DEVELOPING WEB BASED MOBILE MAPPING APPLICATIONS WITH JAVASCRIPT

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WORKSHOP OVERVIEW

Mobile concepts and best practices overview

Templates walk-through

Presentation, samples, and links repository
- https://github.com/mdlane/MTNGIC-2013-Workshop

MOBILE CONSIDERATIONS

USER WANTS

- Fast
- Easy to use
  - Touch driven
  - On-the-go
- Attractive

USE HTML 5

New semantic elements

Geolocation

Local storage

File api

REDUCE PAGE LOAD

Less requests

- Single js
- Single css
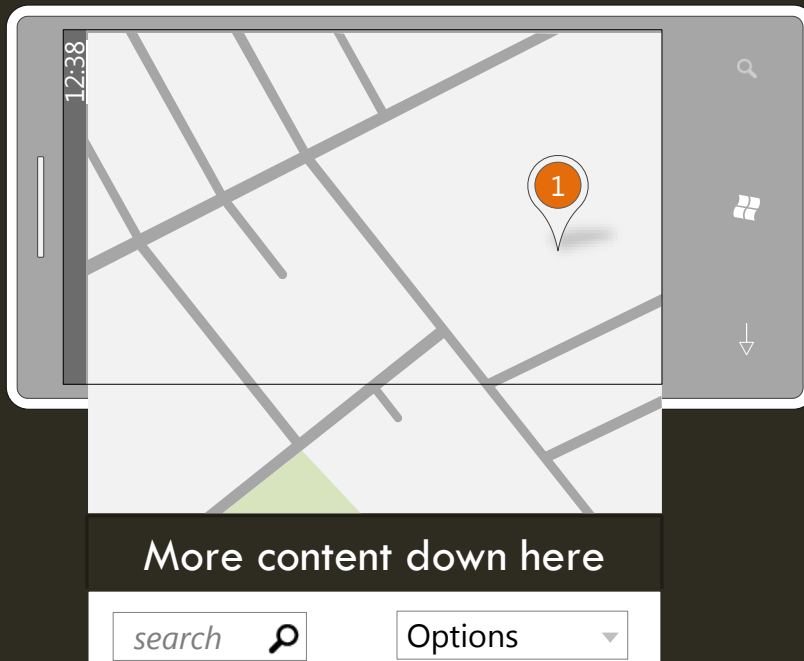- Compact ESRI api

