

$$F = G \frac{m_1 m_2}{d^2}$$

$$\phi(x) = \frac{1}{\sqrt{2\pi\sigma}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$$

$$i\hbar \frac{\partial}{\partial t} \psi = \hat{H} \psi$$

# Alpha Anywhere Q&A

March 9, 2022

$$\frac{\partial^2 u}{\partial t^2} = c^2 \frac{\partial^2 u}{\partial x^2}$$

$$\frac{df}{dt} = \lim_{h \rightarrow 0} \frac{f(t+h) - f(t)}{h}$$



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# Cordova CLI

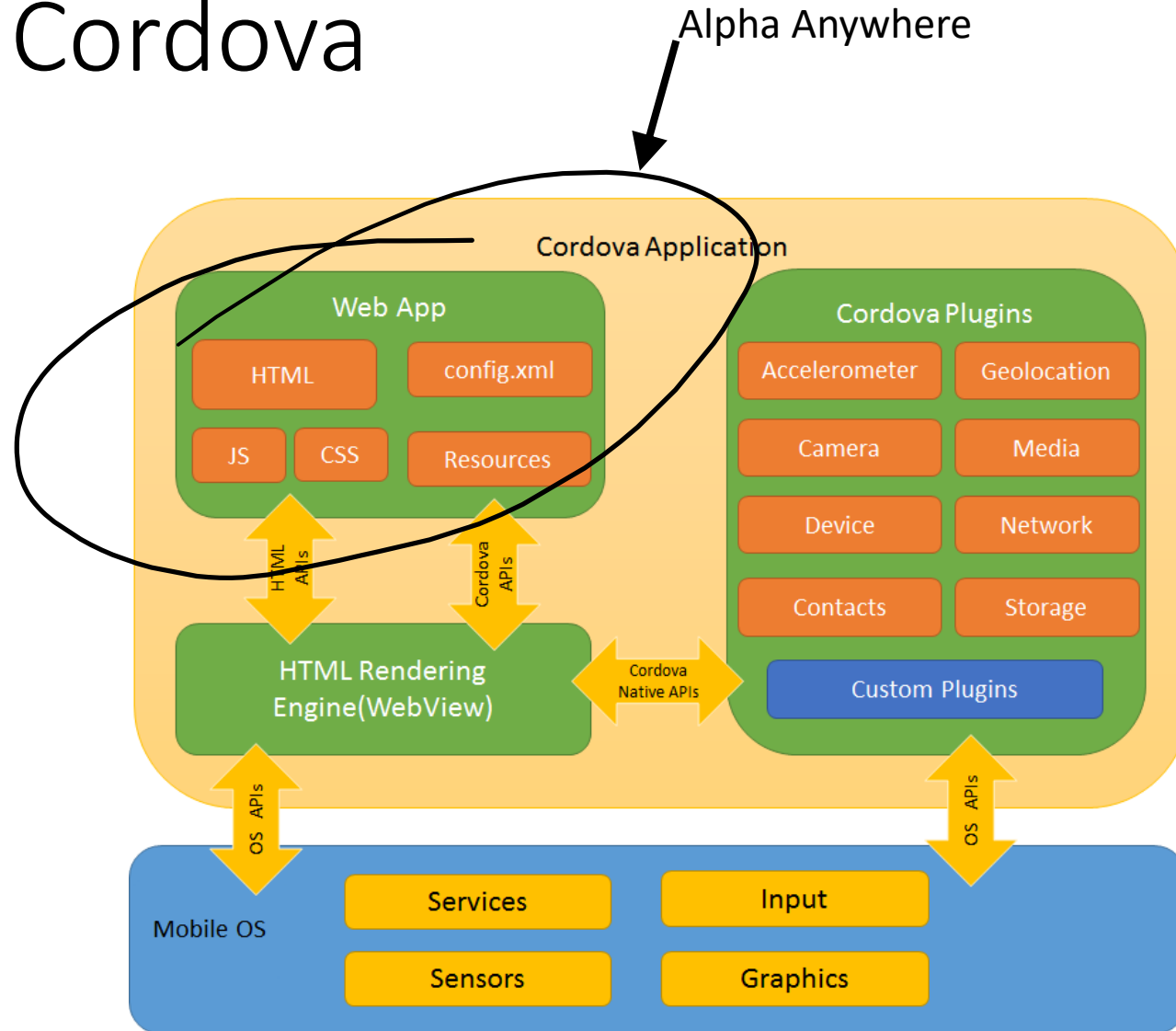
## Introduction to building Android apps with Cordova CLI

