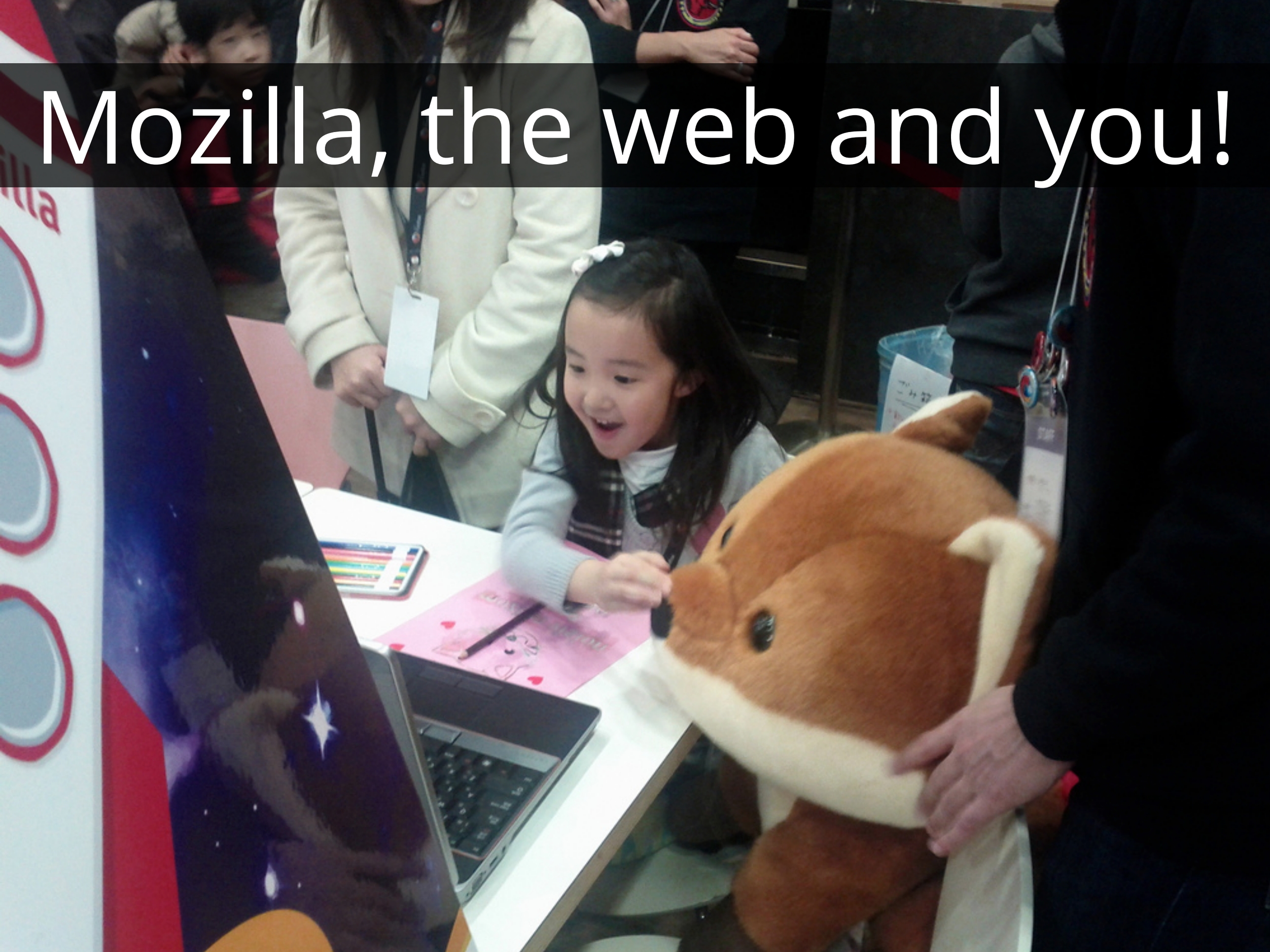
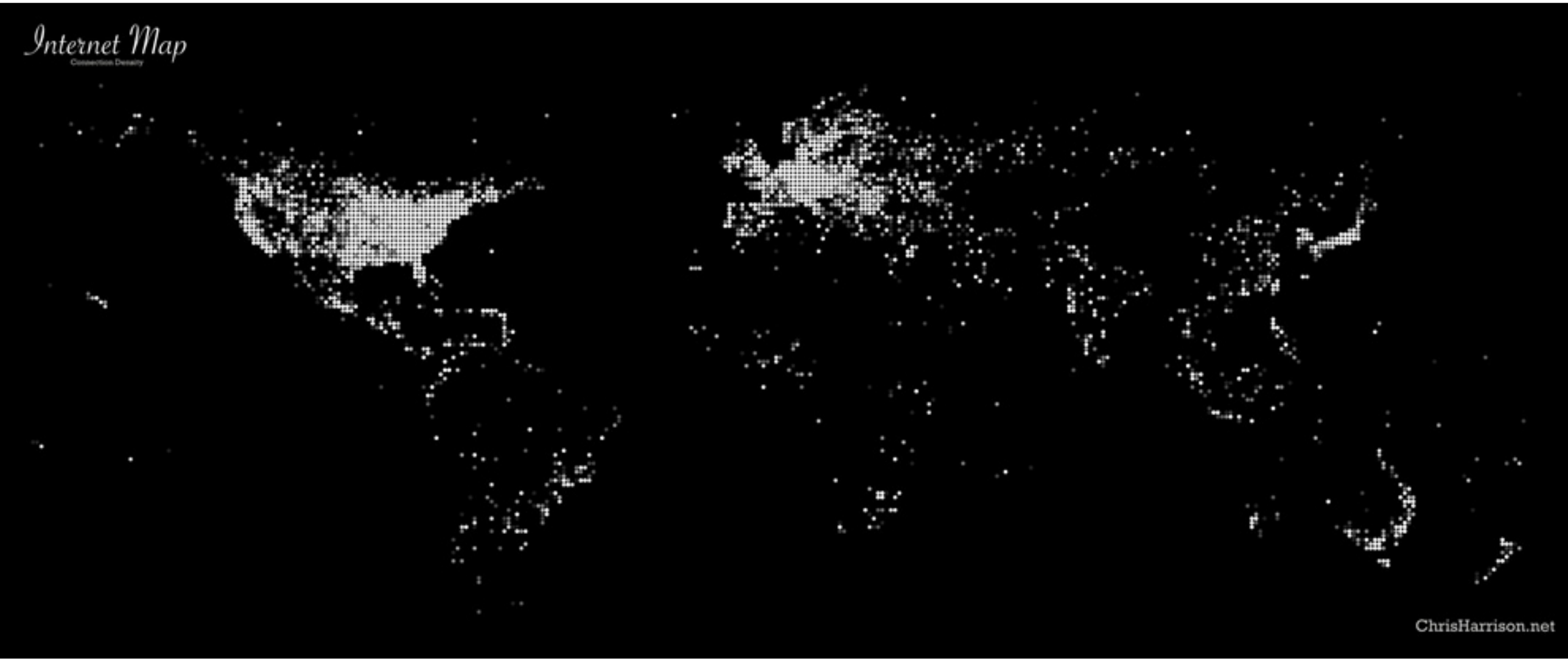
Mozilla, the web and you!



