

Aalto University
School of Science
!FIXME **Set degree program** FIXME!

Kimmo Puputti

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Master's Thesis
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Supervisor: Professor Petri Vuorimaa, Aalto University
Instructor: Risto Sarvas D.Sc.(Tech.)

Aalto University
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ABSTRACT OF
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Thank you.

!FIXME Decide city... FIXME!, !FIXME Add English date FIXME!

Kimmo Puputti

Contents

0.1	Thesis Git repository info	7
1	Introduction: Smartphone Market and the Need for Cross-Platform Support	8
1.1	Smartphone Landscape	9
1.2	HTML5	9
1.2.1	History	9
1.2.2	Markup	9
1.2.3	CSS3	9
1.2.4	JavaScript APIs	9
1.2.5	Related APIs	9
1.3	Modern Mobile Web Application Architecture	9
1.3.1	Single-Page applications	9
1.3.1.1	JavaScript MVC Libraries	9
1.3.2	Responsive Design	9
1.3.3	Progressive Enhancement	9
1.3.4	UI Libraries	9
1.3.4.1	jQuery Mobile	9
1.3.4.2	jQTouch	9
1.3.4.3	Sencha Touch	9
1.3.5	Hybrid Applications	9
1.3.6	Wrapping Web Applications Application Stores	9
1.4	Performance Guidelines	9
2	Research Question: HTML5 - Hype versus Realities?	11
3	Methods: Example Application and Library	12
3.1	Qt Developer Days 2011 Conference Schedule Application	12
3.2	JSONCache JavaScript Library	12

4	Results: What Was Good and Where Were the Compromises	14
4.1	Targeting Different Platforms	15
4.1.1	Device Detection	15
4.1.2	Feature Detection	15
4.2	Targeting Different Screens	15
4.3	Handling Mobile Networks	15
4.3.1	Minimizing Data Transfer	15
4.3.2	Caching	15
4.3.3	Preloading	15
4.3.4	Offline Support	15
4.3.5	Handling Interruptions	15
4.4	Graphics and Animations	15
4.5	Performance Analysis	15
4.5.1	YSlow	15
4.5.2	PageSpeed	15
5	Discussion: Bright Future Ahead for HTML5	16
6	L^AT_EXtest	17
6.1	Citing	17

0.1 Thesis Git repository info

Build time: Monday 9th January, 2012 14:12

Git HEAD:

```
commit 5c2c1716284916d490fedd9fa0db9c991506fc86
Author: Kimmo Puputti <kpuputti@gmail.com>
Date:   Mon Jan 9 13:59:45 2012 +0200
```

Add JSONCache section.

Repository status:

```
# On branch master
# Changes not staged for commit:
#   (use "git add <file>..." to update what will be committed)
#   (use "git checkout -- <file>..." to discard changes in working directory)
#
# modified:   introduction.tex
#
no changes added to commit (use "git add" and/or "git commit -a")
```


Chapter 1

Introduction: Smartphone Market and the Need for Cross-Platform Support

1.1 Smartphone Landscape

1.2 HTML5

1.2.1 History

1.2.2 Markup

1.2.3 CSS3

1.2.4 JavaScript APIs

1.2.5 Related APIs

1.3 Modern Mobile Web Application Architecture

1.3.1 Single-Page applications

1.3.1.1 JavaScript MVC Libraries

1.3.2 Responsive Design

1.3.3 Progressive Enhancement

1.3.4 UI Libraries

1.3.4.1 jQuery Mobile

1.3.4.2 jQTouch

1.3.4.3 Sencha Touch

1.3.5 Hybrid Applications

CHAPTER 1. INTRODUCTION: SMARTPHONE MARKET AND THE NEED FOR CROSS-P

- Use a Content Delivery Network
- Add an Expires Header
- Gzip Components
- Put Stylesheets at the Top
- Put Scripts at the Bottom
- Avoid CSS Expressions
- Make Javascript and CSS External
- Reduce DNS Lookups
- Minify JavaScript
- Avoid Redirects
- Remove Duplicate Scripts
- Configure ETags
- Make Ajax Cacheable
- Splitting the Initial Payload
- Loading Scripts Without Blocking
- Coupling Asynchronous Scripts
- Positioning Inline Scripts
- Writing Efficient JavaScript
- Scaling with Comet
- Going Beyond Gzipping
- Optimizing Images
- Sharding Dominant Domains
- Flushing the Document Early
- Using Iframes Sparingly
- Simplifying CSS Selectors

Chapter 2

Research Question: HTML5 - Hype versus Realities?

Chapter 3

Methods: Example Application and Library

3.1 Qt Developer Days 2011 Conference Schedule Application

3.2 JSONCache JavaScript Library

JSONCache is a lightweight JavaScript library for fetching JSON (!FIXME **abbreviation definition** FIXME!) data in flaky networks. The library was designed especially to handle flaky mobile networks with connection problems and short interruptions. The goal is to avoid networking as long as possible and failing gracefully if network connections are not stable.

JSONCache provides two main functionalities: data caching and attempting to fetch the data multiple times.

