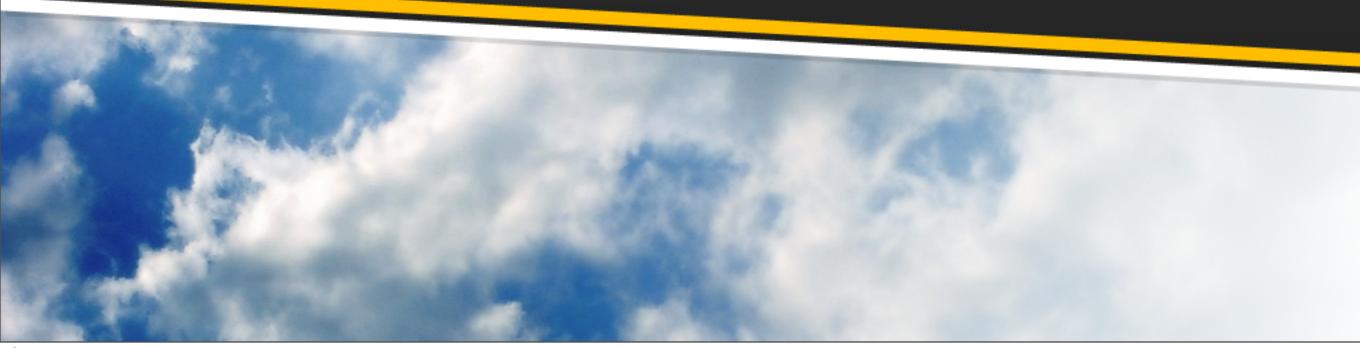
iPhone Web Application Development

Rob Rohan, Daemon.com.au





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Wasssssup

- Why Bother?
- Things to Consider
- Tools and 3rd Party Libraries
- Built in Stuff (thar be hackers here)
- Tips and Tricks

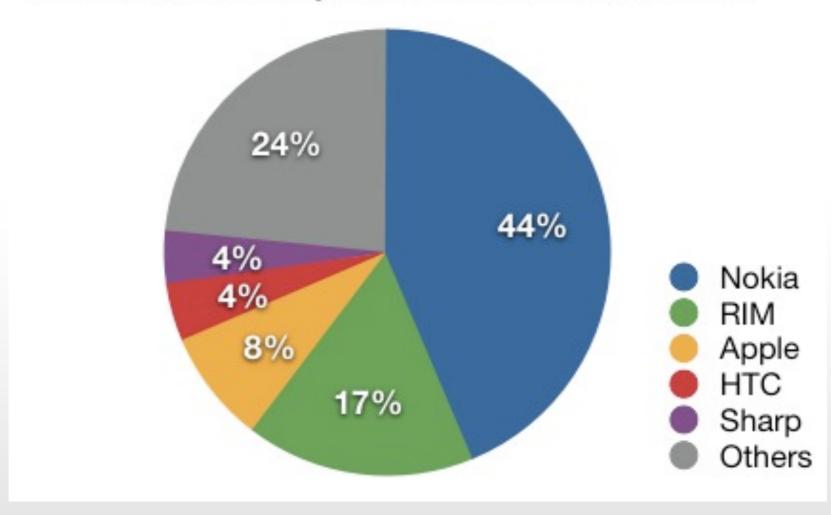


Why Bother?



Damn Lies and Stats

Worldwide smartphone market share 2008



12 MARCH, 2009 - CNNMoney.com



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http://apple20.blogs.fortune.cnn.com/2009/03/12/iphone-sales-grew-245-in-2008-gartner/

iPhone sales grew 245% in 2008

Web vs. Native

- WebKit supports more platforms
- Full control of project with web apps
- Doesn't work when not on the net (kind of)
- Video Games



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why bother...

- 1) iPhone, Android, Air, Chrome, Safari, Midori, etc
- http://www.twotoasts.de/index.php?/pages/midori_summary.html
- 2) AppStore rejection, learn Objective-C, etc
- 3) talk about database integration in a bit
- 4) Dimitry, make a 3d engine using CSS transfrorms;)

Should You Make A Special UI?

