





**UNLEASH YOUR
WEB SKILLS
ON NATIVE!**



SINGLE RIDERS

ENTRANCE

ENTRANCE



WEB DEVELOPER MOOD COASTER

**WEB DEVELOPER
IN NATURAL HABITAT**



WEB DEVELOPER

- **HTML**
- **CSS**
- **JavaScript**
- **Sass**
- **Node Package Manager**

**WEB DEVELOPER
ON NATIVE IOS / ANDROID**



WEB DEVELOPER & NATIVE

- App stores
- Provisioning files
- Java or Kotlin for Android
- Objective-C or Swift for iOS

**WEB DEVELOPER
WITH NATIVESCRIPT**



WEB DEVELOPER & NATIVESCRIPT

- App stores
- Provisioning files
- NativeScript
- HTML
- CSS
- JavaScript
- Sass
- Node Package Manager

WEB DEVELOPER
♥ NATIVESCRIPT





WH0?

ROWDY RABOUW

@rowdyrabouw

Gouda, The Netherlands

I ♥ superhero movies

Freelance web and app developer

Lead developer Nationale-Nederlanden Pension App

Progress Developer Expert for Nativescript





MOBILE APP FRAMEWORK DECISION GUIDE

MOBILE APP FRAMEWORK DECISION GUIDE

Do you want/need a native User Interface and native performance?

No

Yes

MOBILE APP FRAMEWORK DECISION GUIDE

Do you want/need a native User Interface and native performance?

No

Yes

Phonegap / Cordova with Ionic

- WebView
- DOM to manipulate
- HTML **styled** like native

MOBILE APP FRAMEWORK DECISION GUIDE

Do you want/need a native User Interface and native performance?

No

Yes

Phonegap / Cordova with Ionic

continue

- WebView
- DOM to manipulate
- HTML **styled** like native

MOBILE APP FRAMEWORK DECISION GUIDE

Do you have too much money and time?

Yes

No

MOBILE APP FRAMEWORK DECISION GUIDE

Do you have too much money and time?

Yes

No

Native iOS and Android

- Twice the work

MOBILE APP FRAMEWORK DECISION GUIDE

Do you have too much money and time?

Yes

No

Native iOS and Android

continue

- Twice the work

MOBILE APP FRAMEWORK DECISION GUIDE

**Do you potentially want/need to share code with the web?
Or do you want/need to use web technologies?**

No

Yes

MOBILE APP FRAMEWORK DECISION GUIDE

Do you potentially want/need to share code with the web?
Or do you want/need to use web technologies?

No

Yes

Xamarin

- .NET or C#
- Cross compiling
- Bindings to access native APIs

MOBILE APP FRAMEWORK DECISION GUIDE

Do you potentially want/need to share code with the web?
Or do you want/need to use web technologies?

No

Yes

Flutter

- Dart
- Cross compiling
- Beta

MOBILE APP FRAMEWORK DECISION GUIDE

Do you potentially want/need to share code with the web?
Or do you want/need to use web technologies?

No

Yes

Flutter

continue

- Dart
- Cross compiling
- Beta

MOBILE APP FRAMEWORK DECISION GUIDE

Do you want to use modern JavaScript?

No

Yes

MOBILE APP FRAMEWORK DECISION GUIDE

Do you want to use modern JavaScript?

No

Yes

Titanium

- No ES6/ES2015 support
- Can't use NPM
- Old MVC framework (Alloy)

MOBILE APP FRAMEWORK DECISION GUIDE

Do you want to use modern JavaScript?

No

Yes

Titanium

continue

- No ES6/ES2015 support
- Can't use NPM
- Old MVC framework (Alloy)

MOBILE APP FRAMEWORK DECISION GUIDE

Do you know and like React?

Yes

No

MOBILE APP FRAMEWORK DECISION GUIDE

Do you know and like React?

Yes

No

React Native

- React
- Native code to access APIs
- Version 0.55

MOBILE APP FRAMEWORK DECISION GUIDE

Do you know and like React?

Yes

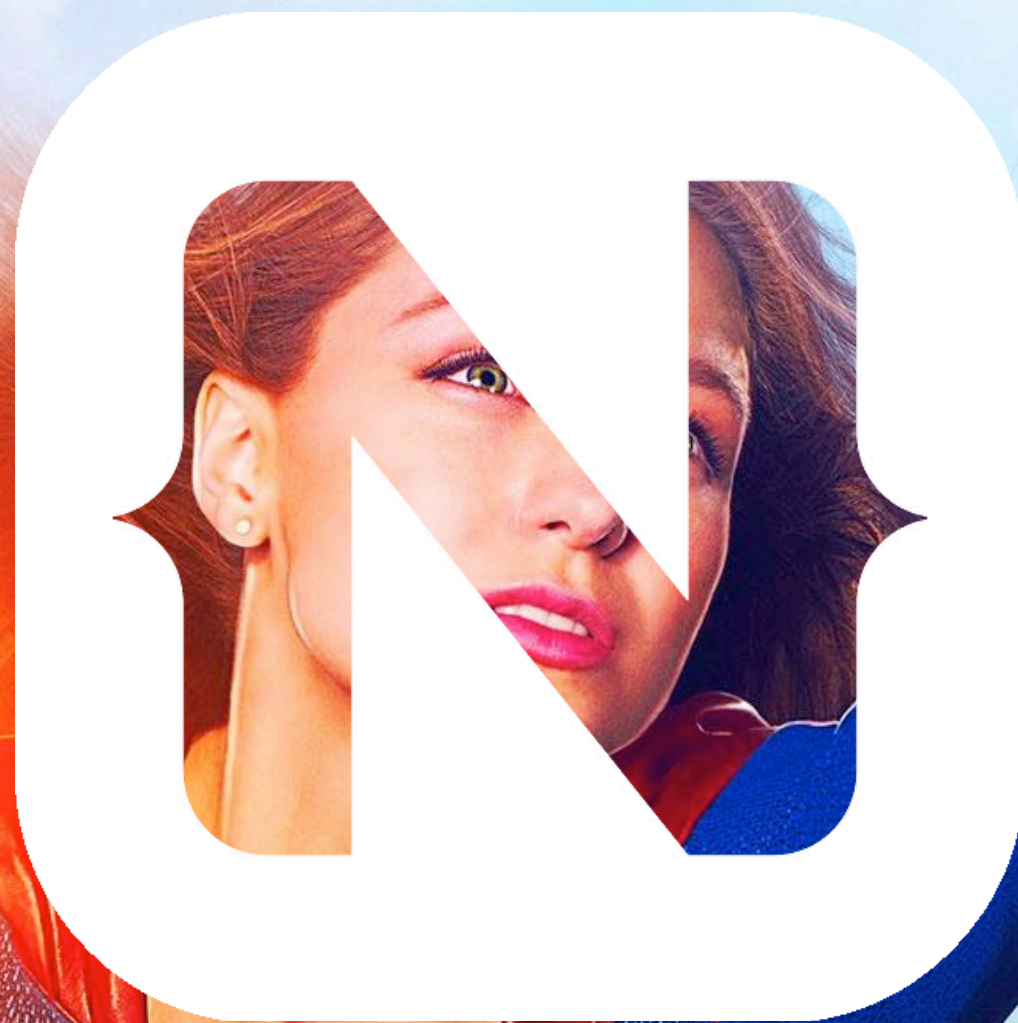
No

React Native

continue

- React
- Native code to access APIs
- Version 0.55





NATIVESCRIPT



NATIVESCRIPT

WHAT IS NATIVESCRIPT?

- **Open source framework for building truly native mobile apps**
- **JavaScript, markup (XML/HTML) and CSS**
- **Native code inside your JavaScript if you want and dare**
- **Cross Platform: one codebase for iOS and Android**
- **Backed by software company Progress**
- **Android 4.2 or a later stable official release**
- **iOS 7.0 or later stable official release**



A background image of Superman flying over a green field under a cloudy sky. He is wearing his iconic blue suit with a red 'S' and a red cape. The text 'NICE' is written in large, bold, white capital letters across the top half of the image. To the right of the word 'NICE' are three white circles of increasing size, arranged horizontally.

NICE ○○○

BUT GET ME UP TO SPEED


```
# install Homebrew
/usr/bin/ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"

# install Node.js
brew install node

# install NativeScript CLI
npm install -g nativescript

# install iOS and Android requirements

# Windows
@powershell -NoProfile -ExecutionPolicy Bypass -Command
"iex ((new-object net.webclient).DownloadString('https://www.nativescript.org/setup/win'))"

# macOS
ruby -e "$(curl -fsSL https://www.nativescript.org/setup/mac)"
```

```
# NativeScript CLI (tns = Telerik NativeScript)
tns <Command> [Command Parameters] [--command <Options>]
```

```
tns create <app-name>
```

```
tns create <app-name> --tsc
```

```
tns create <app-name> --ng
```

```
vue init nativescript-vue/vue-cli-template <app-name>
```

```
tns create <app-name> --template <template-url>
```

```
tns platform add ios
```

```
tns platform add android
```

```
tns build ios
```

```
tns build android
```

```
tns run ios
```

```
tns run android
```


DOCS.NATIVESCRIPT.ORG

 **NativeScript**

DocsShowcasesResourcesBlogAbout



Get Started

Documentation

NativeScript Core | NativeScript with Angular | NativeScript with Vue.js | API Reference | NativeScript Sidekick

