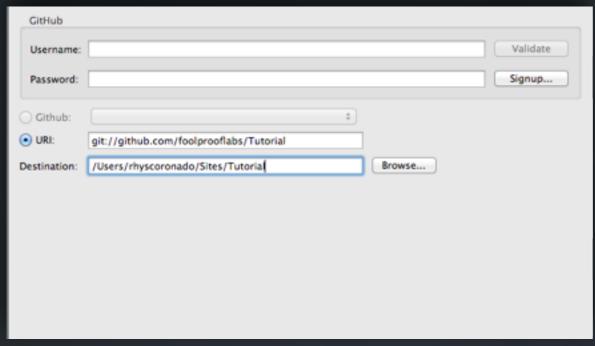


## Assignment

- Import a clone of the <u>repository</u>
  - File > Import > Git > .. as New Project



- Run the app
- Copy @Slides/slides.pdf to your Desktop





## **Titanium Tutorial**

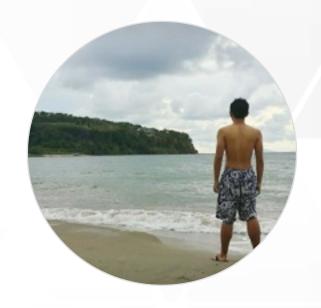


#### Your instructors



**Phil Smithson** 

Titanium Certified Expert
Co-founder
UXMNL/Foolproof Labs



**Rocky Coronado** 

Foolproof Labs
Mobile App Specialist

@philsmithson, @foolprooflabs

#### Who are we?

### Foolproof Labs

- foolproof labs Web and Mobile Application development
- Local and off-shore

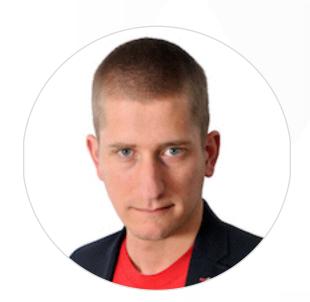


#### UXMNL

- User Experience Design Agency
- User Research, Heuristic Evaluation, Usability Testing, Prototyping



#### With thanks to...



**Fokke** 

Titan
Certified Instructor
Self-employed

@FokkeZB

## What you will learn

- What is Titanium?
  - Where to find resources
  - How to setup
- What is Alloy?
- Build your first app
  - Using TiShadow
  - Step by step assignments
- What's next?



#### Goals

- You leave the training feeling ready to start building Ti Apps
- Use your instructors, we're only here for one day
- Anything not clear, ask us.





... and what is Appcelerator?

