

# MULTI DEVICE

Cooperative  
UI

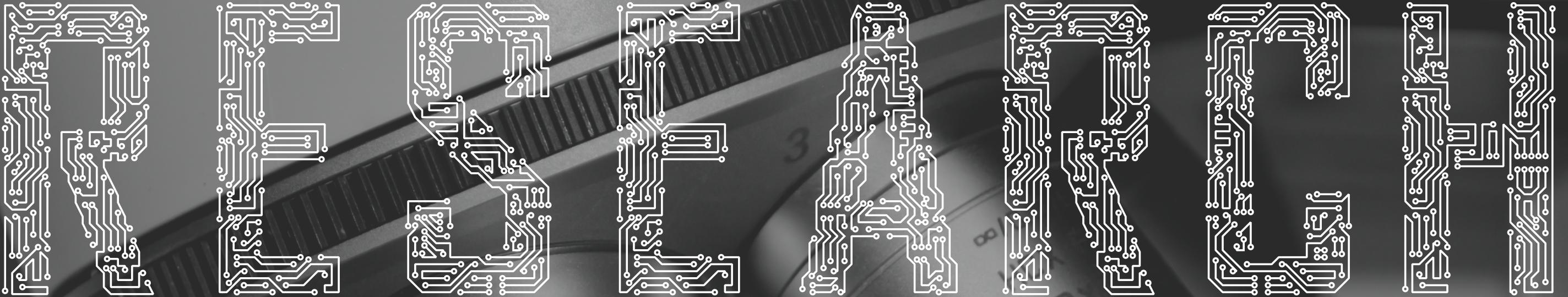
## ANOTHER APPROACH TO UX

# ABOUT ME.



Gerrit Grunwald | Engineer

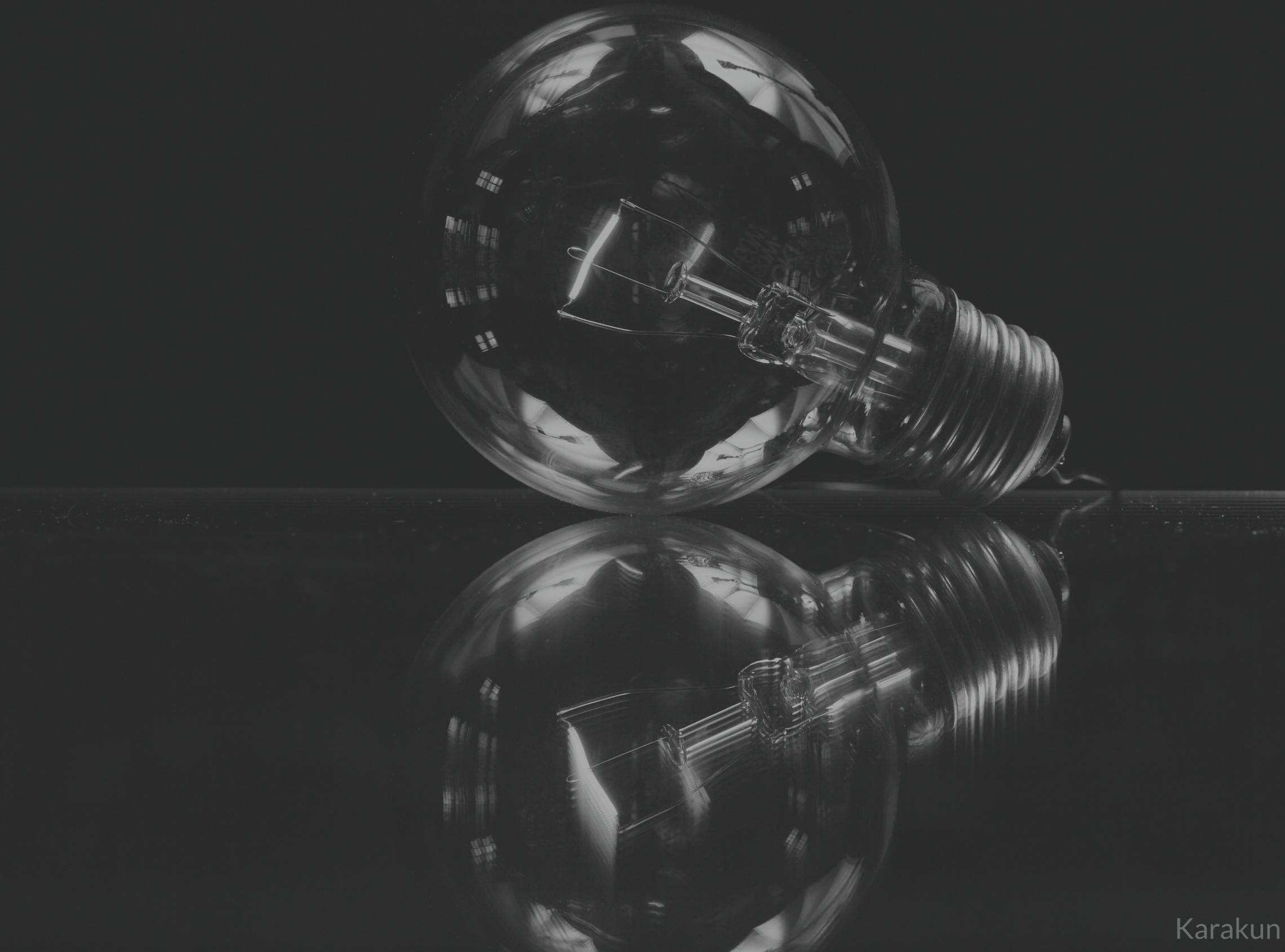




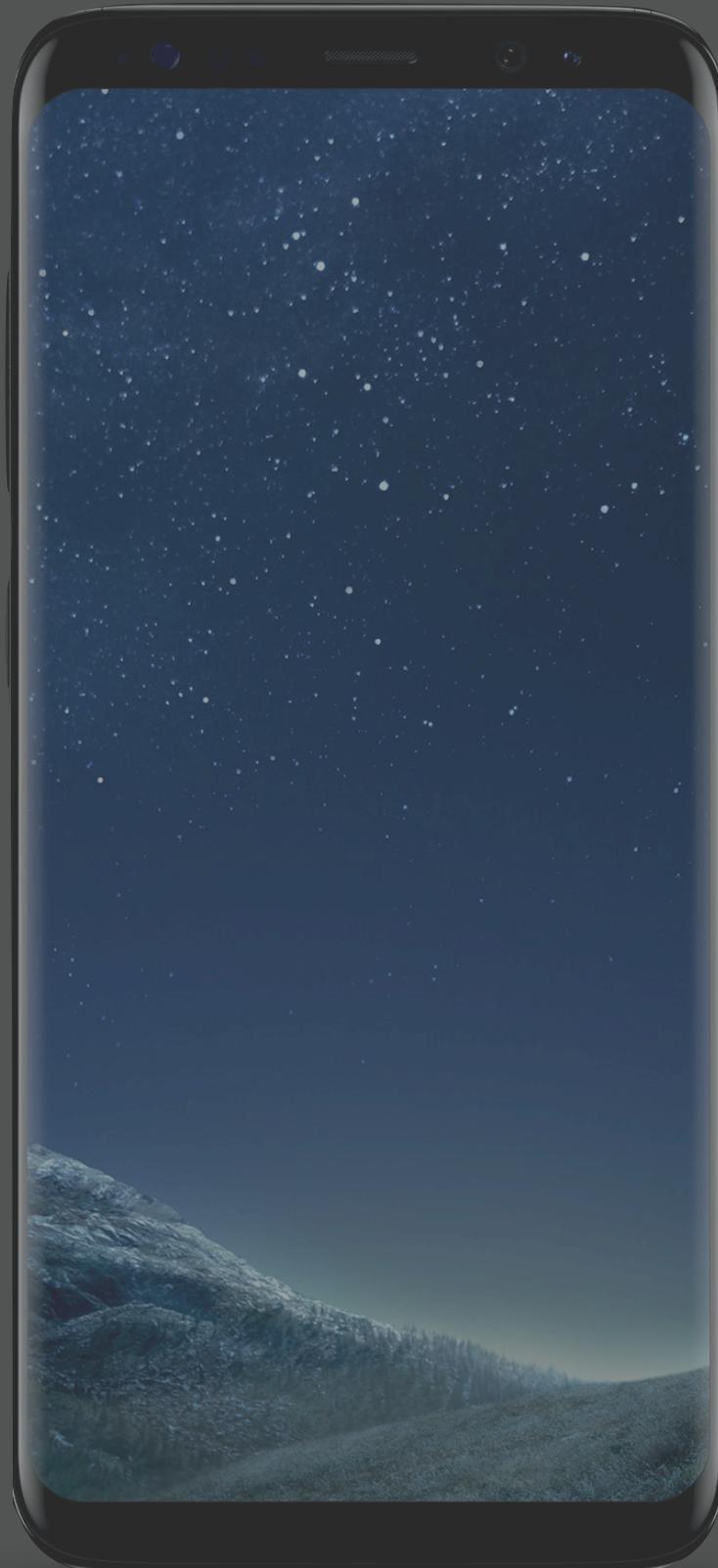
# Karakun.

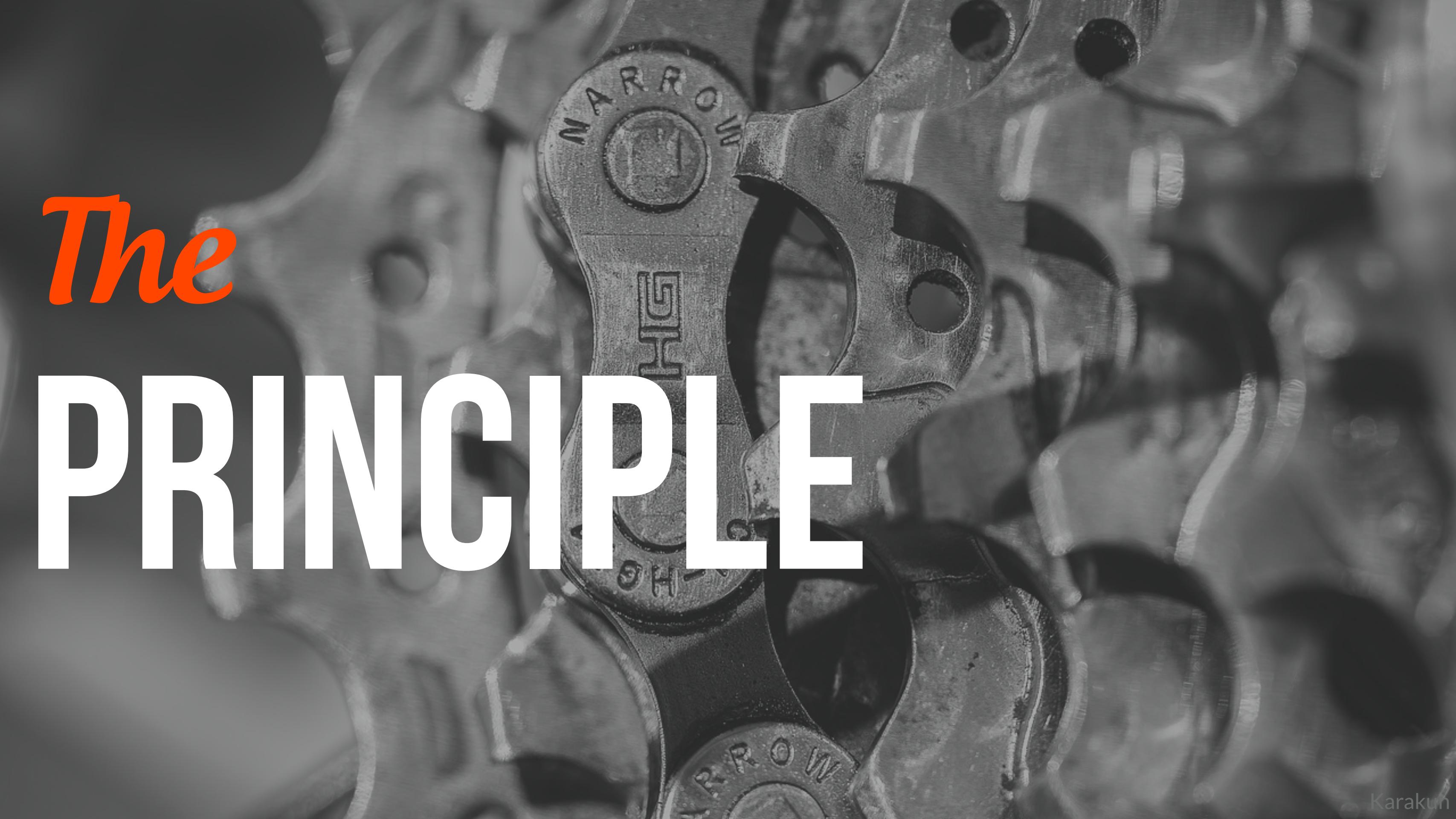
n|w University of Applied Sciences and Arts  
Northwestern Switzerland

# *The* **IDEA**



# *Combining the* **PLATFORMS**





*The*

# PRINCIPLE

# Apple Touch Bar



# Separate Controls



# Separate Controls



*The*

# REQUIREMENTS



**Availability**

# Mobile Availability

(Bitkom, Germany 2013)

