

# 01 웹 표준, 모바일 환경의 이해

# 01-1 웹 표준의 기본 지식 (1)

- W3C(World Wide Web Consortium)

- <http://www.w3.org>

- Open Standards Principles

- Design Principles

- Web for All

- Web on Everything

- Vision

- Web for Rich Interaction

- Web of Data and Services

- Web of Trust

# 01-1 웹 표준의 기본 지식 (2)

The screenshot shows the W3C website interface. At the top left is the W3C logo. To its right are navigation links: STANDARDS, PARTICIPATE, MEMBERSHIP, and ABOUT W3C. A search bar with the Google logo is also present. Below the navigation is a sidebar with a 'STANDARDS' section containing links for Web Design and Applications, Web Architecture, Semantic Web, XML Technology, Web of Services, Web of Devices, and Browsers and Authoring Tools. Below this is a 'WEB FOR ALL' section with links for W3C A to Z, Accessibility, Internationalization, Mobile Web, and eGovernment. The main content area features a news article titled 'W3C Launches Web and Mobile Interest Group' dated 20 August 2013. The article text describes the group's mission to accelerate web technology development for mobile devices. To the right of the article is a 'JOBS' section listing open positions for accessibility engineers, specialists, and designers. Below that is a 'W3C BLOG' section with two recent posts: 'Outcomes from Headlights 2013' and 'Enabling new types of web user experiences'. At the bottom right, there is an 'Event Report' for 'Test The Web Forward Shanghai Aug 17-18 2013'. The page includes a 'Views: desktop mobile print' selector and a '국가별 W3C' dropdown menu.

Views: [desktop](#) [mobile](#) [print](#) 국가별 W3C

STANDARDS PARTICIPATE MEMBERSHIP ABOUT W3C

▶ Skip ◀

## ▼ W3C Launches Web and Mobile Interest Group

20 August 2013 | [Archive](#)

W3C launched today a [Web and Mobile Interest Group](#) that is chartered to accelerate the development of Web technology so that it becomes a compelling platform for mobile applications and the obvious choice for cross platform development. The forum is intended to include organisations that commission such products and services, designers, developers, equipment manufacturers, tool and platform vendors, browser vendors, operators and other relevant participants in the value chain that creates and operates such products and services. Participants will focus on a wide range of sectors including retail, advertising, technology, network operators, content creation and content distribution.

The initial [deliverables](#) of the group include:

- Core Mobile Web Platform 2012 Deployment Status, which will summarize the various actions that the Interest Group is undertaking to ensure that the relevant stakeholders facilitate the deployment and adoption of the features that have been identified in the [Core Mobile Web Platform 2012 report](#). The group will also publish new versions of the report
- Standards for Web Applications on Mobile: current state and roadmap, which will take a broader look at all the Web technologies under development that are particularly relevant to mobile devices, and tracks their status and adoption.
- A gap analysis that provides an overview of the differences between the Web as a platform on mobile and other popular

The World Wide Web Consortium (W3C) is an international community that develops open standards to ensure the long-term growth of the Web. [Read about the W3C mission.](#)

## JOBS

[Open positions](#) for accessibility engineer, accessibility specialist, Web apps experts, systems admin, and designer for [webplatform.org](#).

