

POST-CLASS LEARNING AND PRACTICE 4.5: RESPOND TO THE TOUCH INTERFACE

Lesson Objective 4.5:

Respond to the touch interface.

Additional learning resources:

MSDN®:

Touch Gestures (Windows® Embedded Compact 7): <http://msdn.microsoft.com/en-us/library/ee499124.aspx>

JavaScript, Ajax, & DOM: <http://msdn.microsoft.com/en-us/ie/dd420501>

Other resources (books, e-reference):

Mobile Touch Events in MooTools 1.3: <http://davidwalsh.name/mootools-touch>

jQuery: <http://archive.plugins.jquery.com/plugin-tags/gesturestart>

Resources, software, and additional files needed for this lesson:

1. Microsoft® Expression® Web 4 (preferred) or Notepad (Notepad++ is preferred; it provides real-time feedback for writing JavaScript).

Student activity:

Directions to the student:

Read the following scenario and complete the activities in the Content section. Verify your answers with the instructor.

Scenario:

Cecilia is getting ready to test the new touch version of the tracking software at Consolidated Messenger. Before she starts, she needs a better understanding of how the touch and gesture instructions are handled by the HTML and JavaScript.

The developer has suggested that she use an article he found titled "Multi touch gestures using Webkit" (© 2009-2012 MiniApps). It includes a free demonstration and provides documented code to provide a better understanding of how the touch and gesture commands can be used.

Content:

1. Go to <http://miniapps.co.uk/blog/post/multi-touch-gestures-using-webkit/> and download the free JavaScript code by clicking "read the documented code," save it to your computer, and open it with either Expression Web 4 or Notepad++.
2. Trace the code to get an understanding of how the touch elements of this JavaScript are captured and handled.
3. If you are viewing the site with a touch screen device, navigate to the "view the live demo" portion of the page and test the code by dragging, resizing, and rotating the simple black box on the screen.

4. Test your knowledge by creating a similar touch screen application that captures and handles touch and gesture events. Make sure you can rotate your image, change the screen orientation, and resize the image by using gestures and scaling.

KEY 4.5: RESPOND TO THE TOUCH INTERFACE

Content:

1. Go to <http://miniapps.co.uk/blog/post/multi-touch-gestures-using-webkit/> and download the free JavaScript code by clicking "read the documented code," save it to your computer, and open it with either Expression Web 4 or Notepad++.
2. Hand-trace the code to get an understanding of how the touch elements of this JavaScript are captured and handled.
3. If you have a touch screen device, navigate to the "view the live demo" portion of the page and test the code by dragging, resizing, and rotating the simple black box on the screen.
4. Test your knowledge by creating a similar touch screen application that captures and handles touch and gesture events. Make sure you can rotate your image, change the screen orientation, and resize the image using gestures and scaling.

Answers will vary.