Native-quality, cross-platform HTML5 apps

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Enyo is...

A framework for building **native-quality**, **cross-platform** HTML5 apps

Enyo is...

> Truly cross-platform

> Optimized for mobile

> Built to manage complexity

> Free and open-source

> Extensible and community-centric

> Lightweight and fast

Why Enyo?

Use Enyo if you want to write…

› Apps that run on all types of devices

› Apps that run across multiple platforms

› Apps with native polish and performance

› Code that's easy to maintain and reuse

Why Enyo (vs straight HTML5)?

> Code maintenance and reuse

> Compatibility

> Performance

> Polish

Why Enyo (vs. Sencha)?

> Truly cross-platform

- Sencha has separate frameworks for desktop (ExtJS) and mobile (Sencha Touch)

> Free and open-source

- Sencha is available under GPL and free commercial licenses, but most customers pay for Sencha in some way

> Extensible & community-centric

- Sencha has significant mindshare, but little community participation and a minimal ecosystem.

Why Enyo (vs. jQuery)?

> jQuery: Progressively enhance web sites

- Doesn't help with application structure

- Doesn't facilitate native-like app UI

> Enyo: Build native-quality HTML5 apps

- Helps write maintainable, reusable code

- Delivers native-like polish & performance

How can Enyo apps run anywhere?

> Platform differences abstracted away

  • Scrolling, gestures, etc...

> Innovative, flexible UI panel system

> Adaptive widgets

> Responsive design techniques

> Swappable modules

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History Lesson

- > Mojo
  - Created as a JavaScript/HTML/CSS application development framework for Palm's webOS phones
- > Ares
  - A Web-based IDE for developing Mojo applications
- > Enyo 1
  - Evolved from the Ares project and replaced Mojo as an application development framework for larger-screen webOS devices (HP TouchPad)
  - Originally closed source and for use on supported webOS devices; is now open source, but no longer actively developed
- > Enyo 2
  - Designed as a cross-platform (webOS, iOS, Android, "desktop") cross-browser (IE 8+, the WebKits, the Mozillas) application development framework

Enyo Supports

Coming Soon:

Enyo Libraries & Tools

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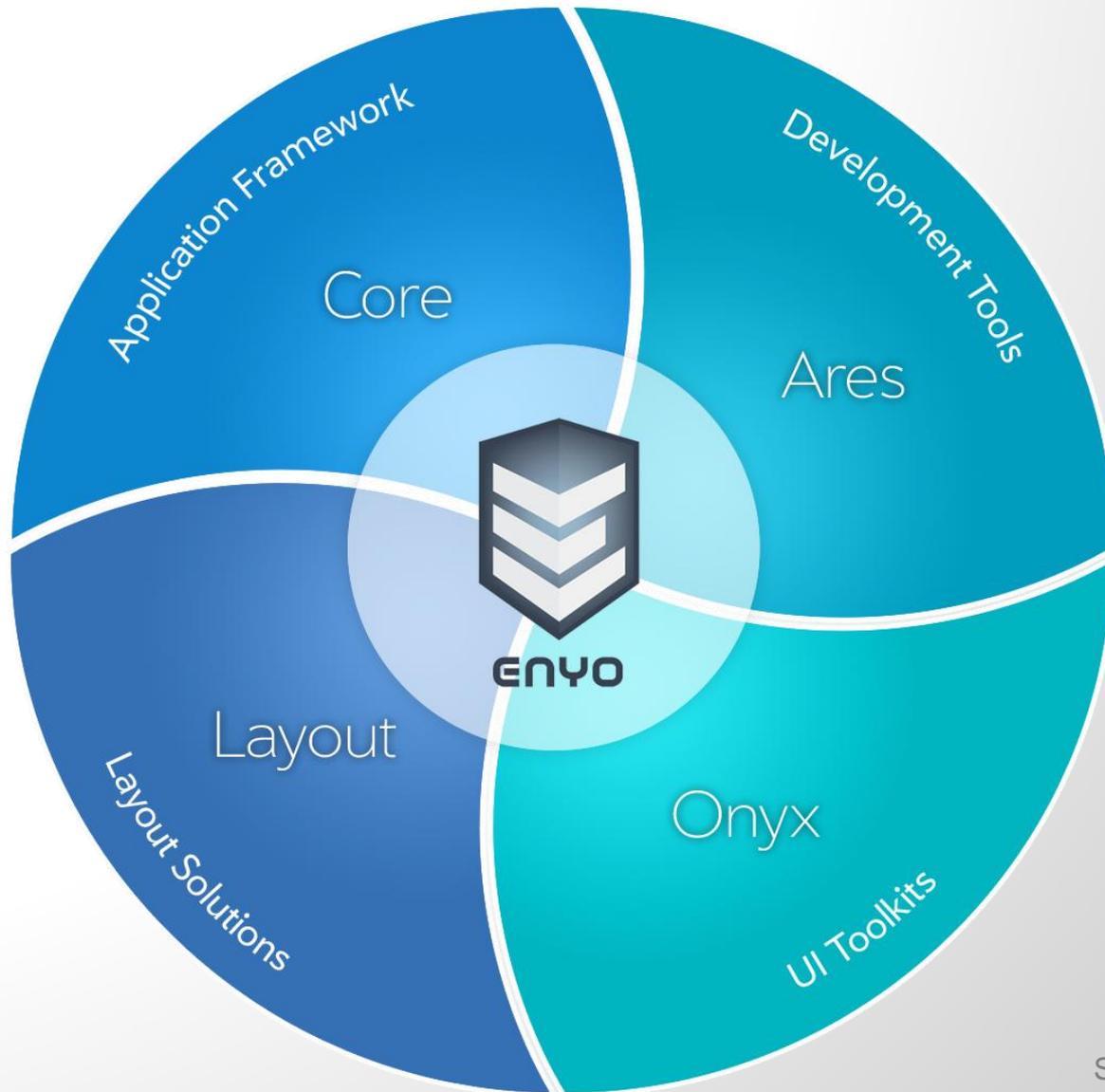
Enyo (core)

