

# Some of the Lessons Learned Building IBM i Mobile Applications

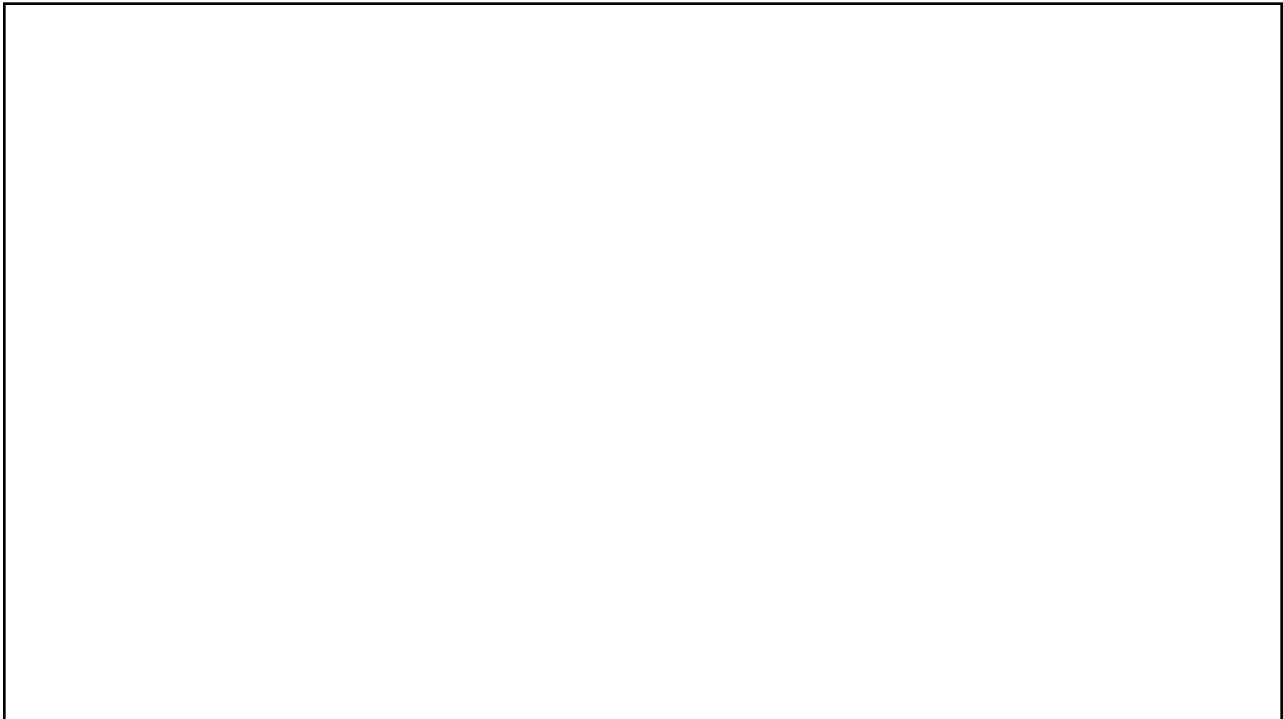


**Trevor Perry**  
FrescheThinker  
[freschesolutions.com](http://freschesolutions.com)  
[freschethinking.com](http://freschethinking.com)



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Lesson

# Make up your mind!



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## IBM i Mobile Applications



- Emulator
- App?
  
- New apps
- Existing green screen programs

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# Emulator?



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# Emulator?



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# App?



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# New apps



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# Green screen applications



The screenshot shows a mobile application interface with a red header bar containing the text "Category/Class" and "Company: BY Location: COV (All Lines)". Below the header is a table with the following data:

Category/Class	Description	Availability
100-0100	TANK 21K GAL OPEN TOP	
100-0200	TANK 21K GAL OPEN TOP LINED	
100-0600	TANK 21K GAL OPEN TOP COILS	
100-0700	TANK 21K GAL OPEN ACCESS	
100-1000	TANK 21K GAL CLOSED TOP	
100-1500	TANK 21K GAL CLOSED TOP COILS	
100-2000	TANK 21K GAL SAFE TOP	
100-2010	TANK 21K GAL SAFE TOP SHORT	
100-2500	TANK 21K GAL SAFE TOP COILS	
100-2510	TANK 21K GAL SAFE TOP COILS SHOR	
100-3000	TANK 21K GAL EZ ACCESS	10
100-3010	TANK 21K GAL EZ ACCESS SHORT	4

A sidebar menu is visible on the right side of the table, containing the following items:

- Availability
- Make/Model
- Rating/Content

The bottom of the screen features a navigation bar with icons for Home, Back, and other functions, along with the "THINKcorp" logo.

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# Mobile Device Application



- Native
- Browser



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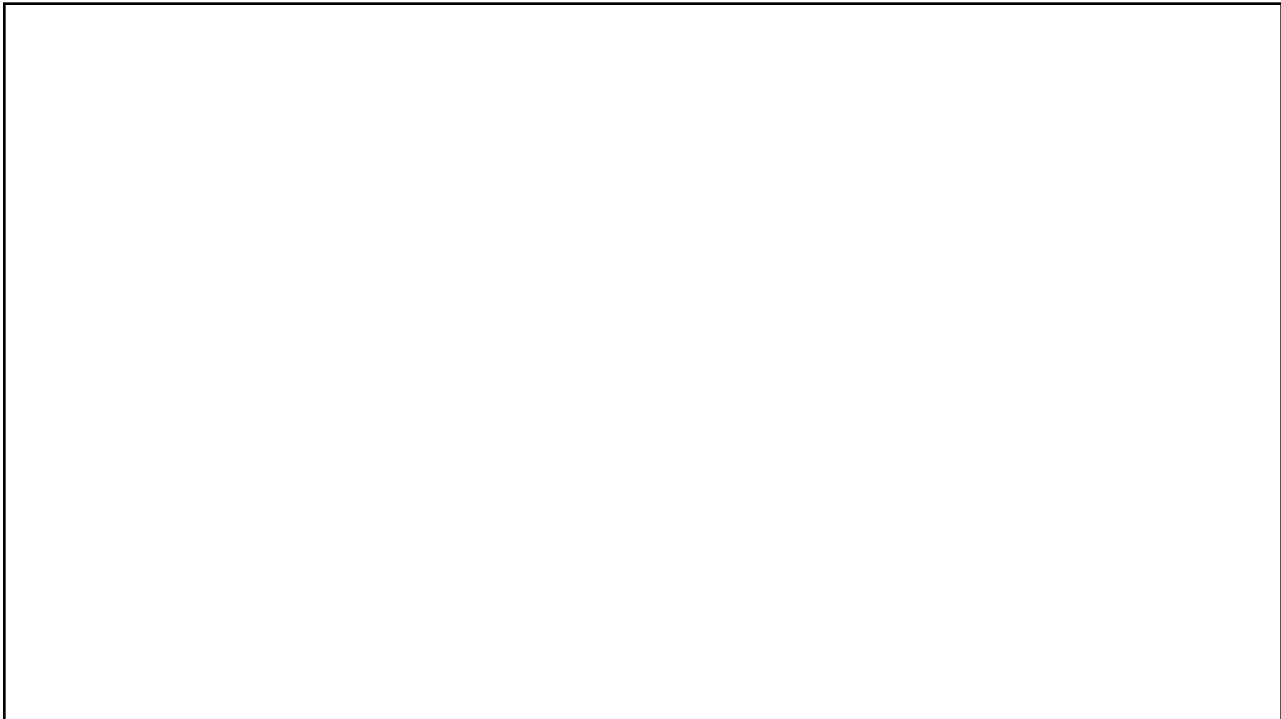
# Mobile Device Application



- Native
  - One version for every mobile OS
  
- Browser
  - One version for every mobile browser
    - HTML5
    - CSS3
    - Javascript
  
- Hybrid?

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You better have  
a bunch of  
mobile devices



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Devices



Lesson

# Become a user...



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## Use these!





Lesson

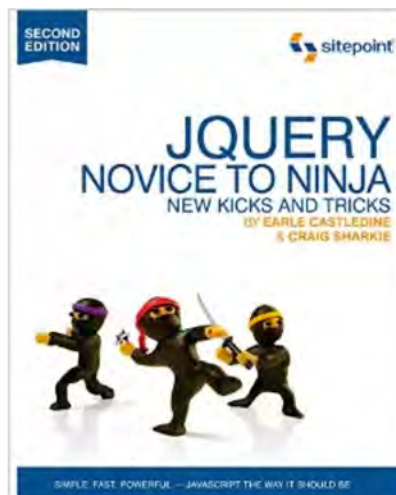
Read some books!



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sitepoint



Lesson

Read some books!

ok...

Watch some videos!



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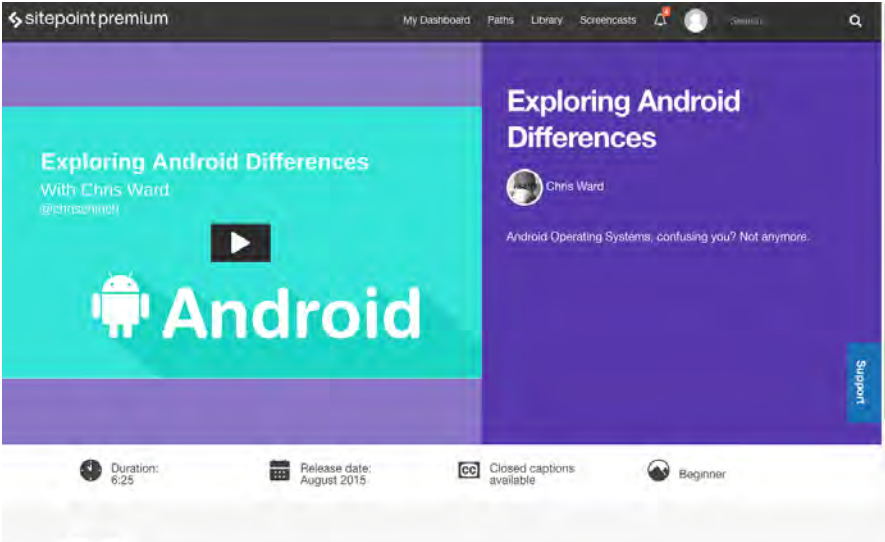

@ericjooka

sitepoint



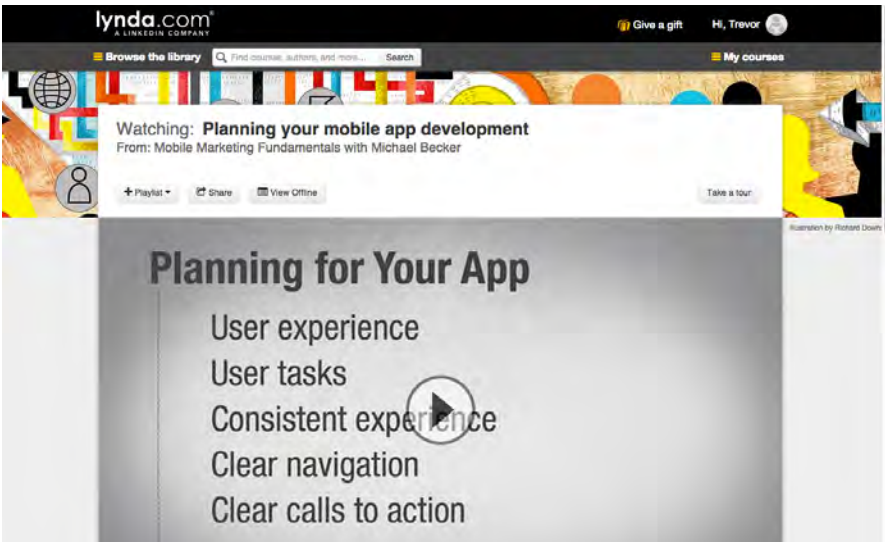

A screenshot of the Sitepoint Premium website interface. The top navigation bar includes "sitepoint premium", "My Dashboard", "Paths", "Library", "Screencasts", and a search bar. The main content area features a "Jump Start Foundation" banner with a book cover and two authors: Syed Fazle Rahman and Joe Hewitson. Below the banner is a grid of video thumbnails with titles like "Understanding Android's Ecosystem Through its History", "How To Use The Singleton Pattern in Swift", "Exploring the Xcode Interface", "Exploring Android Differences", "Swift Classes", and "Populating a Table with Data". A sidebar on the left lists various topics and types.

**sitepoint**

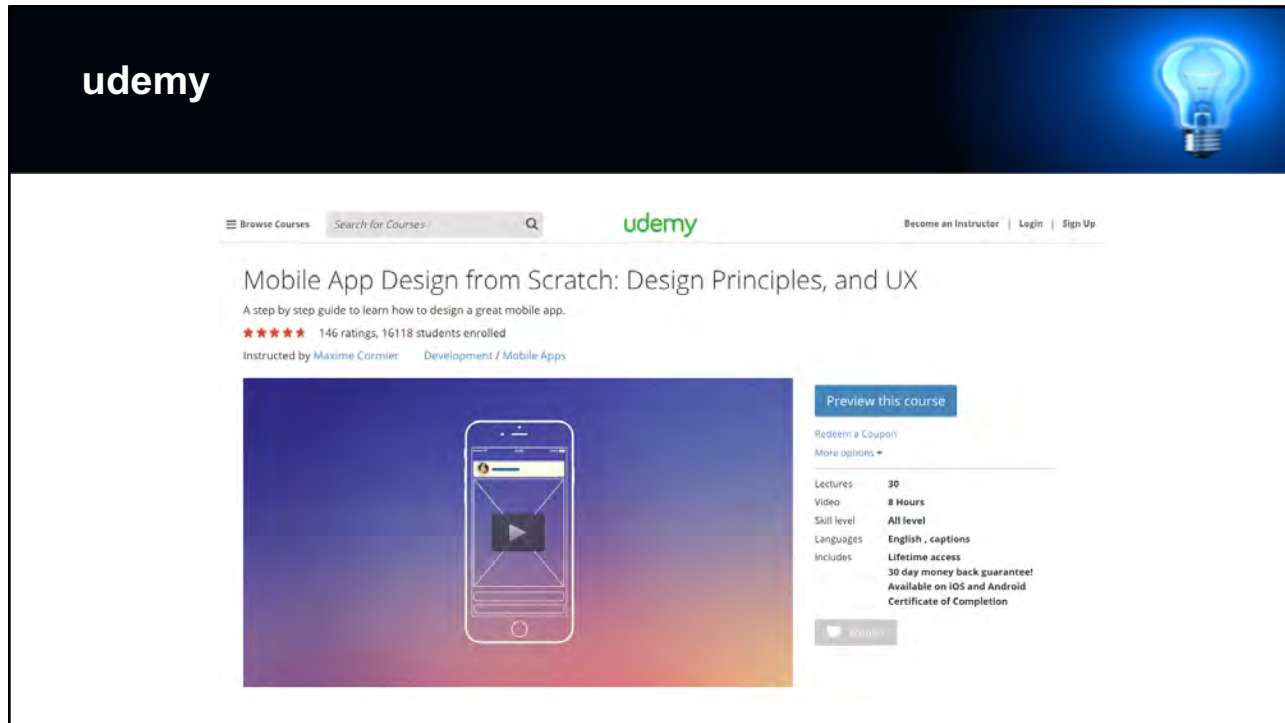


The screenshot shows the Sitepoint Premium interface. The video title is "Exploring Android Differences" by Chris Ward (@chrisward). The video features the Android logo and the word "Android" in large text. The player includes a play button, a duration of 6:25, a release date of August 2015, a Creative Commons license, and a "Beginner" skill level. A "Support" button is visible on the right side of the video player.

**lynda.com**



The screenshot shows the Lynda.com interface. The video title is "Planning your mobile app development" from the course "Mobile Marketing Fundamentals" by Michael Becker. The video content lists key app development principles: "User experience", "User tasks", "Consistent experience", "Clear navigation", and "Clear calls to action". The video player includes a play button, a "Take a tour" button, and a "View Outline" button. The Lynda.com logo and navigation menu are visible at the top.



**udemy**

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### Mobile App Design from Scratch: Design Principles, and UX

A step by step guide to learn how to design a great mobile app.

★★★★★ 146 ratings, 16118 students enrolled

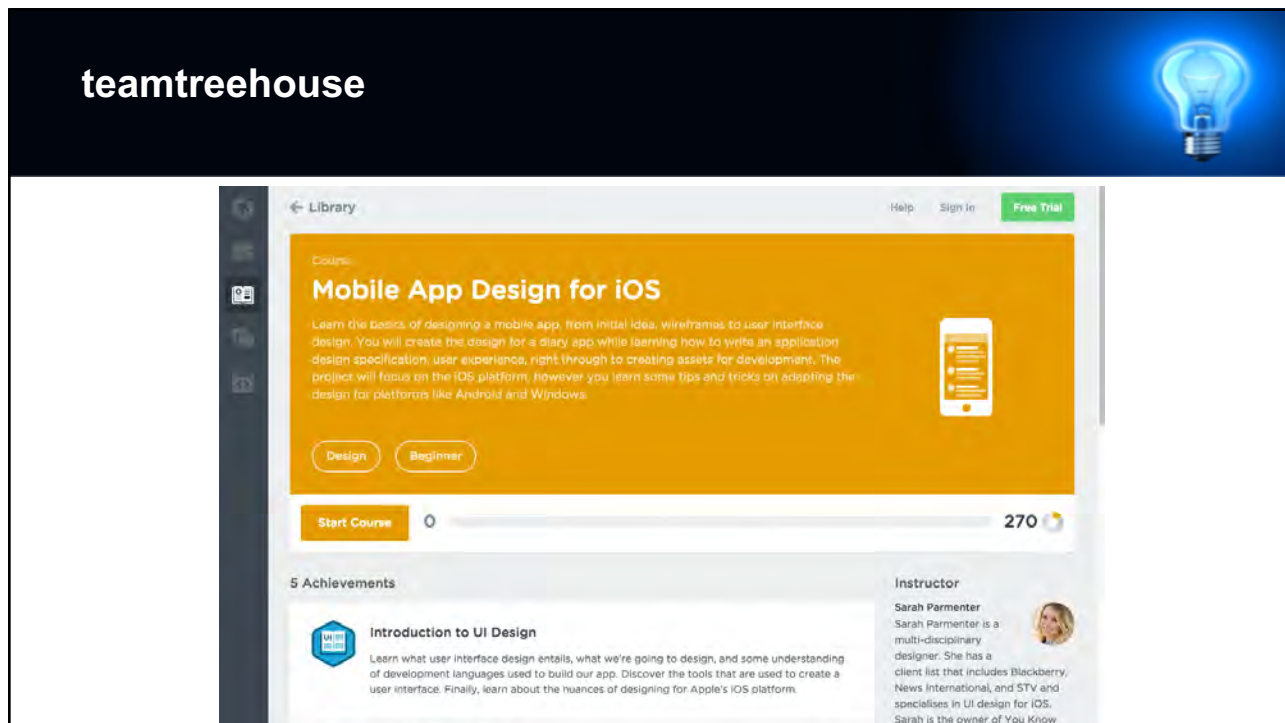
Instructed by Maxime Cormier Development / Mobile Apps

**Preview this course**

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More options ▾

Lectures	30
Video	8 Hours
Skill level	All level
Languages	English, captions
Includes	Lifetime access 30 day money back guarantee! Available on iOS and Android Certificate of Completion

Watch



**teamtreehouse**

Library Help Sign in Free Trial

### Mobile App Design for iOS

Learn the basics of designing a mobile app, from initial idea, wireframes to user interface design. You will create the design for a diary app while learning how to write an application design specification, user experience, right through to creating assets for development. The project will focus on the iOS platform, however you learn some tips and tricks on adapting the design for platforms like Android and Windows.

