

# Building Mobile Apps with the ArcGIS API for JavaScript

Andy Gup & Lloyd Heberlie

# Agenda

Capabilities

Managing app life-cycle

Working with locally hosted builds

Working from JS frameworks

Debugging

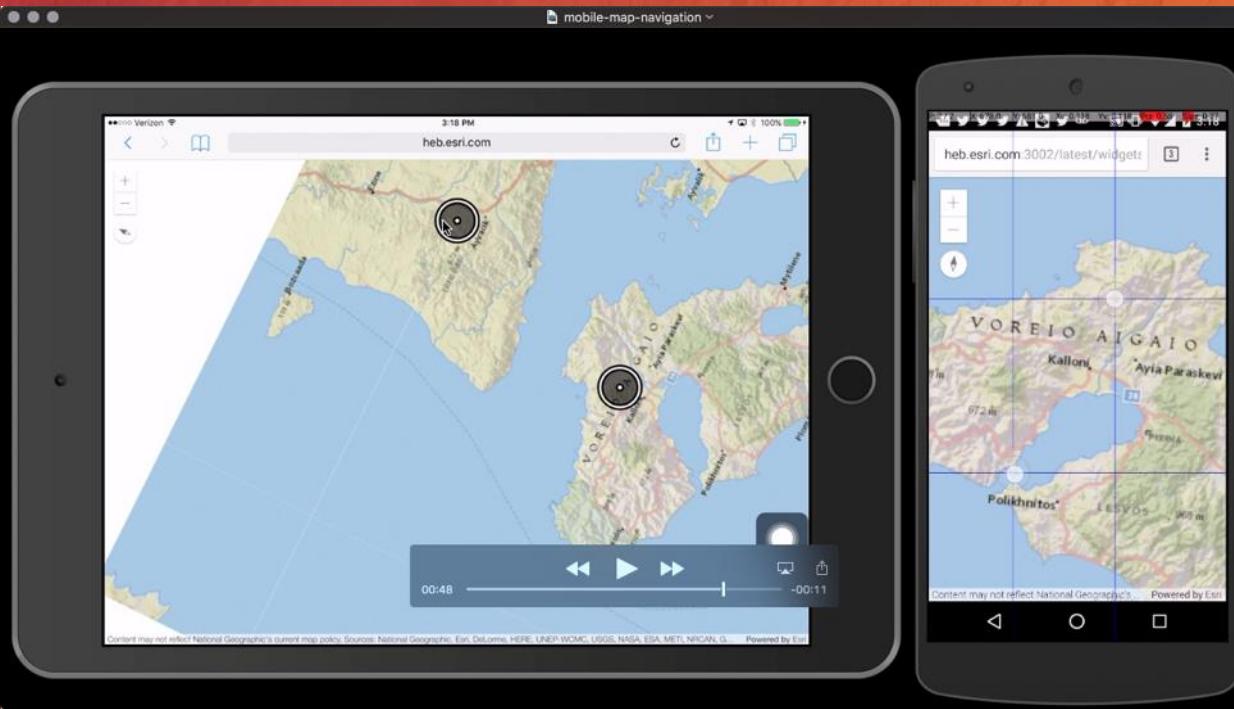
GPS

# Expectations



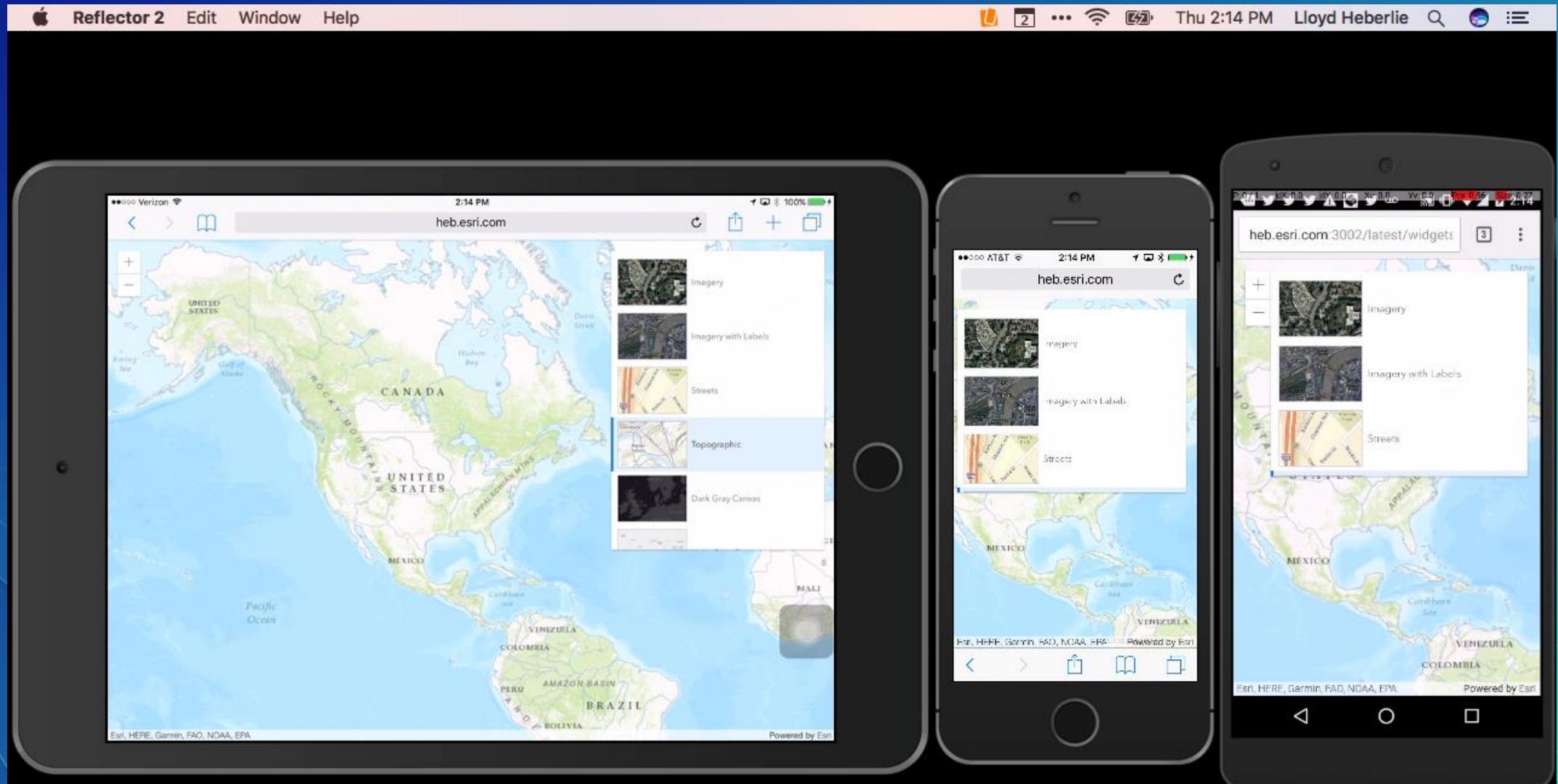
# Capabilities

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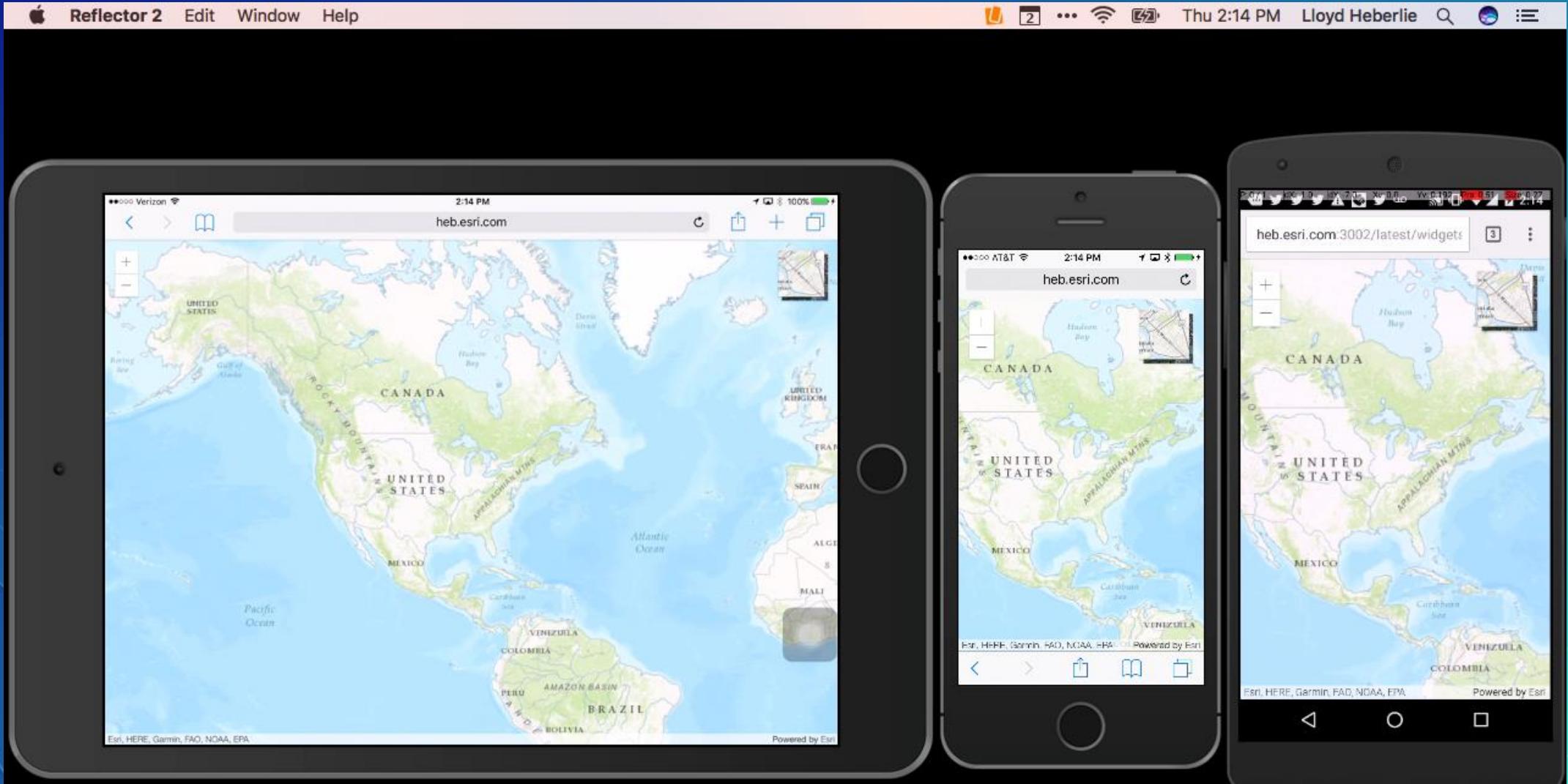