Improve this article

▼ Introduction

General requirements

Welcome

How NativeScript Works

Installation

Troubleshooting

▶ Tutorial

▼ Core concepts

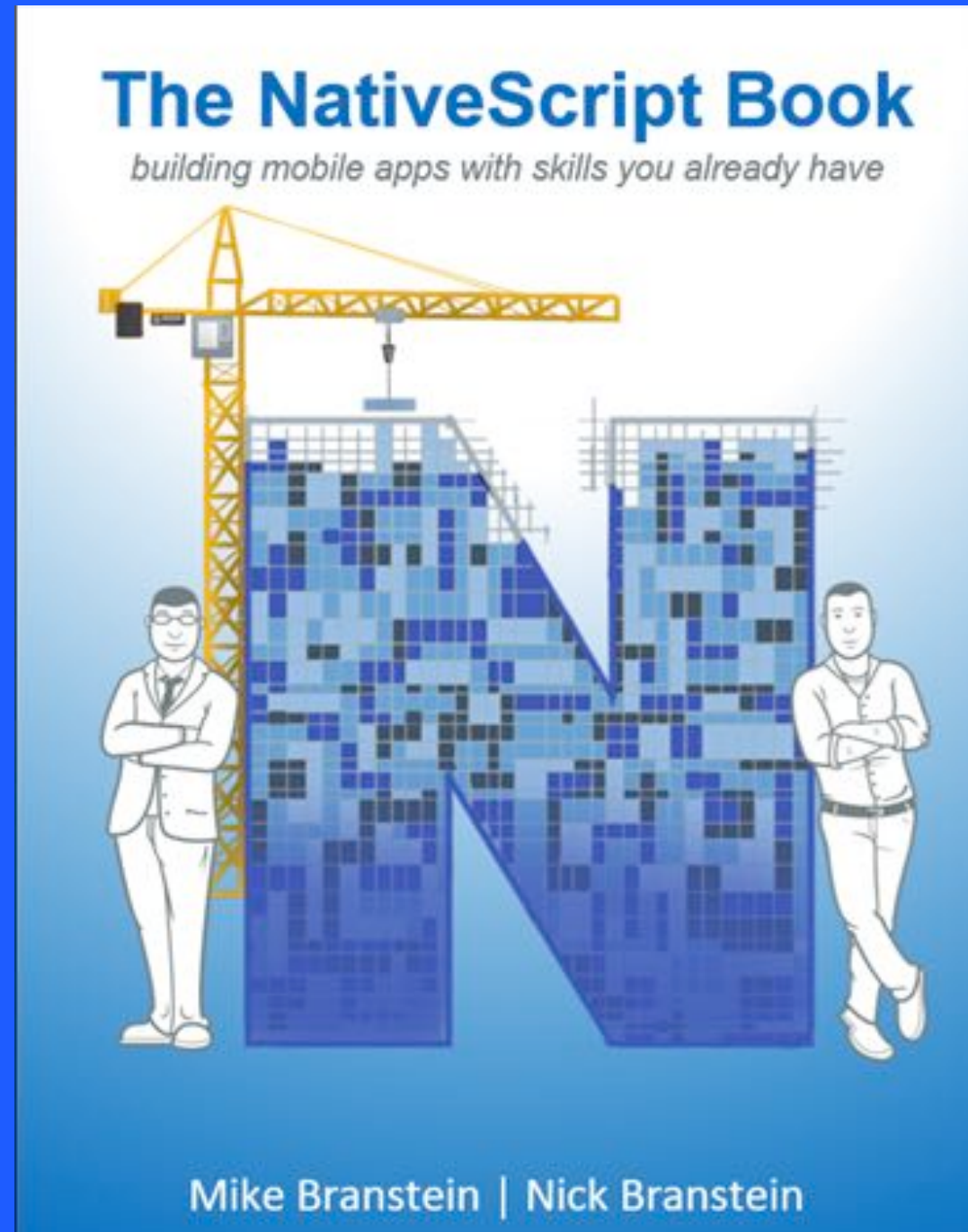
Architecture and

Welcome to NativeScript

NativeScript is how you build cross-platform, native iOS and Android apps without web views. Use Angular, TypeScript or modern JavaScript to get truly native UI and performance while reusing the skills and the code from your web projects. Get 100% access to native APIs via JavaScript and reuse of packages from npm, CocoaPods and Gradle. Open source and backed by Progress.

New to NativeScript? [Try out NativeScript on your phone](#) to see what a truly native app feels like.

NATIVESCRIPT.ORG/GET-THE-NATIVESCRIPT-BOOK



NATIVESCRIPTING.COM

 NativeScript

TrainingAboutLogin

Turn up your NativeScript training

Are you ready to start learning NativeScript? Get the FREE getting started guides for NativeScript Core and NativeScript with Angular.

Do you already know the basics and want to go deeper? Our NativeScript Pro courses will take you to a finished and polished product that you can launch in the app stores. Courses can be purchased on-demand, or save money with our bundles! Only 100 of each bundle are made available for the special pre-launch price. Grab them while we have them.

 NativeScript Core

 NativeScript with Angular

Courses for the NativeScript Core minded folks. MVVM, TypeScript, and no other UI frameworks.



NEW

NativeScript Plugins: Creating Custom View Components

Nathan Walker



LEARN MORE



NEW

NativeScript Core Getting Started Guide

Alex Ziskind

FREE COURSE



FREE COURSE



PRESALE

NativeScript Core Pro

Alex Ziskind



LEARN MORE

NATIVESCRIPT.ORG/NATIVESCRIPT-SIDEKICK

Create App

App Name *

Project Folder *

[Browse...](#)

☒ Automatically set App ID

⚠ This value should match the App ID of your iOS provisioning profile [Need help?](#)

Project Type

JS

☐ NativeScript + JavaScript

TS

☐ NativeScript + TypeScript

A

☒ NativeScript + Angular & TypeScript



Blank

Blank template for NativeScript apps using Angular



Navigation Drawer

Side navigation template



Tabs

Tabbed interface template



Master-Detail with Firebase

Master-detail interface to display collection of items from Firebase and inspect and edit selected item properties.

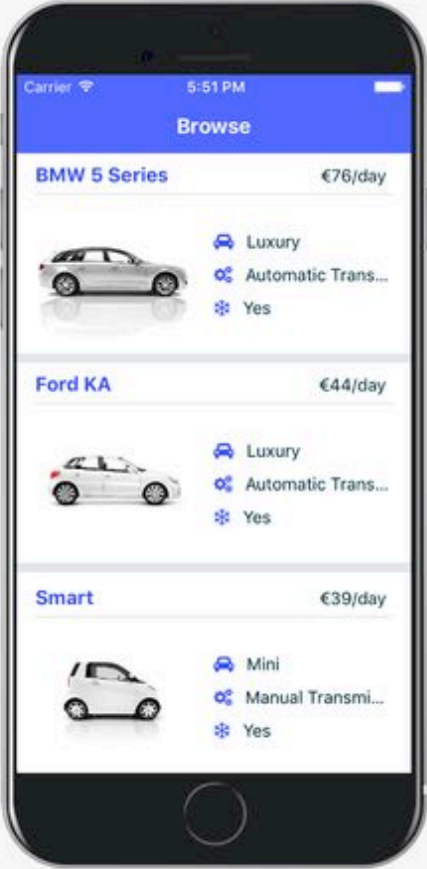


Master-Detail with Kinvey

Master-detail interface to display collection of items from Kinvey and inspect and edit selected item properties.

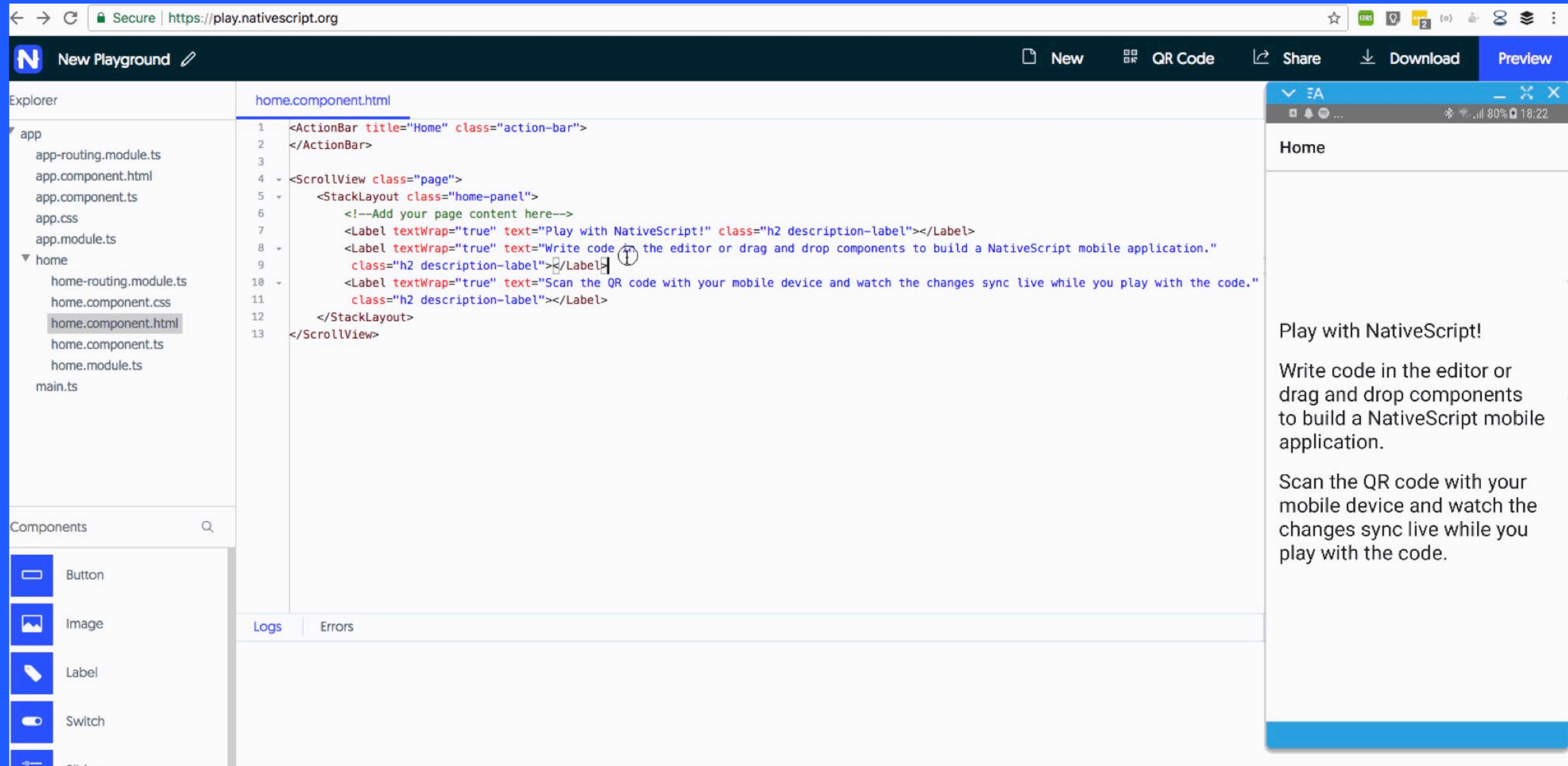
iOS

Android



[Create App](#)

PLAY.NATIVESCRIPT.ORG



FORUM.NATIVESCRIPT.ORG



Sign Up

Log In

all categories ▸

Latest

Top

Categories

Topic	Category	Users	Replies	Views	Activity
📌 Please update Sidekick to the latest version I'd like to notify you about an upcoming change in Sidekick. To grow the Sidekick cloud infrastructure, we are breaking the API compatibility with old Sidekick clients. How does this affect you? You will need to update ... read more	Sidekick		1	33	2d
📌 🎁 Earn NativeScript Forum Rewards 🎁 To thank those of you who put your time and energy into answering questions on the forum, we are kicking off the NativeScript Forum Rewards program! You may read the announcement blog post, but the tl;dr; is: Did some... read more	Announcements		8	2.0k	13d
📌 Welcome to the NativeScript Community Forum! The NativeScript community forum is a resource for community interaction around the NativeScript framework. Learn more about NativeScript at http://www.nativescript.org. We have a code of conduct, please read it before... read more			1	1.5k	Nov '17
How to create a new Component which is added to a StackLayout?	Angular		0	2	33m
☑️ frameModule.topmost() in The NativeScript Book (using v4.0.0)	Getting Started		2	11	3h
Sidedrawer in Vue	Vue.js		0	4	4h
TextField positive integer format / filter			1	6	4h
Create http request with WebWorker nativescriptcore	Angular		1	13	7h
☑️ Video picker delegate doesn't fire method ios	iOS		2	14	7h
☑️ Access to LocationManager in Android	Android		2	28	9h

NATIVESCRIPTCOMMUNITY.SLACK.COM

Nativescript Co...
rowdy

Jump to...

