Mobile 2 Graphics
Agenda: Implementing Mobile

• Geolocation
• Orientation
• Canvas
• Caching applications
Geolocation and Orientation

• Review
  – Geolocation example code
    http://www.andrew.cmu.edu/course/67-328/examples/mobile/geolocation.html
  – Orientation example code
    http://www.andrew.cmu.edu/course/67-328/examples/mobile/orientation.html
Mobile Graphics

• SVG – Scalable Vector Graphics
  – similar to Illustrator

• Canvas – Bitmapped graphics
  – similar to Photoshop

• Good discussion of when to use which:
Canvas

• Review the code
• How to:
  – Change the background color to blue
  – Change the line color to magenta
  – Have parallel lines drawn with every line 15px to the right and down

• *JavaScript: The Definitive Guide* has an extensive reference to the canvas API
Examples / Text

• The canvas example is adapted from Richard Roger's *Beginning Mobile Application Development in the Cloud*

• I'll provide chapter excerpts that discuss these examples
  – (before my edits)

• I recommend you read them.

• He does a good job of explaining code.
Work for Monday

• Mobile Canvas Homework