FIREFOX OS

Aplicativos de gravação, Mozilla Marketplace

Usando HTML5, CSS e JavaScript para construir aplicativos da Web.

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APLICATIVOS DA WEB ABERTOS

MOZILLA DEVELOPER NETWORK

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Getting started with making apps

HISTORY   ✎ EDIT

Web apps are apps built using standard Web technologies. They work in any modern Web browser, and can be developed using your favorite tools. Some characteristics that distinguish Web apps from websites: Apps are installed by a user, they are self-contained and don't always require the chrome of a browser window, and they can be built to run offline. Gmail, Twitter, and Etherpad are Web apps.

The Open Web apps project proposes some small additions to existing sites to turn them into apps that run in a rich, fun, and powerful computing environment. These apps run on desktop browsers and mobile devices, and are easier for a user to discover and launch than Web sites. They have access to a growing set of novel features, such as synchronizing across all of a user's devices.

Before you start

If you are a first time developer looking to write web apps then you may want to verify the implementation state of the API.

Publishing the app

The only thing you have to do to create a Web app from a Web site is to add an *app manifest*. This is a JSON file that describes your app, including its name, its icons, and a human-readable description.

The manifest must be hosted from the same domain as your website, and must be served with a Content-Type of `application/x-web-app-manifest+json` (Note: this is currently not enforced by Firefox, but it is necessary for the Marketplace). For full details about the manifest refer to the documentation, and to help get started you can try out the online manifest checker ⧉.

🏷 TAGS   📎 FILES

App development for Web developers

HISTORY   ✎ EDIT

Minimum requirements

If you are a Web developer and you have a website or Web application that you would like to make into an installable Open Web app, there is *technically* very little that you need to do. The minimum requirements are few:

1. Create an app manifest.
2. Serve the app manifest in a file with a file extension of `.webapp`. Set the `Content-Type` header to `application/x-web-app-manifest+json`.
3. Publish the app, either on your own site or in an app store (or both). Publishing it yourself requires adding some code to your site to manage installing and updating the app in users' browsers.

Optional features

Philosophically, the idea of an installable Open Web app is much more than simply adding a manifest to your site. Web standards technologies can be viewed as a full-blown application platform that happens to use a browser engine for rendering user interfaces and interpreting code, and happens to use Web protocols for communicating with a server. Mozilla offers "Web runtime" executables for various platforms so that apps can run in their own window, without a browser window frame.

To "appify" a website, there are many application-specific questions to consider:

- Should my app work when not connected to the Web?
- How does my app use data, and how does it need to be stored?
- Can my app's performance benefit from advanced platform features like Web Workers or WebSockets?
- And many more

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Os aplicativos da Web são construídos usando-se tecnologias da Web padrão. Funcionam em qualquer navegador da Web moderno e podem ser desenvolvidos com suas ferramentas favoritas.

O projeto de aplicativos Open Web propõe algumas implementações pequenas nos sites existentes para transformá-los em aplicativos que rodam em um ambiente computacional divertido, rico e poderoso.

Esses aplicativos rodam em navegadores desktop e dispositivos móveis, e os usuários têm mais facilidade para descobri-los e abri-los do que os sites da Web.

