



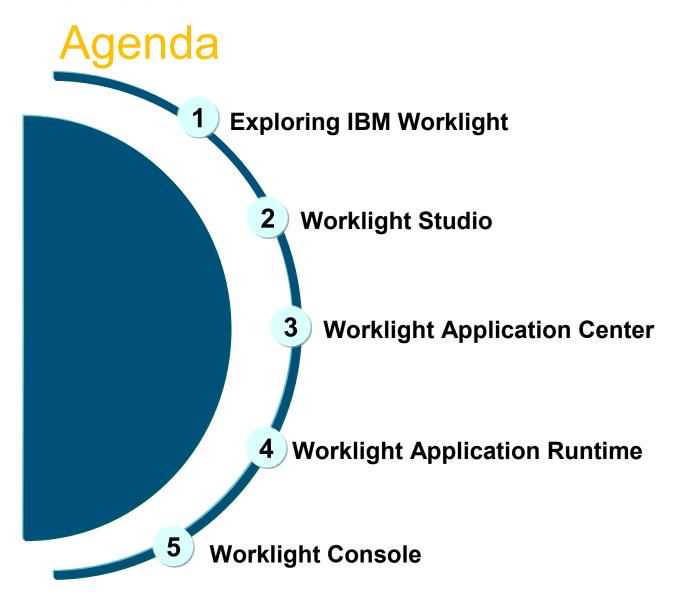
Dan pametnijih rješenja

Pametnim podacima do pametnih odluka

IBM Worklight 6.0

Bogdan Tomanović WebSphere sales specialist - Adriatics

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Worklight Components



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Platform Support

Supported Eclipse Versions

- Juno 4.2, Indigo 3.7.2, and Helios 3.6.2
- Supported distributions: Eclipse Classic and Eclipse IDE for Java [EE] developers

Supported Mobile OS

- Android 2.2, 2.3, 4.0, 4.1, 4.2
- iOS 5, iOS 6, iOS 6.1
- Windows 8, Windows RT, Windows Phone 7.5, 8
- BlackBerry 6, 7, 7.1, 10
- Java ME MIDP 2.0

Third-party Library Support

- Apache Cordova (previously PhoneGap)
- Dojo Mobile
- jQuery
- Sencha



Supported Application Servers

- WebSphere 7 & 8 (Distributed | zLinux)
- WebSphere 8.5, 8.55 Liberty Profile (included), ND/Base (not included) (Distributed | zLinux | Mac OS X [development])
- Apache Tomcat 7 (Linux | Windows | Mac OS X [development])

Supported Databases

- DB2 Enterprise Server Edition v9.7, v10.1
- Apache Derby, SDK 10.8 (included), or later
- Oracle 11g Database server, Standard or Enterprise Editions, release 1 or later
- MySQL 5.1



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Multiple mobile application development models



Browser Access

Written in HTML5 JavaScript and CSS3. Quick and cheap to develop, but less powerful than native.



Hybrid Apps - Web

HTML5 code and Worklight runtime libraries packaged within the app and executed in a native shell.



Hybrid Apps - Mixed

User augments web code with native language for unique needs and maximized user experience.



Native Apps

Platform-specific.
Requires unique
expertise, pricy and
long to develop.
Can deliver higher
user experience.





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Worklight Studio

Eclipse Based IDE



- Native, hybrid and standard web development
- Environment-specific optimization
- Native development options
- Runtime skins
- •3rd-party library integration



- Device SDK integration
- Access to emulators and debugging tools
- •Supports auto-complete and validation

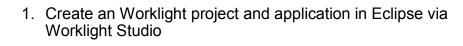






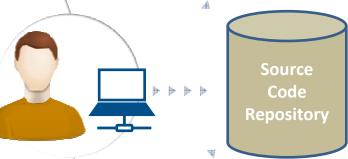
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Centralized Build



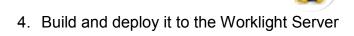
- 2. Add a mobile environment of your choosing
- 3. Add app content











