

# Mobile Hybrid Applications



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# The Future

?

# WebGL is The Next DOM

- ❖ The evolve of WebGL JavaScript frameworks is expected to continue.
- ❖ More JavaScript frameworks that ease the use of WebGL are expected to emerge.

GLGE – [www.glge.org](http://www.glge.org)

SceneJS – [www.scenejs.org](http://www.scenejs.org)

TreeJS - <https://github.com/mrdoob/three.js/>

Copperlicht - <http://www.ambiera.com/copperlicht/>

WebGLU - <https://github.com/OneGeek/WebGLU/>

# Open Source Projects

- ❖ The open source projects availability for mobile platform web browsers (hybrid) will be improved.

# Tools for Hybrid Apps Development

- ❖ We can expect the emergence of new tools for developing hybrid applications for mobile telephones side by side with the evolve of the ones that already exist.

# Tools for Hybrid Apps Development

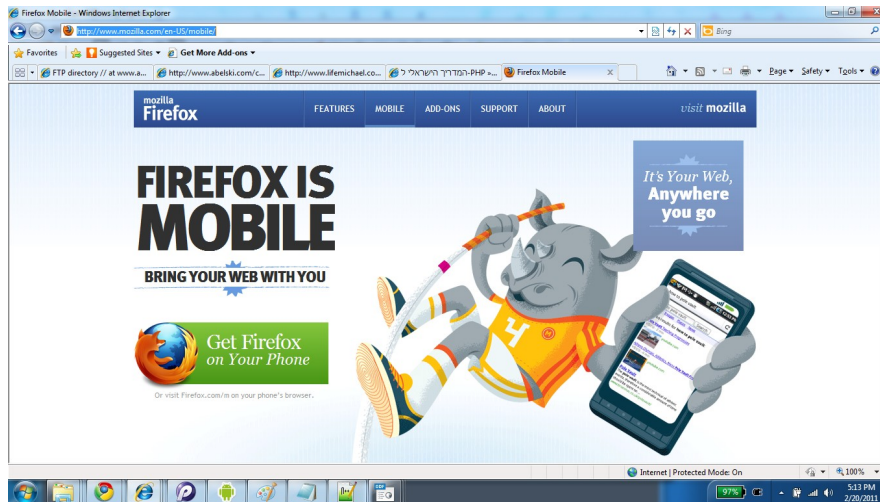
- The PhoneGap open source project allows us to develop hybrid applications for various platforms including the Android one.

# Tools for Hybrid Apps Development

- The Titanium open source project allows us to develop hybrid applications for various platforms including android and iphone.

# Mobile Browsers Add Ons

- ❖ One sample is the Firefox web browser for mobile telephones. It allows us to install add ons. Another sample is Chrome.



<http://www.mozilla.com/en-US/mobile/>



# Development Cost

- ❖ We can expect a decrease in costs. The development cost when dealing with web technologies is significantly lower.

# The Server Side

- ❖ We can expect the server side role to become more and more important.

# Content Rules!

- ❖ Devices manufacturers are catching up with each other as far as it goes with the hardware.
- ❖ Using web technologies we can achieve similar results on all platforms.

# Questions & Answers

Thanks for your time:)

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