Smaller requests

- Minified files
- Compression
- Smaller images
- JavaScript last when possible

MAPPING IS (SLIGHTLY) DIFFERENT

Page zoom matters

- `<meta name="viewport" content="width=device-width, initial-scale=1.0, maximum-scale=1.0, user-scalable=no">`
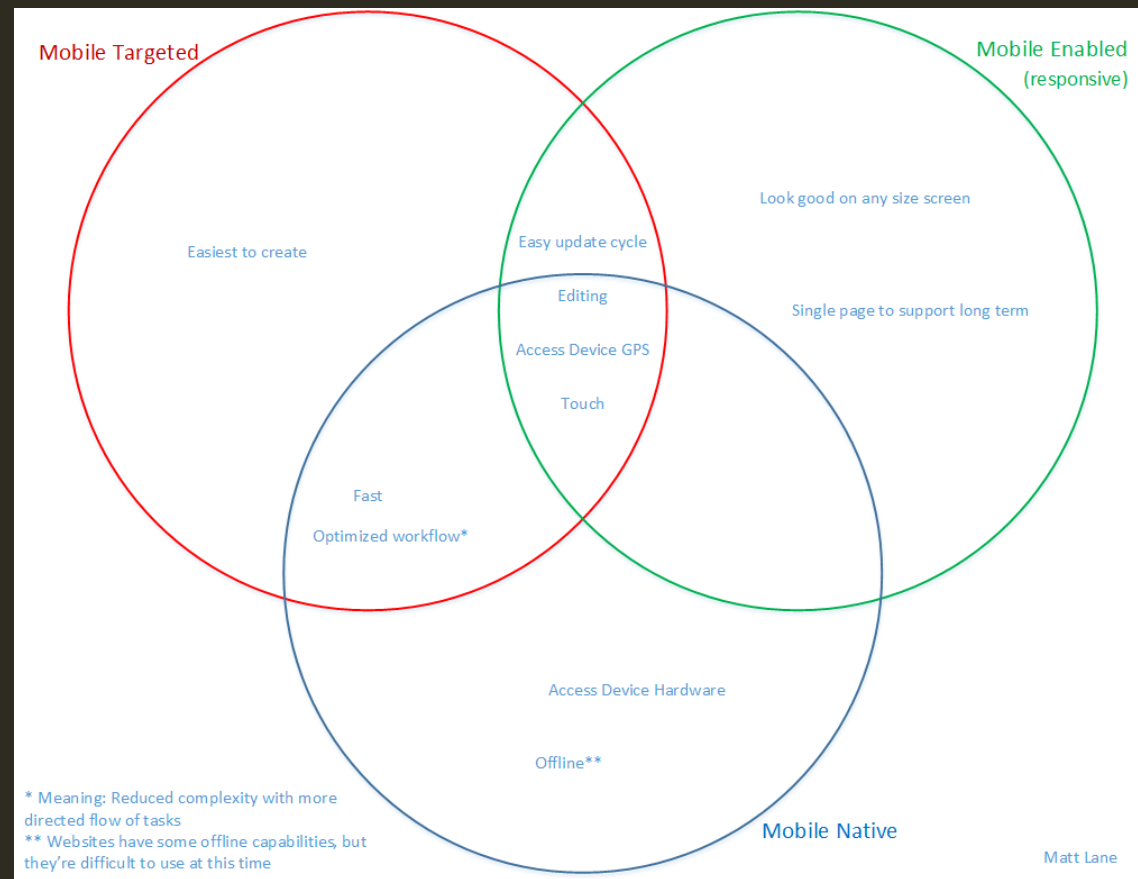
Map height matters

CHOOSE THE CORRECT APPROACH

Mobile Enabled
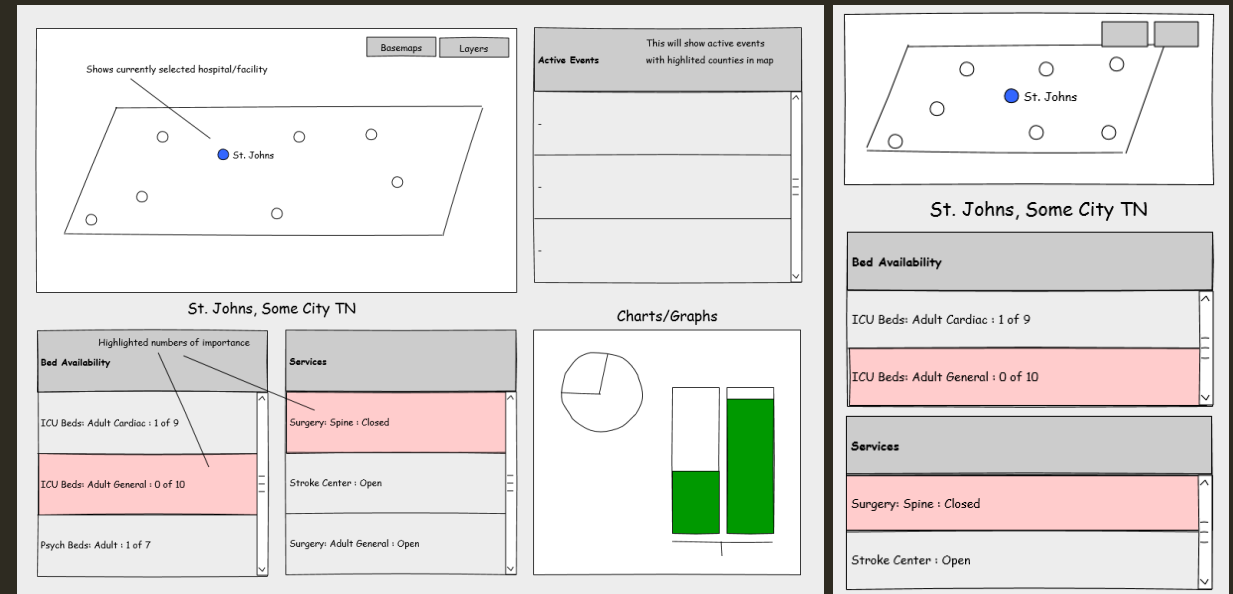
Mobile Targeted

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
- Device dimensions change often

