# **Developing for Microsoft Teams**



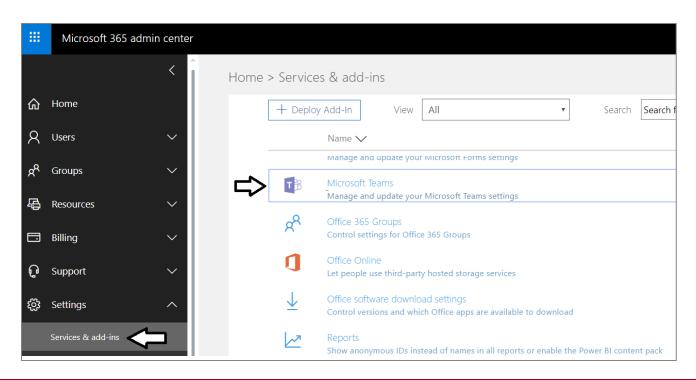
#### **Agenda**

- Understanding the Teams Service, Teams and Channels
- Developing Team Apps with Tabs, Bots and Connectors
- Developing a Teams App using App Studio
- Developing a Teams App using Visual Studio and C#
- Developing a Teams App using Node.js
- Packaging and Publishing a Microsoft Teams App



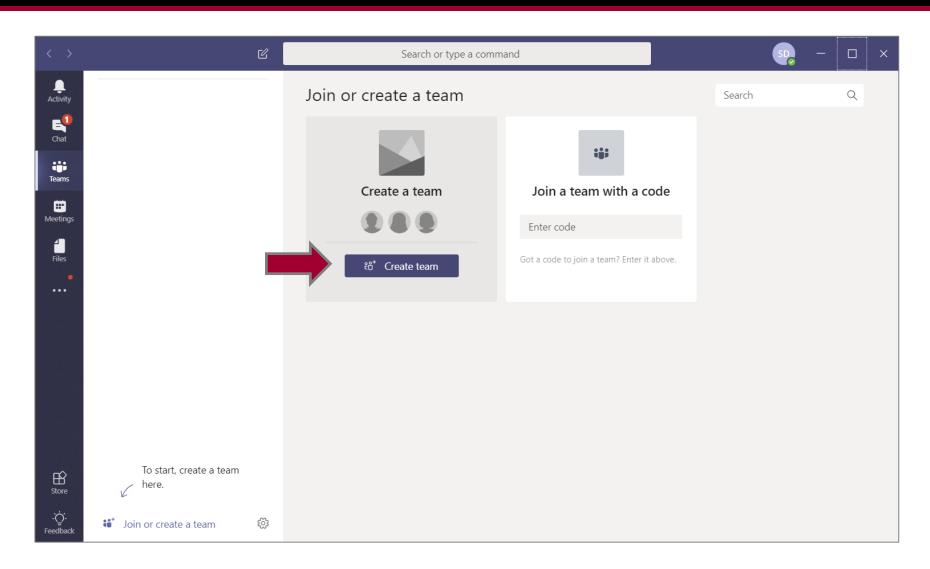
#### **Introduction to Microsoft Teams**

- Microsoft Teams is a Chat-based Workspace Service
  - Based on an evolved version of Skype for Business
  - Created by Microsoft to compete against Slack
  - Provides deep integration with Office 365
  - Offers native apps for Windows 10, Mac, iOS, Android and Windows Phone



