

JQUERY MOBILE

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<https://github.com/ssse2014/ssse2014/wiki>

WHAT DO YOU KNOW ABOUT
MOBILE DEVELOPMENT?

WHAT PHONE(S) DO YOU
OWN?

WHAT APPS DO YOU USE?

Mobile technologies

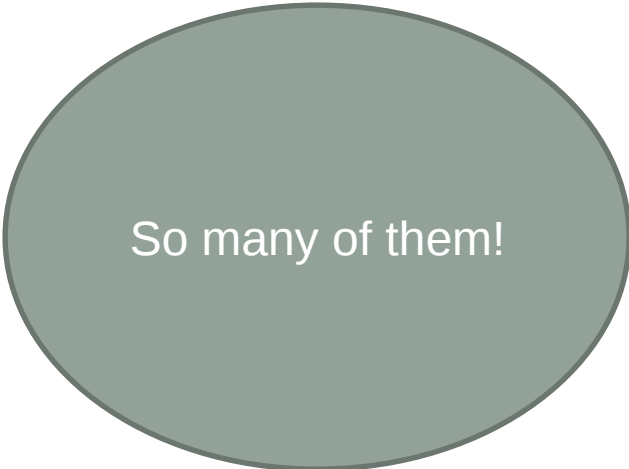


- SMS
- MMS
- Bluetooth
- QR codes
- NFC (Near Field Communication)
- Native applications (Java ME, Java for Android, Objective C, Silverlight, Python, C, C++...)
- **Web applications (CSS, HTML, JavaScript, HTML5...)**
- **Mobile web sites (CSS, HTML, JavaScript, HTML5 ...)**
 - **See <http://m.pace.edu>**
- IVR (Interactive Voice Response)
- USIM
- USSD (e.g., #123#)
- Mobile TV
- etc

So many of
them!

Mobile platforms

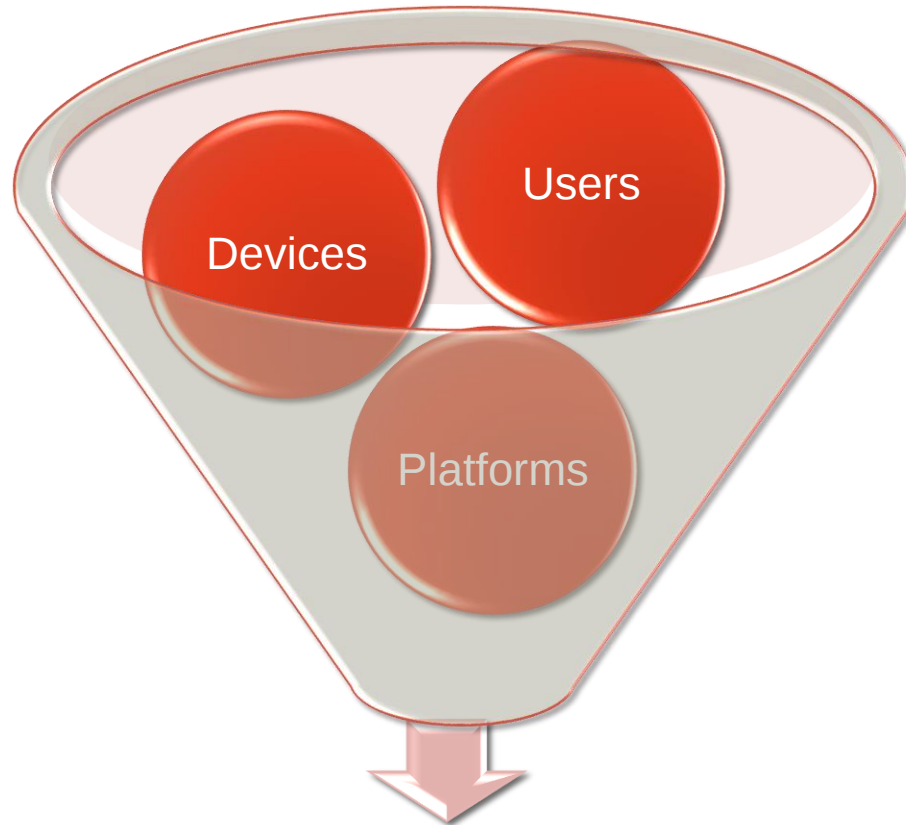
- Blackberry
- Android
- iOS
- Windows Phone
- Symbian
- Series 40
- Bada
- Meego
- Tizen
- etc



So many of them!

■ Mobile Penetration Rates 70% and above
 ■ Mobile Penetration Rates Under 70%

Mobile development



~~Mobile apps~~
Mobile experience

Business models

iButterfly

- <http://youtu.be/vEE6M0iW-Nw>



MOBILE DEVELOPMENT: HOW IS IT DIFFERENT? IS IT REALLY DIFFERENT?

-
- Ecosystem
 - People
 - Devices
 - Platforms
 - Process
 - Usage
 - UI / UX
 - etc

Android OS - The First 100 Devices



Acer E110 320x480, 3 mega pixels, 118g Acer E400 320x480, 3 mega pixels, 125g Acer S100 480x800, 5 mega pixels, 135g Alcatel OT-880 240x320, 2 mega pixels, 155g Apad P7901a 800x480, Non-phone, 388g Archos 5 Tablet 800x480, 182g Archos 7 Tablet 800x480, Non-phone, 388g Barnes&Noble Nook 600x800, Non-phone, 353g Cincinnati Bell Blaze 320x480, 5 mega pixels, 113g Cydia M7 480x800, 460g



Dell Aero 360x640, 5 mega pixels, 105g Dell Mini 5 480x854, Non-phone, 220g Eken M001 800x480, Non-phone, 350g Eken M003 600x800, 590g Garmin A10 320x480, 5 mega pixels, 130g Garmin A50 320x480, 3 mega pixels, 0g General Mobile DSTL1 240x400, 5 mega pixels, 135g Haipad M701 800x480, 350g HTC Aria 320x480, 5 mega pixels, 115g HTC Desire 480x800, 5 mega pixels, 130g



HTC Desire HD 480x800, 8 mega pixels, 164g HTC Droid Eris 320x480, 5 mega pixels, 120g HTC Espresso 320x480, 5 mega pixels, 167g HTC EVO 4G 480x800, 8 mega pixels, 170g HTC G1 320x480, 3 mega pixels, 159g HTC G2 320x480, 3 mega pixels, 118g HTC G2 Touch 320x480, 5 mega pixels, 135g HTC Incredible 480x800, 8 mega pixels, 130g HTC Legend 320x480, 5 mega pixels, 125g HTC Liberty 320x480, 5 mega pixels, 113g



