

Plugins



## **Topics**

- What are Plugins?
  - Apache Cordova
- Supported Plugins
  - Useful Plugins supported by OutSystems
- Available Plugins
  - Other Plugin downloadable from the Forge
- Creating a new Plugin (in OutSystems)
  - Steps to create a reusable Plugin module





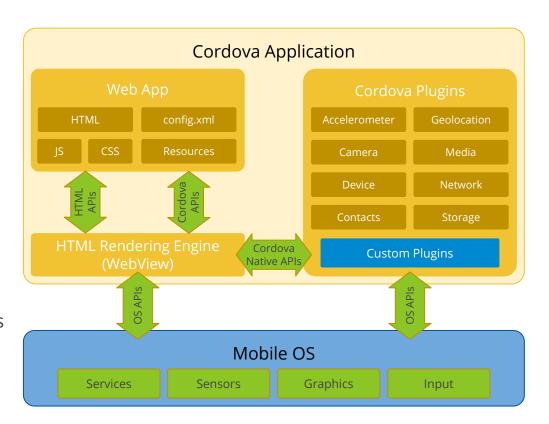
## **Cordova Plugins**

- What is Apache Cordova?
  - An open-source mobile development framework that allows the use of standard web technologies for cross-platform development
    - HTML5, CSS3, JavaScript
- What are Plugins?
  - A Plugin is the code that provides the interface between Cordova and native components
    - Allows Cordova to bind to and communicate with standard device APIs
    - Allows native code to be invoked from JavaScript



## **Cordova Application**

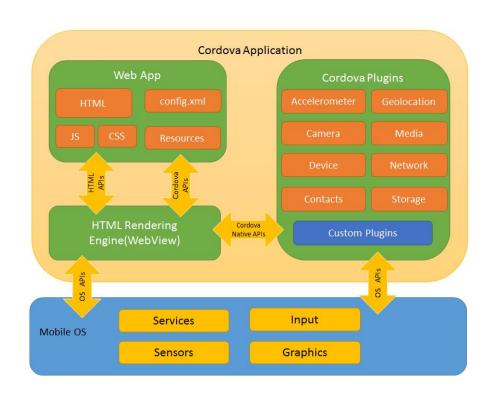
- Web App
  - Application code (web page)
- Cordova Plugins
  - Interfaces to device capabilities
  - Core and custom plugins
- Rendering Engine (WebView)
  - Browser-based rendering
- Mobile OS
  - Sensors, input, graphics, services





## **Cordova Application**

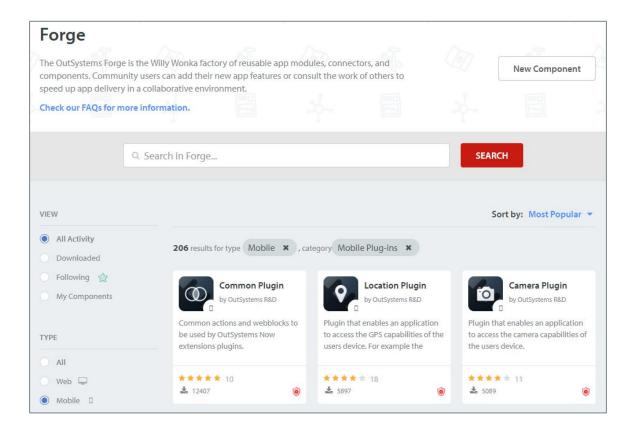
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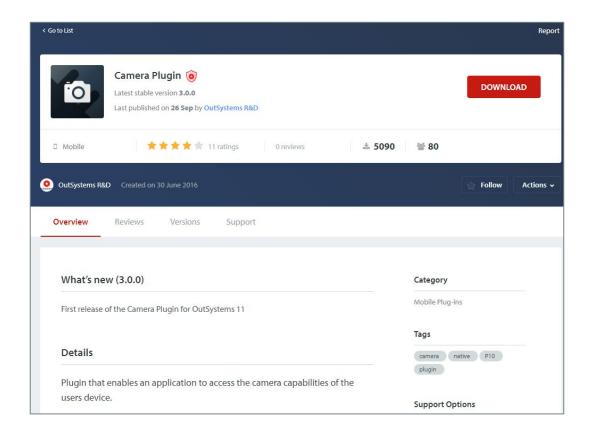


## Plugins are Available on the Forge





# **Plugin Details**





# **Basic Plugins**



Camera

Access the camera capabilities



Contacts

Access to contacts/address book



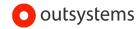
Calendar

Access to the calendar



Location

GPS information (lat, lon, alt)



# **Security related Plugins**



**Key Store** 

Store small amount of sensitive data (encrypted)



Ciphered Local Storage

Ciphered local storage database



Touch ID

Fingerprint authentication



## **Notifications & other Plugins**



**Local Notifications** 

Notifications from the app while it is in the background



Pushwoosh

Push notification using One Signal



Barcode scanner

Scans barcodes & QR codes



In App Browser

Open external URLs in the app





# **Other Available Plugins**



**Privacy Screen** 



Card IO



Audio Record



MicroBlink



3D Touch



**Email Composer** 



Social Sharing



Shake



Screen Orientation



Facebook Login



Apteligent



File Transfer



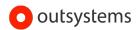
**Google Analytics** 







and more ...

