

DEVELOPING WEB BASED MOBILE MAPPING APPLICATIONS WITH JAVASCRIPT

Matt Lane – OIR GIS Services, State of TN

USE HTML 5

- New semantic elements
- Geolocation
- Local storage
- File api

REDUCE PAGE LOAD

- Less requests
 - Single js
 - Single css
 - Compact ESRI api
- Smaller requests
 - Minified files
 - Compression
 - Smaller images
 - JavaScript last when possible

MAPPING IS (SLIGHTLY) DIFFERENT

- Page zoom matters
- Map height matters

CHOOSE THE CORRECT APPROACH

- Mobile Enabled
- Mobile Targeted
- Mobile Native

PROTOTYPE THE GUI

- Sketch out design
 - Small
 - Medium
 - Large
- Can show customer before code, head design problems off early
- Some tools can export page markup

MOBILE 1ST APPROACH (RESPONSIVE)

- Design a site first for mobile
 - No js for structure, just markup and CSS
 - Small images
 - Small number of requests
- Alter structure and dimensions as it sizes up to desktop
- Choose media query breakpoints based on content, not device dimensions
 - Changes are dependent on needs
 - Devices dimensions change

TODAY'S EXAMPLES

- Mobile Enabled (responsive)
 - Traditional desktop oriented web layout
 - Grid system (bootstrap)
- Mobile Targeted
 - jQuery mobile
- Extras
 - Geolocation (follows your position)
 - Redirection of a desktop site to a mobile one

WRAP UP

- CONTACT
 - Matt Lane
 - matt.lane@tn.gov
 - 615-741-7724

- DOWNLOAD / FORK
 - <https://github.com/mdlane/Hello-World>

