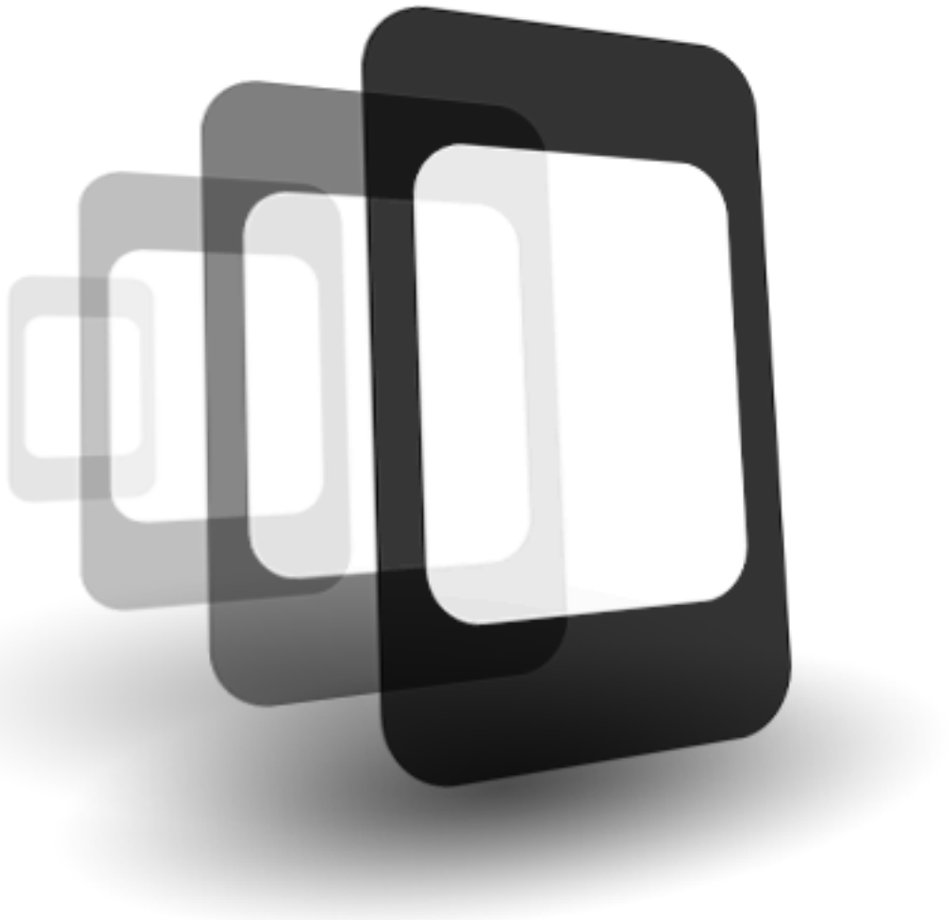


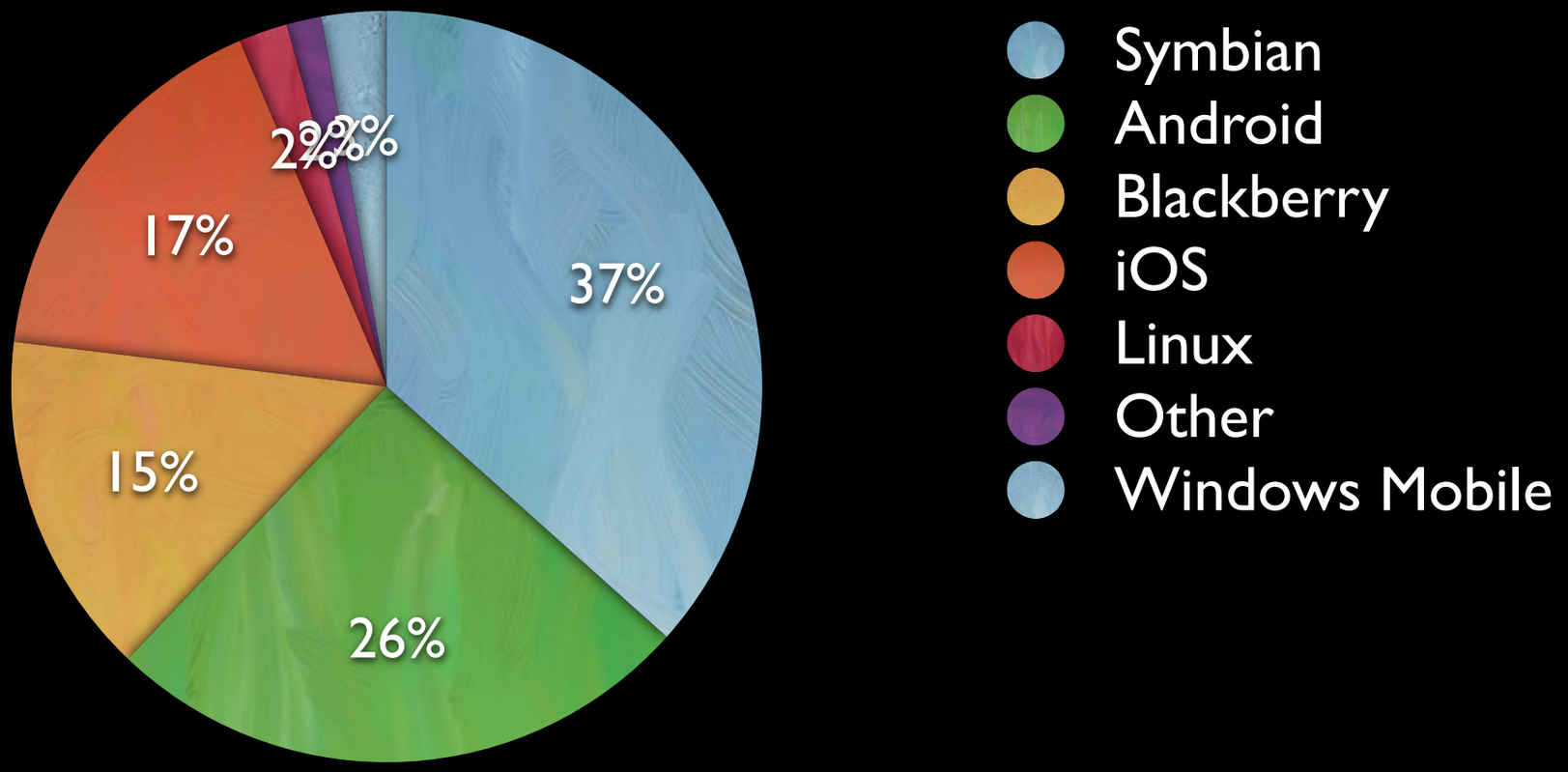
PhoneGap

Polyfill the Future

@brianleroux

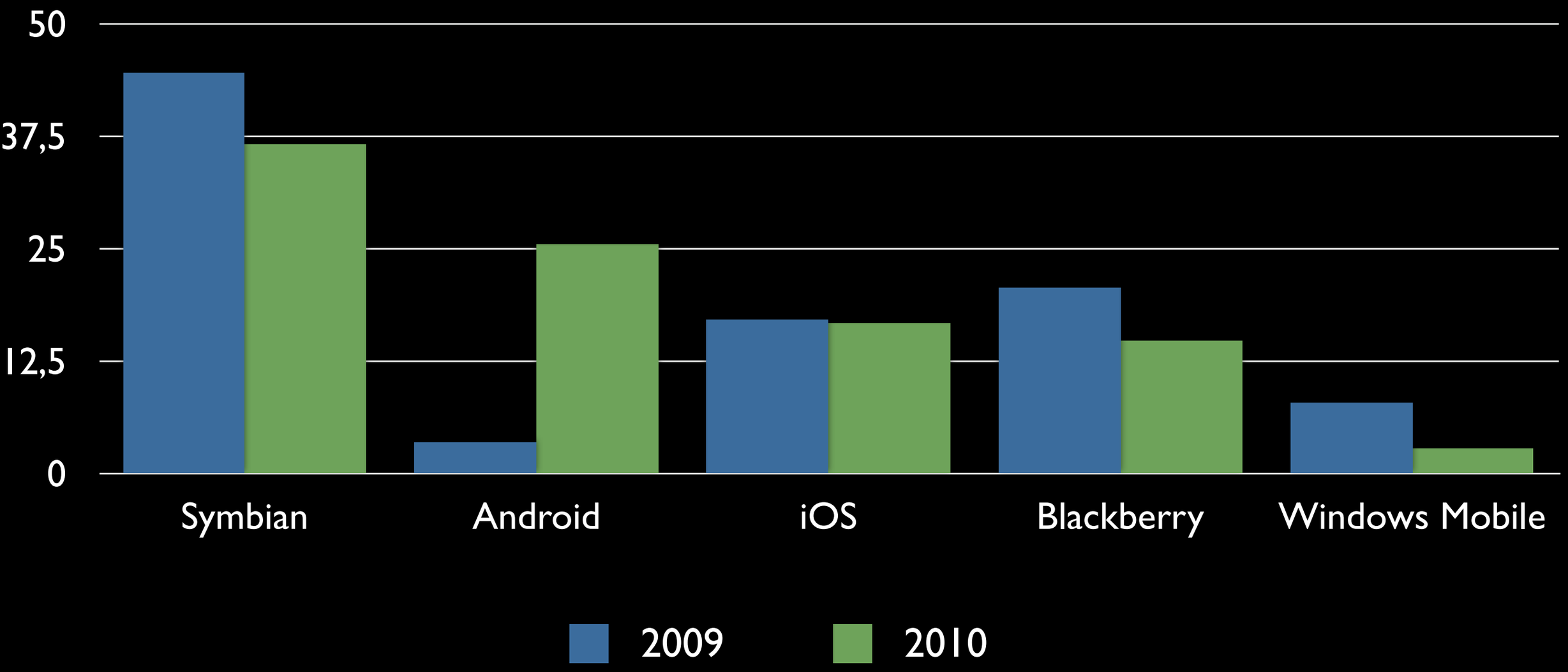
I'm Canadian.

Worldwide Smartphone Sales November 2010



http://www.gartner.com/it/page.jsp?id=1466313

the trend


50
37,5
25
12,5
0
Symbian
Android
iOS
Blackberry
Windows Mobile
2009
2010

dark horses?

at&t
Phone
People
Messaging
Outlook
XBOX LIVE
Internet Explorer
SAMSUNG

at&t
12:38
2
Phone
People
3
Messaging
7
Outlook
Pictures
XBOX LIVE
Games
Internet Explorer
SAMSUNG

← fffffffuu!