# Introduction to building Android apps with Cordova CLI

# What is Cordova CLI?

- A Command Line Interface (CLI) for building mobile applications using the Apache Cordova framework.
- Apache Cordova is a framework for building native mobile applications for Android and iOS.
  - Apps built using HTML, CSS, and JavaScript
- Build your app once. Deploy to multiple platforms.

# Apache Cordova



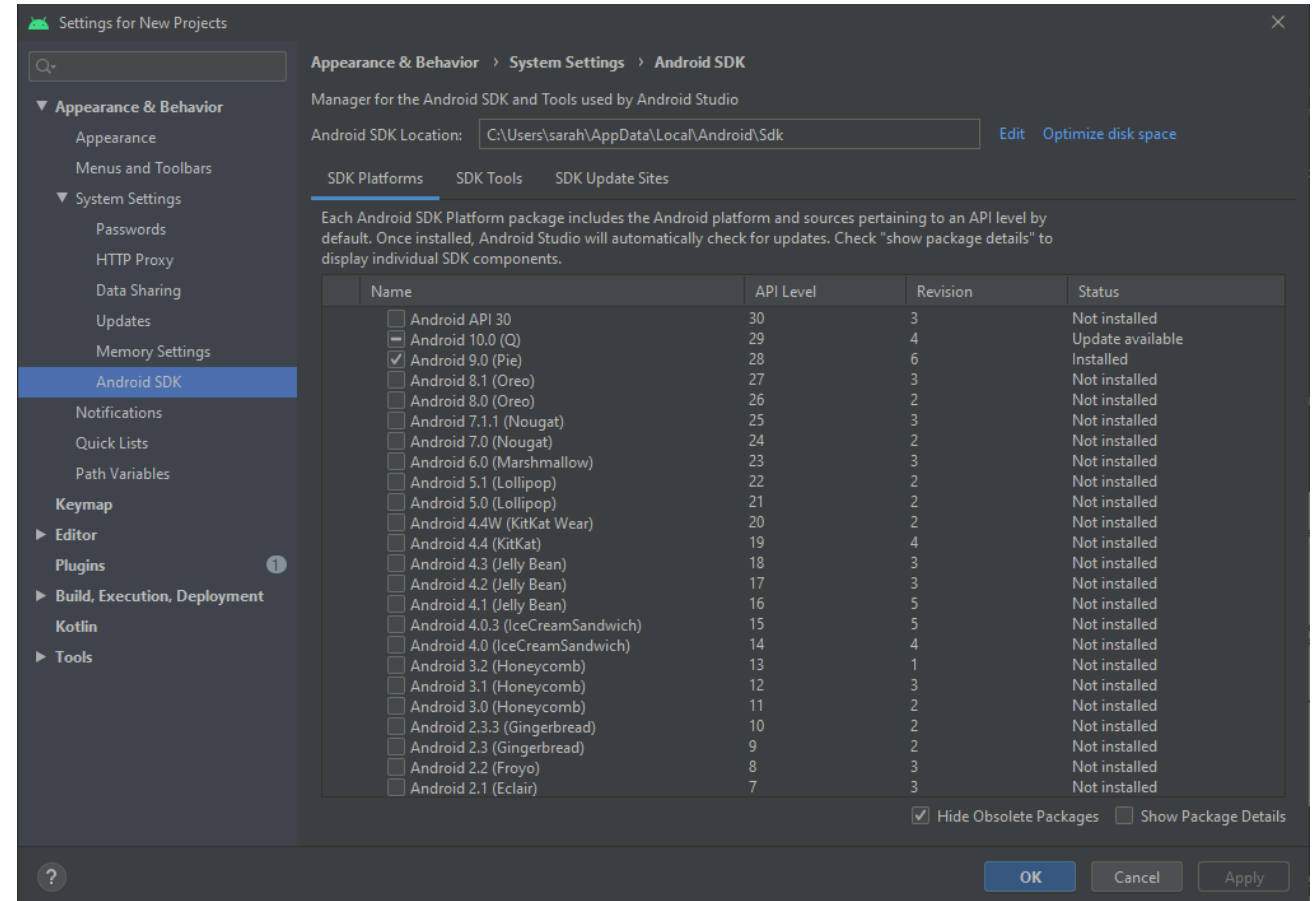
# Required Tools (Windows)

