

Mozilla, the web and you!



This is a talk about opportunities and the future of communication between humans. Mozilla is working hard on building a future where the internet is the main communication channel for everyone, regardless of location and wealth. To this end, we are working on a few things we'd like to share with you and you can be part of.

The web is amazing!

Internet Map



ChrisHarrison.net

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

mozilla

Here's a map of the world connectivity. All these white dots mean people can get onto the web and communicate with each other. The web made our world much smaller and allows for incredibly useful communication.



The web gives us a voice

- Mozilla Firefox icon Evolution of communication
- Mozilla Firefox icon World-wide reach
- Mozilla Firefox icon Publication as easy as consumption

mozilla

If you think about it, the web is the natural evolution of other means of communication like telephones and print media. You can reach people world-wide and you are as much a source of important information as anybody else is.

This photo shows a child hearing for the first time in his life, by means of a hearing aid. This sense of wonder happens to a lot of people when they first go online and see that they can publish there.



The web is for everybody

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

mozilla

The great thing about the web is that you don't need to be an expert in a field to be part of it. The processes and technologies driving the web are simple enough for everybody to help make it better.

Mozilla is here for the web



mozilla

Mozilla, in its very core, is an organisation for the web. We are not for profit, we don't have stakeholders and a share price to care about, all of you on the web are our stakeholders.

Opening the web for everybody

The screenshot shows the Mozilla Webmaker website. At the top, there's a navigation bar with the Mozilla logo and links for Projects, Tools, Events, and About. Below the navigation is a large photograph of a group of people, mostly children, sitting around a table with laptops, engaged in webmaking activities. On the left side of the page, there's a red sidebar with the heading "Join Mozilla" and the text "Make a donation today to support Mozilla's work building a generation of webmakers." There are also some small dots at the bottom of this sidebar.



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

Making the web available to people is something we call webmaking.

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

Name Your Map

Rescue Tower /h3>

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

mozilla

We provide a set of tools that get people started quickly with that called Mozilla Thimble.

Making video talk to the web



<http://mozillapopcorn.org/>

mozilla

We make it easy for people to make video interact with the web using a tool called Popcorn.



Simple technologies

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

Photo by Howard Dickins

<http://www.flickr.com/photos/dorkomatic/7050758899/>

mozilla

The great thing about the web is that the technologies that power it are simple and easy to learn. HTML structures content, CSS defines the look and feel and JavaScript brings you interactivity.

Being there for developers

The screenshot shows the Mozilla Developer Network homepage. At the top, there's a navigation bar with the MDN logo, a search bar powered by Google, and links for Sign in, BETA Report a bug, and a Mozilla dropdown menu. Below the header, a large banner features the text "It's the Web. You drive." and "Welcome to the Mozilla Developer Network." followed by a descriptive paragraph about the open community building resources for the web. A central section titled "BROWSE THOUSANDS OF DOCS FOR WEB DEVELOPERS" lists various topics like HTML, CSS, JavaScript, and DOM, each with a corresponding sub-section like Canvas, SVG, WebGL, Video, Audio, Gradients, Transforms, Transitions, Animations, Media Queries, AJAX, WebSockets, Offline Cache, Local Storage, IndexedDB, Geolocation, Drag & Drop, File API, and Web Workers. At the bottom of this section, there's a link to more resources: Mobile Web Apps · Firefox Add-ons · Mozilla Applications.

mozila

mozilla developer network

TOPICS • DOCS • DEMOS LEARNING COMMUNITY •

powered by Google™

Sign in

BETA Report a bug

It's the Web. You drive.

Welcome to the Mozilla Developer Network.

We are an open community of developers building resources for a better web, regardless of brand, browser or platform. Anyone can contribute and each person who does makes us stronger. Together we can continue to drive innovation on the Web to serve the greater good. It starts here, with you.

BROWSE THOUSANDS OF DOCS FOR WEB DEVELOPERS

HTML	<u>Canvas</u>	Gradients	AJAX	Geolocation
HTML5	SVG	Transforms	WebSockets	Drag & Drop
CSS	WebGL	Transitions	Offline Cache	File API
JavaScript	Video	Animations	Local Storage	Web Workers
DOM	Audio	Media Queries	IndexedDB	and more...

And even more resources for: [Mobile Web Apps](#) · [Firefox Add-ons](#) · [Mozilla Applications](#)

<http://developer.mozilla.org>

mozilla

We are part of the Mozilla Developer Network, the only truly open and editable developer resource on the web. Our site, <http://developer.mozilla.org> is like the web - open, editable and up to date.

We need you! (part 1)



mozilla

Which is where our first request comes in. As we are editable we can provide you with the best service possible. What we need above all things is translations. So if you are up for that, we now have a translation tool right in the documentation.

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)

mozilla

Simply pick your language and start translating.

Can has translate?

The screenshot shows a translation interface with two main panes. The left pane is titled "Approved English (US) version:" and contains the following content:

```{{ DomRef0 }}

**Summary**  
The unload event is raised when the document is unloaded.

**Syntax**  
`window.onunload = funcRef;`

The right pane is titled "Português (do Brasil) translation:" and contains the following content:

```{{ DomRef0 }}

Summary
The unload event is raised when the document is unloaded.

