Creating a art generating web app and converting it to a cross platform Ionic mobile app Part 1

In this tutorial series, I show how to create a web app for making abstract art and then convert that web app into a cross platform mobile app using the Ionic Framework. In part one, I demonstrate how to code in javascript, css, and html, while utilizing bootstrap for overall UI elements to make a web app that allows the user to create abstract mathematical art and preview and download that art from the browser. In part 1 I set up the bootstrap infrastructure and basic functionality of the web app. In parts 2 I show how to make it so the user can preview and download the art and teach some more advanced javascript and a little jquery along the way. Finally, in part 3 I convert this web app to a cross platform mobile application using the Ionic Framework and show how javascript, css, and html code can be converted with relative ease over to that framework for producing mobile apps with your web development skills.

Link to the github repo for the code: <https://github.com/danielhampikian/MathArt.git>

Index.html will run the web app in a browser.

To run the mobile cross platform ionic code open a Node.js command prompt (or any command prompt after node.js is installed on your system), navigate to the root of the folder where index.html is located, and run the commands:

‘npm install’

then:

‘ionic serve’

javascript, html, ionic framework, ionic, converting to ionic, bootstrap, jquery, html2canvas, cross platform mobile app, mobile app, web app, css, scss, typscript, angular