Week 3 Unit 4: **Adapting to the User's Device**
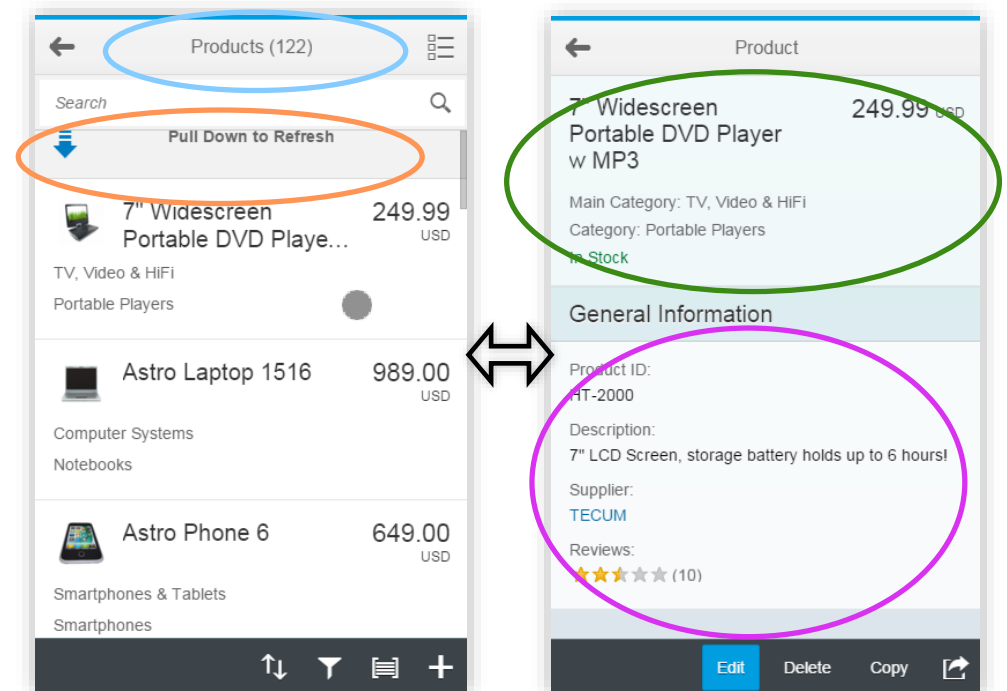
SAP

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Adapting to the User's Device
Responsive Controls

Desktop Browser
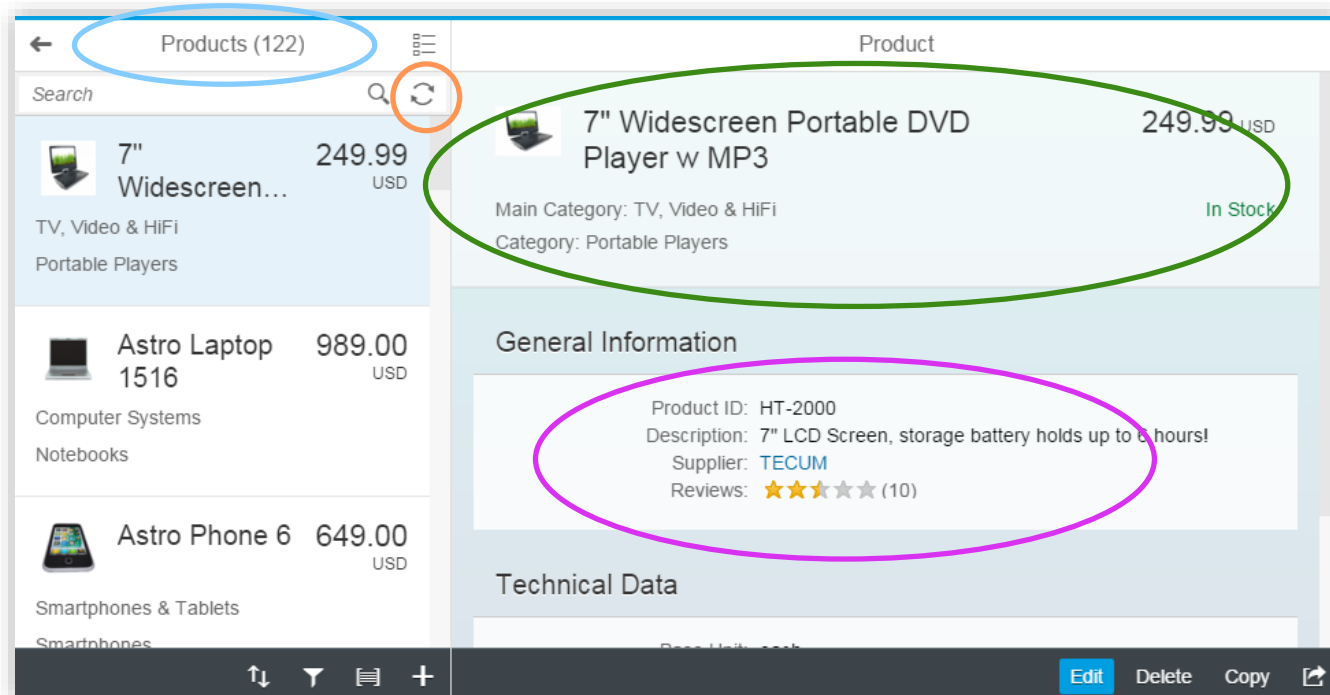
Phone

Examples: sap.m.SplitApp, sap.m.PullToRefresh, sap.m.ObjectHeader, sap.ui.layout.Form, sap.m.Bar

Adapting to the User's Device
Device API

`sap.ui.Device`

- **`browser`**: `mobile, name, version, versionStr, webkit, webkitVersion`
- **`media`**: `rangesets…, matches`
- **`orientation`**: `portrait, landscape`
- **`os`**: `name, version, versionStr, OS`
- **`resize`**: `height, width`
- **`support`**: `touch, retina, websocket, pointer, orientation, matchmedia, input.placeholder`
- **`system`**: `phone, tablet, desktop, combi`

API Reference → sap.ui.Device

Developer Guide → Essentials → The Device API

Developer Guide → Developing Apps → Device Adaptation: Using Device Models for Your App

Adapting to the User's Device
Content Densities

Cozy

Compact

The `sap.ui.table.Table` control also supports an even smaller "Condensed" mode

Developer Guide → Essentials → Adapting to Operating Systems And Devices → Content Densities

Adapting to the User's Device
Summary

Means of visually adapting to the user's device:

- Many controls that adapt automatically

- Other controls that can be configured to adapt in a certain way

- Predefined responsiveness styles like the margin and visibility CSS classes

- Content Densities "compact" and "cozy"

- The sap.ui.Device API as source of information about the current device, to
  - …allow for any kind of resulting adaptation
  - …be informed about changes
  - …use as device model, so data binding can be used to adapt

Adaptation is not limited to visuals – think about device capabilities!

Thank you

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