All Unreads

All Threads

Channels

events

ns-angular

tutorials

ui-for-nativescript

general

jobs

random

Direct Messages

slackbot

rowdy (you)

abhilash

anandv

brentonhouse

danwilson

elvismercado **

emeka

sis0k0

walkerrunpdx

wvegteren

Apps

#general

6,606 0 <https://discourse.nativescript.org/>

Yesterday

Thanks,
Michael

Yilmaz 8:37 AM

joined #general.

IFTTT APP 8:47 AM

Display Local Notifications In A NativeScript Application With Angular

Display Local Notifications In A NativeScript Application With Angular
by Volodya Kurpita via Newest questions tagged nativescript - Stack
Overflow <https://ift.tt/2HTtjje>

Image not found

Bassie 9:23 AM

joined #general.

Milad 9:30 AM

hi when i run npm run watch:android

i got Unable to apply changes on device: emulator-5554. Error is: Command ./gradlew failed with exit code 1. error

i searched a lot about that but nothing changes (edited)

mast3rd3mon 10:14 AM

you should be running tns run android

Milad 10:15 AM

No manifest found in /home/milad/Public/MobileApp/app/App_Resources/Android/AndroidManifest.xml

Could not find folder: /home/milad/Public/MobileApp/app

Unable to apply changes on device: emulator-5554. Error is: cp: no such file or directory: /home/milad/Public/MobileApp/app/App_Resources.

i'm using nativescript vue (edited)

mast3rd3mon 10:16 AM

looks like a bad project creation, it should gen that folder when you create the project

Milad 10:18 AM

i'm using nativescript vue template

Cepheus 11:25 AM

+

Message #general

@





MARKUP LIKE ON THE WEB

MARKUP

<http://2xr.nl/markup>

<https://docs.nativescript.org/ui/components>

```
<ActionBar title="Native elements"/>
<StackLayout>
  <Button text="Button" tap="{{ onButtonTap }}" />
  <Switch checked="false" />
  <SegmentedBar items="{{ segmentedBarItems }}" />
  <Progress value="0" maxValue="100" />
  <Slider value="0" minValue="0" maxValue="100" />
  <DatePicker year="2018" month="1" day="1"
    minDate="1970-01-01" maxDate="2100-12-31" />
</StackLayout>
```


Native elements

BUTTON



ITEM 1 ITEM 2 ITEM 3



31	Dec	2017
01	Jan	2018
02	Feb	2019

Native elements

Button



Item 1 Item 2 Item 3



29	October	2015
30	November	2016
31	December	2017
1	January	2018
2	February	2019
3	March	2020
4	April	2021

TEXTFIELD

https://docs.nativescript.org/api-reference/modules/_ui_text_field_.textfield

```
<TextField/>
```

```
<TextField text=""/>
```

```
<TextField hint="Enter your name"/>
```


TEXTFIELD: AUTOCAPITALIZATION

https://docs.nativescript.org/api-reference/modules/_ui_text_field_.textfield

```
<TextField autocapitalizationType="allCharacters"/>
```

```
<TextField autocapitalizationType="sentences"/>
```

```
<TextField autocapitalizationType="words"/>
```

TEXTFIELD: AUTOCAPITALIZATION

https://docs.nativescript.org/api-reference/modules/_ui_text_field_.textfield

```
<TextField autocapitalizationType="allCharacters"/>
```

```
<TextField autocapitalizationType="sentences"/>
```

```
<TextField autocapitalizationType="words"/>
```

```
<TextField autocapitalizationType="none"/>
```


TEXTFIELD: AUTOCORRECT

https://docs.nativescript.org/api-reference/modules/_ui_text_field_.textfield

```
<TextField autocorrect="true"/>
```

```
<TextField autocorrect="false"/>
```

TEXTFIELD: KEYBOARDTYPE

<http://2xr.nl/keyboardType>

https://docs.nativescript.org/api-reference/modules/_ui_enums_.keyboardtype

```
<TextField keyboardType="number" />
```

```
<TextField keyboardType="datetime" />
```

```
<TextField keyboardType="phone" />
```

```
<TextField keyboardType="email" />
```

```
<TextField keyboardType="url" />
```


keyboardType

datetime

number

phone

email

url

default

keyboardType

datetime

number

phone

email

url

default

TEXTFIELD: MORE ATTRIBUTES

https://docs.nativescript.org/api-reference/modules/_ui_text_field_.textfield

```
<TextField textAlignment="" />
```

