



APPS FOR FIREFOX OS

What are they, and how can I build one?



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The Web is the Platform

- * Apps on FirefoxOS are built exclusively using web technologies
- * The very same stack used to build (modern) web pages:

- * HTML(5)

- * CSS3

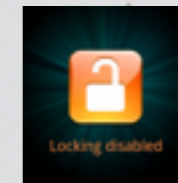
- * JavaScript

- * An app is simply a collection of web pages designed to look and feel like one





Why the Web?



- * A single code-base for all platforms
- * Based on Open Standards
- * Participatory in nature, can get started very quickly & easily
- * No lock-in



Apps are not websites

- * A common mistake is to repurpose an existing website into an app without any modification
- * Mobile devices operate in a unique environment that must be taken into account while designing an app
- * What are some common pitfalls?
 - * 3 big gotchas: Layout, Offline, Transitions

Layout

- * Mobile screens are not only smaller than desktops, but are also subject to orientation changes by users
- * Readability is **very** important
- * Luckily, CSS3 has everything you need to serve different layouts based on screen size!
- * Advanced templates like **bootstrap** will even gracefully switch between different layouts (*responsive design*)

Offline



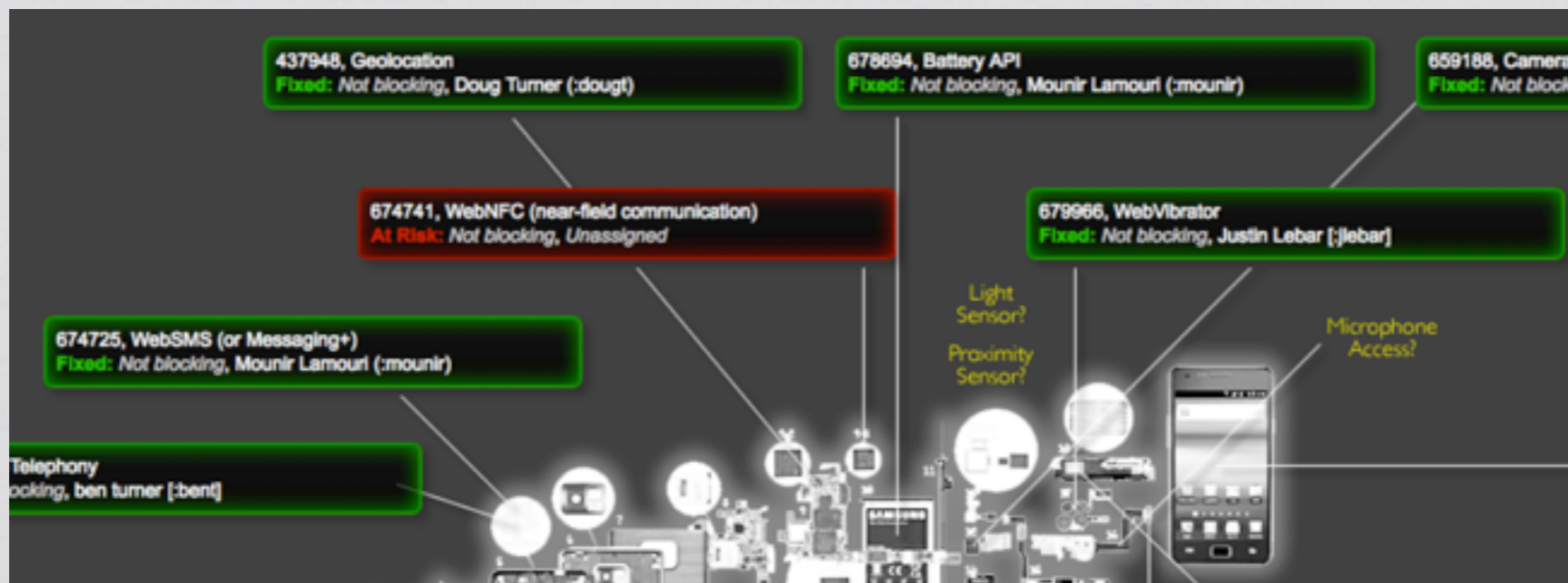
- * Unfortunately, you don't get this for free
- * Special considerations must be made while developing the app
- * An arsenal of tools at your disposal to help you ranging from **localStorage** to **AppCache**
- * Always check for errors!
XHRs are most susceptible

Launch & Transitions

- * The white page interstitial is acceptable when browsing the web, but not when using an App
- * Special care should be taken to have a very smooth launch experience by using a very small, quick to load page
- * Subsequent page loads should be handled with CSS3 transforms to move in preloaded content to avoid the white screen effect
- * Fortunately, this is not hard to do in many JS frameworks

WebAPIs

- * Every piece of hardware in a phone running FirefoxOS is accessible to JavaScript!



