CUG Benelux – Welcome

Meeting 14-10-2014
Developing for Mobile Devices

Caché User Group meeting

- CUG Kern
  - Ward de Backer, Stabe
  - Daniël Verleye, Asci
  - Patrick van Vlierberghe, CRC
  - Danny Wijnschenk, Alain Houf, Olivier Caudron, IS
  - Nico Swanckaert, SCS
  - Marc Umans, Mushe
  - Henk Westerhof, Simar
- Facilitated by Intersystems

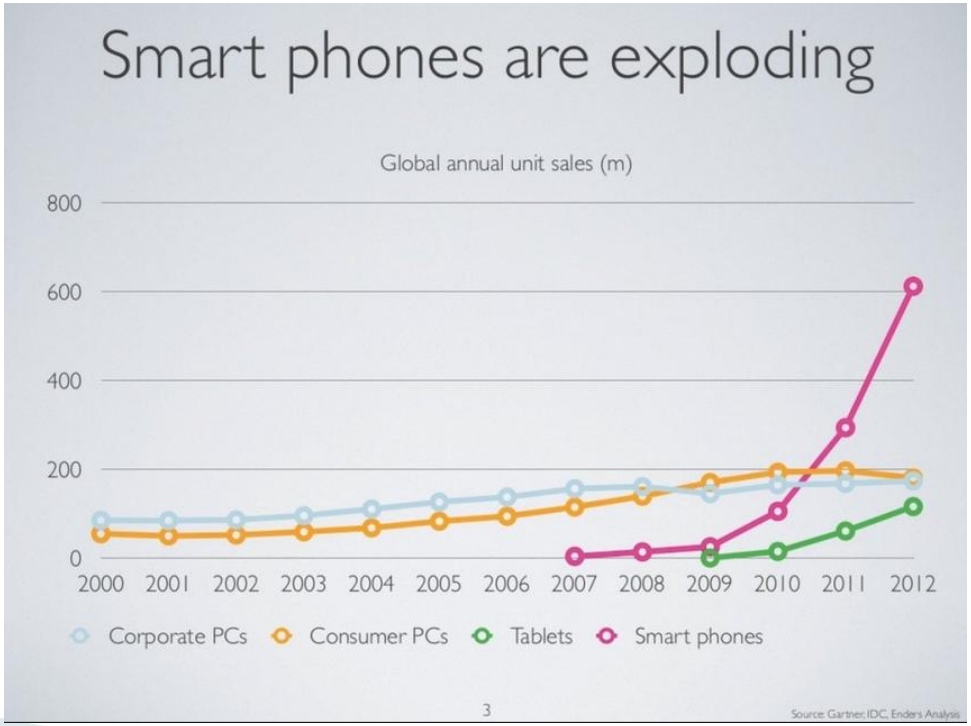
Developing for Mobile Devices: a challenge in many ways !

- Technically
- Commercially
- Licensing

Henk Westerhof
Technical director
Simar automatisering, Amsterdam

Our customers expect mobile access to their applications

- Because they are used to all those convenient general ‘apps’



Apple makes more iPhones than humans make babies

(from presentation of Stefan Wittmann)

Bring your applications(s) to end users anywhere with just the information and the process they need

Tailor the experience to the situation the end user is in.

