

# 一步一步开发HTML5移动应用

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# HTML5还是Native

**Mark Zuckerberg: Our Biggest Mistake Was Betting Too Much On HTML5**



[Fastbook](#)

# 移动应用的博弈

- 特性丰富度
- 性能
- 开发者经验
- 感官
- 可发现性
- 货币化

# 为什么要开发HTML5 Web Apps

- 跨系统/平台/浏览器
- 易扩展
- 跨设备开发减少成本

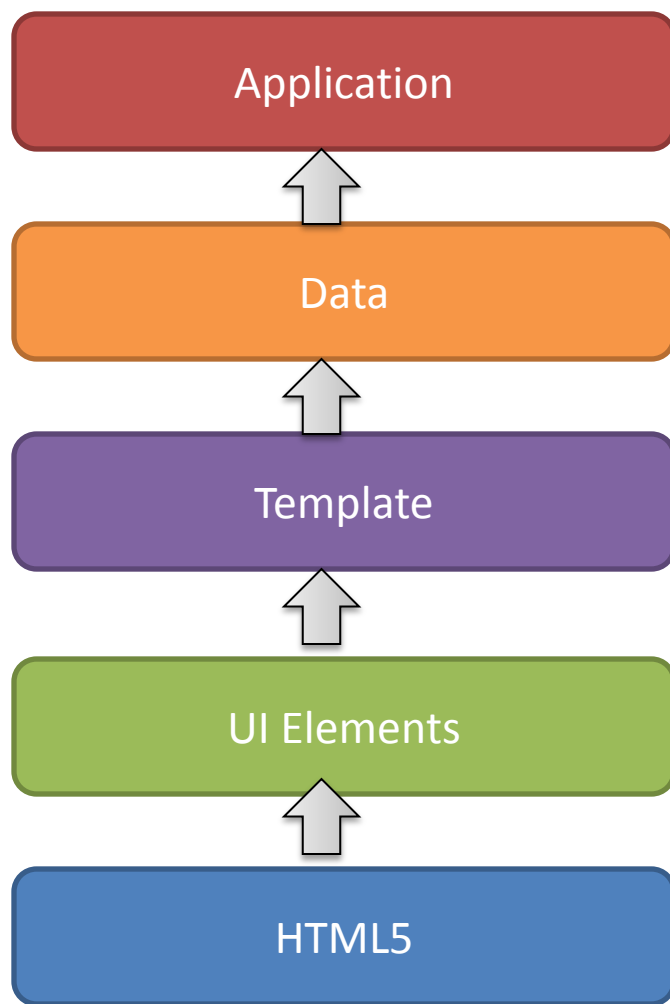
# 支持HTML5的移动浏览器



# 基于HTML5应用之服务器端架构

- 可以和传统的Web架构类似(浏览器不关心)
- 可以考虑使用REST设计，JavaScript加载和管理状态

# 基于HTML5应用之前端架构





开发第一步

**BOILERPLATE**

# Boilerplate核心之HTML

- Mobile viewport
  - `<meta name="viewport" content="width=device-width">`
- Home screen icon set
- iOS web app
  - `<meta name="apple-mobile-web-app-capable" content="yes">`
- HTML5新标签

# Boilerplate核心之CSS
















- Reset CSS
  - [normalize.css](#)/[YUI Reset CSS](#)/[HTML5 Reset](#)
- CSS Font

**Icons** by Glyphicons

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## Icon glyphs

140 icons in sprite form, available in dark gray (default) and white, provided by [Glyphicons](#).

 icon-glass	 icon-music	 icon-search
 icon-heart	 icon-star	 icon-star-empty
 icon-film	 icon-th-large	 icon-th
 icon-ok	 icon-remove	 icon-zoom-in
 icon-off	 icon-signal	 icon-cog

# Boilerplate核心之JavaScript

- 选择基础类库
  - Zepto/YUI/jQuery/Underscore/
- 选择功能类库
  - Hammer.js/[YUI](#)/iScroll/



## Zepto.js (1.0rc1)

- Download
- Target Platforms
- Change Log
- Acknowledgements

## Core

- \$()
- \$.camelCase
- \$.contains
- \$.each
- \$.extend
- \$.fn
- \$.grep
- \$.inArray
- \$.isArray
- \$.isFunction
- \$.isPlainObject
- \$.isWindow
- \$.map
- \$.trim
- \$.type
- add
- addClass
- after
- append
- appendTo
- attr
- before