MEDIDAS A TOMAR

1. Desenvolver aplicativos da
Web usando HTML5, CSS e JavaScript

2. Criar um arquivo de manifesto de aplicativo
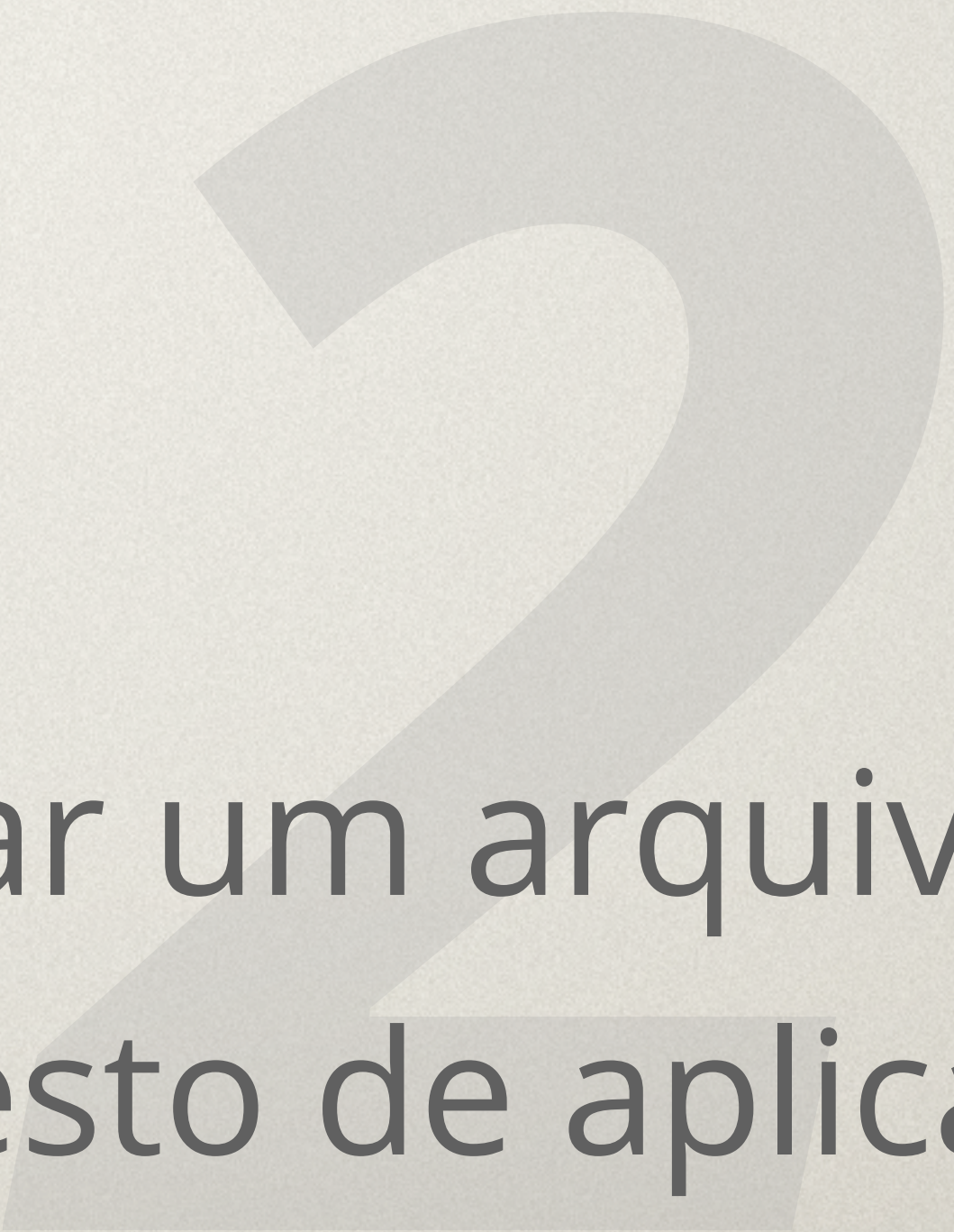
3. Publicar/instalar o aplicativo

Desenvolver aplicativos da Web
usando HTML5, CSS e JavaScript

Reutilize qualquer site da Web/aplicativo existente ou desenvolva do zero com os padrões da Web abertos.

Utilize os recursos do HTML5, como manifesto, manifesto offline, IndexedDB e APIs da Web de acesso para ter mais opções.

Design da Web sensível para se adaptar a várias resoluções e orientação de tela.

2.

Criar um arquivo de manifesto de aplicativo

Crie um arquivo com a extensão **.webapp**

```json
{
  "version": "1.0",
  "name": "MozillaBall",
  "description": "Exciting Open Web development action!",
  "icons": {
    "16": "/img/icon-16.png",
    "48": "/img/icon-48.png",
    "128": "/img/icon-128.png"
  },
  "developer": {
    "name": "Mozilla Labs",
    "url": "http://mozillalabs.com"
  },
  "installs_allowed_from": ["*"],
  "appcache_path": "/cache.manifest",
  "permissions": ["sms"],
  "locales": {
    "es": {
      "description": "¡Acción abierta emocionante del desarrollo del Web!",
      "developer": {
        "url": "http://es.mozillalabs.com/"
      }
    },
    "it": {
      "description": "Azione aperta emozionante di sviluppo di fotoricettore!",
      "developer": {
        "url": "http://it.mozillalabs.com/"
      }
    }
  },
  "default_locale": "en"
}
```

