

Intel® HTML5 Development Environment

Tutorial – Getting Started with the Intel® XDK

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Purpose

Intel's HTML5 development tools are designed to help mobile Web developers develop, test, and deploy apps to as many platforms as possible. Using Web technologies such as HTML5, JavaScript*, and CSS3*, these tools will allow you to not only create and test mobile Web apps, but also hybrid native apps.

The purpose of this document is to demonstrate to new users how to create a native hybrid application from scratch. It will outline how to get the Intel® XDK, how to code a simple native hybrid application, how to test it on device, and finally how to use Intel's App Dev Center to build an application binary.

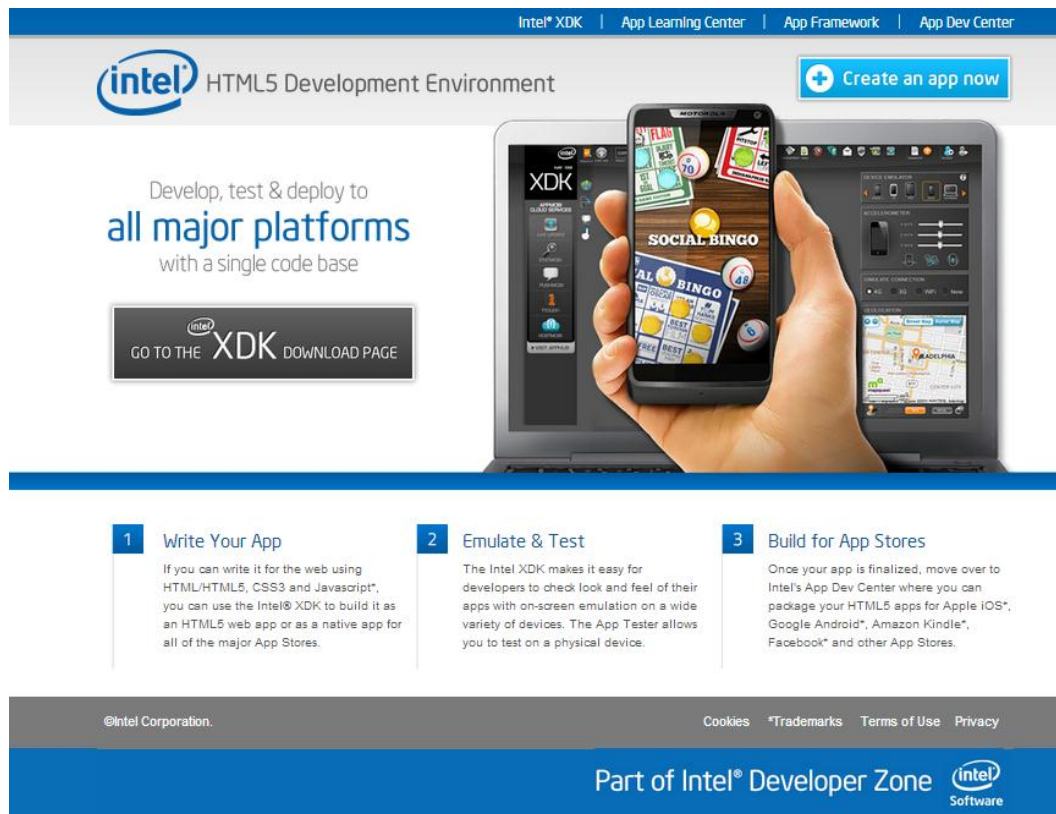
Install Google Chrome* Web Browser

Google Chrome* is a great tool for working with the newest HTML5 technologies. Be sure to install this on your desktop computer before creating your first app.

