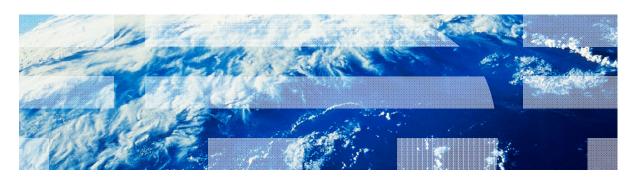


IBM Worklight V5.0.5 Getting Started

Module 13 - Working with UI Frameworks





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Agenda

- Working with UI frameworks
- Using jQuery in a Worklight application
- Working with jQuery Mobile
- Working with Sencha Touch
- Working with Dojo Mobile



Working with UI frameworks

- Designing and implementing the UI of your application is a vital part of the development process
- Writing your own CSS style for each component from scratch allows you a very high level of customization, but requires a large amount of resources
- Sometimes it is better to use the existing JavaScript UI frameworks
- This module describes the development of Worklight® applications using three JavaScript UI frameworks:
 - jQuery Mobile
 - Sencha Touch
 - Dojo Mobile



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Adding jQuery to the Worklight application

- jQuery is a fast and concise JavaScript framework that simplifies HTML document traversing, event handling, animating, and Ajax interactions for rapid web development.
- Worklight client side framework uses jQuery library for internal functionality. By default, the \$ char is assigned to the internal jQuery in the application main JavaScript file.

```
// Worklight comes with the jQuery framework bundled inside.
window.$ = window.jQuery = WLJQ;
```

- If your application does not require jQuery, or if you want to use a different version of jQuery, you can remove or comment this line out.
- For more information about jQuery, see http://jquery.com/



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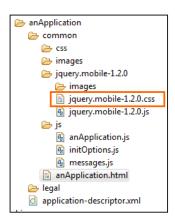
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- jQuery Mobile is a touch-optimized web framework for smartphones and tablets
- jQuery Mobile requires jQuery to run
- You can download the required components at http://jquerymobile.com/download/ or use the sample project found at the end of this module as a reference
- The required jQuery Mobile components are located in the .js and .css files. Additional style images can optionally be added.



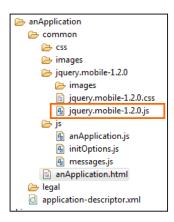
Add the jQuery Mobile components to your application and reference them in the main HTML file in the following order:



```
<html>
    <head>
        <meta charset="utf-8" />
        <meta name="viewport" content="width=device-width, initial-scale=1.0, maximum-</pre>
        <title>anApplication</title>
        <link rel="shortcut icon" href="images/favicon.png" />
       k rel="annle-touch-icon" href="images/annle-touch-icon nng" />
       <link rel="stylesheet" href="jquery.mobile-1.2.0/jquery.mobile-1.2.0.css" />
   <body id="content" style="display: none">
        <!-- application UI goes here -->
        <script src="js/initOptions.js"></script>
        <script src="is/anApplication.is"></script>
        <script src="js/messages.js"></script>
        <script src="jauerv.mobile-1.2.0/jauerv.mobile-1.2.0.is"></script>
   </body>
</html>
```



Add the jQuery Mobile components to your application and reference them in the main HTML file in the following order:



```
<html>
   <head>
       <meta charset="utf-8" />
       <meta name="viewport" content="width=device-width, initial-scale=1.0, maximum-</pre>
        <title>anApplication</title>
        <link rel="shortcut icon" href="images/favicon.png" />
       k rel="apple-touch-icon" href="images/apple-touch-icon.png" />
       rel="stylesheet" href="jquery.mobile-1.2.0/jquery.mobile-1.2.0.css" />
   </head>
   <body id="content" style="display: none">
       <!-- application UI goes here -->
        <script src="js/initOptions.js"></script>
        <script src="is/anApplication.is"></script>
        Ascrint src="is/messages is">\//scrint>
       <script src="jauerv.mobile-1.2.0/jauerv.mobile-1.2.0.js"></script>
   </body>
</html>
```

Add jQuery Mobile JS file before closing the <body> element



The basic structure of a screen in a jQuery Mobile application is as follows:

- Header and footer elements are optional
- The page is rendered by a jQuery Mobile at runtime
- All the required styles are automatically applied
- You can create your own styles and themes using the ThemeRoller tool at http://jquerymobile.com/themeroller/

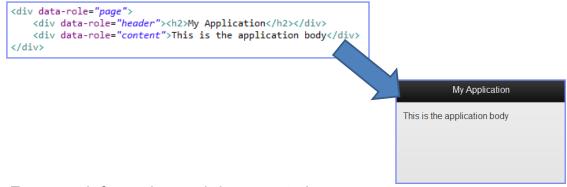


WYSIWYG editor is provided for jQuery Mobile widgets for developer convenience





 By using jQuery Mobile, you can create mobile application screens in a few lines of code