Base (unstyled) UI widgets

UI view model

Services

Event routing
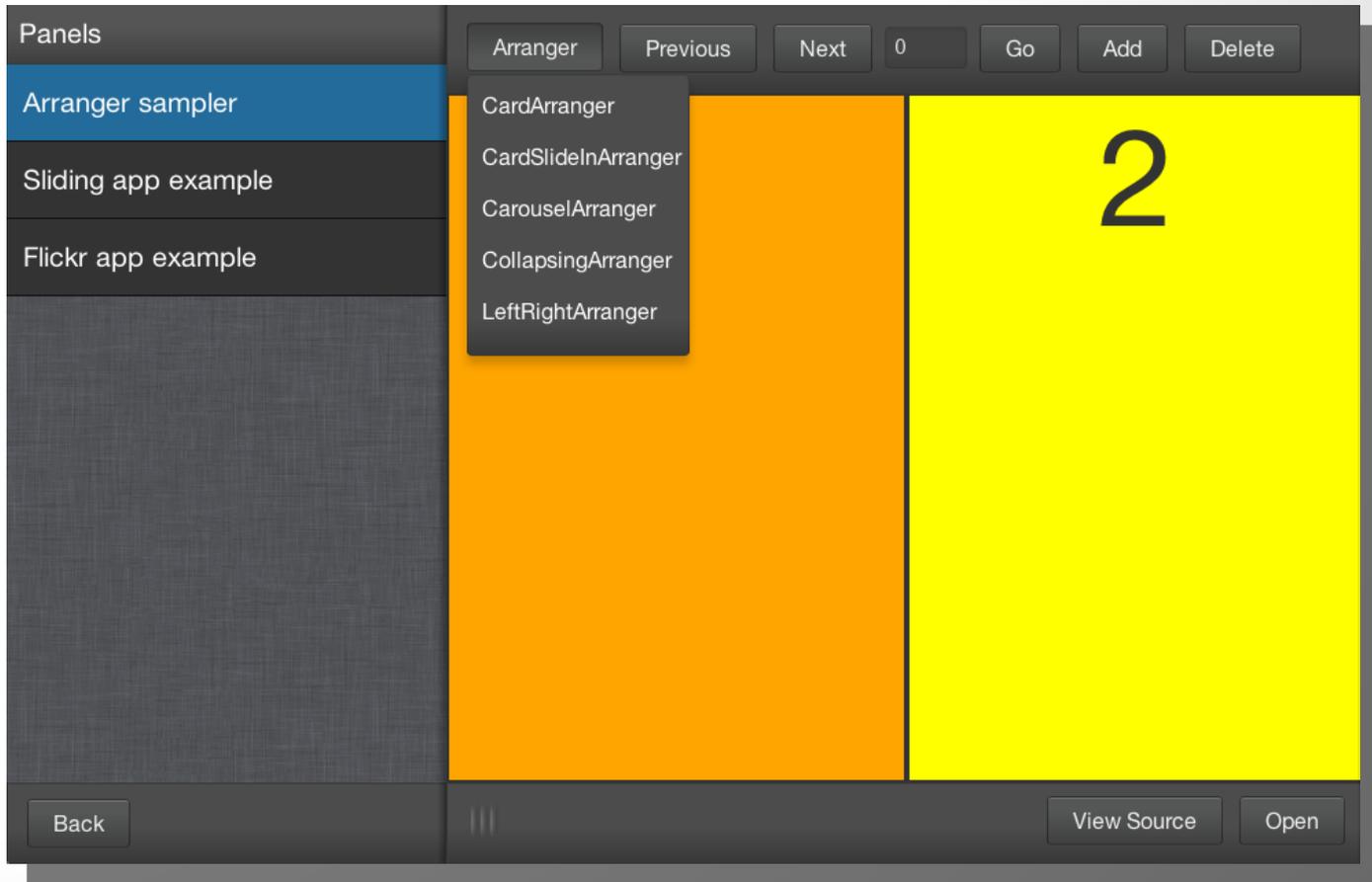
Modular component model
