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Ionic training

2 days (14 hours)

Presentation

Ionic is a one-part open-source framework for building native applications using Web technologies. Initially based on AngularJS and Apache Cordova2, Ionic lets you create multi-support code using Web tools such as HTML, CSS and JavaScript, to generate iOS, Android, Chrome, Windows Phone and other applications.

Ionic 8, based on Angular technology, is not only the most accessible and future-proof version of Ionic, it's also the fastest and most complete.

In this training course, after a brief refresher on Angular, you'll see how to set up your Ionic projects using the navigation features to retrieve and manage user input via inputs, text fields, drop-down lists, dialog boxes and so on. Then you'll see how to test the application in the browser, on emulators or real devices.

As with all our training courses, this one will introduce you to the latest version of Ionic, [Ionic 8.1](#).

Objectives

- Discover and master the basics of the Ionic 7 Framework for developing hybrid mobile applications
- Development of a real-world application
- Understand how to build and submit an application to the Stores
- Understand how to update your application on Stores

Target audience

Web and mobile developer

Prerequisites

Knowledge of JavaScript, TypeScript and [Angular](#)

[Contact us](#) for a personalized quote to train your team quickly in [Angular](#) and [Ionic](#) development.

Ionic 8 training program

Introduction

- When and why use a solution like Ionic?
- Ionic, Angular and Typescript

Overview of Ionic basics

- CLI commands
- Generating a new application
- Application structure
- Re-use of all Angular patterns (components, services, routers)
- Re-use of all Javascript patterns (Promises, Observables)
- Plugins for accessing native functions

Development of a common thread application

- Generating our application
- Using Firebase BaaS for the case study
- Creation of a login and registration page for our application (Angular forms)
- Tabbed navigation (view to display data on one side, view to add data on the other)
- Navigation with routers to access a page for modifying the information displayed
- Using providers
- Installation of a visual "loader" for waiting during loading.
- Use the phone's internal backup to store non-sensitive information

Practical application with one or more additional practical

exercises. Managing App Stores

- Requirements for deploying an application on the Android and/or Apple stores

- Discover CLI commands for adding Android and iOS platforms to your Ionic project
- Discover CLI commands for generating various assets (icons and initial loading page)
- Discover CLI commands for generating deployable apps
- Understanding how to update your application

Bonus (if the learner meets all the requirements for his or her material)

- Generate your application and deploy it on your cell phone
- Discovering mobile start-up tools
- Use of plug-ins such as camera or geolocation

Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.