# GAINING CONTROL IN THE GREAT UNKNOWN

MobileTechCon Munich - March 2014

# Servus











### Weber-Kit



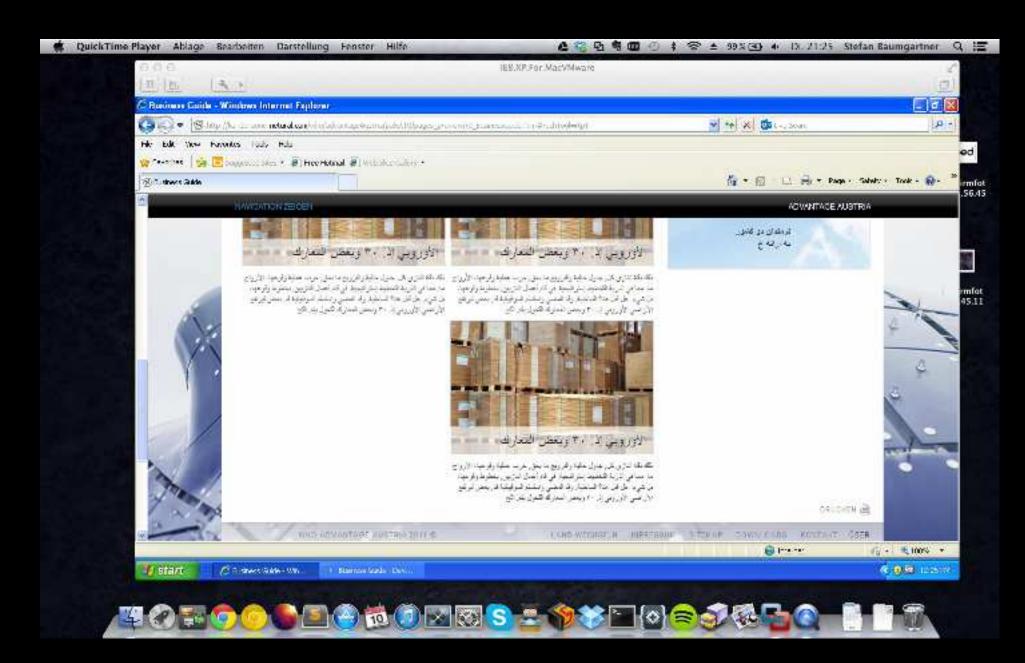
# Controlled Environments

### Controllable Environments

# 

### Uncontrollable Environments

















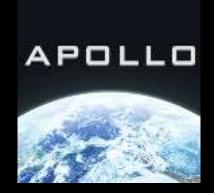








































### **UC Browser**



### **UC Browser**

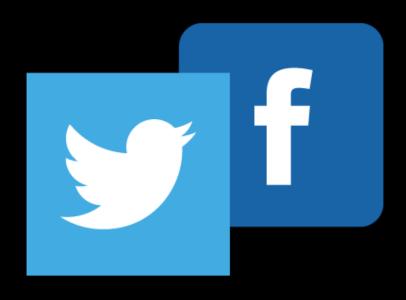
400 million users

32% market-share in China

## ... to be honest ...

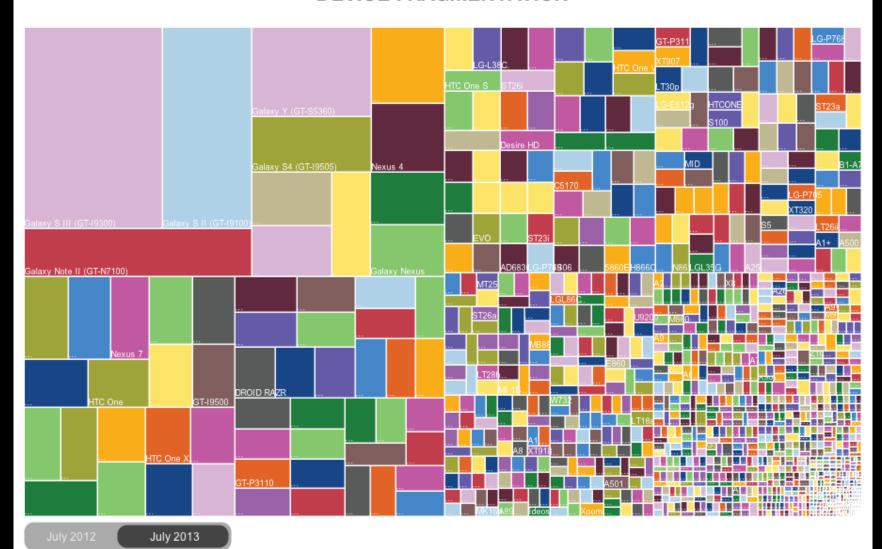
only few of them come with their own engine