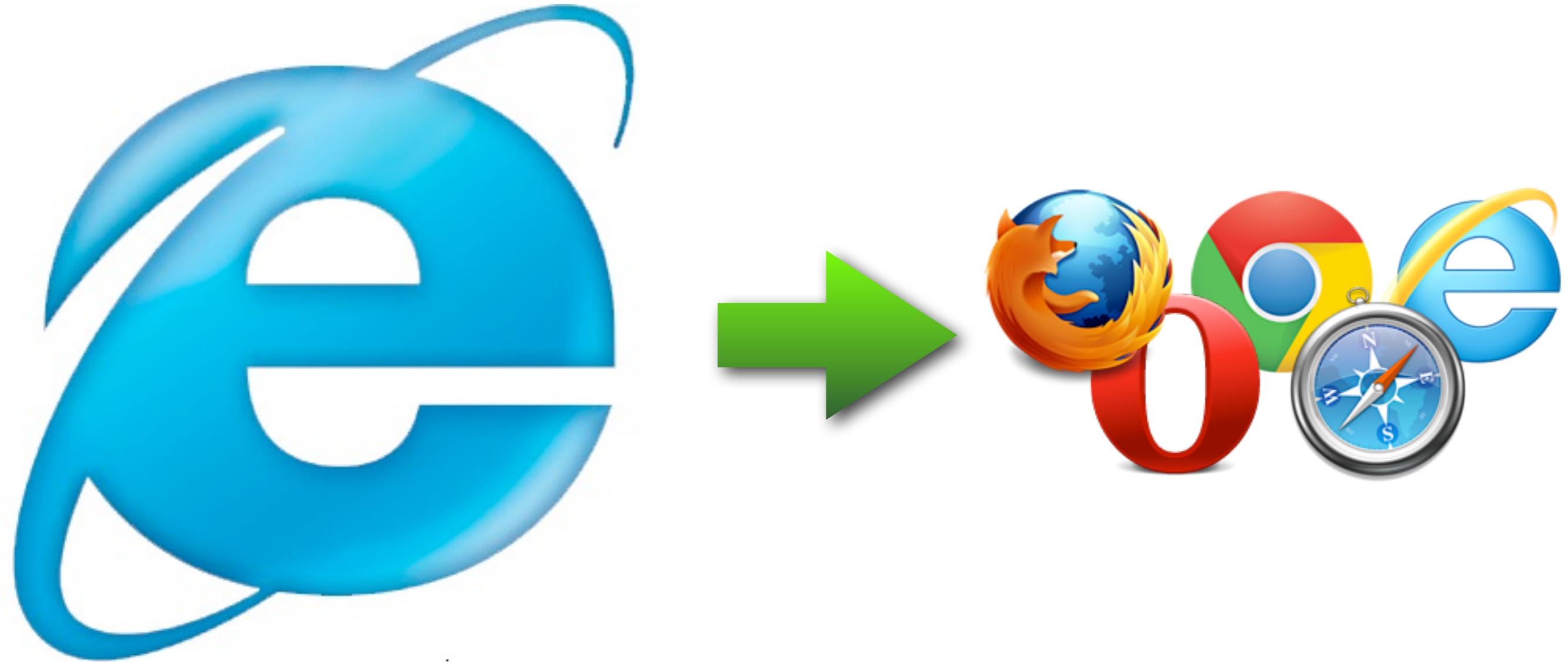
Syntax
`window.onunload = funcRef;`

Both panes include a rich text editor toolbar at the top and a code editor at the bottom showing the corresponding DOM structure (`body > p`).

mozilla

The translation tool is easy enough to handle, it shows the page content next to an editor that allows you to translate in context.

History: the desktop wars



mozilla

Back in the days, Mozilla had one main goal - to keep the web free and open for everybody. Which is why we made Firefox to replace the monopoly of Internet Explorer. This paved the way for other browsers to come and do the same thing. And by now even IE is a browser that values web standards over proprietary standards.

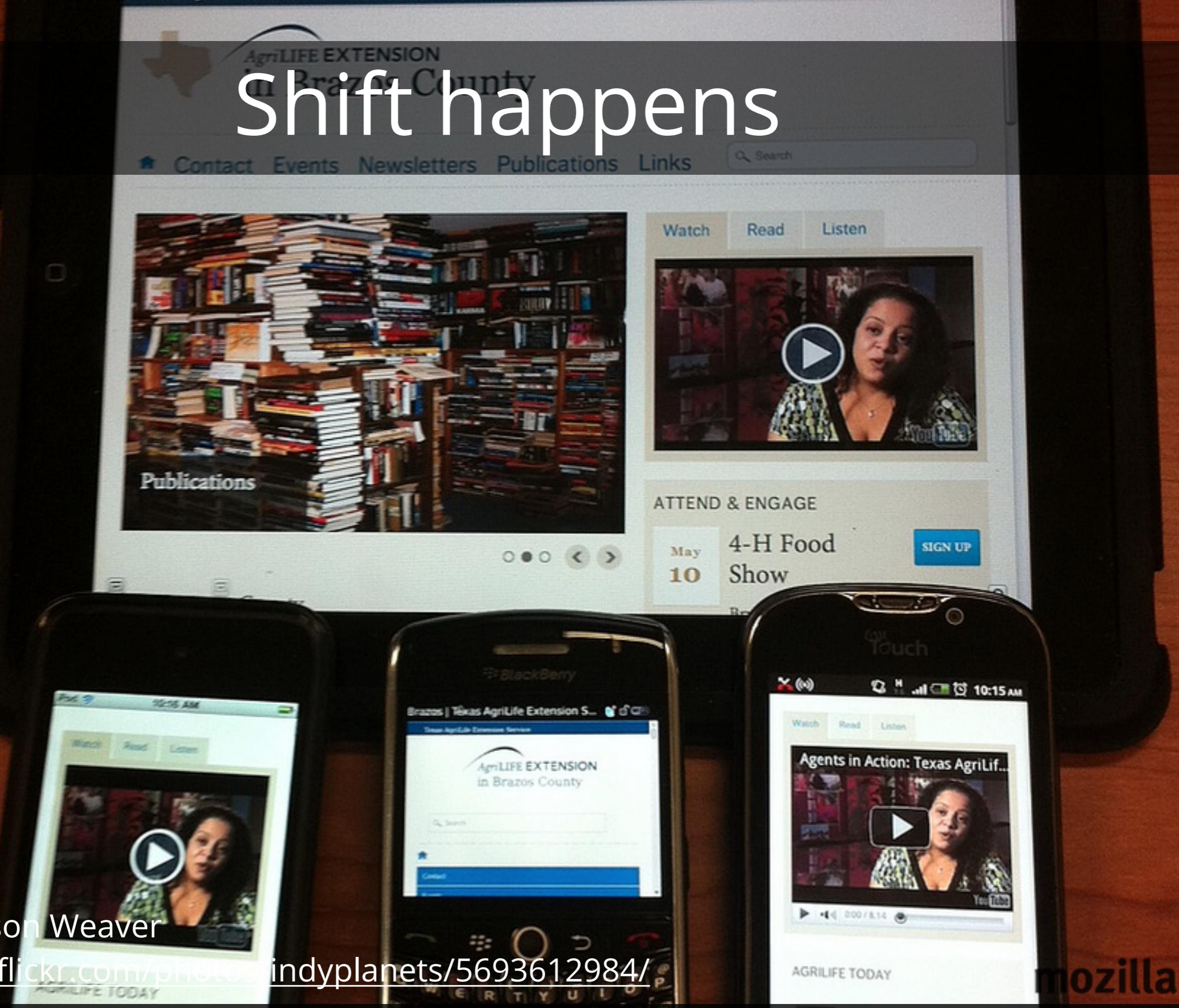


Photo by Jason Weaver

<http://www.flickr.com/photos/indyplanets/5693612984/>

Freeing the desktop was a good thing, but it is not enough. In the recent years we've seen a massive shift on the web. People don't use desktop machines but are much more mobile - we have laptops and we use mobile devices to go online.

