



Social Media Apps Programming

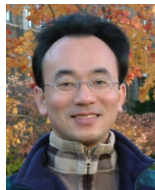
Mobile Apps using HTML5/CSS3/JavaScript

1051SMAP05

TLMXM1A (8648) (M2143) (Fall 2016)

(MIS MBA) (2 Credits, Elective) [Full English Course]

Wed 8,9 (15:10-17:00) B310



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Department of Information Management

Tamkang University

<http://mail.tku.edu.tw/myday>

2016-10-12



Course Schedule (1/3)

Week	Date	Subject/Topics
1	2016/09/14	Course Orientation and Introduction to Social Media and Mobile Apps Programming
2	2016/09/21	Introduction to Android / iOS Apps Programming
3	2016/09/28	Developing Android Native Apps with Java (Eclipse) (MIT App Inventor)
4	2016/10/05	Developing iPhone / iPad Native Apps with Swift (XCode)
5	2016/10/12	Mobile Apps using HTML5/CSS3/JavaScript
6	2016/10/19	jQuery Mobile

Course Schedule (2/3)

Week	Date	Subject/Topics
7	2016/10/26	Create Hybrid Apps with Phonegap
8	2016/11/02	jQuery Mobile/Phonegap
9	2016/11/09	jQuery Mobile/Phonegap
10	2016/11/16	Midterm Exam Week (Midterm Project Report)
11	2016/11/23	Case Study on Social Media Apps Programming and Marketing in Google Play and App Store
12	2016/11/30	Invited Speaker: Prof. Yoshinobu Kano, Associate Professor, Faculty of Informatics, Shizuoka University

Course Schedule (3/3)

Week	Date	Subject/Topics
13	2016/12/07	Google Cloud Platform
14	2016/12/14	Google App Engine and Google Map API
15	2016/12/21	Facebook API (Facebook JavaScript SDK) (Integrate Facebook with iOS/Android Apps)
16	2016/12/28	Twitter API
17	2017/01/04	Final Project Presentation
18	2017/01/11	Final Exam Week (Final Project Presentation)

Outline

- Mobile Apps

- HTML5

- Hyper Text Markup Language (version 5)(2014)
- Content and Structure



- CSS3

- Cascading Style Sheets (version 3)
- Presentation, Layout and User Interface



- JavaScript

- Behavior and Business Logic



Android /iOS Apps Programming

Native Apps

Hybrid Apps

Mobile Web Apps



App Development Comparison

Device Access	Speed	Development Cost	App Store	Approval Process
---------------	-------	------------------	-----------	------------------

Native Apps

Full

Very Fast

Expensive

Available

Mandatory

Hybrid Apps

Full

Native Speed
as Necessary

Reasonable

Available

Low
Overhead

Web Apps

Partial

Fast

Reasonable

Not
Available

None

Building Android Apps with HTML, CSS, and JavaScript: Making Native Apps with Standards-Based Web Tools, Jonathan Stark & Brian Jepson, O'reilly, 2012



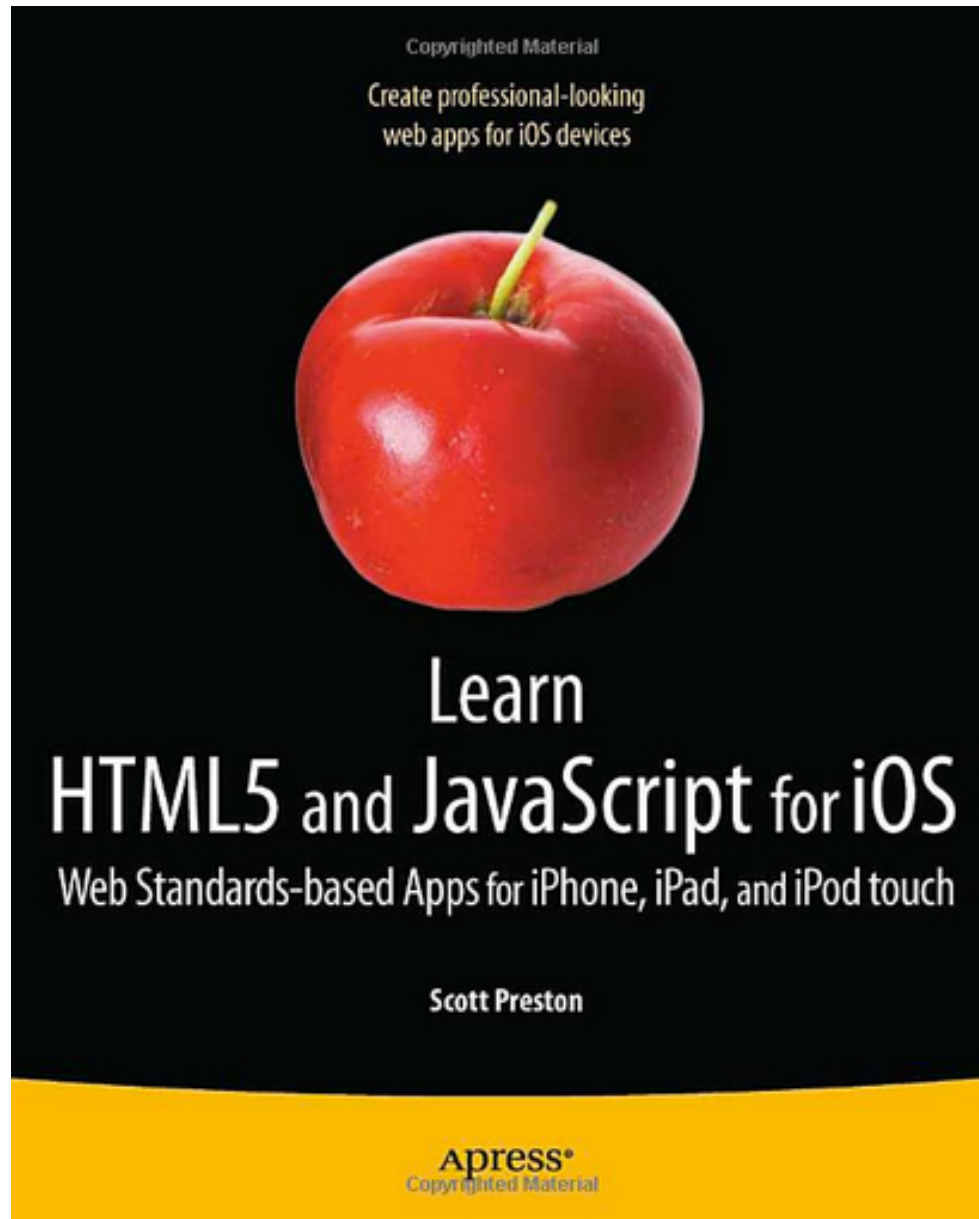
Building iPhone Apps with HTML, CSS, and JavaScript: Making App Store Apps Without Objective-C or Cocoa, Jonathan Stark, O'reilly, 2010

Making App Store Apps Without Objective-C or Cocoa

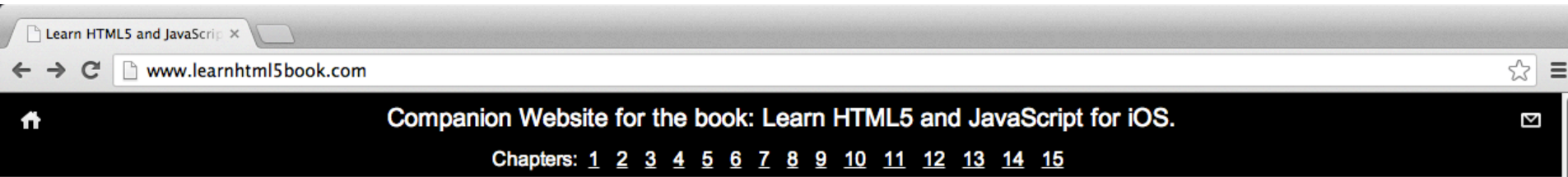


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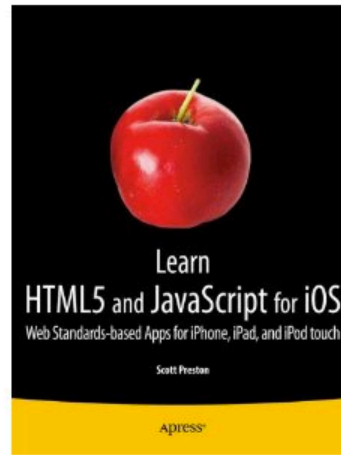
Learn HTML5 and JavaScript for iOS: Web Standards-based Apps for iPhone, iPad, and iPod touch, Scott Preston, Apress, 2012



Learn HTML5 and JavaScript for iOS



Learn HTML5 and JavaScript for iOS



This site features a series of examples for every chapter. Look at the site on your desktop, iPad or iPhone as you read the book. Click "View Source" in your browser or go to the [Apress](#) download zip to see the source code for each example.

What you see in the book might only be part of the code needed to demonstrate an idea or concept, but the this site has everything you need, like additional JS, or CSS, or rendered HTML.

The Real World Example Site

www.grandviewwave.com/m

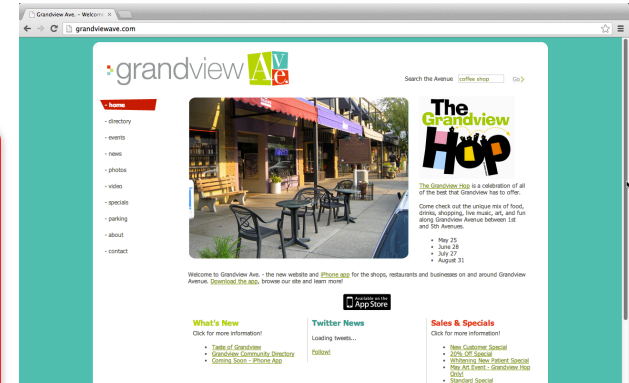
The Grandview Avenue site was written in 2010 and continues to evolve. It's a real site designed to give local businesses an app and mobile site presence. Each chapter in the book ends with a section called "Putting It All Together", in which I show you how I apply the concepts in the chapter to this real world application.

Hopefully you can see how this site works and either build one like it yourself or do something completely different