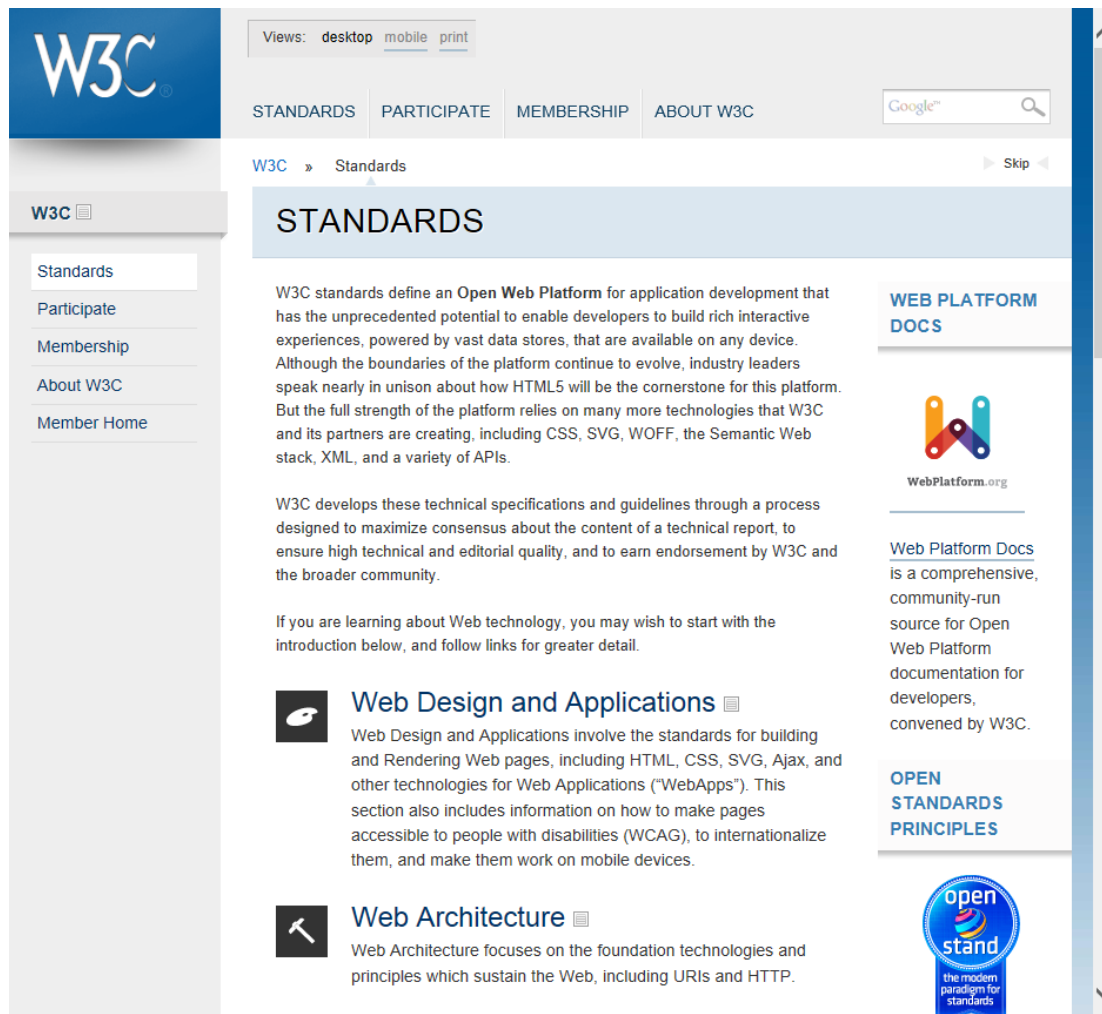
## W3C BLOG

[Outcomes from Headlights 2013](#)  
28 August 2013 by [Jeff Jaffe](#)

[Enabling new types of web user experiences](#)  
28 August 2013 by [Scott Jenson](#)

[Event Report: Test The Web Forward Shanghai Aug 17-18 2013](#)

# 01-1 웹 표준의 기본 지식 (3)



The image shows a screenshot of the W3C website's 'STANDARDS' page. The page features a blue header with the W3C logo and navigation links for 'STANDARDS', 'PARTICIPATE', 'MEMBERSHIP', and 'ABOUT W3C'. A search bar is located in the top right. The main content area is titled 'STANDARDS' and contains an introductory paragraph about the Open Web Platform, followed by a paragraph about the W3C development process. Below this, there are three sections: 'Web Design and Applications' with a magnifying glass icon, 'Web Architecture' with a hammer icon, and 'Web Platform Docs' with a colorful 'W' logo. The 'Web Platform Docs' section is highlighted with a blue background. At the bottom right, there is a blue badge for 'open stand the modern paradigm for standards'.

Views: [desktop](#) [mobile](#) [print](#)

STANDARDS PARTICIPATE MEMBERSHIP ABOUT W3C

W3C » Standards

## STANDARDS

W3C standards define an **Open Web Platform** for application development that has the unprecedented potential to enable developers to build rich interactive experiences, powered by vast data stores, that are available on any device. Although the boundaries of the platform continue to evolve, industry leaders speak nearly in unison about how HTML5 will be the cornerstone for this platform. But the full strength of the platform relies on many more technologies that W3C and its partners are creating, including CSS, SVG, WOFF, the Semantic Web stack, XML, and a variety of APIs.