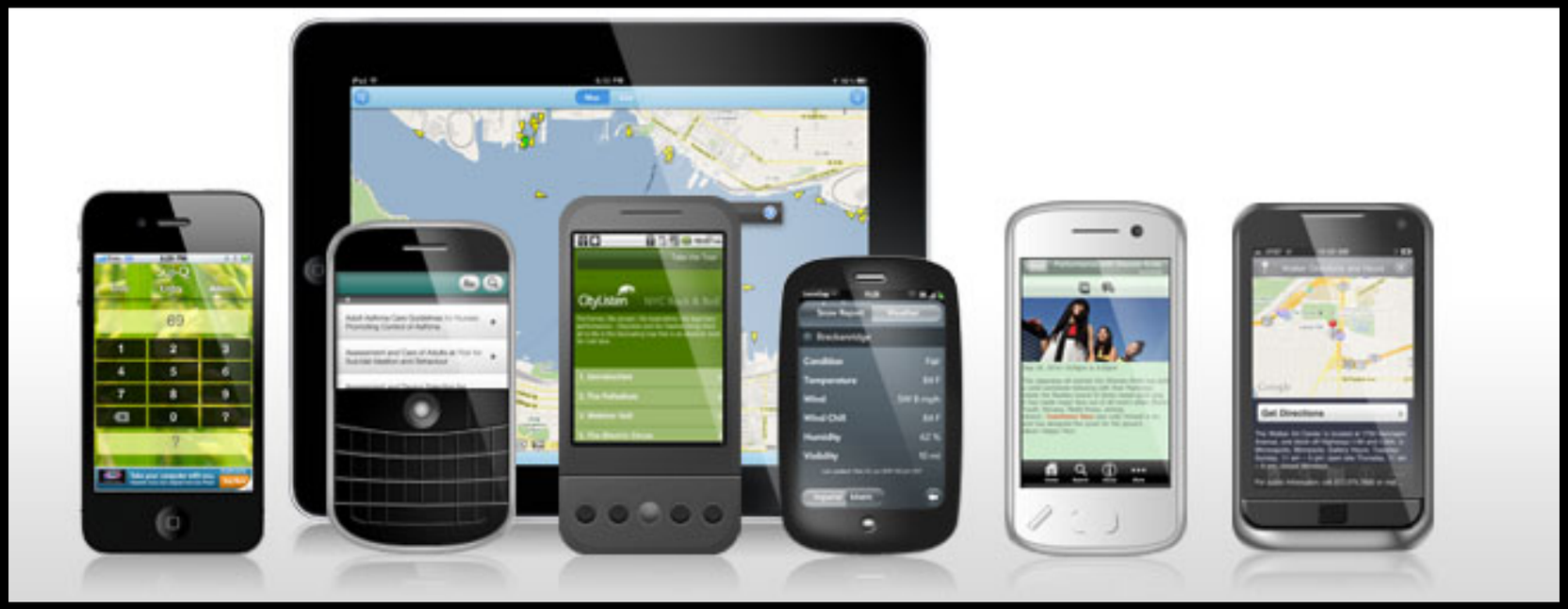
WTF is PhoneGap?

- our philosophy
- standards
- licensing
- history
- adoption
- futures

quick history

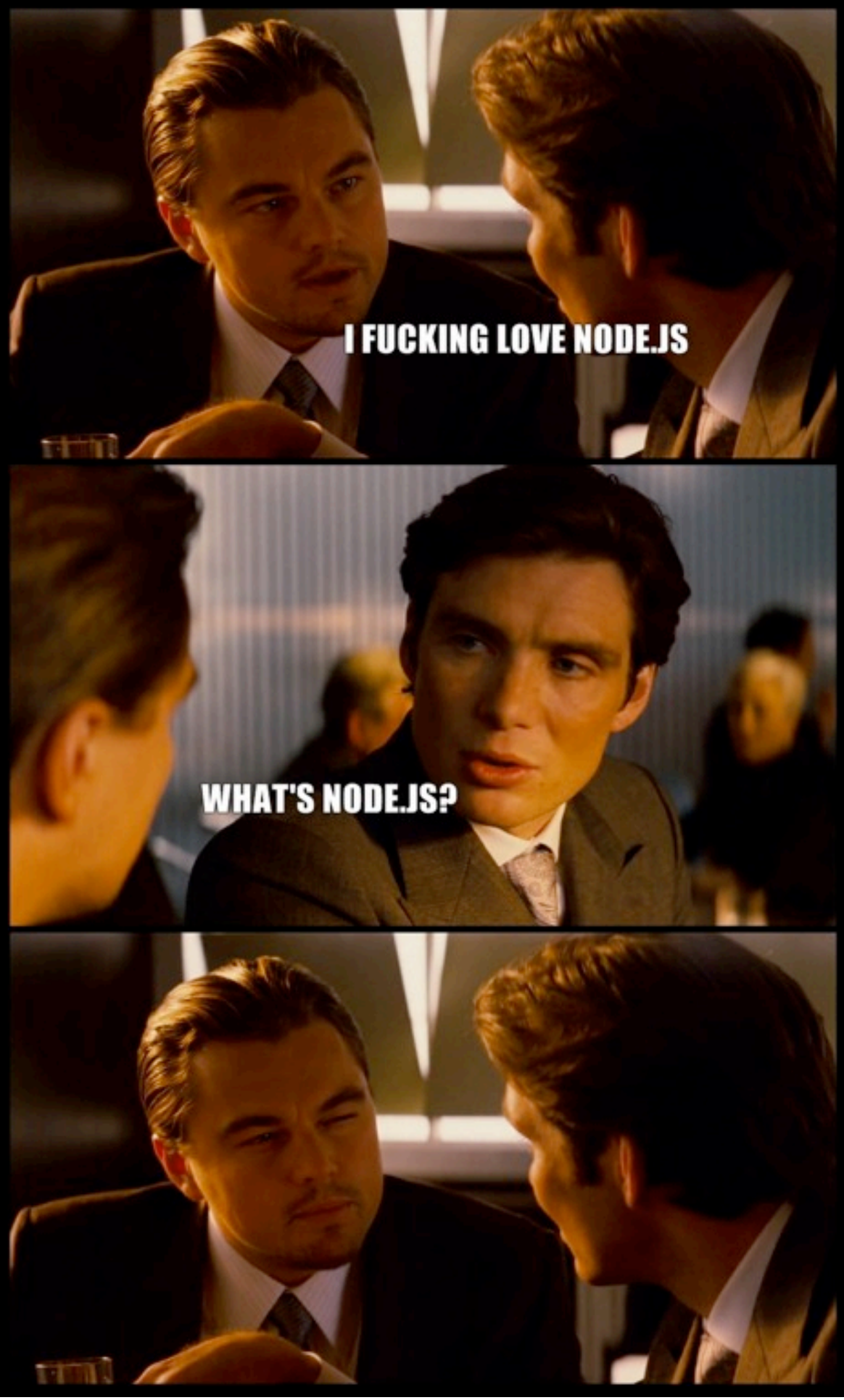
- August of 2008 introduced iPhone
- Mid-November of 2008 introduced Android
- End of November Blackberry 4.2
- August 2009 Windows Mobile
- September 2009 Symbian
- November of 2009 HP / Palm

the phonegap technique



1. Open a chromeless browser.
2. Create a bridge between the browser and the native code.
3. You write a web app!

the web *is* the platform



måndag den 21 februari 2011

Polyfilling the future..

