Chapter 1: Introduction to Firefox OS
FxOS Apps
Gaia (The Interface)
Gecko (The Engine)
Gonk (The Kernel)
Mobile Hardware (Chipset)

Hardware ➔ Gonk ➔ Gecko ➔ Gaia
Action ➔ Command
Chapter 2: Running Firefox OS Simulators with WebIDE
Hello Firefox
Hello Firefox

Runtime Apps

Camera

New App...
Open Packaged App...
Open Hosted App...

app/camera

Main.js

var require, require, define;

function (global) {
    var req, s, head, baseElement, dataMain, src,
        InteractiveScript, currentlyAddingScript, mainScript, subPath,
        version = '2.3.14',
        commentRegExp = /\n\s+\n\s+/g,
        cjsRequireRegex = /\w+\s+=\s+require\(\s+\s+\s+\s+\\s+\)\s+\s+\s+/g,
        jslRequireRegex = /\w+\s+=\s+require\(\s+\s+\s+\s+\\s+\)\s+\s+\s+/g,
        currentRegExp = /\n\s+\n\s+/,
        op = Object.prototype,
        toString = op.toString,
        hasOwnProperty = op.hasOwnProperty,
        ap = Array.prototype,
        app = ap.splice,
        isBrowser = !! (typeof window !== 'undefined' && typeof navigator !== 'undefined') &&
        !isWebWorker && !isBrowser && typeof importScripts !== 'undefined',

Delete Hello Firefox

Hello Firefox and all of its data will be deleted.

Cancel  Delete
Chapter 3: Getting Your Hands Dirty – Firefox OS Apps

Clickr
Let's you know your tapping speed

⏰ Timer: 10    👏 Clicks: 0

Timer starts with your first tap
I have a hosted web app already

Are you willing to change the app? No → I haven't started coding yet

Yes → Is your app over 50Mb in size?

Is your app over 50Mb in size?

Yes → Do you want to use Privileged APIs?

No → Do you need to store server-side data?

Do you need to store server-side data?

Yes → Do you want to avoid using CSP?

No → The choice is yours

Do you want to avoid using CSP?

Yes → Do you want to update without republishing?

No → Create a Hosted App

No → Yes → Create a Packaged App
Clickr

PACKAGED WEB

Description:
An app to test your tapping speed

Location:
/Users/tanay/Desktop/clickr

App ID:
app://98a0e492b-1879-684b-9573-9edce728c0e9/manifest.webapp
Clickr

Lets you know your tapping speed

⏰ Timer: 7  👀 Clicks: 9

You have clicked 9 times

Clickr

Lets you know your tapping speed

⏰ Timer: 0  👀 Clicks: 67

You have clicked 67 times
Average: 6.7 clicks per second

🔄 Restart
Clickr

Lets you know your tapping speed

⏰ Timer: 10

✍️ Clicks: 0

Timer starts with your first tap
Clickr
HOSTED WEB

Description
An app to test your tapping speed

Location
http://localhost/manifest.webapp
Unable to connect

A network error occurred while trying to reach the site.

Close  Try again
Chapter 4: Diving Deeper with the Fox Creating Richer Apps

Clickr
Lets you know your tapping speed

Timer: 10

Clicks: 0

Timer starts with your first tap
Install Clickr?

Size: Unknown
Author: Tanay Pant, Shubham Oli
       http://stockwolf.net

[Buttons: Cancel, Install]
Cancel Install

Cancelling will not refund a purchase. Refunds for paid content are provided by the original seller.

Apps can be installed later from the original installation source.

Are you sure you want to cancel this install?

OK

DENIED
Clickr
Lets you know your tapping speed

Timer: 3  Clicks: 8

You have clicked 8 times
Check In!

Description:
An app to log the locations you were in along with notes/comments.

Location:
/Users/Ianay/Downloads/s

App ID:
app://06e4799-c00b-1e45-0952-96a18d9191726/manifest.webapp
Lat.: 28.64   Lon.: 77.37
Note: At the mall!