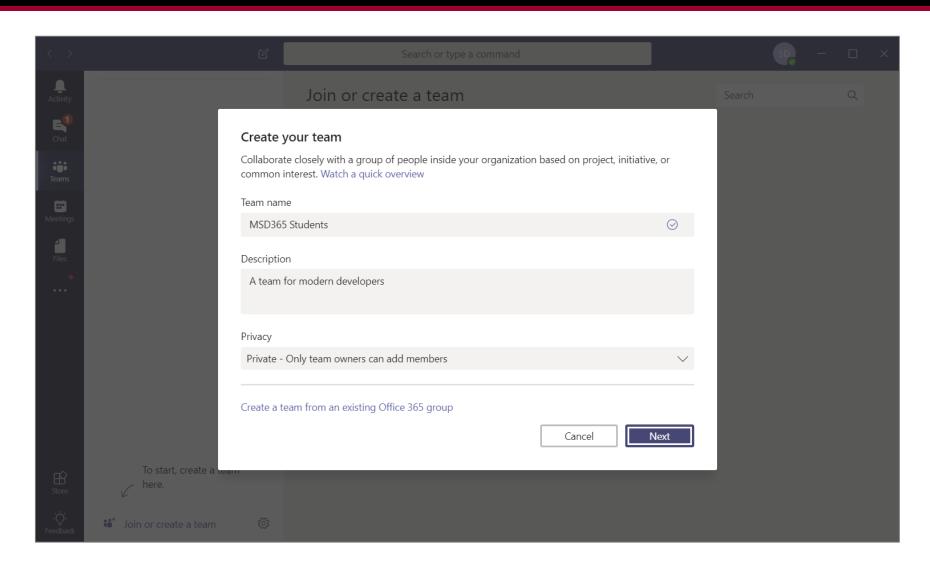


# **Creating a New Team**



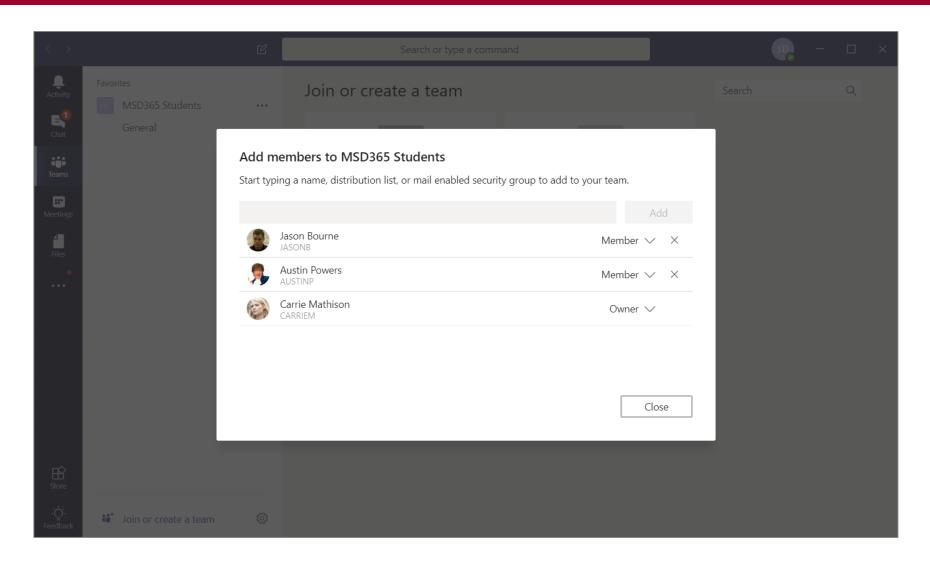


# **Assign Team Name and Privacy Level**



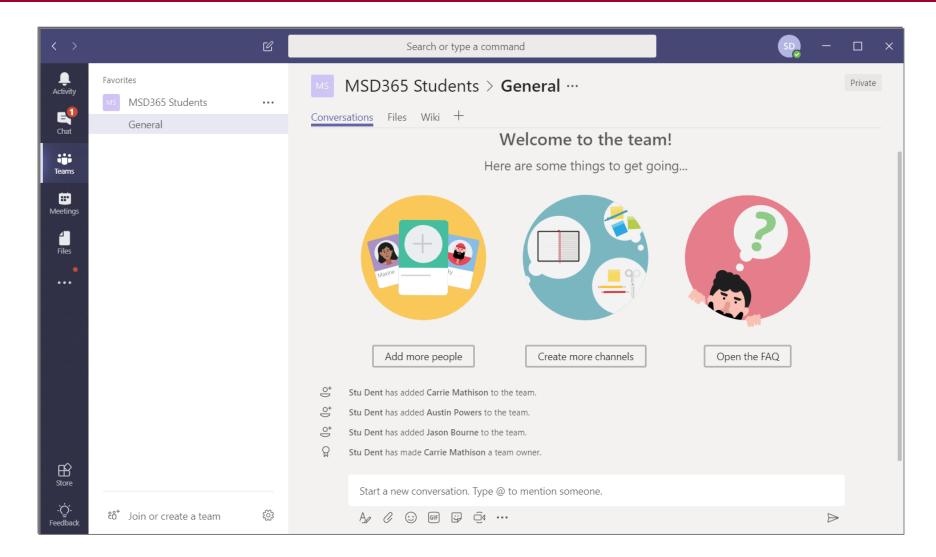


# **Add Team Members**



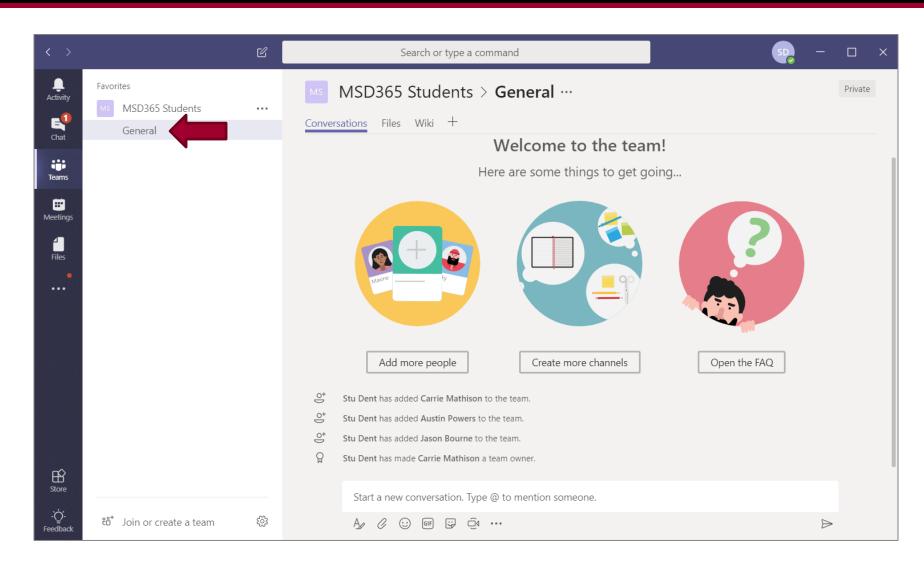


# A Team is Born



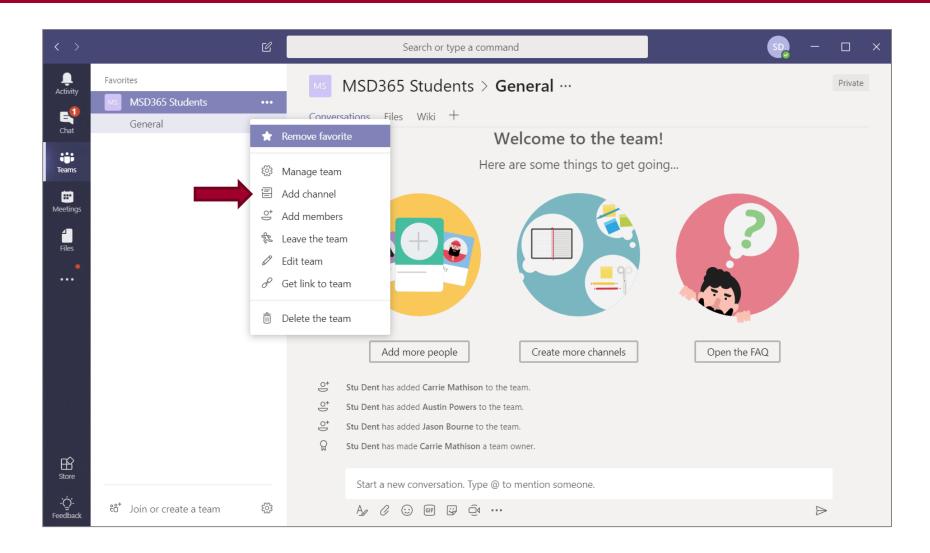