Create an App

The easiest way to get started is to create an app immediately. Intel® makes things easy by providing a direct path to creating an application, getting the tools, and getting to work. Using the Google Chrome Browser, brand new users can get right into the tools straight from the Intel® HTML5 Development Environment home page at:

<http://html5dev-software.intel.com>



The image shows the Intel XDK HTML5 Development Environment landing page. At the top, there is a navigation bar with links: Intel® XDK, App Learning Center, App Framework, and App Dev Center. Below this, the Intel logo is followed by the text "HTML5 Development Environment". A blue button with a plus icon and the text "Create an app now" is positioned to the right. The main content area features a large image of a hand holding a smartphone displaying a "SOCIAL BINGO" app, with a laptop in the background showing the XDK interface. To the left of the image, the text reads: "Develop, test & deploy to all major platforms with a single code base". Below this is a button that says "GO TO THE XDK DOWNLOAD PAGE". At the bottom, there are three numbered steps: 1. Write Your App, 2. Emulate & Test, and 3. Build for App Stores. The footer contains copyright information, links for Cookies, Trademarks, Terms of Use, and Privacy, and a statement "Part of Intel® Developer Zone" with the Intel Software logo.

Intel® XDK | App Learning Center | App Framework | App Dev Center

intel HTML5 Development Environment

+ Create an app now

Develop, test & deploy to
all major platforms
with a single code base

GO TO THE XDK DOWNLOAD PAGE

1 Write Your App
If you can write it for the web using HTML/HTML5, CSS3 and Javascript*, you can use the Intel® XDK to build it as an HTML5 web app or as a native app for all of the major App Stores.

2 Emulate & Test
The Intel XDK makes it easy for developers to check look and feel of their apps with on-screen emulation on a wide variety of devices. The App Tester allows you to test on a physical device.

3 Build for App Stores
Once your app is finalized, move over to Intel's App Dev Center where you can package your HTML5 apps for Apple iOS*, Google Android*, Amazon Kindle*, Facebook* and other App Stores.