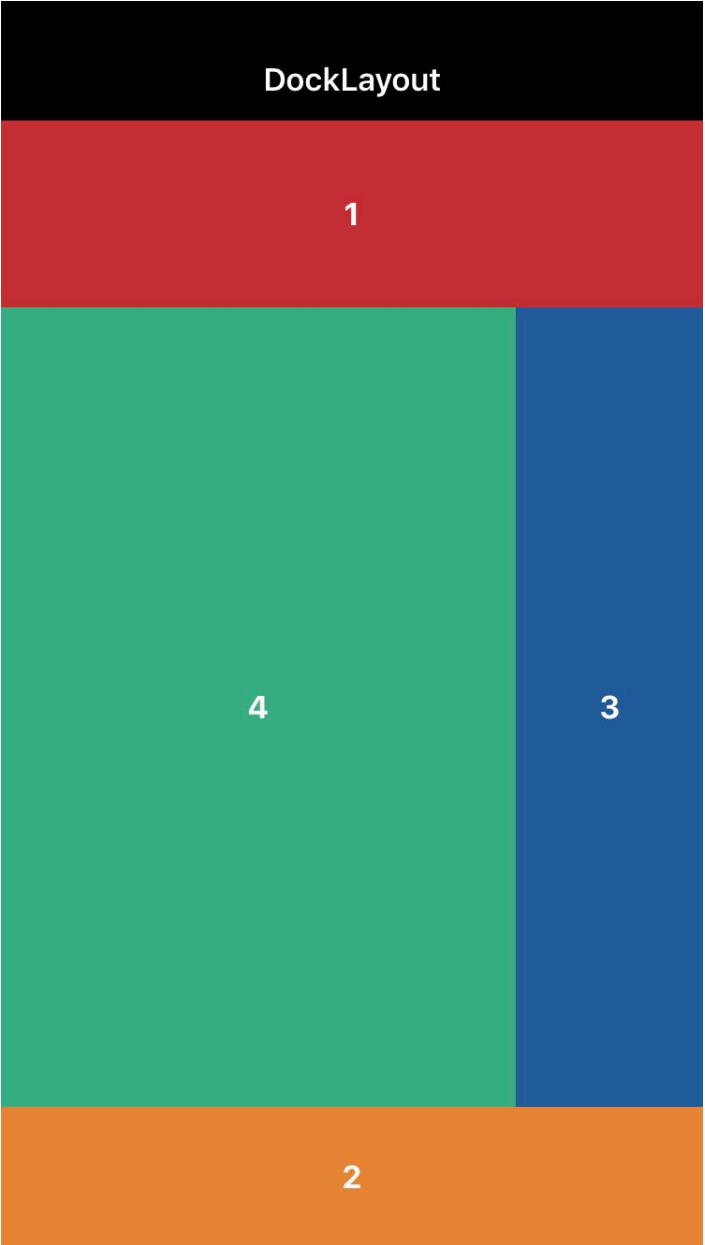
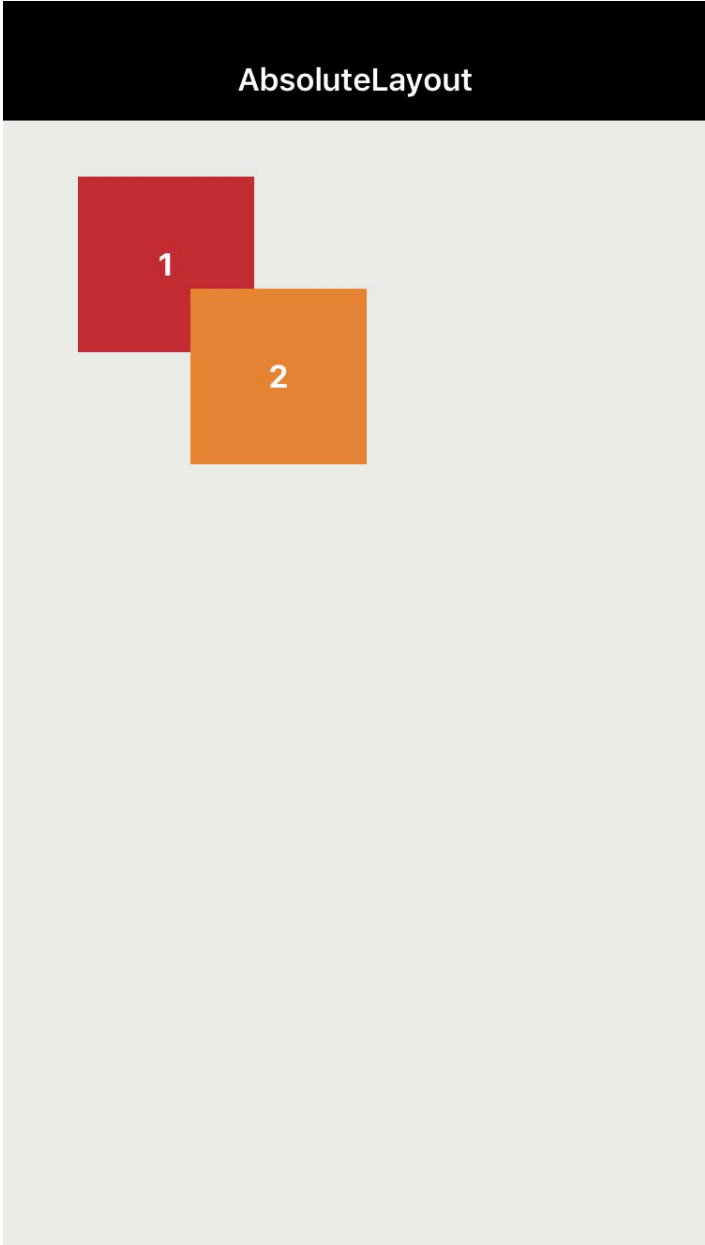
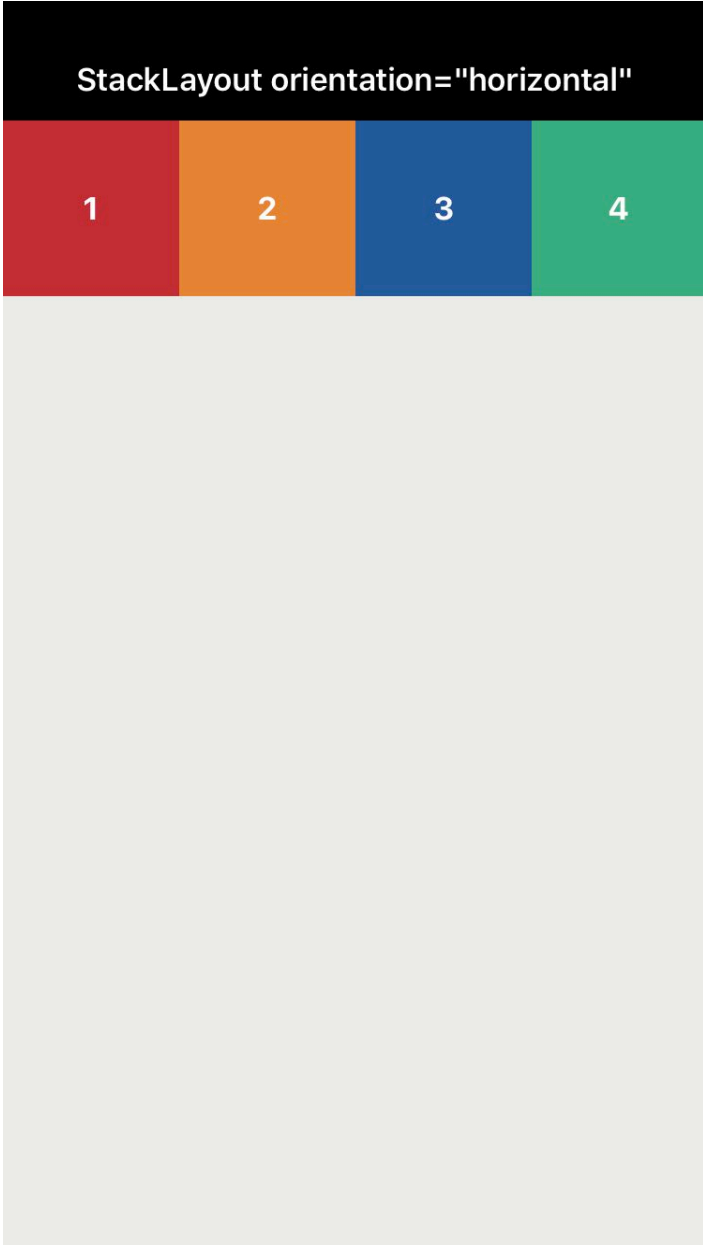
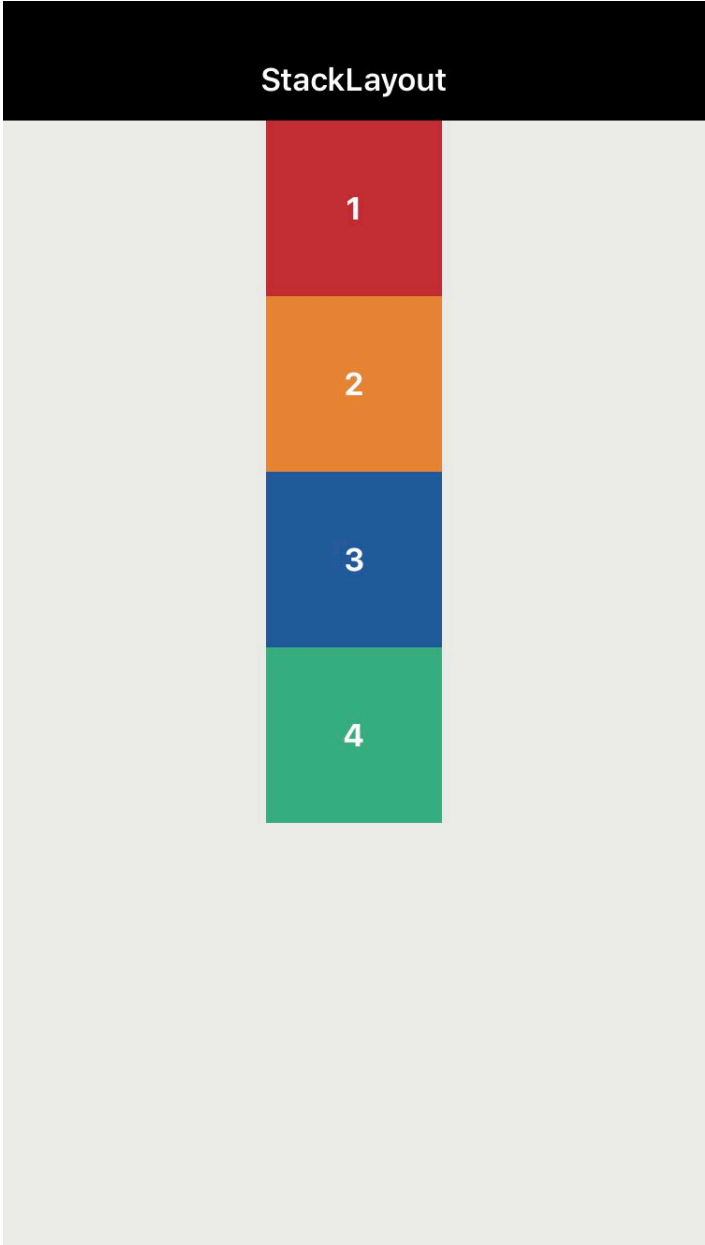
```
<TextField visibility="" />
```

```
<TextField width="" />
```

```
<TextField maxLength="" />
```