F*#k yeah HTML5!



mozilla

One big message was that HTML5 will change all that. One big company especially stood up and declared the desktop dead and Flash being outdated and HTML5 being the thing that will empower developers.

Erm, yeah, we mean apps!



Photo by Michael Gil

<http://www.flickr.com/photos/msvg/5385759365/>

The same company then quickly realised though that the real way to make money with mobile devices is to sell expensive mobile devices and apps. To make that easier for them, they went back to native code and not to web code.

Lock-out



mozilla

And this is where we are now - the things that make a phone interesting for a developer are largely not available for web developers. And the great opportunity of having web-enabled phones is a privilege of those who can afford them.



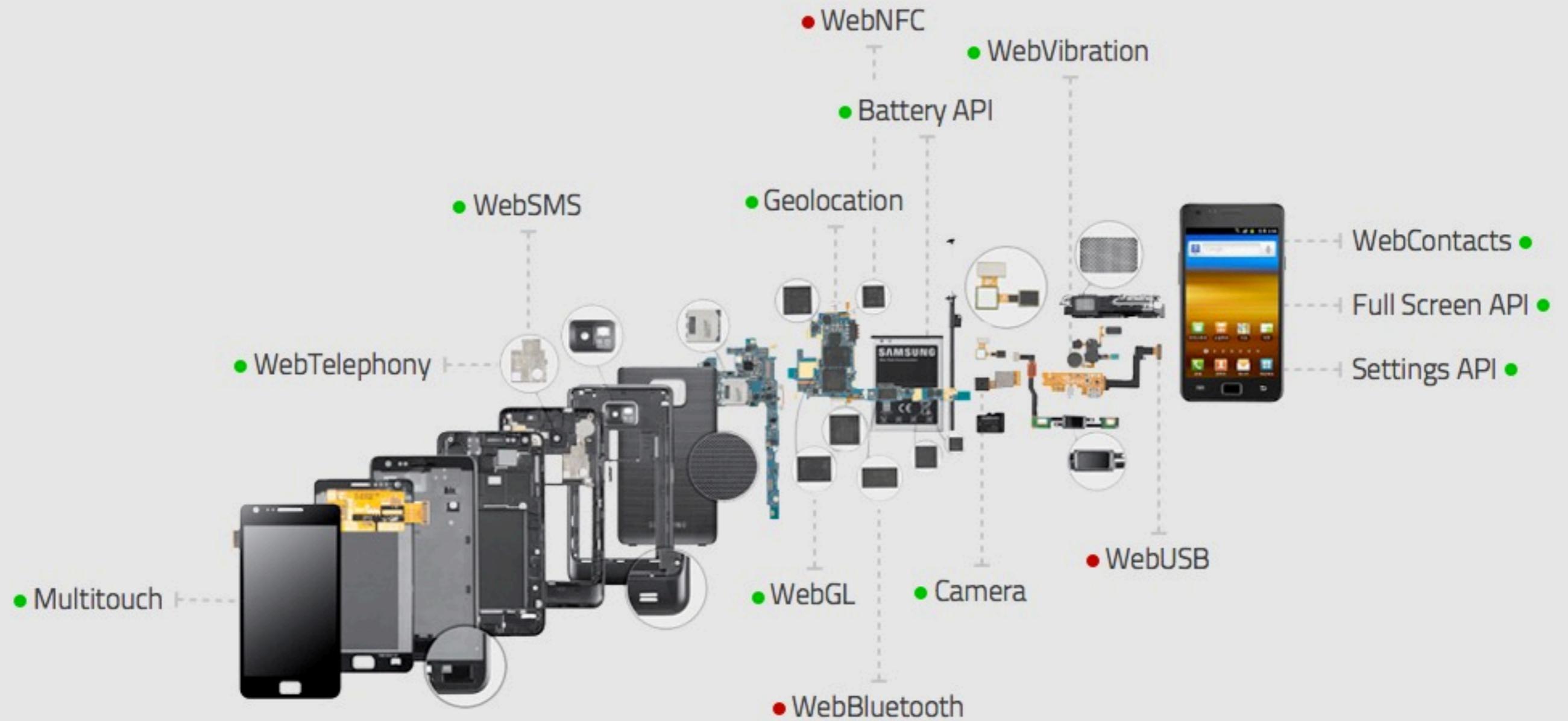
That's wrong!

Desktop ✓
Mobile ?

mozilla

Keeping in touch with our mission as Mozilla we took on that challenge and want to bring the change we brought to the desktop to the mobile world. We do this in two different ways.

Hardware access



<http://arewemobileyet.com>

mozilla

The first step was to provide APIs to access the hardware in mobile devices. We now have 21 different APIs to access the hardware in mobile phones via JavaScript.

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/>

The web telephony API allows you to control calls you can call, answer and terminate calls and you can read the call state.

```

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();
  }
}

```

This code shows how to do a simple call followed by a more elaborate version which has a readyStatechange handler. You can also see how to react to incoming calls and how to define a call handler for these events.

A photograph of a person's hands holding a black Samsung mobile phone. The phone's screen displays a menu with options like 'Dyzaon', 'Formatta test', 'Aggiungi oggetto', 'Modelli', and 'Salva'. The background is blurred, showing a campfire with orange and yellow flames.

Interact

find, filter,
view messages

Control

send, delete,
find

web sms API

status : v1 done, w/o v2

Photo by fazen

<http://www.flickr.com/photos/fazen/103385722/>

The web SMS API allows you to interact and control your SMS.

```
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
  }
}
```

This example shows how to write a function that sends an SMS and the handler to deal with the results.

