

Mobil Programlama



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Ele alınacak konular

- Neden mobil uygulama?
- Native, Web ve Hybrid uygulama geliştirme
- App Inventor
- Phonegap / Apache Cordova
- Angular JS
- Visual Studio Code
- Ionic Framework

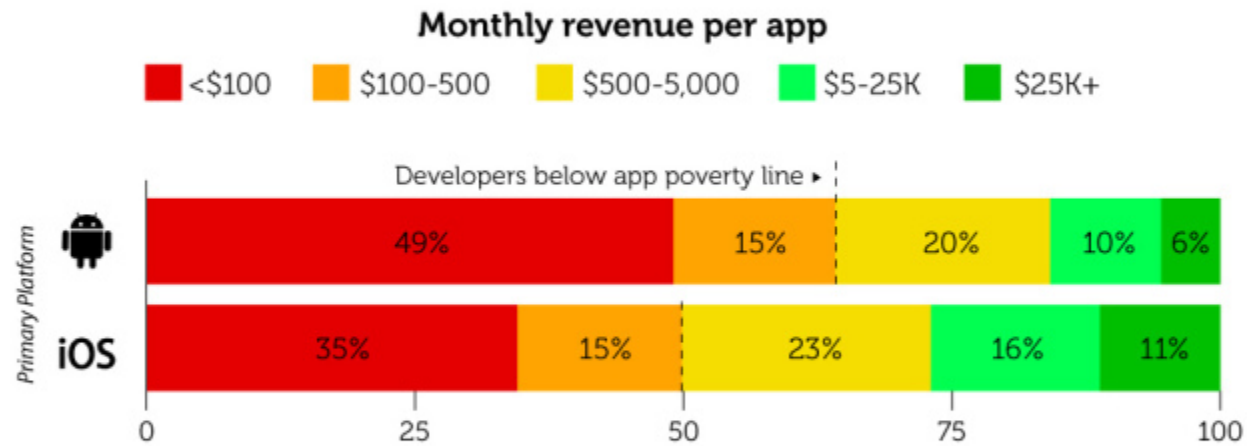
Neden Mobil Uygulama?



Neden Mobil Uygulama? / Pazar Payı

64% OF ANDROID DEVELOPERS ARE BELOW THE APP POVERTY LINE

% of developers using each platform as primary (n=4,864)