Design Beginner

Start Course 0 / 270

5 Achievements

**Introduction to UI Design**  
Learn what user interface design entails, what we're going to design, and some understanding of development languages used to build our app. Discover the tools that are used to create a user interface. Finally, learn about the nuances of designing for Apple's iOS platform.

**Instructor**  
Sarah Parmenter  
Sarah Parmenter is a multi-disciplinary designer. She has a client list that includes Blackberry, News International, and STV and specialises in UI design for iOS. Sarah is the owner of You Know.

Lesson

# Take advice



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## w3schools.com



A screenshot of the w3schools.com website. The page has a green header with the site name and navigation links. The main content area is divided into three columns. The left column is a sidebar with a list of topics including HTML/CSS, Server Side, Web Building, XML, and JavaScript. The middle column features three large cards for HTML, CSS, and JavaScript, each with a title, a brief description, and buttons for 'LEARN [LANGUAGE]' and '[LANGUAGE] REFERENCE'. The right column contains code examples for each language, with a 'Try it Online' button. The HTML example shows a simple paragraph. The CSS example shows a style rule for a paragraph. The JavaScript example shows a function that returns a string.

# 16 killer design tips for creating mobile apps



- <http://www.creativebloq.com/app-design/16-killer-design-tips-creating-mobile-apps-11513821>



## APP DESIGN | FEATURE



Jan 8, 2015 10:00 am

>6 Comments

422

889

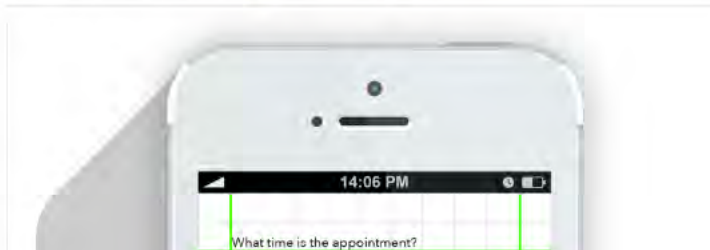
162

Tweet

Like

+1

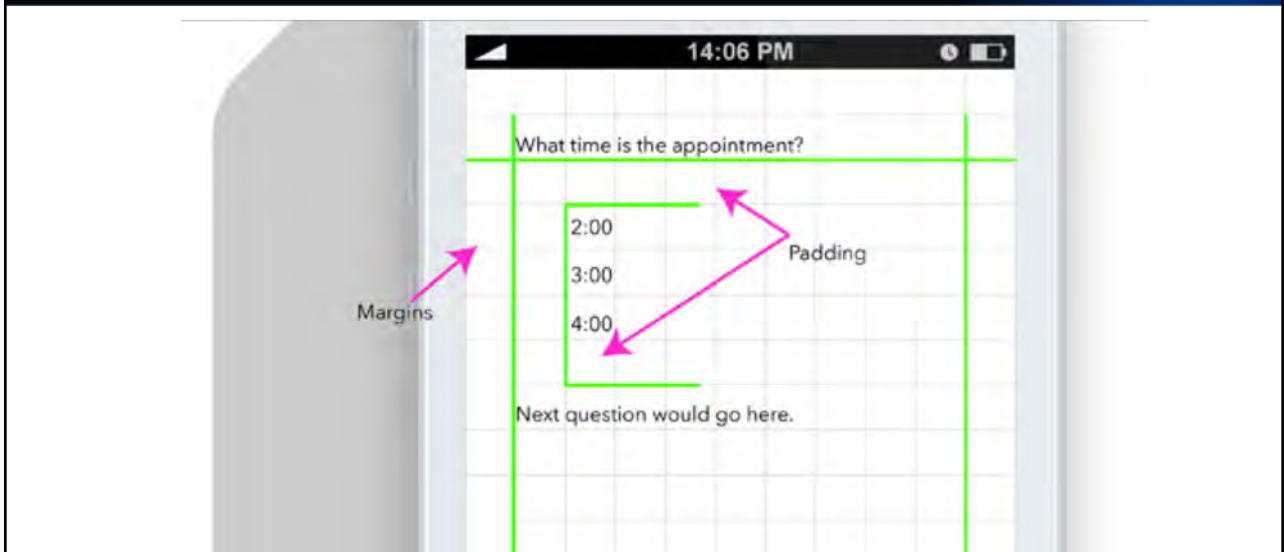
Valerie Lisynsky of SWARM explains what you need to know about creating mobile apps.



## 01. Everything exists on a grid



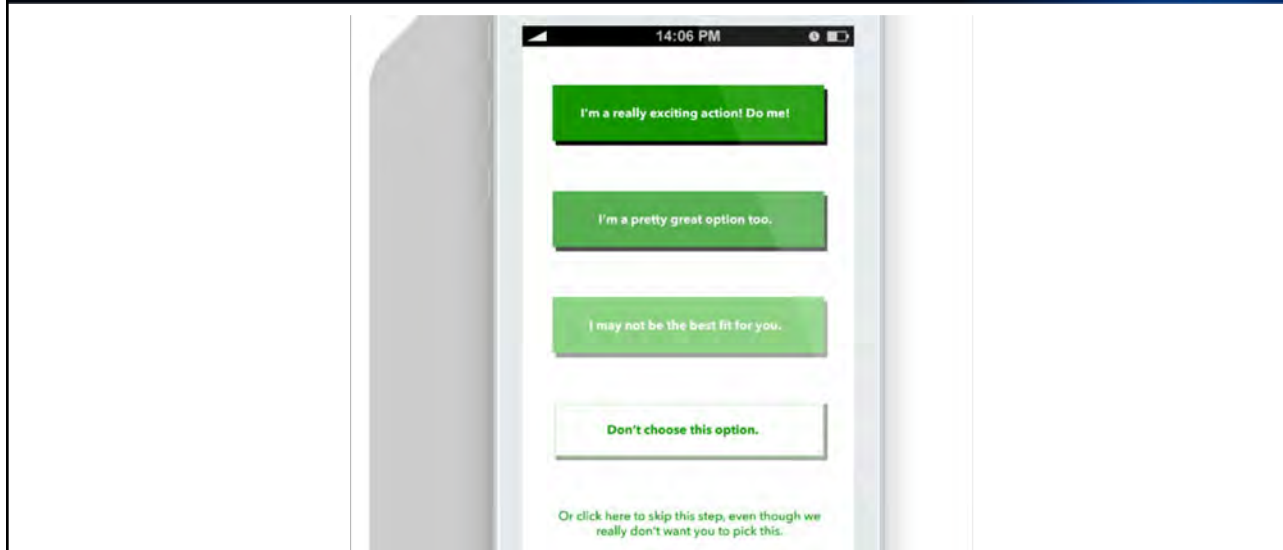
## 02. Every element defines the spacing



### 03. Colour creates hierarchy

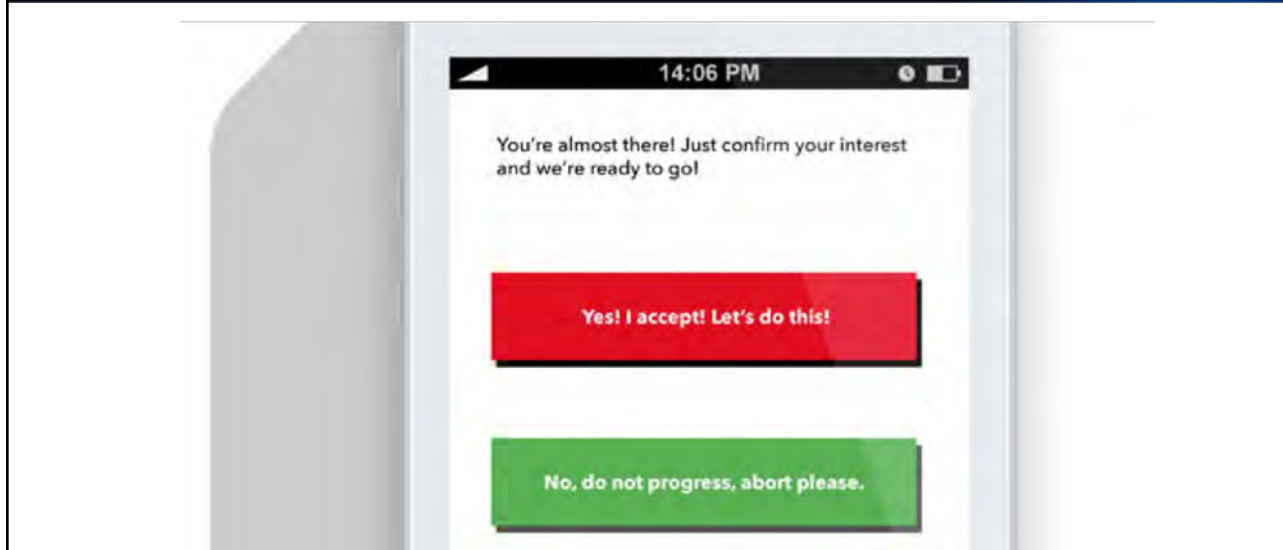


### 03. Colour creates hierarchy





### 03. Colour creates hierarchy



### 04. Colour is not about you liking it, it's about the brand



- Brand is focused on the emotional relationship you consumers or customers have with your service or product.
- Colour helps define that relationship in subtle yet effective ways.
- You don't have to like your colours for them to be effective.

## 05. Pink is not a shade of red



- Colour 101: Hue is the base colour, like red, blue, green, etc.
- If white is added to a colour, it is a tint of that colour, if black is added, it is a shade of that colour.
- Thus when describing the colour of something it may have a red hue and be a shade or a tint but not both at the same time.

## 06. Logos add style but they don't make or break



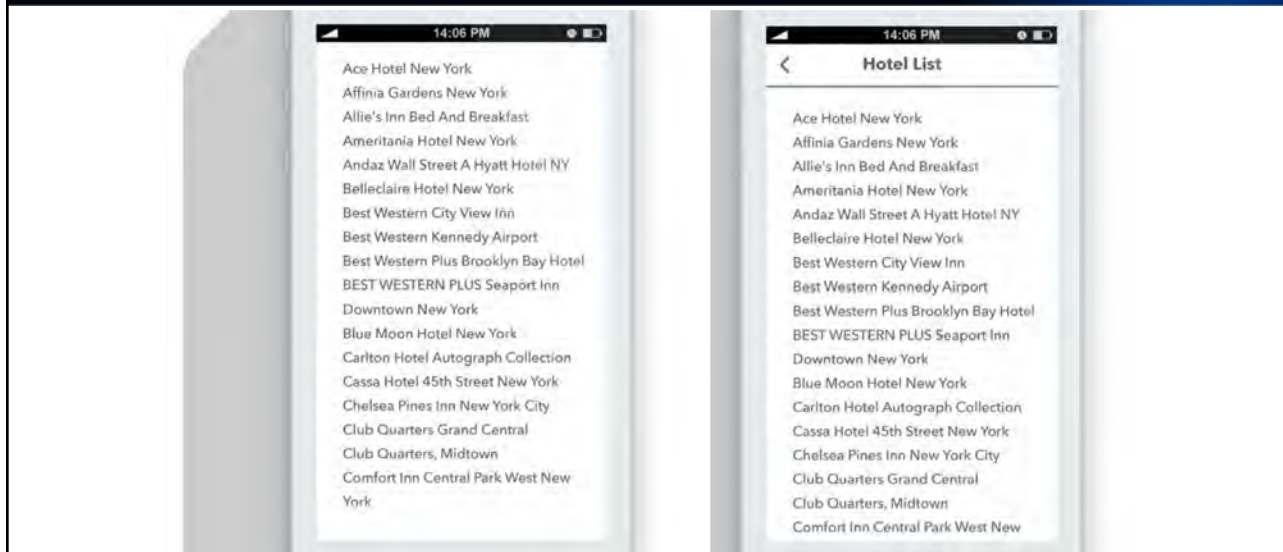
- A brand makes the client as much as the client makes the brand. A logo isn't going to make you a great business: but a poorly executed and thought out logo will reflect poorly on your business.

## 07. The page title

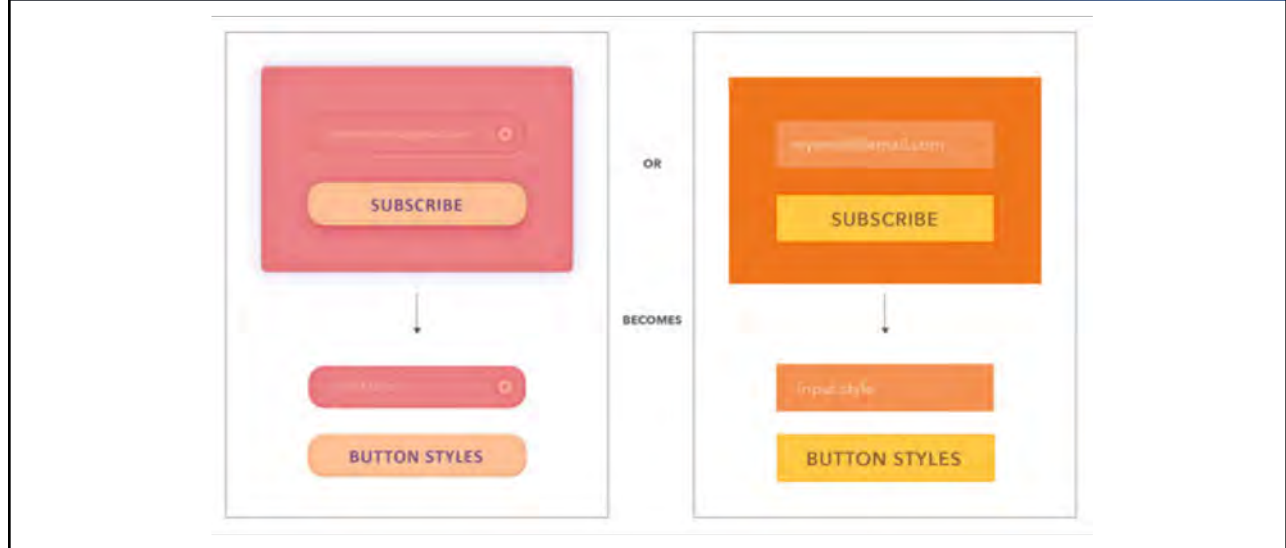


- Screen titles on websites are excellent ways to remind the user of where they are after they opened 35 tabs and don't recall the content.