- PhoneGap is a progressive enhancement technique.
- PhoneGap is a reference implementation for future browsers.
- PhoneGap is for when you want Device Sensors/Data...for now.
- Installable web apps RIGHT NAO!

Mostly a WebKit story?

- Except Opera has huuuuge share in Symbian and older Blackberry devices.
- Firefox Mobile is on the horizon for Symbian and Android. PRAY FOR WP7!
- Windows Mobile is IE 4.
- Windows Phone is franken-stIE 7/8

But pretending it is a WebKit world...

- Canvas
- SVG
- CSS Transitions/Animations/Transforms
- SQLite

ouch!!!!!!!!!

- SVG: great on Blackberry 6.0! Only Blackberry 6.0.
- Canvas: great on webOS, Android. Slooooooooow on iOS.
- ONLY CSS Transforms are hardware accelerated. And only on iOS.
- Android < 2.0 uses Google Gears. Blackberry < 6.0 has its own thing.
- SQLite being deprecated for IndexedDB

supported platforms

- iOS
- Android*
- Blackberry
- webOS!
- Symbian*
- MeeGo*
- Windows Mobile
- Windows Phone
- Samsung Bada

* free open source software

standards

so many to choose from!

Device Sensors && Device Data

W3C Device API Working Group

Supported DAP APIs

