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FakePress

# FROM DESIGN TO APPLICATION

Crash course per designer visuali: dal concept all'applicazione smartphone/tablet

# **CRASH COURSE**

# COSA USEREMO

**PHONEGAP**  
**IOS SDK BY APPLE**  
**XCODE DEVELOPMENT ENVIRONMENT**

per scaricare i software:

<http://www.phonegap.com/>

<http://developer.apple.com/>

LE APPLICAZIONI SVILUPPATE IN QUESTO MODO POTRANNO  
ESSERE IMMEDIATAMENTE PORTATE ALLA PIATTAFORMA  
ANDROID (*INSTALLARE AMBIENTE DI SVILUPPO **ECLIPSE** ED  
ESEGUIRE IL TOOL DI INSTALLAZIONE APPOSITO FORNITO  
INSIEME A PHONEGAP*)

## **STEP PRELIMINARI:**

- 1) INSTALLARE XCODE
- 2) INSTALLARE PHONEGAP
- 3) COMPILARE L'APPLICAZIONE DI DEFAULT

**TUTTO OK?**

PERFETTO ALLORA:

**IMPARIAMO COME SI COSTRUISCE  
UNA APPLICAZIONE IPHONE/IPAD  
(MA ANCHE ANDROID, BLACKBERRY, WEBOS,  
SYMBIAN...)**

**USANDO HTML5 E CSS**

IMPORTANTISSIMO!

# **LEGGERE QUESTE GUIDELINES**

IN CUI APPLE SPIEGA LE BEST PRACTICES DA  
SEGUIRE IN QUESTO GENERE DI ATTIVITA'

ORA NE VEDREMO ALCUNI PASSI FONDAMENTALI

# USE STANDARDS

HTML 4.01

XHTML 1.0

CSS 2.1 and partial CSS3

ECMAScript 3 (JavaScript)

DOM Level 2

AJAX technologies, including XMLHttpRequest

# GOOD WEB DESIGN PRACTICES

USE DOCTYPE  
SEPARATE HTML E CSS FILES  
WELL STRUCTURED HTML  
USE BROWSER INDEPENDENT CODE

# USE SECURITY FEATURES

SSL  
HTTPS

**NO FRAMESETS!**

**USE BLOCKS! (DIV, SPAN..)**

**CHECK SIZE OF WEB PAGE**

**USE THE `<SELECT>` ELEMENT**

**USE ALERT, CONFIRM, PROMPT**

**USE HTML5 AUDIO AND VIDEO**

**REMEMBER DIFFERENCE BETWEEN  
CLICK AND TOUCH**

## USE CONDITIONAL STYLESHEET

EXAMPLE:

SPECIFY STYLESHEET FOR IPHONE

```
<link media="only screen and (max-device-width: 480px)" href="small-device.css" type="text/css" rel="stylesheet">
```

OR, INSIDE THE CSS FILE:

```
@media screen and (min-device-width: 481px) { ... }
```

# USE VIEWPORT

```
<meta name = "viewport" content = "width = device-width">
```

```
<meta name = "viewport" content = "initial-scale = 1.0">
```

```
<meta name = "viewport" content = "initial-scale = 2.3, user-scalable = no">
```

```
<meta name = "viewport" content = "width = 590">
```

```
<meta name = "viewport" content = "user-scalable=no, width=device-width">
```