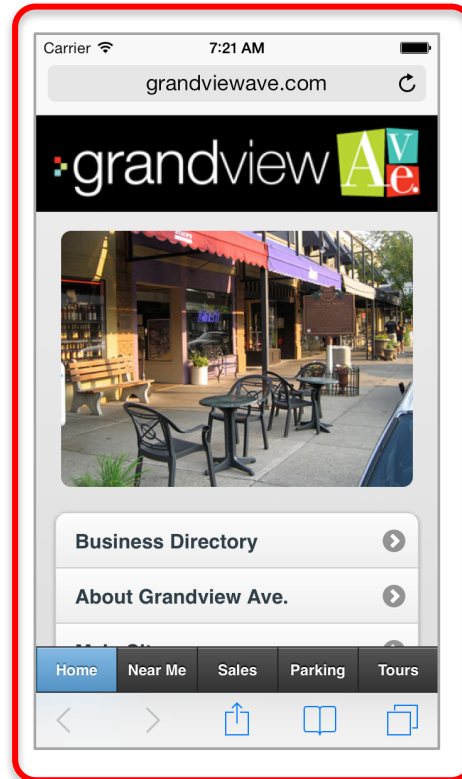
<http://www.learnhtml5book.com/>

Mobile Apps

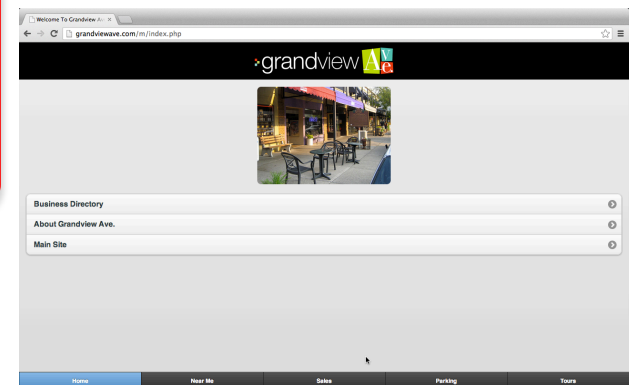
- Mobile Website
 - Classic Website



- Mobile Apps
 - Web Apps

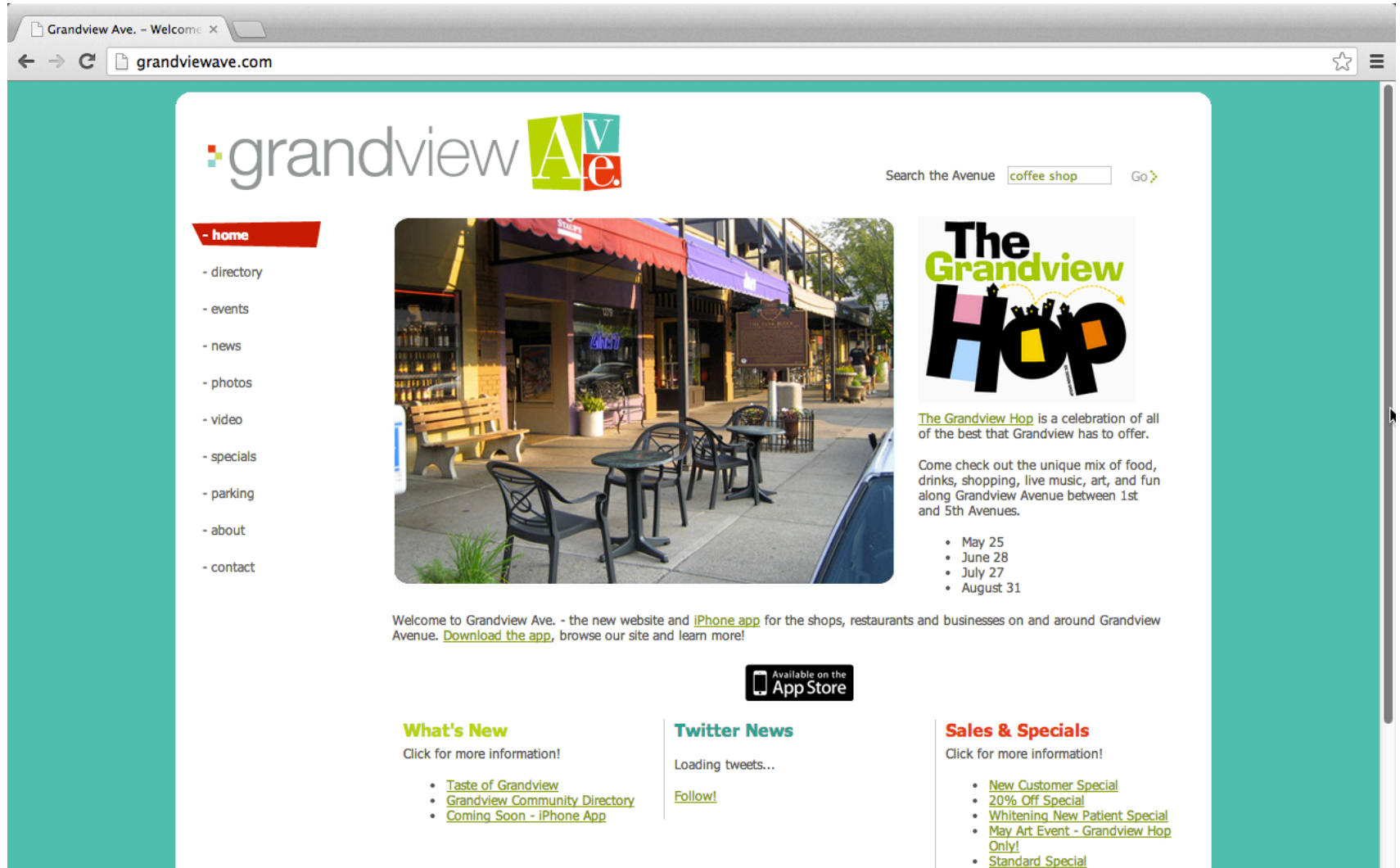


- Responsive Web Design (RWD)



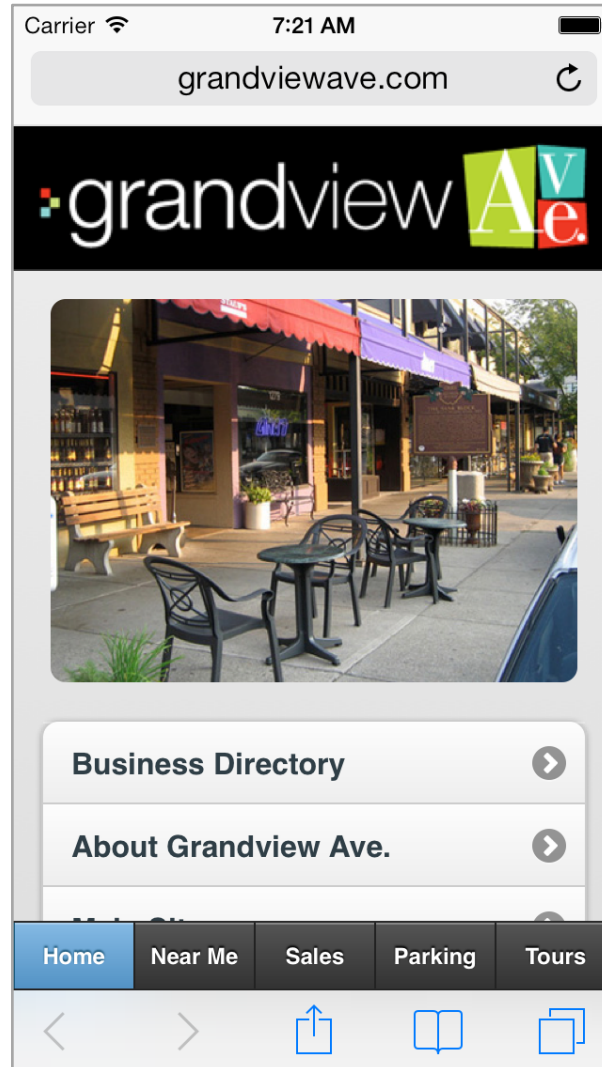
Mobile Website

Classic Website



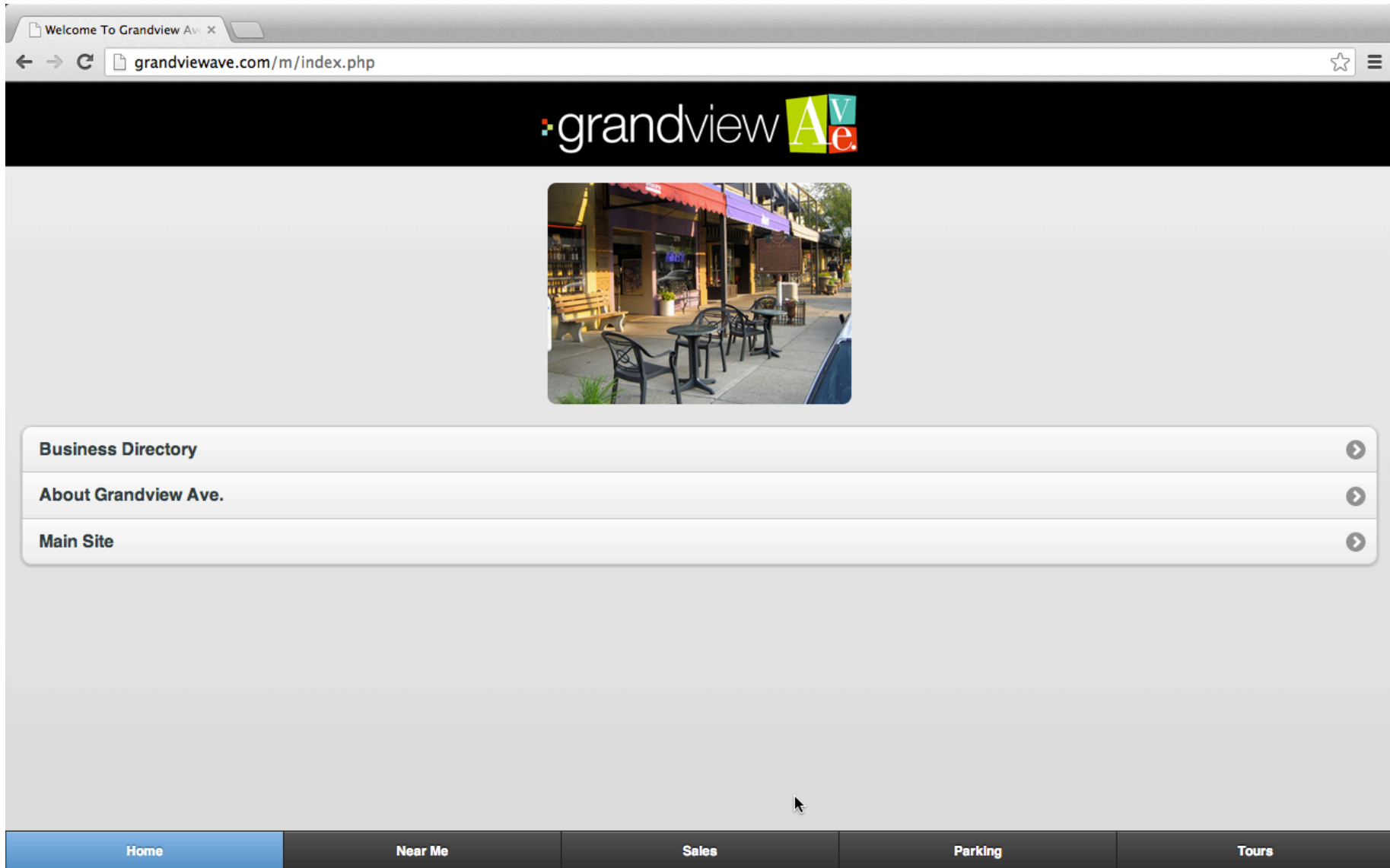
<http://grandviewave.com/>

Mobile Apps (Web Apps)



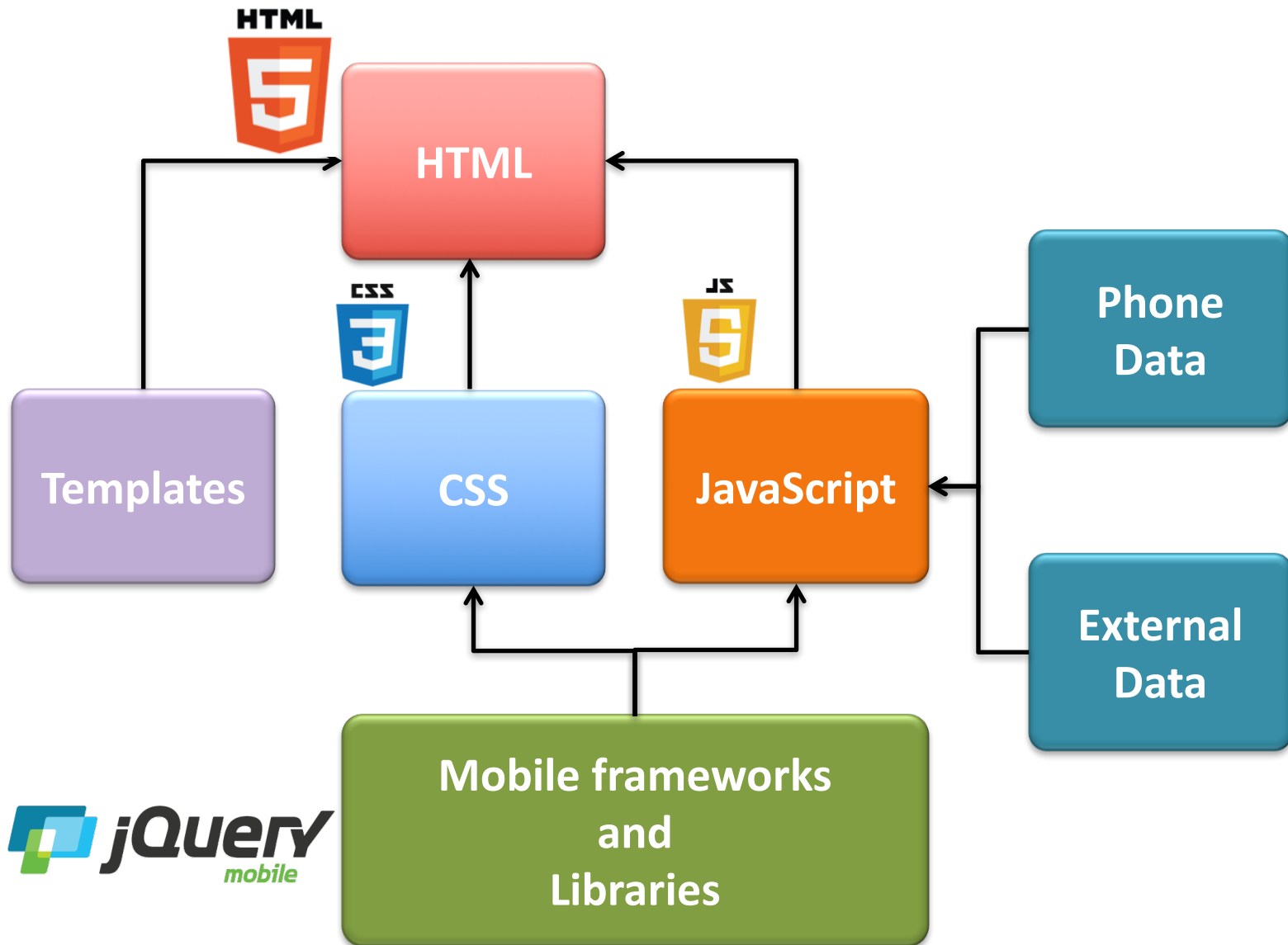
<http://grandviewave.com/>

Responsive Web Design (RWD)

