

Extending RWD with Lightweight Client-side Device Detection

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Responsive Web Design



Can I Ask You a Question?

Why Do You Do RWD?

FUN

WORKS

MONEY

CLIENTS

How Much Do You Care About **DEVICES?**

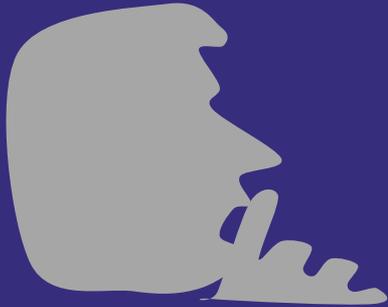
LITTLE

A LOT

KIDDING?

Can I Share a **Secret** With You?

RWD ignores devices!



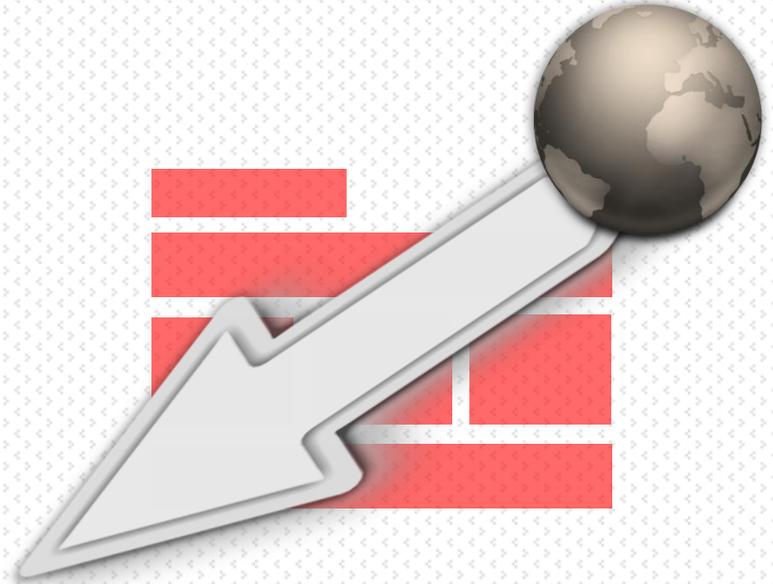
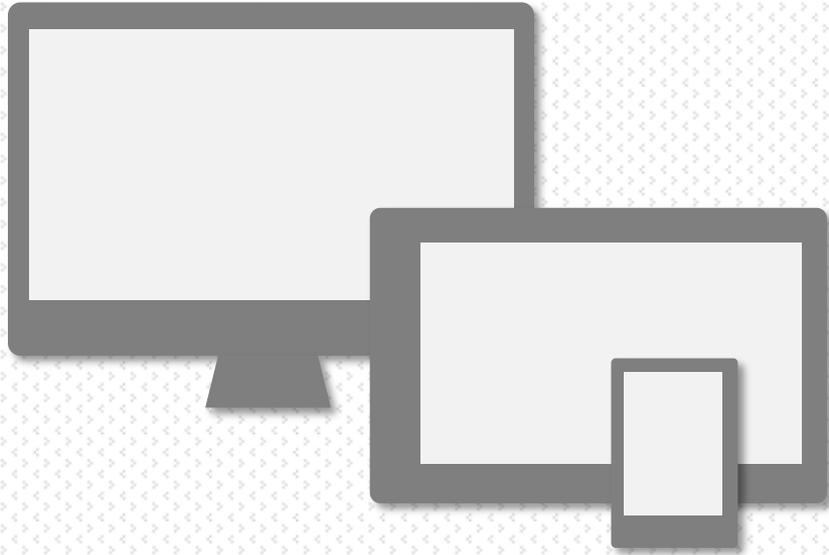
Let me give it a try...

Typically...

Detecting devices is hard?

Don't do that. Be smart and let the browser do the job. Through CSS.

RWD at a Glance...



