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Autore	Wagner Richard <1966->
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Edizione	[1st edition]
Descrizione fisica	1 online resource (436 p.)
Collana	Wrox beginning guides
Disciplina	005.26
Soggetti	Application software - Development iPhone (Smartphone) - Programming iPad (Computer) - Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Beginning: iOS Application Development with HTML and JavaScript®; Contents; Introduction; Part I: Getting Started; Chapter 1: Introducing iOS Development Using Web Technologies; Discovering the Safari on iOS Platform; Key Safari Features for Web Developers; Four Ways to Develop Web Apps for iOS; The Finger Is Not a Mouse; Limitations and Constraints; Setting Up Your Development Environment on a Local Network; Chapter 2: Working with Core Technologies; Exploring HTML 5 Media Elements; Scripting JavaScript; Syntax and Basic Rules; Variables; Operators; Reserved Words Basic Conditional ExpressionsLoops; Comments; Functions; Data Types; Chapter 3: The Document Object Model; What Is the DOM?; DOM as a Tree; Accessing the DOM from JavaScript; Accessing a Specific Element; Accessing a Set of Elements; Accessing Family Members; Retrieving Attributes; Manipulating the DOM; Creating an Element and Other Nodes; Adding a Node to the DOM; Creating Other Elements; Setting a Value to an Attribute; Moving a Node; Cloning a Node; Removing a Node from the DOM; Removing an Attribute; Chapter 4: Writing Your

First Hello World Application; Setting Up
Creating Your Index Page
Creating the Main Screen; Adding Detail Pages; Chapter 5: Enabling and Optimizing Web Sites for the iPhone and iPad; Tier 1: iOS Compatibility; Tier 2: Navigation-Friendly Websites; Working with the Viewport; Turning Your Page into Blocks; Defining Multiple Columns (Future Use); Tier 3: Custom Styling; Media Queries; Text Size Adjustment; Case Study: Enabling an Existing Web Site; Tier 4: Parallel Sites; Part II: Application Design; Chapter 6: Designing the iPhone UI; Evolving UI Design; The iPhone Viewport; Exploring iOS Design Patterns; Categorizing Apps
Navigation List-based UI Design
Application Modes; Exploring Screen Layout; Title Bar; Edge-to-Edge Navigation Lists; Rounded Rectangle Design
Destination Pages; Designing for Touch; Working with Fonts; Best Practices in iOS UI Design; Adding Finishing Touches; Chapter 7: Designing for iPad; Special iPad Considerations; Design Essentials; Dealing with Scrolling; Split View Design Pattern; Designing a UI for iPad; Chapter 8: Styling with CSS; CSS Selectors Supported in Safari; Text Styles; Controlling Text Sizing with -webkit-text-size-adjust; Handling Overflowed Text with text-overflow
Creating Subtle Shadows with text-shadow
Styling Block Elements; Image-Based Borders with -webkit-border-image; Rounded Corners with -webkit-border-radius; Gradient Push Buttons with -webkit-appearance; Multiple Background Images; Setting Transparencies; Creating CSS-based iOS Buttons; Identifying Incompatibilities; Part III: Application Development; Chapter 9: Programming the Interface; Top Level of Application; Examining Top-Level Styles; Adding the Top Toolbar; Adding a Top-Level Navigation Menu; Displaying a Panel with an Internal URL; Creating a Secondary Navigation List
Designing for Long Navigation Lists

Sommario/riassunto

This book covers the various aspects of developing web-based applications for iOS. Over the past four years, the iPhone and iPad have been amazingly successful. Because of this success, application developers are entering a world of sophisticated, multifunctional mobile applications. Now mobile web-based applications can bring together web apps, native apps, multimedia video and audio, and the mobile device itself. By using this book you will learn how to create a mobile application from beginning to end, utilizing open source frameworks to speed up development times, emulate the look and f