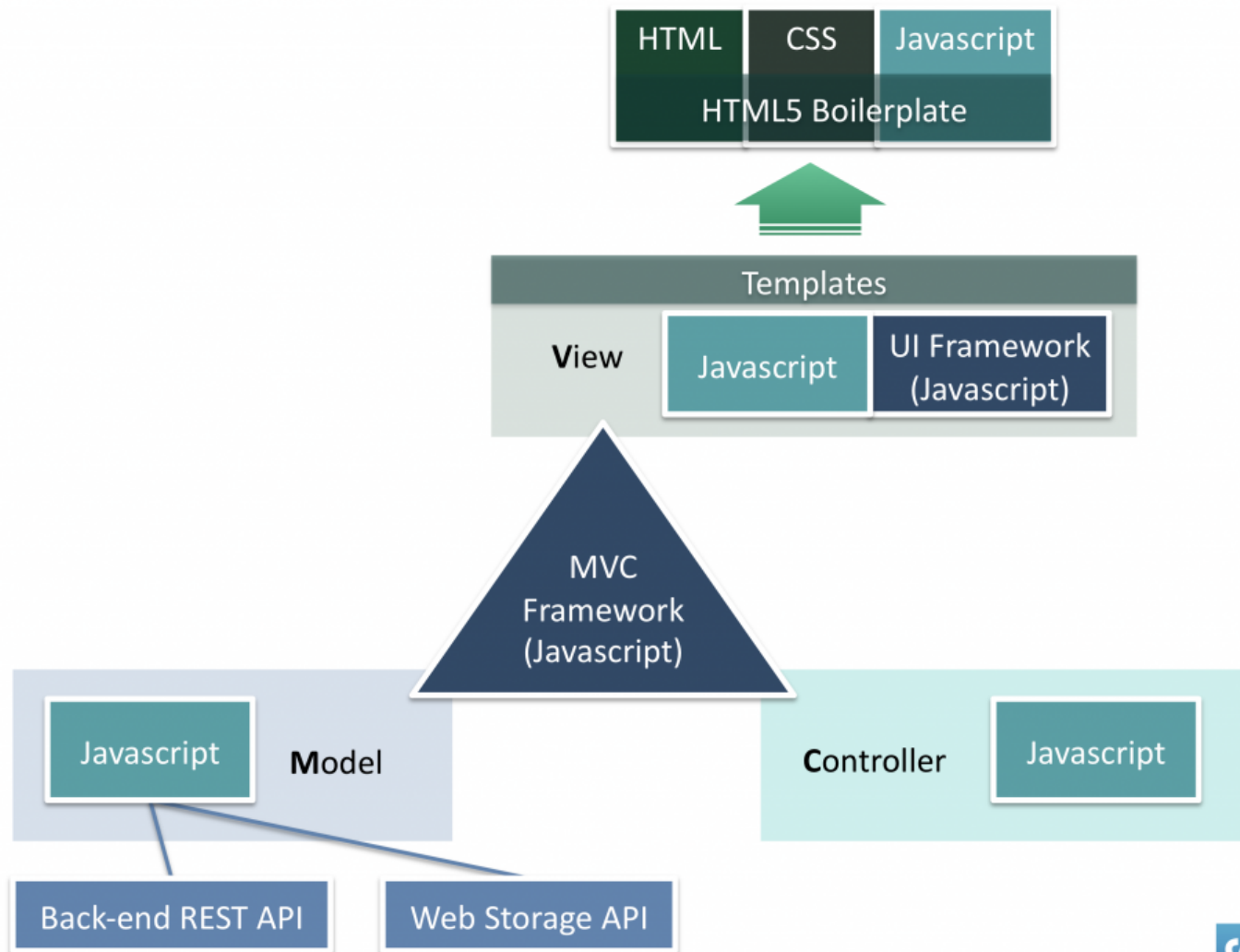


<http://grandviewwave.com/m/>

Mobile Web App



MVC Framework of Mobile Apps (HTML5, CSS3, JavaScript)



Mobile Web App

Organizing files in directories

- Classic Website
 - / - for all HTML files
 - /css - for all CSS
 - /js - for all JavaScript
 - /images - for all images
- Mobile Web App
 - /m -for all **HTML** files
 - /m/css - for all **CSS**
 - /m/js - for all **JavaScript**
 - /m/images - for all images.

HTML5

HTML



HTML5

index.html

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="UTF-8">
    <title>My Title</title>
  </head>
  <body>
    Hello World
  </body>
</html>
```


HTML5 Game

<http://www.cuttherope.ie/>



Objective-C to JavaScript

The screenshot shows the website www.cuttherope.ie/dev/. The header features the "CUT the ROPE" logo with a scissors icon and the text "BEHIND THE SCENES". A navigation bar includes a "Beauty of the Web" logo and social media links for Facebook (4.2k likes) and Twitter (1,758 tweets). A lightbulb icon introduces the "MEET OM NOM'S DEVELOPER TEAM" section.

The main content area displays a video titled "Cut The Rope Developer Candy: Behind the Scenes". The video player shows a game scene with a green character and a red candy. Below the video is a code editor with HTML and CSS code.

A sidebar on the right titled "MORE FREE FUN!" lists three resources:

- 1 **DOWNLOAD** Internet Explorer 10 (Platform Preview)
- 2 **GET THE** Resource Loader (easily create an HTML5 preloader)
- 3 **START BUILDING** Windows 8 Apps (in HTML5 + Javascript)

<http://www.cuttherope.ie/dev/>

Cut the Rope App

Cut the Rope for iPhone, iPad

https://itunes.apple.com/app/cut-the-rope/id380293530?mt=8

☆

☰

Apple Store Mac iPod iPhone iPad iTunes Support

Search

iTunes Preview

What's New What is iTunes iTunes Charts

Cut the Rope

By Chillingo Ltd

Open iTunes to buy and download apps.



[View In iTunes](#)

\$0.99

Category: [Games](#)

Updated: Sep 10, 2013

Version: 2.3.1

Size: 26.8 MB

Languages: English, Chinese, Dutch, French, German, Italian, Japanese, Korean, Portuguese, Russian, Spanish

Seller: Chillingo Ltd

© ZeptoLab

[Rated 4+](#)

Description

Cut the rope to feed candy to little monster Om Nom! 400 million downloads around the world of this phenomenal puzzle game. 375 levels and more to come!

[Chillingo Ltd Web Site](#) ▶ [Cut the Rope Support](#) ▶ [Application License Agreement](#) ▶ [...More](#)

What's New in Version 2.3.1

It's time to update! To ensure all in-app purchases and data are saved, please update Cut the Rope now.

Game Center

[View More By This Developer](#)

iPhone Screenshots



Source: <https://itunes.apple.com/app/cut-the-rope/id380293530?mt=8>

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HTML Versions

Version	Year
HTML	1991
HTML+	1993
HTML 2.0	1995
HTML 3.2	1997
HTML 4.01	1999
XHTML 1.0	2000
HTML5	2014



The <!DOCTYPE> Declaration

HTML5

```
<!DOCTYPE html>
```

HTML 4.01

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01  
Transitional//EN"  
"http://www.w3.org/TR/html4/loose.dtd">
```

XHTML 1.0

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0  
Transitional//EN"  
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
```

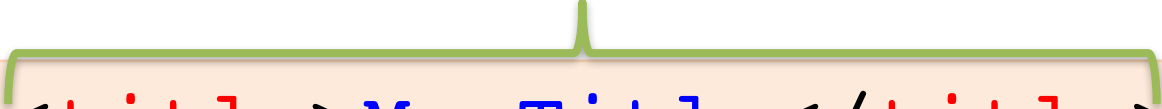
What is HTML?

- HTML is a language for describing web pages.
 - HTML stands for **H**yper **T**ext **M**arkup **L**anguage
 - HTML is a **markup** language
 - A markup language is a set of markup **tags**
 - The tags **describe** document **content**
 - HTML documents contain HTML **tags** and plain **text**
 - HTML documents are also called **web pages**

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="UTF-8">
    <title>My Title</title>
  </head>
  <body>
    Hello World
  </body>
</html>
```

HTML Tag, Element, Attribute

HTML Element



```
<title>My Title</title>
```

```
<p>This is a paragraph.</p>
```

```
<tagname>content</tagname>
```

HTML Tag, Element, Attribute

HTML Element

`<title>My Title</title>`

Tag

Start Tag

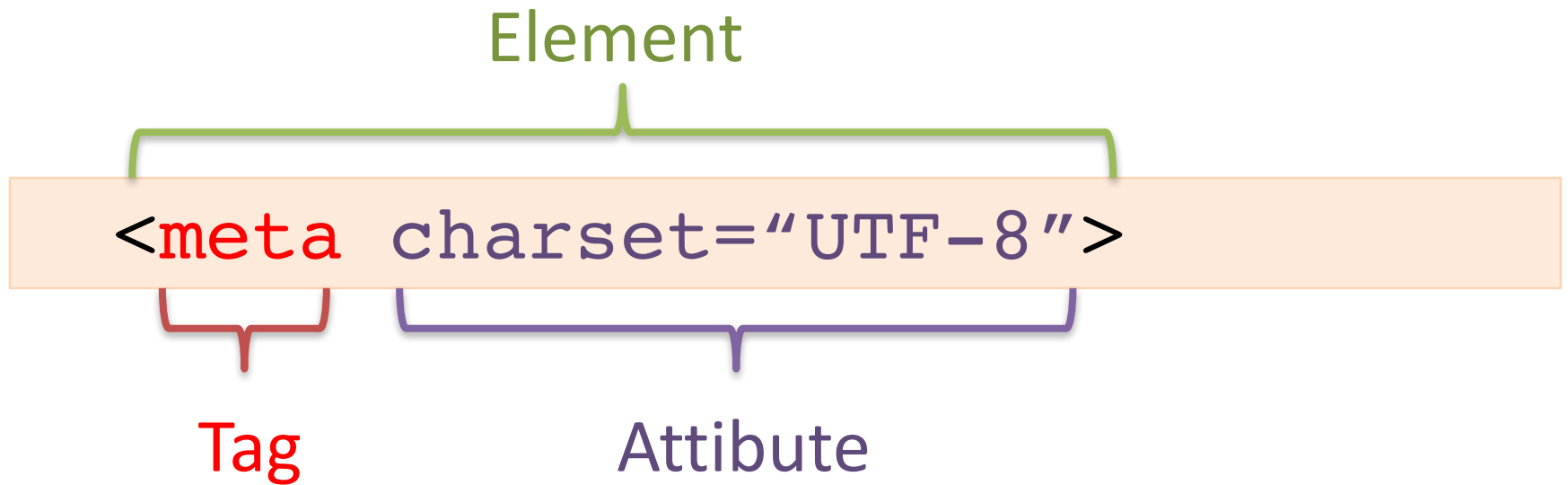
Opening Tag

Tag

End Tag

Closing Tag

HTML Tag, Element, Attribute



What is HTML5

- **HTML5 is The New HTML Standard**
 - What HTML5 is Not
- The new HTML5 structural elements and attributes
- The new HTML5 form input types and attributes

What HTML5 is Not

- It's Not XHTML
 - `<div id=container>This is a div<br></div>`
 - `<div id="container">This is another div<br/></div>`
- It's Not HTML4+1
- HTML5 is Not Just Markup
 - Not just tags
 - It's also a set of JavaScript APIs
 - Provide a richer user experience

HTML5 is The New HTML Standard



HTML5
SEMANTICS

THE TECHNOLOGY

Imagination, meet implementation. HTML5 is the cornerstone of the W3C's open web platform; a framework designed to support innovation and foster the full potential the web has to offer. Heralding this revolutionary collection of tools and standards, the HTML5 identity system provides the visual vocabulary to clearly classify and communicate our collective efforts.



CLASS: SEMANTICS ~ 1 of 8 ~

Giving meaning to structure, semantics are front and center with HTML5. A richer set of tags, along with RDFa, microdata, and microformats, are enabling a more useful, data driven web for both programs and your users.

HTML5 is The New HTML Standard

HTML5 is The New HTML Standard

HTML



HTML5

- New Elements
- New Attributes
- Full CSS3 Support
- Video and Audio
- 2D/3D Graphics
- Local Storage
- Local SQL Database
- Web Applications



HTML5 is The New HTML Standard

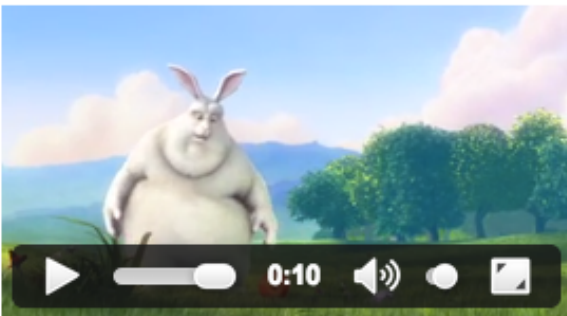
- New Elements
- New Attributes
- Full CSS3 Support
- Video and Audio
- 2D/3D Graphics
- Local Storage
- Local SQL Database
- Web Applications



HTML5 Multimedia

With HTML5, playing video and audio is easier than ever.

- HTML5 `<video>`
- HTML5 `<audio>`



```
<!DOCTYPE HTML>  
<html>  
<body>
```

```
<video width="320" height="240" controls>  
  <source src="movie.mp4" type="video/mp4">  
  <source src="movie.ogg" type="video/ogg">  
  Your browser does not support the video tag.  
</video>
```

```
</body>  
</html>
```

HTML5 Graphics

With HTML5, drawing graphics is easier than ever:

- Using the `<canvas>` element
- Using inline SVG
- Using CSS3 2D/3D



HTML5 Applications

With HTML5, web application development is easier than ever.

- Local data storage
- Local file access
- Local SQL database
- Application cache
- Javascript workers
- XMLHttpRequest 2



Semantic Elements

HTML5 Forms

- Semantic Elements
 - New elements for headers, footers, menus, sections, and articles.
- HTML5 Forms
 - New form elements,
 - new attributes,
 - new input types,
 - automatic validation.



