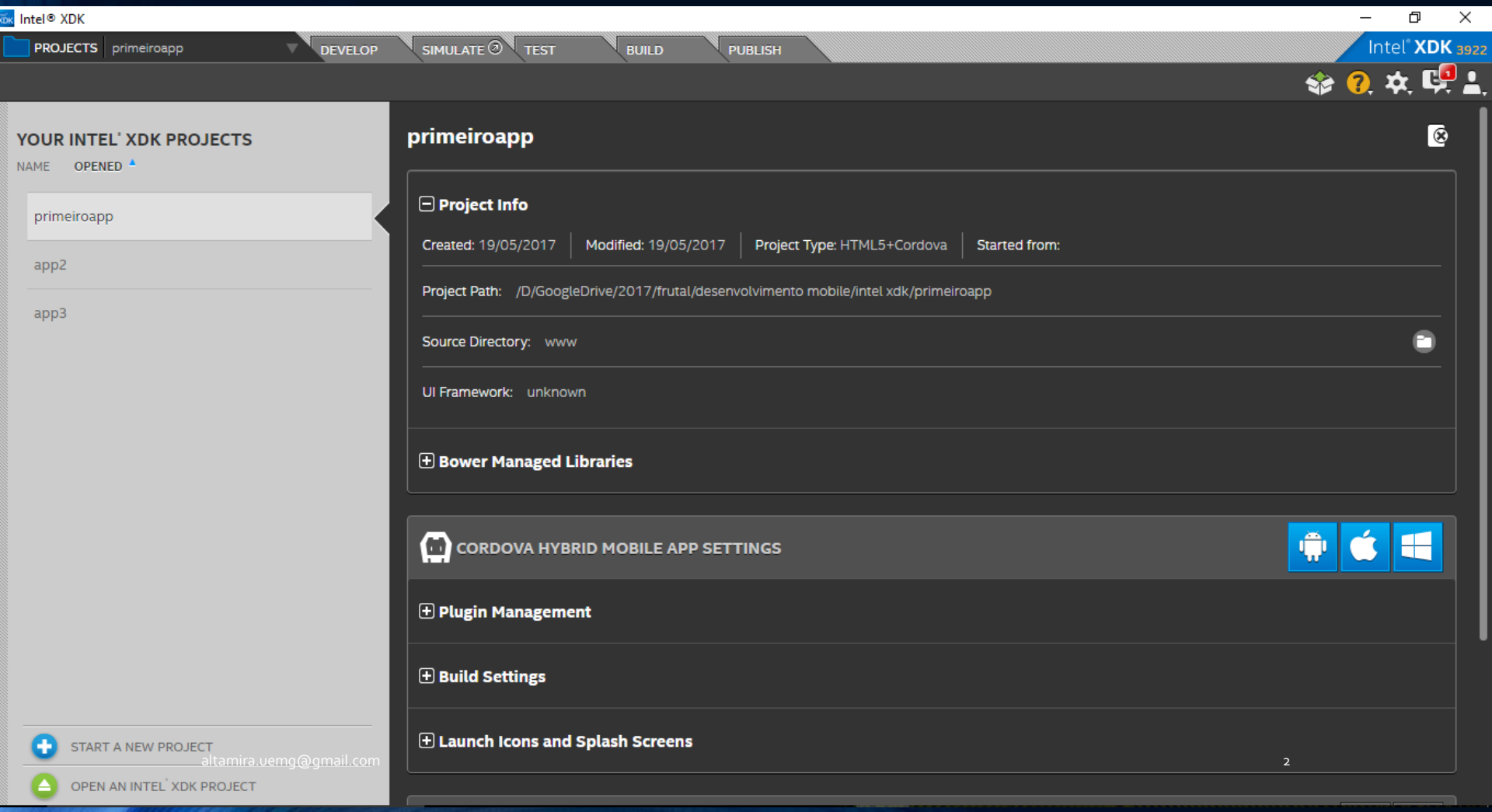


Desenvolvimento de Aplicações Móveis / Computação Móvel

Professora Altamira De Souza Queiroz
Mestre em Engenharia Elétrica e Computação

altamira.uemg@gmail.Com
(34) 999226799

Tela inicial do Intel XDK quando já se tem uma aplicação iniciada



Start a new project

The screenshot displays the Intel XDK web interface. At the top, a navigation bar includes tabs for PROJECTS, DEVELOP, SIMULATE, TEST, BUILD, and PUBLISH. The left sidebar, titled 'YOUR INTEL XDK PROJECTS', lists three projects: 'primeiroapp', 'app2', and 'app3'. A red arrow points to the '+ START A NEW PROJECT' button at the bottom of this sidebar. The main content area shows the details for the 'primeiroapp' project, including 'Project Info' (Created: 19/05/2017, Modified: 19/05/2017, Project Type: HTML5+Cordova, Started from: /D/GoogleDrive/2017/frutal/desenvolvimento mobile/intel xdk/primeiroapp), 'Source Directory: www', and 'UI Framework: unknown'. Below this is a section for 'CORDOVA HYBRID MOBILE APP SETTINGS' with icons for Android, iOS, and Windows. Further down are expandable sections for 'Plugin Management', 'Build Settings', and 'Launch Icons and Splash Screens'. The bottom of the sidebar shows an email address 'altamira.uemg@gmail.com' and an 'OPEN AN INTEL XDK PROJECT' button.

Intel® XDK

PROJECTS primeiroapp DEVELOP SIMULATE TEST BUILD PUBLISH Intel® XDK 3922

YOUR INTEL® XDK PROJECTS

NAME OPENED

primeiroapp

app2

app3

+ START A NEW PROJECT

altamira.uemg@gmail.com

