

The image shows a title slide for a presentation. It features a dark brown, textured border surrounding a light beige rectangular area. In the center of the beige area, the text "MOBILE WEB APPLICATION DEVELOPMENT" is written in a black, serif, all-caps font. The text is arranged in three lines: "MOBILE WEB" on the first line, "APPLICATION" on the second line, and "DEVELOPMENT" on the third line. A thin horizontal line is positioned to the right of the word "APPLICATION".

MOBILE WEB APPLICATION DEVELOPMENT

ABOUT ME

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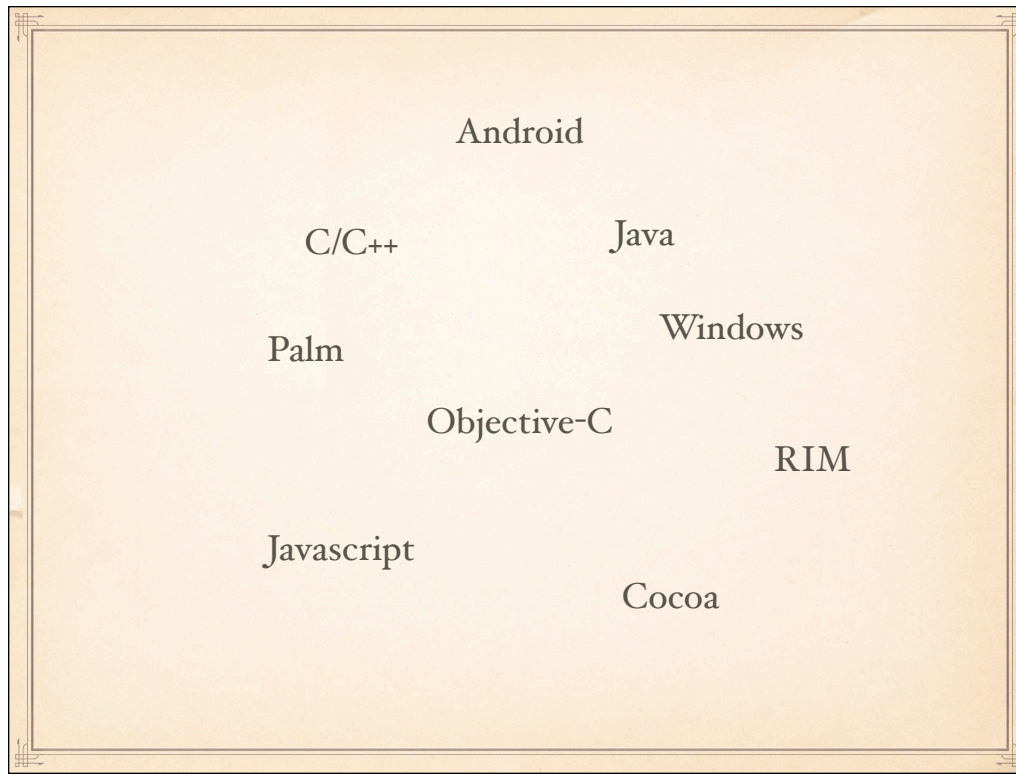
Mobile Web Development is becoming increasingly important

