

HYBRID APP DEV

SENSORS, DEVICE INFO, STORAGE

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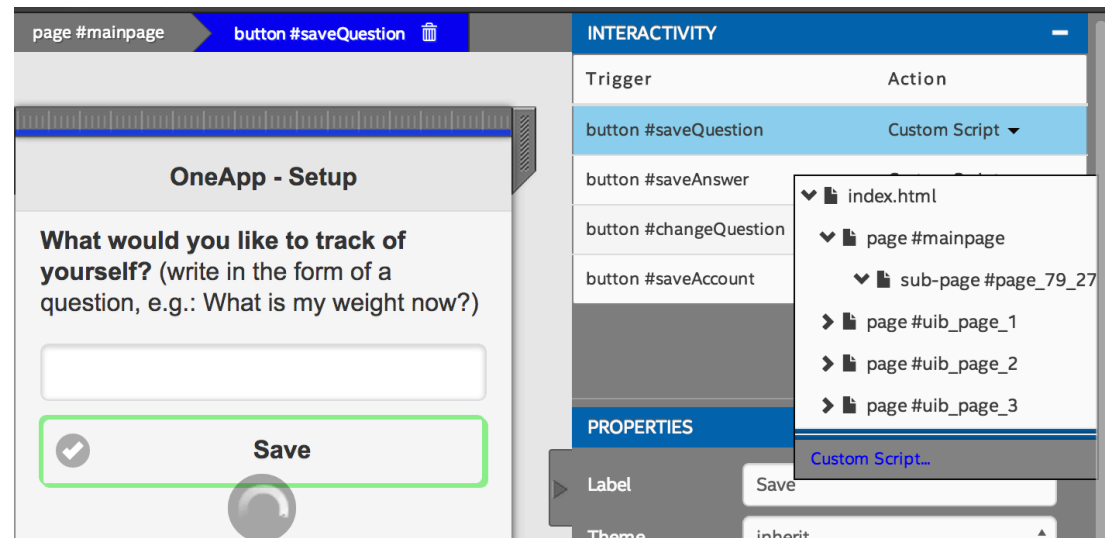
CREATIVE APPS, MAR2016

PREVIOUS WEEK

- UI / interaction guidelines
- Raise awareness about mobile development technologies
- Workflow of Cordova / jQM

Workflow example (more ways possible)

- Choose a UI element
- Click on the right under *Action*: “Custom script”
- New Javascript file will be created where you can code the button’s behaviour



E.g. get the Device's ID

- Apart from the two highlighted lines rest of the code is created from the IDE
- *console.log* is used for debugging purposes only

```
1  /*jshint browser:true */
2  /*global $ */(function()
3  ▼ {
4    "use strict";
5  ▼ /*
6    hook up event handlers
7    */
8    function register_event_handlers()
9  ▼ {
10
11
12    /* button .uib_w_3 */
13    $(document).on("click", ".uib_w_3", function(evt)
14  ▼ {
15      /* your code goes here */
16      console.log(device.uuid);
17      document.getElementById('displayStuff').innerHTML =device.uuid;
18    });
19
20  }
21  document.addEventListener("app.Ready", register_event_handlers, false);
22  })();
23
```

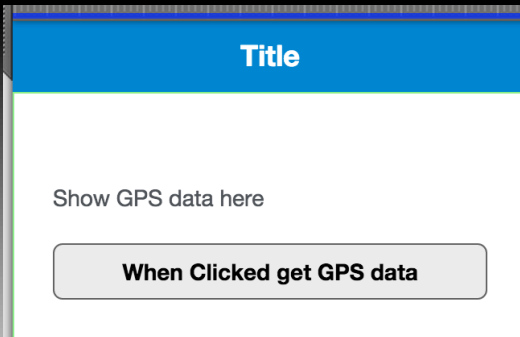
To store data on the device itself

- `localStorage.setItem("key", "value");`
 - E.g. `localStorage.setItem("lastName", "Khan");`
- `localStorage.getItem("key");`
 - E.g. `localStorage.getItem("lastName");`
- More info:
http://www.w3schools.com/html/html5_webstorage.asp

Where to find info about sensors?

