

A large group of people, mostly young adults, are gathered together indoors, smiling and holding glasses of white wine. They appear to be at a social event or party. The background is dark, and there are some orange and red lights visible.

Woody Rousseau

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theodo

(@Theodo, www.theodo.fr)

**Builder et déployer des mises à jour
automatiquement**

Ionic Platform

Mes 3 grandes frustrations

- Les comptes et certificats Apple Developer et Google Play Developer doivent être paramétrés pour faire tester mon app sur un vrai device



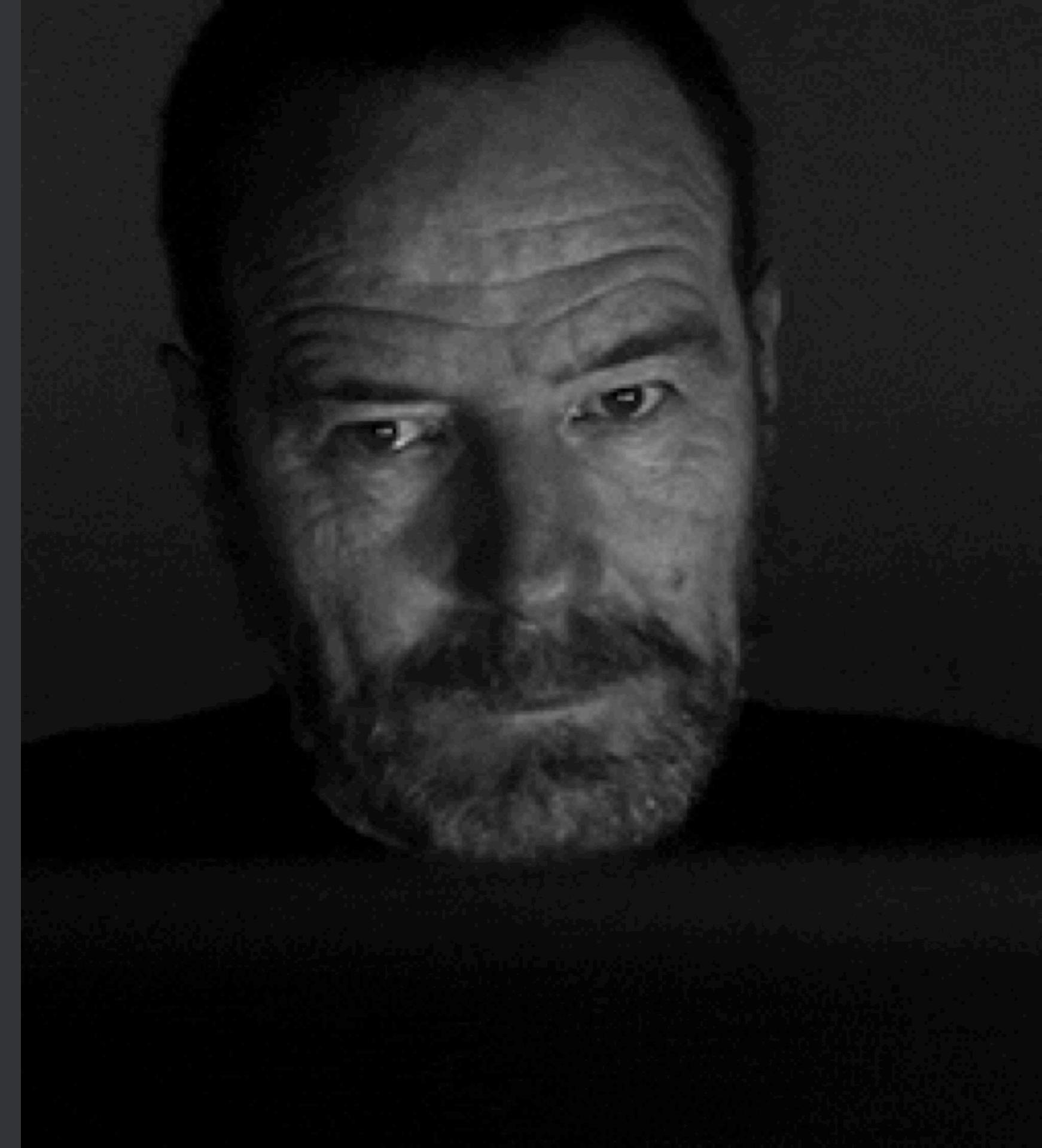
Mes 3 grandes frustrations

- Tous les devs doivent avoir un Mac et un setup XCode + Android SDK pour pouvoir builder une application



