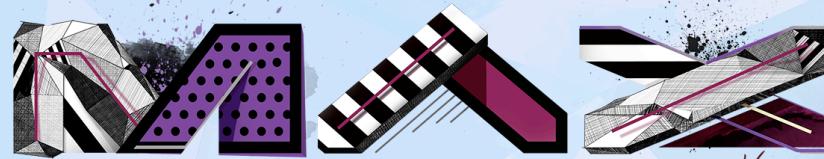




Architecting a PhoneGap Application

Christophe Coenraets @ccoenraets



THE CREATIVITY CONFERENCE

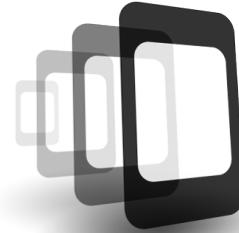


Vasava

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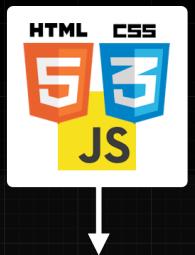
Christophe Coenraets
@ccoenraets
<http://coenraets.org>



Phone**Gap**

10 architectural principles

Web App



bada



webOS

PhoneGap is a Wrapper

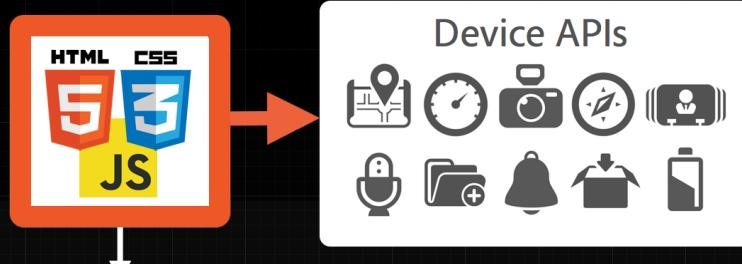


bada



webOS

PhoneGap is a Bridge



bada



webOS

	Hybrid	Native
Skills	HTML, JS, CSS	Obj C, Java, C/C++
Cross Platform	Yes	No
Device APIs	Yes	Yes
Distribution	App Store	App Store
Updates	App Store + Instant	App Store
Performance	Fast	Faster

```
$.ajax({url: "/api/employee/3"}).done(function(employee) {  
    //Do something with employee  
});
```

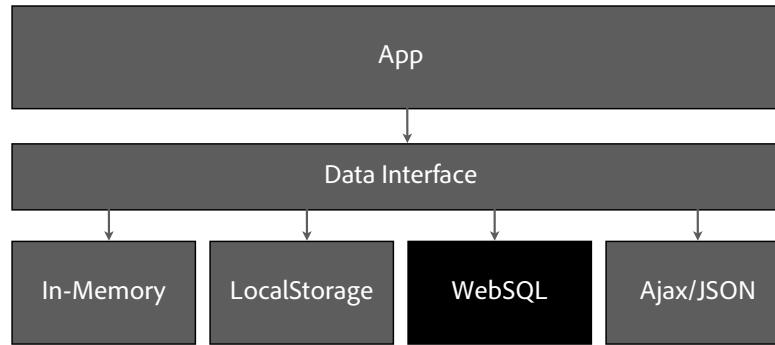
#1

Abstract Data Access

```
dataAdapter.findById(3).done(function(employee) {  
    //Do something with employee  
});
```

Pluggable Data Adapters

- Common API
- Asynchronous



Benefits

- Experience first!
- Fast iterative prototyping
- Testable

#2

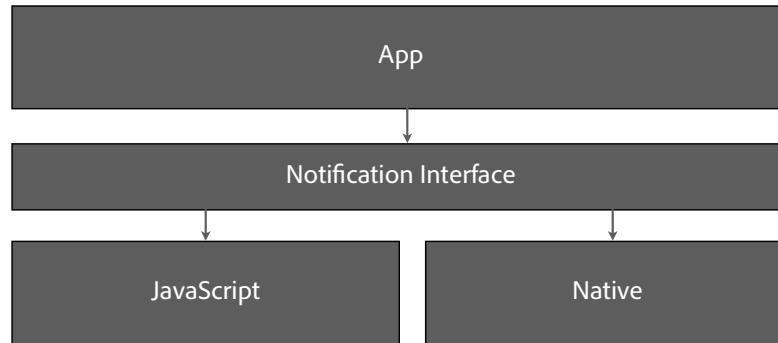
Keep your application "browser runnable"

