

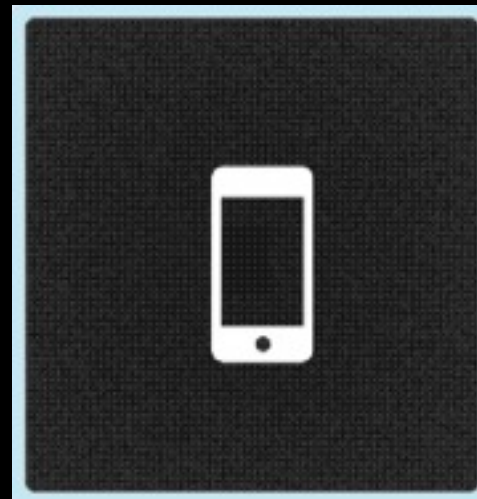
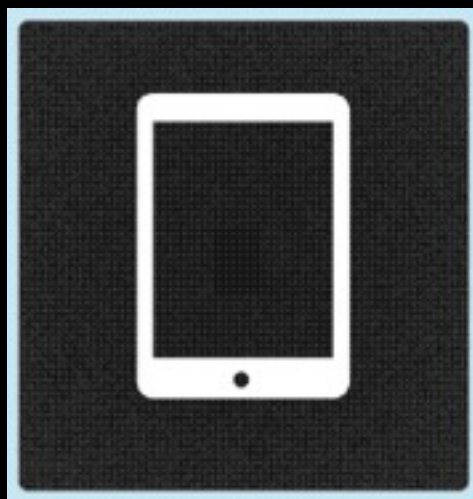
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DevCon5

**HTML5
& Mobile App
Developers
Conference**

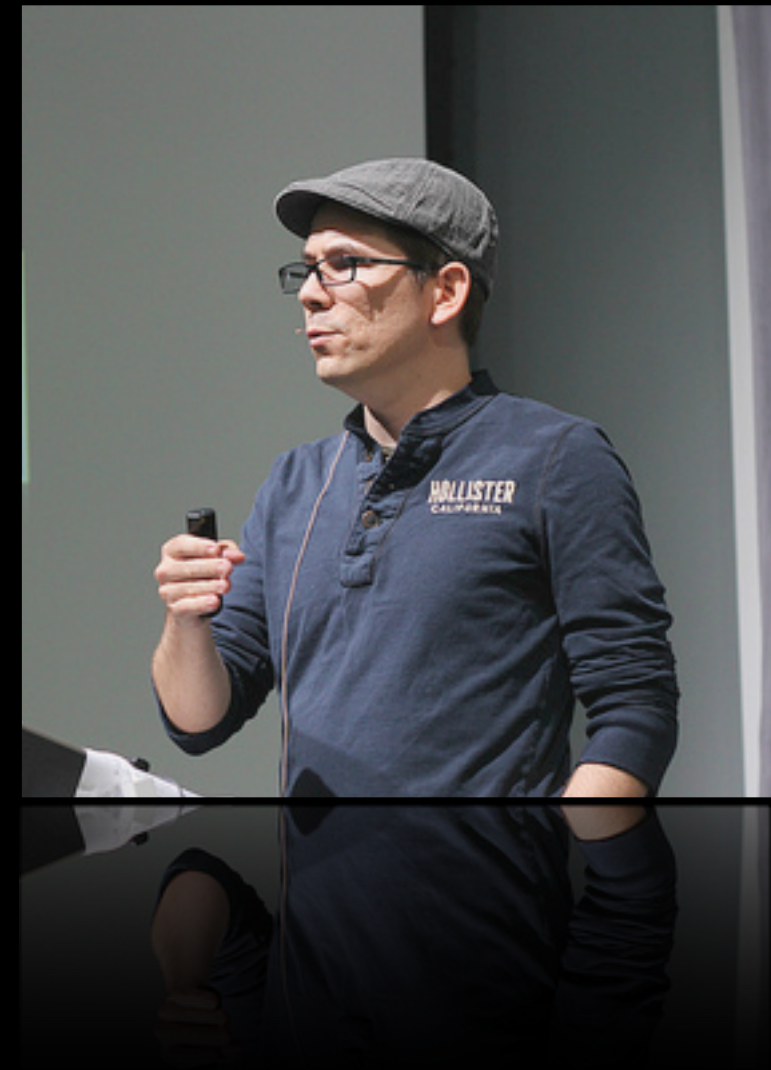
Expanding *Axis* across 3 screens with Mojito



Caridy Patino

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YUI Evangelist & Mojito Ambassador

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[@caridy](#)

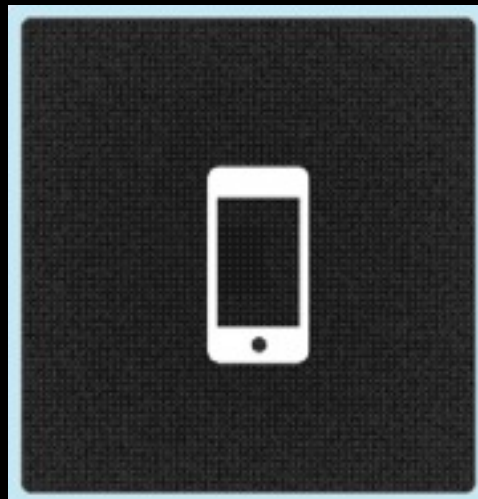
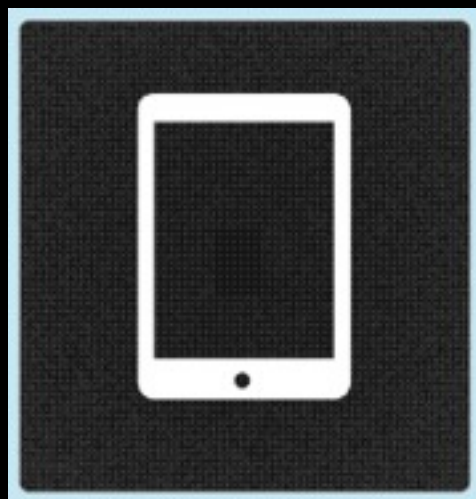


Agenda:

- 12 Lessons from Axis
- Mojito for Mobile Apps

Axis demo video from
axis.yahoo.com
for better context!

From day one:



iPhone/iPad/Desktop



12 Lessons



Lesson #1

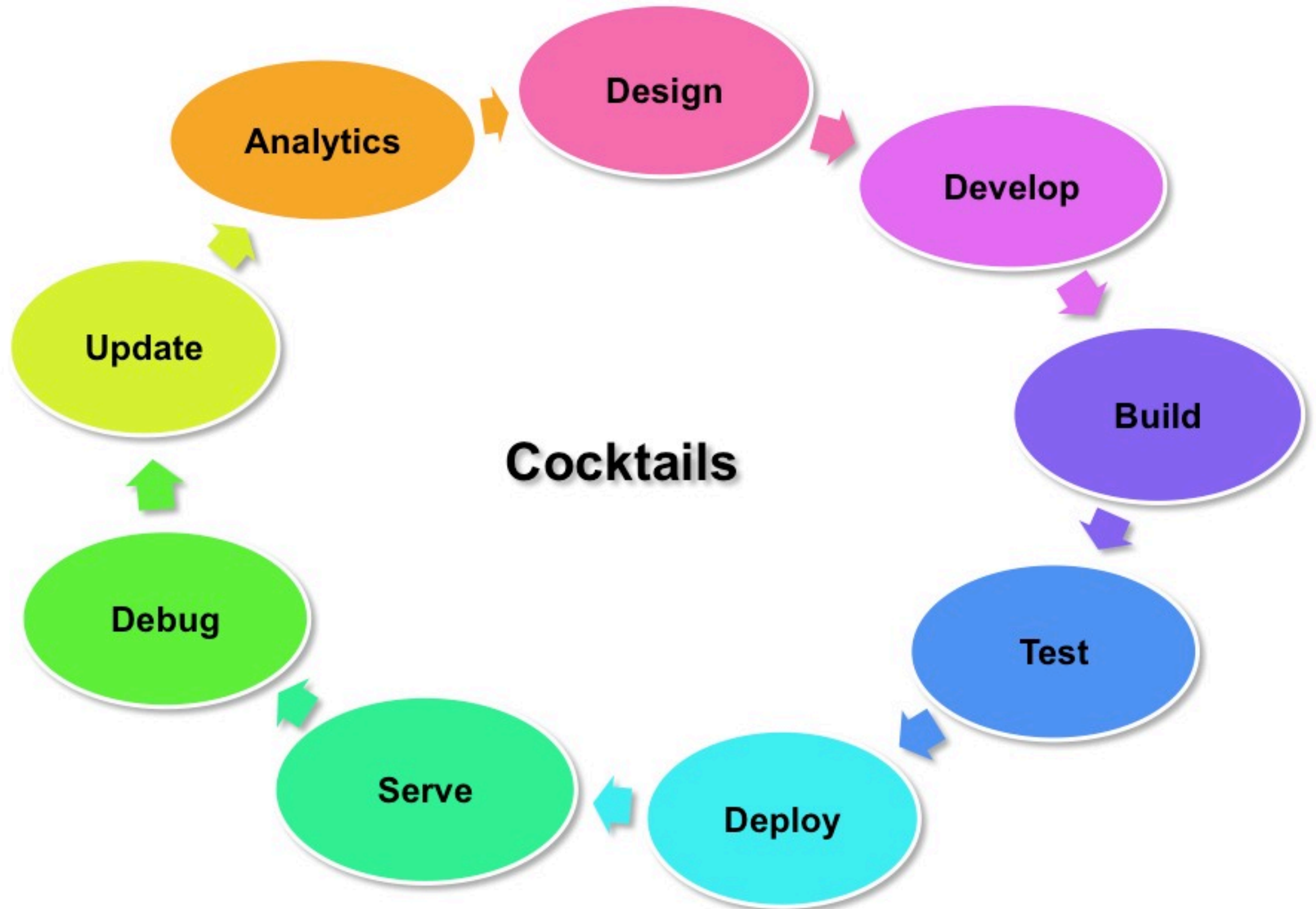
Build mobile products on top of
platforms designed primarily for
mobile products



Yahoo! Cocktails

Yahoo! Cocktails is set to become the *de facto* infrastructure for mobile applications at Yahoo!