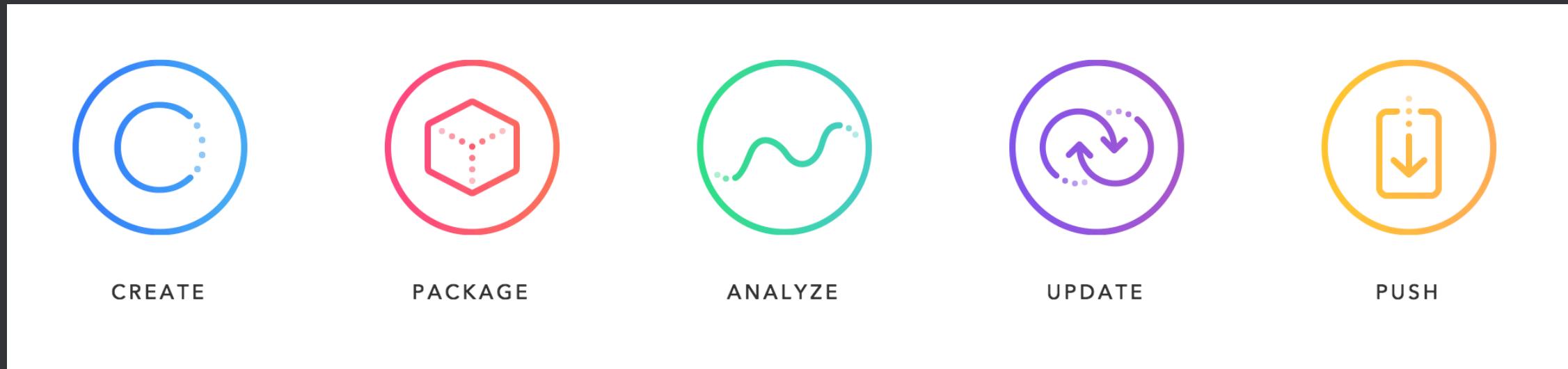
Mes 3 grandes frustrations

- Je peux attendre jusqu'à 2 semaines pour mettre en prod sur l'Apple Store



La réponse :

