Building iOS Applications in Java

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Native (the Apple Way)

iOS SDK, xCode, Objective-C Mac Only

For Different People

- Use C# and MonoTouch
- JIT disabled CLR running on iOS
- Mac only



- For the browser use HTML + CSS
 + JavaScript
- For development tools and backend what ever you like

Hybrid

- Take your HTML5 app and wrap it into a binary
- Use familiar web technologies and utilize platform SDK
- PhoneGap

Native apps, but why

 Develop a native app, only if you really need something, that is available only through the device libraries

Forget native apps!

- App store policies
- Apple's 30% slice
- No SEO
- Forking the whole code base
- Mobile apps are just as capable

A very common situation. Users have to remember to feed the Update Beast!



Power in modern browsers

- Modern versions of old technologies push the boundaries.
- Browser plugins are dead
- On mobile devices the luckily didn't even fly far

"Because you don't just browse a scaleddown, mobile version of the web. You see a web page the way it was meant to be seen." - Apple

Your users deserve more!



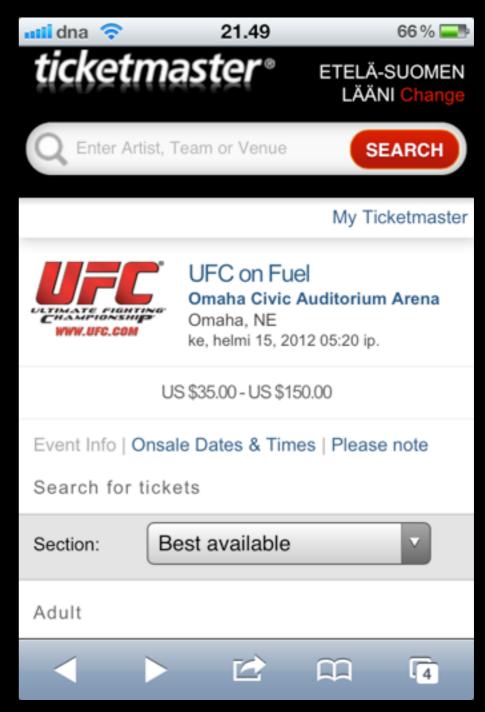
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Two Different Approaches

Vaadin TouchKit

vaadin }>

jQuery Mobile



Wednesday, February 15, 12

Vaadin (TouchKit)

Components

VerticalLayout myLayout = new VerticalLayout(); InlineDateField dateField = new InlineDateField(); dateField.setCaption("Departure"); dateField.setResolution(InlineDateField.RESOLUTION_DAY); myLayout.addComponent(dateField);

Vaadin (TouchKit)

Events and listeners

Button button = new Button("Click Here", new Button.ClickListener() {

public void buttonClick(ClickEvent event) {

} });

Vaadin (TouchKit)

Data binding

```
Select select = new Select();
select.addItem("Apple");
select.addItem("Banana");
select.addItem("Orange");
```

```
Label label = new Label();
label.setPropertyDataSource(select);
```

jQuery Mobile

 Navigation is in terms of pages.
 Smooth transition effects are used.
 Page can be preloaded to DOM or fetched automatically via Ajax.

jQuery Mobile

 Uses heavily data-role attributes in elements and provides a lot of css classes to create cool looking controls





TouchKit Theming

Google Web Toolkit

Vaadin client-side engine and widgets

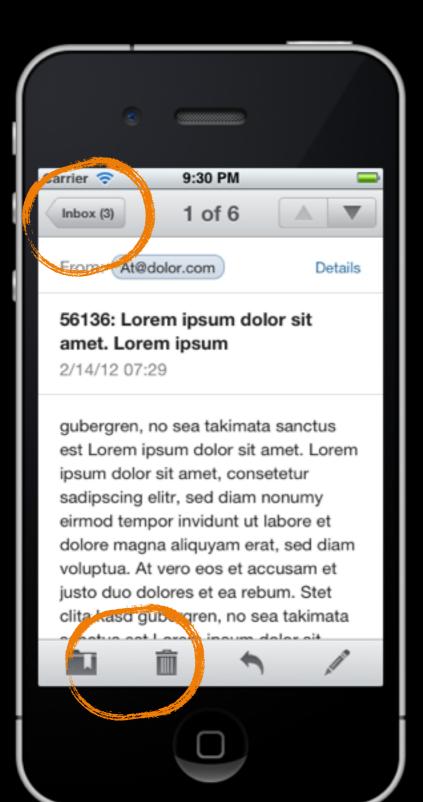
Java Server

Servlet

Vaadin server side engine and components

Your User Interface (100% Java or any JVM language)

