

Eugene Web Devs

Huge thanks to Max (@anaxamaxan) for starting this whole thing.

<http://eugenewebdevs.com>

GitHub | fb | tweets | meetup

Web APIs: Mobile Hardware with HTML5 and JS

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By Antonio Ortega Jr and Bau Kim

Can HTML5 and
JavaScript save us
from XCode and or
Android Studio?



Android
Studio

Why use HTML5 and JavaScript?

- No forced IDE
- No compiled languages
- No need for two completely different code bases
- No development OS issues: Xcode and Windows
- No pressured forced obsolescence
- No limit or bottleneck with distribution
- No need to compete in an app store

What can we do
with HTML5
and JS?

HTML



Mobile Needs

- Media capture
- Geo-location API
- File API
- Orientation
- Smart caching
- Vibration
- FullScreen API

Available Now

- Battery
- Websockets
- Ambient light sensors
- Multimedia
- Home screen icon
- And much more...

www.mobilehtml5.org

There are still a couple of “Gotchas”

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Chrome and HTTPS may be needed for support. Not
all Browsers support to the same extent.

See the Hardware in Action!

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<https://goo.gl/e9j22X>

So should I use HTML5 and Javascript for mobile?

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Well, that depends on your team and project...

Things to consider...

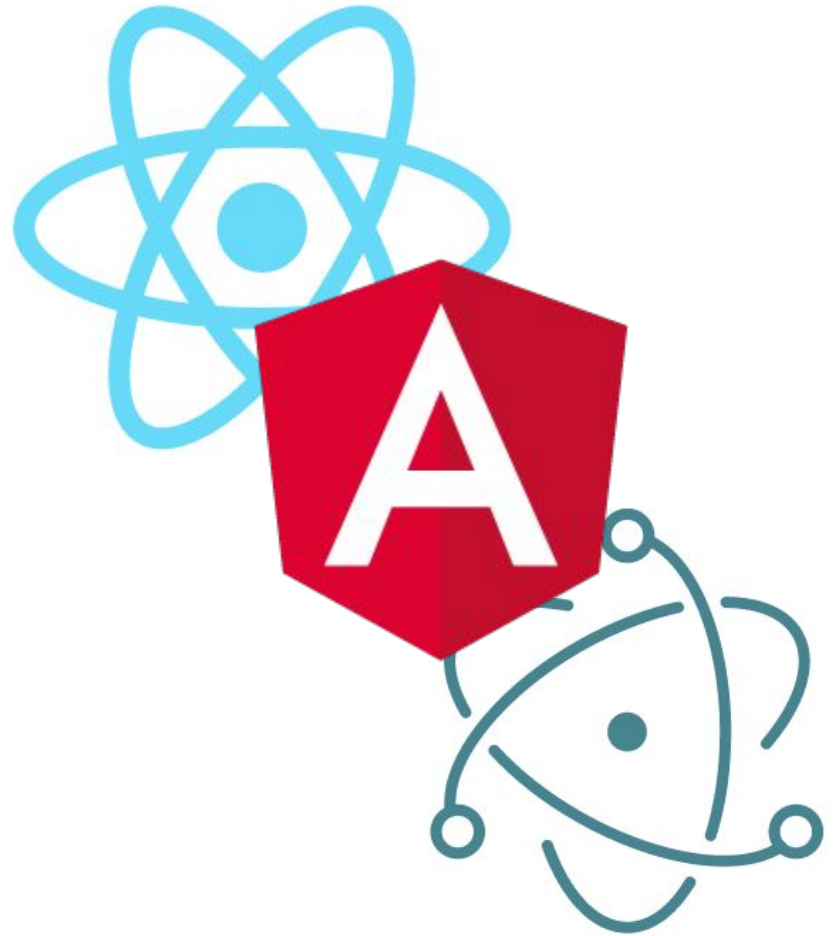
- Do you have developers who can develop in Swift or Java?
- Can you spare the time to develop and maintain potentially 3 to 5 different platforms?
- Does your application need to have a native experience?

The Third Alternative

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React Native, Angular, Electron

The easiest
option to
developing for
all platforms...



Security Risks and Vulnerabilities

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With great power comes...

A Brand New Pandora's Box

- Battery exploits
- Camera access
- Local file access
- Malicious service workers

Ask Antonio any Questions

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He loves answering questions.