No phone  
9.6 %



Phone  
90.4 %

14-29 Years  
97.5%

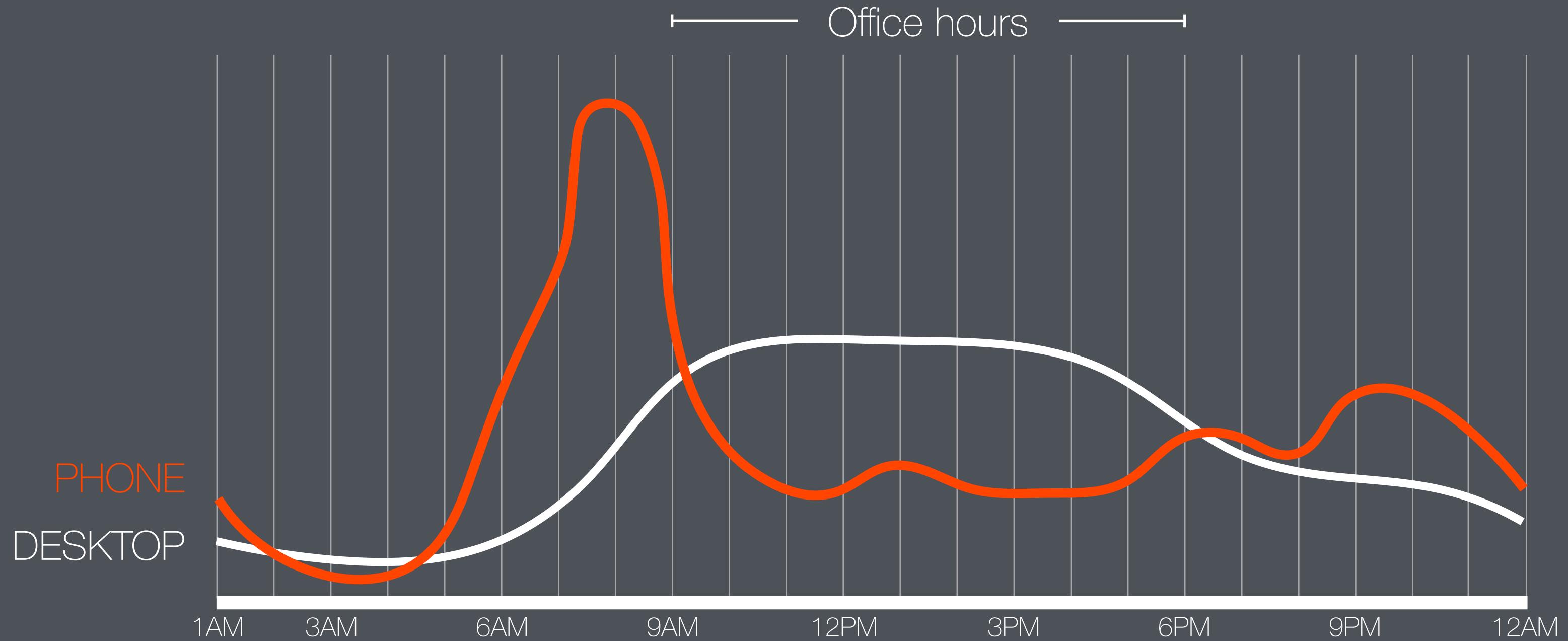
30-49 Years  
96.7%

50-64 Years  
96.5%

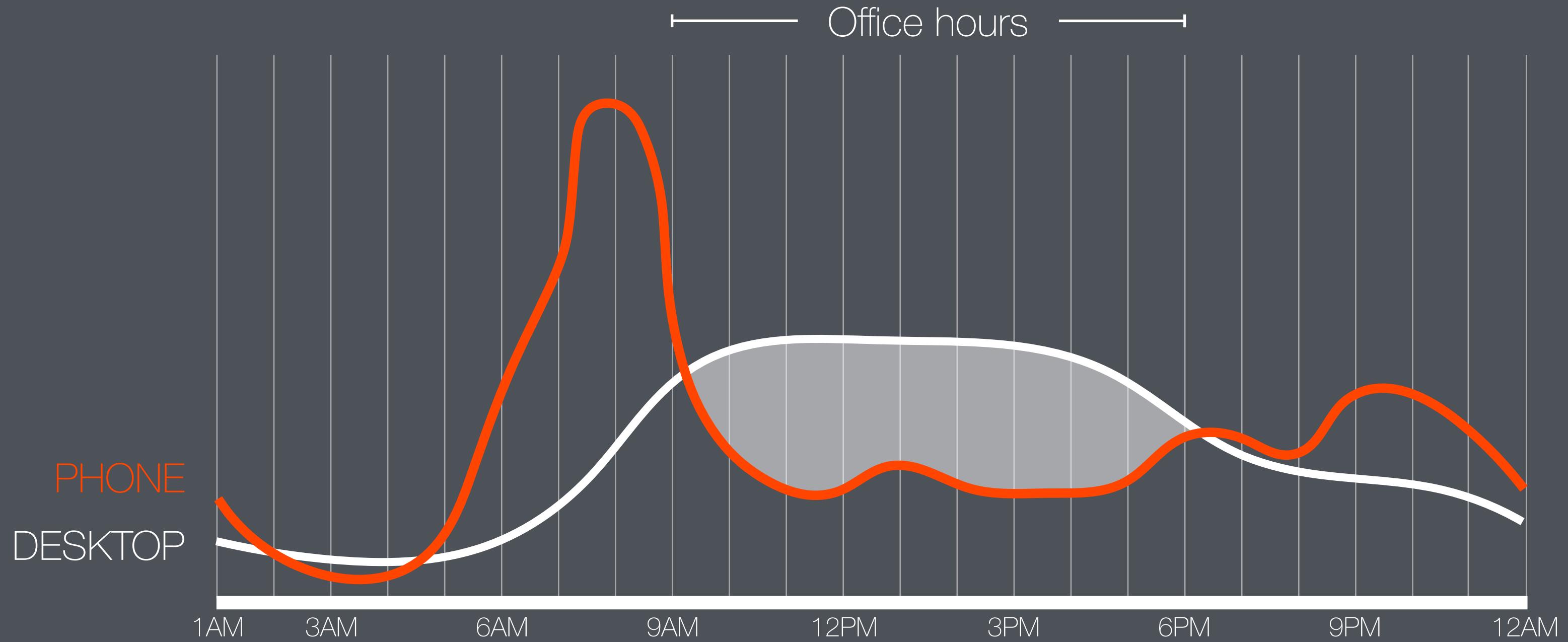
65 and older  
68.0%

24h  
usage

# 24h Usage

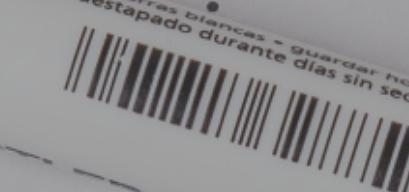
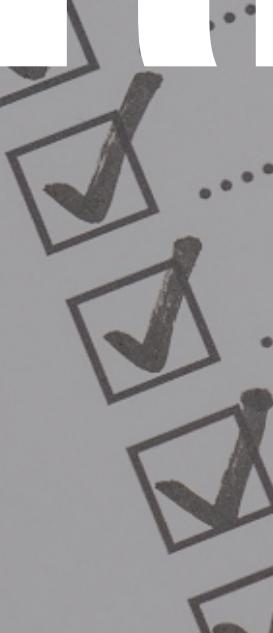


# 24h Usage



# The PREREQUISITE

checklist



MADE IN GERMANY  
Art. Nr. 351-9  
EAN 40 07817 328859

# Synchronization

# Synchronization



Desktop



Mobile

# Synchronization



Desktop



Mobile



# Synchronization



Desktop



Server



Mobile





1 Version

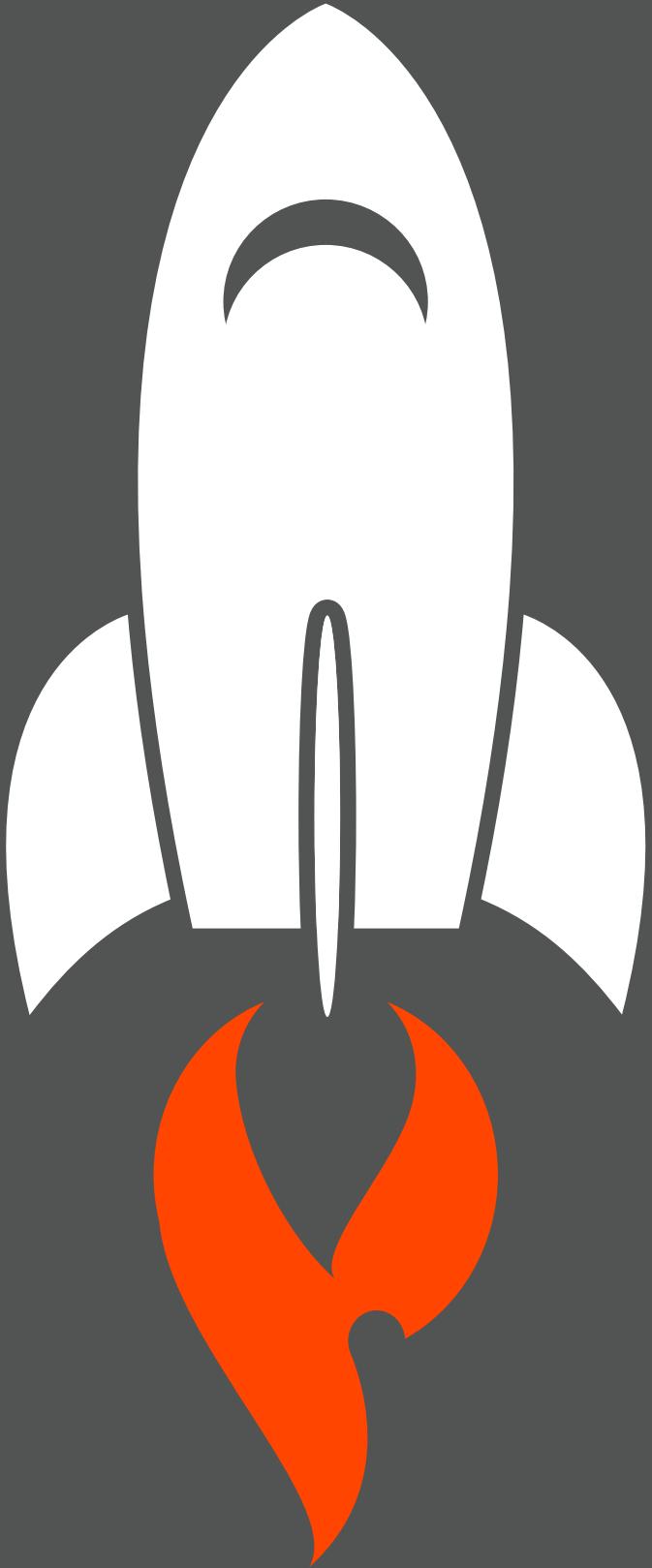
# 1. Version

- ★ USING ONLY JAVA
- ★ CONTROLS WITH ADDITIONAL FUNCTIONALITY
- ★ SAME CONTROL ON DESKTOP AND MOBILE
- ★ DIFFERENT VISUALIZATION FOR EACH PLATFORM

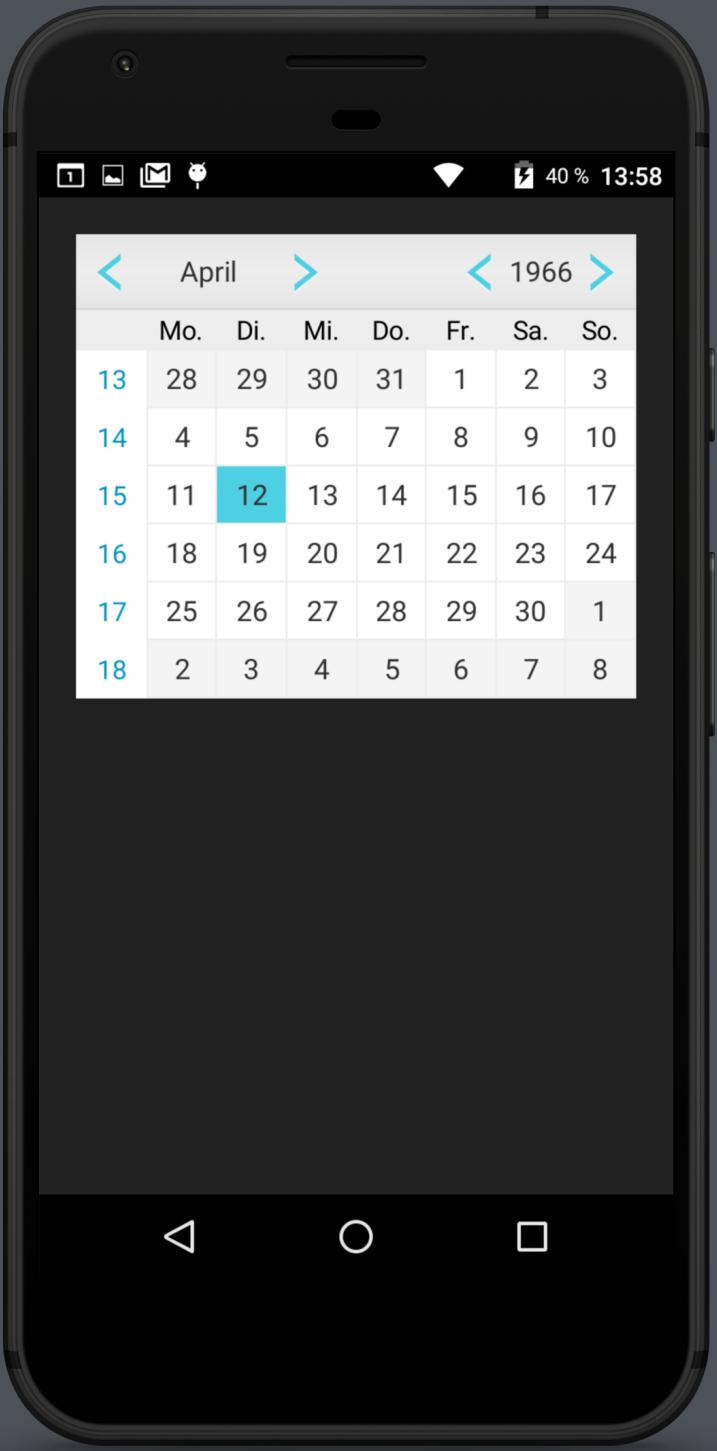
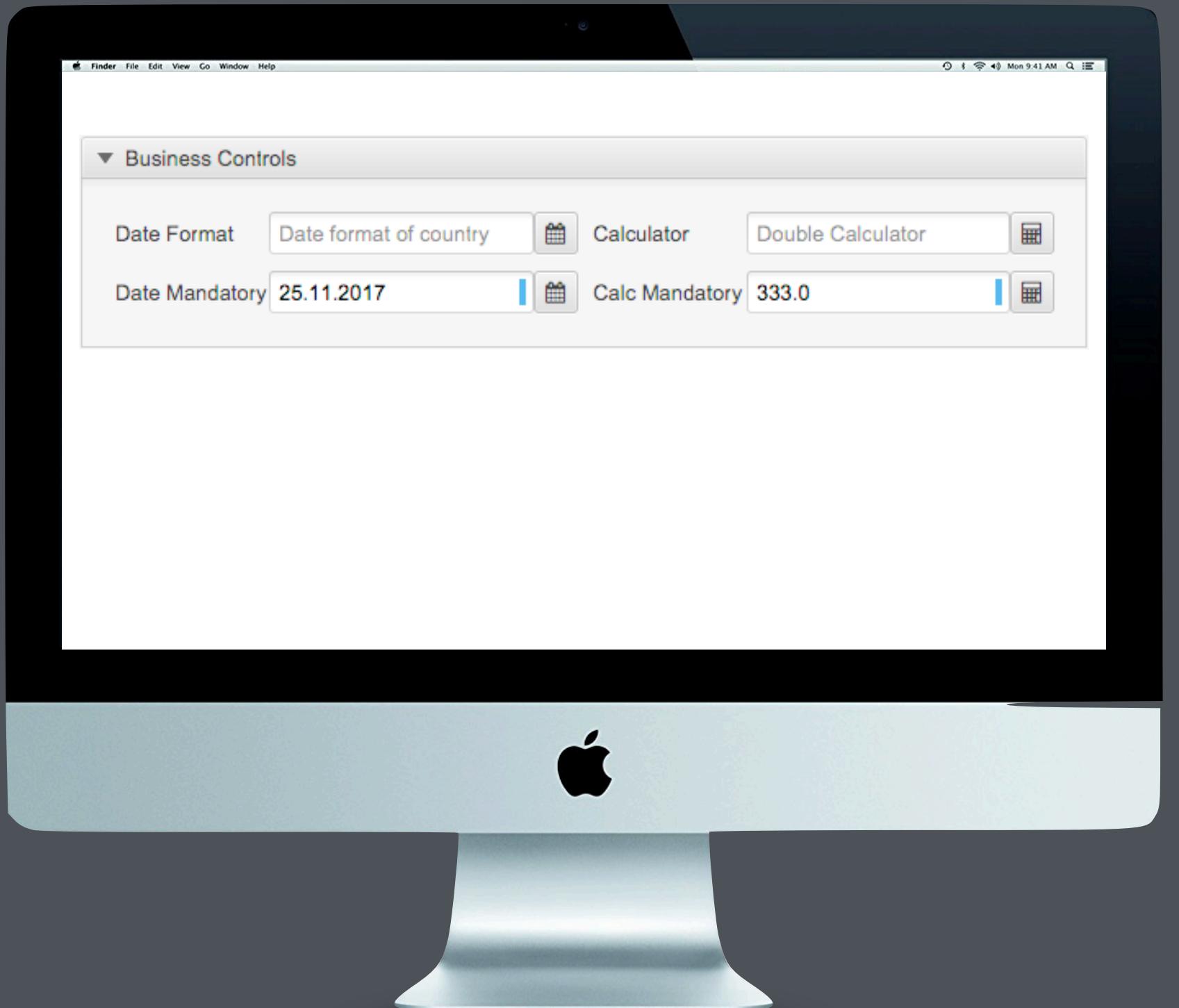
# *Technology*



