From rails new to App Store

Building iOS and Android Apps with Rails 5 and Turbolinks

Who We Are

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What we built

- a Rails chat app
- ...with a native iOS app
- ...and a native Android app

github.com/gbuesing/turbochat

What we used

- Rails 5
- ActionCable
- Turbolinks
- Turbolinks-iOS adapter
- Turbolinks-Android adapter

What we didn't use

- PhoneGap
- Cordova
- React Native
- etc

Why choose Turbolinks native adapters?

- No new language, no new frameworks
- Minimal native adapters written in Swift and Java
- Simply use your existing web app for most native screens
- Break out of the web view box when needed

Overview of Turbolinks

Turbolinks makes your web application faster.

"Get the performance benefits of a single-page application without the added complexity of a client-side JavaScript framework."

github.com/turbolinks/turbolinks

Turbolinks history lesson (part one):

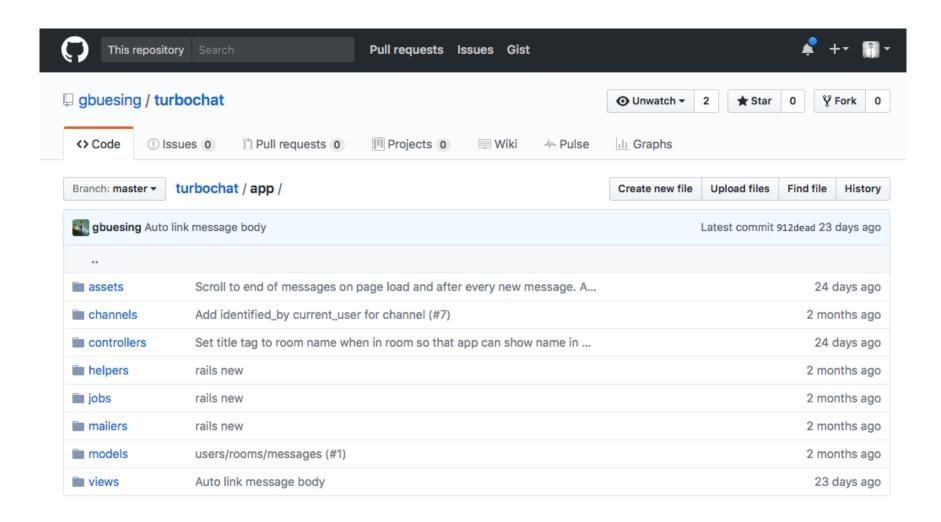
- pjax
- Turbolinks "Classic" (Rails 4.0)
- Turbolinks 5 (Rails 5.0)

pjax

Jquery plugin to make GitHub's inline code browser faster.

- Replace page elements without a full page reload
- Use jQuery and pushState() to maintain URLs

github.com/defunkt/jquery-pjax



```
<!DOCTYPE html>
<html>
<head>
  <script src="pjax.js"></script>
</head>
<body>
  <div id="file-navigation">
    <!-- links to folders, files, etc -->
 </div>
  <script>
   // enable faster browsing within the file-navigation div
    $(document).pjax('a', '#file-navigation')
  </script>
</body>
</html>
```

Turbolinks history lesson (part two):

- pjax
- Turbolinks "Classic" (Rails 4.0)
- Turbolinks 5 (Rails 5.0)

Turbolinks "Classic"

While pjax only replaces part of the page, Turbolinks operates on the entire page. When you follow a link, Turbolinks automatically fetches the page, swaps in its <body>, and merges its <head>, all without incurring the cost of a full page load."

github.com/turbolinks/turbolinks-classic

Turbolinks history lesson (part three):

- pjax
- Turbolinks "Classic" (Rails 4.0)
- Turbolinks 5 (Rails 5.0)

Turbolinks 5

- Ground-up rewrite with the same core idea as Turbolinks Classic
- Drops jQuery dependency
- Supports mobile apps via native adapters

github.com/turbolinks/turbolinks

Turbolinks adapters for iOS and Android

The native adapters automatically manage a single web view instance across multiple view controllers, giving you native navigation UI with all the client-side performance benefits of Turbolinks.

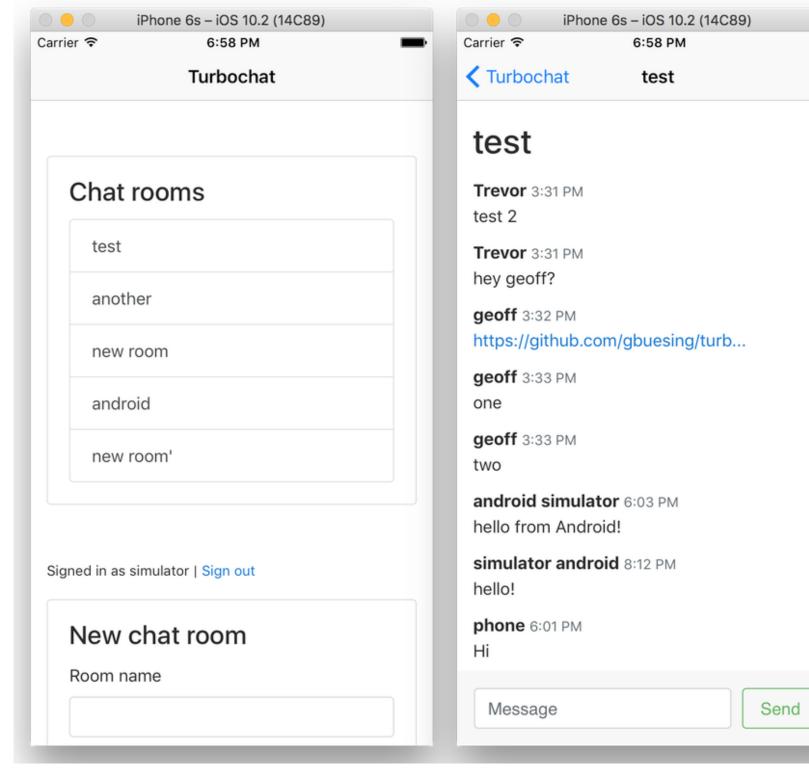
You can use native code and navigation UI progressively where needed. You're not locked into a custom app development framework.

