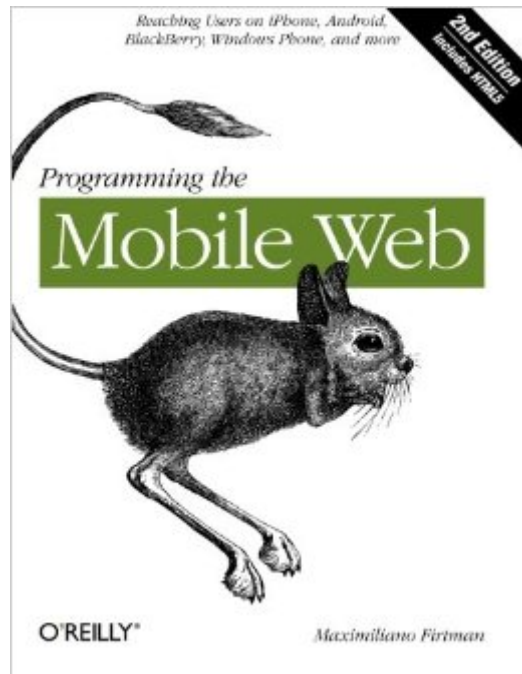


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# Programming The Mobile Web



## Synopsis

With the second edition of this popular book, you'll learn how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi-touch screens, offline storage, and other features in today's smartphones, tablets, and feature phones. The market for mobile apps continues to evolve at a breakneck pace, and this book is the most complete reference available for the mobile web. Author and mobile development expert Maximiliano Firtman shows you how to develop a standard app core that you can extend to work with specific devices. This updated edition covers many recent advances in mobile development, including responsive web design techniques, offline storage, mobile design patterns, and new mobile browsers, platforms, and hardware APIs. Learn the particulars and pitfalls of building mobile websites and apps with HTML5, CSS, JavaScript and responsive techniques. Create effective user interfaces for touch devices and different resolution displays. Understand variations among iOS, Android, Windows Phone, BlackBerry, Firefox OS, and other mobile platforms. Bypass the browser to create native web apps, ebooks, and PhoneGap applications. Build apps for browsers and online retailers such as the App Store, Google Play Store, Windows Store, and App World.

## Book Information

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## Customer Reviews

This was a fairly easy-to-read book. I wanted an overview of mobile web development and I got it. A lot of history but thin on details. I also simultaneously picked up the same author's jquery mobile book and realized some copy-and-pasting going on. I really wanted to focus on the big two- apple and

google aka iOS and android but also go a whole lot of phone history which I did not need. Again, a good overview. Now I am looking for more meat.

I believe this is an essential book by one of the experts in the field. I read it cover to cover (more or less, skimming certain parts), but more than that I will go back to it as a reference resource. My only "complaint" (why I did not give it full 5 stars) is the thoroughness of coverage of topics is somewhat inconsistent. It seems as if some topics got a lot of coverage based on availability of detailed information (because the sponsoring company or organization provides thorough documentation, probably), and not necessarily the importance.

I found this book easy to read, and very exciting to jump to the next section and read more, I am using this book with Head First for my mobile web development at college of San Mateo. I have the second edition and it is updated which saves you time to go and read extra articles..

Should be called "the dictionary of mobile web" The book is huge and consists mostly of definitions. While it contains a huge amount of information, I find it hard to imagine a use case for this. You want to know what viewport is? Explained in the book (in the most complex and dry way i have ever encountered) on several pages. Some lines of code, but not one real world example with a tiny demo web page. Because of the price I really tried to give it a try, but in the end find myself working with google most of the time. Copy paste example code is what works best for me . . .

If you're looking to learn how to build HTML5 and CSS3-based apps that access the technology in today's smartphones, tablets, and feature phones, this is the essential reference. As demand for mobile apps continues to soar, more developers are utilising geolocation, multi-touch and offline storage - but is it always available? Can you work around not having it? This isn't a book on how to program in HTML5 and JavaScript, nor is it a CSS3 reference manual or a guide to making games on Google Play Store - however there's sections of the book that would appeal to anyone needing to perform these tasks. Disclaimer: I reviewed as part of O'Reilly Blogger Review Program.

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