Lots of platforms

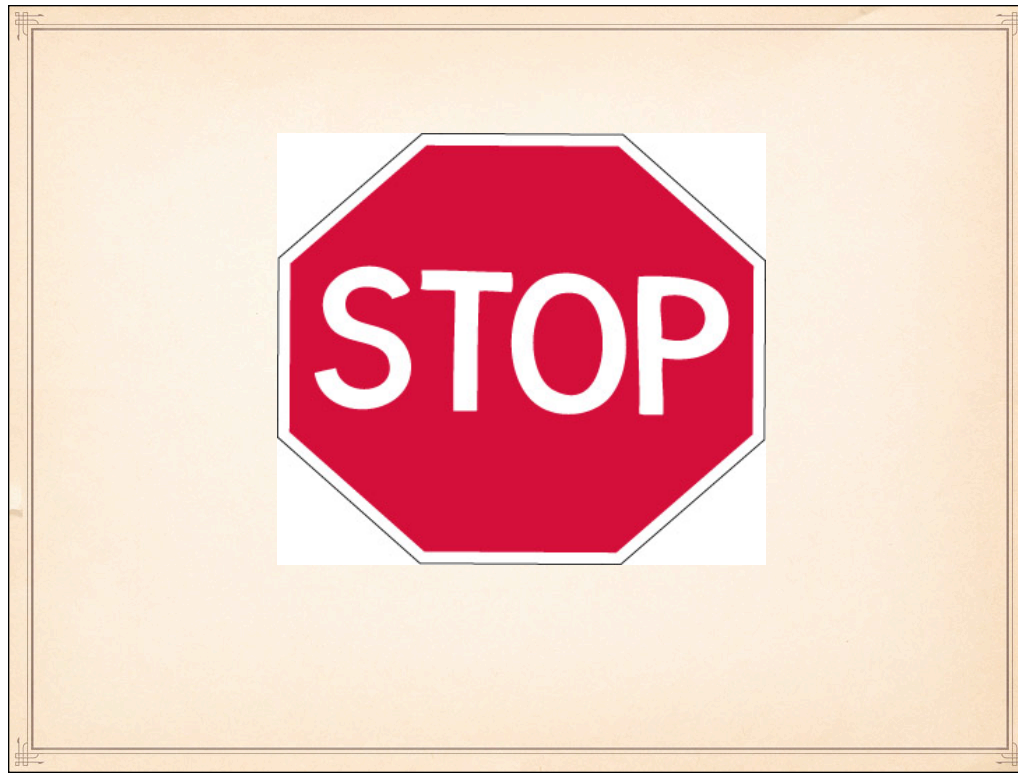
New ones all the time

All different APIs

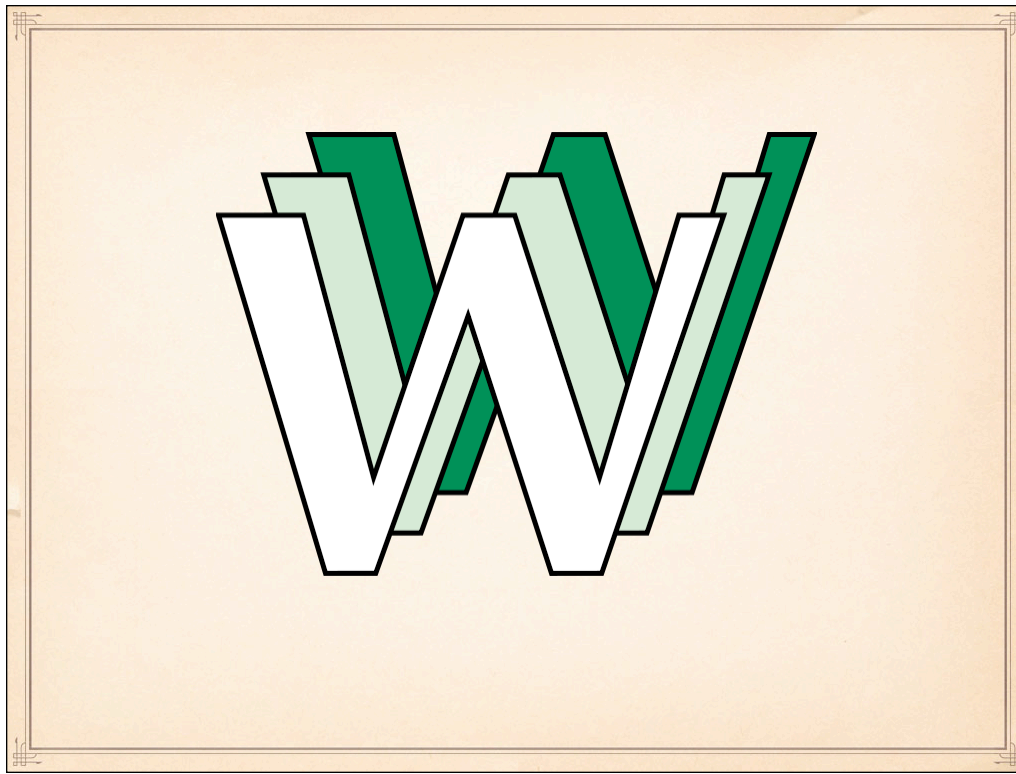
Objective C, Windows



Alphabet soup of APIs, Languages, Platforms, Versions



This is crazy.
What do we learn?
What do we ignore?
What if we just want to something quick, useful and cross platform?



We already invented that, it's called the World Wide Web
The Web's historic logo designed by Robert Cailliau
Why can't we use that?



So unless we're ready to sort out this mess....

There is another way. All these devices support (or will soon) HTML5



HTML5