HTC Nexus One 480x800, 5 mega pixels, 130g HTC Tattoo 320x480, 3 mega pixels, 113g HTC Wildfire 240x320, 5 mega pixels, 130g Huawei U7510 240x320, 2 mega pixels, 105g Huawei U8100 240x320, 3 mega pixels, 104g Huawei U8110 240x320, 3 mega pixels, 110g Huawei U8220 320x480, 3 mega pixels, 130g Huawei U8230 320x480, 3 mega pixels, 130g Huawei V845 240x320, 3 mega pixels, 115g i-mobile 6010 240x400, 3 mega pixels, 106g



i-mobile i858 480x800, 5 mega pixels, 164g Kyocera M5000 480x800, 3 mega pixels, 109g Kyocera Zio 480x800, 3 mega pixels, 105g LG Ally 480x800, 3 mega pixels, 159g LG GT540 240x400, 3 mega pixels, 115g LG CW620 320x480, 5 mega pixels, 139g LG KH920 320x480, 2 mega pixels, 139g LG LU2300 480x800, 5 mega pixels, 128g LG SU950 480x640, 5 mega pixels, 135g Motorola CLIQ XT 320x480, 5 mega pixels, 131g



Motorola Devour 320x480, 3 mega pixels, 180g Motorola Droid 480x854, 5 mega pixels, 169g Motorola Droid X 480x854, 8 mega pixels, 140g Motorola Droid2 480x854, 5 mega pixels, 169g Motorola I1 320x480, 5 mega pixels, 131g Motorola MB200 320x480, 5 mega pixels, 165g Motorola MB300 320x480, 5 mega pixels, 165g Motorola MB502 320x240, 3 mega pixels, 110g Motorola MB511 320x240, 3 mega pixels, 120g Motorola XT502 320x480, 5 mega pixels, 115g



Motorola XT701 480x854, 8 mega pixels, 140g Motorola XT720 480x854, 8 mega pixels, 140g Motorola XT800 480x854, 5 mega pixels, 120g Motorola XT806 480x854, 5 mega pixels, 165g Nexian A890, 5 mega pixels, 0g Orange Boston 320x480, 5 mega pixels, 118g Pantech 630 480x800, 5 mega pixels, 128g Pantech IM-A600 480x800, 5 mega pixels, 128g Pantech IM-A650S 480x800, 5 mega pixels, 114g Samsung Behold 2 320x480, 5 mega pixels, 119g



Samsung Galaxy S 480x800, 5 mega pixels, 120g Samsung Galaxy Tab 1024x600, Non-phone, 3 mega pixels, 380g Samsung Galaxy U 480x800, 5 mega pixels, 131g Samsung GT-I5500 240x320, 2 mega pixels, 102g Samsung GT-I5503 240x480, 2 mega pixels, 102g Samsung GT-I5700 320x480, 3 mega pixels, 120g Samsung GT-I5800 240x400, 3 mega pixels, 110g Samsung GT-I8520 480x800, 8 mega pixels, 156g Samsung I7500 320x480, 5 mega pixels, 114g Samsung M100s 480x800, 5 mega pixels, 128g



Samsung R880 320x480, 5 mega pixels, 140g Samsung SGH-i896 480x800, 5 mega pixels, 128g Samsung SHW-M110S 480x800, 5 mega pixels, 121g Samsung SPH-D700 480x800, 5 mega pixels, 155g Samsung SPH-M900 480x854, 5 mega pixels, 169g Samsung SPH-M910 240x400, 3 mega pixels, 138g Sharp IS01 960x480, 0g Sharp SH-10B 960x480, 5 mega pixels, 230g SMIT MID-560 800x480, Non-phone, 388g SonyEricsson X10 480x854, 8 mega pixels, 135g



SonyEricsson X10 mini 240x320, 5 mega pixels, 120g SonyEricsson X10 mini pro 240x320, 5 mega pixels, 120g SonyEricsson X8 320x480, 3 mega pixels, 104g Spice M1000 320x480, 5 mega pixels, 0g Vibo A688 320x480, 5 mega pixels, 0g Videcon V7500 320x480, 5 mega pixels, 114g Wellcom A800 480x800, Non-phone, 3 mega pixels, 0g Wellcom A88 320x480, 5 mega pixels, 114g Witech A81-E 800x480, Non-phone, 380g ZTE X850 240x320, 3 mega pixels, 100g

WHAT IS A SUCCESSFUL APP?

Native versus Web mobile development

- Native development
 - Develop using languages such as Java, Objective C etc that target a specific platform
 - Broader access to hardware features
 - Faster, more powerful, more integration hardware/platform
 - More attractive (native look and feel)
 - Latest innovations
 - Apps are installed on phones and released on the market
- Web development
 - Based on web technologies (HTML, CSS, and JavaScript)
 - Permits multi-platform development
 - Based on standards
 - Apps need to be packaged to be installed on a phone (e.g., PhoneGap) and released on the market
- Differences of capabilities between native and web apps is decreasing rapidly

The
debate of
the purists

SEARCH APPS ON CYBERSECURITY ON GOOGLE PLAY

What is HTML5?

- HTML5 is a core technology markup language of the Internet used for structuring and presenting content for the World Wide Web on all platforms
 - Desktops, phones, TVs...
- HTML5 is mobile (optimized)
 - Phones and tablets
 - Size of UI components
- HTML5 is open
 - HTML is already known by lots of people
 - Soon a standard of W3C (World Wide Web Consortium)
- HTML5 is capable
 - Networking, contacts, online / offline, input, videos and geolocation capabilities
- HTML5 is flexible
 - Content (HTML)
 - Style (CSS)
 - Logic (JavaScript)



Mobile browsers

- Different types of browsers
 - Focus navigation (highlight of the selected area), cursor navigation (simulation of a cursor), touch navigation, multi-touch navigation (gestures)
- Zoom
 - Basic zoom (font size only), smart zoom (images and pages as a whole)
- Reflow engines
 - Reflowing the pages to a one-column scrollable
- Multi-page experience
 - How many pages can be open at the same time?
- WebKit Engine
 - Open source layout engine for web browsers that render HTML and CSS and execute JavaScript
 - Used in the current browsers (e.g., Android, iOS, Nokia S60...)



Mobile browsers

- Pre-installed
 - Internet Explorer Mobile
 - Safari on iOS – WebKit-based browser
 - Nokia Series 40 browsers - WebKit-based browser for Series 40 6th
 - Symbian browser - WebKit-based browser for Series 60
 - Android browser - WebKit-based browser
- User-installed
 - Chrome for Android - Launched in February 2012
<http://googleblog.blogspot.com/2012/02/introducing-chrome-for-android.html>
 - Firefox mobile – Appeared in 2011 <http://mozilla.com/mobile>
 - Opera – Downloadable for most platforms, full browser
<http://www.opera.com/developer/tools/mobile/>
 - Opera Mini – Proxy browser that supports videos, Ajax, offline / online... <http://www.opera.com/developer/tools/mini>