# **New Team has General Channel by Default**



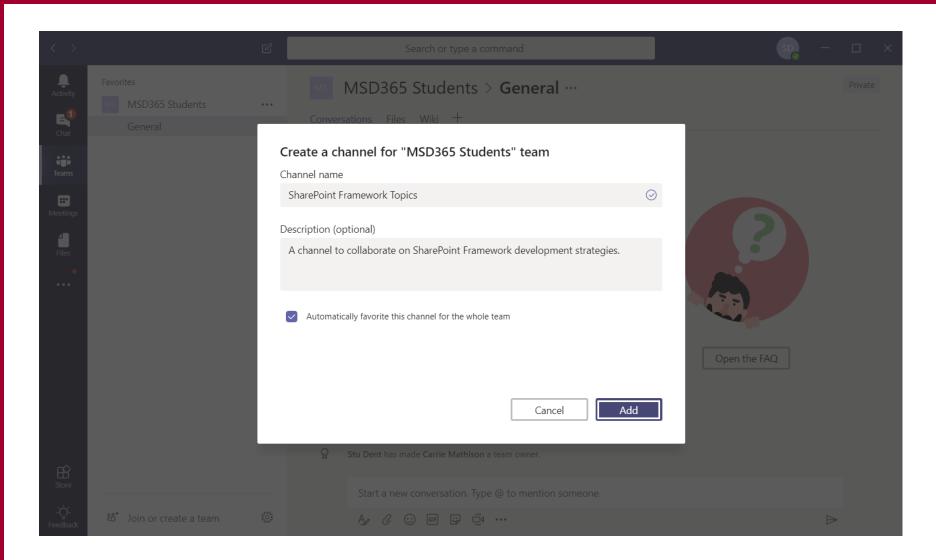


#### **Add a New Channel**





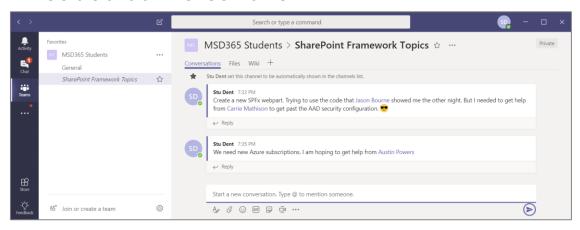
# **Creating a New Channel**



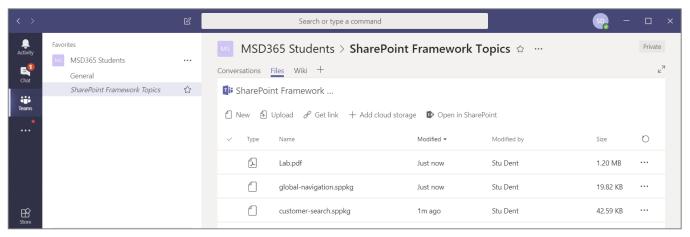


#### What's Inside a Channel?

Threaded conversations

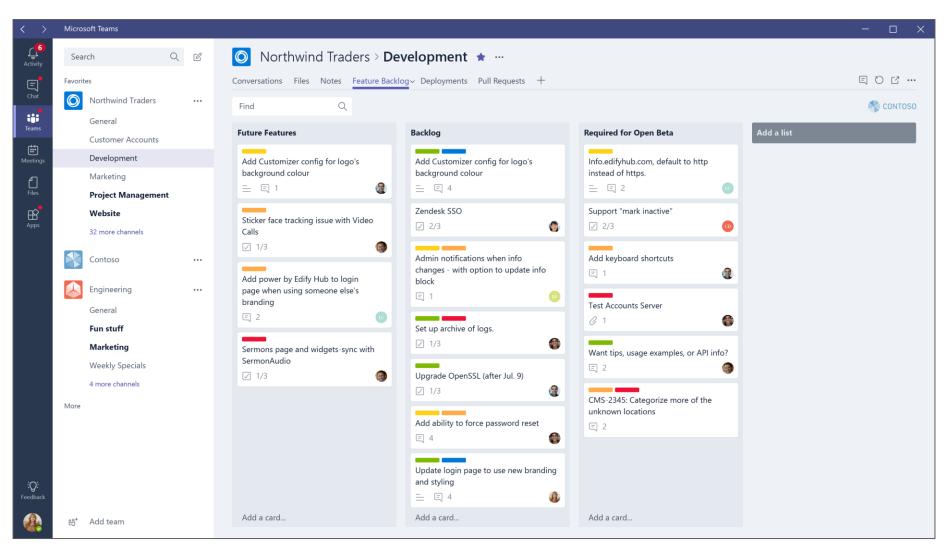


Files collection (i.e. document library)