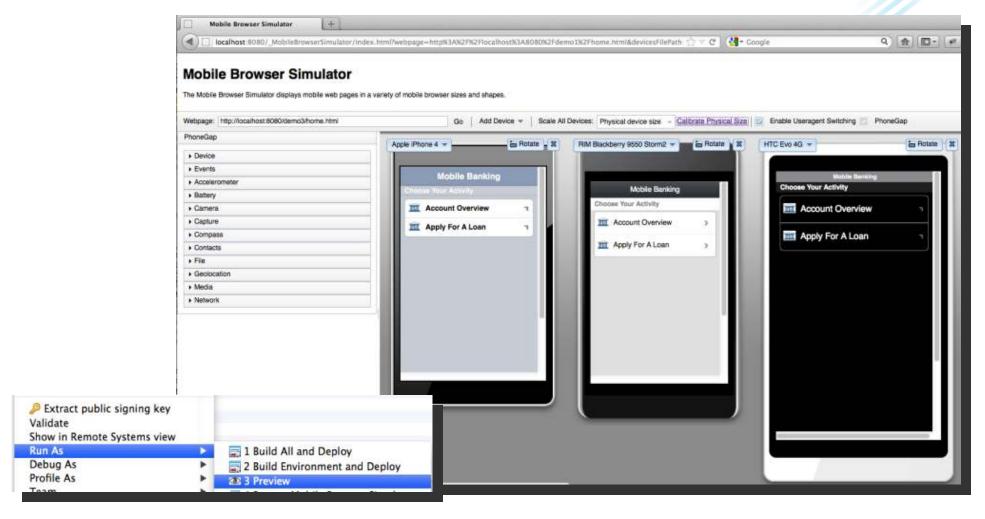
- 5. Use the specific environment tools to deploy to the device
 - · Eclipse for Android
 - Xcode for iOS
 - · Visual Studio for Windows Phone
 - · Ripple for BlackBerry





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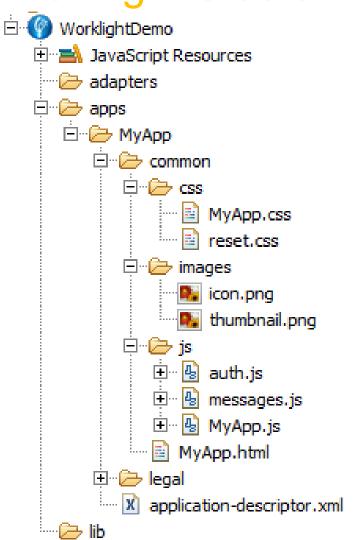
Preview in Browser





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Worklight Studio – Common Code Structure



common resources serve as the basis for the optimized environments that may be added later.

hold resources that are shared by all environments.

lib directory stores 3rd party library files for the project **js** (JavaScript files)

- auth.js authentication
- messages.js internationalization
- myApp.js application code

MyApp.html file is initially configured as main file application-descriptor.xml

- contains reference to "mainfile"
- enable authentication (onDemand, onStartup)
- worklightRootURL (application URL)
- environment specific references



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Worklight Studio -Environment Optimization

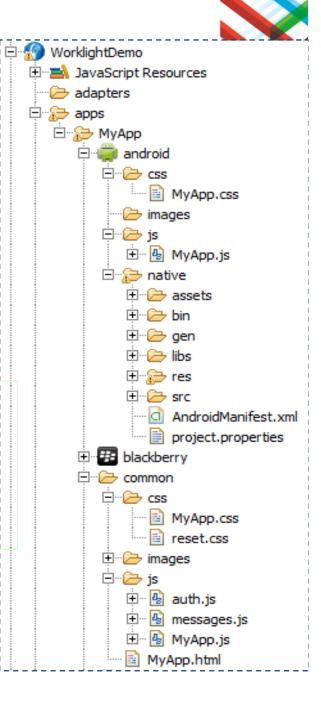


JavaScript from an environment folder is <u>appended</u> to the same file in the common folder

