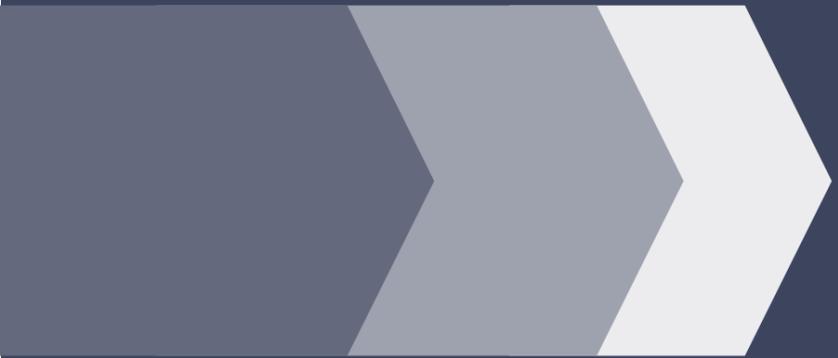
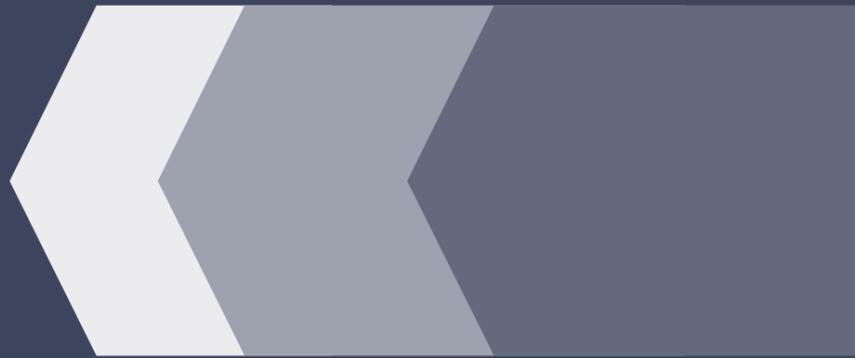


Simple to Complex



what should I use?



Gustavo Barbieri

I'm core developer of

efl and **webkit-efl**
creator

ProFUSION
embedded systems

web

graphics [efl, sdl, x11]

languages [javascript, c++, c]

what should I use?

TYPES OF APPLICATION

games

online services clients

camera and effects

location and navigation

misc

TYPES OF APPLICATION: GAMES



TYPES OF APPLICATION: ONLINE SERVICES CLIENTS

twitter 

beejive 



instant messaging
anywhere



Latest Technology News and Trends



THE FOX SPORTS APP



TYPES OF APPLICATION: CAMERA AND EFFECTS



Adobe® Photoshop® To



Autodesk®
SketchBook® Mobile



Autodesk®
AutoCAD® WS

TYPES OF APPLICATION: LOCATION AND NAVIGATION



Your mobile phone alerts you as you approach speed traps, road hazards, and more!

TYPES OF APPLICATION: MISC



 **tripadvisor**®



Calorific

Calorie counting
in two clicks



- Set up a personalized calorie budget and quickly log all of your food and drinks throughout the day.
- Get instant feedback about how well you're eating and drinking.

no silver bullet!

HOW TO MATCH? WEB

html, css and javascript

sqlite

online

simple updates

platform independence

HOW TO MATCH? **GRAPHICS**

native

efl: widgets and themes

sdl or x11: low level primitives

HOW TO MATCH? LANGUAGES

javascript

c++

c



GAMES

existing engine?

casual?

graphics intensive?



ONLINE SERVICES CLIENTS

very likely web or hybrid



CAMERA AND EFFECTS

very likely native

pick the highest level native (efl)



LOCATION AND NAVIGATION

existing engine?

computational intensive?

graphics intensive?

online backend?

conclusion

**weight the technology
based on your needs**

prefer web/html whenever possible

thank you!

Gustavo Barbieri

barbieri@profusion.mobi