

## Technische benodigheden Mobile & Web app

In dit document kunt u de technische benodigheden vinden, die wij zullen toepassen om de mobiele en web app te kunnen realiseren.

Mobiele App:

We zullen de mobile app met de Ionic 2 framework gaan bouwen, dit omdat we nu al kennis hebben over HTML/SCSS/TYPESCRIPT deze programmeertalen worden gebruikt om de app te kunnen bouwen bij het ionic 2 framework.

### You already know HTML/CSS/JS

You can leverage the skills you already have from developing web applications with HTML, JavaScript and CSS to build cross-platform mobile apps. If you work with Angular 2, this will be a seamless transitions.

### Take advantage of Progressive Web Apps

Google has been talking about [Progressive Web Apps](#). These are simply web apps that give an app-like user experience to users, and are built with Web Technologies and [ionic 2 is at the fore front](#) of implementing this.



Learn Angular

Related Course

In fact, in the last Angular Connect conference, some members of the Ionic team spoke about ionic and progressive web apps.

Examples of progressive web apps made with ionic 2 can be found in [pwa.ionic.io](http://pwa.ionic.io). Just visit any of the apps in your chrome browser on your phone, click on menu and tap Add to Home Screen. You'll then be able to load it as an app from your home screen.

## Target all major mobile platforms

If you need to quickly build an app for all major mobile platforms (Android, iOS and Windows Phone), having one codebase may be the fastest way to do it, and Ionic is perfect for such a scenario. Updating the app, or rolling out updates is just as easy as editing one code base.

## Native Functionality is easy to implement

There are [a lot of cordova plugins](#) that allow you to include native functionality of the platform you are building for. Ionic provides a feature called ionic-native that enables you use most of the cordova plugins as providers in your ionic app. The Ionic 2 documentation has [implimentation examples of some of the plugins](#).

Ook maken we gebruik van cordova als hybrid-platform hieronder vind je een aantal voordelen hiervan:

- You don't have to learn any new languages if you're already a decent web developer
- It's very quick to prototype
- Though we didn't end up using it, jQuery mobile is pretty neat and makes it even faster prototype
- Lots of library options for pretty much everything you could possibly want
- It's really cool and fun
- If you so wanted to, you can bypass the app store by hosting the files on a server, and utilize app cache to make things speedy. Changing your app is just changing a web page and its cache manifest file
- Managing images for multiple devices is a lot easier with CSS and media queries than it is for an iOS xcode project and an Android project with its ldpi, hdpi, xdpi, and whatever dpi.
- Easier to create vector graphics to design spec
- Hell, it's just easier to get things to be exactly like the design (except if you care about cross-browser compatibility)

## Web App

Hierin gaan we gebruik maken van het framework bootstrap, daarnaast gebruiken we php voor de koppeling met de database.

## Web App koppeling met App

We kunnen de koppeling maken door AJAX Calls te maken naar de server-side.

Bronnen:

- <https://stackoverflow.com/questions/26678679/what-are-the-advantages-of-using-cordova>
- <https://scotch.io/tutorials/build-a-mobile-app-with-angular-2-and-ionic-2>
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