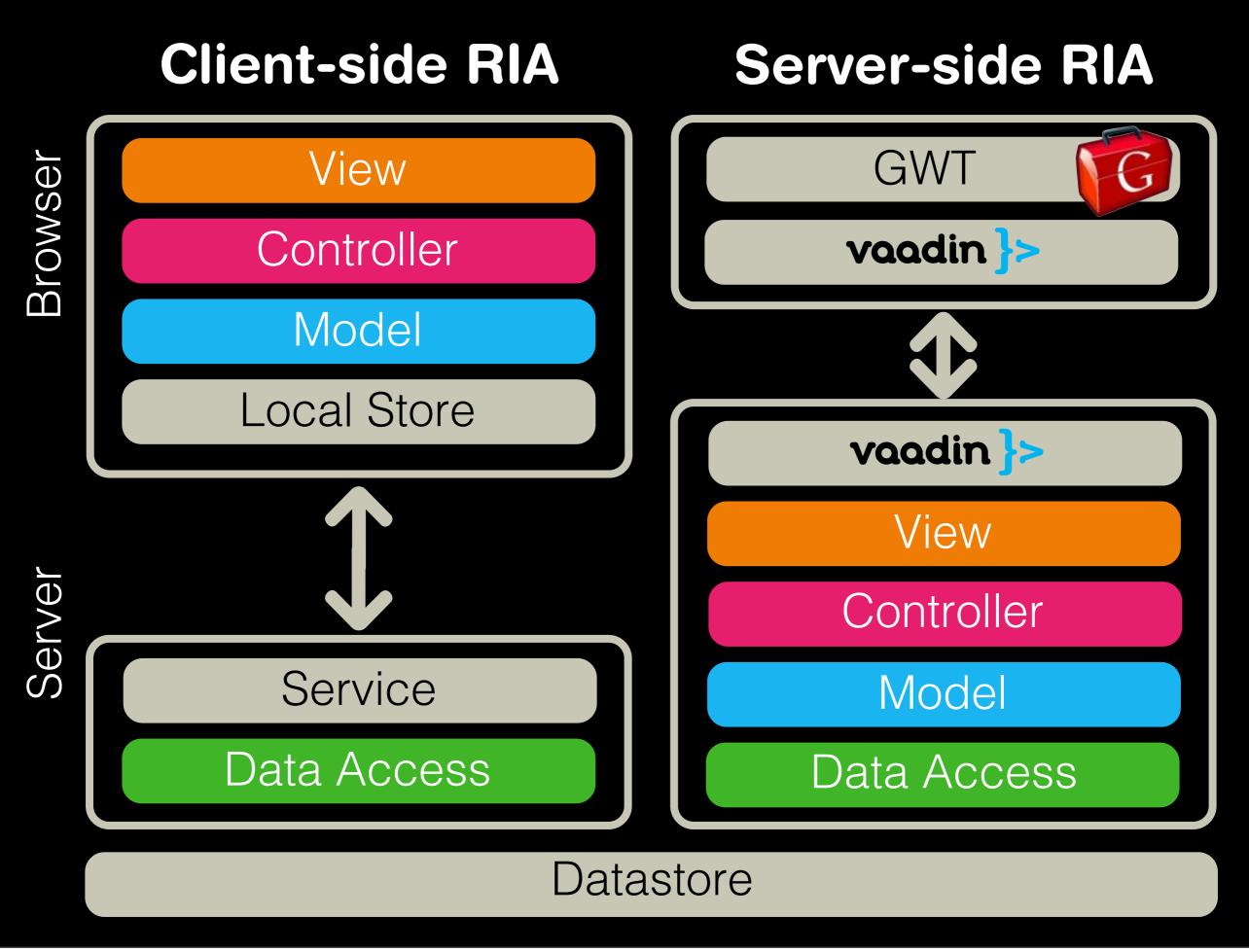
Business logic





For iOS browser

<meta name="viewport" content="width=device-width, user-scalable=no, initial-scale=1.0, maximum-scale=1.0, minimum-scale=1.0"> <meta name="apple-mobile-web-app-capable" content="yes"> <link rel="apple-touch-icon" sizes="57x57" href="/app/VAADIN/themes/jfokus/icon/icon.png"> <link rel="apple-touch-icon" sizes="114x114" href="/app/VAADIN/themes/jfokus/icon/icon@x2.png">



Vaadin TouchKit

Your UI code is Java No XML, HTML or JavaScript

Debugging Java code only and using your favorite Java tools increases productivity

Vaadin TouchKit

Less scalable (although very scalable)

Requires connection, no offline support

Vaadin TouchKit

Inherently more secure

Great community and professional support

jQuery Mobile

JavaScript is a powerful language and jQuery is extensive

JavaScript is not so easy and has its pitfalls

jQuery Mobile **Good performance Good browser support MIT or GPL2 licenses Great community**

It boils down to your preferences and skill set

Extending your existing Java web application with touch UI using Vaadin TouchKit is extremely easy

Develop your iOS app as a web app, and you'll be happier in the end.

Thank you! johannesh@vaadin.com