Ionic Platform



View, Package & Deploy

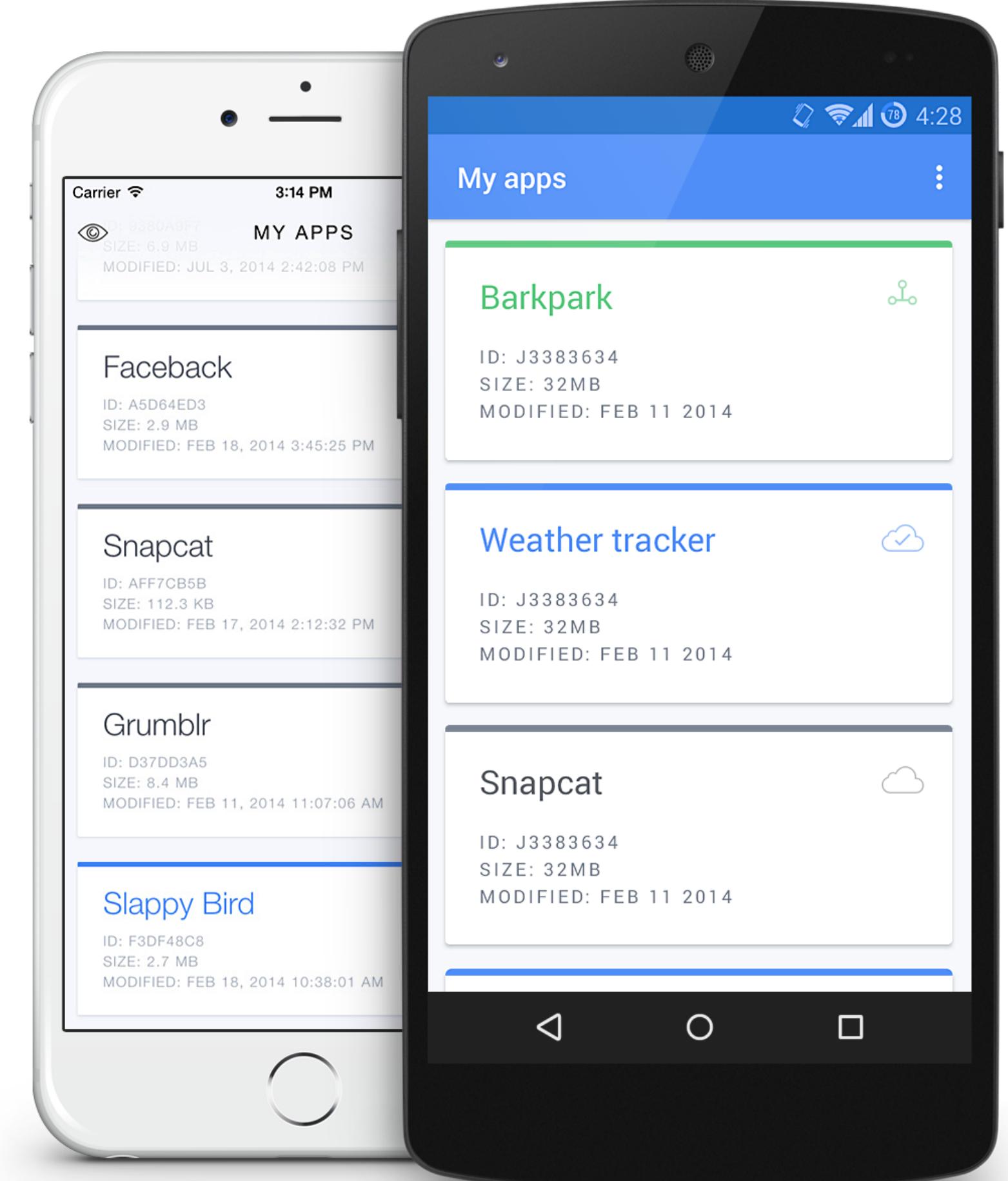
Ionic View

Son app sur un *vrai device* en une
commande

Ionic View

Waou

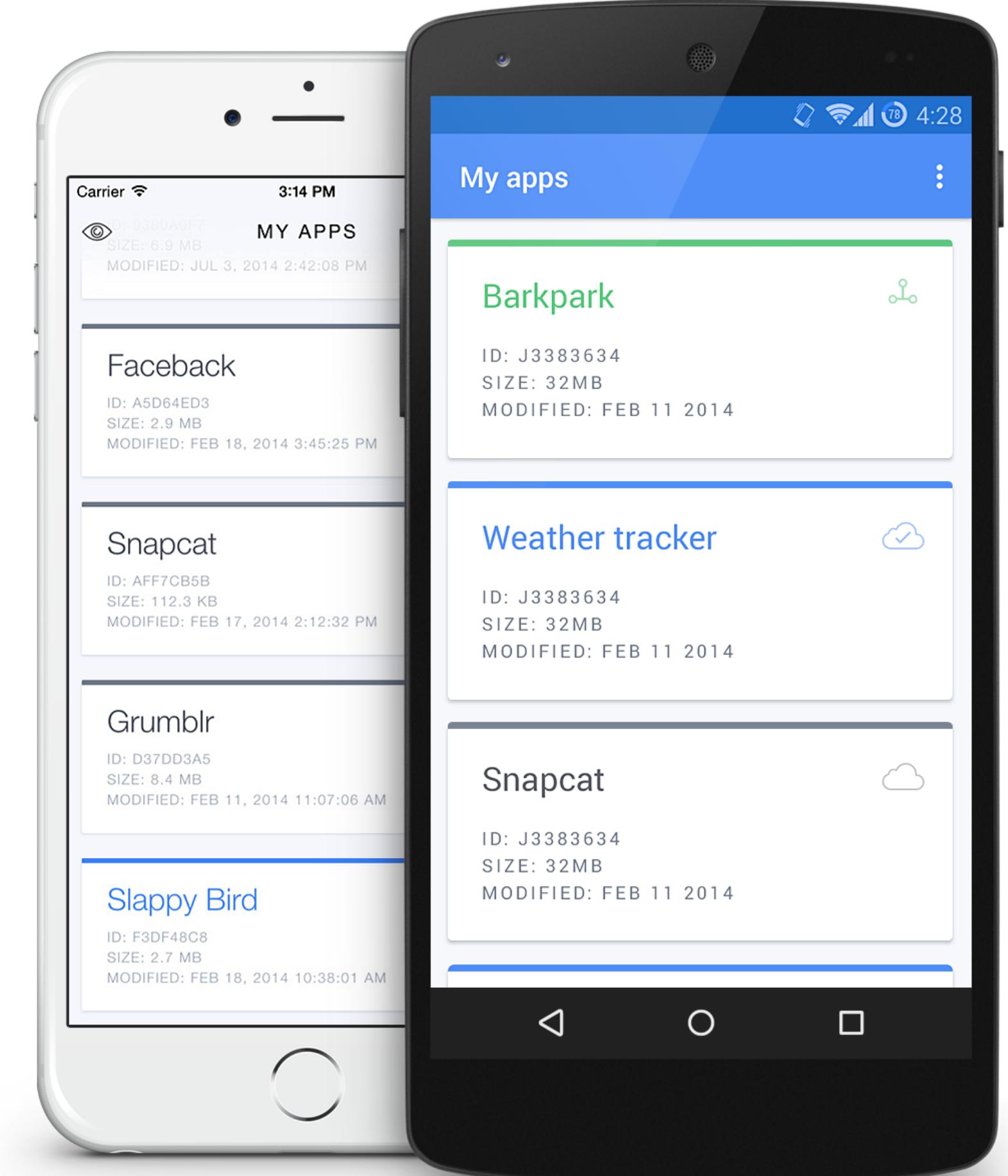
- Une seule commande nécessaire :
ionic upload
- Gère toutes tes applications
- Partage l'application à des testeurs ou au client