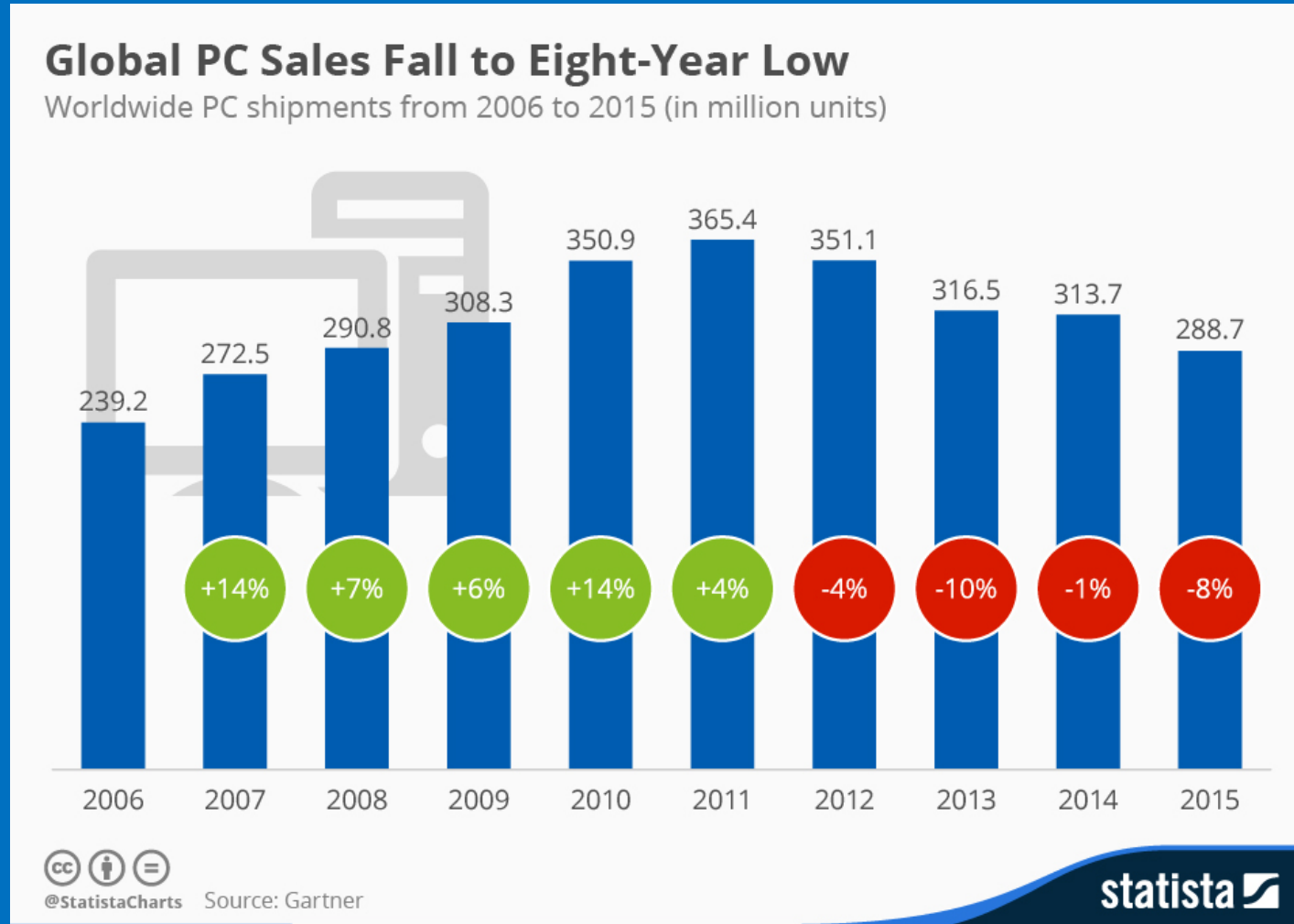


Source: Developer Economics: State of the Developer Nation Q3 2014 | www.DeveloperEconomics.com/go
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Neden Mobil Uygulama? / Pazar Payı