# Touch Demo

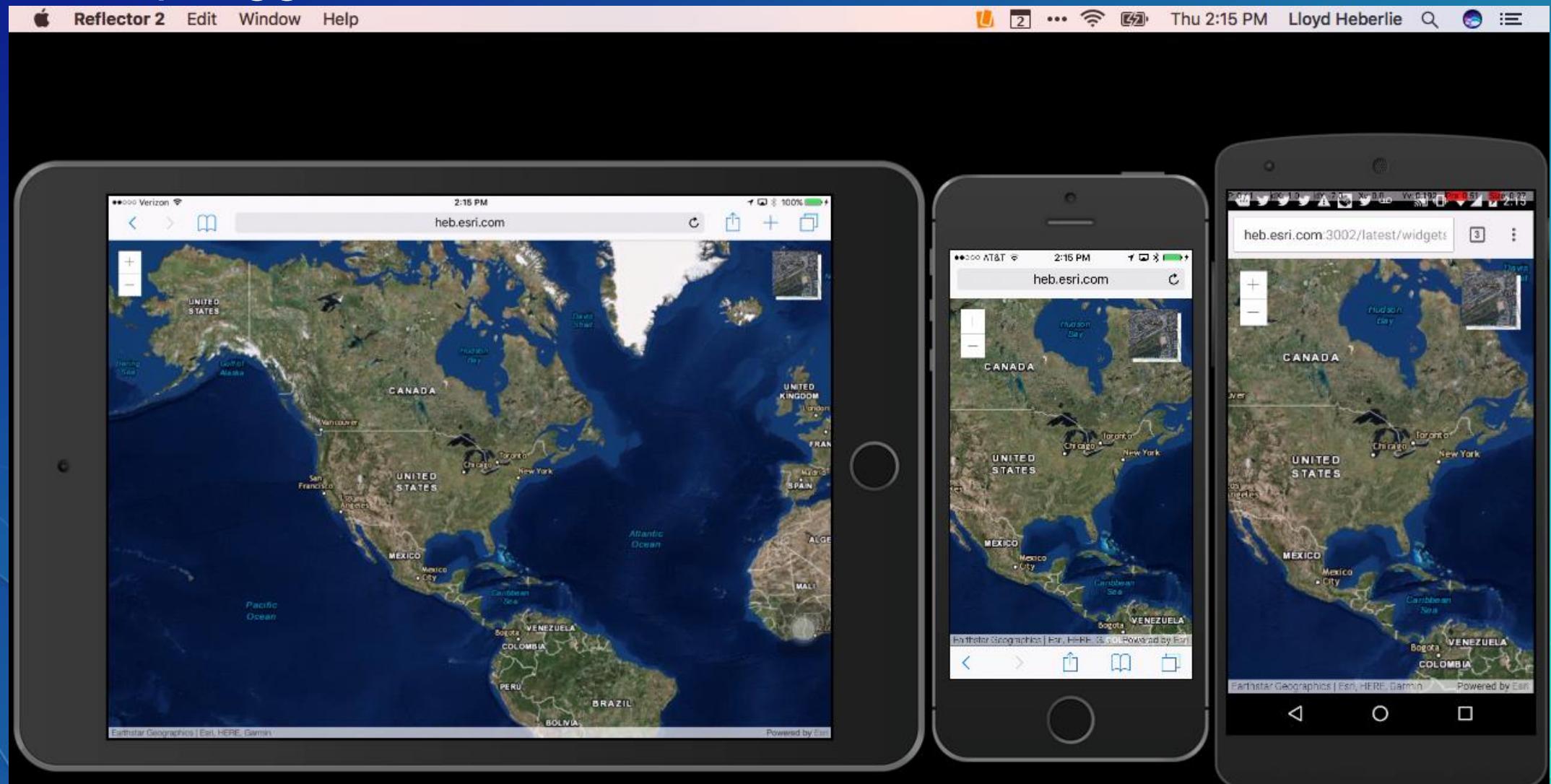
# BasemapGallery



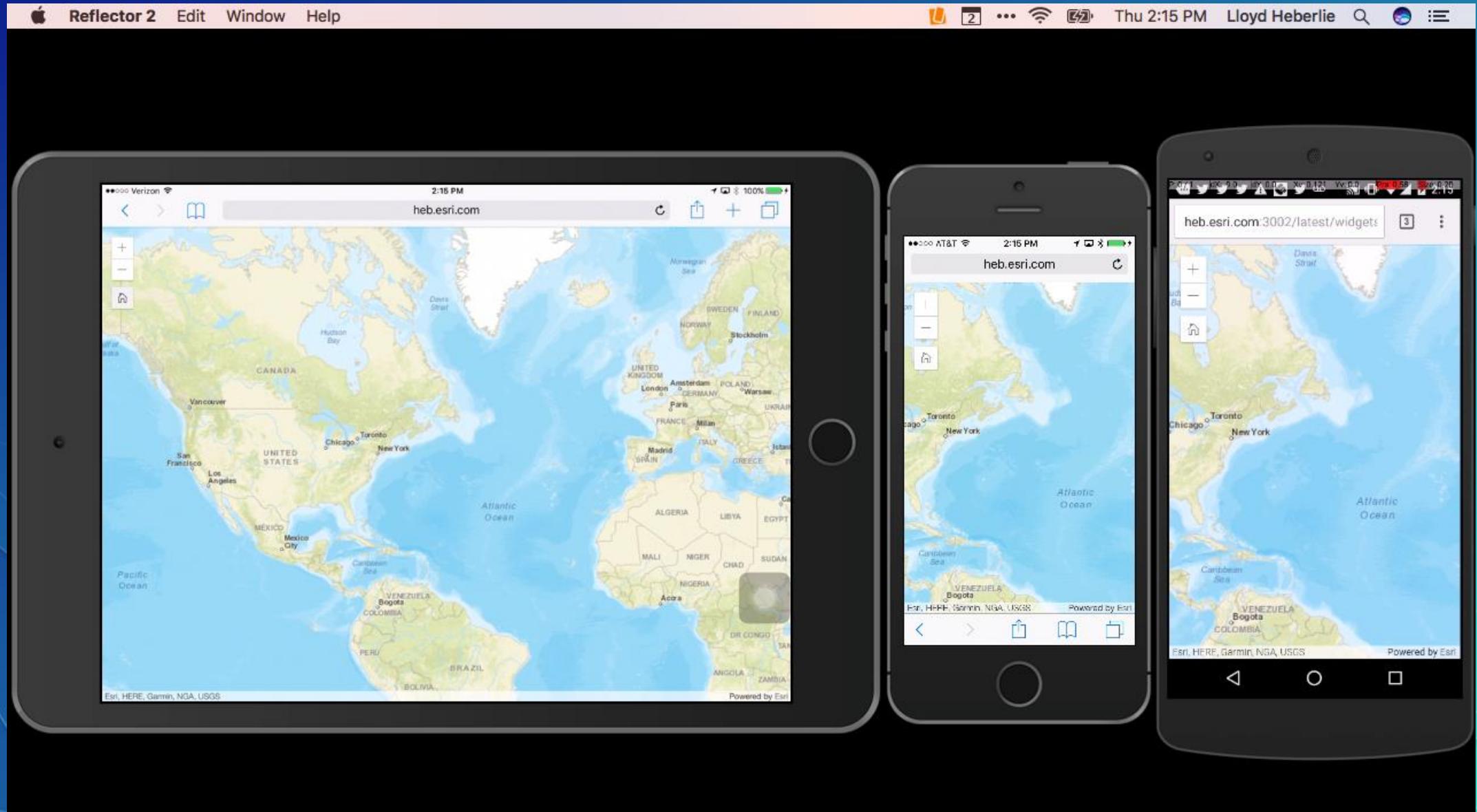
# Basemap Toggle



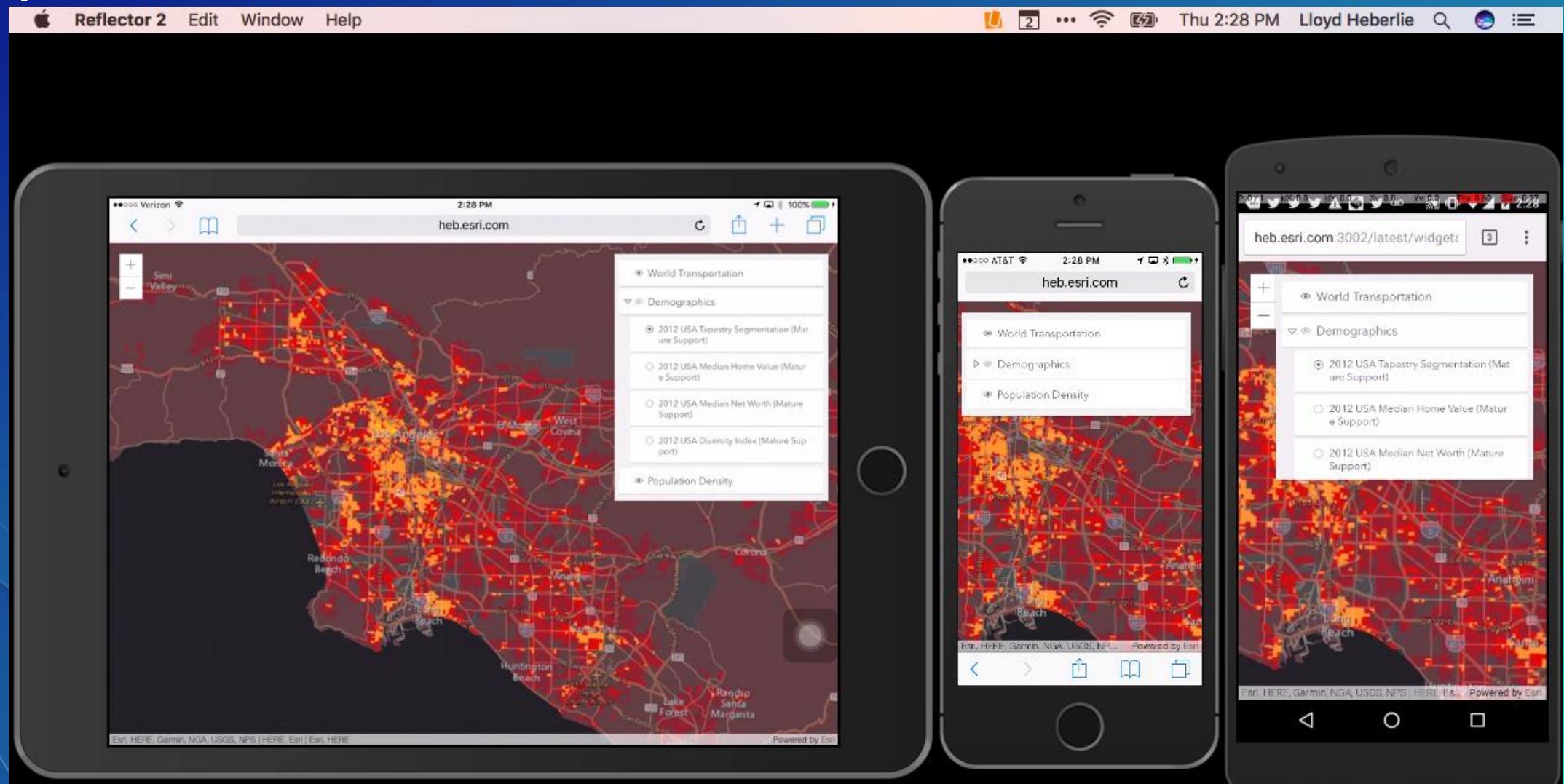
## BasemapToggle



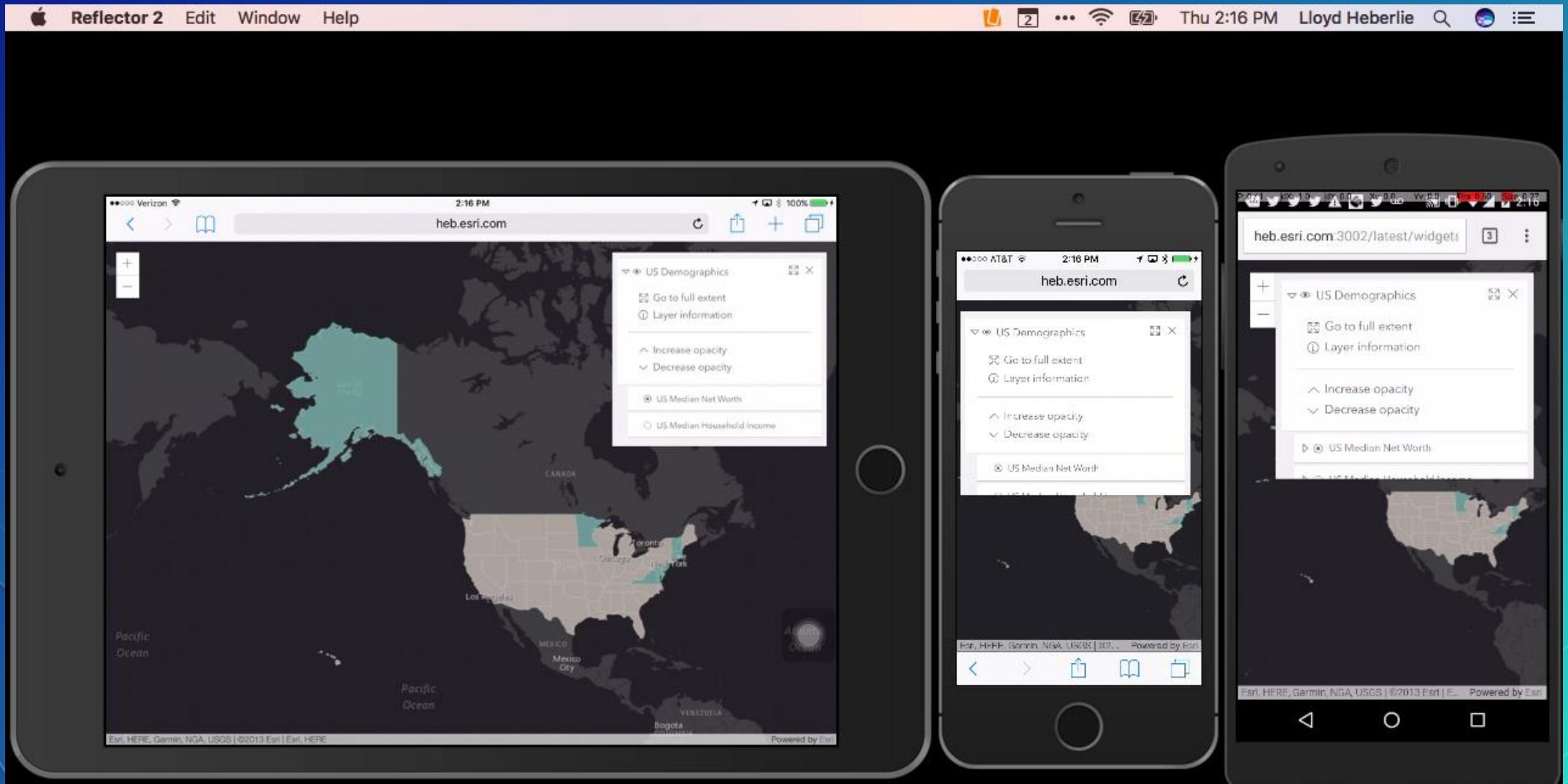
# Home



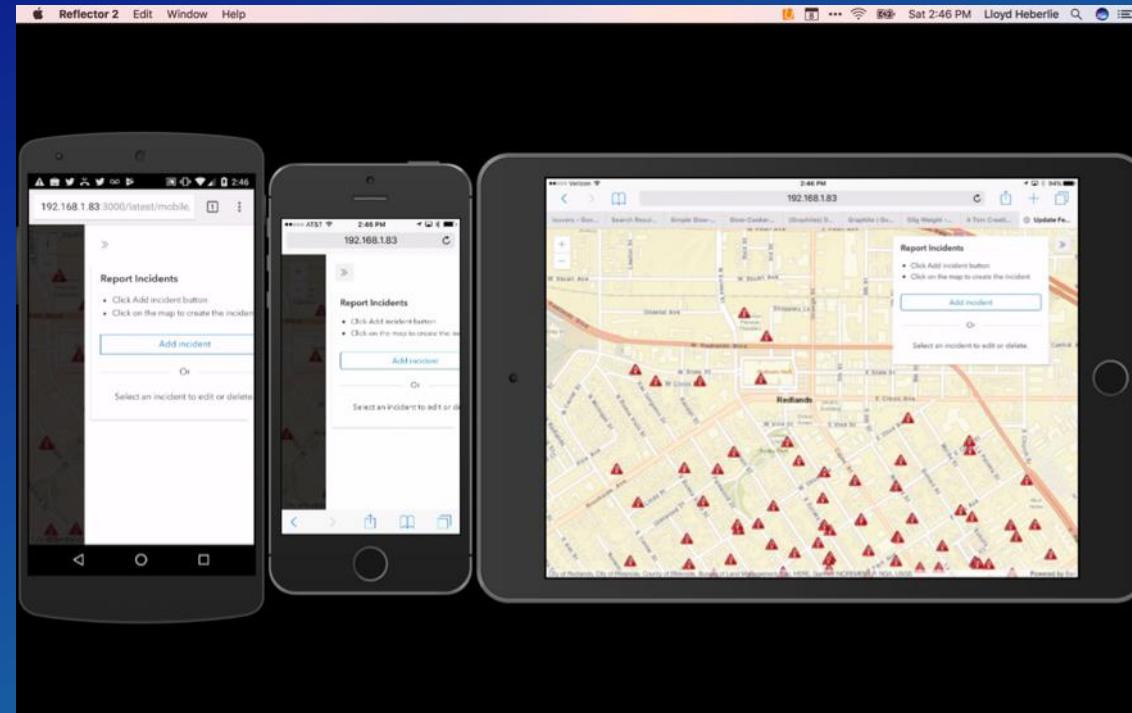
# LayerList



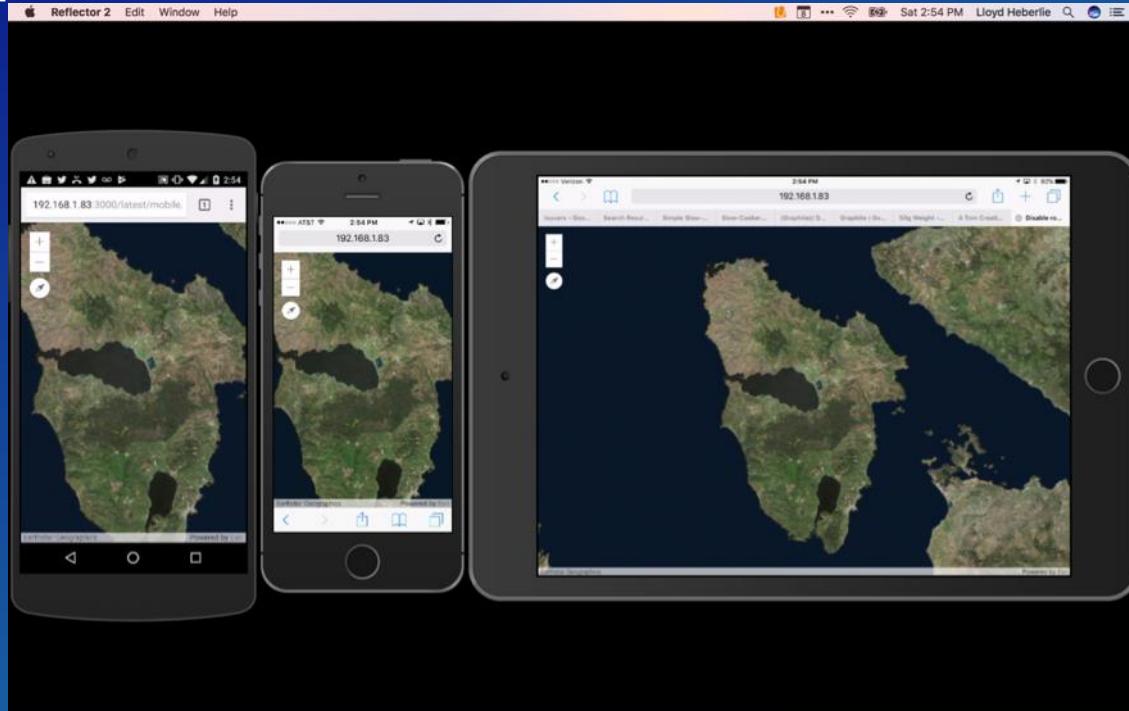
# LayerList action



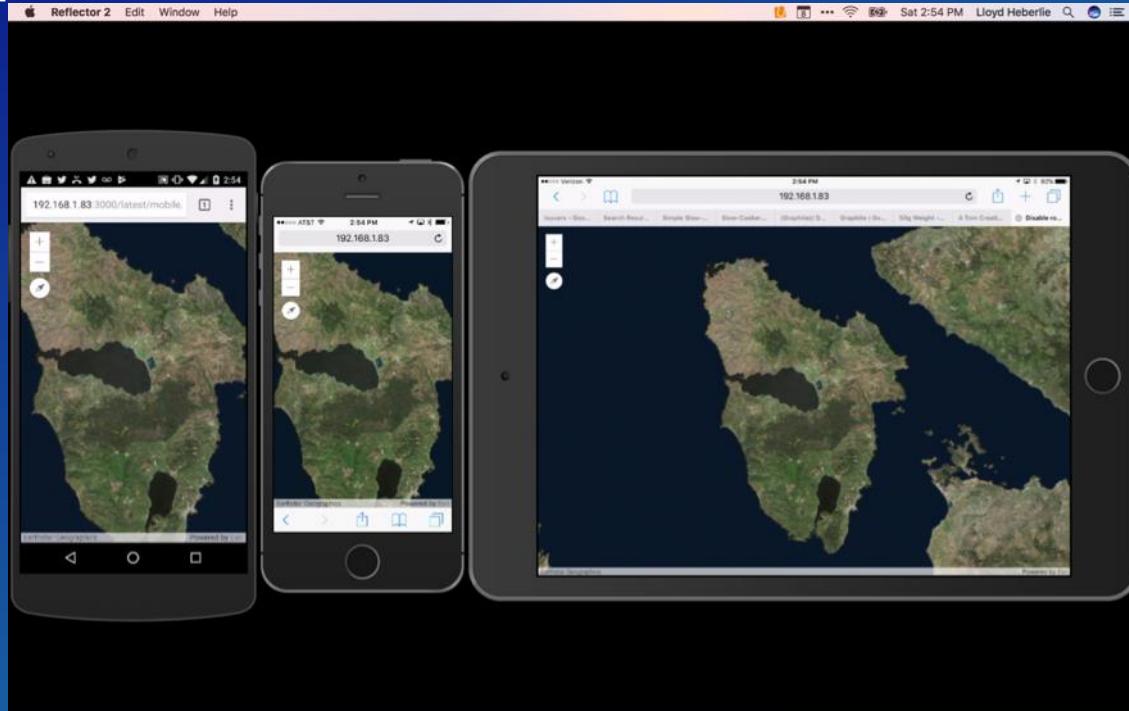
# Expand



# Compass

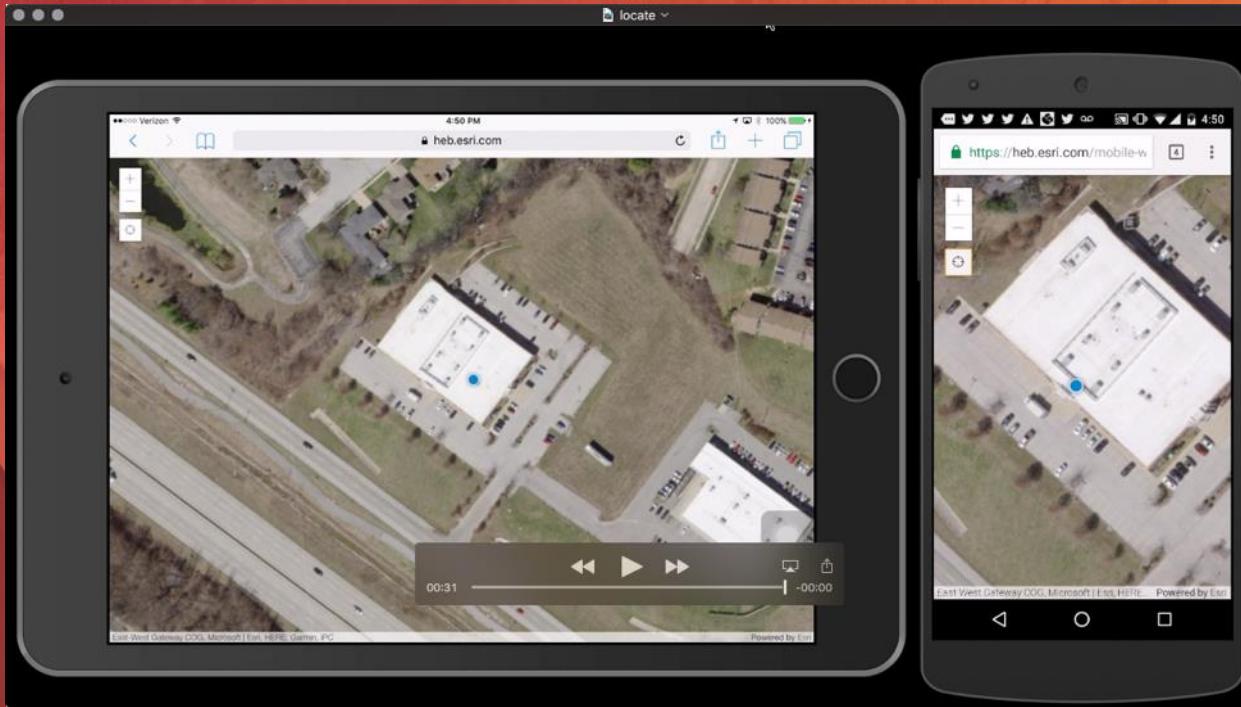


# Compass

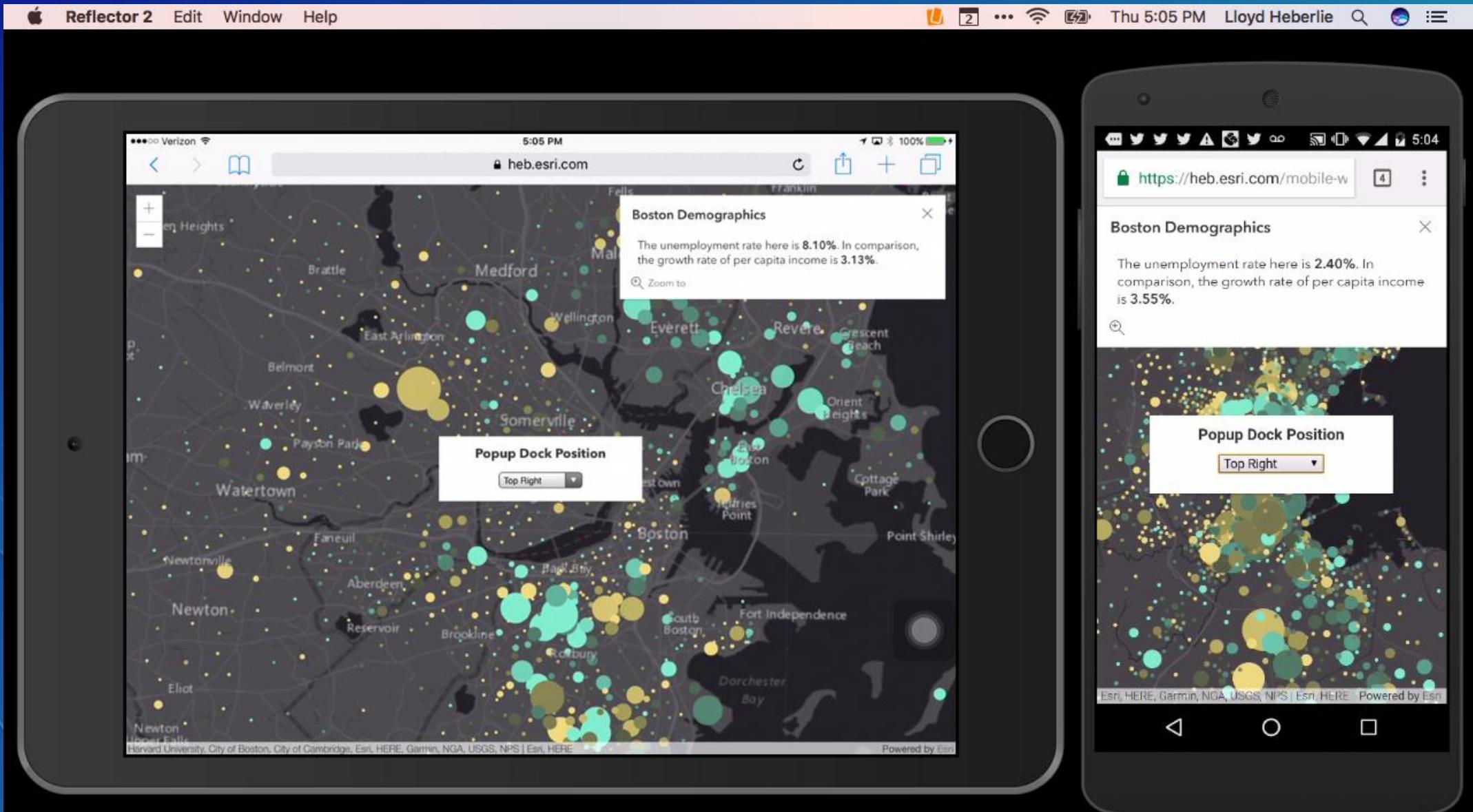


# Locate

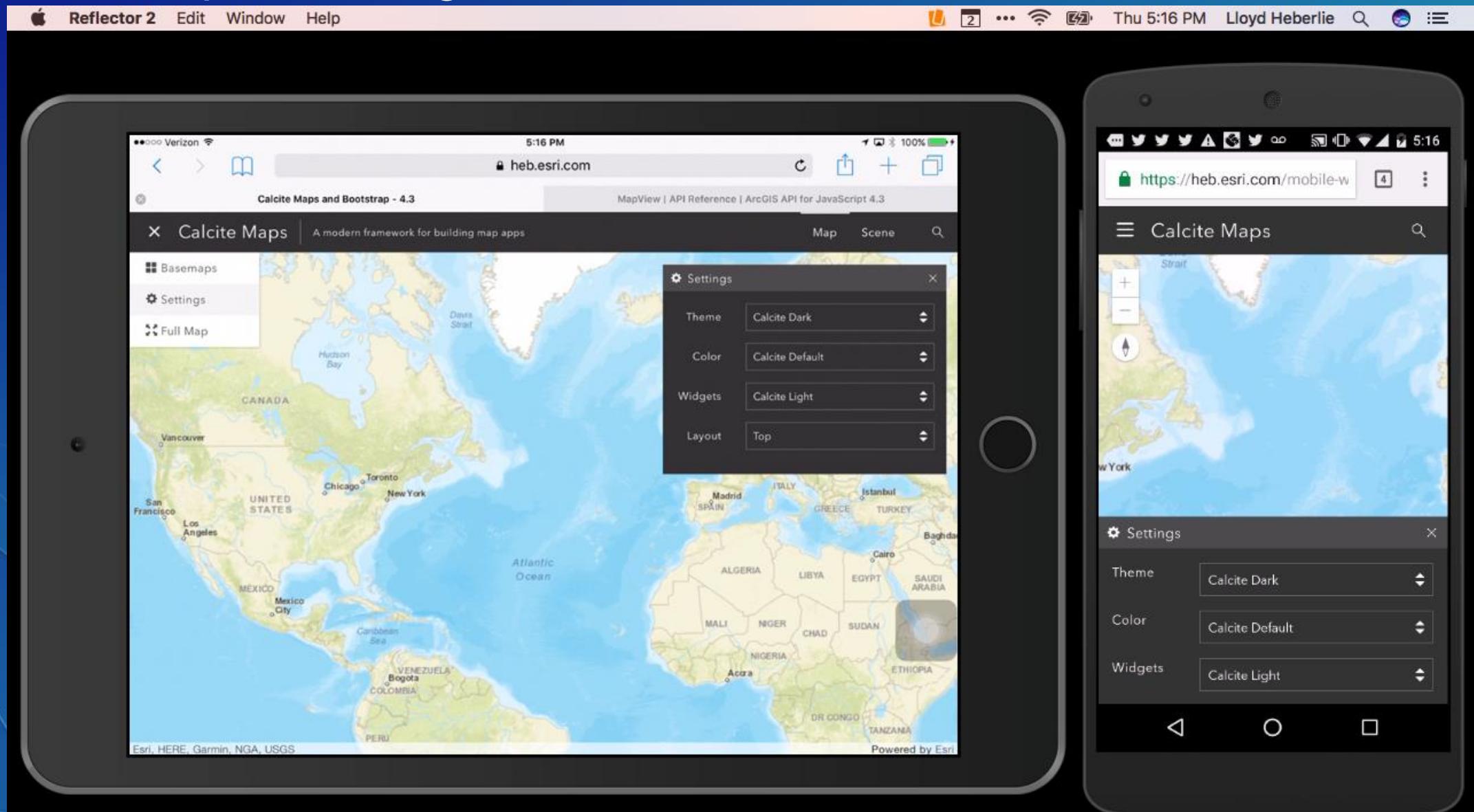
## Demo



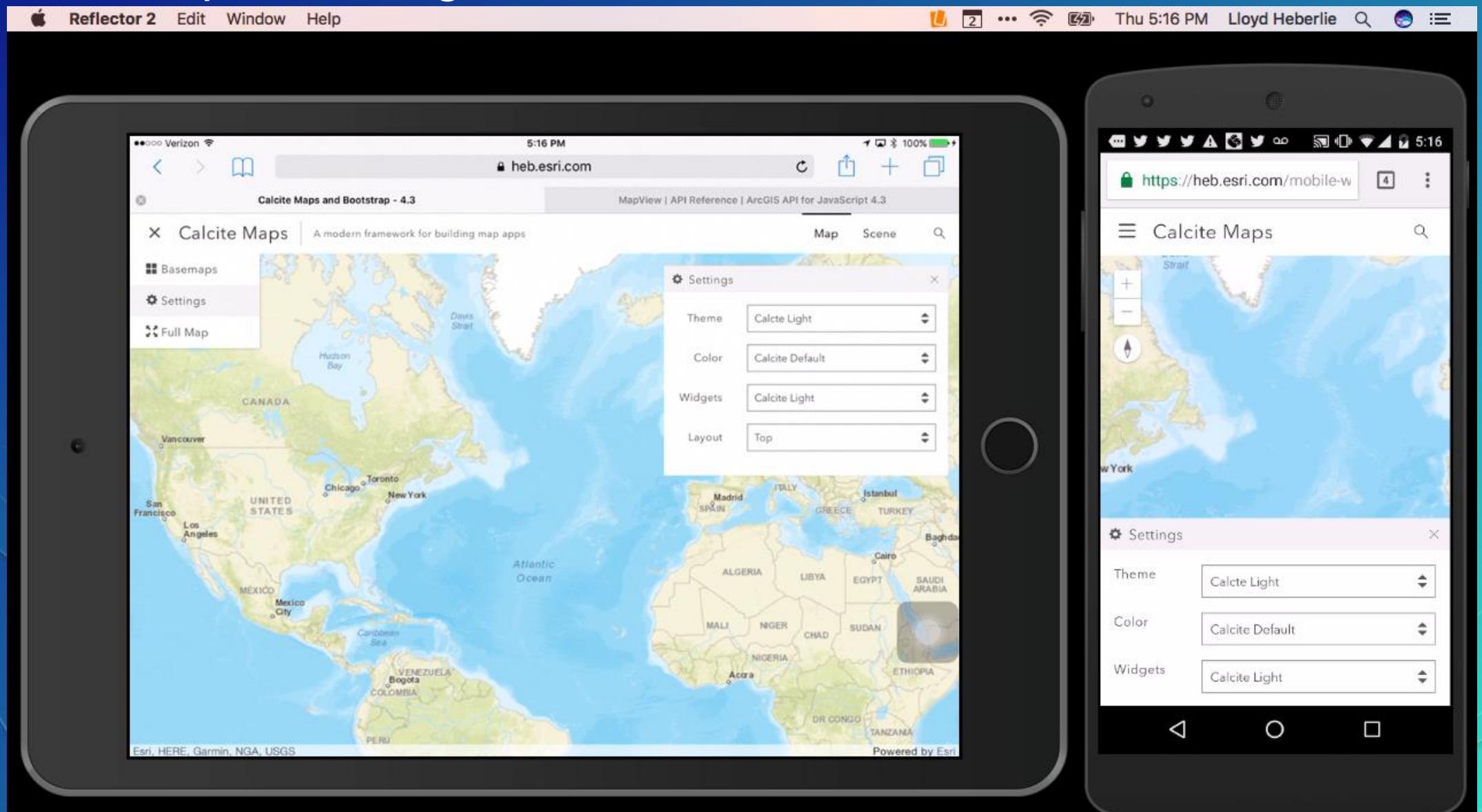
# Popups



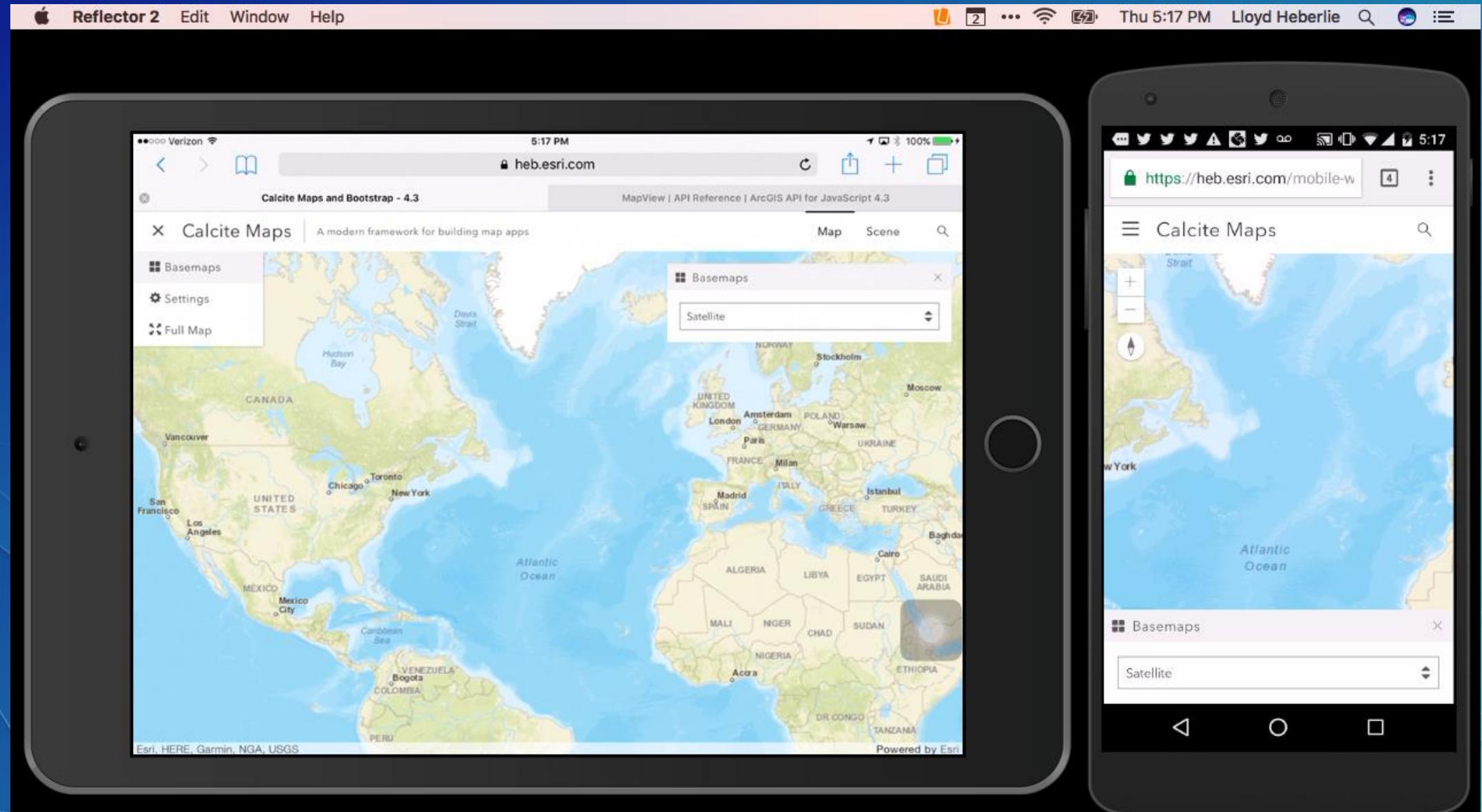
# Calcite Maps - Settings



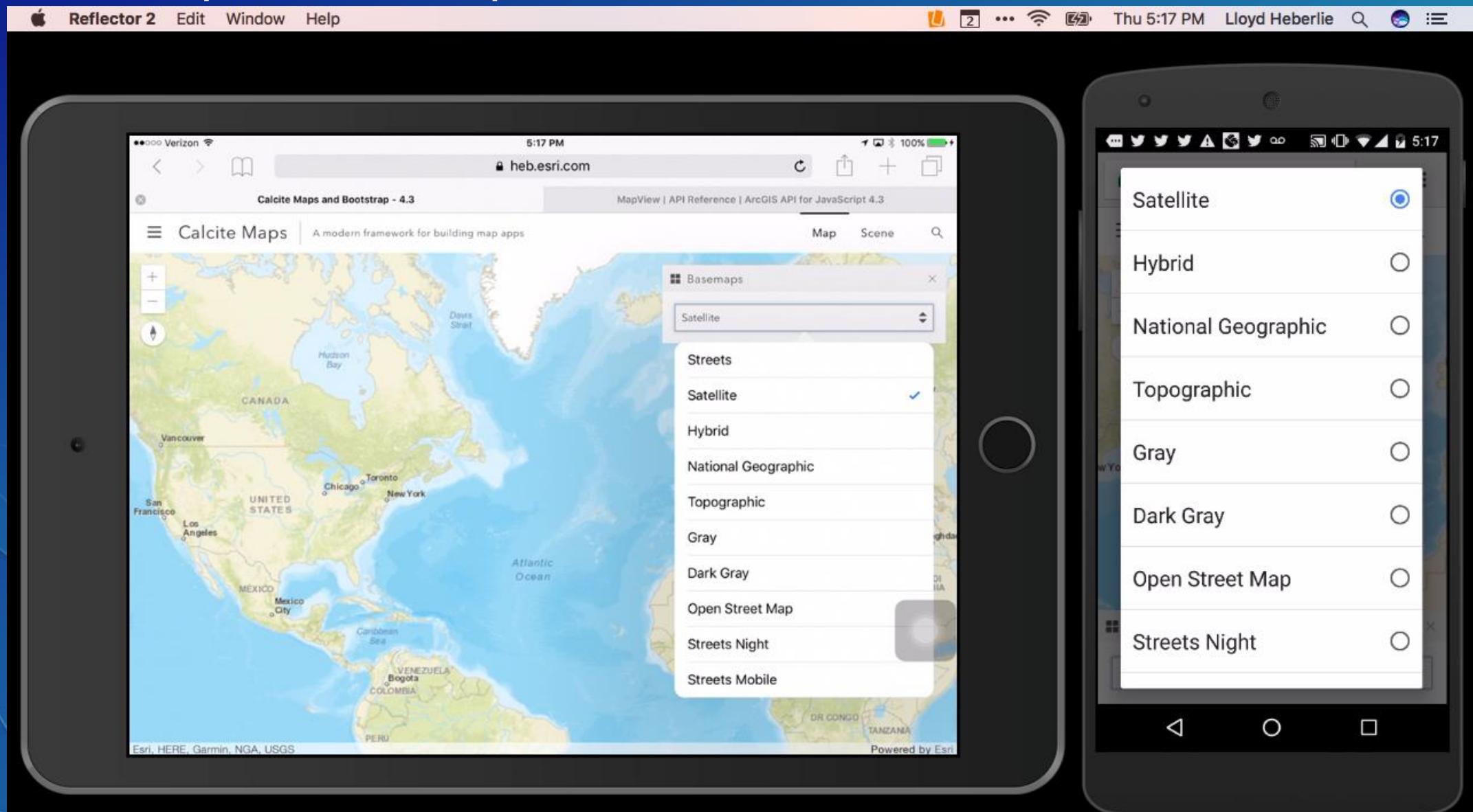
# Calcite Maps - Settings



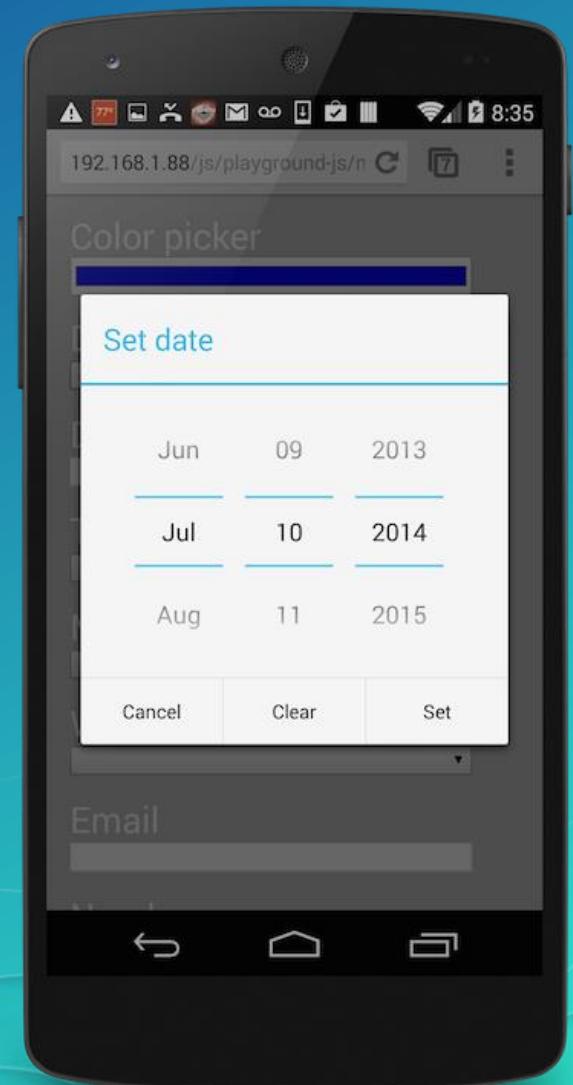
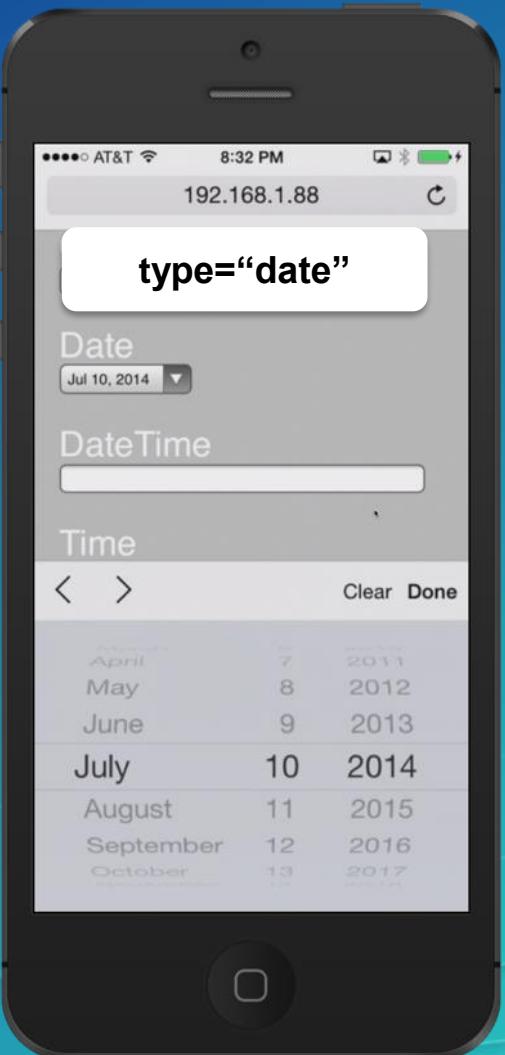
