General information when developing for BlackBerry 10

Overview

In this tutorial, a general development information for the BlackBerry 10 environment will be presented.

Project structure

A BlackBerry application that is developed with IBM MobileFirst Platform is composed of the following components:

- A set of JavaScript libraries that provide access to various device features and capabilities
- Web application code that is provided by the developer, that is written in HTML, CSS, and JavaScript, and that runs in one or more instances of the browser
- All the application components, including the web code that the developer provides, packaged into a single BlackBerry project

IBM MobileFirst Platform supports BlackBerry devices that run BlackBerry OS version 6, 7.x and 10.x.
If using a source control management system (such as Rational Team Concert™, Git, Subversion and so on), see the user documentation topic: "Integrating with source control system".

Apache Cordova

The Apache Cordova framework can be used to access the native elements of the device, such as contacts, geo-location services, media services, and accelerometer.
For more information about Apache Cordova development, see the *Apache Cordova overview* tutorial.

Publishing

BlackBerry applications are published through BlackBerry App World.

For more information about this process, see the documentation at https://developer.blackberry.com/html5/documentation/v2_1/build_and_sign_your_app.html#kba1371063698995 (https://developer.blackberry.com/html5/documentation/v2_1/build_and_sign_your_app.html#kba1371063698995).