Yahoo! Cocktails Umbrella





Mojito JavaScript Application Framework

<http://github.com/yahoo/mojito>



Manhattan

Hosting infrastructure for
Node.js applications.



Mojito Shaker

Shaker is a static asset rollup manager for Mojito applications.

<http://github.com/yahoo/mojito-shaker>

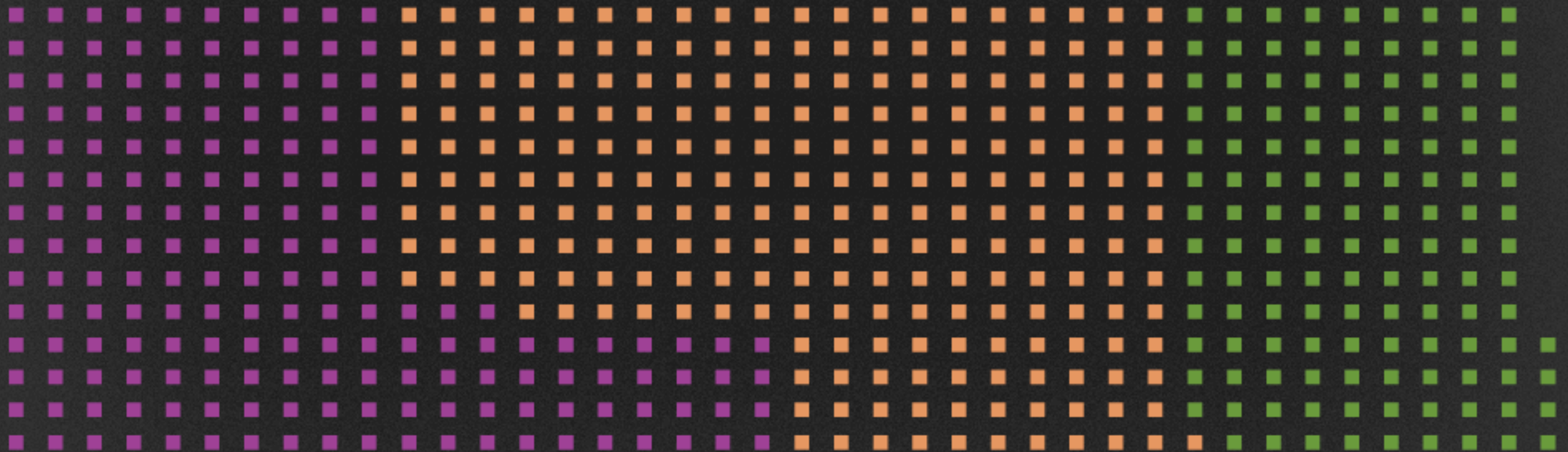
Lesson #2

"write once, run everywhere",
no so fast!

