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splunk>

Splunk Insights for Web and Mobile Apps (BETA)

DEV1222: Make Your App Stand Out

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Hello!



SAM GAZITT

Product Manager Splunk, Buttercup Games



HEMENDRA CHOUDHARY

Principal Software Engineer Splunk, Buttercup Games

Who are you?

And what you'll learn...

- 1. Web or Mobile App Developer
- 2. Application Support Professional
- 3. Product Manager
- 4. Engineering Management
- 5. Other?

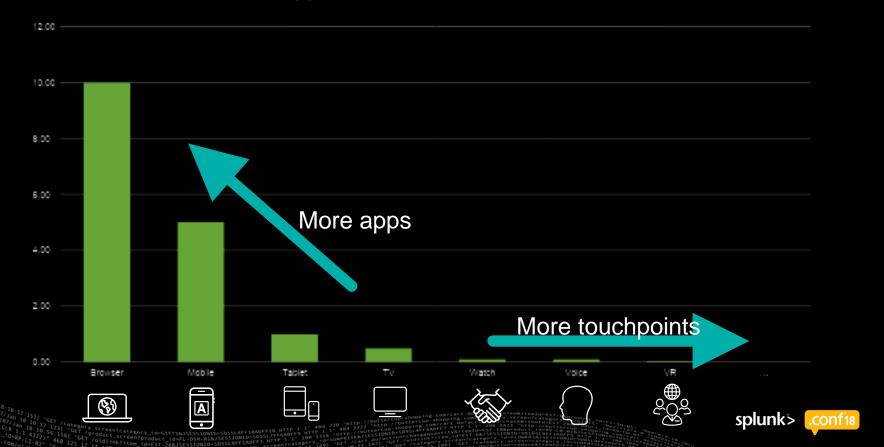


Improve quality, engagement, and performance



Explosion of Touchpoints!

Millions of apps across hundreds of form factors



What Makes a Great End-User Experience?

"Started from the bottom, now we here"

Delivers business goal

Optimized design

Fast and fluid interactions

Functions correctly

Doesn't crash

Empowering Your Developers

Put analytics directly in their hands!

Good:



Better:



App crash or event

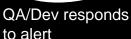


Crashes and events in Splunk.

App support team creates dashboards and alerts









Ops releases

Best:









Developers design analytics in Splunk, App support team enhances with more data sources







Introducing...

Splunk Insights for Web and Mobile Apps (BETA)

Drum roll please...

What Makes a Great End-User Experience?

Move up the pyramid with Splunk insights for Web and Mobile Apps (BETA)

