HTML5 for Mobile Devices

Modality: On Demand

Duration: 3 Hours

About this Course:

This course is for you if you know a bit of HTML and are looking to expand your skills in to the mobile realm. If you're a web designer or developer trying to expand your work beyond the desktop you're going to truly benefit from this excellent course.

Course Objectives:

- Understand the dynamics of screen size
- How to emulate screens with Google Chrome
- How to use the viewport meta tag
- How to hide and display content on mobile to optimize space
- To make content adjustments for mobile screens
- To make adjustments in multiple column layouts for small screens
- How to use dynamic units to make font size adjustments
- How to determine device location
- How to display a map
- How to get information about the local area from Google Places
- How to use the jQuery Mobile page metaphor
- How to create mobile buttons with jQuery Mobile
- Using mobile icons with jQuery Mobile
- Working with jQuery Mobile popups
- Using toolbars in jQuery mobile
- Applying navbars in jQuery Mobile
- Installing the HammarJS library for gestures
- Detecting tap and press gestures
- Detecting swipe and pan gestures
- Storing data on mobile devices
- Storing session data on mobile
- Using HTML5's localStorage object
- Storing a Javascript object with state using serialization
- Understanding the cache manifest
- Adding the cache manifest to HTML
- Managing the manifest for offline apps

Audience:

- Developers and Designers moving to mobile
- Teachers and students
- HTML authors who want to have great looking content on any size screen
- Graphic designers

Prerequisites:

- Successful students should know some fundamental HTML

Course Outline:

- **Welcome to the Course**
    - Welcome to the Course
    - About Your Instructor
    - Supporting Files
    - Lab Exercises
- **Welcome to Mobile**
    - Chapter Preview
    - The Mobile Screen
    - Emulating the Mobile Screen with Google Chrome
    - Creating Your First Mobile HTML5 Site
- **HTML5 and CSS Coding for Mobile**
    - Chapter Preview
    - The Viewport Meta Tag
    - Displaying and Hiding Content on Mobile
    - Adjusting Content for Mobile Screens
    - Adjusting Multiple Column Layout for Mobile
    - Using Dynamic Units
- **Geolocation**
    - Chapter Preview
    - Determining Location with Javascript
    - Displaying a Map
    - Obtaining Local Information
- **jQuery Mobile Basics**
    - Chapter Preview
    - jQuery Mobile Page Metaphor
    - jQuery Mobile Buttons
    - jQuery Mobile Icons
    - jQuery Mobile Popups
    - jQuery Mobile Toolbars
    - jQuery Mobile Navbars
- **Working with Gestures**
    - Chapter Preview
    - The Hammer.js library
    - Taps and Presses
    - Swipes and Pans
- **Storage**
    - Chapter Preview
    - Storing Session Data
    - Storing Local Storage Data
    - Storing Object and State
- **Offline Apps**
    - Chapter Preview

- The Cache Manifest
- Adding the Manifest to your HTML
- Managing the Manifest with Javascript