

# POST-CLASS LEARNING AND PRACTICE 1.3: DEBUG AND TEST AN HTML5-BASED TOUCH-ENABLED APPLICATION

## Lesson Objective 1.3:

Debug and test an HTML5-based touch-enabled application.

## Additional learning resources:

### MSDN®:

Internet Explorer® Learning: <http://msdn.microsoft.com/en-us/ie/aa740476>

Internet Explorer Test Drive: <http://ie.microsoft.com/testdrive/default.html>

Internet Explorer 9 Guide for Developers: <http://msdn.microsoft.com/en-us/ie/hh410106>

### Other resources (books, e-reference):

W3Schools: <http://www.w3schools.com/html5>

W3C Mobile Device Validator: <http://validator.w3.org/mobile/>

Mobile Validator: <http://ready.mobi/>

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

1. Internet access

## Student activity:

### Directions to the student:

Read the following scenario and answer the questions. Request assistance from the instructor as needed. Verify your answers with the instructor.

### Scenario:

Rodrigo Ready works as the technology director for the Graphic Design Institute. He assigned one of his web developers to the job of redesigning the school website to make it user-friendly for mobile applications.

The developer has finished the first attempt at the new design and has posted it to their website: [www.graphicdesigninstitute.com](http://www.graphicdesigninstitute.com).

### Content:

1. View the site on a PC browser. Use the following emulators to view the differences in the views among browsers.

<http://opera.com/mobile/demo/>

(Open the site and enter the URL for the Graphics Design Institute in the address bar.)

<http://mtld.mobi/emulator.php>

<http://tryphone.com>

2. Describe how the features work when viewing them on a phone emulator compared to the PC emulator.
3. How else can Rodrigo test this new version of the site?

## KEY 1.3: DEBUG AND TEST AN HTML5-BASED TOUCH-ENABLED APPLICATION

### Content:

1. View the site on a PC browser. Use the following emulators to view the differences in the views among browsers.

*<http://opera.com/mobile/demo/>*

*<http://mtld.mobi/emulator.php>*

*<http://tryphone.com>*

**Discuss the differences among the emulators (if any). Also point out how you can drag and move the screen in the emulator using a "touch" of the mouse.**

2. Describe how the features work when viewing them on a phone emulator compared to the PC emulator.

**Answers will vary; the students should notice that the mouse can move the content on the mobile version, but not on the PC version.**

3. How else can Rodrigo test this new version of the site?

**Answers will vary; if available, he can use a hand-held device or a slate to test the version when it is posted to a server.**