

# IBM Worklight Foundation V6.2.0 Getting Started

#### **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 Dojo Mobile
- Working with Sencha Touch



### Working with UI frameworks

- Designing and implementing the UI of your application is an important part of the development process.
- Writing your own CSS style for each component from scratch gives you a 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 by using three JavaScript UI frameworks:
  - jQuery Mobile
  - Dojo Mobile
  - Sencha Touch



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# Using jQuery in a Worklight application

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

```
<script>window.$ = window.jQuery = WLJQ;</script>
```

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



# Agenda

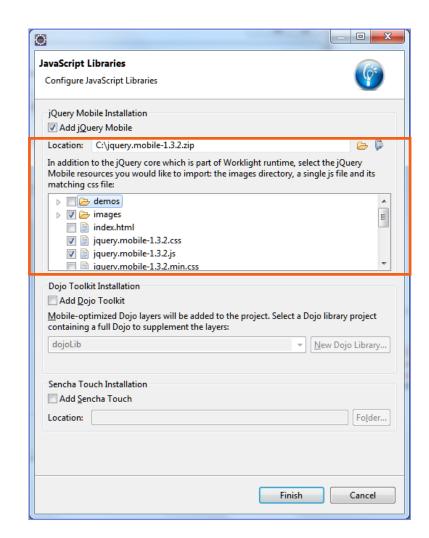
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- jQuery Mobile is a touch-optimized web framework for smartphones and tablets.
- jQuery Mobile requires jQuery to run.
- You can download the required components at <a href="http://jquerymobile.com/download/">http://jquerymobile.com/download/</a>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



- When you create a new application, click Configure JavaScript Libraries. The JavaScript Libraries wizard opens.
- Use either the compressed jQuery Mobile .zip file or extract it.
- Select the files that you need to include in your project. You must include at minimum the images folder and the jquery-mobile-\*.css and jquery-mobile-\*.js files.
- When you create the application, a jqueryMobile folder is added that contains these files.
- The main HTML file of the application is created with references to the .css and .js files.





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

- The header and footer elements are optional
- The page is rendered by a jQuery Mobile at run time
- All the required styles are automatically applied
- You can create your own styles and themes by using the ThemeRoller tool at <a href="http://jquerymobile.com/themeroller/">http://jquerymobile.com/themeroller/</a>



 A WYSIWYG editor is provided for jQuery Mobile widgets for developer convenience.





My Application

### Working with jQuery Mobile

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

For more information, see <a href="http://jquerymobile.com/demos">http://jquerymobile.com/demos</a>.



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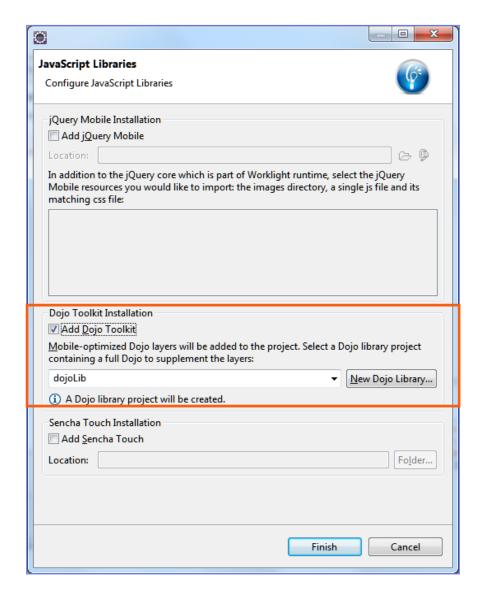
### Working with Dojo Mobile

- 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, see the Dojo Toolkit website at <a href="http://dojotoolkit.org/documentation/">http://dojotoolkit.org/documentation/</a>.
- Worklight Studio includes a Dojo Toolkit package and tools that you can use to develop your mobile web applications.
- Use the sample project that you can find at the end of this module as a reference.