Axis design specs per device

547
MOCKS

*Every single one reviewed on the
device it was designed for.*



■ DESKTOP

■ IPAD

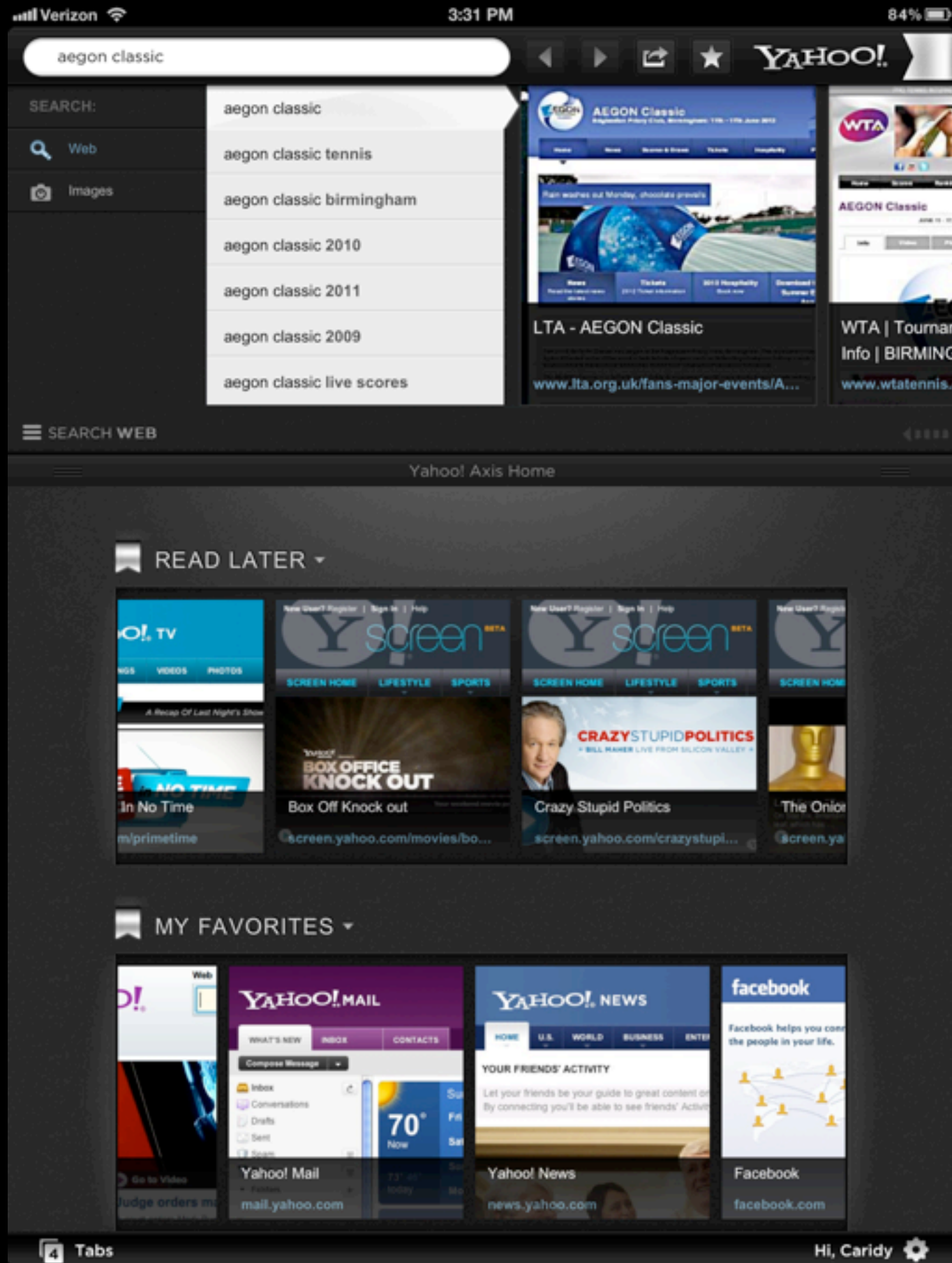
■ IPHONE

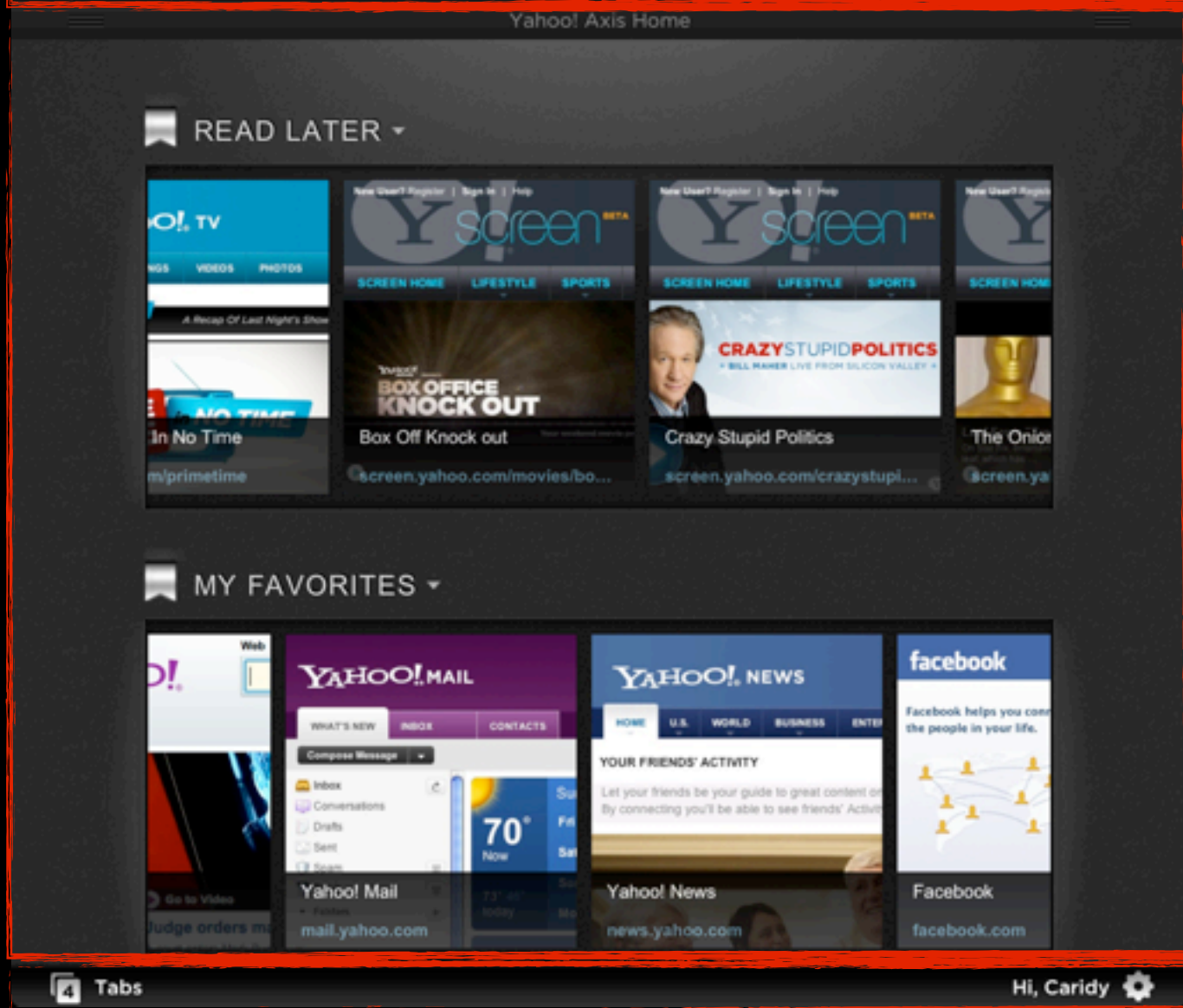
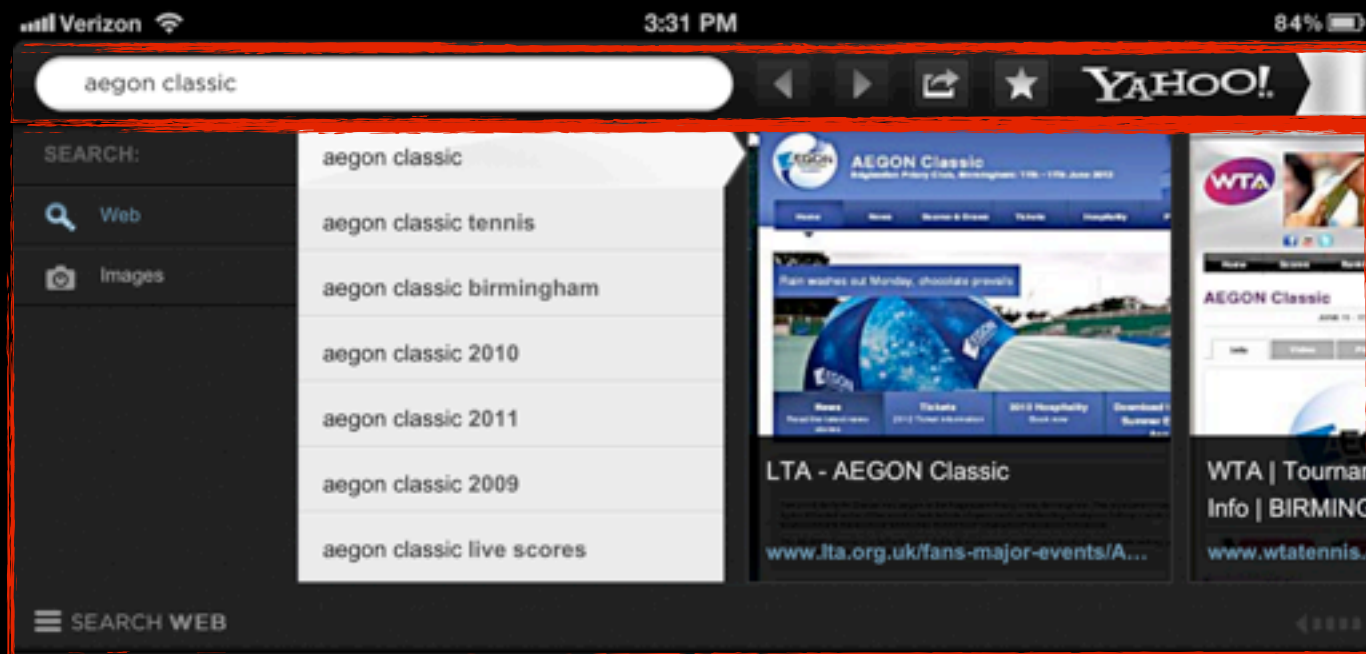


Can you imagine a car that works *exceptionally* well under *any* condition?

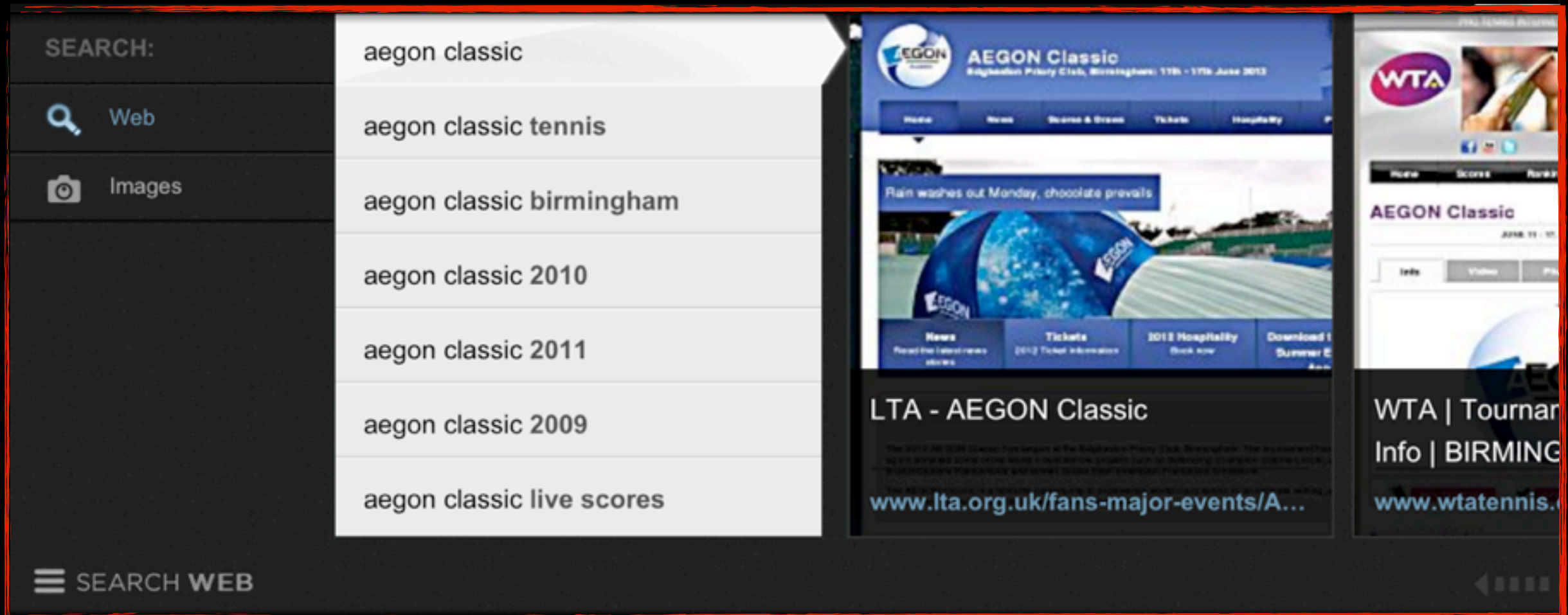
Cocktails is a suite of technologies
to create user experiences optimized
for each connected device