INSTALL MOBILE BROWERS ON YOUR PHONE

GO TO THE OPERA MINI
SIMULATOR ONLINE AND GO
TO A SPECIFIC URL

<http://www.opera.com/developer/opera-mini-simulator>



Opera browser



Computer

Mobile

Tablet

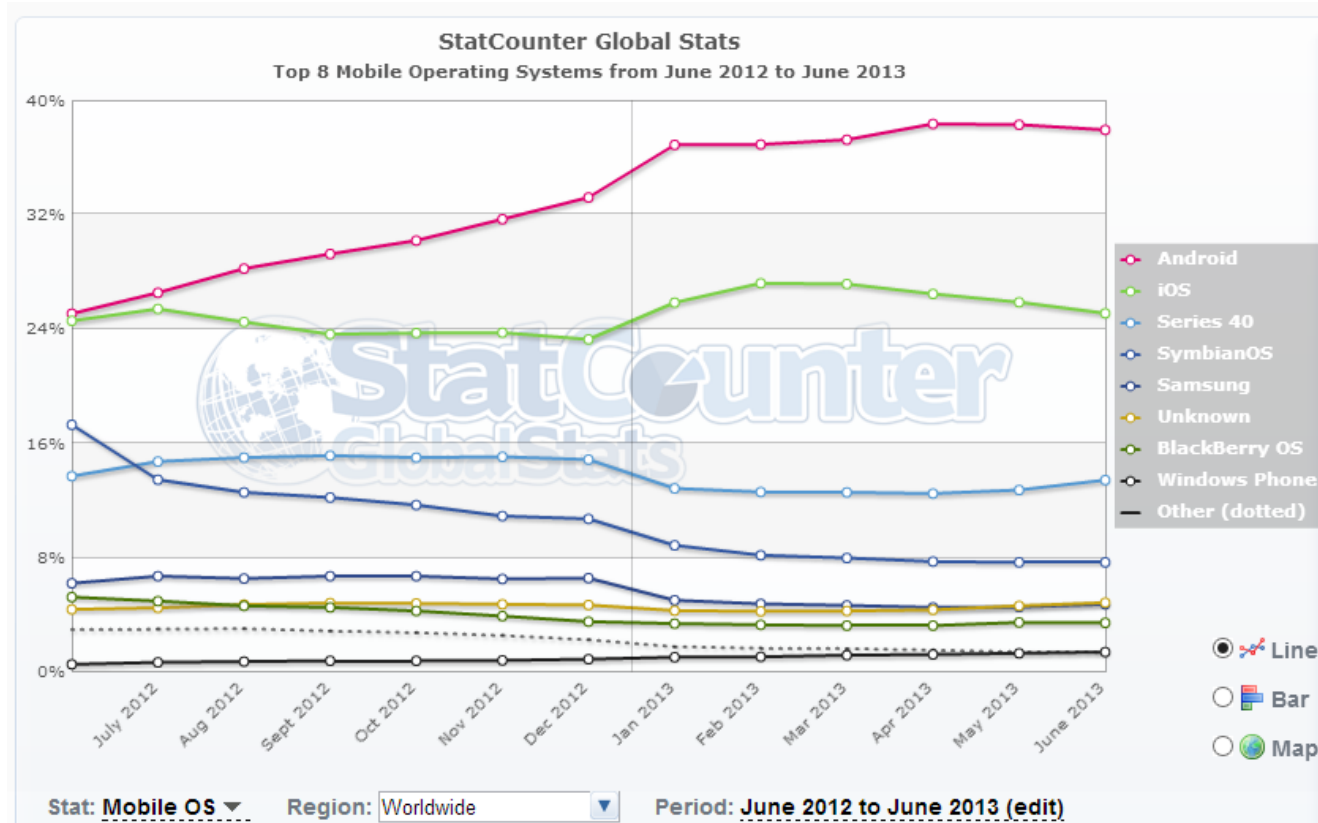
Below is a live demo of Opera Mini 7.1 that functions as it would when installed on a handset.



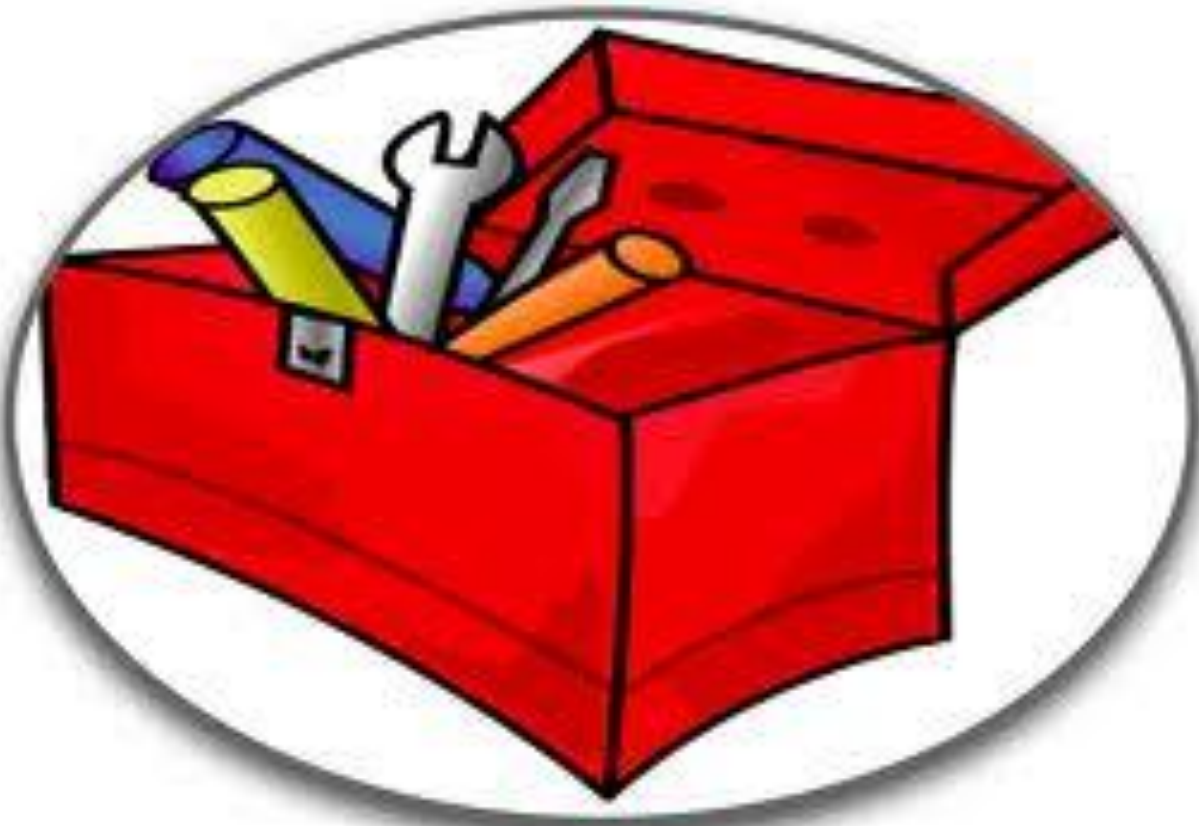
WHAT MOBILE BROWSERS ARE SUBSCRIBERS USING IN THE US AND GLOBALLY?

Mobile browsers - statistics

- What mobile browsers are people using in different parts of the world?
- <http://gs.statcounter.com>



Toolbox



Toolbox

- Editor
 - Notepad++ or other
- Browsers
 - Google Chrome
 - Opera mobile emulator <http://www.opera.com/developer/mobile-emulator>
 - Mobile browsers on your phone
- Java
 - <http://java.sun.com/javase/downloads/index.jsp>
- File transfer
 - Filezilla (or equivalent)
- Cordova 2.5.0 <http://cordova.apache.org/>
- Android SDK
 - Android SDK (with Eclipse) <http://developer.android.com>
- SDK for different platforms
- Books, web sites etc...

