

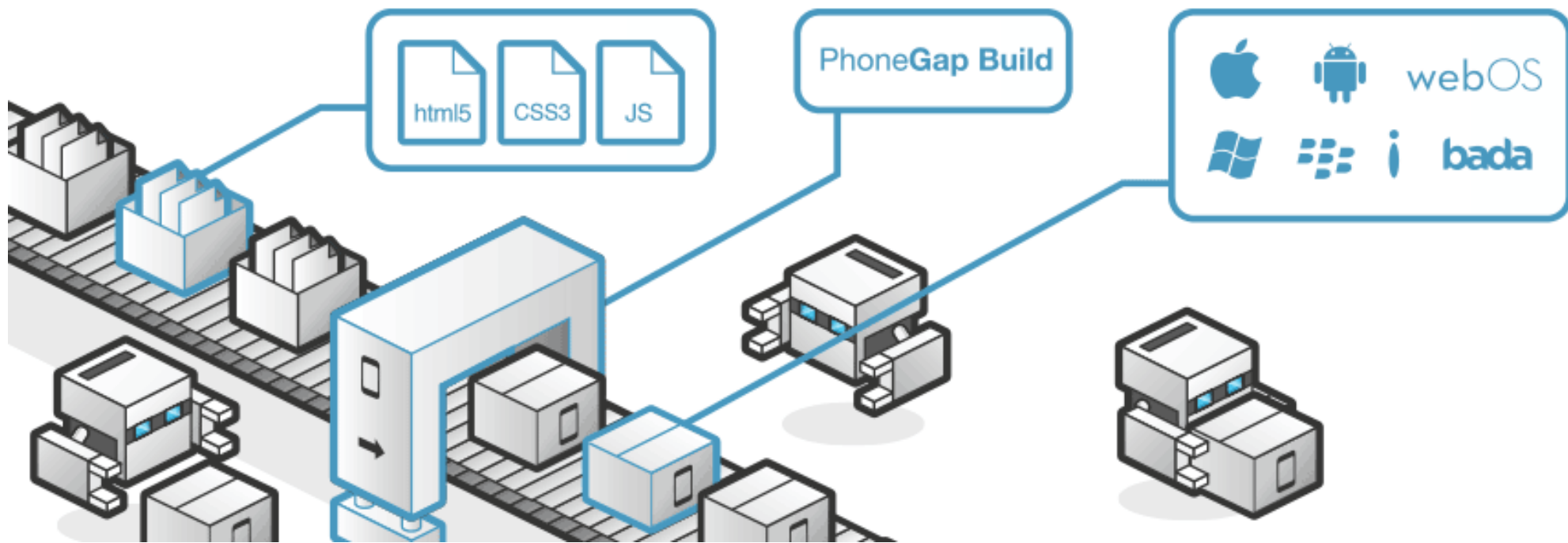
Framework7 and PhoneGap

By Lars Johnson



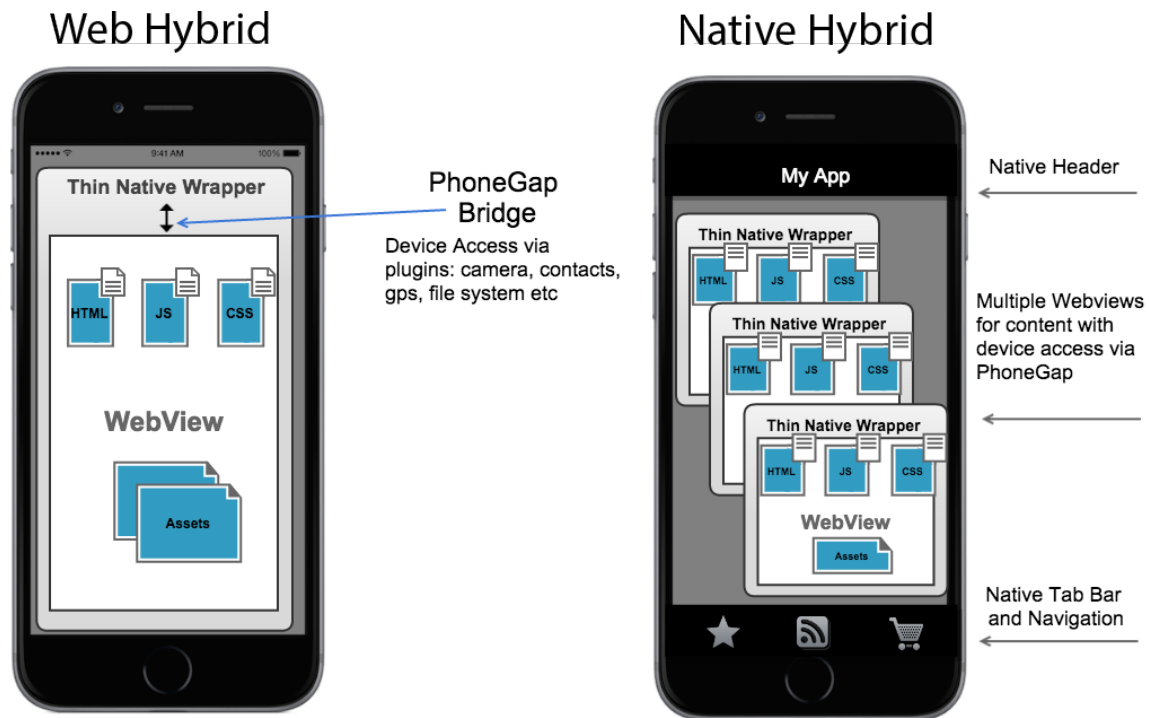
What do I need to Know?