**Same content
downloaded
to just any
user agents**

**No distinction
whatsoever**

Regardless of the requesting URL

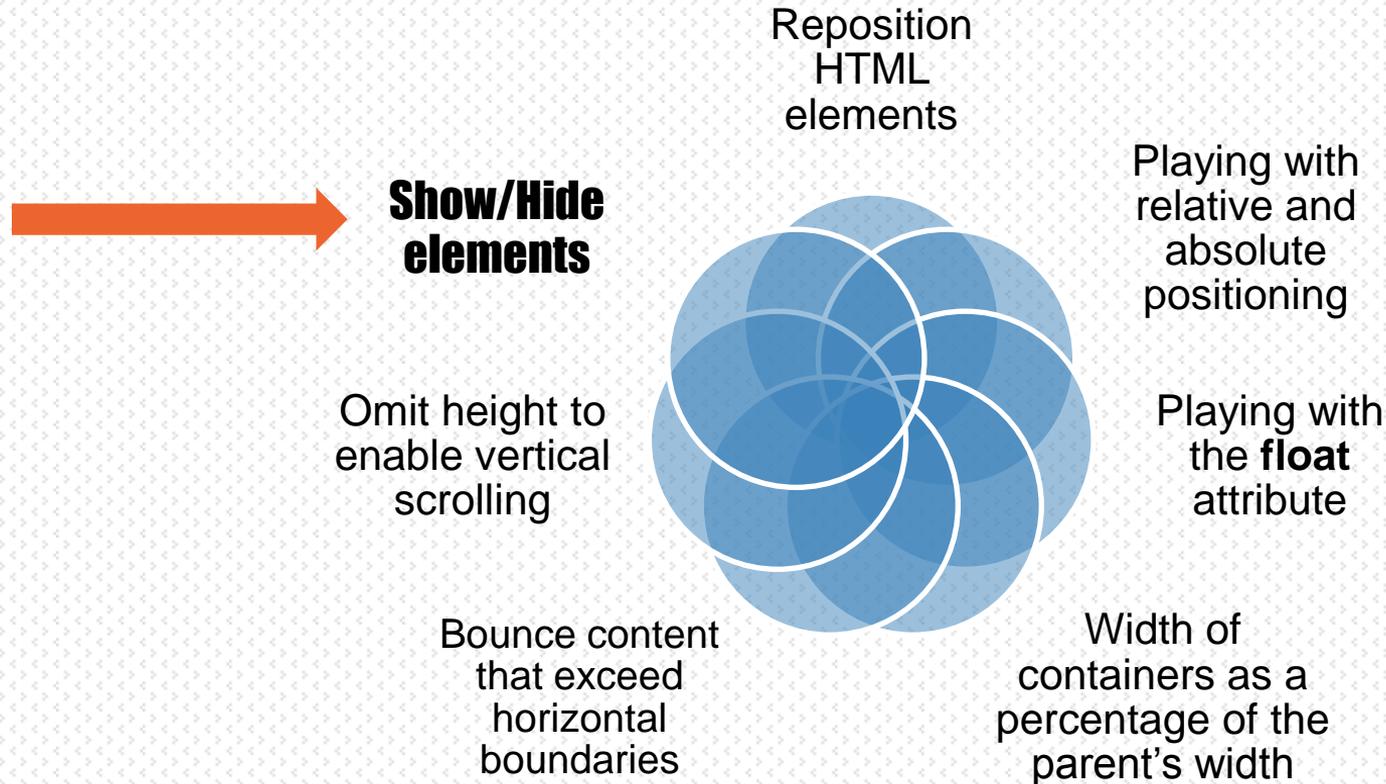
Regardless of the requesting user agent string

Regardless of the hosting platform

Regardless of the actual capabilities of the requesting device

**Once the
content is on
the client ...**

What CSS Can Do For You



What CSS Can't Do for You

Switch to different layouts

Without serving the content for all possible layouts and then hiding those that don't apply