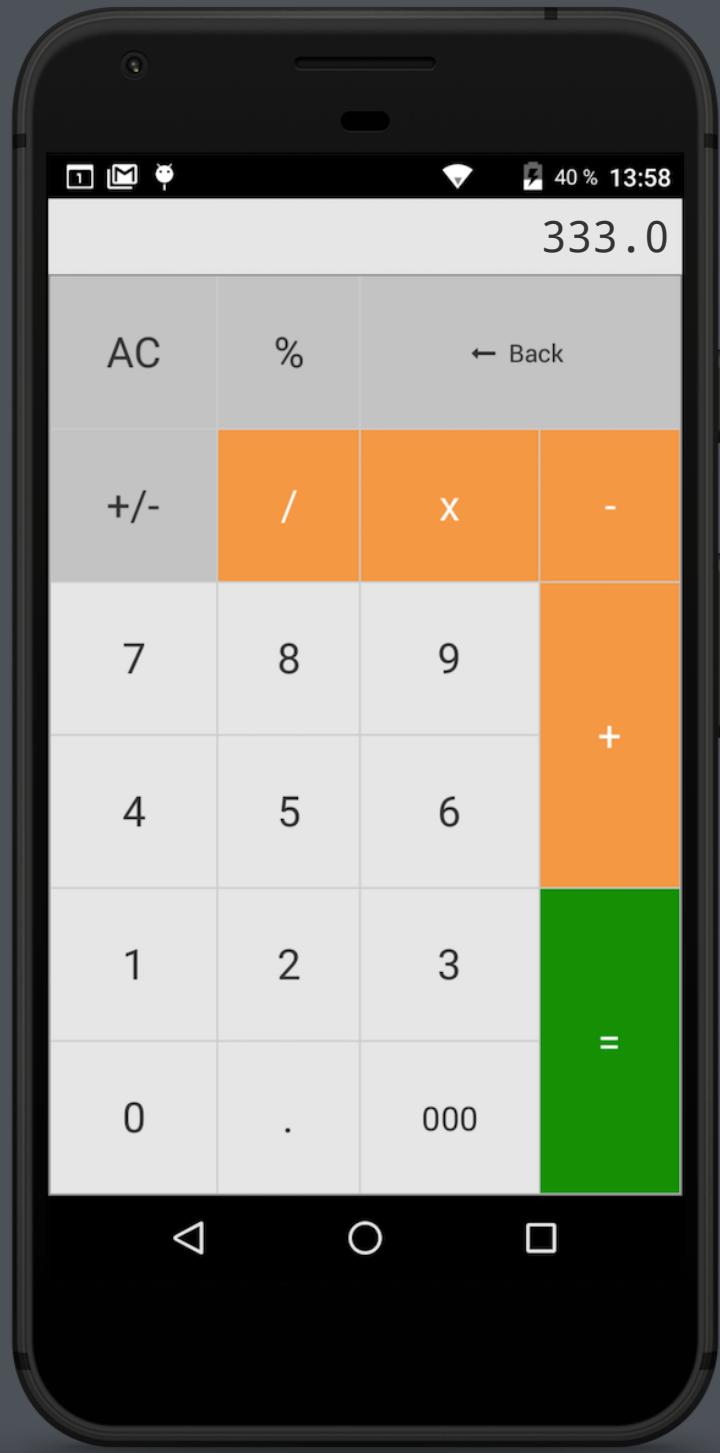
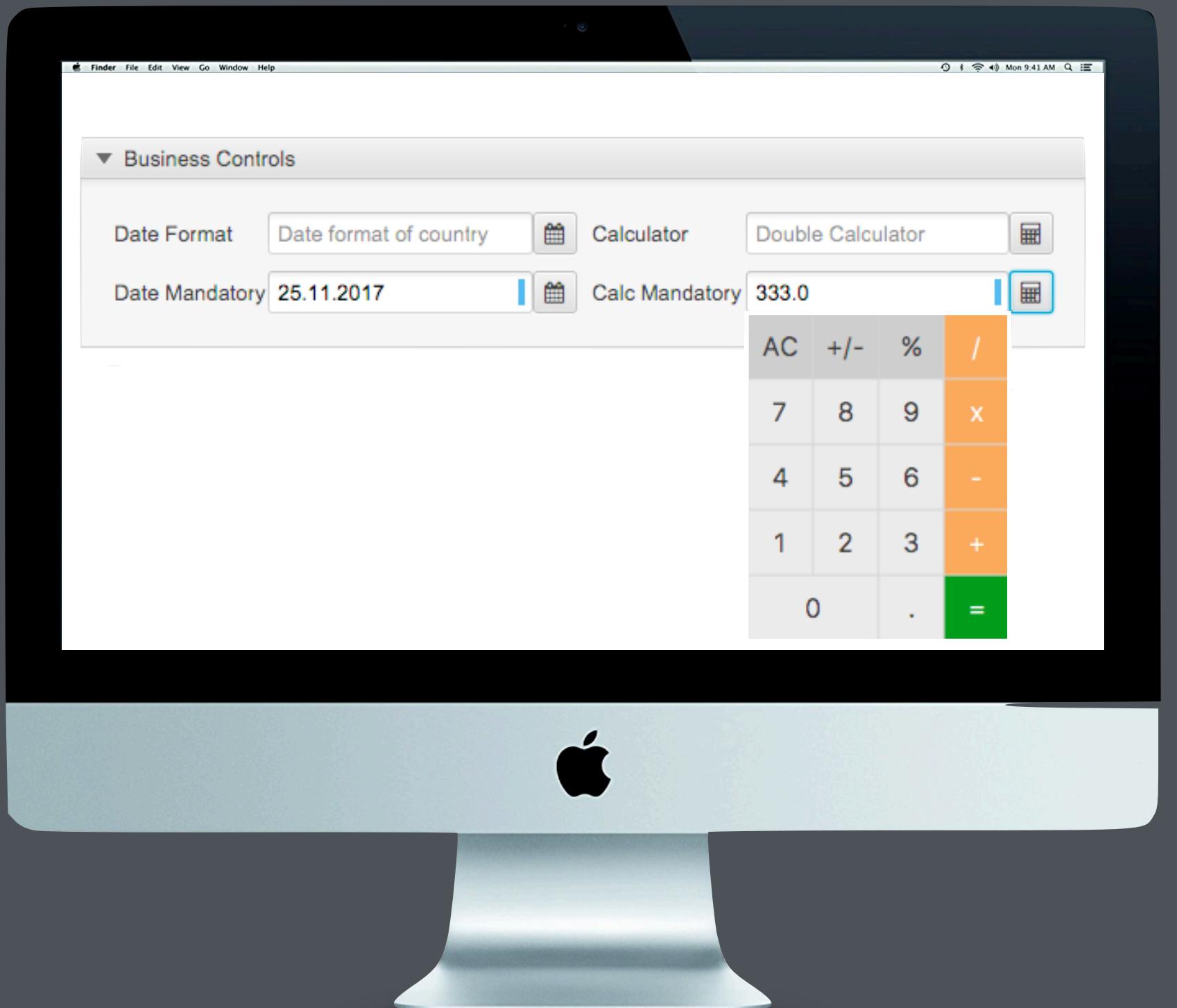
# javaFX



# One Control...



# One Control...



*Gluon*  
**MOBILE**



# *Gluon Mobile*

- ★ SINGLE APPLICATION
- ★ MULTIPLE PLATFORMS
- ★ JAVA END TO END
- ★ ACCESS HARDWARE BY API
- ★ NATIVE APPS FOR IOS AND ANDROID

# Architecture

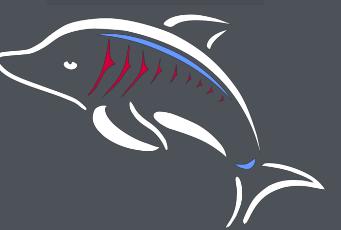
# Architecture



JavaFx



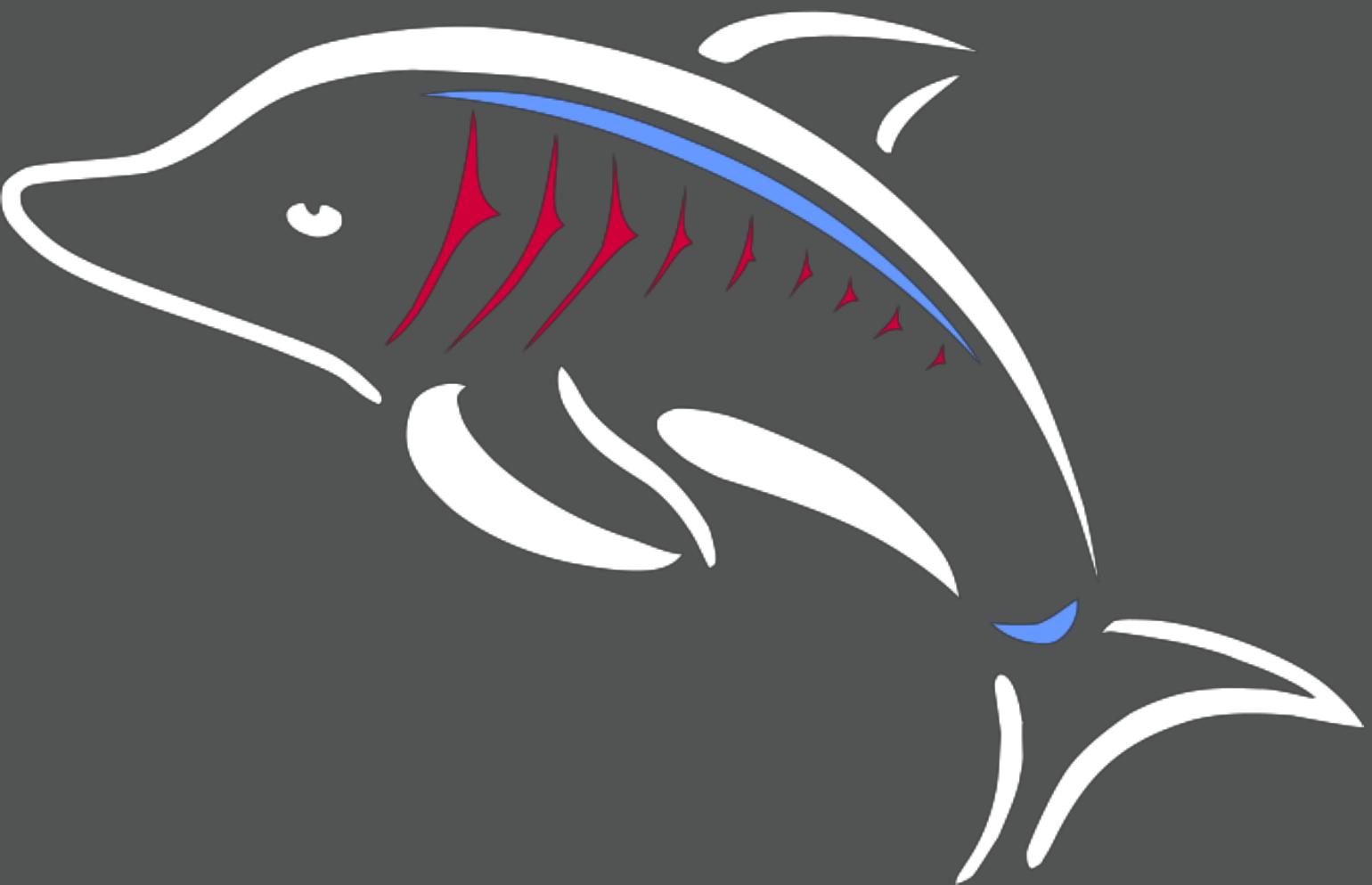
OpenDolphin



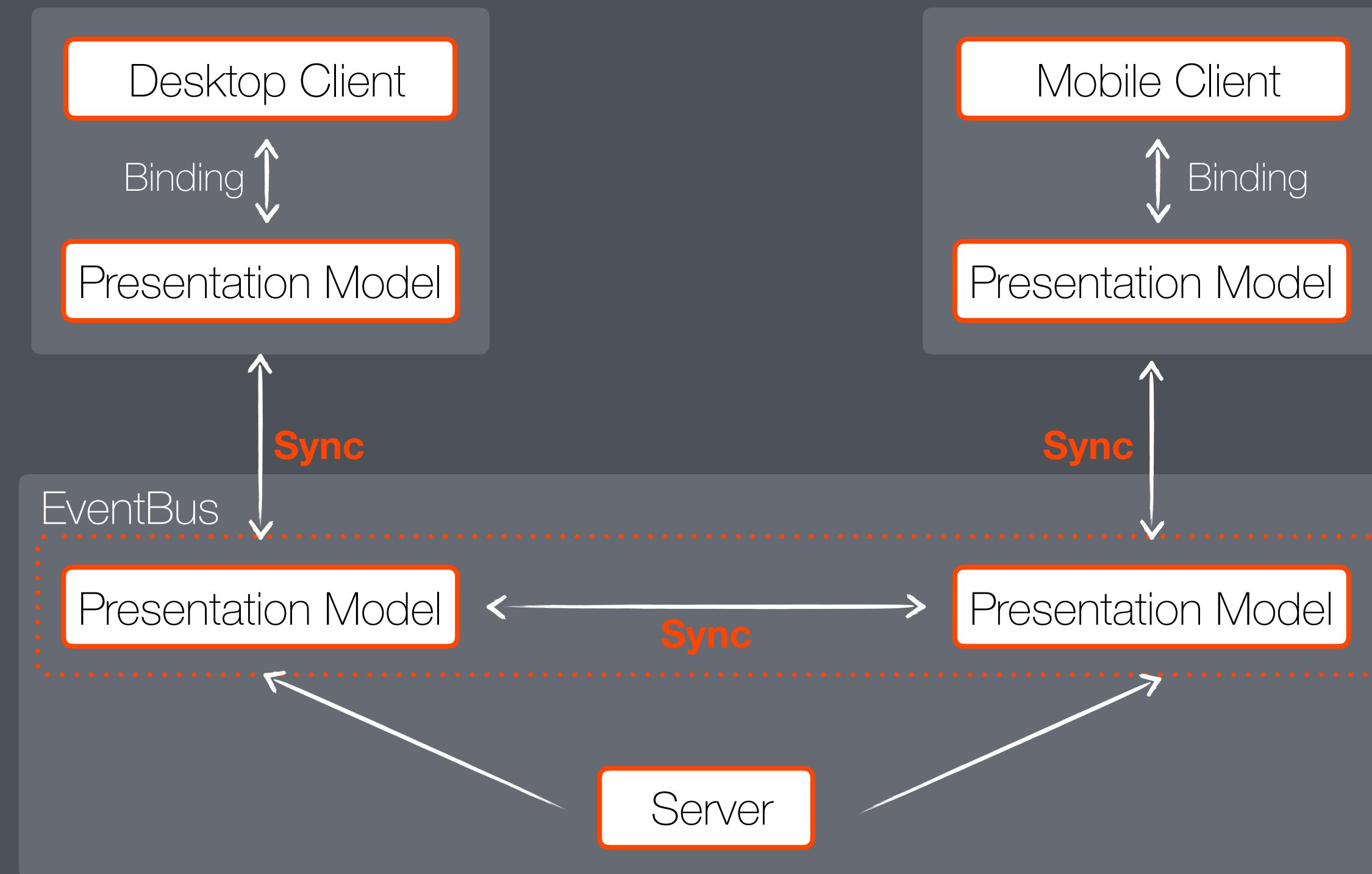
JavaFx



*Open*  
**DOLPHIN**



# Open Dolphin



# *Open Dolphin*

- ★ BINDS CONTROLS TO THE PRESENTATION MODEL
- ★ TAKES CARE ABOUT SYNCHRONIZATION

*Demo*





**PROS & CONS**

# PROS

- ★ SAME CODE BASE
- ★ EASY TO DEVELOP
- ★ EASY TO TEST
- ★ EASY TO DEPLOY
- ★ ONE CONTROL ON ALL ENVIRONMENTS
- ★ ALL PLAIN JAVA