- * Geolocation, Camera, Accelerometer, Compass, TCP Sockets, SMS, Phone, Vibration... what do **you** need as a developer?

Enough Talk, Show me the Code!

- * You can get started very quickly in just two steps:
 - * Create an app template in Mortar
 - * Deploy the app to a B2G Desktop build
- * Iterating on your app is easy with Firefox Nightly

Mortar

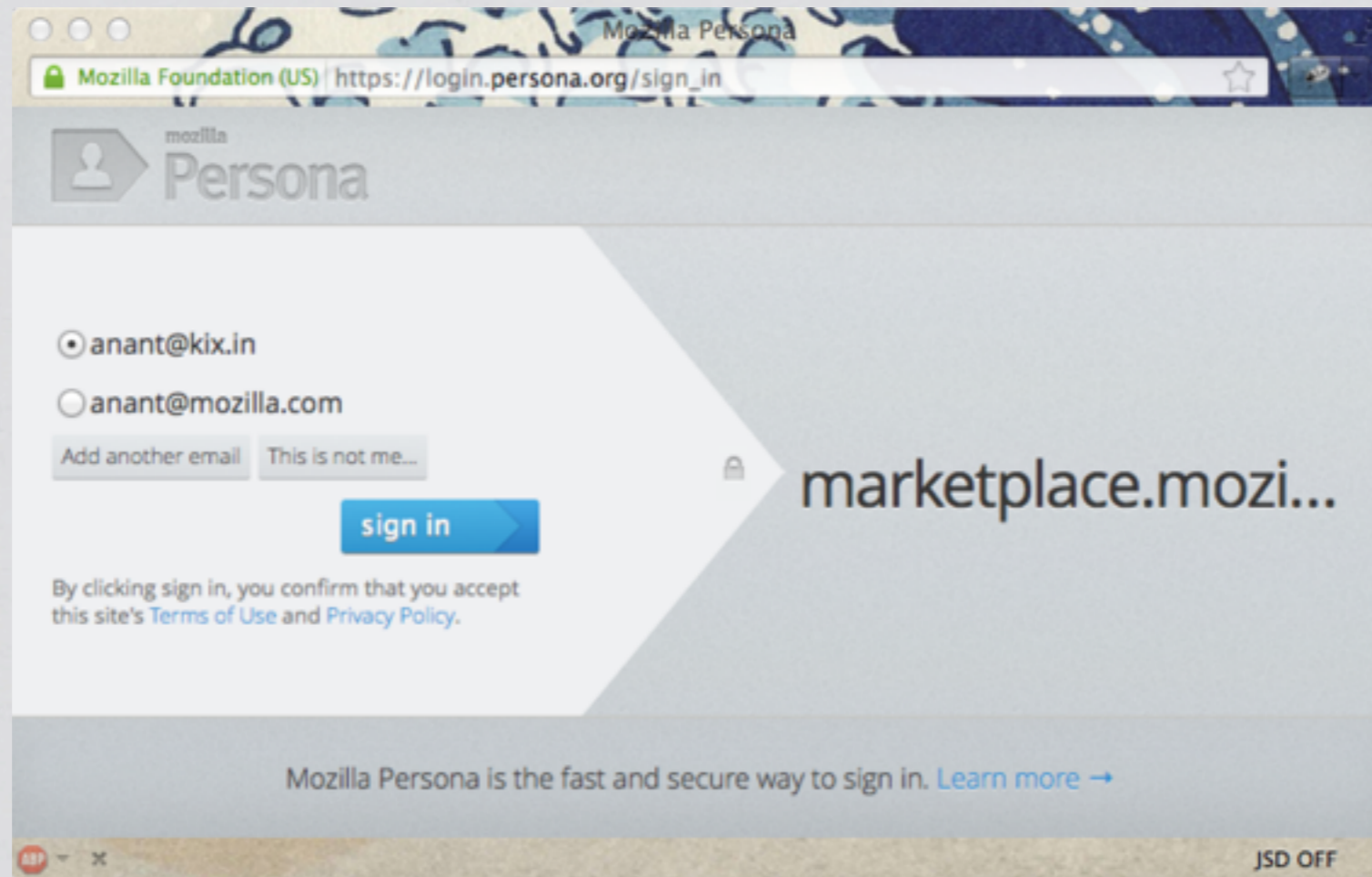
```
$ git clone https://github.com/mozilla/mortar.git  
$ cd mortar && npm install  
$ ./bin/build app-stub demo-app
```

B2G Desktop Build

```
$ wget http://ftp.mozilla.org/pub/mozilla.org/b2g/nightly/...  
$ git clone https://github.com/mozilla-b2g/gaia  
$ make -C gaia profile  
$ /path/to/b2g -p gaia/profile
```


Identity with Persona

```
navigator.id.watch(callback);  
navigator.id.request();
```



Integrating a login system is super easy!

