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

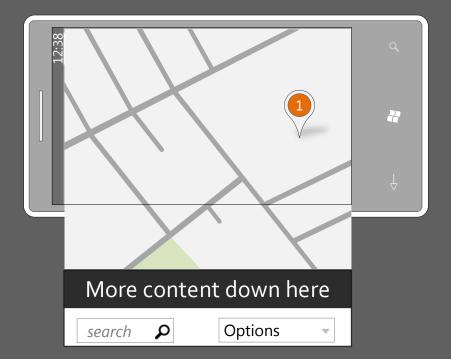
- New semantic elements
- Geolocation
- Local storage
- File api

REDUCE PAGE LOAD

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

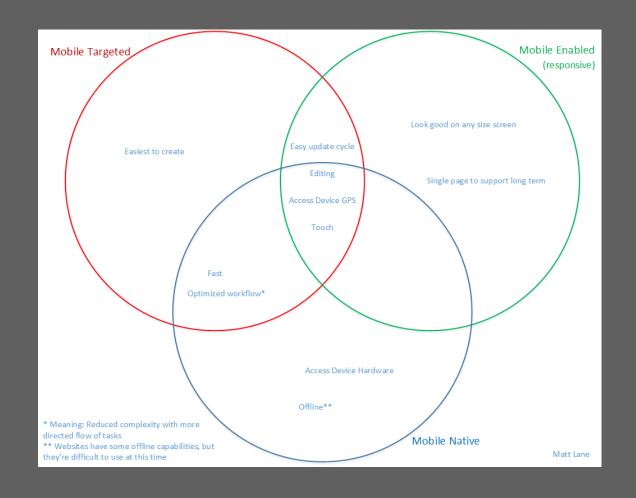
MAPPING IS (SLIGHTLY) DIFFERENT

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



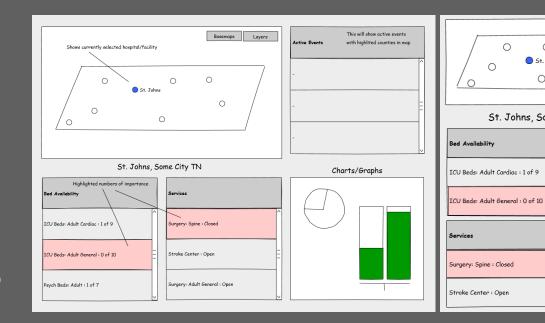
CHOOSE THE CORRECT APPROACH

- 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



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St. Johns, Some City TN

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