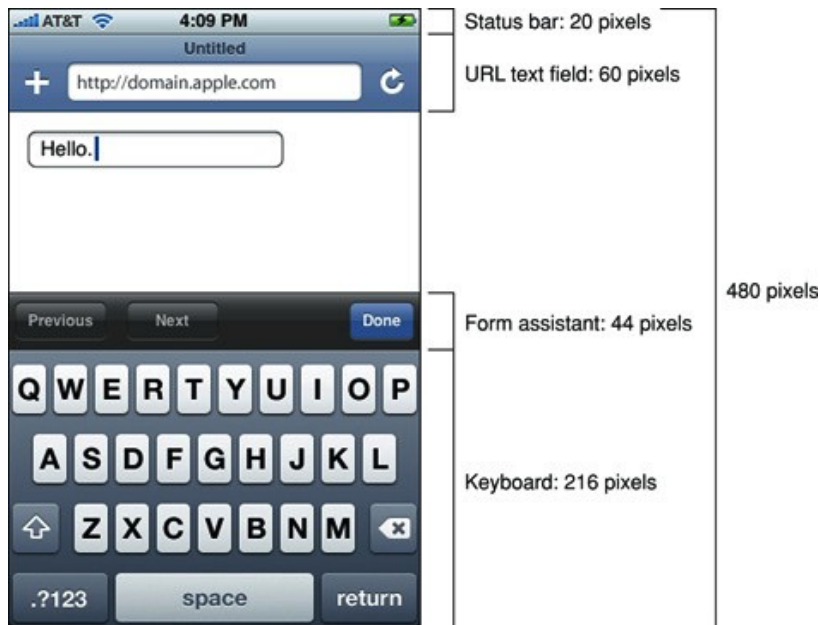
## USE WEBKIT

VEDI [THIS LINK](#) PER CAPIRE LE ESTENSIONI DEL BROWSER MOBILE DISPONIBILE SU IPHONE/IPAD

ESTENSIONI COME:

- webkit-border-image
- webkit-border-radius
- webkit-text-size-adjust
- webkit-tap-highlight-color
- webkit-animation
- webkit-mask
- webkit-transition

# FORMS



Object	Metrics in pixels
Status bar	Height = 20
URL text field	Height = 60
Form assistant	Height = 44
Keyboard	Portrait height = 216 Landscape height = 162
Button bar	Portrait height = 44 Landscape height = 32

## EVENTS

RENDERE GLI OGGETTI **CLICKABLE** PER  
CONTROLLARLI DA JAVASCRIPT

```
<span onmouseover = "..."  
      onmouseout  = "..."  
      onclick = "void(0)">
```

WHERE TO BUY

```
</span>
```

## EVENTS

### PER GESTIRE GLI EVENTI MULTITOUCH:

```
<div
  ontouchstart="touchStart(event);"
  ontouchmove="touchMove(event);"
  ontouchend="touchEnd(event);"
  ontouchcancel="touchCancel(event);"
></div>
```

Alternatively, register handlers in JavaScript as follows:

```
element.addEventListener("touchstart", touchStart, false);
element.addEventListener("touchmove", touchMove, false);
element.addEventListener("touchend", touchEnd, false);
element.addEventListener("touchcancel", touchCancel, false);
```

```
function touchStart(event) {
  // Insert your code here
}
```

Optionally, get all touches on a page using the `touches` property as follows:

```
var allTouches = event.touches;
```

Optionally, get all touches for the target element using the `targetTouches` property:

```
var targetTouches = event.targetTouches;
```

Optionally, get all changed touches for this event using the `changedTouches` property:

```
var changedTouches = event.changedTouches;
```

get the number of touches:

```
event.touches.length
```

Get a specific touch object at index `i`:

```
var touch = event.touches[i];
```

get the location in page coordinates for a single-finger event:

```
var x = event.touches[0].pageX;
var y = event.touches[0].pageY;
```

## EVENTS

### MULTITOUCH + JAVASCRIPT

```
function touchMove(event) {  
    event.preventDefault();  
    curX = event.targetTouches[0].pageX - startX;  
    curY = event.targetTouches[0].pageY - startY;  
    event.targetTouches[0].target.style.webkitTransform =  
        'translate(' + curX + 'px, ' + curY + 'px)';  
}
```

## GESTURES

```
<div
  ongesturestart="gestureStart(event);"
  ongesturechange="gestureChange(event);"
  ongestureend="gestureEnd(event);"
></div>
```

```
var angle = event.rotation;
```

```
var scale = event.scale;
```

```
function gestureChange(event) {
  // Insert your code here
}
```

```
onGestureChange: function(e) {
  e.preventDefault();
  e.target.style.webkitTransform =
    'scale(' + e.scale + startScale + ') rotate(' + e.rotation + startRotation + 'deg)';
}
```