- HTML
- CSS
- JavaScript



What is the difference between-

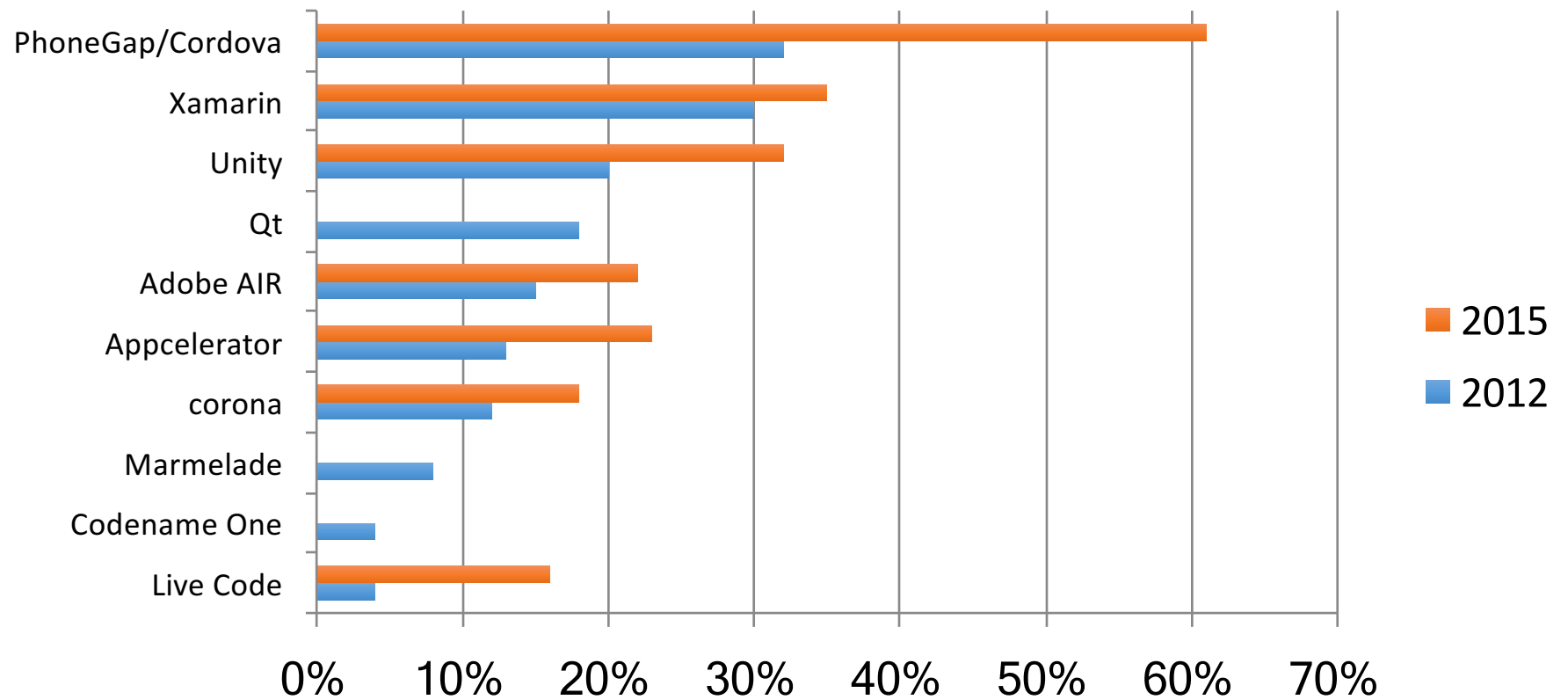
- Web App
- Native App
- Native/Web Hybrid App
- What are some examples?



