

DEVELOPER-CENTERED | ENTERPRISE-FOCUSED | FUTURE-READY

CURRENT BEST PRACTISES FOR BUILDING ENTERPRISE MOBILE APPLICATIONS

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DIFFERENCES BETWEEN ENTERPRISE AND CONSUMER APPS

- Focus is on productivity
- Need to help complete tasks more effectively and efficiently
- Design is often secondary
 - Compare with Stripe.com or MailChimp for well designed enterprise applications
- Enterprise app developers have less 'wiggle room' when considering design
- Involve customers



HOW DO WE MEASURE PERFORMANCE?



Focus is on productivity

- Time spent navigating
- Time user spends interacting on screen
- Latency of app reactions
- Latency of device capabilities
- Data download time
- App startup time



TOP WAYS TO BUILD PERFORMANT APPS



- Local data
- Use asynchrony well
- Use context
- Flatten the app
- Simplify app scope
- Use libraries appropriately
- Rapidly iterate on bottlenecks



PROVIDE LOCAL DATA



- Where are your users "watching the dial"?
 - Most often we see is "waiting for download / data"
- You don't have to do it this way
 - · Use background threads to sync data ahead of time
 - Data is ready and waiting for user
- Why doesn't every app work this way?
 - Building your own sync is difficult
 - Sync servers can be complex and expensive
- Benefits to user in performance
 - Data is available whenever user wants it
 - Side benefit: its also available when offline







- Never block waiting for a device
- Try not to block waiting for data
 - In most usage this occurs
- Always use callbacks
- Avoid time intensive work in the callback itself
- Always keep user experience and use cases at the forefront of design



USE CONTEXT



- Use GPS location to pick neighborhood, city, state
- Use date and time to always set default values
- Use contacts to allow easily picking other people and users
- Use pictures from device for any descriptive information

FLATTEN YOUR APP



- Older mobile apps are "CRUD viewers"
 - List the objects
 - Drill down on object
 - Edit/update/delete object
- This style is now dated... NOW
 - Avoid the drilldown metaphor when possible
 - List all objects and allow in-place editing without leaving main navigation
- Remember: vertical scrolling is now good





- Apps should focus on a single "business object" & a handful of tasks
- Smaller mobile apps have faster startup
- Users don't need a "top level navigation item"
- Consider top level as map or graphic metaphor
- Examples:
 - Field service: Top level map of jobs
 - CRM: Map of customers nearby



USE LIBRARIES APPROPRIATELY

- Most JavaScript libraries were designed for desktop web
 - Don't <u>blindly</u> use them on mobile
- "Modern" JS frameworks (Angular, Backbone, Ember) are designed for absolute latest devices
 - Don't use them on WM or CE
- Possible to create bad experiences even on the latest consumer devices



RAPIDLY ITERATE ON BOTTLENECKS

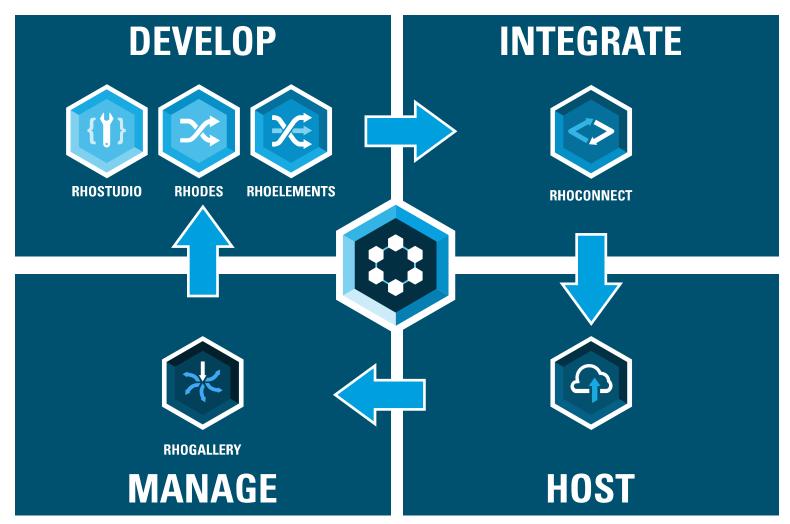


- Very difficult on Android
 - Consider using something like RhoSimulator with almost instant response time
- Use a tool with an IDE and interactive debugger
 - Doesn't apply to all Cross platform frameworks
- Logging vs. Debugging



