

Mobile Web is great but...

- The web is sandboxed
- The web has no good offline story
- The web cannot participate in app store distribution revenue
- The web cannot access most device apis
- The web has awful tooling

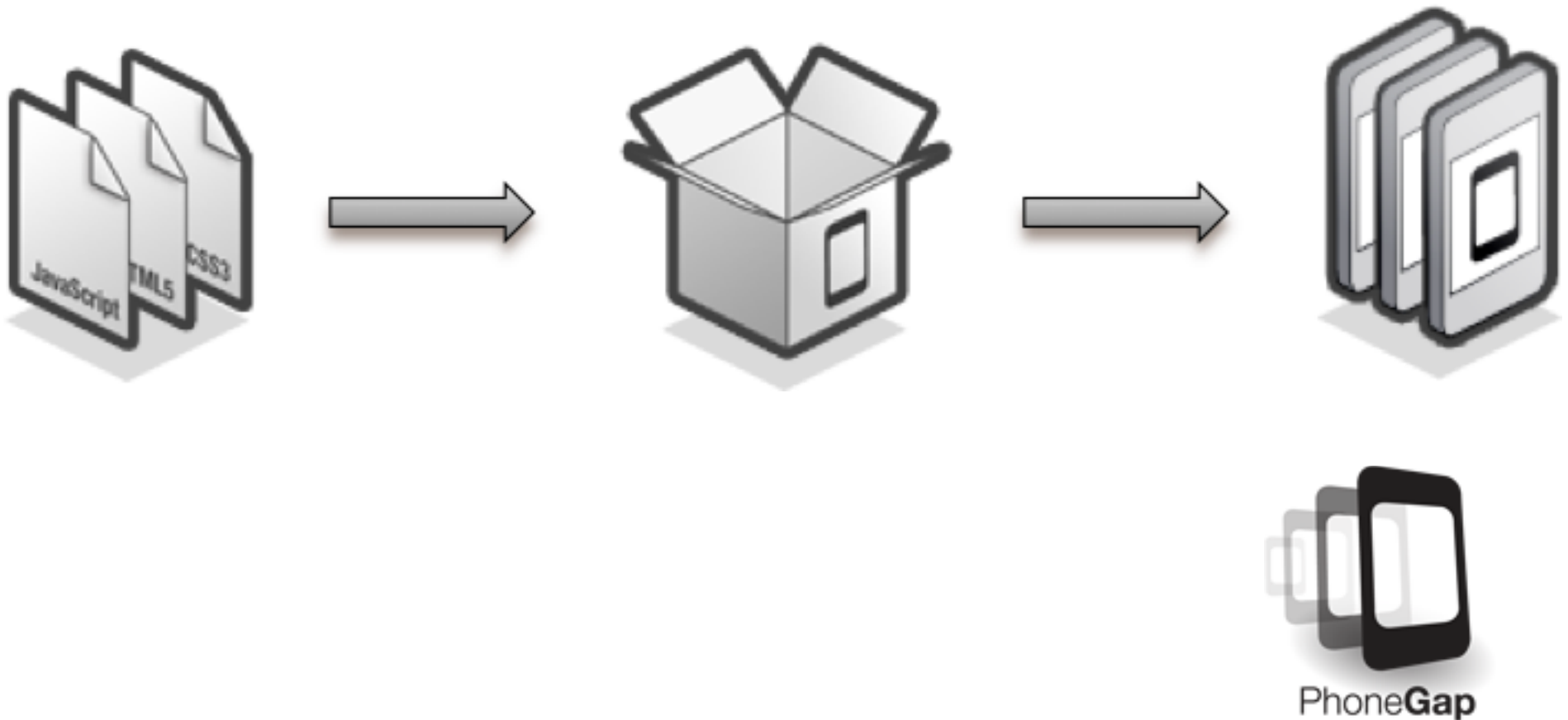




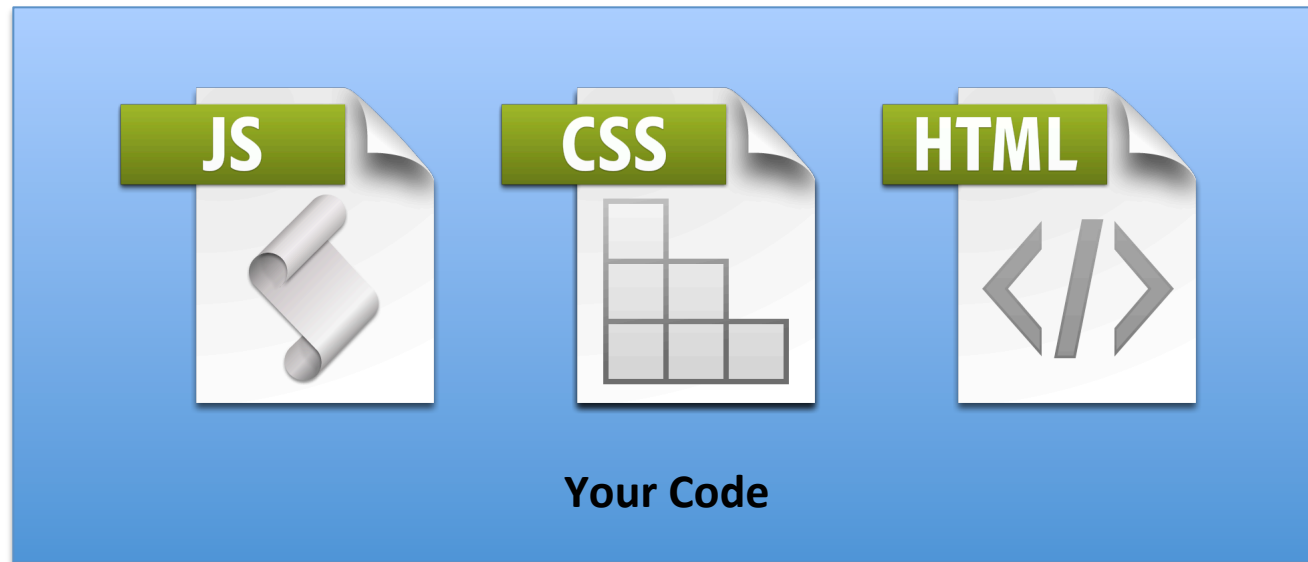
Phone**Gap**

