ONE PAGE SUMMARY

IT & Software › Cross Platform Development › Capacitor

Introduction to Capacitor

Capacitor: Bridging Web Apps and Native Mobile Functionality

DEFINITION

> Capacitor is a cross-platform app runtime that allows developers to build mobile applications using web technologies. It enables web apps to access native device features seamlessly.

KEY CONCEPTS

Cross-Platform Compatibility

Capacitor supports building apps for iOS, Android, and the web from a single codebase.

Native Plugins

Developers can use or create native plugins to access device features like camera and GPS.

Web Technologies

Capacitor allows the use of HTML, CSS, and JavaScript to create mobile applications.

Live Reload

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

Integration with Frameworks

Capacitor works well with popular frameworks like Angular, React, and Vue for building apps.

EXAMPLES

→ Using Capacitor to build a photo-sharing app that accesses the device camera.

→ Creating a task management app that syncs data across mobile and web platforms.

→ Developing a fitness tracker app that utilizes GPS for location tracking.

MEMORY TIPS

★ Think 'Capacitor connects web and native' to remember its purpose.

★ Use 'C for Cross-platform' to recall its compatibility with multiple platforms.

★ Remember 'Plugins for Power' to associate native plugins with enhanced functionality.

COMMON MISTAKES

✗ Neglecting to configure native platforms properly during setup.

✗ Overlooking the need for permissions when accessing device features.

✗ Assuming all web features will work the same on mobile without testing.

QUICK RECAP

Capacitor is a powerful tool for building cross-platform mobile applications using web technologies. It enables access to native device features through plugins, making it easier to create versatile apps. Remember its integration with popular frameworks and the importance of proper configuration.