

User Interface

Agenda

Framework

App structure

Page structure

Multiple pages

jQueryMobile web framework

```
<head>
  <meta http-equiv="Content-type" content="text/html; charset=utf-8">
  <script src="js/pgb.js"></script>
  <script src="cordova.js"></script>
  <link rel="stylesheet" href="css/jquery.mobile-1.4.5.min.css" />
  <script src="js/jquery-2.1.4.min.js"></script>
  <script src="js/jquery.mobile-1.4.5.min.js"></script>
</head>
```

App structure

```
<body>

  <div data-role="page" id="mainPage">
    ... Page header, footer and content ....
  </div>

  <div data-role="page" id="otherPage1">
    ...
  </div>

  <div data-role="page" id="otherPage2">
    ...
  </div>

</body>
```

Page structure

```
<div data-role="page" id="mainPage">

  <div data-role="header">
    <h1>Text in header</h1>
  </div>

  <div data-role="main" class="ui-content">
    <p>Page content</p>
  </div>

  <div data-role="footer">
    <h1>Text in footer</h1>
  </div>

</div>
```



[Pages manual](#) JQuery Mobile

[Pages manual](#) W3Schools

Dialog window

```
<div data-role="page" data-dialog="true" id="dialogWindow">

  <div data-role="header">
    <h1>Text in header</h1>
  </div>

  <div data-role="main" class="ui-content">
    <p>Page content</p>
  </div>

  <div data-role="footer">
    <h1>Text in footer</h1>
  </div>

</div>
```

Multiple pages

```
<body>

  <div data-role="page" id="mainPage">
    ... Page header, footer and content ....
    <a href="#otherPage" class="ui-btn">Go to other page</a>
  </div>

  <div data-role="page" id="otherPage">
    ...
    <a href="#mainPage" class="ui-btn">Go to main page</a>
  </div>

</body>
```

jQuery Mobile manual

[jQuery Mobile website](#)

[W3Schools](#)

To do



Sample app

Clone and then launch the following sample app on a mobile device:

<https://github.com/stalj/PG-Hello-JQMobile.git>

Display text

1. Create an app with the name 'GUI' to display the GUI definition.
2. As a user interface, use the jQuery Mobile framework.
3. Create a page with the header 'GUI' and the footer 'your name and surname'.
4. In the page content put the text below.

The graphical user interface (GUI), is a type of user interface that allows users to interact with electronic devices through graphical icons and visual indicators such as secondary notation, instead of text-based user interfaces, typed command labels or text navigation. GUIs were introduced in reaction to the perceived steep learning curve of command-line interfaces (CLIs), which require commands to be typed on a computer keyboard.

Create a business card

1. **Create the app 'Business card'.**
2. **On the main page, display your personal details**
 - Name and surname
 - Email address
 - Field of study
3. **Below the personal details, add the button 'Interests'.**
4. **After clicking on the button, two-three sentences related to your interests should be displayed on the second page.**
5. **On the second page add a button with the 'back' icon (without a text) on the left side of the header.**

Display pictures

1. **Create the app 'Tourist attractions' with the list of three links in the main page content:**
 - Masuria
 - Pomerania
 - The Tatra Mountains
2. **After clicking on the link, a picture from the selected region are to be displayed.**
3. **Display a picture in a pop-up window.**
4. **Pay attention to the examples available at:**
 - https://www.w3schools.com/jquerymobile/jquerymobile_popups.asp
 - <http://demos.jquerymobile.com/1.4.5/popup/>

Create a purchase order form

1. Design the form 'Order' for a purchase order.
2. The form should contain the following fields:
 - To (customer name and surname)
 - Date (date input field)
 - Product (select from a list of 5 products)
 - Quantity (number field)
3. At the bottom of the page add two buttons: Approve and Reject.
4. You can find some details on how to deal with creating form fields at <http://demos.jquerymobile.com/1.4.5/forms/>
5. Improve the quality of the form. Create your custom theme with <http://themeroller.jquerymobile.com/>
 - Create a theme. Fill in e.g. the C section with your favourite colours.
 - Then download CSS files and include them in the HTML document. Follow the guidelines on how to use your theme displayed in the download window.
 - Use your theme in the page and form components.

Make a drink

1. Choose any three drinks (e.g. lemonade, ...) and browse the Internet on how to make them (recipes).
2. Create the app 'Drinks' with three recipes. Put the button with the 'bars' icon in the page header (left side). After clicking on the bars icon, a panel with drink names should be displayed.
 - <http://demos.jquerymobile.com/1.4.5/panel/>
 - https://www.w3schools.com/jquerymobile/jquerymobile_panels.asp
3. After clicking on a drink name, the drink recipe should be displayed followed by a drink picture.