# CONS

- ★ OVERHEAD BY OPENDOLPHIN
- ★ PERFORMANCE LOSS
- ★ BOUND TO JAVA ECOSYSTEM



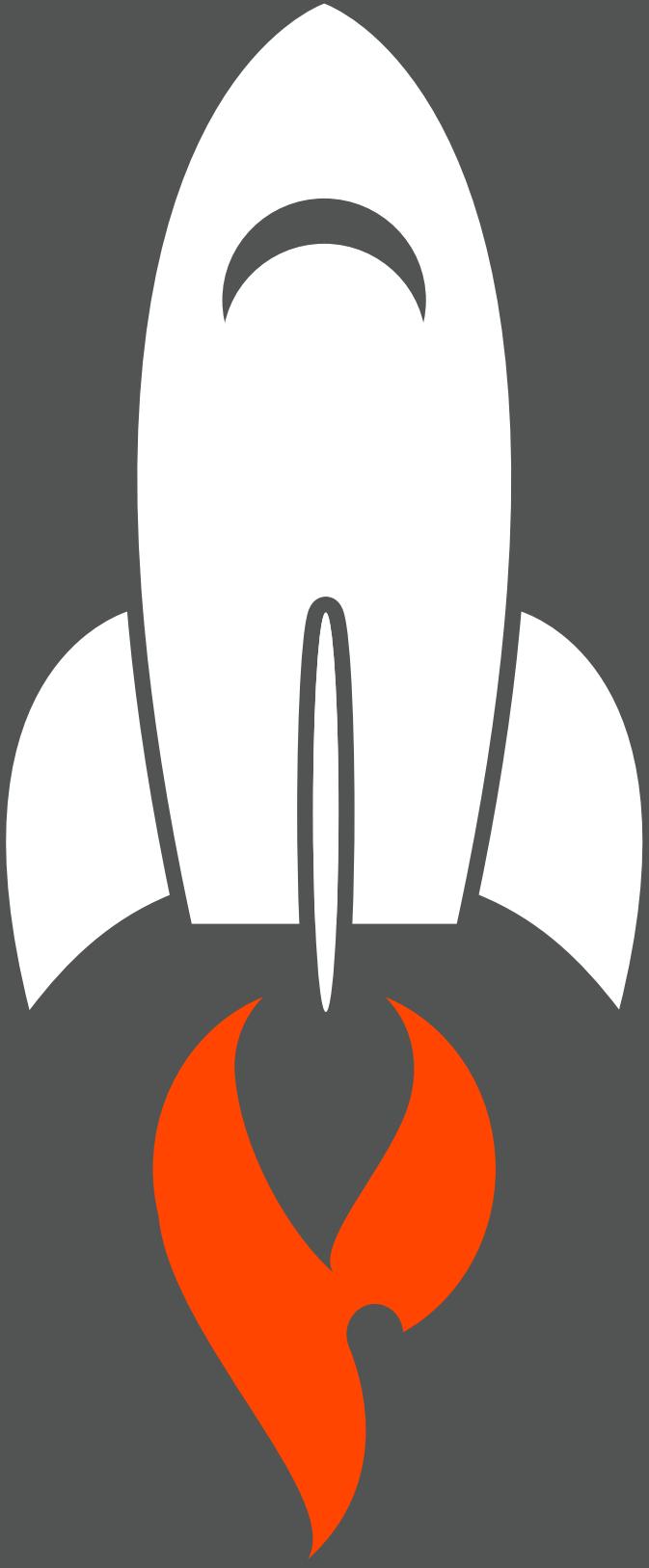
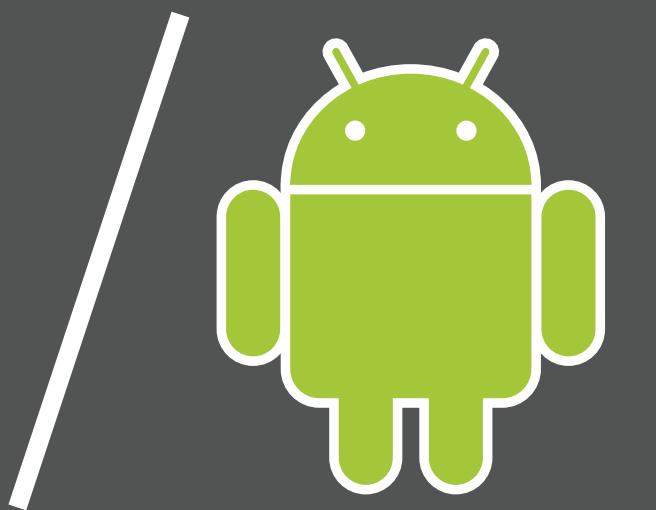
2. version

# **2. Version**

- ★ PLATFORM INDEPENDENT
- ★ STANDARD FRAMEWORK CONTROLS ON DESKTOP
- ★ ONE CONTROL ON MOBILE FOR EACH DESKTOP

**CONTROL**

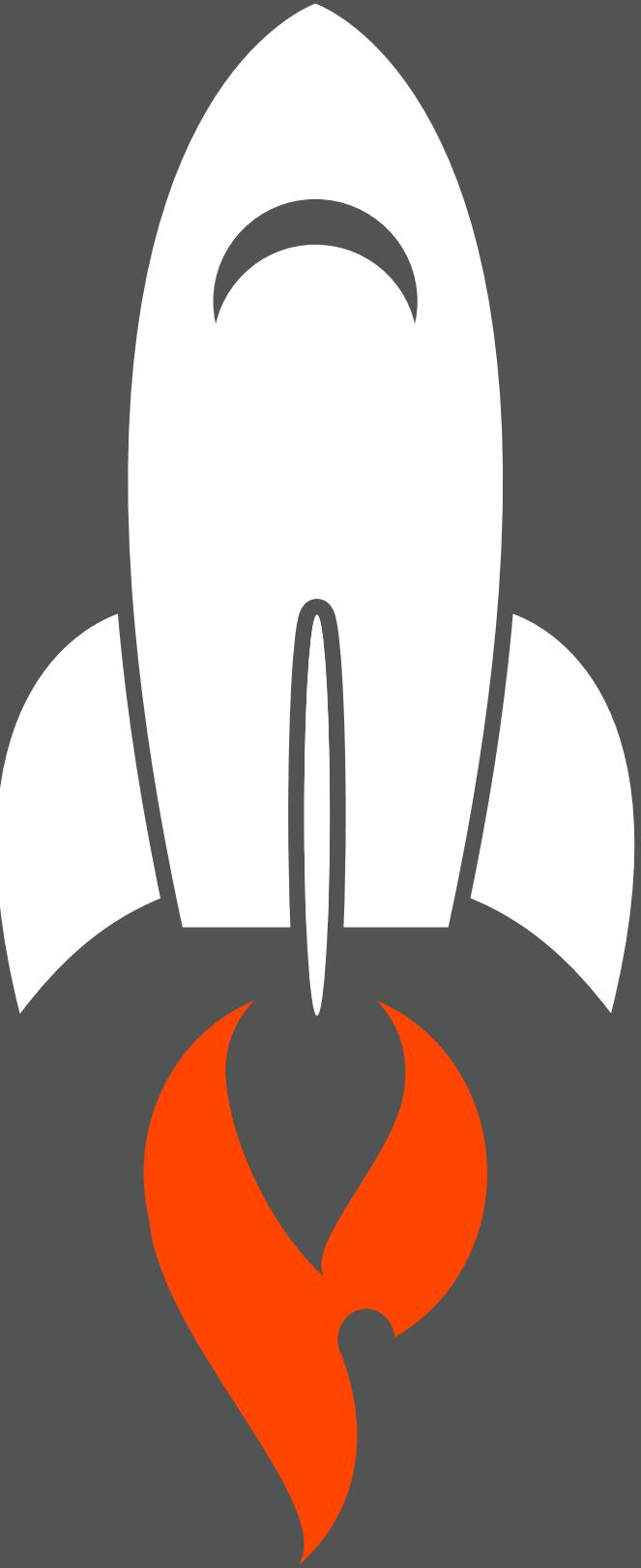
# Technology



# *Technology*



# Swift

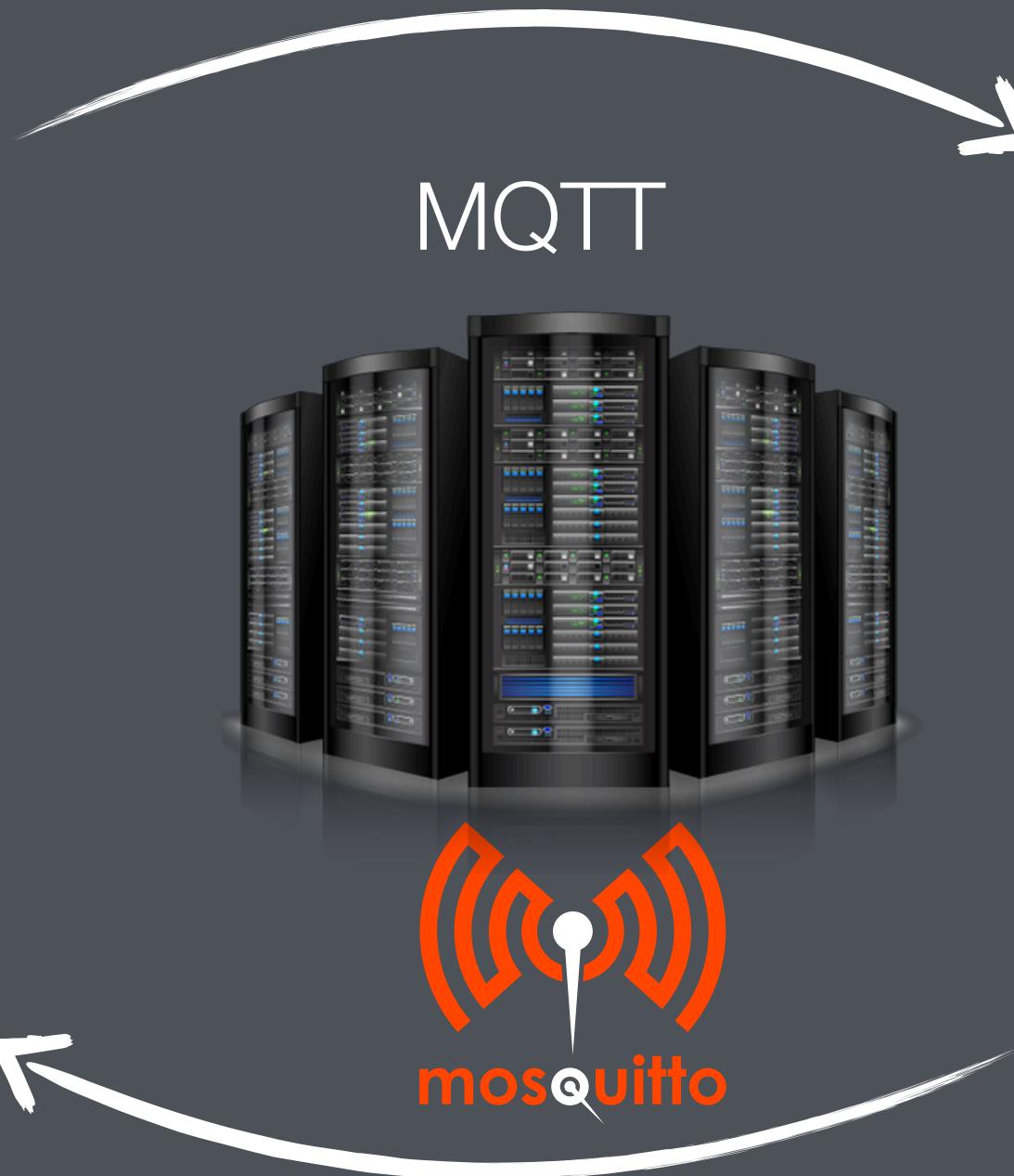


# Architecture

# Architecture



JavaFX



Swift

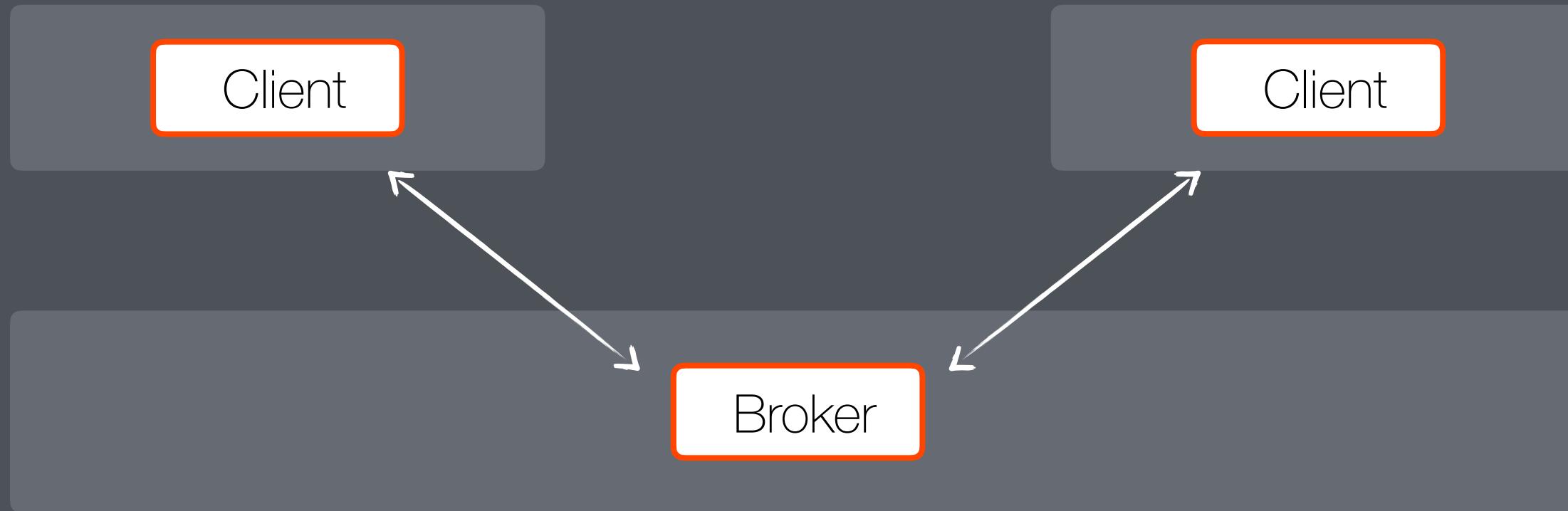
*Using*

**MQTT**



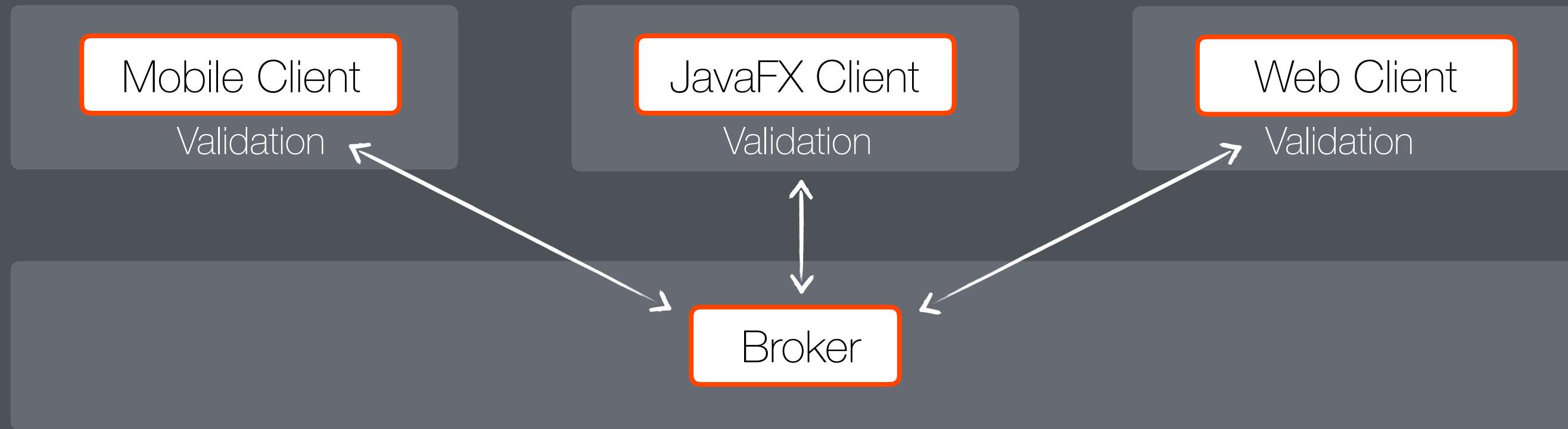
**mosquitto**

# *Using MQTT*



WE HAVE TO SYNCHRONIZE

# Using MQTT



## CLIENT SIDE VALIDATION



*Shared*

**CONTENT ACROSS CTRLS**

# *Shared content*

- ★ CTRL TYPE
- ★ CTRL ID
- ★ NUMBERS ( DOUBLE, INTEGER )
- ★ MIN- AND MAX-VALUES
- ★ UNIT
- ★ TEXT



Json

# JSON

```
{  
  "ctrl"      : "TextField",  
  "id"        : "numberField",  
  "type"      : "NUMBER",  
  "text"       : "",  
  "min"       : 0,  
  "max"       : 100,  
  "value"     : 4,  
  "decimals"  : 0,  
  "unit"      : "",  
  "combo"     : ""}  
}
```

*Types.* . . .