will be appended to the CSS files in the common folder

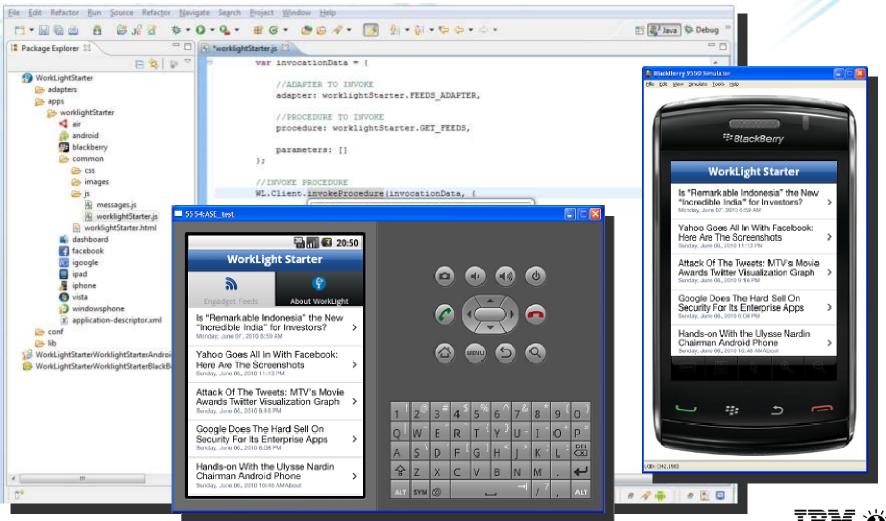
HTML files from an environment folder will <u>override</u> files in the common folder

images from an environment folder will <u>override</u> files in the common folder



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Integrated Device SDKs



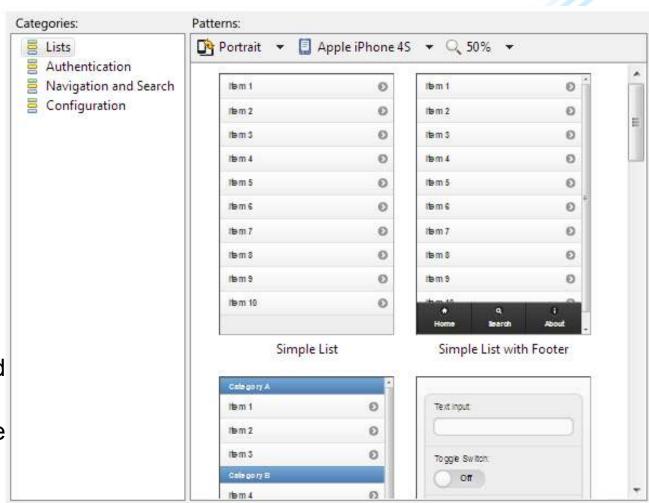


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Screen Patterns Based on Re-usable Mobile Patterns



- 40+ out-of-the-box common screen patterns
- Navigation, search, lists and tables, authentication, configuration panels
- For jQuery Mobile and Dojo Mobile
- Live preview using the underlying widget library





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Worklight Studio - Runtime Skins



Skins provide support for multiple form factors in a single executable file for devices of the same OS family.

- Different screen sizes
- Different screen densities
- Different input methods

Skins are a sub-variant of an environment packaged in a single app Decision on which skin to use is done by app at runtime

```
assets
   Www
     default
        common
        CSS CSS
        images
        B 15
           iscroll.js
           messages.js
           skinLoader.js
           worklightStarter.js
        > wlclient
        xilinus
        worklightStarter.html
     skinLoader.html
b libs
```

Developer-controlled JavaScript file run at app startup determines which skin to load

```
function getSkinName() (
   var skinName = "default";
   if (getVersion () == "2.2" ||
       getVersion () == "2.1") (
       skinName = "android.HTML5";
   }
   return skinName;
)
```

<folder name="common"/>

<akin name="default">

<android>

<skins>

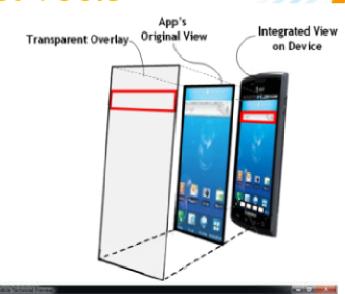


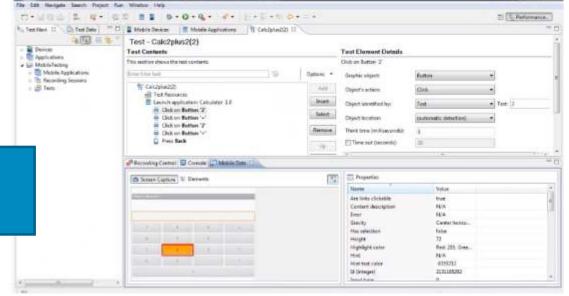
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New to 6.0: Mobile Functional Test Tools

- Create, run, and automate tests on mobile applications
- Improve quality and time-to-value with industry-first app testing
- Create resilient and code-less test cases
- Record once, play back on multiple devices
- Standardized, eclipse based
- Comprehensive Android and iOS, Native and hybrid
- Complete Recording, editing, and running on mobile devices
- Resilient Same test runs across multiple devices
- Also for non-developers Scripts in natural language description

Deliver consistently high quality across your mobile app portfolio.