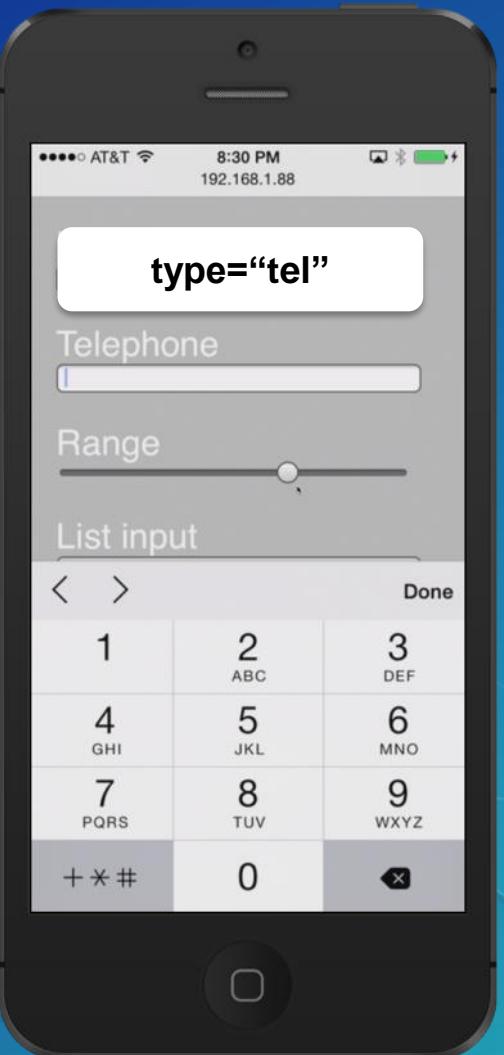
# Calcite Maps - Basemaps



# Calcite Maps - Basemaps



# HTML5 input types



# Mobile media queries

1

```
<!DOCTYPE html>
<html data-browser="Mozilla/5.0 (Linux; Android 6.0; Nexus 5 Build/MRA58N) AppleWebKit/537.36
(KHTML, like Gecko) Chrome/59.0.3071.115 Mobile Safari/537.36">
<head>
  <meta charset="utf-8">
  <meta name="viewport" content="initial-scale=1,maximum-scale=1,user-scalable=no">
  <title> - 4.4</title>
  <head>

  </head>
<body>
  <script>
    // -----
    // js, sass - user-agent mixin
    // -----
    document.documentElement.setAttribute("data-browser", navigator.userAgent);
  </script>
</body>
</html>
```

2

# Mobile media queries



```
html[data-browser*="Mobile"]  
.detail-name  
.icon-anchor  
.icon-ui-link {  
/* - - - - Positioning - - - - */  
display: inline-block;  
/* - - - - Box-model - - - - */  
margin-left: -30px;  