## **Adding Tabs**





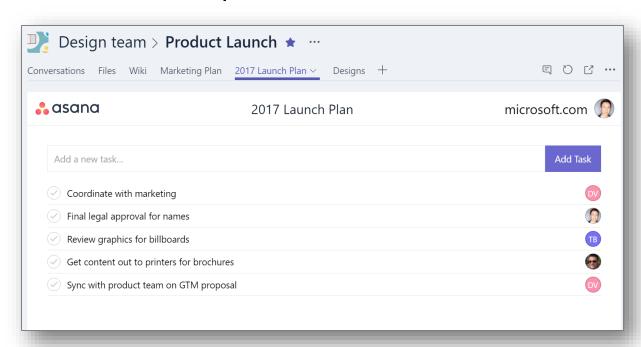
## Microsoft Teams Development Platform

- Development features available today
  - Tabs surface rich content within Teams
  - Bots help users get tasks done in conversations
  - Connectors post rich updates to channels
- Development features in preview
  - **Actionable Messages** add rich interaction to connector cards
  - Activity Feed engage users via feed notifications
  - Compose Extensions users query & share cards in conversations
  - Office Store drive engagement by submitting app to Office Store



#### **Developing Tabs**

- Rich surface area for your app
- As simple as hosting your existing web app
- Team productivity: within channels
- Personal productivity: app flyout
- Your services, experience, & users





#### **Tabs**

 Embed-ready web UX on web/desktop, deep link to native apps on mobile

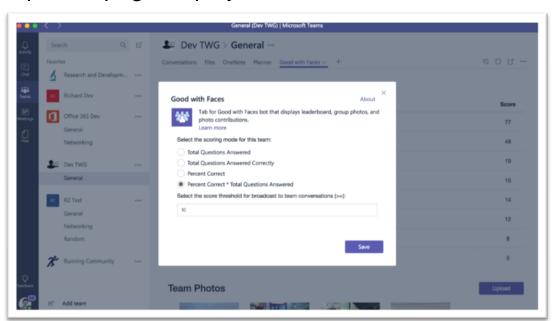
 Leverages Microsoft Teams Tab Library javascript for context and interactivity

Team or Personal Scope



#### **Tabs Pages**

- Configuration Page
  - used to add/update tab and set content page
- Content Page
  - the primary page displayed in the tab
- Remove Page
  - optional page displayed when a tab is removed





#### **Tabs - Config Page**

- Used to Add or Edit a Tab
  - Must reference Microsoft Teams Tab Library
  - Sets the contentUrl for the tab
  - Calls setSettings to save tab configuration
  - Must call setValidityState to enable the save button
  - Call notifySuccess when saved

```
microsoftTeams.initialize();
microsoftTeams.settings.registerOnSaveHandler(function(saveEvent){
    microsoftTeams.settings.setSettings({
        entityId: "someid",
        contentUrl: "https://somedomain/tab.html",
        suggestedDisplayName: "Tab Title",
        websiteUrl: "https://somedomain/info.html",
        removeUrl: "https://somedomain/tabremove.html"
    });
    saveEvent.notifySuccess();
});

function onSaveClick() {
    microsoftTeams.settings.setValidityState(true);
}
```



#### **Tabs - Context information**

- getContext returns team/channel context:
  - tid id of tenant
  - groupId id of the O365 group
  - teamId id of the team
  - channelld id of the channel
  - entityId id of the entity
  - theme theme of the teams client
  - locale the locale of the client
  - upn UPN of the user

```
microsoftTeams.getContext(function (context) {
    // context contains all context info
});
```