## 07. The page title



## 08. Define elements, then repeat them

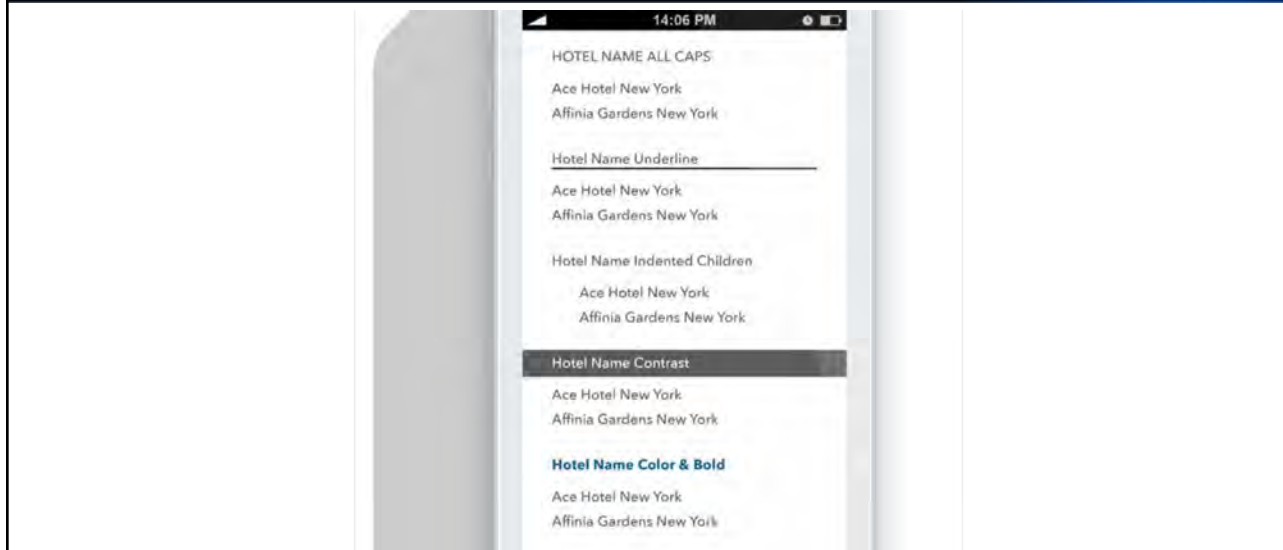


## 08. Define elements, then repeat them

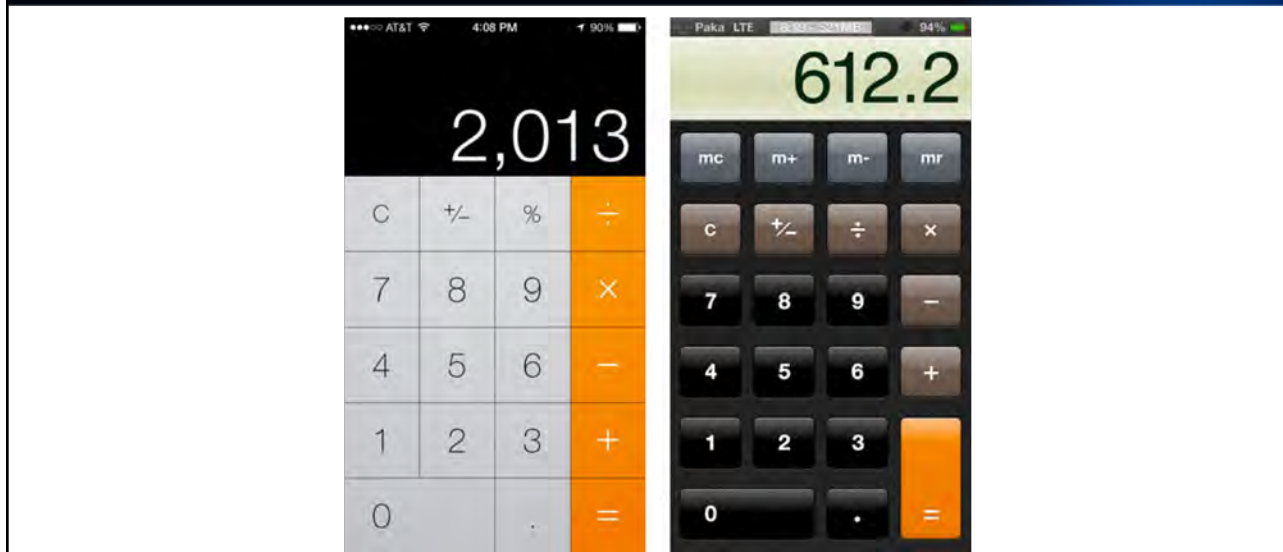


- If one of the 'go' buttons is the colour purple, then all 'go' buttons should be the colour purple.
- If one screen has 20 px padding on all side, all screens should maintain this consistency.
- This is what we mean by defining elements and repeating them.
- Each element should be defined, as should the colours inside the app.

## 09. Simple tricks can be used to separate text and create hierarchy



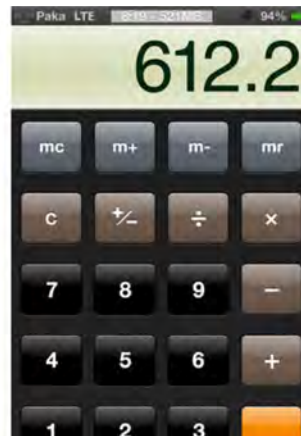
## 10. Outdated is another word for not trendy



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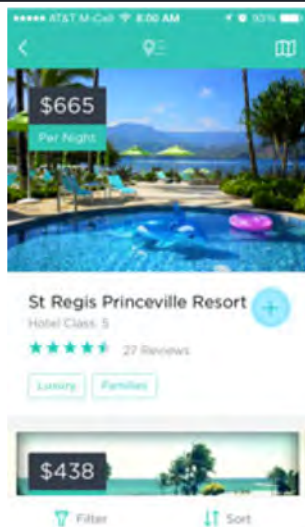


FLAT DESIGN



SKEUOMORPHISM

## 11. Most apps are basically just lists

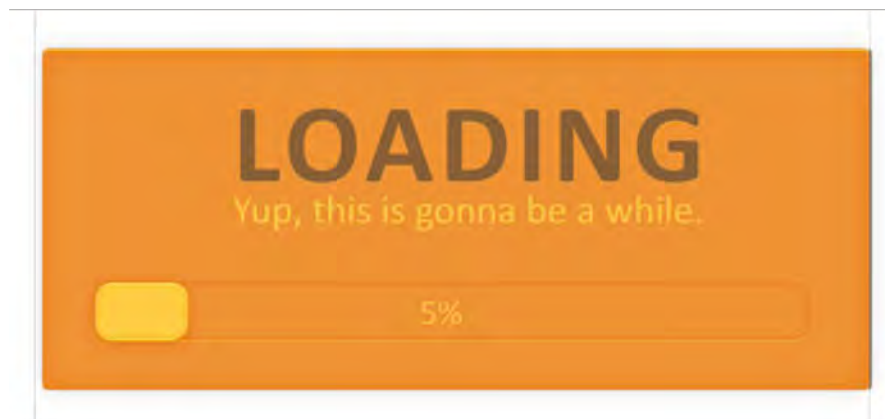


## 12. How to make a decision on a layout



- Design libraries exist to help decide which layout is the best for a particular problem.
- Here are some good ones.
  - <http://www.pptrns.com/>
  - <http://www.mobile-patterns.com/>
  - <http://inspired-ui.com/>
  - <https://www.cocoacontrols.com/>
  - <http://www.lovelyui.com/>
  - <http://androidux.com/>
  - <https://developer.yahoo.com/ypatterns/about/libraries.html>

## 13. Actions requires feedback, and fast



## 14. Postpone sign up



- Offer sign up on one page.
- Have the user sign up once they 'like' or 'heart' an item; allow them to get engaged first.
- You'll have significant user dropoff from logins, and usually the sign up doesn't offer much value to the brand anyway.

## 15. When to use a fancy font



---

Arial is plain and easy to read.

Avenir Next is the iPhone standard and pretty neat.

Roboto is the Android standard.

Helvetica is used (way too) often, though it is easy to read

---



## 15. When to use a fancy font



- The most important considerations for selecting a font are:
  - Can I easily use it on mobile/web?
  - Is there a variety of weights?
  - Is it legible?

## 16. Each system has visual guidelines




- Android, Windows and iOS have design guidelines that cover different design styles and are rather detailed with specific information like widths between text.
- They're a great resource when you're not sure how to proceed.







w3schools.com



HTML CSS JAVASCRIPT SQL PHP JQUERY BOOTSTRAP TUTORIALS REFERENCES EXAMPLES

depositphotos Search Images

SVG Tutorial

SVG HOME

- SVG in HTML5
- SVG Rectangle
- SVG Circle
- SVG Ellipse
- SVG Line
- SVG Polygon
- SVG Polyline
- SVG Path
- SVG Text
- SVG Strokings

SVG Filters

- SVG Filters Intro
- SVG Blur Effects
- SVG Drop Shadows

SVG Gradients

- SVG Linear
- SVG Radial

SVG Examples

- SVG Examples

SVG Reference

SVG stands for Scalable Vector Graphics. SVG defines vector-based graphics in XML format.

Examples in Each Chapter

With our "Try it Yourself" editor, you can edit the SVG, and click on a button to view the result.

SVG Example

```
<html>
<body>
<h1>My first SVG</h1>
<svg width="100" height="100">
  <circle cx="50" cy="50" r="40" stroke="green" stroke-width="4" fill="yellow" />
</svg>
</body>
```

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Lesson

# Understand

U  
X



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Lesson

Understand  
User  
eXperience



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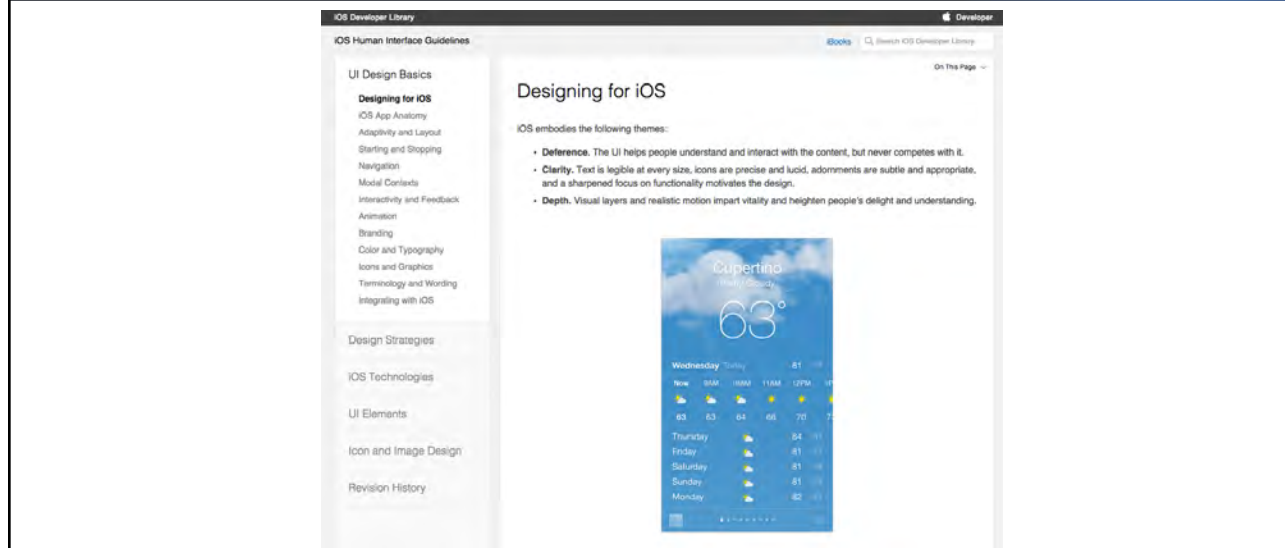
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Human Interface Guidelines



- <https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/MobileHIG/>

# Human Interface Guidelines



# Human Interface Guidelines



- **Designing for iOS**
- iOS embodies the following themes:
  - Deference.
    - The UI helps people understand and interact with the content, but never competes with it.
  - Clarity.
    - Text is legible at every size, icons are precise and lucid, adornments are subtle and appropriate, and a sharpened focus on functionality motivates the design.
  - Depth.
    - Visual layers and realistic motion impart vitality and heighten people's delight and understanding.

## Human Interface Guidelines



- Whether you're redesigning an older app or creating a new one, consider approaching the job in this way:
  - First, look past the UI to the app's core functionality and affirm its relevance.
  - Next, use the themes of iOS to inform the design of the UI and the user experience. Add details and embellishments with care and never gratuitously.
  - Finally, be sure to design your UI to adapt to various devices and modes so that users can enjoy your app in as many contexts as possible.

## Human Interface Guidelines



- Throughout the process, be prepared to defy precedent, question assumptions, and let a focus on content and functionality motivate every design decision.

## Human Interface Guidelines



- Defy precedent
- Question assumptions
- Let a focus on content and functionality motivate every design decision

## elementary OS



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### elementary OS

A fast and open replacement for Windows and OS X





## elementary OS



Human Interface Guidelines

These guidelines are designed to help developers and designers create a beautifully consistent experience on the elementary desktop. They were written for interface designers, graphic artists and software developers who will be working on elementary OS. They will not only define specific design elements and principles, but will also instill a philosophy that will allow you to decide when it is appropriate to deviate from the Guidelines. Adhering to the suggestions contained here will provide many benefits:

- Users will learn to use your application faster because it shares common elements that they are already familiar with.
- Users will accomplish tasks more quickly because you will have a straight-forward interface design that isn't confusing or difficult.
- Your application will appear native to the desktop and share the same elegant look as default applications.
- Your application will be easier to document because an expected behavior does not require explanation.
- The amount of support you will have to provide, including bugs filed, will be lessened (for the reasons above).

To help you achieve these goals, these guidelines will cover basic interface elements, how to use them and put them together effectively, and how to make your application integrate well with the desktop. The most important thing to remember is that following these guidelines will make it easier to design a new application, not harder.

However, keep in mind that this is a guideline, not a rulebook. New, amazing interaction paradigms appear every day and more are waiting to be discovered. This is a living document that can and will be changed.

## elementary OS



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## elementary OS



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## elementary OS – what design is NOT

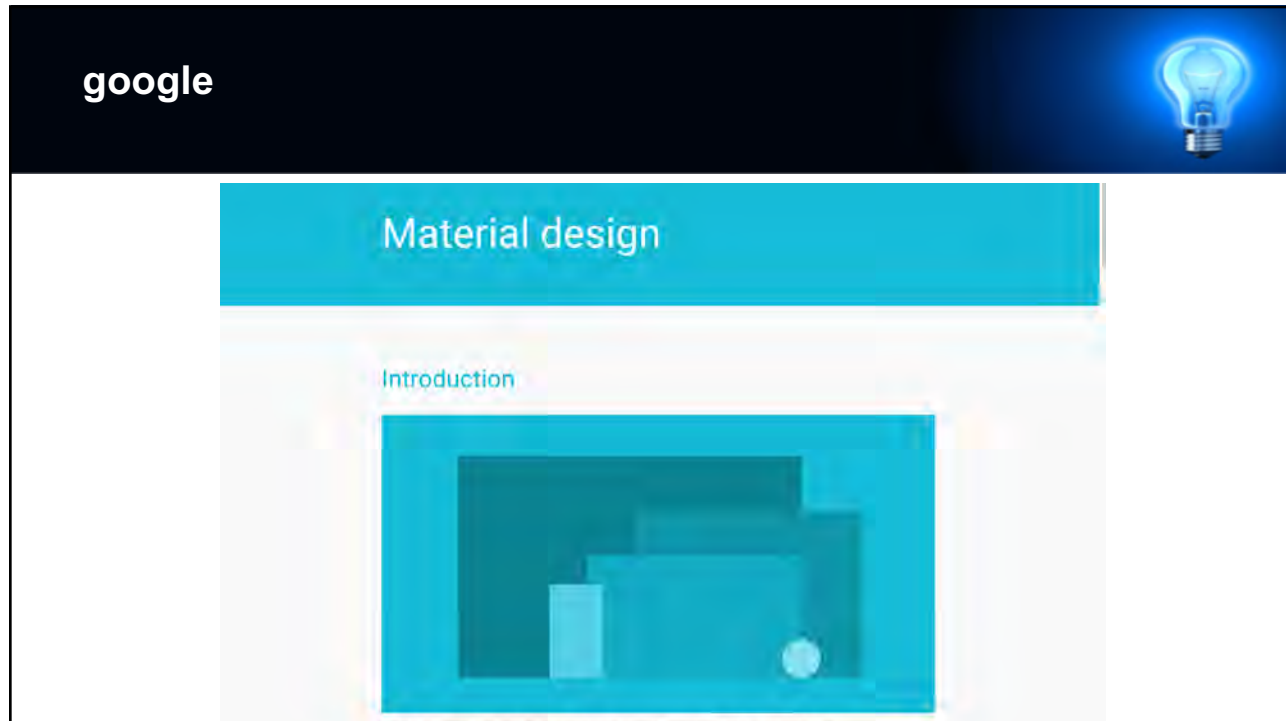


- Design is not something you add on after you've completed a product.
- Whether you realize it or not, you are constantly designing anything you build. It is an intrinsic part of creating something.
- Design is not just what something looks like. It's not just the colors and fonts.
- Design is how it works.
- When you decide to add a button that does a thing, that is design. You made a decision to add a button with an icon or a label and where that button went and the size and color of that button.
- Decisions are designs.

## elementary OS – what design is NOT



- Design is not just, like, your opinion, man.
- Design is testable.
- One design will meet a specific goal better than another design.
- Consider different types of bicycles. A folding bicycle has a different set of design goals than a mountain bicycle. Things like weight, size, and tire tread are important factors in helping the intended user reach their goals.
- Because we understand that design is about solving specific problems, we must also understand that we can objectively compare the effectiveness of two designs at solving those problems.



## Material Design Goals

- Create a visual language that synthesizes classic principles of good design with the innovation and possibility of technology and science.
- Develop a single underlying system that allows for a unified experience across platforms and device sizes.
- Mobile precepts are fundamental, but touch, voice, mouse, and keyboard are all first-class input methods.

## Material Design Goals



- All first-class input methods.
  - Touch
  - Voice
  - Mouse
  - Keyboard

**Lesson**

**Learn about  
colour design**



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**Lesson**


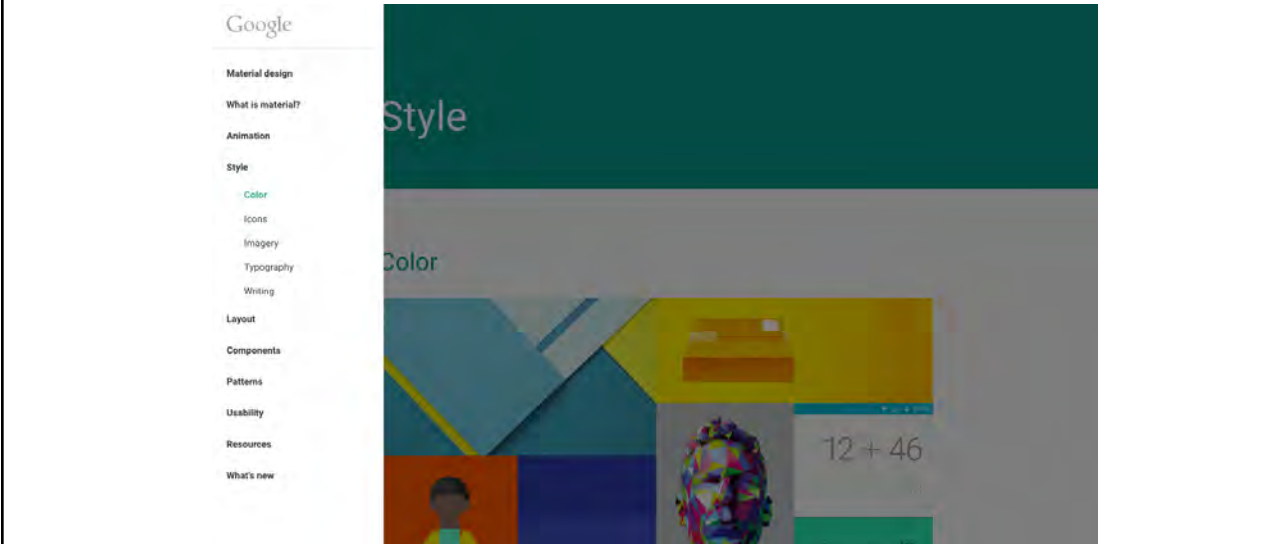
**Never let a programmer  
design a  
user interface**



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# Material Design Style


The screenshot shows the Google Material Design website. On the left is a navigation menu with the following items: Material design, What is material?, Animation, Style (highlighted), Color, Icons, Imagery, Typography, Writing, Layout, Components, Patterns, Usability, Resources, and What's new. The main content area features a large abstract graphic with various colors and shapes, including a yellow hexagon, a blue triangle, and a colorful face.