PhoneGap growth

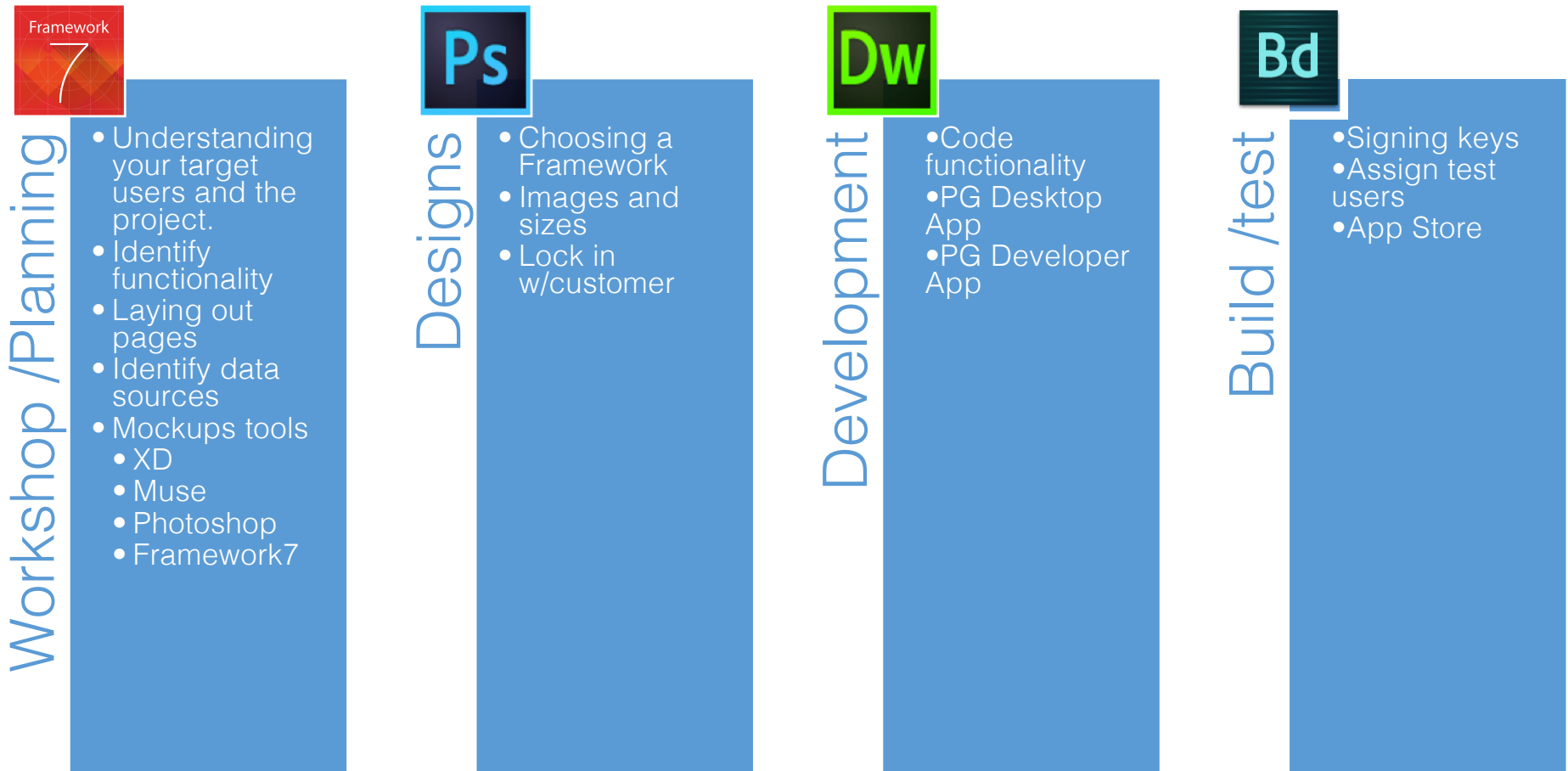
Near 200% growth in three years

Vision mobile analysis of cross platform development



App Development Methodology

4 Step Process



Layout of your App

Step 1



Workshop /Planning

- Understanding your target users and the project.
- Identify functionality
- Laying out pages
- Identify data sources
- Mockups tools
 - XD
 - Photoshop
 - Muse
 - Framework7

1. Check out Framework7 <https://framework7.io>
2. Decide what page are custom or framework pages.
 - a. “Mobile framework is HTML, CSS and javaScript that is made by some else to make you look good”. Some assembly required 😊.
 - b. Custom page: Hand code have fun 😞

	XD	Photoshop	Muse	Framework7
Lists Creation	++	+	+	++
Image Creation	+	++		
Image sizing	++	++	+	
Reusable code		+		++
Clickable Mockup	++		+	++
OS	Mac	Win/Mac	Win/Mac	Win/Mac

Creating your assets and picking a framework

Step 2



Designs

- Images and sizes
- Lock in design w/customer

1. Images

- Upload your images via CC app on your phone.
- Get feedback on your designs via CC.
- CC export image size and type.
- Generate image assets

Choose a framework

Step 2



Designs

- Choosing a Framework

1. Select a Framework
 - a. Framework7
 - b. Ionic (uses Angular)
 - c. jQuery Mobile
 - d. Onsen
2. Framework7
 1. "Framework7 - is a free and open source mobile HTML framework".
 2. "iOS & Android native look and feel"
 3. "Framework7 doesn't force you to write some custom tags."
 4. "It doesn't force you to write and describe all your content in JavaScript/JSON"
 5. "It has its own custom DOM library that utilizes most edge and high-performance methods for DOM manipulation."
 6. "same syntax as well known jQuery library".
 7. You can still use jQuery or Angular.

Development Step 3



Development

- PhoneGap install
- Desktop App
- Developer App
- Code