# Under the top-most used browsers on iOS and Android

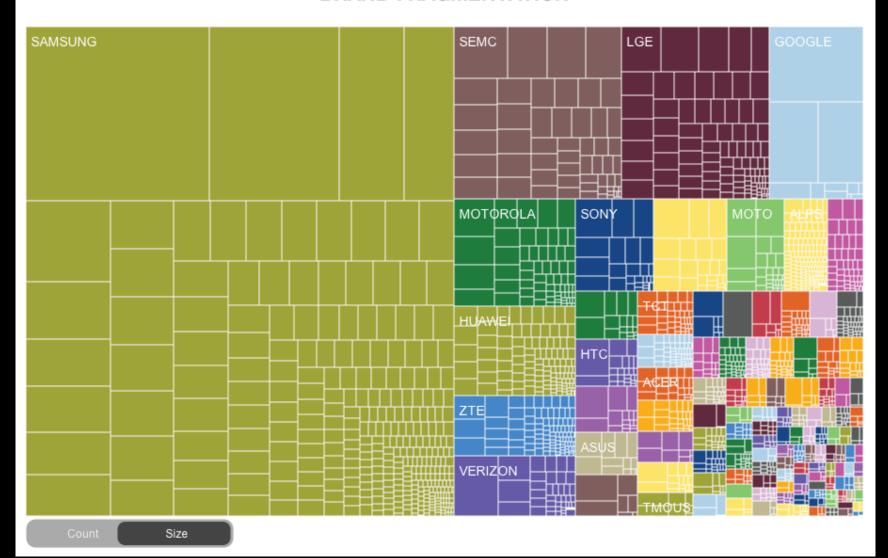


# Fragmentation

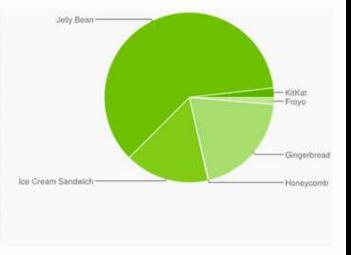
#### **DEVICE FRAGMENTATION**



#### **BRAND FRAGMENTATION**



| Version          | Codename              | API | Distribution |
|------------------|-----------------------|-----|--------------|
| 2.2              | Froyo                 | 8   | 1.3%         |
| 2.3.3 -<br>2.3.7 | Gingerbread           | 10  | 20.0%        |
| 3.2              | Honeycomb             | 13  | 0.1%         |
| 4.0.3 -<br>4.0.4 | Ice Cream<br>Sandwich | 15  | 16.1%        |
| 4.1.x            | Jelly Bean            | 16  | 35.5%        |
| 4.2.x            |                       | 17  | 16.3%        |
| 4.3              |                       | 18  | 8.9%         |
| 4.4              | KitKat                | 19  | 1.8%         |