Lesson #3
"divide & conquer",
yes, it works on mobile too



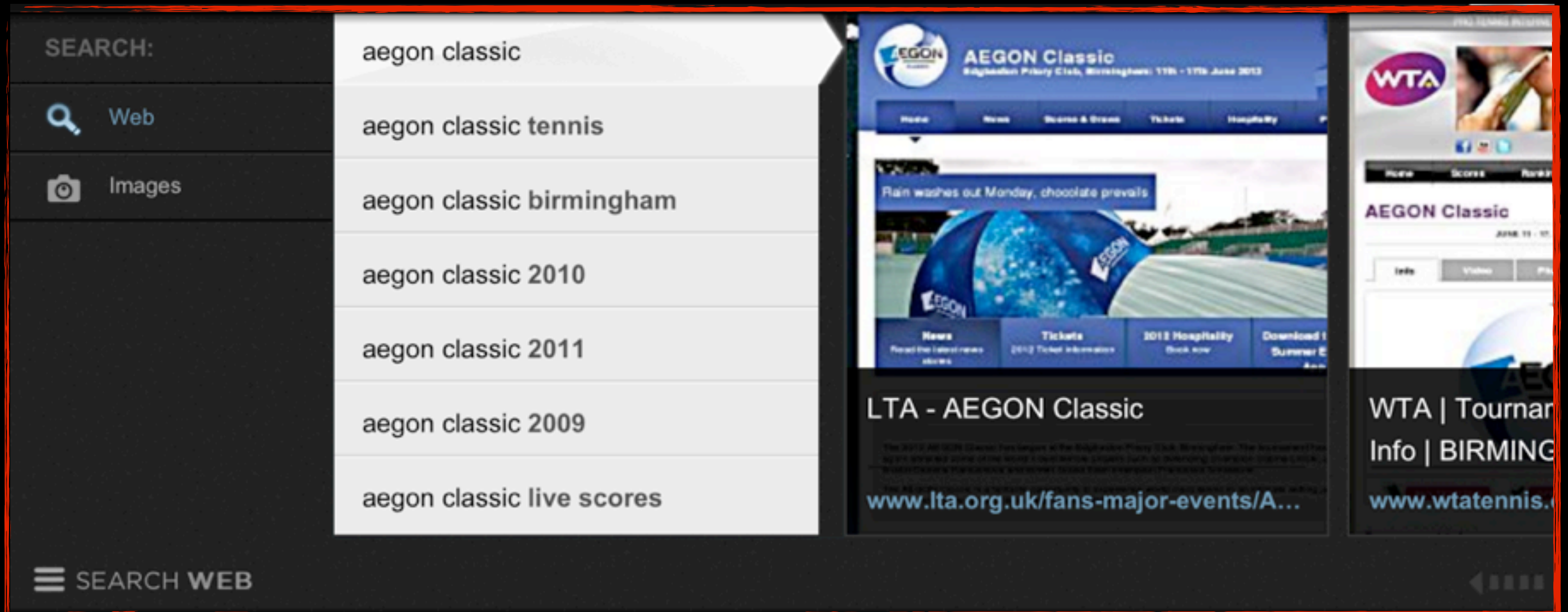


Sub-applications



Axis “Search Layer” is a completely independent sub-application

Sub-applications



In mojito, it is a Mojito or a composition of Mojitos

Lesson #4

Analyze each UI element individually



Native

VS



Web



Native

+



Web

HTML



Compiled

VS

HTML 



Web-based



VS



\$ mojito build

\$ mojito start

The three choices



Native

VS



Compiled

VS



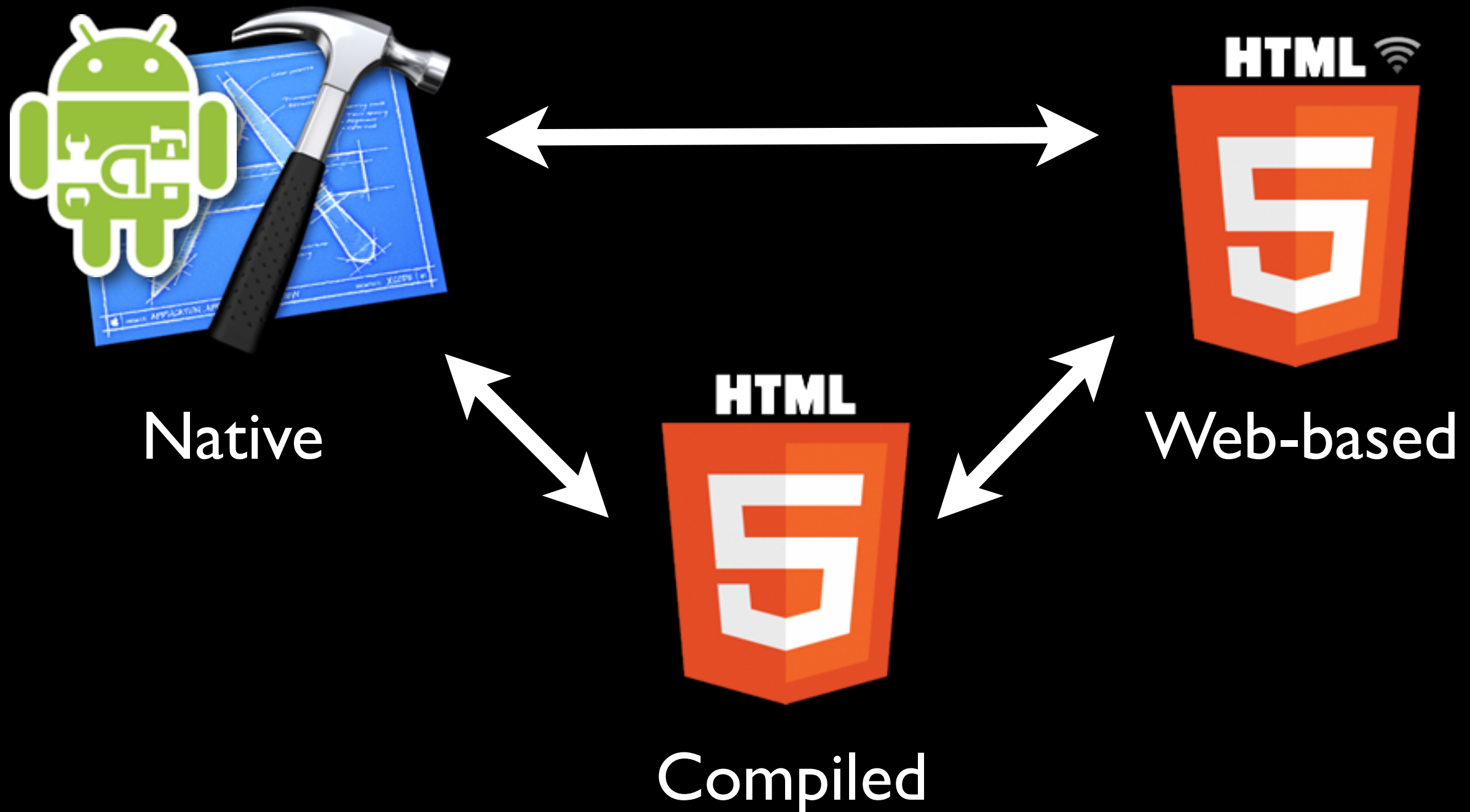
Web-based

Lesson #5

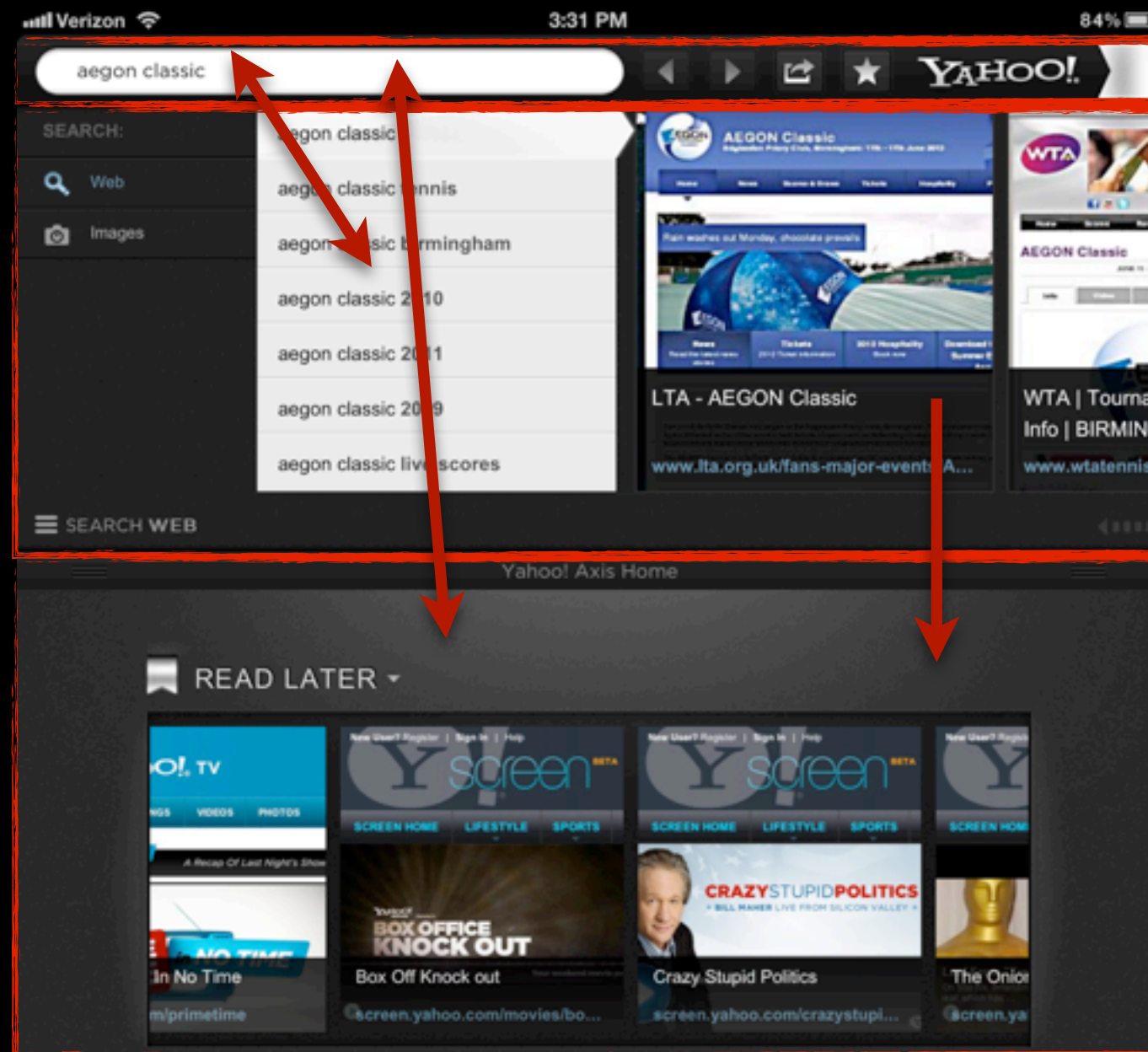
Abstract communication when possible

In *Axis*, we connect the pieces together
using “Y.CL” abstraction!