Delivers business goal

Collect critical events, transactions

Optimized design

Collect navigation events

Fast and fluid interactions

Collect static asset load times

Functions correctly

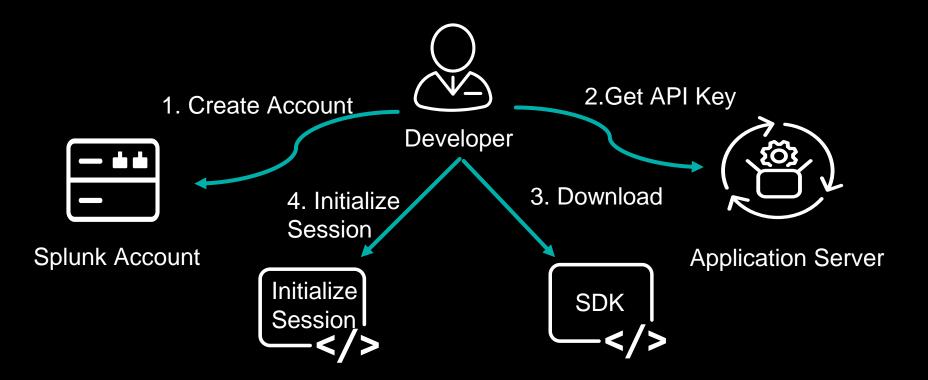
Collect API calls and responses

Doesn't crash

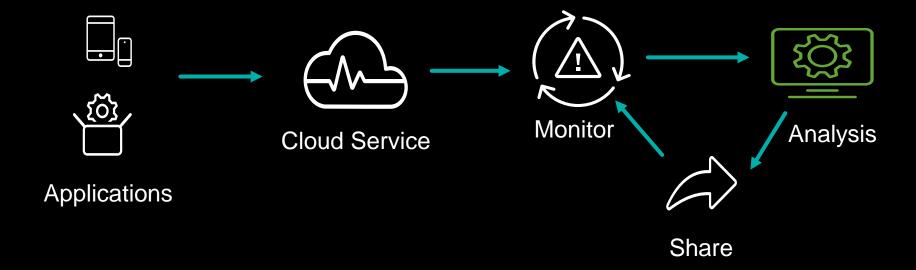
Collect iOS, Android, and JS crashes



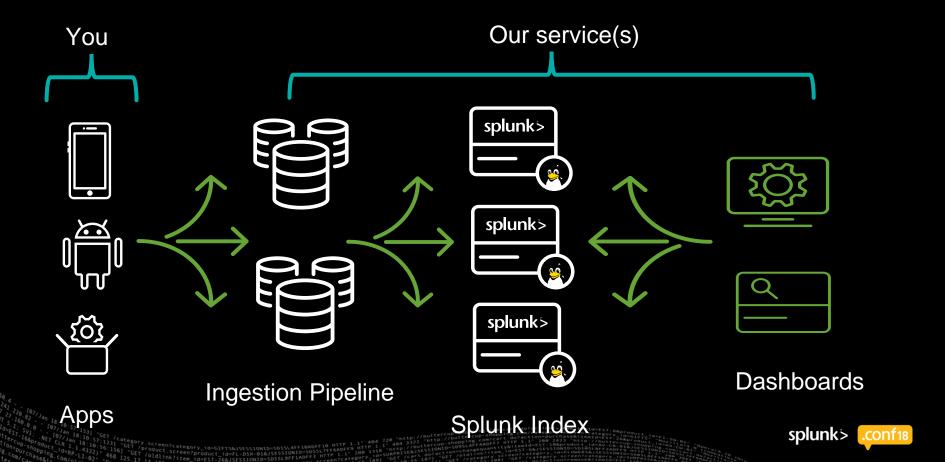
Using Splunk Insights for Web and Mobile Apps



Using Splunk Insights for Web and Mobile Apps



What's under the covers?



Demo Time!

ButterCup Go launches their game on the Web



- Setup
- Instrumentation
- Web UI
 - Mobile App Crashes
 - Web Sessions
 - Best Users
 - Web Performance
 - Sharing Results
- Getting Insights!



Setup

Get API Token and SDK

- Create an account and generate an API key for each app that you want to monitor.
- Install the Web or Mobile SDK using popular package management tools like npm or CocoaPods
- Offline install options also available such as adding SDK manually in Android Studio or embedding JS SDK in a <script>

Get started in < 5 mins

```
API key bc777fc3
```

\$ npm install keystone-js --save

```
184
       "dependencies": {
185
         "babel-polyfill": "6.13.0",
186
         "chalk": "1.1.3".
187
         "compression": "1.6.2",
         "express": "4.14.0",
188
         "fontfaceobserver": "2.0.1",
189
190
         "history": "3.0.0",
         "immutable": "3.8.1",
191
         "invariant": "2.2.1",
192
193
         "ip": "1.1.3",
194
         "lodash": "4.15.0",
        "keystone-js": "1.0.0"
195
196
```

Instrumentation

Start a session

- Embed the minified script in <head>
- Initialize a session to automatically collect
 - Console logs
 - Explicitly logged events
 - Console errors (handled, unhandled)
 - Environment information
 - Page load timings

The SDK collects many things automatically

```
<script>

// Initialize Keystone
initAndStartSession({ apiKey: 'bc777fc3', appVersionName:'1.0.0
   ', appVersionCode:'1.0.1', collectLogs: true,
   collectNetworkCalls: true, collectLogs:true,
   collectUnhandledErrors:true, collectPageLoads:true,
   collectDisplayInfo:true });
setPackageName('Buttercup-Go');
logEvent('Logging to Keystone from Buttercup-Go: App
   Initialized', 'info');
closeSession();
</script>
</head>
```

Instrumentation

Specify the user

- You can optionally tag events with a user identifier (such as email)
- The SDK generates a unique uuid for you as well.

```
setPackageName('Buttercup-Go');
setUserIdentifier('<email address from</pre>
  social login>');
logEvent('Logging to Keystone from
  Buttercup-Go: App Initialized', 'info');
closeSession();
```

true });

Track behavior of each user

Instrumentation

Create custom "Events" and "Transactions"

- Define custom user interactions
- Events are anything you want to capture and count
- Transactions represent a sequence of user events.

Track a sequence of user interactions

```
//The game begins
transactionStart('Gameplay started');
//Sad- they stopped playing during a game
transactionCancel('User navigated away');
//The game ends
transactionEnd('Gameplay stopped', {'score':
 17});
```

Please help us

Go to http://buttercup.run

Summary

Make your apps stand out

- 1. Experience matters
- 2. Empower your developers
- 3. Create an end-to-end view with Splunk



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