#### All Platforms:

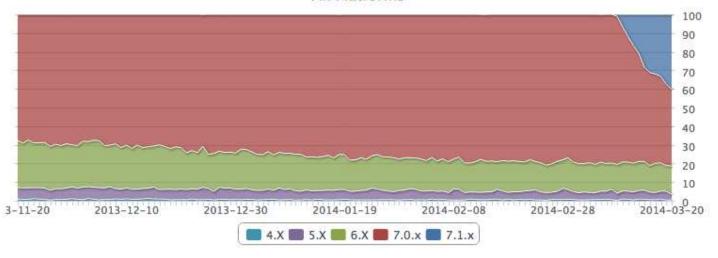
7.X 81.5%

6.X 15.2%

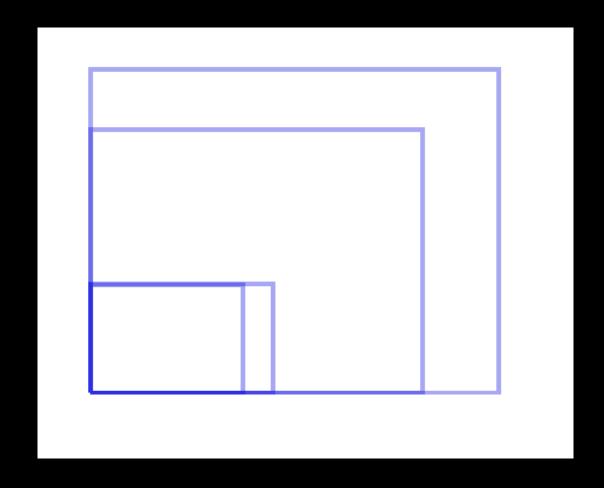
**5.X** 3.0%

4.X 0.4%

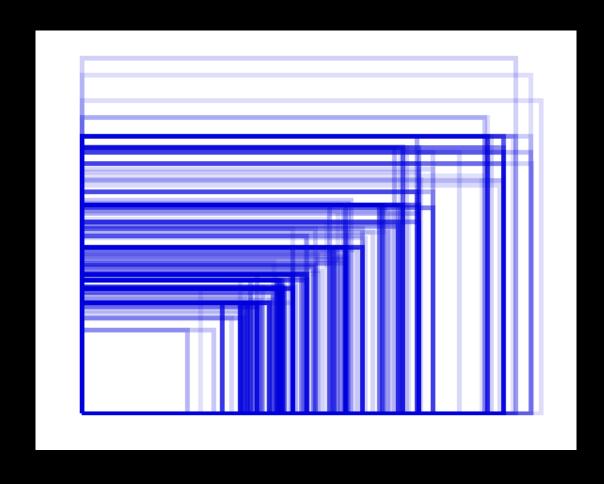
#### All Platforms



### iOS screen fragmentation



### Android screen fragmentation



### Holy fragmentation, Batman



## And that is just Android





## The stats

different device types: 723

different browser families: 68

## Top 5 browser families

- 1. Safari
- 2. Chrome
- 3. Firefox
- 4. Android Stock Browser
- 5. Internet Explorer

#### Viewport is one thing...

Features?

Implementation quality?

Memory?

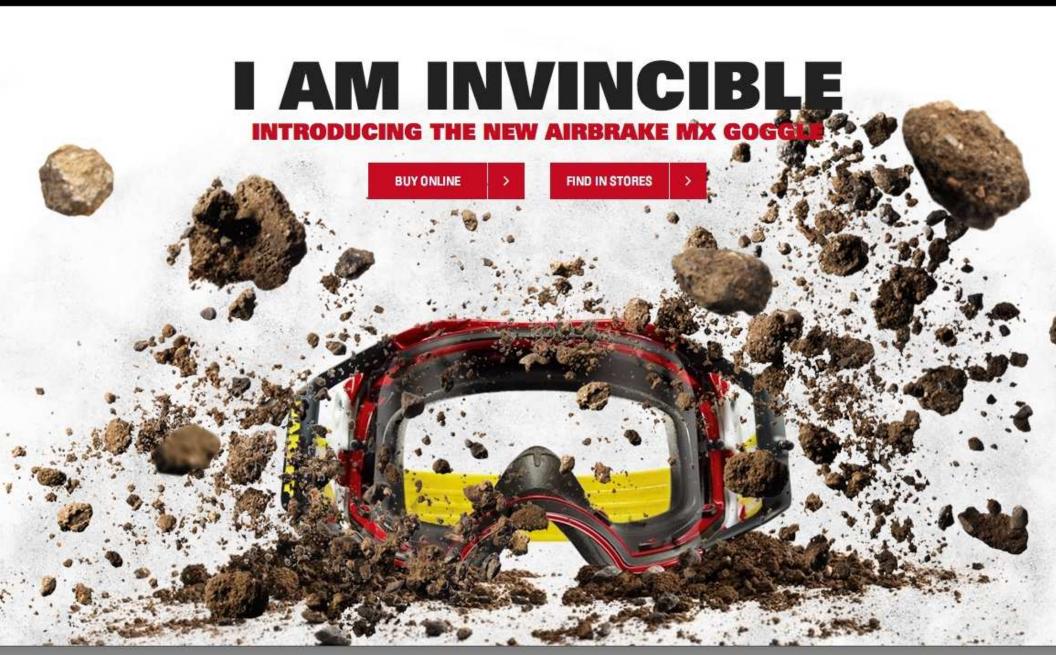
Resolution?

