



Carrie Liang <carrieliang@gmail.com>

Slides and random notes from yesterday's "pick your stack"

4 messages

pamela <pamela.fox@gmail.com>

Tue, May 22, 2012 at 8:47 AM

Reply-To: wwc-frontend@googlegroups.com

To: Women Who Code - front-end study group <wwc-frontend@googlegroups.com>

Hey all -

It was great discussing web technology stacks with you last night!

Here are my slides:

https://docs.google.com/presentation/d/1pA6reUNKqkfupSogZB4Q42Tk98VAq_loqkIDE-HSxAE/edit#slide=id.p

And a few notes, to add to wherever the official notes are:

- Writing clean JavaScript: Read Crockford's "JS: The Good Parts", Nicholas Zakas "Maintainable JS", Stoyan Stefanov's "JS Design Patterns"

- When you're trying to make a cross-platform app, you still want to try and adhere to their design guidelines. Here are Android's:

<http://developer.android.com/design/style/touch-feedback.html> and

Apple's: <http://developer.apple.com/library/ios/#documentation/UserExperience/Conceptual/MobileHIG/Introduction/Introduction.html>

I also find this gallery of mobile app screenshots handy, for inspiration: <http://mobile-patterns.com/>

- For testing a "mobile" app on your desktop, use Chrome or Safari (as they're based on Webkit, same browser rendering engine used by Android and iOS). Then change the screen resolution to mimic a mobile screen.

You can use the "Resolution Test" Chrome extension, or <http://screenqueri.es/>

or <http://codeinchaos.github.com/mobile-screens/> or

<http://pamelafox.github.com/resolutionizer/>

If we're in need of teaching resources, my HTML/CSS/JS GirlDevelopIt curriculum is available at:

<http://www.teaching-materials.org/>

Also, in terms of getting up to speed on HTML5, the Google HTML5 team has a standard deck on all the new stuff:

<http://slides.html5rocks.com/#title-slide>

- pamela

Tracy Baxter <tracybaxtersf@gmail.com>

Tue, May 22, 2012 at 8:56 AM

Reply-To: wwc-frontend@googlegroups.com

To: wwc-frontend@googlegroups.com

Hi Pamela,

FANTASTIC resources here. Thanks! :)

Tracy

[Quoted text hidden]

--

Tracy Baxter

Writer/Editor/Communications Specialist

Visitwww.tracybaxter.net

Allyson Schrader <amschrader@gmail.com>
Reply-To: wwc-frontend@googlegroups.com
To: wwc-frontend@googlegroups.com

Tue, May 22, 2012 at 11:38 AM

Some additional resources for mobile debugging are <http://jsconsole.com/remote-debugging.html> which works for iOS/Android

I've also heard great things about google remote console, <http://www.igvita.com/2012/04/09/driving-google-chrome-via-websocket-api/> but it only works with Android as far as I can tell.

--

Allyson Schrader
Sent with [Sparrow](#)

[Quoted text hidden]

pamela <pamela.fox@gmail.com>
Reply-To: wwc-frontend@googlegroups.com
To: Women Who Code - front-end study group <wwc-frontend@googlegroups.com>

Tue, May 22, 2012 at 1:27 PM

Good point - at some point, you do want to test your page on the device.

When it comes to actually on-device debugging, I like weinre, a remote console tool which you can setup yourself (a bit of work, requires good command-line knowledge), or use via debug.phonegap.com, or use via Adobe Shadow (<http://labs.adobe.com/technologies/shadow/>).

It will be easiest to test on device if your page is available online or on a local server, so if you don't have your own server and aren't comfortable setting up a local server, you could use Cloud9 (c9.io) or store files in your Dropbox public folder.

On May 22, 11:38 am, Allyson Schrader <amschra...@gmail.com> wrote:
> Some additional resources for mobile debugging are <http://jsconsole.com/remote-debugging.html> which works for iOS/Android
>
> I've also heard great things about google remote console, <http://www.igvita.com/2012/04/09/driving-google-chrome-via-websocket-api/> but it only works with Android as far as I can tell.
>
> --
> Allyson Schrader
> Sent with Sparrow (<http://www.sparrowmailapp.com/?sig>)
>

>
>
>
>
>
>
>
> On Tuesday, May 22, 2012 at 8:56 AM, Tracy Baxter wrote:
> > Hi Pamela,
>
> > FANTASTIC resources here. Thanks! :)
>
> > Tracy
>
> > On Tue, May 22, 2012 at 8:47 AM, pamelax <pamelax....@gmail.com (mailto:pamelax....@gmail.com)> wrote:
> > > Hey all -
>
> > > It was great discussing web technology stacks with you last night!
> > > Here are my slides:
> > > <https://docs.google.com/presentation/d/1pA6reUNKqkfupSogZB4Q42Tk98VAq...>
>
> > > And a few notes, to add to wherever the official notes are:
> > > - Writing clean JavaScript: Read Crockford's "JS: The Good Parts",
> > > Nicholas Zakas "Maintainable JS", Stoyan Stefanov's "JS Design
> > > Patterns"
> > > - When you're trying to make a cross-platform app, you still want to
> > > try and adhere to their design guidelines. Here are Android's:
> > > <http://developer.android.com/design/style/touch-feedback.html> and
> > > Apple's: <http://developer.apple.com/library/ios/#documentation/UserExperience/...>
> > > I also find this gallery of mobile app screenshots handy, for
> > > inspiration: <http://mobile-patterns.com/>
> > > - For testing a "mobile" app on your desktop, use Chrome or Safari (as
> > > they're based on Webkit, same browser rendering engine used by Android
> > > and iOS). Then change the screen resolution to mimic a mobile screen.
> > > You can use the "Resolution Test" Chrome extension, or <http://screenqueri.es/>
> > > or <http://codeinchaos.github.com/mobile-screens/or>
> > > <http://pamelafx.github.com/resolutionizer/>?
>
> > > If we're in need of teaching resources, my HTML/CSS/JS GirlDevelopIt
> > > curriculum is available at:
> > > <http://www.teaching-materials.org/>
> > > Also, in terms of getting up to speed on HTML5, the Google HTML5 team
> > > has a standard deck on all the new stuff:
> > > <http://slides.html5rocks.com/#title-slide>
>
> > > - pamelax
>
> > --
>
> > Tracy Baxter
> > Writer/Editor/Communications Specialist
>
> > Visit
> > www.tracybaxter.net(<http://www.tracybaxter.net>)