TODAY'S EXAMPLES

Mobile Enabled (responsive)

- Traditional desktop oriented web layout
- Grid system (bootstrap)

Mobile Targeted

- jQuery mobile

Extras

- Geolocation (follows your position)
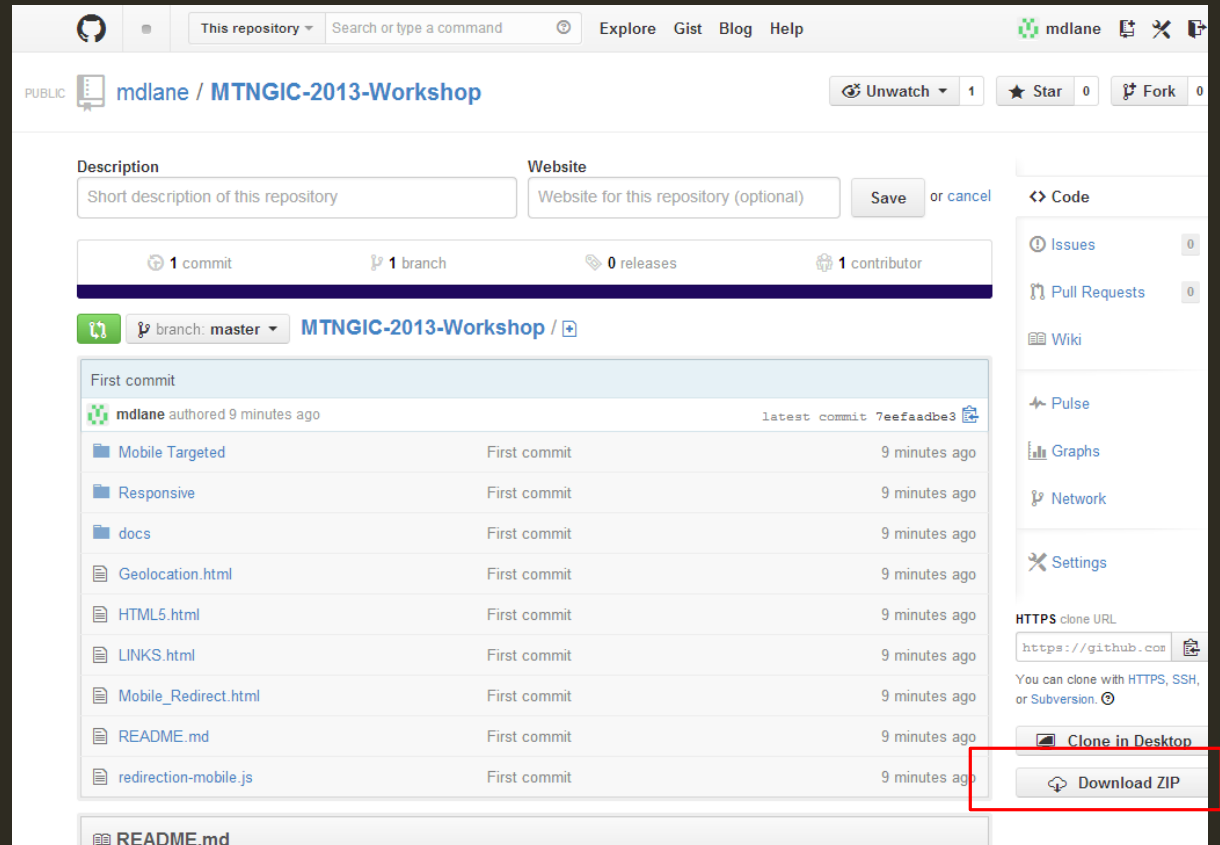- Redirection of a desktop site to a mobile one

WRAP UP

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DOWNLOAD / FORK

- https://github.com/mdlane/MTNGIC-2013-Workshop