OPEN AN INTEL® XDK PROJECT

primeiroapp

Project Info

Created: 19/05/2017 | Modified: 19/05/2017 | Project Type: HTML5+Cordova | Started from:

Project Path: /D/GoogleDrive/2017/frutal/desenvolvimento mobile/intel xdk/primeiroapp

Source Directory: www

UI Framework: unknown

+ Bower Managed Libraries

CORDOVA HYBRID MOBILE APP SETTINGS

+ Plugin Management

+ Build Settings

+ Launch Icons and Splash Screens

3

Start a new project

Intel XDK

PROJECTS | primeiroapp | DEVELOP | SIMULATE | TEST | BUILD | PUBLISH | Intel XDK 3922

START A NEW PROJECT

INTERNET OF THINGS EMBEDDED APPLICATION

Templates

Samples

Import Your Node.js Project

HTML5 COMPANION HYBRID MOBILE OR WEB APP

+ Templates

+ Samples and Demos

Import Your HTML5 Code Base

Start your new project from the menu on the left, by choosing a template, sample or demo code base. There are Node.js, HTML5 + Cordova and Standard HTML5 code bases to choose from.

INTERNET OF THINGS NODE.JS PROJECTS

Write a board-embedded application which controls hardware. Use the Intel XDK to install and test your control application on your maker board.

node.js Embed on maker boards

intel Joule™ intel Edison intel Galileo

COMPANION HYBRID MOBILE AND WEB APPS

STANDARD HTML5 PROJECT

Choose a template, sample or demo that uses Standard HTML5 APIs to create the most versatile project. Build your project as a packaged web app, host it on a server as an HTML5 web app or build it for distribution through popular mobile app stores.

