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JavaScript and Mobile Development

The Web is moving in an increasingly mobile direction. In a graphic showing just how much data is moving on mobile devices in 2012 0.9 Exabytes were transferred per month. The same graphic shows a projection of 11.2 Exabytes per month by 2017 (Nicolaou, 48). These numbers show just how important it is to stay up to date with mobile devices and the web. A key part of making enriching user experiences is to create interactive websites with JavaScript. Using efficient JavaScript will help cut down load times, which is vitally important on mobile devices, since users may have a less powerful processor on their phone as opposed to a computer. The main options when developing for a mobile device is to use the native language of the device to create native apps, like Objective-C on iOS. There are certainly benefits to developing native apps for a mobile device, whether it’s an iOS or Android product. The power of the web allows developers to create web applications with HTML, CSS, and JS that can run on any device and is flexible between mobile and desktop. However, JavaScript is being seen as a somewhat limiting tool due to slow performance on mobile devices. A graphic provided by Zakas shows the difference between JavaScript load times on desktop and mobile. The graphic shows a load time under 500 ms on all desktop browsers, and shows a load time of over 7000 for browsers on iOS 5 (Zakas, 47). This makes it all the more important to be able to write efficient JavaScript code. Developing for mobile is a necessary skill for all developers to possess.

**Works Cited**

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