- Most sites look just fine on the iPhone
- If it works in desktop Safari it will probably work on iPhone
- Test if you care about supporting the iPhone



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- 1) as long as they hold to standards.
- 2) But not the other way around
- 3) Seen backgrounds do funky things old school hacks can do odd things

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Do's and Don'ts

- Concise or limited display of data
- Wrap areas with DIVs (or whatever)
- Sprite maps / Doom Tiles
- Limit file requests
- Don't force areas > 320px > 480px



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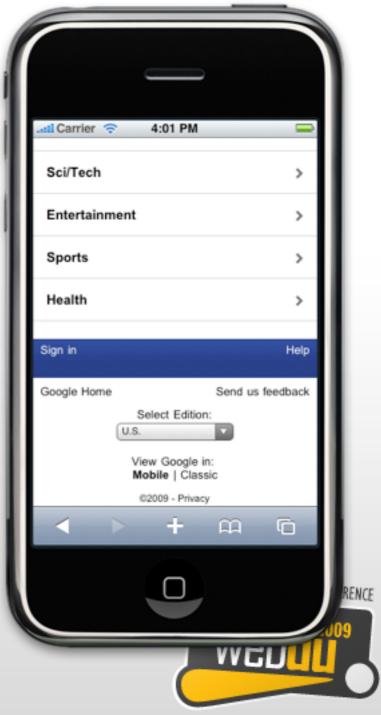
* informing the iPhone of the <u>viewport size</u> of the overall page; having columns no wider then either

the 320px width (for upright view) 480px (for sideways views);

- * breaking columns up into more appropriately sized blocks;
- * offering the iPhone some style tips on font size handling;
- * using the appropriate links that the iPhone supports;
- * optimizing Quicktime files.

Allow a Way Out





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Things To Consider...

Simplify the display = good

I love the normal news layout, the iphone app ruins it and there is no way to say "stop showing me this crap UI"



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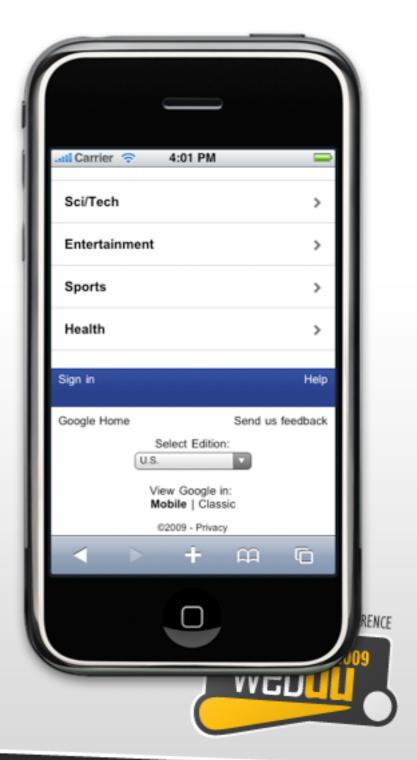
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Allow a Way Out





