Cross-platform Mobile
Pete Hodgson
@ph1
Portable Body
Developing Software for Multiple Mobile Devices

Martin Fowler
19 June 2012
mobile app
UI the rest
portable body
http://calatrava.github.io/
- controllers
- domain objs.
- services
update UI

respond to user input

UI

kernel
show me
Dude, where's my BART?

Nearest station:

San Francisco Int’l Airport

Choose a station

12th St. Oakland City Center
16th St. Mission
19th St. Oakland
24th St. Mission
Ashby
Balboa Park
Bay Fair
Castro Valley
Civic Center/UN Plaza

24th St. Mission

Pittsburg/Bay Point  11 min
Daly City     16 min
Dublin/Pleasanton    18 min
Millbrae                20 min
Pittsburg/Bay Point  31 min
Daly City     35 min
Dublin/Pleasanton    38 min
Millbrae                40 min
Pittsburg/Bay Point  51 min
Bay Fair                 55 min
updating the UI
updating the UI
updating the UI
updating the UI
updating the UI

someView.render(aViewMessage)
updating the UI

someView.render(aViewMessage)
updating the UI

someView.render( aViewMessage )
reading
the UI
reading the UI
reading the UI

```javascript
someView.get( 'field_id', callbackFn )
```
someView.get(‘field_id’, callbackFn)
responding to events
responding to events
responding to events
responding to **events**

```javascript
someView.bind('event_id', callbackFn)
```
calatrava is HTML first
HTML first
HTML first
HTML first
Testing

Acceptance Tests
Testing

Acceptance Tests

app logic
where’s your logic?
shared mobile services
thanks!
thanks!

@ph1

for slides
www.thoughtworks.com/roadar