

PEB101 – 1-Day Foundation of Pebble Programming

In this 1-day workshop, you will learn the fundamentals of programming the Pebble watch. You will learn the difference between a Watchapp and a WatchFace app, and how to develop compelling Watchapps and WatchFace apps that you can install onto your own Pebble Watch. You will also learn how to write iOS and Android apps that interact with your apps on the Pebble watch.

Topics

- Setting up the Pebble SDK
- WatchApp vs. WatchFace apps
- Hello, Pebble World!
- A Quick Introduction to the C Programming Language
- Anatomy of a Pebble App
 - Header Files
 - Static and global variables
 - Metadata
 - Windows
 - Layers
 - Initializing the UI of the app
 - De-initializing the app
- Building User Interfaces
 - Event Handlers
 - Click Handlers
 - Timer Handlers
 - Navigating Windows
 - Simple Animations
- Persisting Data
 - Writing to persistent storage
 - Reading from persistent storage
 - Deleting a key from persistent storage
- Using the Pebble Accelerometer
 - Using the Accelerometer Service
 - Registering for Tap events
- Integrating with JavaScript
 - How to get your Pebble App to communicate with your JavaScript code running on the Pebble Mobile App on your mobile device
 - Passing messages from Pebble to JavaScript
 - Passing messages from JavaScript to Pebble
 - Launching configuration page to let users customize your Pebble app



**Course includes a
Pebble Time
Watch**

Prerequisites

- Knowledge of basic programming and object-oriented programming concepts

Hardware

- You need to bring along your Mac
- You need to bring along your iOS device or Android device



About Wei-Meng Lee



Wei-Meng Lee is a technologist and founder of Developer Learning Solutions (<http://www.learn2develop.net>), a technology company specializing in hands-on training on the latest mobile technologies. Wei-Meng has many years of training experiences and his training courses place special emphasis on the learning-by-doing approach. His hands-on approach to learning programming makes understanding the subject much easier than reading books, tutorials, and documentations. His name regularly appears in online and print publications such as DevX.com, MobiForge.com, and CoDe Magazine.

Wei-Meng Lee is also the invited speaker for the following recent conferences:

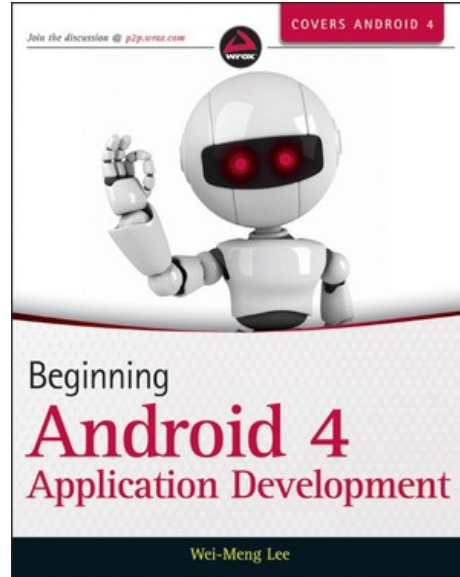
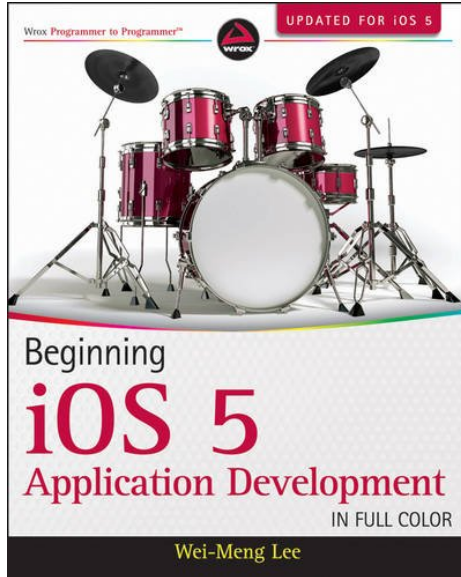
- Mobile Connections, April 17-21 2011, Las Vegas, USA
- DevTeach/MobileTeach, May 30-June 3 2011, Montreal, Canada
- DevTeach/MobileTeach, May 28-June 1 2012, Vancouver, Canada

Some of Our Clients

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- National University of Singapore (NUS)
- NCS Pte. Ltd.
- Ngee Ann Polytechnic
- Republic Polytechnic
- SAP
- SBS Transit
- Singapore Management University (SMU)
- Singapore Polytechnic
- Singapore Pools
- Singapore Press Holdings
- Temasek Polytechnic
- Walt Disney
- United States (US) Army



Books by Wei-Meng Lee





Course Application Form

Please email a signed copy to weimenglee@learn2develop.net

Billing Information

Name					
Designation					
Company					
Mailing Address					
Office Tel		Mobile		Fax	
Email					

Course Title: _____ Date: _____

Participant Information	Amount
Name:	S\$
Email:	
Name:	
Email:	
Grand Total S\$	

Important Note

- Developer Learning Solutions reserves the right to cancel or reschedule the course.
- You can withdraw from the course provided you inform us **one (1) month** in advance before the commencement of the class. There will be no refund after this period and the full course fee will be billed.
- No-show policy: If a participant did not turn up for the course he signed up for, he will be billed 100% of the course fee.

I understand that participants have to bring their notebook computer for the course (for iOS related courses, the notebook must be a Mac).

Authorized Signature & Company Stamp

Name & Designation

Date