HTML5

Desktops, smartphones & tablets

Web App Crosswalk Android iOS Windows Chrome OS

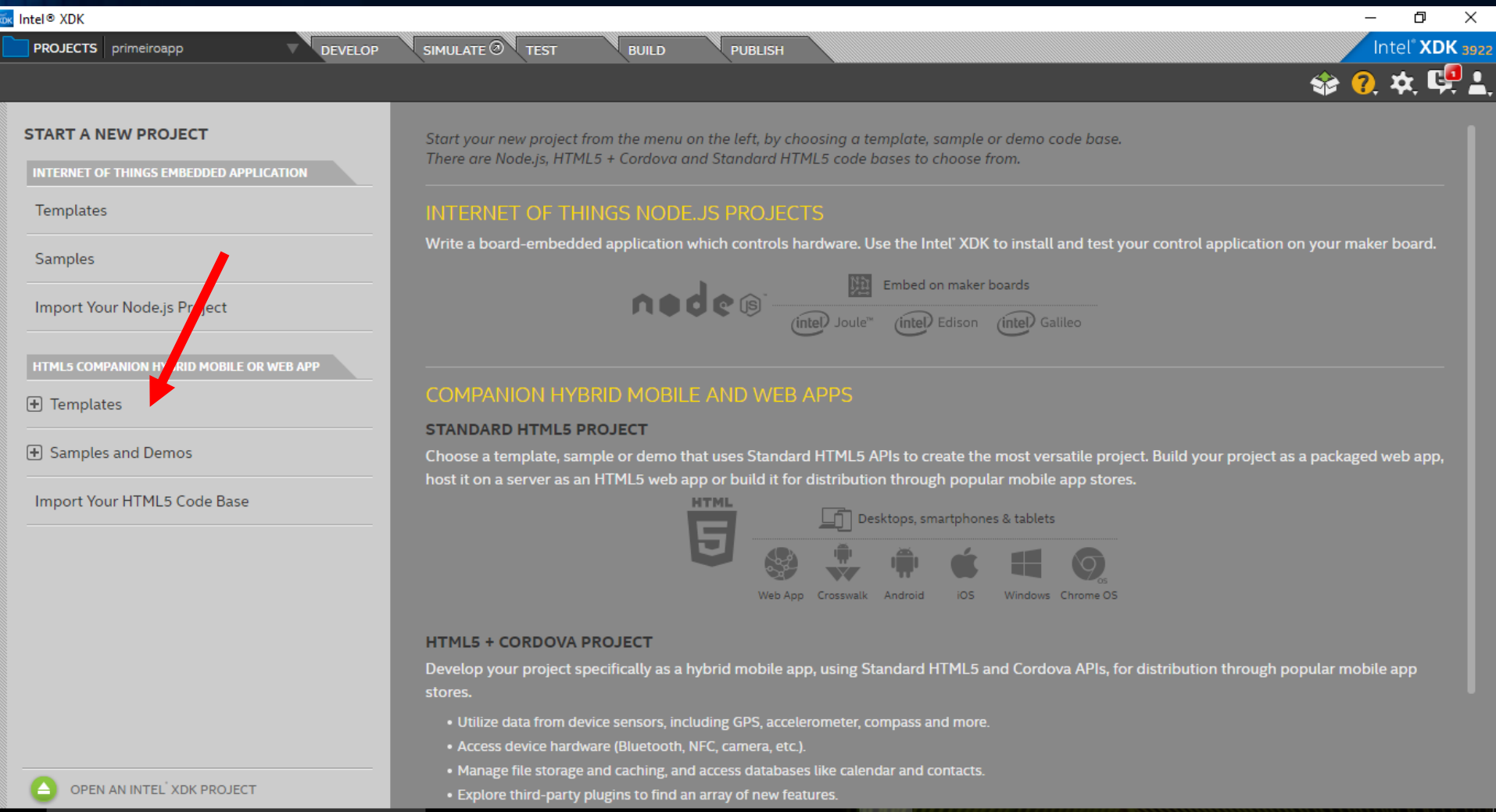
HTML5 + CORDOVA PROJECT

Develop your project specifically as a hybrid mobile app, using Standard HTML5 and Cordova APIs, for distribution through popular mobile app stores.

- Utilize data from device sensors, including GPS, accelerometer, compass and more.
- Access device hardware (Bluetooth, NFC, camera, etc.).
- Manage file storage and caching, and access databases like calendar and contacts.
- Explore third-party plugins to find an array of new features.