- <http://cordova.apache.org/docs/en/latest/cordova/plugins/pluginapis.html>
- E.g. for GPS:
<https://www.npmjs.com/package/cordova-plugin-geolocation>
 - Use example code:
<https://www.npmjs.com/package/cordova-plugin-geolocation#example>
 - Alter example code accordingly (e.g. function names)
- E.g. for Device data:
<https://www.npmjs.com/package/cordova-plugin-device>

E.g.



```
/* button #btn1 */
$(document).on("click", "#btn1", function(evt)
{
    /* your code goes here */
    navigator.geolocation.getCurrentPosition(onSuccessGPS, onErrorGPS);
});

var onSuccessGPS = function(position) {
    //get data from GPS and place them on gpsData variable
    var gpsData = 'Latitude: '      + position.coords.latitude      + '\n' +
                  'Longitude: '     + position.coords.longitude     + '\n' +
                  'Altitude: '      + position.coords.altitude      + '\n' +
                  'Accuracy: '      + position.coords.accuracy      + '\n' +
                  'Altitude Accuracy: ' + position.coords.altitudeAccuracy + '\n' +
                  'Heading: '       + position.coords.heading       + '\n' +
                  'Speed: '         + position.coords.speed         + '\n' +
                  'Timestamp: '     + position.timestamp            + '\n';

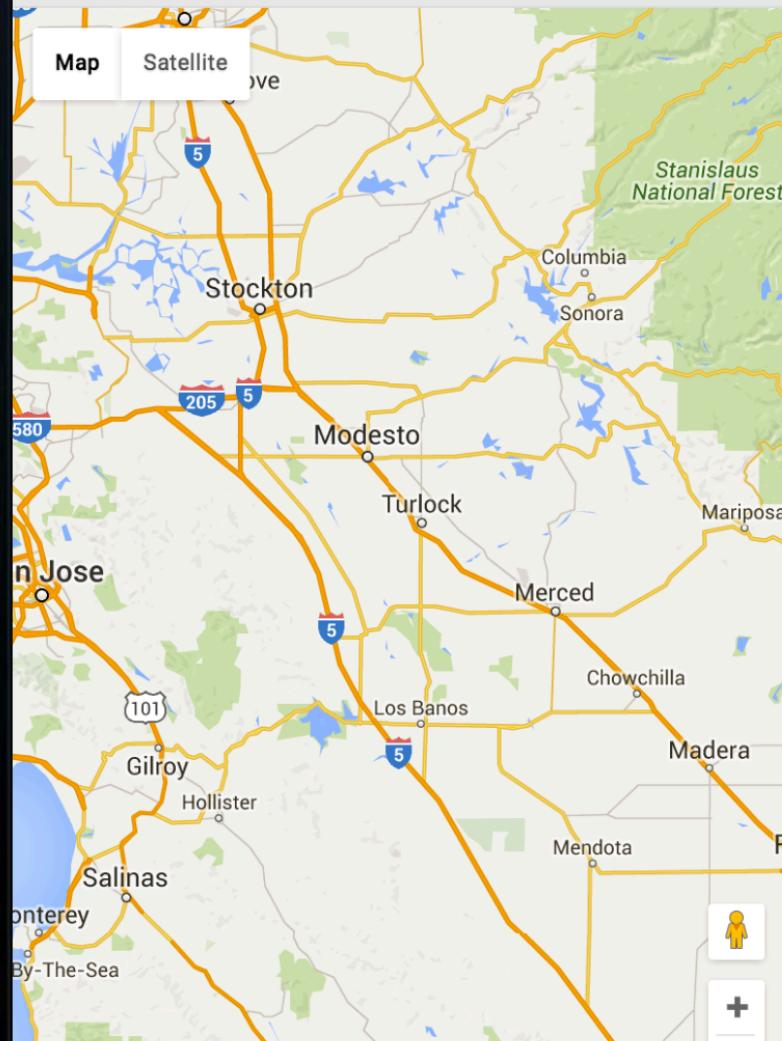
    //show contents of gpsData variable in textbox with id: showGPSdata -textbox is in html file
    document.getElementById('showGPSdata').innerHTML =gpsData;
};

// onError Callback receives a PositionError object
//
function onErrorGPS(error) {
    console.log('code: '      + error.code      + '\n' +
                'message: ' + error.message + '\n');
}
```