“Y.CL” enables Mojito Applications to talk to Native counterparts



Y.CL in Axis



YUI Communication Layer
(aka “Y.CL” is also open source)

<http://yuilibrary.com/gallery/show/communication-layer>



Lesson #6

Try to reduce fragmentation

No need to issue an app update
when using web-based sub-applications



Lesson #7

Refreshing WebViews (HTML parts)
can be painful

The *code* and *content* in a WebView might need to be refreshed programmatically



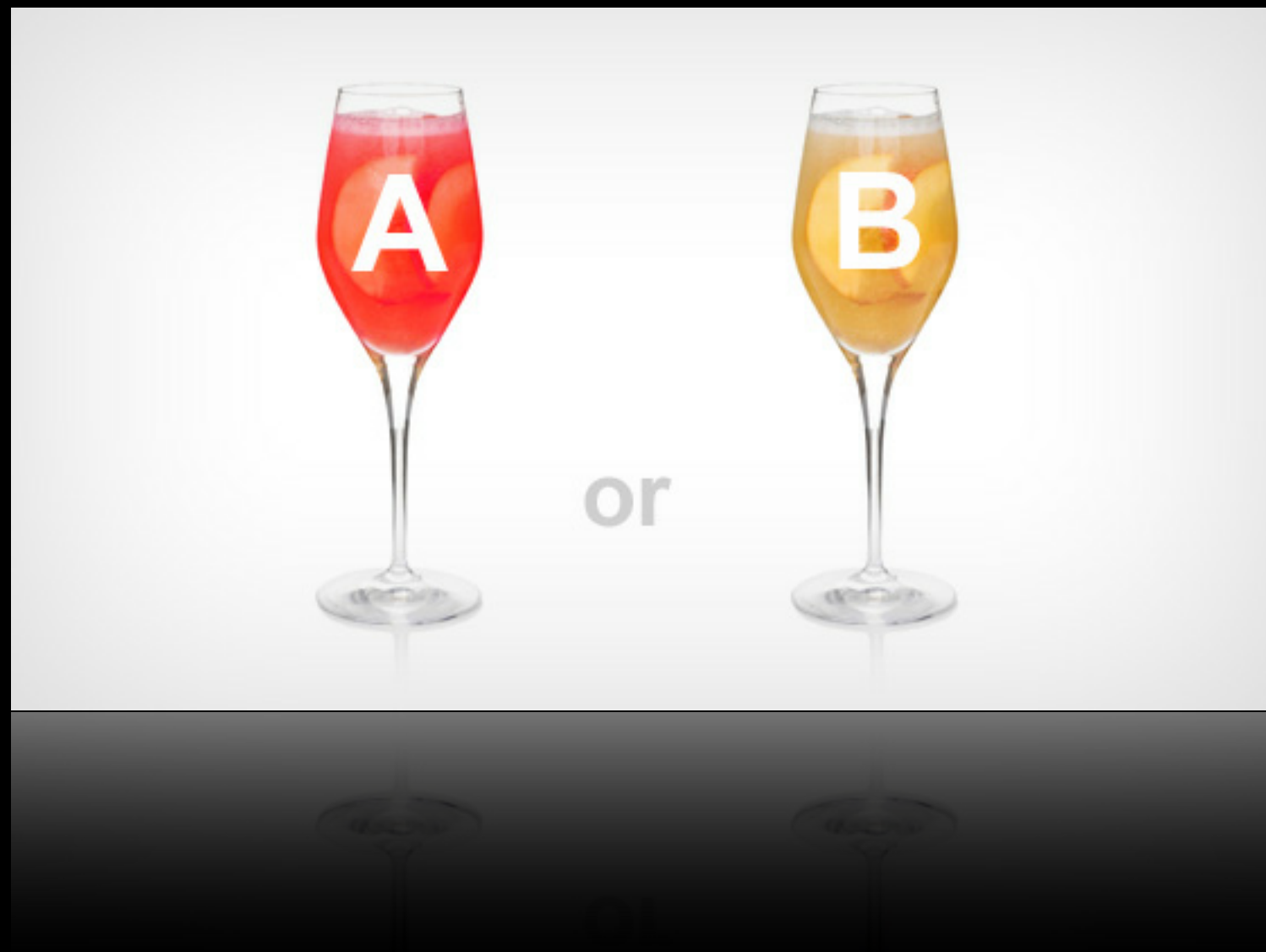
Refresh webviews when returning from background is enough for most cases

meteorjs, derbyjs and others
are experimenting with
hot-patches

Lesson #8

It is very hard to experiment in
iOS and Android

Ideal for experiment-driven development



Lesson #9

Expect network craziness

Verizon 3G

7:39 PM

38 %

Type URL or Query here



YAHOO!

