Desenvolvimento de Aplicações Móveis / Computação Móvel

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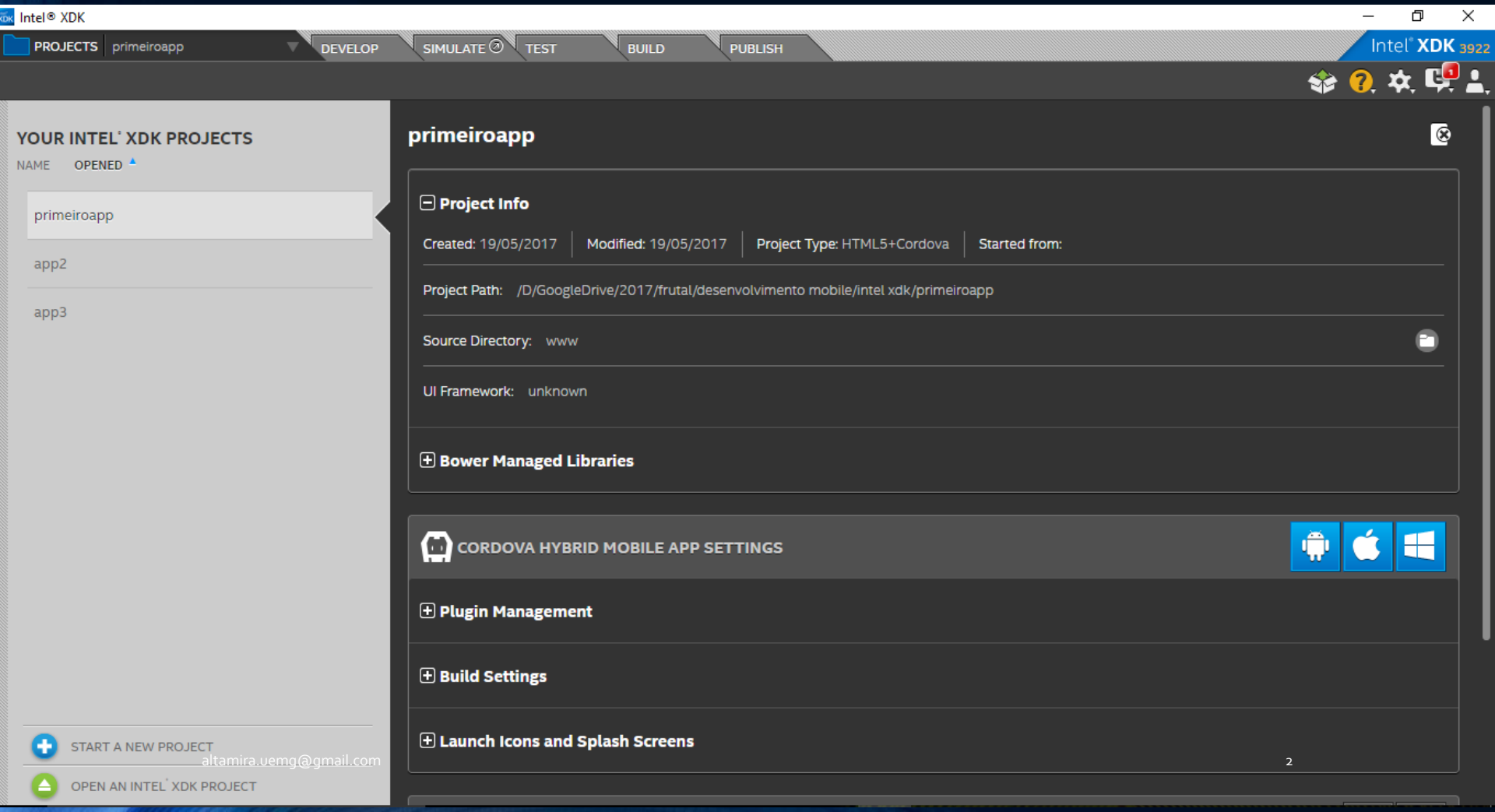
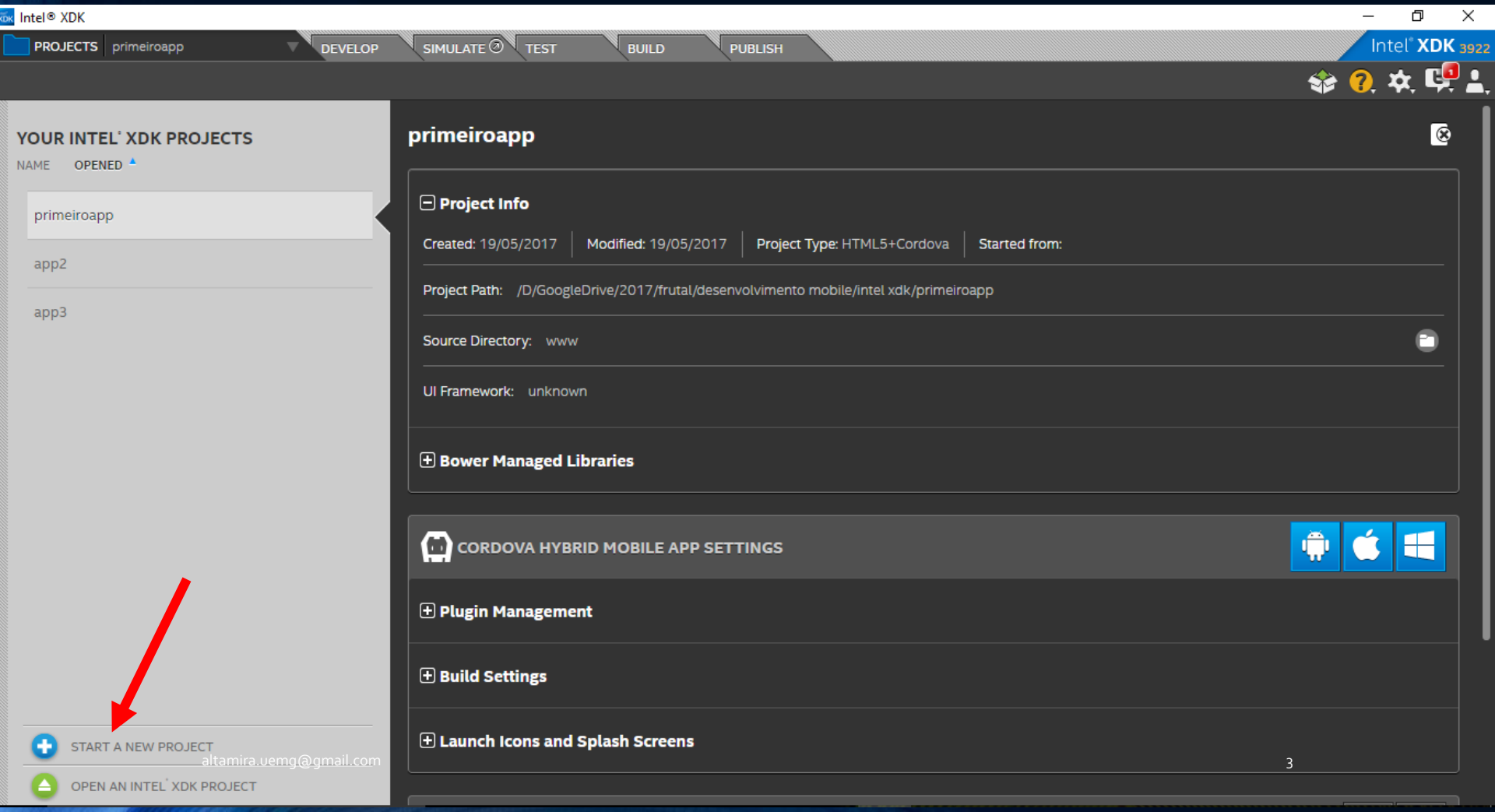