Browser Speed?

Connection speed?

## Parallax Scrolling?



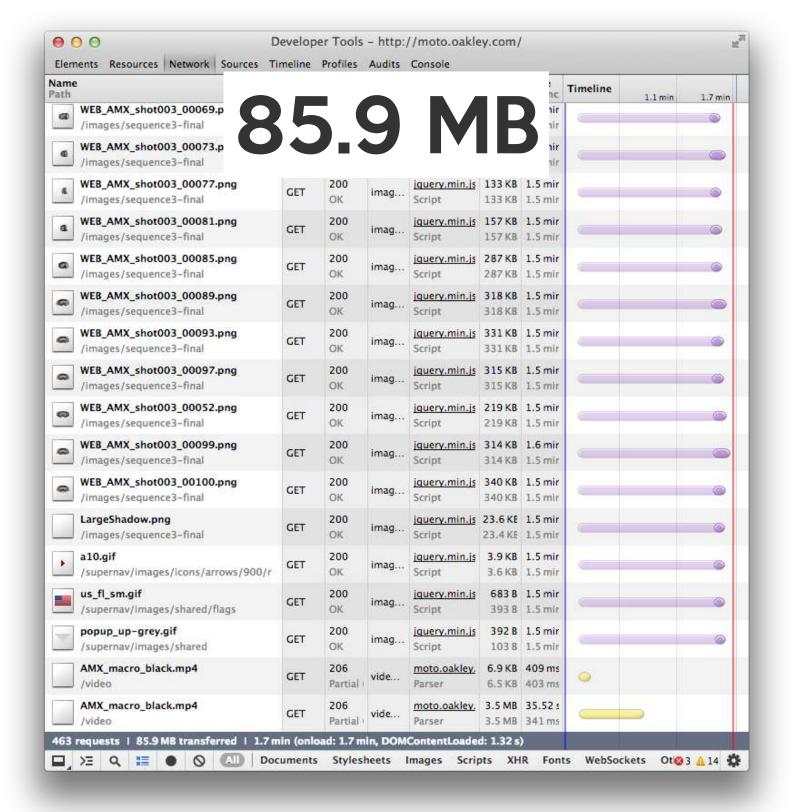


# moto.oakley.com

- 1. 85.4 MB page weight
- 2. 471 HTTP Requests
- 3. 2 minutes 45 seconds until loading screen replaced with content
- 4. 4 minutes 10 seconds to wait for onLoad event

# There sure is a mobile version?

... oh yeah, there is...