# Types . . .

- ★ TEXT
- ★ NUMBER
- ★ NUMERIC
- ★ DATE
- ★ COLOR
- ★ COMBO
- ★ SIGNATURE
- ★ IMAGE

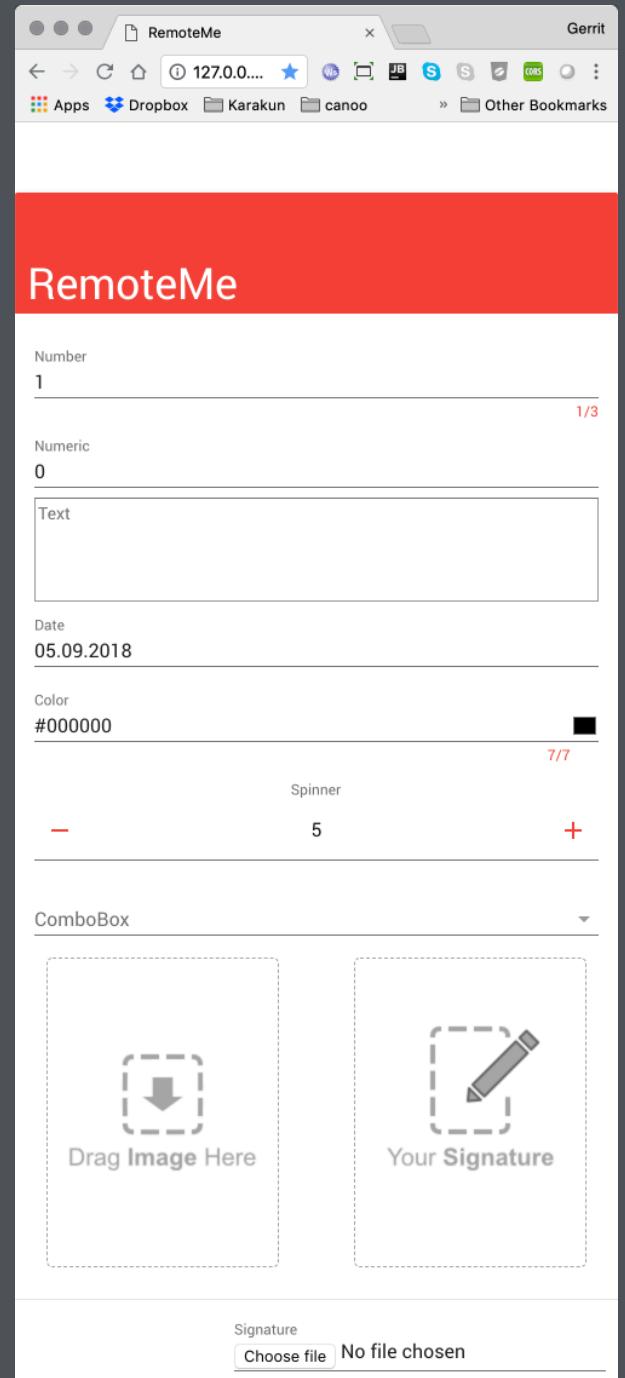
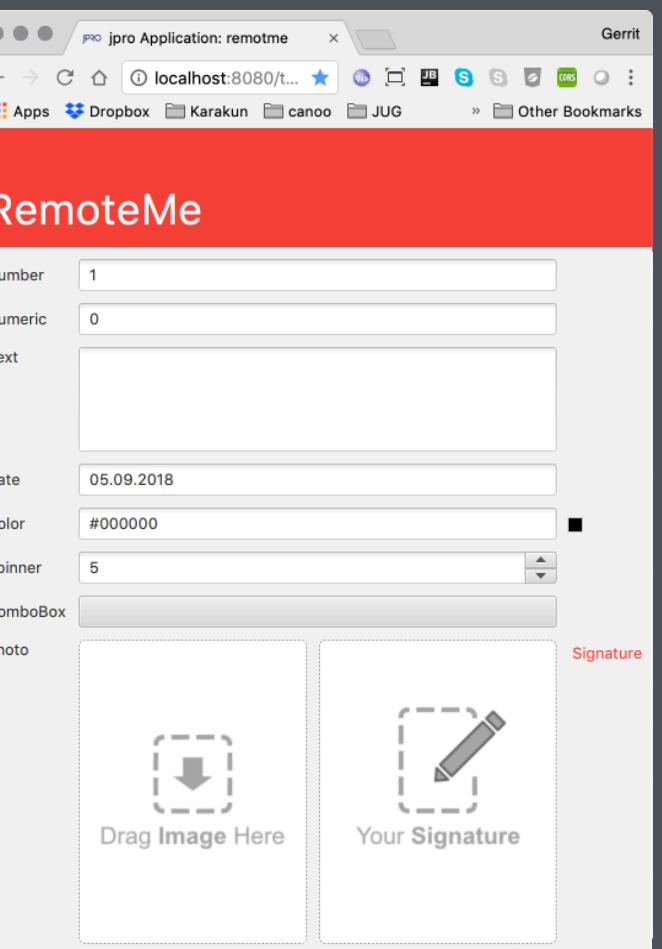
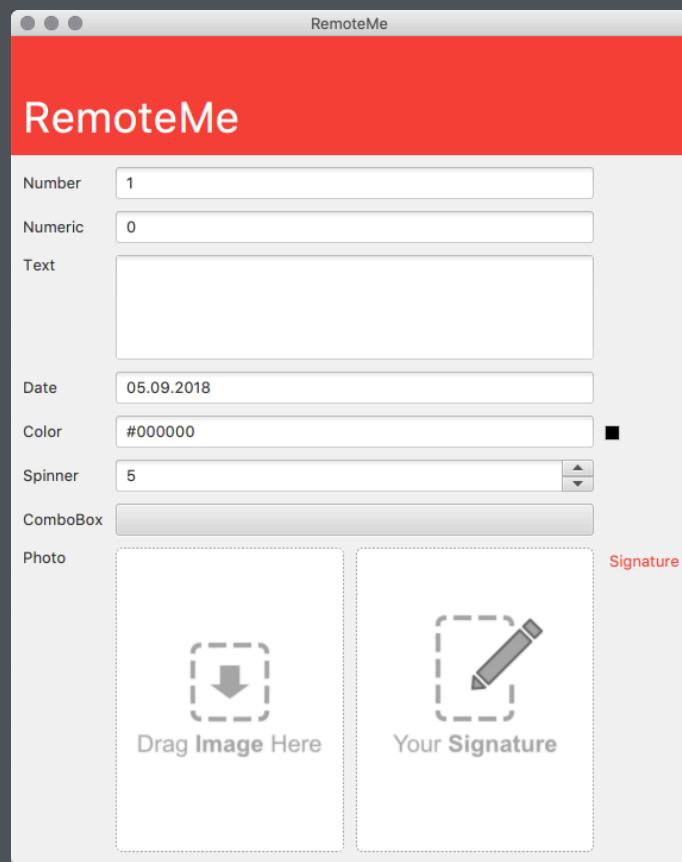


# Types of Controls

```
public enum Type {  
    // Types of Controls  
    UNKNOWN,  
    TEXT,  
    NUMBER,  
    NUMERIC,  
    DATE,  
    COLOR,  
    COMBO,  
    SIGNATURE,  
    IMAGE,  
    // Commands  
    EXIT,  
    NEXT,  
    PREVIOUS,  
    REQUEST  
}
```

*The App.* . . .

# The App...



JavaFx

JPRO

Polymer

Karakun

Controls. . .

# *Controls... . . .*

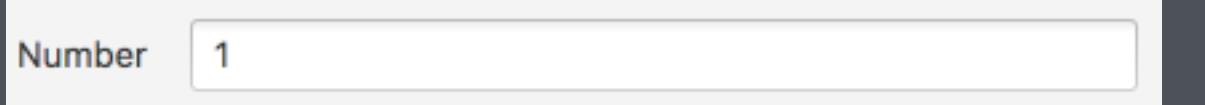
- ★ **TEXTFIELD** ( NUMBER, NUMERIC, DATE, COLOR )
- ★ **SPINNER**
- ★ **TEXTAREA**
- ★ **COMBOBOX**
- ★ **IMAGEVIEW** ( PHOTO, SIGNATURE )

*Representations...*

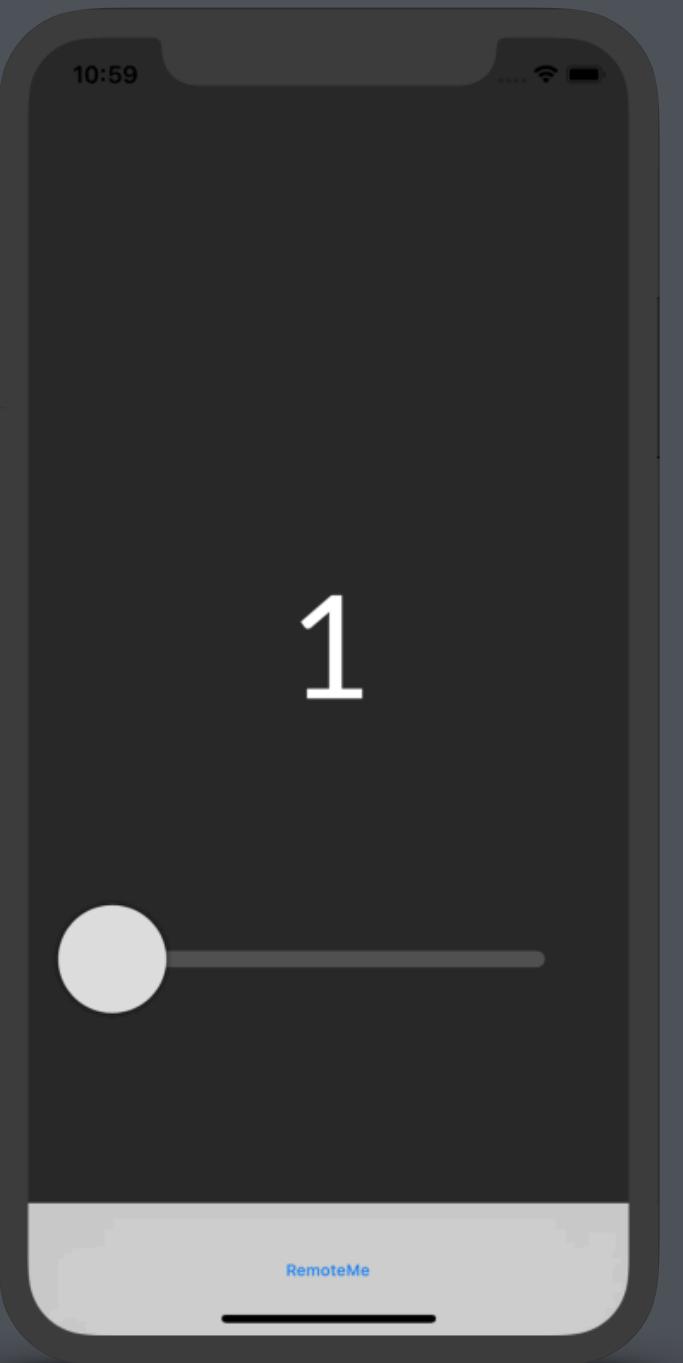
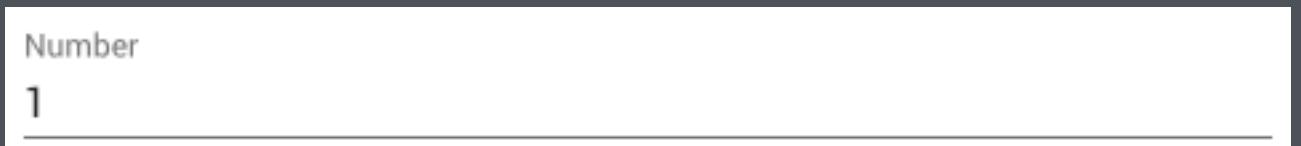
*NumberField*

