

HTML5

Graphing and Mobile

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What is useful to us in HTML5?

Canvas

- graphics container
- used to draw graphics via scripting
 - dynamic rendering
- paths, boxes, circles, characters, images

Javascript libraries can be used to create graphs

supported on IE9, Firefox, Opera, Chrome, Safari

How do I make a Canvas?

```
<canvas id="NAME" width="SIZE"  
height="SIZE"></canvas>
```

Scripting languages access your canvas by id

```
var chart2 = new AwesomeChart('CANVAS ID');
```

I used a [AwesomeChart](#) to create my graphs.

HTML5 Canvas + JS Graph

Web Demo:

<http://users.csc.calpoly.edu/~hmeth/graph2.html>

HTML5/JS Code:

<http://users.csc.calpoly.edu/~hmeth/htmldemo.html>

Android Demo



Setup

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout      xmlns:android="http://schemas.android.
com/apk/res/android"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    android:orientation="vertical">
<WebView
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:id="@+id/my_webview"
    android:layout_weight=".8"
    android:layout_margin="16dip"/>
</LinearLayout>
```

Setup cont.

Remember to add internet permission to your manifest

```
<uses-permission android:name="android.permission.INTERNET"></uses-permission>
```

HTML5 and Android?

Android Code:

<http://users.csc.calpoly.edu/~hmeth/android.html>

Resources

http://www.w3schools.com/html/html5_canvas.asp

<http://cyberpython.github.com/AwesomeChartJS/>

<http://developer.android.com/training/basics/firstapp/index.html>

<http://www.techrepublic.com/blog/app-builder/embedding-html-in-your-android-apps/1363>

<http://theandroid.in/how-to-display-html-content-in-android/>