Ionic View

Bof...

- Incompatibilité avec des plugins Cordova
- Ne gère pas le multi-environnements/
versions pour une application
- Pas ISO à une appli sur les stores



Ionic Package

J'ai *Linux* et je peux quand même
builder ?

Ionic Package

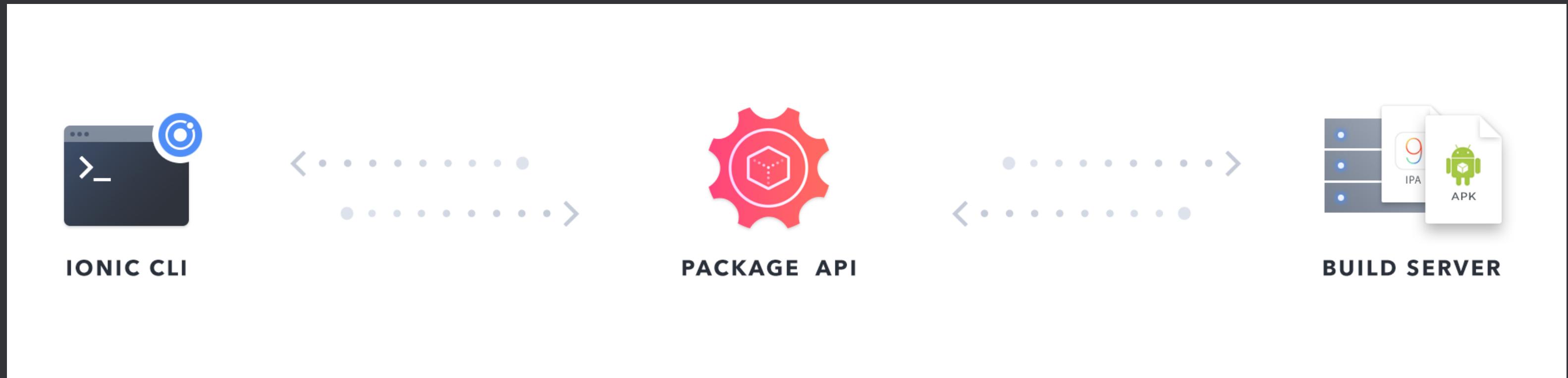
Security Profiles

- Certificat p12 
- Provisioning Profile 
- Android Keystore 
- Development ou Distribution ?

