Social Media Apps Programming

Create Hybrid Apps with Phonegap

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Tamkang University

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2017-11-03
<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Subject/Topics</th>
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<tr>
<td>1</td>
<td>2017/09/22</td>
<td>Course Orientation and Introduction to Social Media and Mobile Apps Programming</td>
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<tr>
<td>2</td>
<td>2017/09/29</td>
<td>Introduction to Android / iOS Apps Programming</td>
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<td>3</td>
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<td>Developing Android Native Apps with Java (Android Studio)</td>
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<td>Developing iPhone / iPad Native Apps with Swift (XCode)</td>
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<td>Mobile Apps using HTML5/CSS3/JavaScript</td>
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<td>6</td>
<td>2017/10/27</td>
<td>jQuery Mobile</td>
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<tr>
<td>7</td>
<td>2017/11/03</td>
<td>Create Hybrid Apps with Phonegap</td>
</tr>
<tr>
<td>8</td>
<td>2017/11/10</td>
<td>jQuery Mobile/Phonegap</td>
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<td>9</td>
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<td>Date</td>
<td>Subject/Topics</td>
</tr>
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<tr>
<td>10</td>
<td>2017/11/24</td>
<td>Midterm Project Report</td>
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<td>11</td>
<td>2017/12/01</td>
<td>Case Study on Social Media Apps Programming and Marketing in Google Play and App Store</td>
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<td>Google Cloud Platform</td>
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<td>13</td>
<td>2017/12/15</td>
<td>Google App Engine</td>
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<tr>
<td>14</td>
<td>2017/12/22</td>
<td>Google Map API</td>
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<td>15</td>
<td>2017/12/29</td>
<td>Facebook API (Facebook JavaScript SDK) (Integrate Facebook with iOS/Android Apps)</td>
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<tr>
<td>16</td>
<td>2018/01/05</td>
<td>Twitter API</td>
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<td>17</td>
<td>2018/01/12</td>
<td>Final Project Presentation</td>
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<td>18</td>
<td>2018/01/19</td>
<td>Final Exam Week (Final Project Presentation)</td>
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Outline

• PhoneGap
  – PhoneGap
  – PhoneGap Build
    • index.html, css, js
    • config.xml
  – PhoneGap, jQuery Mobile
• Demo
  – Create Hybrid Apps with PhoneGap
Android /iOS Apps Programming

- Native Apps
- Hybrid Apps
- Mobile Web Apps
App Development Comparison

Native Apps
- Device Access: Full
- Speed: Very Fast
- Development Cost: Expensive
- App Store: Available
- Approval Process: Mandatory

Hybrid Apps
- Device Access: Full
- Speed: Native Speed as Necessary
- Development Cost: Reasonable
- App Store: Available
- Approval Process: Low Overhead

Web Apps
- Device Access: Partial
- Speed: Fast
- Development Cost: Reasonable
- App Store: Not Available
- Approval Process: None


Mobile Web App

Source: Scott Preston, Learn HTML5 and JavaScript for iOS: Web Standards-based Apps for iPhone, iPad, and iPod touch, Apress, 2012
PhoneGap

• PhoneGap is a free and open source framework that allows you to create mobile apps using standardized web APIs for the platforms you care about.

Source: http://phonegap.com/
PhoneGap Build

• Package mobile apps in the cloud
  – PhoneGap Build takes the pain out of compiling PhoneGap apps.
  – Get app-store ready apps without the headache of maintaining native SDKs.
  – PhoneGap Build service does the work for you by compiling in the cloud.

Source: [http://phonegap.com/](http://phonegap.com/)
PhoneGap Build

Source: https://build.phonegap.com/
Apps Created with PhoneGap

Source: http://phonegap.com/
Apps Created with PhoneGap
BBC Olympics

Source: http://phonegap.com/app/bbc-olympics/
Adobe® PhoneGap™

• Write a PhoneGap app once with HTML and JavaScript and deploy it to any mobile device without losing features of a native app.