W3C develops these technical specifications and guidelines through a process designed to maximize consensus about the content of a technical report, to ensure high technical and editorial quality, and to earn endorsement by W3C and the broader community.

If you are learning about Web technology, you may wish to start with the introduction below, and follow links for greater detail.

### Web Design and Applications

Web Design and Applications involve the standards for building and Rendering Web pages, including HTML, CSS, SVG, Ajax, and other technologies for Web Applications ("WebApps"). This section also includes information on how to make pages accessible to people with disabilities (WCAG), to internationalize them, and make them work on mobile devices.

### Web Architecture

Web Architecture focuses on the foundation technologies and principles which sustain the Web, including URIs and HTTP.

### WEB PLATFORM DOCS

Web Platform Docs is a comprehensive, community-run source for Open Web Platform documentation for developers, convened by W3C.

### OPEN STANDARDS PRINCIPLES

open stand the modern paradigm for standards

# 01-1 웹 표준의 기본 지식 (4)

The screenshot displays the W3C website's 'WEB DESIGN AND APPLICATIONS' page. At the top left is the W3C logo. A navigation bar includes 'STANDARDS', 'PARTICIPATE', 'MEMBERSHIP', and 'ABOUT W3C'. A search bar with the Google logo is on the right. Below the navigation, a breadcrumb trail reads 'W3C » Standards » Web Design and Applications'. The main heading is 'WEB DESIGN AND APPLICATIONS'. A sub-navigation bar offers 'On this page → technology topics • news • upcoming events and talks'. The main content area features several sections: 'HTML & CSS' (describing HTML and CSS as fundamental technologies), 'JavaScript Web APIs' (describing standard APIs for client-side development), 'Graphics' (listing PNG, SVG, and Canvas APIs), 'Audio and Video' (mentioning W3C formats for audio and video), 'Accessibility' (referring to the Web Content Accessibility Guidelines), and 'Internationalization' (stating W3C's mission to design technology for global use).

Views: [desktop](#) [mobile](#) [print](#)

STANDARDS PARTICIPATE MEMBERSHIP ABOUT W3C

Google™

W3C » Standards » Web Design and Applications Skip

## WEB DESIGN AND APPLICATIONS

On this page → [technology topics](#) • [news](#) • [upcoming events and talks](#)

Web Design and Applications involve the standards for building and Rendering Web pages, including HTML, CSS, SVG, device APIs, and other technologies for Web Applications (“WebApps”). This section also includes information on how to make pages accessible to people with disabilities (WCAG), to internationalize them, and make them work on mobile devices.

### HTML & CSS

HTML and CSS are the fundamental technologies for building Web pages: HTML (html and xhtml) for structure, CSS for style and layout, including WebFonts. Find resources for good Web page design as well as helpful tools.

### JavaScript Web APIs

Standard APIs for client-side Web Application development include those for Geolocation, XMLHttpRequest, and mobile widgets. W3C standards for document models (the “DOM”) and technologies such as XBL allow content providers to create interactive documents through scripting.

### Graphics

W3C is the home of the widely deployed PNG raster format, SVG vector format, and the Canvas API. WebCGM is a more specialized format used, for example, in the fields of automotive engineering, aeronautics.

### Audio and Video

Some of the W3C formats that enable authoring audio and video presentations include

### Accessibility

W3C’s Web Accessibility Initiative (WAI) has published Web Content Accessibility Guidelines (WCAG) to help

### Internationalization

W3C has a mission to design technology that works across cultures and languages. W3C

# 01-1 웹 표준의 기본 지식 (5)

- 웹 표준
  - XHTML
    - 정보의 구조를 표현
  - CSS
    - 디자인을 담당
  - Cross browsing
- 웹 표준으로 자리잡는 HTML5
  - HTML5 = HTML + CSS + Javascript API
- 모바일 웹으로 확대되는 HTML5
  - 모바일화를 위한 10가지 가이드

# 01-2 웹앱, 네이티브앱, 하이브리드앱 (1)

- 브라우저의 주소를 통해 접속하는 웹앱
  - 애플 iOS1.0 시절 웹앱 지원
    - [www.apple.com/webapps](http://www.apple.com/webapps)
    - 2010년 12월 이후 update는 없는 상황
    - 해당 페이지 폐쇄