Ionic Package

Demander un build

```
ionic package --platform ios
```



Ionic Package

Lister les builds précédents/en cours

ionic package list

package list

id	status	platform	mode
27	SUCCESS	ios	debug
26	SUCCESS	android	debug
25	SUCCESS	ios	debug
24	SUCCESS	android	debug
23	SUCCESS	ios	debug
22	SUCCESS	android	debug
21	SUCCESS	ios	debug
20	FAILED	ios	debug
19	FAILED	ios	debug
18	SUCCESS	android	debug
17	SUCCESS	android	debug
16	SUCCESS	ios	release
15	SUCCESS	android	release
14	SUCCESS	android	debug
13	SUCCESS	android	debug
12	SUCCESS	android	debug
11	SUCCESS	android	debug
10	FAILED	ios	release
9	FAILED	ios	debug
8	SUCCESS	android	debug
7	SUCCESS	android	debug
6	SUCCESS	android	debug
5	SUCCESS	android	debug
4	SUCCESS	ios	release
3	SUCCESS	ios	release

Ionic Package

Obtenir des informations de debug sur un build

```
ionic package info 1
```

Ionic Package

Obtenir des informations de debug sur un build

```
ionic package info 1
```

Télécharger un build

```
ionic package download 1
```

Ionic Package

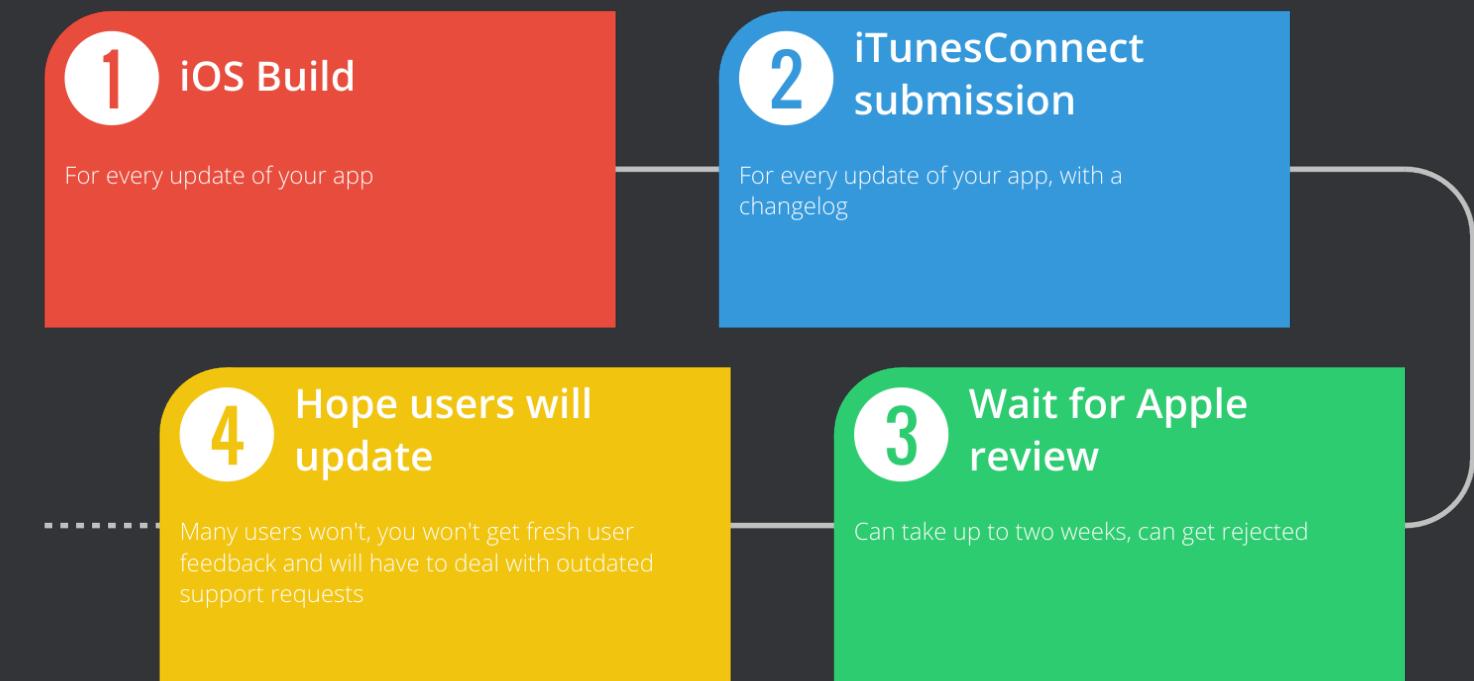
The screenshot shows the GroupEat app dashboard with the "Package" tab selected in the sidebar. The main area displays information about the Ionic Package service, including its logo (a red gradient hexagon with a white outline) and a brief description: "Generate native app builds for iOS and Android in the cloud." A "PACKAGE DOCS" button is also present. Below this, a table lists six build history entries:

BUILD	STATUS	PLATFORM	STARTED	BUILD TIME	OUTPUT
#103 (release)	Failed	iOS	2016-02-18 9:22 PM		
#102 (release)	Success	Android	2016-02-18 9:22 PM	01:26	DOWNLOAD
#101 (release)	Success	iOS	2016-02-17 9:47 PM	01:28	DOWNLOAD
#100 (release)	Success	Android	2016-02-17 9:47 PM	01:23	DOWNLOAD
#99 (release)	Success	iOS	2016-02-17 9:33 PM	01:29	DOWNLOAD
#98 (release)	Success	Android	2016-02-17 9:33 PM	01:25	DOWNLOAD

Ionic Deploy

*Relax pendant que ton application se
met à jour **toute seule***

Sans Ionic Deploy



created with
VIZZLO

Avec Ionic Deploy

STEP 1

1

Run a command

ionic upload --deploy=production

STEP 2

2

Have the application auto-update

You can either force a restart, or wait for
the user to do so for the update to be

STEP 3

3

Go through the long process when
needed

Binary changes (cordova plugins), major

Ionic Deploy

Gestion des environnements avec le flag `--deploy` (*channels* avec `production` par défaut).

```
ionic upload --deploy staging
```

Ionic Deploy

The screenshot shows the Ionic Deploy dashboard. At the top left is a purple icon with a white circular arrow containing an upward-pointing arrow. To its right is the title "Ionic Deploy". Below the title is a subtitle: "Here you can create and manage deploys, allowing you to push updates out to users of your app in realtime." On the far right is a blue button labeled "DEPLOY DOCS".

Below the header, there's a card for a deployment: "No Note" (indicated by a green checkmark icon), deployed at 12:03 AM on 2016-01-22 by user f372d768, uploaded by GroupEat App. To the right of this card is a dropdown menu set to "channel: Staging" with three options: "Staging", "Testing", and "Production".

The main area is titled "RECENT ACTIVITY" and lists three entries:

- Ionic Package Upload: upload by d7e4d8c2 at 5:28 PM on 2016-01-20. Includes "EDIT" and "DEPLOY" buttons.
- No Note: deploy by f372d768 at 12:25 AM on 2016-01-20. Includes "EDIT" and "DEPLOY" buttons.
- No Note: upload by f372d768 at 12:25 AM on 2016-01-20. Includes "ACTIVE" status indicator.

Ionic Deploy

Conseil :

Autant d'applications que de channels

Ionic Deploy

Stable ?

En beta et non recommandé par Ionic mais je recommande.



Ionic Deploy

Recommendations :

- Minimum **1** test protractor (e2e) vert avant de pouvoir déployer.



Ionic Deploy

Recommendations :

- Minimum **1** test protractor (e2e) vert avant de pouvoir déployer.
- Respecter le versioning sémantique



Ionic Deploy

Recommendations :

- Minimum **1** test protractor (e2e) vert avant de pouvoir déployer.
- Respecter le versioning sémantique
- Rollbacks disponibles depuis le dashboard



Ionic Deploy

Configuration Front

```
ionic plugin add ionic-plugin-deploy
```

Ionic Deploy

Mise à jour

```
var deploy = new Ionic.Deploy();  
deploy.setChannel("staging");
```

Ionic Deploy

Mise à jour

```
var deploy = new Ionic.Deploy();  
deploy.setChannel("staging");  
  
deploy.check().then(successCb, errorCb);  
deploy.update().then(successCb, errorCb, progressCb);
```

Ionic Deploy

Mise à jour manuelle

```
deploy.download().then(successCb, errorCb, progressCb); // Téléchargement  
deploy.extract().then(successCb, errorCb, progressCb); // Décompression  
deploy.load(); // Reload de l'app
```

Ionic Deploy

Watcher

```
deploy.watch().then(function(){}, function(){}, progressCb); // Watch  
deploy.unwatch(); // Watch
```

Ionic Deploy

```
.run(function($ionicPopup, channelTag) {
  var deploy = new Ionic.Deploy();
  deploy.setChannel(channelTag);
  deploy.watch().then(function() {}, function() {}, function(updateAvailable) {
    if (updateAvailable) {
      deploy.download().then(function() {
        deploy.extract().then(function() {
          deploy.unwatch();
          $ionicPopup.show({
            title: 'Update available',
            subTitle: 'An update was just downloaded. Would you like to restart your app to use the latest features?',
            buttons: [
              { text: 'Not now' },
              {
                text: 'Restart',
                onTap: function(e) {
                  deploy.load();
                }
              }
            ],
          });
        });
      });
    }
  });
});
```