That's right, our friends the Internet, the WWW and HTML5 are back to save us

HTML5 FEATURES

- ❖ Application Caching
- ❖ Local Storage
- ❖ Canvas Support
- ❖ Geolocation
- ❖ Web Sockets
- ❖ Video

Turns out, HTML5 gives us a bunch of things that are real helpful

App Caching and Local Storage means we can create offline apps

It's why Google abandoned Gears. Didn't need it w/ the advent of HTML5

What's cool is we don't need to wait. Smartphones on VERY accelerated schedule compared to desktop

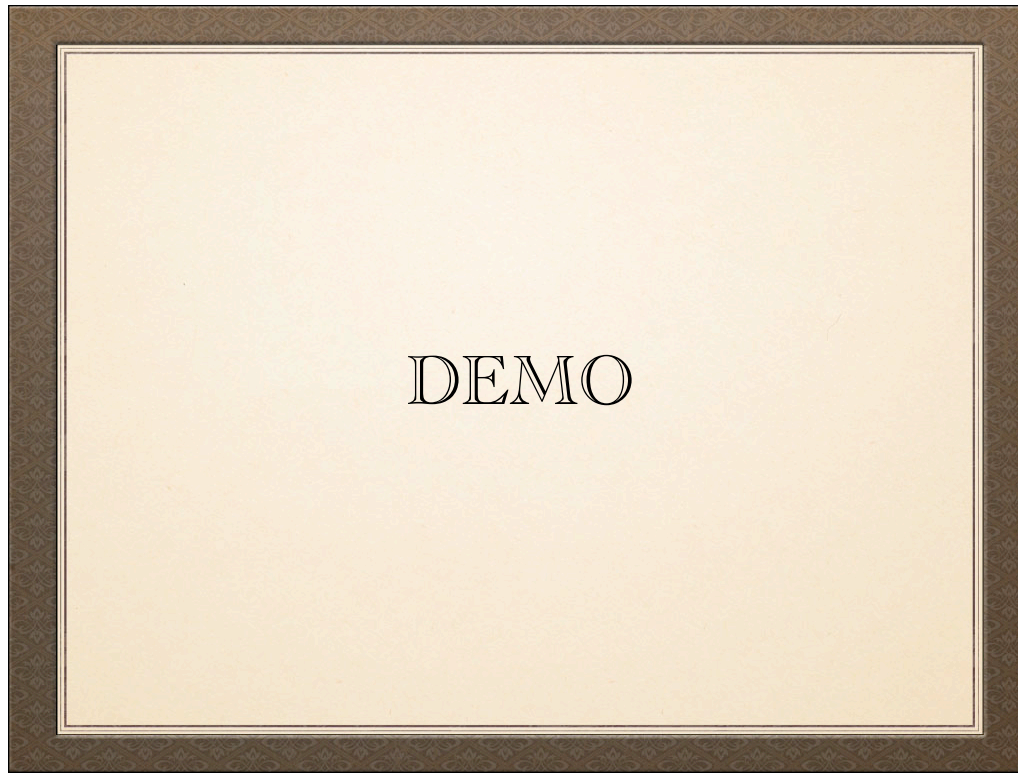


A jQuery plugin for mobile web development on the iPhone, iPod Touch, and other forward-thinking devices.