}
```

```
html[data-browser*="Mobile"]  
.detail-name  
.icon-anchor  
.icon-ui-link:before {  
/* - - - - Box-model - - - - */  

```

```
.detail-name  
.icon-anchor  
.icon-ui-link {  
/* - - - - Positioning - - - - */  
display: none;  
/* - - - - Appearance - - - - */  
vertical-align: middle;  
}
```

# Mobile media queries

The screenshot shows a web browser window with the URL <https://developers.arcgis.com/javascript/latest/api-reference/esri-widgetsMapView.html>. The page displays the 'Constructors' section for the `MapView` class. A red circle highlights the 'Properties' link in the sidebar menu.

**Constructors**

`new MapView(properties?)`

**Parameter:**

`properties Object`  
optional

See the [properties](#) for a list of all the properties that may be passed into the constructor.

**Example:**

```
// Typical usage
var view = new MapView({
  // ID of DOM element containing the view
  container: "viewDiv",
  // Map/WebMap object
  map: new Map()
});
```

The screenshot shows an iPhone displaying the same `MapView` API reference page. A red circle highlights the 'Properties' link in the sidebar menu. The page content is identical to the desktop version, including the constructor definition, parameter details, and an example code snippet.

**Constructors**

`new MapView(properties?)`

**Parameter:**

`properties Object`  
optional

See the [properties](#) for a list of all the properties that may be passed into the constructor.

**Example:**

```
// Typical usage
var view = new MapView({
  // ID of DOM element containing the view
  container: "viewDiv",
  // Map/WebMap object
  map: new Map()
});
```

**Property Overview**

Any properties can be set, retrieved or listened to. See the [Working with Properties](#) topic.