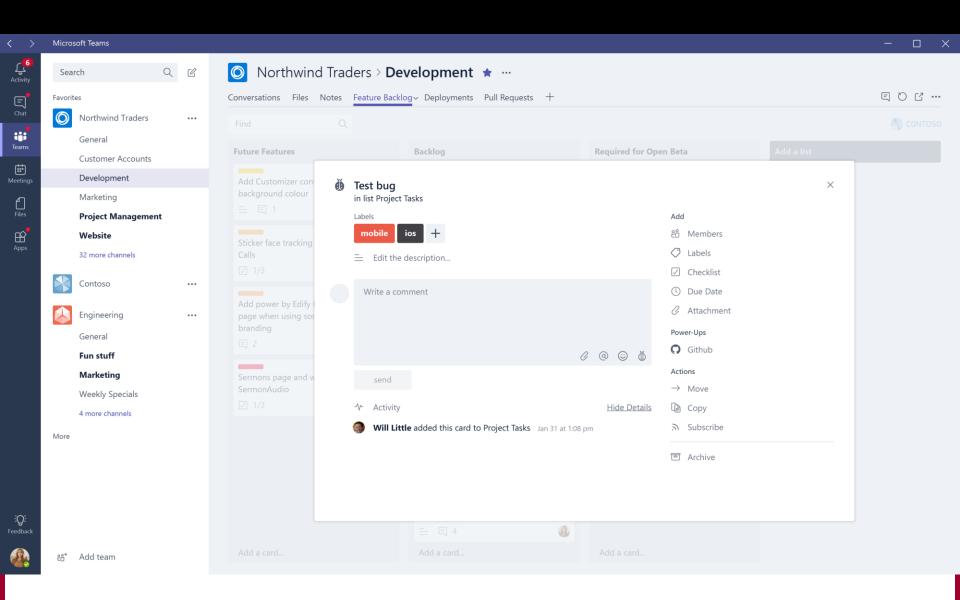
## **Tabs - Deep linking to Entities**

- Share a Link from your Tab
  - Trigger creation of deep link to specific Entity for user to copy and paste into a conversation
  - Resultant link may be clicked on by any user to launch the tab and navigate directly to that Entity
  - Programmatically create your own link, for use via bot or other code flows

```
microsoftTeams.shareDeepLink({
    subEntityId: <subEntityId>,
    subEntityLabel: <subEntityLabel>,
    subEntityWebUrl: <subEntityWebUrl>
})
```

```
https://teams.microsoft.com/l/entity/<appId>/<entityId>?webUrl=<entityWebUrl>& label=<entityLabel>& context=<context>
```







### **Building a Great Tabs experience**

#### Configurable Tabs

- In channel, tabs allow user to configure view to relevant content
- Content should be the same for all users leverage collaboration
- Content should be locked don't allow users to browse away

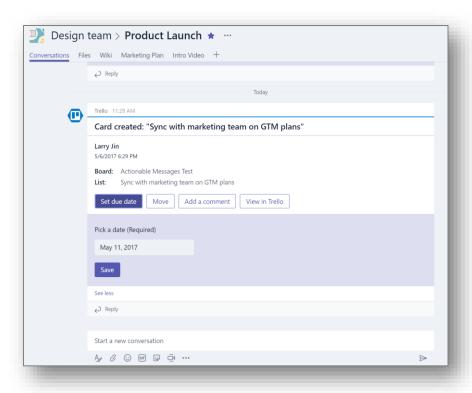
#### Static Tabs

 In personal scope, this content should be the relevant for either the all-up app (e.g. Help, FAQ, forums) or for a personal view of the experience



## **Connectors with Actionable Messages**

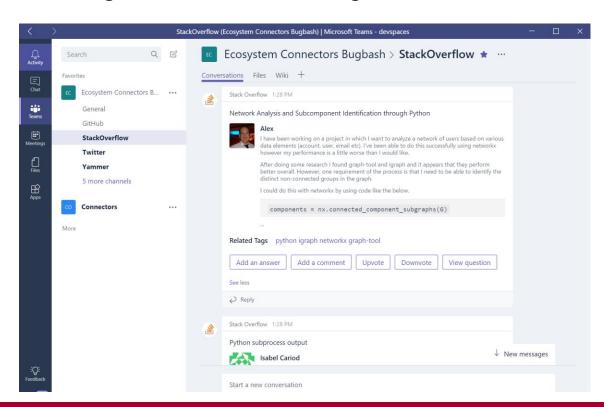
- Push rich interactive cards into channels
- Fully supported in both Teams and Outlook
- Users can take quick actions (e.g. comment or set a date)
- Uses incoming webhook API