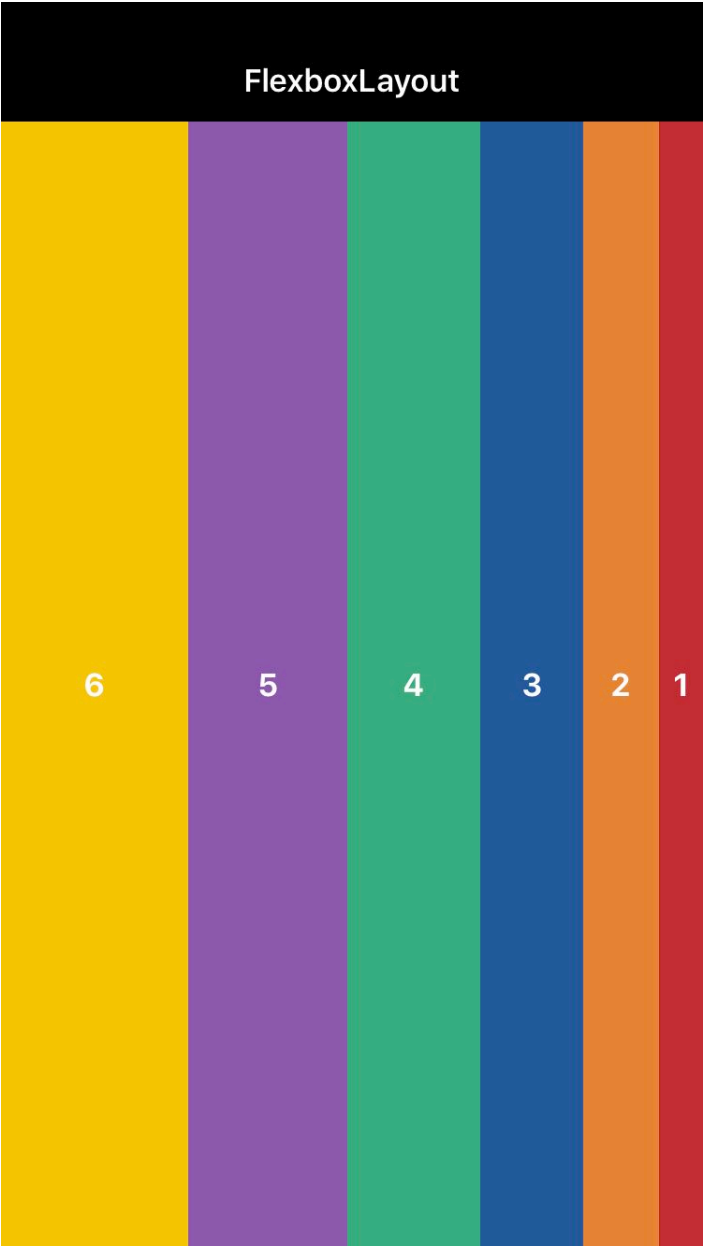
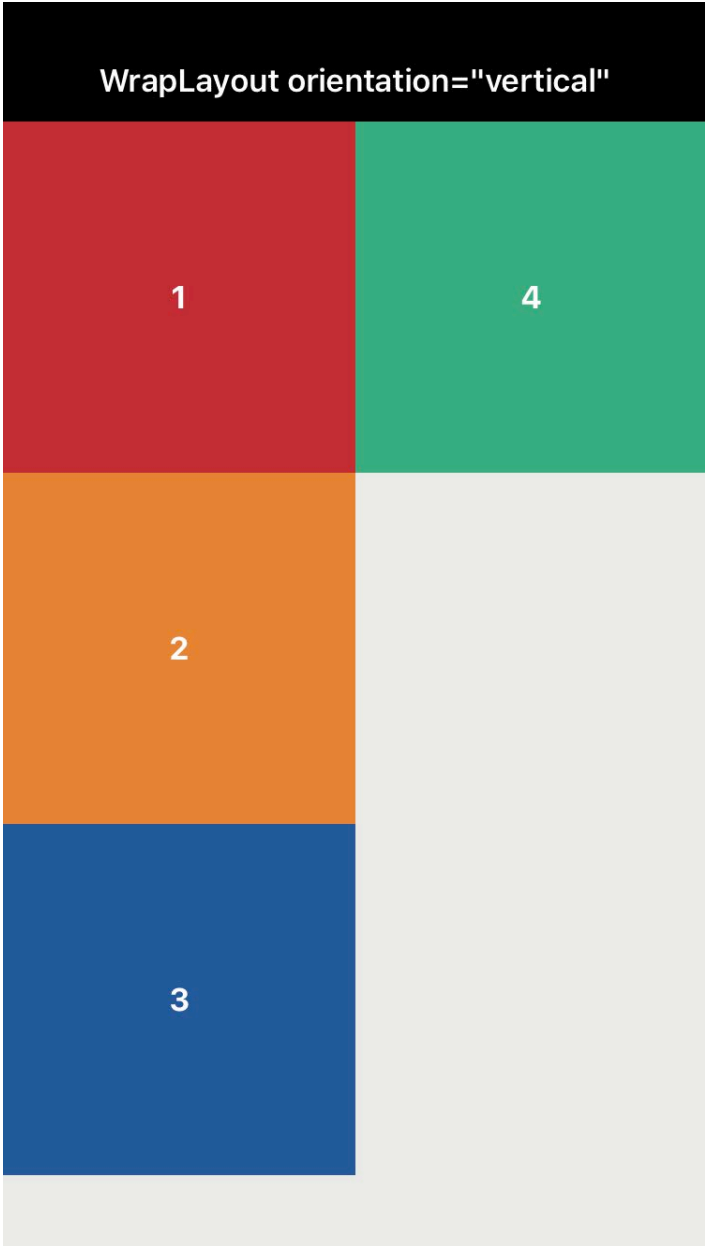
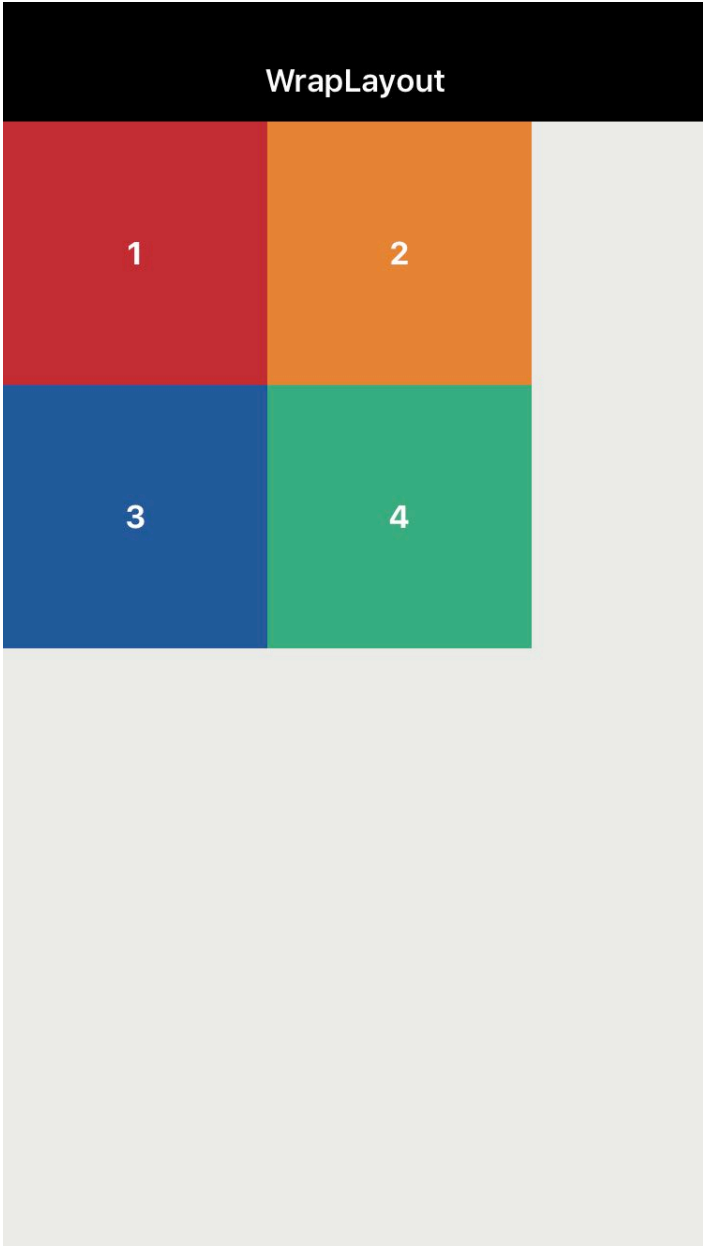
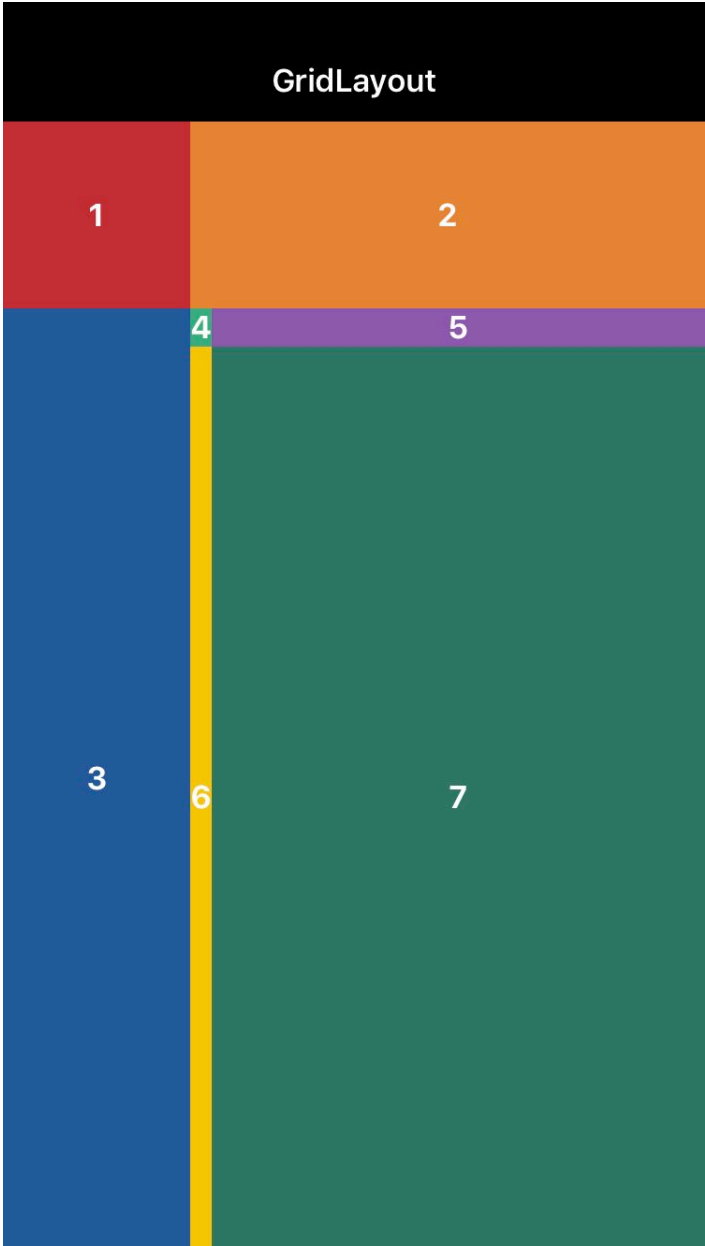

LAYOUTS

<https://docs.nativescript.org/ui/layouts>



LAYOUTS

<https://docs.nativescript.org/ui/layouts>



DOCKLAYOUT

<https://docs.nativescript.org/ui/layouts>

```
<DockLayout height="100%"
  stretchLastChild="true">

  <Label text="1" dock="top" />
  <Label text="2" dock="bottom" />
  <Label text="3" dock="right" />
  <Label text="4" dock="left" />

</DockLayout>

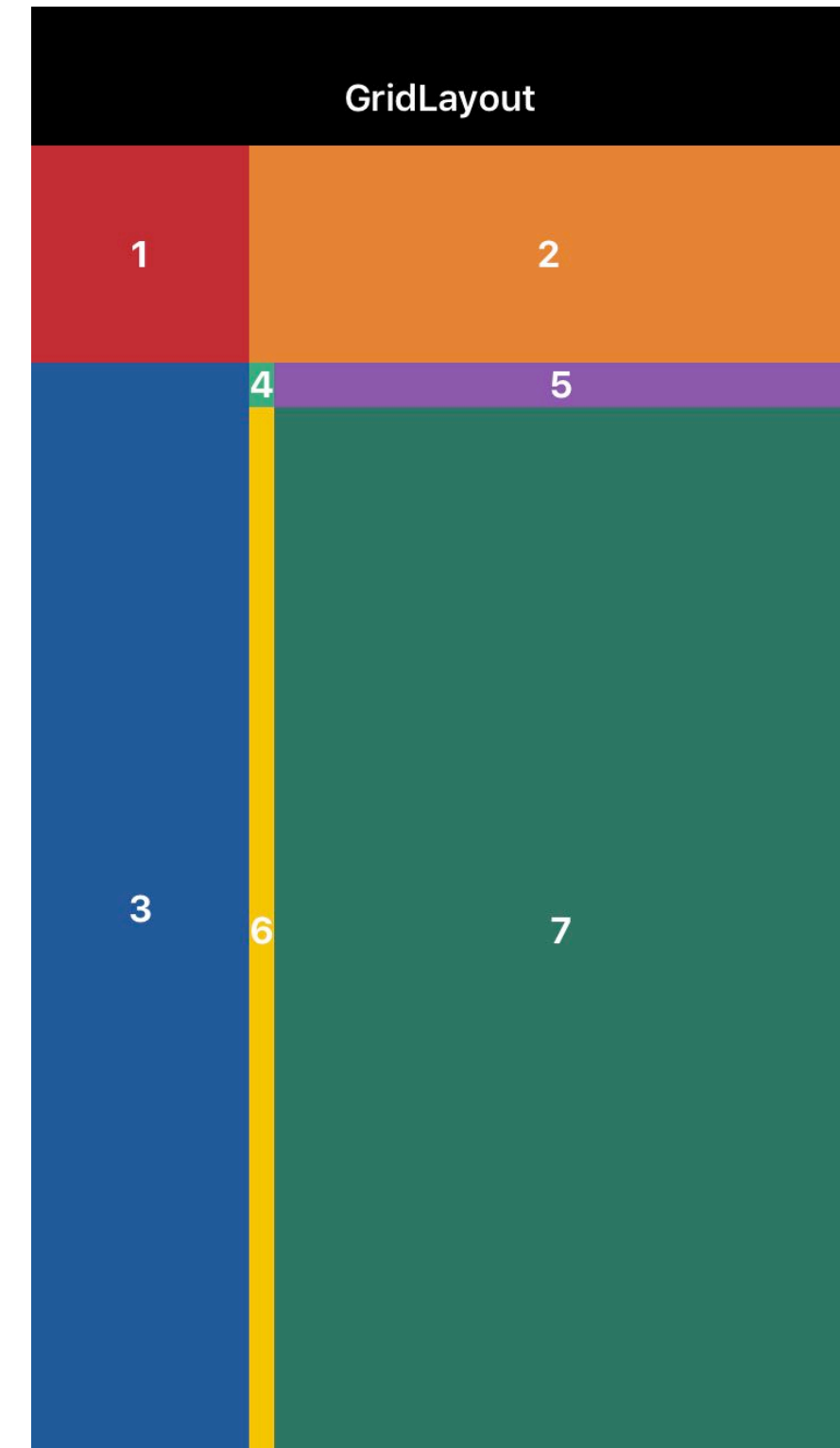
<!--
  1 + 2 have fixed height
  3 has fixed width
  4 will get all remaining space
-->
```