What is PhoneGap

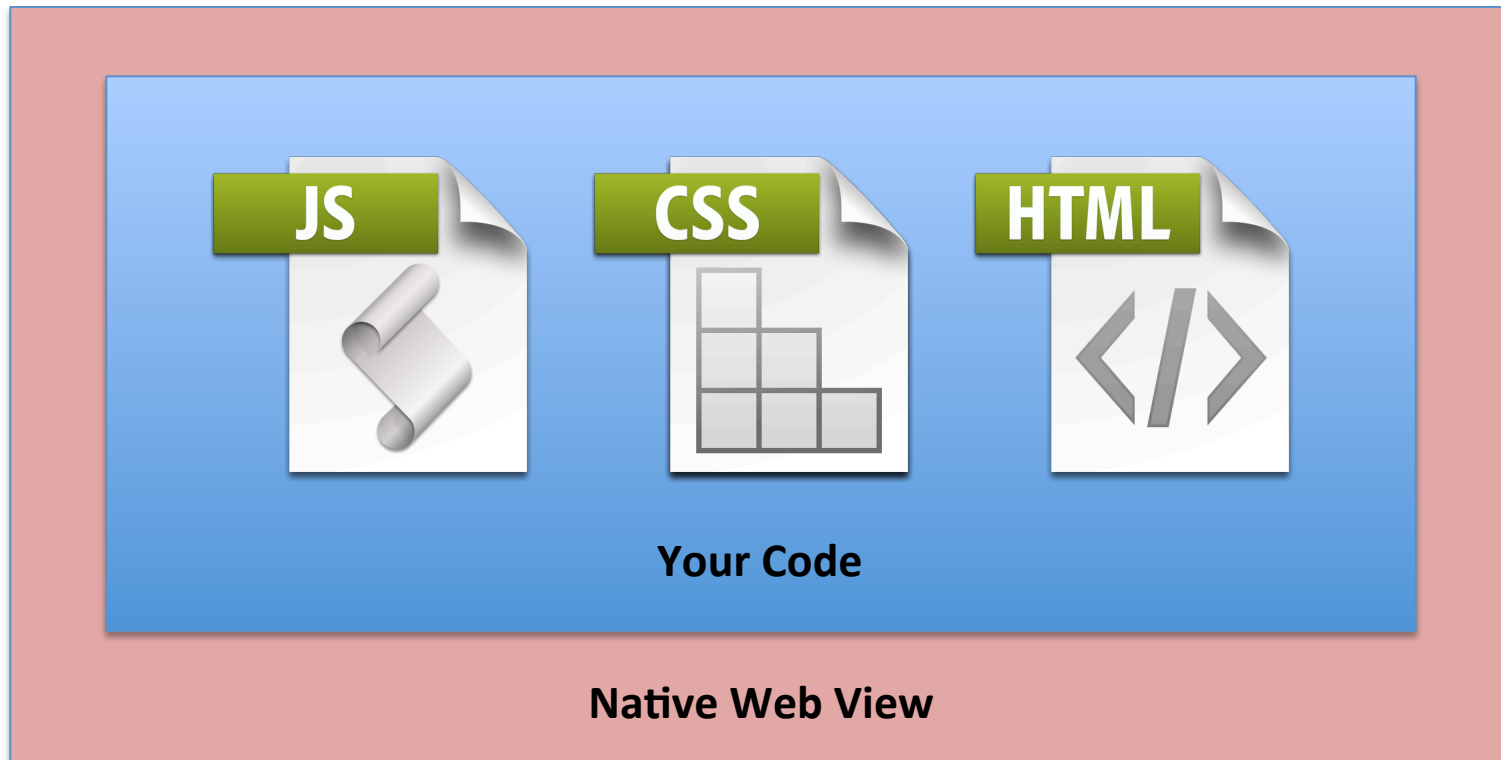
Application container that allows you to build natively installed apps using HTML, CSS & JavaScript