## Costs

Roaming in Switzerland for EU clients is 1€ per MB

# Costs

vodafone UK charges 1£ per 25 MB

#### Assumptions

Features: Scrolling

Implementation quality: Tried, trusted and Robust

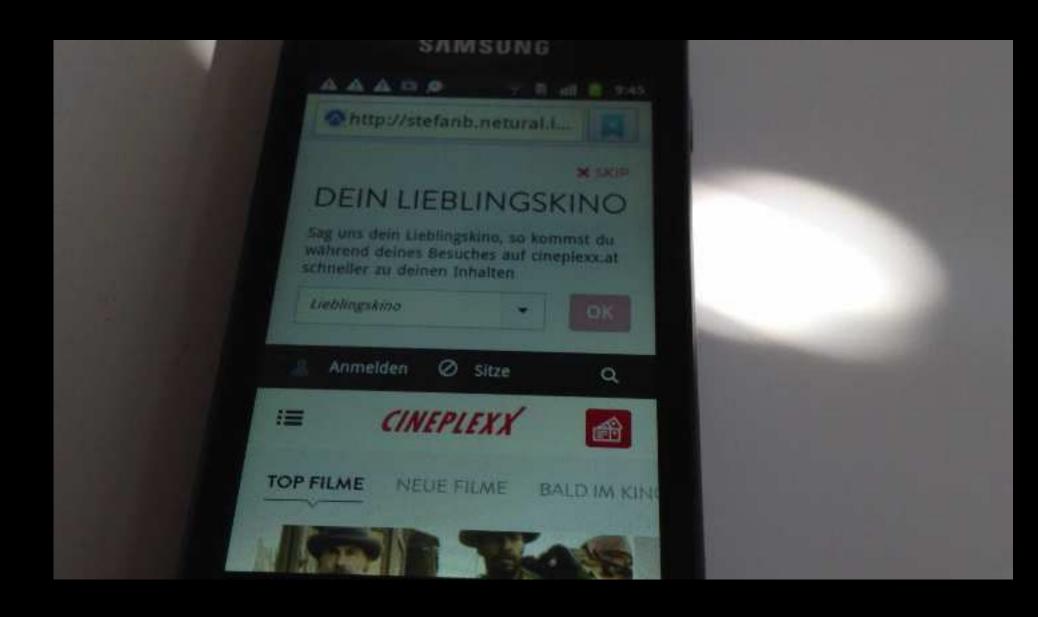
Memory: A shitload

Resolution: Of course Retina!

Browser Speed: iPad-near JS execution time

Connection speed: Harddrive

# Features





#### overflow: scroll



### -webkit-overflow-scrolling: touch





#### Feature detection

Test for overflow-scrolling, otherwise use iScroll

var has3d = 'WebKitCSSMatrix' in window && 'm11' in new WebKitCSSMatrix()

#### The good:

We did feature detects, and polyfilled in case

#### The bad:

We assumed iScroll will fix all our problems iScroll assumed hardware acceleration is a good idea overall

## The ugly:

We broke IE10 on Windows Phone 8



When using skrollr on mobile you don't actually scroll. When detecting a mobile browser skrollr disables native scrolling and instead listens for touch events and moves the content

# A classic

```
$('a').on('click', function()) {
  window.location.href = $(this).attr('href');
}
```



# Don't recreate browser features

#### You can't control everything

#### You can't control anything



```
body { perspective: 1px; transform-style: preserve-3d; }
```

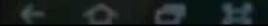
```
.slide:before {
  position: absolute; top: 0; left: 0;
  right: 0; bottom: 0;
  background-image: url("...");
  transform: translateZ(-1px) scale(2);
  z-index:-1;
}
```

http://codepen.io/keithclark/pen/JycFw







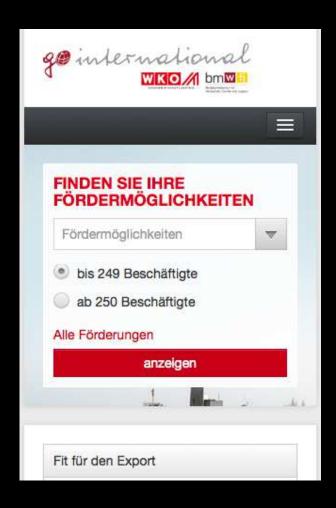


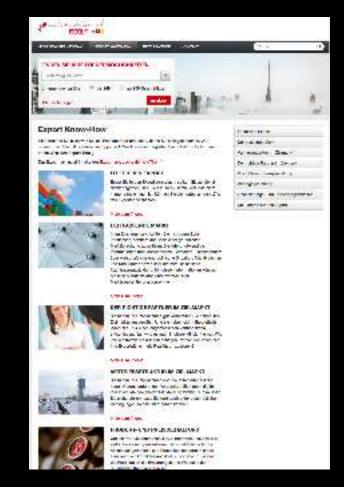


# meta-Viewport

<meta name="viewport" content="width=device-width, initialscale=1.0">

# meta-Viewport





<meta name="viewport" content="width=device-width, initialscale=1.0, maximum-scale=1.0">

... not that it does anything ...

```
@media(max-width: 320px) {
  @ms-viewport { width: 320px }
}
```

```
@-ms-viewport {
  width: device-width;
}
```



### GRUNT The JavaScript Task Runner

Getting Started

#### Latest Version

Stable: v0.4.1

Development: N/A



Take the Front-end Developer Track at Bocoup Oct 17 - Nov 1st in Boston & save 36%.

Ads by Bocoup.