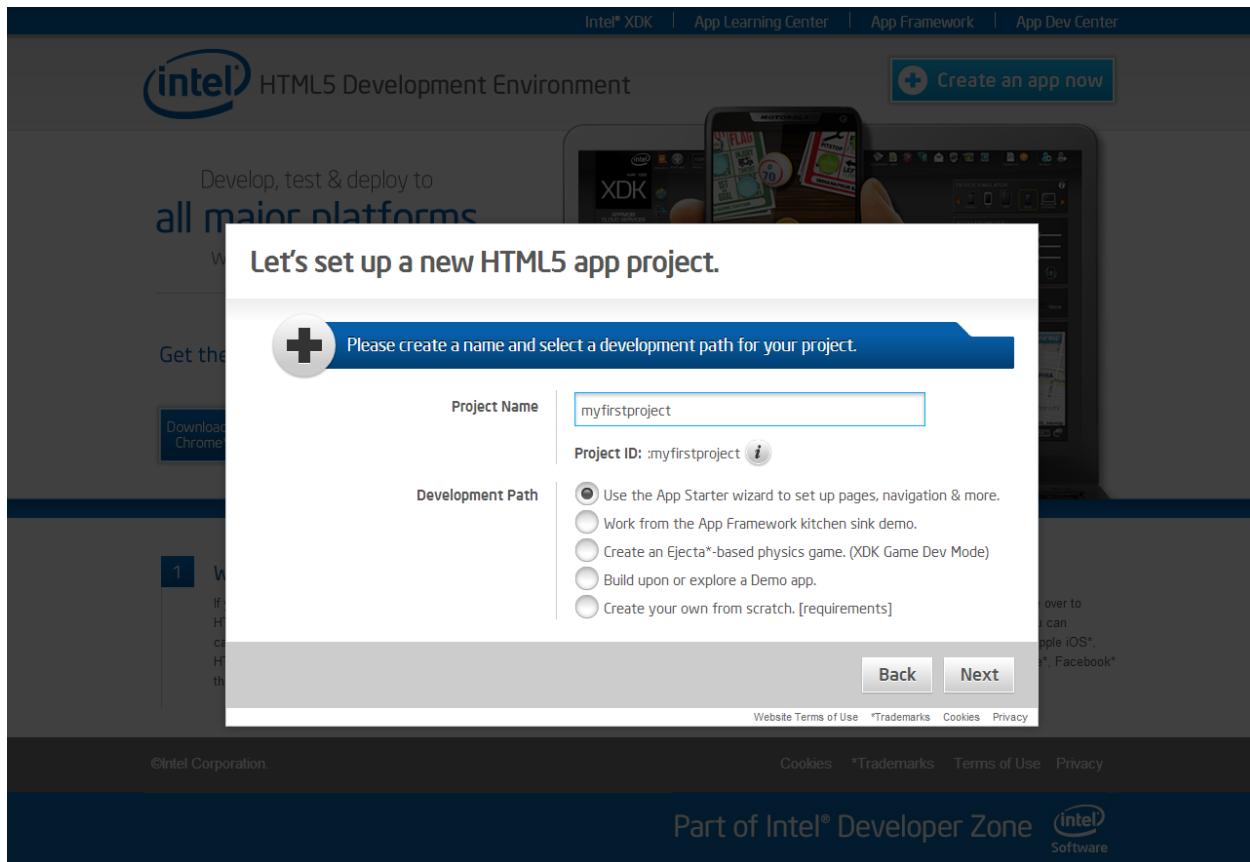
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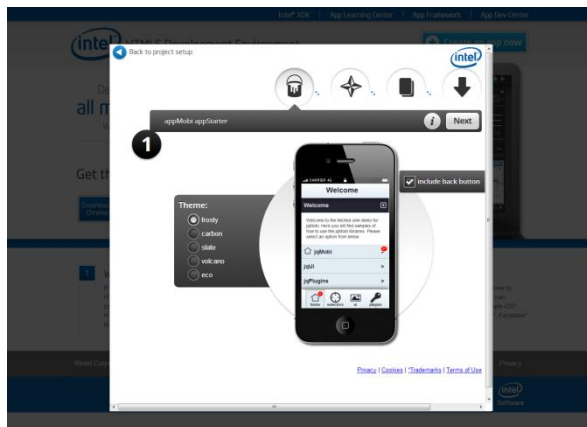
Click on the *Create an app now* button to start a new HTML5 app project.

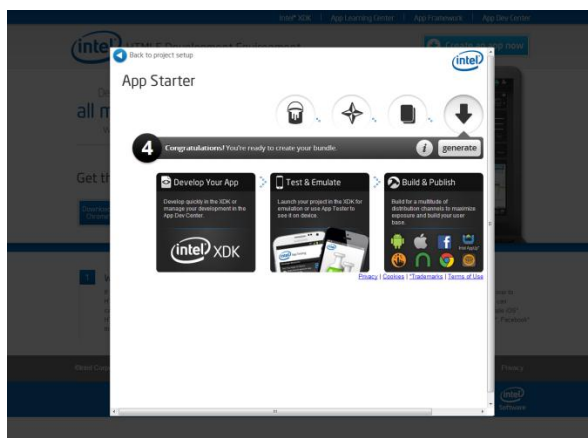
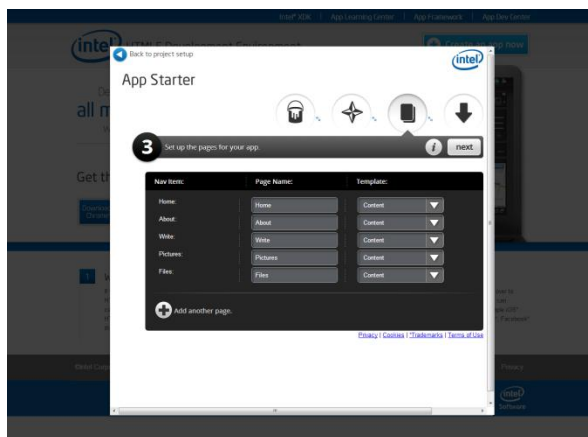
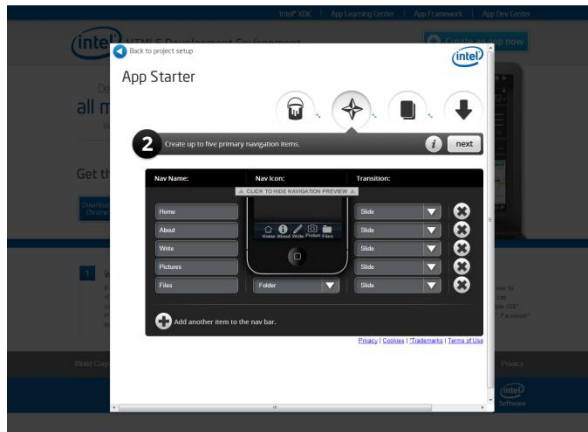