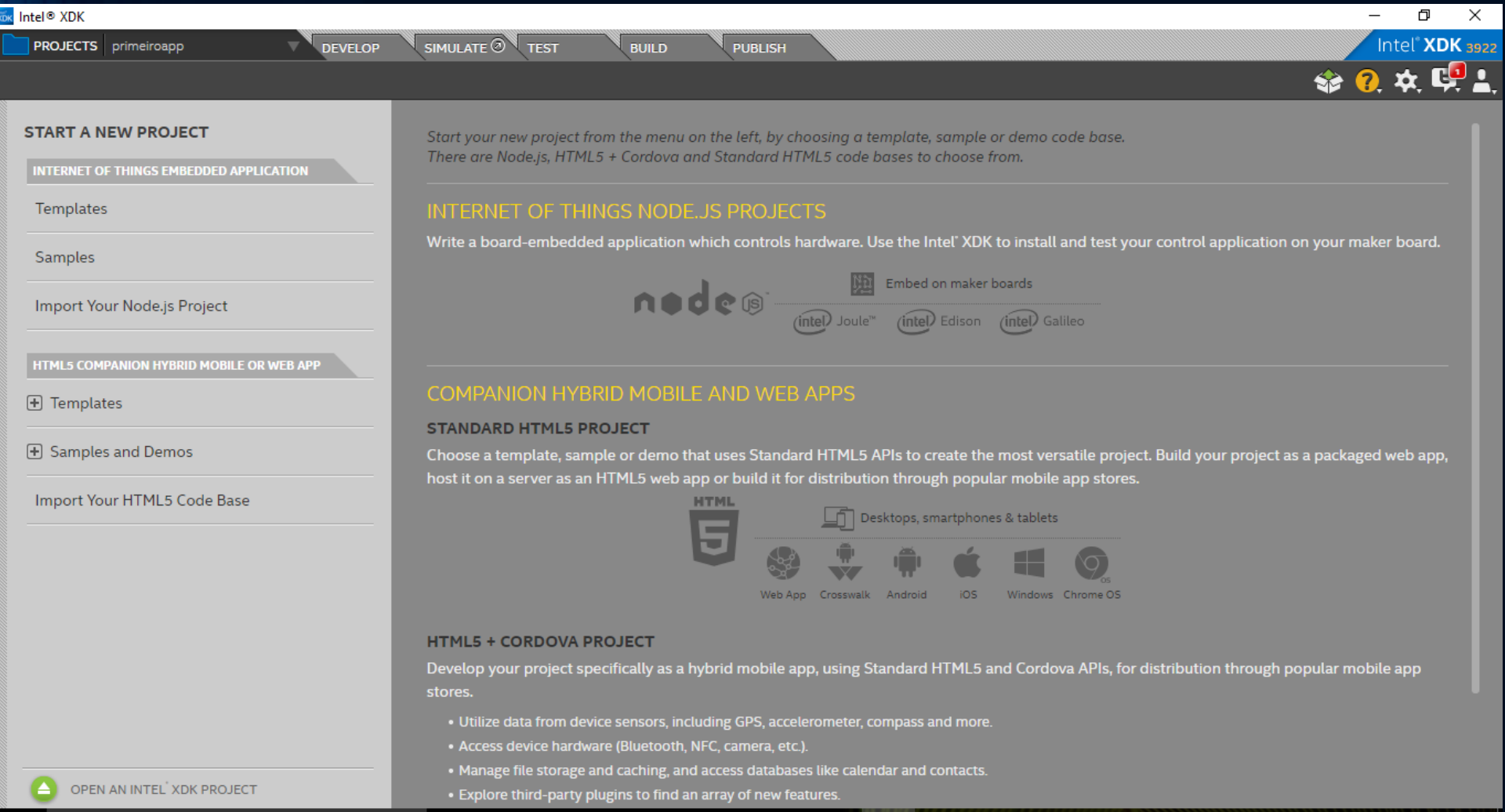
Tela inicial do Intel XDK quando já se tem uma aplicação iniciada



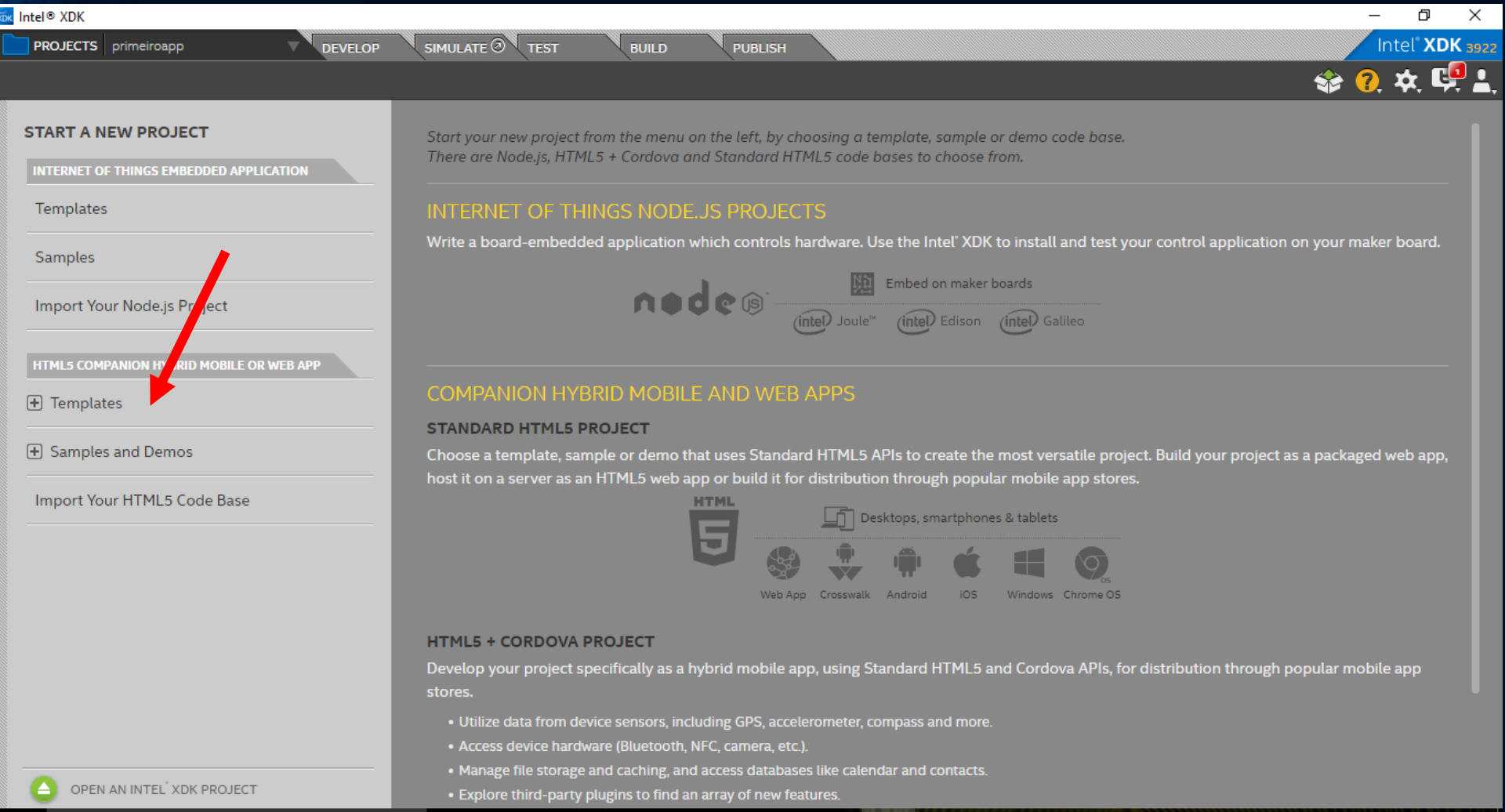
Start a new project

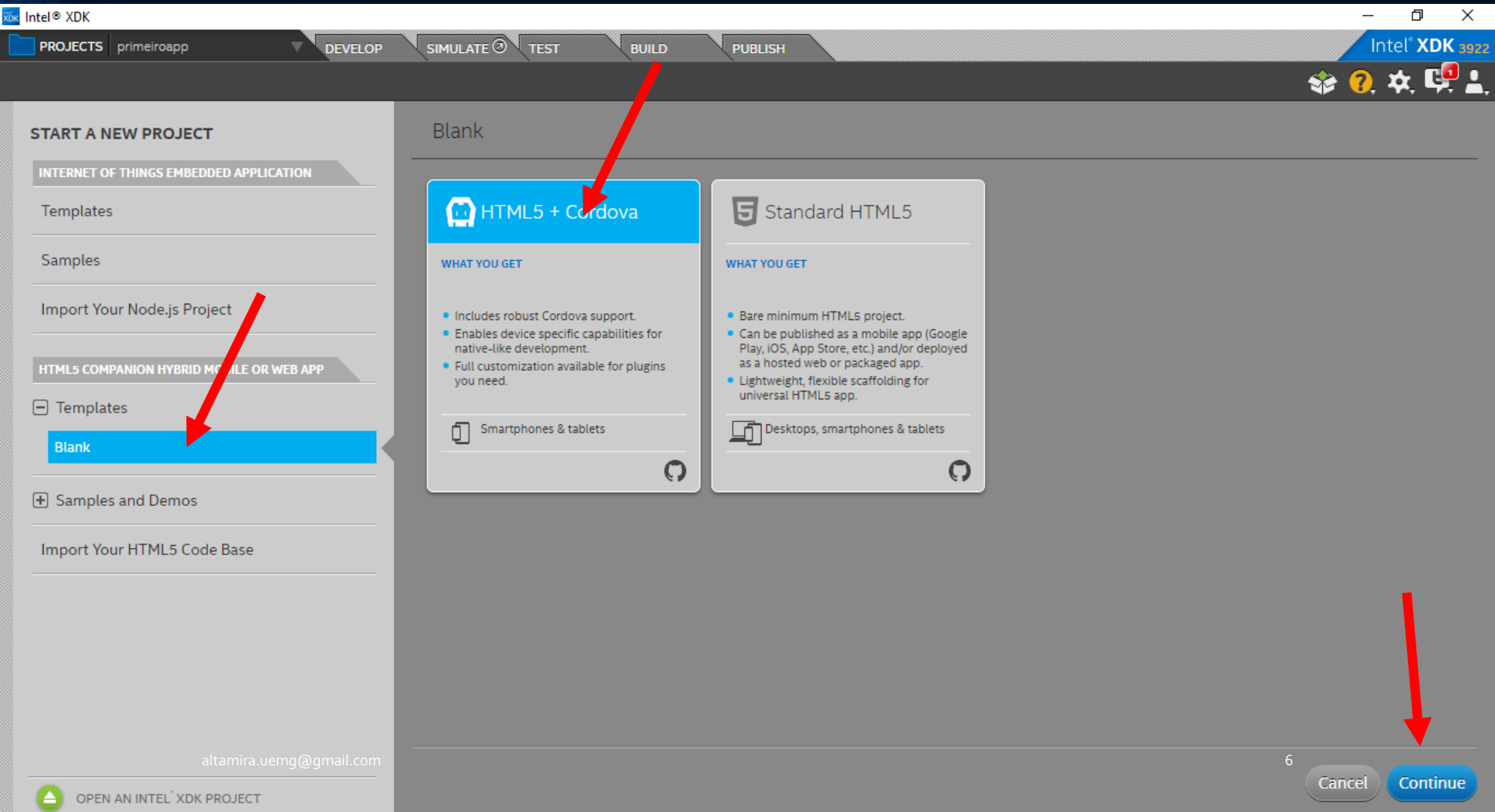


Start a new project