 For more information and documentation, see http://jquerymobile.com/demos



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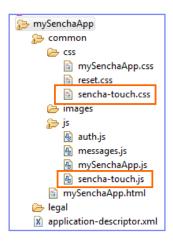
Working with Sencha Touch

- Sencha Touch allows developers to build mobile web apps that look and feel native on iPhone, Android and BlackBerry touch devices
- Sencha Touch is developed and maintained by Sencha Inc.
- To download the Sencha Touch package, visit http://www.sencha.com/products/touch/
- Although the Sencha Touch package consists of many files, you need only two of them to begin development: sencha-touch.js and sencha-touch.css
- Use the sample project found at the end of this module as a reference



Working with Sencha Touch

 Add the Sencha Touch components to your application and add the references to the <head> section of the main HTML



```
<script src="js/sencha-touch.js" type="text/javascript"></script>
<link href="css/sencha-touch.css" rel="stylesheet" type="text/css" />
```



Working with Sencha Touch

When working with the Sencha Touch framework, you build your application UI using JavaScript

 Visit Sencha Touch resources and learning center at http://www.sencha.com/learn/touch/



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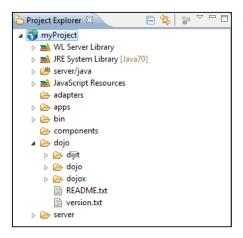
Working with Dojo Mobile

- You can use Dojo Mobile to rapidly develop mobile web applications on iPhone, iPod Touch, iPad, Android, and BlackBerry touch devices, with the appearance of the native device.
- Dojo Mobile is part of the Dojo Toolkit, which is developed and maintained by the Dojo Foundation.
 - For more information about the Dojo Toolkit, go to the Dojo Toolkit website at http://dojotoolkit.org/documentation/.
- Worklight Studio includes a Dojo Toolkit package and tools that you can use to develop your mobile web applications.
- Use the sample project found at the end of this module as a reference.



Place the Dojo Toolkit package into your project

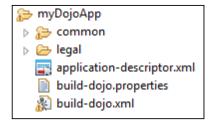
 Add the Dojo Toolkit to your application to place the Dojo Toolkit package into your project. This package contains compressed layers.





Deployment configuration with Ant

- Add the Dojo Toolkit to your application to create an Ant build file in your application directory. IBM Worklight Studio automatically uses the build-dojo.xml file to specify which parts of the Dojo Toolkit package, such as compressed layers and resources, must be deployed with your application.
- Note: The build-dojo.xml file stores the configuration that must be deployed to run a basic Dojo Mobile application. You can modify this build file to add other layers to deploy with your application.





Create custom layers

- To create custom layers, you can replace the provided Dojo Toolkit package in your project with a Dojo Toolkit SDK.
- To obtain a Dojo Toolkit SDK, go to the Dojo Toolkit website at http://dojotoolkit.org/download/ and download the version that you want to use.
- Update the build-dojo.properties file to indicate where to pick up the Dojo Toolkit files from.
 - Update the dojo.workspaceRoot property value to pick up the files from another directory in your project, or from another project in your workspace.

```
dojo.workspaceRoot=/myProject/dojo
```

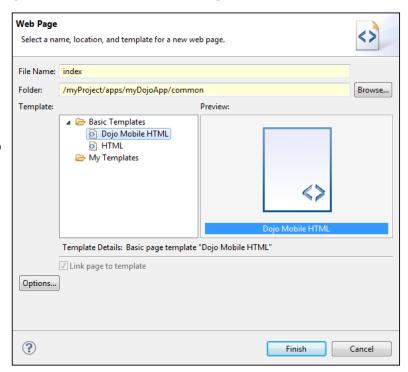
 Use the dojo.root property instead if the directory is not in your workspace.

```
dojo.root=C\:/dojo
```



Using a predefined Dojo Mobile HTML template

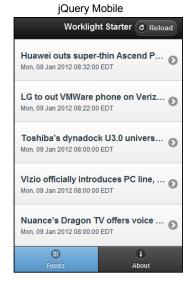
- You can create mobile web pages with a predefined Dojo Mobile HTML template.
- Using this template prepares the web page to use Dojo Mobile.

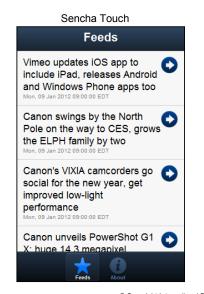


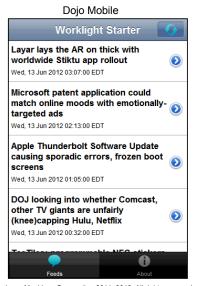


Samples

 Download jQuery Mobile, Sencha Touch, and Dojo Mobile versions of Worklight Starter from the Getting Started page of the IBM Worklight documentation website at http://www.ibm.com/mobile-docs









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