开发第二步

# USER INTERACTION

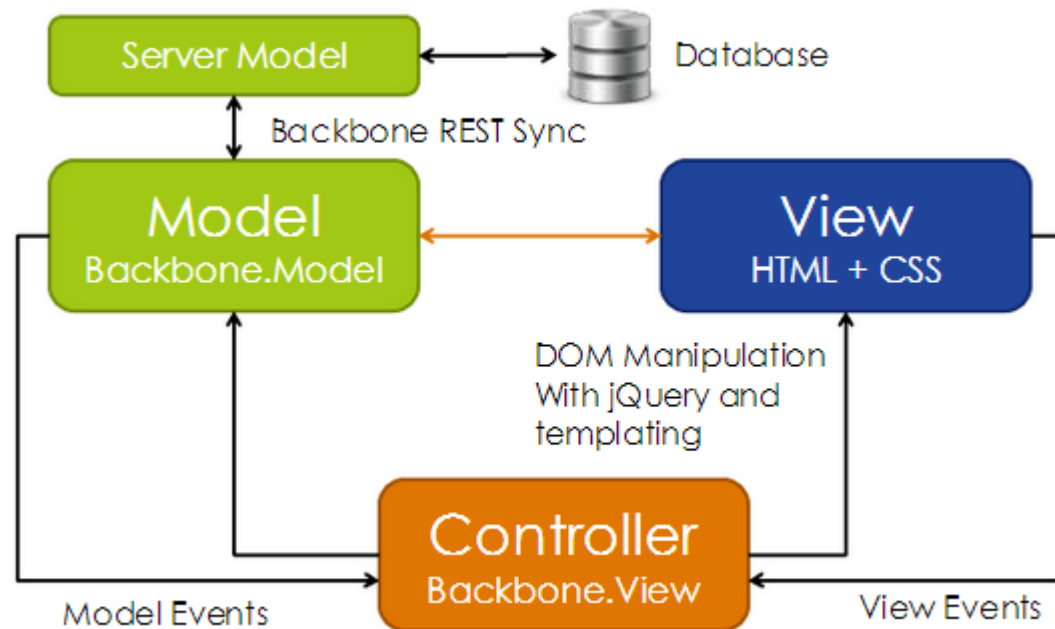
# HTML5 移动开发框架

- PhoneGap
- Trigger.io
- AppMobi
- App Accelerator

# 客户端的MVC

- Backbones
- YUI App Framework
- KnockoutJs

# Backbone.js





# Backbone with REST

- Sync处理器对应REST的CRUD操作
  - Create = HTTP POST
  - Read = HTTP GET
  - Update = HTTP PUT
  - Delete = HTTP Delete

URL	Verb	Description
/entities	GET	fetch entities
/entities	POST	create entity
/entities/id	PUT	modify entity
/entities/id	DELETE	delete entity

# YUI App Framework

- Model+View+Router
- Pjax = pushState + Ajax

# 客户端模板系统

- Handlebar
- Mustache

# UI框架

- jQuery Mobile
- Sencha Touch
- Kendo UI

# Kendo UI

Mobile Widgets / Overview

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<http://demos.kendoui.com/mobile/overview/index.html>

开发第三步

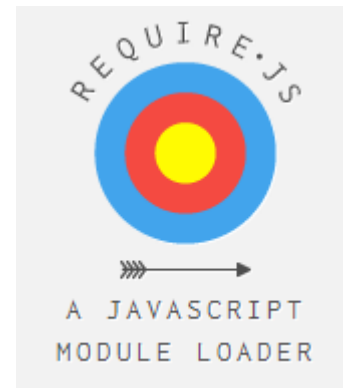
**PERFORMANCE, USER EXPERIENCE**

# 性能

- Manifest
- LocalStorage
- SessionStorage
- CSS3 Animation
- Cache

# 使用模块组织你的代码

- AMD（异步模块定义）
  - RequireJS
  - SeaJS
  - YUI Module



SeaJS 是一个适用于 Web 端的模块加载器

A Module Loader for the Web



## RequireJs:

```
<script data-main="scripts/main.js" src="scripts/require-jquery.js"></script>
```

main.js:

```
require(["jquery", "jquery.alpha", "jquery.beta"], function($) {  
    //the jquery.alpha.js and jquery.beta.js plugins have been loaded.  
    $(function() {  
        $('body').alpha().beta();  
    });  
});
```