• Adobe PhoneGap
  – standards-based, open-source development framework for building cross-platform mobile apps with HTML, CSS and JavaScript for iOS, Android™, Windows® Phone, webOS, BlackBerry® and more.

https://build.phonegap.com/
PhoneGap

Easily create apps using the web technologies you know and love: HTML, CSS, and JavaScript

PhoneGap is a free and open source framework that allows you to create mobile apps using standardized web APIs for the platforms you care about.

http://phonegap.com/
PhoneGap Build

Package mobile apps in the cloud

PhoneGap Build takes the pain out of compiling PhoneGap apps. Get app-store ready apps without the headache of maintaining native SDKs. Our PhoneGap Build service does the work for you by compiling in the cloud.

- Apple
- Android
- Windows
- BlackBerry
- bada
- webOS

Try it now!  
Find out more

http://phonegap.com/
# PhoneGap Build

## Choose your plan

<table>
<thead>
<tr>
<th></th>
<th>Free Plan</th>
<th>Paid Plan</th>
<th>Adobe Creative Cloud Membership</th>
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</thead>
<tbody>
<tr>
<td>open source apps</td>
<td></td>
<td>∞ unlimited</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>must be pulled from a public Github repo</td>
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<tr>
<td></td>
<td></td>
<td>invite people to your app as either developers or testers</td>
<td></td>
</tr>
<tr>
<td>private apps?</td>
<td>1</td>
<td>25</td>
<td></td>
</tr>
<tr>
<td></td>
<td>completely free</td>
<td>starting at $9.99/mo</td>
<td>sign in with your Adobe ID</td>
</tr>
</tbody>
</table>

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

Adobe® PhoneGap™ Build
Package mobile apps in the cloud.

Get started!

Take the pain out of developing mobile apps.
Simply upload your HTML5, CSS, and JavaScript assets to the Adobe® PhoneGap™ Build cloud service and we do the work of compiling for you.

https://build.phonegap.com/
Get started with PhoneGap Build

• Simply upload your web assets - a ZIP file of HTML, CSS and JavaScript, or a single index.html file - to PhoneGap Build
  – Git or SVN repository.
• PhoneGap Build undertake the compilation and packaging
• In minutes, you’ll receive the download URLs for all mobile platforms.

Source: https://build.phonegap.com/faq
PhoneGap Build vs. PhoneGap

- **PhoneGap**
  - a mobile application development framework, based upon the open source Apache Cordova project.
  - write an app once with HTML, CSS and JavaScript, and then deploy it to a wide range of mobile devices without losing the features of a native app.

- **PhoneGap Build**
  - a cloud-based service built on top of the PhoneGap framework.
  - easily build those same mobile apps in the cloud.

Source: [https://build.phonegap.com/faq](https://build.phonegap.com/faq)
Public Apps vs. Private Apps

• Public apps
  – source code hosted in a publicly accessible GitHub repository.

• Private apps
  – source code hosted in a private (non-publicly accessible) GitHub repository
  – uploads a ZIP file containing the source code and assets to the PhoneGap Build service.

Source: https://build.phonegap.com/faq
PhoneGap, jQuery Mobile, jQuery

jQuery Mobile (User Interface)

jQuery (Logic and Computing)

PhoneGap (Hardware Interface)
PhoneGap App Architecture

HTML5/CSS3 Application

UI Framework (jQueryMobile)

PhoneGap API

Phone Gap Bridge

Camera
Microphone
GPS
SQLite
File System
Accelerometer
Compass
etc

Install PhoneGap

Install

To install, ensure that you have NodeJS installed, then open your command line and run the following:

```
$ sudo npm install -g phonegap
```

Once installation completes, you can invoke `phonegap` on command line for further help.

