Welcome

Continuous Everything: Visual Studio Mobile Center

Keith Ballinger, Principal Director
Mobile Center

Microsoft

The problem with app development

Typical Day

Code Awesome Features

Typical Day

The most important part of your day.

Typical Day

hacker news

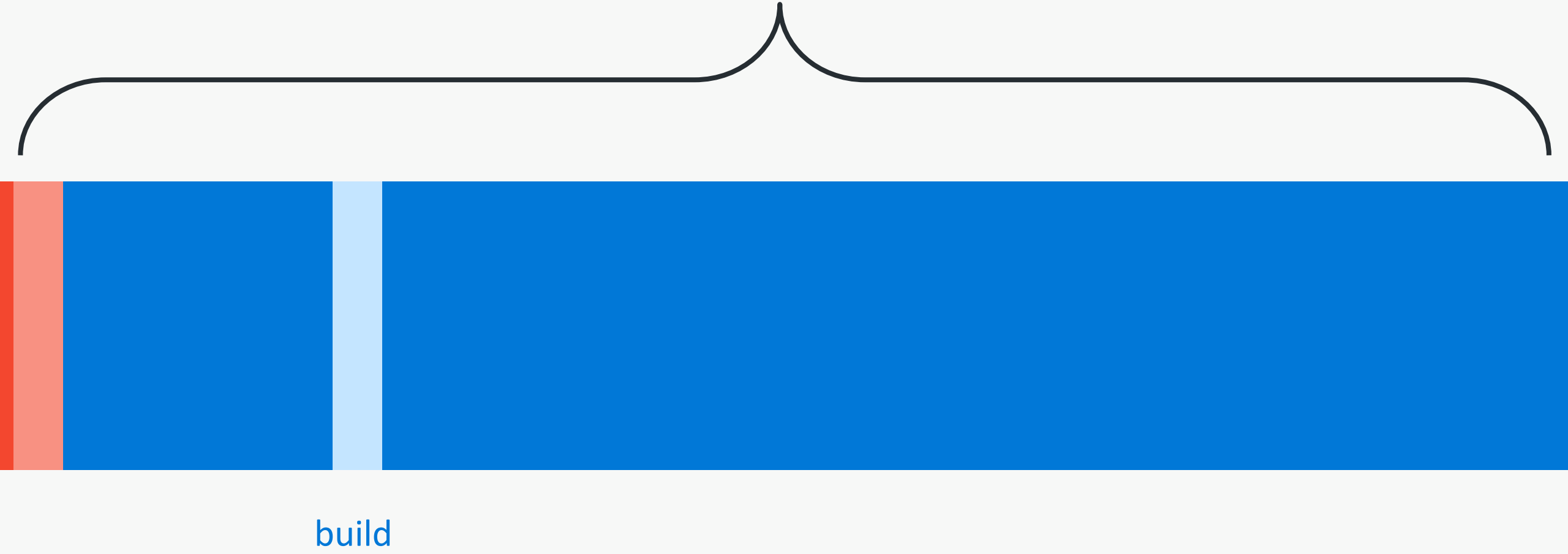
Typical Day

hacker news

Typical Day

hacker news

Typical Day



Typical Day

unit test

Typical Day

manual test

Typical Day

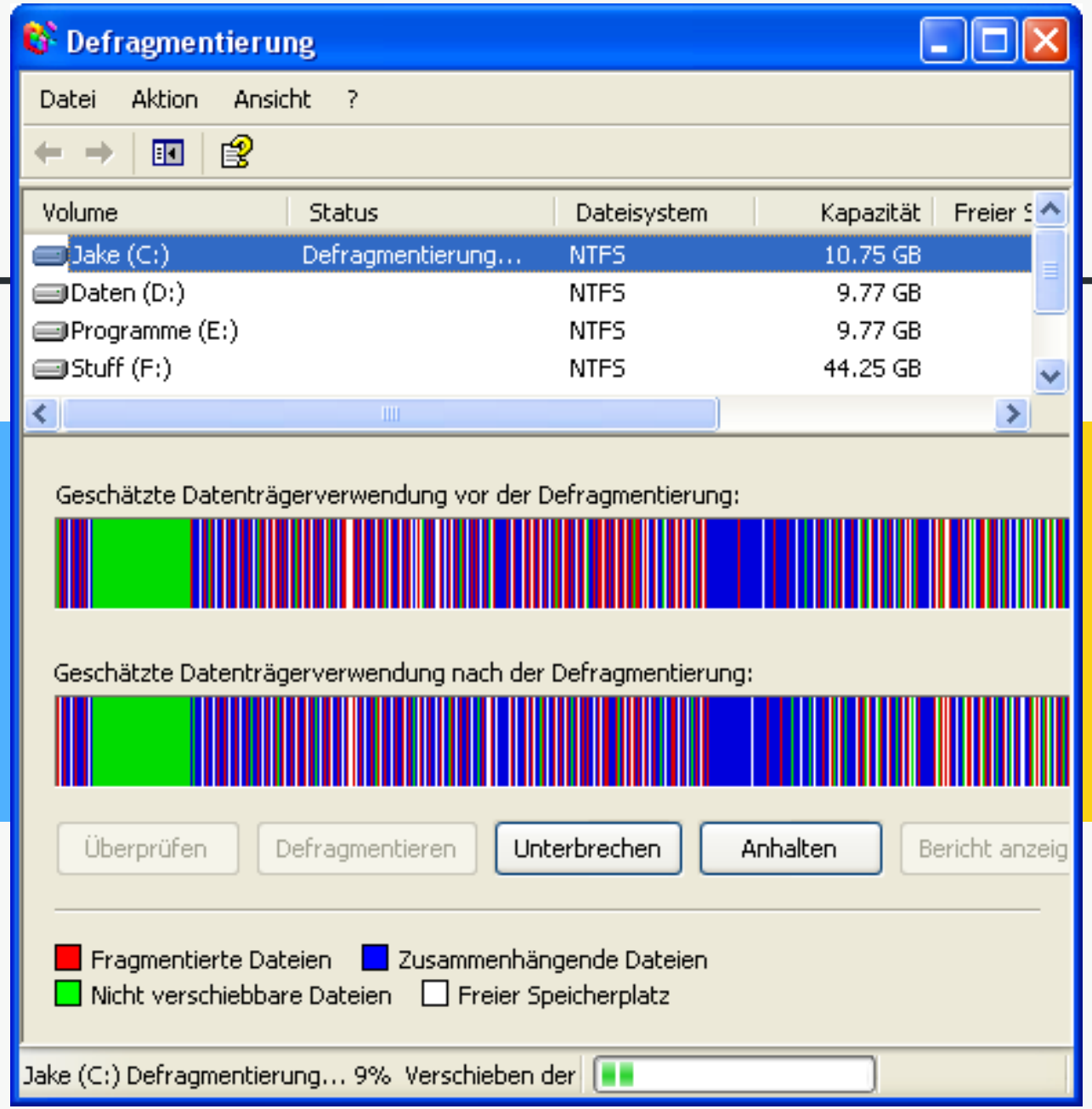
beta test

Typical Day

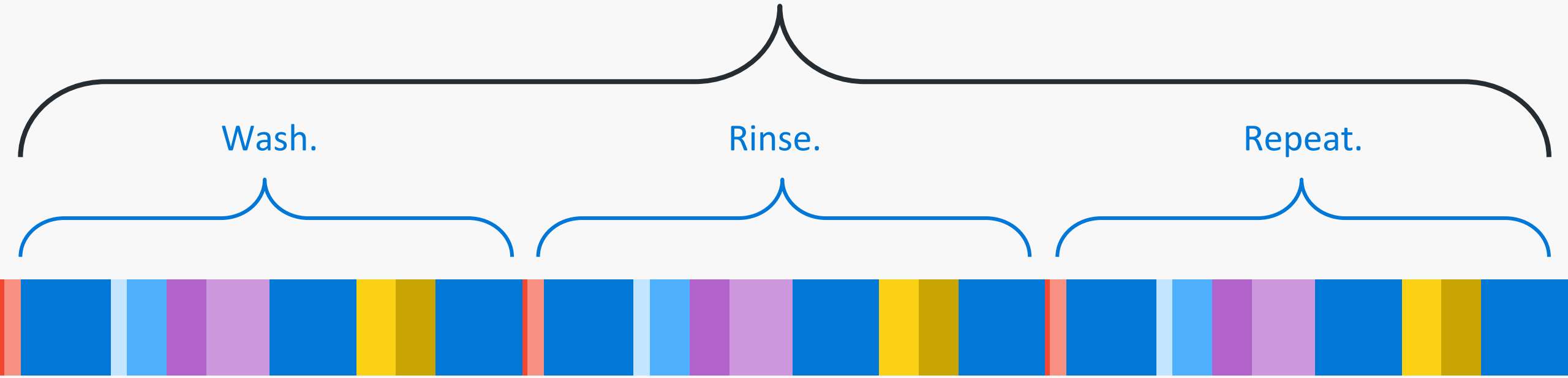
triage

Typical Day

debug


Defragmentierung
Datei
Aktion
Ansicht
?
Volume
Status
Dateisystem
Kapazität
Freier S
Jake (C:)
Defragmentierung...
NTFS
10.75 GB
Daten (D:)
NTFS
9.77 GB
Programme (E:)
NTFS
9.77 GB
Stuff (F:)
NTFS