RHOMOBILE SUITE SIX COMPONENTS









RHOMOBILE SUITE

TOP 5 KEY PRODUCT THEMES, FEATURES AND BENEFITS



PORTABILITY

True write once, run anywhere capability on all major mobile computers, smartphones and tablets (including iOS, Android, Windows)



WEB SKILLS

Build native apps using HTML 5, CSS and JavaScript or Ruby. The only cross platform framework with a Model View Controller pattern and Object Relational Mapping for complex, information-centric apps.



EXPLOIT DEVICE CAPABILITIES

A single set of APIs that extend across all device types and operating systems. Access GPS, PIM data, camera, mapping, barcode, signature capture, NFC/RFID.



SECURITY

Automatically encrypt data on the device. The only application development framework with PKI encryption.



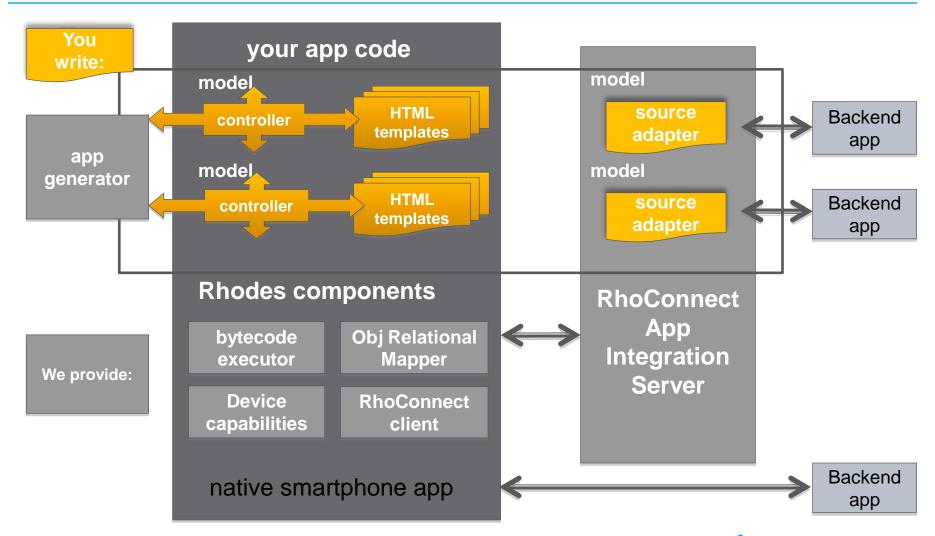
OFFLINE DATA

Automatically sync devices. Uses robust SQL data storage locally on device.



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RHOELEMENTS ARCHITECTURE





RHOMOBILE SUITE 5.0 SIMPLIFYING WITH THE CLOUD



- Simple, clear, and transparent pricing and licensing
 - The simplest and most transparent in the industry
- Cloud build everywhere
 - Massive server upgrades
 - Support for recent releases
 - Command line and RhoStudio cloud build
- RhoConnect oriented to cloud components
- The cloud is central now to all components
 - So RhoMobile.com replaces rhohub.com
 - Everyone purchases and uses rhomobile.com





RHOMOBILE SUITE PRICING

Choose a plan	Free \$0/month	Silver \$299/month \$2,995/year (free for 30 days)	Gold \$999/month \$9,995/year (free for 30 days)
RhoStudio	•	•	•
Rhodes (local build)	•	•	•
RhoElements		•	•
Cloud Build		•	•
Visual Studio Plug-in		•	•
Sync (RhoConnect)		1,000 Devices	Unlimited
Push Notifications		1,000 Devices	Unlimited
App Management (RhoGallery)		1,000 Devices	Unlimited
Support		1 Day Response	4 Hour Response (24/7)
	Sign Up	Sign Up	Sign Up



DISCOUNT CODE



To celebrate the launch of RhoMobile Suite 5.0 at OSCON we are offering a special code to all attendees and booth visitors. Simply enter:

OSCON2014

As your coupon code when signing up for a developer account to receive a **25% discount**

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SMART, MODERN APPS WITH RHOMOBILE





THANK YOU



