cross-platform mobile app development, where each task is explained in a conversational and easy-to-follow style. Every topic explains individual features or components of Ionic, and provides extra details for readers to come up with custom solutions based on real-world applications.

Although ionic liquids have only been studied in depth during the last decades, the field is now maturing to such a degree that the focus is on larger scale applications for use in real processes such as catalysis. Current information is scattered across the literature and Catalysis in Ionic Liquids provides a critical analysis of the research published to date on ionic solvents in all areas of the catalytic science. The book covers both catalyst synthesis using ionic liquids as solvents and green syntheses using both ionic liquids as well as mixtures of ionic liquids and carbon dioxide (as a subcritical and supercritical liquid), including enzymatic, homogeneous, and heterogeneous catalysis, electrocatalysis and organocatalysis. As well as the catalysis community, the book will also be of interest to postgraduates, postdoctoral workers and researchers in academia and industry working in organic synthesis, new materials synthesis, renewable sources of energy and electrochemistry. Written by leading experts in the field, this is the reference source to find about catalysis in ionic liquids.

This book provides an overview of the current and emerging industrial applications of ionic liquids, covering the core processes, the practical implementation and technical challenges involved, and exploring potential future directions for research and development. The introductory chapter describes the unique physical and chemical properties of ionic liquids, and illustrates the vast potential for application of these materials across the industrial landscape. Following this, individual chapters written by leading figures from industry and academia address specific processes and products, such as the development of a new chloroaluminate ionic liquid as an alkylation catalyst and a new class of capillary gas chromatography (GC) columns with stationary phases based on ionic liquids. Over the past twenty years, ionic liquids have moved from being considered as mere academic curiosities to having genuine applications in fields as wide-ranging as biotechnology, biorefineries, catalysis, pharmaceuticals, renewable fuels, and sustainable energy. This book highlights several commercial products and processes that use or will soon be using ionic liquids.

MATLAB for Neuroscientists serves as the only complete study manual and teaching resource for MATLAB, the globally accepted standard for scientific computing, in the neurosciences and psychology. This unique introduction can be used to learn the entire empirical and experimental process (including stimulus generation, experimental control, data collection, data analysis, modeling, and more), and the 2nd Edition continues to ensure that a wide variety of computational problems can be addressed in a single programming environment. This updated edition features additional material on the creation of visual stimuli, advanced psychophysics, analysis of LFP data, choice probabilities, synchrony, and advanced spectral analysis. Users at a variety of levels—advanced undergraduates, beginning graduate students, and researchers looking to modernize their skills—will learn to design and implement their own analytical tools, and gain the fluency required to meet the computational needs of neuroscience practitioners. The first complete volume on MATLAB focusing on neuroscience and psychology applications Problem-based approach with many examples from neuroscience and cognitive psychology using real data Illustrated in full color throughout Careful tutorial approach, by authors who are award-winning educators with strong teaching experience

Designed for students in Nebo School District, this text covers the Utah State Core Curriculum for chemistry with few additional topics.

With this book, you will learn hybrid mobile application development using Ionic. This book uses Cordova 5.0.0, Ionic CLI 1.5.0, and Ionic 1.0.0 to explain the concepts and build apps. To begin with, the book helps you understand where Ionic fits in today's world. Then, you will dive deep into Ionic CSS components and Ionic-AngularJS directives and services. You will also examine theming Ionic apps using the built-in SCSS setup. Next, you will learn to build an Ionic client for a secure REST API, where you will implement user authentication and token-based development. Cordova and ngCordova will be explored, and you will learn how you can integrate device-specific features such as a camera and Geolocation with an Ionic app. We will wrap up the book by building a messaging app, which deals with talking to Firebase (a real-time data store), as well as device features. By the end of this book, you will be able to develop a hybrid mobile application from start to finish, and generate device-specific installers.

The developments in mass spectrometry over the past fifteen years have been impressive in their implications in bioanalytical chemistry. The achievements begin with the inventions of Cf-252 Plasma Desorption Mass Spectrometry by Macfarlane and Fourier Transform Mass Spectrometry by Comisarow and Marshall in the mid 1970s. The former showed the feasibility of producing large gas-phase ions from large biomolecules whereas the latter enhanced the capabilities for ion trapping especially in analytical mass spectrometry. A major achievement was the development by Barber of Fast Atom

Bombardment (FAB) mass spectrometry, an advance that heralded a new era in biological mass spectrometry. Contemporary and routine instruments such as magnetic sectors and quadrupoles were rapidly adapted to FAB, and nearly the entire universe of small molecules became amenable to study by mass spectrometry. The introduction of FAB also paved the way for improvement of instrument capability. For example, the upper mass limit of magnet sector mass spectrometers was increased by nearly an order of magnitude by the instrument manufacturers. Furthermore, the technique of tandem mass spectrometry (MS/MS) was given new meaning because important structural information for biomolecules could now be produced for ions introduced by FAB into the tandem instrument. The evolution of MS/MS continues today with the development of ion traps, time-of-flight, and sector instruments equipped with array detection.

Lists citations with abstracts for aerospace related reports obtained from world wide sources and announces documents that have recently been entered into the NASA Scientific and Technical Information Database.

Atomic-Scale Modelling of Electrochemical Systems A comprehensive overview of atomistic computational electrochemistry, discussing methods, implementation, and state-of-the-art applications in the field. The first book to review state-of-the-art computational and theoretical methods for modelling, understanding, and predicting the properties of electrochemical interfaces. This book presents a detailed description of the current methods, their background, limitations, and use for addressing the electrochemical interface and reactions. It also highlights several applications in electrocatalysis and electrochemistry. Atomic-Scale Modelling of Electrochemical Systems discusses different ways of including the electrode potential in the computational setup and fixed potential calculations within the framework of grand canonical density functional theory. It examines classical and quantum mechanical models for the solid-liquid interface and formation of an electrochemical double-layer using molecular dynamics and/or continuum descriptions. A thermodynamic description of the interface and reactions taking place at the interface as a function of the electrode potential is provided, as are novel ways to describe rates of heterogeneous electron transfer, proton-coupled electron transfer, and other electrocatalytic reactions. The book also covers multiscale modelling, where atomic level information is used for predicting experimental observables to enable direct comparison with experiments, to rationalize experimental results, and to predict the following electrochemical performance. Uniquely explains how to understand, predict, and optimize the properties and reactivity of electrochemical interfaces starting from the atomic scale. Uses an engaging "tutorial style" presentation, highlighting a solid physicochemical background, computational implementation, and applications for different methods, including merits and limitations. Bridges the gap between experimental electrochemistry and computational atomistic modelling. Written by a team of experts within the field of computational electrochemistry and the wider computational condensed matter community, this book serves as an introduction to the subject for readers entering the field of atom-level electrochemical modeling, while also serving as an invaluable reference for advanced practitioners already working in the field.

[Copyright: 9260e293a4a93c7071c70803c53e3180](https://www.pdfdrive.com/atomic-scale-modelling-of-electrochemical-systems-p260e293a4a93c7071c70803c53e3180.html)