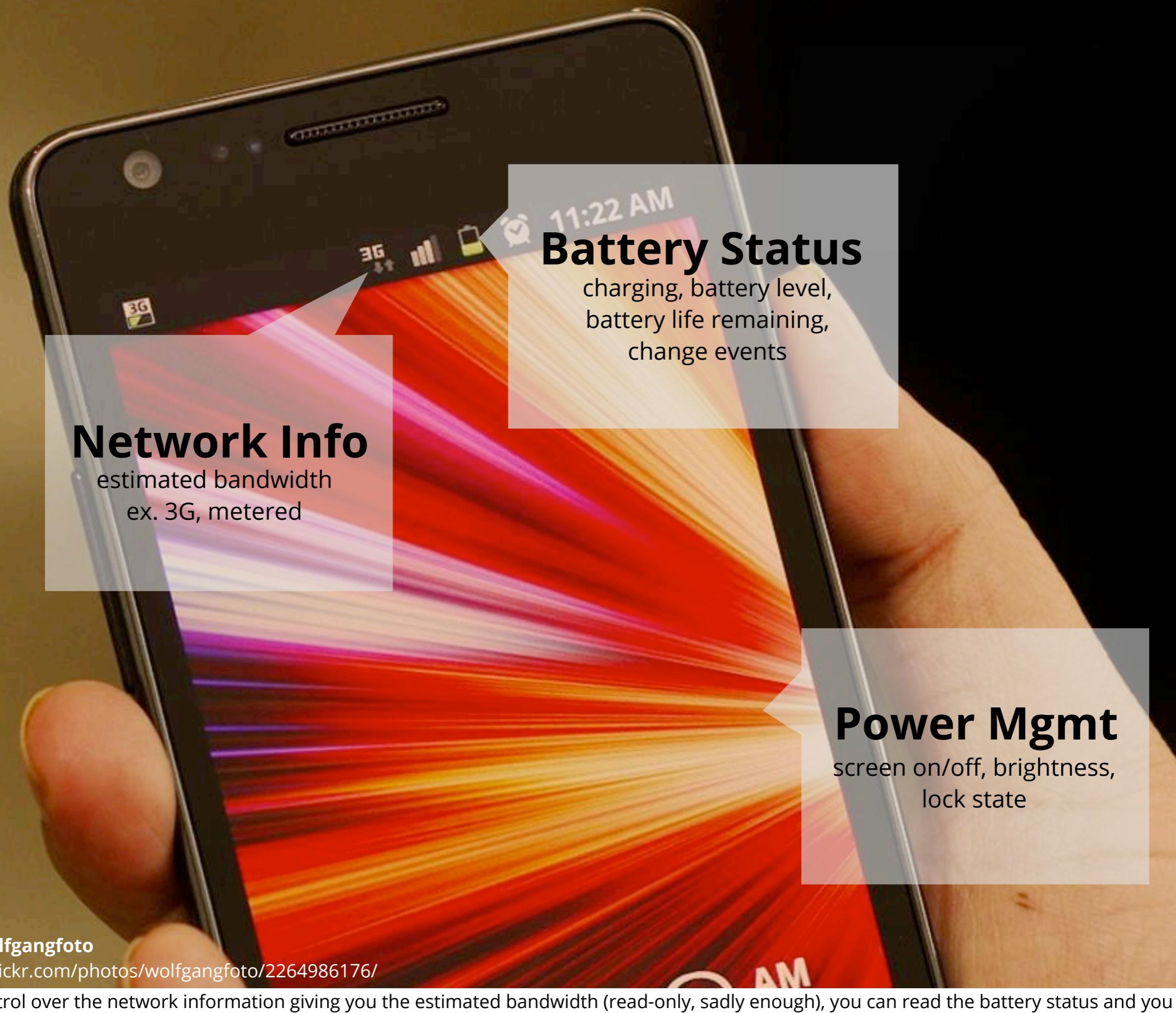


Photo by **wolfgangfoto**

<http://www.flickr.com/photos/wolfgangfoto/2264986176/>

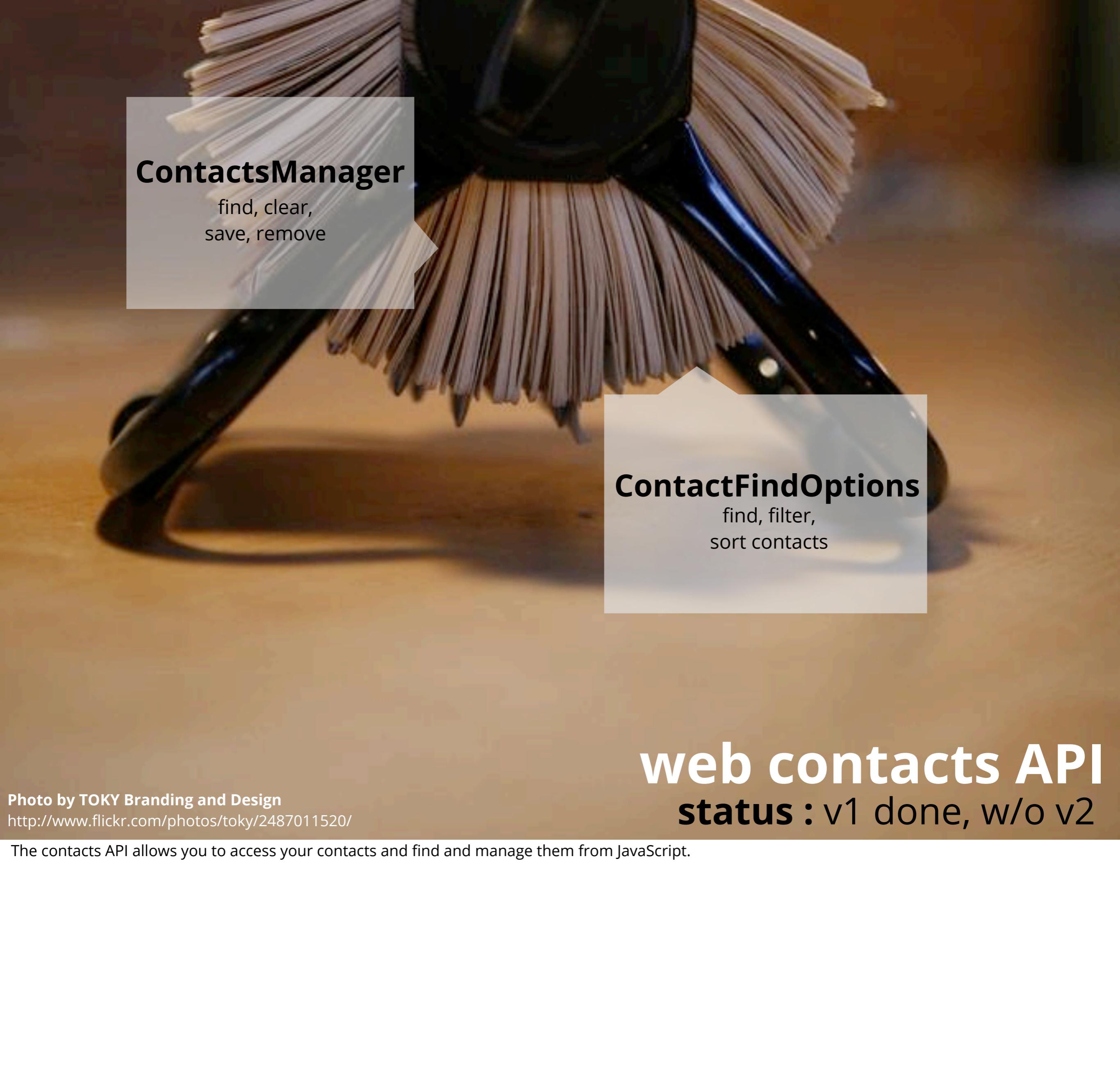
You have control over the network information giving you the estimated bandwidth (read-only, sadly enough), you can read the battery status and you can read and write the screen state, brightness and lock.

```
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 + "%"
  // Discharging Time: battery.dischargingTime (sec until fully discharged)
};
```

