

# PhoneGap

Easy Mobile Development

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PhoneGap.com



Nitobi.com - My Work  
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# History



iPhoneDevCamp '08

# What is PhoneGap?



# Cross Platform



Mobile Framework

MIT



free as in do what you like

# Objective C is HARD





# Cluster Fork

<b>Platform</b>	<b>Language</b>	<b>Osim?</b>
iPhone	Objective-C	not really
Android	Java (Dalvik VM)	ok
BlackBerry	Java (Who Knows)	no
Windows Mobile	.Net and/or C++	sorry
Nokia	C++, Java, Flash, web, python	sorta
Palm	web tech	Exactly

# Sound Familiar?



Dont worry guys



THE INTERNET IS HERE

**HTML / CSS / JS**



NO MATTER WHAT

You will NEVER party this hard

# WebKit



# HTML 5

# vibrate

```
navigator.notification.vibrate(0);
```



# beep

```
navigator.notification.beep(2);
```

# telephony

```
<a href="tel:411">Call 411</a>
```

# geolocation (a)

```
navigator.geolocation.getCurrentPosition(win, fail)  
;
```

# geolocation (b)

```
var getLocation = function() {  
    var win = function(p) {  
        alert(p.coords.latitude);  
        alert(p.coords.longitude);  
    };  
    var fail = function(){};  
    navigator.geolocation.getCurrentPosition(win, fail);  
};
```

...

```
<body onload="getLocation();">
```

# accelerometer (a)

```
navigator.accelerometer.watchAcceleration(win, fail,  
opt);
```

# accelerometer (b)

```
function watchAccel() {
  var win = function(a) {
    document.getElementById('x').innerHTML = a.x;
    document.getElementById('y').innerHTML = a.y;
    document.getElementById('z').innerHTML = a.z;
  };
  var fail = function(){};
  var opt = {};
  opt.frequency = 100;
  navigator.accelerometer.watchAcceleration(win, fail, opt);
}
```

# What else?

- Camera
- Sound
- Contact Support
- and more...

# Where?

- iPhone
- Android
- Blackberry
- WRT (s60)
- winMO (sorta)
- Palm (almost)



# bridging the GAP:

```
gap://CommandHandler.method?arg1Name=arg1Value&arg2Name=arg2Value
```

```
gap://
```

This is a phoneygap request and not a request to load a new page.

CommandHandler

This is a subset of device functionality that contains methods. An example would be Accelerometer or Notification

method

Each CommandHandler defines it's own methods arguments

a URL encoded list of arguments that are passed to the method ( varies based on the method ) Note that phoneygap.js will URLEncode the parameters for you.

# Objective C land

```
stringByEvaluatingJavascriptFromString()
```



**DON'T WORRY**

I'm from the internet.



easy

# **XUI**

jQuery gone Tiny

# selector

```
x$('a.foo');
```

# more selectors

```
x$(window); // The Window
x$(element); // An Existing Element
x$('ul#globalnav li a.selected'); // A CSS3 Selector
x$(['li','div#foo']); // An Array of Selectors
x$('li','.selected','#some_id'); // A comma list of CSS3
Selectors
```

# event

```
x$('a.foo').touchstart(function(){ alert("hi") });
```



# more hotness

```
x$('.save').touchstart( function(evt) {  
    alert('tee hee!')  
});
```

```
x$('.foo').addClass('awesome');  
x$('.foo').removeClass('className');
```

# xhr

```
x$('#tweets').xhr('/tweet.html');
```

# PhoneGap Philosophy

**device agnostic / open standards / open  
source**

# Future



# Announcement

# PhoneGap



Sony Ericsson

**Demo?**

Thanks



# Resources

Get involved, wiki, google group...

[phonegap.com](http://phonegap.com)

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