44.25 GB
Geschätzte Datenträgerverwendung vor der Defragmentierung:
Geschätzte Datenträgerverwendung nach der Defragmentierung:
Überprüfen
Defragmentieren
Unterbrechen
Anhalten
Bericht anzeig
Fragmentierte Dateien
Zusammenhängende Dateien
Nicht verschiebbare Dateien
Freier Speicherplatz
Jake (C:) Defragmentierung... 9% Verschieben der

Typical Day



Typical Day

Code Awesome Features

Overhead

The problem with app development is too much time wasted

Our Mission:

Make developers more productive

HockeyApp

Distribution • Crashes • Analytics

Xa st Cloud

evice Tests

Xamarin Insights

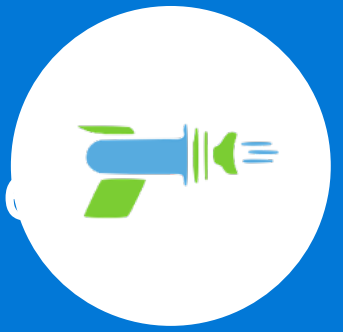
Crashes • Analytics

Azure Mobile Engagement

Analytics • Push

Azure App Service

Tables • Auth • Push



CodePush

Distribution

isual Stu bile Cent

Customers first

Let developers focus on their apps, not DevOps

Principles

- UNIX philosophy of powerful, single-purpose services that can ‘pipe’ together
- API first
- Customers own their data
- Great experience across all touchpoints

Direct engagement with customers

Mobile Center

All Apps

tomdemo

My Apps

Hello, Tom Demo

VIEW

OS

All

Add new

Search

iOS

2

2048

Thomas Dohmke

iOS

H

HackerNews

Thomas Dohmke

iOS

M

MyDriving

Tom Demo

W

To

Android

XWeather

Tom Demo

iOS

X

XWeather (iOS)

Colby Williams

Mobile Center

Shawn

Myunggeun

Daniel

Ask us anything, or share your feedback. Please note that we do not monitor this real-time so we will get back as early as we possibly can.

Typically replies in a few hours

Send a message...