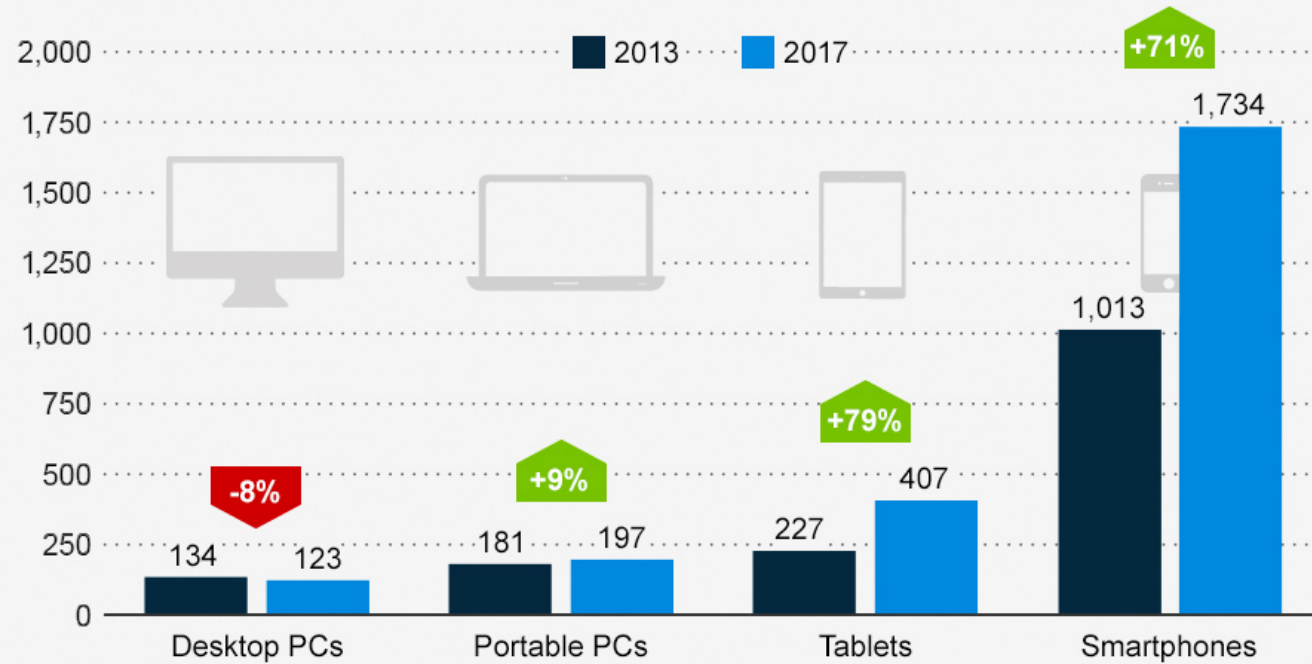
Neden Mobil Uygulama? / PC Satışları



Neden Mobil Uygulama? / Akıllı Telefonlar

Smartphone Sales Break the Billion Barrier

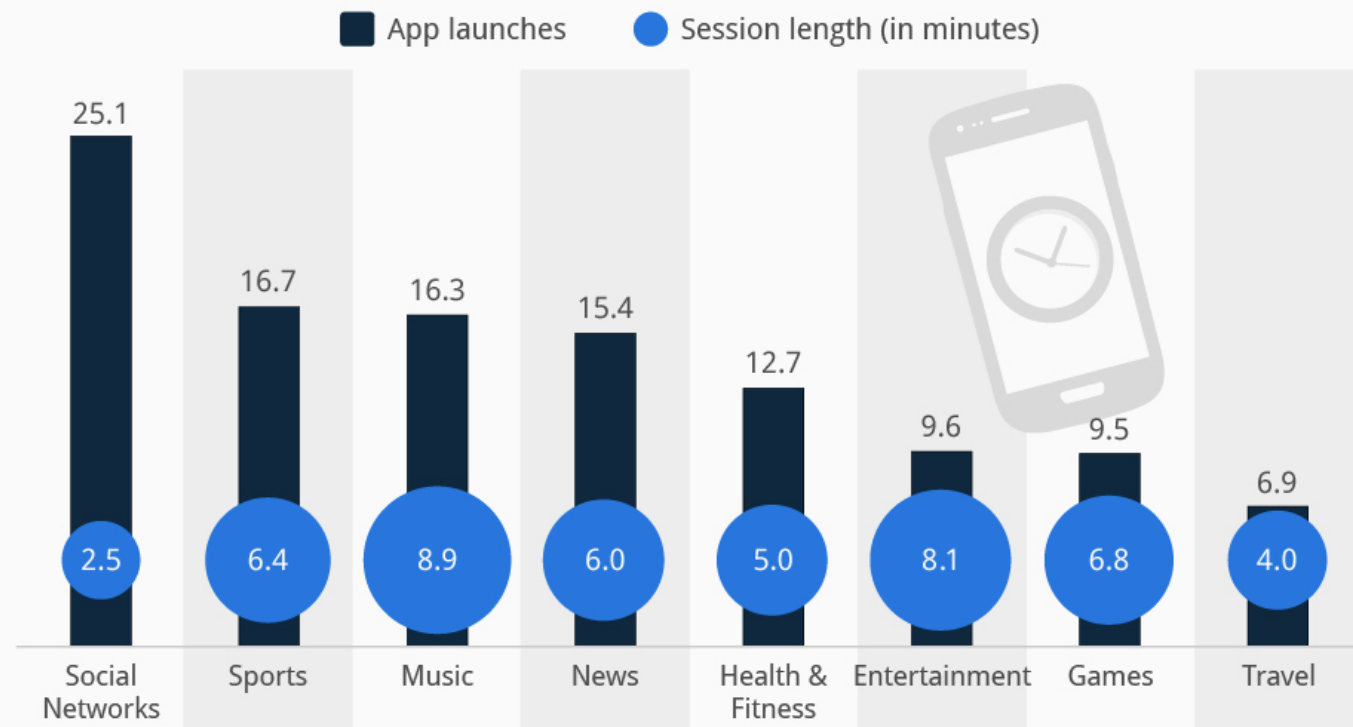
Global connected device shipment forecast (in million units)