# Material Design Style - Color




Red	Pink	Purple
500 #F44336	500 #E91E63	500 #9C27B0
50 #FFEBEE	50 #FCE4EC	50 #F3E5F5
100 #FFCDD2	100 #F8BBD0	100 #E1BEE7
200 #FF9A9A	200 #F48FB1	200 #CE93D8
300 #E57373	300 #F06292	300 #BA68C8
400 #EF5350	400 #EC407A	400 #AB47BC
500 #F44336	500 #E91E63	500 #9C27B0
600 #E53935	600 #D81B60	600 #8E24AA
700 #D32F2F	700 #C2185B	700 #7B1FA2
800 #C62828	800 #AD1457	800 #6A1B9A
900 #B71C1C	900 #880E4F	900 #4A148C
A100 #FF8A80	A100 #FF80AB	A100 #EA80FC
A200 #FF5252	A200 #FF4081	A200 #E040FB
A400 #FF1744	A400 #F50057	A400 #D500F9
A700 #D50000	A700 #C51162	A700 #AA00FF

# Material Design Style - Color



Deep Purple		Indigo		Blue	
500	#673AB7	500	#3F51B5	500	#2196F3
50	#EDE7F6	50	#E8EAF6	50	#E3F2FD
100	#D1C4E9	100	#C5CAE9	100	#BBDEFB
200	#B39DDB	200	#9FA8DA	200	#90CAF9
300	#9575CD	300	#7986CB	300	#64B5F6
400	#7E57C2	400	#5C6BC0	400	#42A5F5
500	#673AB7	500	#3F51B5	500	#2196F3
600	#5E35B1	600	#3949AB	600	#1E88E5
700	#512DA8	700	#303F9F	700	#1976D2
800	#4527A0	800	#283593	800	#1565C0
900	#311B92	900	#1A237E	900	#0D47A1
A100	#B388FF	A100	#8C9EFF	A100	#82B1FF
A200	#7C4DFE	A200	#536DFE	A200	#448AFF
A400	#651FFF	A400	#3D5AFE	A400	#2979FF
A700	#6200EA	A700	#304FE	A700	#2962FF


# Material Design Style - Color



Light Blue		Cyan		Teal	
500	#03A9F4	500	#00BCD4	500	#009688
50	#E1F5FE	50	#E0F7FA	50	#E0F2F1
100	#B3E5FC	100	#B2EBF2	100	#B2DFDB
200	#81D4FA	200	#80DEEA	200	#80CBC4
300	#4FC3F7	300	#4DD0E1	300	#4DB6AC
400	#29B6F6	400	#26C6DA	400	#26A69A
500	#03A9F4	500	#00BCD4	500	#009688
600	#039BE5	600	#00ACC1	600	#00897B
700	#0288D1	700	#0097A7	700	#00796B
800	#0277BD	800	#00838F	800	#00695C
900	#01579B	900	#006064	900	#004D40
A100	#80D8FF	A100	#84FFFF	A100	#A7FFEB
A200	#40C4FF	A200	#18FFFF	A200	#64FFDA
A400	#00B0FF	A400	#00E5FF	A400	#1DE9B6
A700	#0091EA	A700	#0088D4	A700	#008FA5



## Material Design Style - Color




Green		Light Green		Lime	
500	#4CAF50	500	#8BC34A	500	#CDDC39
50	#EBF5E9	50	#F1F8E9	50	#F9FBE7
100	#C8E6C9	100	#DCEDC8	100	#F0F4C3
200	#A5D6A7	200	#C5E1A5	200	#E6EE9C
300	#81C784	300	#AED581	300	#DCE775
400	#66BB6A	400	#9CCC65	400	#D4E157
500	#4CAF50	500	#8BC34A	500	#CDDC39
600	#43A047	600	#7CB342	600	#C0CA33
700	#388E3C	700	#689F38	700	#AFB42B
800	#2E7D32	800	#558B2F	800	#9E9D24
900	#1B5E20	900	#33691E	900	#827717
A100	#B9F6CA	A100	#CCFF90	A100	#F4FF81
A200	#69F0AE	A200	#B2FF59	A200	#EEFF41
A400	#00E676	A400	#76FF03	A400	#C6FF00
A700	#00C853	A700	#64DD17	A700	#AEEA00

## Material Design Style - Color



Yellow		Amber		Orange	
500	#FFEB3B	500	#FFC107	500	#FF9800
50	#FFFDE7	50	#FFF8E1	50	#FFF3E0
100	#FFF9C4	100	#FFECB3	100	#FFE0B2
200	#FFF59D	200	#FFE082	200	#FFCC80
300	#FFF176	300	#FFD54F	300	#FFB74D
400	#FFE58	400	#FFCA28	400	#FFA726
500	#FFEB3B	500	#FFC107	500	#FF9800
600	#FDD835	600	#FFB300	600	#FB8C00
700	#FBC02D	700	#FFA000	700	#F57C00
800	#F9A825	800	#FF8F00	800	#EF6C00
900	#F57F17	900	#FF6F00	900	#E65100
A100	#FFFF8D	A100	#FFE57F	A100	#FFD180
A200	#FFFF00	A200	#FFD740	A200	#FFAB40
A400	#FFEA00	A400	#FFC400	A400	#FF9100
A700	#FFD600	A700	#FFAB00	A700	#FF6D00

## Material Design Style - Color




Deep Orange	
500	#FF5722
50	#FB9E77
100	#FFC760
200	#FFA754
300	#FF8A65
400	#FF7043
500	#FF5722
600	#F44336
700	#E64A19
800	#DB4315
900	#BF360C
A100	#FF9E80
A200	#FF6E40
A400	#FF3D00
A700	#DD2C00

Brown	
500	#795548
50	#E6E0D8
100	#D7CCC8
200	#BCAAA4
300	#A1887F
400	#8D6E63
500	#795548
600	#6D4C41
700	#5D4037
800	#4E342E
900	#3E2723

Grey	
500	#9E9E9E
50	#FAFAFA
100	#F5F5F5
200	#EEEEEE
300	#E0E0E0
400	#BDBDBD
500	#9E9E9E
600	#757575
700	#545454
800	#424242
900	#212121

## Material Design Style - Color



Blue Grey	
500	#607D8B
50	#E0E0E0
100	#CFD8DC
200	#B0BEC5
300	#90A4AE
400	#78909C
500	#607D8B
600	#546E7A
700	#455A64
800	#37474F
900	#263238

Black	
500	#000000

White	
500	#FFFFFF

# Programmer(?) Design



The screenshot shows the homepage of 'Web Pages That Suck' by Vincent Flanders. The site has a dark header with the title and a '10th Anniversary' badge. A navigation menu includes 'Home', 'Worst Websites of the Year', 'Bad Web Design', 'Daily Sucker', 'Articles', 'Web Design Checklists', and 'FAQ, etc.'. The main content area features a 'Where to Start?' sidebar with a photo of hands clasped in prayer, and a main article titled 'Web Pages That Suck Presents The 20 Worst Websites of 2014'. The article includes a 'CRITICAL//PATH' logo and a 'VIEW THIS WEEK'S CATALOGUE' for 'COLES' with a '1/2 Price' offer. A 'Hover to expand' button is visible below the catalogue.

# Web pages that suck



The screenshot shows the website for the Riverside Art Center. The header is orange and features the center's logo and the tagline 'RIVERSIDE ART CENTER - Let your creativity flow!'. To the right is a 'WAPAKONETA' logo with 'Best 2011 Hometown' text. Below the header is a dark green section with a navigation menu on the left listing categories like 'Home', 'Exhibitions and Events', 'About Us', etc. The main content area has a large text announcement: '2015 Fall Juried Show Opening Friday, August 28th 6:30 -'. Below the text is a photograph of two women embracing.

# Web pages that suck



**MGBD Parts & Services**  
Rover P6 Parts Specialist

MGBD Parts by Mark & Angie Gray  
**ROVER P6 PARTS**  
**Online Store**  
[Click here](#)

**IMPORTANT CUSTOMER NOTICE**  
Message to all of our customers who have purchased brake servo vacuum hose from us, this applies to part numbers 578081, 578082, 578084 purchased since February 2014.  
Please can you examine the hose thoroughly because we have had one customer reporting that it has turned to jelly.  
Anyone finding this issue with the brake servo vacuum hose supplied by us, please contact us immediately on +44 (0) 1902 689975

**Regional Meet of the RSR**  
Shropshire & Staffordshire

# Web pages that suck



**Gulla's Arrestling™**  
Train Weekly or Fight Weekly

HOME COURSES SCHEDULE FOUNDER INSTRUCTORS NEWS

**2015 Arrestling Conference, Richland Washington**

[Click Here For Registration](#)

# Web pages that suck



Experience The Best Of Babbacombe @ **Exmouth View Hotel**

A Traditional Family Run Hotel  
Offering Affordable Accomodation  
With Excellent Quality Home Cooked Food

**AS FEATURED ON TV - [click here for details](#)**

 **PAWLEY TOWERS**  
Our Driver Can Collect

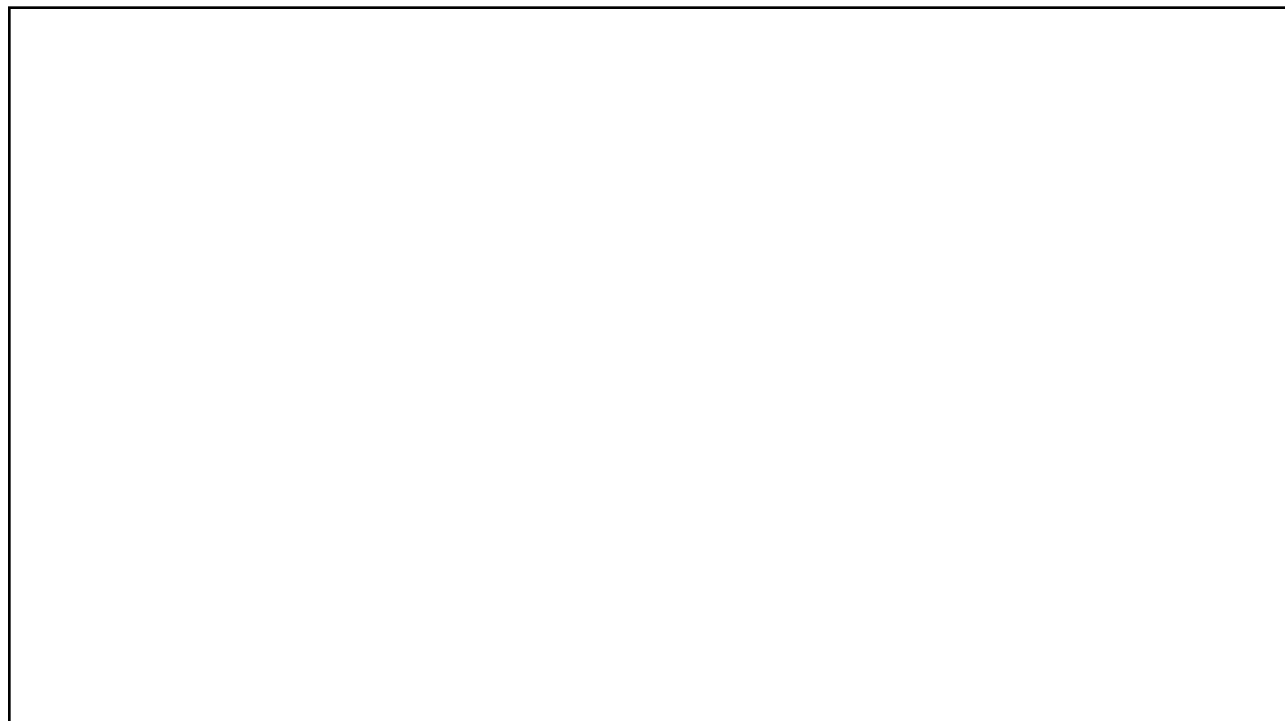
 **Ask For Details!**



 **trivago**  
Best (Beachfront Hotel) Torquay

 [Click Here for Ivantony's Page](#)  
[Picture Page](#)  
[Tariff 2015 & Special Offers](#)





Lesson

The way you  
code RPG  
won't work  
any more



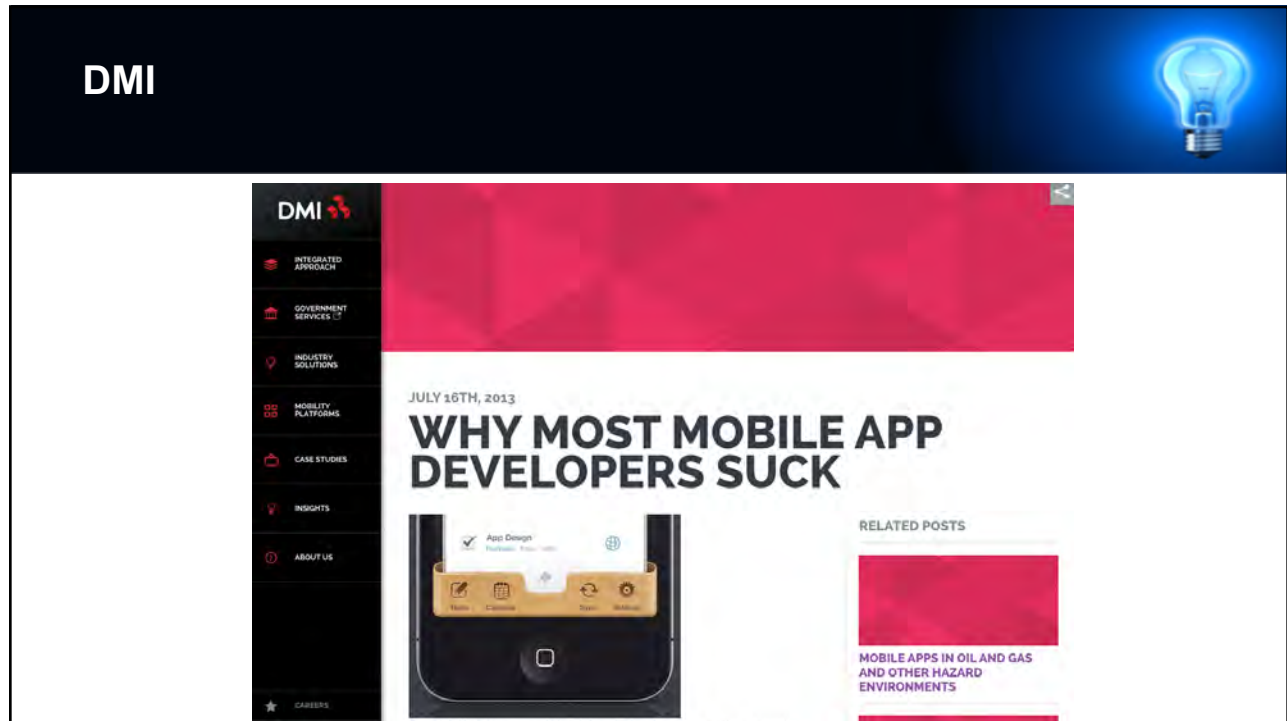
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DMI




- <http://dminc.com/blog/why-most-mobile-app-developers-suck/>



## Conclusion




- To build up a great mobile development team don't just hire developers with mobile experience.
- Focus on building up a team of great developers and generalists that will pick up any new technology rapidly and combine these with people that understand mobile, including user interface and user experience design.
- A degree in engineering and mathematics and experience of working in a larger development team make a huge difference in productivity, quality and the ability to deliver large complex projects.
- In the long term it will be worth the investment.
- Finally, there is only one way to qualify the skills and experience of a developer unless you really trust their references, and that is a live coding exercise during the interview process.

# Code My Views



- <https://codemyviews.com/blog/mobilefirst>

# Code My Views





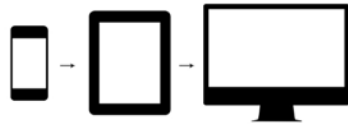
## Why Mobile First?



- Graceful Degradation



- Progressive Enhancement



## Why Progressive Enhancement Wins



- When you start with the desktop platform, you tend to want to take advantage of everything that platform has to offer.
- You build an amazing product that leverages lots of great technology, only to realize that none of it scales well down to mobile.
- This can and does lead to severely watered down mobile products that feel more like an afterthought than a polished, finished product.
- Does this happen with every project? Perhaps not, but the story is likely far more common than you'd like to believe.

## Why Progressive Enhancement Wins



- If we examine the progressive enhancement workflow, the result tends to be a different story.
- Here we're starting with a project that is both super lean and quite impressive.
- You've taken all of that starting energy and put it into creating a product that looks and functions well despite the many restraints that you faced.
- More importantly, you've already gone through the problem of trimming down the content to its most vital elements.
- Now when it's time to bring this design to the desktop, instead of facing the decision of what to cut and how to water down your product, you instead get to decide how to make it even more robust!