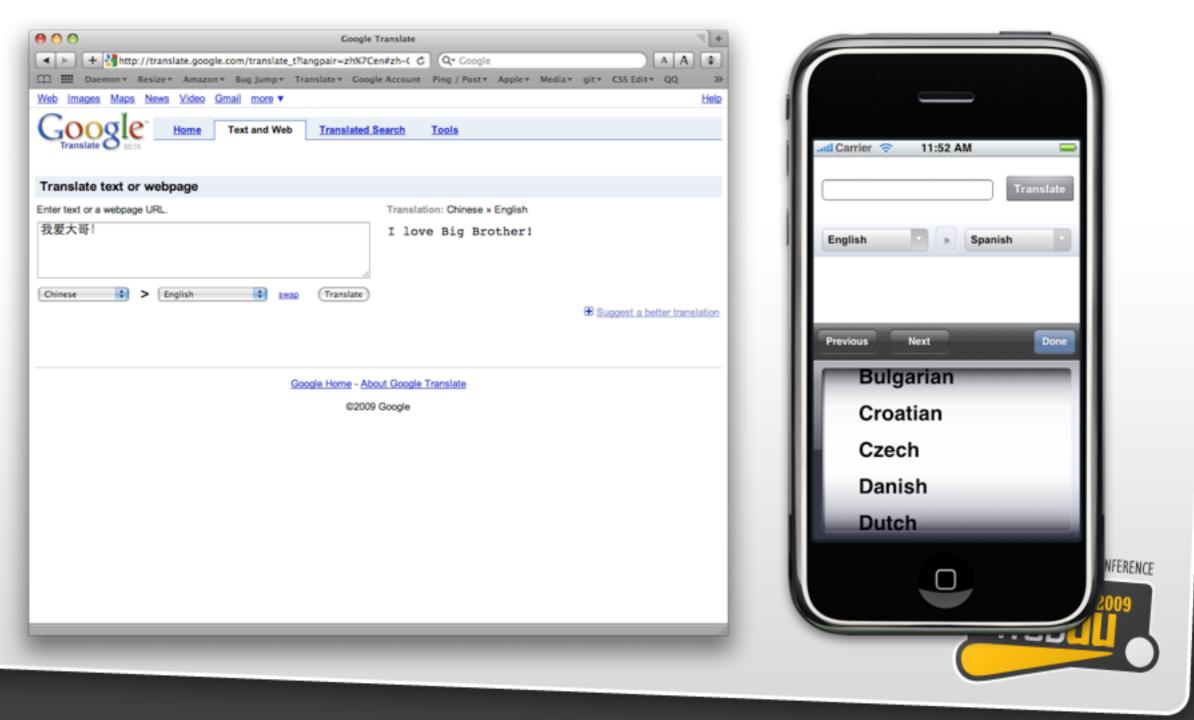
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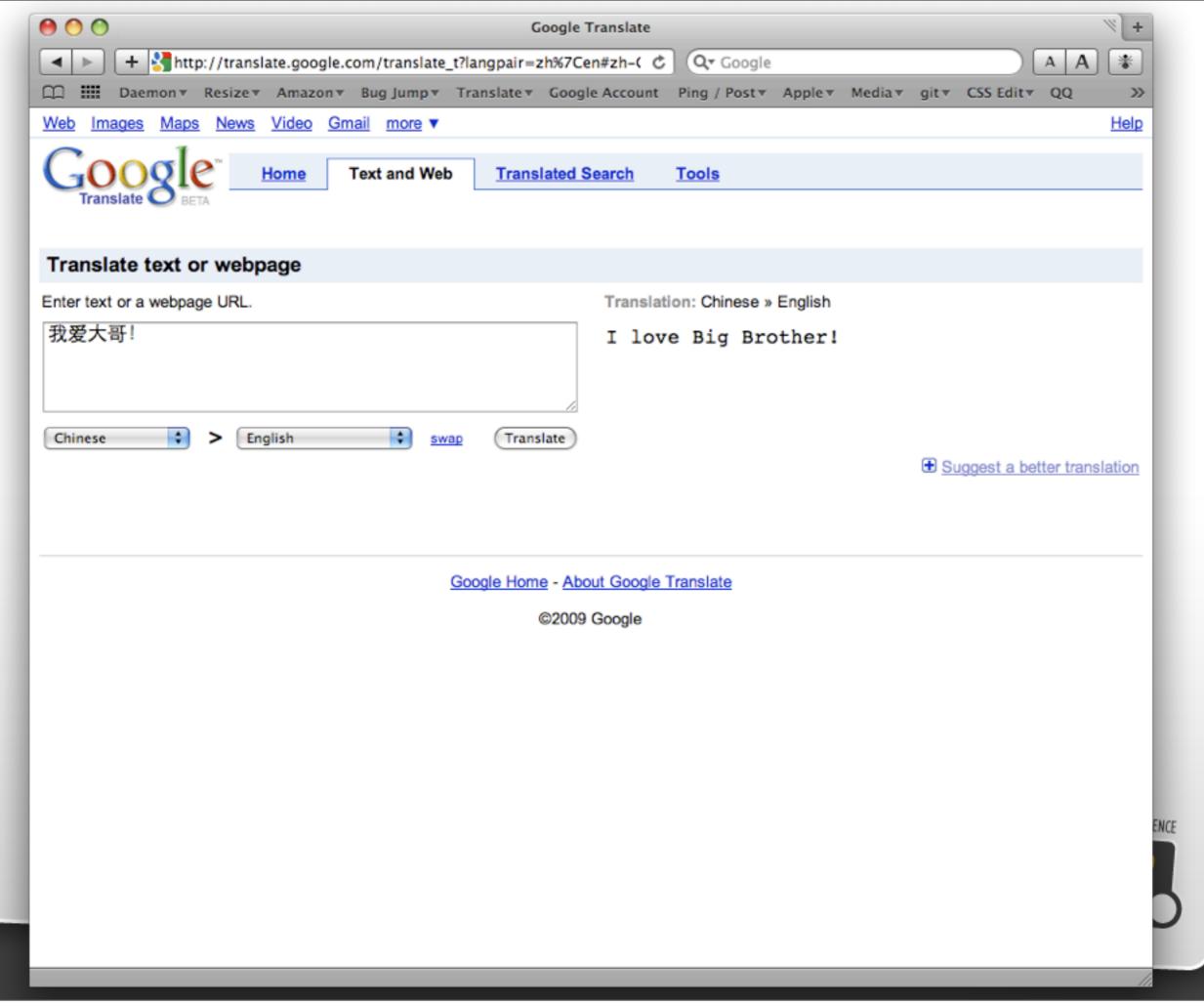
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Know Your Audience's Needs