Name	Type	Summary
		Collection containing a flat list of all the LayerViews related to the view. <a href="#">more details</a>

# Mobile media queries

```
<!DOCTYPE html>
<html data-browser="Mozilla/5.0 (Linux; Android 6.0; Nexus 5 Build/MRA58N) AppleWebKit/537.36
(KHTML, like Gecko) Chrome/59.0.3071.115 Mobile Safari/537.36">
<head>
  <meta charset="utf-8">
  <meta name="viewport" content="initial-scale=1,maximum-scale=1,user-scalable=no">
  <title></title>
  <head>
  </head>
<body>
  <script>
    // -----
    // Tablet and phone viewports need a different CSS selector than desktop viewports.
    // -----
    var mqDesktop = window.matchMedia("(min-width: 1024px) and (max-width: 2560px)");
    var mqTablet = window.matchMedia("(min-width: 768px) and (max-width: 1023px)");
    var mqPhone = window.matchMedia("(max-width: 767px)");
    if (mqDesktop.matches){
      console.log("Desktop");
    }
    if (mqTablet.matches){
      console.log("Tablet");
    }
    if (mqPhone.matches){
      console.log("Phone");
    }
  </script>
</body>
</html>
```

# Capabilities

Demos

# Managing initial load times

# Initial loading in a mobile browser

Often misunderstood

Many things happening

Vulnerable to timing issues

Consider user's experience



# Initial loading in a mobile browser

CSS

3rd party libraries

Frameworks

Framework plugins

ArcGIS JS API

GIS queries

GET map tiles



# Initial loading in a mobile browser

CSS  
3rd party libraries  
Frameworks  
Framework plugins  
ArcGIS JS API  
GIS queries  
GET map tiles

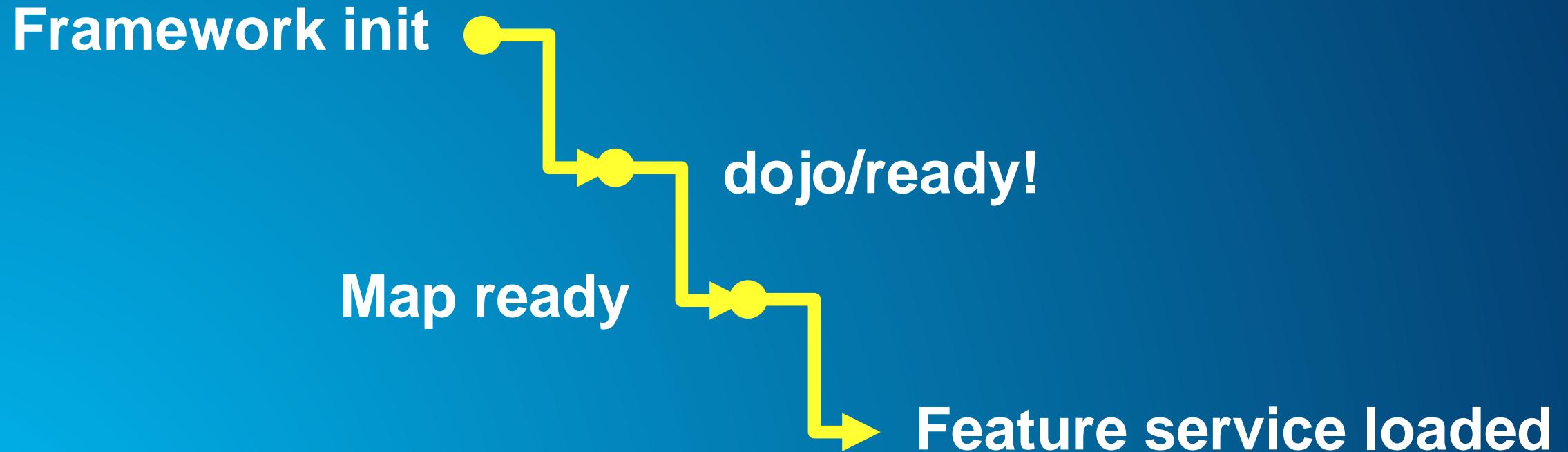


# Initial loading in a mobile browser

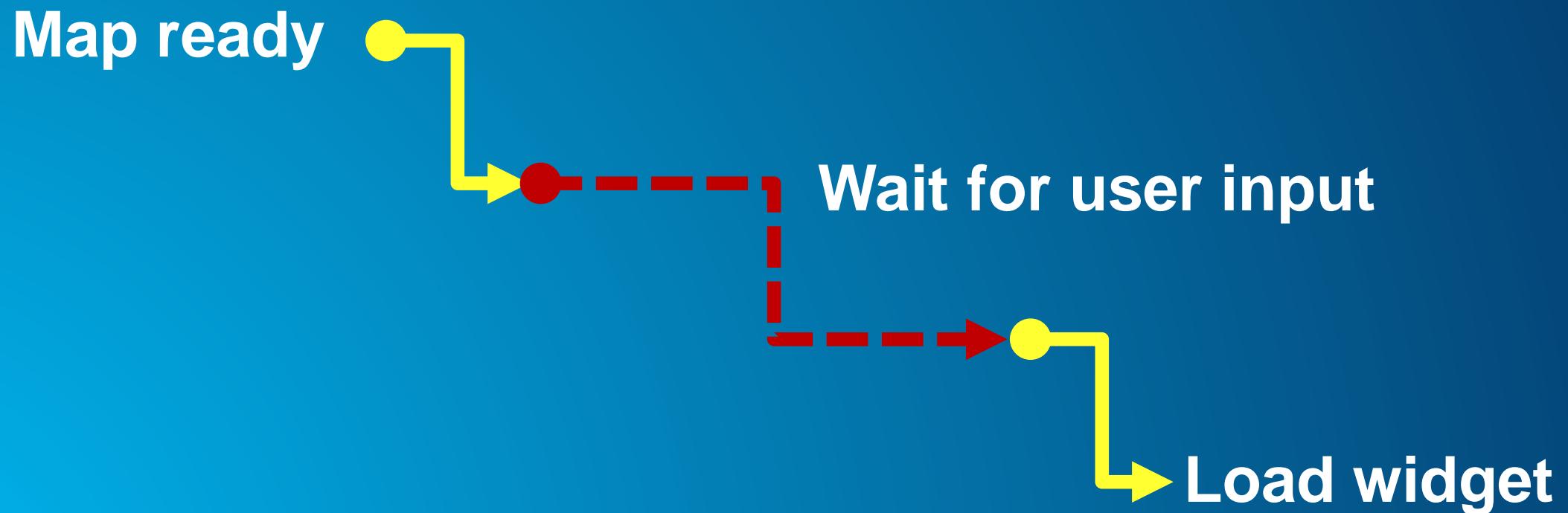
## Wait for framework initialization

- In Angular: implements OnInit
- In Cordova: ‘deviceready’ event
- In ArcGIS: dojo/domReady!

# Consider synchronous patterns



# Lazy load modules and libraries



# Lazy load demo

```
function lazyLoadPointCloudLayer(){
  require([
    "esri/layers/PointCloudLayer"
  ], function(PointCloudLayer) {
    var plc = new PointCloudLayer();
  });
}
```

Demo

# Reserve async for after app load

## Wait for framework initialization

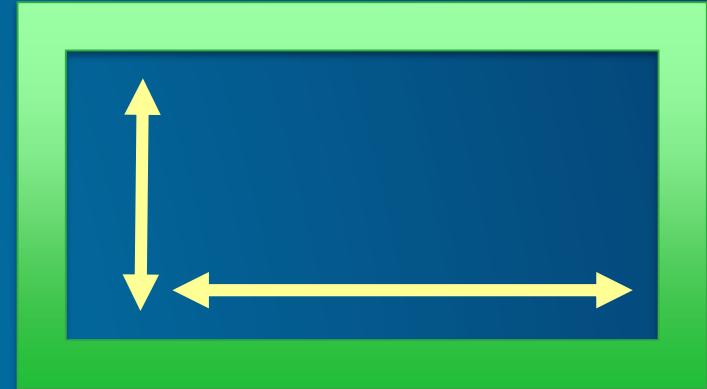
- In Angular: implements OnInit
- In Cordova: ‘deviceready’ event
- In ArcGIS: dojo/domReady!

# MapView ready?

The View has a Map  
View container size is greater than zero  
View has a spatial reference

[API Reference MapView.ready](#)

[Demo](#)



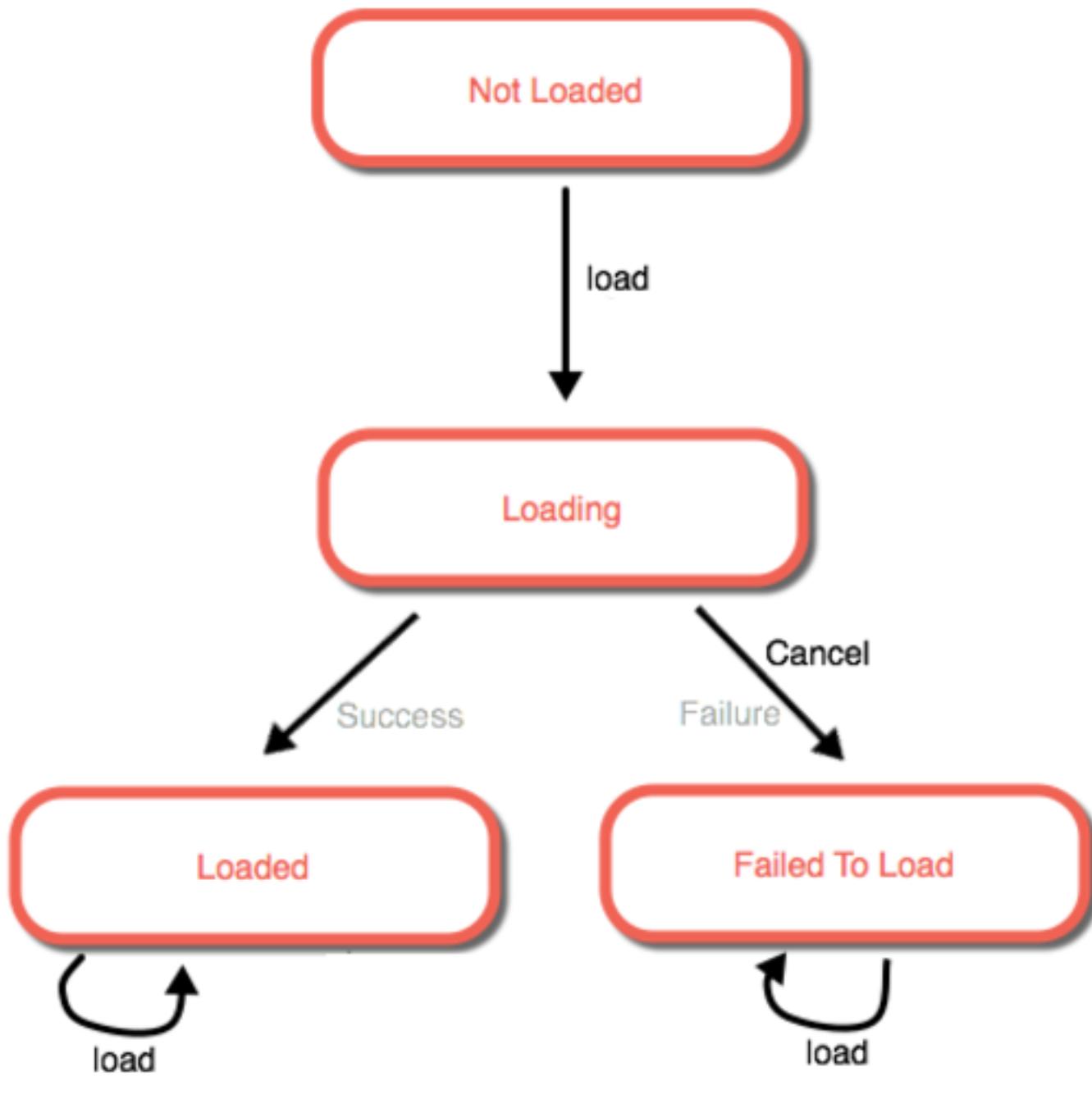
# Loadable Patterns

Any resource that handles async data access  
Examples: feature layers, tasks, web maps

loadStatus `String` `readonly`

Represents the status of a [load](#) operation.

Value	Description
<code>not-loaded</code>	The object's resources have not loaded.
<code>loading</code>	The object's resources are currently loading.
<code>loaded</code>	The object's resources have loaded without errors.
<code>failed</code>	The object's resources failed to load. See <a href="#">loadError</a> for more details.



## API reference

### WebMap.loadStatus

# load() example

```
var webmap = new WebMap({
  portalItem: { // autocasts as new PortalItem()
    id: "f2e9b762544945f390ca4ac3671cfa72"
  }
});

var view = new MapView({
  //map: webmap,
  container: "viewDiv"
});

webmap.load().then(function(r){
  view.map = webmap;
  console.log(r);
  console.log("Load Status: " + webmap.loadStatus)
}).otherwise(function(err){
  console.log("Problem loading webmap: " + error);
});
```

Demo

# Splash Screens

Distract end user from long load times

Gives you control over when main app visible

Wait for MapView.then()

<https://github.com/andygup/splash-screen-js>

# Using local builds

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Why?

More modules – more requests

Optimized build for app

Web application vs. Hybrid

Reduce http service calls for Hybrid apps

How to create custom builds?

