Outline

- Mobile browsers
 - The mobile browsing experience
 - The WebKit engine
 - Preinstalled browsers
 - User-installable browsers
- Mobile web application best practices
 - Security, privacy and user awareness
 - Conservative use of resources
 - User experience
 - Handling variances in the delivery context
 - Misc.

The mobile browsing experience

- Navigation
 - Focus navigation
 - Cursor navigation
 - Touch navigation
 - Multitouch navigation
- Zoom experience
 - Basic zoom capabilities
 - Smart zoom capabilities
- Reflow engines
 - Reflows multicolumn pages to a one-column design

The mobile browsing experience

- Proxied browsers using proxies to
 - Eliminate mobile incompatible content
 - Compress content
 - Pre-rendering for faster display
 - Convert content
 - Encrypt content
 - Cache content for frequently visited sites
- Multipage experience
 - One-page support only
 - Multiple windows
 - Window stack
 - Tab navigation

The WebKit engine

- An open source layout engine for web browsers
- Originally developed by Apple
- Widely used in the mobile world
 - Many applications using it
 - Similar rendering experience can be expected on different mobile devices
 - But differences do exist between the implementations

Preinstalled browsers

- Practically every new phone has a browser
 - Android browser
 - Internet explorer mobile
 - Safari
 - Symbian browser

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User-installable browsers

- Users may install other browsers also
 - Firefox mobile
 - Opera mobile
 - Opera mini
 - Chrome

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Security, privacy, user awareness

- JSON data may represent a security risk
 - Don't eval() JSON data directly, use a JSON parser
- Signing in at every visit can be a hassle
 - Enable automatic sign-in (and then also sign-out)
 - But don't store unencrypted passwords

Conservative use of resources

Guidelines

- Minimize application and data size
 - Remove whitespace/minify HTML, CSS and script files
- Optimize network requests, such as
 - Batch up multiple requests if possible
 - Back off during periods of inactivity
- Minimize external resources
 - Merge script and CSS files into as few files as possible
- Minimize sending of cookie information
- Keep DOM size reasonable
 - Use pagination

User experience

- Guidelines
 - Optimize application start-up time
 - Consider partitioning large scripts
 - Use local storage where appropriate
 - Minimize perceived latency, e.g.
 - Enabling incremental rendering
 - Avoid page reloads
 - Make telephone numbers "Click-to-Call"
 - Add a hyperlink with tel: or sms: as protocol
 - Use Meta Viewport to identify desired screen size
 - Design for multiple interaction methods (focus based, pointer based and touch based methods)

Variances in the delivery context

Guidelines

- Prefer server-side context where possible
 - MIME types, user agent and WAP profile data
 - Consider WURFL a device description repository
- User client-side capability detection if necessary
 - CSS media types/media queries, JavaScript
- Classify devices for simplified adaption
 - E.g., basic XHTML -> full AJAX -> device APIs
- Support a non-JavaScript variant if appropriate
- Offer users a choice
 - Let the user change the UI if multiple exists

And some more ...

- Consider use of canvas elements or SVG
- Inform the user about automatic network access (XMLHttpRequest)
- Provide sufficient means to control automatic network access (XMLHttpRequest)

Conclusion

- A variety of browsers running on a variety of devices for a variety of users
- Requires a conscious and rigorous process for designing mobile web applications