GRIDLAYOUT

<https://docs.nativescript.org/ui/layouts>

```
<GridLayout
  rows="100, auto, *"
  columns="100, auto, *">
  <Label text="1" row="0" col="0">
  <Label text="2" row="0" col="1"
    colSpan="2"/>
  <Label text="3" row="1" col="0"
    rowSpan="2"/>
  <Label text="4" row="1" col="1"/>
  <Label text="5" row="1" col="2"/>
  <Label text="6" row="2" col="1"/>
  <Label text="7" row="2" col="2"/>
</GridLayout>
```



CASCADING STYLE SHEETS

CASCADING STYLE SHEETS

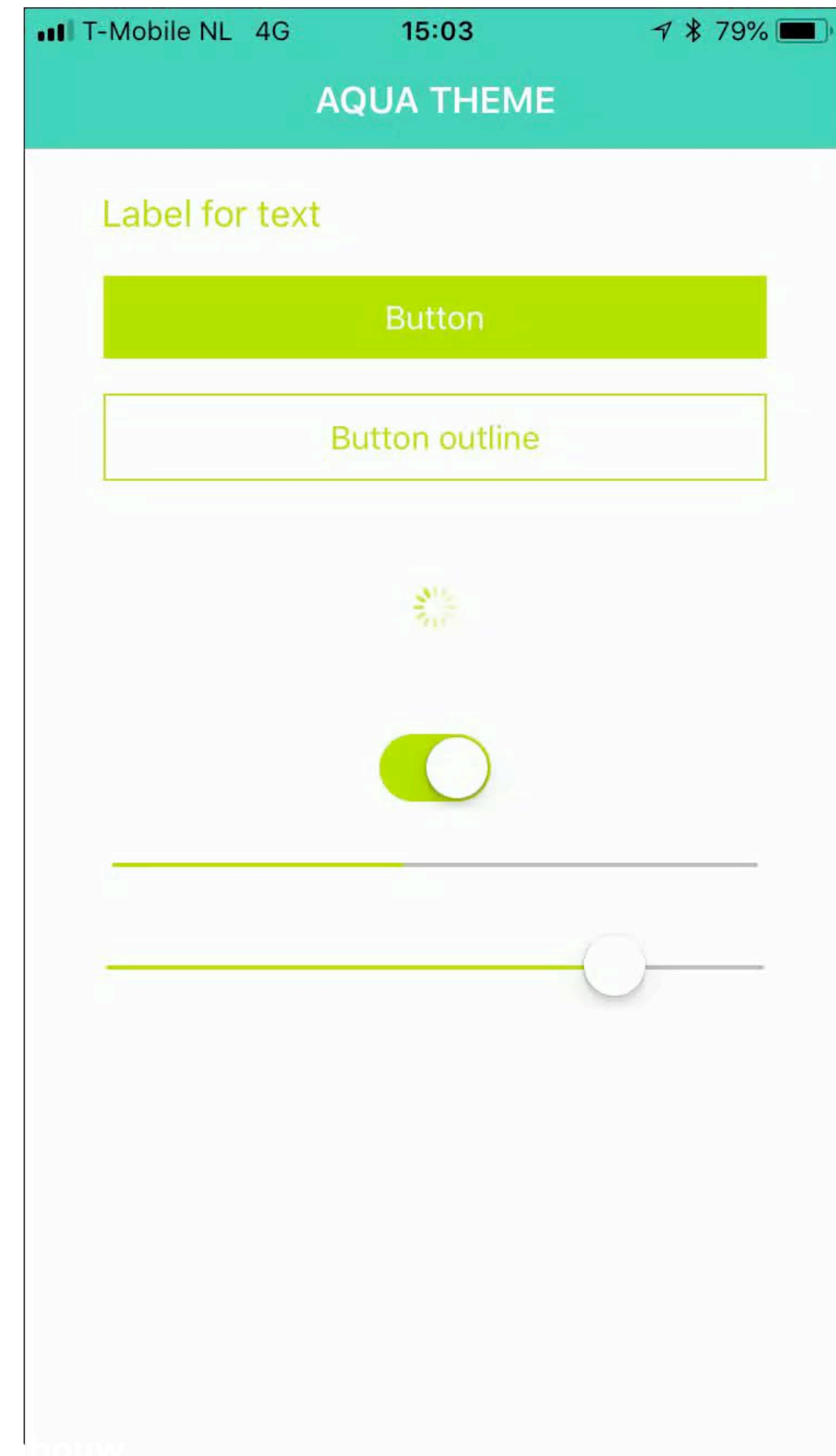
<https://docs.nativescript.org/ui/styling>

- a large subset of CSS properties is supported
- device-independent pixels
- application-wide, page-specific or inline
- platform-specific possible
- animations
- SASS

{N} CORE THEMES

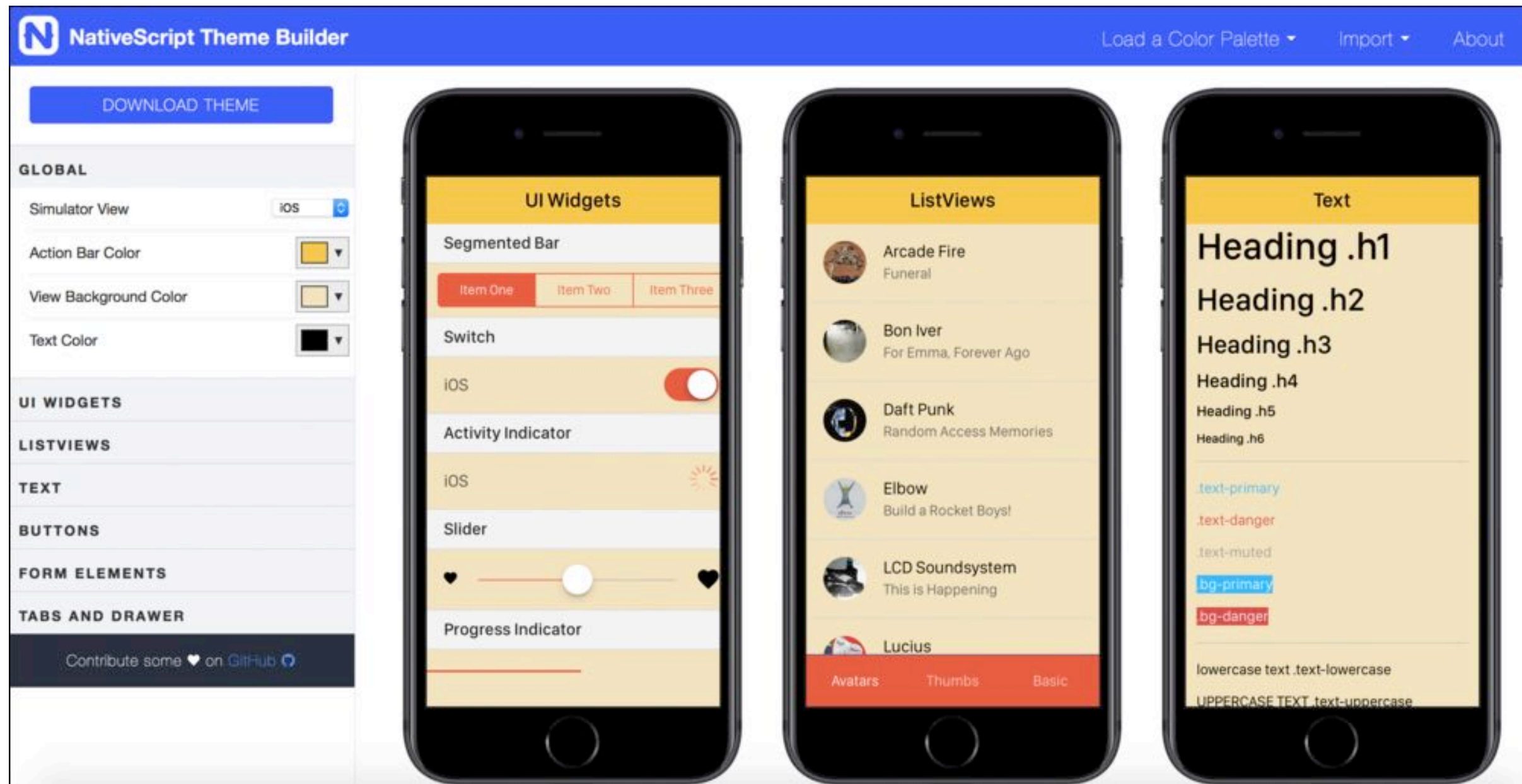
<https://docs.nativescript.org/ui/theme>