#### Working with Dojo Mobile

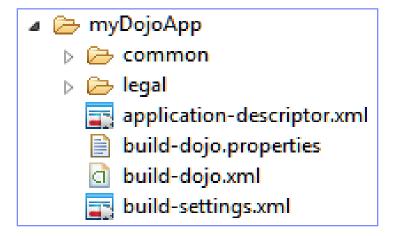
- When you create a new application, click Configure JavaScript Libraries. The JavaScript Libraries wizard opens.
- Select the Add Dojo Toolkit check box.
- Your project is initialized with mobile-optimized layers and resources.
- A new Dojo Library project is created that has a full Dojo Toolkit to supplement the mobile layers.





### Deployment configuration with Ant

- 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.
- By default, all of the resources from the www folder are deployed.
- 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.





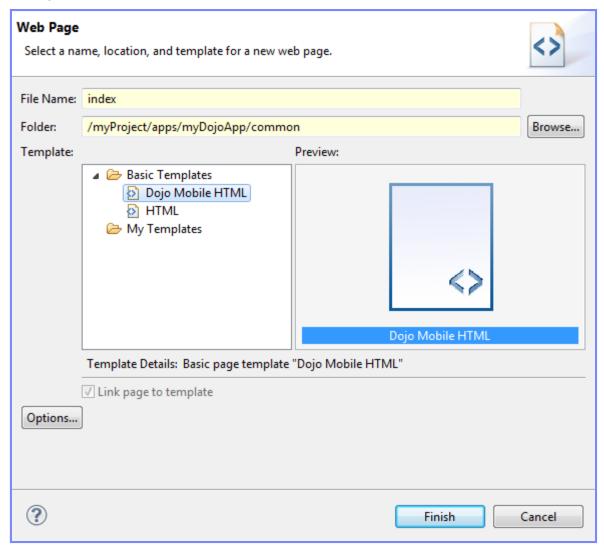
# Create custom layers

- To create custom layers, you can use the full Dojo Toolkit that is part of the Dojo Library project.
- 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

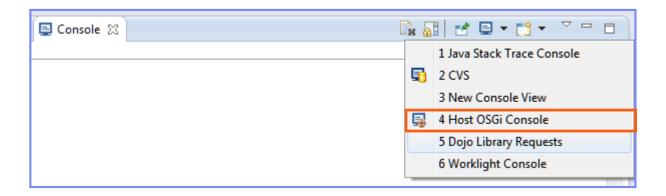
- You can create mobile web pages with a predefined Dojo Mobile HTML template.
- Using this template prepares the web page to use Dojo Mobile.





#### Using Dojo Library resources

- The Dojo Library provides resources that supplement mobile development.
- The Dojo Library Requests console logs which resources were used that are not deployed in your application.





### Deploying to a device

- When the development is done, you must have the used resources in your application (either copied loosely or as layers) to run properly.
- To configure the application to use local resources only, toggle the Provide Library Resources action in the console and redeploy.





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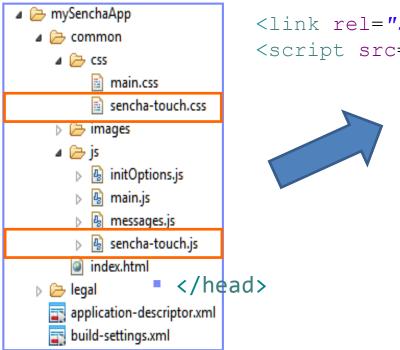


### Working with Sencha Touch

- With Sencha Touch, developers can build mobile web apps on iPhone, Android, and BlackBerry touch devices, with the appearance of the native device.
- Sencha Touch is developed and maintained by Sencha Inc.
- To download the Sencha Touch package, go to <a href="http://www.sencha.com/products/touch/">http://www.sencha.com/products/touch/</a>.
- 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 that you can find at the end of this module as a reference.



#### Working with Sencha Touch



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



Sencha Touch App

### Working with Sencha Touch

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

 For more information about Sencha Touch resources and learning center, see <a href="http://www.sencha.com/learn/touch/">http://www.sencha.com/learn/touch/</a>.



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