Lesson

**Green is  
long gone..  
Forget it!**



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 @ericjooka

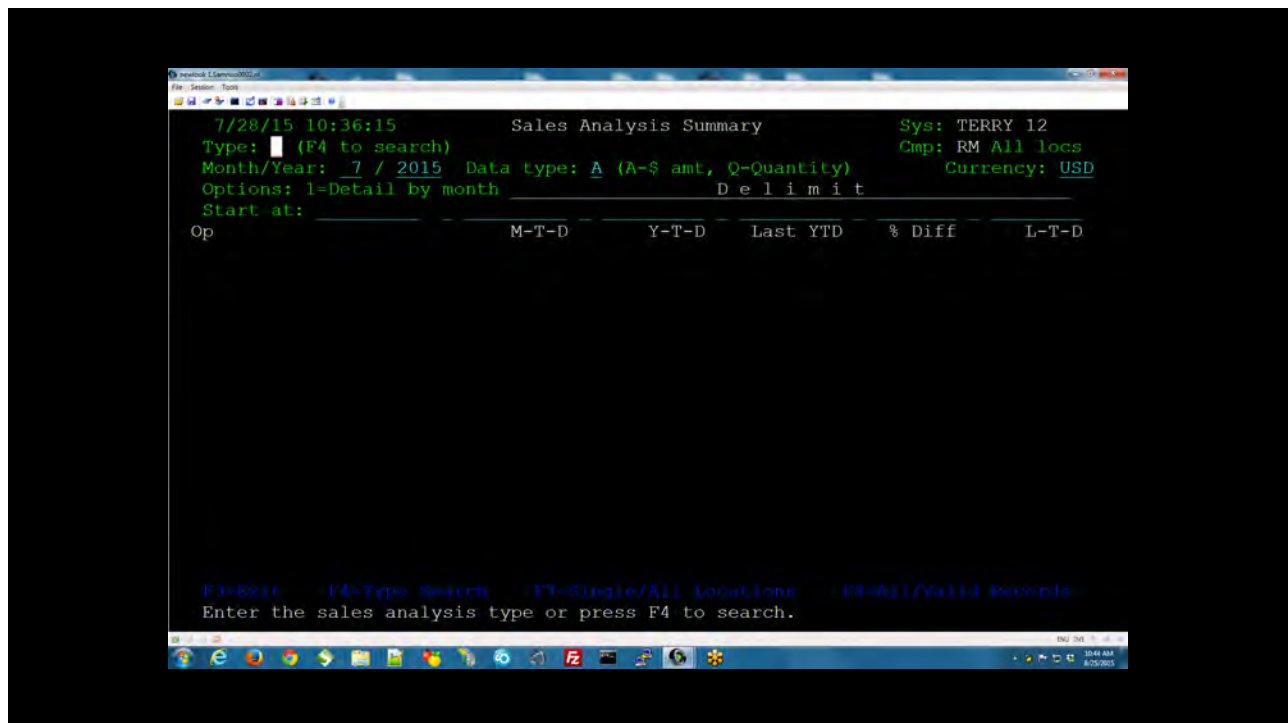
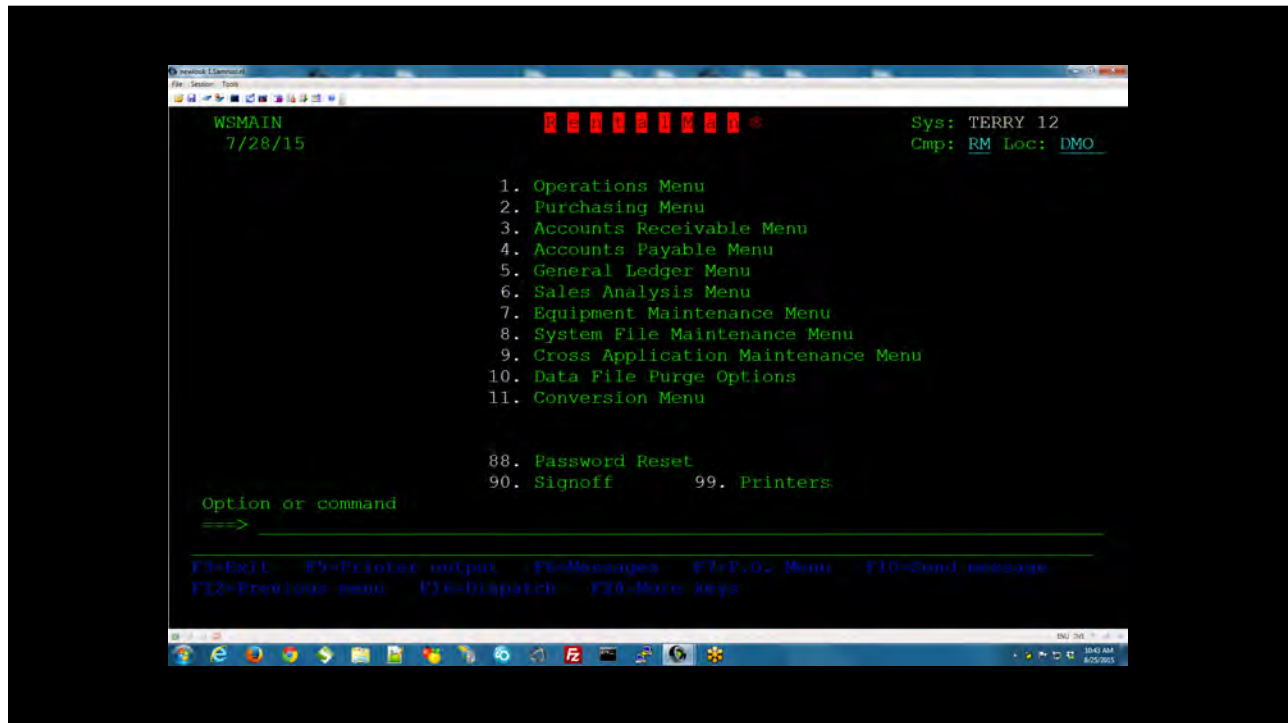
Lesson

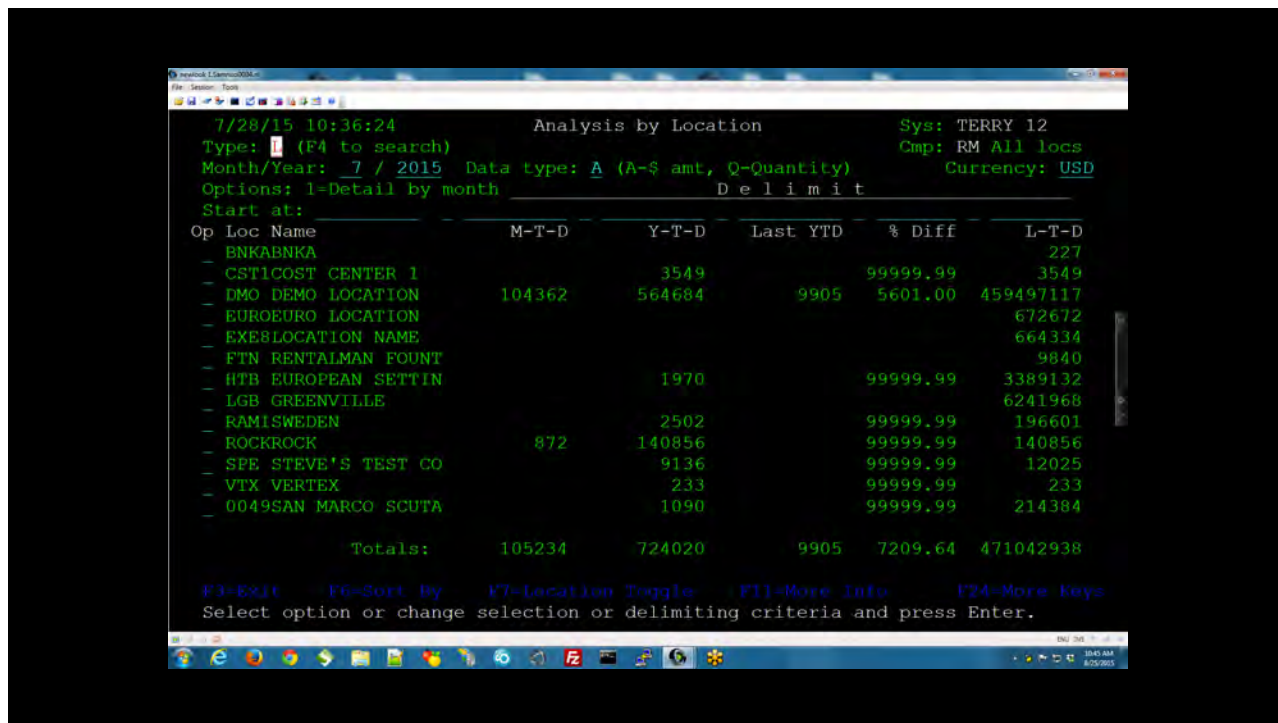
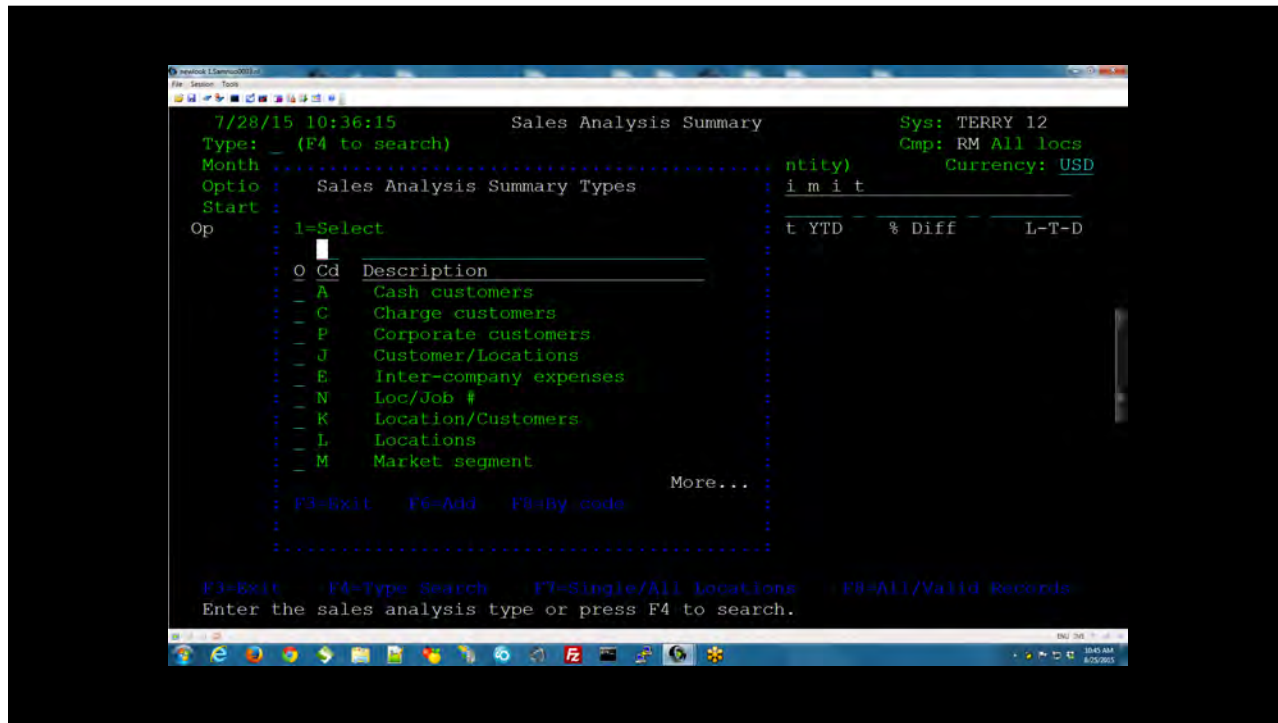
**Change  
Your  
Vernacular!**



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7/28/15 10:36:32 Sales Analysis By Location Sys: TERRY 12  
 Cmp: RM Loc: DMO  
 Mode: SINGLE LOC  
 Currency: USD

Type: L Loc code: DMO  
 Month/Year: 7 / 2015 DEMO LOCATION  
 TOTAL

Month	2015- 2014	% Change	2014- 2013	% Change	2013- 2012	Monthly Average
JUL	104,362	2647.8	3,798	9999.9	23,430	36,053
JUN	172,816	6156.9	2,762	88.2-	486,856	66,336
MAY	23,139	842.1	2,456	99.5-	814,252	170,817
APR	96,441	9999.9		100.0-	13,282	303,564
MAR	7,188	2304.0	299	97.7-	97,019,338	6,923
FEB	1,371	81.1	757	100.0-	427,302	32,340,489
JAN	159,367	5529.3-	167-	100.0-	331,848	195,501
DEC	10,848	9999.9		100.0-	467,275	114,232
NOV	231,242,352	9999.9	234	99.9-	635,839	77,236,620
OCT	205,282-	108.9-	2,304,492	262.4	372,014	911,683
SEP	4,938	9999.9		100.0-	479,448	125,651
AUG	76,857,579	9999.9		100.0-		25,779,009
***	308,475,119	9999.9	2,314,631	97.7-	101,070,884	137,286,878

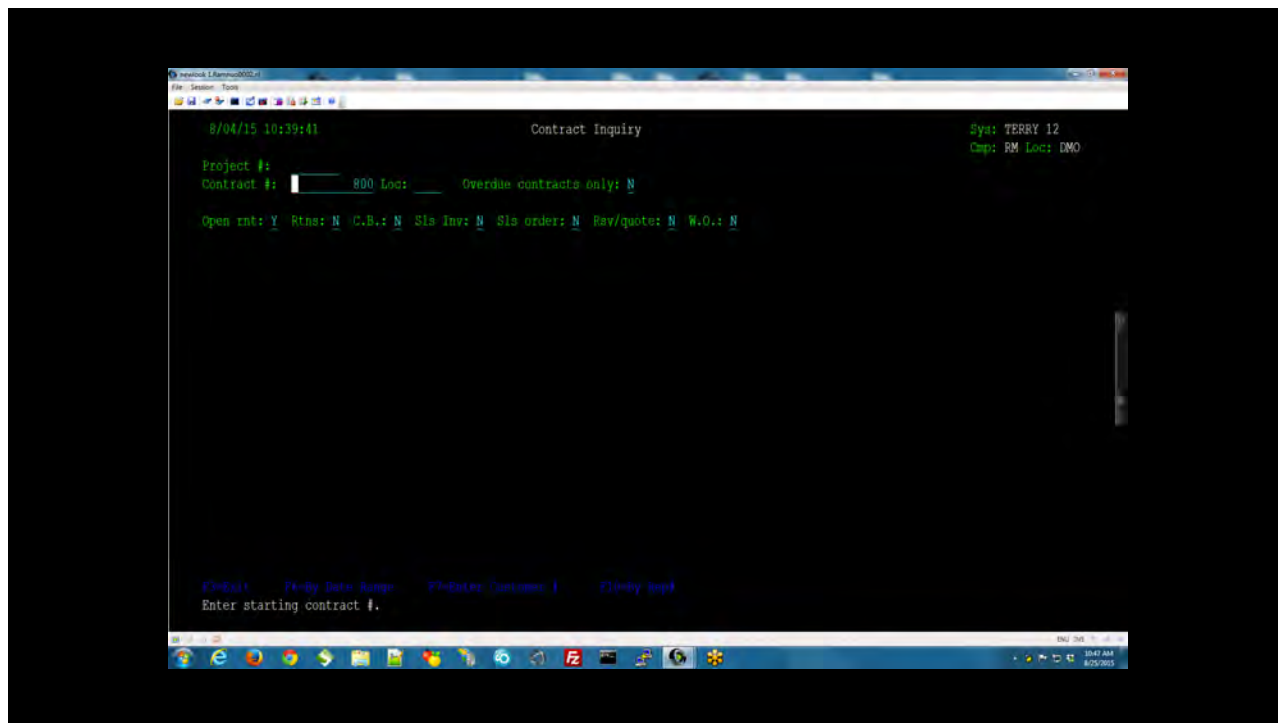
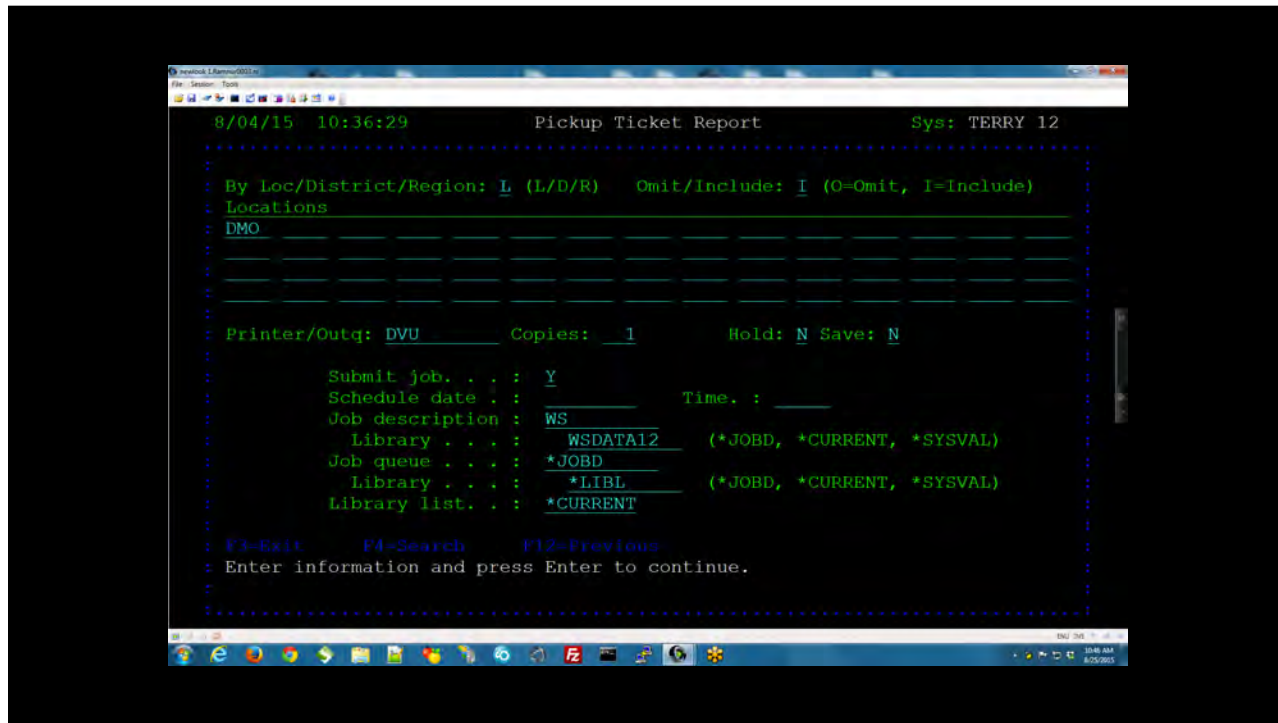
F3=Exit F14=Show Rental F15=Show Sales F24=More Keys  
 View information and press Enter to continue.

