"About Me" App
Intel XDK

CodeCrush Workshop
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Ways to Make an App

• Native App Development
  • Android: Java programming
    • Android SDK on Windows, Mac, or Linux
  • iOS: Objective-C
    • Xcode on Mac only
  • Windows, Blackberry, Nook, Kindle...

• Fast
• Pretty, and pretty consistent to target platform

• Deployment in app stores
  • Apple App Store
  • Google Play
Ways to Make an App

• Mobile Web Apps
  • Web pages designed to work *like* apps
  • Restricted hardware access (no accelerometer, camera, etc)
  • Utilizes technique called "Responsible Design"

• Slower
  • You see web "chrome" around app
  • Single UI for each, not platform specific

• Distributed by URL
• Not in stores
Ways to Make an App

- Hybrid Apps
  - Write once for web
  - Wrap it in a native app container called a "WebView"

- Allows access to hardware controls
  - Accelerometer
  - Magnetometer (compass)
  - Camera
  - Alert system (sounds, vibration)

- No web chrome

- Downloadable in stores

One app to rule them all
Hybrid Apps

• You can do it manually
  - Write once for web, then write it into wrapper manually in Android+iOS
  - Still very time consuming

• Tools to wrap apps
  - Very popular now
  - PhoneGap – one of the first, Adobe
    • Provides publishing tool
  - Cordova – Open Source version of PhoneGap
    • Used as the core for most platforms
    • Manual publishing
  - Intel XDK – X stands for "Cross Platform"
    • Editor used to write, emulate, test and publish all in one
Today

• We'll use Intel's XDK

• Make a simple "Brochure" App
  • Static content
  • Navigation

• Emulate it in the tool

• Test it on your phone

• Deploy it to Android
Tools

• Intel XDK
  • Free
  • Installed in this lab
  • Free signup required
   • codecrush2014@gmail.com
   • Crush2014!

• Intel's App Preview App
  • For testing on your device

• Fotor.com
  • Free online photo editing tool

• Internet for documentation, HTML/CSS references
Steps for Today

1. Start a project in "App Starter"
   - Limited functionality
   - Great to get started
2. Create pages and navigation
   - Linking
   - Lists
   - Footer
   - Sidebar
3. Fill out content
   - Using CSS, HTML to make it pretty
   - Add images
4. Deploy
   - Explore deployment settings
5. Leave with app
Intel XDK

• A few ways to get started

• App Starter
  • Basics. Little control. It's a start.
  • Use this as an introduction to "make something"
  • A little hacking with HTML/CSS required

• App Designer
  • Pretty nice tool to "get started"
  • Supports more features: breakpoints, grid system layout
  • Good if you know Bootstrap, jQueryMobile
  • Video tuts to get started
App Designer
App Starter Menus: Pages
App Starter Menus: Elements
App Starter Menus: Nav

- Headers
  - header_0

- Footers
  - defaultFooter

- Side Nav
  - nav_0
App Starter Menus: Tree
1. Start a project

- Sign in using codecrush2014@gmail.com, Crush2014!

- Create app using your name
  - KeeganM
  - ZacF

- Save it to the desktop or your flash drive
2. Create Pages and Nav

• IDs for pages are how you link to them
  • Id: "contact"
  • Link by making an <a href> to it
    • <a href="#contact">Contact Us</a>
  • The "id" must be unique for your app, and it must be only numbers, letters, and underscores. ("contact_us" is ok; "contact us" is not.)

• Lists: use the list view by changing the Item 1 and href text.

• Footer
  • Click to select your title, icon, and page
  • If you change any page's ID, you will need to come back and update the footer.

• Sidebar requires HTML
  <h1>Side Nav</h1>
  <ul class="list">
    <li><a href="#main">Home</a></li>
    <li><a href="#page_family">Family</a></li>
  </ul>
3. Create content

- Fotor.com
  - Super for editing pictures
  - Square pictures are great for web
  - Images must be in the appropriate folder

- Use a container element first to place things
  - Add CSS to align within the container
    - width: 100%; ← This makes the container fill the whole page
    - text-align: center; ← this aligns things in the container to center
    - color: #fefefe; ← This changes the text color for the container
  - Drop an image into the container
    - Set the image source properly ← case matters
    - Add "width:75%" to its style/CSS ← Sets the image to "fill" it's container, up to 75%, or ¾ of the container.

- Use HTML/CSS to format and place the rest
4. Deploy

- Explore the deployment settings

- Control the icon, splash page, and app store settings

- Android
  - Free, easy.

- iOS
  - Requires Developer account and certificates
5. Leave with App

• Take your work!
  • Zip/Email it if needed
  • The tool does not SAVE your work in the cloud

• You can import your work at home
  • Sign-in account is only used to do deployment testing

• Have fun!
Resources

- Photo editing online
  - Fotor.com
  - Pixlr.com
- Color Pickers
  - kuler.adobe.com
- HTML/CSS References
  - W3schools.com
  - Code Academy (lessons
- HTML Game Development
Extra Fun

• Adding video, maps, or other web widgets
  • Look for embed code:
    • <iframe width="560" height="315" src="//www.youtube.com/embed/fZ_JOBCLF-l" frameborder="0" allowfullscreen></iframe>
    • Change the width to 100%, and remove the height.

• Linking to email or phone numbers
  • <a href="tel:4025555555">402 555 5555</a> or
    <a href="tel://4025555555">+1 (402) 555-5555</a>
  • <a href="mailto:email@gmail.com">Email me!</a>