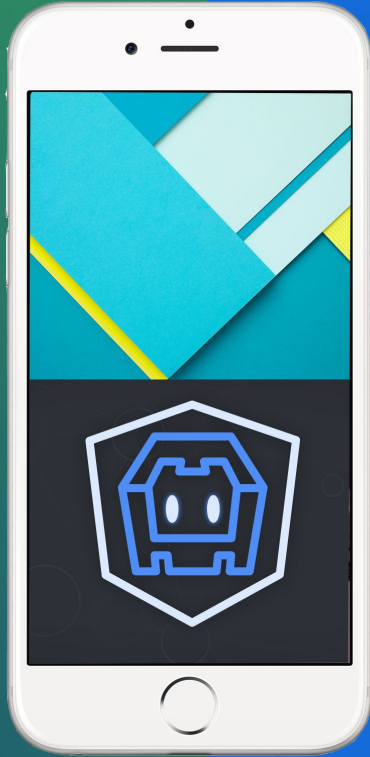
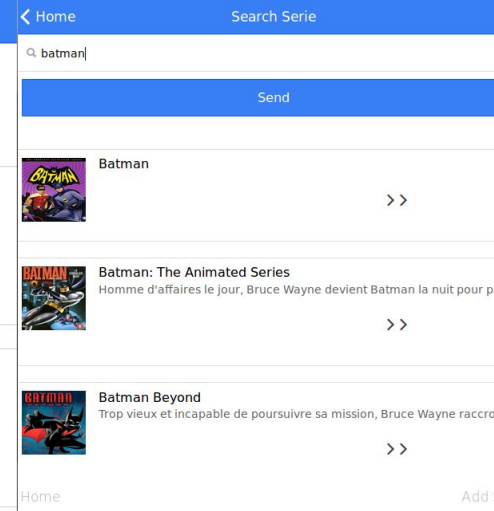
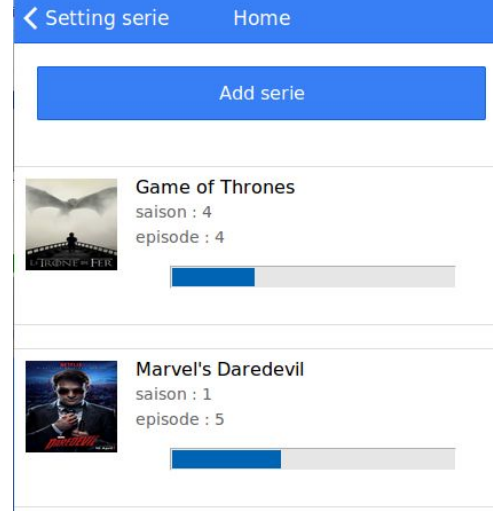
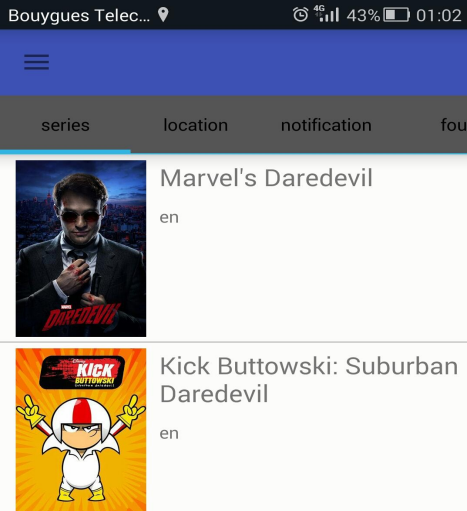




ANDROID



ionic



WYSIWYA (= What You See Is Where You Are)