# 01-2 웹앱, 네이티브앱, 하이브리드앱 (2)

- 스마트폰 OS 전용으로 제작된 네이티브앱
  - 각각의 스마트폰 OS 환경에서 별도로 제공되는 프로그래밍 언어와 SDK(Software Development Kit)를 이용하여 제작된 앱
    - iPhone
      - Object-C, Xcode 개발환경
    - 안드로이드
      - Java
  - 각 스마트폰의 하드웨어 기능을 모두 사용



# 01-2 웹앱, 네이티브앱, 하이브리드앱 (3)

- 웹앱이면서 네이티브앱의 장점을 결합한 하이브리드앱
  - 웹 표준 기술을 그대로 사용하여 웹앱을 개발한 후 오픈 소스 프레임워크를 이용하여 네이티브 앱으로 변환시켜 배포되는 앱 형식
  - 대표적인 프레임워크
    - 폰갭(PhoneGap)
      - <http://www.phonegap.com>

# 02 작업환경 준비하기

# 02-1 개발 툴 준비하기

- 드림위버 CC (trial 버전 : 30일간 사용 가능)
  - <http://www.adobe.com>
- 과제
  - 설치 및 기능 확인하기

# 02-2 브라우저 / 에뮬레이터 / 웹 서버 준비하기 (1)

- Firefox 브라우저 준비하기
  - <http://www.mozilla.or.kr/ko>
- Chrome 브라우저 준비하기
  - <http://www.google.com>
- 과제
  - 각 브라우저 설치 및 기능 확인

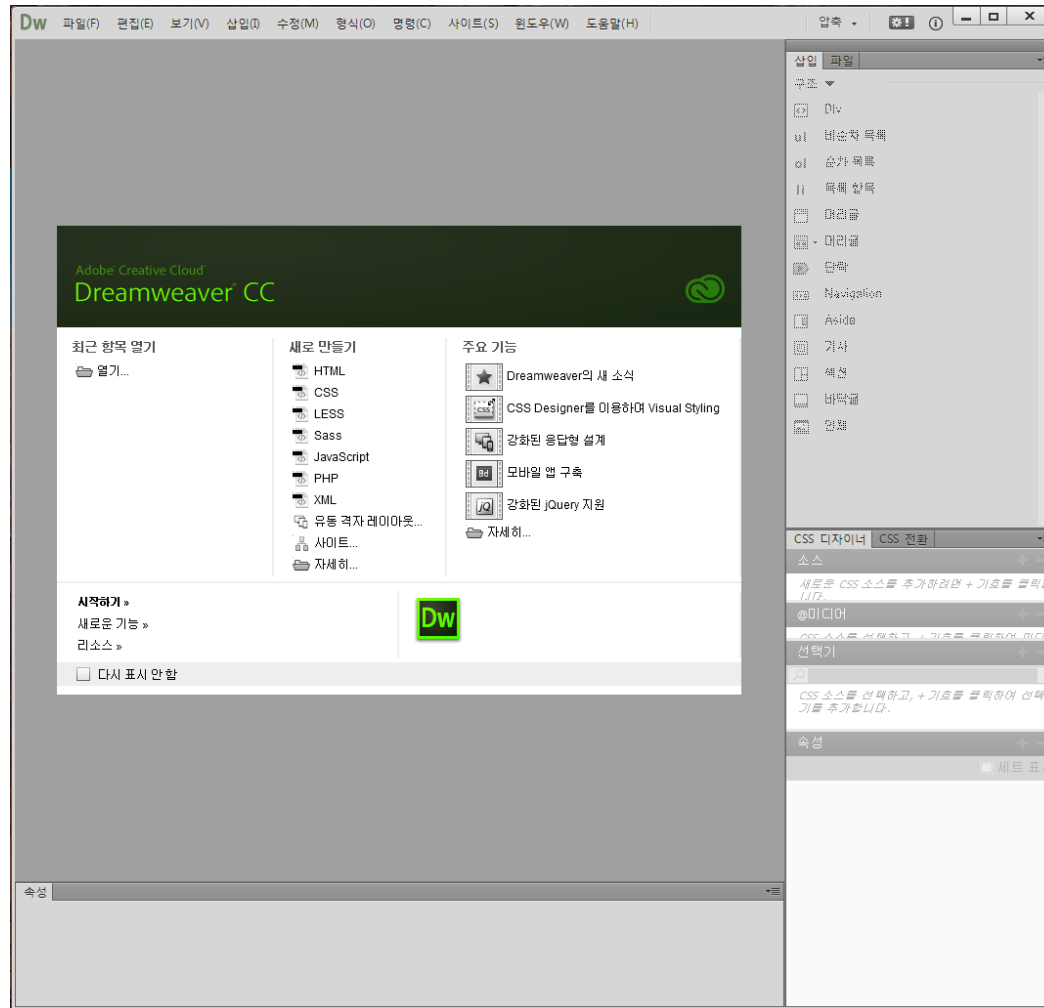
# 02-2 브라우저 / 에뮬레이터 / 웹 서버 준비하기 (2)