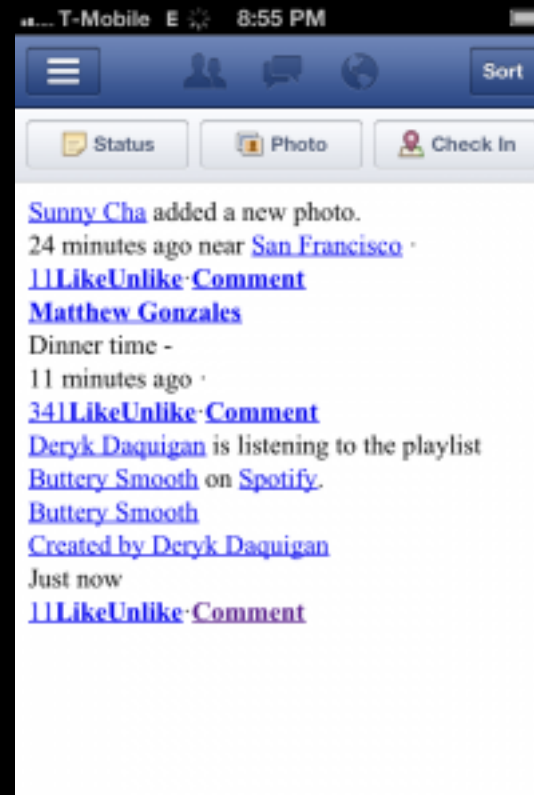


Network failures need to be controlled

Lesson #10

CSS *can also* fail when loading
web-based apps

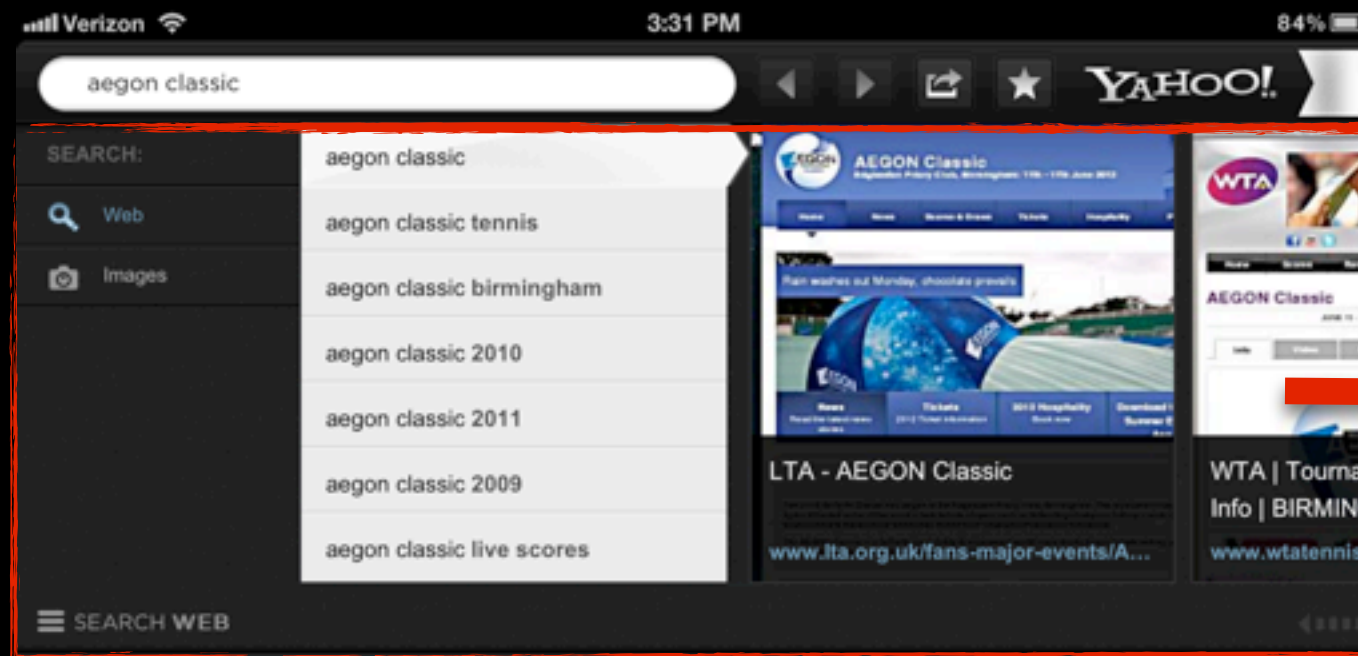
Initialization needs to be controlled



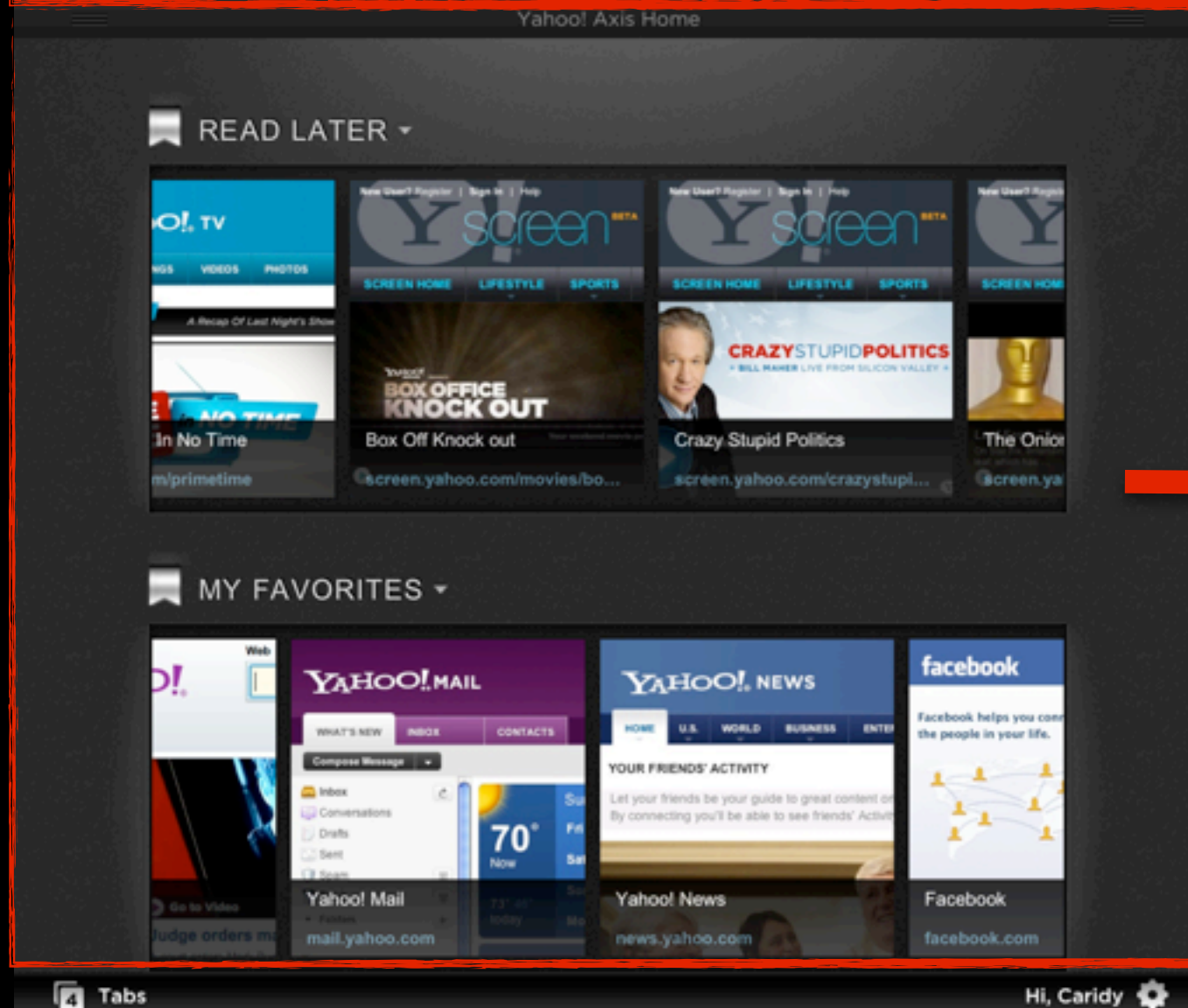
Lesson #11

WebViews are not first class citizen in iOS

Memory Warnings Experiment in iOS

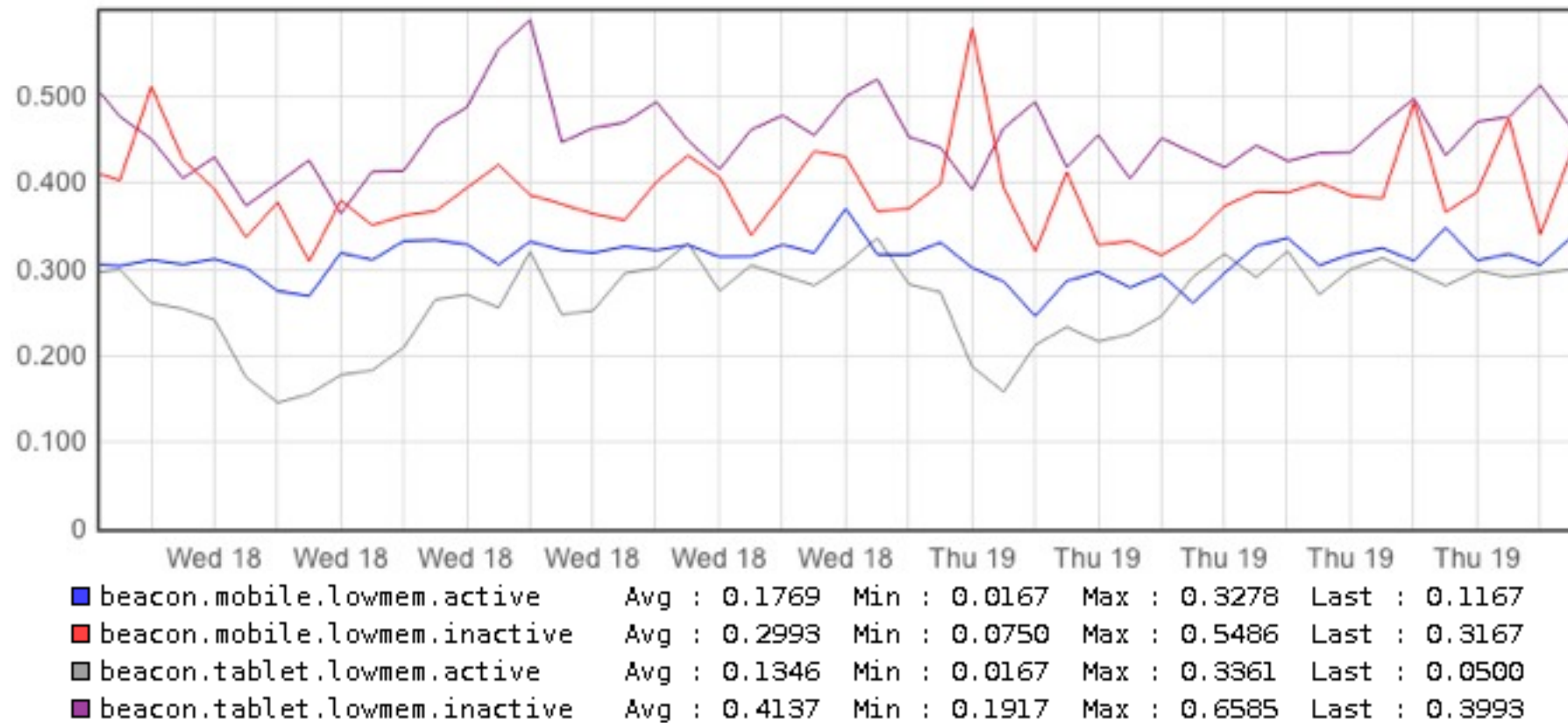


Search Layer
WebView



Browser
WebView

Low Memory Warnings in iOS



Axis experiment



Lesson #12

We need “*Compiled + Web-based*” auto-updating capabilities on WebViews NOW!

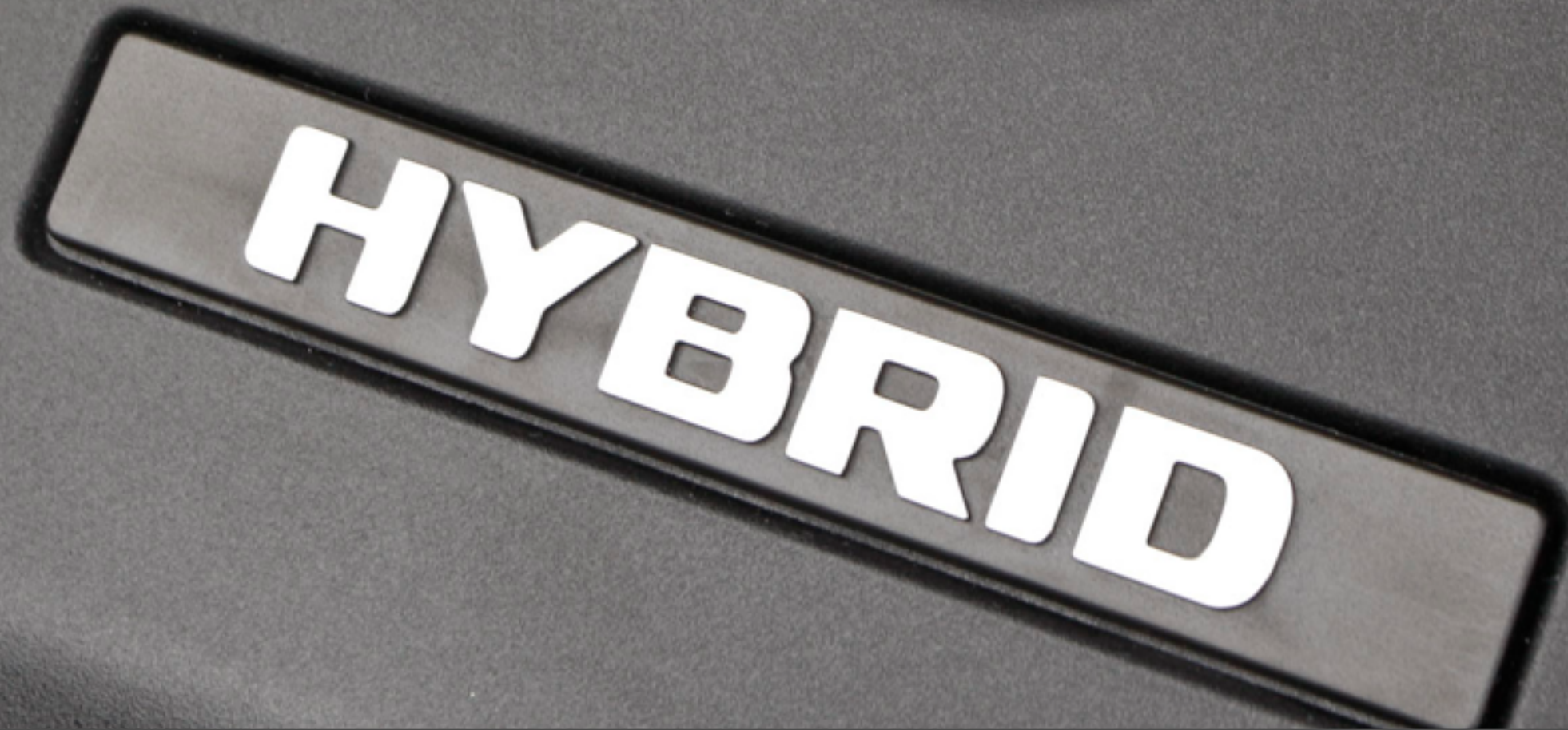
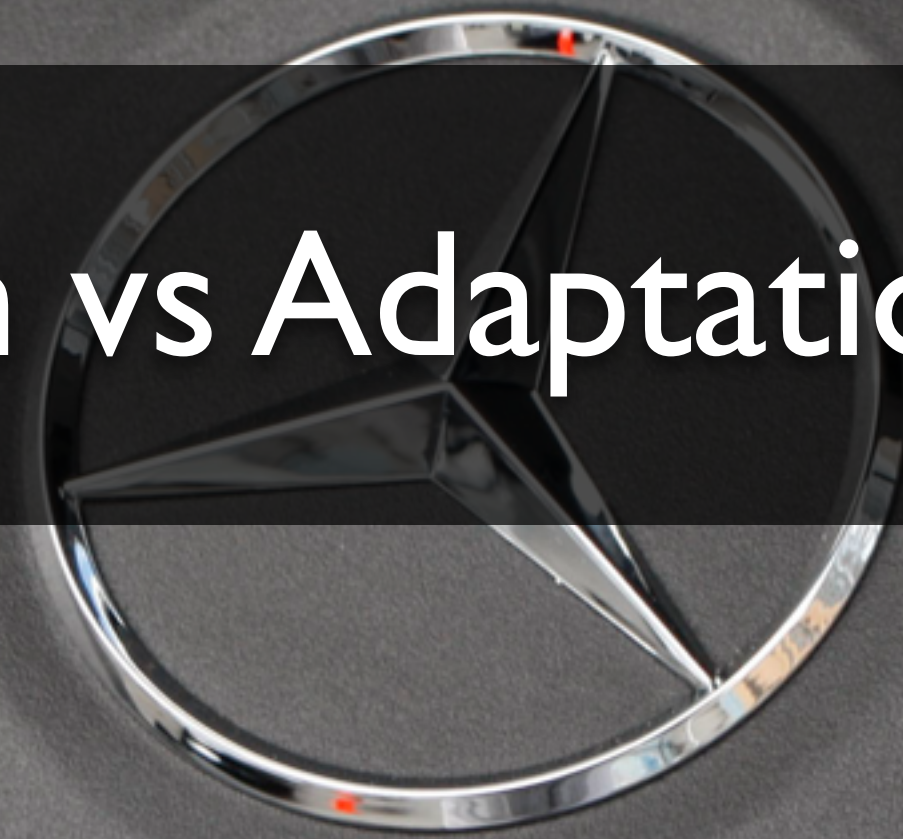