Founded In 2007



**150** Employees

\$50M

Mayfield, Translink, Storm, Sierra, eBay, Red Hat



# About Appcelerator

#### **Gartner**

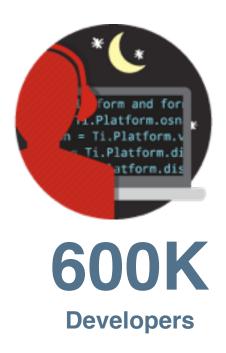
Gartner 2014
Magic Quadrant

Named a "Leader" for Mobile Application Development Platforms





## You've probably already used Titanium

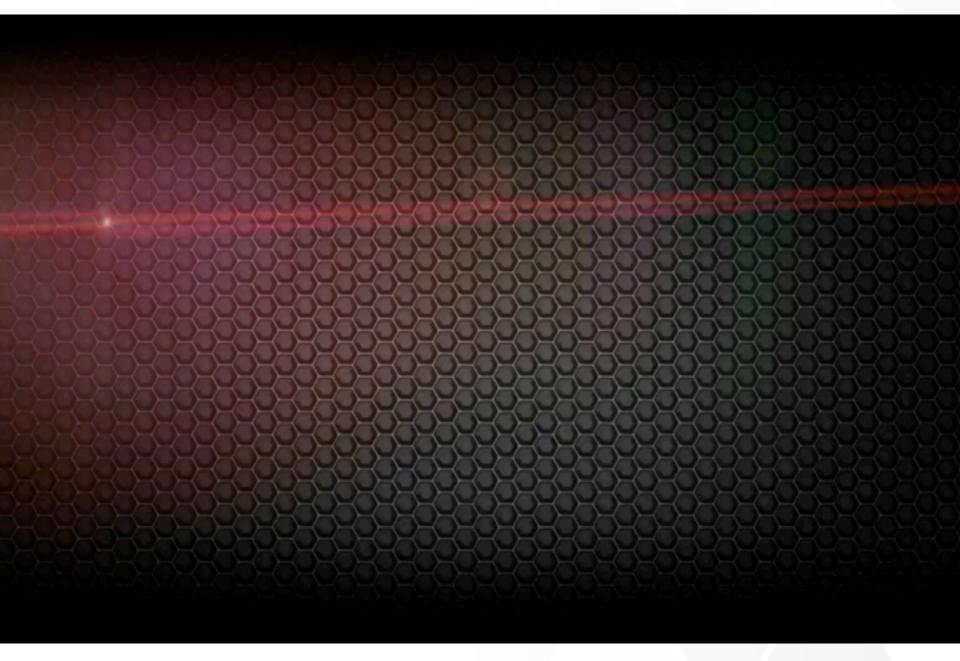






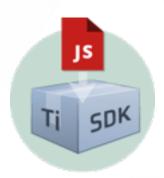






## **Native UI**













## Resources

Where to get your information?

#### Resources

tidev.io/resources



- appcelerator.com/developers
- docs.appcelerator.com

- Search "Manila Appcelerator Titanium Group" on Facebook
- https://plus.google.com/u/0/communities/ 103721188616163608038
- Manila Titanium Meetup Group





## Set-up

Getting Ready!

#### What makes Titanium?

NodeJS CLI



SDK



Titanium Studio (optional)



Target platform SDKs







## Assignment

- Sign up and download Studio
- Install Studio and its dependencies
  - JAVA, NodeJS, CLI, SDK
- Use the Platform Configuration Tool
- Create the Classic / Default Project
- Run in a simulator or device
- Investigate Resources/app.js







Conventions vs Chaos

#### Structure





## Classic vs Alloy

```
CLASSIC: APP.JS
var win = Ti.UI.createWindow({backgroundColor:"white"});
win.open();
```



```
ALLOY: INDEX.XML
<Alloy><Window id="win" /></Alloy>
```

```
ALLOY: INDEX.TSS
"#win": { backgroundColor: 'white' }
```



```
ALLOY: INDEX.JS
$.win.open();
```



## Few more things

Widgets

**Project Configuration File** 

**Built-ins** 

Controller-less views

Sync adapters

**Themes** 

**Build Configuration File** 

Backbone.js

Underscore.js

Moment.js

Source Maps

Require

**Dynamic Styling** 

**Data-binding** 



## **Open Source Widgets\***

\* And Modules

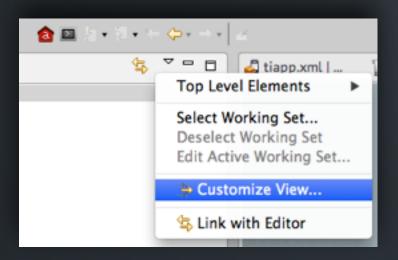


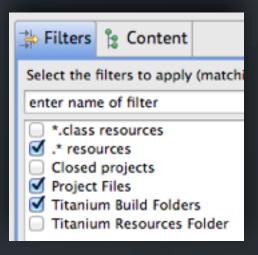
http://gitt.io



## Assignment

- Create the Two-tabbed Alloy Application
- Run in a simulator or device
- Compare index.xml/tss/js with classic
- Unhide the Resources folder





Compare app.js & iphone/alloy/controllers/index.js



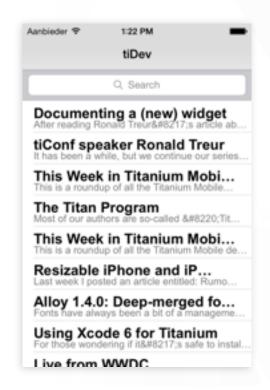


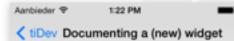
## **Zero to App**

What you will build today

#### tiDev RSS reader







After reading Ronald Treur's article about Duckumentation on tiDev I decided to give JSDuck a try for some projects and a new widget I was working on. In this blog I want to share my approach for documenting Alloy widgets. I'm looking forward to hear your ideas, so please leave a comment!