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Things To Consider...



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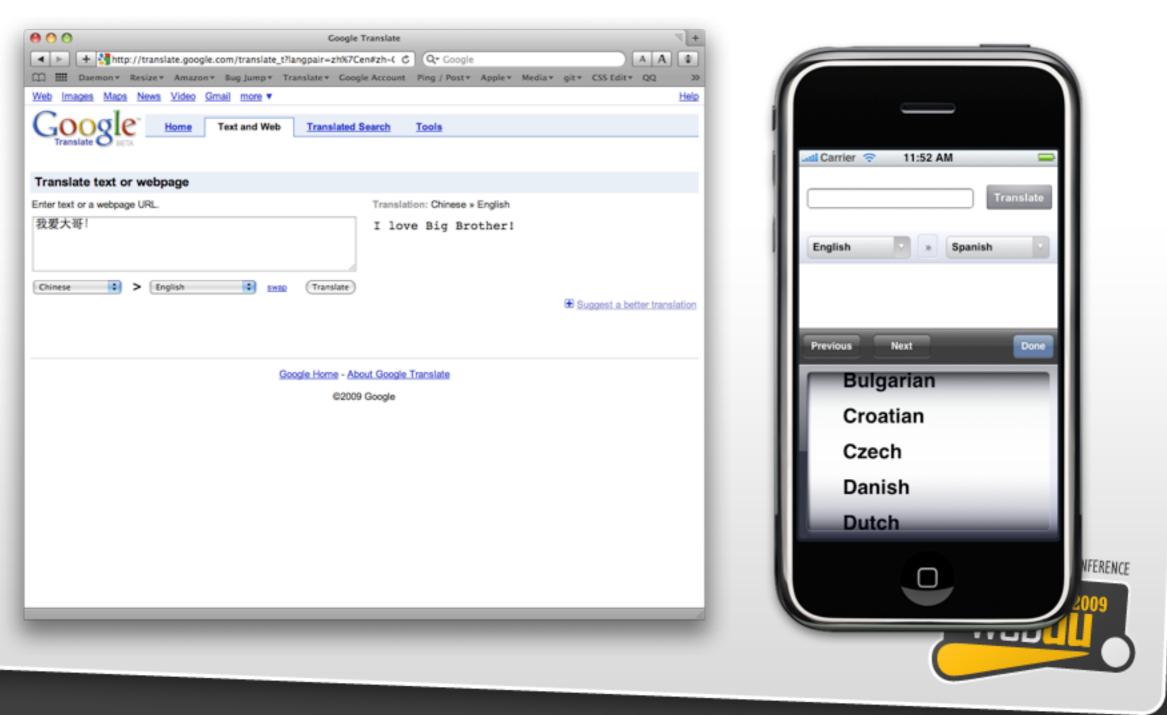
Things To Consider...