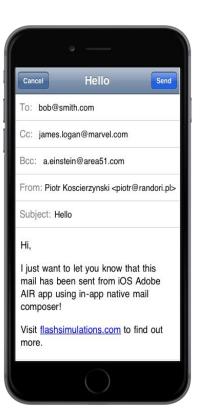


# Audio, Barcode, CardIO, & E-mail examples













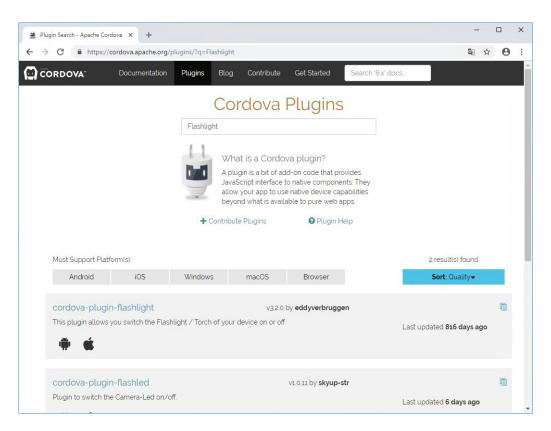
## **Creating a new Plugin**

- Find a cordova Plugin
  - http://cordova.apache.org/plugins (1500+plugins)
- Create and publish the OutSystems resources in a module (in an app)
  - Create an application with a Blank module
  - Enter the Configuration for the module (URL)
  - Create Client Action(s) to define the API for the Plugin
    - Make sure they are public so they can be reused
  - Publish the application
- Use the API (actions) in the application that wants to use the Plugin



#### **Search for a Plugin**

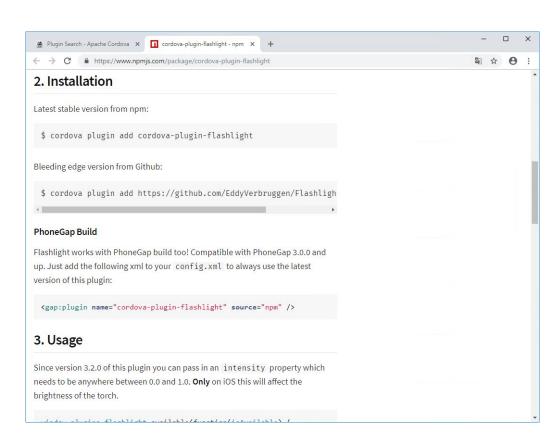
- cordova.apache.org/plugins
- Search & sort by
  - Platform
  - Quality
  - Recent updates
  - # of downloads





## **Plugin Details**

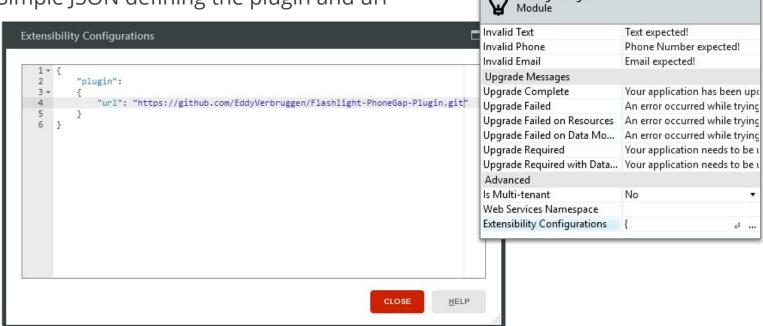
- Description
- Install info
  - Use for configuration
- Usage
  - Javascript code which can be used in Actions





## **Plugin Configuration**

- Configuration is defined on the module
  - Simple JSON defining the plugin and url



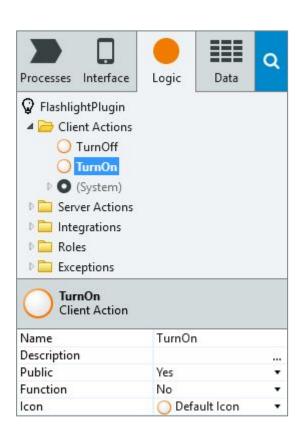
FlashlightPlugin



## **Creating the Plugin API**

- Bind the needed Javascript behaviors
  - Copy them into the Action's JavaScript node
    lake them Public, so other apps can find them







## **Summary**

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