Keep Your Application Browser Runnable

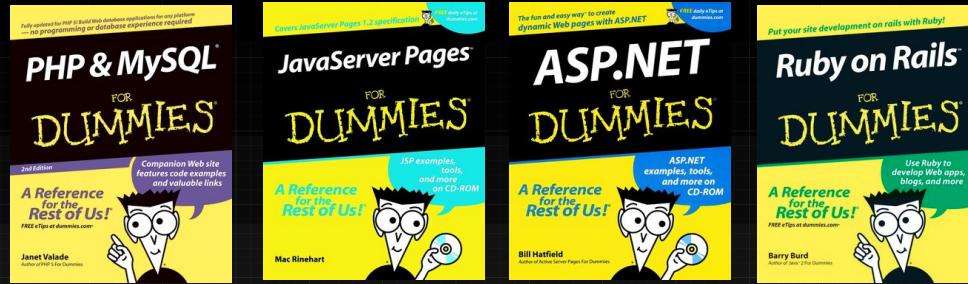


- Default JavaScript alert gives away the fact that your application is not native
- PhoneGap API:
`navigator.notification.alert(message, alertCallback, [title], [buttonName])`
... but that doesn't work in your browser
- Solution: Build an abstraction layer
 - Display JavaScript alert when running in the browser
 - Display Native alert when running on device

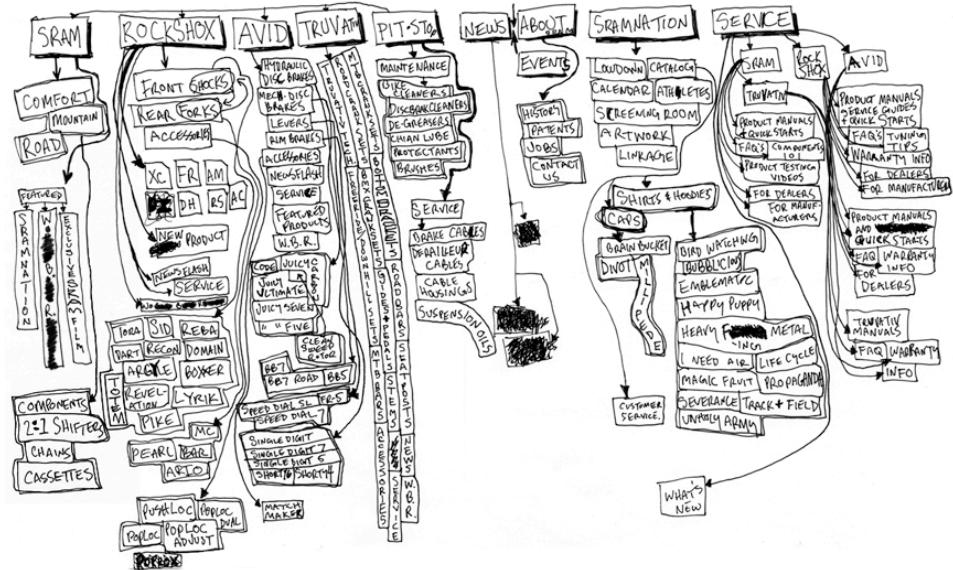
Notification Interface



Architecting Web Apps



Old School



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```
<html>
  <head>
    <title>Huge App</title>
    <script src="my-app.js"></script>
  </head>
  <body></body>
</html>
```

	Multi-Page	Single Page
# Pages	Many	One
UI Generation Tier	Server	Client
Languages	Java, .NET, PHP, RoR, ...	JavaScript
Offline Support	Limited	Yes
Page Transitions	Browser	Developer
Performance	Laggy	Fast
App Assets Loaded	Many Times	One Time

#3

Use Single Page Architecture

Use Single Page Architecture

Benefits

- Fast
- Works offline
- Control over experience

Caveats

- More Complex
- Memory management
- Modular Strategy

Building HTML with JavaScript

```
var html =
  '<div class="header">' +
    '<a href="#" class="button-left">List</a>' +
    '<h1>Employee</h1>' +
  '</div>' +
  '<div class="details">' +
    '' +
    '<h1>' + e.firstName + ' ' + e.lastName + '</h1>' +
    '<h2>' + e.title + '</h2>' +
    '<ul class="list">' +
      '<li><a href="tel:' + e.officePhone + '">Call Office<br/>' +
        + e.officePhone + '</a></li>' +
      '<li><a href="tel:' + e.cellPhone + '">Call Cell<br/>' +
        + e.cellPhone + '</a></li>' +
      '<li><a href="sms:' + e.cellPhone + '">SMS<br/>' +
        + e.cellPhone + '</a></li>' +
    '</ul>' +
  '</div>';
```

Templates