HTML5 uses CSS3

- New **Selectors**
- New Properties
- Animations
- 2D/3D Transformations
- Rounded Corners
- Shadow Effects
- Downloadable Fonts



HTML5

index.html

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="UTF-8">
    <title>My Title</title>
  </head>
  <body>
    Hello World
  </body>
</html>
```

CSS3

CSS



Cascading Style Sheets (CSS)

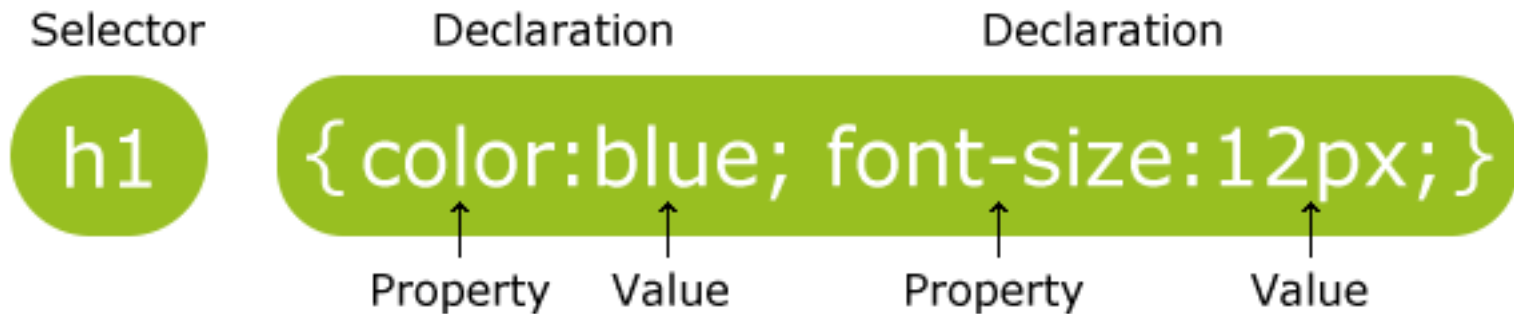
- a simple mechanism for adding style (e.g., fonts, colors, spacing) to Web documents.

```
<style>
  body {background-color:yellow;}
  h1 {color:green}
  p {color:red;}
  div {color:blue; font-size:18px;}
</style>
```

CSS3

- CSS3 is the latest standard for CSS.
- CSS3 is completely backwards-compatible with earlier versions of CSS.

CSS



CSS

```
<link rel="stylesheet"  
type="text/css"  
href="mystyle1.css">
```

CSS

```
<style>
  body {background-color:yellow;}
  h1 {color:green}
  p {color:red;}
  div {color:blue; font-size:18px;}
</style>
```

JavaScript



JavaScript

- JavaScript is a **Scripting Language**
 - A scripting language is a **lightweight** programming language.
 - JavaScript is **programming code** that can be inserted into **HTML pages**.
 - JavaScript code can be executed by all **modern web browsers**.
 - JavaScript is easy to learn.

```
<script language="javascript">
  function sayHello()
  {
    var strNameInput = document.getElementById('txtNameInput').value;
    var strOutput = "Hello, my friend, " + strNameInput;
    document.getElementById('divOutput').innerHTML = strOutput;
  }
</script>
```

JavaScript: Writing Into HTML Output

```
document.write("<h1>This is a  
heading</h1>");  
document.write("<p>This is a  
paragraph</p>");
```

JavaScript: Reacting to Events

```
<button type="button"  
onclick="alert( 'Welcome! ' ) ">  
Click Me!</button>
```

JavaScript: Changing HTML Content

```
x=document.getElementById( "demo" );  
x.innerHTML="Hello JavaScript";
```

HTML5 Editors

Maqetta: Online HTML5 WYSIWYG Editor

The screenshot shows the Maqetta website in a web browser. The browser's address bar displays 'maqetta.org'. Below the browser window, the Maqetta website is visible, featuring a navigation bar with links: Home, Overview, Features, Tutorials, Documentation, News, Community, and FAQ. The main content area has a heading 'Visual authoring of HTML5 user interfaces - in the browser!' followed by a paragraph: 'Maqetta is an open source project that provides WYSIWYG visual authoring of HTML5 user interfaces. The Maqetta application itself is authored in HTML, and therefore runs in the browser without requiring additional plugins or downloads.'

Below the text is a screenshot of the Maqetta Designer application. The application window shows a mobile device mockup with a dashboard layout. A callout bubble points to a link that says 'Click here to go to Maqetta's YouTube channel'. The application interface includes a 'Palette' on the left with various widgets like 'Deep Containers', 'Dojo Mobile', 'ScrollableView', 'View', 'Heading', 'ToolBarButton', 'RoundRectList', 'RoundRectDataList', 'EdgeToEdgeCategory', 'EdgeToEdgeList', 'ListItem', 'Button', 'Togglebutton', 'Switch', 'Slider', 'Checkbox', 'Radiobutton', and 'Textbox'. The central area shows a mobile device with a 'My Dashboard' header, 'Alerts' and 'Status' sections, and a map of Italy. The right side of the application window shows a 'Design' panel with properties for a 'Heading' widget, including 'text', 'font-family', 'size', 'color', 'font-weight', 'font-style', 'text-align', 'text-decoration', 'vertical-align', 'white-space', 'text-indent', and 'line-height'. There are also 'Events', 'Layout', 'Padding', 'Margins', 'Background', 'Border', 'Font/Text', and 'SVG' sections. At the bottom right, there is a 'Scenes' panel with a list of scenes: 'Application States', 'Dojo Mobile Views', 'ScrollableView #Home', 'ScrollableView #Alerts', and 'ScrollableView #Status'.

On the right side of the website, there is a 'LAUNCH MAQETTA' button. Below it, there is a 'News' section with a headline 'Maqetta Release 10 is now available!'. Below the news section, there is a 'Quick Links' section with a list of links: 'Project Summary', 'Help and Support', 'Community', 'Issue Tracking', and 'Open Source'.

<http://maqetta.org/>

Aloha Editor: HTML5 WYSIWYG editor

Aloha Editor - HTML5 WYS x

← → ↻ www.aloha-editor.org

☆ ☰

 Aloha Editor

About Features Demos Guides

Blog Wiki Issue

You can contribute as translator, designer, blogger, community angel, cook, javascript lover.

Aloha Editor makes **CONTENT** in your browser **EDITABLE**



Download Aloha Editor

Version 0.23.20

Available in en, fr, de [more](#) [GPLv2 License](#)

CDN · 5 Minute Setup Guide

cdn.aloha-editor.org

Commercial license · Buy now!

www.aloha-editor.com

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jQuery Europe 2014

28th of February / 1st of March 2014

Palais Liechtenstein, Vienna

Aloha Editor - HTML5 WYSIWYG Editor

The world's most **advanced** browser HTML5 based WYSIWYG editor lets you experience a whole new way of editing. It's faster than existing technologies and offers unprecedented WYSIWYG functionalities.

Like

1,150 people like this. Be the first of your friends.

Aloha Editor is available for:

 GENTICS CONTENT.NODE

 WORDPRESS

 Drupal™

 TYPO3

 ektron

 Create

 Meteor JS



<http://www.aloha-editor.org/>

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Adobe Dreamweaver

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Products Business solutions Support & Learning Download Company Buy Search

My Adobe Privacy My cart Sign in

Adobe Creative Cloud / Dreamweaver CC

Overview Features Tech specs Reviews FAQ Showcase Membership plans

The new standard in web standards.

New features, instant access to new updates, and more efficient tools let you work faster and code smarter.

Watch the video >

Develop more web content, more quickly. A streamlined user interface, connected tools, and new visual CSS editing tools let you code efficiently and intuitively. And now, Dreamweaver* CC lets you share work directly from within the application, and helps you keep up with web standards by giving you access to new features as soon as they're available. Your entire creative world, together in one place. Only in

★★★★☆
Read all reviews

Log in to Creative Cloud >

Get it as part of...

Creative Cloud
Everything you need to create anything.

Annual plan for US \$49.99 per month

Join

Try

Existing CS customers: Save 40%.
Last chance — Dec. 3

Adobe Dreamweaver CC
Build sites and apps using a modern, all-in-one web design tool.

Annual plan for US \$19.99 per month

Join

Try

Student and teacher pricing >

<http://www.adobe.com/products/dreamweaver.html>

BlueGriffon: WYSIWYG content editor

BlueGriffon, The next-gen

www.bluegriffon.org

BlueGriffon™

The next-generation Web Editor
based on the rendering engine of Firefox



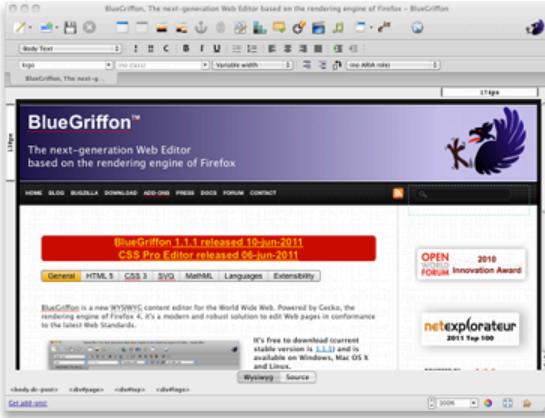
HOME | EPUB EDITION | BLOG | COMMUNITY | DOWNLOAD | ADD-ONS | PRESS | DOCS | FORUM | CONTACT



BlueGriffon 1.7.2 released 19-jun-2013

General | HTML 5 | CSS 3 | SVG | MathML | Languages | Extensibility

BlueGriffon is a new WYSIWYG content editor for the World Wide Web. Powered by Gecko, the rendering engine of Firefox, it's a modern and robust solution to edit Web pages in conformance to the latest Web Standards.



It's free to download (current stable version is **1.7.2**) and is available on Windows, Mac OS X and Linux.

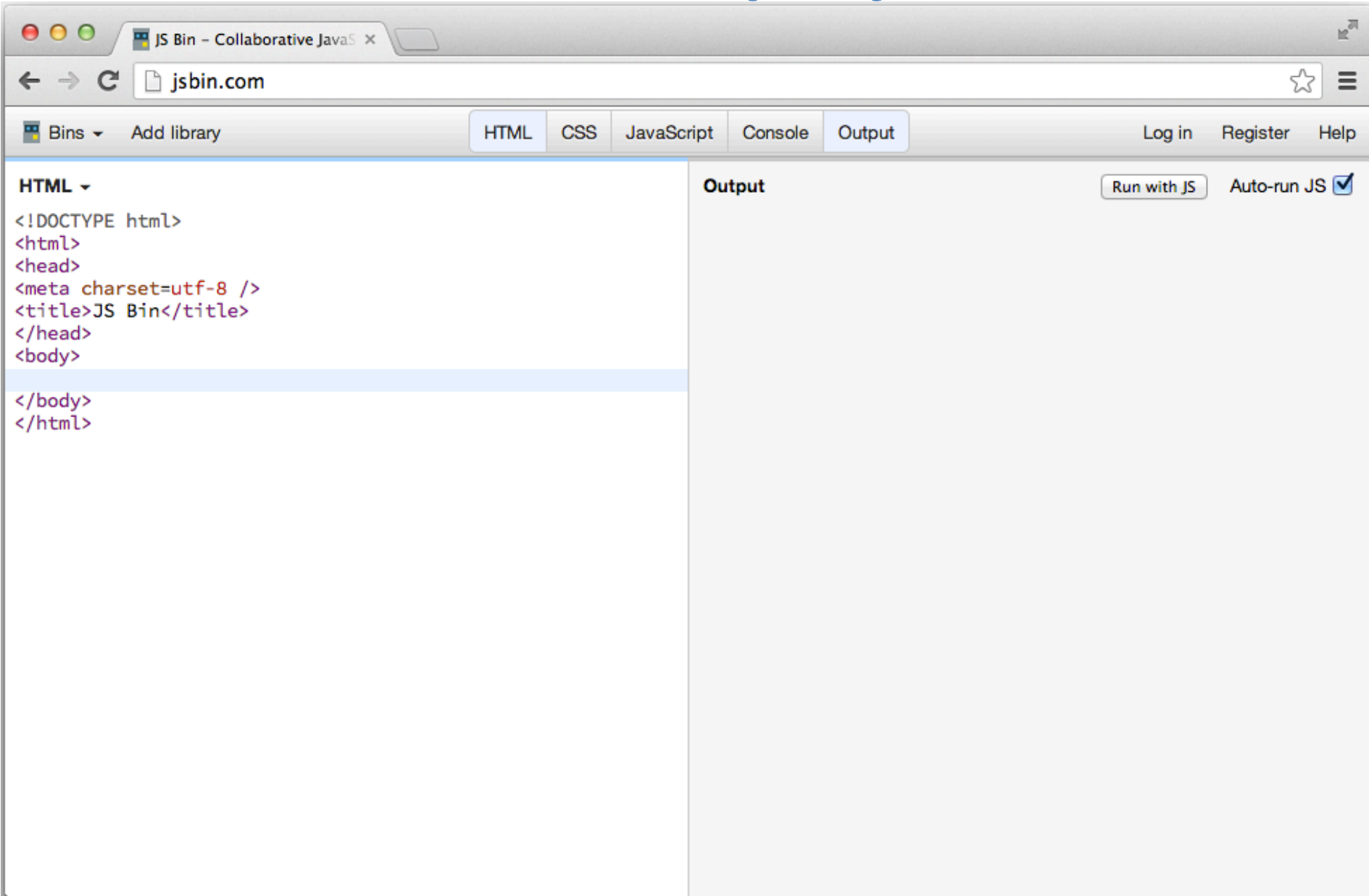
BlueGriffon is available in English, Dutch, Finnish, French, Czech, German, Hebrew, Hungarian, Italian, Japanese, Korean, Polish, Simplified Chinese, Serbian, Slovenian, Spanish, Swedish and Traditional Chinese

BlueGriffon is an intuitive application that provides Web authors (beginners or more advanced) with a simple User Interface allowing to create attractive Web sites without requiring extensive technical knowledge about Web Standards.



<http://www.bluegriffon.org/>

Online Editor: <http://jsbin.com>



The screenshot shows the JS Bin online editor interface. The browser window has a single tab titled "JS Bin - Collaborative JavaScript Editor". The address bar shows "jsbin.com". The interface includes a top navigation bar with tabs for "HTML", "CSS", "JavaScript", "Console", and "Output". The "HTML" tab is currently selected. On the right side of the top bar, there are links for "Log in", "Register", and "Help". Below the top bar, there is a "Bins" dropdown menu and an "Add library" button. The main editing area is split into two panels. The left panel, labeled "HTML", contains the following code:

```
<!DOCTYPE html>
<html>
<head>
<meta charset=utf-8 />
<title>JS Bin</title>
</head>
<body>

</body>
</html>
```

The right panel, labeled "Output", is currently empty. It includes a "Run with JS" button and a checked "Auto-run JS" checkbox.

Aptana Studio 3

www.apтана.com/products/studio3/download.html

Download Aptana Studio 3.6.1

Aptana Studio 3.6.1 is our code base and complete environment that includes extensive capabilities to build Ruby and Rails, PHP, and Python applications, along with complete HTML, CSS and JavaScript editing.

You are about to download:

Aptana Studio 3.6.1
Mac OS X, Intel



Standalone Version



Eclipse Plug-in Version

System Requirements

Mac OS X 10.5 or better, Java 1.6

[Getting Started Guide](#)

[Release Notes](#)

Other Downloads

PRODUCTS

[Studio 2](#)

[Studio 3](#)

[RadRails 2](#)

Looking for a different OS, download format, or architecture?

[Customize Your Download](#)

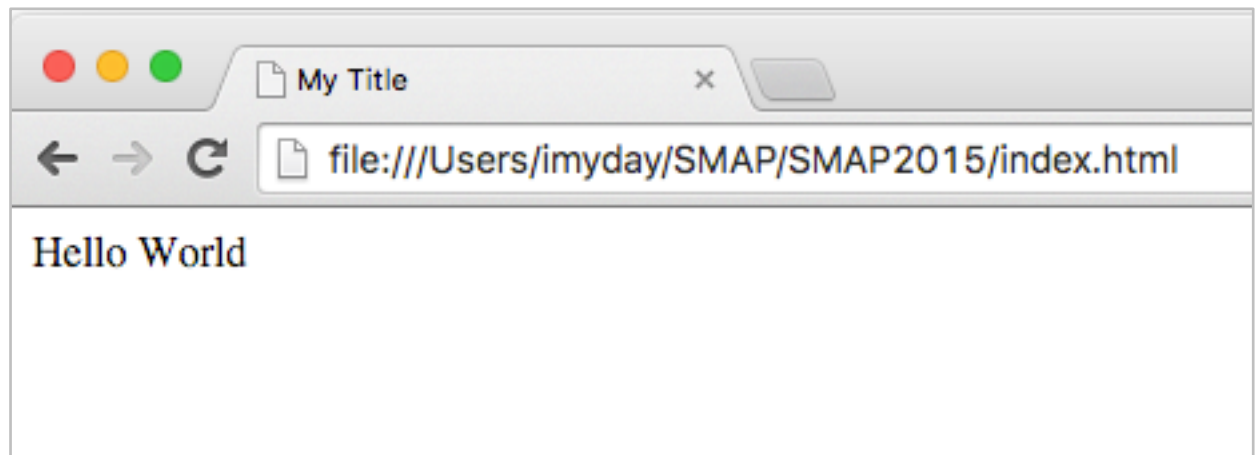
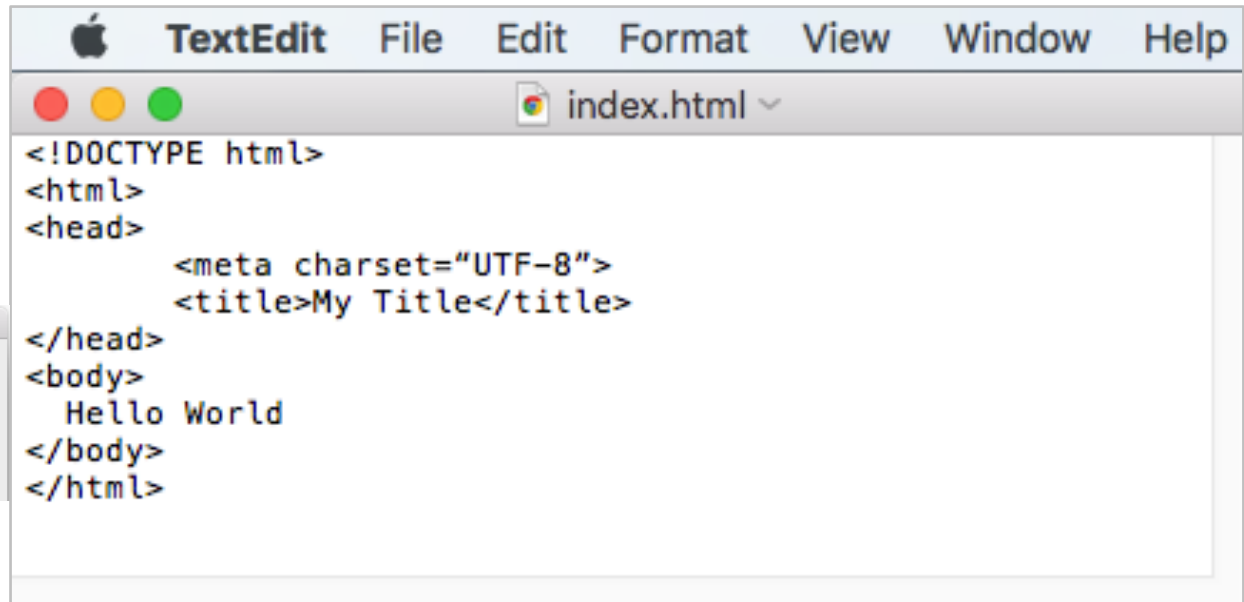
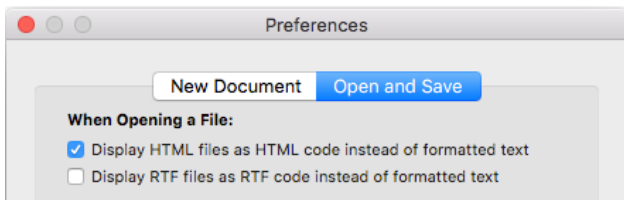
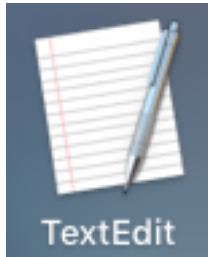
Please provide us your name and email address so that we can get a better sense for who uses our product. We may use this email to occasionally communicate product and company news.

Email Address

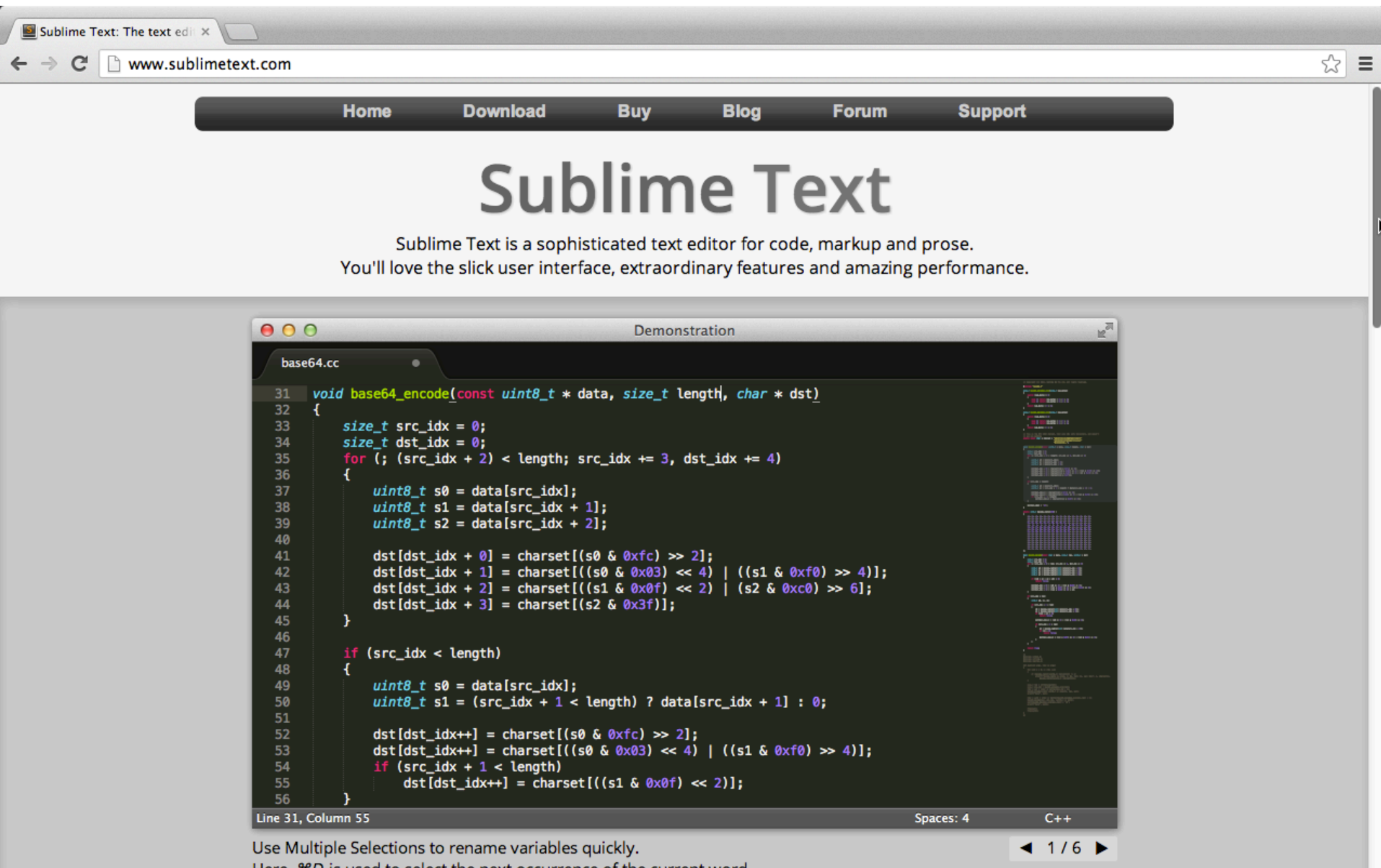


DOWNLOAD
APTANA STUDIO 3

TextEdit in Mac OSX



Sublime Text



The screenshot shows the Sublime Text website with a navigation bar containing links for Home, Download, Buy, Blog, Forum, and Support. Below the navigation bar is the Sublime Text logo and a description: "Sublime Text is a sophisticated text editor for code, markup and prose. You'll love the slick user interface, extraordinary features and amazing performance."

Below the text is a demonstration window titled "Demonstration" showing a C++ file named "base64.cc". The code is as follows:

```
31 void base64_encode(const uint8_t * data, size_t length, char * dst)
32 {
33     size_t src_idx = 0;
34     size_t dst_idx = 0;
35     for (; (src_idx + 2) < length; src_idx += 3, dst_idx += 4)
36     {
37         uint8_t s0 = data[src_idx];
38         uint8_t s1 = data[src_idx + 1];
39         uint8_t s2 = data[src_idx + 2];
40
41         dst[dst_idx + 0] = charset[(s0 & 0xfc) >> 2];
42         dst[dst_idx + 1] = charset[((s0 & 0x03) << 4) | ((s1 & 0xf0) >> 4)];
43         dst[dst_idx + 2] = charset[((s1 & 0x0f) << 2) | (s2 & 0xc0) >> 6];
44         dst[dst_idx + 3] = charset[(s2 & 0x3f)];
45     }
46
47     if (src_idx < length)
48     {
49         uint8_t s0 = data[src_idx];
50         uint8_t s1 = (src_idx + 1 < length) ? data[src_idx + 1] : 0;
51
52         dst[dst_idx++] = charset[(s0 & 0xfc) >> 2];
53         dst[dst_idx++] = charset[((s0 & 0x03) << 4) | ((s1 & 0xf0) >> 4)];
54         if (src_idx + 1 < length)
55             dst[dst_idx++] = charset[((s1 & 0x0f) << 2)];
56     }
57 }
```

The demonstration window also shows a sidebar with a file explorer and a search panel. At the bottom of the window, it indicates "Line 31, Column 55", "Spaces: 4", and "C++".

Below the demonstration window, there is a text prompt: "Use Multiple Selections to rename variables quickly. Here, `##D` is used to select the next occurrence of the current word."

Notepad++

Notepad++ Home

notepad-plus-plus.org

more languages

News

Notepad++ 6.5 released
Sep 29 2013

v6.4.5 - Regression fix
Aug 09 2013

Notepad++ 6.4.4 released
Aug 08 2013

Notepad++ 6.4.3 released
Jul 28 2013

Notepad++ 6.4.2 released
Jul 08 2013

Notepad++ 6.4.1 released
Jun 30 2013

Notepad++ 6.4 released
Jun 29 2013

Notepad++ 6.3.3 released
May 05 2013

Notepad++ 6.3.2 released
Apr 02 2013

Notepad++ 6.3.1 released
Mar 17 2013

[more news »](#)

About

Notepad++ is a free (as in "free speech" and also as in "free beer") source code editor and Notepad replacement that supports several languages. Running in the MS Windows environment, its use is governed by [GPL License](#).

Based on the powerful editing component [Scintilla](#), **Notepad++** is written in C++ and uses pure Win32 API and STL which ensures a higher execution speed and smaller program size. By optimizing as many routines as possible without losing user friendliness, **Notepad++** is trying to reduce the world carbon dioxide emissions. When using less CPU power, the PC can throttle down and reduce power consumption, resulting in a greener environment.

