

# **Front-end Development for Web & Mobile Workshop 18 PhoneGap Build**

### Your App

- Select one of the apps that you have developed in this course to build a simple HTML/CSS/JS application now...
- Remove any unnecessary files from the app folder.

# Config.xml

- Examine the **config.xml** file from the lecture and copy it into the folder for this exercise.
- You can find a full copy below. Note that this includes a lot of extra material that you do not need. You should remove anything that is unnecessary:
  - <https://github.com/phonegap/phonegap-start/blob/master/www/config.xml>

# Config.xml

- Make the following edits:
  1. Ensure that the content node **src** attribute has the correct path to your **index.html** file.
  2. Update the **id** attribute of the “**widget**” node with the name of this app.
  3. Update the “**description**” and “**author**” nodes with the appropriate details.
  4. Add an new node named “**icon**” and set a **src** attribute with the value “**icon.png**”.
  5. Add a “**feature**” node to request network access.  
Lookup the PhoneGap Build docs for the correct value for the “**name**” attribute!

# Icon

- Use PhotoShop to create a png file named “**icon.png**” for the default icon.
- If you do not have access to PhotoShop, try an online editor such as Pixlr (<http://pixlr.com/>).
- Your default icon should be 48px by 48px!
- Save this file into the app folder.

# Index.html

- In order to build your app with PhoneGap Build, you will need to reference the **phonegap.js** library.
- PhoneGap Build will add this file to your package, so you will only need to add the reference to your index.html file.

```
<script src="phonegap.js"></script>
```

# Package and Build

- Now we are ready to package the app. Zip up the entire folder.
- Log into PhoneGap Build and add a new app.
- Note that you can only have one private app on the free tier, so either set this one as public or update any earlier apps that you have.
- Upload the zip and ensure that you select the checkboxes for Debug and Hydration.
- Build your app and install it via QR code to your device (if you have one).

# Hydrate

- Hydration allows you to push code changes out to your app.
- Modify the **index.html** file so that it has obviously changed. Now rezip the app folder and resend it to PhoneGap Build by clicking the Update Code button on the app page.
- Relaunch the newly installed app on your device and notice that it self updates.



# Optional Steps

1. Create icons for a selection of devices.  
You will need different sizes for each resolution.  
Common device screen sizes can easily be found online.
2. Add a splash screen.  
You will need to create an image and add the necessary xml to your config file.
3. Recreate your app by uploading to GitHub and using the GitHub repo as the app source.
4. Use a Web API call to retrieve some information about your device, for example the battery status: [https://developer.mozilla.org/en/docs/Web/API/Battery\\_Status\\_API](https://developer.mozilla.org/en/docs/Web/API/Battery_Status_API)  
Now update your **config** file to ask the user for permission to access this data.
5. Repackage and deploy to your mobile phone.