```
<div class="header">
  <a href="#" class="button-left">List</a>
  <h1>Employee</h1>
</div>
<div class="details">
  
  <h1>{{firstName}} {{lastName}}</h1>
  <h2>{{title}}</h2>
  <ul class="list">
    <li><a href="tel:{{officePhone}}">Call Office<br/>{{officePhone}}</a></li>
    <li><a href="tel:{{cellPhone}}">Call Cell<br/>{{cellPhone}}</a></li>
    <li><a href="sms:{{cellPhone}}">SMS<br/>{{cellPhone}}</a></li>
  </ul>
</div>
```

#4

Use Templates

Templates

Benefits

- Maintainable
- Toolable
- Separation of concerns

Examples

- Mustache.js
- Handlebars.js
- Underscore.js

Loading Templates

1. <script type="text/template"></script>

```
<script id="home-tpl" type="text/x-handlebars-template">
  <span id="firstName">{{firstName}}</span>
  <span id="lastName">{{lastName}}</span>
  <span id="phone">{{phone}}</span>
</script>
```

2. Template loader



3. Require.js text module

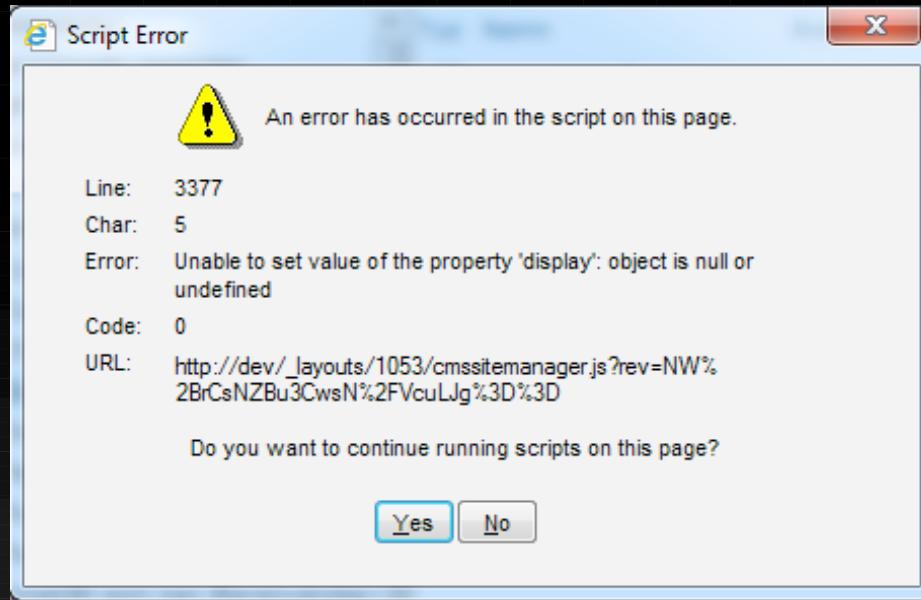


4. Build (Grunt.js)

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#5

Provide Structure to Your Application
Using a MV* Architecture

Model

```
var Employee = function() {  
  
    this.url = "/employee";  
  
    this.validate = function() {  
  
    };  
  
});
```

View

```
var EmployeeView = function () {  
  
    this.initialize = function () {  
  
    };  
  
    this.render = function() {  
  
    };  
  