## YUI Module

```
<script>  
    // Create a new YUI instance and populate it with the required modules.  
    YUI().use('node', function (Y) {  
        // Node is available and ready for use. Add implementation  
        // code here.  
    });  
</script>
```

# 响应Mobile



# 媒体查询

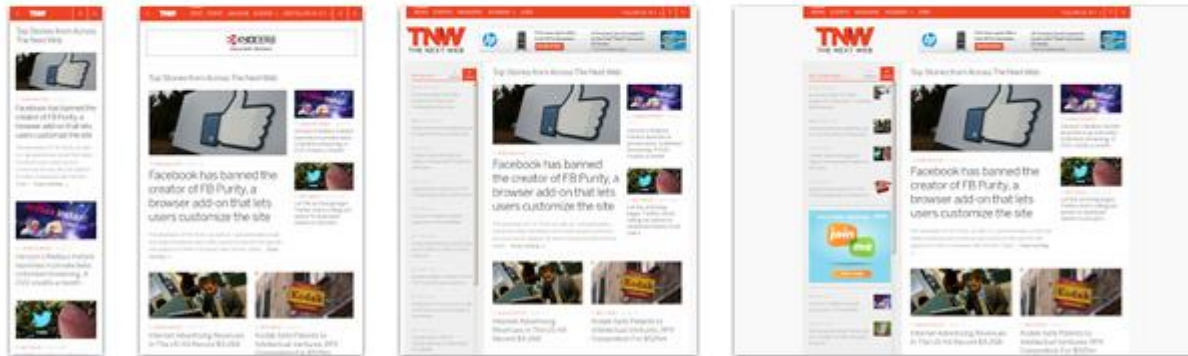
- `@media all and (min-width:500px) { ... }`
- `@media screen and (min-width: 400px) and (max-width: 700px) { ... }`

# MediaQueri.es



## The Next Web

29



## TIME

12



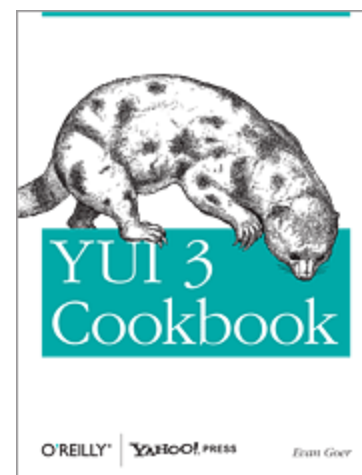
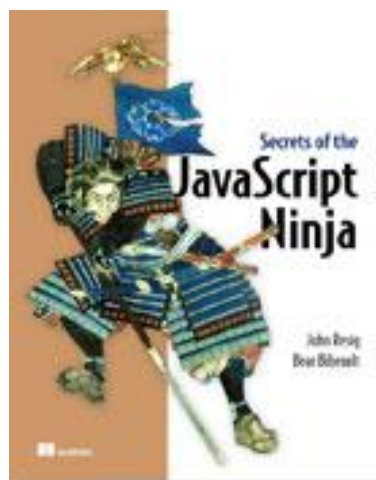
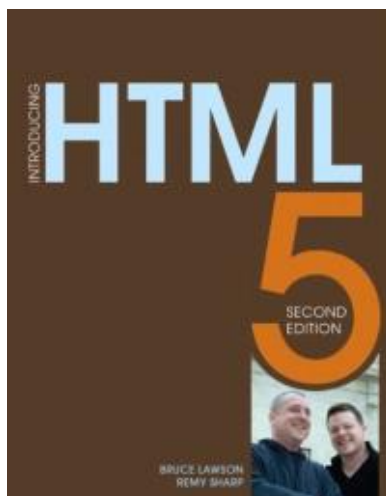
开发第四步

**DEBUG**

# 移动调试

- Chrome开发者工具
- 远程调试
  - Edge Inspect
  - Weinre
  - iWebInspector
- 多设备/多浏览器测试

# 书籍推荐



@[adamlu](#)

**THANKS!**