The web is amazing!



http://www.chrisharrison.net/index.php/Visualizations/InternetMap

mozilla

The web gives us a voice

- Evolution of communication
- World-wide reach
- Publication as easy as consumption

The web is for everybody

- Simple release process
- Simple technologies
- Not exclusive to experts

Mozilla is here for the web

mozilla

Opening the web for everybody

mozilla Webmaker

Projects | Tools | Events | About

mozilla

Join Mozilla

Make a donation today to support Mozilla's work building a generation of webmakers.

Thimble

Make and share your own web page

X-Ray Goggles

Explore and remix any web page

Popcorn

Supercharge web video

https://webmaker.org

mozilla

Starting with HTML the fun way

mozilla Thimble

mozilla

Editor | Undo | Redo | Size | Show hints | Preview for Hack a Map | Publish

```
21 Start by changing the <title> element to one for your map. Typically, the title will
   show up at the top of your browser window and will be searchable in search
   engines like Google. In Thimble, the title shows up in the tab above the preview
   pane on the right side of the editor.
22 -->
23
24   <title>Hack a Map</title>
25
26 <!--
27 These <link> tags pull in additional style sheets for things like fonts, etc. You'll
   see some CSS below in the <style> tag that you can edit directly.
28 -->
29   <link href="//fonts.googleapis.com/css?family=Sue+Ellen+Francisco"
   rel="stylesheet" type="text/css">
30   <link href="//fonts.googleapis.com/css?family=Press+Start+2P" rel="stylesheet"
   type="text/css">
31   <link href="https://thimble.webmaker.org/s/map/arcademap_styles.css"
   rel="stylesheet" type="text/css">
32  </head>
33
34  <body>
35   <div class="content">
36    <section id="logo">
37 <!--
38 Uh-oh, this part of the map is broken! Can you fix the issue below. Hint:
   Remember that tags have an open and a close tag. The <h1> tag is a header tag
   and "h" stands for "header" and "1" stands for most important, or top level. After
   you fix it, go ahead and change the header to add a new name for your map.
39 -->
40     <h1>Name Your Map
41    </section>
42
```

https://thimble.webmaker.org/en-US/projects/map/edit

mozilla

Making video talk to the web

http://mozillapopcorn.org/

mozilla

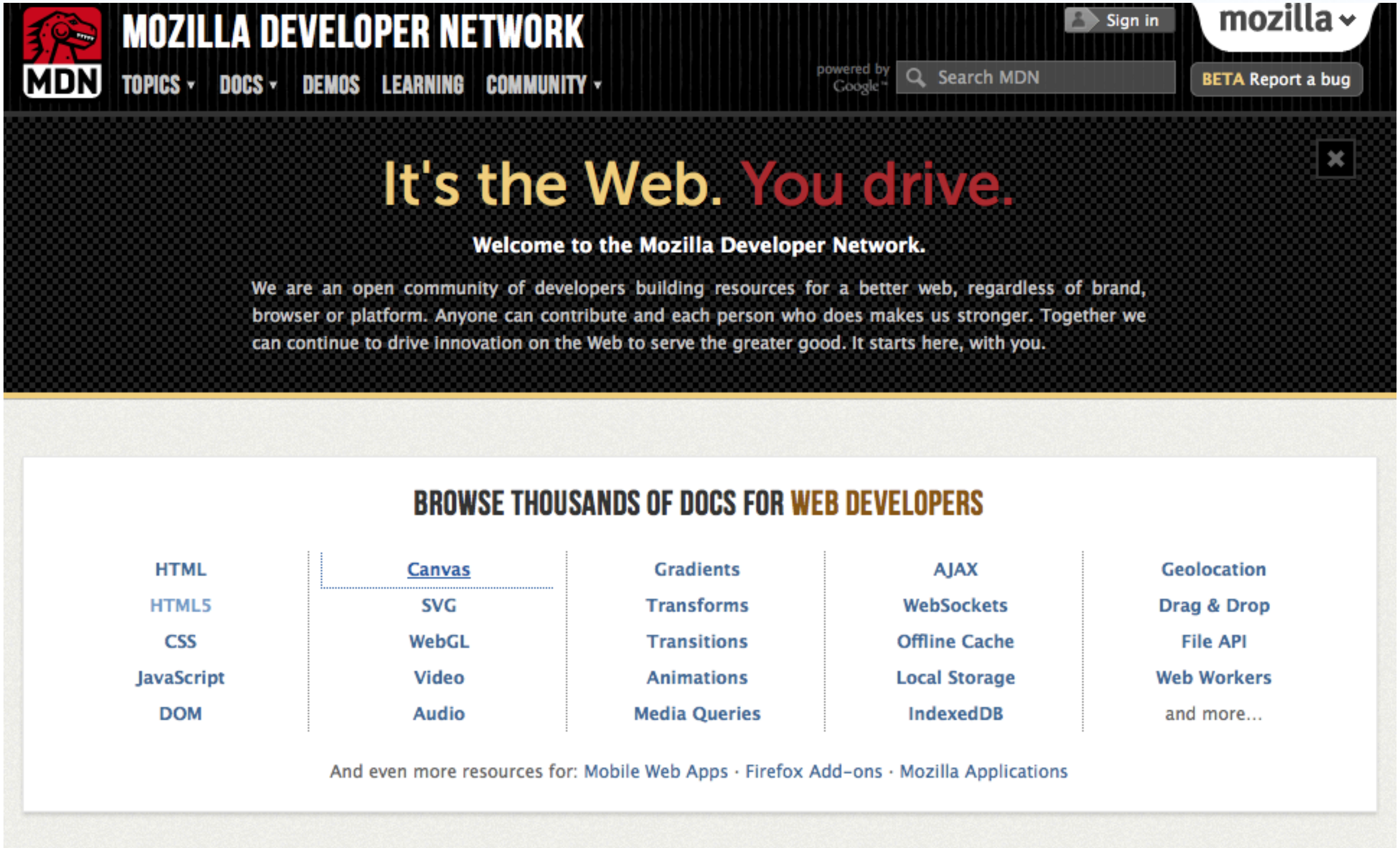
Simple technologies

- HTML structures content
- CSS defines look and feel
- JavaScript adds interactivity

Photo by Howard Dickins
http://www.flickr.com/photos/dorkomatic/7050758899/

mozilla

Being there for developers



http://developer.mozilla.org

mozilla

We need you! (part 1)

mozilla

Languages
Español
中文 (简体)
Add translation
日本語 (ja)
ქართული (ka)
한국어 (ko)
Nederlands (nl)
Polski (pl)
Português (do Brasil) (pt-BR)
Português (Europeu) (pt-PT)
română (ro)

Can has translate?

Approved English (US) version:

{{ DomRef() }}

Summary

The unload event is raised when the document is unloaded.