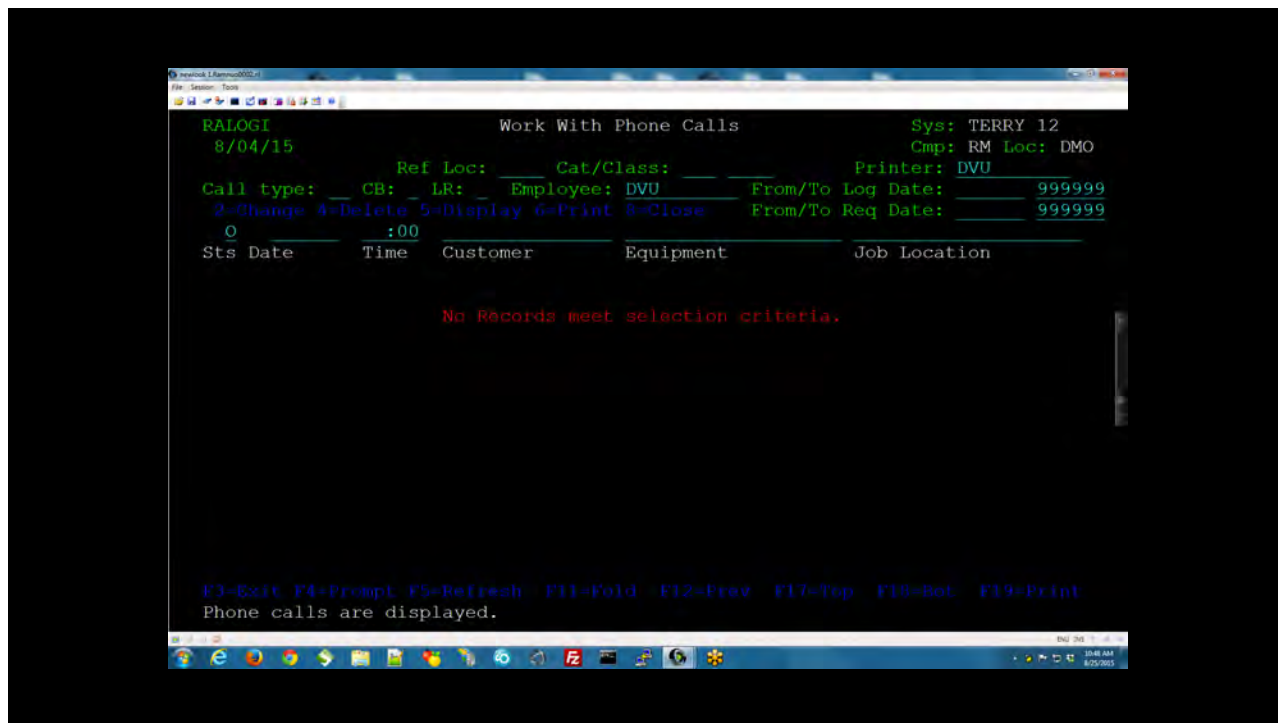
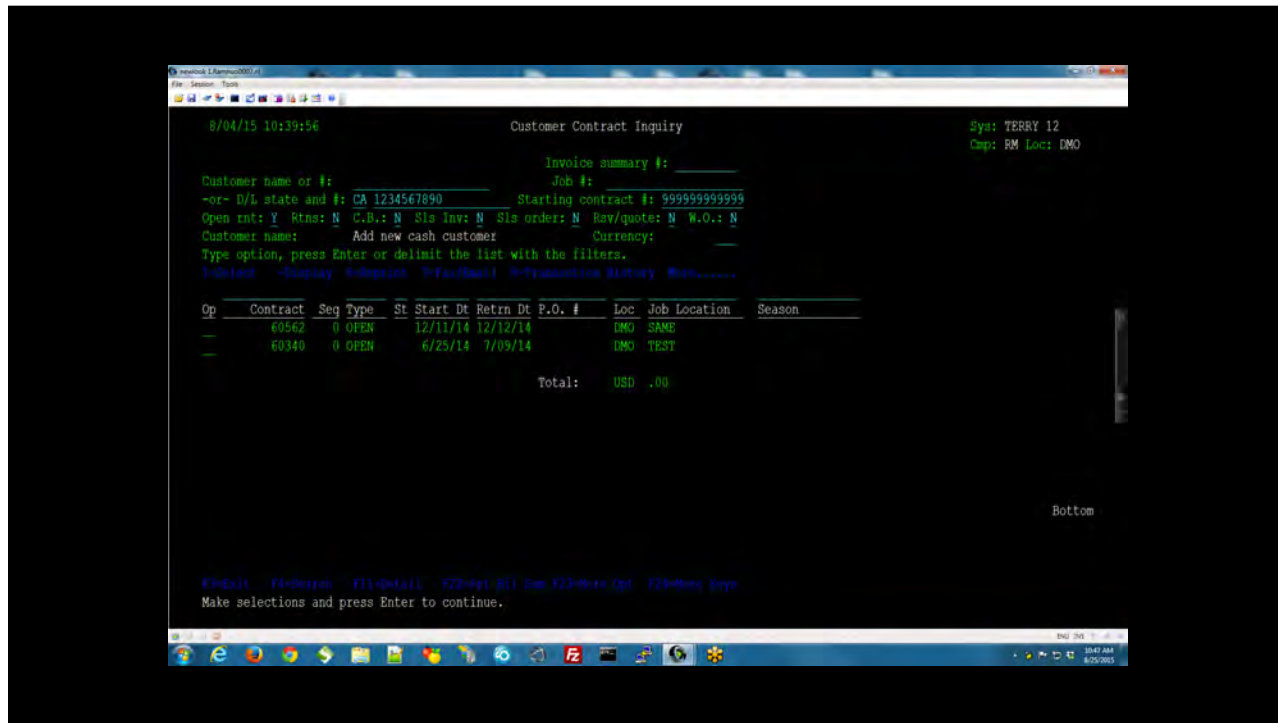
7/28/15 09:19:54 Step Description Maintenance Sys: TERRY 12  
 Cmp: RM Loc: DMO  
 Mode: ADD

Position to search word:  
 Language: ENU UNITED STATES ENGLISH Maint

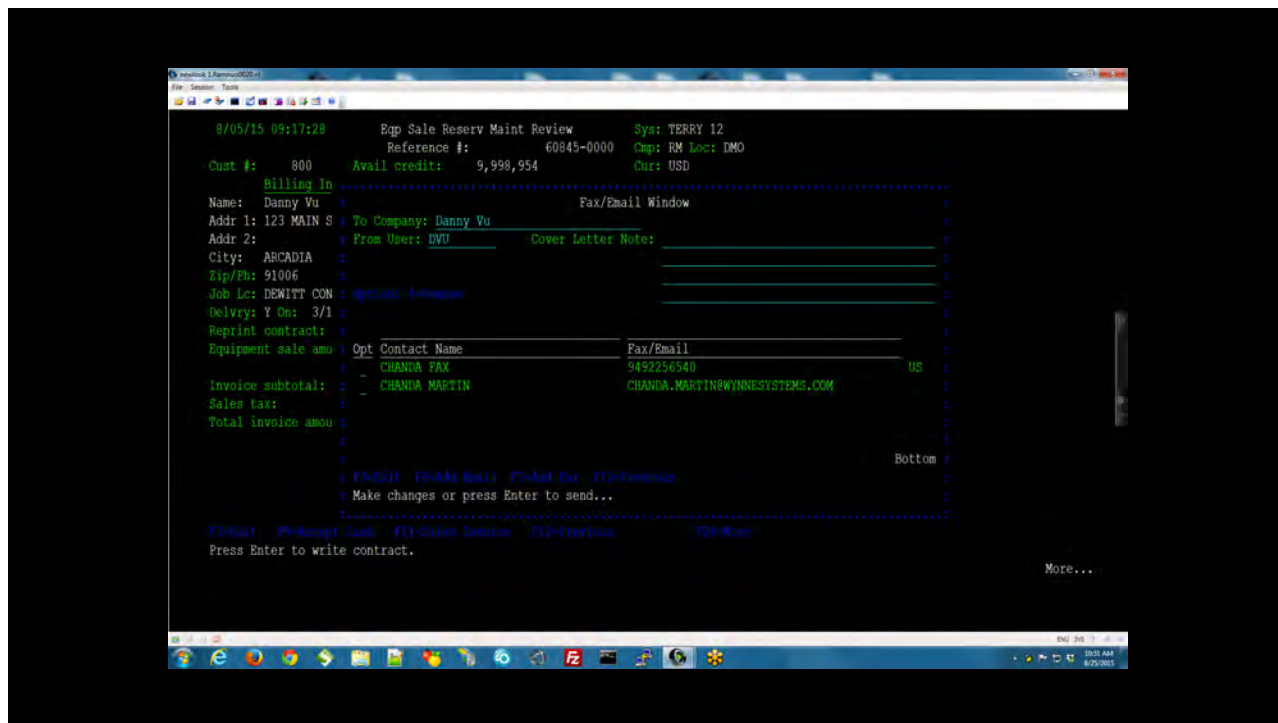
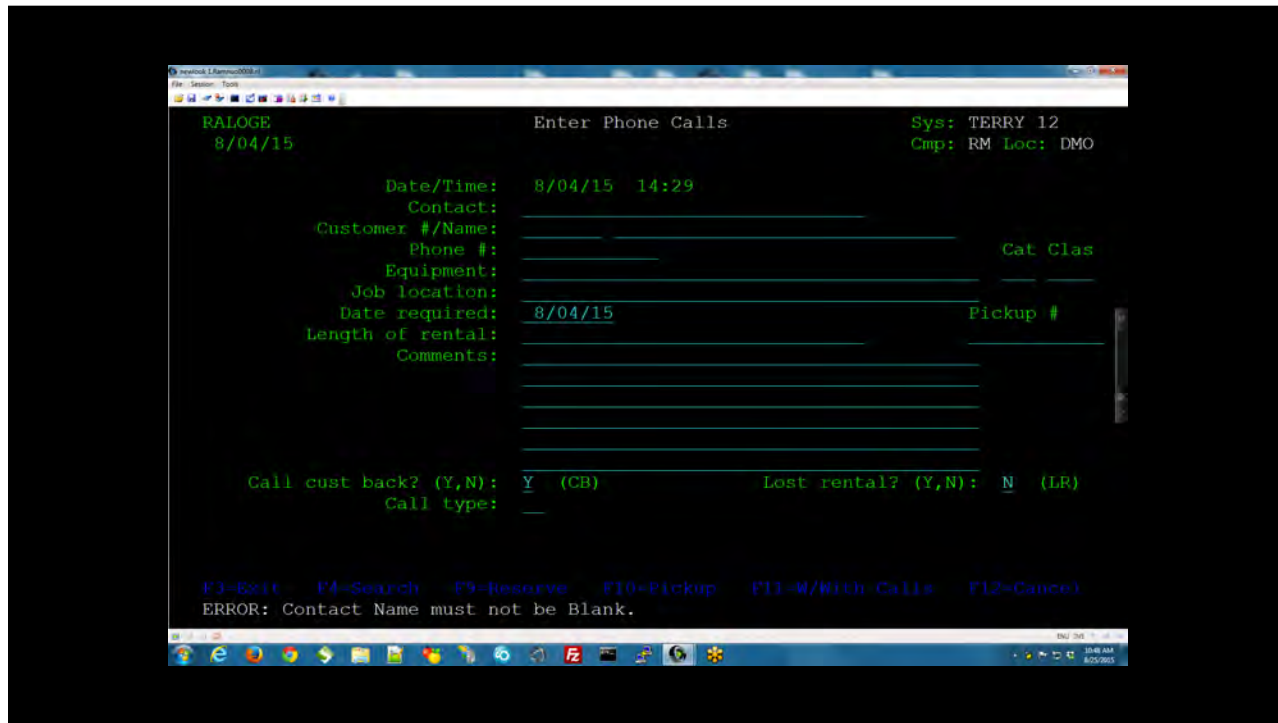
Step #	Step description	Y/N	Code	Srch word
86	EMPTY DRAIN TANK	Y	2000	A/C
87	CHECK AIR FILTER	N	2000	A/C
88	REMOVE ELEMENT	N	2000	A/C
89	CLEAN FILTER	Y	2000	A/C
90	INSPECT POWER CORD	N	2000	A/C
91	CHECK DRAIN TANK	N	2000	A/C
92	OPERATE UNIT IN "FAN" MODE (8 HOURS)	N	2000	A/C
93	REPLACE AIR FILTER	Y	2000	A/C
11	QUARTERLY AERIAL INSPECTION	Y	5000	AERIAL
12	ANNUAL AERIAL INSPECTION	Y	5000	AERIAL
50	SCISSOR ARMS FREE OF DAMAGE, CRACKS & DISTORTION	N	3000	AERIAL
51	NO UNAUTHORIZED MODIFICATIONS OR ADDITIONS ON UNIT	N	3000	AERIAL
52	INSPECT GENERAL STRUCTURAL COND. INCLUDING WELDS	N	3000	AERIAL
53	STATIC STRAP IS IN PLACE	N	3000	AERIAL
54	CHECK BOLTS & FASTENERS FOR SECURITY	N	3000	AERIAL

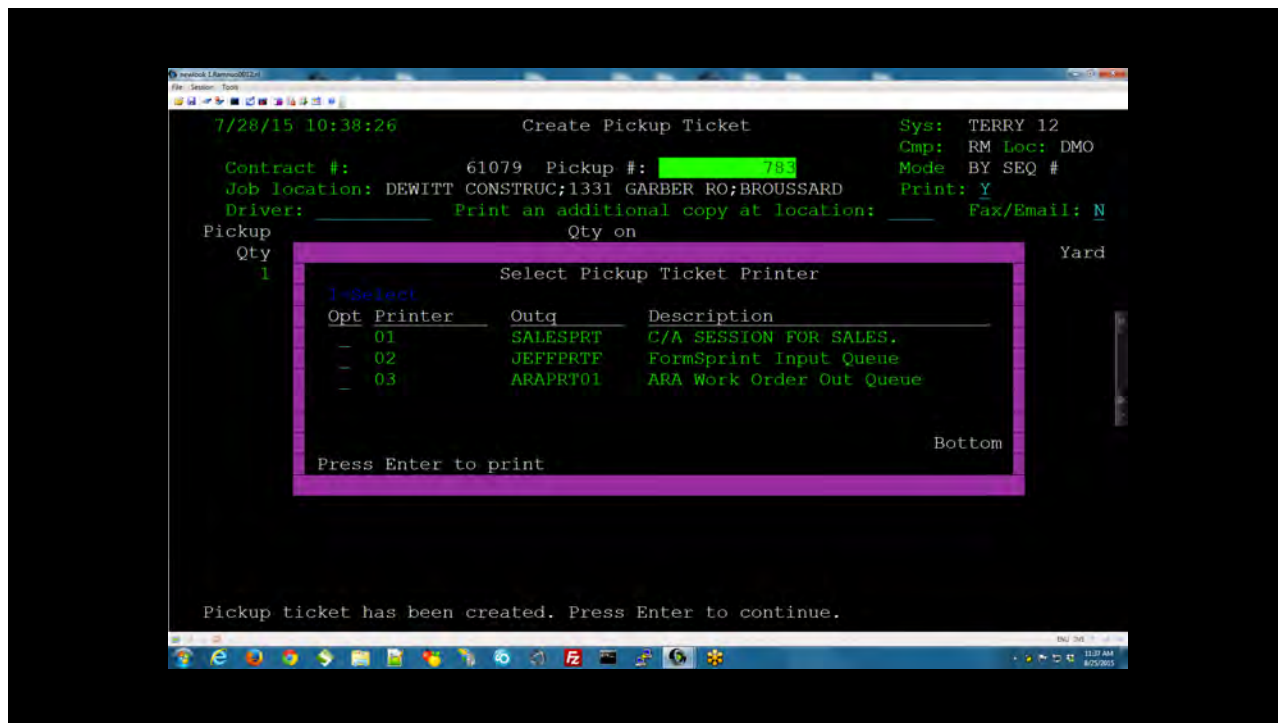
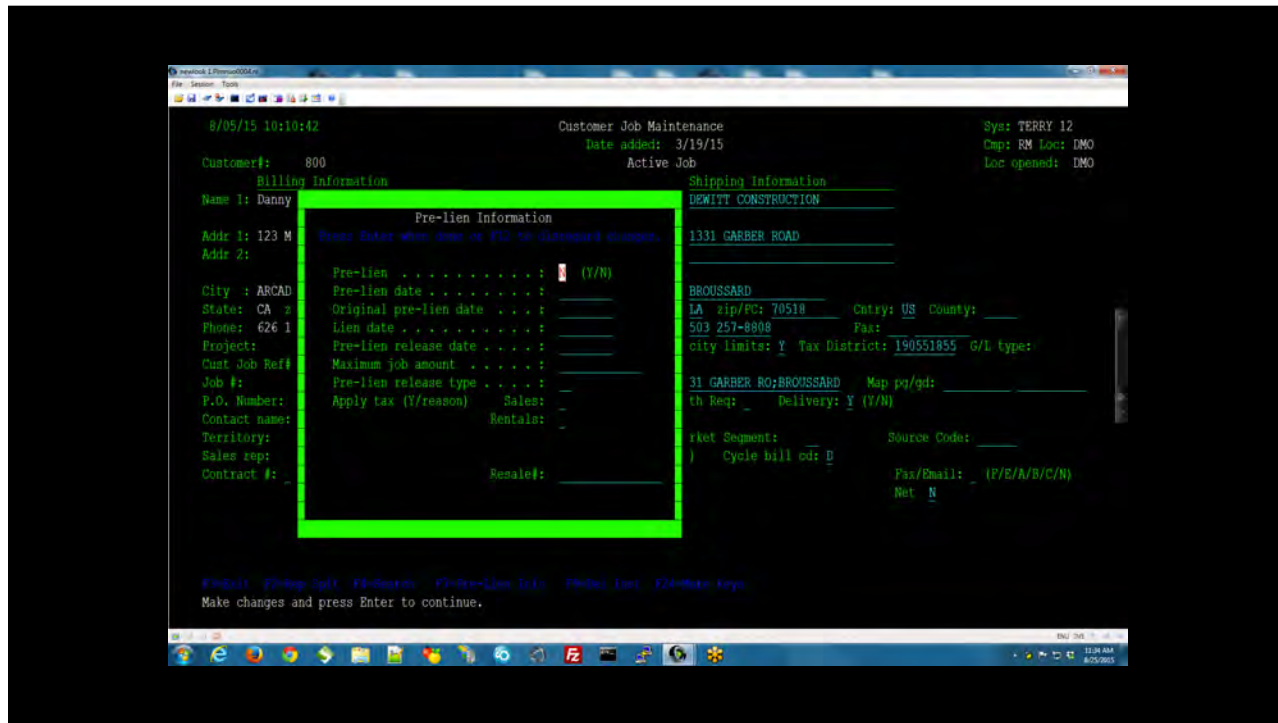
F3=Exit F4=Search F6=New Page F5=Refresh F24=More Keys  
 Enter or change descriptions and press Enter.