JQTOUCH FEATURES

- ❖ Easy Setup
- ❖ Native WebKit Animations
- ❖ Image Preloading
- ❖ Callback Events
- ❖ Flexible Themes
- ❖ Swipe Detection
- ❖ Extensions
- ❖ MIT Licensed
- ❖ Multiple Device Support
- ❖ Implemented as jQuery Plugin
- ❖ L&F Customizable via CSS₃

Right from jqtouch.com
Based on jQuery



Standard jQTouch Demo

APP ELEMENTS

- ❖ HTML
- ❖ jQTouch, jQuery Libraries
- ❖ jQTouch Init function, callbacks
- ❖ DIV elements representing pages, links, etc.

```

<html>
<head>
  <meta charset="UTF-8" />
  <title>jQTouch &beta;</title>
  <style type="text/css" media="screen">@import "../jqtouch/jqtouch.min.css";</style>
  <style type="text/css" media="screen">@import "../themes/jqt/theme.min.css";</style>
  <script src="../../jqtouch/jquery.1.3.2.min.js" type="text/javascript" charset="utf-8"></script>
  <script src="../../jqtouch/jqtouch.min.js" type="application/x-javascript" charset="utf-8"></script>
  <script type="text/javascript" charset="utf-8">
    var jQT = new $.jQTouch({
      // Some sample Javascript functions:
    });
  </script>
  <style type="text/css" media="screen">
    body.fullscreen #home .info {
      #about {
        #about p {
          #about a {
        }
      }
    }
  </style>
</head>
<body>
  <div id="about" class="selectable">
    <p></p>
    <p><strong>jQTouch</strong><br />Version 1.0 beta<br />
    <a href="http://www.davidkaneda.com">By David Kaneda</a></p>
    <p><em>Create powerful mobile apps with<br /> just HTML, CSS, and jQuery.</em></p>
    <p>
      <a href="http://twitter.com/jqtouch" target="_blank">@jQTouch on Twitter</a>
    </p>
    <p><br /><br /><a href="#" class="grayButton goback">Close</a></p>
  </div>
  <div id="home" class="current">
    <div class="toolbar">
      <h1>jQTouch</h1>
      <a class="button slideup" id="infoButton" href="#about">About</a>
    </div>
    <ul class="rounded">
      <li class="arrow"><a href="#about">About</a></li>
    </ul>
  </div>
</body>
</html>

```

Javascript, CSS collapsed to conserve space

Not altered from the demo

About linked from 2 buttons

each w / different animation

- ❖ Elements specified by classes on div, li, etc.
- ❖ Back function, page caching handled automatically
- ❖ Can hook into page animation begin/end w/ Javascript
- ❖ Specifying input types infers behavior:
`<input type={password, checkbox, radio}...`
- ❖ Links to other pages: `About`

ANIMATION CLASSES

❖ toolbar

❖ pop

❖ info

❖ swap

❖ rounded

❖ cube

❖ slideup

❖ dissolve

❖ fade

Specify on DIV

JQTouch handles reverse animation

NOTE: These are so-so on Android

OTHER FEATURES

- ❖ Swipe detection
- ❖ Image preloading
- ❖ Startup screen support
- ❖ Orientation change notification