Saturday, May 23, 2009

Things To Consider...

Know Your Audience's Needs



Saturday, May 23, 2009

Things To Consider...

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Tools - Dashcode

- Comes with Developer Tools
- Really good for quick and dirty apps
- Emulator
 - /Developer/Platforms/iPhoneSimulator.platform/ Developer/Applications/iPhone Simulator.app
- Example: http://cn.robrohan.com



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On to tools and libraries...

Great with quick and dirty apps (and widgets), but also has great things like a debugger and a console.

Dashcode Demo





Tools - iWebKit

- http://iwebkit.net/ LGPL
- Supports fullscreen and Popup Menus
- Standard HTML with class styles for UI
- Example: http://webdu.com.au/iphone



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Standard HTML links, page refreshes when you do stuff

iWebKit Demo



Tools - iUI

- http://code.google.com/p/iui/ MIT-Like
- More Ajaxy than iWebkit
- Example: GlueyNotes.com



iUI Demo



Tools - Others

- Google Web Toolkit
- jQuery
- Safire
- SproutCore (MobileMe; "Cocoa for the Web")



iPhone GUI PSD

http://www.teehanlax.com/blog/?p=447





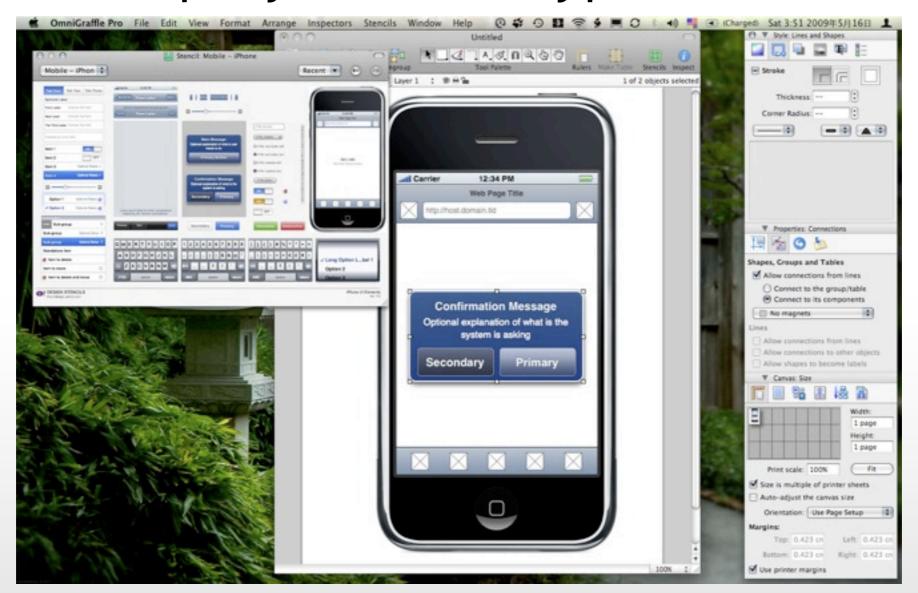
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Tools - Design

Good for photo shop people, mockup people

Yahoo Stencil Kit

http://developer.yahoo.com/ypatterns/wireframes/





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Tools - Design

Yahoo Stencil Kit is awesome - OmniGraffle, Visio (XML), PDF, PNG, SVG

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Built-in Stuff

- Just HTML, CSS and JS
- Supports Touch Events
- New DOM Events / Javascript APIs
- Included in draft proposals for CSS3 w3c
- Prefixed with -webkit
- Hardware Accelerated



Built-in Stuff

- ontouchstart, ontouchmove, ontouchend, ontouchcancel
- function touchStart(event){ event.targetTouches[0].pageX; ...}
- event.touches (all on the page)
- event.changedTouches





Saturday, May 23, 2009

A tap would be ontouchstart then ontouchend Important touch properties: Target, Identifier, (pageX pageY), clientX/Y, screenX/Y "TouchEvents" example code