- Java Development Kit (JDK) 8.0
- Gradle
- Git
- Node.js
- Cordova 10.0.0
  - `npm install -g cordova@10.0.0`
- Android Studio



# Install Android SDK(s) and Build Tools

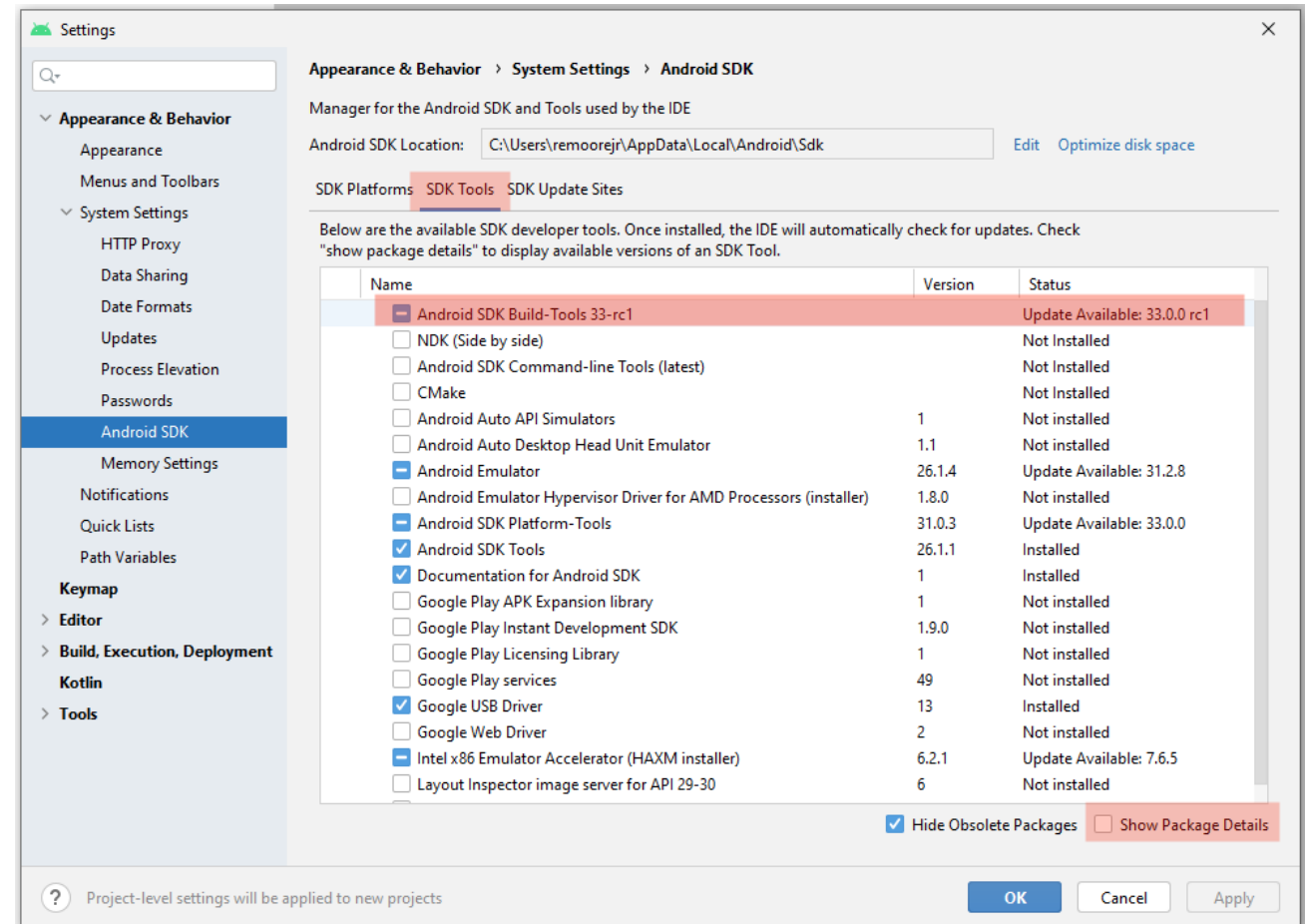
- SDK Platforms
  - Android API 30





# Install Android SDK(s) and Build Tools

- SDK Tools
  - SDK Build Tools version 30.0.3



# Configuring Windows Environment

- Create System Variables
  - JAVA\_HOME - Location of the JDK installation
  - ANDROID\_SDK\_ROOT - Location of the Android SDK installation
- Update your System PATH
  - Add JDK bin, Android platform-tools, and Gradle bin

# Required Tools (Mac OSX)

- Xcode
- iOS-deploy
  - Cordova CLI recommends using Homebrew
    - `brew install ios-deploy`
  - Can also install using npm
    - `sudo npm install -g ios-deploy@latest --force`
- Node.js
- Cordova
  - `npm install -g cordova@10.0.0`



# Configure the Server SameSite Value

- Set Server SameSite value to Unset
  - Alpha Cloud, IIS
    - Web Project Properties > Web site defaults > Cookie SameSite value
  - Classic Server
    - Server Settings > Advanced > Same Site Mode

Web site defaults (IIS and AlphaCloud Only)	
Default page	index.a5w
Session lifetime (minutes)	15
Max upload size in MB	100
Authentication cookie name	.ASPXFORMSAUTH
Session cookie name	XBasic_SessionId
Cookie SameSite value	Strict
Stack options	<Click button to edit>

TLS/SSL Performance Advanced Other

☐ (leave blank to bind to all addresses)

h\AppData\Roaming\AlphaSoftware\Alpha

[ation Folder In Explorer](#)