HTML in one slide

- HTML = Hyper Text Markup Language
- Language based on tags and rendered by a browser
- Files with html extension
- index.html is the entry file in a web site
- Skeleton of an HTML page

```
<html>
  <head>
    <title>
      ...
    </title>
  </head>
  <body>
    ..
  </body>
</html>
```

Open the tag

Close the tag

Html – cheat sheet
<http://bit.ly/tZpQL>



Tags

`<p> ... </p>` - paragraph
`<em> ... </em>` - italic
`<b> ... </b>` - bold
`<h1> ... </h1>` - level of title
(from 1 to 6)
`<img src ...>` - image
`<a> ... </a>` - link
`<br />` - blank line
`<ul>` - list
 `<li> ... </li>`
 `<li> ... </li>`
`</ul>`
`<div> ... </div>`

CREATE AN HTML FILE USING
NOTEPAD++ AND OPEN IT IN
GOOGLE CHROME

PUT THE FILE ON THE
SERVER AND OPEN IT IN A
MOBILE DEVICE

CSS in one slide



- CSS = Cascading Style Sheets
- For the visual presentation of an HTML document (text color, size, style, layout, gradients, opacity etc)
- Files with css extension
- Integrate CSS:
 - `<style type="text/css">`
 `body {color:red;}`
 `</style>`
 - OR
 - `<link rel="stylesheet" href="style.css" type="text/css">`
- Based on applying rules on specific elements (selectors). Rules assign values to properties
- Example 1: `body {color:red; font-style:italic;}`
- Example 2:

Inline

External file

CSS – cheat sheet
<http://bit.ly/O0fMmZ>

```
<h1 class="loud">Hi!</h1>
<p id="low">How are you?</p>
<ul>
  <li class="loud">Pizza</li>
  <li>Soda</li>
</ul>
```

Class:
`.loud {font-style: bold;}`

Id:
`#low{font-style:italic;}`
(ids are unique)

CREATE AN HTML FILE AND A
CSS FILE TO STYLE IT

JavaScript in one slide

- JavaScript is a scripting language that permits to make pages more interactive for users

- Examples:

- Form validation
- Show and hide elements
- Database interactions
- Animations

JavaScript – cheat sheet

<http://bit.ly/ivbzJ>

- Files with js extension

- Integrate JavaScript:

```
<script type="text/javascript" charset="utf-8">  
</script>
```

Inline

- OR

```
<script type="text/javascript" src="file.js"></script>
```

External file

Example

```
<script type="text/javascript" charset="utf-8">  
    function showAlert(){  
        alert("Hello");  
    }
```

- ```
</script>
```

```
<button type="button" onclick="showAlert()">
 Click me!
</button>
```

# JQUERY MOBILE

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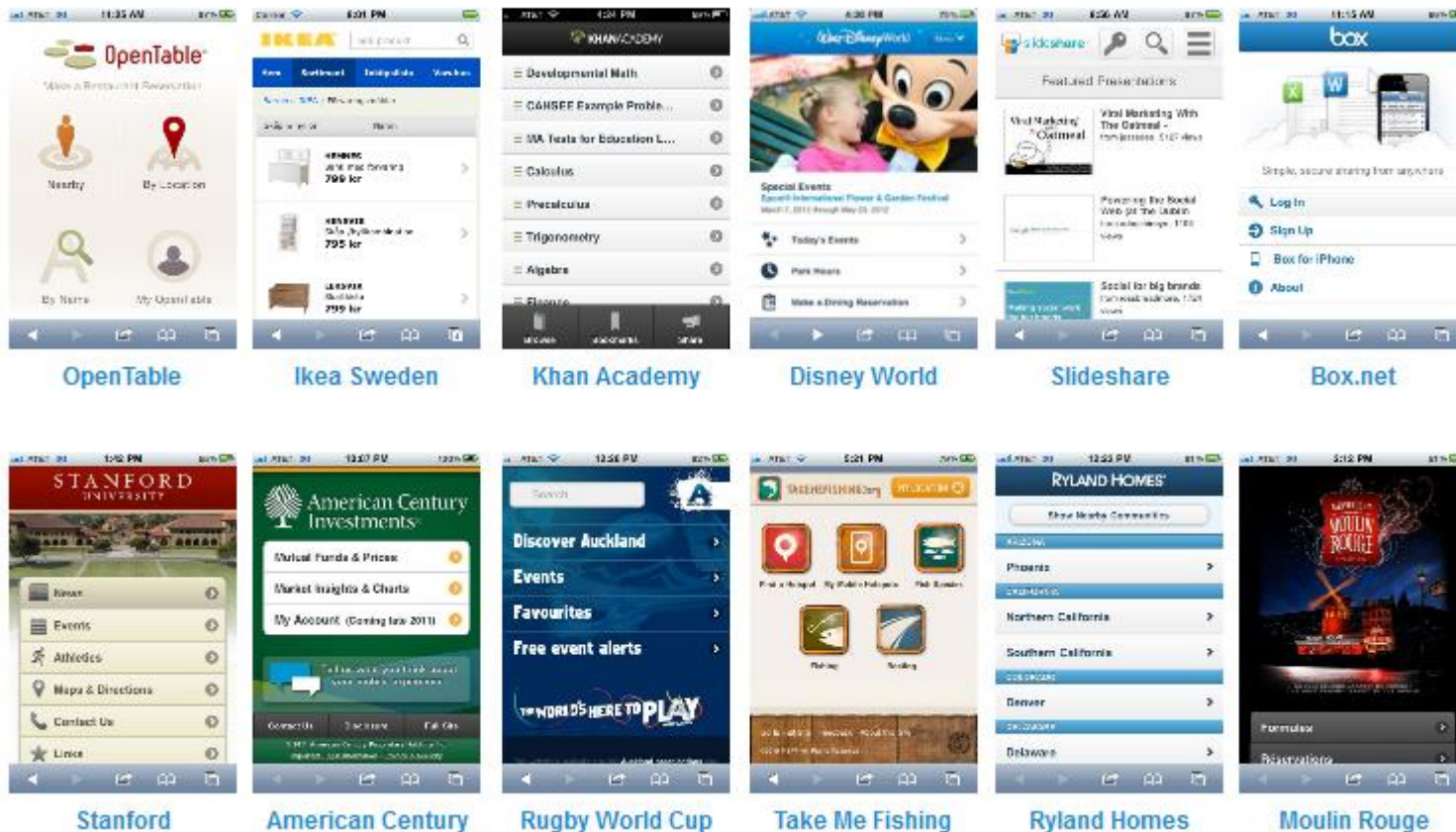
# What is jQuery mobile?