**INIZIAMO**

# PRENDIAMO UN DOCUMENTO HTML

```
<html>
<head>
  <link rel="stylesheet" href="screen.css" type="text/css" />
  <title>Salvatore laconesi</title>
</head>
<body>
<div id="container">
  <div id="header">
    <h1><a href=".">Salvatore laconesi</a></h1>
    <div id="utility">
      <ul>
        <li><a href="about.html">About</a></li>
        <li><a href="blog.html">Blog</a></li>
      </ul>
    </div>
    <div id="nav">
      <ul>
        <li><a href="design.html">Design</a></li>
        <li><a href="progetti.html">Progetti</a></li>
        <li><a href="ricerca.html">Ricerca</a></li>
      </ul>
    </div>
  </div>
  <div id="content">
    <h2>About</h2>
    <p>Salvatore laconesi è ingegnere robotico, interaction designer
    artista e insegna cross media design alla Facoltà di
    Architettura dell'Università di Roma "La Sapienza".
    Adora gli animali, la musica elettronica e il circuit bending.
    ...
  </p>
  </div>
  <div id="sidebar">
    Salvatore laconesi è ingegnere robotico, artista, interaction
    designer e professore di design cross-mediale.
  </p>
  </div>
  <div id="footer">
    <ul>
      <li><a href="design.html">Design</a></li>
      <li><a href="about.html">About</a></li>
      <li><a href="blog.html">Blog</a></li>
    </ul>
    <p class="subtle">Salvatore laconesi, Inc.</p>
  </div>
</div>
</body>
</html>
```

# Mettiamo uno stylesheet dedicato

```
<link rel="stylesheet" type="text/css"  
      href="iphone.css" media="only screen and (max-width: 480px)" />  
<link rel="stylesheet" type="text/css"  
      href="desktop.css" media="screen and (min-width: 481px)" />
```

# Controlliamo viewport e scala

```
<meta name="viewport" content="user-scalable=no, width=device-width" />
```

# Creiamo look'n feel iOS in “iphone.css”

```
body {
  background-color: #ddd; /* Background color */
  color: #222; /* Foreground color used for text */
  font-family: Helvetica;
  font-size: 14px;
  margin: 0; /* Amount of negative space around the outside of the body */
  padding: 0; /* Amount of negative space around the inside of the body */
}

#header h1 {
  margin: 0;
  padding: 0;
}
#header h1 a {
  background-color: #ccc;
  border-bottom: 1px solid #666;
  color: #222;
  display: block;
  font-size: 20px;
  font-weight: bold;
  padding: 10px 0;
  text-align: center;
  text-decoration: none;
}

#header ul {
  list-style: none;
  margin: 10px;
  padding: 0;
}
#header ul li a {
  background-color: #FFFFFF;
  border: 1px solid #999999;
  color: #222222;
  display: block;
  font-size: 17px;
  font-weight: bold;
  margin-bottom: -1px;
  padding: 12px 10px;
  text-decoration: none;
}

#content, #sidebar {
  padding: 10px;
}

#footer {
  display: none;
}
```

# ANDIAMO OLTRE “iphone.css”

```
#header h1 a {  
  text-shadow: 0px 1px 0px #fff;  
  background-image: -webkit-gradient(linear, left top, left bottom,  
    from(#ccc), to(#999));  
}
```

```
#header ul li:first-child a {  
  -webkit-border-top-left-radius: 8px;  
  -webkit-border-top-right-radius: 8px;  
}  
#header ul li:last-child a {  
  -webkit-border-bottom-left-radius: 8px;  
  -webkit-border-bottom-right-radius: 8px;  
}
```

# CREIAMO IL BEHAVIOUR

Nascondiamo gli <UL> nell'#header

```
#header ul.hide {  
  display: none;  
}
```