Usage

```
$ phonegap create my-app
$ cd my-app
$ phonegap run android
```

Learn more at docs.phonegap.com
Node.js® is a platform built on Chrome's JavaScript runtime for easily building fast, scalable network applications. Node.js uses an event-driven, non-blocking I/O model that makes it lightweight and efficient, perfect for data-intensive real-time applications that run across distributed devices.

Current Version: v0.10.33

INSTALL

DOWNLOADS  API DOCS

AN EXAMPLE: WEBSERVER

This simple web server written in Node responds with "Hello World" for every request.

http://nodejs.org/
Install NodeJS

node-v0.10.33.pkg

10.2 MB

Welcome to the Node Installer

This package will install node and npm into /usr/local/bin

The installation was completed successfully.

Node was installed at
/usr/local/bin/node

npm was installed at
/usr/local/bin/npm

Make sure that /usr/local/bin is in your SPATH.
PhoneGap API Documentation

Guides

Overview
Start here if you are new to Cordova. Includes installation and next steps.

Platform Guides
Set up each platform SDK and update projects.

 Icons and Splash Screens
Customize your app’s displaying images.

Privacy Guide
Learn about important mobile privacy issues.

Storage
An overview of native storage options.

Platform Support
Compatibility table for all major features.

Using Plugman to Manage Plugins
Manage plugins without the CLI when using the platform-centered workflow.

Embedding WebViews
Implement the Cordova WebView in your native project.

The Command-Line Interface
Create, build, and deploy from the command-line.

The config.xml File
Customize your app’s features.

Plugin Development Guide
Develop your own plugin.

Whitelist Guide
Grant an application access to external resources.

Security Guide
Information and tips for building a secure application.

Next Steps
A look at topics that new Cordova developers will encounter.

Keyword Index
Full index of the documentation.

http://docs.phonegap.com/en/3.5.0/index.html
PhoneGap Install

$ sudo npm install -g phonegap

npm (Node Package Manager)
PhoneGap Usage

$ phonegap create myapp
[phonegap] missing library phonegap/www/3.1.0
[phonegap] downloading
https://github.com/phonegap/phonegap-app-hello-world/archive/3.1.0.tar.gz...
[phonegap] created project at
/Users/imyday/Development/myapp

$ cd myapp

$ phonegap run android
[phonegap] detecting Android SDK environment...
[phonegap] using the remote environment
[phonegap] compressing the app...
[phonegap] uploading the app...
myapp/www/

- config.xml
- css
  - index.css
  - icon.png
- img
  - logo.png
- index.html
- js
  - index.js
- res
  - icon
  - screen
- spec
  - spec.html
<?xml version='1.0' encoding='utf-8'?>
<widget
    id="com.phonegap.helloworld"
    version="1.0.0"
    xmlns="http://www.w3.org/ns/widgets"
    xmlns:gap="http://phonegap.com/ns/1.0">
    <name>HelloWorld</name>
    <description>
        Hello World sample application
    </description>
    <author
        email="support@phonegap.com" href="http://phonegap.com">
        PhoneGap Team
    </author>
    <feature name="http://api.phonegap.com/1.0/device" />
    <preference name="permissions" value="none" />
    <icon src="icon.png" />
</widget>
<feature name="http://api.phonegap.com/1.0/device" />
<preference name="permissions" value="none" />
<preference name="orientation" value="default" />
<preference name="target-device" value="universal" />
<preference name="fullscreen" value="true" />
<preference name="webviewbounce" value="true" />
<preference name="prerendered-icon" value="true" />
<preference name="stay-in-webview" value="false" />
<preference name="ios-statusbarstyle" value="black-opaque" />
<preference name="detect-data-types" value="true" />
<preference name="exit-on-suspend" value="false" />
<preference name="show-splash-screen-spinner" value="true" />
<preference name="auto-hide-splash-screen" value="true" />
<preference name="disable-cursor" value="false" />
<preference name="android-minSdkVersion" value="7" />
<preference name="android-installLocation" value="auto" />
</icon src="icon.png" />
config.xml (part 3/3)