- <http://jquerymobile.com>
- To help designers and developers create mobile web experiences easily
- Separation of HTML, CSS and JavaScript
- To create unified user experiences across popular platforms
- Based on HTML5 and a powerful theme mechanism
- Lightweight code built with progressive enhancement
  - Taking advantage of features detected within the browser
- Plugins available (e.g., maps and RSS feeds)
- Code can be packaged in a native app
- Sponsorship from Adobe, Mozilla Corporation, BlackBerry, Nokia, dotmobi etc

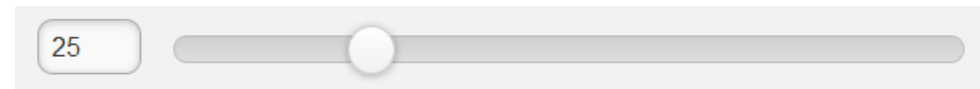
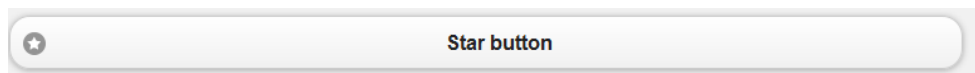
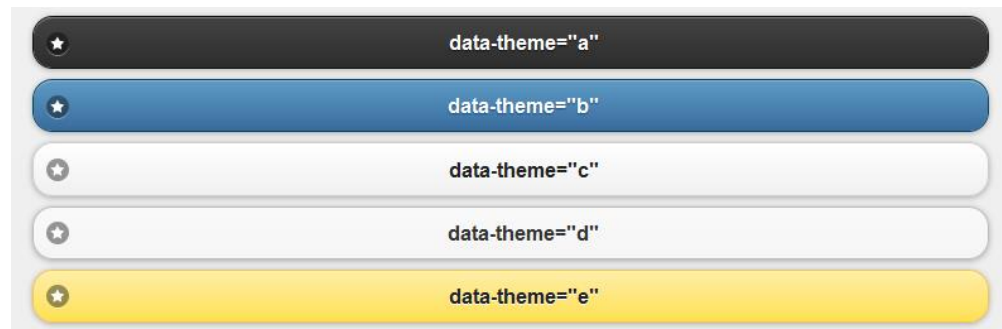
# Browser support

- Browsers
  - **A-grade** Full jQuery Mobile Support
  - **B-grade** Almost full support, no AJAX navigation
  - **C-grade** Non-enhanced HTML experience
- Browsers' support
  - **A-grade** BlackBerry® 6+, iOS 3.2+, Android 2.1+, Windows Phone 7+
  - **B-grade** Blackberry 5, Opera Mini 5.0 – 6.5, Nokia Symbian
  - **C-grade** Blackberry 4.x, Windows Mobile

# jQuery mobile in the real world



# jQuery Mobile Widgets



# Anatomy of a page

```
<!DOCTYPE html>
<html>
<head>
 <title>Sample0 - Skeleton</title>
 <meta name="viewport" content="width=device-width, initial-scale=1">
 <link rel="stylesheet" href="http://code.jquery.com/mobile/1.4.3/jquery.mobile-1.4.3.min.css" />
 <script src="http://code.jquery.com/jquery-1.11.1.min.js"></script>
 <script src="http://code.jquery.com/mobile/1.4.3/jquery.mobile-1.4.3.min.js"></script>
</head>
```

Viewport  
CSS  
JavaScript

```
<body>
 <div data-role="page">
 <div data-role="header">
 <h1>Header</h1>
 </div>

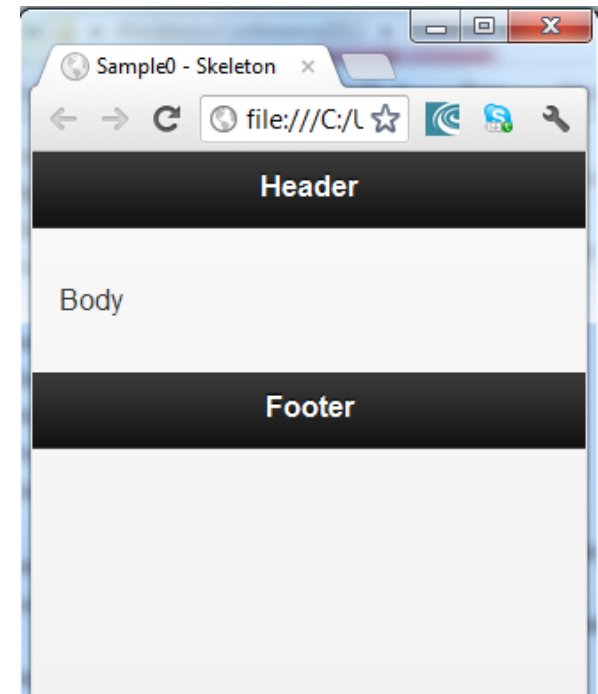
 <div data-role="content">
 <p>Body</p>
 </div>

 <div data-role="footer">
 <h5>Footer</h5>
 </div>
 </div>
</body>
</html>
```

Header

Content

Footer



CREATE YOUR FIRST  
JQUERY MOBILE PAGE AND  
OPEN IT IN GOOGLE  
CHROME AND THEN IN A  
MOBILE DEVICE

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# Data roles

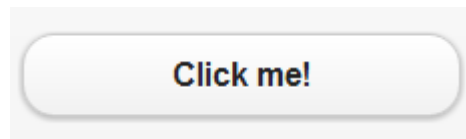
- Markup elements can have roles (`data-role`)
- They add semantics to the document
- They permit also to add attributes to tags while maintaining valid documents
- They are implicit contracts between the framework and the developers
- `data-role` **include** `page`, `header`, `content`, `footer`, `navbar`, `button`, `controlgroup`, `collapsible`, `collapsible-set`, `fieldcontain`, `listview`, `dialog`, `slider`, `nojs`
- <http://api.jquerymobile.com/data-attribute/>

# Data attributes

- Each UI component has data attributes associated to it
- Data attributes (`data-*`) permit to initialize and configure widgets
- <http://api.jquerymobile.com/data-attribute/>

# Button

```
Click me!
```



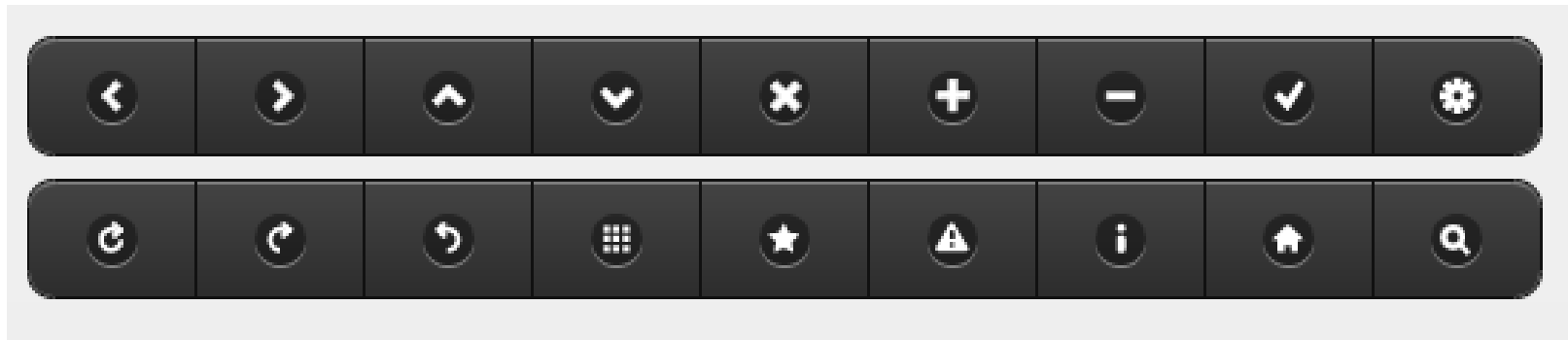
# Button with an icon

```
<a href="#" data-role="button" data-
icon="arrow-u">Click me!
```