#### New Alloy Form widget

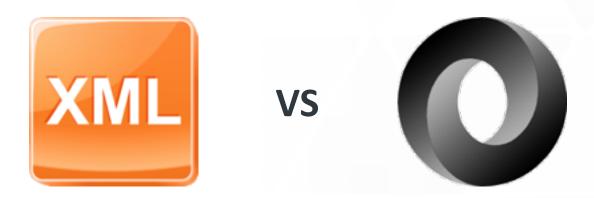
The new widget I've used as an example here is a widget to create a TI.UI.TableView based form which is both easy to implement, customise and extend.

- Source code:
  - https://github.com/FokkeZB/nl.fokkezb
- Documentation: http://form.fokkezb.nl
- Test app:
  - https://github.com/EckkeZB/nl.fokkezh



## Ingredients

- JSON feed: <u>blog.foolprooflabs.com/feed/json</u>
- Repo: github.com/foolprooflabs/Tutorial





## **TiShadow**

**Rapid Application Development** 



"If you're not using TiShadow in your Titanium projects, you might be wasting hours per week on builds. Love it."

@kevinwhinnery



## Compile process

- Compiling for Alloy
- Compiling for Titanium
- Compiling for Xcode/Android
- Deploying to simulator/device
- Starting the app
- Running your code

## Few more things

**Express** 

Dynamic localisation

Rooms

Server hosting

Automatic updates

Should.js

Automated testing

**Jasmine** 

**REPL** 

**Spies** 

**Appify** 

Browser interface

Code coverage

Screengrabbing



## Assignment

Install <u>TiShadow</u>

```
\sim $ [sudo] npm install -g tishadow
```

Run an app using CLI and TiShadow Express

```
~/Tutorial $ ti build -p ios --shadow
```

Change backgroundColor to red and save





## Window

Creating a Window

#### **Views**

- UI components are name-spaced Ti.UI.\*
- Most UI components extend <u>Ti.UI.View</u>
- Create components: Ti.Ul.create<View>()
- In Alloy <View> Ti.Ul.create<View>()
- XML attributes and TSS properties are merged and passed to the create-method.
- TSS can select by tag, id or class.
- JS can refer to \$.<id>



## Classic vs Alloy

```
CLASSIC: APP.JS
var win = Ti.UI.createWindow({backgroundColor:"white"});
win.open();
```



```
ALLOY: INDEX.XML
<Alloy><Window id="win" /></Alloy>
```

```
ALLOY: INDEX.TSS
"#win": { backgroundColor: 'white' }
```



```
ALLOY: INDEX.JS
$.win.open();
```



Reset any changes:

```
~/Tutorial $ git reset ——hard
```

Switch to window branch.

```
~/Tutorial $ git checkout window
```

- Run the app.
- Add a Label saying Hello world.
- Give the label a class.
- Use the class to make the color red.





### **ListView**

Not the most easy component

#### **ListViews**

- Docs > Search: <u>guide: ListViews</u>
- Docs > Search: <u>UI.ListView</u>

- Vertically scrolling list
- "Crossing the bridge" has a toll
- ListView vs <u>TableView</u>
- Alloy does most of the hard work
- Performs well with lots of rows
- Data separate from layout
- Different layout per row is possible



### **ListViews Concepts**

- ListItem This is your row comprised of Template + Data
  - ItemTemplate Layout comprised of View objects. Use bindId="variableName" to pull from data
  - ListDataItem Data used to populate template. Set variableName:datatype as an attribute to bind to the template
- ListSection Sort list items into groups
- ListView "Parent" for everything



- Study the <u>ListViews</u> guide.
- Compare the API doc classic & Alloy examples.
- Reset & Switch to the listview branch.
- Run the app.
- Try the first API doc Alloy example JS & TSS.
- Compare Resources/iphone/alloy/ controllers/index.js with the classic examples.
- Remove the blank icons, align the text left, reduce the sections to one and remove the <u>headerTitle</u> of that section.