OPEN AN INTEL XDK PROJECT

Start a new project



The screenshot shows the Intel XDK 3922 interface. The top navigation bar includes tabs for PROJECTS, DEVELOP, SIMULATE, TEST, BUILD, and PUBLISH. The left sidebar is titled 'START A NEW PROJECT' and contains two main sections: 'INTERNET OF THINGS EMBEDDED APPLICATION' and 'HTML5 COMPANION HYBRID MOBILE OR WEB APP'. A red arrow points to the 'Templates' option under the second section. The main content area displays three project types: 'INTERNET OF THINGS NODE.JS PROJECTS', 'COMPANION HYBRID MOBILE AND WEB APPS', and 'STANDARD HTML5 PROJECT'. Each section includes a description and a list of supported platforms or devices.

START A NEW PROJECT

INTERNET OF THINGS EMBEDDED APPLICATION

Templates

Samples

Import Your Node.js Project

HTML5 COMPANION HYBRID MOBILE OR WEB APP

+ Templates

+ Samples and Demos

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COMPANION HYBRID MOBILE AND WEB APPS

STANDARD HTML5 PROJECT

Choose a template, sample or demo that uses Standard HTML5 APIs to create the most versatile project. Build your project as a packaged web app, host it on a server as an HTML5 web app or build it for distribution through popular mobile app stores.

HTML5 Desktops, smartphones & tablets

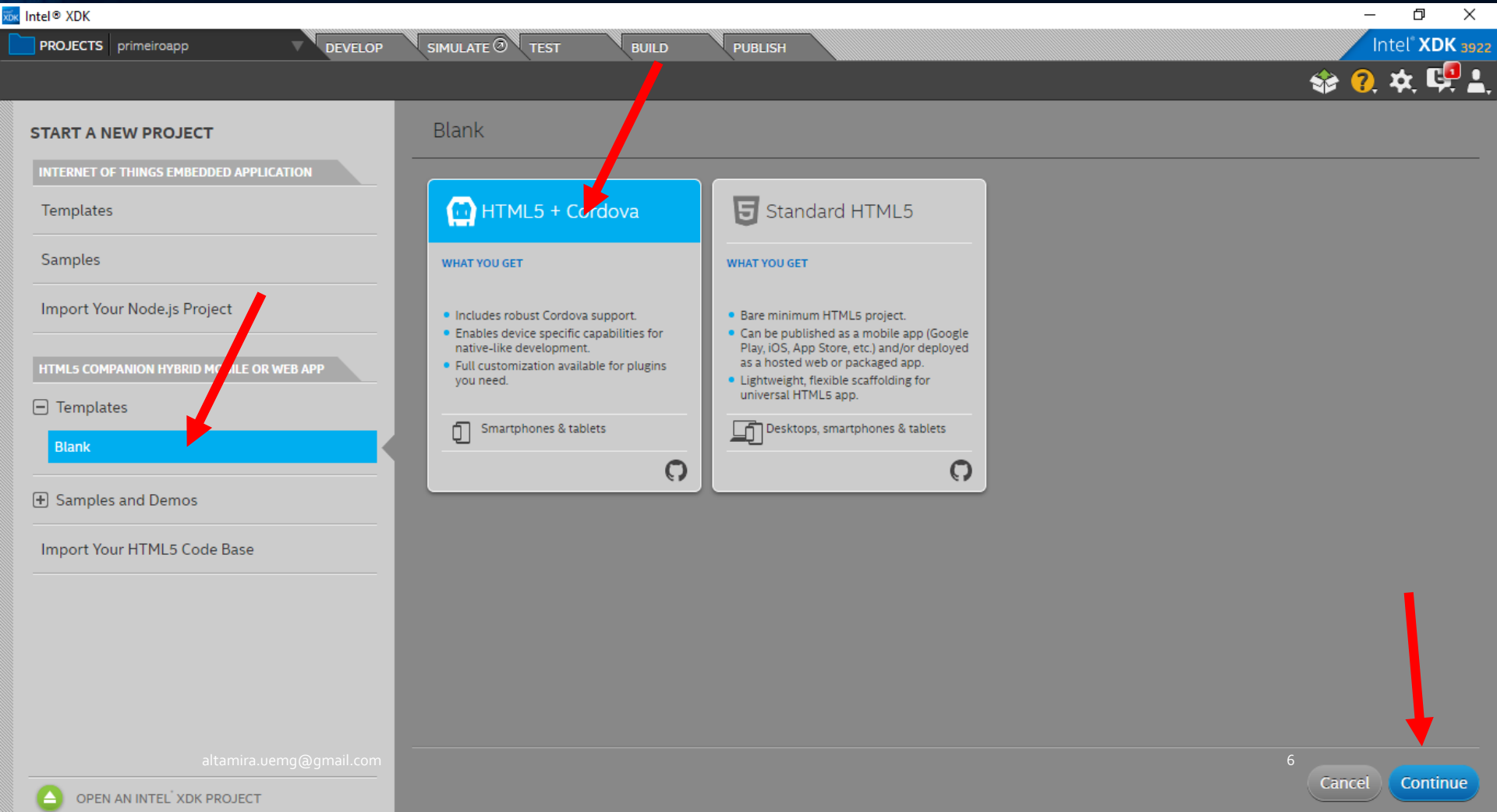
Web App Crosswalk Android iOS Windows Chrome OS