<gap:splash gap:density="ldpi" gap:platform="android" src="res/screen/android/screen-ldpi-portrait.png" />
<gap:splash gap:density="mdpi" gap:platform="android" src="res/screen/android/screen-mdpi-portrait.png" />
<gap:splash gap:density="hdpi" gap:platform="android" src="res/screen/android/screen-hdpi-portrait.png" />
<gap:splash gap:density="xhdpi" gap:platform="android" src="res/screen/android/screen-xhdpi-portrait.png" />
<gap:splash gap:platform="blackberry" src="res/screen/blackberry/screen-225.png" />
<gap:splash gap:platform="ios" height="480" src="res/screen/ios/screen-iphone-portrait.png" width="320" />
<gap:splash gap:platform="ios" height="960" src="res/screen/ios/screen-iphone-portrait-2x.png" width="640" />
<gap:splash gap:platform="ios" height="1024" src="res/screen/ios/screen-ipad-portrait.png" width="768" />
<gap:splash gap:platform="ios" height="768" src="res/screen/ios/screen-ipad-landscape.png" width="1024" />
<gap:splash gap:platform="winphone" src="res/screen/windows-phone/screen-portrait.jpg" />
<access origin="http://127.0.0.1*" />

icon.png
(128x128)

<icon src="icon.png" />
logo.png
(172x200)
<gap:splash gap:platform="ios" height="480" src="res/screen/ios/screen-iphone-portrait.png" width="320" />
<gap:splash gap:density="mdpi" gap:platform="android" src="res/screen/android/screen-mdpi-portrait.png" />
Generate icon online

http://www.quirco.com/iPhoneIcon
Hello World
Download Zip File: jquery.mobile-1.3.2.zip
(JaavaScript, CSS, and images)

Download

CDN-Hosted JavaScript:
- Uncompressed: jquery.mobile-1.3.2.js (useful for debugging)
- Minified: jquery.mobile-1.3.2.min.js (full library, ready to deploy)

CDN-Hosted CSS:
- Uncompressed with Default theme: jquery.mobile-1.3.2.css (useful for debugging)
- Minified with Default theme: jquery.mobile-1.3.2.min.css (full library, ready to deploy)
- Uncompressed structure without a theme: jquery.mobile-1.3.2.css (useful for theme development)
- Minified structure without a theme:jquery.mobile-1.3.2.min.css (full library, ready to deploy)

Copy-and-Paste Snippet for CDN-hosted files (recommended):

```html
<link rel="stylesheet" href="http://code.jquery.com/mobile/1.3.2/jquery.mobile-1.3.2.min.css" />
<script src="http://code.jquery.com/jquery-1.9.1.min.js"></script>
<script src="http://code.jquery.com/mobile/1.3.2/jquery.mobile-1.3.2.min.js"></script>
```

ZIP File:
If you want to host the files yourself you can download a zip of all the files:
- Zip File: jquery.mobile-1.3.2.zip (JavaScript, CSS, and images)

Microsoft CDN hosted jQuery Mobile files:
- http://www.asp.net/ajaxLibrary/CDN.ashx

Fork jQuery Mobile on GitHub
https://github.com/jquery/jquery-mobile

Change Log

Fork:
- Contains custom finishing data through to interact/foreground loading.

http://jquerymobile.com/blog/2013/07/19/announcing-jquery-mobile-1.3.2/#download
Demo

Create Hybrid Apps with PhoneGap

https://build.phonegap.com/
Myday Mobile App -> Hybrid App

http://mail.tku.edu.tw/myday/m  ➔  http://mail.tku.edu.tw/myday/app/
PhoneGap Build