Sessions

Cookie Name

Lifetime in minutes

Same Site Mode

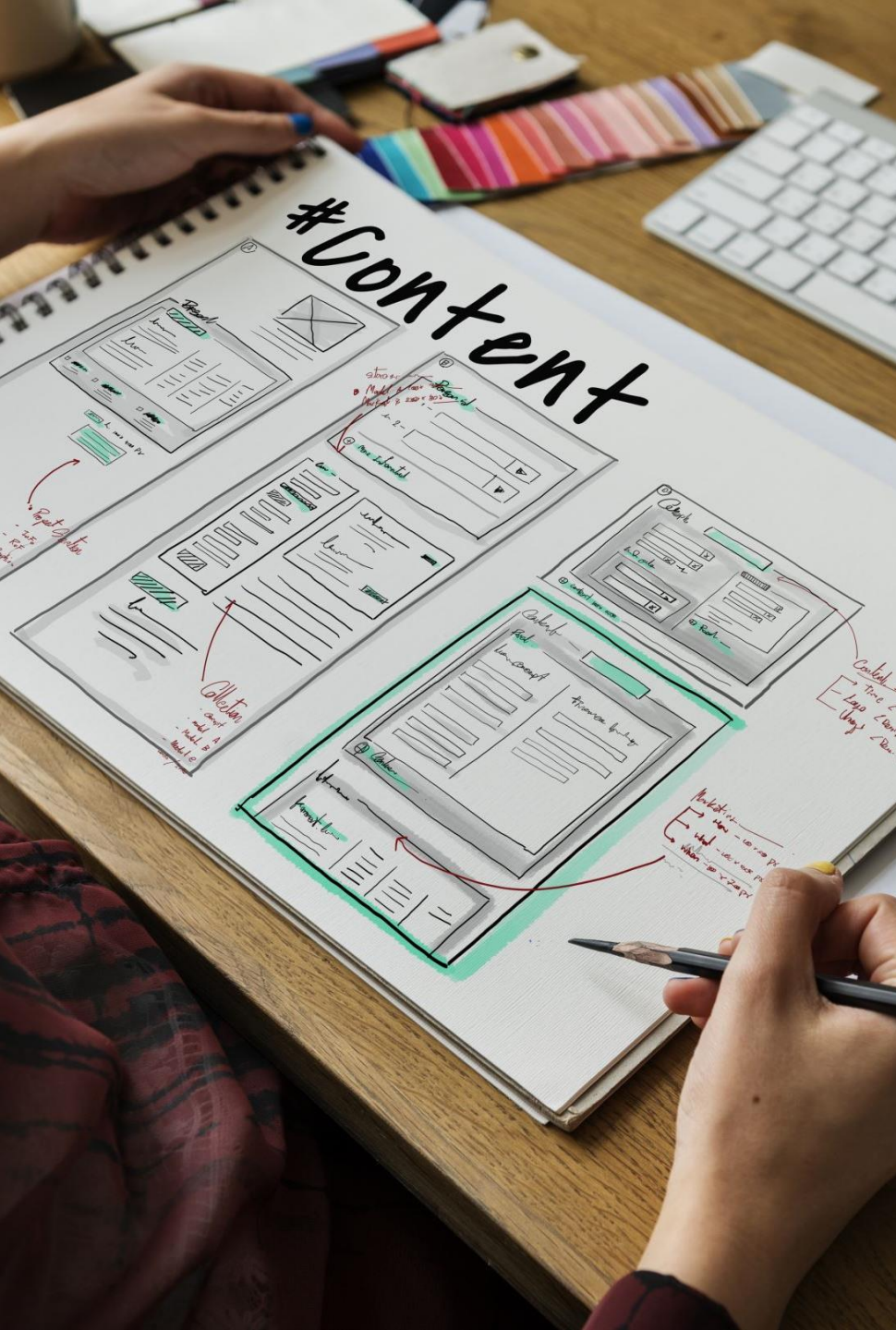


# Publish your App to the Server

---

- Required if your app makes any callbacks to the server
- Get the Ajax Callback URL





# Create a Cordova Project

---

- Set App Build Target: CLI
- Configure remaining options for your application

# Save Cordova Project

- Alpha Anywhere will add any plugins it detects as required
  - Only applies to Action Javascript, Alpha Anywhere JavaScript framework
  - This is **not** guaranteed to add all of them. E.g. will not add your plugins.
- Add additional Plugins needed by your app





# Save and Build for Cordova

Cordova CLI Project Build Properties

**Build Specifications**

Target Project Build Folder	D:\AndroidCLI\Webinar\hellotest\	...
Generate Android Build	<input checked="" type="checkbox"/>	
Generate iOS Build Script	<input type="checkbox"/>	

**Android Build Options**

Update Existing App	<input type="checkbox"/>	
Include/Update Custom App Icon Or Launch Image	<input type="checkbox"/>	
Android Build Type	Debug	v

**Post APK Build Behavior**

Install On Device Or Emulator	<input checked="" type="checkbox"/>	
Upload APK To Cloud Storage	<input type="checkbox"/>	

**Target Project Build Folder**

All generated files will be included in this folder.

[Check to see if your computer is correctly configured for Android CLI builds](#)





# Emulators

- Virtual Devices
  - Need to install Emulator from SDK Tools
- Add and configure a Virtual Device
  - Wide range of device options available
- Can launch app from Alpha Anywhere in the Emulator



Demo