1. Getting Started document on PhoneGap: <http://docs.phonegap.com/getting-started/>
2. Install PhoneGap: <http://docs.phonegap.com/getting-started/1-install-phonegap/desktop/>
3. Install PG App: <http://docs.phonegap.com/getting-started/2-install-mobile-app/>
4. Create your App: <http://docs.phonegap.com/getting-started/3-create-your-app/desktop/>
5. Copy Framework7 sample to your project files:
<https://github.com/phonegap/phonegap-template-framework7>
6. Include in you index.html
 - `<script type="text/javascript" src="cordova.js"></script>`
7. API's
 - `document.addEventListener('deviceready', deviceReady, false);`
8. Preview on a device
 - <http://docs.phonegap.com/references/desktop-app/>
9. Plugins
 - Core: <http://docs.phonegap.com/plugin-apis/>
 - Community: <http://cordova.apache.org/plugins/>

PhoneGap Build

Step 4

Bd

Build /test

- Signing keys
- Assign test user
- Build
- For App Store



1. What difference between Cordova and PhoneGap
 - <http://phonegap.com/about/faq/>
2. Config.xml
http://docs.build.phonegap.com/en_US/configuring_basics.md.html#The%20Basics
3. Zip and upload your project files to
<http://build.phonegap.com>
4. Signing keys
5. Adding test users
6. Distribute your App

Pros and Cons

Pros	Cons
<ul style="list-style-type: none">• High reusability with HTML5, CSS and JavaScript. Anything written as a webpage can be easily wrapped up as a native mobile application. Web Stander/DOM support.• Responsive design this is where it make sense as different screen sizes enters the market.• Plugins over 1200 https://cordova.apache.org/plugins/• All Device API's can be accessible.	<ul style="list-style-type: none">• Complexed 3d Games.• Some 3d animations can lag.•

Speed Native VS Hybrid

Times have changed. Modern phones are incredibly fast, it the new sweet spot

<https://signalvnoise.com/posts/3743-hybrid-sweet-spot-native-navigation-web-content>



Phone Gap Build