<b>data-corners</b>	<b>true</b>   false
<b>data-icon</b>	home   delete   plus   arrow-u   arrow-d   check   gear   grid   star   custom   arrow-r   arrow-l   minus   refresh   forward   back   alert   info   search
<b>data-iconpos</b>	<b>left</b>   right   top   bottom   notext
<b>data-iconshadow</b>	<b>true</b>   false
<b>data-inline</b>	true   <b>false</b>
<b>data-mini</b>	true   <b>false</b> - Compact sized version
<b>data-shadow</b>	<b>true</b>   false
<b>data-theme</b>	swatch letter (a-z)



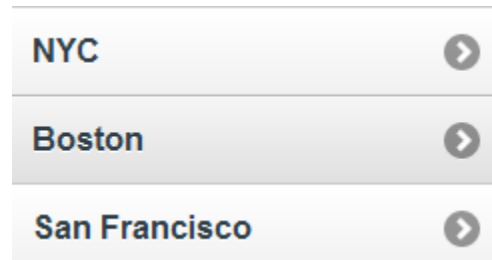
# Icons



# Listview

```
<ul data-role="listview">
 NYC
 Boston
 San Francisco

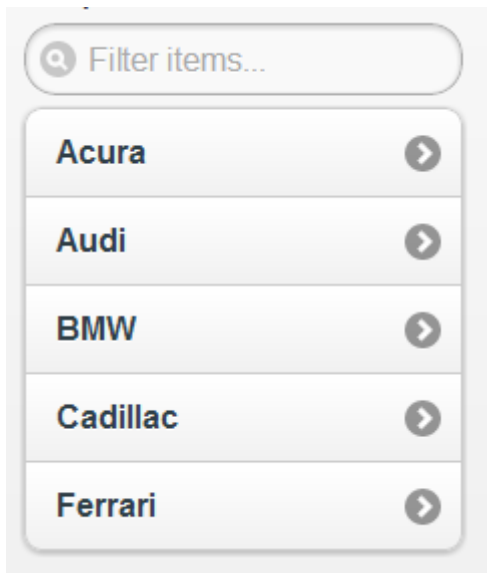
```



# Listview

```
<ul data-role="listview" data-inset="true" data-filter="true">
 NYC
 Boston
 San Francisco

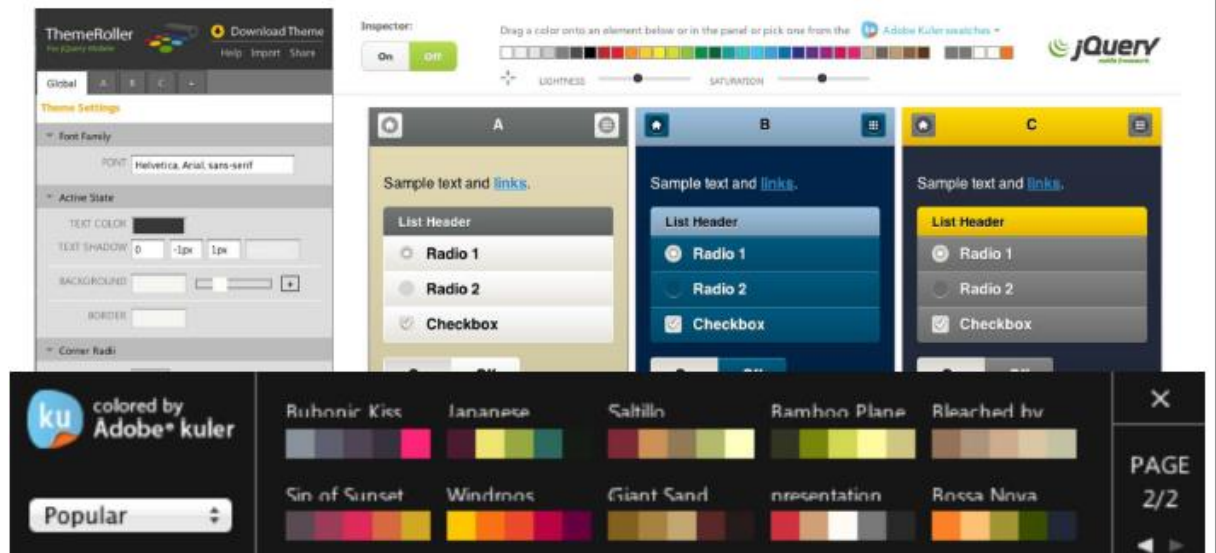
```



<b>data-autodividers</b>
<b>data-count-theme</b>
<b>data-divider-theme</b>
<b>data-filter</b>
<b>data-filter-placeholder</b>
<b>data-filter-theme</b>
<b>data-header-theme</b>
<b>data-inset</b>
<b>data-split-icon</b>
<b>data-split-theme</b>
<b>data-theme</b>

# Themes

- Introduced with the `data-theme` attribute and the letters a, b, c and d...
- Can be customized using ThemeRoller
  - <http://jquerymobile.com>



# Multiple pages navigation

Pages have  
unique ids

```
<body>
 <div data-role="page" id="page1" data-theme="a"> ...
 <div data-role="page" id="page2" data-theme="b"> ...
</body>
```

Going to a particular page:

```
Two
```

# Navigation

```
Here
```

```
Here
```

```
Here
```

```
Here
```



Your files need to be on  
a server

**slide**

**slideup**

**slidedown**

**pop**

**fade**

**flip**

# Tabs

- A navbar widget is available with up to 5 tabs
- It is placed within the header or the footer
- It is defined using the data-role `navbar` and an unordered list (`<ul> ... </ul>`)

```
<div data-id="navig" data-role="navbar">

 <a href="#page1" class="ui-btn-active ui-state-persist"
 data-icon="home">One
 Two

</div>
```

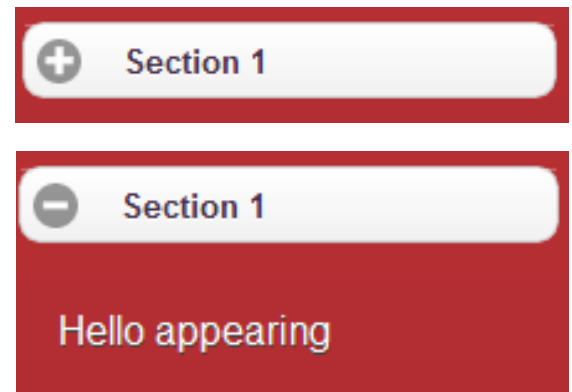


- To initialize the state of the tab and restore it each time you come back to the page, use `class= "ui-btn-active ui-state-persist"`
- `data-id` permits to fix the navigation bar outside a transition and create a persistent navigation bar

# Collapsibles

- Collapsibles are defined using the data-role collapsible container
- They are composed of a header (using h1 to h6) and then any HTML code
- data-collapsed permits to set the state of the collapsible to close (true) or open (false)

```
<div data-role="collapsible" data-mini="true">
 <h3>Section 1</h3>
 <p>Hello appearing</p>
</div>
```