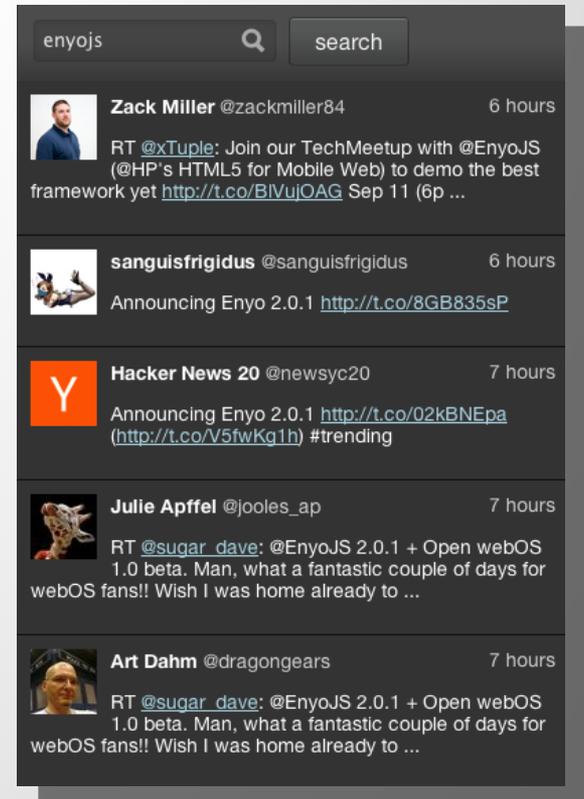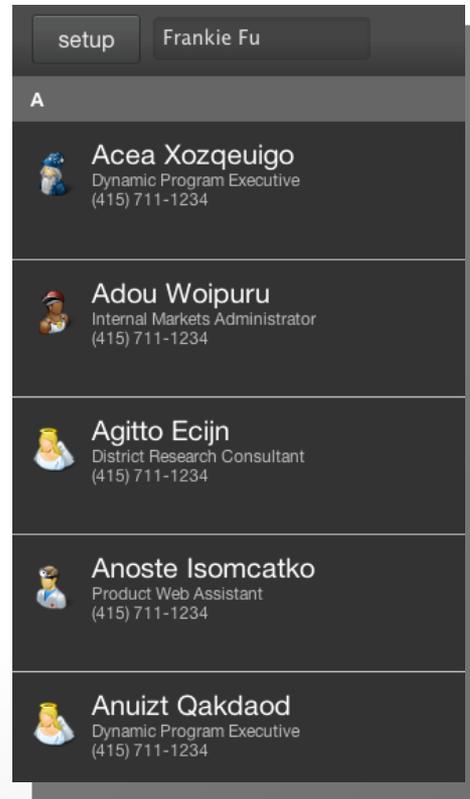
Object-oriented programming model
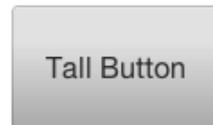
Package loader