The caching layer uses the client side `localStorage` (!FIXME **citation needed** FIXME!) cache of HTML5 (!FIXME **abbreviation definition** FIXME!). Data requests can be done using the JSONCache API (!FIXME **abbreviation definition** FIXME!) which always checks the local cache first before opening any network connections. If the data is already in the cache, the cached data is checked for validity and if the data has not been expired, it is returned immediately. If the data is not in the cache or it has been expired, a new network request is made and the received data is cached and returned to the requestor. The expiration time of a data item can be configured in the library settings.

JSONCache also tries to fetch the data multiple times to handle small interruptions in network connection. !FIXME **add example and explain**

that it is very common `FIXME!`. If a data fetch fails, a new fetch is issued after a timeout (defined in the configuration). On subsequent attempts the timeout is increased, and after a defined number of attempts the fetch error is issued to the requestor.

Figure 3.1 shows an interactive demo of the JSONCache library. The demo¹ simulates the caching and fetching functionality of the library by simulating a flaky network according to the configuration.

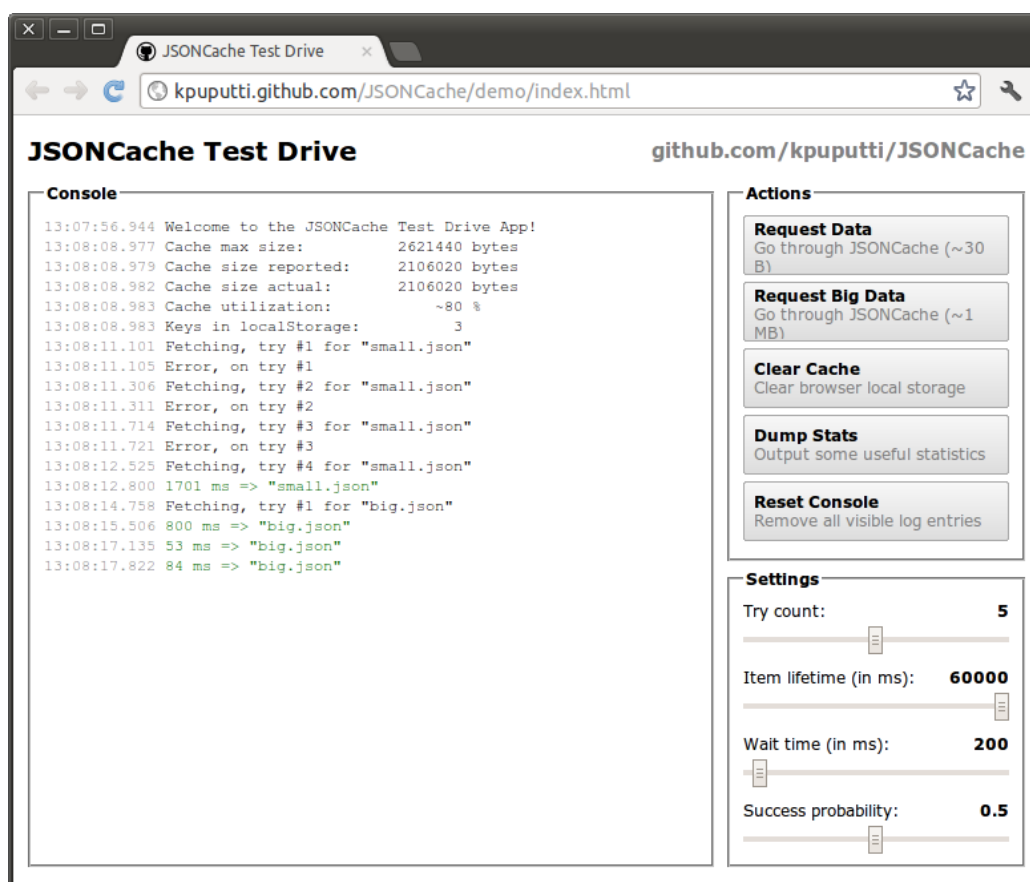


Figure 3.1: Interactive JSONCache demo.

¹<http://kpuputti.github.com/JSONCache/demo/index.html>

Chapter 4

Results: What Was Good and Where Were the Compromises

4.1 Targeting Different Platforms

4.1.1 Device Detection

4.1.2 Feature Detection

4.2 Targeting Different Screens

4.3 Handling Mobile Networks

4.3.1 Minimizing Data Transfer

4.3.2 Caching

4.3.3 Preloading

4.3.4 Offline Support

4.3.5 Handling Interruptions

4.4 Graphics and Animations

4.5 Performance Analysis

4.5.1 YSlow

4.5.2 PageSpeed

Chapter 5

Discussion: Bright Future Ahead for HTML5

Chapter 6

L^AT_EXtest

6.1 Citing

- Berners-Lee [1]
- Mikkonen & Taivalsaari [4]
- Taivalsaari & Mikkonen [7]
- Pilgrim [5]
- Crockford [2]
- Souders [6]
- Garrett [3]
- Zakas [8]

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