Source: https://build.phonegap.com/
app.zip

- config.xml
  - css
  - images
    - index.css
    - jqwipe-1.3.1.css
    - jqwipe-1.3.1.min.css
  - js
  - index.html
  - res
  - screen
  - spec
    - spec.html
  - img
    - IphoneIcon_Big.png
    - IphoneIcon_Medium.png
    - IphoneIcon_Small.png
    - logo.png
    - Myday_Photo_220.jpg
    - Myday_Photo.png
    - pg_logo.png
    - PhotoDavid.jpg
    - PhotoKevin.jpg
    - PhotoLucy.jpg
    - PhotoMyday.jpg
    - PhotoTeresa.jpg

- HTML5
- CSS3
- jQuery mobile
<?xml version='1.0' encoding='utf-8'?>
<widget id="com.imtku.smap.mydaymobileapp" version="1.0.0" xmlns="http://www.w3.org/ns/widgets" xmlns:gap="http://phonegap.com/ns/1.0">
  <name>Myday Mobile App</name>
  <description>
    Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University
  </description>
  <author email="myday@mail.tku.edu.tw" href="http://mail.tku.edu.tw/myday">
    Min-Yuh Day
  </author>
</widget>
Install PhoneGap

To install, ensure that you have NodeJS installed, then open your command line and run the following:

```bash
$ sudo npm install -g phonegap
```

Once installation completes, you can invoke `phonegap` on command line for further help.

Usage:

```bash
$ phonegap create my-app
$ cd my-app
$ phonegap run android
```

Learn more at docs.phonegap.com

PhoneGap 2.9.1
Released 05 Nov 2013

PhoneGap 2.9.0
Released 26 Jun 2013

PhoneGap 2.8.1
Released 12 Jun 2013

http://phonegap.com/install/
Node.js is a platform built on Chrome's JavaScript runtime for easily building fast, scalable network applications. Node.js uses an event-driven, non-blocking I/O model that makes it lightweight and efficient, perfect for data-intensive real-time applications that run across distributed devices.

Current Version: v0.10.33

INSTALL

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Install NodeJS

node-v0.10.33.pkg

10.2 MB

Welcome to the Node Installer

This package will install node and npm into /usr/local/bin

The installation was completed successfully.

Node was installed at
/usr/local/bin/node

npm was installed at
/usr/local/bin/npm

Make sure that /usr/local/bin is in your $PATH.
PhoneGap Install

```
$ sudo npm install -g phonegap
```
PhoneGape Install

```
$ sudo npm install -g phonegap
```
PhoneGap Usage

$ phonegap create myapp
[phonegap] missing library phonegap/www/3.1.0
[phonegap] downloading https://github.com/phonegap/phonegap-app-hello-world/archive/3.1.0.tar.gz...
[phonegap] created project at /Users/imyday/Development/myapp

$ cd myapp

$ phonegap run android
[phonegap] detecting Android SDK environment...
[phonegap] using the remote environment
[phonegap] compressing the app...
[phonegap] uploading the app...
PhoneGap Usage

```bash
pc248:desktop imyday$ phonegap create myapp
[phonegap] missing library com.phonegap.phonegap.helloworld/www/3.6.0
[phonegap] downloading https://github.com/phonegap/phonegap-app-hello-world/archive/3.6.0.tar.gz...
[phonegap] create called with the options /Users/imyday/Desktop/myapp com.phonegap.helloworld HelloWorld
[phonegap] Customizing default config.xml file
[phonegap] created project at /Users/imyday/Desktop/myapp
pc248:desktop imyday$ cd myapp
pc248:myapp imyday$ phonegap run android
[phonegap] detecting Android SDK environment...
[phonegap] using the local environment
[phonegap] adding the Android platform...
```

```
npm http GET https://registry.npmjs.org/cordova-android/3.6.3
npm http 200 https://registry.npmjs.org/cordova-android/3.6.3
```

```
/Users/imyday/.cordova/lib/npm_cache/cordova-android/3.6.3/package/bin/node_modules/q/q.js:126
throw e;
```