Layout: Fittable Layouts

Foo
Foo

Foo
Foo

Foo   Foo   Fits!   Foo

Centered   1   2   3   4

Layout: Panels

Layout: List

Onyx: Buttons

BUTTONS

Button

Affirmative Negative Blue Custom

Active Disabled Active Disabled

Tall Button
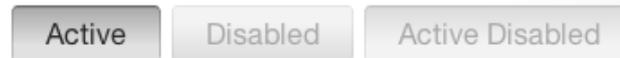
BUTTONS WITH IMAGES

There is an image here

Onyx: Grouped Buttons

RADIOGROUP

| Alpha | Beta | Gamma |

TABGROUP

| Alpha | Beta |

BUTTON GROUP

Button A   Button B   Button C
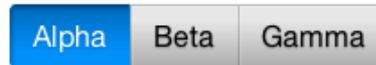
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Onyx: Icon Buttons

ICON BUTTON

GROUPED ICON BUTTONS

ICON BUTTONS IN TOOLBAR

Onyx: Toggle Buttons

TOGGLE BUTTONS

ON OFF OFF ON

TOGGLE BUTTONS GROUP

OFF ON OFF

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Onyx: Checkboxes

CHECKBOXES

CHECKBOXES GROUP

Sponsored by

Onyx: Inputs

INPUTS

| Enter text here | Search term 🔍 | Enter password |

| Disabled input | Left:Input Area   :Right |

RICHTEXTS

| | 🔍 |
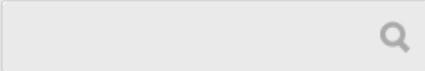
TEXTAREAS

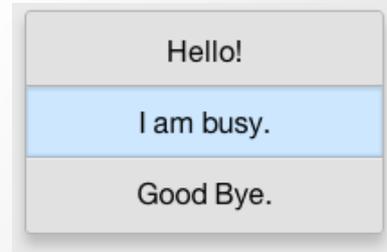| Enter text here | Search term 🔍 |

Onyx: Group Boxes

Onyx: Progress Bars
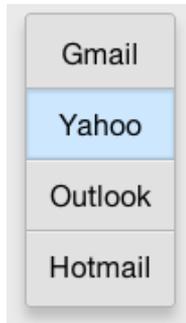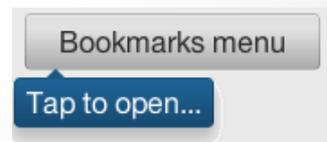

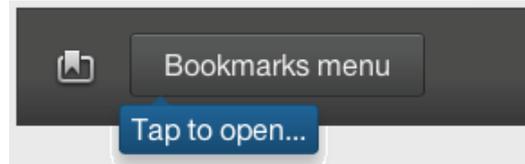Sponsored by HP
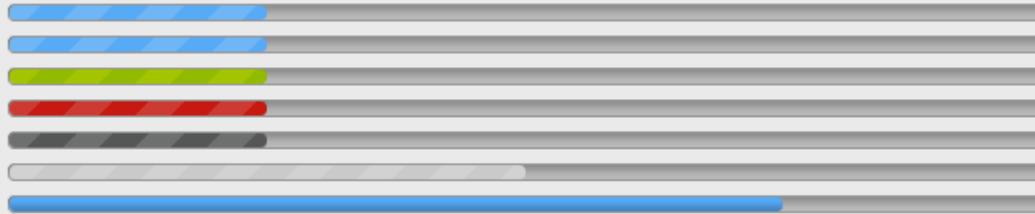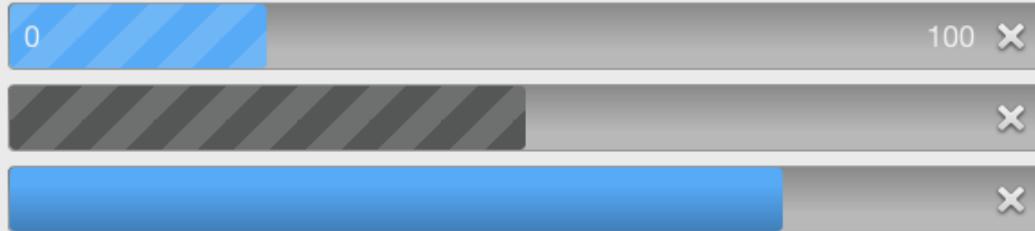
Onyx: Sliders

