

jQuery Mobile

Course Summary

Description

jQuery Mobile training is a hands-on class introducing you to developing mobile applications using jQuery Mobile framework. In this class, you will learn how to develop client side user interface for smart phones and tablets.

Objectives

By the end of jQuery Mobile training, you should be able to develop relatively complex user interfaces for mobile devices all by yourself.

Topics

- The Background
- HTML5 basics
- The framework
- The page
- UI Components
- Buttons
- Lists
- Forms
- The framework and JavaScript
- Dynamic data with jQuery Mobile
- Extending the framework
- Managing data with HTML5
- Packaging for installation and stores

Audience

jQuery Mobile training is designed for UI designers and developers.

Prerequisites

Before taking this course, students should have:

- HTML 4 / XHTML knowledge
- JavaScript basic preferred
- jQuery basic preferred
- CSS basic preferred

Duration

Two days

jQuery Mobile Course Outline

- I. The Background**
 - A. The mobile space today
 - B. Advantages
 - C. Challenges
 - D. Native vs. web, is really a question?
 - E. What is JQM?
 - F. What is not jQM?
 - G. What is a webapp?
 - H. Why jQM?
 - I. Features
 - J. Compatibility
 - K. Requirements
- II. HTML5 basics**
 - A. HTML5 in a small nutshell
 - B. Why HTML5?
 - C. What do we need to know about HTML5 for jQM
 - D. Basic template
 - E. Testing HTML5 documents
 - F. Emulators, Simulators & more
 - G. Viewports on mobile browsers
 - H. Custom data-* attributes
- III. The framework**
 - A. Architecture
 - B. Self hosted vs. CDNs
 - C. CDNs available
 - D. Main template
 - E. Support on IDEs
 - F. Roles
 - G. Theming
- IV. The page**
 - A. Headers and footers basics
 - B. Mandatory items in a page
 - C. Working with HTML in the content
 - D. Navigation
 - E. Internal page navigation
 - F. External page navigation
 - G. Understanding AJAX on mobile browsers
 - H. Absolute external links
 - I. Mobile Special links
 - J. Transitions
 - K. Dialogs
 - L. Prefetching
- M. Integration with the Phone**
- V. UI Components**
 - A. Customizing toolbars
 - B. Positioning toolbars
 - C. Navigation Bars
 - D. Persistent footers and navigation
 - E. Collapsible content
 - F. Acoordions
 - G. Working with columns
- VI. Buttons**
 - A. Creating buttons
 - B. Inline buttons
 - C. Grouped buttons
 - D. Icons
 - E. Custom icons
- VII. Lists**
 - A. Creating lists
 - B. Full-page vs inset-lists
 - C. Visual separators
 - D. Nested lists
 - E. Interactive rows
 - F. Split button rows
 - G. Row icons
 - H. Thumbnails
 - I. Count bubbles
 - J. Aside content
 - K. Title and Description
 - L. Filtering data
- VIII. Forms**
 - A. AJAX vs. non-AJAX forms
 - B. Automatic form behaviour
 - C. Labeling
 - D. Field containers
 - E. Text fields
 - F. Slider
 - G. Slider switch
 - H. Select menus
 - I. UI Select menus
 - J. Radio Buttons
 - K. Checkboxes
 - L. File Upload
 - M. Validation using HTML5

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Course Outline (cont'd)

- IX. The framework and JavaScript**
 - A. Using jQuery inside jQuery Mobile
 - B. \$.mobile element
 - C. The mobileinit event
 - D. Configuring defaults
 - E. Touch events
 - F. Orientation events
 - G. Scroll events
 - H. Page events
 - I. Virtual mouse events
 - J. Managing navigation through JavaScript
 - K. Dynamic data with jQuery Mobile
 - L. HTML5 vs AJAX
 - M. Bringing JSON data to jQuery Mobile
 - N. Updating form controls
 - O. Updating lists
 - P. Implementing Infinite list pattern

- X. Extending the framework**
 - A. Using plugins
 - B. The top 5 plugins for jQuery Mobile
 - C. Creating our own plugin
 - D. Plugin architecture
 - E. Understanding CSS architecture
 - F. Define our own CSS patch
 - G. Changing CSS behavior

- XI. Managing data with HTML5**
 - A. Using Web Storage and WebSQL
 - B. Using geolocation

- XII. Packaging for installation and stores**
 - A. The offline manifest
 - B. Full-screen webapps for iOS
 - C. What is a hybrid
 - D. PhoneGap vs other alternatives
 - E. Packaging a sample application