Syntax

```
window.onunload = funcRef;
```

Português (do Brasil) translation:

Source

H2 H3 H4 H5 H6 PRE None

body > p

{{ DomRef() }}

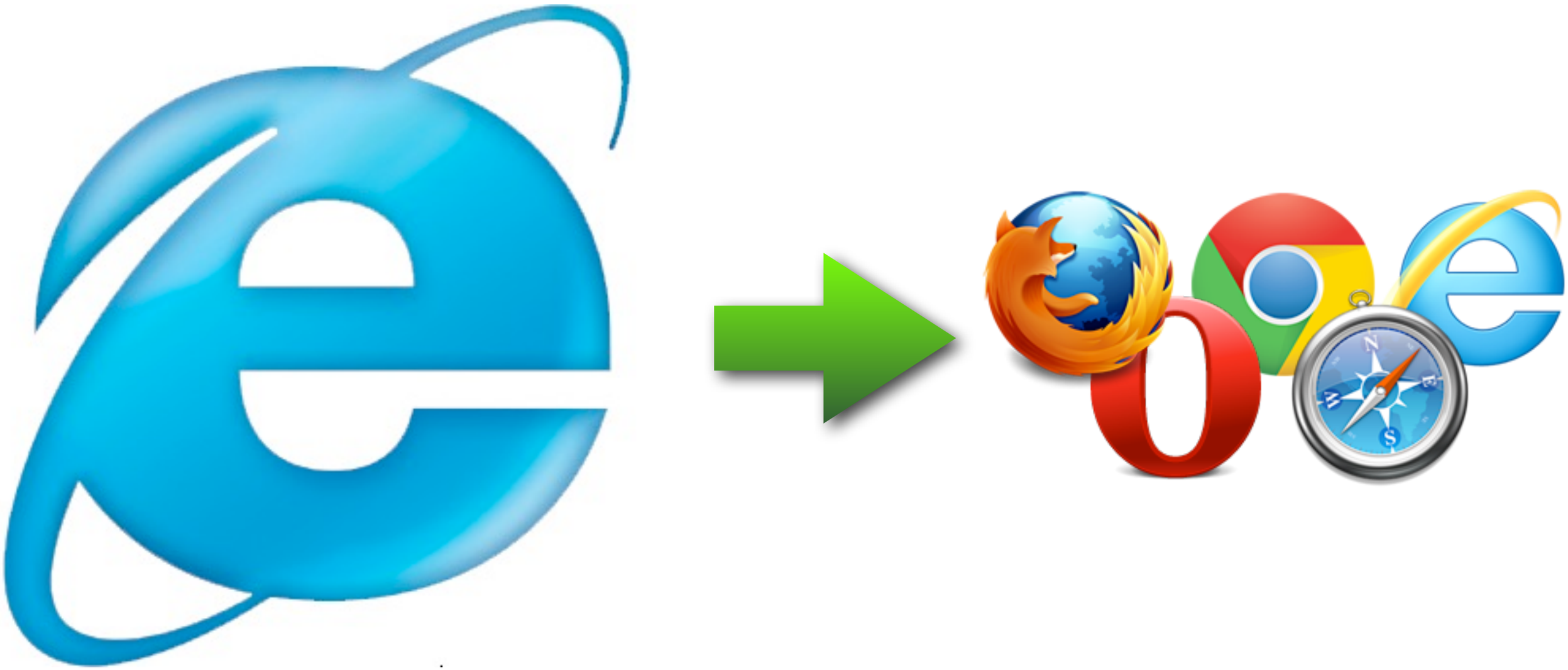
Summary

The unload event is raised when the document is unloaded.

Syntax

```
window.onunload = funcRef;
```

History: the desktop wars



Shift happens

Photo by Jason Weaver
http://www.flickr.com/photos/indyplanets/5693612984/

mozilla

F*#k yeah HTML5!

HTML

mozilla

Erm, yeah, we mean apps!

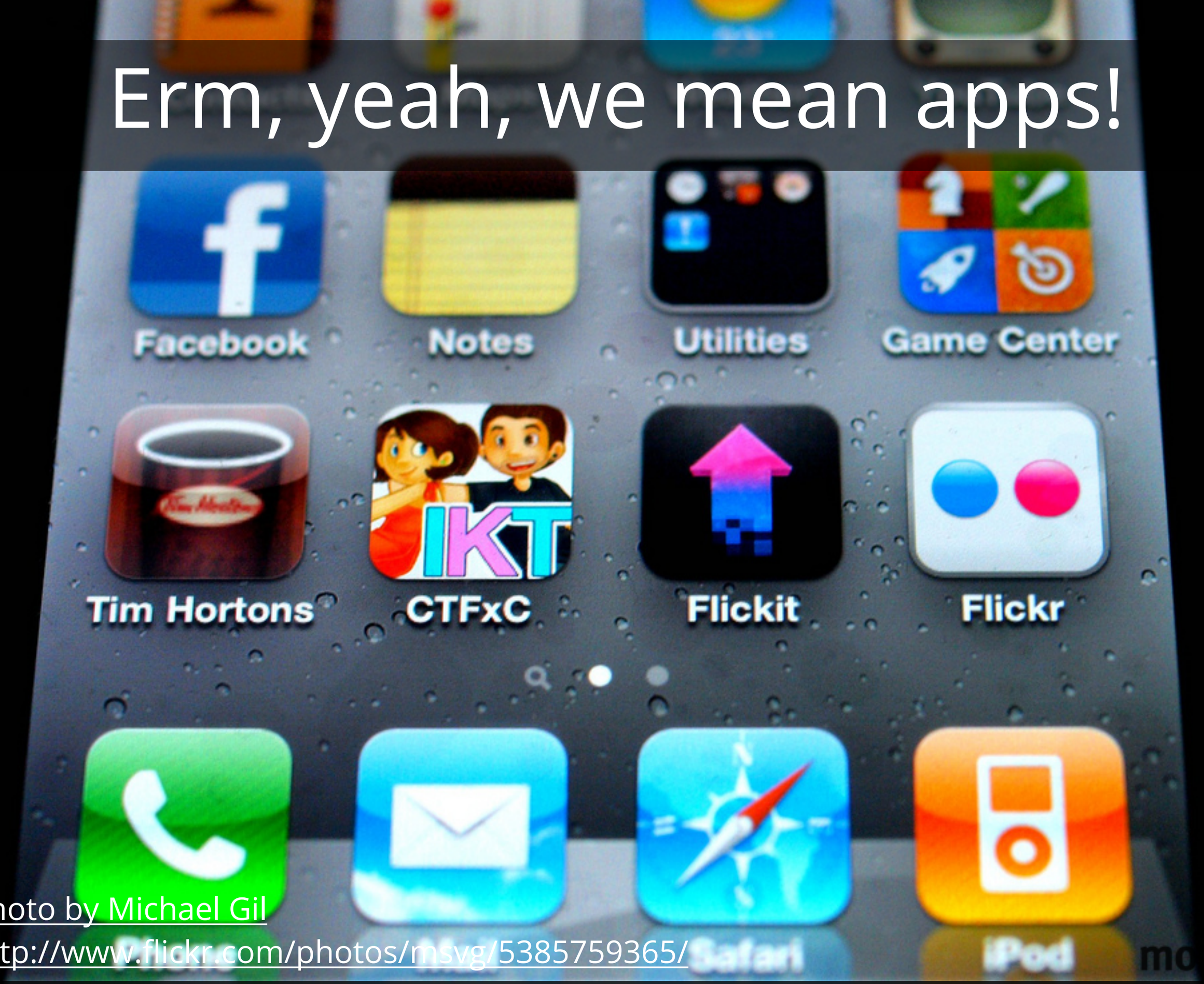
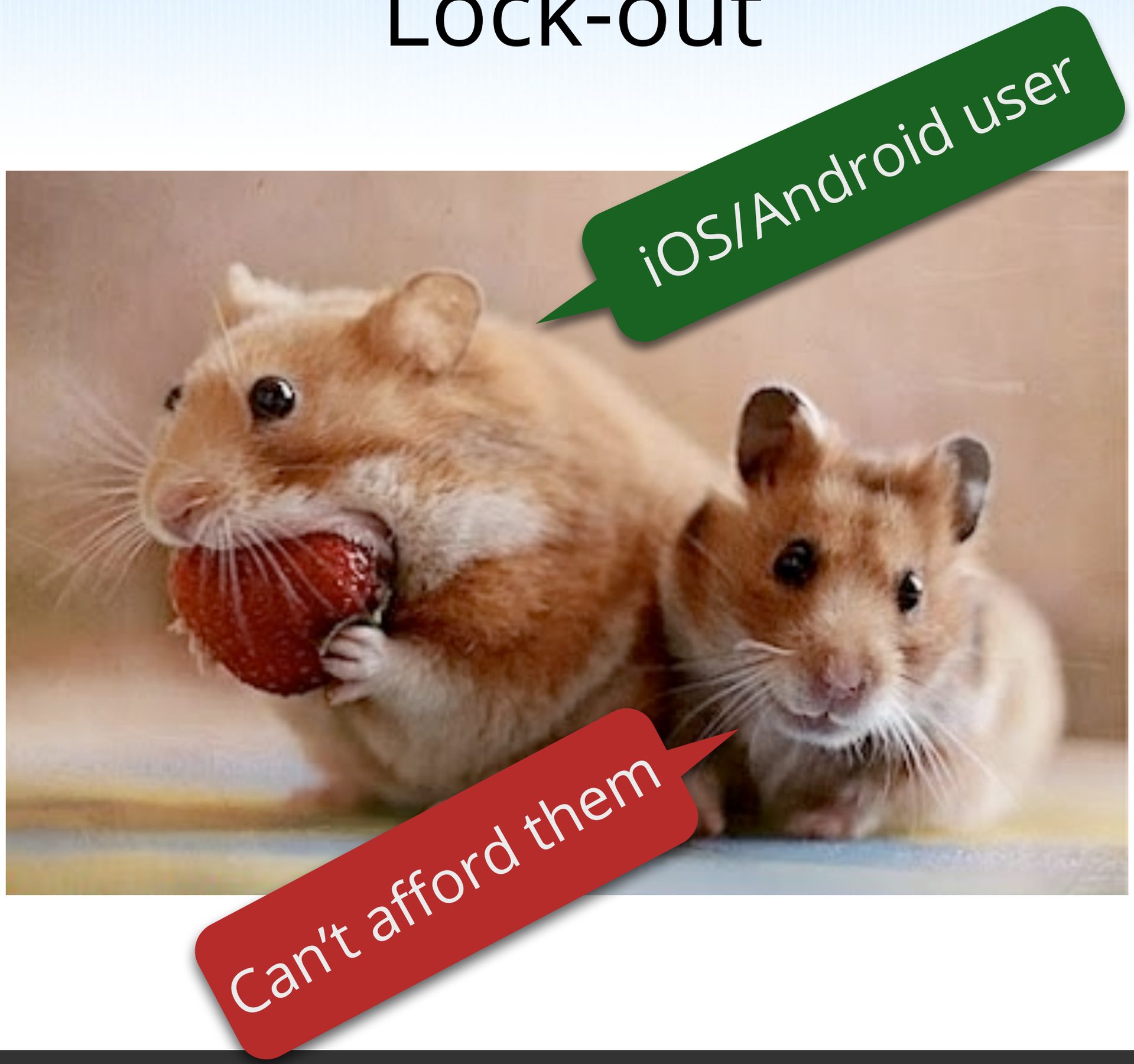