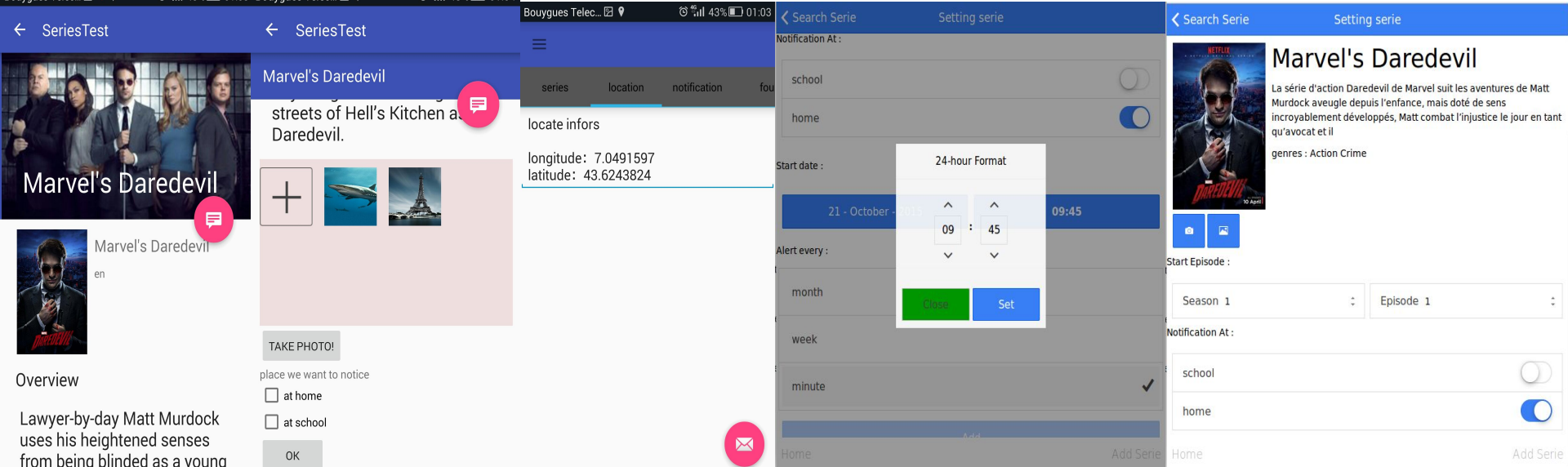
Notification en temps et en lieu.

Personnification de l'image associée à la série

Connaissance de votre progression

Android VS Ionic | Application & but

1/12

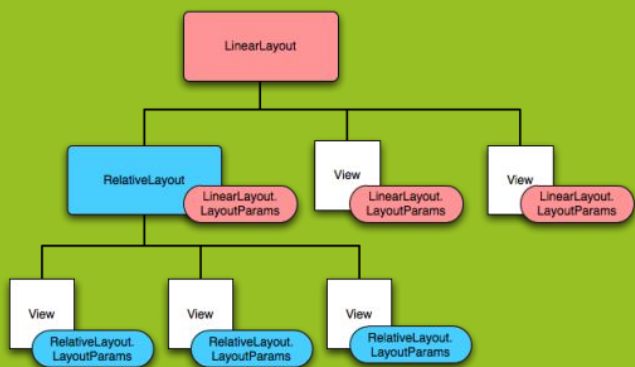


Comparatif de la structure Android & Ionic

Comparatif des fonctionnalités natives :  
géolocalisation, caméra, notification, splashscreen.

