Outline

- Motivation
- The offline application cache
- The offline manifest file
- Offline events

Motivation

- Web apps traditionally require access to a web server to work
- But in many apps we don't need network access all the time

The Offline Application Cache

- First time visit:
 - All app files are downloaded to the offline application cache
- Subsequent visits:
 - Files in the offline application cache used unless the manifest file has changed (its content)
- It is all about the manifest file

The Manifest File (1)

- Stored in the app directory
- Must include a "file header":

```
CACHE MANIFEST
```

 Must be of content type text/cache-manifest

- Must list all files required by the app
- Three groups of files:
 - CACHE: Files that will be cached
 - NETWORK: Files that should be loaded from the network
 - FALLBACK: Pairs of network and cached files;
 cached file used if network file fails to download

The Manifest File (2)

Sample manifest file:

```
CACHE MANIFEST
index.html
images/icon.jpg
scripts/myscripts.js
styles/mystyle.css
FALLBACK:
images/ images/offline.jpg
NETWORK:
*
#most recent update 31.01.2012 20:50:24
```

Online vs Offline

- Difference in event triggering
 - Mobile browsers
 - when network connectivity changes
 - Desktop browsers
 - when user selects "work offline" mode
- Events:
 - online and offline events are generated
 - but window.ononline()/window.onoffline() methods are not widely implemented

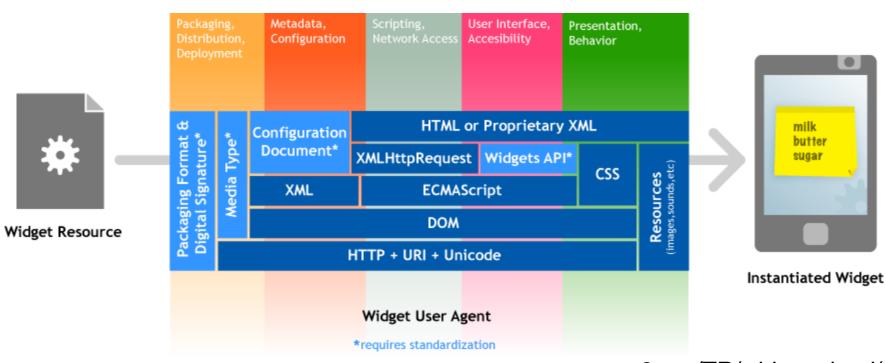
Cache Management

- When the cache has been updated:
 - The onUpdateReady() function is called:
 - may be used to force a reload of the application
- Once created it is hard to get rid of the cache:
 - New manifest files only replace earlier files
 - Only end users can clear the cache in their browsers

Mobile Web Widgets

- Apps developed using Web technologies:
 - HTML5, CSS3, JavaScript, Web SQL Database
- But unlike offline application cache apps:
 - Distributed as an app package
 - May have extended platform access
 - Packaged with databases and meta configuration
- Standards are being developed:
 - Platform differences to be expected for some time

Widget Technology Stack



www.w3.org/TR/widgets-land/

Conclusion

- Offline web caching is here for now
- Mobile widgets are experimental