Multi-environnements

- Cordova config.xml template

```
<widget xmlns="http://www.w3.org/ns/widgets" xmlns:cdv="http://cordova.apache.org/ns/1.0" id="<%=appId%>" version="<%=version%>">
  <name><%=appName%></name>
  <description>Updaty is a great app which self updates</description>
  <author email="dev@theodo.fr" href="http://theodo.fr">Theodo</author>
  <content src="index.html"/>
</widget>
```

Multi-environnements

- Fichier config.json de variables d'env

```
{  
  "staging": {  
    "appId": "fr.theodo.updaty-staging",  
    "appName": "Updaty Staging"  
  },  
  "prod": {  
    "appId": "fr.theodo.updaty",  
    "appName": "Updaty"  
  }  
}
```

Multi-environnements

- Gulpfile : `gulp config --channelTag staging`

```
var gulp = require('gulp');
var ionicChannels = require('gulp-ionic-channels');
var ngConstant = require('gulp-ng-constant');

var args = require('yargs').default('channelTag', 'staging').argv;

gulp.task('config', function() {
  gulp.src('./config.json')
    .pipe(ionicChannels({
      channelTag: args.channelTag
    }))
    .pipe(ngConstant())
    .pipe(gulp.dest('./www/js'));
});
```

Multi-environnements

- Output cordova config

```
<widget xmlns="http://www.w3.org/ns/widgets" xmlns:cdv="http://cordova.apache.org/ns/1.0" id="fr.theodo.updaty-staging" version="0.0.1">
  <name>Updaty Staging</name>
  <description>Updaty is a great app which self updates</description>
  <author email="dev@theodo.fr" href="http://theodo.fr">Theodo</author>
  <content src="index.html"/>
</widget>
```

Multi-environnements

- Output constantes Angular

```
angular.module("config", [])

.constant("appId", "fr.theodo.updaty-staging")

.constant("appName", "Updaty Staging")

.constant("version", "0.0.1")

.constant("channelTag", "staging")

;
```

Breaking Changes

- Changements plugins cordova
- Changements sur les ressources
- Changements de code natif



