Web Apps Development

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Part II - Advanced Features
Device Orientation - Part II

Homework Feedback

- ## FORMAT YOUR CODE

  - Everything that you open, you must close. { Pay a lot of attention to the brackets }

  - Coding requires attention. Copying and Pasting is fine as long as you know what you are doing!

  - Clearly naming your functions, parameters, and variables is very important. If you name them correctly there is even no need for commenting your code.

Splitting your MVC

main.js

(where everything starts)

controller.js

(container with all your remote controls)

model.js

(container with all your DVD Players)
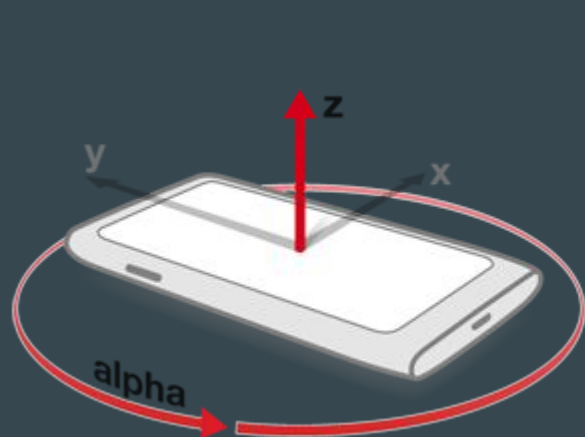
view.js

(container with all your TV Sets)

Testing your App on the device using Google Drive

1. Login to your Google Drive
2. Create a new folder
3. Upload your files
4. Right click and choose "Share"
5. Change sharing to: "Anyone on the internet can find and view"
6. Copy the folder id
7. Access your website: `https://googledrive.com/host/0BykieWY49RrPRVFYSF91T0pNdEk/app.html`
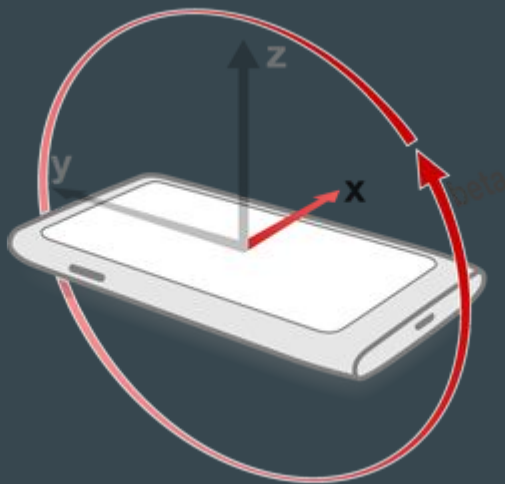
Demo - testing on mobile

https://github.com/leonardomra/web-apps-dev-course/tree/master/PE04-DeviceOrientation/html/deviceOrientationDemo
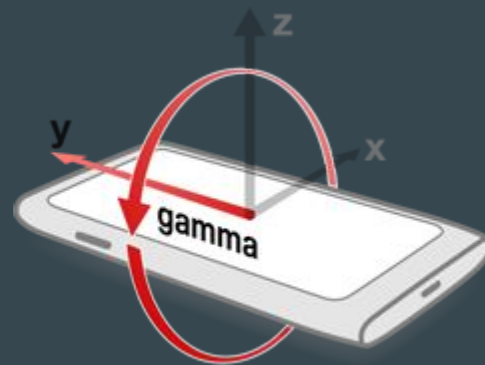
Device Orientation

x

(alpha: -180/180
or 0/360)

y

(beta: -180/180)

z

(gamma: -90/90)

Processing Orientation Events

Event Handler should be added
to the window element

Device Orientation Event has
4 different properties

```
window.addEventListener("deviceorientation", handleOrientation);
```
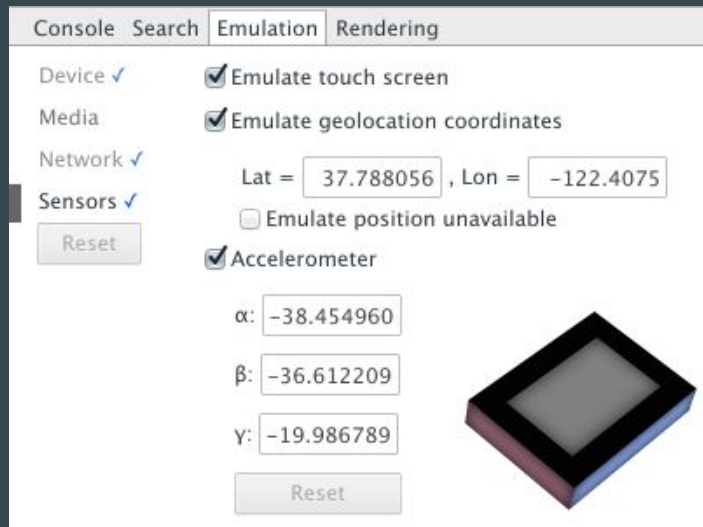
DeviceOrientationEvent.absolute

DeviceOrientationEvent.alpha

DeviceOrientationEvent.beta

DeviceOrientationEvent.gamma

* "absolute" indicates whether or not the device is providing orientation data absolutely (that is, in reference to the Earth's coordinate frame) or using some arbitrary frame determined by the device.

Chrome - Mobile Device Emulator

more info: https://developer.chrome.com/devtools/docs/device-mode

Device Orientation Implementation

Implementing Device Orientation to the Pacman

- **Beta:** moving the character vertically
- **Gamma:** moving the character horizontally

Homework 1 - Code Puzzle

https://github.com/leonardomra/web-apps-dev-course/blob/master/PE04-DeviceOrientation/html/challenge/javascript/main.js

Instructions on the file above.

* it's recommended to do the exercise in groups of two (strong/weak).

Homework 2 - Colorizer Project

1. Make a new folder called "colorizer";
2. Inside this folder create 4 js files: main, model, view, controller;
3. Create a new Object called Colorizer that changes the background color of html elements based on the Device Motion Event Handler.
4. Colorize a widget of your dashboard.
5. Test on the phone.

* you can consult the DeviceMotionDemo object to accomplish this exercise!