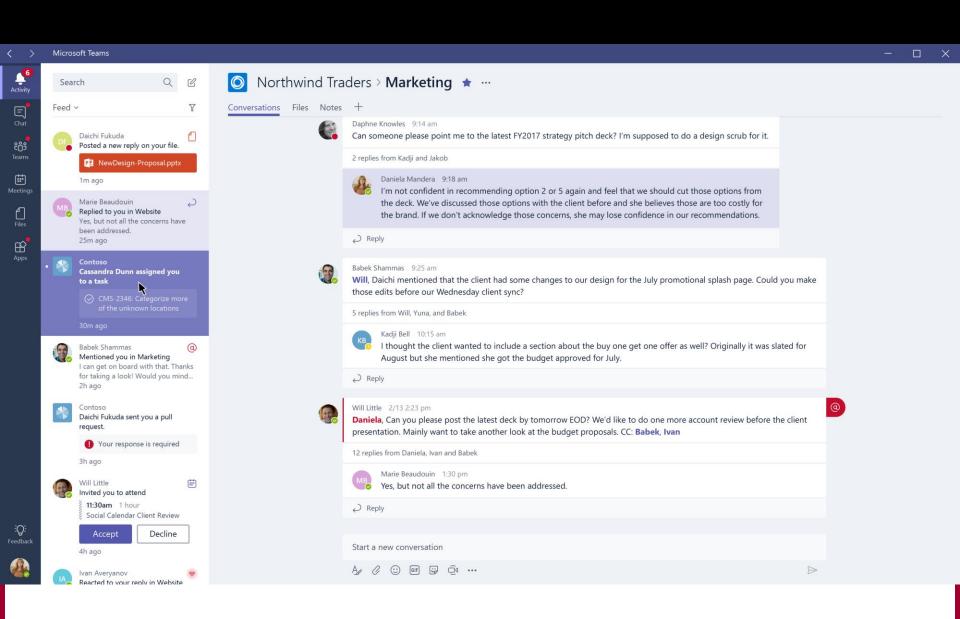


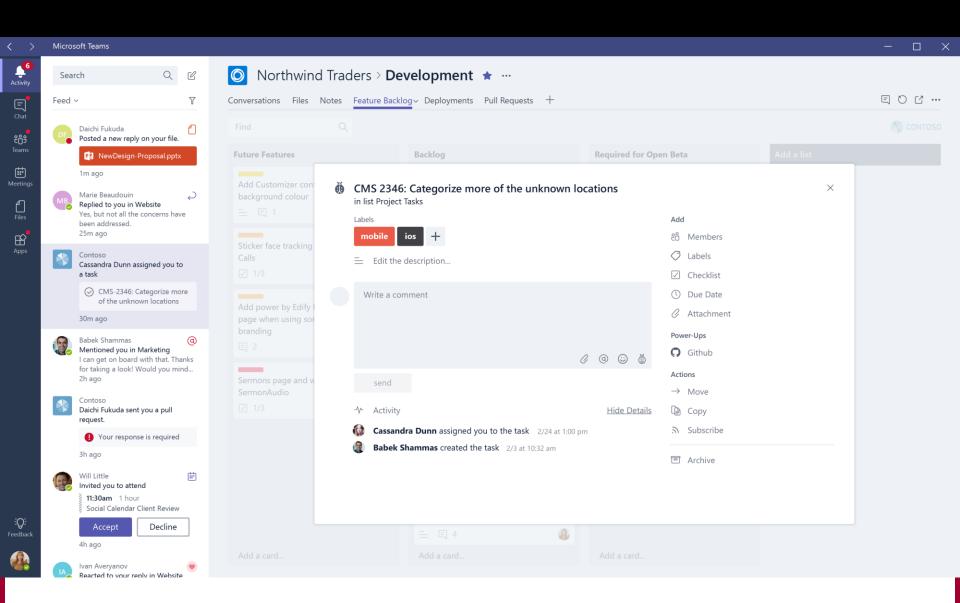
#### **Office 365 Connectors**

- Leverage webhooks to send activity into Teams
  - Build connector, registering on the Connector Developer Portal
  - Simply add Connector ID to manifest.json
  - Leverage Actionable Messages to allow inline work commands

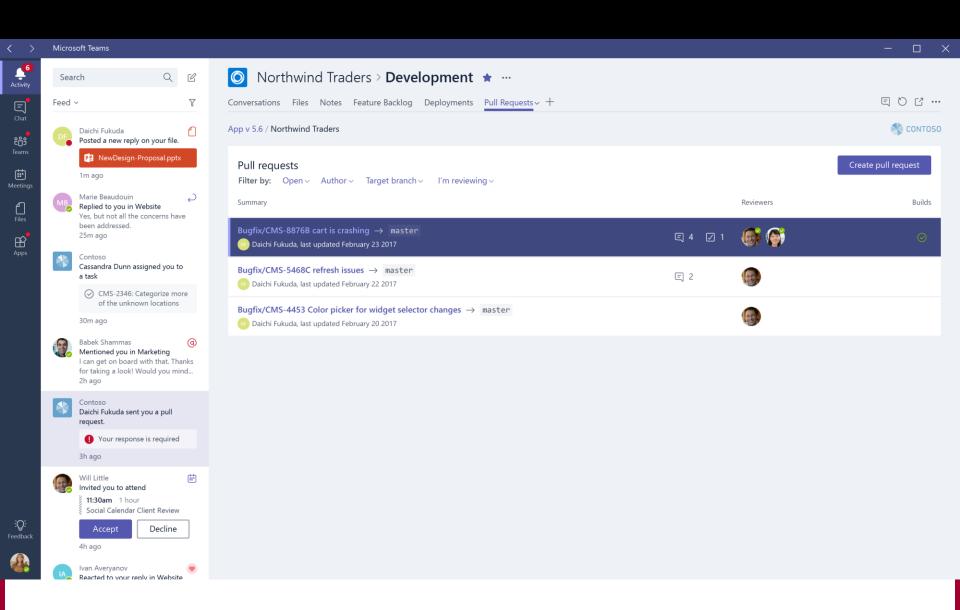








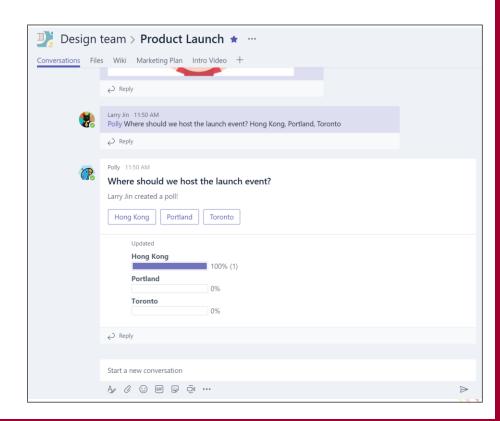






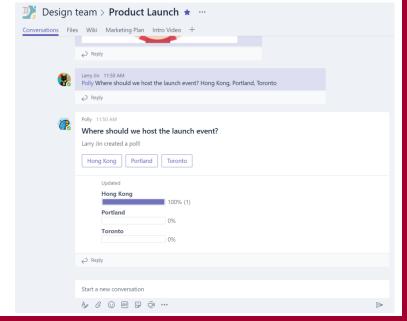
#### **Bots**

- Bot is app with automated interaction in Team with conversations or 1:1
- Built using Microsoft Bot Framework
- Complete tasks via basic commands, menu or natural language
- Rich Microsoft Teams features, e.g.
  - Input menus
  - Dynamic message updates
  - Integrate with tabs



#### **Bots**

- Based on Web Service you create and host
  - Use whatever web technology you prefer
  - Extra support for using Node.js or .NET on Azure
- Built using Microsoft Bot Framework
  - Call REST APIs directly or use libraries for Node.js and .NET
  - New Microsoft Teams Extension libraries (Node.js and .NET) provide channel-specific functionality