- ready to use color schemes
- tailored for iOS and Android



NATIVESCRIPT THEME BUILDER

<https://www.nativescriptthemebuilder.com>



TABVIEW

```
<TabView height="100%">  
  <StackLayout *tabItem="{title: 'Rocket Raccoon'}" class="full rocket"/>  
  <StackLayout *tabItem="{title: 'Harley Quinn'}" class="full harley"/>  
  <StackLayout *tabItem="{title: 'Hulk'}" class="full hulk"/>  
</TabView>
```

TABVIEW

```
.full {  
  background-size: cover;  
  background-position: center;  
  background-repeat: no-repeat;  
}  
  
.rocket { background-image: url("~/images/rocket-raccoon.jpg"); }  
  
.harley { background-image: url("~/images/harley-quinn.jpg"); }  
  
.hulk { background-image: url("~/images/hulk.jpg"); }
```


TabView

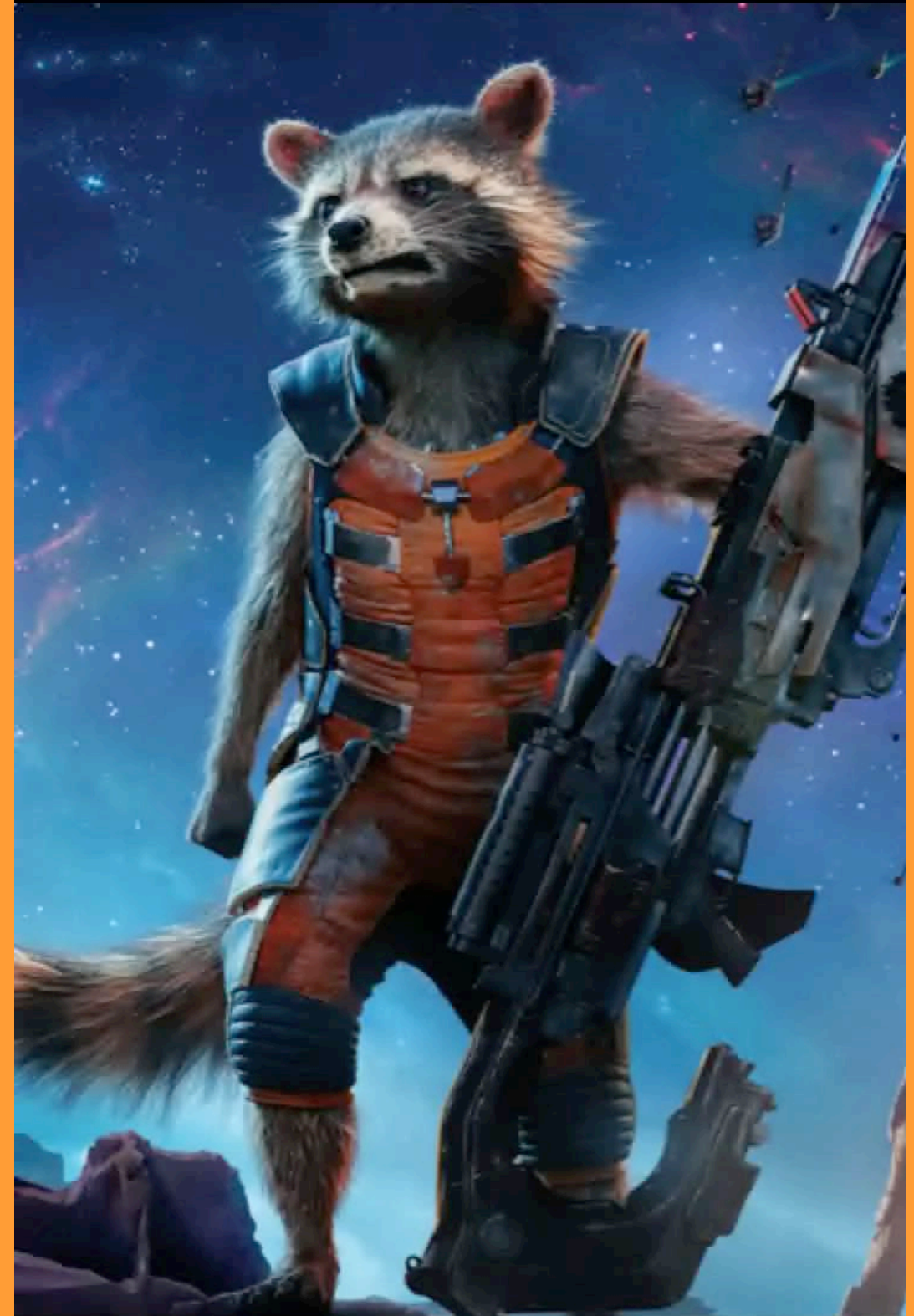
ROCKET
RACCOON

HARLEY QUINN

HULK



TabView



Rocket Raccoon

Harley Quinn

Hulk





FANTASTIC 4

CHOICES



4 FANTASTIC CHOICES

JS

JAVASCRIPT



TYPESCRIPT



VUE.JS



ANGULAR





NATIVE CODE

{N} ANGULAR DIRECTORY STRUCTURE

```
app/components/slider/
```

```
  slider.component.html
```

```
  slider.component.ts
```

```
  slider.component.css
```

```
  slider-routing.module.ts
```

```
  slider-module.ts
```


SLIDER.COMPONENT.HTML

```
<ActionBar title="Slider"></ActionBar>
```

```
<StackLayout>
```

```
    <Slider value="70"></Slider>
```

```
</StackLayout>
```

SLIDER.COMPONENT.TS

```
import { Component } from "@angular/core";

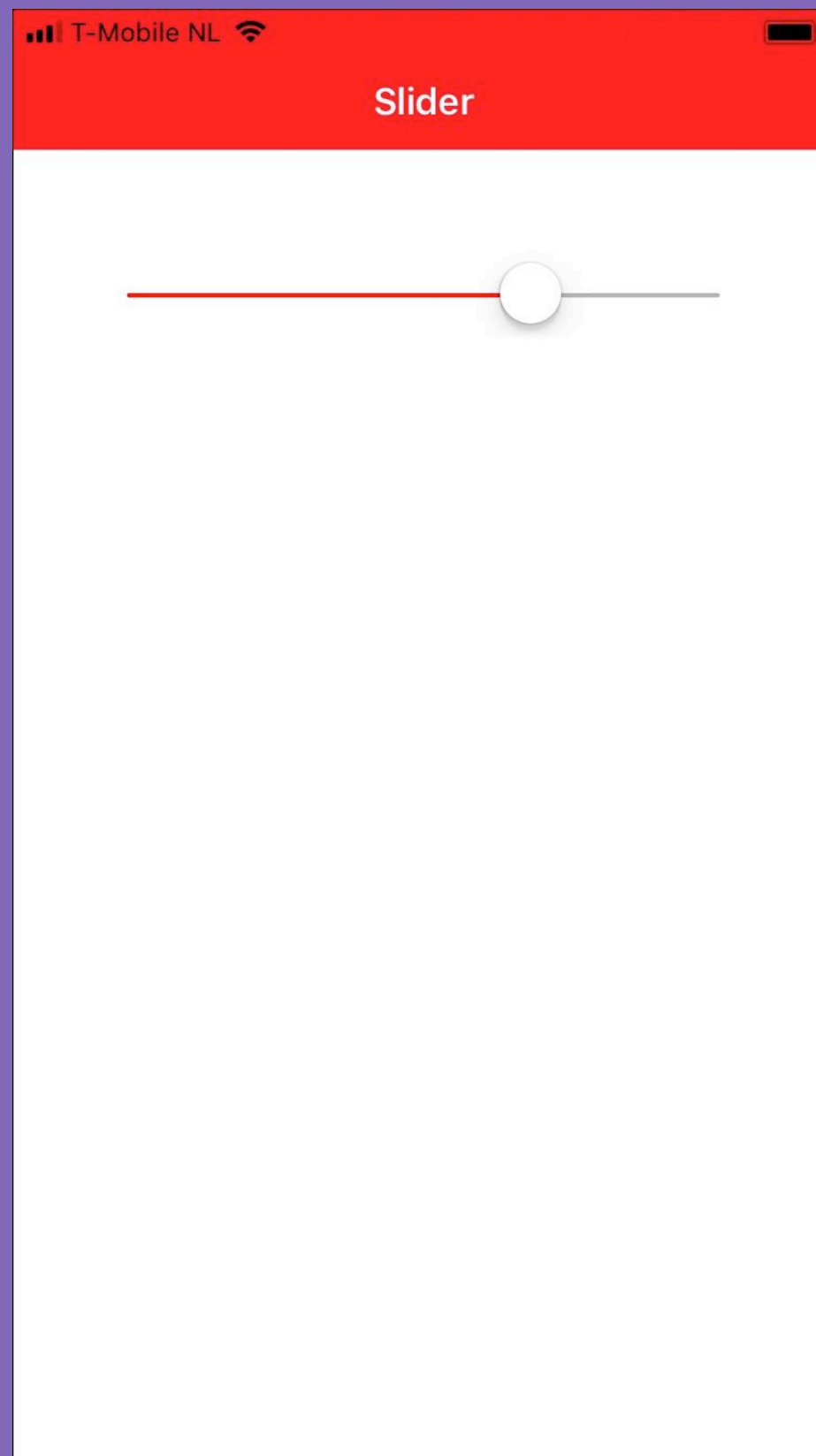
@Component({
  selector: "app-slider",
  moduleId: module.id,
  templateUrl: "slider.component.html",
  styleUrls: ["slider.component.css"]
})
export class SliderComponent {
  constructor() {}
}
```


SLIDER.COMPONENT.CSS

```
ActionBar {  
    color: white;  
    background-color: red;  
}
```

```
StackLayout {  
    padding: 50;  
}
```

```
Slider {  
    background-color: red;  
}
```



SLIDER.COMPONENT.HTML

```
<ActionBar title="Slider"></ActionBar>
```

```
<StackLayout>  
    <Slider slider-icon value="70"></Slider>  
</StackLayout>
```

- **attribute directive**
- **changes the appearance or behavior of an element**

SLIDER.DIRECTIVE.TS

```
import { Directive, ElementRef } from "@angular/core";
import { isIOS } from "platform";

@Directive({
  selector: "[slider-icon]"
})
export class SliderIconDirective {
  constructor(private el: ElementRef) {
    if (isIOS) {
      let uiSlider = this.el.nativeElement.ios;
      uiSlider.setThumbImageForState(
        UIImage.imageNamed("image.png"), UIControlState.Normal);
    }
  }
}
```