# Collapsible sets (Accordion)

- Collapsible sets permit to group widgets and make them behave like an accordion (so only one section can be open at a time)

```
<div data-role="collapsible-set">
 <div data-role="collapsible" data-collapsed="false">
 <h3>Section 1</h3>
 <p>I'm the collapsible set content for section B.</p>
 </div>

 <div data-role="collapsible">
 <h3>Section 2</h3>
 <p>I'm the collapsible set content for section B.</p>
 </div>

 <div data-role="collapsible">
 <h3>Section 3</h3>
 <p>I'm the collapsible set content for section B.</p>
 </div>
</div>
```

# Forms

- Forms are wrapped into a form tag with attributes action and method

```
<form action="form.php" method="post or
get">
```

...

```
<input type="submit" name="mysubmit"
value="Submit" />
```

```
</form>
```

- Forms are composed of different UI components introduced by labels



```
<label for="nameid">Name:</label>
```



```
<input type="text" name="name" id="nameid" required />
```

# Forms

- All the UI elements of a form are contained in a `fieldset` to present the elements conveniently on the screen

```
<fieldset>
```

```
...
```

```
</fieldset>
```

- To improve the look-and-feel of a form each pair (label, UI component) should be in a `div` tag with data-role called `fieldcontain`

```
<div data-role="fieldcontain">
 <label for="nameid">Name:</label>
 <input type="text" name="name" id="nameid" required />
</div>
```

# Text inputs

```
<div data-role="fieldcontain">
 <label for="nameid">Name:</label>
 <input type="text" name="name" id="nameid" required />
</div>
```

- The type of the text can be:
  - text, password, email, tel, url, search, number, date, datetime, time, datetime-local, month, week
- To require a value, use the `required` attribute
- To provide a value by default, use the `placeholder` attribute

```
<div data-role="fieldcontain">
 <label for="ageid">Age:</label>
 <input type="number" name="agename" id="ageid" required placeholder="21" />
</div>
```

# SHOWCASE OF THE DIFFERENT UI ELEMENTS

---



# Panels

- Panels are defined using *data-role*
- *data-position* defines the position of the panel – left or right
- *data-display* determines the way the panel will be displayed - reveal, overlay or push

```
<div data-role="panel" id="openpanel" data-position="left" data-display="push">

 <li class="menuone">Menu 1
 <li class="menutwo">Menu 2
 <li class="menuthree">Menu 3

</div>
```



# Panels

- To open a panel, the reference points on the panel

```

<div data-role="panel" id="openpanel" data-position="left" data-display="push"></div>
```

- To close a panel, one clicks on the same element that opened the panel

# Adding scripts to a page

For adding JavaScript to the page

Waits for the HTML to load

```
<script>
$(document).ready(function() {
 // your programming
});
</script>
```

For event management

```
<meta name="viewport" content="width=device-width, initial-scale=1">
<link rel="stylesheet" href="jquery.mobile-1.1.1.min.css" />
<script src="jquery-1.7.1.min.js"></script>
<script>
$(document).bind("mobileinit", function() {
 $.mobile.listview.prototype.options.filterPlaceholder = "Affiner la recherche ... ";
});
</script>
<script src="jquery.mobile-1.1.0.min.js"></script>
```

`$('#selector').bind('event',myData, functionName)`

# Removing elements from a page

```
<script type="text/javascript">

$(document).ready(function () {

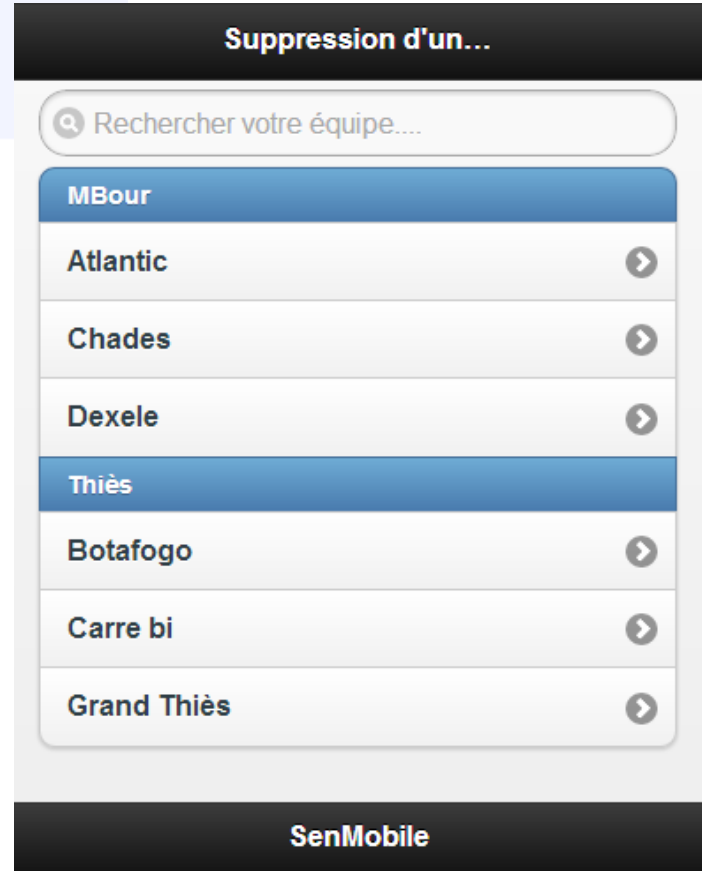
 $('ul[data-role="listview"]').find('li').click(function()
 {
 $(this).remove();
 });

});

</script>
```

```
<body>
<div data-role="page">
 <div data-role="header">
 <h1>Suppression d'un élément d'une liste</h1>
 </div>
 <div data-role="content">
 <ul data-role="listview" data-inset="true" data-filter="true"
 data-filter-placeholder="Rechercher votre équipe....">
 <li data-role="list-divider">MBour
 Atlantic
 Chades
 Dexele
 <li data-role="list-divider">Thiès
 Botafogo
 Carre bi
 Grand Thiès

 </div>
 <div data-role="footer">
 <h5>SenMobile</h5>
 </div>
</div>
</body>
```



# Maps - Configurations

- We need a plugin to use maps and interact with them in jQuery Mobile
  - Google maps v3 plugin for jQuery and jQuery Mobile
  - <http://code.google.com/p/jquery-ui-map/>
- In the head of the HTML document we add the required scripts

```
<link rel="stylesheet"
 href="http://code.jquery.com/mobile/1.1.0/jquery.mobile-1.1.0.min.css" />
<script src="http://maps.google.com/maps/api/js?sensor=true"
 type="text/javascript"></script>
<script src="http://code.jquery.com/jquery-1.7.2.min.js"></script>
<script
 src="http://code.jquery.com/mobile/1.1.0/jquery.mobile-1.1.0.min.js"></script>
<script src="js/ui/jquery.ui.map.js" type="text/javascript"></script>
```

- We are ready to go!

