22:27

Building Pebble Apps with **JavaScript** By: Alexander Hripak

[ahripak ~]\$ whoami;

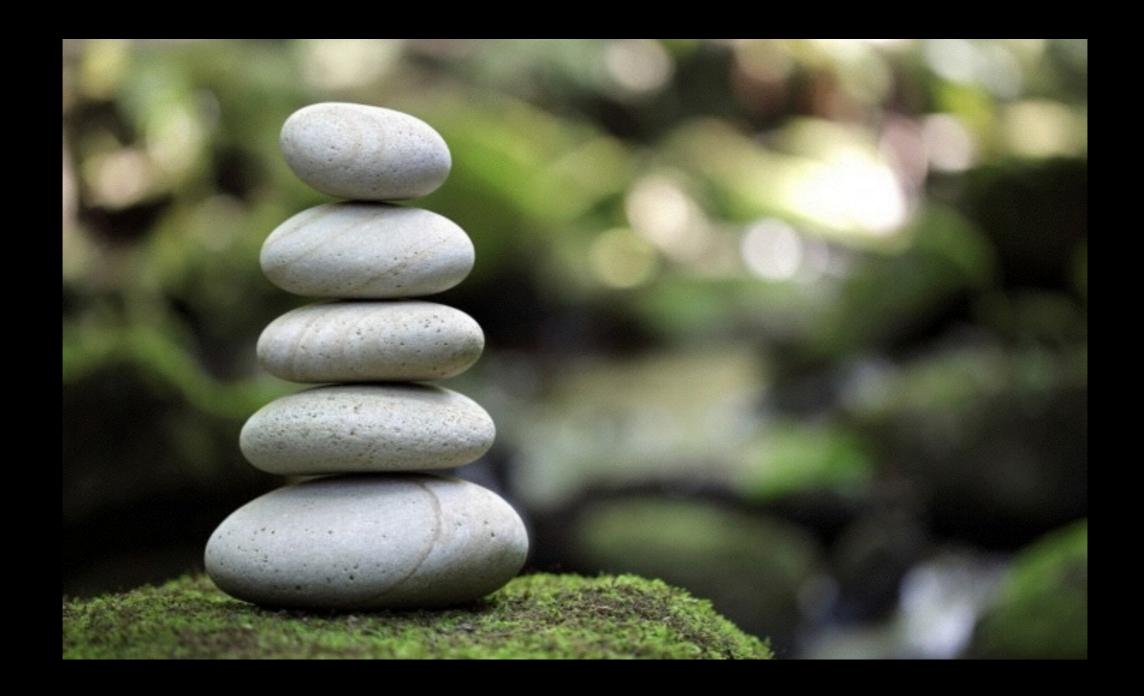
Why Pebble?

- Over a million units sold in 2014
- Relatively inexpensive
- Cross platform
- Solid developer tools

Where to develop?

- Cloud Pebble (https://cloudpebble.net/)
- Pebble SDK (http://developer.getpebble.com/sdk/)

Pebble App Anatomy



Stack-based collections

Similar to iOS and Android

Building Blocks

- Window (blank canvas)
- Card (extension of window)
- Menu (list of items)

```
UNREGISTERED
                                                 app.js – pebblejs
FOLDERS
pebblejs
                           var UI = require('ui');
                           var Vector2 = require('vector2');
                           var main = new UI.Card({
                             title: 'Pebble.js',
  README.md
                             icon: 'images/menu_icon.png',
                             subtitle: 'Hello World!',
                             body: 'Press any button.'
                           });
                           main.show();
                           main.on('click', 'up', function(e) {
                             var menu = new UI.Menu({
                               sections: [{
                                 items: [{
                                   title: 'Pebble.js',
                                   icon: 'images/menu_icon.png',
Comparing against: HEAD, Line 1, Column 1
```

Getting Started

git clone git@github.com:pebble/pebblejs.git

Demo

Considerations

- Primarily for prototyping
- It requires a phone nearby
- It drains power faster (bluetooth roundtrips)
- Still in beta

Resources

- Pebble source code: https://github.com/alexh58/
 trending-now-pebble
- API source code: https://github.com/alexh58/
 trending-now-api
- @alexh58 on Twitter
- Blog post to follow on https://hripak.com/blog

Questions?