Error: ANDROID_HOME is not set and "android" command not in your PATH. You must fulfill at least one of these conditions.

```
at _fulfilled (/Users/imyday/.cordova/lib/npm_cache/cordova-android/3.6.3/package/bin/node_modules/q/q.js:798:54)
```

```
at self.promiseDispatch.done (/Users/imyday/.cordova/lib/npm_cache/cordova-android/3.6.3/package /bin/node_modules/q/q.js:827:30)
at Promise.promise.promiseDispatch (/Users/imyday/.cordova/lib/npm_cache/cordova-android/3.6.3/p ackage/bin/node_modules/q/q.js:760:13)
at /Users/imyday/.cordova/lib/npm_cache/cordova-android/3.6.3/package/bin/node_modules/q/q.js:82
```

```
1:14
```
myapp/
myapp/www/

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<th>Size</th>
<th>Kind</th>
</tr>
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<tbody>
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<td>--</td>
<td>Folder</td>
</tr>
<tr>
<td>index.css</td>
<td>4 KB</td>
<td>CSS</td>
</tr>
<tr>
<td>icon.png</td>
<td>11 KB</td>
<td>PNG image</td>
</tr>
<tr>
<td>img</td>
<td>--</td>
<td>Folder</td>
</tr>
<tr>
<td>logo.png</td>
<td>30 KB</td>
<td>PNG image</td>
</tr>
<tr>
<td>index.html</td>
<td>2 KB</td>
<td>HTML text</td>
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<td>--</td>
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<tr>
<td>index.js</td>
<td>2 KB</td>
<td>JavaScript</td>
</tr>
<tr>
<td>res</td>
<td>--</td>
<td>Folder</td>
</tr>
<tr>
<td>spec</td>
<td>--</td>
<td>Folder</td>
</tr>
<tr>
<td>spec.html</td>
<td>3 KB</td>
<td>HTML text</td>
</tr>
</tbody>
</table>
myapp/www/
phonegap-2.9.1/lib/ios/bin/templates/project/www/index.html
<html>
<head>
  <meta charset="utf-8" />
  <meta name="format-detection" content="telephone=no"/>
  <meta name="viewport" content="user-scalable=no, initial-scale=1, maximum-scale=1, minimum-scale=1, width=device-width, height=device-height, target-densitydpi=device-dpi"/>
  <link rel="stylesheet" type="text/css" href="css/index.css"/>
  <title>Hello World</title>
</head>
<body>
  <div class="app">
    <h1>PhoneGap</h1>
    <div id="deviceready" class="blink">
      <p class="event listening">Connecting to Device</p>
      <p class="event received">Device is Ready</p>
    </div>
  </div>
  <script type="text/javascript" src="phonegap.js"></script>
  <script type="text/javascript" src="js/index.js"></script>
  <script>
    app.initialize();
  </script>
</body>
</html>
<!DOCTYPE html>
<html>
  <head>
    <title>Min-Yuh Day Mobile App</title>
    <meta charset=utf-8 />
    <meta name="viewport" content="width=device-width, initial-scale=1" />
    <script src="http://code.jquery.com/jquery-1.9.1.min.js"></script>
    <link type="text/css" href="http://code.jquery.com/mobile/latest/jquery.mobile.min.css" rel="stylesheet" />
    <script type="text/javascript" src="http://code.jquery.com/mobile/latest/jquery.mobile.min.js"></script>
    <!--PhoneGap-->
    <link rel="stylesheet" type="text/css" href="css/index.css" />
    <script type="text/javascript" src="phonegap.js"></script>
    <script type="text/javascript" src="js/index.js"></script>
    <!-- /PhoneGap-->
    <script type="text/javascript">
      app.initialize();
    </script>
  </head>
  <body>
    <div data-role="page" id="MyHome" data-theme="b">
      <div data-role="header" data-theme="b">
        <h1>Min-Yuh Day</h1>
      </div><!-- /header -->
      <div data-role="content">
        <div style="text-align:center">
          <img style="width: 50%; height: 50%" src="http://mail.tku.edu.tw/myday/images/Myday_Photo.jpg">
        </div>
      </div>
    </div>
</body>
</html>
<!DOCTYPE html>
<html>
  <head>
    <title>Min-Yuh Day Mobile App</title>
    <meta charset=utf-8 />
    <meta name="viewport" content="width=device-width, initial-scale=1" />
    <script src="http://code.jquery.com/jquery-1.9.1.min.js"></script>
    <link type="text/css" href="http://code.jquery.com/mobile/latest/jquery.mobile.min.css" rel="stylesheet" />
    <script type="text/javascript" src="http://code.jquery.com/mobile/latest/jquery.mobile.min.js"></script>
    <!-- PhoneGap -->
    <link rel="stylesheet" type="text/css" href="css/index.css" />
    <script type="text/javascript" src="phonegap.js"></script>
    <script type="text/javascript" src="js/index.js"></script>
    <!-- PhoneGap -->
    <script type="text/javascript">
      app.initialize();
    </script>
  </head>
</html>
var app = {
    initialize: function() {
        this.bindEvents();
    },
    // Bind Event Listeners
    //
    // Bind any events that are required on startup. Common events are:
    // 'load', 'deviceready', 'offline', and 'online'.
    bindEvents: function() {
        document.addEventListener('deviceready', this.onDeviceReady, false);
    },
    // deviceready Event Handler
    //
    // The scope of 'this' is the event. In order to call the 'receivedEvent'
    // function, we must explicitly call 'app.receivedEvent(...);'
    onDeviceReady: function() {
        app.receivedEvent('deviceready');
    },
    // Update DOM on a Received Event
    receivedEvent: function(id) {
        var parentElement = document.getElementById(id);
        var listeningElement = parentElement.querySelector('.listening');
        var receivedElement = parentElement.querySelector('.received');