The next dialog that appears is used to start a new HTML5 app project. The first step is to give your project a name. For the time being, just name the app "myfirstproject".

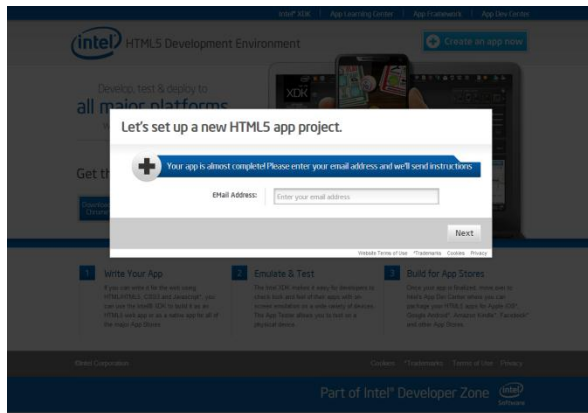


Leave the radio button on the first entry entitled “*Use the App Starter wizard...*” selected. App Starter is a tool for creating a simple, clean, and effective starting app. It relies on App Framework, a lightweight and fast JavaScript library for mobile HTML5 app development. Click *Next* to continue into App Starter. Use the App Starter wizard to create the navigation and page structure for a sample application. Take a look at the screen shot samples below for reference.