This example shows how to work with the battery status API. This one works fine in Firefox on desktop, too.



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/>

The contacts API allows you to access your contacts and find and manage them from JavaScript.



Control
screen orientation
lock.

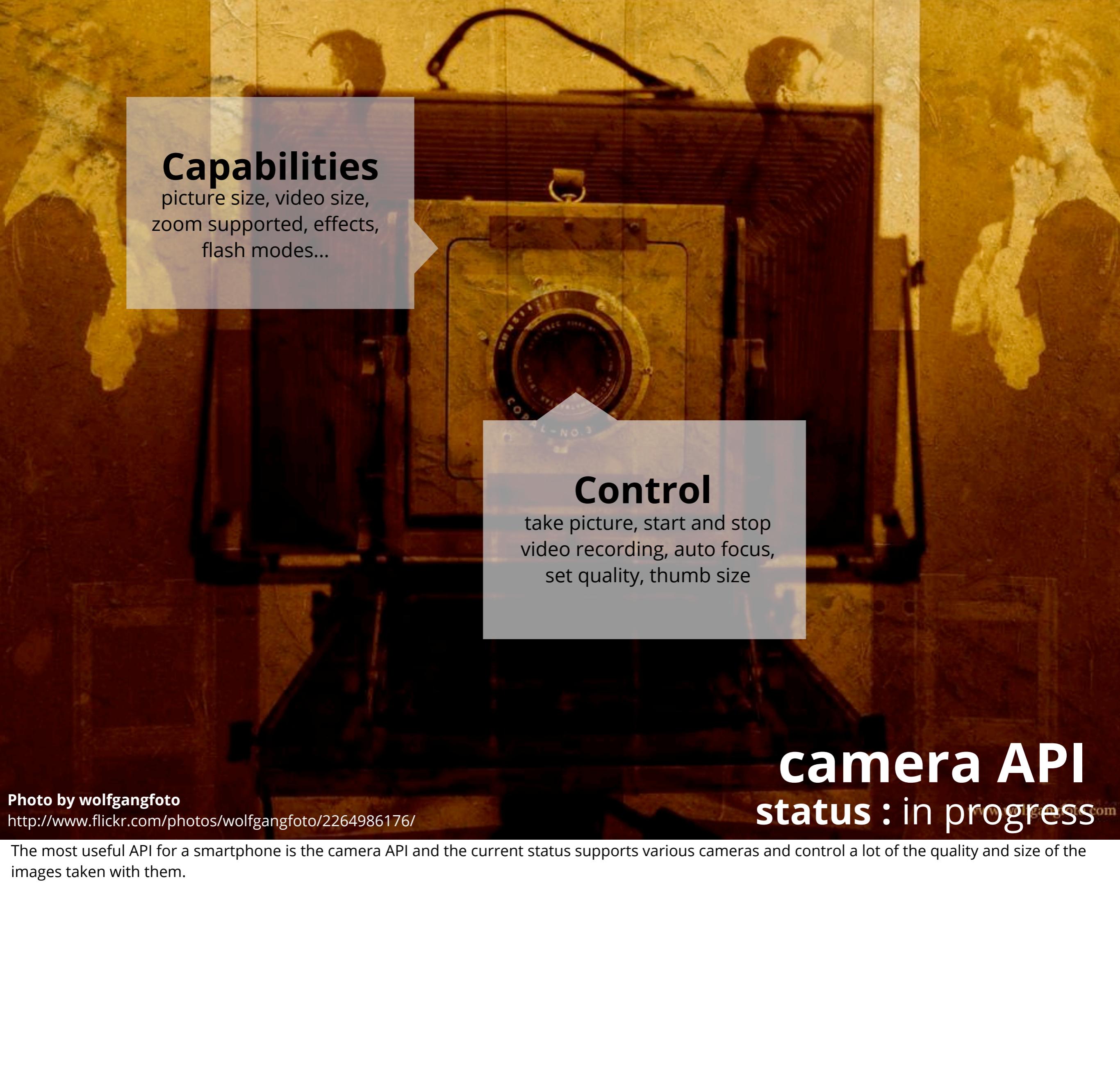
Detect
screen orientation,
primary orientation.

**screen orientation
status : done**

Photo by Viking KARWUR

<http://www.flickr.com/photos/vikingkarwur/7123548037/>

You can detect the screen orientation, the primary orientation of the device and lock the orientation.