Photo by Michael Gil
http://www.flickr.com/photos/msvg/5385759365/

Lock-out



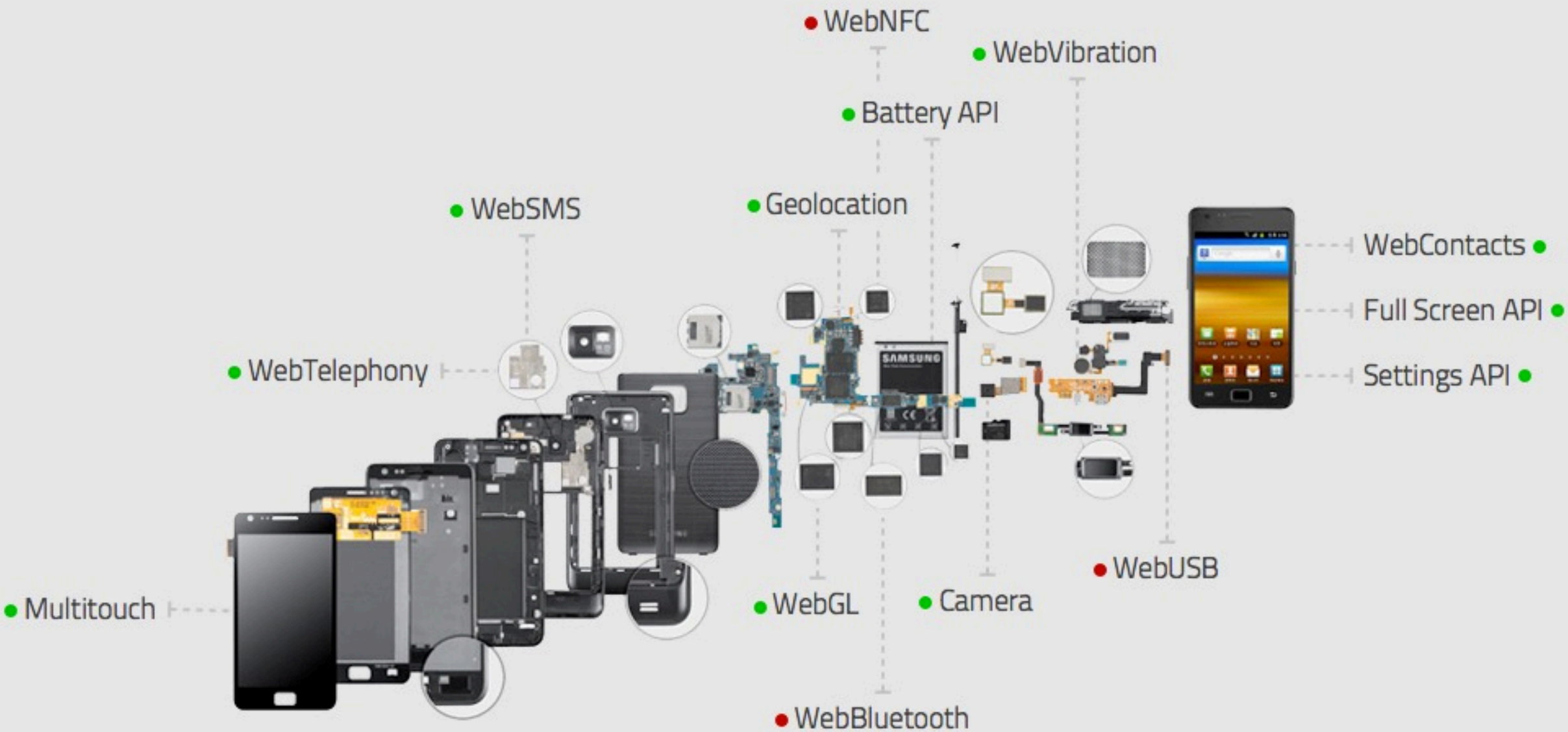
mozilla

That's wrong!