Connecting with the cloud

Roadmap

File Storage

tvOS

Xamarin Test Cloud Migration

Functions

Native Tester Apps

Identity

General Availability

Pre & Post Build Scripts

Data Export

Webhooks

Unity

Events before Crash

VSTS Integration

Active Directory Groups

Nuget Caching

Xcode 9

Auto Provisioning

Teams

WPF

Publish to Stores

Document Storage

Handled Exceptions

Bug Tracker Integration

WinForms

Distribution Statistics

macOS

JavaScript Source Maps

Developers can focus on delivering more value

Code Awesome Features

Overhead

Code Awesome Features

Overhead

Code Awesome Features

Overhead

Sign up today

aka.ms/mobile-center

Q & A

June Cho
Enterprise Mobile App Dev
App Innovation | Global Black Belt

Microsoft

Agenda

Time	Topic	Speaker
9:00-9:30am	Welcome Statement	Keith Ballinger
9:30-10:30am	Setup, Build, and Test	Nikhil Keeppanasseril and Sweekriti Satpathy
10:30-10:45am	BREAK	
10:45-11:45am	Distribute, Push, Analytics, and Crash	Derek Loar, Trevor Moore, and Dimah Zaidalkilani
11:45-12:45pm	Working Lunch	Chris Reichard
12:45-1:30pm	Machine Learning	Anuj Bhatia
1:30-2:15pm	Cognitive Services	Michael Watson
2:15-2:30pm	BREAK	
2:30-4:00pm	Hands-On with Sentiment App	Mahdi Alirezaie
4:00-5:00pm	Closing Statement | Gifts	June Cho and ArcTouch

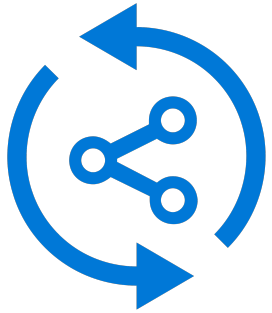
Nikhil Keeppanasseril
App. Innovation Specialist
Global Black Belt

Microsoft

Getting Started

1. Log in to https://www.visualstudio.com/vs/mobile-center/
2. Connect directly with Github, your Microsoft login or new sign-up
3. Add new App → choose OS/platform
4. Build:
    1. Select a service
    2. Select Branch
    3. Configure and build

Mobile Center: Build



Build-on-push

With just a few steps automatically build apps with every commit, and generate packages to test and distribute

Work with existing tools

Connect existing repositories in GitHub, Bitbucket, and Visual Studio Team Services with just a few clicks

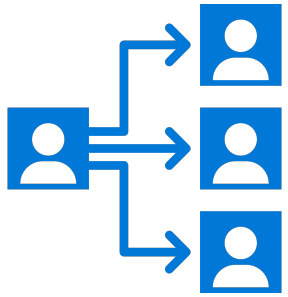
Build securely in the cloud

Each build is run on a separate, clean virtual machine hosted on our secure cloud servers

Trevor Moore
App. Innovation Specialist
Global Black Belt

Microsoft

Mobile Center: Distribute

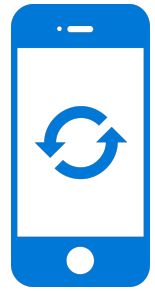


Instantly distribute apps

Quickly get apps in the hands of your beta testers on multiple device platforms

Create targeted distribution groups

With categorized groups of users, send specific builds to specific groups and devices



Send in-app updates

Notify beta testers as soon as a new build is available, right inside the app

Getting Started

Distributing with Mobile Center is easy, and only requires a few steps. No need for an SDK. Just the application binary.

1. Add users to grant access to all releases.

2. Create Distribution Groups to manage access.

3. Upload a new application release.
    - At the completion of the upload an email will be sent to all users of the app to notify them of the new release.

