

Mastering NativeScript

A Beginner's Guide

Mastering NativeScript helps readers master the NativeScript framework for faster and more robust mobile app development. Mobile devices have progressed from a mere means of communication to becoming a critical business tool in recent years. People are increasingly glued to their smartphones as technology advances at breakneck speed. The significance of mobile app development cannot be overstated. And when it comes to mobile app development, NativeScript is a hot topic. NativeScript was introduced by Telerik, and it allows you to develop truly native apps for iOS and Android under a single code base using JavaScript or TypeScript, XML, and a subset of CSS. The charm of NativeScript is that it enables us to code once for multiple platforms (iOS=7.1 and Android=4.1), simultaneously sharing code amongst them while still allowing developers to add platform-specific instructions with flawless execution. As a result, you may release an app for both platforms using a single code base. NativeScript is comprised of three parts: a JavaScript (JS) virtual machine, a runtime, and a bridge module. The JS virtual machine is used for interpretation and execution of JavaScript code. The bridge module then converts the calls to platform-specific API calls and returns the outcome to the caller. NativeScript is a very appealing paradigm, and is rising in popularity as we speak. It can be used to construct practically any program, including communication apps (news and social networking), gaming applications (Chess, Tic-Tac-Toe, Pinball), and chat apps. It can also handle maps and geolocation apps. With Mastering NativeScript, learning NativeScript becomes straightforward, which will undoubtedly help readers advance their careers. The Mastering Computer Science series is edited by Sufyan bin Uzayr, a writer and educator with over a decade of experience in the computing field.

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