Neden Mobil Uygulama? / Tercihler

How App Engagement Varies Across Categories

Average number of app launches and average session length in August 2014, by app category



Based on data collected within 28,000 apps on 1.5 billion devices
Source: Localytics

@StatistaCharts

statista

Neden Mobil Uygulama? / Tercihler - Türkiye



Mobil Uygulama Geliştirme Yaklaşımları

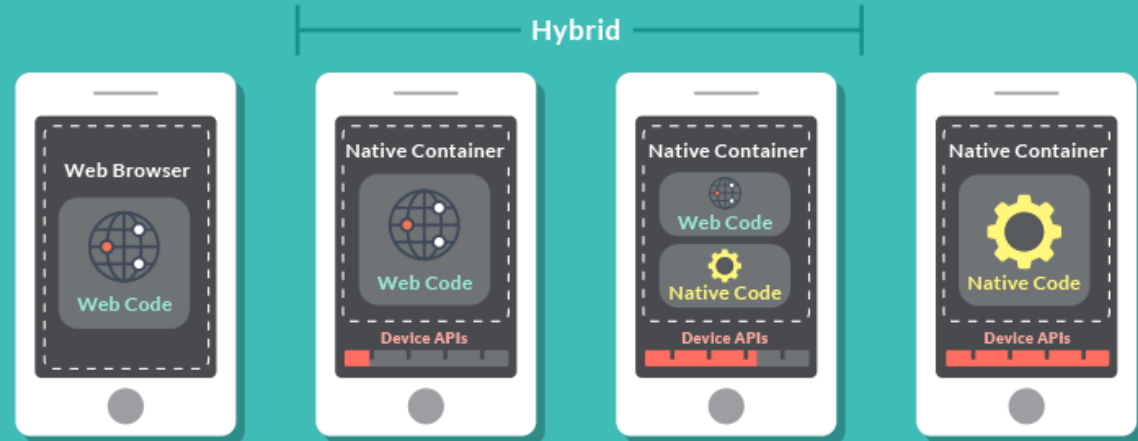


APP INVENTOR



The image shows the MIT App Inventor 2 interface on the left and the MIT App Inventor 2 Companion app on the right. The interface includes a menu bar with 'Connect' highlighted by a red box and a circled '2'. A 'Connect to Companion' dialog box is open in the center, featuring a QR code, the text 'Your code is: czrrox', and a 'Cancel' button, with a circled '3' and a red arrow pointing to the QR code. The Companion app on the right has a title bar 'MIT App Inventor 2 Companion' with a circled '1', a green header 'MIT App Inventor 2', and instructions: 'type in the 6-digit code -or- scan the QR code'. It contains a 'Six Digit Code' input field, a yellow 'connect with code' button, and a blue 'scan QR code' button with a circled '4'. Below the buttons, it displays 'Your IP Address is: 192.168.1.111' and 'Version: 2.07nb9zx1'.

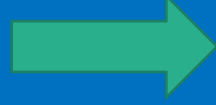
Hangisini Seçmeli ?



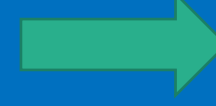
APP STORES:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
MULTIPLATFORM:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
USER EXPERIENCE:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
DEV TIME:	Low	Low-Moderate	Moderate	High
LANGUAGE:	HTML, CSS, JavaScript	HTML, CSS, JavaScript	HTML, CSS, JavaScript	Java, Obj-C, .NET
PERFORMANCE:	Low	Moderate	Moderate-High	High
FEATURES:	Basic	Intermediate	Intermediate - Adv.	Advanced

