

WRITE ONCE RUN ANYWHERE

NATIVE MOBILE APPS FOR ANDROID AND IOS

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May 20, 2016

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- Software Engineer
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AGENDA

Intro

Technology

Support

Demo

Wrap-up

INTRO

- Develop Android apps using Java
- Develop iOS apps using Objective-C or Swift
- Develop apps for both systems is twice the work
- Do the work once using hybrid frameworks
- Whatever you do, you have to accept drawbacks
- But wait – we have 2016!?

TECHNOLOGY

- One language for all systems: Java
- Same language on server and client
- Thousands of libraries available
- Very good tool support
- Easy debugging
- Excellent testing support

- Java FX for the GUI
- Java FX Ports for support of mobile systems
- Based on OpenJFX
- Applies Android and iOS specific changes
- Supports hardware acceleration (Direct 3D, Open GL)
- Supports CSS for styling
- Create GUIs programmatically or using WYSIWYG editors

- Supports and encapsulates Android build tools
- Supports and encapsulates iOS build tools
- Uses RoboVM AOT compiler to create native iOS app
- Installs the app inside of simulators and emulators
- Installs the app on mobile devices (phones, tablets)
- Prepares packages ready to publish to native stores

SUPPORT

- Commercial support for Java FX on mobile
- Additional services and products on top of Java FX
 - Material Design controls
 - Data persistence
 - Data synchronization
 - Cloud connectors

DEMO



WRAP-UP

You should consider building your mobile app using Java FX Ports and RoboVM:

- Use your existing know how
- Easy debugging
- Easy testing
- Easy styling
- Runs fast
- Access to countless libraries and frameworks

But don't forget: This is **one** solution! You are the only one able to choose **the** solution that suits your needs best!

Thank You! Questions?



<http://bit.ly/write-once>