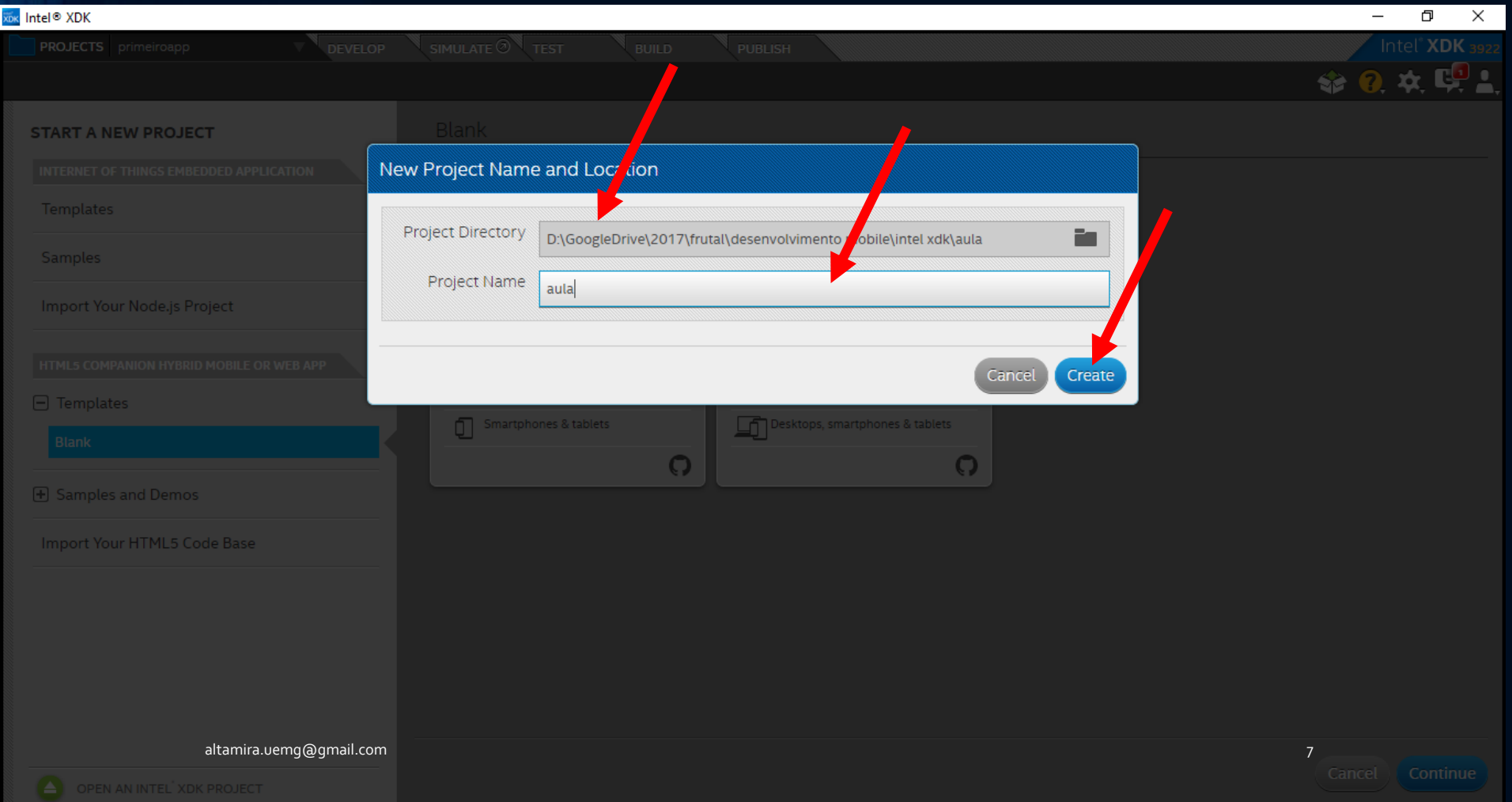


Start a new project

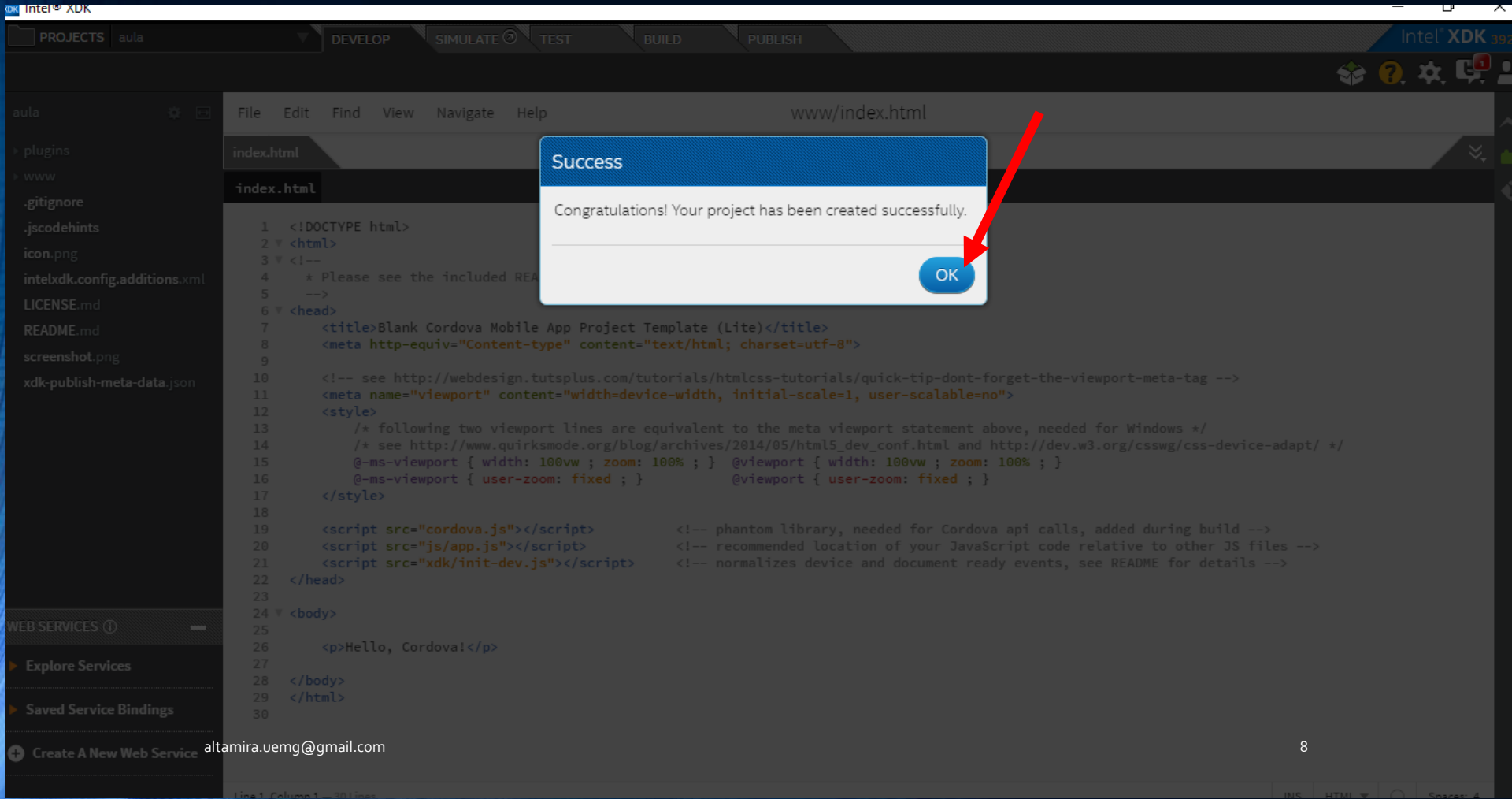



Intel® XDK
PROJECTS
primeiroapp
DEVELOP
SIMULATE
TEST
BUILD
PUBLISH
Intel® XDK 3922
START A NEW PROJECT
INTERNET OF THINGS EMBEDDED APPLICATION
Templates
Samples
Import Your Node.js Project
HTML5 COMPANION HYBRID MOBILE OR WEB APP
Templates
Blank
Samples and Demos
Import Your HTML5 Code Base
Blank
HTML5 + Cordova
WHAT YOU GET
Includes robust Cordova support.
Enables device specific capabilities for native-like development.
Full customization available for plugins you need.
Smartphones & tablets
Standard HTML5
WHAT YOU GET
Bare minimum HTML5 project.
Can be published as a mobile app (Google Play, iOS, App Store, etc.) and/or deployed as a hosted web or packaged app.
Lightweight, flexible scaffolding for universal HTML5 app.