ArcGIS API for JavaScript Web Optimizer – 3x

Bower

npm

More information

- **Optimizing Your JavaScript App for Performance**
  - Thursday, July 13 - 12:30 - 1:15 pm - 45 minutes
  - SDCC - Demo Theater 11 - Developer

# Using local builds

Demo

# Working with Cordova and Ionic Native Mobile

# Cordova/Phonegap

**Wait for “deviceready” event**

<https://github.com/Esri/quickstart-map-phonegap>

# Ionic and loading ArcGIS JavaScript modules

Many helper libraries!

- [angular-esri-loader](#) (Angular 4+, wraps esri-loader)
- [esri-loader](#) (platform agnostic)
- [Ionic2-esri-map](#) (Sample app)
- [ArcGIS TypeScript definitions](#)

# Working with Frameworks

## Mobile browser-only

# Other frameworks

- Plain old Bootstrap
- calcite-maps
- ember-esri-loader
- esri-loader-react
- esri-system-js

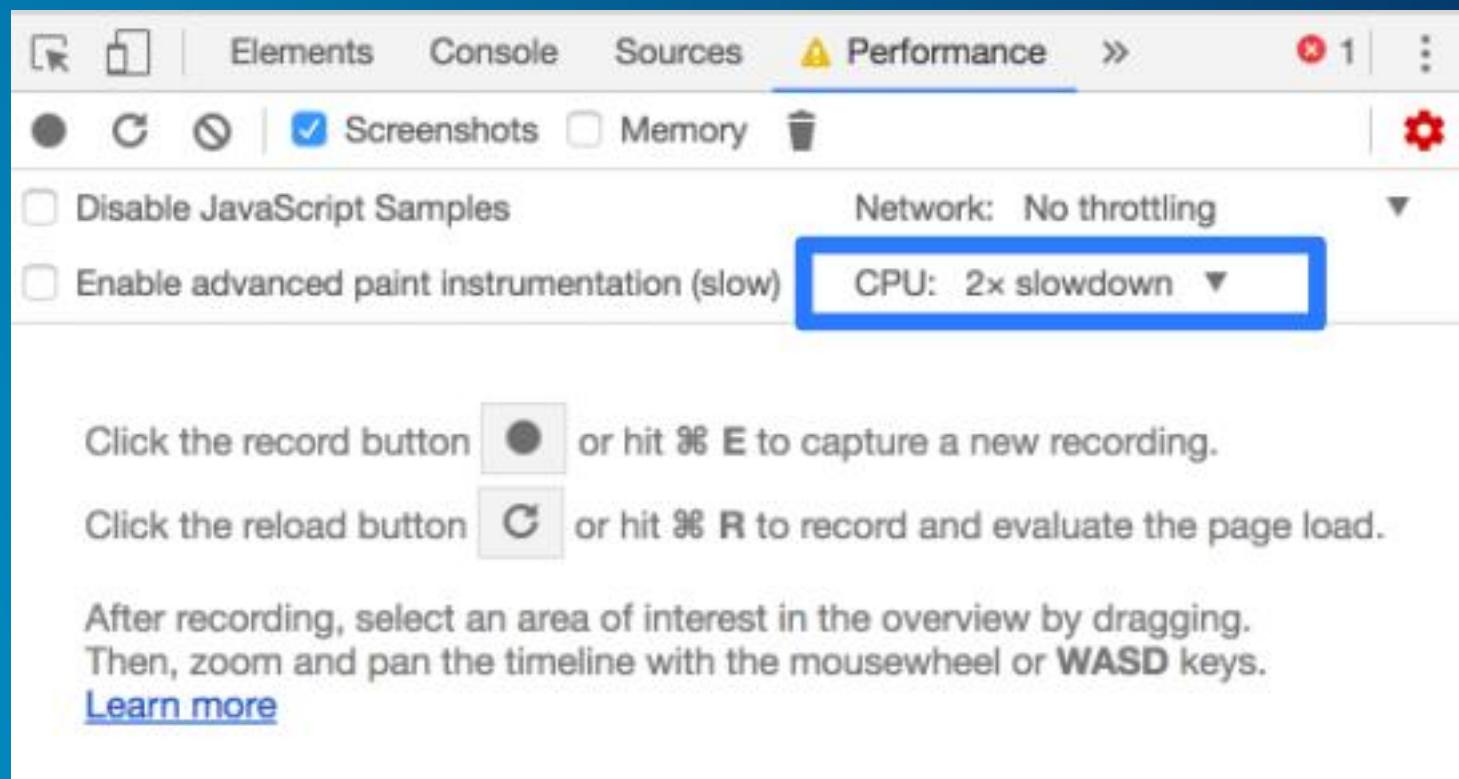
# Test Mobile Performance

# Google Chrome DevTools

<https://developers.google.com/web/tools/chrome-devtools/evaluate-performance/>

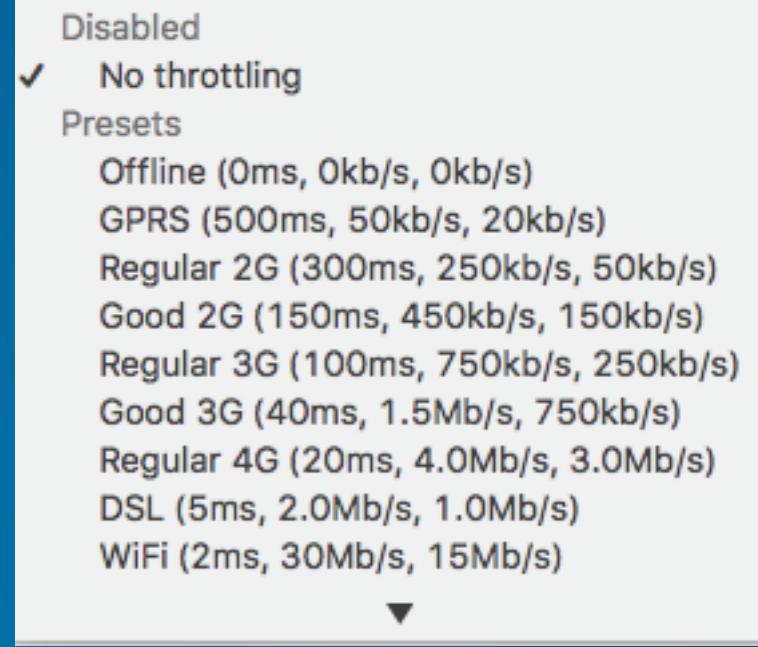
# Google Chrome DevTools

## Performance > Capture Settings > CPU



# Google Chrome DevTools

## Performance > Capture Settings > Network



# WebPageTest

<https://webpagetest.org/>

## Web Page Performance Test for

<https://esri.github.io/html5-geolocation-tool-js/field-location-template.html>

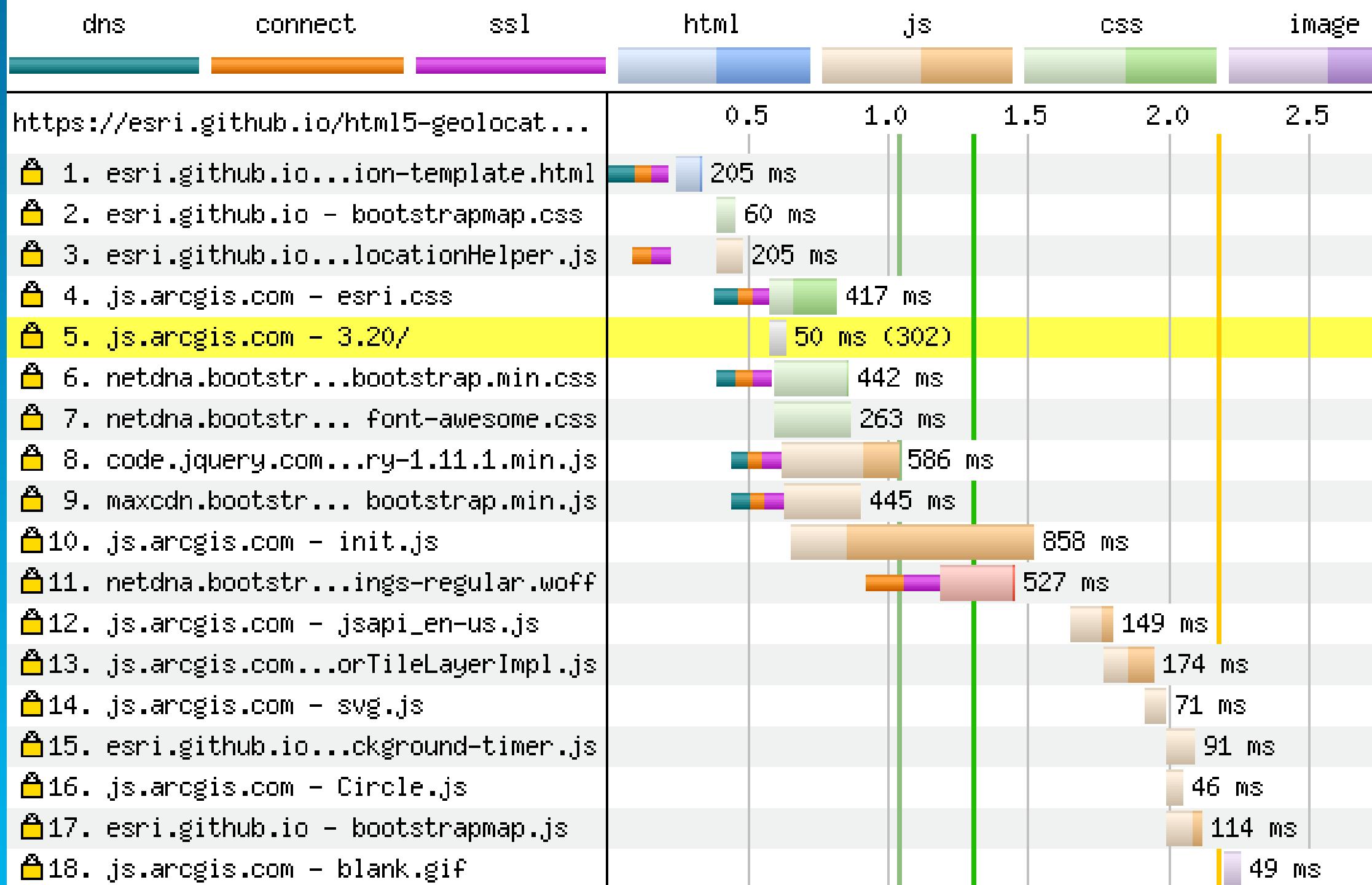
From: Denver, Colorado USA - Chrome - Cable

6/29/2017, 11:55:46 AM

Need help improving?						
A	A	A	B	F	✓	
First Byte Time	Keep-alive Enabled	Compress Transfer	Compress Images	Cache static content	Effective use of CDN	

### Performance Results (Median Run)

	Load Time	First Byte	Start Render	Speed Index	Document Complete			Fully Loaded				
					Time	Requests	Bytes In	Time	Requests	Bytes In	Certificates	Cost
First View (Run 1)	2.808s	0.325s	1.297s	3528	2.808s	22	710 KB	5.809s	40	960 KB	67 KB	\$\$---