Compiled + Web-based

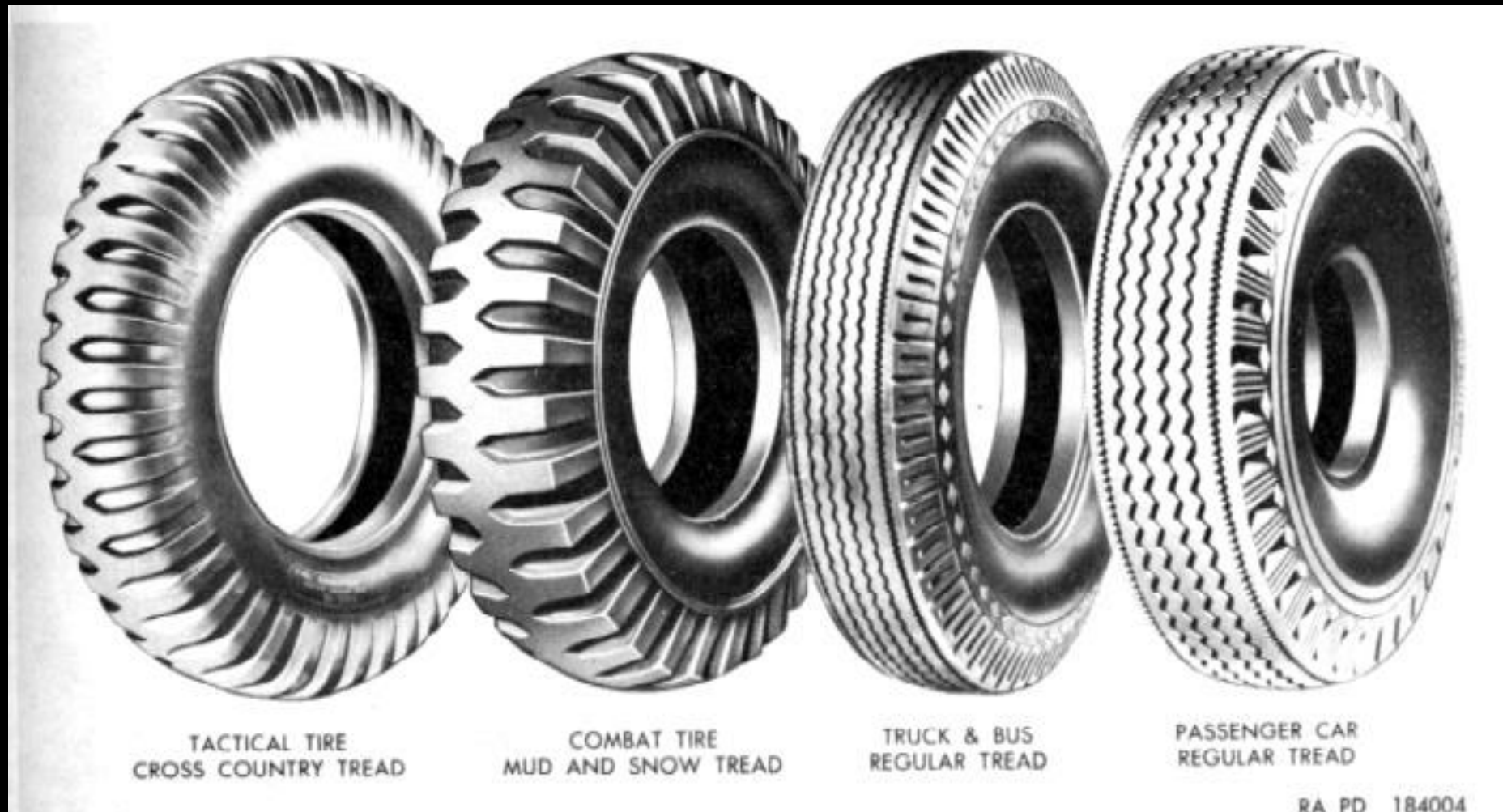
- Keep sub-apps locally
- Update them over the network
- Refresh them when possible
- Delegate actions over the network

Loading over the network is still easier and safer than stepping into the gray area of auto-upgrading HTML5 apps

Optimization vs Adaptation



Optimization vs Adaptation Analogy



CROSS COUNTRY TREAD
TACTICAL TIRE

MUD AND SNOW TREAD
COMBAT TIRE

REGULAR TREAD
TRUCK & BUS

REGULAR TREAD
PASSENGER CAR

Optimization in Mojito



Performance as a product *feature*

Optimization in Mojito is about customizing the way your product behaves per *runtime* and per *request*.

It is about producing the right HTML, JS
and CSS per *runtime* and per *request*.

Mojito Runtimes

JavaScript on the
browser

Native Bridges

iOS

Android

JavaScript on the
server

Mojito Context

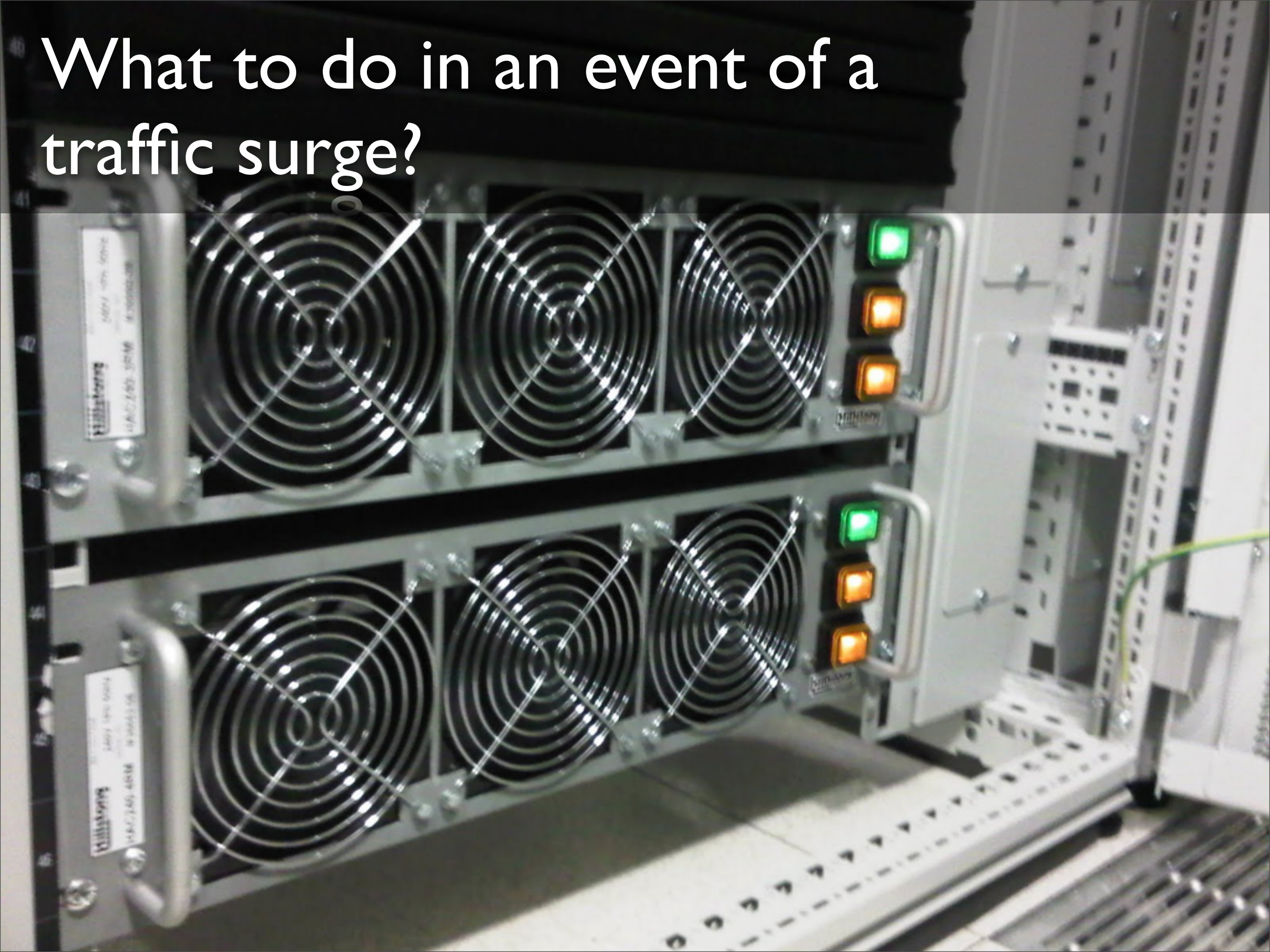
- Locale (en-US, pt-BR)
- Device type (iphone, ipad)
- Network (AT&T, Verizon)
- CPU (low, medium, high)