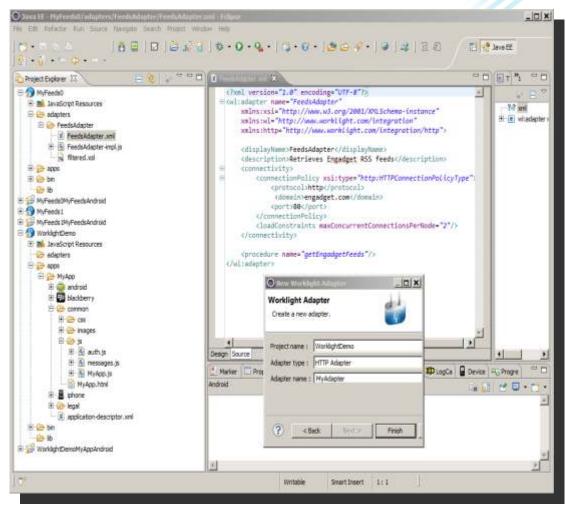




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Worklight Studio: Back-end Integration

- Secure back-end integration with Worklight Adapters
- Out of the box support for SQL, HTTP (REST and SOAP), Cast Iron, and JMS Adapters
- XML-based declarative specification and JavaScript programming
- Multi-source data mashups and back-end service composition
- Simplified adapter testing
- Access to session data and user properties
- Server-side debugging





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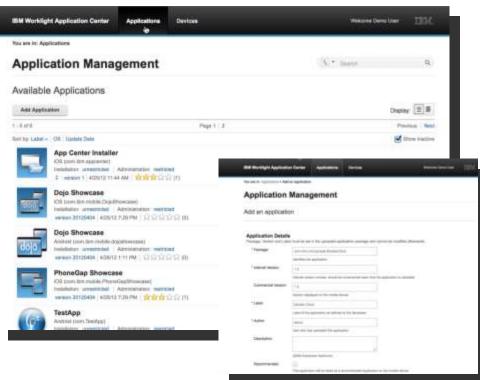
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Application Center

The Worklight Application Center enables companies to easily set up an enterprise app store for their enterprise and development teams.

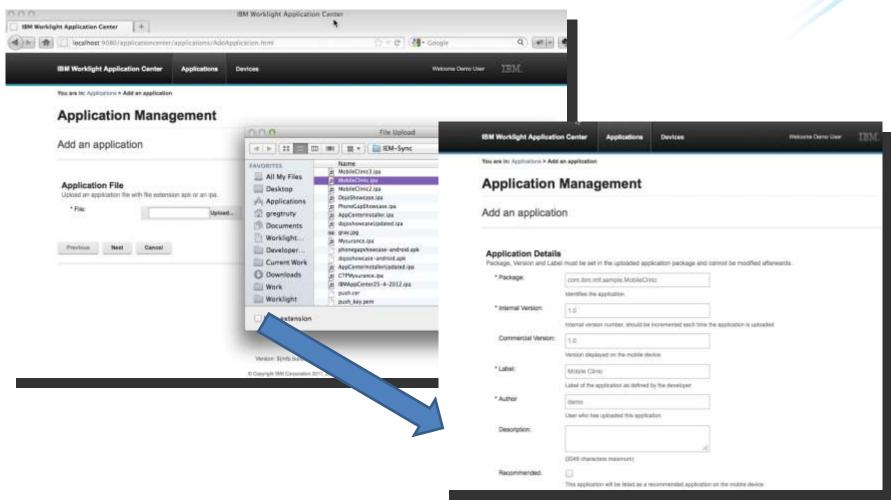
- •The Application Center provides:
 - Administrators with fine-grained control over the distribution of mobile apps across the enterprise, including ACL and LDAP support;
 - Employees with a central location for the latest apps needed by their department and optimized for their device;
 - Developers with an easy way to distribute mobile builds and elicit feedback from development and test team members.