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VERIFICADOR DE MANIFESTO

Atenda com o tipo **Content-type**/MIME:

`application/x-web-app-manifest+json`

```
Apache - in mime.types:

application/x-web-app-manifest+json webapp


Apache - in .htaccess:

AddType application/x-web-app-manifest
+json webapp


NGinx - in mime.types:

types {
  text/html    html htm shtml;
  text/css     css;
  text/xml     xml;
  application/x-web-app-manifest+json
webapp;
}
```

IIS:

In IIS Manager, right-click the local computer, and click Properties.

Click the MIME Types button.

Click New.

In the Extension box, type the file name extension.

In the MIME type box, type a description that exactly matches the file type defined on the computer.

Click OK.

```
curl -I http://mozillalabs.com/manifest.webapp
```

Publicar/instalar o aplicativo

Mozilla Marketplace

mozilla Marketplace

Mozillian Preview

Our doors are now open for invited Mozillians to help test an early preview of the Marketplace. We'll open for wider testing in just a few months.

If you've received an invitation, please log in below.

Log in / Register

Have an app to submit?

The Marketplace Developers site is now open. Upload your app »

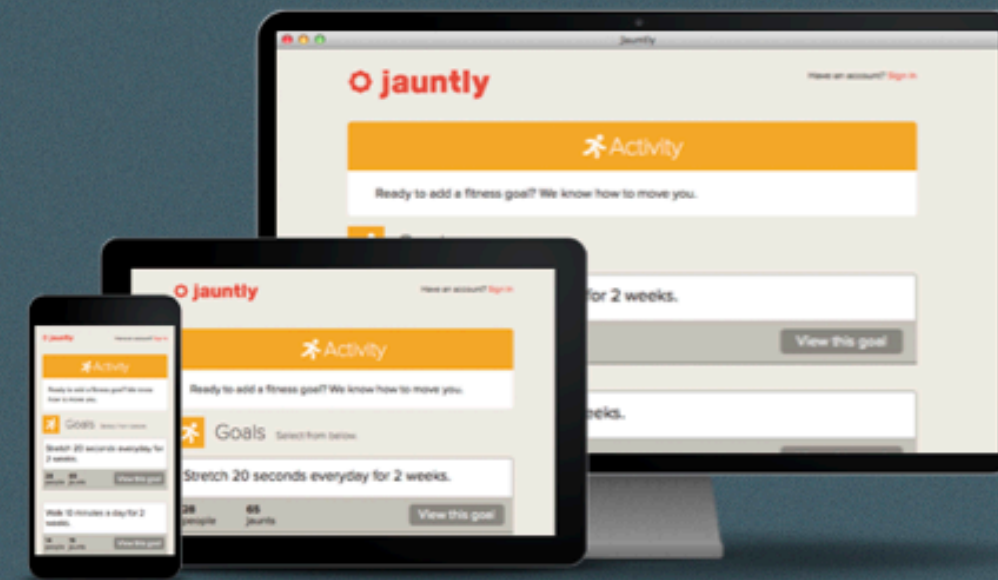Privacy Policy · Terms of Use

Language:

English (US)

Open Web Apps

Develop your app using a single codebase that runs on today's popular web-enabled devices.

Submit an App

Open Technologies

Build apps for multiple platforms with standards-based technologies.

Developer Choice

No walled gardens and a stack that moves at the speed of innovation - it's the web, you drive.

Unprecedented Reach

Target billions of users worldwide on any platform or device.

Instalação/hospedagem do aplicativo

```javascript
var request = navigator.mozApps.install(
    "http://mozillalabs.com/MozillaBall.webapp",
    {
        user_id: "some_user"
    }
);

request.onsuccess = function() {
  // Success! Notification, launch page etc
}

request.onerror = function() {
  // Failed. this.error.name has details
}
```