Framework

Status and Roadmap

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Overview

1. A Year in Recap
2. The Framework Today
3. Into a Richer Web Experience
4. Returning to the Architecture
A Year in Recap
from UCLA Mobile to the Cross-Campus MWF
Release of UCLA Mobile as MWF

• UC-wide availability announced Aug 2010
  – Framework is released through Subversion
  – Developers sessions opened to other campuses

• Initial package is essentially UCLA Mobile
  – Includes UCLA specific styles and modules
  – Not user-friendly to install or manage

• A generalized framework becomes a priority
MWF as a Standalone Package

- MWF hits the drawing board Spring 2011
  - Removal of all UCLA-specific content from MWF
  - Decoupling institutional content from core code
  - Improvement of classification schemes
  - Refactor of many core handlers and scripts
- First alpha version released June 2011
- Golden master released Aug 1 2011
Changes to the MWF Project

- Migration from Subversion to Git (Github)
- Documentation moved to Github
- JIRA project specifically for MWF tasks
- Crucible project for MWF code review
- New code contribution workflow
Contributions to the MWF

- MWF relies on contributions by its participants
- Git workflow for distributed development:
  - Developer creates a fix in their fork
  - Developer creates a JIRA ticket with a patch
  - MWF team creates a Crucible code review
  - Once approved, fix is merged into MWF core
  - All institutions that update to latest MWF get fix
The Framework Today

MWF Version 1.1 – Q3 2011
Development

• MWF 1.1 includes:
  – 3 global entities and 3 content-level entities
  – Transitions & geolocation interactivity libraries
  – CSS and JS handlers for basic/standard/full
  – CSS and JS minification scripts
  – Image conversion and compression script
  – Device telemetry in CSS and JS
  – PHP decorators and two APIs
Five UCs with production deployments
Two more UCs in the preparation phase
Other campuses surveying the framework
Support

- Two-tier documentation and support model:
  - Institutional
  - MWF Team
- Bi-weekly MWF developer meetings
- MWF presentations at UC campuses
- Phone and email support from MWF team
- UC-wide MWF conference
Into a Richer Web Experience

MWF Version 1.2 – Q1 2012
Front Splash Page

• Planned features:
  – User personalization of menus
  – Hierarchical organization of menus
  – Two layout schemes (list or icon)

• Adds two additional components:
  – Relational database
  – Authentication mechanism

• In specification phase by UCLA
Interactivity Libraries

• New libraries to include:
  – Touch and gestures
  – On-page filter
  – Page transitions
  – Dialog and alert boxes
  – Expandable and collapsible sections

• Will leverage jQuery in implementation.

• In specification phase at UCLA
Forms & Messages API

• Two components to Forms API:
  – Forms UI (always present through CSS/JS handlers)
  – Forms JS Library (standard_lib through JS handler)

• Goals for the Forms API:
  – Flexible form markup integrated with other entities
  – Mobile optimized look and feel
  – Specialized forms, validation and tooltips
  – Early exposure to HTML 5 capabilities
Forms & Messages API

• Messages API:
  – Standardized identity for messages
  – Support for info, alert, confirm and error
  – Modal and in-content definitions

• Both specifications under review on MWF site
  – https://github.com/ucla/mwf/wiki/Roadmap

• UCLA and UCSD have led spec development
• UCSD is planning to implement both of these
Native Container

• Appcelerator:
  – iOS and Android
  – Contributed by UCSD with assistance from UCSF
  – Currently under code review by MWF team

• Phonegap
  – iOS, Android, Windows Phone 7, Blackberry, etc.
  – Development planned by UCLA
  – In early planning phase at UCLA
Returning to the Architecture

MWF Version 1.3 – Q3 2012
Enhanced Native Container

- HTML 5 will eventually provide native access
- Many features are currently limited to native
- Use PhoneGap with an MWF JS interfaces for:
  - Media capture
  - Compass, accelerometer
  - Contacts, calendar and storage
  - Notifications
- MWF will shift to use HTML 5 APIs as available
Tablet & Desktop Support

• Modulation of additional style definitions
  – Add tablet qualifier to standard & full classifications
  – Add desktop classification separate from mobile
  – Supports shared components and decorators
  – Renders differently on desktop, tablet and mobile

• Avoiding media queries in “responsive design”
  – Desktop and mobile sites have different purposes
  – Media queries have numerous issues
Infrastructure Improvements

• One instance to serve multiple sets of assets
  – Multi-institution support
  – Pre-release style definitions
  – Support for units with very different needs
  – Possibilities for a hosted SaaS model
• Portable installation process using make/ant
• Integration of unit & acceptance testing
Thank you
for listening.