}
```

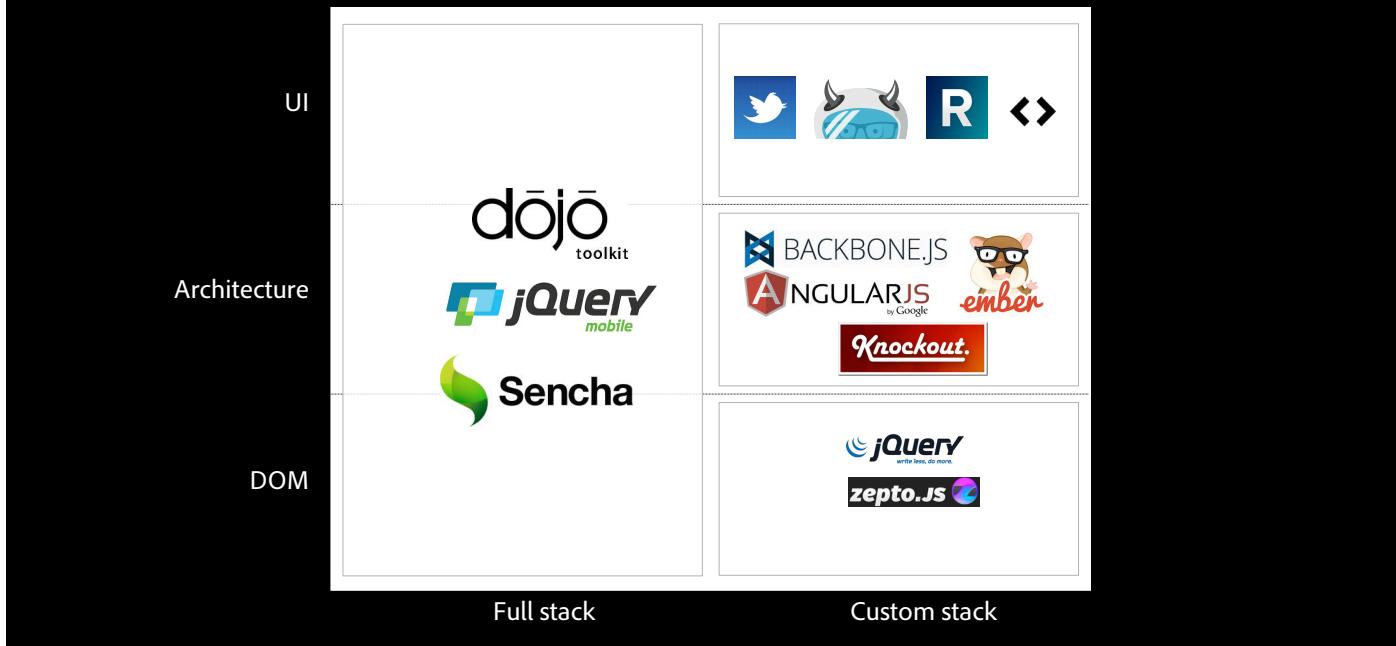
Controller

```
var JSONPAdapter = function(url) {  
  
    this.findById = function(id) {  
        return $.ajax({url: url + "/" + id, dataType: "jsonp"});  
    }  
  
    this.findByName = function(searchKey) {  
        return $.ajax({url: url + "?name=" + searchKey, dataType: "jsonp"});  
    }  
  
}
```

#6

Consider Frameworks

Framework Landscape



Topcoat

The screenshot displays the Topcoat Style Guide website, specifically the mobile section. The interface features a dark sidebar on the left containing a navigation menu with items such as Mobile Navigation, Header Bar, Tab Bar, Mobile Actions, Buttons, Icon Button, Icon Label Button, Call-to-Action Button, Button Bar, Mobile Lists, Unordered List, Mobile Text Inputs, Text Inputs, Search Inputs, Textareas, Mobile Control Inputs, Checkboxes, Switches, Radio Buttons, Slider, Combo Box, Mobile Indicators, Spinner, Progress Bar, Notification, and Structural Elements. The main content area on the right shows three examples of mobile UI components: 'Header Bar' (a light gray bar with a dark gray center), 'Tab Bar' (a horizontal bar with five tabs labeled #1 through #5, where #2 is highlighted in blue), and 'Button' (variations including standard buttons, disabled buttons, quiet buttons, large buttons, and buttons on a dark background). The page is titled 'TopCoat Style Guide - January 23, 2013' and includes a copyright notice at the bottom: '© 2013 Adobe Systems Incorporated. All Rights Reserved. Adobe Confidential.' A small Adobe logo is visible in the bottom right corner.

<http://topcoat.io>

<https://github.com/topcoat/topcoat>

#7

Routing

#8

Abstract Device Features

Interaction	Mouse	Touch
Notification	JavaScript	Native
Storage	online	offline
Sensors	unavailable	available

#9

Hide HTMLish Behaviors

Hide HTMLish Behaviors

- `alert()`
- `-webkit-touch-callout: none;`
- `-webkit-tap-highlight-color:rgba(0, 0, 0, 0);`

#10

Architect for Performance

Architect for Performance

- Don't generate UI on the server
- Don't wait for data to display the UI
- Cache everything (data, selectors, precompiled templates, ...)
- Use Hardware acceleration
- Avoid click event's 300ms delay
- Use CSS sprite sheets
- Limit shadows and gradients
- Avoid reflows
- Do you need that framework?
- Test

Summary

1. Abstract data access
2. Keep Application browser runnable
3. Use single page application
4. Use templates
5. Use MV* architecture
6. Consider a framework
7. Implement routing
8. Abstract device features
9. Hide HTMLish behaviors
10. Architect for performance