Desktop ✔
Mobile **?**

mozilla

Hardware access



http://arewemobileyet.com

mozilla

Call State

dialing, busy,
incoming, ringing

Control

call, answer,
hangup

web telephony API

status : most work done

Photo by Rev Dan Catt
http://www.flickr.com/photos/revdancatt/535514134/

```
window.navigator.mozTelephony.dial("number");

function dial() {
  call = navigator.mozTelephony.dial("0987765424");
  call.addEventListener("readystatechange", function () {
    // call.readyState contains call state info
  });
}

navigator.mozTelephony.addEventListener("incoming", function (event) {
  call = navigator.mozTelephony.liveCalls[0];
  // incoming call: call.number
});

function answer() { call.answer(); }
function hangup() { call.disconnect(); }
var CallHandler = {
  call: function ch_call(number) {
    if (this._isUSSD(number)) {
      UssdManager.send(number);
    } else {
      var sanitizedNumber = number.replace(/-/g, '');
      var telephony = window.navigator.mozTelephony;
      if (telephony) {
        telephony.dial(sanitizedNumber);
      }
    }
  },

answer: function ch_answer() {
  (this.currentCall) ?
   this.currentCall.answer() : this.disconnected();
  }
}
```

Photo by fazen
http://www.flickr.com/photos/fazen/103385722/

```
function mm_send(number, text, callback) {
    var req = navigator.mozSms.send(number, text);
    req.onsuccess = function onsuccess() {
      callback(req.result);
    };
    req.onerror = function onerror() {
      callback(null);
    };
  }
}

mm_send('03231233', 'hello world', handleSMS)

function handleSMS(result) {
  if (result) {
    // SMS was sent
  } else {
    // SMS failed to send
  }
}
```

Photo by wolfgangfoto
http://www.flickr.com/photos/wolfgangfoto/2264986176/

```
battery.addEventListener("chargingchange", function() {
  if (battery.charging) {
    // battery.level * 100 + "%"
  } else {
    // unplugged!
    // battery.level * 100 + "%"
  }
});

battery.addEventListener("levelchange", function() {
    // battery.level * 100 + "%"
});

if (battery.charging) {
  // Charging!
  // Level: battery.level * 100 + "%"
  // Charging Time: battery.chargingTime (sec until fully charged)
} else {
  // Discharging!
  // Level: battery.level * 100 + "%"
  // Charging Time: battery.dischargingTime (sec until fully discharged)
};
```

ContactsManager

find, clear,
save, remove

ContactFindOptions

find, filter,
sort contacts

web contacts API

status : v1 done, w/o v2

Photo by TOKY Branding and Design
http://www.flickr.com/photos/toky/2487011520/

Detect

screen orientation,
primary orientation.

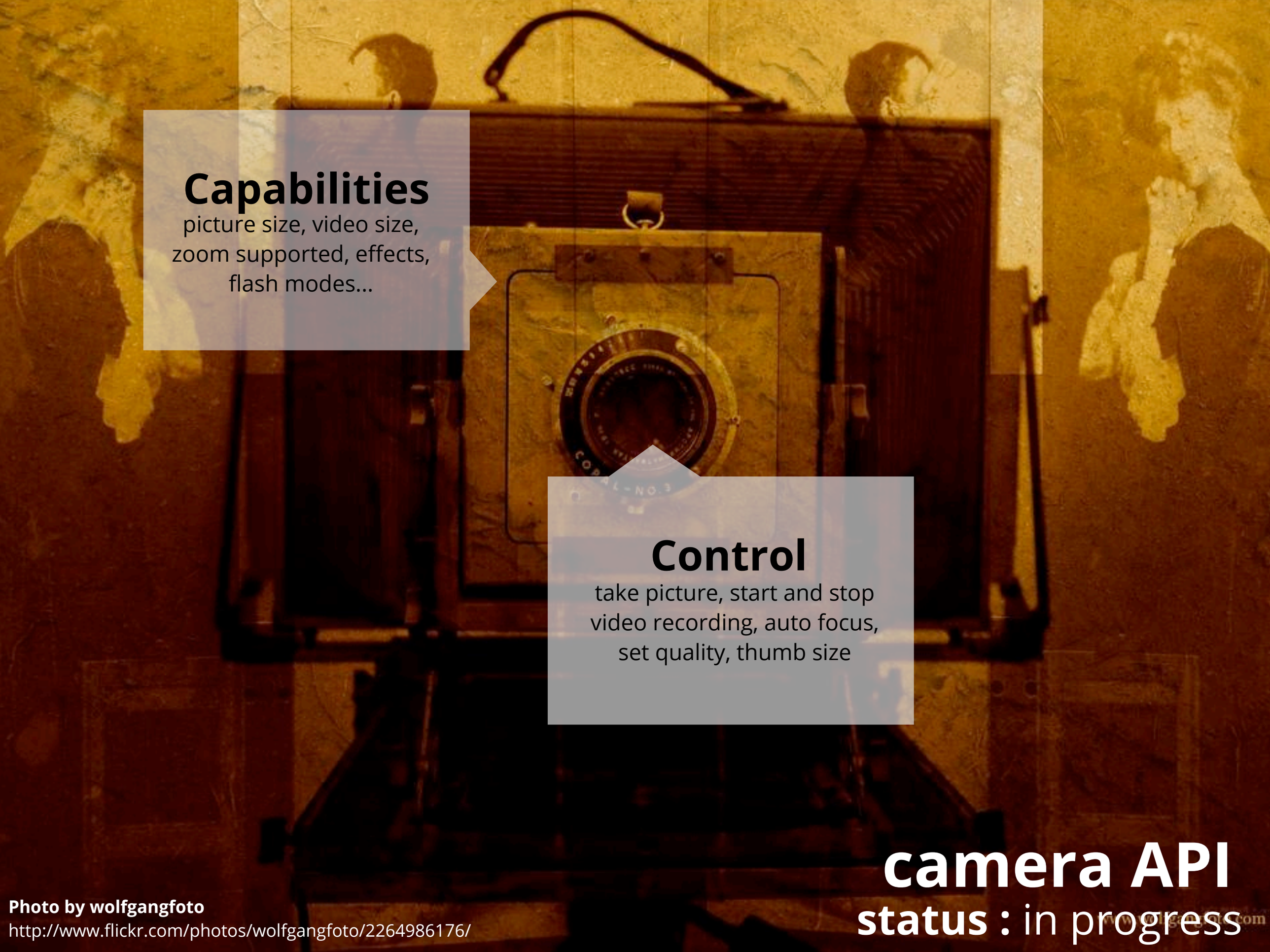
Control

screen orientation
lock.

screen orientation

status : done

Photo by Viking KARWUR
http://www.flickr.com/photos/vikingkarwur/7123548037/



Capabilities

picture size, video size, zoom supported, effects, flash modes...

