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**Building
Pebble Apps
with
JavaScript**

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[ahripak ~]\$ whoami;

Why Pebble?

- Over a million units sold in 2014
- Relatively inexpensive
- Cross platform
- Solid developer tools

Where to develop?

- Cloud Pebble (<https://cloudpebble.net/>)
- Pebble SDK (<http://developer.getpebble.com/sdk/>)

Pebble App Anatomy



Stack-based collections

Similar to iOS and Android

Building Blocks

- Window (blank canvas)
- Card (extension of window)
- Menu (list of items)

```
1 /**
2  * Welcome to Pebble.js!
3  *
4  * This is where you write your app.
5  */
6
7  var UI = require('ui');
8  var Vector2 = require('vector2');
9
10 var main = new UI.Card({
11   title: 'Pebble.js',
12   icon: 'images/menu_icon.png',
13   subtitle: 'Hello World!',
14   body: 'Press any button.'
15 });
16
17 main.show();
18
19 main.on('click', 'up', function(e) {
20   var menu = new UI.Menu({
21     sections: [{
22       items: [{
23         title: 'Pebble.js',
24         icon: 'images/menu_icon.png',
25         ...
26       ]
27     }
28   ]
29 });
```

Comparing against : HEAD, Line 1, Column 1

Spaces: 2 JavaScript

Getting Started

git clone **git@github.com:pebble/pebblejs.git**

Demo

Considerations

- Primarily for prototyping
- It requires a phone nearby
- It drains power faster (bluetooth roundtrips)
- Still in beta

Resources

- Pebble source code: <https://github.com/alexh58/trending-now-pebble>
- API source code: <https://github.com/alexh58/trending-now-api>
- @alexh58 on Twitter
- Blog post to follow on <https://hripak.com/blog>

Questions?