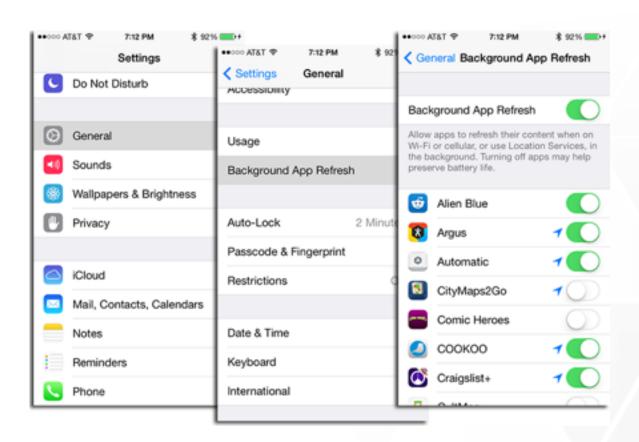


# NavigationWindow

**Stacking Windows** 

## **NavigationWindow**

- Docs > Search: <u>NavigationWindow</u>
- iOS only





#### **Event Handling**

- Docs > Search: <u>Alloy XML Markup</u>
- HTML-like on[Event] attribute

```
INDEX.XML
<Button onClick="talkToMe" />
```

```
INDEX.JS

function talkToMe(e) {
    alert("hello world");
}
```



#### **Creating Controllers**



~/Tutorial \$ alloy generate controller detail



### **Using Controllers**

- Use <<u>Require></u> to create + add in XML
- Use <u>Alloy.createController</u> in JS

```
INDEX.JS
var detailController = Alloy.createController('detail');
var rootView = detailController.getView();
$.win.add(rootView);
```

- Study the <u>NavigationWindow</u> API docs.
- Reset & Switch to the navwin branch and run it.
- Wrap the Window in a NavigationWindow
   For Android add module="xp.ui" attribute.
- Add an <u>itemclick</u> listener to the ListView.
- Create a new detail controller and make it a Window. Give both windows a title.
- On click, <u>create</u> a detail controller instance and <u>open</u> the window via NavigationWindow.
- Study lib/xp.ui.js. What happens on Android?





## **Collections**

Models with brains





**STORAGE** 

**SYNC ADAPTER** 

**COLLECTION** 

**BINDINGS** 

**VIEWS** 



**EVENTS** 





- Docs > Search: <u>Alloy Models</u>
  - Note: Older version (0.9.2)
- In Titanium JS has no DOM

- Instantiate a global collection:
   Collection tag
- Bind a collection to a loop-able view: dataCollection attribute
- Bind a model attribute to a child view property:
   {<attribute>} value

- Study the <u>Alloy Data Binding guide</u>.
- Reset & Switch to the collections branch and run it.
- Bind the feed collection to the ListSection so that the list is populated showing the title and excerpt of the items.
- Study models/feed.js and lib/alloy/sync/ json.js. How do they work? And why that second path?





## WebView

Titanium > Phonegap

#### **WebView**

- Docs > Search: <u>guide: Communication</u>
- Docs > Search: <u>UI.WebView</u>

- Display local, remote and "inline" HTML
- Communicate via events and evalJS

- Displaying formatted text native is <u>complex</u>
- Displaying HTML in WebView is easy:)



- Study the <u>WebView</u> docs.
- Reset & Switch to webview branch and run it.
- Study index.xml to see how we expose the id of the model via itemId.
- Pass the model to the detail controller.
- Add a WebView to the detail Window and use the model to populate it.
- Use the model to set the title of the detail Window.