Latest News

#### Why use a task runner?

In one word: automation. The less work you have to do when performing repetitive tasks like minification, compilation, unit testing, linting, etc, the easier your job becomes. After you've configured it, a task runner can do most of that mundane work for you-and your team-with basically zero effort.

#### Why use Grunt?

The Grunt ecosystem is huge and it's growing every day. With literally hundreds of plugins to choose from, you can use Grunt to automate just about anything with a minimum of effort. If someone hasn't already built what you need, authoring and publishing your own Grunt plugin to npm is a breeze.



# -webkit-text-stroke:



#### The JavaScript Task Runner

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Discover Dev Tools, a free screencast to help you master Chrome Dev Tools.

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#### Latest News



### -webkit-something: something

For what it's worth, the current trend inside Mozilla is exactly what you say: avoiding vendor prefixes by either turning things off before shipping or shipping them unprefixed if they're stable enough.

W3C List

http://lists.w3.org/Archives/Public/public-webapps/2012OctDec/0731.html

In short: we won't use vendor prefixes for new features. Instead, we'll expose a single setting to enable experimental DOM/CSS features for you to see what's coming, play around, and provide feedback [...] Only when we're ready to see these features ship to stable will they be enabled by default in the dev/canary channels.

Blink Developer FAQ http://www.chromium.org/blink/developer-faq

#### Vendor prefixes

for experimental features

experimental means: not stable, not final

not stable: not ready for production

### noPrefixes in v3.0



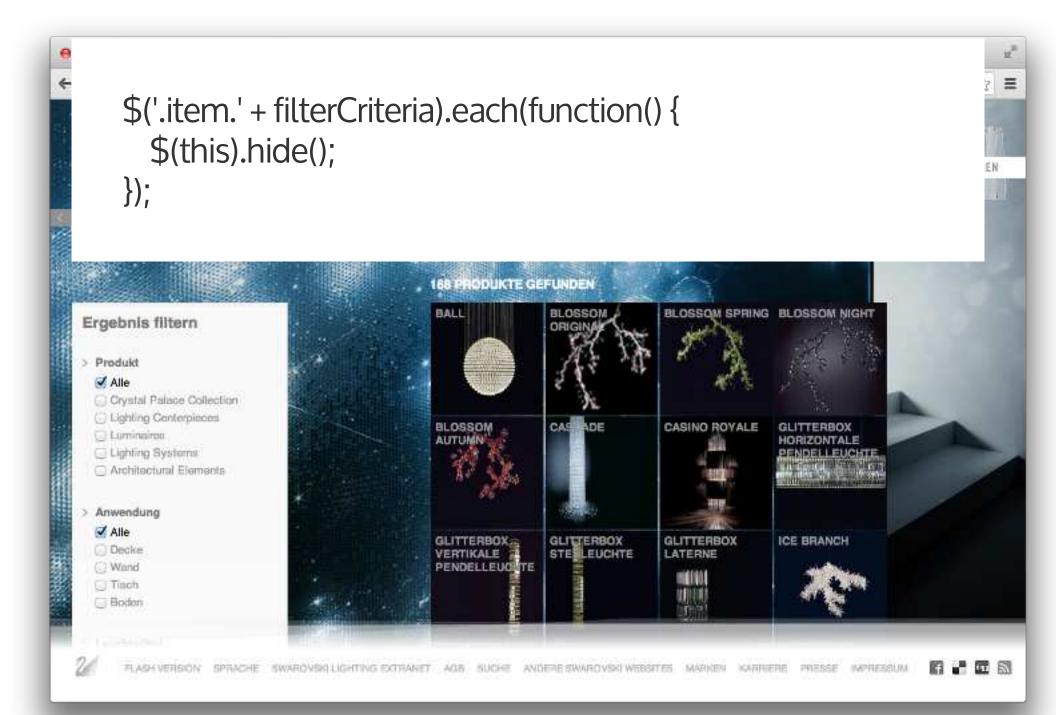
#### ModernizrProto.\_config.usePrefixes

```
"options": [
  "setClasses",
  "addTest",
  "html5printshiv",
  "load",
  "testProp",
  "fnBind",
  "prefixedCSS"
  "noPrefixes"
],
```



#### Truth is ...

## JavaScript takes long to execute



```
$('.filterArea').addClass('.filterCritera');

.filterCritera .hasCritera {
    display: none;
}
```