DEFINIAMO LO STILE PER UN PULSANTE CHE AGGIUNGEREMO  
TRA UN ATTIMO:

```
#header div.leftButton {  
  position: absolute;  
  top: 7px;  
  left: 6px;  
  height: 30px;  
  font-weight: bold;  
  text-align: center;  
  color: white;  
  text-shadow: rgba(0,0,0,0.6) 0px -1px 0px;  
  line-height: 28px;  
  border-width: 0 8px 0 8px;  
  -webkit-border-image: url(images/button.png) 0 8 0 8;  
}  
  
#header div.pressed {  
  -webkit-border-image: url(images/buttonActive.png) 0 8 0 8;  
}
```

# CREIAMO IL BEHAVIOUR

Aggiungiamo **jQuery** e predisponiamo un file per i nostri script:

```
<script type="text/javascript" src="jquery.js"></script>  
<script type="text/javascript" src="iphone.js"></script>
```

Dentro `iphone.js` aggiungiamo:

```
function jQueryStart(){  
    $('#header ul').addClass('hide');  
    $('#header').append('<div class="leftButton"  
        onclick="toggleMenu()">Menu</div>');  
}  
function toggleMenu() {  
    $('#header ul').toggleClass('hide');  
    $('#header .leftButton').toggleClass('pressed');  
}
```

E nella funzione **onDeviceReady()** aggiungiamo;

```
jQueryStart();
```

**MA ANDIAMO OLTRE**

# UNA SEMPLICE APP GEO-REFERENZIATA

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01//EN" "http://www.w3.org/TR/html4/strict.dtd">
<html>
<head>
<meta name="viewport" content="width=device-width; height=device-height; user-scalable=no" />
<meta http-equiv="Content-type" content="text/html; charset=utf-8">
<title>Beer Me</title>
<link rel="stylesheet" href="/master.css" type="text/css" media="screen" />
<script type="text/javascript" src="scripts/phonegap.js"></script>
<script type="text/javascript">
function loader() {
var state = document.readyState;
if (state == 'loaded' || state == 'complete') {
run();
} else {
if (navigator.userAgent.indexOf('Browzr') > -1) {
setTimeout(run, 250);
} else {
document.addEventListener('deviceready',run,false);
}
}
}
function run() {
var win = function(position) { // Grab coordinates object from the Position object passed into success callback.
var coords = position.coords;
// Call for static google maps data - make sure you use your own Google Maps API key!
var url = "http://maps.google.com/maps/api/staticmap?center=" + coords.latitude + "," + coords.longitude + "&zoom=13&size=320x480&maptype=roadmap&key=MyGoogleMapsAPIKey&sensor=true";
document.getElementById('map').setAttribute('src',url);
};
var fail = function(e) {
alert('Can\'t retrieve position.\nError: ' + e);
};
navigator.geolocation.getCurrentPosition(win, fail);
}
</script>
</head>
<body onload="loader();">
<img id="map" />
</body>
</html>
```

**E ORA FACCIAMO UNA  
APPLICAZIONE “DA ZERO” INSIEME**

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per scaricare i software:

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ESSERE IMMEDIATAMENTE PORTATE ALLA PIATTAFORMA  
ANDROID (INSTALLARE AMBIENTE DI SVILUPPO **ECLIPSE** ED  
ESEGUIRE IL TOOL DI INSTALLAZIONE APPOSITO FORNITO  
INSIEME A PHONEGAP)

**STEP PRELIMINARI:**

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**TUTTO OK?**

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**USANDO HTML5 E CSS**

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## **LEGGERE QUESTE GUIDELINES**

IN CUI APPLE SPIEGA LE BEST PRACTICES DA  
SEGUIRE IN QUESTO GENERE DI ATTIVITA'

ORA NE VEDREMO ALCUNI PASSI FONDAMENTALI

# USE STANDARDS

HTML 4.01  
XHTML 1.0  
CSS 2.1 and partial CSS3  
ECMAScript 3 (JavaScript)  
DOM Level 2  
AJAX technologies, including XMLHttpRequest

# GOOD WEB DESIGN PRACTICES

USE DOCTYPE  
SEPARATE HTML E CSS FILES  
WELL STRUCTURED HTML  
USE BROWSER INDEPENDENT CODE

# USE SECURITY FEATURES

SSL  
HTTPS

**NO FRAMESETS!**  
**USE BLOCKS! (DIV, SPAN..)**  
**CHECK SIZE OF WEB PAGE**

**USE THE <SELECT> ELEMENT  
USE ALERT, CONFIRM, PROMPT  
USE HTML5 AUDIO AND VIDEO**

**REMEMBER DIFFERENCE BETWEEN  
CLICK AND TOUCH**

# USE CONDITIONAL STYLESHEET

EXAMPLE:

SPECIFY STYLESHEET FOR IPHONE

