

Mobile

Considerations for mobile

- Native or web app?
- Offline requirements
- Layout considerations

Native vs. web applications

- Native app: full access to device hardware, separate versions per platform
- Web app: same app on all devices, everyone running latest version
- App store vs. running internally

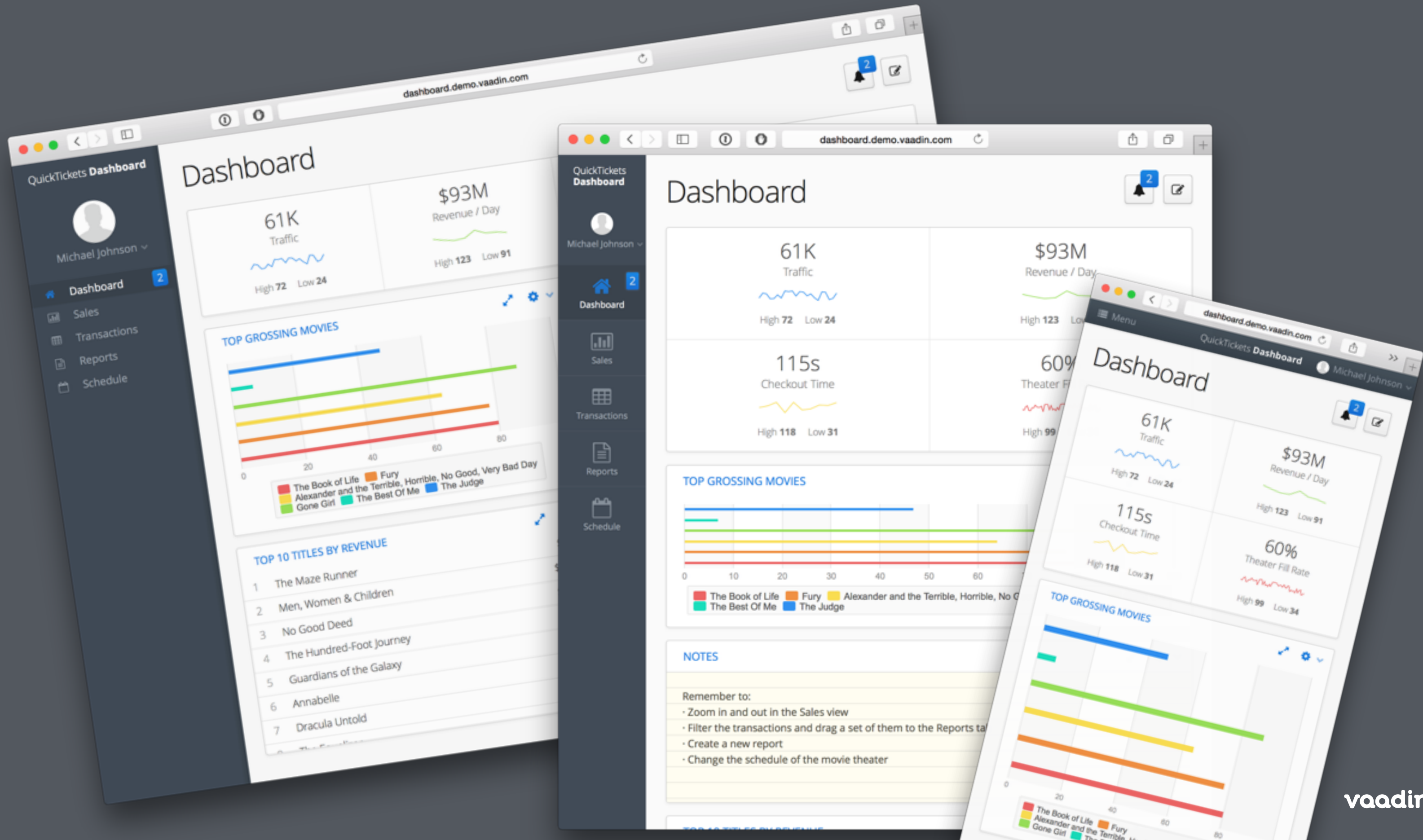
Offline considerations

- Does the application need to work offline?
- Is it OK if only some core functionality works offline?

Layout considerations

- Mobile devices have much smaller screens and are operated by a much larger pointer (finger)
 - Layout requirements are different
- Reactive layouts one alternative to provide optimal UX for all users while only maintaining one codebase

Reactive Layouts



```
.v-ui[width-range~="0-800px"] {  
    /* Styles for small devices */  
}  
.v-ui[width-range~="801px-"] {  
    /* Styles for large devices */  
}
```

OR

```
@Override  
public void browserWindowResized(Page.BrowserWindowResizeEvent event) {  
    if (event.getWidth() < LARGE_DEVICE_WIDTH) {  
        buildLargeLayout();  
    } else {  
        buildSmallLayout();  
    }  
}
```