## **Bots – Getting up and running**

- Set up basic development environment
  - Install Bot Builder
  - Install Microsoft Teams extension SDKs for chosen language
- Leverage existing samples
  - Bot Framework sample
  - Teams Getting Started sample
- Run locally to test in the Bot Emulator



## **Bots - Getting Teams-ready**

- Register your bot in the Bot Framework Dev Portal
  - Set a unique bot name and handle
  - Set your bot Endpoint your hosted domain, or your debug instance (we recommend Ngrok)
  - Create an AppID (aka BotID) and Password
  - Add Microsoft Teams as a Channel
  - Note: for 1:1 bot, you may reference your bot directly via its AppID
  - Enter your AppID and Password into your Development environment
  - Build and publish or run locally with Ngrok



#### **Bots - Accessing in Teams**

- Create a Teams App Manifest
  - Microsoft provides SimpleBot package
  - SimpleBot has manifest with sample icons
  - Add your BotID in the Bots object
  - Sideload into a Team

```
"manifestVersion": "1.0",
  "version": "1.0.0",
  "id": "%APP_GUID%",
  "packageName": "com.samples.samplebot",
  "developer": {
    "name": "Microsoft",
    "websiteUrl": "https://www.microsoft.com",
    "privacyUrl": "https://www.microsoft.com/privacy",
    "termsOfUseUrl": "https://www.microsoft.com/termsofuse"
  },
  "name": {
    "short": "Sample Bot App"
  "description": {
    "short": "This is a sample bot manifest",
    "full": "This sample bot manifest has minimum info."
  "icons": {
    "outline": "contoso20x20.png",
    "color": "contoso96x96.png"
  "accentColor": "#60A18E",
  "bots": [
      "botId": "%BOT_FRAMEWORK_ID%",
      "scopes": [
        "team".
        "personal"
  "permissions": [
    "identity",
    "messageTeamMembers"
}
```



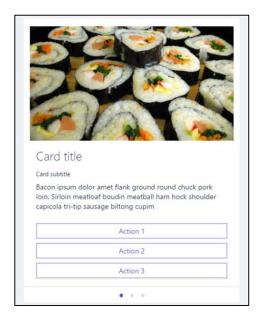
#### **Bot - Messaging**

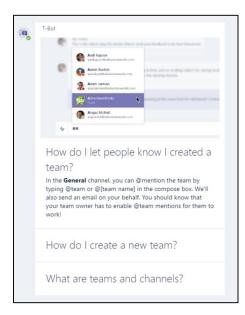
- Responsive messages (via 1:1 or @mentioning in channel)
  - Proactively create messages
  - Create direct (1:1) message must know user ID
  - Create new channel reply bot must be added to team and know channel information
- Update messages sent by Bot
  - One-way only e.g. push notifications

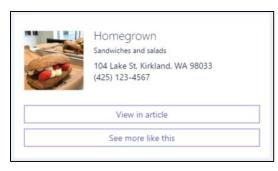


#### **Bot - Content**

- User to bot
  - Plain or rich text
  - Inline images
  - Note: files not currently supported
- Bot to user
  - Plain text
  - Markdown or XML
  - Cards
  - Hero Cards
  - Thumbnails
  - Sign-in
  - Carousel or List layouts
  - Buttons
  - openUrl open in browser
  - imBack trigger chat response
  - invoke silent JSON payload





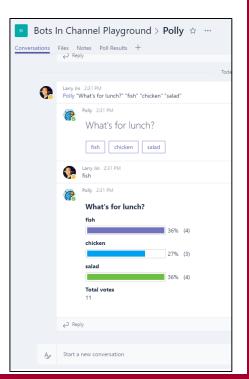




#### **Bots in Team Channels - Basics**

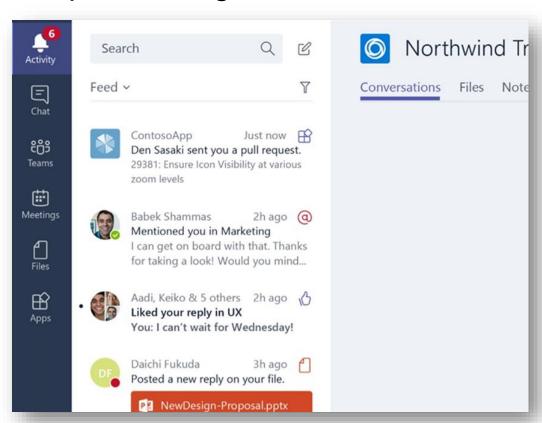
- Bot only listens to @mentions
  - Replies go to the conversation thread
  - Inbound payload in channels as flagged as isGroup and contains Teams channel data:

```
"channelData": {
    "channel": {
        "id": "19:293ecdb923ac4458a5c23661b505fc84@thread.skype",
    },
    "team": {
        "id": "19:293ecdb923ac4458a5c23661b505fc84@thread.skype"
    },
    "tenant": {
        "id": "72f988bf-86f1-41af-91ab-2d7cd011db47"
    }
}
```



#### **Activity Feed**

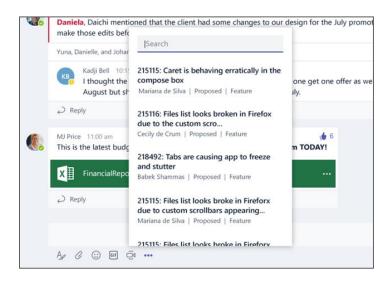
- Notify users personally via the activity feed
- Same API as sending bot messages
- Deep link straight into tabs