```
<link media="only screen and (max-device-width: 480px)" href="small-device.css" type="text/css" rel="stylesheet">
```

OR, INSIDE THE CSS FILE:

```
@media screen and (min-device-width: 481px) { ... }
```

## USE VIEWPORT

```
<meta name = "viewport" content = "width = device-width">
```

```
<meta name = "viewport" content = "initial-scale = 1.0">
```

```
<meta name = "viewport" content = "initial-scale = 2.3, user-scalable = no">
```

```
<meta name = "viewport" content = "width = 590">
```

```
<meta name = "viewport" content = "user-scalable=no, width=device-width">
```

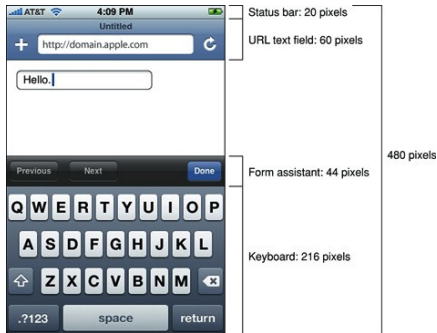
## USE WEBKIT

VEDI [THIS LINK](#) PER CAPIRE LE ESTENSIONI DEL BROWSER  
MOBILE DISPONIBILE SU IPHONE/IPAD

ESTENSIONI COME:

- webkit-border-image
- webkit-border-radius
- webkit-text-size-adjust
- webkit-tap-highlight-color
- webkit-animation
- webkit-mask
- webkit-transition

# FORMS



Object	Metrics in pixels
Status bar	Height = 20
URL text field	Height = 60
Form assistant	Height = 44
Keyboard	Portrait height = 216 Landscape height = 162
Button bar	Portrait height = 44 Landscape height = 32

# EVENTS

RENDERE GLI OGGETTI **CLICKABLE** PER  
CONTROLLARLI DA JAVASCRIPT

```
<span onmouseover = "..."  
      onmouseout = "..."  
      onclick = "void(0)">
```

WHERE TO BUY

```
</span>
```

# EVENTS

### PER GESTIRE GLI EVENTI MULTITOUCH:

```
<div
  ontouchstart="touchStart(event);"
  ontouchmove="touchMove(event);"
  ontouchend="touchEnd(event);"
  ontouchcancel="touchCancel(event);"
></div>
```

Alternatively, register handlers in JavaScript as follows:

```
element.addEventListener("touchstart", touchStart, false);
element.addEventListener("touchmove", touchMove, false);
element.addEventListener("touchend", touchEnd, false);
element.addEventListener("touchcancel", touchCancel, false);
```

```
function touchStart(event) {
  // Insert your code here
}
```

Optionally, get all touches on a page using the `touches` property as follows:

```
var allTouches = event.touches;
```

get the number of touches:

```
event.touches.length
```

Optionally, get all touches for the target element using the `targetTouches` property:

```
var targetTouches = event.targetTouches;
```

Get a specific touch object at index `i`:

```
var touch = event.touches[i];
```

Optionally, get all changed touches for this event using the `changedTouches` property:

```
var changedTouches = event.changedTouches;
```

get the location in page coordinates for a single-finger event:

```
var x = event.touches[0].pageX;
var y = event.touches[0].pageY;
```

# EVENTS

## MULTITOUCH + JAVASCRIPT

```
function touchMove(event) {  
  event.preventDefault();  
  curX = event.targetTouches[0].pageX - startX;  
  curY = event.targetTouches[0].pageY - startY;  
  event.targetTouches[0].target.style.webkitTransform =  
    'translate(' + curX + 'px, ' + curY + 'px)';  
}
```

# GESTURES

```
<div                                var angle = event.rotation;
  ongesturestart="gestureStart(event);"
  ongesturechange="gestureChange(event);"
  ongestureend="gestureEnd(event);"
></div>                                var scale = event.scale;

function gestureChange(event) {
  // Insert your code here
}

onGestureChange: function(e) {
  e.preventDefault();
  e.target.style.webkitTransform =
    'scale(' + e.scale + startScale + ') rotate(' + e.rotation + startRotation + 'deg)';
}
```

**INIZIAMO**

# PRENDIAMO UN DOCUMENTO HTML

```
<html>
<head>
<link rel="stylesheet" href="screen.css" type="text/css" />
<title>Salvatore Iaconesi</title>
</head>
<body>
<div id="container">
<div id="header">
<h1><a href="/">Salvatore Iaconesi</a></h1>
<div id="utility">
<ul>
<li><a href="about.html">About</a></li>
<li><a href="blog.html">Blog</a></li>
</ul>
</div>
<div id="nav">
<ul>
<li><a href="design.html">Design</a></li>
<li><a href="progetti.html">Progetti</a></li>
<li><a href="ricerca.html">Ricerca</a></li>
</ul>
</div>
<div id="content">
<h2>About</h2>
<p>Salvatore Iaconesi è ingegnere robotico, interaction designer
artista e insegna cross media design alla Facoltà di
Architettura dell'Università di Roma "La Sapienza".
Adora gli animali, la musica elettronica e il circuit bending.
...
</p>
</div>
<div id="sidebar">
Salvatore Iaconesi è ingegnere robotico, artista, interaction
designer e professore di design cross-mediale.
</p>
</div>
<div id="footer">
<ul>
<li><a href="design.html">Design</a></li>
<li><a href="about.html">About</a></li>
<li><a href="blog.html">Blog</a></li>
</ul>
<p class="subtle">Salvatore Iaconesi, Inc.</p>
</div>
</body>
</html>
```

# Mettiamo uno stylesheet dedicato

```
<link rel="stylesheet" type="text/css"  
      href="iphone.css" media="only screen and (max-width: 480px)" />  
<link rel="stylesheet" type="text/css"  
      href="desktop.css" media="screen and (min-width: 481px)" />
```

# Controlliamo viewport e scala

```
<meta name="viewport" content="user-scalable=no, width=device-width" />
```

# Creiamo look'n feel iOS in “iphone.css”

```
body {
  background-color: #ddd; /* Background color */
  color: #222; /* Foreground color used for text */
  font-family: Helvetica;
  font-size: 14px;
  margin: 0; /* Amount of negative space around the outside of the body */
  padding: 0; /* Amount of negative space around the inside of the body */
}

#header h1 {
  margin: 0;
  padding: 0;
}

#header h1 a {
  background-color: #ccc;
  border-bottom: 1px solid #666;
  color: #222;
  display: block;
  font-size: 20px;
  font-weight: bold;
  padding: 10px 0;
  text-align: center;
  text-decoration: none;
}

#header ul {
  list-style: none;
  margin: 10px;
  padding: 0;
}

#header ul li a {
  background-color: #FFFFFF;
  border: 1px solid #999999;
  color: #222222;
  display: block;
  font-size: 17px;
  font-weight: bold;
  margin-bottom: -1px;
  padding: 12px 10px;
  text-decoration: none;
}

#content, #sidebar {
  padding: 10px;
}

#footer {
  display: none;
}
```

# ANDIAMO OLTRE “iphone.css”