- 아이폰용 에뮬레이터
  - Xcode and iOS SDK 다운로드
    - Mac에서만 가능
- 아파치 웹 서버 준비
  - <http://httpd.apache.org>

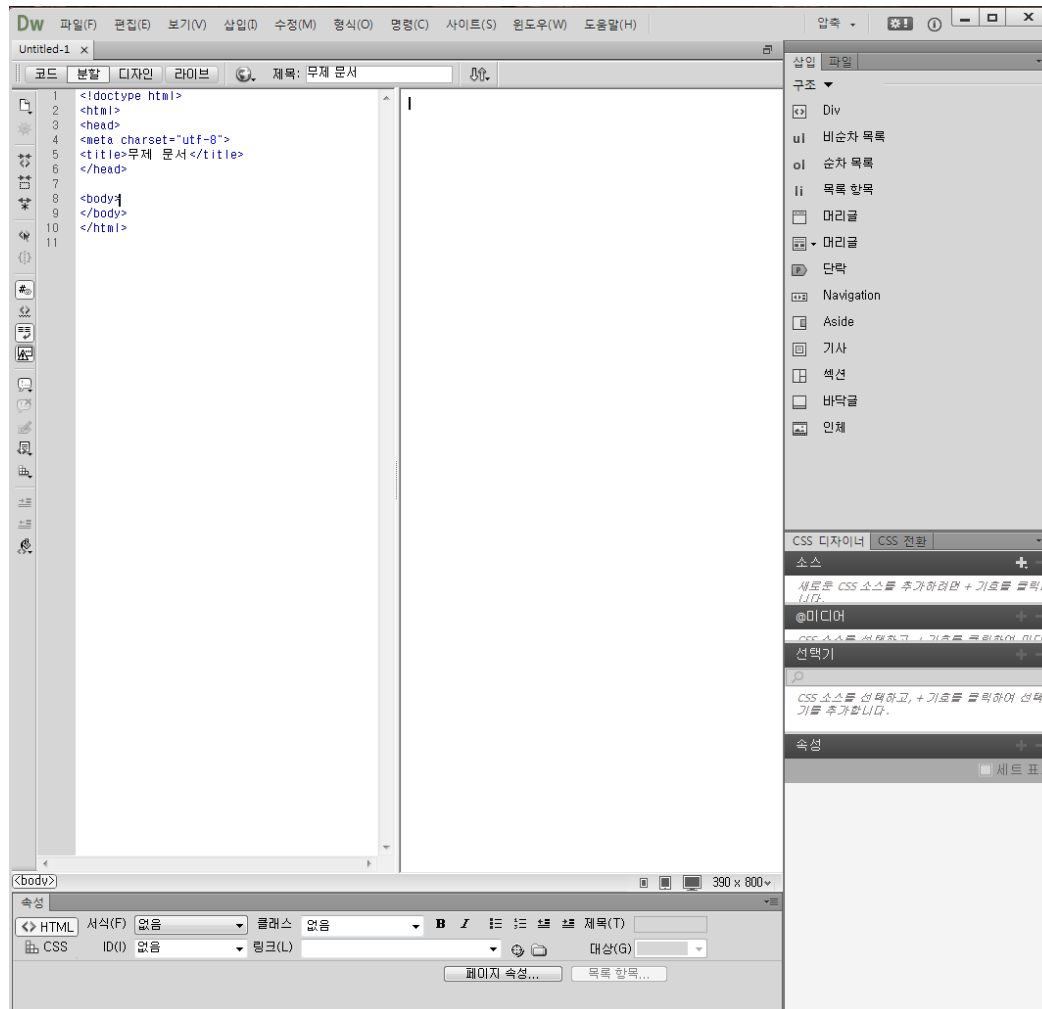
# 02-3 Hello World 예제 (1)