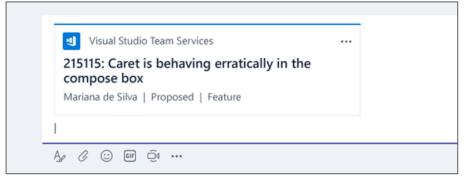




#### **Compose Extensions**

- Personalize Teams Compose box with your App & Services content
- Users can query and insert your app content into conversations
- Example: Bug details from VSTS
- Example: Sales opportunities from CRM
- You can reuse services you built for Bots or Tabs







## **Microsoft Teams App**

- Microsoft Teams Apps
  - Deliver custom solution using solution package (.zip)
  - Single App definition manifest.json
  - Single package used for Sideloading or Office Store



## **Building a Great Microsoft Teams app**

- Teams Scope your experience exists in the team context
  - Team owners may add your experience to a team:
  - Bots and Compose Extensions available on all channels
  - Teams Tabs ("Configurable") added and customized on a per-channel basis
- Personal Scope your experience exists in individual user context
  - Individuals add the experiences they want for personal use
  - Bots and Compose Extensions available in 1:1 chat
  - Personal Tabs ("Static") available to end users via the App bar or alongside 1:1 bots



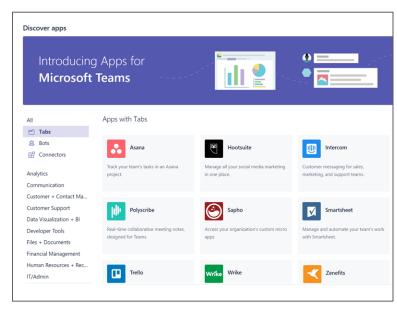
### **Getting Started**

- Tabs Bring your own Service
  - JavaScript APIs to tie your experience to Teams context
- Connectors Leverage the Connectors Developer Portal
  - Use new Actionable Cards layouts that work in Outlook and Teams
- Bots Build using the Bot Framework
  - Use the .NET and Node.js SDKs, or call the REST endpoints
  - Teams Extension SDKs provide Teams-specific functionality
  - Flag important messages for inclusion in Activity Feed
- Compose Extensions Reuse your bot
  - Use the .NET and Node.js SDKs, or call the REST endpoints
  - Teams Extension SDKs provide Teams-specific functionality



#### **Deploying**

- ISVs Distribute through the Office Store
  - Create or use your existing DevCenter/Seller Dashboard account
  - Upload your package and enter your product page metadata
  - Office Store Validation ensure compliance with Office Store Policy
  - Validated apps published to Office Store appear in Microsoft Teams Discovery view
- Line-of-Business apps Sideload your package
  - Leverage the same testing methodology to deploy within your org





#### **Compose Extensions**

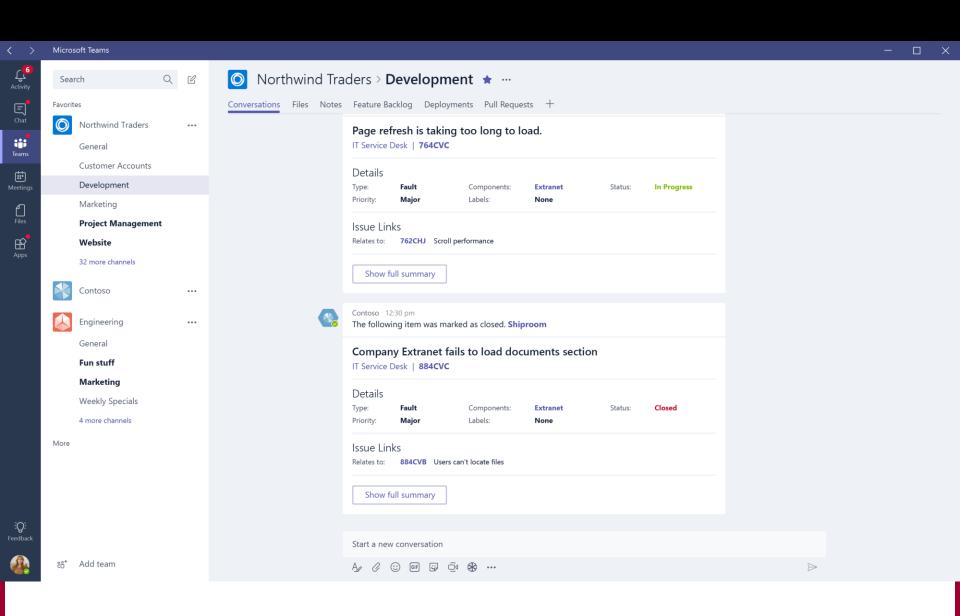
- Service that listens to user requests and returns cards or rich media
  - Leverage the Bot you've already built, or build another
  - Define commands and parameters in the manifest.json
  - Handle via Bot Framework activity, leveraging the Microsoft Bot Extension SDKs



# **Building a Compose Extension Experience**

- Compose Extensions in Microsoft Teams
  - Share content that makes sense in conversations.
  - Add on as part of core Bot offering to facilitate easier management.
  - Take advantage of the rich card types provided as part of the platform.
  - Optimize search results to keep compose extensions snappy and responsive.







#### **Activity Feed**

- Use the Activity Feed to send important information to your users
- Leverage existing Bot to tag specific messages as notification alerts
- Encode deep link to entity (tab) for one-click navigation to content

