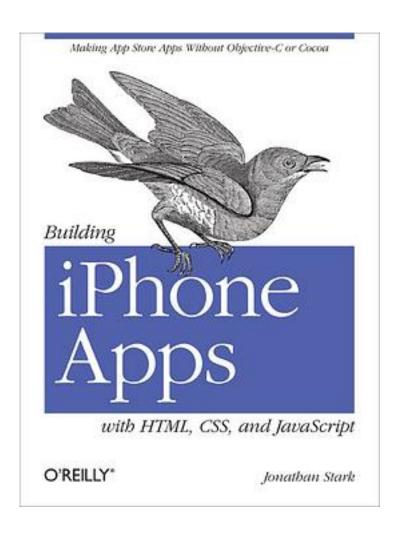# Building iPhone Apps with HTML, CSS, and JavaScript

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What people are saying about Building iPhone Apps w/ HTML, CSS, and JavaScript

"The future of mobile development is clearly web technologies like CSS, HTML and JavaScript. Jonathan Stark shows you how to leverage your existing web development skills to build native iPhone applications using these technologies." --John Allsopp, author and founder of Web Directions "Jonathan's book is the most comprehensive documentation available for developing web applications for mobile Safari. Not just great tech coverage, this book is an easy read of purely fascinating mobile tidbits in a fun colloquial style. Must have for all PhoneGap developers." -- Brian LeRoux, Nitobi Software It's a fact: if you know HTML, CSS, and JavaScript, you already have the tools you need to develop your own iPhone apps. With this book, you'll learn how to use these open source web technologies to design and build apps for the iPhone and iPod Touch on the platform of your choice-without using Objective-C or Cocoa. Device-agnostic mobile apps are the wave of the future, and this book shows you how to create one product for several platforms. You'll find guidelines for converting your product into a native iPhone app using the free PhoneGap framework. And you'll learn why releasing your product as a web app first helps you find, fix, and test bugs much faster than if you went straight to the App Store with a product built with Apple's tools. * Build iPhone apps with tools you already know how to use * Learn how to make an existing website look and behave like an iPhone app * Add native-looking animations to your web app using jQTouch * Take advantage of client-side data storage with apps that run even when the iPhone is offline * Hook into advanced iPhone features -- including the accelerometer, geolocation, and vibration -- with JavaScript * Submit your applications to the App Store with Xcode This book received valuable community input through O'Reilly's Open Feedback Publishing System (OFPS). Learn more at http://labs.oreilly.com/ofps.html.

作者介绍:

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标签

iphone

javascript

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app

html

CSS

编程

WebDev

评论

jQTouch 入门，内容没什么问题，但缺乏实战剖析，demo
都是为演示优化的，实际应用暂时没法和 native 的相提（iPhone4 & touch4
好些），还没看到哪个 web app 敢玩儿长列表的，sencha 也没戏，大量 dom
堆积时，平滑滚动和流畅动画是最大问题，要花精力优化

可以很快的看完的一本书,总结下来就是一句话:HTML5+PhoneGap很给力

简单清晰，顿时倾心O'Reilly系列，此系列还有很多要看。另外，抓紧时间实现个什么
东西出来吧

非常不错的一本书，特别是对webfronter来说，如何做不用object-c来写一个native
app非常有帮助，受益匪浅

最后两个chapter讲如何用PhoneGap生成native app和提交到app
store只看了一丁点（PhoneGap在Xcode出问题）。总结起来这本书就是在讲：jQTouc
h+HTML5，没深入点的东西。做native
app的人应当会觉得这本书很蛋疼，不过个人觉得作者的出发点是好的：构建更易于维
护，代码设计重用和跨平台的Mobile Web App.

入门还不错

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