Native Uygulama Geliştirme

Programlama Dili



Geliştirme Ortamı



Uygulama



Hybrid Uygulama Geliştirme

HTML



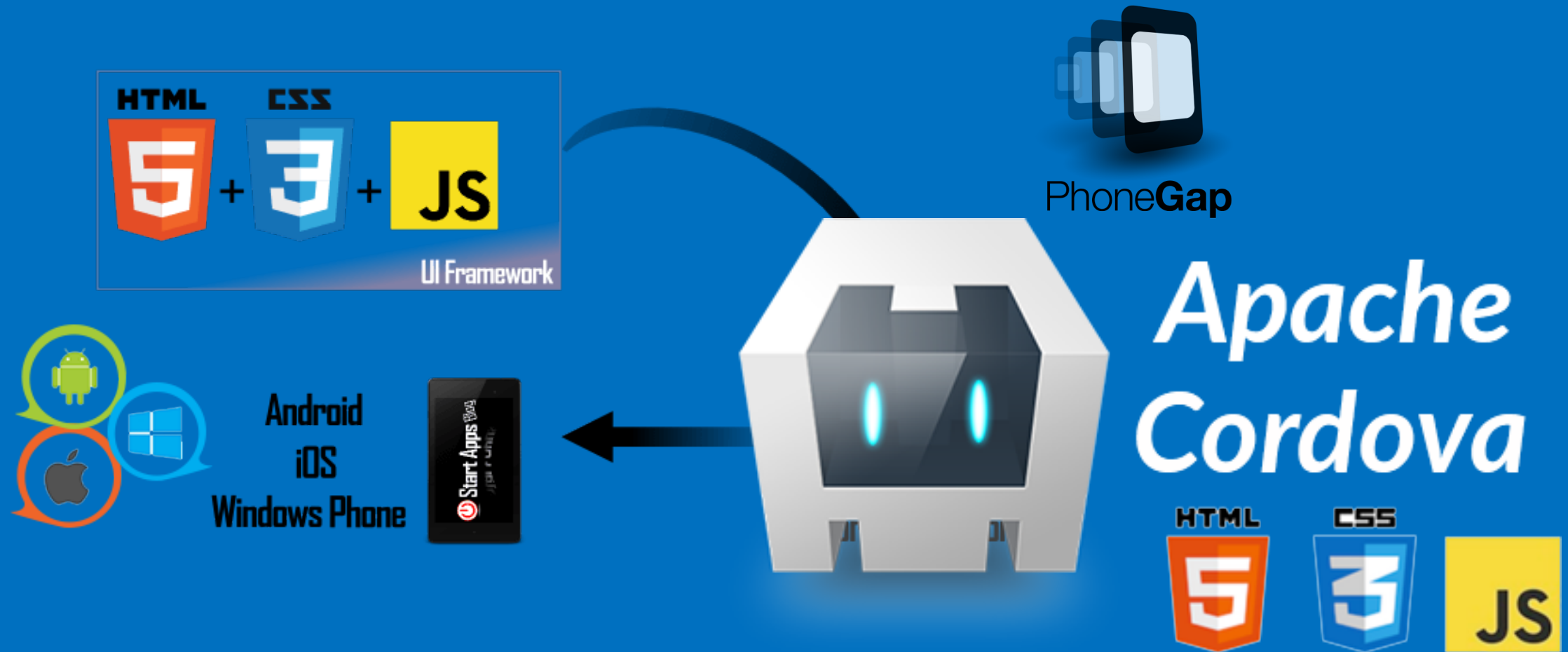
CSS



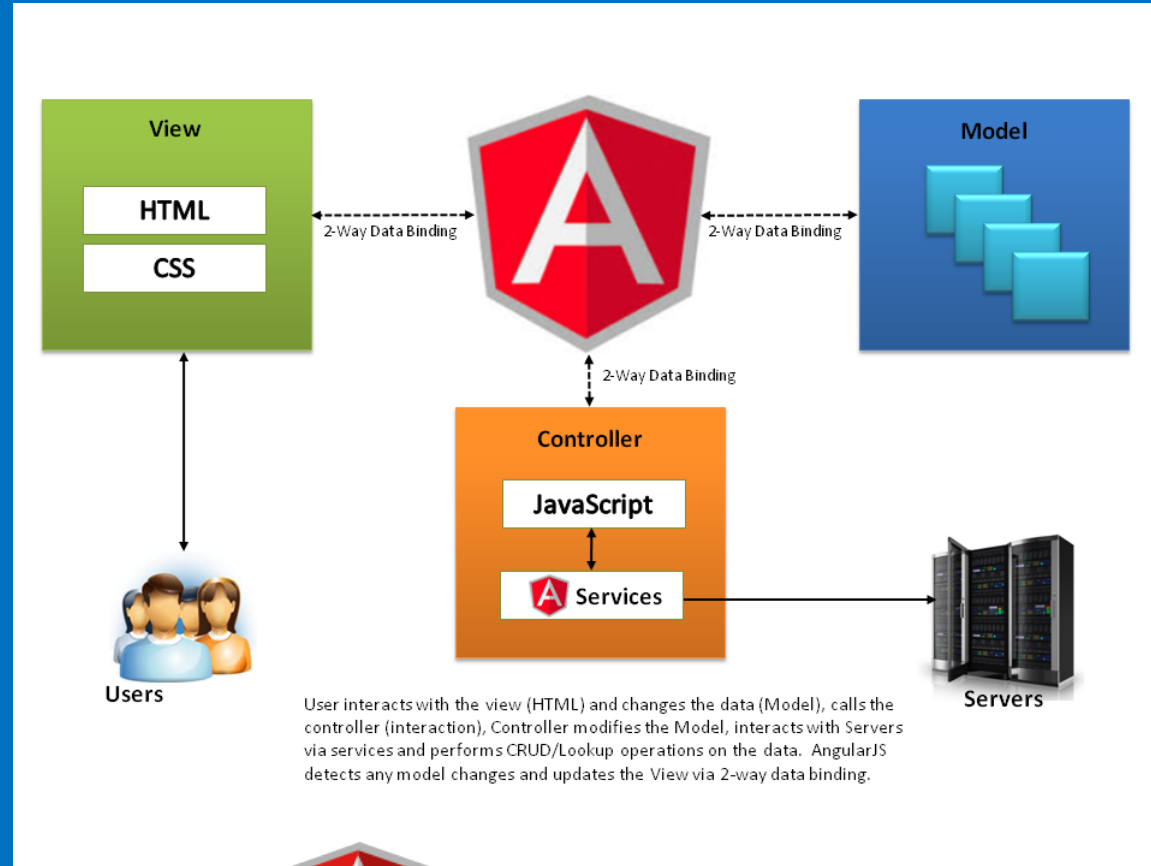
JS



Phonegap / Apache Cordova



Angular JS



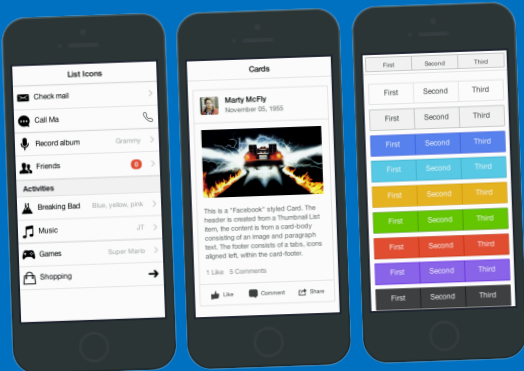
ionic Framework



ionic Framework



- Mobil uygulamalar için Front-end Framework olarak tasarlanmıştır,
- Mobil ortam için **optimize** edilmiş HTML, CSS ve JS eklentileri içerir,
- Angular JS Framework'ünü kullanarak CRUD işlemleri ve API'ler ile bağlantı kurabilir.
- Hazırlanan uygulamaları derlemek, çalıştırmak ve cihaza aktarmak için Cordova'yı kullanır.



Visual Studio Code / Eklentiler

- Angular Language Service
- Angular TypeScript Snippets
- TSlint
- Temalar (Atom One Dark Theme)



Visual Studio Code

ionic Framework

Kurulum:

1. Node.js
2. Cordova, Ionic:

```
npm install -g ionic
```

Android:

1. Android SDK
2. Genymotion

iOS:

1. X-code
2. ios-sim
3. Mac

ionic Framework

Yeni proje oluşturma

```
ionic start <uygulama-adi>
```

Projeyi tarayıcıda izleme

```
ionic serve
```

Mobil platform ekleme (Android ya da iOS)

```
ionic cordova platform add [android/ios]
```

Gerçek cihaz ya da emülatörde uygulama çalıştırma

```
ionic [run/emulate] [ android/ios]
```

ionic Framework

Let's Code!