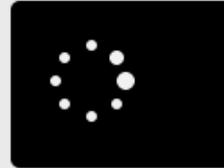# Onyx: Menus
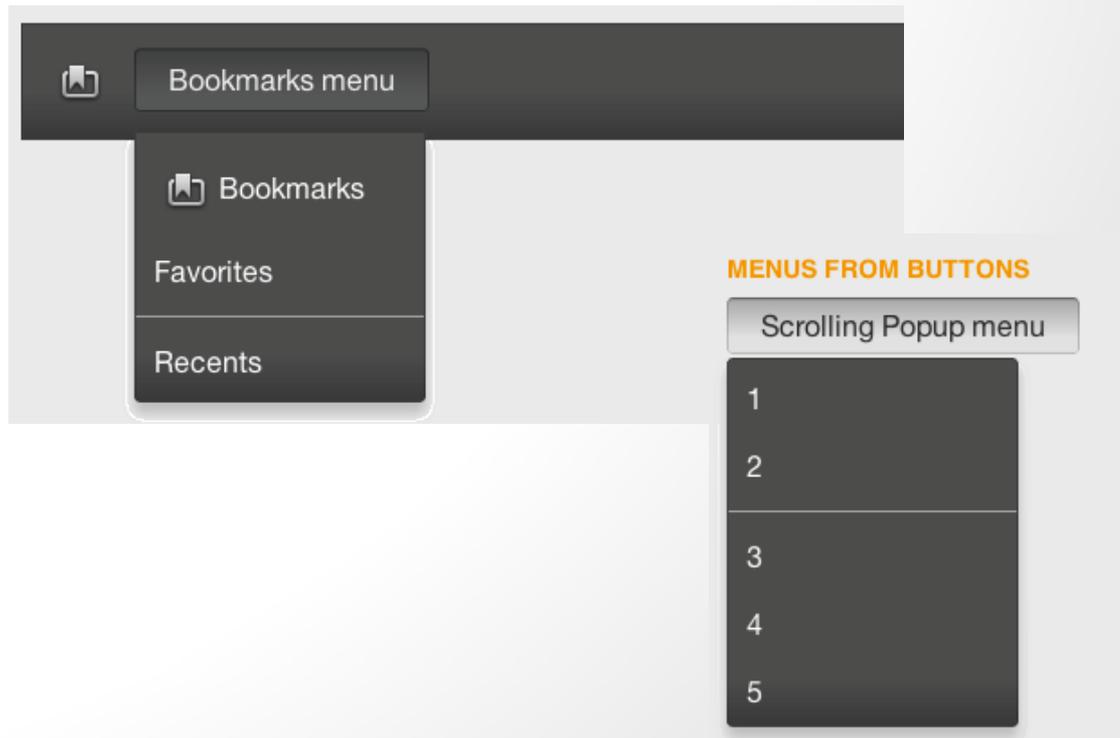
Onyx: Pickers

Onyx: Tooltips

Onyx: Spinners
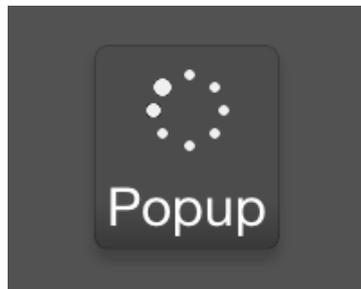

LIGHT SPINNER

DARK SPINNER

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Onyx: Popups

Developer Success - xTuple

Enyo is about 90% smaller than other HTML frameworks. As a result it is easier to learn and understand, so coding in it is a dream. It also comes with a set of widgets in its Onyx library that look great in all environments. Plus it's fast! Finally, Enyo is being actively developed and documented by a team of full time professionals.

John Rogelstad

xTuple

Developer Success – Openbravo

> *Enyo is the right framework for Openbravo Mobile, as it provides the building blocks for developing modular, extensible, thin, and fast mobile applications.*

Rob Goris
Openbravo

Developer Success - Zhephree

I've been able to get my app running on iPhones, iPads, iPod Touches, Android phones and tablets, webOS phones and TouchPad, Windows Phone devices, AND on the web in Chrome, Firefox, Safari, and IE — all in about two months. That's essentially 8-10 platforms (depending on how you count) by a team of one developer and one designer.

Geoff Gauchet

zhephree

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Roadmap

> Data binding

> MVC

> Next-generation List, Grid

> Win8, Win Phone 8

> App templates

> More and better docs

> More widgets

> Ares 2

Get Involved

> Try it out

> Give us your feedback

> Support your fellow developers

> Spread the word

> Build and share your own Enyo add-ons

> Contribute code to the project

Stay Connected

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Thank you!