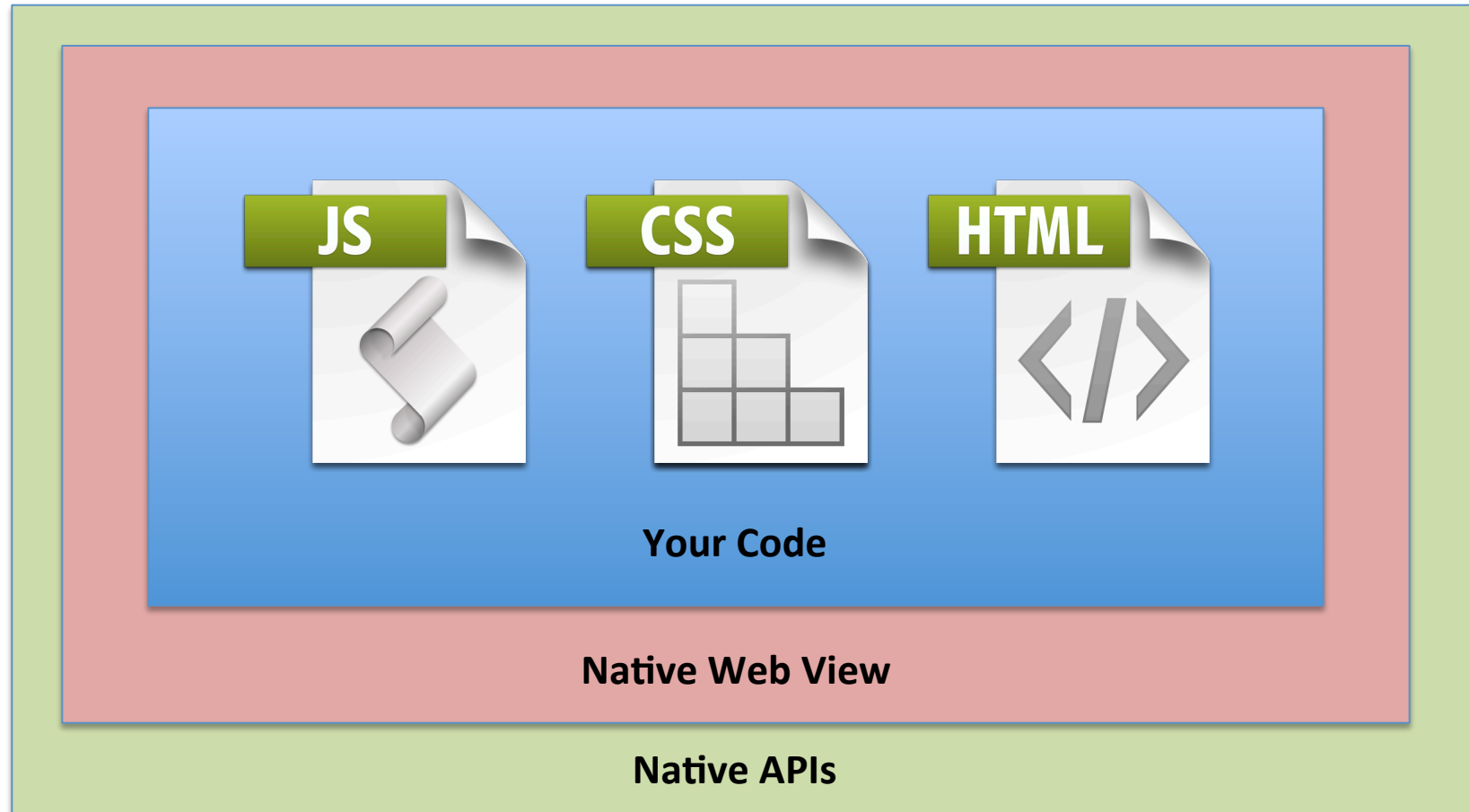
What is PhoneGap



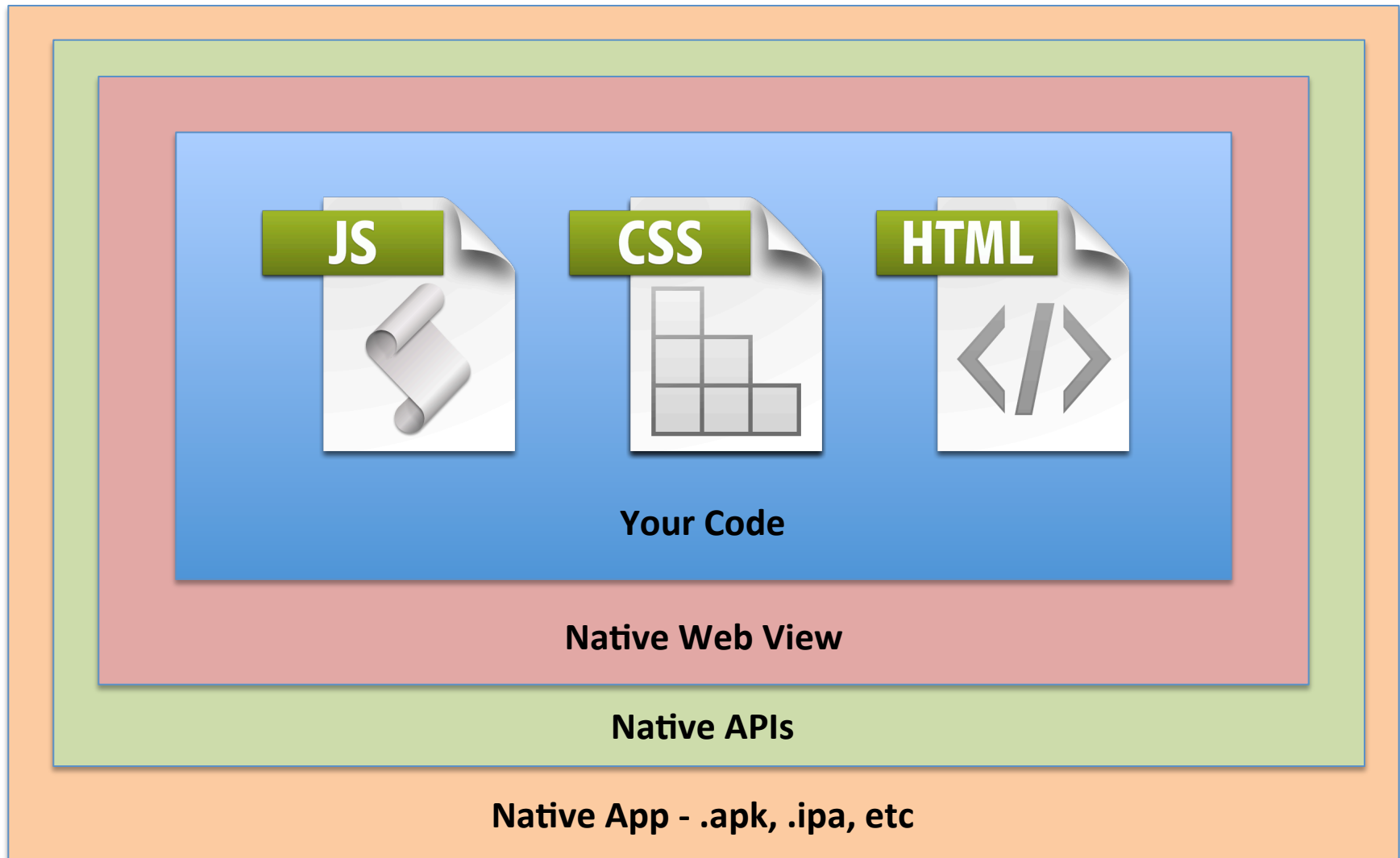
What is PhoneGap



What is PhoneGap



What is PhoneGap



How do PhoneGap apps work?

Build app UI using HTML & CSS



Build app logic & interactivity with JavaScript



Use the PhoneGap API to interact with device



What platforms support PhoneGap



Since it is HTML, CSS & JSS, can I use existing tools/frameworks?



Caution...