Easy Payments

Support for paid apps...

```
mozmarket.receipts.verify(...);
```

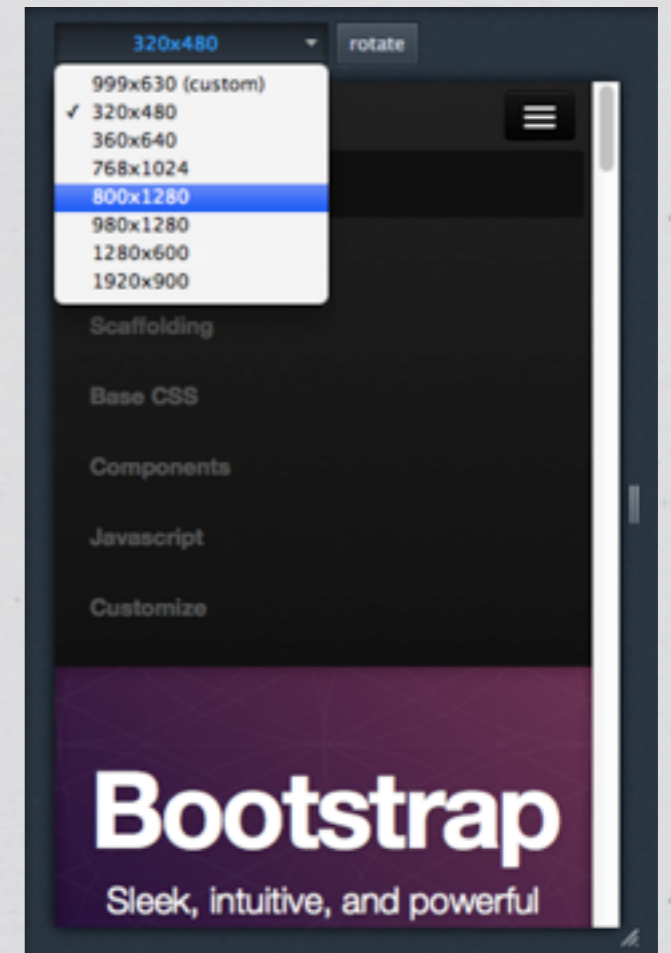
... and in-app payments ...

```
let req = mozmarket.buy(...);  
req.sign.jwt;
```



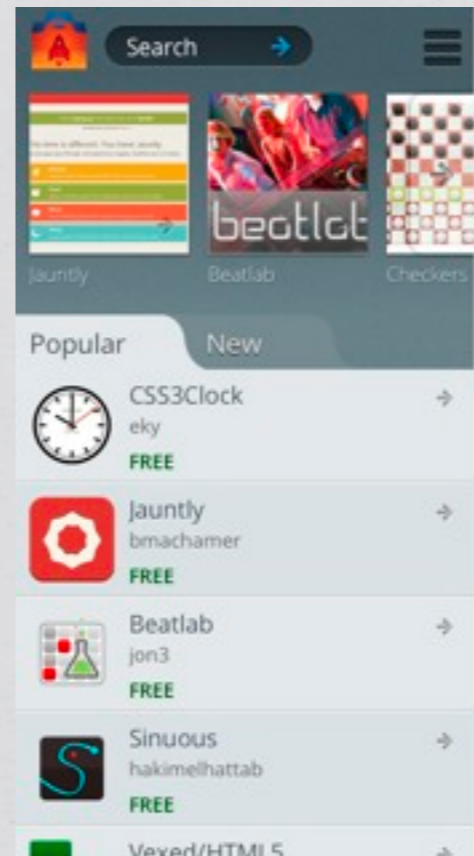
Firefox Nightly

- * All your standard developer tools, now in-built!
- * Responsive layout preview
- * DOM Tree Inspector (also available in 3D!)



Finishing Touches

- * Packaging
Only needed for certain types of apps
- * Submit to the Marketplace!



Happy Hacking!



HTML / CSS / JS

+

Mortar / Bootstrap

+

Firefox Nightly / B2G Desktop Build

=

An amazing app!



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