# Jquery Mobile exercise

1. **Make a Jquery Mobile site with 3 pages :**
   * index.html
   * links.html
   * feedreader.html

<http://dev-henrik-rossen-jakobsen.gotpantheon.com/sites/default/files/jquery_mobile/index.html>

<https://github.com/henrikwebdev/jQuery-Mobile-Exercise>

1. **Make a server side redirect to the index.html page from a index.php page**

<http://dev-henrik-rossen-jakobsen.gotpantheon.com/deviceredirect.php>

1. **Make a QR code to the index.html of your mobile site**



1. Make a **links.html** with links to:
   * Central information’s about jquery mobile.
   * A nice example of a jquery mobile based site

<http://dev-henrik-rossen-jakobsen.gotpantheon.com/sites/default/files/jquery_mobile/links.html>

1. Make a **feedreader.html page** that gets data from a web api (webservice).

<http://dev-henrik-rossen-jakobsen.gotpantheon.com/sites/default/files/jquery_mobile/feedreader.html>

1. **Explain** how you can make **performance** optimization on your mobile site.

Profile and measure the performance – on desktop and devices

Implement client side and server side optimizations

Minimize the number of HTTP requests by:

* Combining JavaScript and CSS files
* Combining images with Sprites

Minify and GZIP text files (HTML, JavaScript and CSS)

Compress images

Cache static files on a CDN

Put CSS at the top of the site

Put JavaScript at the bottom of the site and load asynchronous

Minimize JavaScript DOM manipulation

**Questions for chapter 2+3 in the Book “HTML5 and javascript Web apps”.**

1. **Why should we think about mobile first?**

Traffic from mobile devices is growing.

Developing sites for constrained devices and resolutions will force you to create

more fluid and flexible content.

Mobile first requires you to think in a code-quality mindset. Today, it’s required for developers to worry about things like battery life when doing hardware accelerated animations with CSS.

1. **What is graceful degradation about?**

The premise for graceful degradation is to first build for the latest and greatest devices, then add polyfills, or handlers, for less capable devices.

1. **Which 3 choices to mobile development is explained in chapter 3?**

Pure native approaches, which are clearly winning today in terms of overall application responsiveness and usage of the phones API for hardware access – e.g. iOS, Android and Windows Phone.

Hybrid approaches and frameworks, which try to bridge the gap of HTML5 and

Native – e.g. PhoneGap.

Mobile web frameworks, which are trying to conquer the native feel with markup, JavaScript, and CSS – e.g. jQuery Mobile. Write once, run anywhere.

1. **Which other JavaScript frameworks for build mobile sites, then jQuery Mobile, are described in chapter 3?**

**jQTouch**: jQuery plug-in and a good, simple framework to get started with quickly.

**Xui**

**Sencha Touch:** 100% JavaScript Driven

**Wink Toolkit**

**The-M-Project**

***Handin a pdf with your answers/descriptions and the URL and QR code to your mobile site.***