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Add an Application

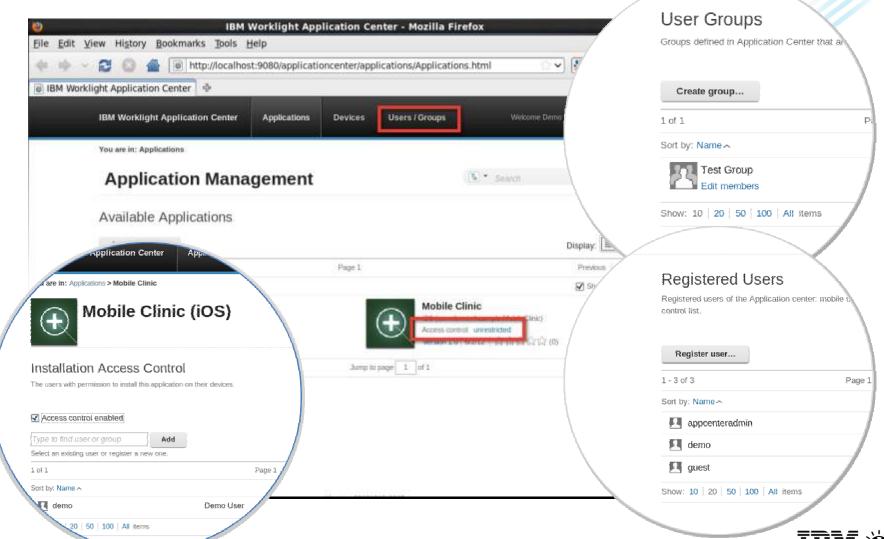




Pametnim podacii.... pametnih odluka

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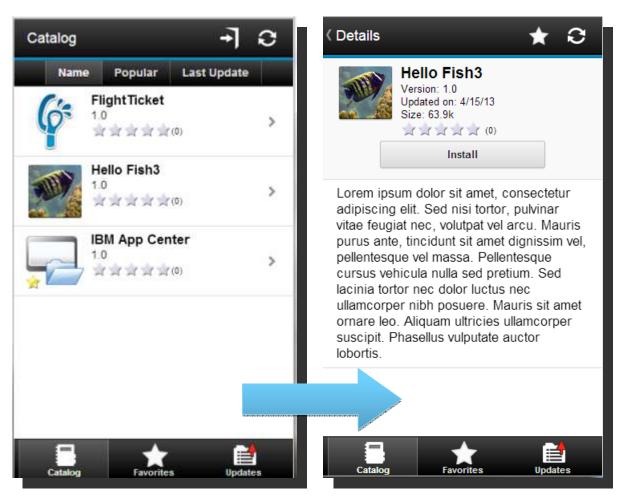
Role Based Administration

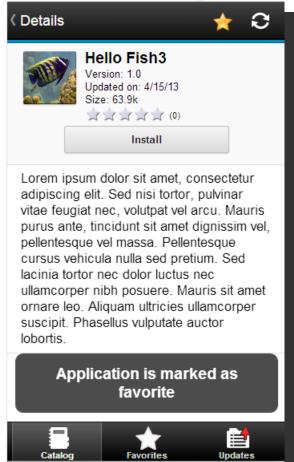


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Applications Can Be Installed and Favorited