HTML5 + CORDOVA PROJECT

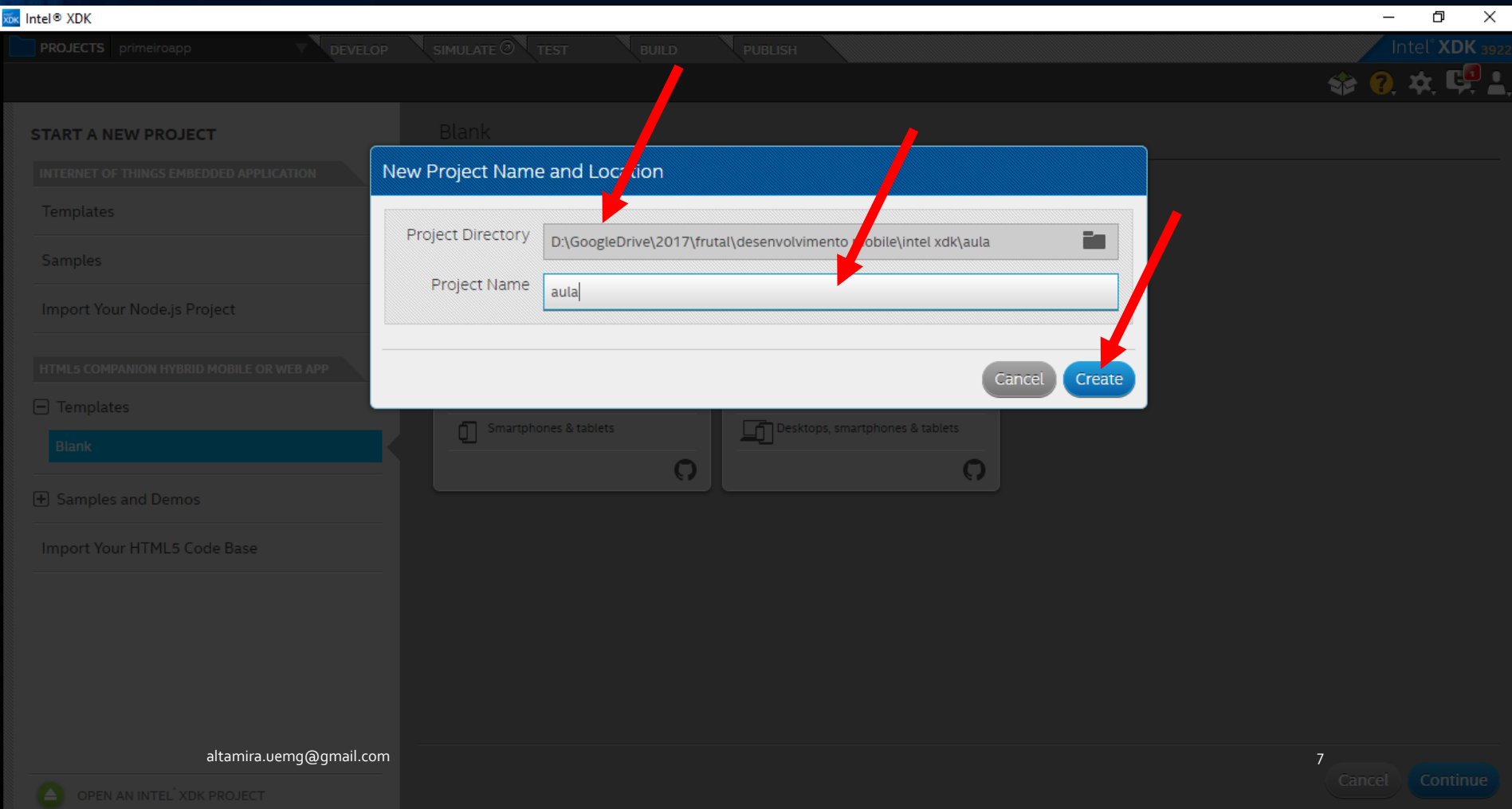
Develop your project specifically as a hybrid mobile app, using Standard HTML5 and Cordova APIs, for distribution through popular mobile app stores.

