Ajax on Mobile Devices

making mobile web applications ubiquitous

Experiences and Observations Rocco Georgi, PavingWays





Background

- small team, cooperations
- mostly research
- extensive testing (not just Ajax)
- small prototype apps
- new stuff to come
- approach: What can be done right now?



This will be about...

- 1. Context: Ajax on mobile and other devices
- 2. Best Practices: Problems and some solutions
- 3. Widgets: The mobile web could really take off

Why should you be interested? Why are there so few mobile Ajax apps? How does it make the mobile web ubiquitous?

1. Context:

Ajax on mobile and other devices



What is Mobile Ajax ... not ?

- new
- able to live on its own (toolset)
- making mobile web development easier
- an alternative to Java or Flash

What is Mobile Ajax?

- essentially not different from desktop Ajax
- browser technology
- XMLHttpRequest object / ActiveX
- get data -> callback -> show response
- one in a toolset, communication component

- on mobile devices = on constrained browsers
- a potential alternative to Java or Flash

Which devices can run Ajax?

real question should be "Which browsers...?"

- Opera Mobile (not Mini)
- IE Mobile (Windows Mobile 2003, 5.0)
- Nokia S60 3rd (WebKit)
- Netfront (>= 3.4)
- Minimo (Mozilla)
- coming soon
 - Safari Mobile (iPhone)
 - OpenWave (>= Mercury)

Phones are not the only devices

- ...with browsers
- other (non)mobile devices
 - NDS, Wii, PSP, PS3, Archos, Tranzas etc.









Why is it important?

- mobile web grows
- many devices, capable, widget engines
- data plans get cheaper
- bandwidth grows, WiFi
- services that people want become possible

Which problems does it solve?

- mobile web experience is bad
 - application-like feeling, better response times
- bandwidth is small / traffic expensive
 - load data, not pages
- typing is hard
 - predictive input suggestions
- same as on desktop, but more valuable
- makes people use mobile web -> ubiquitous

More in Mobile Ajax FAQ

- Mobile Ajax FAQ by
 - Ajit Jaokar (Futuretext)
 - Bryan Rieger (Yiibu)
 - Rocco Georgi (PavingWays)
- out soon

2. Best Practices:

Problems and some solutions



Main obstacles currently

- browser support
- hardware constraints
- JavaScript/Ajax libraries focus desktop



Problem: browser support

- continuum from crap to awesome
- JavaScript "light", CSS support

- bulletproof, simple, clean, correct markup
- "Hijax" / progressive enhancement
- "graceful degradation" / robustness
- "unobtrusive JavaScript" / layout vs. behavior
- find your lowest common denominator (target)

Problem: hardware constraints

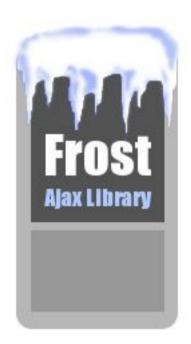
- CPU, battery, HTTP latency
- "looping" scripts , XML/DOM operations

- JS "on demand"
- AHAH / AXAH and innerHTML
 - Asynchronous HTML abd HTTP / XHTML
- trade-off: comfort vs. battery life (IM apps)

Problem: JavaScript libraries

- functional and size overhead
- different focus / too demanding

- introducing "Frost" Ajax library
- focus on browsers on slide 6
- minimalist approach
- debugging support
- it can't do a lot, but it can help



3. Widgets:

How the mobile web could really take off



Widgets

- as in desktop widgets
- focussed application
- web standards and Ajax
- packaged and stored locally
- access to device functions
- NOW WIDGETS GO MOBILE
- Imagine the possibilities!

Many Announcements

- Opera Mobile 9
- S60 3rd. Feature Pack 2
- iPhone
- NetFront browser
- OpenWave MIDAS

Looks familiar?

Ajax and Widgets

- Ajax is an enabling technology
- well known technology / toolset
- mobile applications from everybody
- mobile web could really take off

Bottom Line / Outlook...

- Ajax can help to improve mobile web apps and make the mobile web ubiquitous.
- Widgets will become one of the main mobile application development technologies together with Java and Flash.
- It's about time to get into it, the web goes mobile, so should you! You already know how.

Thank you for your interest!

Q&A

Contact data:

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 - Mobile Ajax FAQ (soon)
 - Frost library (soon)