Agenda 1122

This is it — the remaining items on the platter for this course.

Twitter via Ajax
We shall conclude our study of JSON and Ajax by accessing Twitter's web service with our own code. A key resource here is Twitter's developer web site:

https://dev.twitter.com/docs/api

The jQuery UI Library
The jQuery UI library adds notable user interface capabilities to web apps with a relatively small amount of code. Added bonus — the user interface components can be “themed,” thanks to effective separation of concerns with CSS:

http://jqueryui.com

Google hosts a copy of the jQuery UI library:

https://ajax.googleapis.com/ajax/libs/jqueryui/1.8.16/jQueryUI.min.js

Predefined themes are also available from Google, such as:

http://ajax.googleapis.com/ajax/libs/jqueryui/1.8.16/themes/smoothness/jquery-ui.css

http://ajax.googleapis.com/ajax/libs/jqueryui/1.8.16/themes/le-frog/jquery-ui.css

http://ajax.googleapis.com/ajax/libs/jqueryui/1.8.16/themes/trontastic/jquery-ui.css

If you prefer to “roll your own,” the jQuery UI web site has a ThemeRoller tool that produces CSS files which you then download and store alongside your web app code:

http://jqueryui.com/themeroller

The Canvas Element
Modern web browsers can do totally freeform 2D (and 3D) graphics. You'll get a taste of the canvas element for this one, mainly in 2D. The Mozilla Developer Network hosts a decent tutorial for this:


The video and audio Elements
These elements are perhaps the ones that are most identified with the term “HTML5” — but they are also features that web browsers have long supported through plug-ins such as Flash, QuickTime, and Windows Media Player. You can be the judge as to whether their inclusion as “built-in” web browser functionality is worthwhile:

http://www.w3.org/TR/html5/video.html
http://www.w3.org/TR/html5/video.html#audio