- Utilize data from device sensors, including GPS, accelerometer, compass and more.
- Access device hardware (Bluetooth, NFC, camera, etc.).
- Manage file storage and caching, and access databases like calendar and contacts.
- Explore third-party plugins to find an array of new features.

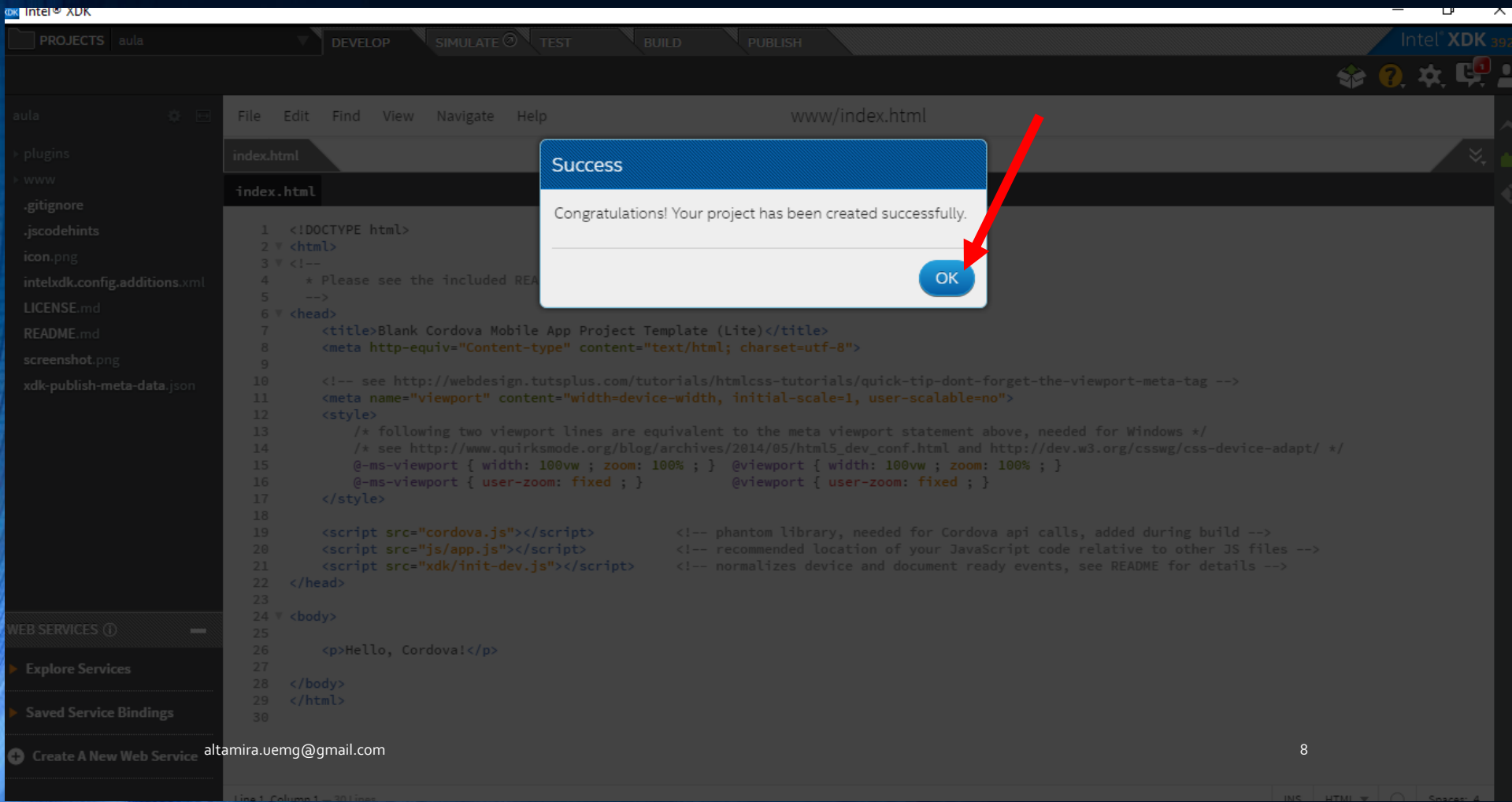
OPEN AN INTEL® XDK PROJECT



Escolha onde irá salvar o projeto e o nome do projeto



Projeto criado com sucesso



Develop

The screenshot displays the Intel XDK IDE interface. At the top, the 'DEVELOP' tab is selected among others like 'SIMULATE', 'TEST', 'BUILD', and 'PUBLISH'. The left sidebar shows a file explorer with a project named 'aula' containing files like 'plugins', 'www', '.gitignore', and 'intelxdk.config.additions.xml'. The main editor area shows the 'index.html' file, which is a Cordova mobile app template. The code includes a DOCTYPE declaration, HTML and head tags, a title 'Blank Cordova Mobile App Project Template (Lite)', and meta tags for content type and viewport. It also includes script tags for 'cordova.js', 'js/app.js', and 'xdk/init-dev.js'. Comments provide links to tutorials and explain the purpose of the viewport and script tags. The body contains a single paragraph: 'Hello, Cordova!'. The bottom status bar indicates 'Line 1, Column 1 — 30 Lines' and 'Spaces: 4'.