Control

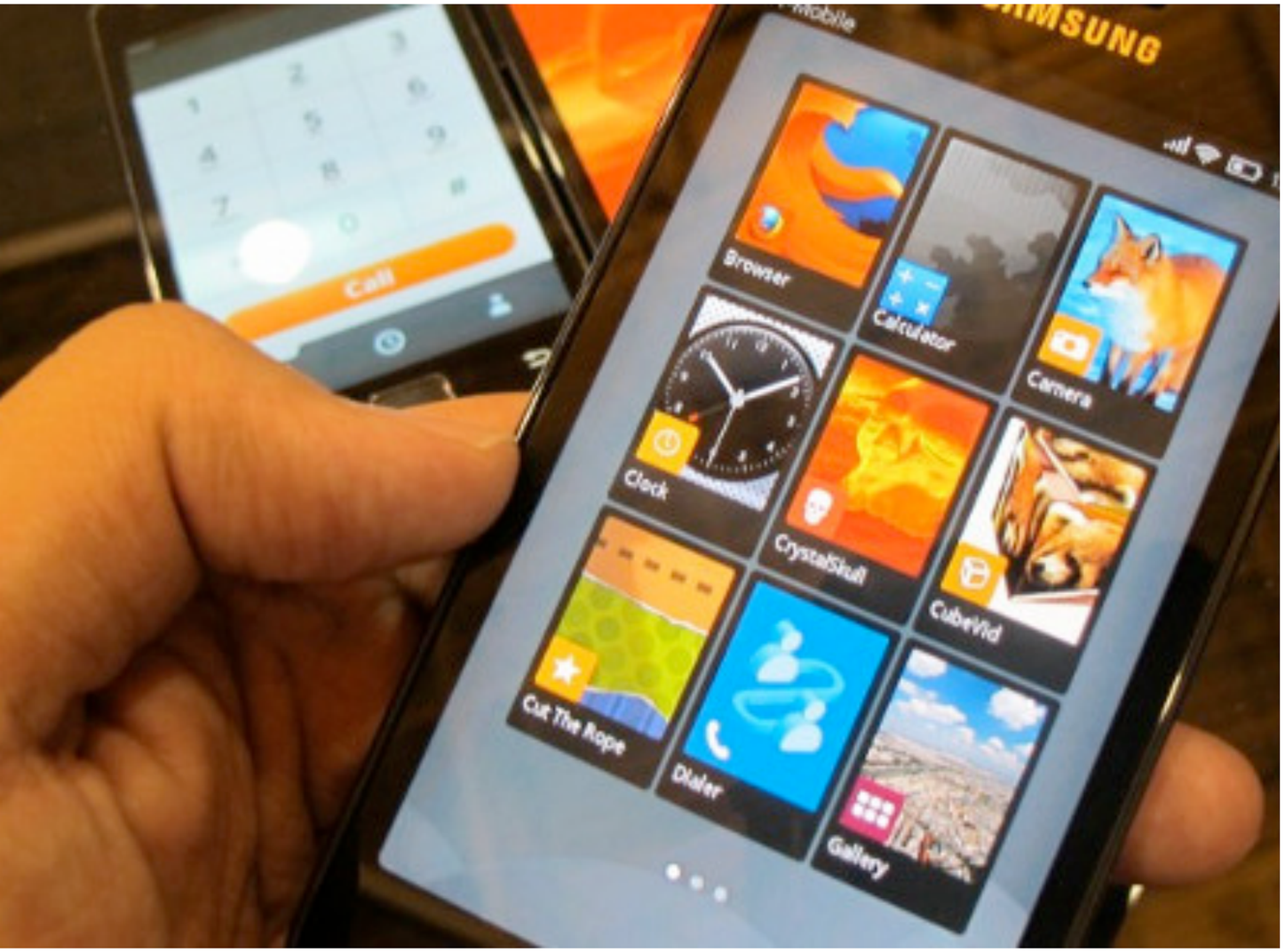
take picture, start and stop video recording, auto focus, set quality, thumb size