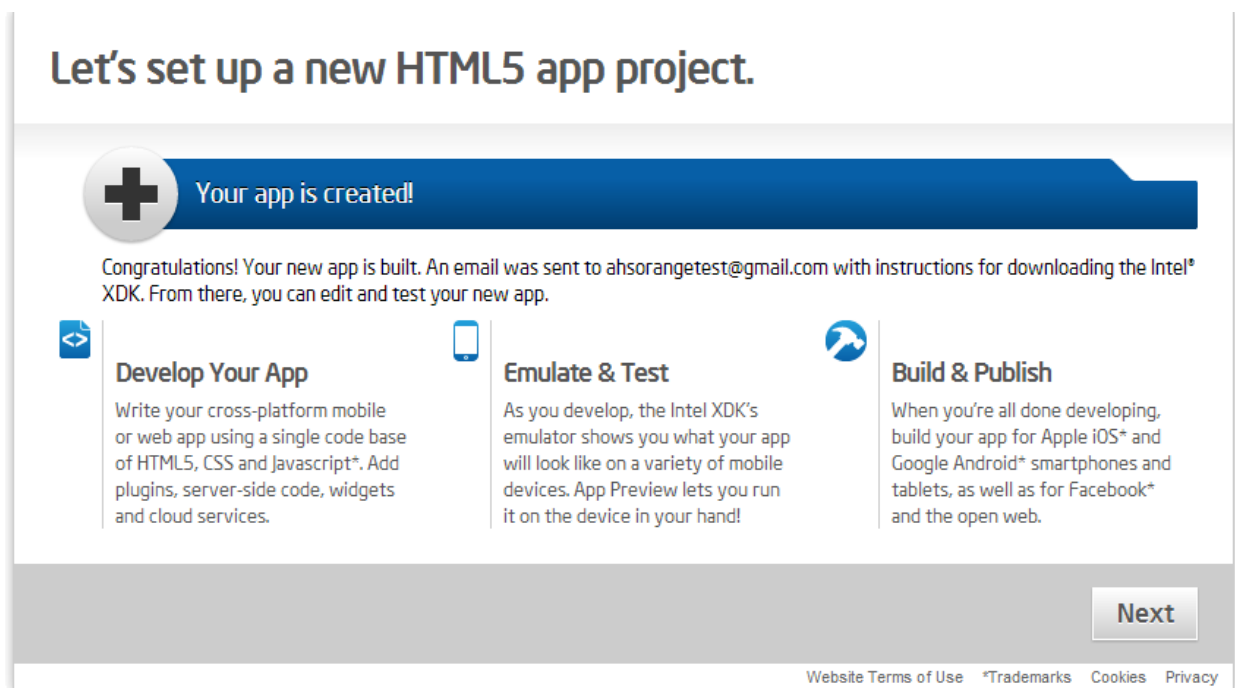




Once the application has been generated, the new app process will ask for an email address. In order to access the tools to build your application, enter a valid email address. Later in the process, instructions to access the tools along with temporary credentials will be sent to this address.



Click on the *Next* button to continue to learn more about the tools.



Click *Next* to return back to the Intel HTML5 Tools Web page.

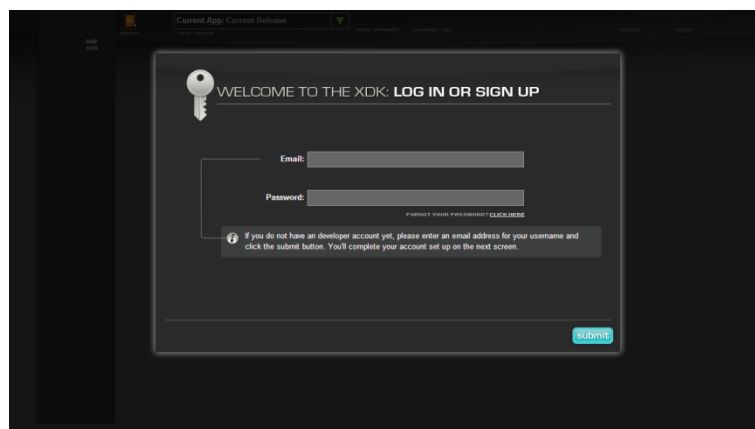
Install the Intel® XDK

Shortly, the email account specified earlier will receive instructions on how to proceed. Those instructions should include a link to the Intel XDK installation page (Apple OS X* version shown below).

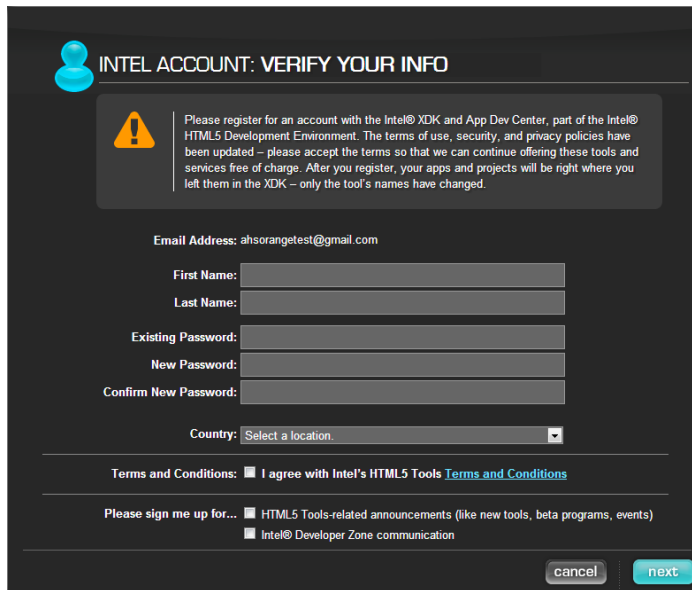


Here you will be able to choose the method of installation that best suits your needs. The Intel XDK is a desktop based building and emulating tool for HTML5 mobile applications.