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

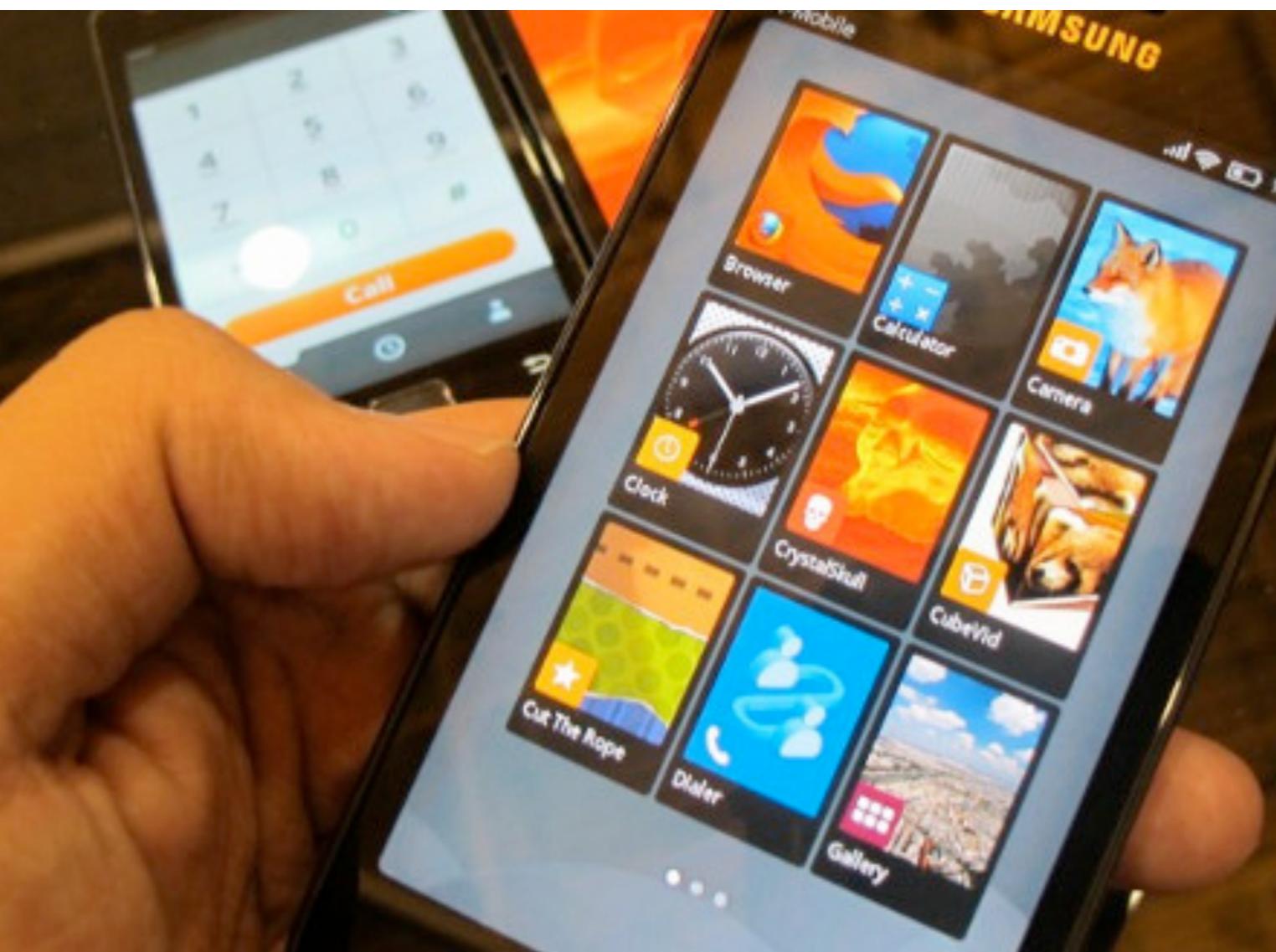
status : in progress

Photo by **wolfgangfoto**

<http://www.flickr.com/photos/wolfgangfoto/2264986176/>

The most useful API for a smartphone is the camera API and the current status supports various cameras and control a lot of the quality and size of the images taken with them.

A truly open mobile OS



...powered by HTML5

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

mozilla

With Firefox OS (with the product name Boot 2 Gecko) we created the first truly open operating system for mobile devices powered by HTML5.

