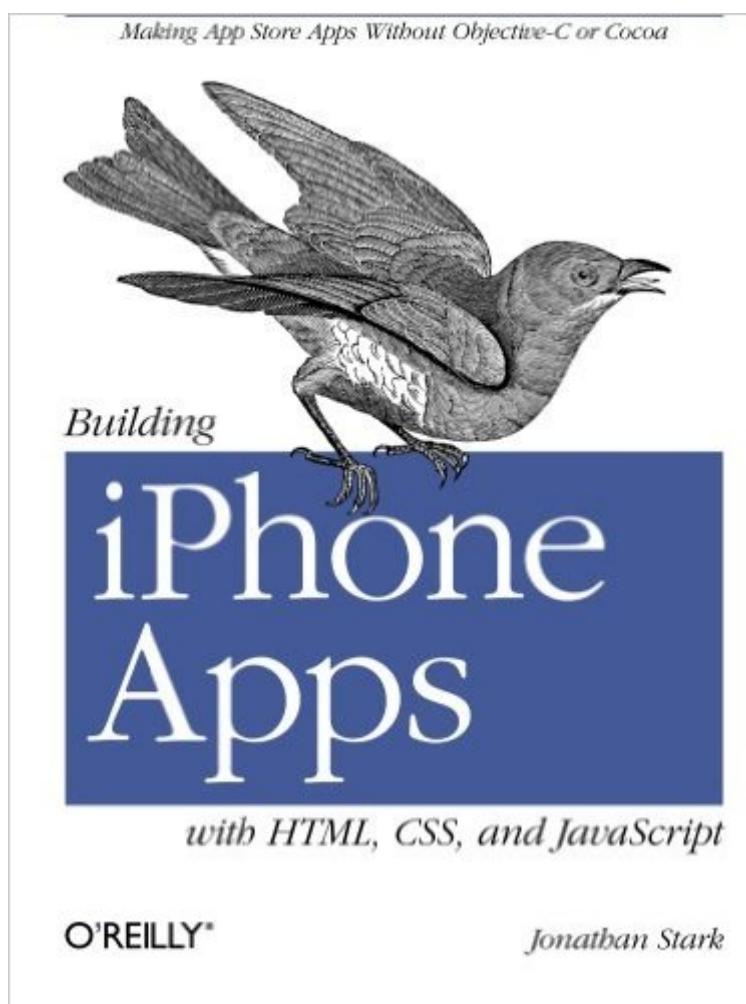# Building IPhone Apps With HTML, CSS, And JavaScript: Making App Store Apps Without Objective-C Or Cocoa

Synopsis

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

Book Information

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Customer Reviews

I am a developer, but I know nothing about the iPhone or iPhone app development, so this book sounded perfect for me. It's a very quick read: I read the whole book (< 160 pages) on a 3 hour flight to Boston. The prose is clear with very little fluff, but did I learn much about iPhone apps with HTML, CSS and Javascript? This raises the big question that was not clear to me when I started reading: who is this book for? It is clear that this book is not for someone who has no prior knowledge of HTML or CSS, or JavaScript. The tutelage on HTML and CSS is razor-thin. If you do not understand these languages, your head will swim very quickly. I have worked with both languages for a couple years, and yet I felt pretty unsatisfied with the skeletal explanations of some of the examples. The Javascript coverage was even more spartan. I am not a Javascript person; I know just enough to tweak simple code I have found on the Internet. I have no clue to some of the

book's example code and what it means. Overall, I found this book was not written to be a tutorial at all. It is a bare introduction to the iPhone environment for a developer who has considerable experience in these languages. And to Stark's credit, he does does state in the Preface that this book is for people with "basic experience reading and writing HTML, CSS, and JavaScript (jQuery in particular)". I was not aware of this assumption, so be aware that you may have some rough going. On the up-side, however, there is some very interesting material in this book. I did learn something about the iPhone development environment, and the iPhone style of presentation. Now I know to look into Cocoa, jQuery and JQTouch.

The book starts with a general overview of HTML and CSS and then explains how to use CSS, HTML and JQuery to target some of WebKit's proprietary calls to make Web Apps mimic native iPhone app look and feel. It also covers using HTML5 local storage. The last chapter explains how to use a new third-party (open source) PhoneGap SDK to convert your iPhone app to a native application.So why two stars? Well, there are a few problems with the book. For starters, the pre-face and getting starting portion is not going to prepare anyone. If you don't have a foundation in HTML, JavaScript, CSS, etc.. You're going to struggle with the content and the information in the first chapter is not going to be enough to help you. With the chapters that follow we get more step by step examples, far too much hand holding and NO SOURCE TO DOWNLOAD (this is unforgivable). Advanced developers will gladly pay for a book just to get their hands on the source and will learn quickly by reading the source code as opposed to reading the authors step-by-step instructions on how to write the source code. For all except beginner books, it's common with tech books that the source code is really what the reader is after and the book becomes a reference (as needed) for understanding the source code. This basic concept of tech book authorship seems to be missing here. This book is formatted as a beginners book but covers more advanced topic, this is a significant flaw in the approach.Aside from my dislike of the authors approach, there are two other areas where I think this book should have been filled out a bit more. We get no information on using graphics.

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