PhoneGap uses the **NATIVE** browser on the device to render the HTML/CSS/JS

Keep that in mind, as that can affect the experience



Getting Started



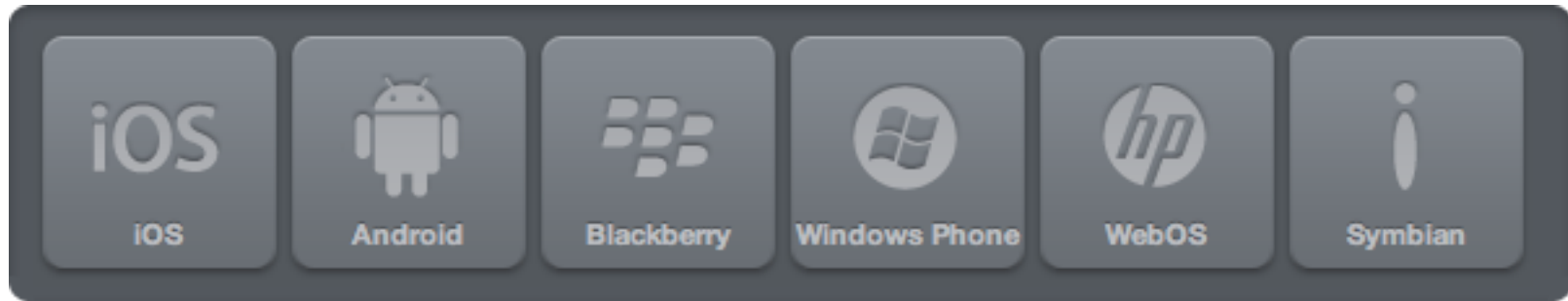
APACHE
CORDOVA™

<http://incubator.apache.org/cordova/>

Phone Community



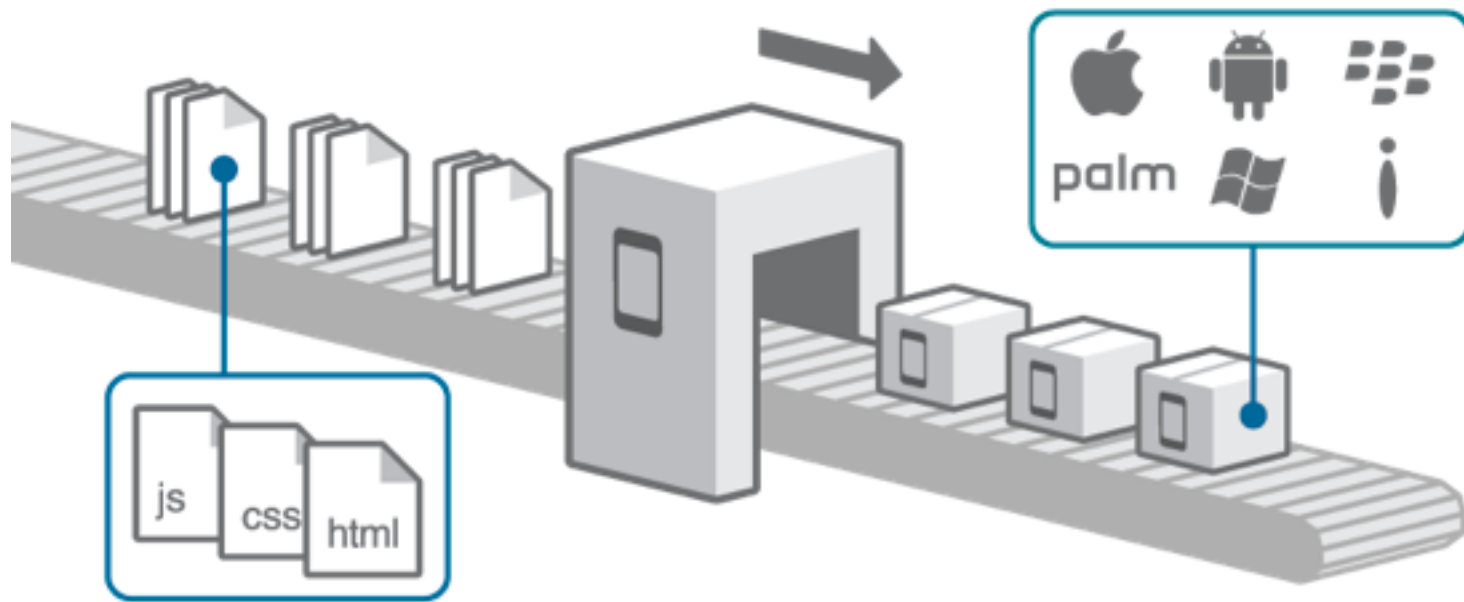
Building it



PhoneGap

phonegap.com/start

Building it



build.phonegap.com

Building it

<Demo>



Building it

Your Apps

new app



Hike Sedona

last built 04/05/2012

PRIVATE

ADMIN

iOS



apk



webOS

ipk

symbian

wgz



rebuild



Download

ipa



rebuild



Download

apk

Device Access

Out of the box, PhoneGap provides support for a number of basic device APIs



Accelerometer

File

Camera

Geolocation

Capture

Media

Compass

Notification

Connection

Storage

Contacts

Device Information



Camera API example

```
function onbuttonclick() {  
    var cameraoptions = { quality : 50,  
        destinationType : Camera.DestinationType.FILE_URI,  
        sourceType : Camera.PictureSourceType.CAMERA,  
        allowEdit : true,  
        encodingType: Camera.EncodingType.JPEG  
    };  
  
    navigator.camera.getPicture(onSuccess, onFail, cameraoptions);  
  
}  
  
function onSuccess(imageURI) {  
    var image = document.getElementById('pictureimage');  
    image.src = imageURI;  
}  
  
function onFail(message) {  
    alert('Failed because: ' + message);  
}
```



Debugging



It's all just HTML/JS,so you can use your browser!

Take advantage of Chrome Developer tools/Firebug to test your app's UI.