# Maps – Adding and using a map

```
<div id="map_canvas" style="width: 100%; height: 250px"></div>
```

```
<script>
```

```
$(document).ready(
 function() {
 $(function() {
 var yourStartLatLng = new google.maps.LatLng(59.3426606750,
 18.0736160278);
 $('#map_canvas').gmap({
 'center' : yourStartLatLng
 });
 $('#map_canvas').gmap('addControl', 'control', google.maps.ControlPosition.RIGHT_TOP);
 });
 });
);
```

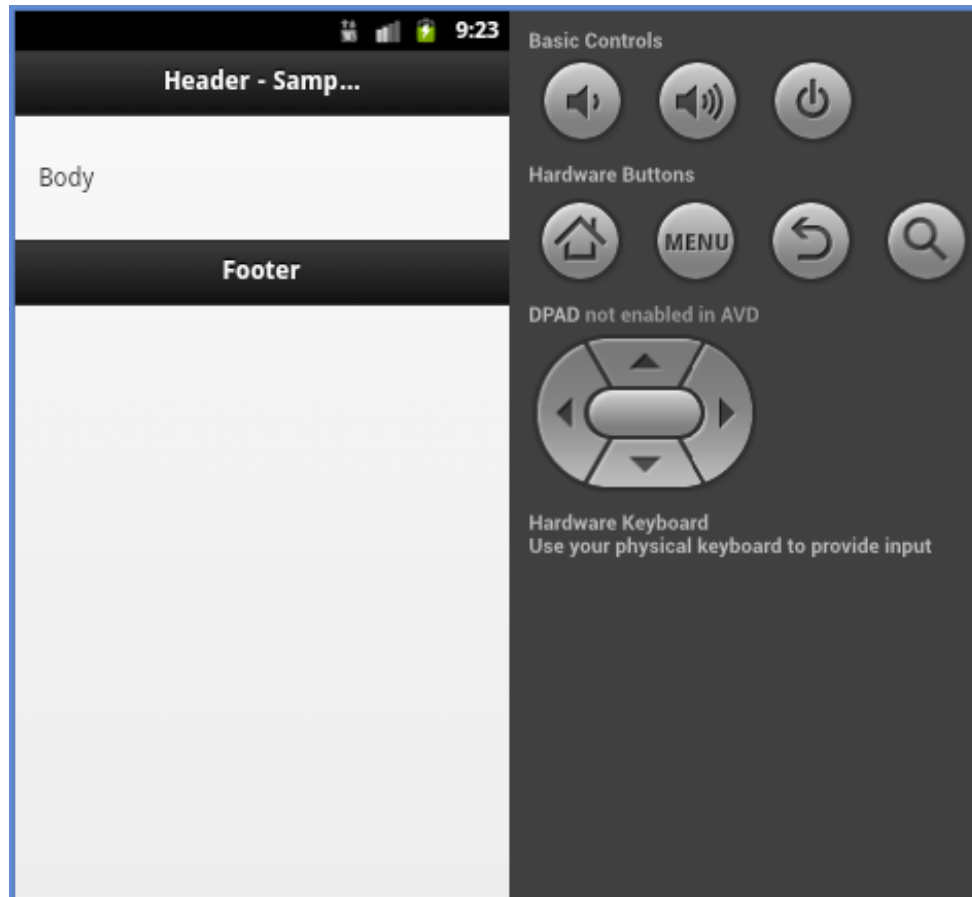
```
</script>
```

# Going hybrid with Apache Cordova

- Apache Cordova is an HTML5 app platform that allows you to develop native apps with web technologies and get access to APIs and app stores
- It can be combined with UI frameworks such as jQuery Mobile, Sencha Touch or Dojo mobile
- Apps are packaged as native apps using the platform SDKs (iOS, Android, Blackberry, Windows Phone, Palm WebOS, Bada, and Symbian)
- Download PhoneGap 2.5.0 <http://phonegap.com/in>
- Install the plugin
  - <http://svn.codespot.com/a/eclipselabs.org/mobile-web-development-with-phonegap/tags/r1.2/download>

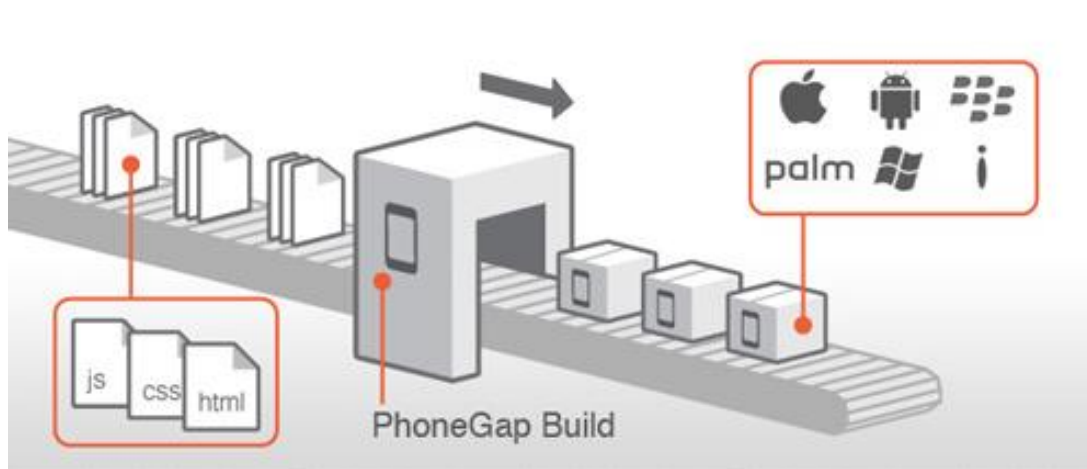


# Going hybrid with Apache Cordova



# Adobe PhoneGap Build

- Cloud service to create mobile apps
  - <http://build.phonegap.com>





# PG Build App

test description



 Install 

 Update code

 Rebuild all

 Builds

 Plugins

 Collaborators

 Settings

App ID	Version	PhoneGap	Owned by	Last built (1)	Source
650961	n_a	2.9.0	scharffc@gmail.com	1 minute	zip package

iOS No key selected 

 Rebuild

 Error

 No key selected 

pending



pending



No key selected 

pending



pending



 Rebuild

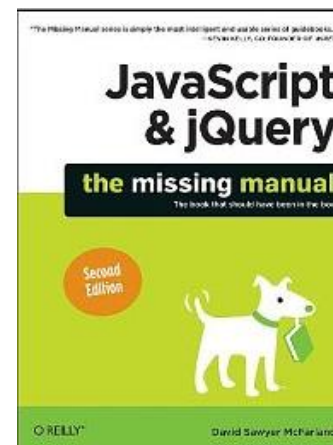
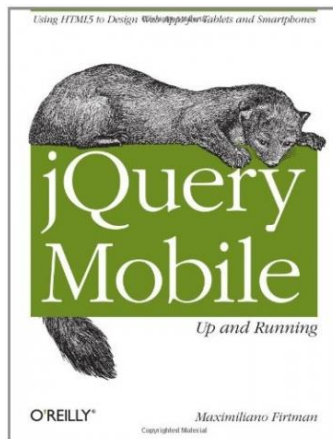
 wgz

DEMO

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# References

- <http://jquerymobile.com>
- <http://demos.jquerymobile.com/1.4.3/>
- <http://cordova.apache.org/>
- <http://svn.codespot.com/a/eclipselabs.org/mobile-web-development-with-phonegap/tags/r1.2/download>
- <http://www.mobiledevelopersolutions.com/home/start/twominutetutorials/tmt0>



THANK YOU

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