Contacts
Calendar
Media Capture
Sys Info
Device
Gallery

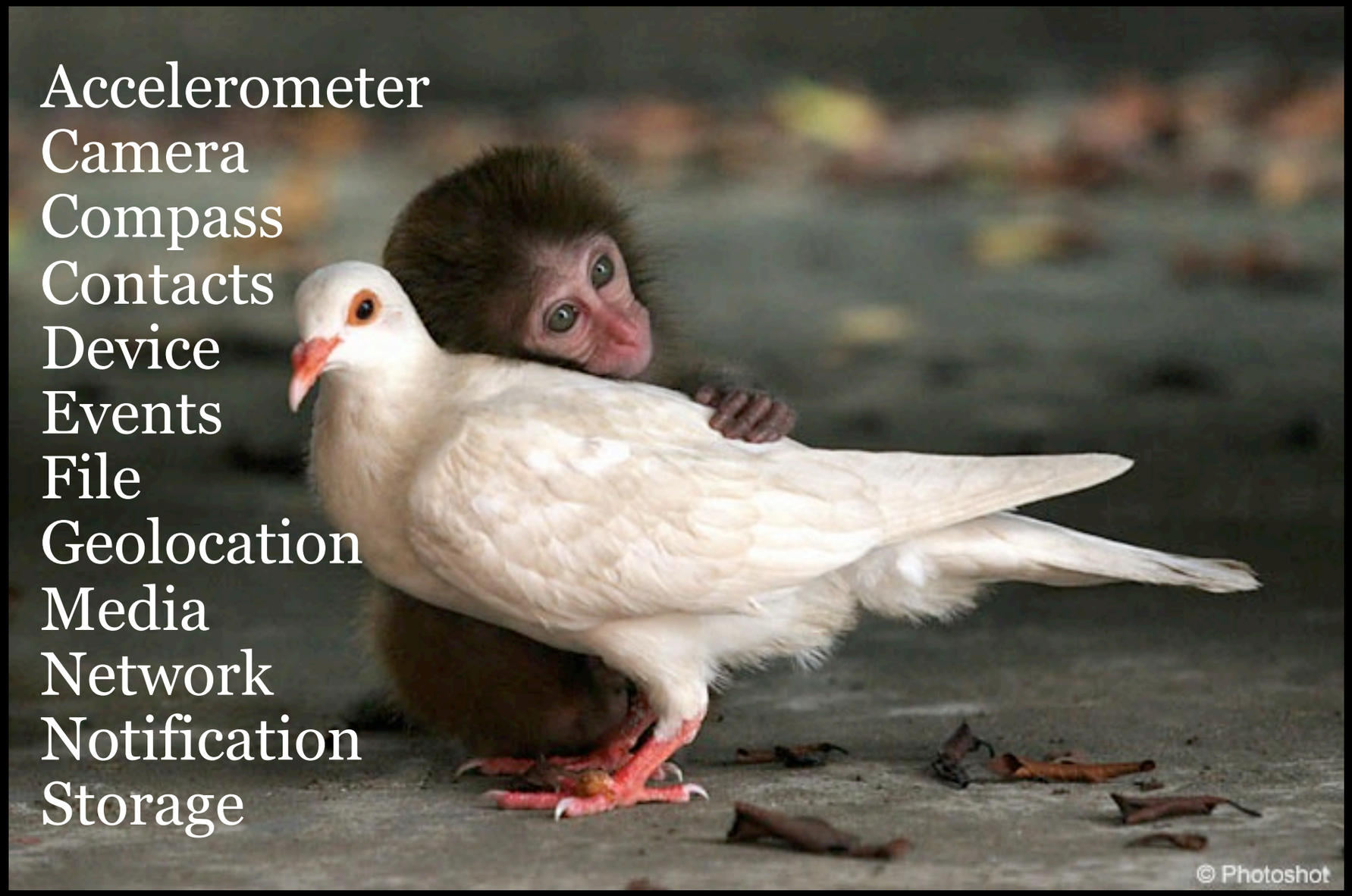
Currently unsupported APIs

- Permissioning
- Messaging
- Policy Framework

DAP APIs at risk

App Launcher
Tasks
Communications Log

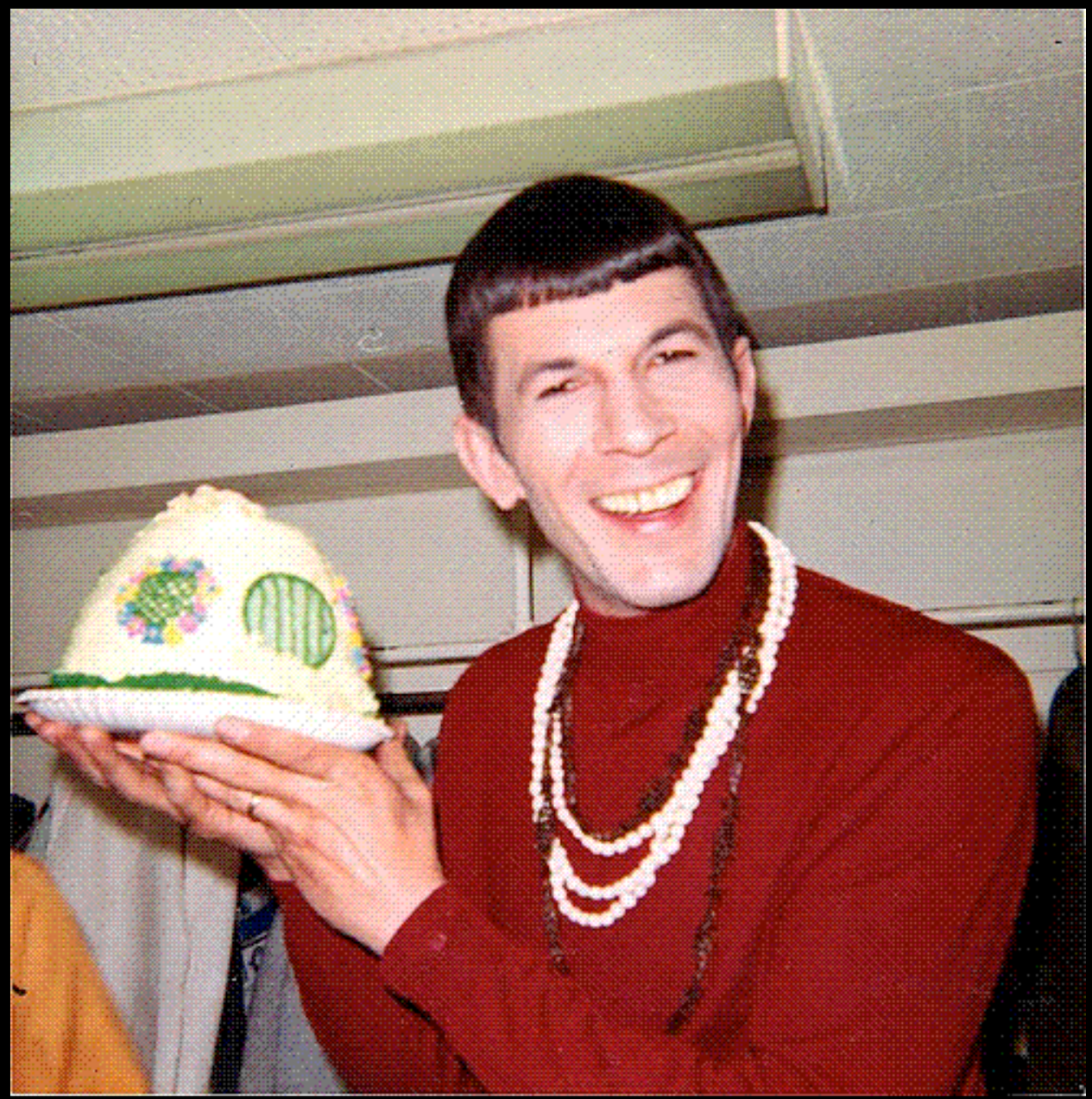
Tested/Supported PhoneGap



http://docs.phonegap.com

Experimental/Forthcoming

XMPP
File IO
Compass
Gyroscope
Bluetooth
Web Sockets
Menuing



inbound: Apache
outbound: MIT / BSD

more standards

- JIL / WAC / BONDI
- Widget Spec
- HTML5!!! web2, ajax, etc. etc.

PhoneGap Projects

- www/
- index.html
- config.xml
- phonegap.js

```
<!DOCTYPE html>
<html>
  <head>
    <meta name="viewport" content="width=default-width; user-scalable=no" />
    <meta http-equiv="Content-type" content="text/html; charset=utf-8">
    <title>jfokusing</title>
  </head>
  <body>
    <h1>Hello World</h1>

    <script type="text/javascript" charset="utf-8" src="phonegap.js"></script>
    <script type="text/javascript">
    document.addEventListener("deviceready", function () {
        alert('device ready!')

    }, false);
    </script>
  </body>
</html>
```