        listeningElement.setAttribute('style', 'display:none;');
        receivedElement.setAttribute('style', 'display:block;');

        console.log('Received Event: ' + id);
    }
};
Download Zip File: jquery.mobile-1.3.2.zip

(JavaScript, CSS, and images)

Download

CDN-Hosted JavaScript:
- Uncompressed: jquery.mobile-1.3.2.js (useful for debugging)
- Minified: jquery.mobile-1.3.2.min.js (full library, ready to deploy)

CDN-Hosted CSS:
- Uncompressed with Default theme: jquery.mobile-1.3.2.css (useful for debugging)
- Minified with Default theme: jquery.mobile-1.3.2.min.css (full library, ready to deploy)
- Uncompressed structure without a theme: jquery.mobile-1.3.2.css (useful for theme development)
- Minified structure without a theme: jquery.mobile-1.3.2.min.css (full library, ready to deploy)

Copy-and-Paste Snippet for CDN-hosted files (recommended):

```html
<link rel="stylesheet" href="http://code.jquery.com/mobile/1.3.2/jquery.mobile-1.3.2.min.css" />
<script src="http://code.jquery.com/jquery-1.9.1.min.js"></script>
<script src="http://code.jquery.com/mobile/1.3.2/jquery.mobile-1.3.2.min.js"></script>
```

ZIP File:
If you want to host the files yourself you can download a zip of all the files:
- Zip File: jquery.mobile-1.3.2.zip (JavaScript, CSS, and images)

Microsoft CDN hosted jQuery Mobile files:
- http://www.asp.net/ajaxLibrary/CDN.ashx