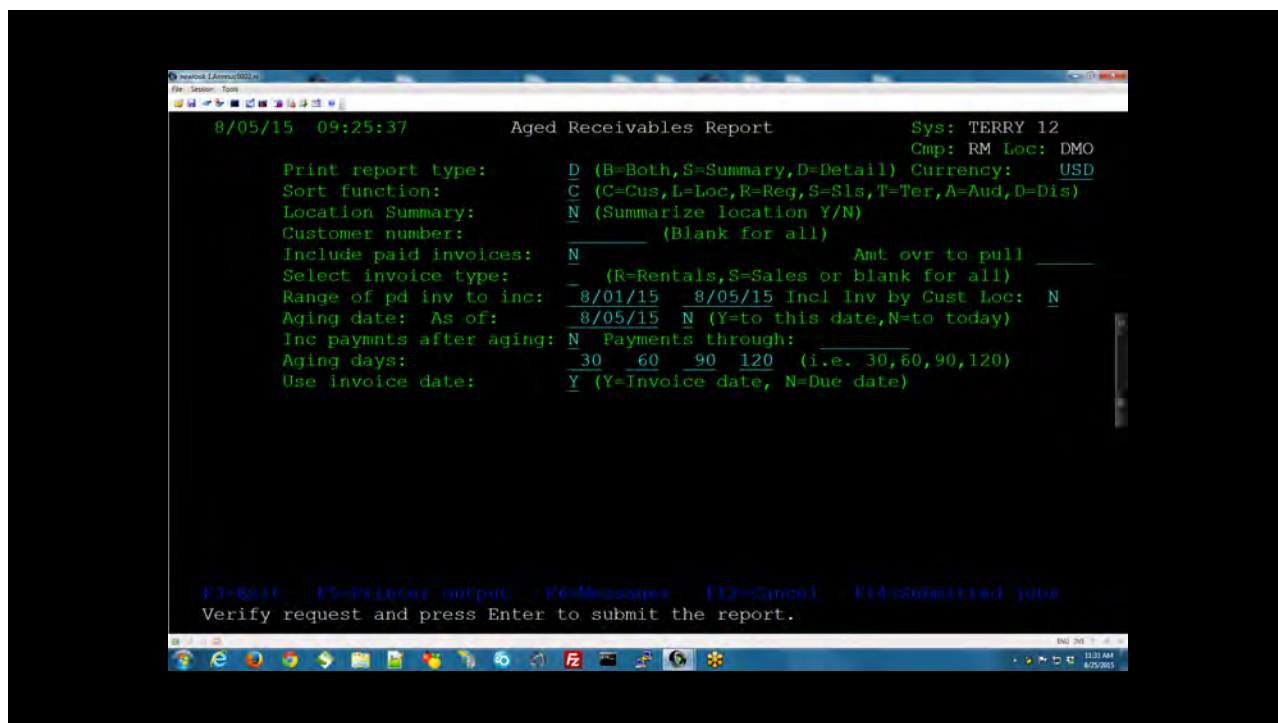
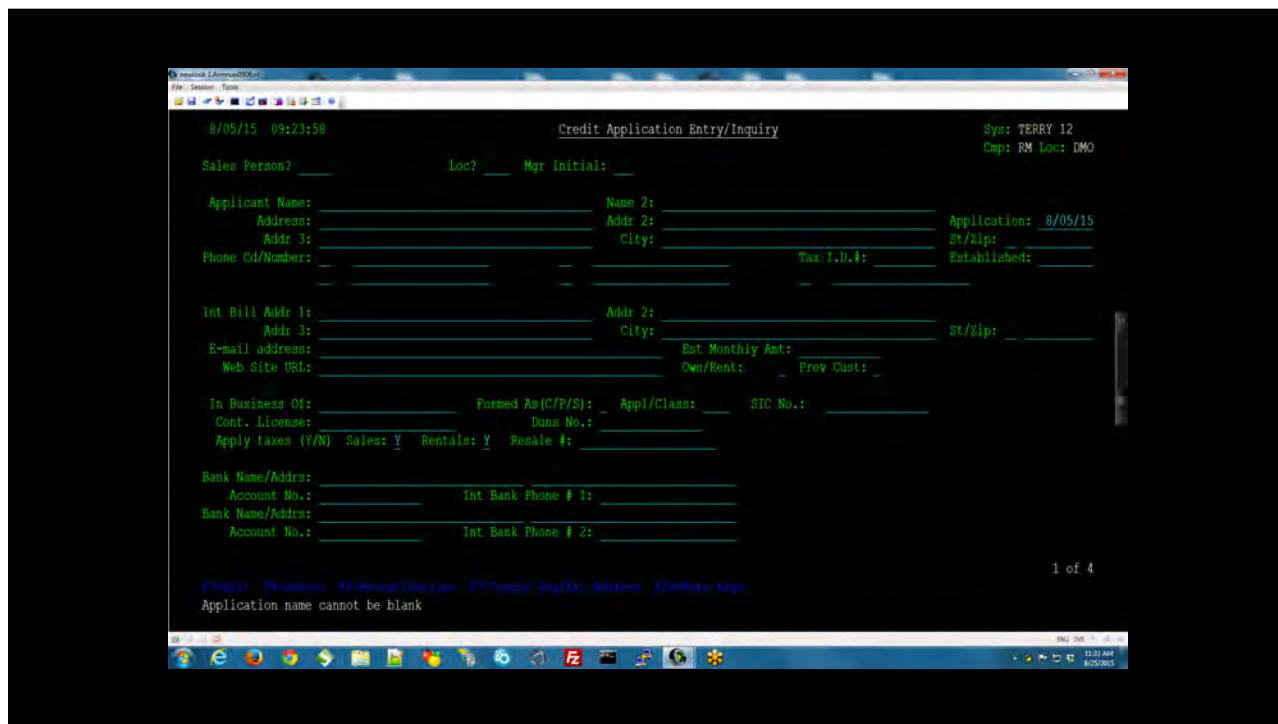


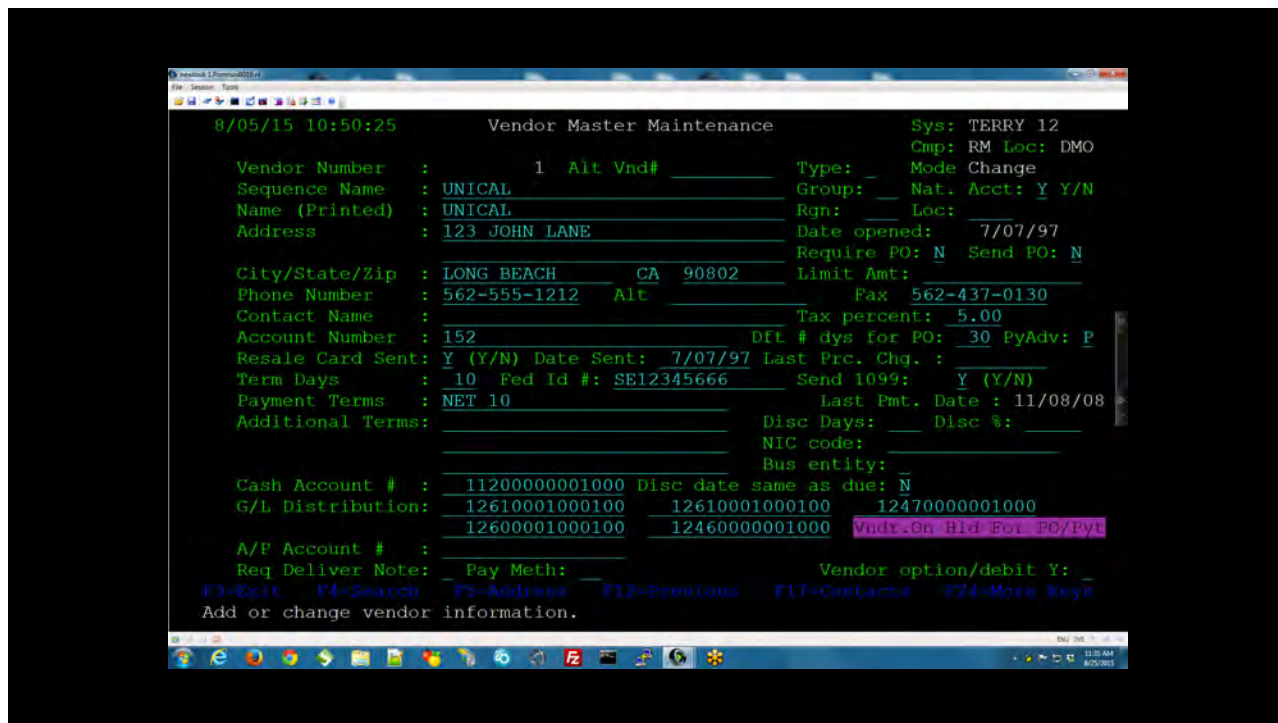
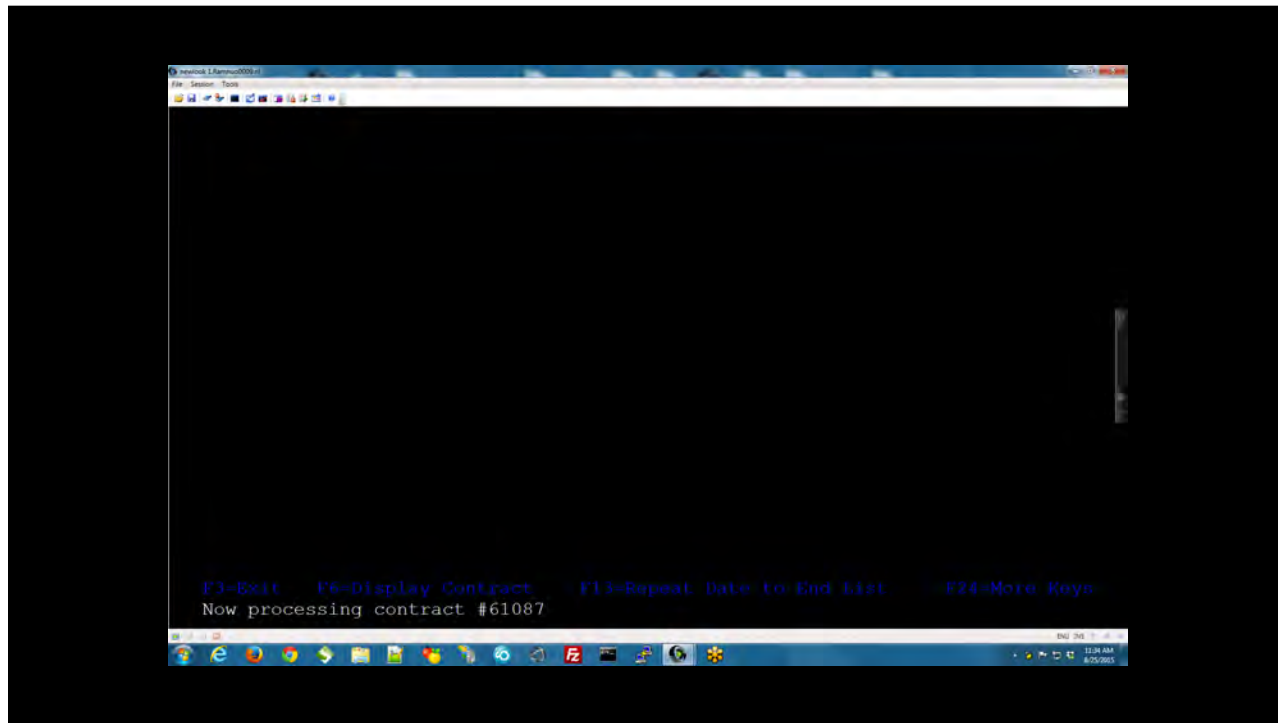


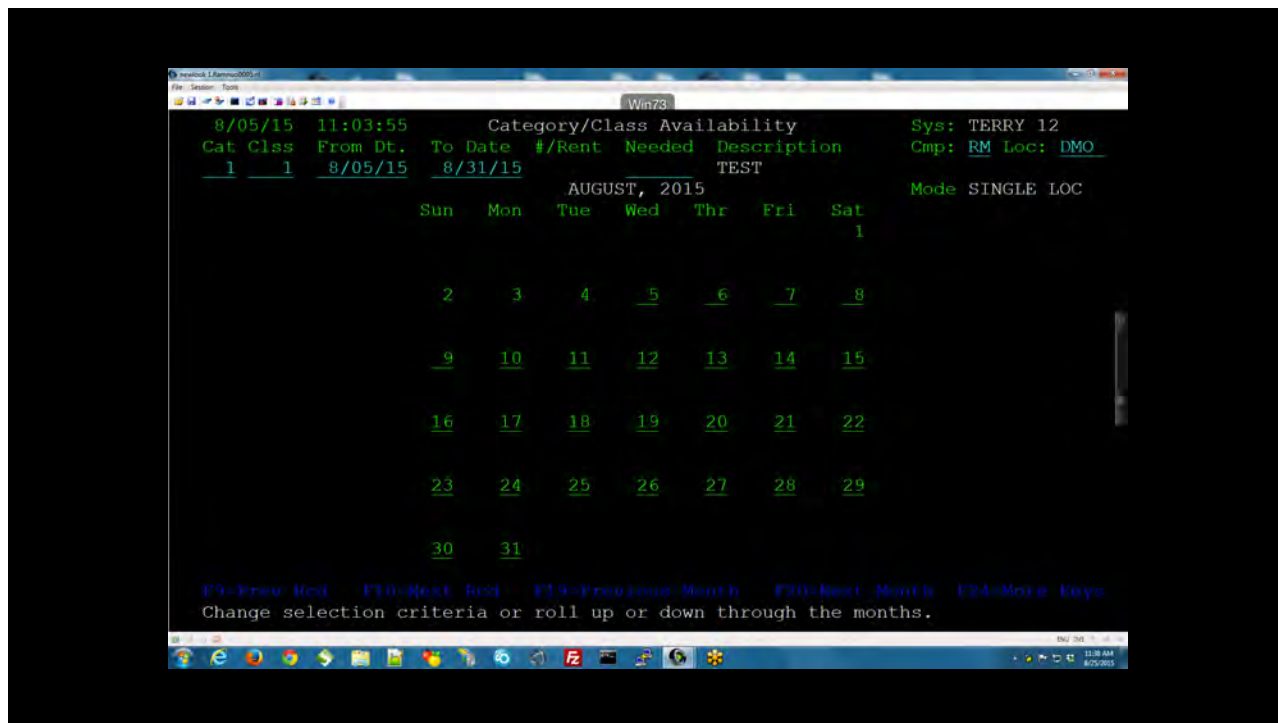
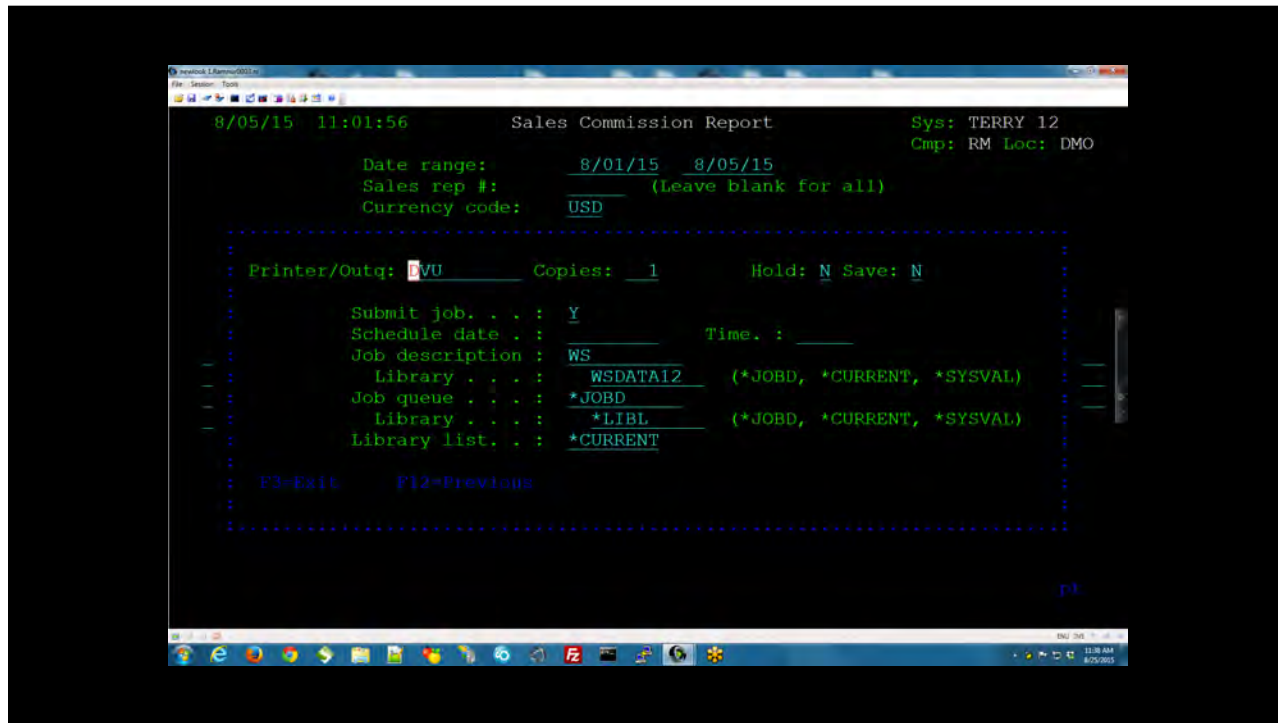