Desktops, smartphones & tablets
altamira.uemg@gmail.com
6
Cancel
Continue
OPEN AN INTEL® XDK PROJECT

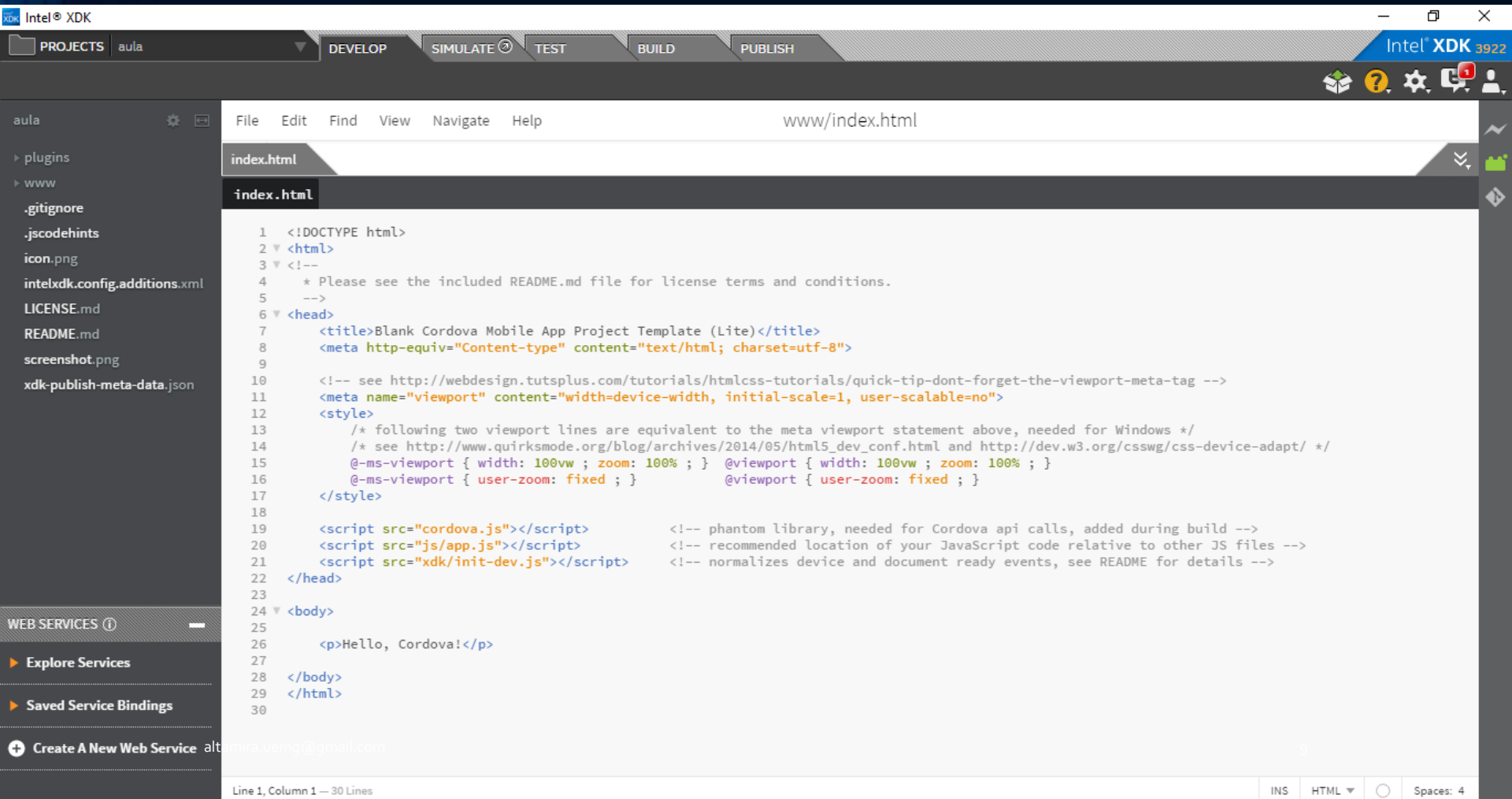
Escolha onde irá salvar o projeto e o nome do projeto



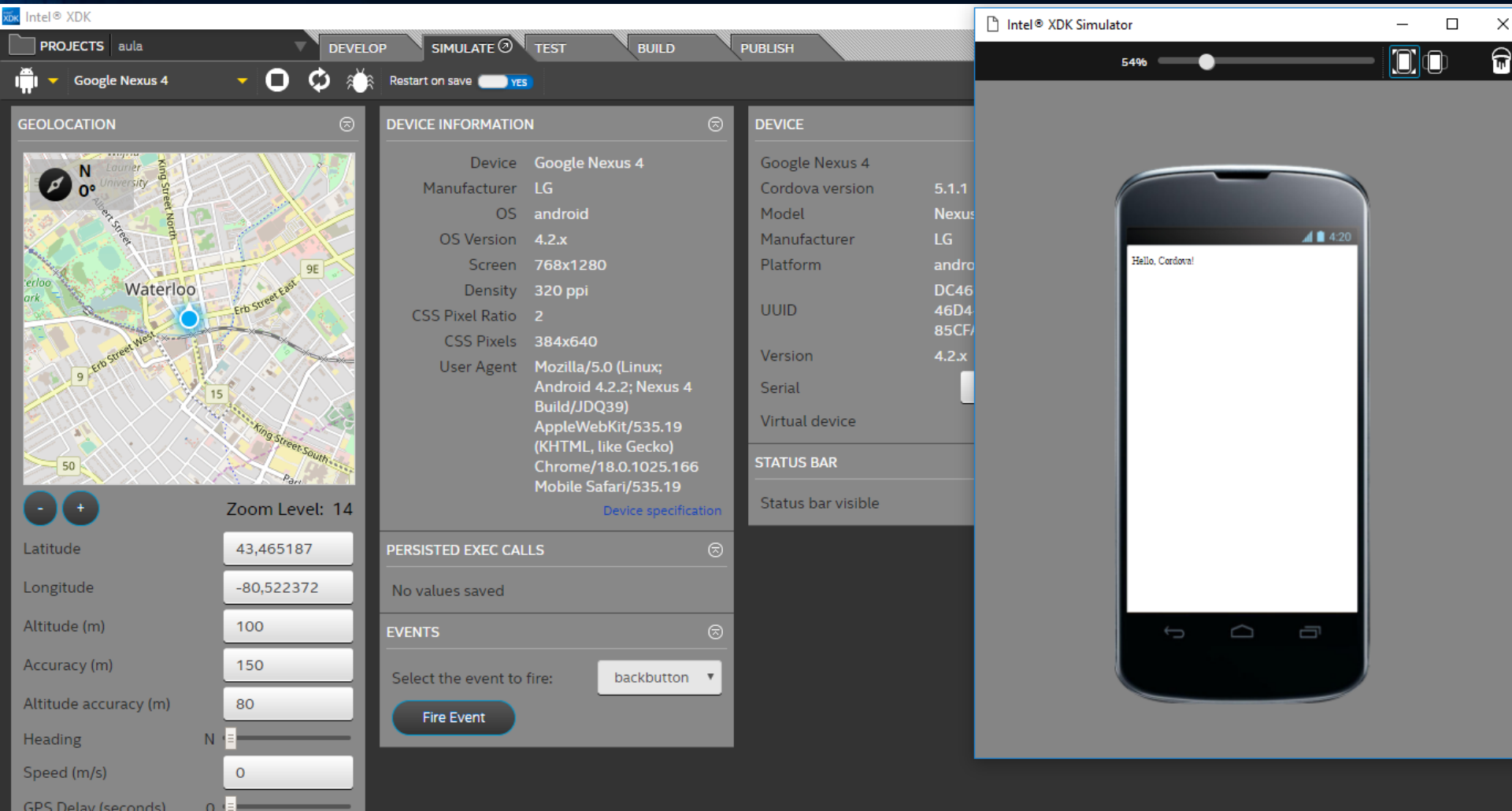
Projeto criado com sucesso



Develop


Intel® XDK
PROJECTS
aula
DEVELOP
SIMULATE
TEST
BUILD
PUBLISH
Intel® XDK 3922
File
Edit
Find
View
Navigate
Help
www/index.html
index.html
aula
plugins
www
.gitignore
.jscodehints
icon.png
intelxdk.config.additions.xml
LICENSE.md
README.md
screenshot.png
xdk-publish-meta-data.json
<!DOCTYPE html>
<html>
<!--
* Please see the included README.md file for license terms and conditions.
-->
<head>
<title>Blank Cordova Mobile App Project Template (Lite)</title>
<meta http-equiv="Content-type" content="text/html; charset=utf-8">
<!-- see http://webdesign.tutsplus.com/tutorials/htmlcss-tutorials/quick-tip-dont-forget-the-viewport-meta-tag -->
<meta name="viewport" content="width=device-width, initial-scale=1, user-scalable=no">
<style>
/* following two viewport lines are equivalent to the meta viewport statement above, needed for Windows */
/* see http://www.quirksmode.org/blog/archives/2014/05/html5_dev_conf.html and http://dev.w3.org/csswg/css-device-adapt/ */
@-ms-viewport { width: 100vw ; zoom: 100% ; } @viewport { width: 100vw ; zoom: 100% ; }
@-ms-viewport { user-zoom: fixed ; } @viewport { user-zoom: fixed ; }
</style>
<script src="cordova.js"></script> <!-- phantom library, needed for Cordova api calls, added during build -->
<script src="js/app.js"></script> <!-- recommended location of your JavaScript code relative to other JS files -->
<script src="xdk/init-dev.js"></script> <!-- normalizes device and document ready events, see README for details -->
</head>
<body>
Hello, Cordova!
</body>
</html>
WEB SERVICES
Explore Services
Saved Service Bindings
Create A New Web Service
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
Waterloo
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
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
DEVICE
Google Nexus 4
Cordova version
5.1.1
Model
Manufacturer
LG
Platform
UUID
Version
4.2.x
Serial
Virtual device
STATUS BAR
Status bar visible
Intel® XDK Simulator
54%
4:20
Hello, Cordova!