SLIDER.DIRECTIVE.TS

```
import { Directive, ElementRef } from "@angular/core";
import { isIOS } from "platform";

@Directive({
  selector: "[slider-icon]"
})
export class SliderIconDirective {
  constructor(private el: ElementRef) {
    if (isIOS) {
      let uiSlider = this.el.nativeElement.ios;
      uiSlider.setThumbImageForState(
        UIImage.imageNamed("image.png"), UIControlState.Normal);
    }
  }
}
```

SLIDER.DIRECTIVE.TS

```
import { Directive, ElementRef } from "@angular/core";
import { isIOS } from "platform";

@Directive({
  selector: "[slider-icon]"
})
export class SliderIconDirective {
  constructor(private el: ElementRef) {
    if (isIOS) {
      let uiSlider = this.el.nativeElement.ios;
      uiSlider.setThumbImageForState(
        UIImage.imageNamed("image.png"), UIControlState.Normal);
    }
  }
}
```


SLIDER.MODULE.TS

```
import { NgModule, NO_ERRORS_SCHEMA } from "@angular/core";
import { NativeScriptModule } from "nativescript-angular/nativescript.module";

import { SliderIconDirective } from "../slider.directive";

import { SliderRoutingModule } from "../slider-routing.module";
import { SliderComponent } from "../slider.component";

@NgModule({
  imports: [NativeScriptModule, SliderRoutingModule],
  declarations: [SliderComponent, SliderIconDirective],
  schemas: [NO_ERRORS_SCHEMA]
})
export class SliderModule {}
```










PACKAGES & LIBRARIES

NODE PACKAGE MANAGER

- commonly known as npm
- ready to use JavaScript modules
- about 650.000 packages of free, reusable code
- npm install **packagename** --save
- package.json

NODE PACKAGE MANAGER

CRYPTO-JS

Cryptography standards (AES-256)

ACCOUNTING.JS

Number, money and currency formatting

EMAIL-VALIDATOR

Email syntax validator

ANDROID ARSENAL

- **libraries for Android (Java / Kotlin)**

COCOAPODS

- **libraries for iOS (Objective-C / Swift)**





MULTILINGUAL: NGX-TRANSLATE

MULTILINGUAL: NGX-TRANSLATE

- **internationalization library for Angular 2+**
- **define translations in different languages**
- **switch between them easily**
- **no hardcoded text/labels, all in one place**
- **start directly, even with one language**

MULTILINGUAL: NGX-TRANSLATE

```
{
  "HOME": {
    "TITLE": "Hello Dutch PHP Conference!",
    "TEXT": "It's great to be here and introduce NativeScript to you.",
    "SLIDER": "Slider",
    "ENGLISH": "English",
    "FOREIGN": "Dutch",
    "MIP": "WowWee MiP",
    "SPEECH_RECOGNITION": "Speech Recognition"
  }
}
```


MULTILINGUAL: NGX-TRANSLATE

```
<ActionBar  
  [title]=" 'HOME.TITLE' | translate">  
</ActionBar>
```

```
<Button  
  [text]=" 'HOME.ENGLISH' | translate"  
  (tap)="changeLanguage( 'en' )">  
</Button>
```

[] = one way data binding in Angular

| = display-value transformations

Hello Dutch PHP Conference!

It's great to be here and
introduce NativeScript to
you.

Slider

English

Dutch

WowWee MiP

Speech Recognition



The background of the image is a promotional poster for the X-Men movie franchise. It features a group of the main characters, including Wolverine, Storm, Jean Grey, Cyclops, and others, standing in a line against a dark, moody sky. The characters are dressed in their iconic costumes, and the overall tone is dramatic and action-oriented.

NATIVESCRIPT PLUGINS

WHAT ARE {N} PLUGINS?

When the NativeScript core modules do not provide the native device or platform capability that you need, you can use plugins.

- **version-number plugin**
 - **version-number.ios.ts**
 - **version-number.android.ts**
 - **version-number.d.ts**

VERSION-NUMBER.IOS.TS

```
declare let NSBundle: any;

export class VersionNumber {

    constructor() { }

    getVersion(): string {
        let version = NSBundle.mainBundle
            .objectForInfoDictionaryKey("CFBundleShortVersionString");
        return version;
    }
}
```


VERSION-NUMBER.ANDROID.TS

```
import * as application from "application";

declare let android: any;
declare let java: any;

export class VersionNumber {

    constructor() { }

    getVersion(): string {
        let PackageManager = android.content.pm.PackageManager;
        let pkg = application.android.context
            .getPackageManager()
            .getPackageInfo(application.android.context.getPackageName(),
                PackageManager.GET_META_DATA);
        return java.lang.Integer.toString(pkg.versionCode);
    }
}
```

VERSION-NUMBER.D.TS

```
export declare class VersionNumber {  
  
    constructor();  
  
    getVersion(): string;  
  
}
```


PACKAGE.JSON

```
{  
  "name": "nativescript-version-number",  
  "version": "1.0.0",  
  "main": "version-number",  
  "typings": "version-number.d.ts",  
  
  . . .  
  
}
```

INSTALL

install from NPM

```
tns plugin add nativescript-version-number
```

install from local

```
tns plugin add ../nativescript-version-number
```


USE

```
import { VersionNumber } from "nativescript-version-number";  
  
let version = new VersionNumber().getVersion();
```

market.nativescript.org

Verified vs. unverified plugins. Want to know the difference?

NativeScript | Marketplace NativeScript.org

FEATURED

Discover high quality plugins, templates and tools for your NativeScript app

Search for plugins

 VERIFIED	Image Picker by NativeScript Team Version 3.0.6 A plugin for the NativeScript framework implementing multiple image picker	 VERIFIED	Fingerprint Auth by Eddy Verbruggen Version 4.0.1 A fingerprint authentication plugin for use in NativeScript apps
 VERIFIED	Facebook by NativeScript Team Version 2.0.1 NativeScript plugin, wrapper of native Facebook SDK for Adroid and iOS.	 VERIFIED	Pro UI by Progress Version 3.1.2 Progress NativeScript Pro UI is a suite of rich user interface components based on the native iOS and Android implementations.
 VERIFIED	Plugin Firebase by Telerik / Eddy Verbruggen Version 4.1.1 Fire. Base. Firebase!	 VERIFIED	Google Maps SDK by Dan Prietti Version 2.3.2 Google Maps SDK plugin for Nativescript
 VERIFIED	Permissions by Nathanael Anderson Version 1.2.3 A NativeScript plugin to deal with Android permissions	 VERIFIED	Unit Test Runner by Telerik Version 0.3.4 NativeScript unit test runner component.



X-MEN PLUGINS

LIVE DEMO?

NATIVESCRIPT PLUGINS

- **nativescript-bluetooth**
- **nativescript-camera**
- **nativescript-social-share**
- **nativescript-speech-recognition**
- **nativescript-texttospeech**
- **nativescript-videoplayer**

NATIVESCRIPT-BLUETOOTH

```
import * as bluetooth from "nativescript-bluetooth";

bluetooth.isBluetoothEnabled()
  .then(function(enabled) {
    alert("Enabled? " + enabled);
  });
```

NATIVESCRIPT-BLUETOOTH

```
private uuid = "CA9F644C-1920-4572-8833-1D137A6T2A05";
```

```
bluetooth.startScanning({  
  seconds: 4,  
  onDiscovered: peripheral => {  
    if (peripheral.UUID == this.uuid) {  
      bluetooth.connect({  
        UUID: peripheral.UUID,  
        onConnected: peripheral => {  
          bluetooth.stopScanning();  
          // do stuff  
        }  
      });  
    }  
  });  
});
```


NATIVESCRIPT-CAMERA

```
import * as camera from "nativescript-camera";
import { ImageSource } from "tns-core-modules/image-source";

camera.requestPermissions();

camera.takePicture({
    width: 1000,
    height: 1000
})
.then(imageAsset => {
    new ImageSource().fromAsset(imageAsset).then(imageSource => {
        // do something with the image
    });
});
```

NATIVESCRIPT-SOCIAL-SHARE

```
import * as camera from "nativescript-camera";
import { ImageSource } from "tns-core-modules/image-source";
import * as SocialShare from "nativescript-social-share";

camera.requestPermissions();

camera.takePicture({
  width: 1000,
  height: 1000
})
.then(imageAsset => {
  new ImageSource().fromAsset(imageAsset).then(imageSource => {
    SocialShare.shareImage(imageSource);
  });
});
```


NATIVESCRIPT-SPEECH-RECOGNITION

```
import { SpeechRecognition, SpeechRecognitionTranscription }  
  from "nativescript-speech-recognition";  
  
private speechRecognition = new SpeechRecognition();  
  
this.speechRecognition.available().then(  
  [available: boolean] => console.log(available ? "YES!" : "NO"),  
  [err: string] => console.log(err)  
);  
  
this.speechRecognition.requestPermission().then([granted: boolean] => {  
  console.log("Granted? " + granted);  
}]);
```

NATIVESCRIPT-SPEECH-RECOGNITION

```
this.speechRecognition.startListening({  
  locale: "en-US",  
  returnPartialResults: true,  
  onResult: (transcription: SpeechRecognitionTranscription) => {  
    console.log(`User said: ${transcription.text}`);  
  }  
});
```

```
this.speechRecognition.stopListening().then(() => {  
  // do something with the recognized text  
});
```


NATIVESCRIPT-TEXTTOSPEECH

```
import { TNSpeechToText, SpeakOptions }  
    from "nativescript-texttospeech";  
  
let textToSpeech = new TNSpeechToText();  
let speakOptions: SpeakOptions = {  
    text: "Hello world!",  
    locale: "en-GB",  
    speakRate: 0.5,  
    pitch: 0.8  
};  
  
textToSpeech.speak(speakOptions);
```

NATIVESCRIPT-VIDEOPLAYER

```
<VideoPlayer  
  src="video.mp4"  
  controls="true"  
  loop="true"  
  autoplay="false">  
</VideoPlayer>
```




X-MEN PLUGINS

LIVE DEMO?



A close-up of the Venom character's face, showing its sharp teeth and glowing white eyes. The background is dark with blurred blue and green lights.

DANK JE WEL AMSTERDAM!
@ROWDYRABOUW

2XR.NL/DPCON
JOIND.IN/TALK/550B3

LINKS

Native elements playground: <http://2xr.nl/markup>

keyboardType playground: <http://2xr.nl/keyboardType>

TabView playground: <http://2xr.nl/TabView>

Plugin demo app:

<https://github.com/rowdyrabouw/NativeScriptTalk/tree/dpcon>