Built-in Stuff CSS Transforms

- -webkit-transform
 - translate(x,y)
 - rotate(angle)
 - scale(mX,mY)
 - skew(angleX, angleY)
- -webkit-transform-origin



Built-in Stuff CSS Transforms

- .box { -webkit-transform: translate(400px, 200px); }
- -webkit-transform: rotate(135deg) scale(2);
- element.style.webkitTransform = "translate("+xpos+"px, "+ypos+"px)";

Demo Card Flip



Built-in Stuff CSS Transitions

```
.box {
    -webkit-transition-property: -webkit-
    transform;
    -webkit-transition-duration: 2s;
    -webkit-transform: translateX(600px);
}
```

Built-in Stuff CSS Transitions

• @-webkit-keyframes fade {

```
0% { opacity: 1; }
95% { opacity: 1; }
100% { opacity: 0; }
```

}

leafDiv.style.webkitAnimationName = 'fade, drop';



Fall getting you down? Sick of raking leaves?

Then call
Dino's Gardening
Service.
We blow away the
competition, and the

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3D Transformations as well rotateZ, backface hiding, 3d matrix

"Leaves" is an example

Demo Finger Tips



Built-in Stuff Database

- Was part of HTML5
- Only on Safari
- Safari debug mode to view databases
- SQLite
- Asynchronous transactions



Built-in Stuff Database

```
var database = openDatabase("MyDB", "1.0");
database.transaction(createDB);
function createDB(tx) {
    tx.executeSql("CREATE TABLE things (name TEXT)", [], populateDB);
}
function populateDB(tx) {
    tx.executeSql('INSERT INTO things (name) VALUES "iPhone",[], null);
}
```

Built-in Stuff Database

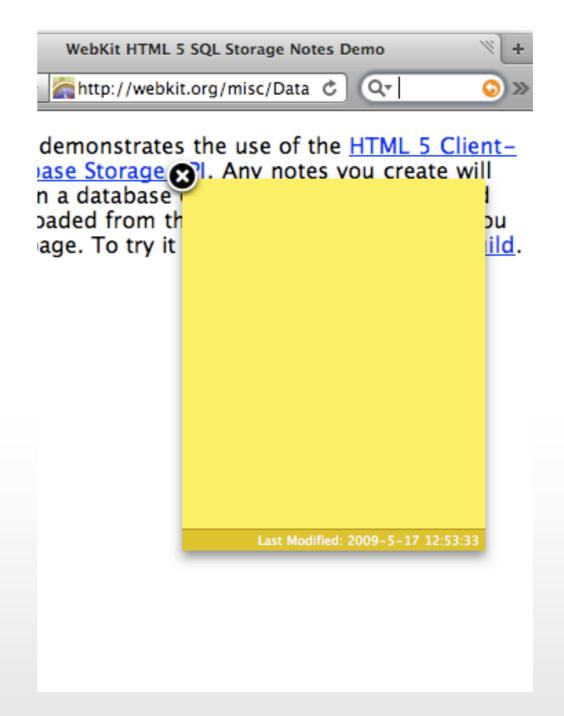
```
tx.executeSql("SELECT name FROM things", [],
showThings);

function showThings(results) {
  for(var i=0; i<results.rows.length; i++) {
    alert(results.rows[i]['name']);
  }
}</pre>
```



Built-in Database

http://webkit.org/misc/ DatabaseExample.html





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- Don't use document.write or innerHTML very inefficient
- <meta name="viewport" content="initialscale=1.0, minimum-scale=1.0, maximumscale=1.0, width=device-width">
- <| ink media="only screen and (max-device-width: 480px)" type="text/css" rel="stylesheet" href="/View/Style/Default-Small.css" />

- <body onorientationchange="callback_orientationChange();" >
- function callback_orientationChange(){ ... window.orientation ... }
- <input autocorrect="off">







- <body ontouchstart="event.preventDefault();" ontouchmove="event.preventDefault();" ontouchend="event.preventDefault();">
- window.openDatabase



http://developer.apple.com/iphone/



http://robrohan.com/webdu09/

Password: daemon