Optimize per context

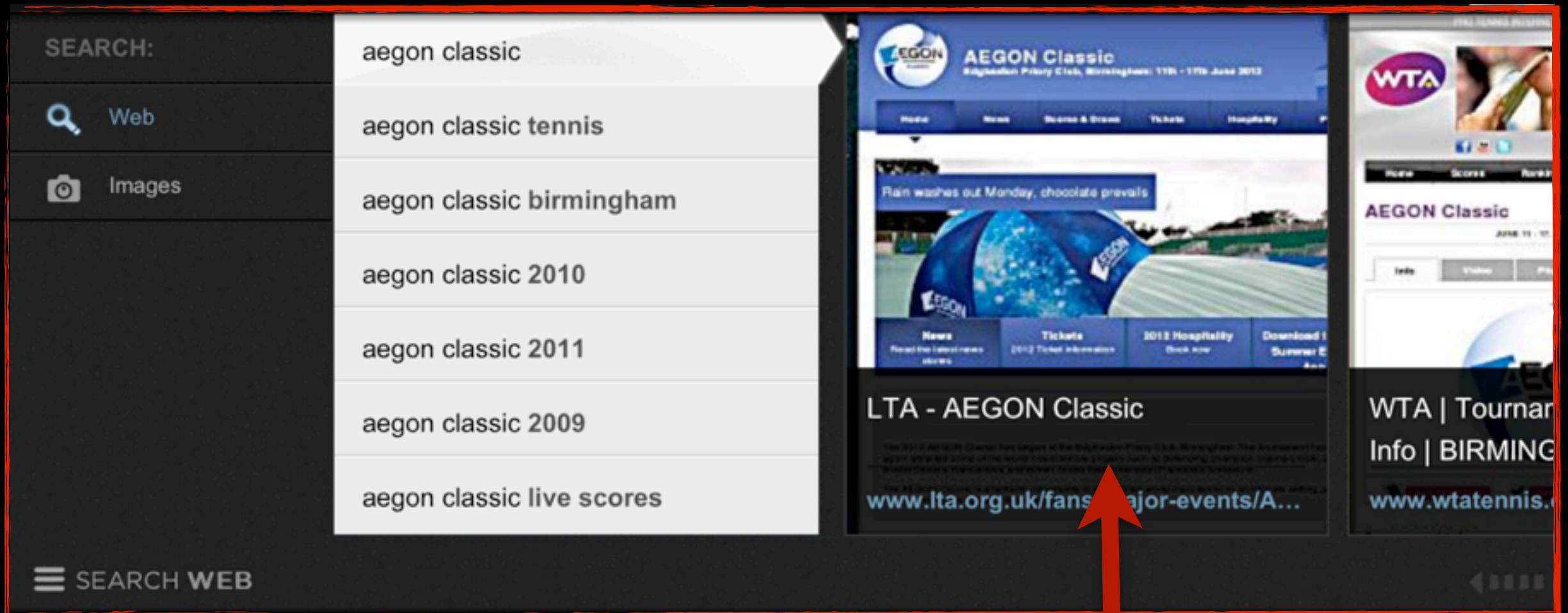
/Mojits/Foo/definition.json

```
1  [  
2    {  
3      "settings": ["master"],  
4  
5      "config": {  
6        "scrollview": {  
7          "deceleration": 0.883,  
8          "bounce": 0.65,  
9        }  
10     },  
11     "metas": {  
12     }  
13   },  
14   {  
15     "settings": ["device:mobile"],  
16  
17     "config": {  
18       "scrollview": {  
19         "bounce": 0.01  
20       },  
21     },  
22     "metas": {  
23       "viewport": "width=device-width, ..."  
24     }  
25   }  
26 ]
```


What to do in an event of a traffic surge?



Where to render?



/Mojits/Bar/definition.json

```
1  [  
2    {  
3      "settings": [ "master" ],  
4  
5      "config": {  
6        "serverSideRendering": true  
7      }  
8    },  
9    {  
10     "settings": ["device:mobile"],  
11  
12     "config": {  
13       "serverSideRendering": false  
14     }  
15   },  
16   {  
17     "settings": ["cpu:high"],  
18  
19     "config": {  
20       "serverSideRendering": false  
21     }  
22   }  
23 ]
```

Control your dimensions in Mojito

/dimensions.json

```
1  [  
2    {  
3      "dimensions": [  
4        {  
5          "network": {  
6            "verizon": null,  
7            "att": null  
8          }  
9        },  
10       {  
11         "device": {  
12           "mobile": {  
13             "android": null,  
14             "iphone": null  
15           },  
16           "tablet": {  
17             "ipad": null,  
18             "kindle": null  
19           },  
20           "tv": null  
21         }  
22       }  
23     ]  
24   }  
25 ]
```


Adaptation in Mojito



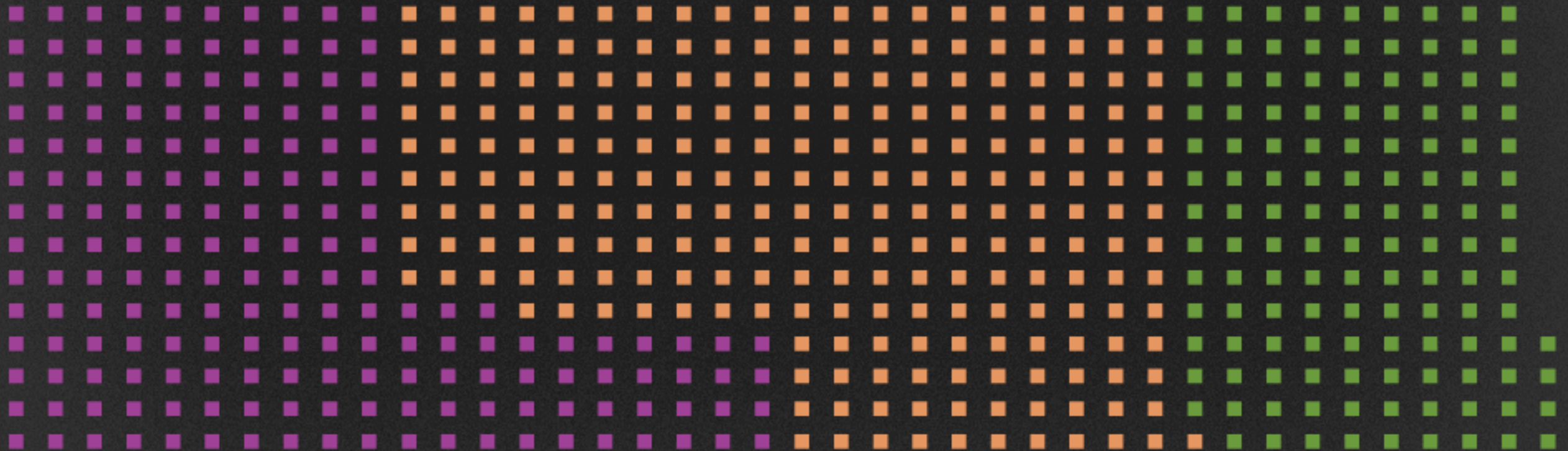
Adaptability as a product *feature*

Adaptation in Mojito is about
customizing the UI per screen size,
per connection speed, per feature
detection, etc.

It is about responsive UI

547
MOCKS

*Every single one reviewed on the
device it was designed for.*



■ DESKTOP

■ IPAD

■ IPHONE

In Mojito, YUI covers a lot in terms of adaptation:

```
1 YUI().use('cache-offline', function() {  
2  
3     var cache = new Y.CacheOffline({  
4         max: 99,  
5         sandbox: 'foo' // prefix all entries with "foo"  
6     });  
7  
8     cache.add('bar', {baz: 'data to store'});  
9  
10 });
```

Adapt per:

- Screen size (css media queries)
- Orientation (landscape vs portrait)
- Connection Speed (3G)
- Memory (iOS memory warning)
- Feature

Let's recap

Axis runs on Yahoo! Cocktails

Axis is a hybrid application composed of independent small native and HTML5 sub-applications

HTML5 parts were written on
Yahoo! Mojito, an open source
application framework
on top of YUI and Node.js

Axis leverages Mojito context to
optimize and adapt those HTML5 parts

Axis leverages Y.CL as the main infrastructure to connect different parts



Mojito JavaScript Application Framework

<http://github.com/yahoo/mojito>

Thank you!

@caridy