

## NativeScript for Mobile App Development Training

**Course#:MA-05**  
**Duration:3 Days**  
**Price:400.00**

### Course Description

NativeScript Course

NativeScript is a popular cross-platform framework for rapid app development using JavaScript, CSS and XML. With NativeScript, writing and deploying native mobile apps for iOS, Android and Windows using a single code base becomes a breeze. The advantage of NativeScript follows from its write once and run anywhere model for creating native apps. Developers can explore the possibilities of building truly native applications in JavaScript and they will also be able to communicate with the host device libraries from their code.

KnowledgeHut Academys NativeScript training workshop for developers will help you understand the nuances of this open source framework for creating native apps for iOS and Android. This practical, hands-on training will help you untangle the web-to-mobile divide using the NativeScript mobile framework without compromising on the features, performance, or design. We at KnowledgeHut charges reasonable fees for all the courses in order to make it available to everyone.

Features of NativeScript:

- JavaScript code can be reused for Android and iOS platforms
- CSS styling is supported in the latest version of NativeScript
- Third party native libraries are supported by NativeScript

### Objectives

- Introduction and Installation of NativeScript
- Architecture and Life cycle of Application

User Interface, Modules, Plugins and APIs

## **Audience**

Students, professionals and anybody else who wishes to understand NativeScript and wants to do so in a self-paced workshop will find this course beneficial.

## **Prerequisites**

Basics JavaScript and CSS are required to attend NativeScript classes along with the knowledge on how to use the Terminal.

## **Content**

Module 1:Introduction

What is NativeScript?

Setting Up Running

NativeScript Installation Environment Configuration

Add target development platforms

Deployment workflow

Module 2:Core concepts

Application Architecture and Life cycle

Modules and Databinding

Events and Properties

Accessing Native APIs

Multithreading model

Module 3:Building the User Interface

- Directory Structure
- Addition of UI components
- Layout and Layout Containers
- Support for Multiple screens

#### Module 4: Adding Application Logic

- The code-behind file
- Navigating Screens
- Accessing UI components
- Adding a View Model

#### Module 5: NativeScript Modules

- Connecting to backend
- Dialog Module
- ListView
- Working with arrays
- Grid Layouts
- ActivityIndicator
- Animations

#### Module 6: Plugins and npm modules

- Using npm modules
- Using NativeScript plugins

#### Module 7: Accessing Native API

Customize ActionBar for iOS

Deleting from a list - Android iOS