## Where is JavaScript necessary?

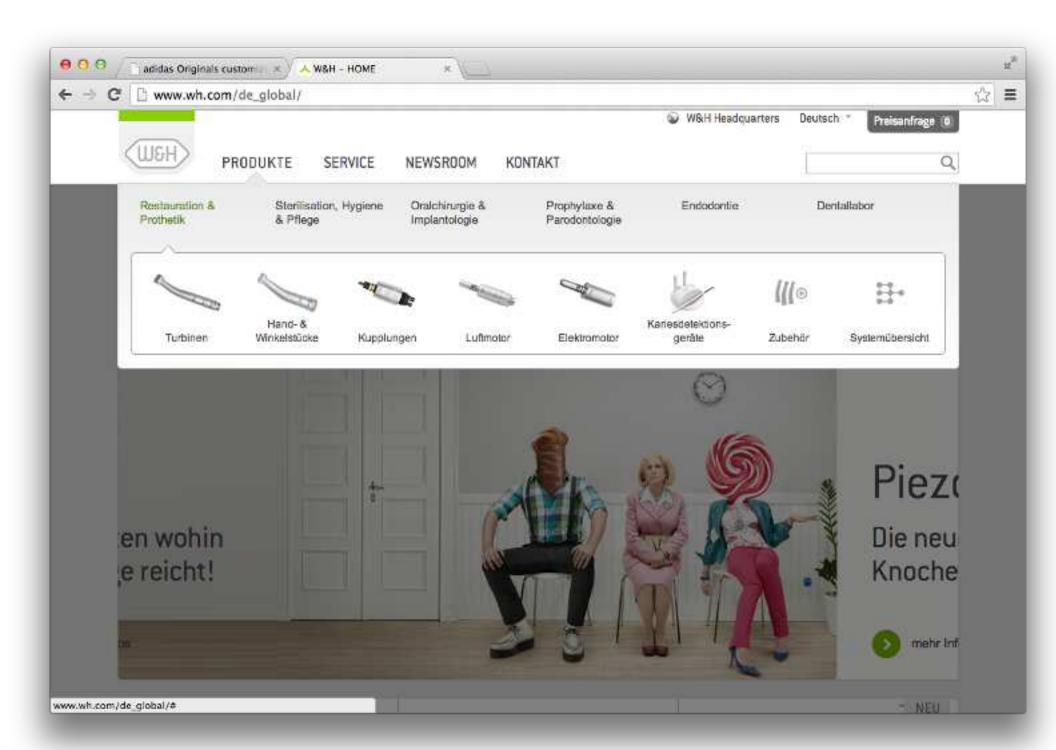
## Lanyrd

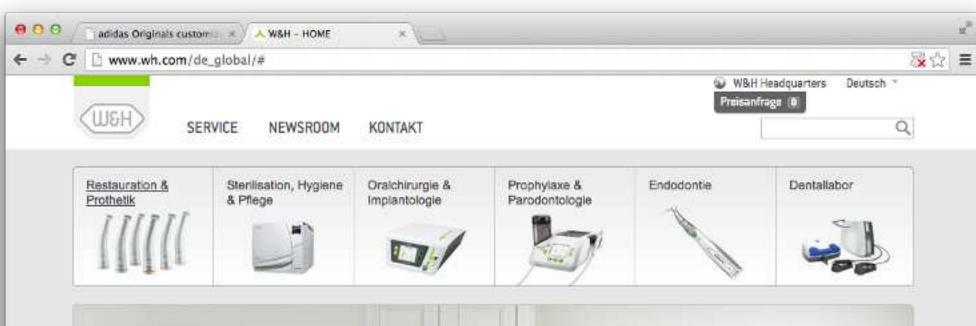
### Lanyrd

User Agent Detection ... done right! Got a slow JS engine? Don't get any JS.