# NumberField

JavaFx



Polymer



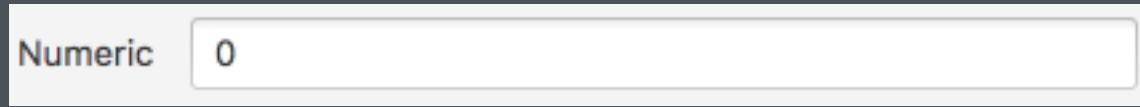
Swift

Karakun

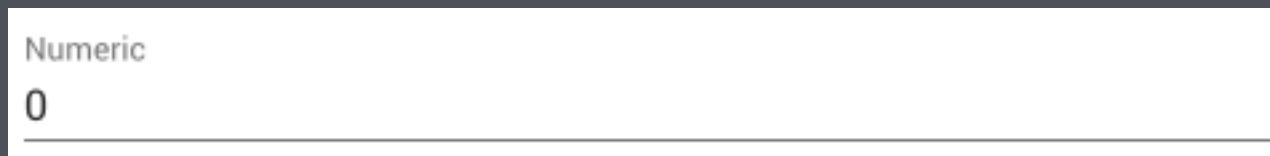
*NumericField*

# NumericField

JavaFx



Polymer

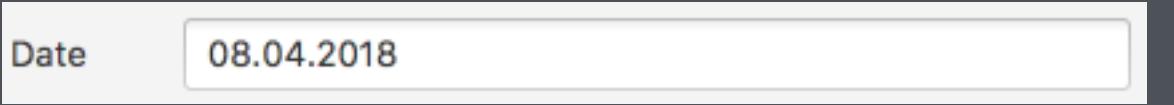


Swift

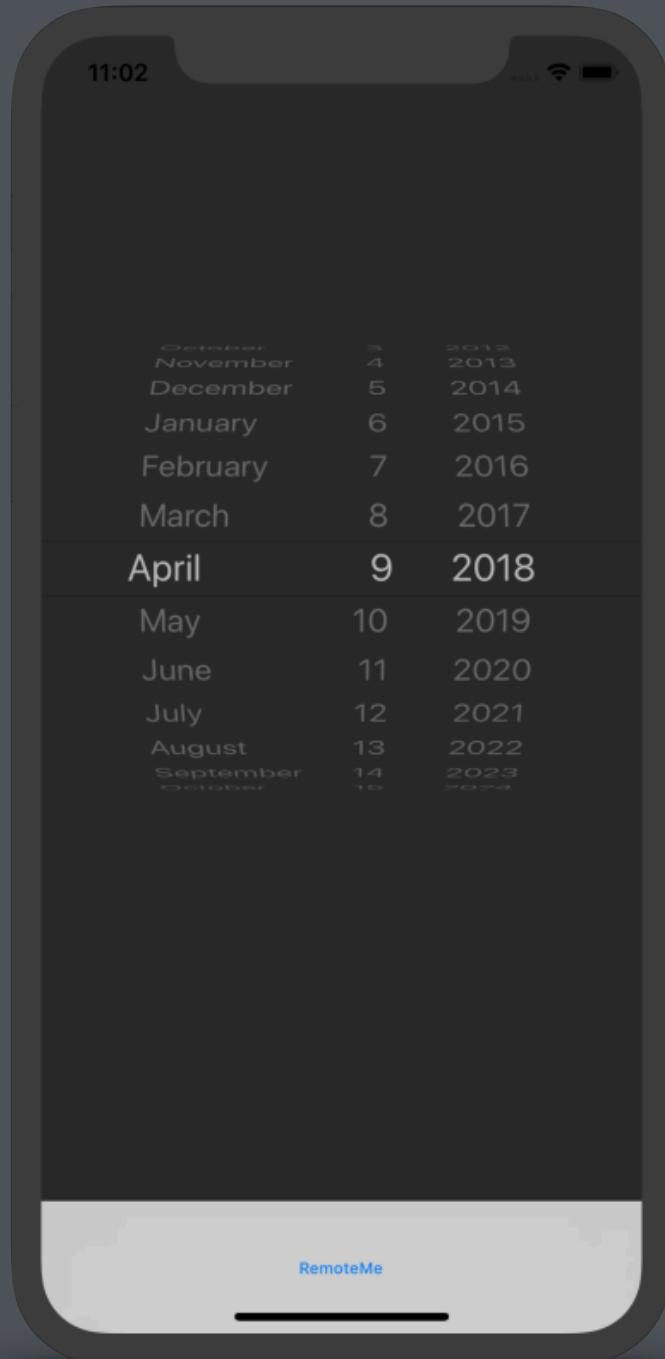
*DateField*

# DateField

JavaFx



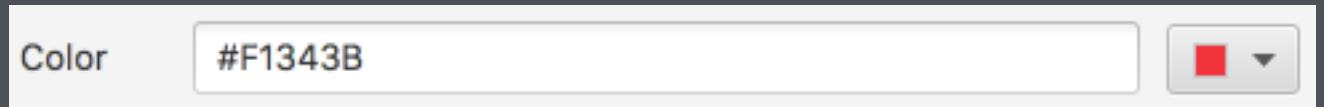
Polymer



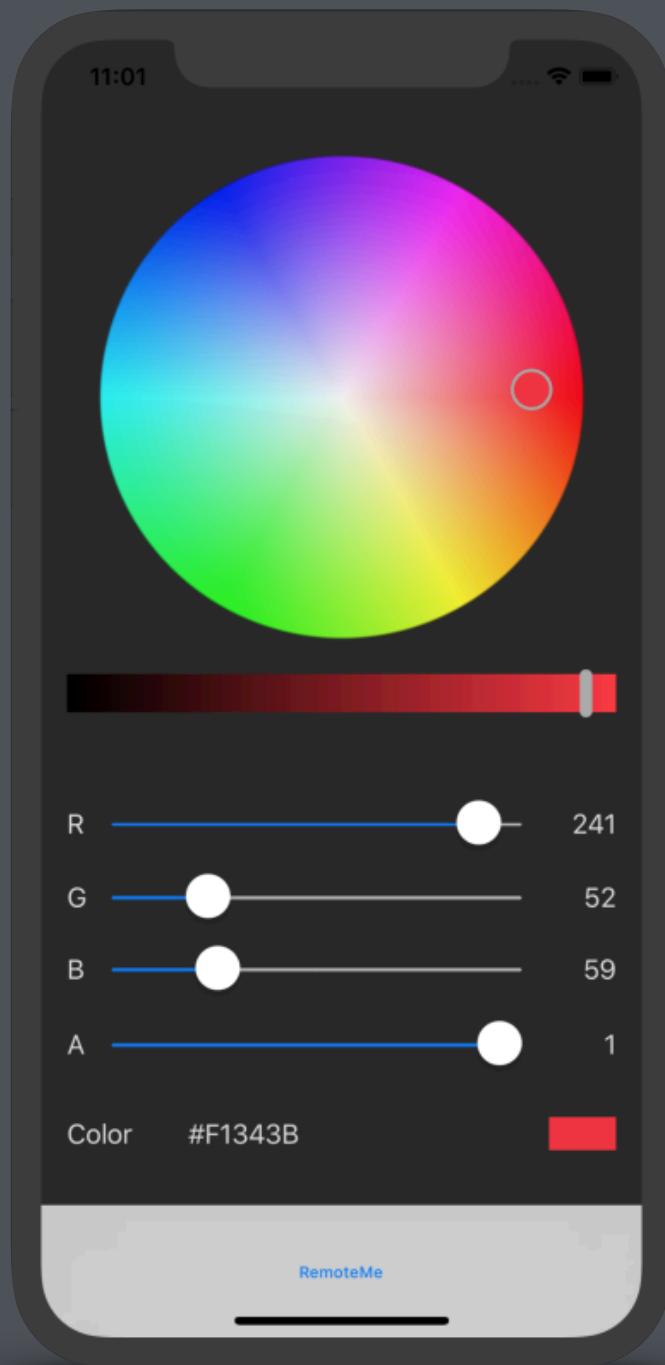
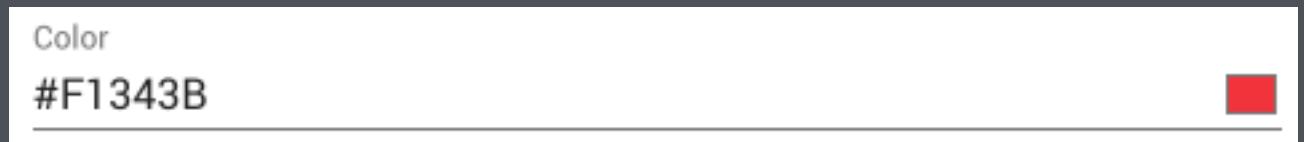
ColorField

# ColorField

JavaFx



Polymer



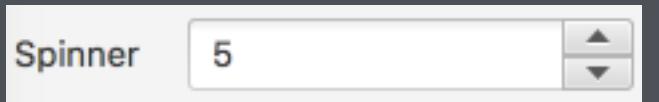
Swift

Karakun

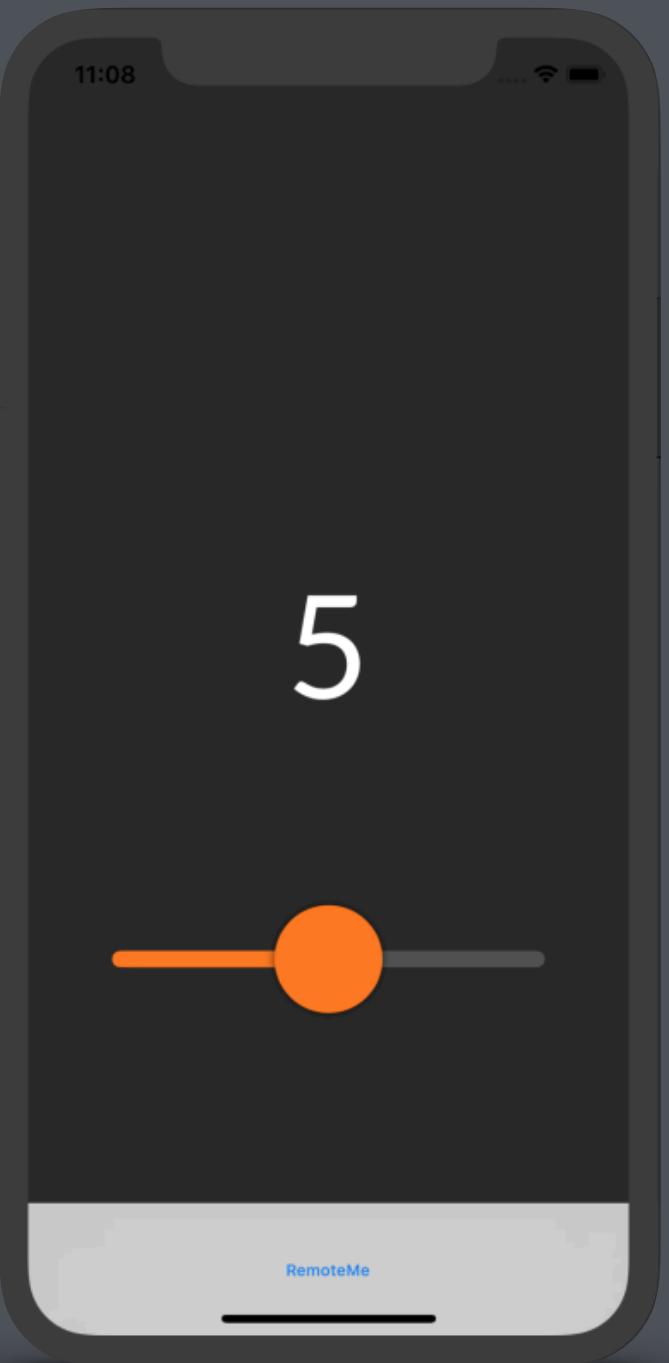
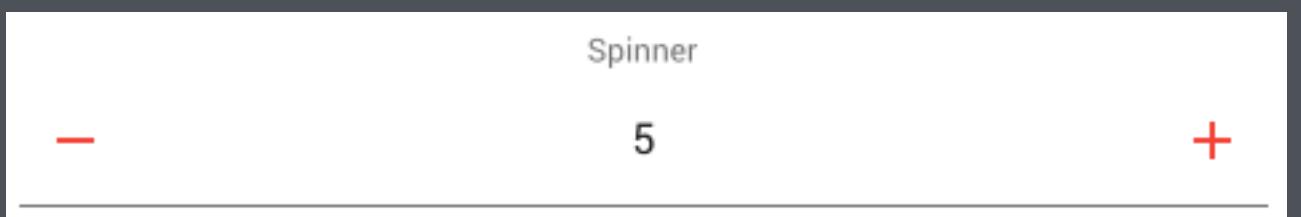
*Spinner*