## SeachBar

Filtering our feed

#### SearchBar

- Docs > Search: ListViews > <u>Search Text and View</u>
- Docs > Search: <u>UI.ListView</u> (last examples)
- Docs > Search: <u>UI.SearchBar</u>

Q Search

Cancel

 ListView.searchView works together with ListView.searchText & ListItem.searchAbleText



- Study the last two <u>ListView</u> examples.
- Reset & switch to searchbar and run it.
- Add a <u>SearchBar</u> (also for Android) to the list to search on the **excerpt**.
- If you have time left, try to search on the content, after using the <u>dataTransform</u> attribute to remove HTML tags from it.

HINT: Google is your friend.





### **Artwork**

**Density Hell** 

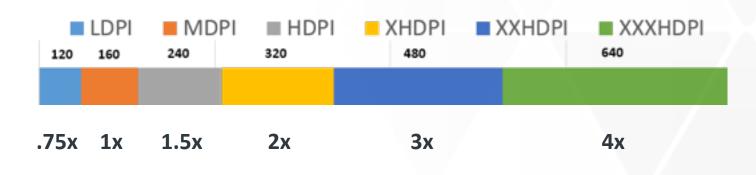
#### **NON-RETINA**



#### RETINA (2X)



#### Android DPI Categories



# Icons & Splashes

iOS Device	Purpose	Dimensions	DPI	File name	Titanium folder location
Phone/iPod retina (iOS 7 and later)	App icon	120 x 120	72	appicon-60@2x.png	Resources or Resources/iphone
iPad non-retina (iOS 7 and later)	App icon	76 x 76	72	appicon-76.png	Resources or Resources/lphone
iPad retina (iOS 7 and later)	App icon	152 x 152	72	appicon-76@2x.png	Resources or Resources/iphone
iPhone/iPod non-retina	App icon	57 x 57	72	appicon.png	Resources or Resources/iphone
iPhone/iPod retina (iOS 6 and prior)	App icon	114 x 114	72	appicon@2x.png	Resources or Resources/iphone
iPad 1 & 2 (iOS 6 and prior)	App icon	72 x 72	72	appicon-72.png	Resources or Resources/iphone
iPad 3 (iOS 6 and prior)	App icon	144 x 144	72	appicon-72@2x.png	Resources or Resources/iphone
Universal non-retina (iOS 7 and later)	Spotlight & settings	40 x 40	72	appicon-Small-40.png	Resources or Resources/iphone
Universal retina (iOS 7 and later)	Spotlight & settings	80 x 80	72	appicon-Small-40@2x.png	Resources or Resources/iphone
Phone/iPod non-retina	Spotlight & settings	29 x 29	72	appicon-Small.png	Resources or Resources/iphone
iPhone/iPod retina (iOS 6 and prior)	Spotlight & settings	58 x 58	72	appicon-Small@2x.png	Resources or Resources/iphone
iPad 1 & 2 (iOS 6 and prior)	Spotlight & settings	50 x 50	72	appicon-Small-50.png	Resources or Resources/iphone
iPad 3 (iOS 6 and prior)	Spotlight	100 x 100	72	appicon-Small-50@2x.png	Resources or Resources/iphone
iPad 3 (iOS 6 and prior)	Settings	58 x 58	72	appicon-Small@2x.png	Resources or Resources/iphone
Phone non-retina	Splash screen	320 x 480	72	Default.png	Resources or Resources/iphone
iPhone 4/4S iPod touch 4th generation	Splash screen	640 x 960	72	Default@2x.png	Resources or Resources/iphone
iPhone 5 iPod touch 5th generation	Splash screen	640 x 1136	72	Default-568h@2x.png	Resources or Resources/iphone
iPad 1 & 2 landscape	Splash screen	1024 x 748	72	Default-Landscape.png	Resources or Resources/iphone
iPad 1 & 2 portrait	Splash screen	768 x 1004	72	Default-Portrait.png	Resources or Resources/iphone
iPad 3 landscape	Splash screen	2048 x 1496	72	Default-Landscape@2x.png	Resources or Resources/iphone
iPad 3 portrait	Splash screen	1536 x 2008	72	Default-Portrait@2x.png	Resources or Resources/iphon
Any	iTunes Artwork	512 x 512	72	iTunesArtwork (no ext)	Resources or Resources/iphon