You were here

You were doing
At the mall
App Permission

Check In! would like to know your location.

More info...

- Remember my choice

Don't Share  Share
Chapter 5: Making Applications Visually Appealing – Style Guide
You have clicked 70 times
Average: 7.0 clicks per second

Restart
Chapter 6: Emerging a Guru – Learning Web APIs
Pick Fotos (at least 2)
You Picked 3 images
Chapter 7: Testing Your Firefox OS Application

QUnit Example

- Hide passed tests
- Check for Globals
- No try-catch

QUnit 1.18.0; Mozilla/5.0 (Windows NT 6.1; WOW64; rv:39.0) Gecko/20100101 Firefox/39.0

Tests completed in 7 milliseconds.
3 assertions of 4 passed, 1 failed.

1. Check counter (1, 3, 4) Rerun
   - 1. okay
   - 2. okay
   - 3. okay
   - 4. failed
   - Expected: undefined
   - Result: -1
   - Diff: undefined -1
   - Source: D:/Imp%20Zips/Firefox%20OS%20app/cklr/js/index.html:21:5

Check In!

- Check In
- View all

Firefox WebIDE: Check In

Description:
An app to store your comments as you visit a place with geolocation

*Check in button clicked*
*inside save note function*
*Your note saved*
*Again in main page*
*in view all page*
*Inside viewPrevious function*
*Previous entry clicked*
*Again in view all page*
*Again in main page*
Test App Validation

Submit your app manifest URL:

http://

Manifest URLs must start with a protocol (for example, http:// or https://) and typically use the .webapp extension.

The validator is a tool which can help test your app for errors, best practices, and compliance with Marketplace guidelines before actually submitting your app for review. If you're interested in how it works or would like to run a copy of your own, the source code is available on GitHub.
Chapter 8: Firefox Marketplace – Setting up Your Bazaar
Thank you for the Submission

A confirmation email has been sent to you and the originating storefront. It includes an official certification letter (PDF) that can be used as proof of rating. To continue the on-boarding process of the storefront the following information may be entered as appropriate:

<table>
<thead>
<tr>
<th>Rating System</th>
<th>Region</th>
<th>Rating Category</th>
<th>Descriptors</th>
</tr>
</thead>
<tbody>
<tr>
<td>PEGI</td>
<td>Europe</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>USK</td>
<td>Germany</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>ESRB</td>
<td>The Americas</td>
<td>1</td>
<td>E</td>
</tr>
<tr>
<td>CLASSIND</td>
<td>Brazil</td>
<td>L</td>
<td></td>
</tr>
</tbody>
</table>

Edit Listing

Basic Information

- **Name**: Clickr
- **Developer Name**: Tanay Pant, Shubham Oli
- **App URL**: https://marketplace.firefox.com/.../clickr-1 View Listing
- **Description**: An app to test your tapping speed
- **Search Keywords**: clickr, demo, tapping speed
- **Categories**: Games
Step 1 - Sign in

- Start
- First time?
  - No: Sign in
  - Yes: Register
- First app?
  - No: Click Submit an app
  - Yes: Agree to Terms of service

Step 2 - Load your app

- Submission
  - Paid or Free
  - Platform
  - App Content
  - API information

Step 3 - Enter app details

- Enter App details

Step 4 - Next Steps

- Next Steps

Step 5 - Content rating

- Content ratings
- IARC Site

Step 6 - Update availability and pricing details

- Free app?
  - Yes: Compatibility
    - Availability
  - No: Compatibility & Payments
    - Payment
    - Price &
    - Promote as
    - In-app payments?
      - Yes: Bango
      - Yes: Boku Site
      - No: In-app payments
Packaged Versions

<table>
<thead>
<tr>
<th>Status</th>
<th>Submission date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pending approval</td>
<td>July 15, 2015</td>
</tr>
</tbody>
</table>

Upload New Version

Upload a new version of this packaged app. New versions must be reviewed before they will be available for installation.