Community

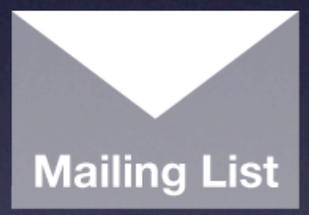
350,000
Downloads

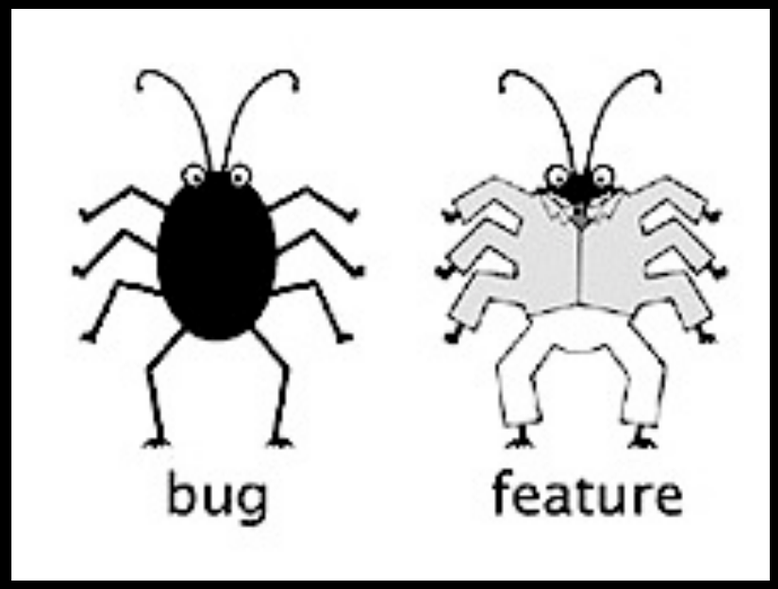
13,000
Messages

40+
Tools

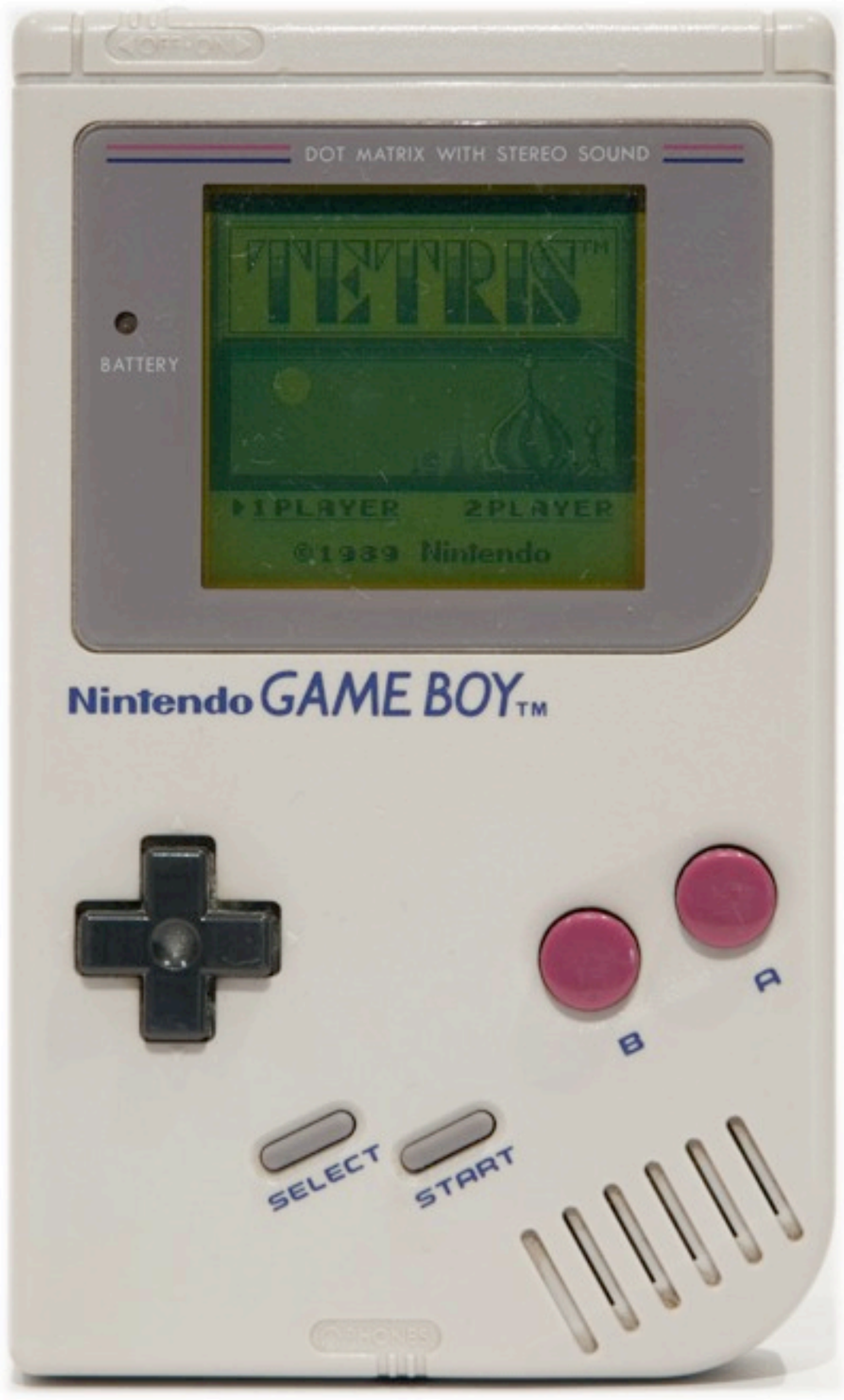
Dozens
of Contributers

175,000
Visits / Month



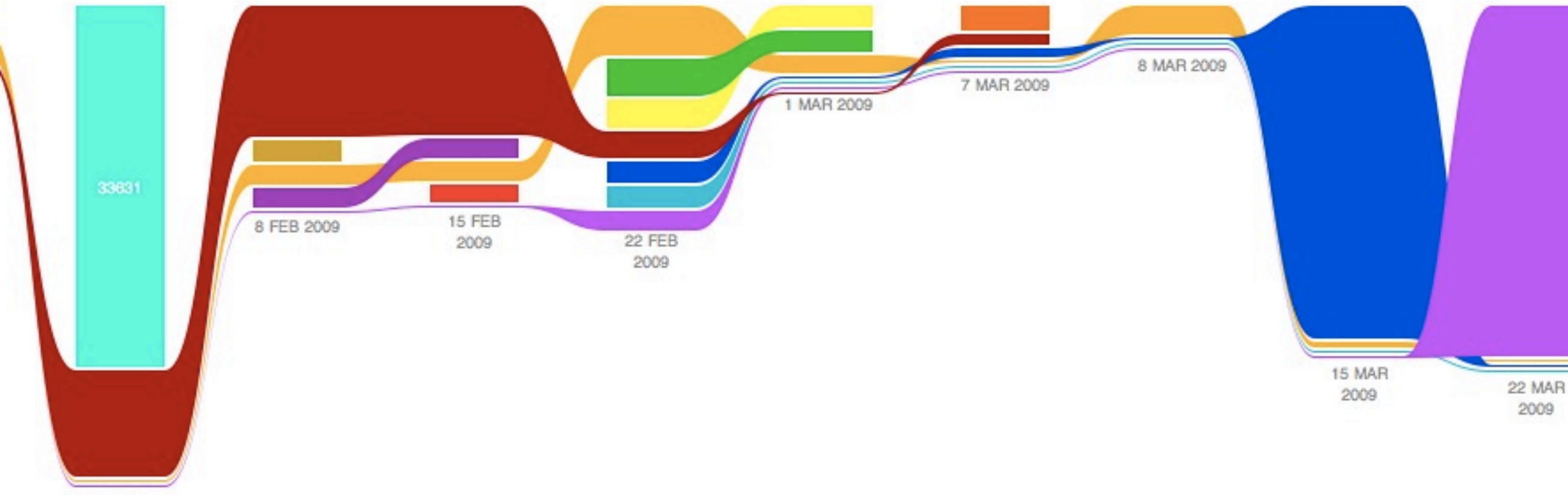


mobile-spec



måndag den 21 februari 2011

Nitobi
Nokia
Symbian
Sony Ericcson
HP / Palm
Microsoft
RIM
IBM



project resources

phonegap.com
docs.phonegap.com
wiki.phonegap.com
github.com/phonegap
phonegap.lighthouseapp.com
groups.google.com/group/phonegap
twitter.com/phonegap
#phonegap on freenode

that pesky dom..

xui
lawnchair
sencha
jquery-mobile
embedjs
winkjs
zepto