# Performance metrics to keep in mind

Time until first map tile

Time until last map tile

Example

Each new URL requires a DNS lookup + SSL negotiation

- Solution: self-host as much as possible

# Debugging and testing

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# Physical devices

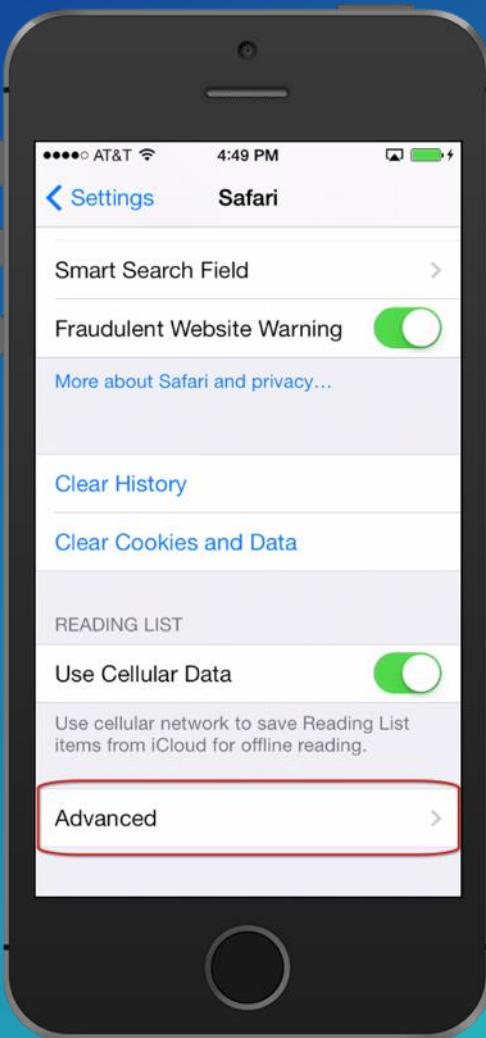


<http://blog.adtile.me/2014/01/08/adtile-device-lab/>

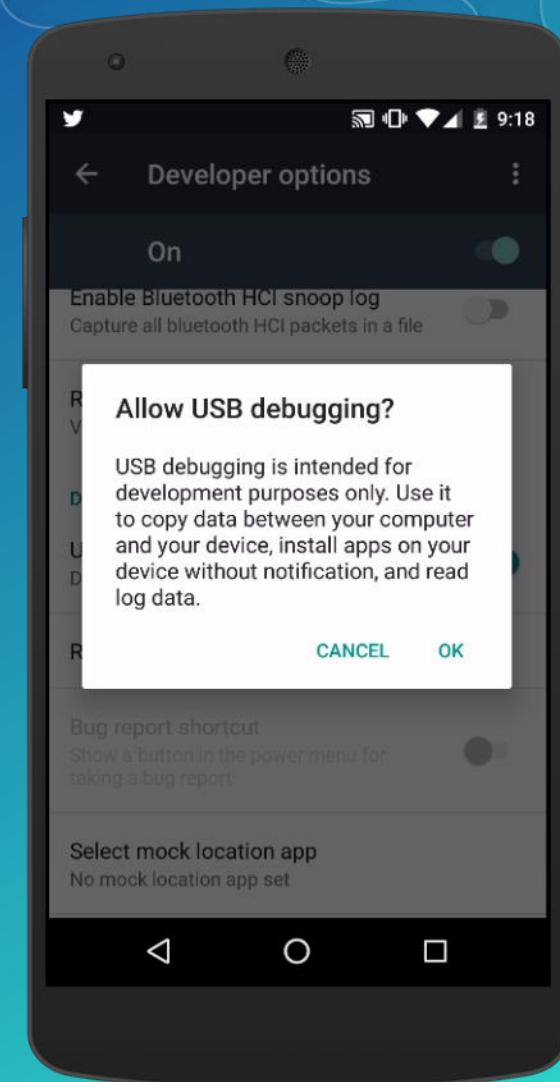
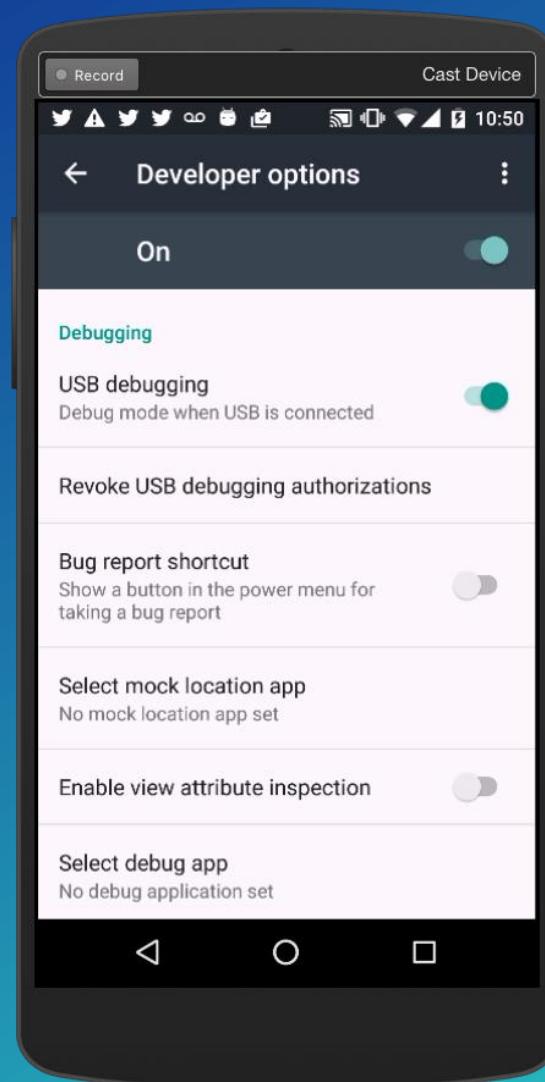
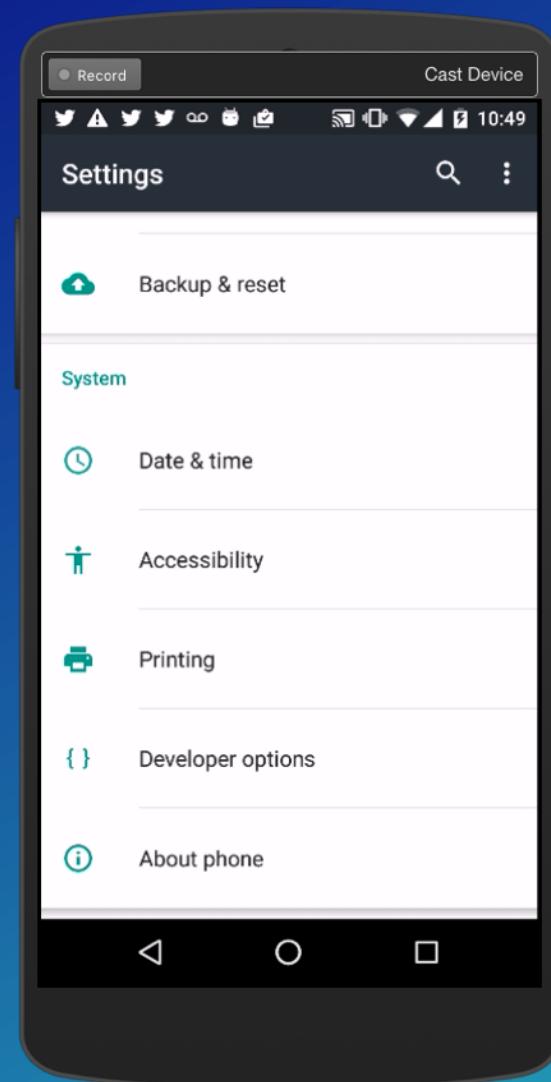
# Remote debugging

- Safari Web Inspector Remote
- Google Chrome remote debugging
- <http://livereload.com/>
- Browser-sync

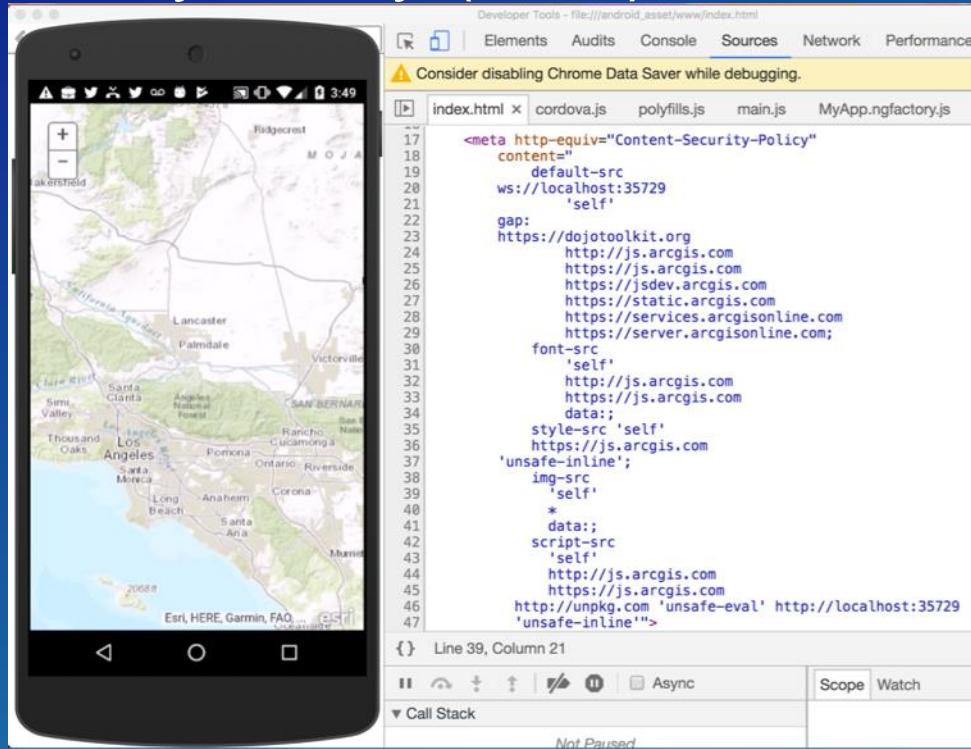
# Enable iOS remote web inspection



# Enable Android remote web inspection



# Content Security Policy (CSP)



# Debugging Mobile

Demo

# Working with GPS



# Built-in GPS

Don't use for field data collection!

Okay to use for approximate location

[github.com/Esri/html5-geolocation-tool-js](https://github.com/Esri/html5-geolocation-tool-js)

# High-accuracy GPS

Bluetooth enabled

Bad Elf GNSS (left)  
Trimble R1 (right)



# High-accuracy GPS and Web Mapping Apps

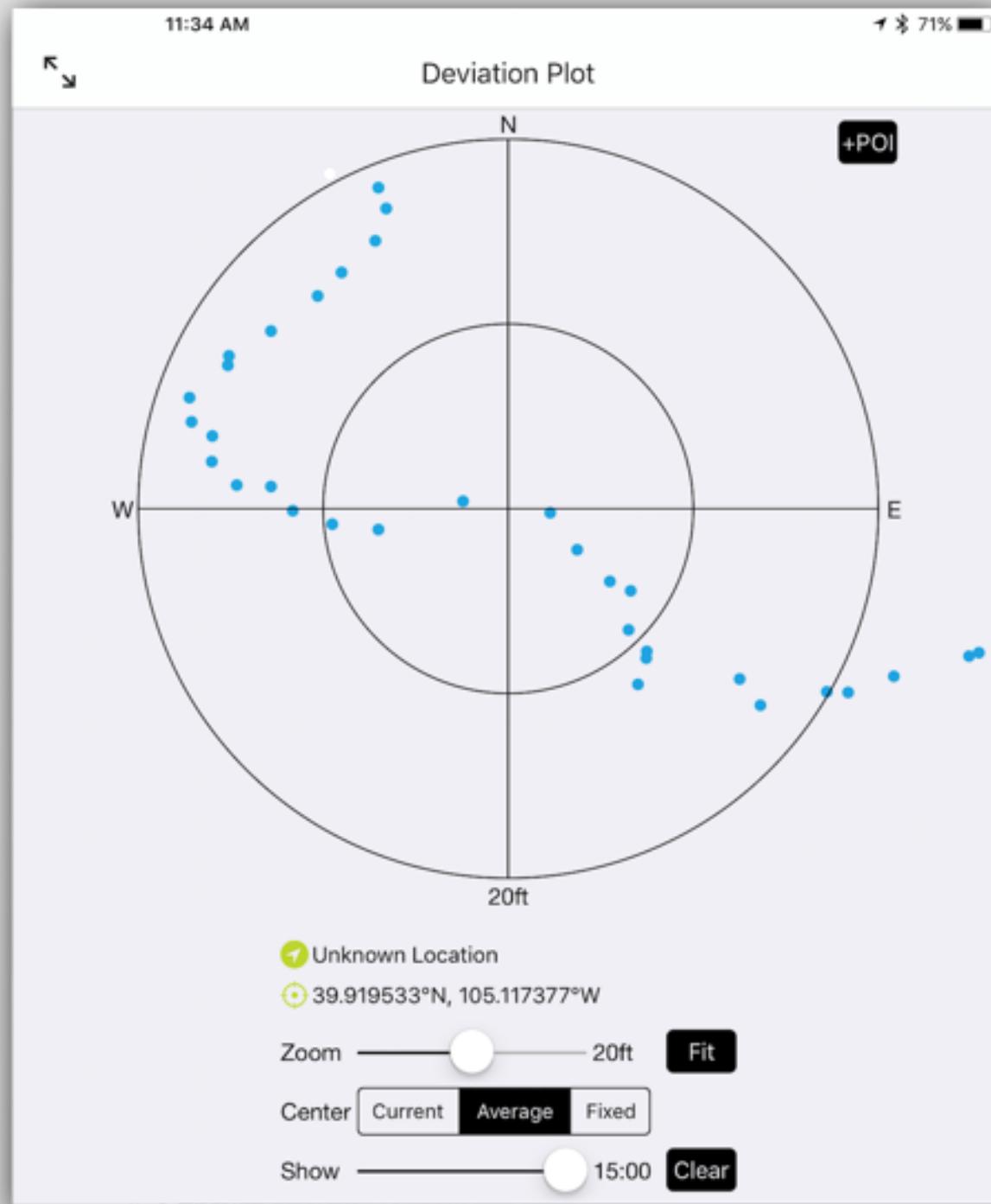
Best approach is Hybrid => Cordova, Ionic

Also consider ArcGIS Runtimes

**NOTE:** Regular browser Geolocation API may provide incorrect data

# GPS Drift

Stationary device



# Cordova plugin for high-accuracy on Android

Works with high-accuracy GPS via bluetooth  
Separates GPS locations from Network locations

<https://github.com/Esri/cordova-plugin-advanced-geolocation>



esri

*THE  
SCIENCE  
OF  
WHERE*