```
*D:\source\notepad4ever.cpp - Notepad++  
1  #include <GPL.h>  
2  #include <free_software.h>  
3  
4  void notepad4ever ()  
5  {  
6      while (true)  
7      {  
8          Notepad++;  
9      }  
10 }  
11
```

You're encouraged to [translate Notepad++](#) into your native language if there's not already a

codiqa: drag-and-drop builder for mobile apps

The Easiest Mobile Development x

https://codiqa.com

codiqa

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Build jQuery Mobile apps, the easy way.

Codiqa is a powerful drag-and-drop builder for creating cross-platform HTML5 mobile apps and websites. It's simple, easy to use, and so damn useful.

Get started now! ▶ Or try the demo



readwrite



appstorm

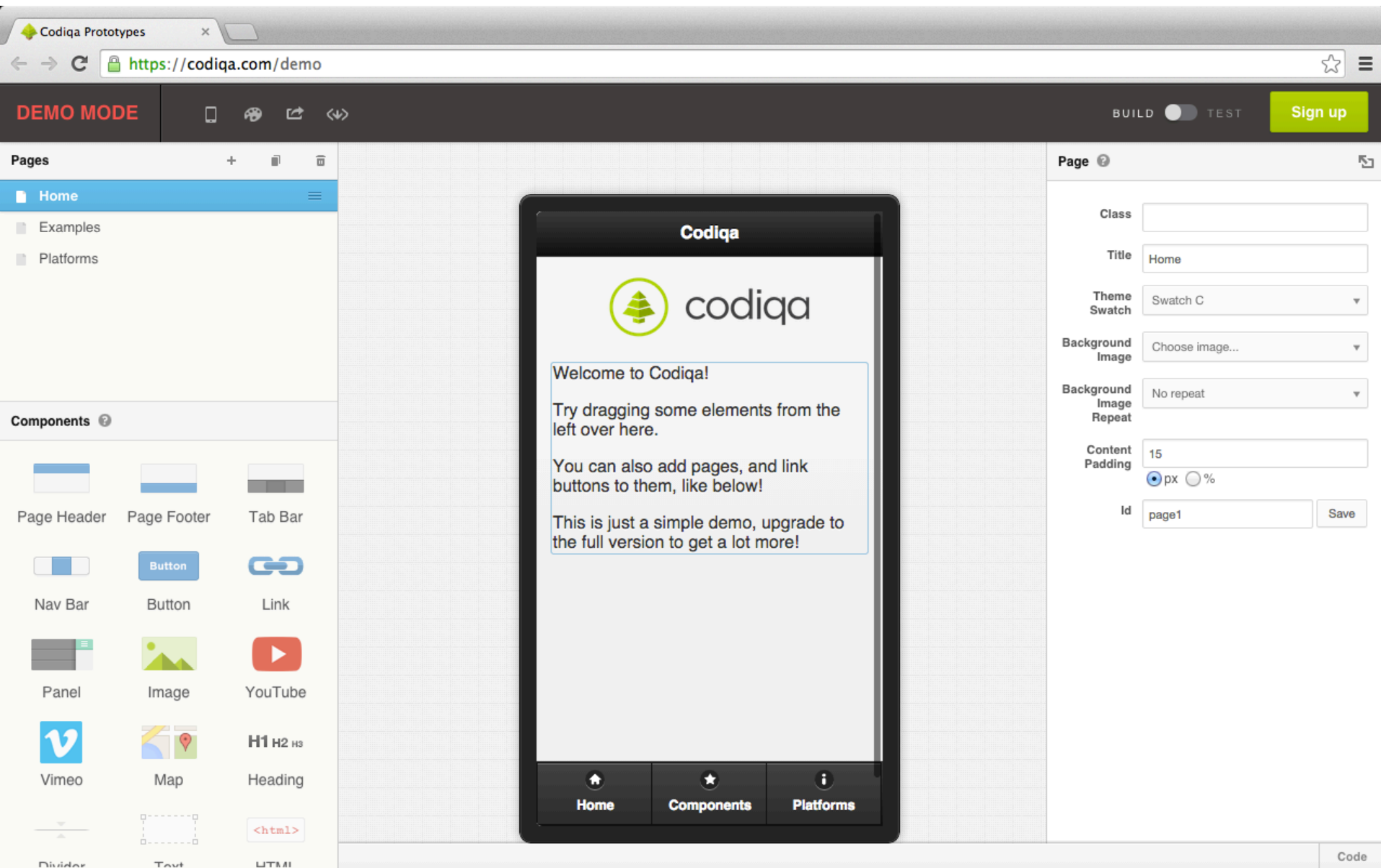
THE WALL STREET JOURNAL

Forbes

help

<https://codiqa.com/>

codiqa demo



<https://codiqa.com/demo>

HTML5 Mobile Apps Simulators

Ripple Emulator

Chrome Web Store - Ripple x

https://chrome.google.com/webstore/detail/ripple-emulator-beta/geelfhphabnejjhdalkjhgipohgpdnoc?hl=en

chrome web store

Search the store

Home

Popular

Recommend

Collections

Business Tools

Education

Entertainment

Games

Lifestyle

News & Weather

Productivity

Social & Communication

Utilities

Extensions

Themes

imyday@gmail.com

Ripple Emulator (Beta)

★★★★★ (289) | [Developer Tools](#) | ✓ from ripple.tinyhippos.com | 104,477 users

+ FREE

OVERVIEW

DETAILS

REVIEWS

RELATED

HTML5 Mobile Apps: PhoneGap GeoLocation

Information

PhoneGap: Getting Started

Version: 1.0.0

Selected Platform: PhoneGap V0.9

Device: Generic - HVGA (320x480)

OS: Generic Generic

Manufacturer: Generic

Screen: 320x480

Density: 96 PPI

Browser(s): Generic

User Agent: Mozilla/5.0 (X11; U; Linux x86_64; en-US; AppleWebKit/535.3 (KHTML, like Gecko) Chrome/6.0.342.7 Safari/535.3)

Platforms

Accelerometer

Storage

Settings

Device & Network Settings

Geo Location

Latitude: 51.499436

Longitude: -0.128753

Altitude: 50

Accuracy: 300

Altitude Accuracy: 30

Heading: 0

Speed: 0

GPS Delay (seconds):

Simulate GPS Timeout:

PhoneGap Training App

This is where you are

Go Back

0:00 / 1:46

YouTube

A browser based html5 mobile application development and testing tool

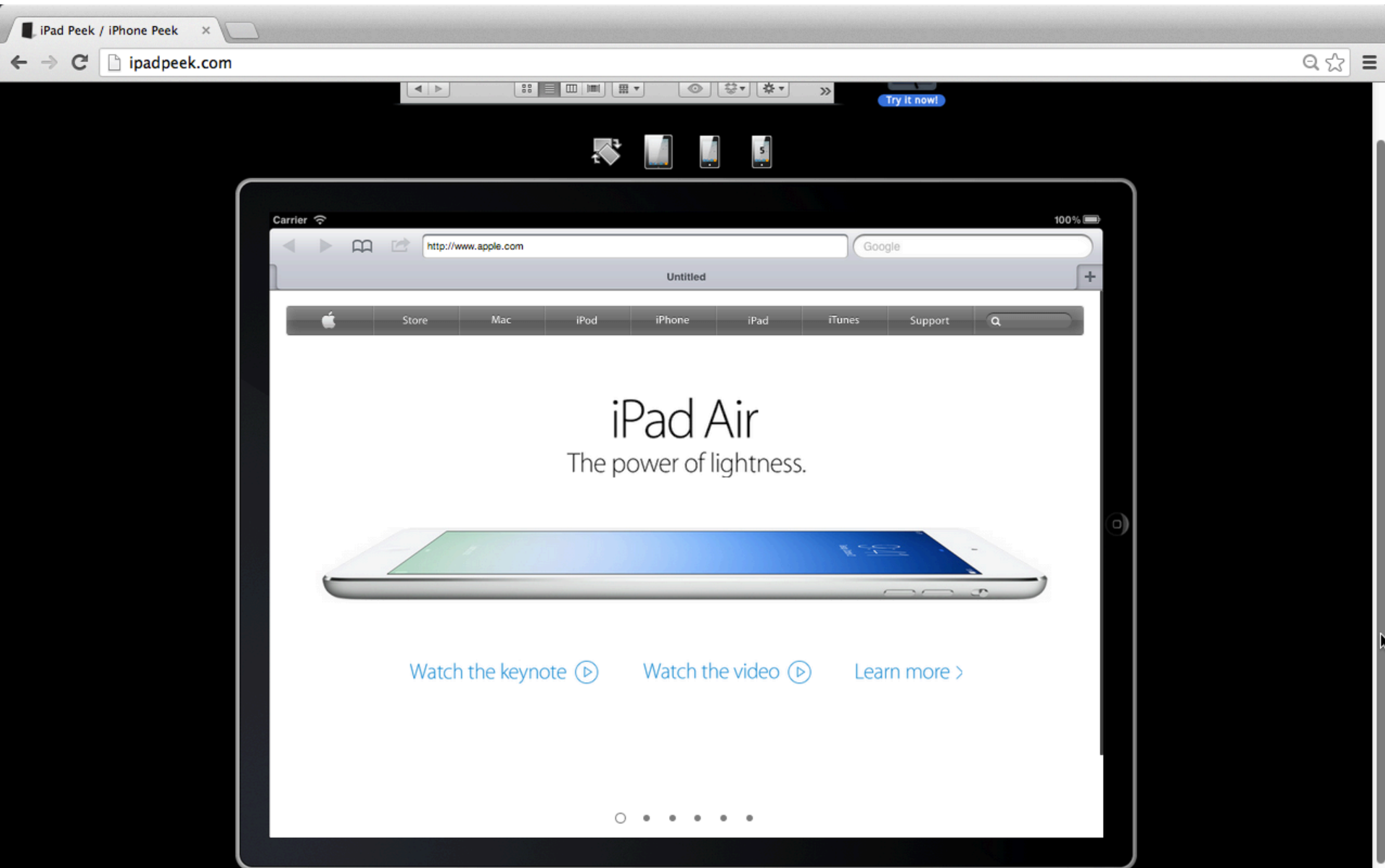
Welcome to Ripple, The Mobile Environment Emulator!

Ripple is a multi-platform mobile environment emulator that is custom-tailored to mobile HTML5 application development and testing. Ripple aims to reduce the challenges being faced by mobile developers caused by today's platform fragmentation in the marketplace.

Ripple is targeted towards WebWorks, PhoneGap, and mobile web development and testing!

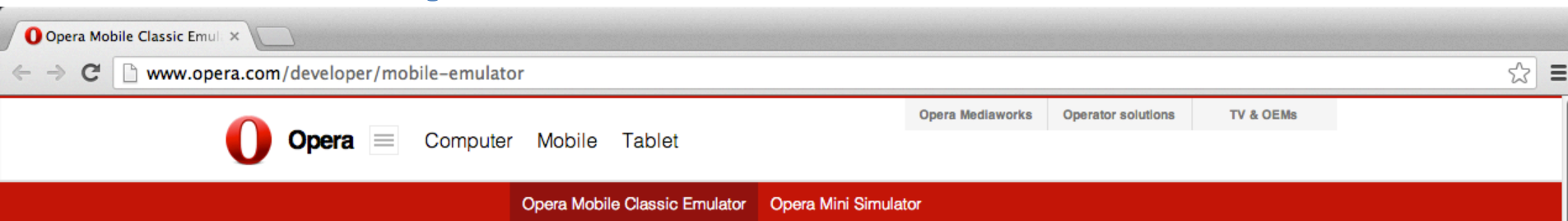
Ripple offers the ability to look under the hood of your mobile application, giving you full visibility into what it is doing. It also allows for the use of existing tools to perform JavaScript debugging, HTML DOM inspection, automated testing, as well as multiple device and screen resolution

Online browser simulator: ipadpeek.com

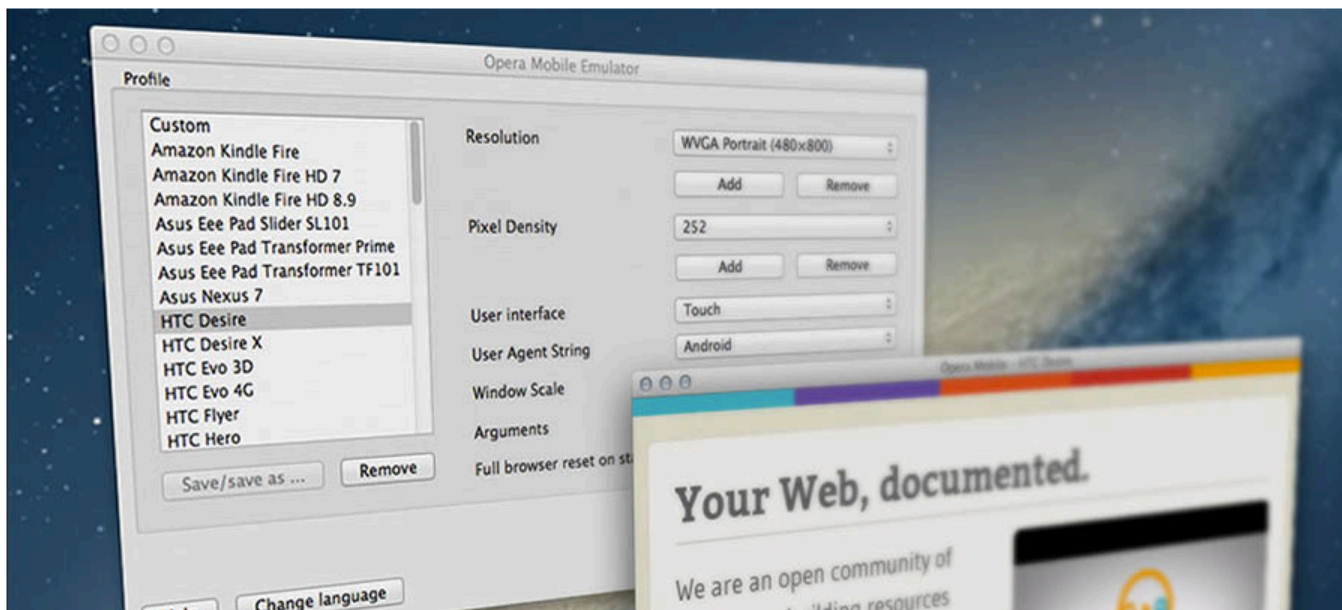


<http://ipadpeek.com/>

Opera Mobile Emulator



Opera Mobile Classic Emulator



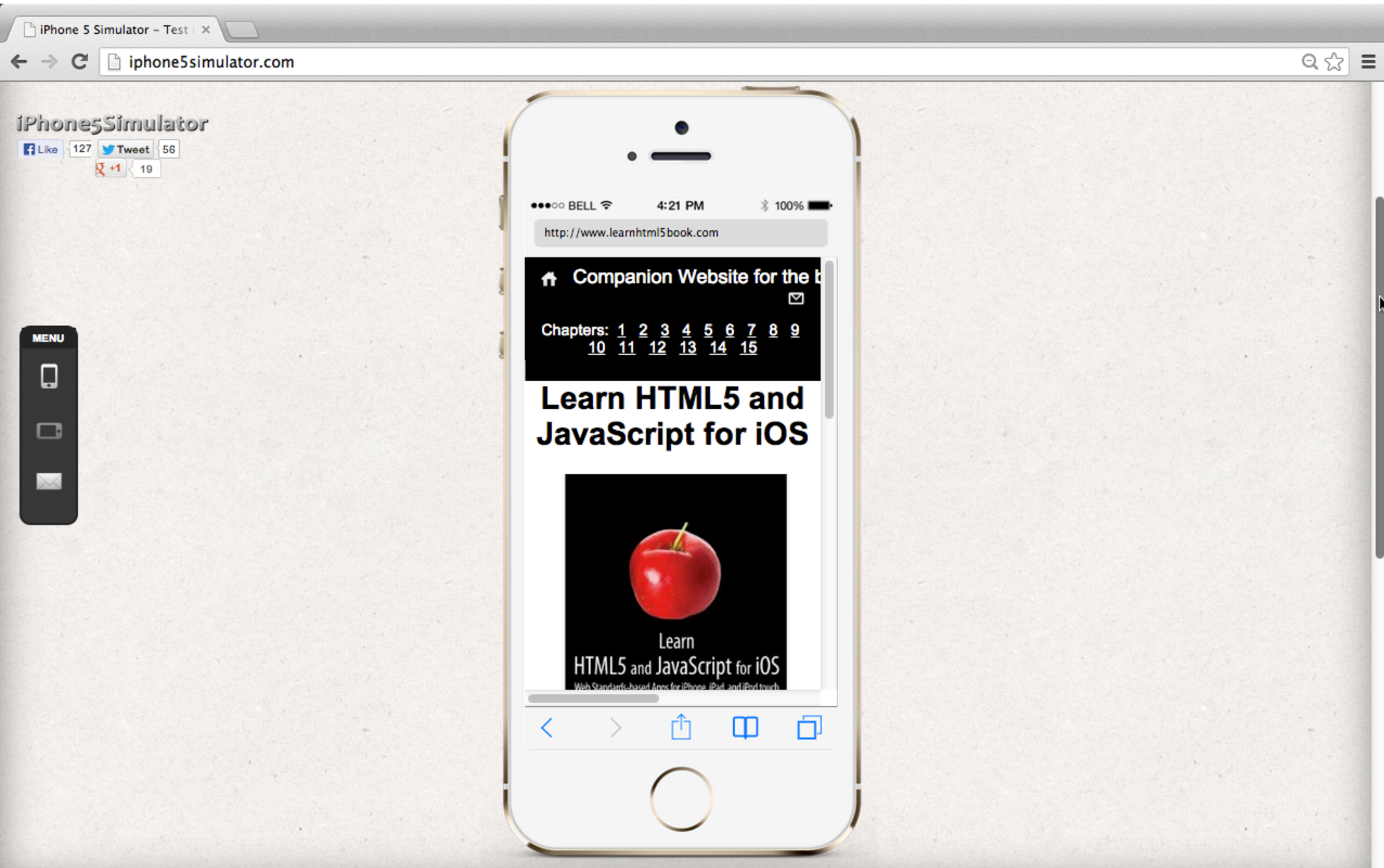
Do your mobile development straight from your desktop, and pair it with Opera Dragonfly for advanced debugging.

[Opera Mobile Classic Emulator 12.1 for Windows](#)

[Opera Mobile Classic Emulator 12.1 for Mac](#)

<http://www.opera.com/developer/mobile-emulator>

iPhone5Simulator



<http://iphone5simulator.com/>

Appetize.io

<https://appetize.io/demo?device=iphone7&scale=50&orientation=portrait>



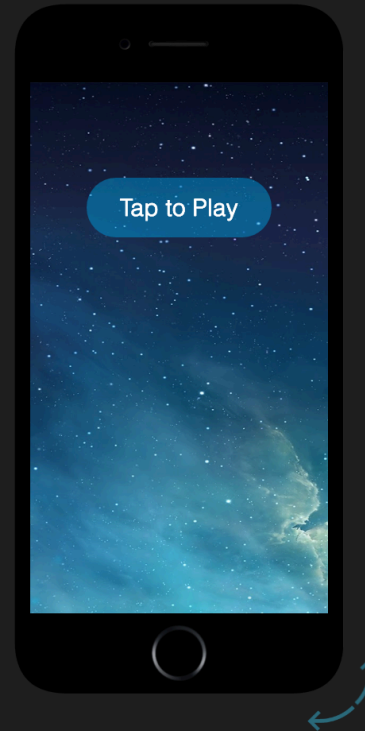
DEMO

UPLOAD

PRICING

DOCS

SIGN IN



Note: Demo has a 60 second time limit

25% 50% 75% 100%

iPhone 4s

iPhone 5s

iPhone 6s

iPhone 6s+

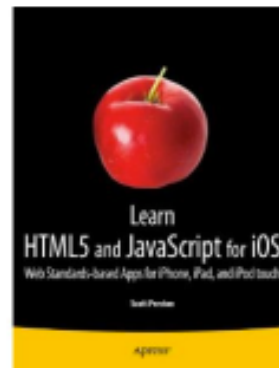
iPhone 7

<https://appetize.io/demo>

Xcode iPhone Simulator



Learn HTML5 and JavaScript for iOS



<http://grandviewave.com>

Carrier

7:18 AM

grandviewave.com



grandview Ave.



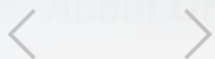
Home

Near Me

Sales

Parking

Tours



Carrier

7:21 AM

grandviewave.com



grandview Ave.



Business Directory



About Grandview Ave.



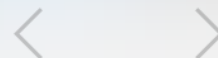
Home

Near Me

Sales

Parking

Tours



<http://grandviewwave.com>

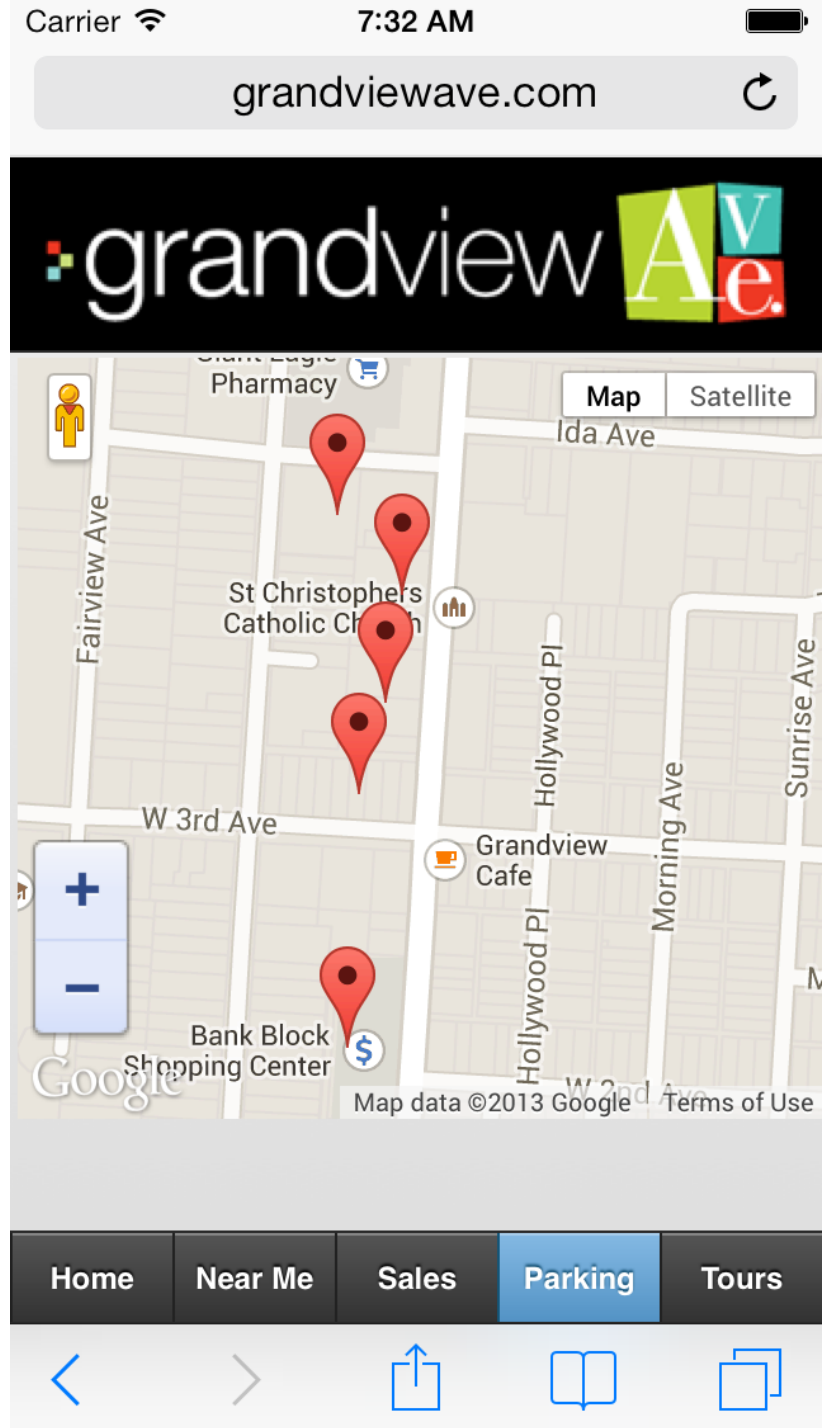
grandviewwave.com



Spin To Win

- Home
- Near Me
- Sales
- Parking
- Tours

<http://grandviewwave.com>



<http://grandviewave.com>

grandviewave.com



Avenue Tours

Click below to take a tour of The Avenue.



Audio Tours

Five audio tours of Grandview Avenue either sequential or by nearest location.



Video Tours

Three video tours of Grandview Avenue either sequential or by nearest location.



Bar Crawls

[Home](#)[Near Me](#)[Sales](#)[Parking](#)[Tours](#)

Demo

**Building Mobile Apps with
HTML5, CSS3, and JavaScript**

<http://jsbin.com>



HTML5 CSS3 JavaScript

Hello World

index.html