## Platform & Density specific folders

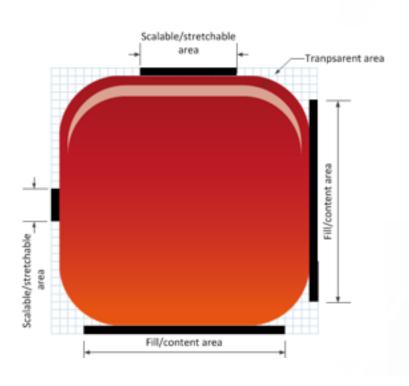
```
assets/some_dir/some.file
assets/android/some_dir/some.file
assets/iphone/some_dir/some.file
```

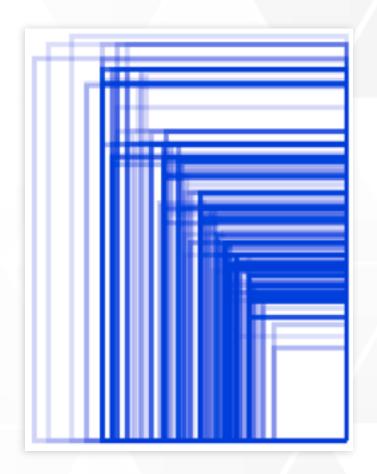
```
assets/android/images/res-xhdpi/some.file
platform/android/res/drawable-xhdpi/some.file
platform/android/res/drawable-nl-port-xhdpi/some.file
```

assets/iphone/images/image@2x.png
assets/images/image.png
assets/android/images/res-mdpi/image.png
assets/android/images/res-xhdpi/image.png



#### **Android 9-Patch**

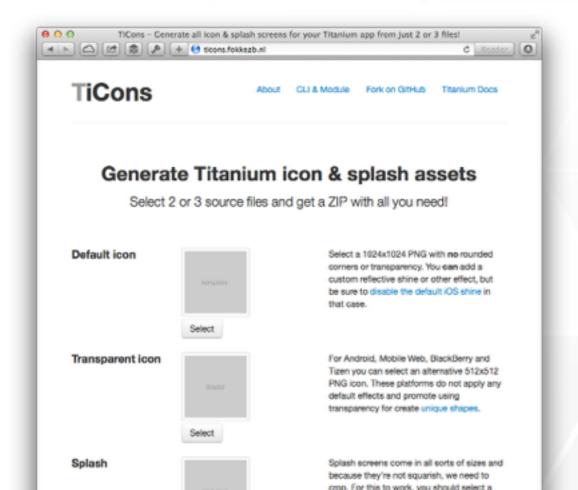






#### No more handwork

 $\sim$  \$ [sudo] npm install -g ticons





- Study the <u>Icons and Splash Screens guide</u>
- Install the ticons CLI or visit the site.
- $\sim$  \$ [sudo] npm install -g ticons
  - Reset & Switch to artwork branch and run it.
  - Generate icons and splashes using the CLI or site on the logo.png image.
  - For splashes, find out how to prevent the logo from being cropped.





# You are a TiDev now!





#### What's next?

Join the community

## Join the community

- Follow <u>@appcelerator</u> & <u>@TiDevIO</u>.
- Follow <u>@FokkeZB</u> & <u>@JasonKneen</u>.
- Find a local Titanium Meetup on <u>DevMap</u>.
- Go to a <u>tiConf</u> on your continent.
- Find help on the Q&A.
- Find widgets & modules on gitTio.
- Share your libraries & widgets on GitHub.

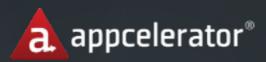


#### **Get certified**



training.appcelerator.com/get-certified





# Thank you!



#### **Bonus Assignment**

- Reset & Switch to master branch and run it.
- Fine-tune the app! For example:
  - Replace the list title by the tiDev logo.
  - Add the date and category to the list view.
  - Add a button to open a blog in the browser.
  - Add a button for the user to share a blog.
  - Be creative!



#### **Bonus Assignment 2**

- Try to make a copy of the Conference App from Ricardo Alcocer:
  - http://ricardoalcocer.com/2014/09/buildingios-android-conference-app-appcelerator/