Remember to update the app's content ratings if a large portion of the app's content has changed.

Select a file...

Your packaged app should end with .zip.

Free

Firefox OS
Fully open mobile ecosystem

Firefox for Desktop
Windows, Mac and Linux

Paid / In-app

Firefox Mobile
Android smartphones

Firefox Tablet
Tablets
### Payment Accounts

Your app is currently incomplete. Select a payment account and price point to restore it.

![Bango Logo](image)

You don't have any payment accounts set up.

Countries: Austria, Belgium, Brazil, Chile, Colombia, Cyprus, Estonia, Finland, France, Germany, Greece, Hungary, Ireland, Italy, Latvia, Lithuania, Luxembourg, Malta, Mexico, Netherlands, Peru, Poland, Portugal, Slovakia, Slovenia, Spain, United Kingdom, United States, Uruguay, Venezuela, Rest of World

Add, manage or view transactions for your payment accounts

[Save Changes]

### Prices and Countries

**Price**

0.99 USD

**In-App Payments**

- [x] Yes
- [ ] No

### Regions

Choose where my app is made available

- select all
- none

**Available Regions**

Check out the [status page](https://example.com/status) to see which countries are currently enabled for sale.

Your app will be available in the following selected regions:

<table>
<thead>
<tr>
<th>Retail price</th>
<th>Billing method</th>
</tr>
</thead>
</table>
Drop clicks on the pad below to find out
Chapter 9: Maintaining Your Firefox OS Application Code Professionally

```
Last login: Wed Jul 15 17:19:29 on ttys000
Tanays-MacBook-Air:~ tanay$ git --version
git version 2.3.2 (Apple Git-55)
Tanays-MacBook-Air:~ tanay$ cd Desktop/clickr ~/. Gaia/
Tanays-MacBook-Air:clickr - Gaia tanay$ git init
Initialized empty Git repository in /Users/tanay/Desktop/clickr - Gaia/.git/
Tanays-MacBook-Air:clickr - Gaia tanay$ git status
On branch master

Initial commit

Untracked files:
 (use "git add <file>..." to include in what will be committed)

 .DS_Store
 css/
 fonts/
 img/
 index.html
 js/
 manifest.webapp

nothing added to commit but untracked files present (use "git add" to track)
Tanays-MacBook-Air:clickr - Gaia tanay$
```

```
Tanays-MacBook-Air:clickr - Gaia tanay$ git log
commit cb0ff2e7d85380a67772d537a93feccf69668c7a
Author: Tanay Pant <tanay@Tanays-MacBook-Air.local>
Date:   Thu Jul 16 18:27:43 2015 +0530

   Initial Commit
Tanays-MacBook-Air:clickr - Gaia tanay$
```
Quick setup — if you've done this kind of thing before

Set up in Desktop  or  HTTPS  SSH  https://github.com/tanay1337/Clickr.git

We recommend every repository include a README, LICENSE, and .gitignore.

...or create a new repository on the command line

```
echo "# Clickr" >> README.md
git init
git add README.md
git commit -m "first commit"
git remote add origin https://github.com/tanay1337/Clickr.git
git push -u origin master
```

...or push an existing repository from the command line

```
git remote add origin https://github.com/tanay1337/Clickr.git
git push -u origin master
```

...or import code from another repository

You can initialize this repository with code from a Subversion, Mercurial, or TFS project.

Import code
We're only showing your public repositories. You can find your private projects on travis-ci.com.

1. Flick the repository switch on
2. Add .travis.yml file to your repository
3. Trigger your first build with a git push

- tanay1337/ACG
- tanay1337/Card-Generator
- tanay1337/Clickr
- tanay1337/CMS
- tanay1337/CodeZero0
Clickr

Lets you know your tapping speed

Timer starts with your first tap