```
#header h1 a {  
  text-shadow: 0px 1px 0px #fff;  
  background-image: -webkit-gradient(linear, left top, left bottom,  
    from(#ccc), to(#999));  
}
```

```
#header ul li:first-child a {  
  -webkit-border-top-left-radius: 8px;  
  -webkit-border-top-right-radius: 8px;  
}  
#header ul li:last-child a {  
  -webkit-border-bottom-left-radius: 8px;  
  -webkit-border-bottom-right-radius: 8px;  
}
```

# CREIAMO IL BEHAVIOUR

Nascondiamo gli <UL> nell'#header

```
#header ul.hide {  
  display: none;  
}
```

DEFINIAMO LO STILE PER UN PULSANTE CHE AGGIUNGEREMO  
TRA UN ATTIMO:

```
#header div.leftButton {  
  position: absolute;  
  top: 7px;  
  left: 6px;  
  height: 30px;  
  font-weight: bold;  
  text-align: center;  
  color: white;  
  text-shadow: rgba(0,0,0,0.6) 0px -1px 0px;  
  line-height: 28px;  
  border-width: 0 8px 0 8px;  
  -webkit-border-image: url(images/button.png) 0 8 0 8;  
}
```

```
#header div.pressed {  
  -webkit-border-image: url(images/buttonActive.png) 0 8 0 8;  
}
```

Le immagini vengono dalla directory "images" di **jqtouch**

# CREIAMO IL BEHAVIOUR

Aggiungiamo **jQuery** e predisponiamo un file per i nostri script:

```
<script type="text/javascript" src="jquery.js"></script>
<script type="text/javascript" src="iphone.js"></script>
```

Dentro `iphone.js` aggiungiamo:

```
function jQueryStart(){
    $('#header ul').addClass('hide');
    $('#header').append('<div class="leftButton"
        onclick="toggleMenu()">Menu</div>');
}
function toggleMenu() {
    $('#header ul').toggleClass('hide');
    $('#header .leftButton').toggleClass('pressed');
}
```

E nella funzione `onDeviceReady()` aggiungiamo:

```
jQueryStart();
```

Le immagini vengono dalla directory "images" di **jqtouch**

**MA ANDIAMO OLTRE**

# UNA SEMPLICE APP GEO-REFERENZIATA

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01//EN" "http://www.w3.org/TR/html4/strict.dtd">
<html>
  <head>
    <meta name="viewport" content="width=device-width; height=device-height; user-scalable=no" />
    <meta http-equiv="Content-type" content="text/html; charset=utf-8">
    <title>Beer Me</title>
    <link rel="stylesheet" href="master.css" type="text/css" media="screen" />
    <script type="text/javascript" src="scripts/phonegap.js"></script>
    <script type="text/javascript">
      function loader() {
        var state = document.readyState;
        if (state == 'loaded' || state == 'complete') {
          run();
        } else {
          if (navigator.userAgent.indexOf('Browzr') > -1) {
            setTimeout(run, 250);
          } else {
            document.addEventListener('deviceready', run, false);
          }
        }
      }
      function run() {
        var win = function(position) {
          // Grab coordinates object from the Position object passed into success callback.
          var coords = position.coords;
          // Call for static google maps data - make sure you use your own Google Maps API key!
          var url = "http://maps.google.com/maps/api/staticmap?center=" + coords.latitude + "," + coords.longitude + "&zoom=13&size=320x480&maptype=roadmap&key=MyGoogleMapsAPIKey&sensor=true";
          document.getElementById('map').setAttribute('src', url);
        };
        var fail = function(e) {
          alert('Can't retrieve position. InError: ' + e);
        };
        navigator.geolocation.getCurrentPosition(win, fail);
      }
    </script>
  </head>
  <body onload="loader();" >
    <img id="map" />
  </body>
</html>
```

**E ORA FACCIAMO UNA  
APPLICAZIONE “DA ZERO” INSIEME**