Fork jQuery Mobile on GitHub
https://github.com/jquery/jquery-mobile

Change log

Popups
Popups can now position data though absolute positioning borders

http://jquerymobile.com/blog/2013/07/19/announcing-jquery-mobile-1-3-2/#download
jquery.mobile-1.3.2
<!DOCTYPE html>
<html>
<head>
  <title>Min-Yuh Day Mobile App</title>
  <meta charset=utf-8 />
  <meta name="viewport" content="width=device-width, initial-scale=1" />
  <script src="js/jquery.js"></script>
  <link type="text/css" href="css/jquery.mobile-1.3.2.min.css" rel="stylesheet" />
  <script type="text/javascript" src="js/jquery.mobile-1.3.2.min.js"></script>
  <!--PhoneGap-->
  <link rel="stylesheet" type="text/css" href="css/index.css" />
  <!--
  <script type="text/javascript" src="phonegap.js"></script>
  -->
  <script type="text/javascript" src="js/index.js"></script>
  <!--/PhoneGap-->

  <script type="text/javascript">
    app.initialize();
  </script>
</head>
</html>
PhoneGap Build

Adobe® PhoneGap™ Build
Package mobile apps in the cloud.

Get started!

Take the pain out of developing mobile apps.
Simply upload your HTML5, CSS, and JavaScript assets to the Adobe® PhoneGap™ Build cloud service and we do the work of compiling for you.

https://build.phonegap.com/
PhoneGap Build

Complete your registration

1. Create your account

Sign In

Adobe ID (Email Address)
imyday@gmail.com

Password

Create an Adobe ID

Sign In

Paid Plan

25 private apps
unlimited open-source apps
unlimited collaborators

change
PhoneGap Build
PhoneGap Build

- ![PhoneGap Build interface](https://build.phonegap.com/apps/573842/builds)
  - Selecting a file for upload and checking the build status.
  - Options for choosing different source types and selecting keys for compilation.
  - Status icons for building and error handling.

[For more details, visit PhoneGap Build](https://build.phonegap.com/apps/573842/builds)
New source

Choose File appzip

Please note this is a destructive action. We won't keep a copy of your old code.

Cancel Upload
Myday Mobile App
Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University

https://build.phonegap.com/apps/573842/builds
Install Myday Mobile App 1.0.0

- Android: apk
- BlackBerry: OTA install
- Symbian: wgz
- webOS: ipk
- Windows Phone: xap

https://build.phonegap.com/apps/573842/install
Configuration

Your application's details are bound to the config.xml file in your application package. To edit these details, change that file and push it back up to us.

Icon file (.png)

Choose File  No file chosen

app title
Myday Mobile App

package
com.imtkusmap.mydaymobileapp

version
1.0.0

Configuration

2.9.0

description
Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University
app title
Myday Mobile App

description
Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University

https://build.phonegap.com/apps/573842/settings
Myday Mobile App

Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University

iOS
No key selected

Android
No key selected

Windows
No key selected

HP
No key selected
Myday Mobile App
Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University

Options:
- No key selected
- Add a key...

Install

Revision:
- Version: 1.0.0
- PhoneGap: 2.9.0
- Last built: 13 minutes
- Source: zip package

Platforms:
- iOS
- Windows
- HP
Create Hybrid Apps with PhoneGap

HTML 5
CSS
jQuery mobile

PhoneGap Build

Myday Research Lab

Faculty
Min-Yuh Day, Ph.D.
Assistant Professor

MBA Students
Kevin Tu
Chun Tu
MBA, IM, TKU (2011-)

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Summary

• PhoneGap
  – PhoneGap
  – PhoneGap Build
    • index.html, css, js
    • config.xml
  – PhoneGap, jQuery Mobile

• Demo
  – Create Hybrid Apps with PhoneGap
References

• Learn HTML5 and JavaScript for iOS: Web Standards-based Apps for iPhone, iPad, and iPod touch, Scott Preston, Apress, 2012
• PhoneGap
  – http://phonegap.com/
• PhoneGap Build
  – https://build.phonegap.com/
• jQuery Mobile
  – http://jquerymobile.com/
• Introduction to PhoneGap Build