camera API

status : in progress

Photo by wolfgangfoto
http://www.flickr.com/photos/wolfgangfoto/2264986176/

A truly open mobile OS



...powered by HTML5

http://blog.mozilla.org/blog/2012/07/02/firefox-mobile-os/

mozilla

Firefox OS architecture

GONK

The low level OS
for B2G

GECKO

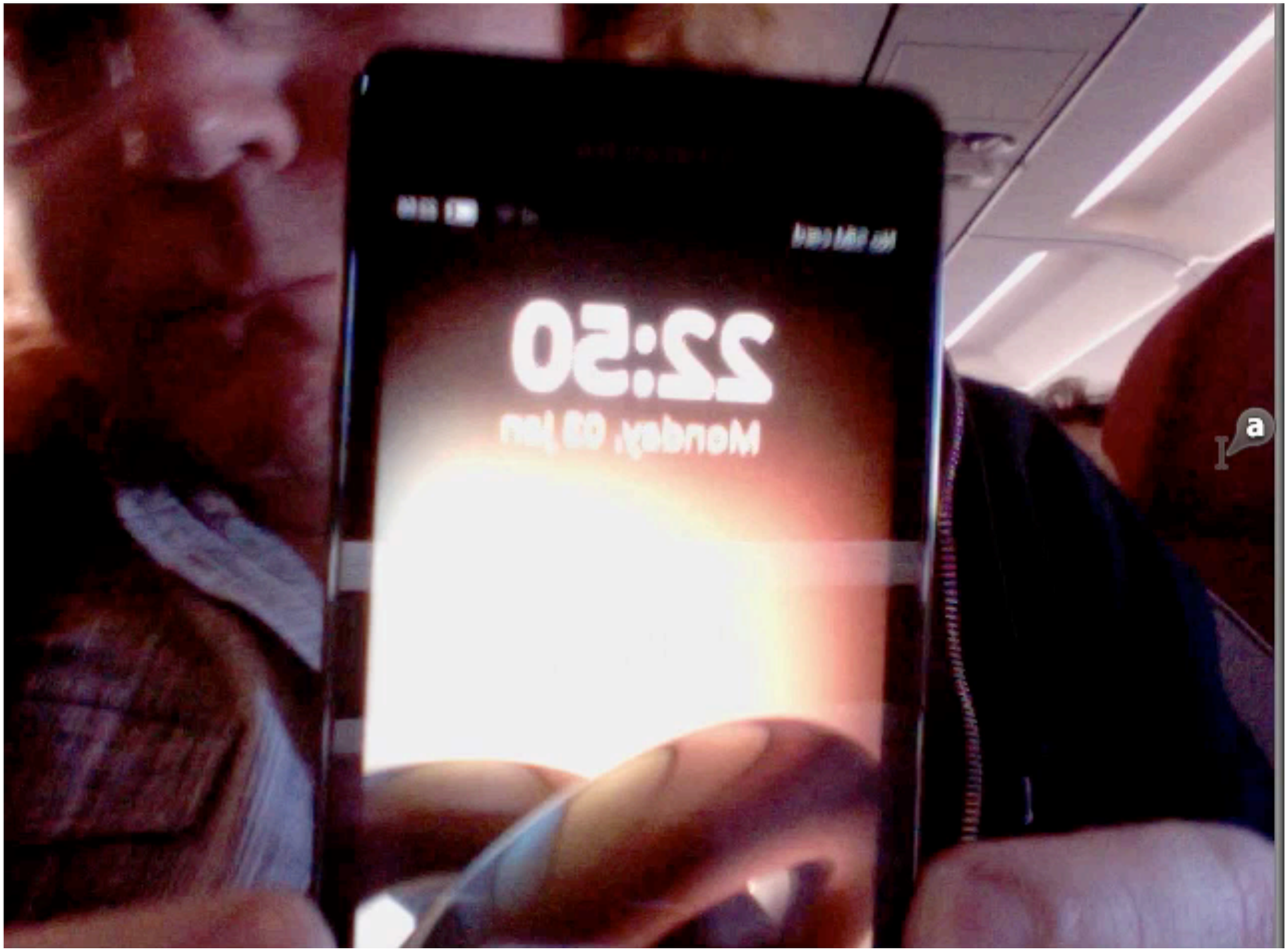
The application runtime
of B2G

GAIA

The user interface
of B2G

Photo by Alesa Dam
http://www.flickr.com/photos/alesadam/3869366195/

HTML5 all around



mozilla

Endless opportunities

Photo by Benjamin Esham:
http://www.flickr.com/photos/bdesham/2432400623/

What about apps?

```html
<!DOCTYPE html>
<html>
    <head>
        <title>Mozilla Ball</title>
    </head>
    <body>
        // your game code
    </body>
</html>
```

+

```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": [
    "https://appstore.mozillalabs.com"
  ],
  "default_locale": "en"
}
```

Beatlab | Mozilla Marketplace

Beatlab | Mozilla Marketplace

Mozilla Foundation (US) https://marketplace.mozilla.org/en-US/app/beatlab/

Google

Do you want to install "Beatlab" from this site (marketplace.mozilla.org)?

Install

Search

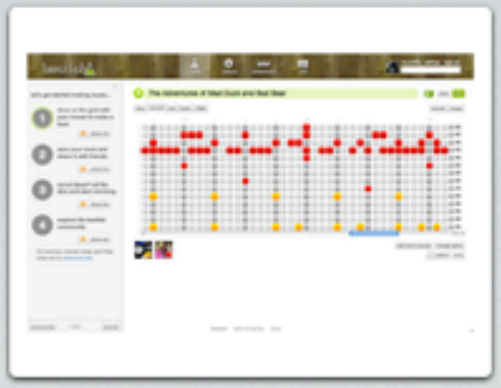
Beatlab

jon3

20 weekly downloads

Installing...

Beatlab is the easiest way to create music and share it with your friends. Create music using a simple expressive interface that requires no knowledge of music theory or instruments. You can start from scratch, or remix the musical ideas of others.



Contact Support

More Info

Sinuous

Sinuous

Expand for instructions & settings.

Instructions

1. Avoid red dots.
2. Hit other dots for boosts.
3. Score extra points by moving around a lot.
4. Stay alive.

Start

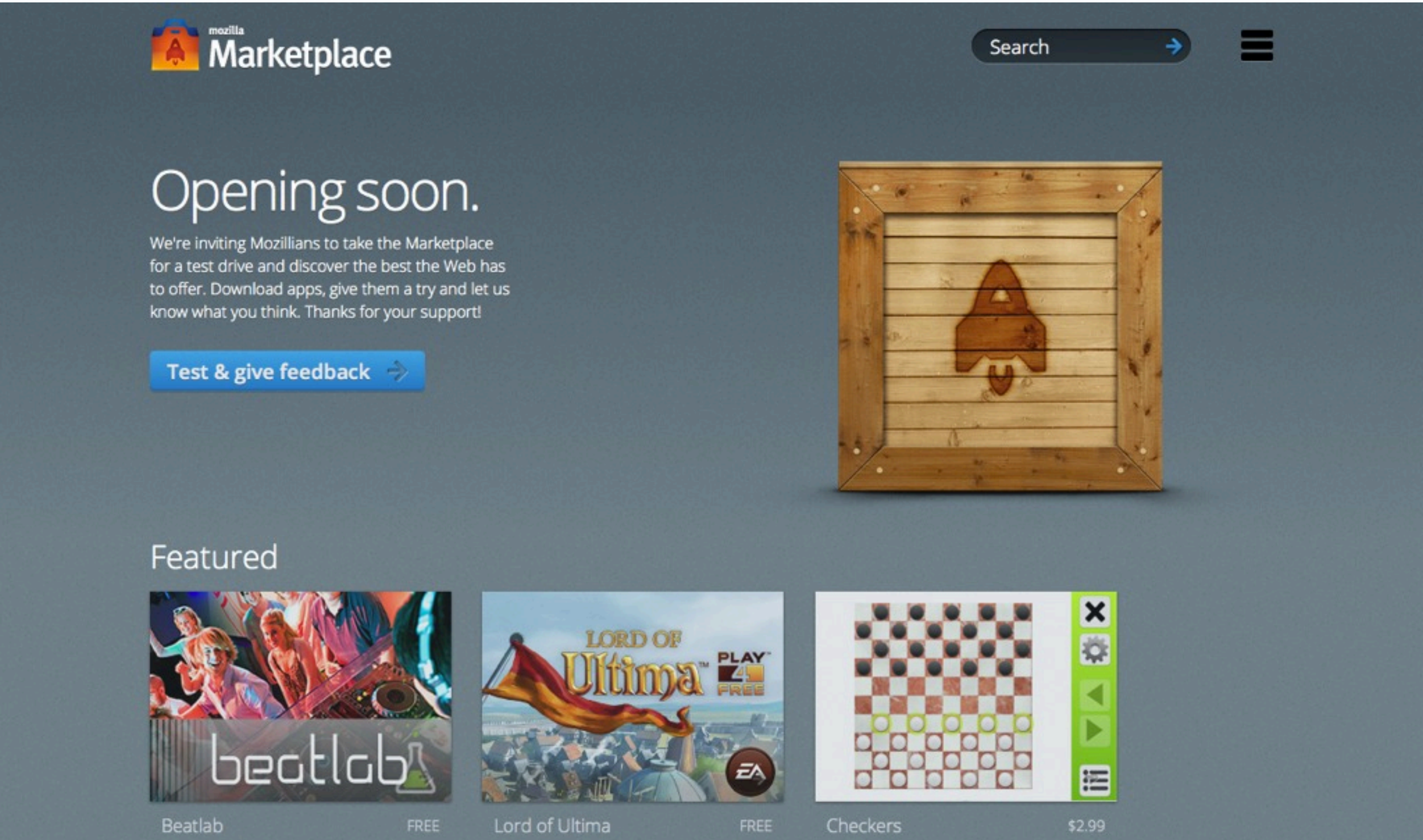
Level: 1 2 3 4 5 6 7 8 9

High Score

1.	EnginS	144246 p	21-08-2011
2.	Mago	138454 p	08-06-2011
3.	logado	130549 p	23-10-2011
4.	karshan	116273 p	30-05-2011
5.	javicejudo	113326 p	18-02-2011
6.	EnginS	112289 p	21-08-2011
7.	cjscharrer	105161 p	08-02-2011
8.	Jarr	100102 p	07-02-2011
9.	gabo	88571 p	17-02-2011

You need to sign in with a Google account to be eligible for the leaderboard.

