

# "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

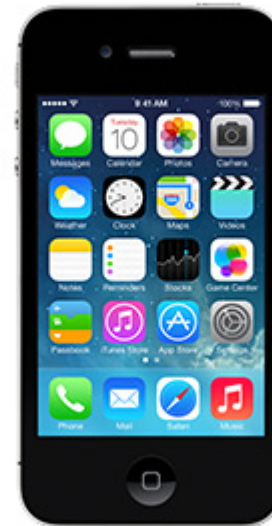
- We'll use Intel's XDK
- Make a simple "Brochure" App
  - Static content
  - Navigation
- Emulate it in the tool
- Test it on your phone
- Deploy it to Android

# Tools

- Intel XDK
  - Free
  - Installed in this lab
  - Free signup required
    - [codecrush2014@gmail.com](mailto: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**

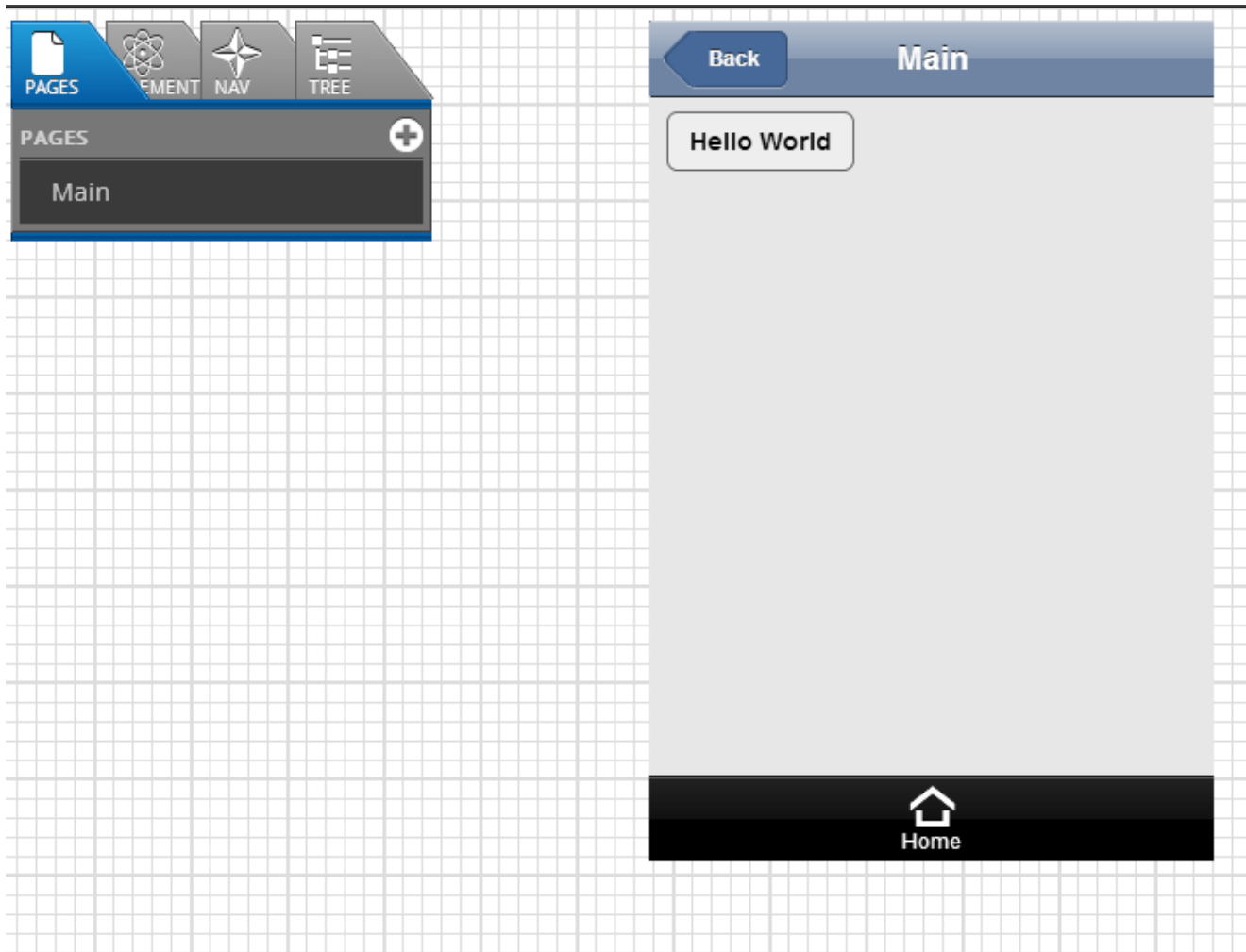




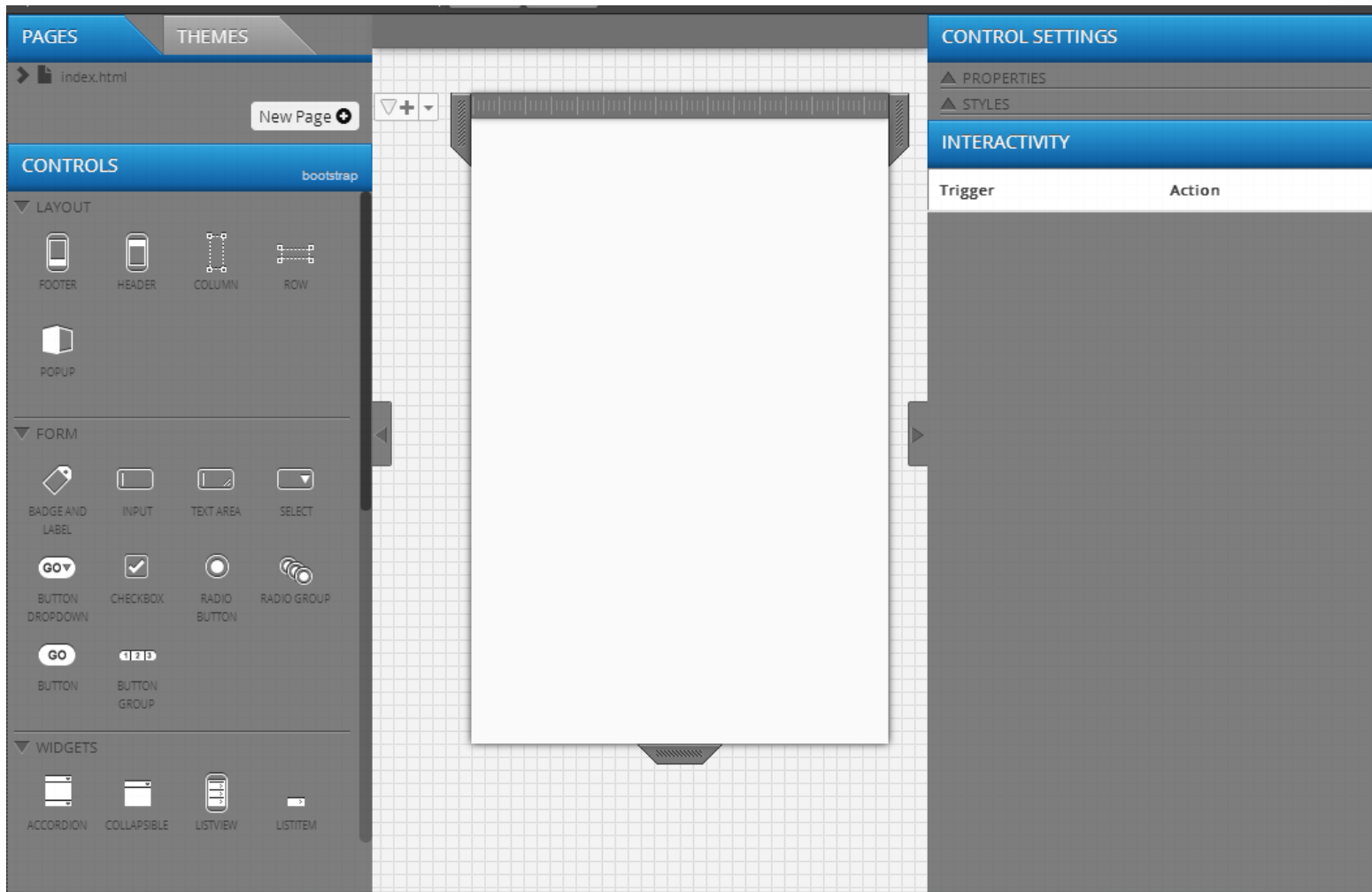
# Intel XDK

- 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

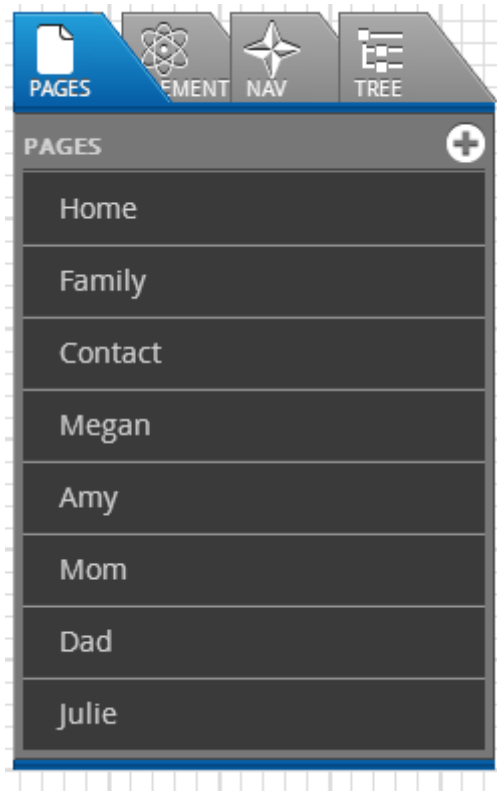
# App Starter



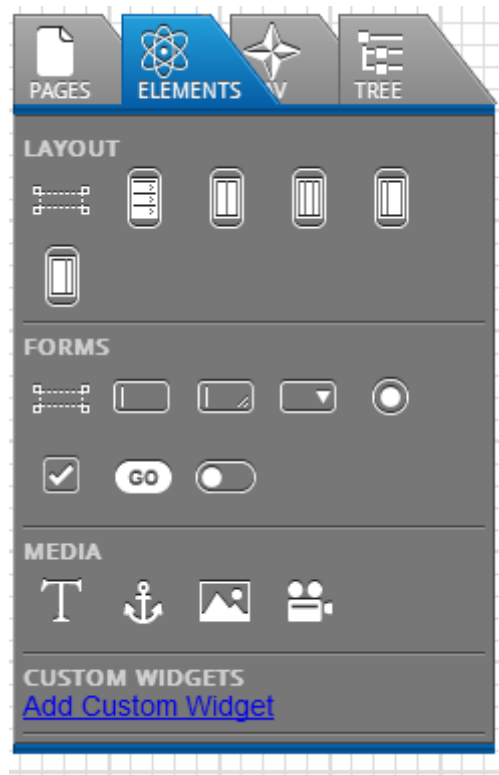
# App Designer



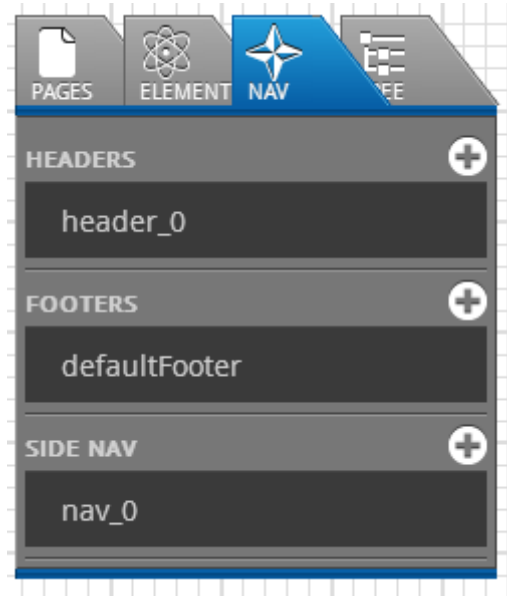
# App Starter Menus: Pages



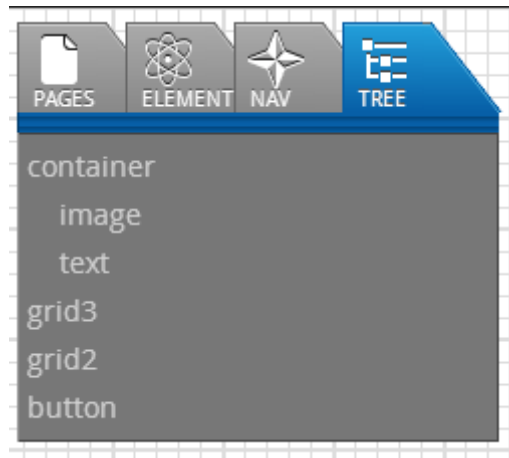
# App Starter Menus: Elements



# App Starter Menus: Nav



# App Starter Menus: Tree



# 1. Start a project

- Sign in using [codecrush2014@gmail.com](mailto: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  $\frac{3}{4}$  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
  - <http://html5gameengine.com/>

# 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-I" 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>`