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Introduction to Capacitor

Capacitor: Bridging Web Apps and Native Mobile Functionality

DEFINITION

Capacitor is a cross-platform app runtime that enables web developers to create mobile apps using web technologies. It allows seamless integration of native device features with web applications.

KEY CONCEPTS

Cross-Platform Development

Capacitor allows developers to write code once and deploy it on multiple platforms, such as iOS and Android.

Native Plugins

Capacitor provides access to native device features through plugins, enhancing web apps with capabilities like camera and GPS.

Web Technologies

Developers can use HTML, CSS, and JavaScript to build applications, leveraging their existing web skills.

Live Reload

Capacitor supports live reloading, allowing developers to see changes in real-time during development.

Community Support

Capacitor has a strong community and extensive documentation, making it easier to find help and resources.

EXAMPLES

- Building a mobile app using Angular and Capacitor.
- Integrating a camera feature in a web app with Capacitor plugins.
- Deploying a single codebase to both iOS and Android devices.

MEMORY TIPS

- ★ Think of Capacitor as a bridge connecting web apps to native features.
- ★ Remember 'C' in Capacitor for 'Cross-platform' and 'Compatibility'.
- ★ Use 'Live Reload' to visualize changes instantly, like a quick preview.

COMMON MISTAKES

- ✗ Neglecting to install necessary native plugins before using them.
- ✗ Overlooking platform-specific configurations that may affect app behavior.
- ✗ Assuming web app performance will be identical on all devices.

QUICK RECAP

Capacitor enables cross-platform mobile app development using web technologies. It integrates native features through plugins and supports live reloading for efficient development.