What about making money?



https://marketplace.mozilla.org

We need you! (part 2)

mozilla

How to get started?

MOZILLA DEVELOPER NETWORK

MDN

TOPICS DOCS DEMOS LEARNING COMMUNITY

Sign in

mozilla

powered by Google Search MDN

MDN › Docs › Apps

Languages This page Site tools

Apps

WATCH EDIT

The Open Web Apps project enables developers to create rich HTML5 app experiences that run across multiple devices and form factors (desktop, mobile, tablet, etc.) using Web standards and open technologies such as HTML5, CSS and JavaScript. Furthermore, it aims to create a rich distributed ecosystem of HTML5 app stores, including a marketplace operated by Mozilla. Mozilla aims to put the developer back in control of every aspect of the app experience — from easy development to distribution to direct customer relationship management.

Want to get the Open Web apps project newsletter?
Sign up for it here!

Apps are built using standard Web technologies with additional metadata that allows the User Agent to discover, install, launch, and grant them additional privileges.

Documentation topics

TABLE OF CONTENTS

Documentation topics
- Creating apps
- Game apps
- Reference information
- Other resources

Mozilla Marketplace
The Open Web Apps project

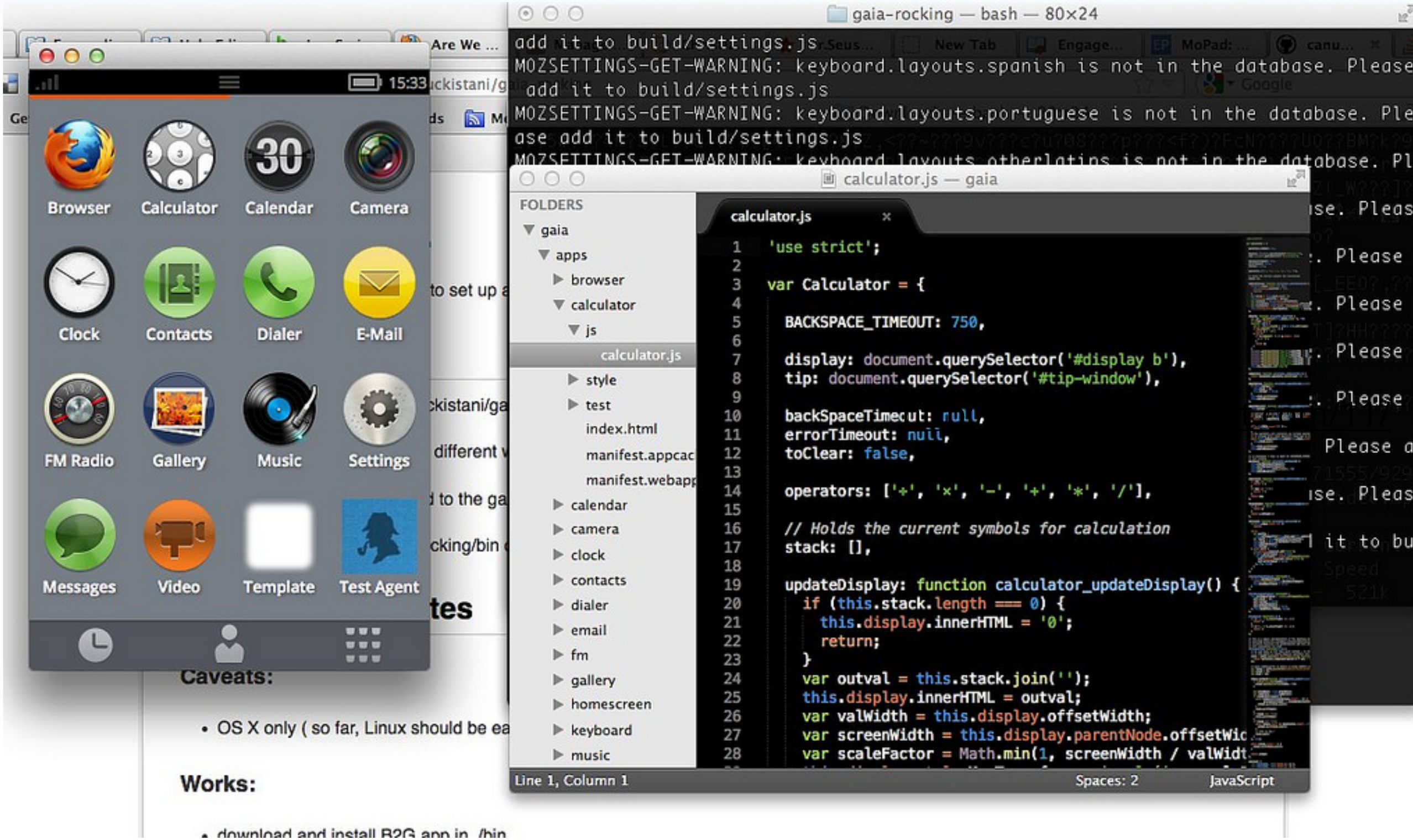
TAGS FILES

Page Notifications Off

https://developer.mozilla.org/en/Apps

mozilla

Firefox OS now?



http://informationisart.com/11/

https://wiki.mozilla.org/Gaia/Hacking

mozilla

What about hardware?

Open web device

Telefónica

Tweet 141 Me gusta 706

The device the developer community was claiming for!

A full compliant and native HTML5 device.

Open Web Device: the future of the mobile web is here.

HTML5 is the ubiquitous platform for the web. Web developers can use the same set of technologies they

We're hiring!

Are you are a rock-star HTML5 developer and want to change the world? Contact us!

Resources

Github Boot 2 Gecko

Wiki Boot 2 Gecko

Open Web Device Newsletter

Do you want to be notified about new updates and specials?

http://openwebdevice.com

mozilla

Is this the end of iOS + Android?

Talk to us, and talk about us!

Follow @Boot2Gecko and @mozhacks on Twitter

Join platform mailing list:

http://groups.google.com/group/mozilla.dev.platform

Join in on IRC: irc.mozilla.org channel #B2G

B2G Repo: https://github.com/mozilla-b2g/B2G

B2G Architecture: https://wiki.mozilla.org/B2G/Architecture

Gaia Repo: https://github.com/mozilla-b2g/gaia

Developer Docs: https://developer.mozilla.org/en/Mozilla/Boot_to_Gecko

Web API Docs: https://wiki.mozilla.org/WebAPI

Making you the star

MozillaWiki

Page | Discussion | View source

Navigation

- Main page
- Community portal
- Mozilla News
- Recent changes
- Random page
- Help

Personal tools

- Log in / create account

Toolbox

- What links here
- Related changes
- Special pages
- Browse properties

Evangelism Reps Training Program

Home » Evangelism_Reps_Training_Program

Contents

1 Objective
2 Speaker Training
2.1 Phase 1: General Training
2.2 Phase 2: Advanced Training
2.3 Upcoming Training Dates
3 Mentor Program
4 Mozilla's Evangelists
5 Resources
5.1 Speaking
5.2 Training

Objective

"To equip Evangelism Reps with the skills necessary to deliver effective presentations (small or large) world-wide and spread Mozilla's mission."

https://wiki.mozilla.org/Evangelism_Reps_Training_Program

mozilla

Thanks!

mozilla