jo
qooxdoo

other tooling

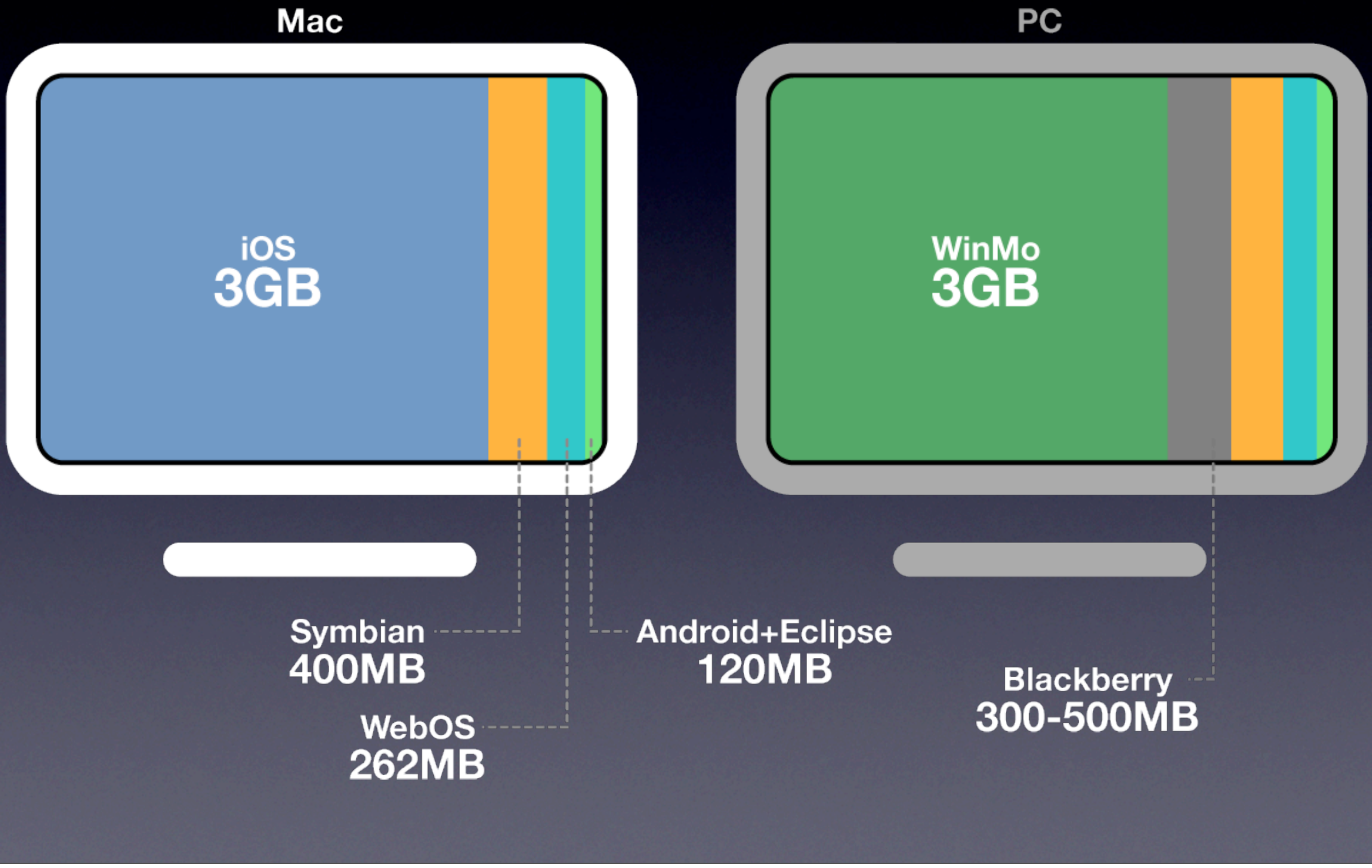
eclipse
dreamweaver
couchdb
ripple
web inspector*

* https://trac.webkit.org/wiki/WebInspector

risks and issues

- web tech not appropriate for everything
- there are bugs!
- many webkits
- api is in flux
- many screens/pixel densities
- docs are somewhat sparse
- getting started is hard, expensive

SDKs


Mac
iOS
3GB
PC
WinMo
3GB
Symbian
400MB
WebOS
262MB
Android+Eclipse
120MB
Blackberry
300-500MB

INTRODUCING

PhoneGap/build

http://build.phonegap.com

FUD!

apple rejections
not native

A solid CLI
CommonJS require refactoring
Fully documented Plugin API

coming soon...