- Hello World 예제 만들기
  - 드림위버 이용
    - Multiscreen 에서 확인
    - Preview/Debug in browser에서 확인
  - 브라우저에서 확인
  - 에뮬레이터에서 확인

# 02-3 Hello World 예제 (2)

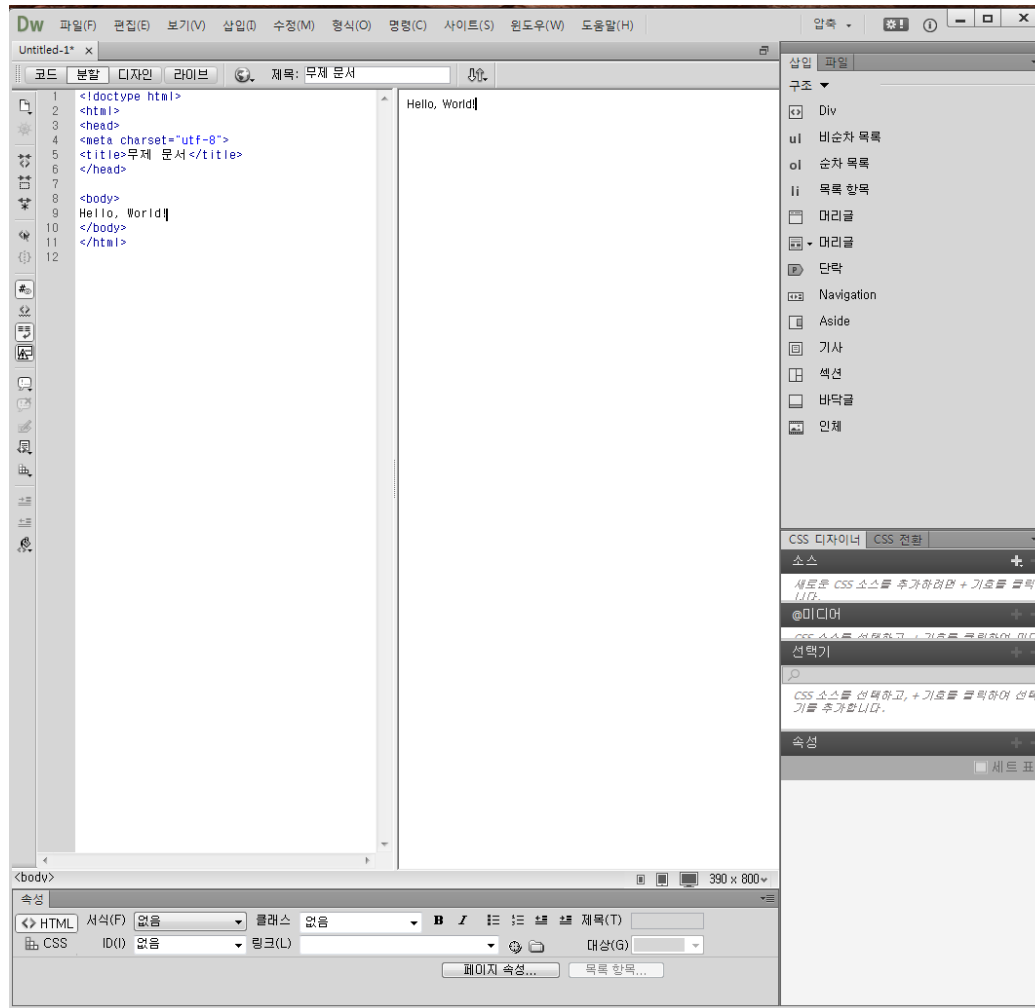


# 02-3 Hello World 예제 (3)





# 02-3 Hello World 예제 (4)



# 02-3 Hello World 예제 (5)