Intel XDK 3922

PROJECTS aula

DEVELOP SIMULATE TEST BUILD PUBLISH

File Edit Find View Navigate Help www/index.html

index.html

```
1 <!DOCTYPE html>
2 <html>
3 <!--
4   * Please see the included README.md file for license terms and conditions.
5   -->
6 <head>
7   <title>Blank Cordova Mobile App Project Template (Lite)</title>
8   <meta http-equiv="Content-type" content="text/html; charset=utf-8">
9
10  <!-- see http://webdesign.tutsplus.com/tutorials/htmlcss-tutorials/quick-tip-dont-forget-the-viewport-meta-tag -->
11  <meta name="viewport" content="width=device-width, initial-scale=1, user-scalable=no">
12  <style>
13    /* following two viewport lines are equivalent to the meta viewport statement above, needed for Windows */
14    /* see http://www.quirksmode.org/blog/archives/2014/05/html5_dev_conf.html and http://dev.w3.org/csswg/css-device-adapt/ */
15    @-ms-viewport { width: 100vw ; zoom: 100% ; } @viewport { width: 100vw ; zoom: 100% ; }
16    @-ms-viewport { user-zoom: fixed ; } @viewport { user-zoom: fixed ; }
17  </style>
18
19  <script src="cordova.js"></script> <!-- phantom library, needed for Cordova api calls, added during build -->
20  <script src="js/app.js"></script> <!-- recommended location of your JavaScript code relative to other JS files -->
21  <script src="xdk/init-dev.js"></script> <!-- normalizes device and document ready events, see README for details -->
22 </head>
23
24 <body>
25
26   <p>Hello, Cordova!</p>
27
28 </body>
29 </html>
30
```

WEB SERVICES ⓘ

Explore Services

Saved Service Bindings

Create A New Web Service alt@...@gmail.com

Line 1, Column 1 — 30 Lines

INS HTML Spaces: 4

Simulação

Intel® XDK

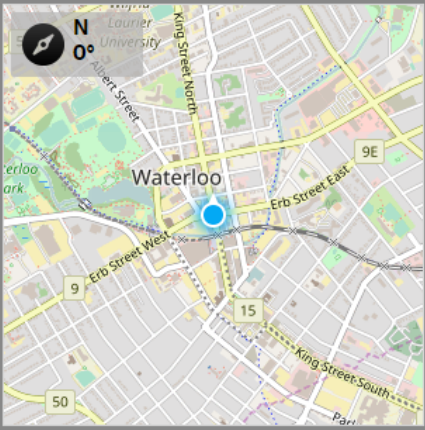
PROJECTS aula

DEVELOP SIMULATE TEST BUILD PUBLISH

Google Nexus 4

Restart on save ☒ YES

GEOLOCATION



Zoom Level: 14

Latitude: 43,465187

Longitude: -80,522372

Altitude (m): 100

Accuracy (m): 150

Altitude accuracy (m): 80

Heading: N

Speed (m/s): 0

GPS Delay (seconds): 0

DEVICE INFORMATION

| | |
|-----------------|--|
| Device | Google Nexus 4 |
| Manufacturer | LG |
| OS | android |
| OS Version | 4.2.x |
| Screen | 768x1280 |
| Density | 320 ppi |
| CSS Pixel Ratio | 2 |
| CSS Pixels | 384x640 |
| User Agent | Mozilla/5.0 (Linux; Android 4.2.2; Nexus 4 Build/JDQ39) AppleWebKit/535.19 (KHTML, like Gecko) Chrome/18.0.1025.166 Mobile Safari/535.19 |

[Device specification](#)

PERSISTED EXEC CALLS

No values saved

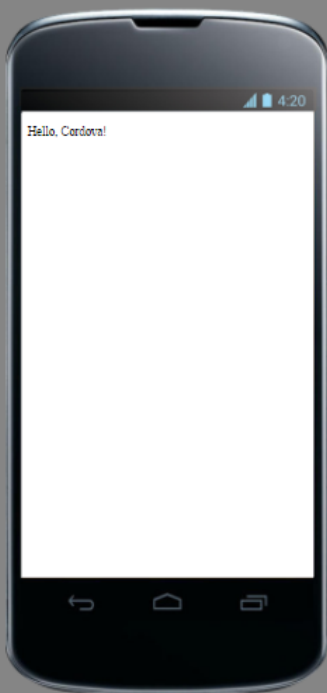
EVENTS

Select the event to fire: backbutton

Fire Event

Intel® XDK Simulator

54%



Google Nexus 4

Cordova version 5.1.1

Model Nexus 4

Manufacturer LG

Platform android

UUID DC4646D4-85CF-42.x

Version 4.2.x

Serial

Virtual device

STATUS BAR

Status bar visible