After installation, the Intel XDK will open and ask for the account credentials included in the email. Enter these credentials (the email address and a temporary password) to continue.

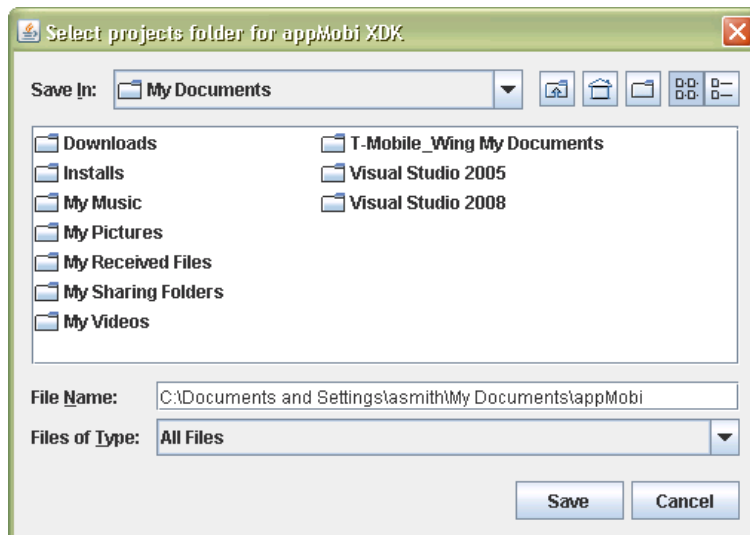


The Intel XDK tool will ask for some detailed account information, as well as a new password. Enter that information and check the box to agree with Intel's Terms and Conditions for the software. To receive announcements related to Intel's HTML5 tools or the Intel® Developer Zone, check the appropriate boxes as well. Click *Next* to continue.



The image shows a web form titled "INTEL ACCOUNT: VERIFY YOUR INFO". It features a blue Intel logo and a warning icon. The form contains a message about registering for an account with the Intel® XDK and App Dev Center. Below the message, there are input fields for "Email Address" (pre-filled with "ahsorangetest@gmail.com"), "First Name", "Last Name", "Existing Password", "New Password", and "Confirm New Password". There is also a "Country" dropdown menu. At the bottom, there are checkboxes for "Terms and Conditions" and "Please sign me up for..." (with options for "HTML5 Tools-related announcements" and "Intel® Developer Zone communication"). "cancel" and "next" buttons are at the bottom right.

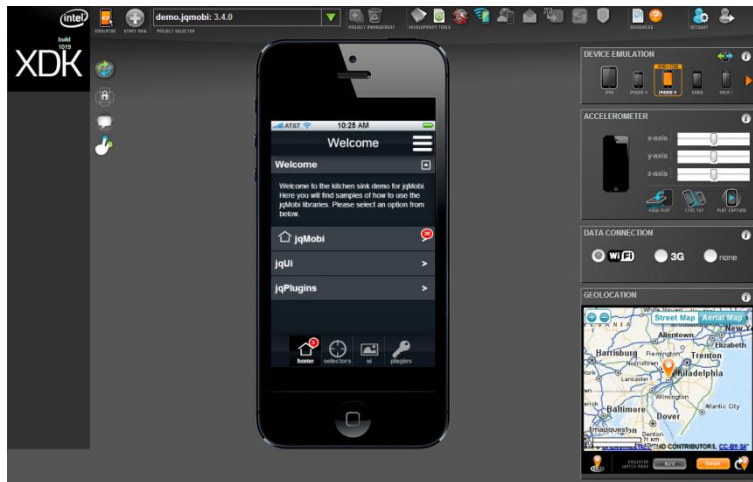
The installation process will ask you where to store demo and sample projects. Select a brand new empty folder for the Intel XDK to fill with demos and any new applications it creates.