Mobile devices have sensors

- Camera
- GPS
- Movement/acceleration/posture
- Fingertip scanner

- These can produce extra benefits to your application

Technical challenges

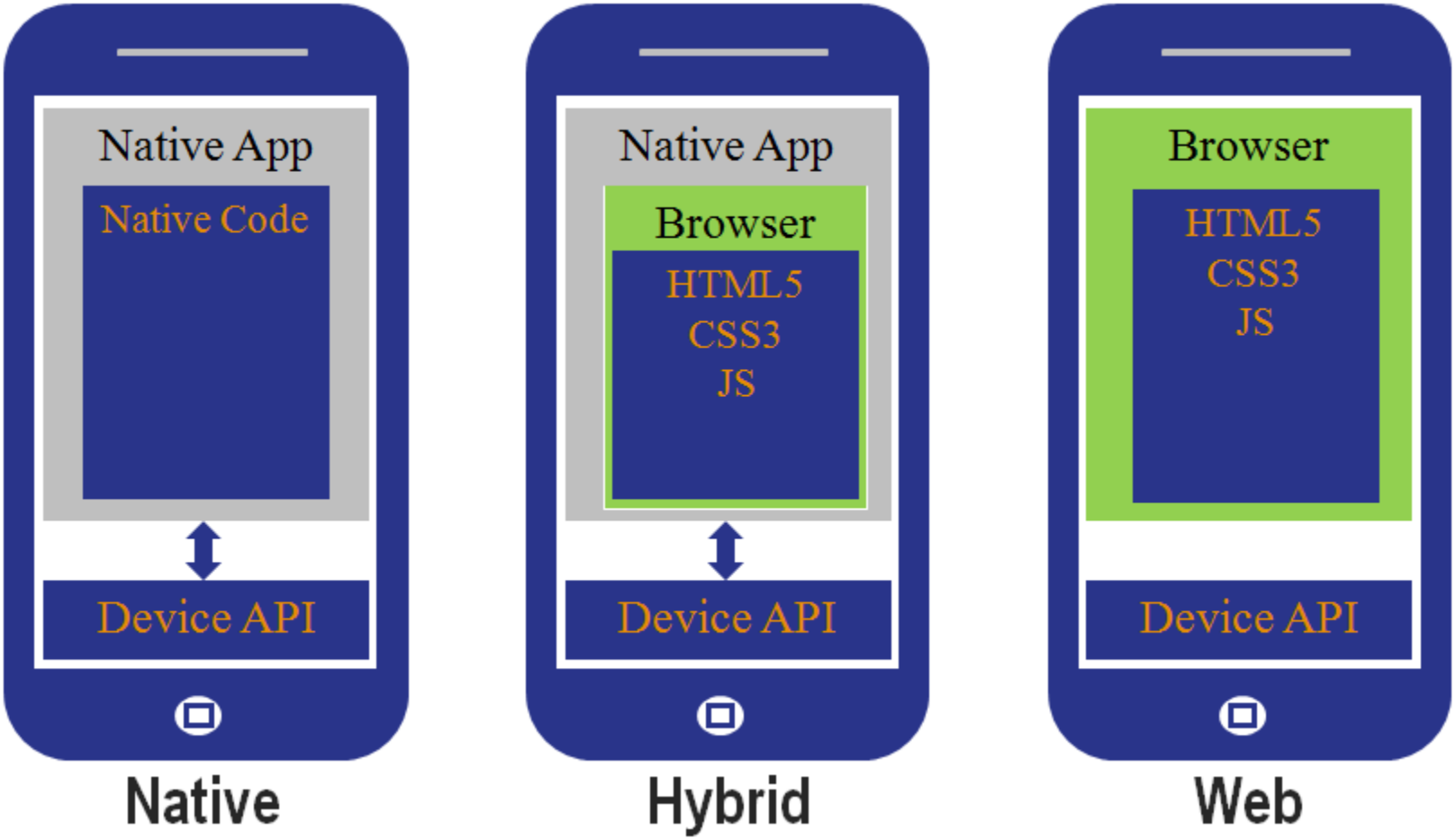
What we want:

- Efficient development
- Reliable and maintanable
- Easy deployment

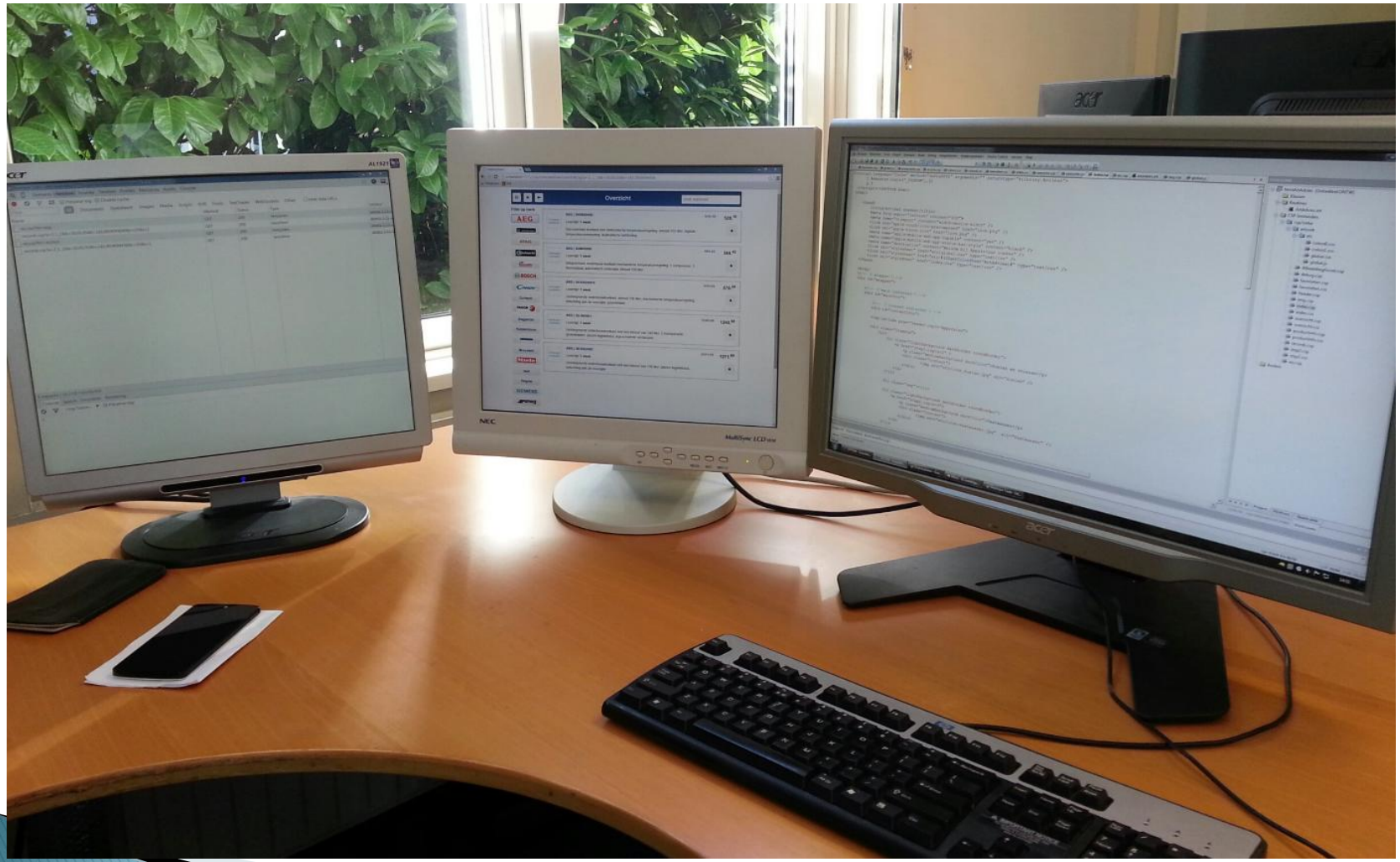
What we get:

- You need at least four ‘languages’ (html, css, javascript, cos); browsers differ in behaviour
- Native programming is system-dependent
- Code is ‘scattered’
- Deployment is not at all easy

Three approaches for developing

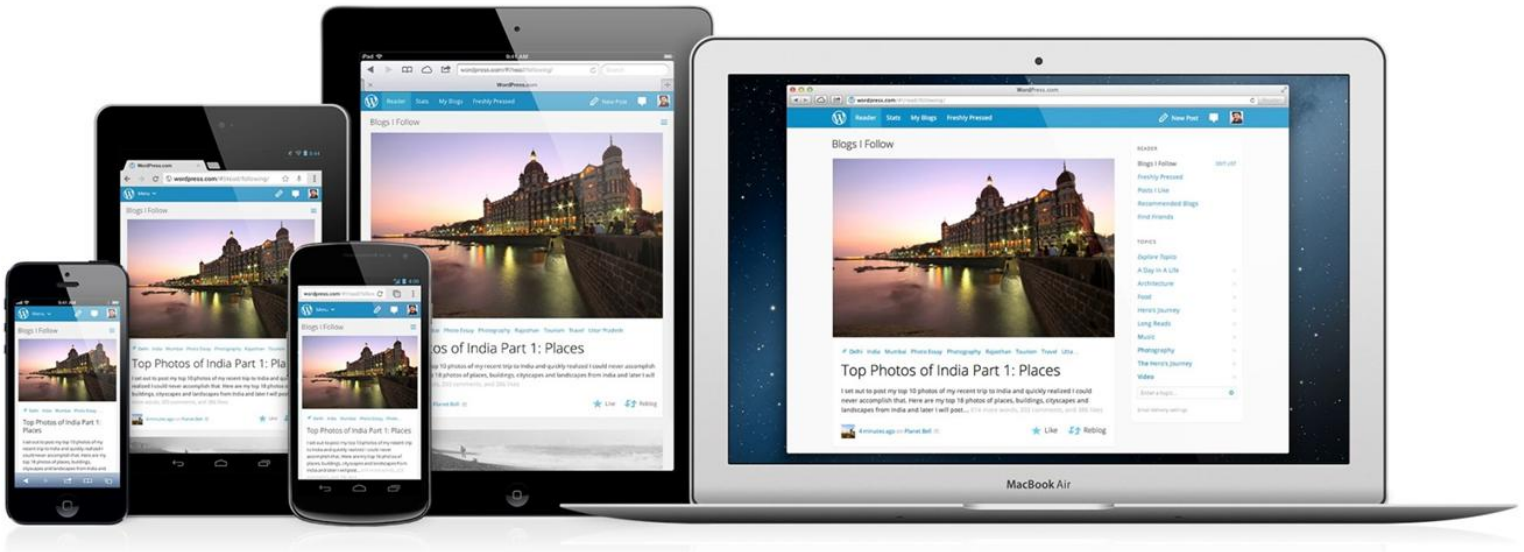


Developing for web …



Another challenge …

- Large number of screen sizes, which often can also be switched from portrait to landscape



- Solution: “Responsive Design”

Commercial challenges

- People expect apps to be cheap
- Traditional software selling model is not very suitable
- Make them part of something larger, your application, some (web)service, a pay-per-use system, etc.

License challenges

- Not exactly clear how this works out
- CSP/ZenMobile/Webservices, they will influence your Caché license-usage, and maybe license structure

Focus on development approaches

- We focus on browser-based and hybrid solutions
- You always need knowledge of HTML5, CSS, Javascript and COS
- You can benefit largely from using Javascript libraries

Agenda

- Javascript IDE with AngularJS framework
  Olivier Caudron
- Webservice connection to Caché: JSON & REST
  Alain Houf
- Developing using CSP, HTML5, CSS, Javascript
  Louis Wildschut
- 19.45 Break
- Developing using Zen Mojo
  Danny Wijnschenk, Marcel den Ouden
- Developing using EWDjs, Websockets, Node JS, Sencha Ward de Backer, Marc Umans
- Q&A – Discussion
- 21.00 Closing & Socializing