Google Maps

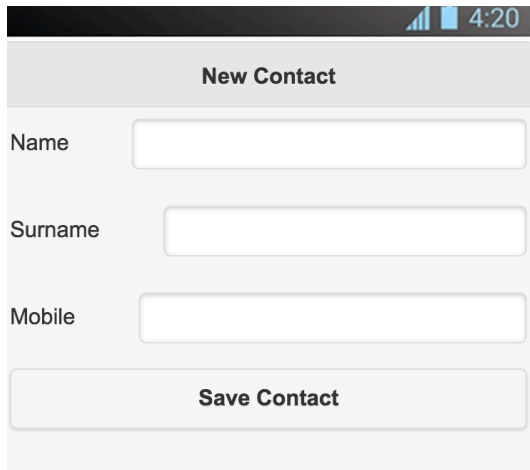
- Hello World:
 - <https://developers.google.com/maps/documentation/javascript/tutorial>
- Overlays:
 - <https://developers.google.com/maps/documentation/javascript/overlays>
 - Info Windows:
 - <https://developers.google.com/maps/documentation/javascript/overlays#InfoWindows>
- Code example:
<http://vjkhan.com/lectures/ca/160303-maps.zip>
- Video: <http://youtu.be/k0cl9oLq- I>

My first map



Contacts –need device

- <https://www.npmjs.com/package/cordova-plugin-contacts>



The screenshot shows a mobile application interface with a status bar at the top displaying signal strength, battery, and the time 4:20. The app has a title bar labeled "New Contact". Below the title bar, there are three input fields labeled "Name", "Surname", and "Mobile". At the bottom of the form is a button labeled "Save Contact".

```
/* button #rec */
$(document).on("click", "#rec", function(evt)
{
    /* your code goes here */
    var contact = navigator.contacts.create();

    var name = new ContactName();
    name.givenName = $('#firstname').val();
    name.familyName = $('#surname').val();
    contact.name = name;

    var phoneNumbers = [];
    var inputMobile = $('#mobile').val();
    phoneNumbers[0] = new ContactField('mobile', inputMobile, true);
    contact.phoneNumbers = phoneNumbers;

    contact.save(onSuccess, onError);
});

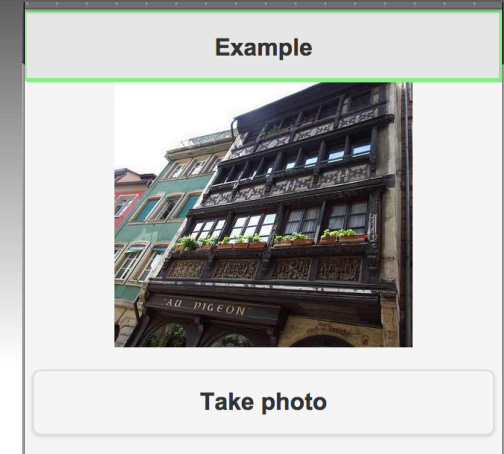
function onSuccess(contact) {
    alert("Save Success");
};

function onError(contactError) {
    alert("Error = " + contactError.code);
};
```

Camera

- <https://www.npmjs.com/package/cordova-plugin-camera>
- Example:
 - UI: header, img, button
 - Interaction: when button (*id*="btn") is clicked camera can be used to take photo, photo is then displayed on img (*id*="showPhoto")
- Example will only work with device
 - Use "Test" tab: "Push to Testing Sever" in combination with the "App Preview" app on your phone

Camera - example



```
12      /* button #btn */
13      $(document).on("click", "#btn", function(evt)
14  ▼    {
15          /* your code goes here */
16          navigator.camera.getPicture(cameraSuccess, cameraError, {quality: 50, destinationType:
Camera.DestinationType.DATA_URL});
17      });
18
19  ▼    function cameraSuccess(imageData) {
20        var image = document.getElementById('showPhoto');
21        image.src = "data:image/jpeg;base64," + imageData;
22      }
23
24  ▼    function cameraError(message) {
25        console.log('Failed because: ' + message);
26      }
```

Mic (Audio)

- <https://www.npmjs.com/package/cordova-plugin-media>

Bluetooth (supported by 3rd parties)

- <https://cordova.apache.org/plugins/?q=bluetooth>

Assignment

- Please keep on using FeedbackCamp on Peter's account (Javed will be checking that)
- Assignment for this week needs to have UI + sensor data that are used
- Assignment needs to go beyond examples e.g. have more than one button with location labels and when one of them is clicked the right map appears

SUMMARY

- Sensors in Hybrid App MobDev

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