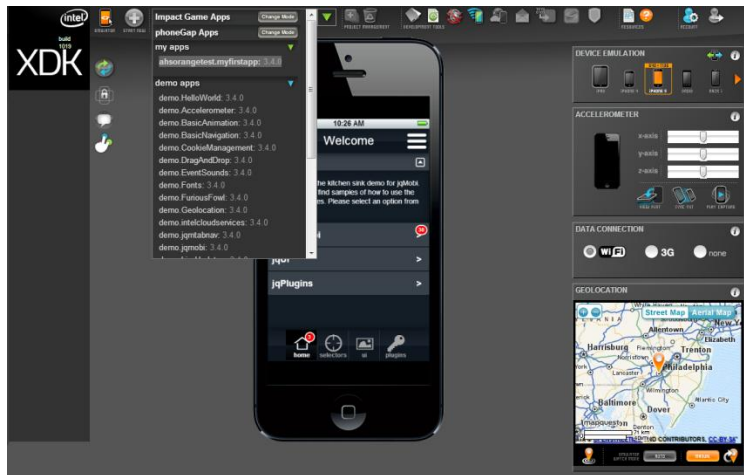
If this location needs to be changed later, please find instructions on how to change the Intel XDK project folder settings here:

<http://forums.appmobi.com/viewtopic.php?f=9&t=63&p=172&hilit=documents#p172>

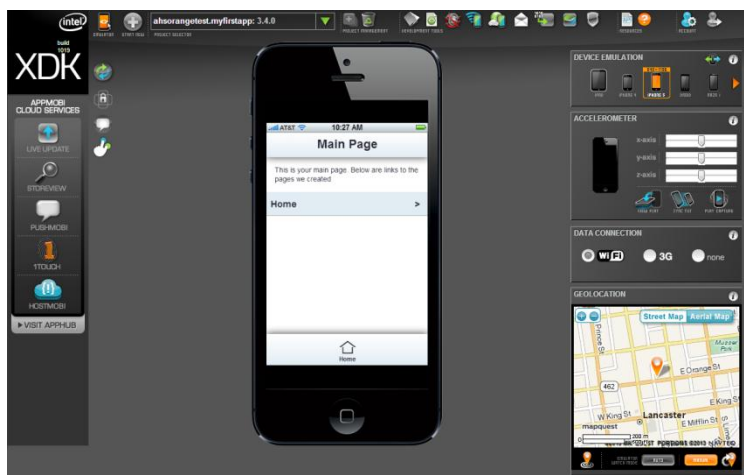
Once the Intel XDK finishes loading, it should display the default application written to show off the features of Intel's App Framework JavaScript library. Try it out in the Intel XDK emulator to see how easy it is to get a responsive and attractive interface with very little JavaScript coding.



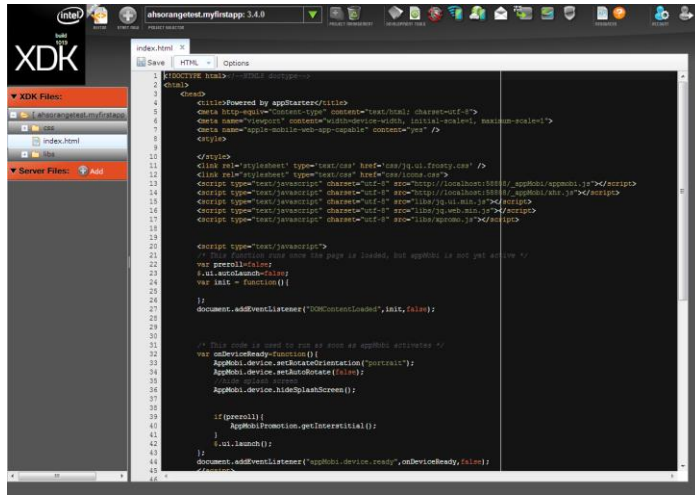
Select the project that App Starter created earlier in this tutorial from the project list.