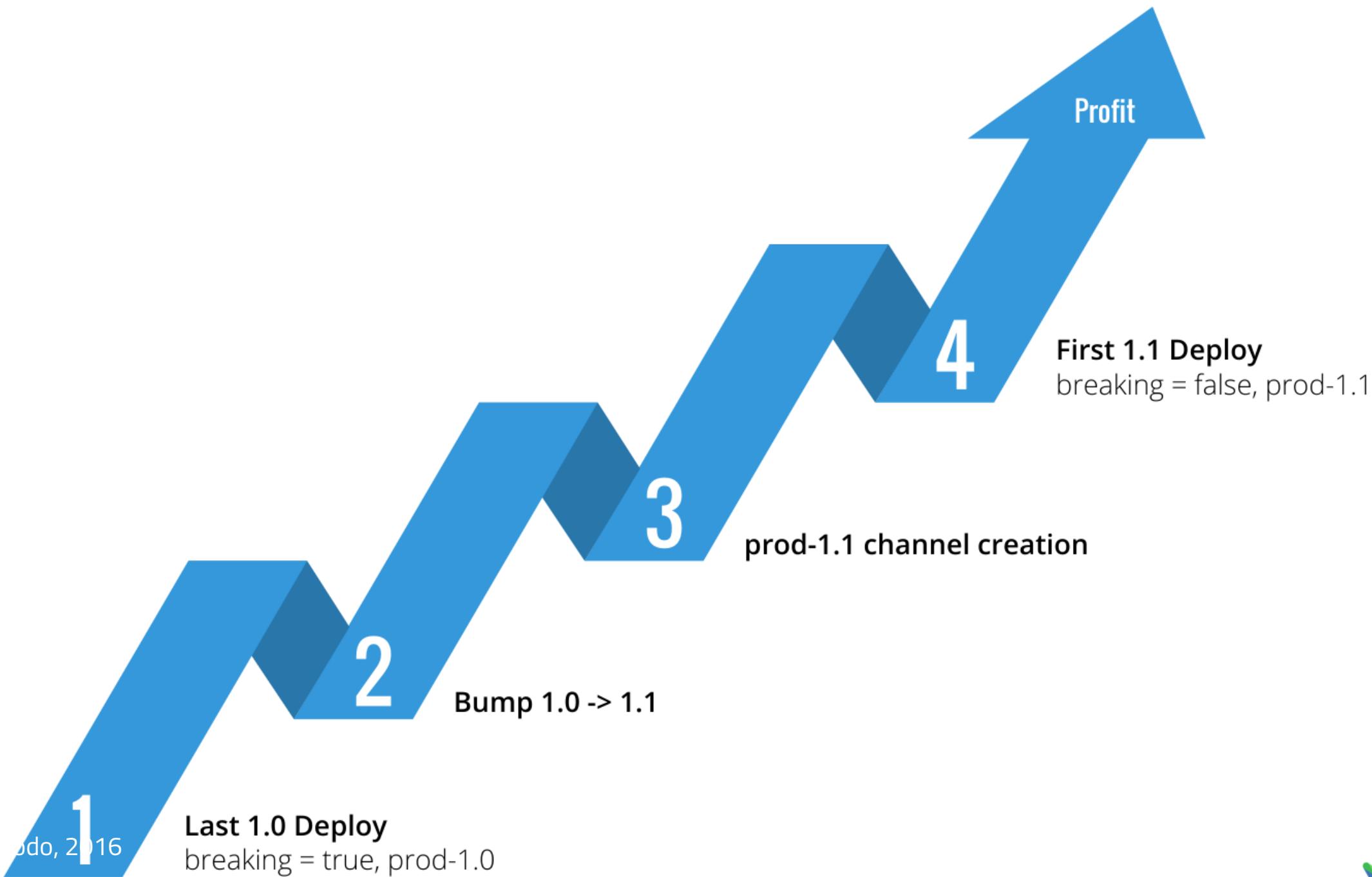
Breaking Changes

- Changements plugins cordova
- Changements sur les ressources
- Changements de code natif

Mise à jour via le store nécessaire



Breaking-Change aware deploy



Woops ! Trop tard ?



Citytv

Woops ! Trop tard ?

package.json

```
{  
  "name": "bnpinvestorchallenge",  
  "description": "bnpinvestorchallenge",  
  "version": "2.18.18",  
  "cordovaPlugins": [  
    "ionic-plugin-deploy@0.5.0",  
    {  
      "locator": "https://github.com/wymsee/cordova-imagePicker.git#v1.0.7",  
      "id": "com.synconset.imagepicker"  
    }  
  ]  
}
```

Woops ! Trop tard ?

```
var parsePlugins = function(cordovaPlugins) {
  var plugins = {};
  _.forEach(cordovaPlugins, function(cordovaPlugin) {
    if (!_.isString(cordovaPlugin)) {
      var id = cordovaPlugin.id;
      var version = cordovaPlugin.locator.split('#v')[1];
    } else {
      var splittedCordovaPlugin = cordovaPlugin.split('@');
      var id = splittedCordovaPlugin[0];
      var version = splittedCordovaPlugin[1];
    }
    plugins[id] = version;
  });
  return plugins;
};

gulp.task('config', function() {
  gulp.src('./config.json')
    .pipe(ionicChannels({
      channelTag: args.channelTag
    }))
    .pipe(ngConstant({
      constants: {
        requiredPlugins: parsePlugins(packageFile.cordovaPlugins)
      }
    }))
    .pipe(gulp.dest('./www/js'));
});
```

Woops ! Trop tard ?

```
requiresFullUpdate = function() {  
    var installedPlugins = cordova.require("cordova/plugin_list").metadata;  
    return !_.isEqual(requiredPlugins, installedPlugins);  
}
```

Si **true**, proposer une réinstallation.

Quelques liens

- <http://ionic.io/> (Site officiel)
- <http://www.theodo.fr/blog/2016/02/3341/> Article de blog (1/2)
- <http://www.theodo.fr/blog/2016/03/its-alive-get-your-ionic-app-to-update-automatically-part-2/> Article de blog (2/2)
- <https://github.com/theodo/gulp-ionic-channels> Plugin gulp

Merci ! Questions ?

- <http://ionic.io/> **Site officiel**
- <http://www.theodo.fr/blog/2016/02/3341/> **Article de blog (1/2)**
- <http://www.theodo.fr/blog/2016/03/its-alive-get-your-ionic-app-to-update-automatically-part-2/> **Article de blog (2/2)**
- <https://github.com/theodo/gulp-ionic-channels> **Plugin gulp**