Support different experiences and use-cases

CSS works on top of the SAME view

Renders the SAME view differently

Can't serve device-specific views

Can't optimize markup and images

Can't minimize requests

Can't change graphics on iOS and Android smartphones

- **Conditional CSS style sheets**
- **<http://www.w3.org/TR/css3-mediaqueries>**
- **Newer draft in the works**

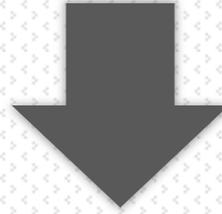
CSS Media Queries



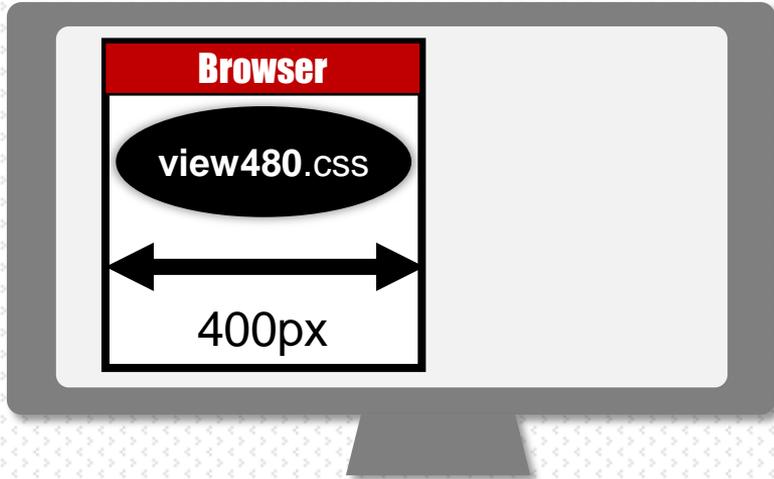
```
<link type="text/css"  
  rel="stylesheet"  
  href="view480.css"  
  media="only screen and (max-width: 480px)">
```

```
<link type="text/css"  
  rel="stylesheet"  
  href="view800.css"  
  media="only screen and (max-width: 800px)">
```

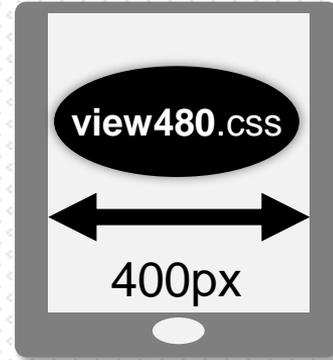
Same amount of content



Powerful laptop, wifi



Smartphone, 3G

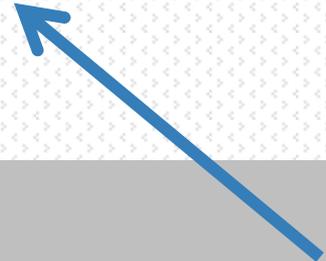


RWD Core Issues

Images

Use-cases

Pixel density for high resolution displays



```
<picture alt="">
  <source media="(min-width: 992px)" srcset="large-1.jpg 1x, large-2.jpg 2x">
  <source media="(min-width: 640px)" srcset="med-1.jpg 1x, med-2.jpg 2x">
  <source srcset="small-1.jpg 1x, small-2.jpg 2x">
  
</picture>
```



Choose a thumbnail

WURFL Image Tailor (WIT)

- **Server-side tool** acting as a proxy
 - Detect device and resize given image appropriately
 - Can crop and resize to given dimensions
- **WIT vs. PICTURE**
 - WIT is available today: <http://web.wurfl.io>
 - WIT lets you focus on a single image
 - Treats smartphones differently from resized browsers

```

```

WURFL.JS

- **Device information injected in your code**
 - **Real device detection out-of-the-box**
- **Get to know**
 - **Form-factor: smartphone, tablet, desktop, Xbox**
 - **Operating system: iOS, Android**

DEMO

<http://web.wurfl.io>

That's All Folks!

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