Once the App Starter project appears, the emulator will demonstrate the functionality of the newly created app. Use this emulator to build and test new applications in a development environment.



Click the orange emulator/editor toggle to the left of the project selector. It should bring up the Intel XDK's editor page displaying the source code for the root file to the App Starter-generated project.

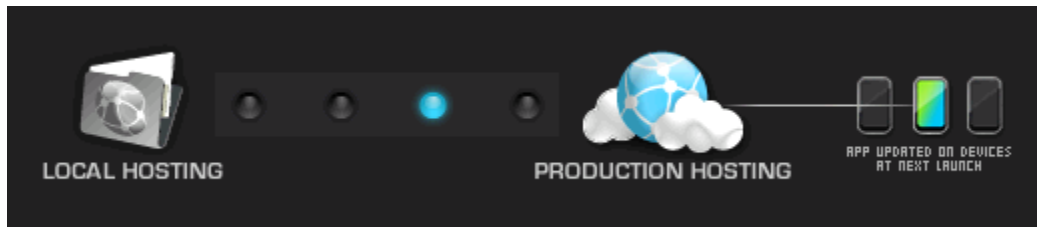


Create Google Android* Binary

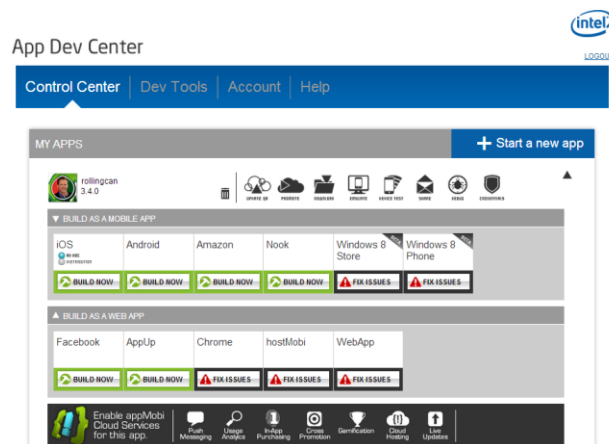
To create an actual .APK file for your Google Android* device, click the build icon (pictured to the right) that is found across the top of the Intel XDK.



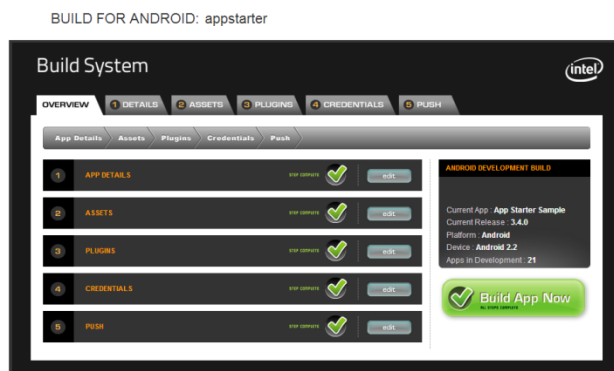
The Intel XDK will immediately copy the application to the cloud to incorporate it into a binary build.



Once the application has been copied to the cloud, the Intel XDK will open the App Dev Center to complete the build process. The first screen of the build process displays the various build options for the app. Select the Android build option.



You'll be directed to a page where you can add details about your app. Work your way through each tab in turn until the *Build App Now* button activates.



The first tab asks for some basic details about your Android app. The second will ask for icons and splash screens for your app. The third is for custom built plug-ins. You may ignore this tab for the time being. The fourth tab is for adding credentials to give your application access to third-party sites such as Facebook*. Follow the instructions on the fifth tab to add Google Cloud Messaging*.

Once all the appropriate information is entered, and all the steps are complete, click the *Build App Now* button. The app will be built in the cloud. Once the build is complete, the binary is available for download immediately as well as by email.