Most of these specified as params to jQTouch init function

INIT FUNCTION

```
<script type="text/javascript" charset="utf-8">
  var jQT = new $.jQTouch({
    icon: 'jqtouch.png',
    addGlossToIcon: false,
    startupScreen: 'jqt_startup.png',
    statusBar: 'black',
    preloadImages: [
      '../themes/jqt/img/back_button.png',
      '../themes/jqt/img/back_button_clicked.png',
      '../themes/jqt/img/button_clicked.png',
      '../themes/jqt/img/grayButton.png',
      '../themes/jqt/img/whiteButton.png',
      '../themes/jqt/img/loading.gif'
    ]
  });
```

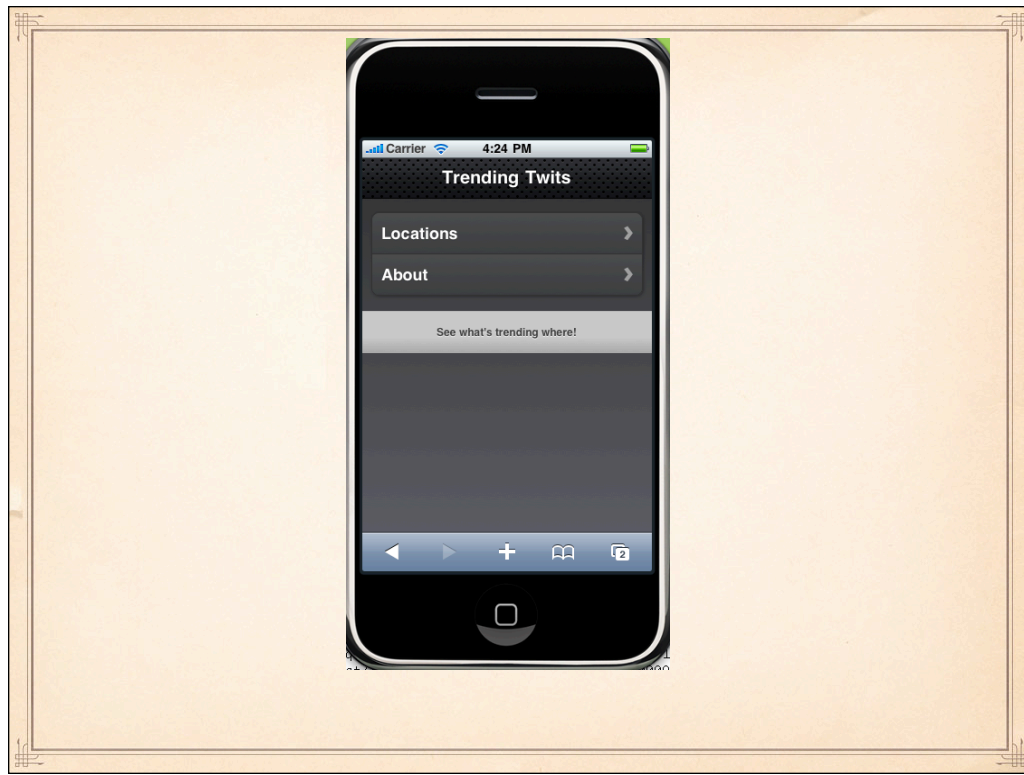
TRENDING TWITS



A SIMPLE, WORKING, USEFUL? JQTOUCH APP

GOALS

- ❖ Display regions where Twitter has “Trending Topics”
- ❖ Display topics for the region selected.
- ❖ Lightweight
- ❖ Mobile screen size friendly



DEMO

FUTURES

- ❖ jQTouch now part of Sencha
- ❖ Improved Android support coming
- ❖ Documentation (hopefully)

No lic. change
new maintainer
move to Github
more resources
focus on small devices
remain jQuery plugin

RESOURCES

- ❖ www.jqtouch.com
- ❖ Twitter: @jqtouch, #jqtouch
- ❖ Peepcode Screencast on jQTouch (\$9)

Screencast highly recommended