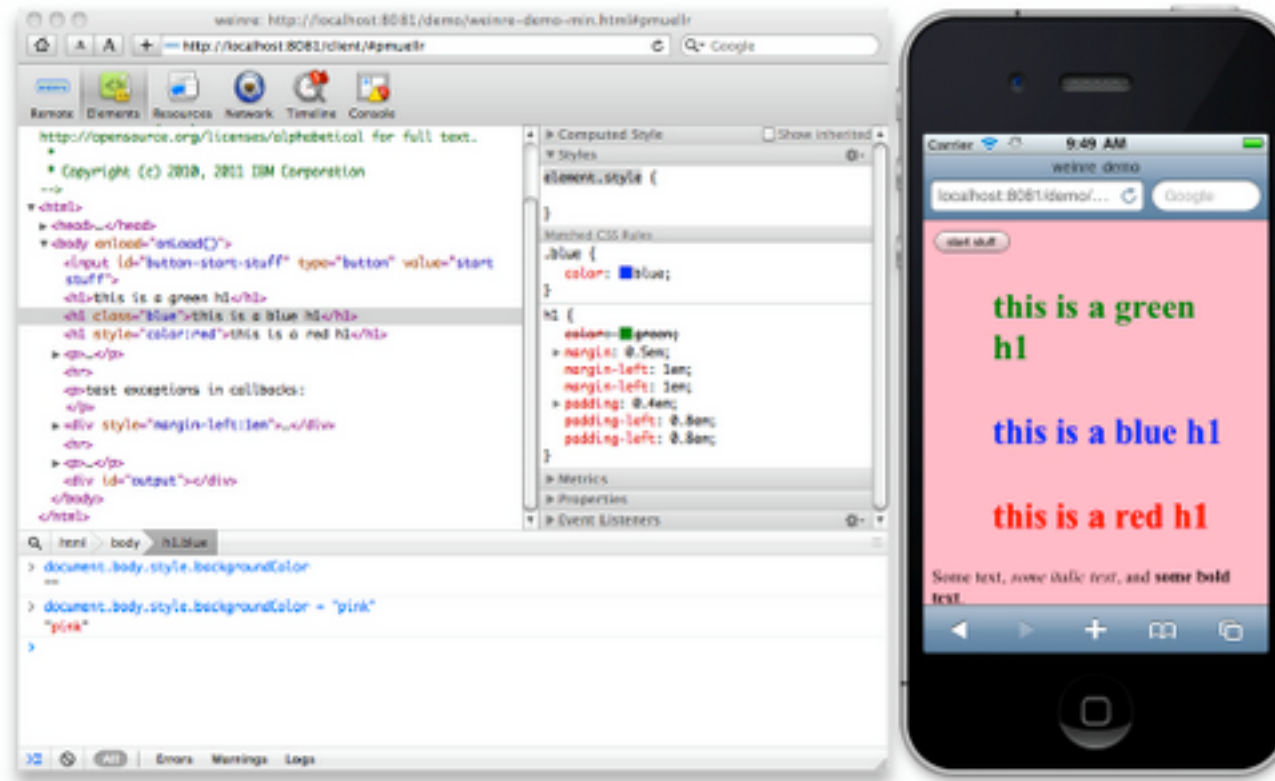
Debugging



Luckily we have Weinre, which lets us debug and manipulate the DOM from our PCs.

<http://people.apache.org/~pmuellr/weinre/>

Debugging



Weinre can be configured as a server (there is a Mac application) and uses the developer tools from Chrome to provide hooks into the mobile app.

Debugging

Getting Started

Step 1: select your guid (*or just use the one we've randomly assigned*)

Step 2: inject this script into your index.html

```
<script src="http://debug.phonegap.com/target/target-script-min.js#anonymous"></script>
```

Step 3: click this link to start debugging

<http://debug.phonegap.com/client/#anonymous>



powered by 

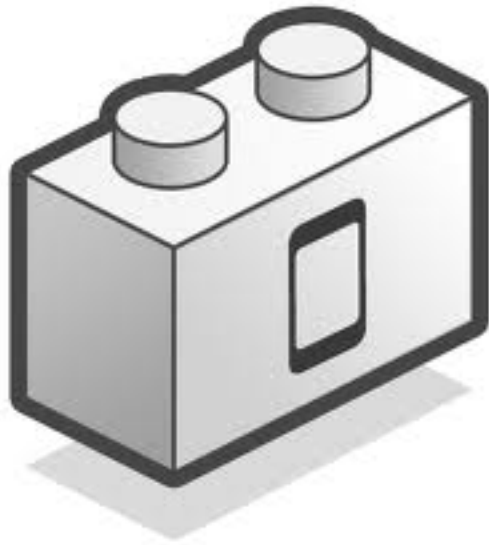


Debugging

<Demo>



Beyond the mobile web



PhoneGap is extensible with a “native plugin” model that enables you to write your own native logic to access via JavaScript.

There are lots of open source plugins at <https://github.com/phonegap/phonegap-plugins>

Learn more at <http://wiki.phonegap.com/w/page/36752779/PhoneGap%20Plugins>