Firefox OS architecture

GECKO

The application runtime
of B2G

GONK

The low level OS
for B2G

GAIA

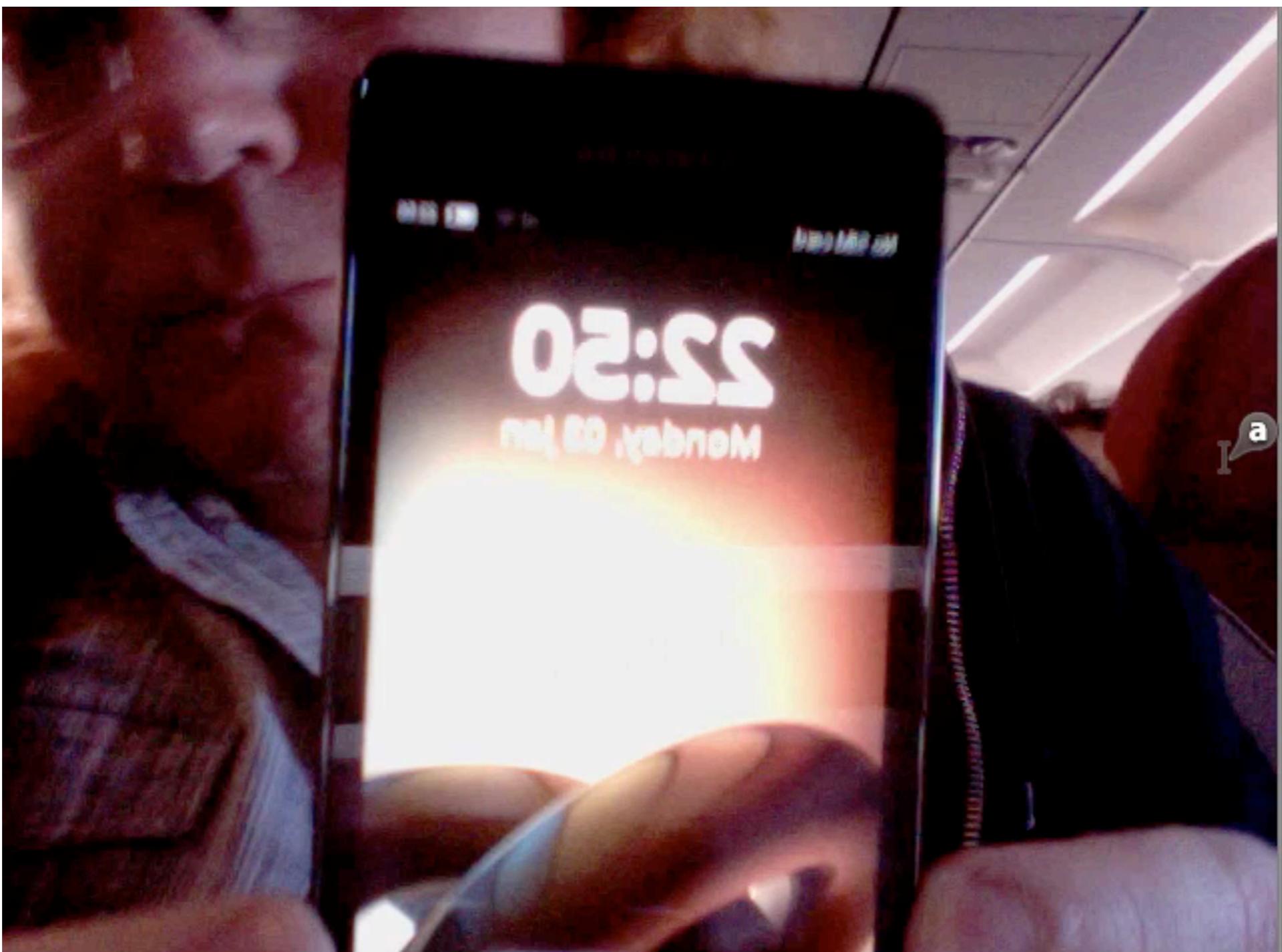
The user interface
of B2G

Photo by Alesa Dam

<http://www.flickr.com/photos/alesadam/3869366195/>

Firefox OS works on three levels. We have Gonk, which is the same Linux core used in Android, we have Gecko which is the Firefox Engine and we have Gaia which is the visual layer.

HTML5 all around



mozilla

Everything that is visible to end users in Firefox OS is written using web technologies. The system itself is HTML, CSS and JavaScript and all the apps running in it are, too.

Endless opportunities



Photo by Benjamin Esham:

<http://www.flickr.com/photos/bdesham/2432400623/>

This opens us up to a whole new world of mobile devices and operating systems. The web is about easy deployment and customisation, and with Firefox OS building a phone interface is as simple as building a web site. We can build custom phones for different SIM cards or use cases without having to mess with the OS.

What about apps?

```
1 <!DOCTYPE html>
2<html>
3  <head>
4    <title>Mozilla Ball</title>
5  </head>
6  <body>
7    // your game code
8  </body>
9</html>
```



```
{
  "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.mozilla.com"
  ],
  "default_locale": "en"
}
```

mozilla

Apps for Firefox OS are actually web sites with a manifest file.

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

1P

This means they run in desktop browser and on phones alike and you can use converters like PhoneGap to create Android or iOS apps from it.

Instructions

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

StartLevel: 1 2 3 4 5 6 7 8 9**High Score**

| | | |
|---------------|----------|------------|
| 1. EngInS | 144246 p | 21-08-2011 |
| 2. Mago | 138454 p | 08-08-2011 |
| 3. logado | 130549 p | 23-10-2011 |
| 4. karahan | 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.

[Play Sinuous for Facebook](#) | [More Games and Experiments](#) | [Follow @hakimel on Twitter](#)

Using another system of Firefox on desktop these can also be installed on operating systems like any other app.

What about making money?

The screenshot shows the Mozilla Marketplace homepage. At the top left is the Mozilla Marketplace logo with a stylized orange rocket icon. To its right is a search bar with the word "Search" and a blue arrow icon. Further right is a menu icon consisting of three horizontal lines. Below the header, the text "Opening soon." is prominently displayed in large white letters. Underneath it, a smaller text block reads: "We're inviting Mozillians to take the Marketplace for a test drive and discover the best the Web has to offer. Download apps, give them a try and let us know what you think. Thanks for your support!" Below this text is a blue button with the white text "Test & give feedback" followed by a blue arrow icon. In the center of the page is a large wooden sign with a hand-drawn letter "A" on it. Below the sign, the word "Featured" is written in white. Three app cards are displayed: "Beatlab" (FREE), "Lord of Ultima" (FREE), and "Checkers" (\$2.99). Each card includes a small image of the app's interface and its price.

mozilla
Marketplace

Search →

☰

Opening soon.

We're inviting Mozillians to take the Marketplace for a test drive and discover the best the Web has to offer. Download apps, give them a try and let us know what you think. Thanks for your support!

Test & give feedback →

A

Featured

Beatlab FREE

Lord of Ultima FREE

Checkers \$2.99

<https://marketplace.mozilla.org>

Mozilla provides an app store like the closed platforms where you can submit your apps and sell them over the web. The process to check for updates is changes in the manifest file.

We need you! (part 2)



mozilla

If all of that sounds good to you, please help us spread the word about Firefox OS. We need you to translate the docs with us and we need you to tell people about the work we do.

How to get started?

The screenshot shows the Mozilla Developer Network (MDN) website. At the top, there's a navigation bar with the MDN logo, a search bar, and links for 'Sign in' and 'mozilla'. Below the navigation bar, the page title 'MOZILLA DEVELOPER NETWORK' is displayed, along with 'TOPICS', 'DOCS', 'DEMOS', 'LEARNING', 'COMMUNITY', and other links. The main content area has a breadcrumb trail 'MDN > Docs > Apps'. On the right side, there are buttons for 'WATCH' and 'EDIT'. A sidebar on the right contains a 'TABLE OF CONTENTS' section with links to various documentation topics like 'Creating apps', 'Game apps', 'Reference information', 'Other resources', 'Mozilla Marketplace', and 'The Open Web Apps project'. There are also sections for 'TAGS' and 'FILES', and a 'Page Notifications Off' button. The central content area contains text about the Open Web Apps project and its goals, followed by a call-to-action box with a blue border.