```
<!DOCTYPE html>
<html>
<head>
  <meta charset=utf-8 />
  <meta name="viewport" content="width=device-width, initial-scale=1" />
  <title>Hello World HTML5 by Myday</title>
  <style>
    body {background-color:yellow;}
    h1 {color:green;}
    p {color:red;}
    div {color:blue; font-size:18px;}
  </style>
  <script language="javascript">
    function sayHello()
    {
      var strNameInput = document.getElementById('txtNameInput').value;
      var strOutput = "Hello, my friend, " + strNameInput;
      document.getElementById('divOutput').innerHTML = strOutput;
    }
  </script>
</head>
<body>
  <h1>Hello, World!</h1>
  <p>What's your name?</p>
  <input id="txtNameInput" type="text"><br>
  <button type="button" id="btnClick1" onClick="sayHello()">Press Me!</button><br>
  <div id="divOutput">Hi</div>
</body>
</html>
```



<http://jsbin.com/oWOsUcl/1>

Online Editor: <http://jsbin.com>

The screenshot shows the JS Bin online editor interface. The browser window has a single tab titled "JS Bin - Collaborative JavaScript Editor". The address bar shows "jsbin.com". The interface includes a top navigation bar with tabs for "HTML", "CSS", "JavaScript", "Console", and "Output". The "HTML" tab is currently selected. On the right side of the top bar, there are links for "Log in", "Register", and "Help". Below the top bar, there is a "Bins" dropdown menu and an "Add library" button. The main editing area is split into two panels. The left panel, labeled "HTML", contains the following code:

```
<!DOCTYPE html>
<html>
<head>
<meta charset=utf-8 />
<title>JS Bin</title>
</head>
<body>

</body>
</html>
```

The right panel, labeled "Output", is currently empty. It includes a "Run with JS" button and a checked "Auto-run JS" checkbox.

CompileOnline: Try jQueryMobile Online

The screenshot shows the CompileOnline jQueryMobile online editor interface. The browser address bar displays `www.compileonline.com/try_jquerymobile_online.php`. The page title is "compileonline.com - Try jQueryMobile online". The interface includes a navigation bar with links for Home, Languages, Web Editors, About, and Help. Below the navigation bar, there are tabs for "Result Preview" and "HTML with jQuery Mobile", and a "Default Ace Editor" dropdown. The main area is divided into two panels. The left panel shows the HTML code for a jQueryMobile page, which includes a header with the title "Page Title1", a content area with the text "Page content goes here." and a link "Go to second page", and a footer with the text "Page Footer1". The right panel shows the rendered result of the code, which displays the same content as the left panel. The status bar at the bottom of the editor shows "javascript:void(0)".

```
1 <!DOCTYPE html>
2 <html>
3   <head>
4     <title>Page Title</title>
5     <meta name="viewport" content="width=device-width, initial-scale=1" />
6     <script src="http://code.jquery.com/jquery-1.9.1.min.js"></script>
7     <link type="text/css" href="http://code.jquery.com/mobile/latest/jquery.mobile.min.css" rel
8   = "stylesheet" />
9     <script type="text/javascript" src="http://code.jquery.com/mobile/latest/jquery.mobile.min.js"
10  ></script>
11   </head>
12   <body>
13     <div data-role="page" id="first" data-theme="a">
14       <div data-role="header">
15         <h1>Page Title1</h1>
16       </div><!-- /header -->
17       <div data-role="content">
18         <p>Page content goes here.</p>
19         <a href="#second">Go to second page</a>
20       </div><!-- /content -->
21       <div data-role="footer">
22         <h4>Page Footer1</h4>
23       </div><!-- /footer -->
24     </div><!-- /page -->
25
26
27     <div data-role="page" id="second" data-add-back-btn="true" data-theme="b">
28       <div data-role="header">
29         <h1>Page Title2</h1>
30       </div><!-- /header -->
31       <div data-role="content">
32         <p>Page content goes here.</p>
33       </div><!-- /content -->
34       <div data-role="footer">
35         <h4>Page Footer2</h4>
36       </div><!-- /footer -->
37     </div><!-- /page -->
```

http://www.compileonline.com/try_jquerymobile_online.php

ⓧ Hello World HTML5 by Myday

⬅ ➡ ↻ jsbin.com/oWOsUcl/1/edit ☆ ☰

Bins ▾ Add library Share

HTML CSS JavaScript Console Output

Log in Register Help

HTML ▾

```
<!DOCTYPE html>
<html>
<head>
  <meta charset=utf-8 />
  <meta name="viewport" content="width=device-width, initial-scale=1" />
  <title>Hello World HTML5 by Myday</title>
  <style>
    body {background-color:yellow;}
    h1 {color:green}
    p {color:red;}
    div {color:blue; font-size:18px;}
  </style>
  <script language="javascript">
    function sayHello()
    {
      var strNameInput = document.getElementById('txtNameInput').value;
      var strOutput = "Hello, my friend, " + strNameInput;
      document.getElementById('divOutput').innerHTML = strOutput;
    }
  </script>
</head>
<body>
  <h1>Hello, World!</h1>
  <p>What's your name?</p>
  <input id="txtNameInput" type="text"><br>
  <button type="button" id="btnClick1" onClick="sayHello()">Press Me!</button><br>
  <div id="divOutput">Hi</div>
</body>
</html>
```

Output Run with JS Auto-run JS ✓ ↗

Hello, World!

What's your name?

Hello, my friend, iMyday

HTML5

```
<!DOCTYPE html>
<html>
<head>
  <meta charset=utf-8 />
  <title>Hello World HTML5 by Myday</title>
</head>
<body>
  <h1>Hello, World!</h1>
  <p>What's your name?</p>
  <input id="txtNameInput" type="text"><br>
  <button type="button" id="btnClick1">Press Me!</button><br>
  <div id="divOutput">Hi</div>
</body>
</html>
```

HTML5 Event

```
<!DOCTYPE html>
<html>
<head>
  <meta charset=utf-8 />
  <title>Hello World HTML5 by Myday</title>
</head>
<body>
  <h1>Hello, World!</h1>
  <p>What's your name?</p>
  <input id="txtNameInput" type="text"><br>
  <button type="button" id="btnClick1" onClick="sayHello()">Press Me!</button><br>
  <div id="divOutput">Hi</div>
</body>
</html>
```

HTML5 viewport

```
<!DOCTYPE html>
<html>
<head>
  <meta charset=utf-8 />
  <meta name="viewport" content="width=device-width, initial-scale=1" />
  <title>Hello World HTML5 by Myday</title>
</head>
<body>
  <h1>Hello, World!</h1>
  <p>What's your name?</p>
  <input id="txtNameInput" type="text"><br>
  <button type="button" id="btnClick1">Press Me!</button><br>
  <div id="divOutput">Hi</div>
</body>
</html>
```

HTML5

```
<body>
  <h1>Hello, World!</h1>
  <p>What's your name?</p>
  <input id="txtNameInput" type="text"><br>
  <button type="button" id="btnClick1" onClick="sayHello()">Press Me!</button><br>
  <div id="divOutput">Hi</div>
</body>
```

CSS3

```
<style>
  body {background-color:yellow;}
  h1 {color:green}
  p {color:red;}
  div {color:blue; font-size:18px;}
</style>
```


JavaScript

```
<script language="javascript">
  function sayHello()
  {
    var strNameInput = document.getElementById('txtNameInput').value;
    var strOutput = "Hello, my friend, " + strNameInput;
    document.getElementById('divOutput').innerHTML = strOutput;
  }
</script>
```

Mobile App with HTML5, CSS3, and JavaScript

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
  <meta charset=utf-8 />
```

```
  <meta name="viewport" content="width=device-width, initial-scale=1" />
```

```
  <title>Hello World HTML5 by Myday</title>
```

```
  <style>
```

```
    body {background-color:yellow;}
```

```
    h1 {color:green}
```

```
    p {color:red;}
```

```
    div {color:blue; font-size:18px;}
```

```
  </style>
```

```
  <script language="javascript">
```

```
    function sayHello()
```

```
    {
```

```
      var strNameInput = document.getElementById('txtNameInput').value;
```

```
      var strOutput = "Hello, my friend, " + strNameInput;
```

```
      document.getElementById('divOutput').innerHTML = strOutput;
```

```
    }
```

```
  </script>
```

```
</head>
```

```
<body>
```

```
  <h1>Hello, World!</h1>
```

```
  <p>What's your name?</p>
```

```
  <input id="txtNameInput" type="text"><br>
```

```
  <button type="button" id="btnClick1" onClick="sayHello()">Press Me!</button><br>
```

```
  <div id="divOutput">Hi</div>
```

```
</body>
```

```
</html>
```



ⓧ

Hello World HTML5 by Myday

ⓧ

⬅️ ➡️ ↻

jsbin.com/oWOsUcl/1/edit

☆ ☰

📁 Bins ▾

Add library

Share

HTML

CSS

JavaScript

Console

Output

Log in

Register

Help

HTML ▾

```
<!DOCTYPE html>
<html>
<head>
  <meta charset=utf-8 />
  <meta name="viewport" content="width=device-width, initial-scale=1" />
  <title>Hello World HTML5 by Myday</title>
  <style>
    body {background-color:yellow;}
    h1 {color:green}
    p {color:red;}
    div {color:blue; font-size:18px;}
  </style>
  <script language="javascript">
    function sayHello()
    {
      var strNameInput = document.getElementById('txtNameInput').value;
      var strOutput = "Hello, my friend, " + strNameInput;
      document.getElementById('divOutput').innerHTML = strOutput;
    }
  </script>
</head>
<body>
  <h1>Hello, World!</h1>
  <p>What's your name?</p>
  <input id="txtNameInput" type="text"><br>
  <button type="button" id="btnClick1" onClick="sayHello()">Press Me!</button><br>
  <div id="divOutput">Hi</div>
</body>
</html>
```

Output

Run with JS

Auto-run JS ☒

Hello, World!

What's your name?

Hello, my friend, iMyday

HTML5 CSS3 JavaScript

Hello World

index.html

```
<!DOCTYPE html>
<html>
<head>
  <meta charset=utf-8 />
  <meta name="viewport" content="width=device-width, initial-scale=1" />
  <title>Hello World HTML5 by Myday</title>
  <style>
    body {background-color:yellow;}
    h1 {color:green;}
    p {color:red;}
    div {color:blue; font-size:18px;}
  </style>
  <script language="javascript">
    function sayHello()
    {
      var strNameInput = document.getElementById('txtNameInput').value;
      var strOutput = "Hello, my friend, " + strNameInput;
      document.getElementById('divOutput').innerHTML = strOutput;
    }
  </script>
</head>
<body>
  <h1>Hello, World!</h1>
  <p>What's your name?</p>
  <input id="txtNameInput" type="text"><br>
  <button type="button" id="btnClick1" onClick="sayHello()">Press Me!</button><br>
  <div id="divOutput">Hi</div>
</body>
</html>
```



<http://jsbin.com/oWOsUcl/1>

HTML5 CSS3 JavaScript

Hello World

index.html

```
<!DOCTYPE html>
<html>
<head>
  <meta charset=utf-8 />
  <meta name="viewport" content="width=device-width, initial-
  <title>Hello World HTML5 by Myday</title>
<style>
  body {background-color:yellow;}
  h1 {color:green}
  p {color:red;}
  div {color:blue; font-size:18px;}
</style>
<script language="javascript">
  function sayHello()
  {
    var strNameInput = document.getElementById('txtNameInput');
    var strOutput = "Hello, my friend, " + strNameInput;
    document.getElementById('divOutput').innerHTML = strOutput;
  }
</script>
<body>
  <h1>Hello, World!</h1>
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  <input id="txtNameInput" type="text"><br>
  <button type="button" id="btnClick1" onClick="sayHello()">Press Me!</button><br>
  <div id="divOutput">Hi</div>
</body>
```



HTML5 CSS3 JavaScript

Hello World

index.html

```
<!DOCTYPE html>
<html>
<head>
  <meta charset=utf-8 />
  <meta name="viewport" content="width=device-width, initial-scale=1" />
  <title>Hello World HTML5 by Myday</title>
  <style>
    body {background-color:yellow;}
    h1 {color:green}
    p {color:red;}
    div {color:blue; font-size:18px;}
  </style>
  <script language="javascript">
    function sayHello()
    {
```



```
<style>
  body {background-color:yellow;}
  h1 {color:green}
  p {color:red;}
  div {color:blue; font-size:18px;}
</style>
```



<http://jsbin.com/oWOsUcl/1>

HTML5 CSS3 JavaScript

JS

```
<script language="javascript">
  function sayHello()
  {
    var strNameInput = document.getElementById('txtNameInput').value;
    var strOutput = "Hello, my friend, " + strNameInput;
    document.getElementById('divOutput').innerHTML = strOutput;
  }
</script>
```

```
<script language="javascript">
  function sayHello()
  {
    var strNameInput = document.getElementById('txtNameInput').value;
    var strOutput = "Hello, my friend, " + strNameInput;
    document.getElementById('divOutput').innerHTML = strOutput;
  }
</script>
</head>
<body>
  <h1>Hello, World!</h1>
  <p>What's your name?</p>
  <input id="txtNameInput" type="text"><br>
  <button type="button" id="btnClick1" onClick="sayHello()">Press Me!</button><br>
  <div id="divOutput">Hi</div>
</body>
</html>
```

iMyday

Press Me!

Hello, my friend, iMyday

Summary

- Mobile Apps
- HTML5
 - Hyper Text Markup Language (version 5)(2014)
 - Content and Structure
- CSS3
 - Cascading Style Sheets (version 3)
 - Presentation, Layout and User Interface
- JavaScript
 - Behavior and Business Logic



References

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