# Spinner

JavaFx



Polymer

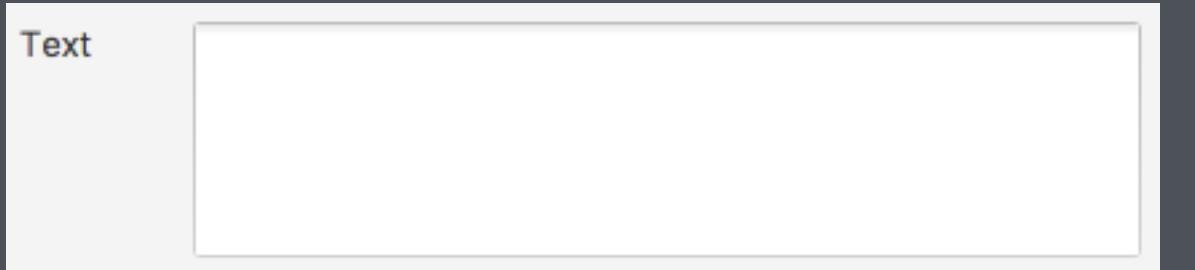


Swift

# TextArea

# TextArea

JavaFx



Polymer



Swift

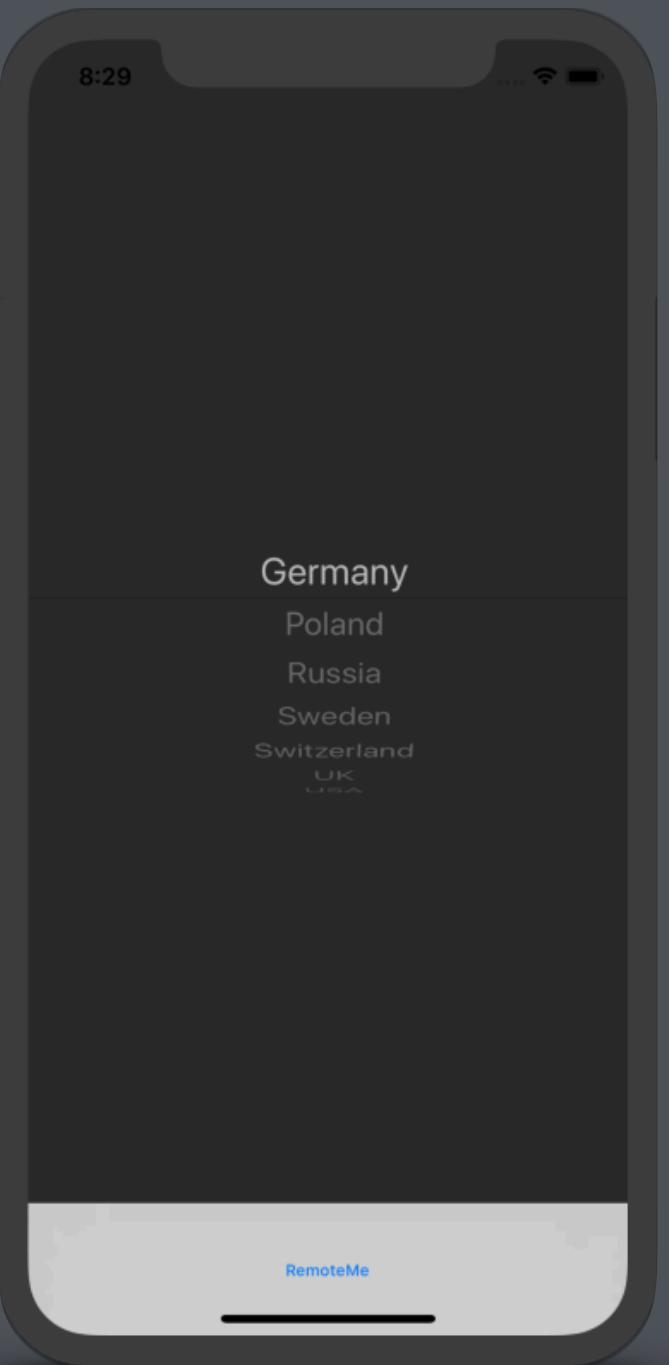
ComboBox

# ComboBox

JavaFx



Polymer



Swift

Karakun

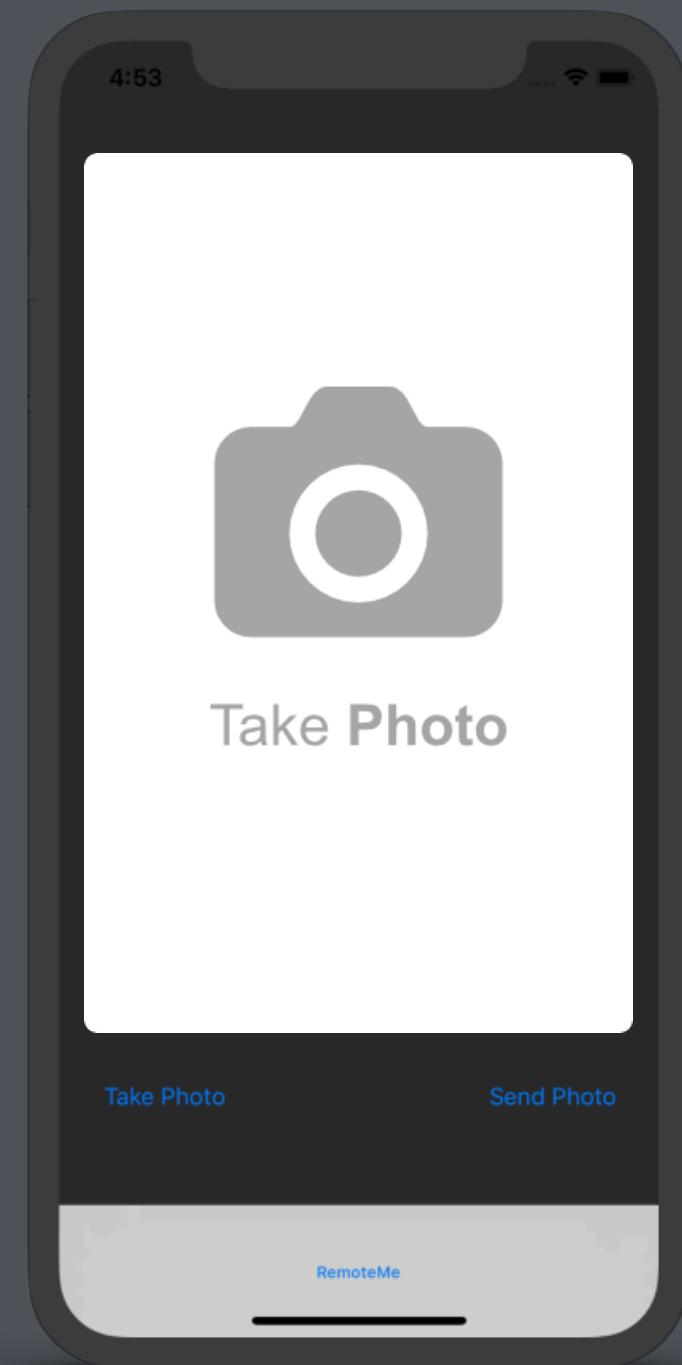
# Photo

# Photo

JavaFX



Polymer

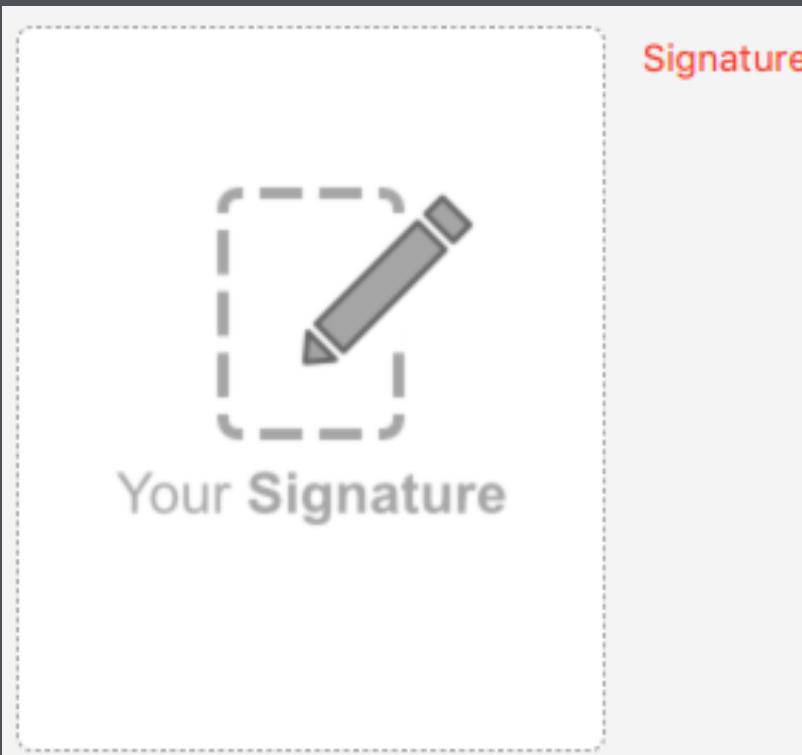


Swift

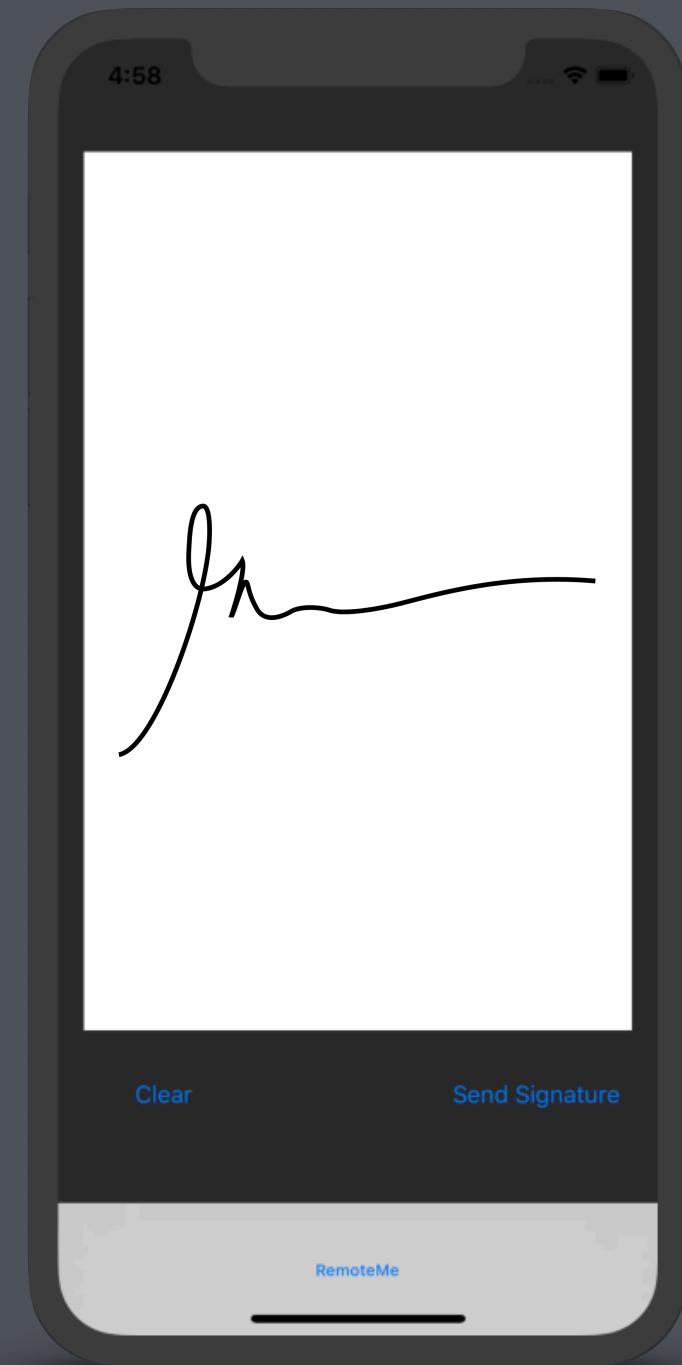
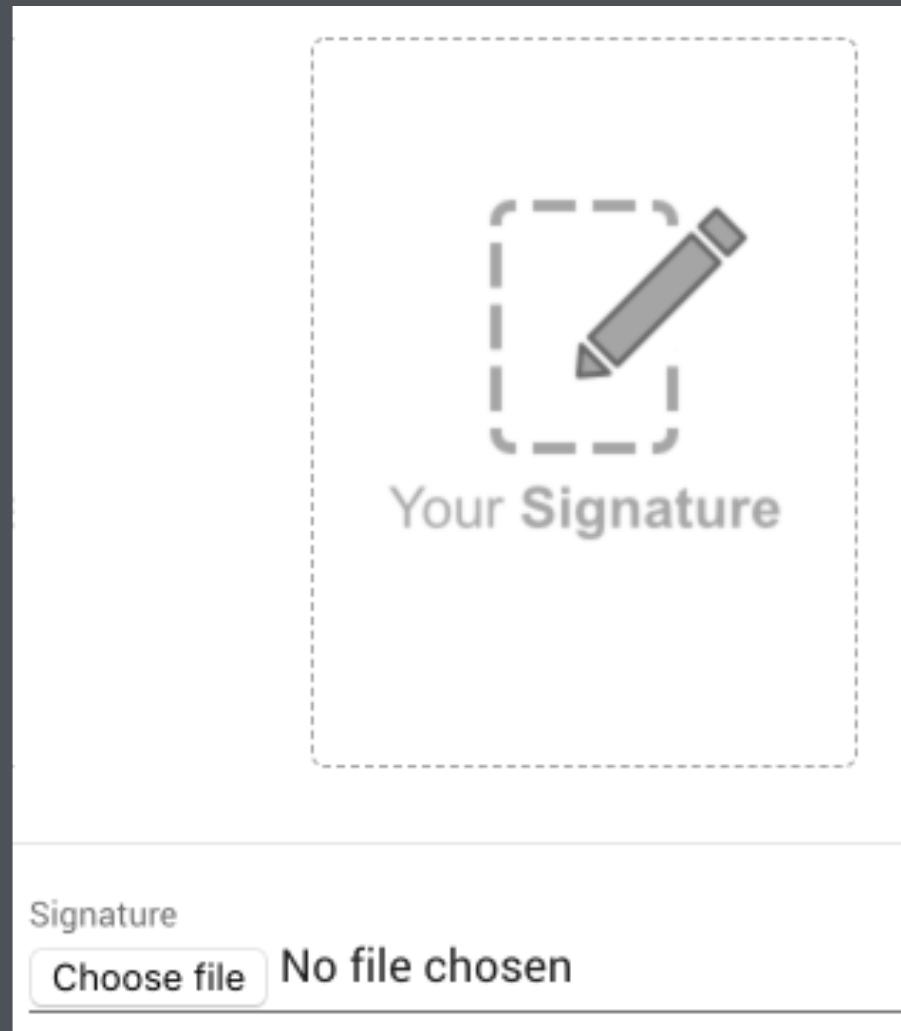
*Signature*

# Signature

JavaFx



Polymer



Swift

The background features a dense network of thin, white, wavy lines that curve and overlap across the entire frame, creating a sense of depth and motion. The lines are最亮 at the top and bottom edges and fade into the dark gray background in the center.

*The*

# FLOW

# *The Flow*

 Polymer

Number

1

1/3

Field gains focus

# The Flow



Number  
1  
1/3

A screenshot of a Polymer component's user interface. It shows a single-line text input field with the value "1". Above the input field, the text "Number" is displayed in red. Below the input field, a red progress bar is partially filled, with the text "1/3" at its right end.

Field gains focus

```
{  
  "ctrl"      : "TextField",  
  "id"        : "numberField",  
  "type"      : "NUMBER",  
  "text"      : "",  
  "min"       : 0,  
  "max"       : 100,  
  "value"     : 1,  
  "decimals"  : 0,  
  "unit"      : "",  
  "combo"     : ""  
}
```

Generate JSON

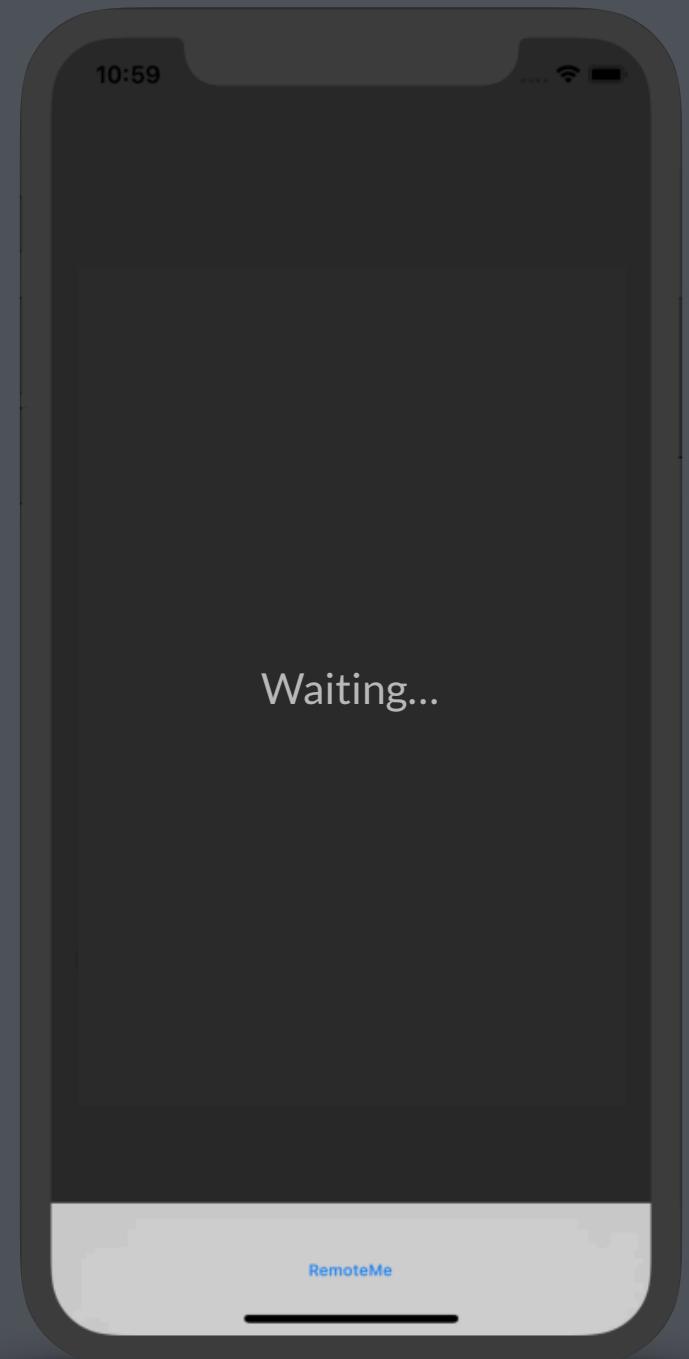
# The Flow

 Polymer



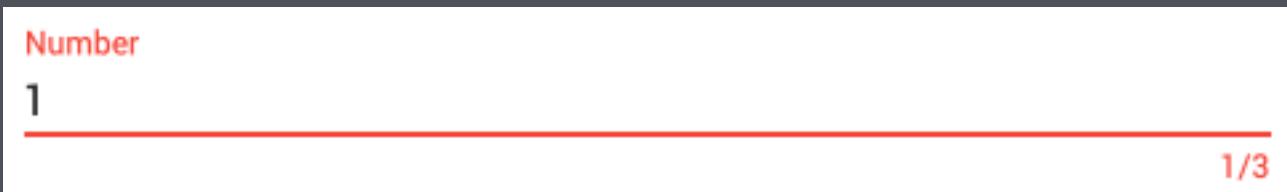
```
{  
  "ctrl"      : "TextField",  
  "id"        : "numberField",  
  "type"      : "NUMBER",  
  "text"      : "",  
  "min"       : 0,  
  "max"       : 100,  
  "value"     : 1,  
  "decimals"  : 0,  
  "unit"      : "",  
  "combo"     : ""  
}
```

  
**mosquitto**  
Generate JSON  
Send to Device  
via MQTT



# The Flow

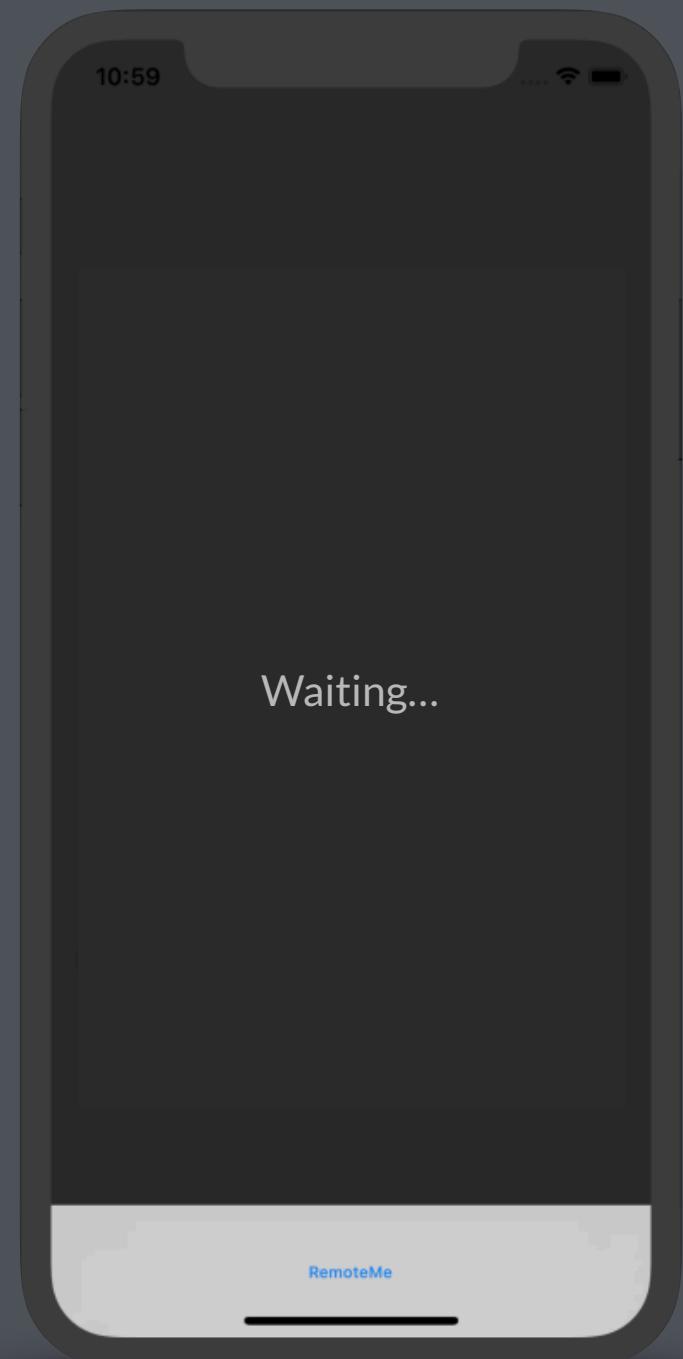
Polymer



```
{  
  "ctrl"      : "TextField",  
  "id"        : "numberField",  
  "type"      : "NUMBER",  
  "text"      : "",  
  "min"       : 0,  
  "max"       : 100,  
  "value"     : 1,  
  "decimals"  : 0,  
  "unit"      : "",  
  "combo"     : ""  
}
```