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!](#)

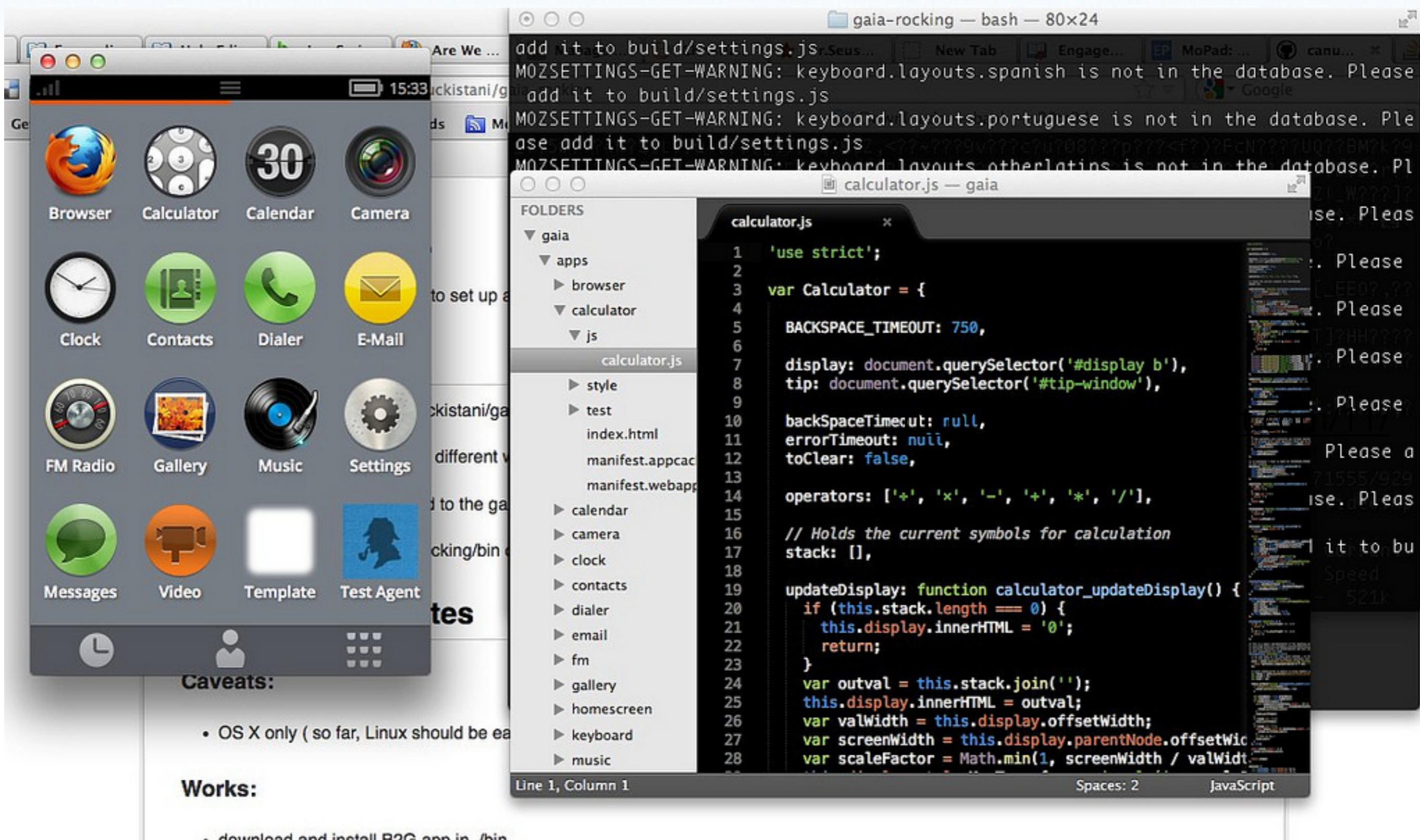
Documentation topics

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

mozilla

Getting started building apps is easy, just go to <https://developer.mozilla.org/en/Apps> and learn all about them.

Firefox OS now?



<http://informationisart.com/11/>

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

mozilla

Getting started with Firefox OS is also not hard, but actually not that needed. We have simulators for different Desktop environments for you to play with.

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.



We're hiring!

Are you 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 news? >

<http://openwebdevice.com>

mozilla

In terms of hardware that runs Firefox OS - here comes the good news: Vivo in Brazil are bringing out a very affordable phone that runs our system.

Is this the end of iOS + Android?

mozilla

No, but it is the beginning of bringing web enabled phones to people who can not afford those. And it is the start of a truly HTML5 powered web and mobile experience.

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>

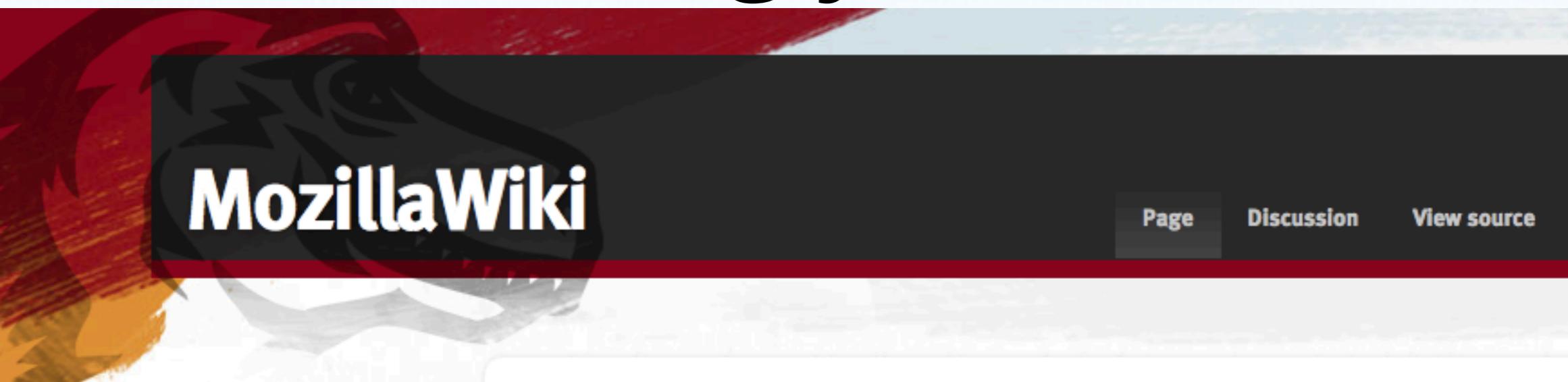
Developer Docs: https://developer.mozilla.org/en/Mozilla/Boot_to_Gecko

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

mozilla

We have people here you can talk to and we are available on mailing lists and IRC if you have questions. The documentation is out there and we are happy for you to work with us.

Making you the star



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

One program we also have is an evangelism reps program that turns developers into speakers, bloggers and writers. You will find all the information about this on the wiki.



Thanks!

mozilla