github.com/turbolinks/turbolinks-ios github.com/turbolinks/turbolinks-android

Turbolinks adapter benefits:

- Leverage your existing web views on native platforms
- Use HTML/CSS for layouts, instead of complex storyboards etc
- Use the Safari developer mode and Chrome web tools you love
- Release native app bug fixes with a simple web deploy

The app: Turbochat



Breaking out of the web view box, i.e. hybrid apps

Communicating with your iOS and Android apps

- Web app can send messages to the native app via Javascript
- Native app can call Javascript functions in the web app

Example use cases

- Update web view cookie when device geolocation changes
- Display a native alert
- Add button to native toolbar

Web app sends message to iOS

```
// js
window.webkit.messageHandlers.log.postMessage("hi");
```

...iOS app exposes "log" handler:

Web app sends message to Android

Use JavaScript to send a message from your web app:

```
// js
window.AndroidNative.log("hi")
```

...and the Android app recieves the message with data:

```
// java
@JavascriptInterface
public void log(String value) {
        Log.d("Logging:", value)
}
webView.addJavascriptInterface(this, "AndroidNative");
```

iOS calls web app function

```
// swift
let js = "(function() { return new Date() })();";

webView.evaluateJavaScript(js) { (result, error) in print("Date is \((result)\)")
}
```

Android calls web app function

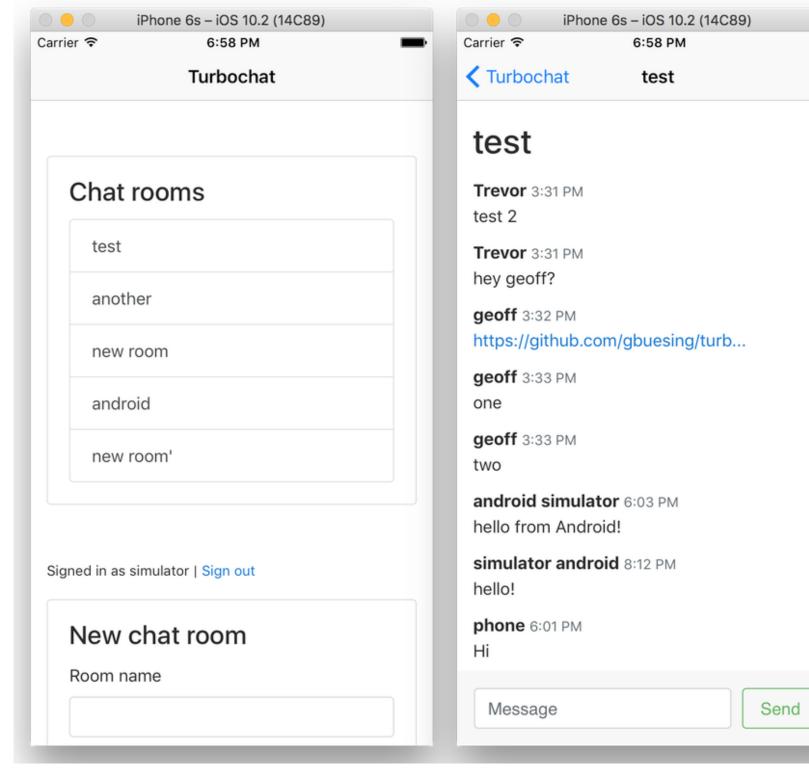
```
String js = "(function() { return new Date() })();";

ValueCallback callback = new ValueCallback<String>() {
    @Override
    public void onReceiveValue(String s) {
        Log.d("Date is:", s);
    }
};

webView.evaluateJavascript(js, callback);
```

Use native code and navigation Ul progressively where needed

- Intercept links and render select views as native
- Use completely native views for pages that need native speed



Intercept a link and render native (iOS)

```
<a href="/rooms">Show me a native view</a>
```

Intercept a link and render native (Android)

```
<a href="/rooms">Show me a native view</a>
```

```
// java
@Override
public void visitProposedToLocationWithAction(
        String location, String action) {
    if (location == 'https://myapp.com/rooms') {
        // render native view
    } else {
        Intent intent = new Intent(this,
                MainActivity.class);
        intent.putExtra(INTENT URL, location);
        this.startActivity(intent);
```

Conclusion

Pros

- Use mostly web tech you know (much easier to build adaptive views in HTML vs. native constraint layouts)
- Publish apps in the App Store and Play Store
- Deploy most bug fixes and new features for your web app without going through the store

Cons

- There's no magic, you'll need to learn Xcode and Android Studio
- ...and Swift and Java

Questions?

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