Android not open?!
Fragmentation?!
Native vs Web?!

Android not open?

web tech solves fragmentation and distribution

“When you use your notebook computer and want to check if your flight is on time, do you download the United Airlines computer application, install it, and then lookup your flight? No, because it’s not 1995.”

http://venturebeat.com/2010/11/08/the-iphone-app-is-the-flash-homepage-of-2010/

constraints are good

- a fixed tabbar IS NOT a business requirement
- nor is “native” scrolling/transitions

constraints are good

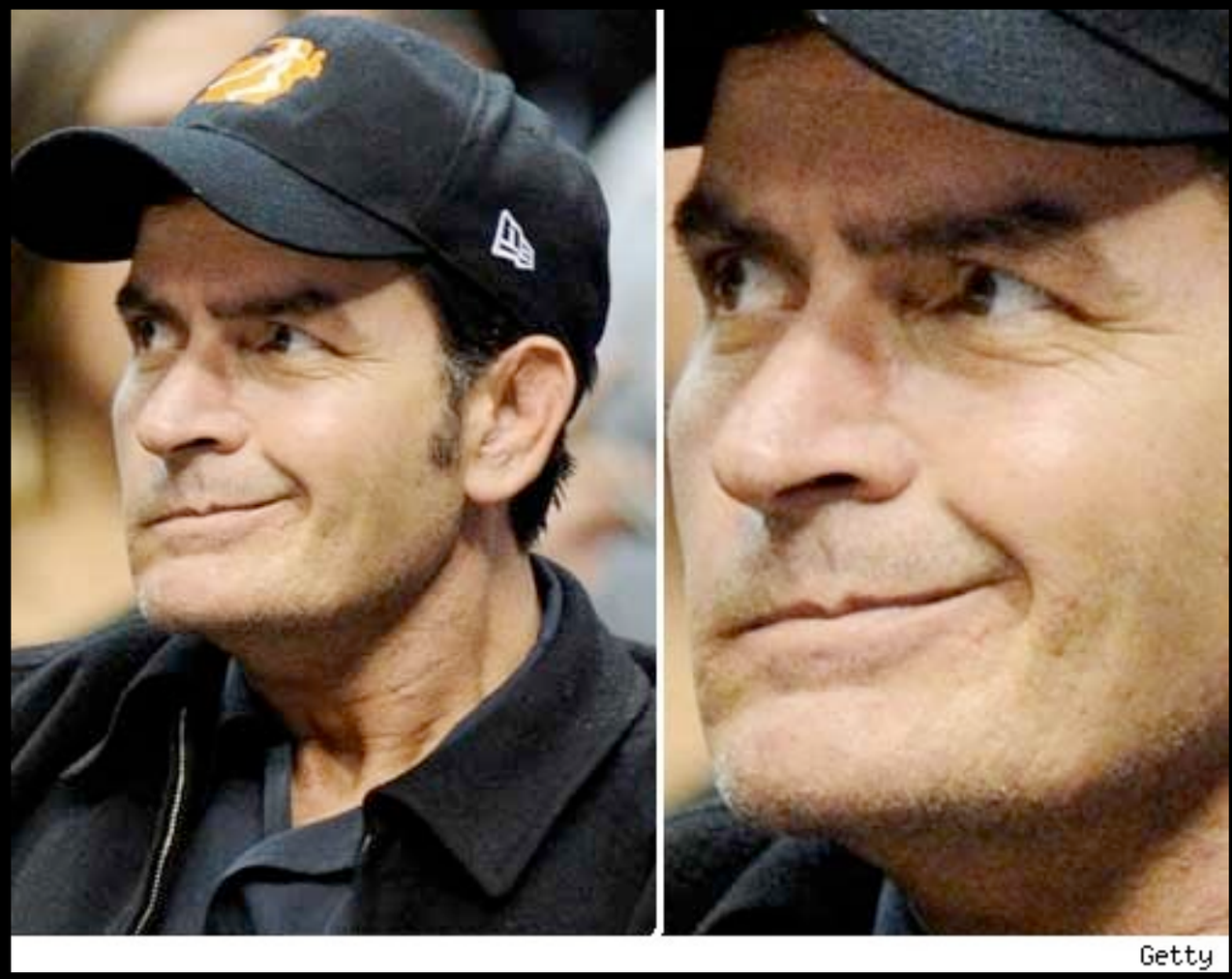
- know your audience
- do your research
- look at *your* stats
- consider what is trending for *your* audience

Brian's 3 Rules

- 99.999999999999% of apps are buttons and lists. maybe a slider. maybe.
- platform inconsistencies abstracted with adaptive code: persistence and dom
- consider your data not your decor

Cheeky code samples

- buttons
- lists
- sliders



Buttons

<button>native button</button>

Lists

```
<ul>
    <li><a href=”#home”>Home</a></li>
    <li><a href=”#detail”>Detail</a></li>
</ul>
```

MAAAYBE a slider *

<input type=”range” />

* currently only WebKit

You can build awesome apps for many platforms faster than ever.

http://goo.gl/1iZgQ

Thank you!!!

Email brian@nitobi.com if you'd like to ask a q
or get access to our phonegap/build tool.