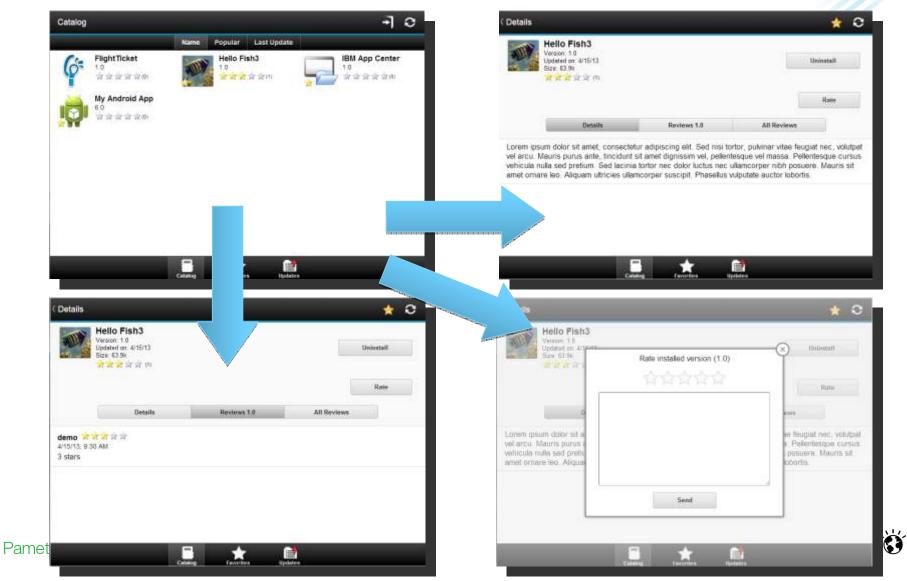




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Users Can Review and Provide Feedback



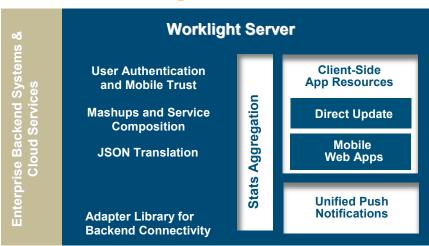
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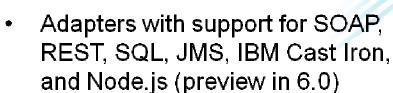


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Worklight Server







- Performs Data Transformation to streamline back-end data for mobile consumption
- Server and device Security control
- Supports Physical Clustering for high availability
- Controls Application Deployment and Versioning
- Push Notification administration
- Analytics including user adoption, usage data, app crash and exceptions

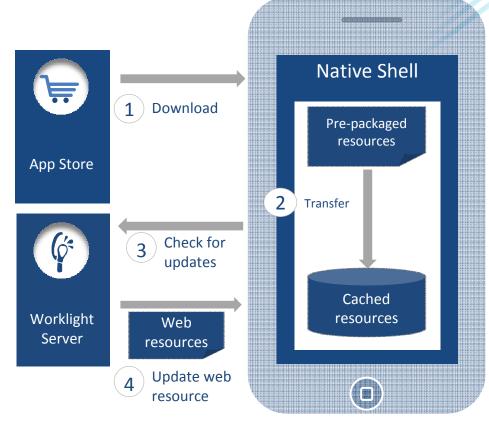




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Direct Update On-device Logic





- 1. Web resources packaged with app to ensure initial offline availability
- 2. Web resources transferred to app's cache storage
- 3. App checks for updates on startup and foreground events
- Updated web resources downloaded when necessary, with the confirmation or silently

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New to 6.0: Geo-Location Sense and Response

etc.

- Client-side APIs
 - Efficiently sampling GPS, cell triangulation, and Wifi coordinates
 - Sampling while app in the foreground and in the background
 - Batch collected data and send to server
 - Available also when app is offline
 - Developer in full control
- Events based on
 - Proximity to point of interest
 - Entering, leaving a geo-fence
- Server side maintain an evolving context that is available for all adapter procedures
 - React to important geo events
 - Enrich with business data
 - Integrate context information with business processes
 - Storage for analytics purposes

Collect, compress and stream important information **(** Worklight Server **Location Data** Adapter **Analytics** Adapter Repository Feed location data and triggers to business processes decision management systems

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Security patches in hours versus months

Situation: App published with HTML-based security breach

From uncertainty...

Week 1

- Patch and package:
- Android app
- Apple app
- Windows app
- Blackberry app

Week 1

- Submit for review:
- Apple Store
- Google Play
- Blackberry AppWorld
- Windows App store

4-6 week publishing cycle

Date Resolved Never. There is no way to require users to upgrade or prevent them from running a published app.

To governance and control

Hour 1

Patch common code base.