## Instagram on iOS5 2/13 - 7/13 and since 12/13









Browsers other than Chrome don't priorize JS over IMG assets They take everything in order, to ensure nothing is missing on execution

### Use JavaScript to load content that's only available with JavaScript

## 13s > 1.4s

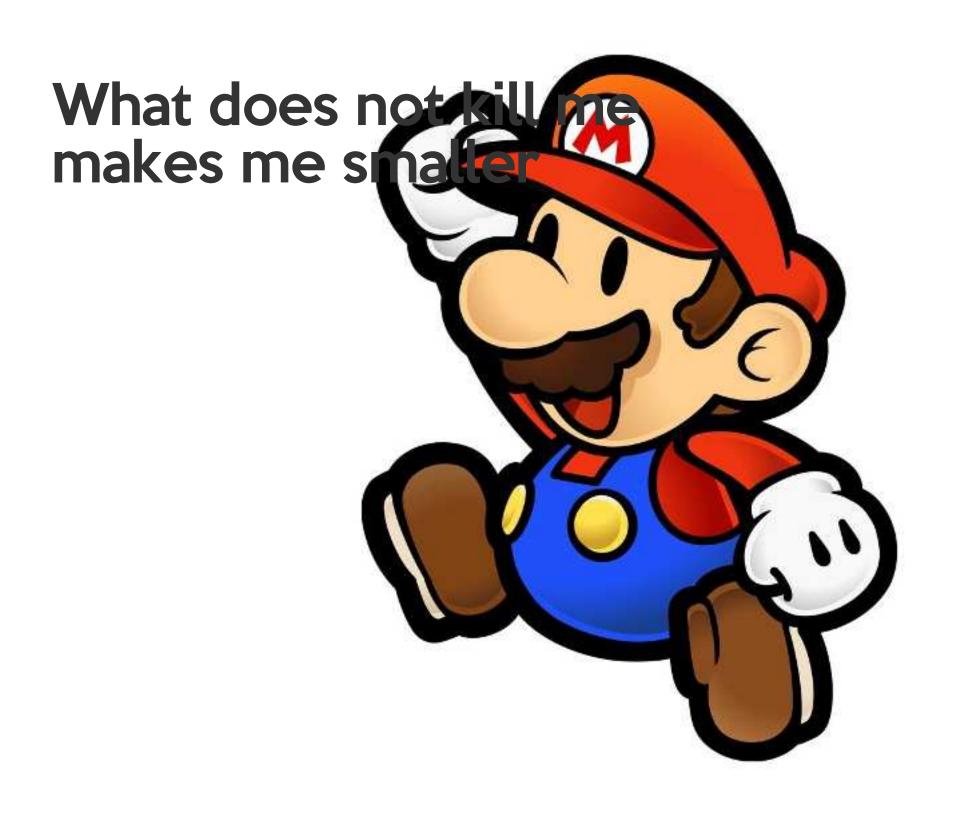
### sighjavascript.tumblr.com

## Connection speed



A though one ... but rule of thumb is to reduce requests Load content that is necessary for the first impression





#### **RESS**

Responsive & Server-Side

```
if ($(document).width() > 640) {
  $.get('path/to/html', function(data){
  $('[role="complementary"]').append(data);
  });
}
```



#### LUDICROUS SPEED

They're going plaid.

#### Solutions

Features: Use, when certain that it's there!

Implementation quality: Modern features should be an add-on

Browser Speed: Less JavaScript dependent content

Memory: Optimize Images, reduce Image Footprint

Resolution: See above, use SVG, use Responsive Images!

Connection speed: Fear for worst, reduce requests!

#### Solutions

Features: Progressive Enhancement

Implementation quality: Progressive Enhancement

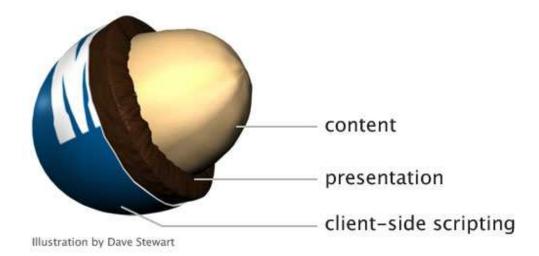
Browser Speed: Progressive Enhancement

Memory: Progressive Enhancement

Resolution: Progressive Enhancement

Connection speed: Progressive Enhancement





### **Progressive Enhancement**

Provide a solid (HTML) base, something you trust and know

Enhance your presentation by applying new styles

Enhance further by applying behaviour with JavaScript

## Why Progressive Enhancement

## Not only for the old things we know



## But also for the uncertainty of the future!



## workingdraft.de/135



## workingdraft.de/137



## workingdraft.de/144