Send to Device  
via MQTT

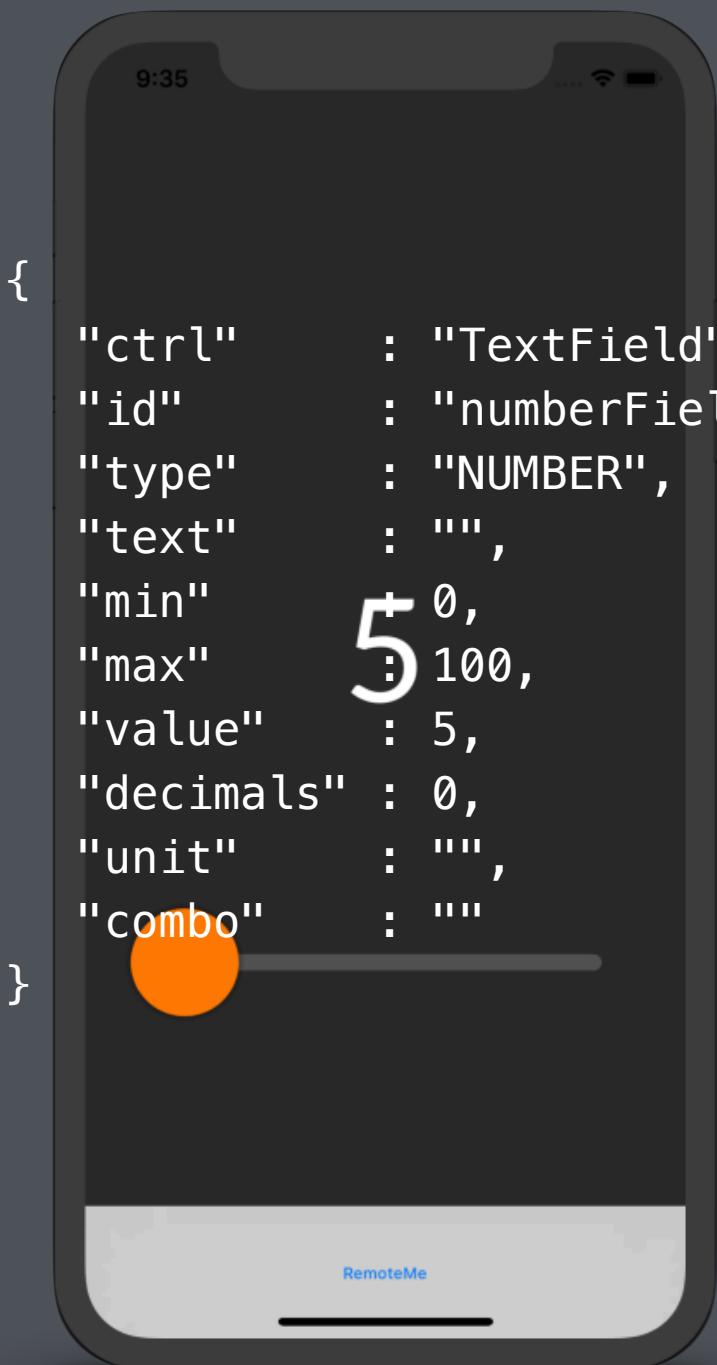


# The Flow

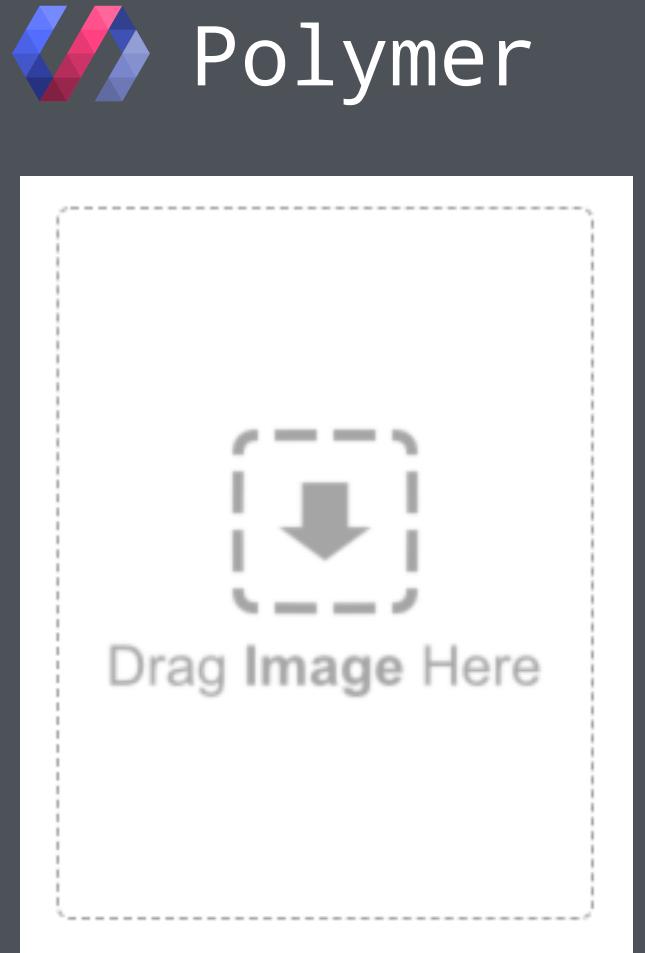
 Polymer



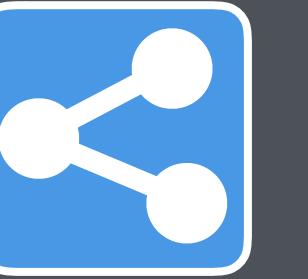
Generate JSON  
and send to  
Desktop



# The Flow

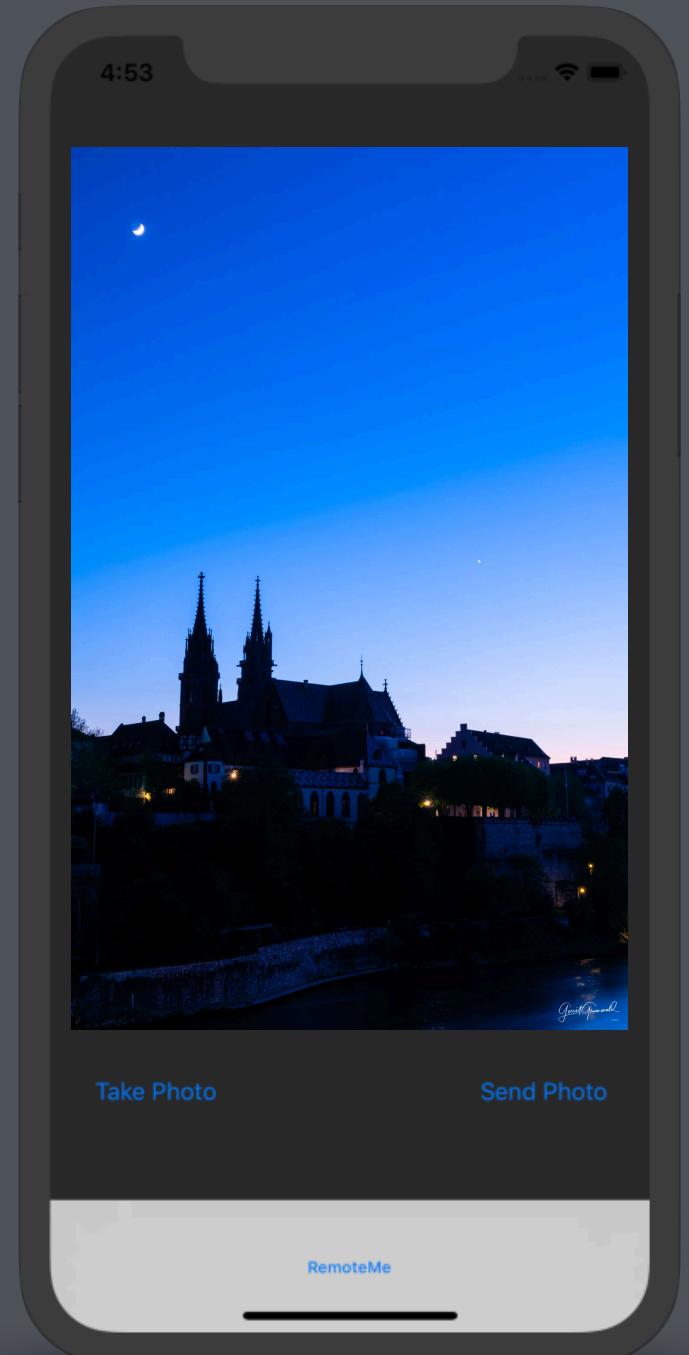


 Polymer



[file.io](#)

upload image



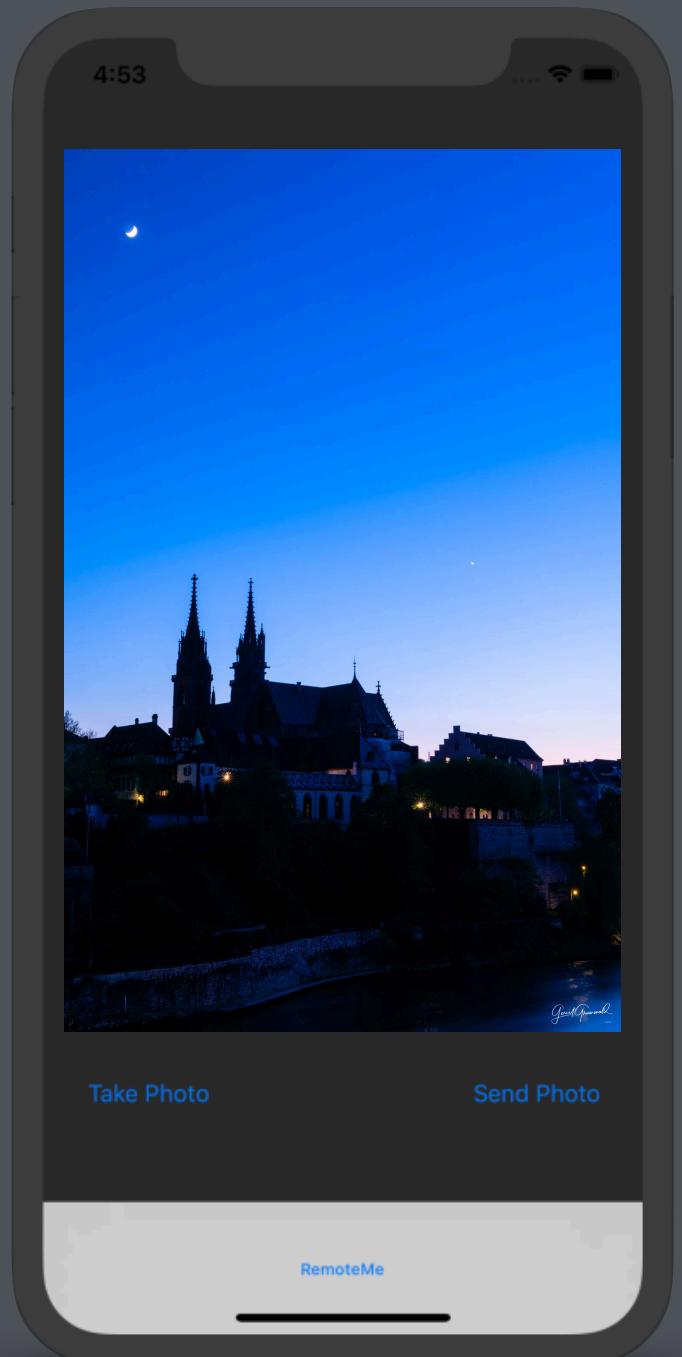
# The Flow

 Polymer



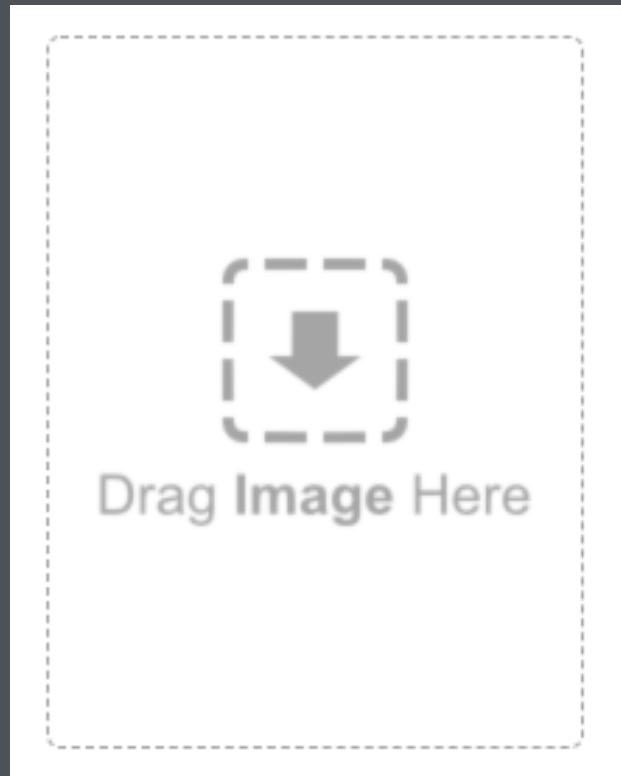
file.io

upload & integrate

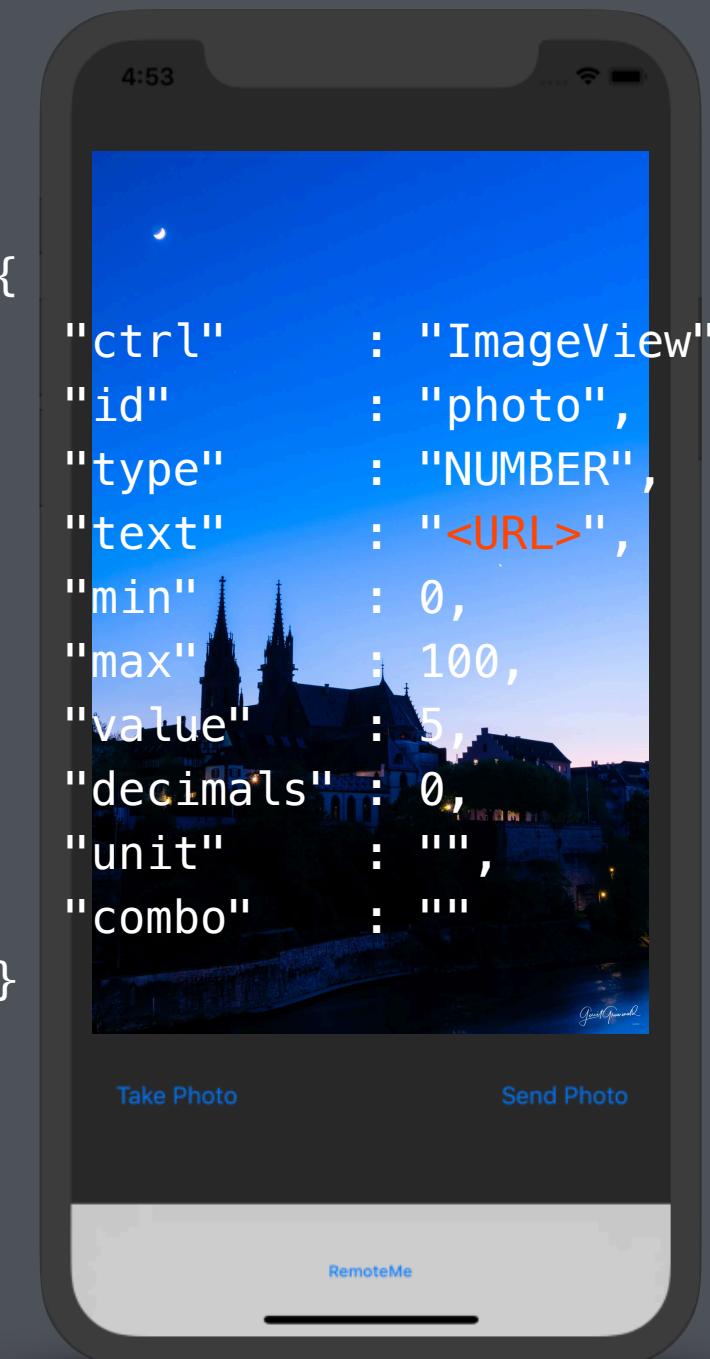


# The Flow

 Polymer



}



}

- Connected to network
- Screen Mirroring activated
- Airserver running
- iPhone hooked to Airserver via airplay
- Airplay in window and not fullscreen mode
- gradle jproRun to run JPro demo
- polymer serve to run Polymer demo



**PROS & CONS**

# PROS

★ ECOSYSTEM INDEPENDENT

★ BETTER PERFORMANCE

★ EASY TO DEVELOP

★ ONE MOBILE APP

DIFFERENT

PLATFORMS

# CONS

★ DIFFERENT CODE BASE

EDGE NEEDED FOR EACH

S AND

General cons:

Bad connection -> bad ux

100 ms -> instantaneously

200 ms -> dogged (esp. for coders)

1000 ms -> limit for user's flow of thought to stay uninterrupted

10000 ms -> limit to keep user focused on dialog

ANDROID CLIENT

*Thank u*