Hour 2

Deploy to all platforms.Apple, Android, Blackberry, Windows Phone

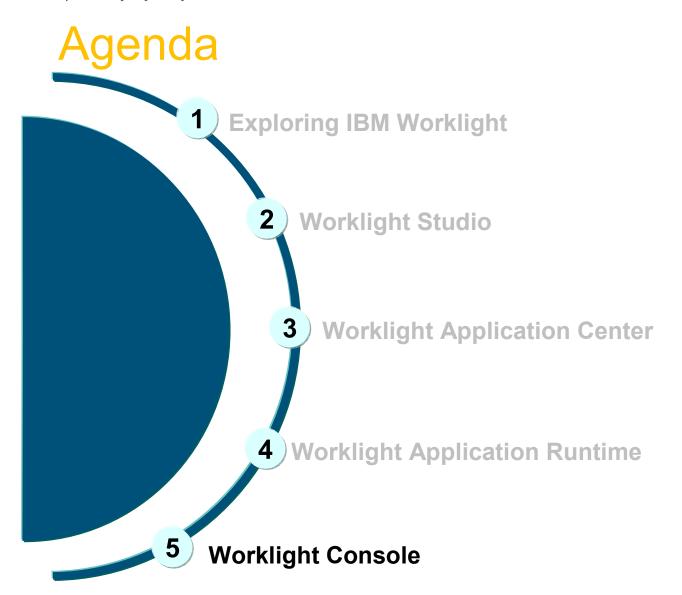
Direct Update: The next time users launch the app, they are forced to update or quit the app.

Date Resolved

Same day, guaranteed.



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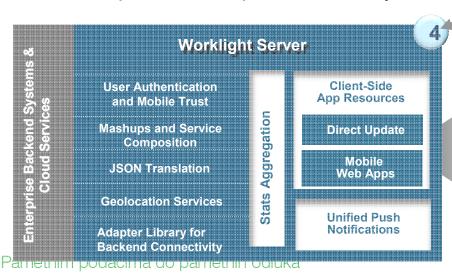


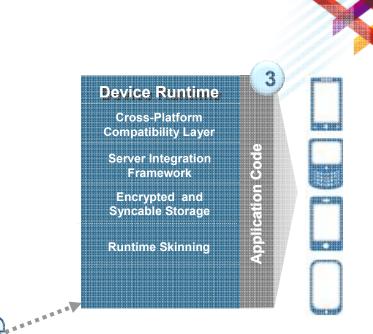


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Worklight Console

- Application Version Management
 - Install, update, disable, enable
- Push management
- Configurable audit log
- Administrative dashboards for:
 - Deployed applications
 - Installed adapters
 - Push notifications
- Development and Operational Analytics





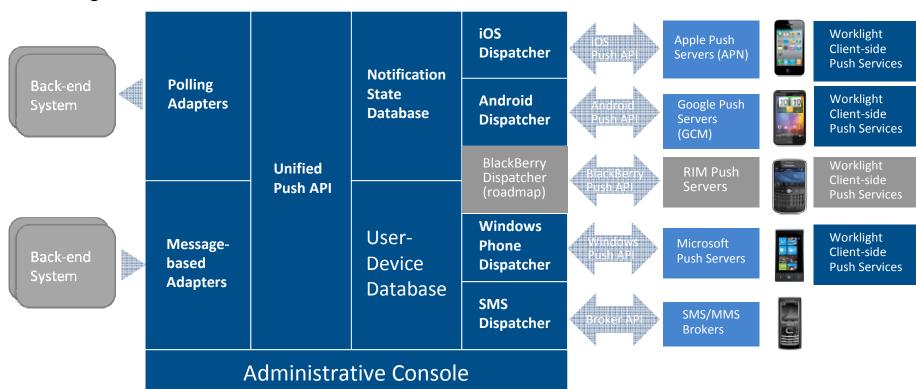




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Unified Push Notifications

- Uniform access to push notifications providers
 - Register for, Notify and Receive a notification
- Register for and Send SMS based notifications
 - E.g., for JME





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Unified Client and Server Analytics

- Mobile device
 - Device and app properties
 - User actions and called adapter procedures
 - Exceptions, logs, response time
 - Geo data
- Server
 - Raw analytics data
 - Log: exceptions, security issues, and generic log messages.
- Storage
 - Data is stored in a new analytics repository
 - Keeping BIRT based reports for backward compatibility

All Applications all Versions for the last 30 days Select Days: 10 20 30 40 All Applications • All Versions > **Daily Hits Daily Visits Analytics Dashboard** Server Logs View Sta Ven Bair View Stack Visco Stock 4/11/2015 0/03:55 PM Vanc Start Van Dark worklight FWLSE3005; Application now reports are 4/11/2010 7:28:50 PM View Stock com worklight consultation (Author Sound IP address /9,41,54.146 Yes Date Time Days Very Stack Visus Street 4/11/2013 7:26:29 PM workspie PWLSE3000: Application new reports and View Black

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