Android VS Ionic | Application & but

2/12



CSS Component



Sass



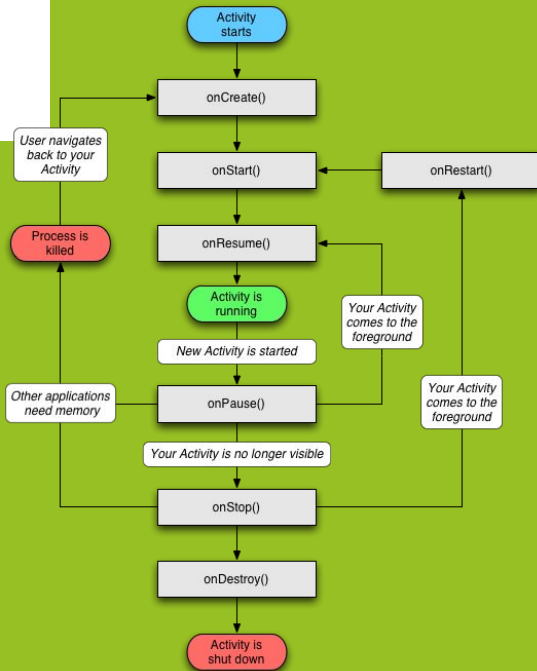
Gulp



Bower



# Activity



## AngularUI-Router



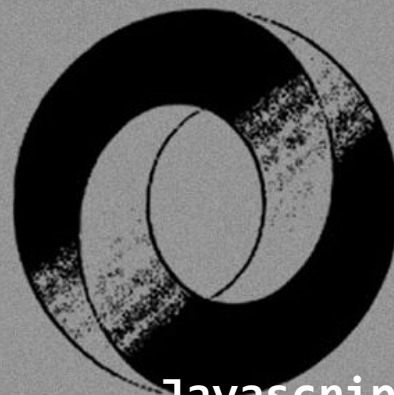
## AngularJS

- MVVM & databinding
- Injection de dépendance
- \$scope
- \$scope.\$watch
- structure :
  - controllers
  - services
  - directives
  - filters
  - tests



Library dependency :

- async-http
- gson
- picasso



**JSON**  
Data Interchange Format

Javascript Object  
Notation

Model : \$http

- factory
- service
- provider

## AndroidManifest.xml

```
<uses-permission android:name="android.  
permission.INTERNET"></uses-permission>
```

```
<uses-permission android:name="android.  
permission.ACCESS_FINE_LOCATION"/>
```

```
<uses-permission android:name="android.  
permission.ACCESS_COARSE_LOCATION"/>
```



Une collection de plus de 70  
extensions AngularJS

```
android.provider.MediaStore.Images.  
Media.EXTERNAL_CONTENT_URI);  
startActivityForResult(intent,  
IMAGE_OPEN);
```

```
MediaStore.ACTION_IMAGE_CAPTURE);  
startActivityForResult(cameraintent,  
CAM_REQUEST);
```



```
$cordovaCamera.getPicture(options).  
then(function(imageData) { .... });
```

avec options propriété sourceType :

- Camera.PictureSourceType.  
CAMERA
- Camera.PictureSourceType.  
PHOTOLIBRARY

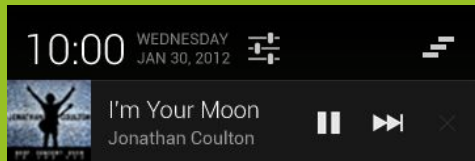
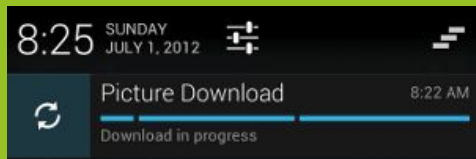


```
Settings.  
ACTION_LOCATION_SOURCE_SETTING
```



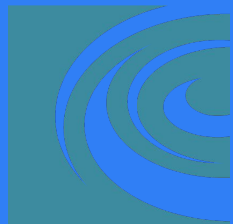
```
$cordovaGeolocation  
.getCurrentPosition(posOptions)  
.then(function (position) { ... });
```

android.support.v4.app.NotificationCompat



```
schedule({  
    $cordovaLocalNotification.  
    id: serie.id,  
    title: 'Don\'t forgets',  
    text: serie.original_name,  
    every: serie.group,  
    icon: serie.icon  
});
```

```
$rootScope.  
$on('$cordovaLocalNotification:trigger', function  
(event, notification, state) { ... });
```



# Android VS Ionic | Tests

10/12

- +Communauté jeune et dynamique
- +Deux technologies Open Source
  - +Facile à déployer
  - +Rapidité de développement

- +Unicité de développement
- + Syntaxe conserver
- +Structure flexible
- + - Désire de rétrocompatibilité
- + - Compilateur
- Format Paysage

- +Création des vues facilités
- + -Inclure que le strict minimum
- Dépendant d'autres technologie
- Rétrocompatibilité? Direction future fork?
- Beaucoup d'outils

# Android VS Ionic | Comparatif

11/12

Questions?

# Logo & Splashscreen

Ionic fournit par défaut mais peut ajuster le temps de diffusion du splash-screen et modifier tous les logo et image pour le splashscreen avec ngCordova.

Android splashscreen a créer nous même, logo par défaut fournit

# Conclusion

Vitesse d'apprentissage :

Android compétence Java

Ionic compétence web Javascript/CSS