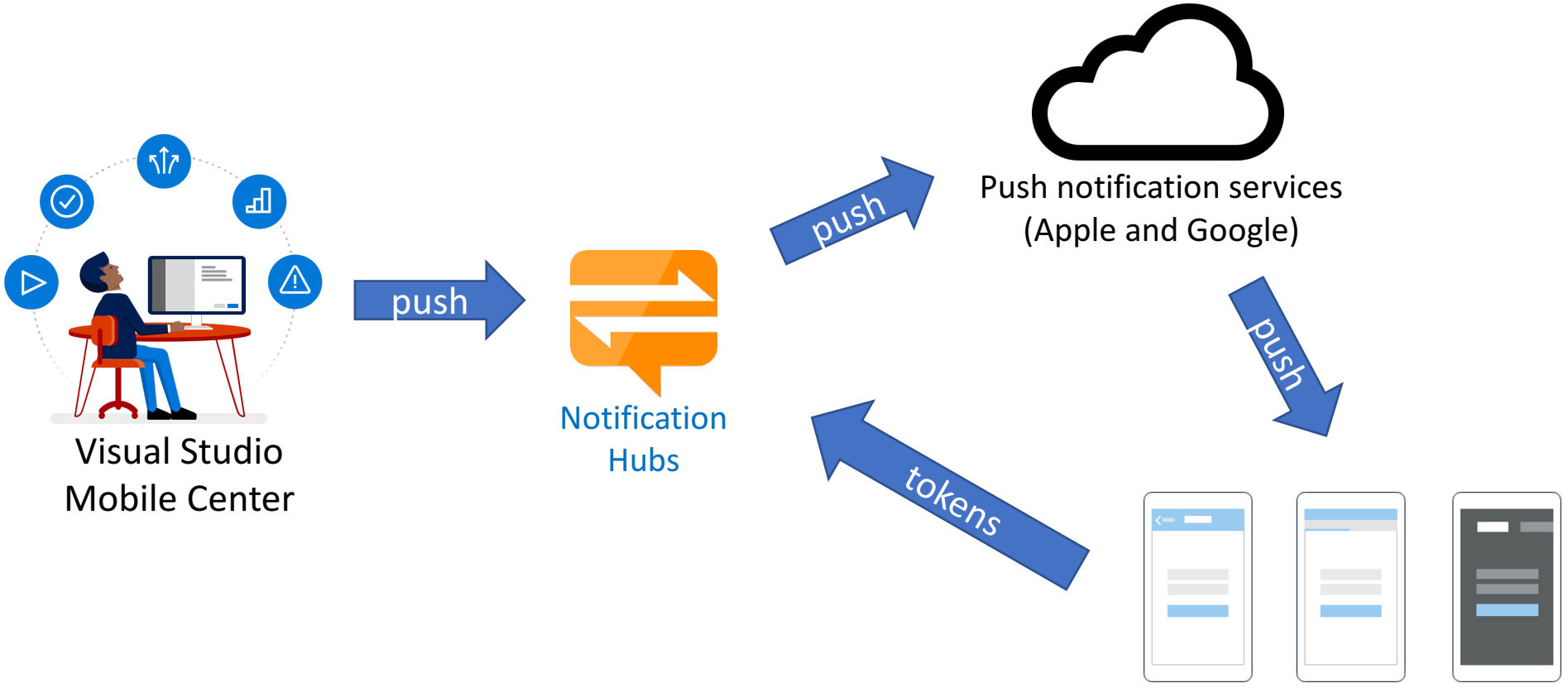
4.Install the release onto your device by clicking on the link in the email.

5.Enable In-App Updates to help your users stay always on the latest release.

Derek Loar
App. Innovation Specialist
Global Black Belt

Microsoft

Mobile Center: Push Notifications



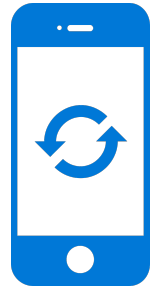
Mobile Center: Push Notifications

Fast and easy to setup

Just a few lines of code in your app. No need to specify format for iOS, Android and Windows.

Send to specific audiences

Target push notifications to specific users or devices



Fast and easy to send

Three easy steps: Compose, Target, and Review.
No need for technical skills!

Visual Studio Mobile Center

Sweeky Satpathy
MobCAT Ninja

Microsoft

Importance of Testing

- Verify App Integrity
  - UI loads as expected on different sized screen
  - App performs as expected on different CPUs
- Accessible UI
  - Features work as per User Flows
  - Useable Functionality
- Testing as part of CI
  - Reliable Development Cycle

Mobile Center: Test

Release faster
Shrink release times significantly and push new apps out faster

Ship high quality apps
Ensure the highest quality user experience that keeps users continuously engaged

Engage a broad audience
Test on a broad range of devices to make sure apps work on *your* users' devices

Create new features
Spend less time fixing bugs, and more time creating value

Supported Testing Platforms

- Xamarin.UITest
  - Tests written in C#
  - Supports Xamarin apps, Native (Android, iOS) Apps, React Native Apps, Hybrid Apps
- XCUITest
  - Tests written in Swift
  - Supports native iOS apps
- Espresso
  - Tests written in Java
  - Supports native Android apps
- Appium
  - Tests written in Java
  - Supports native (Android and iOS) apps , Xamarin Apps, React Native Apps, Hybrid Apps