Lesson

# Size matters



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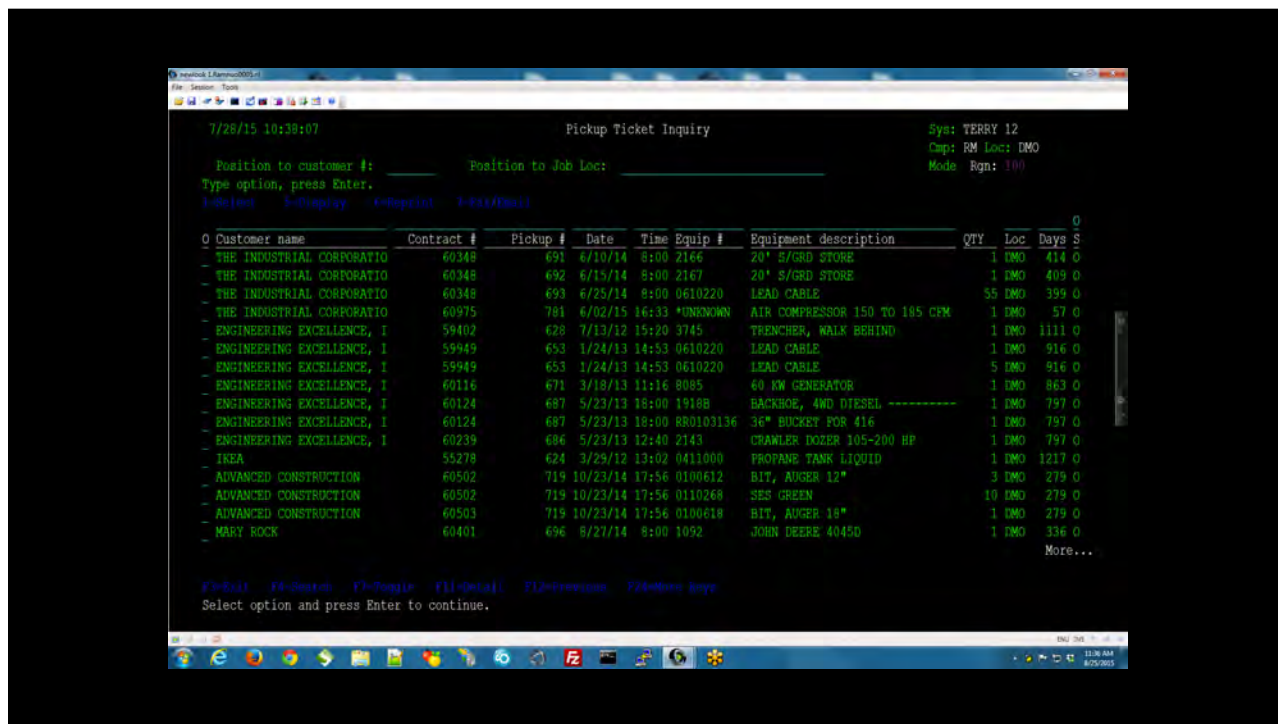
Lesson

# Don't be a more:on!

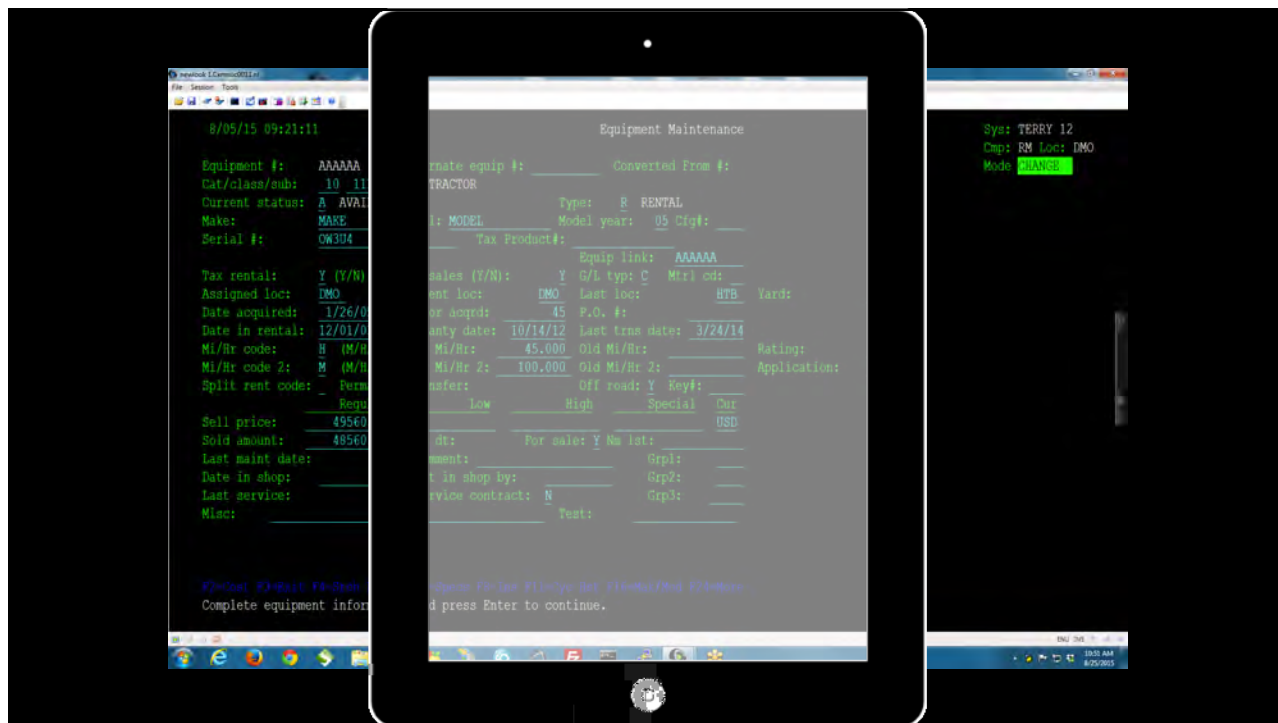
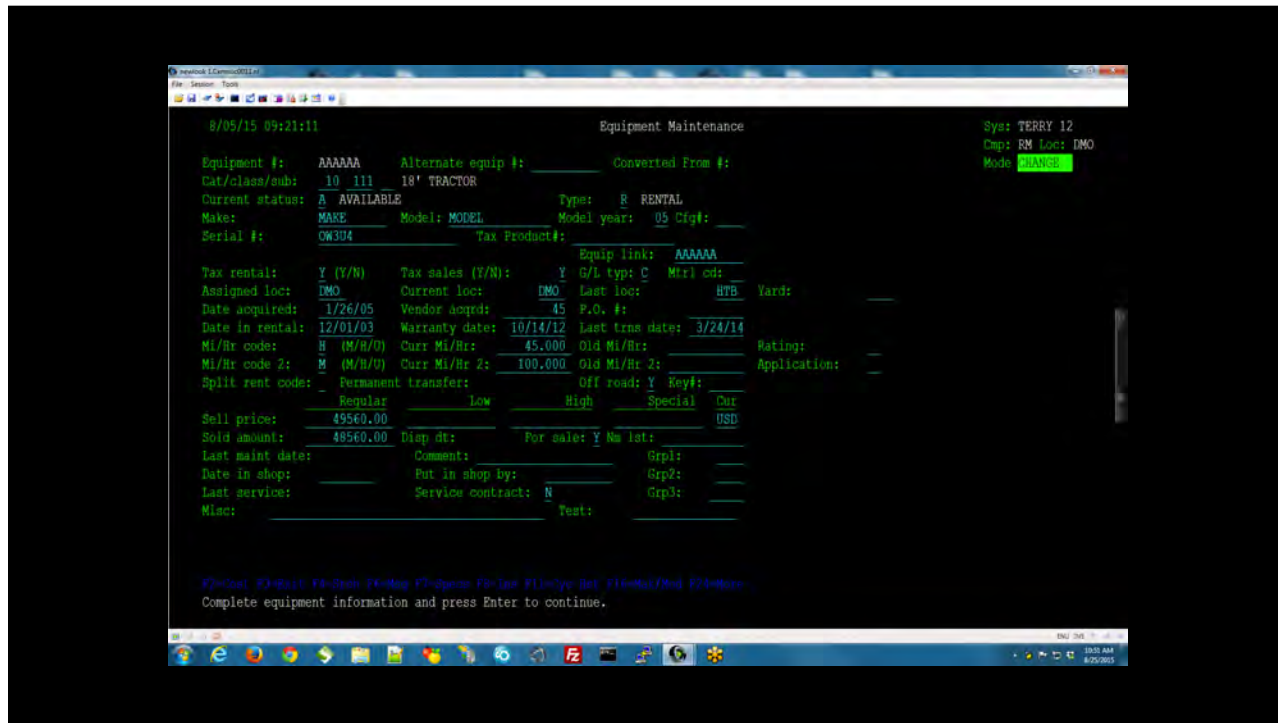


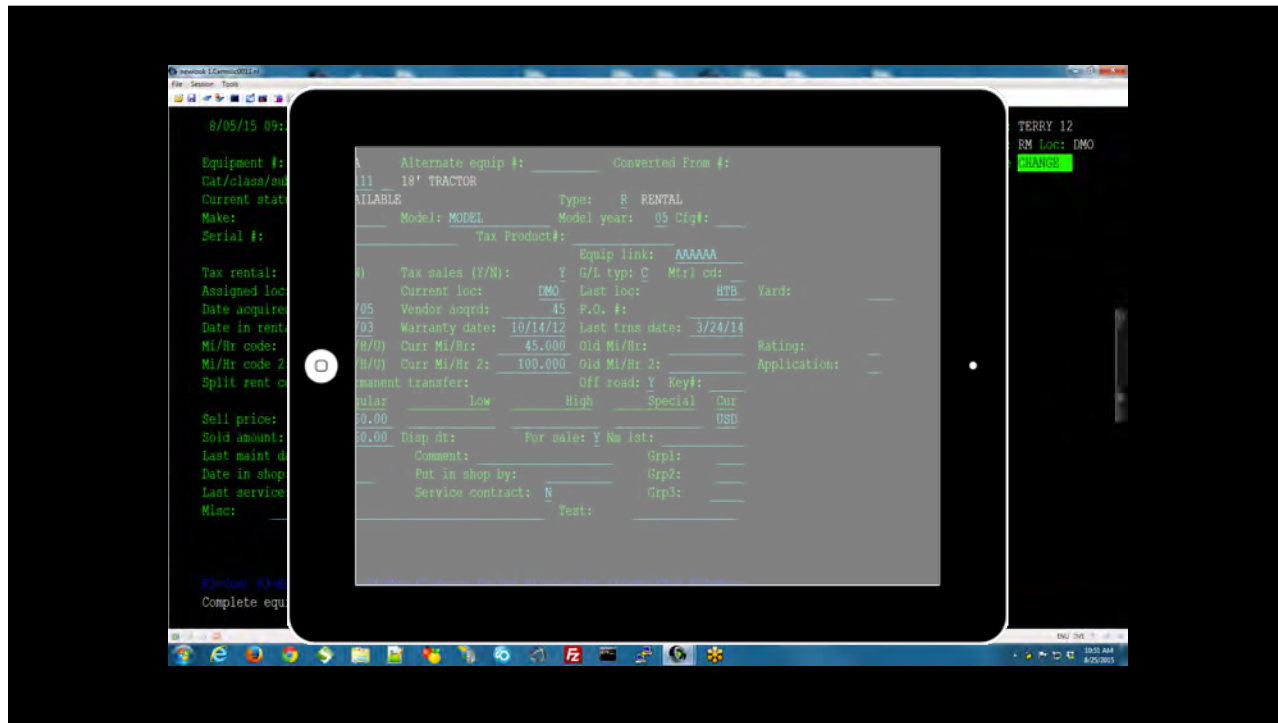
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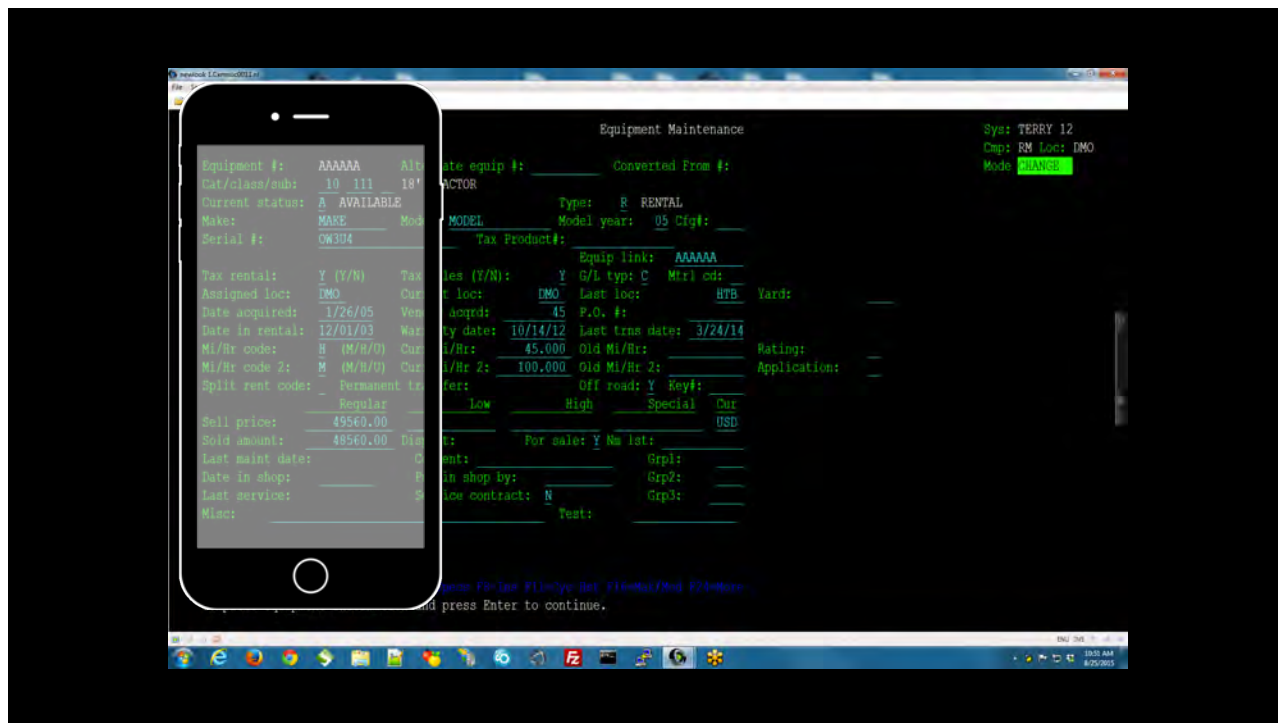
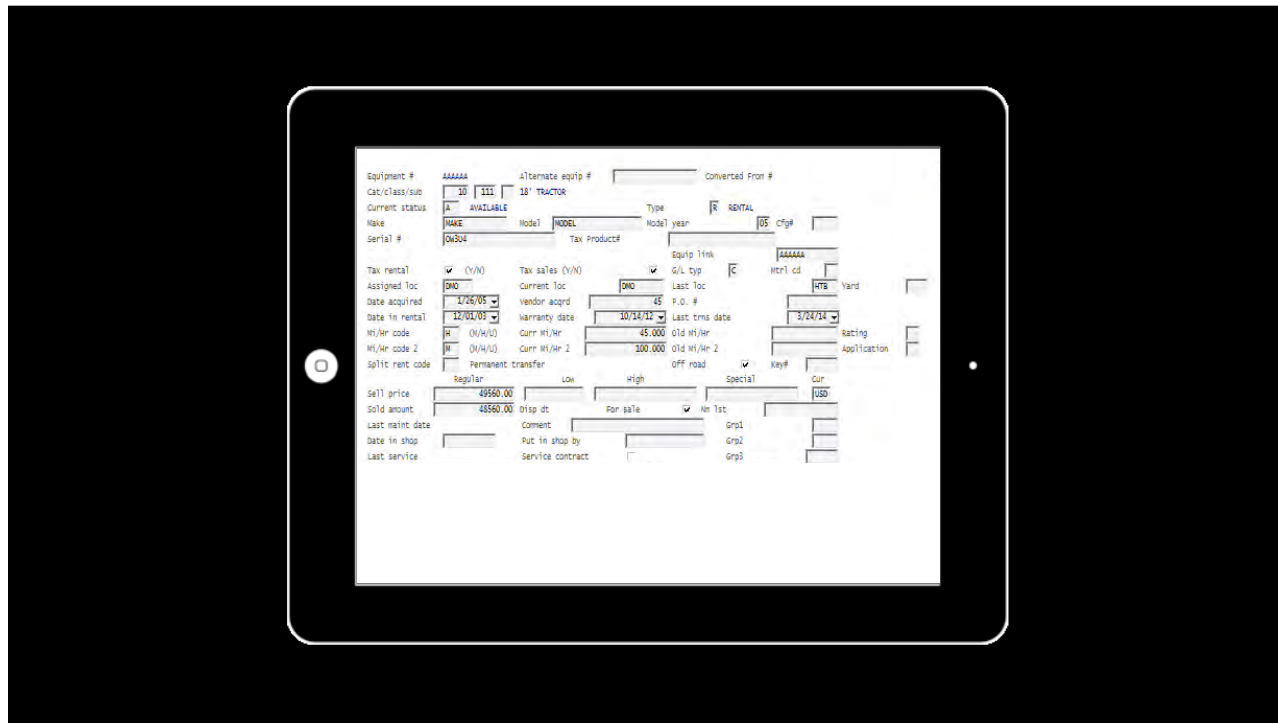














Lesson

There is no ESC key on a tablet



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3:48 PM 65%

Company: BT Location: CDR (All Locs)

### Category/Class

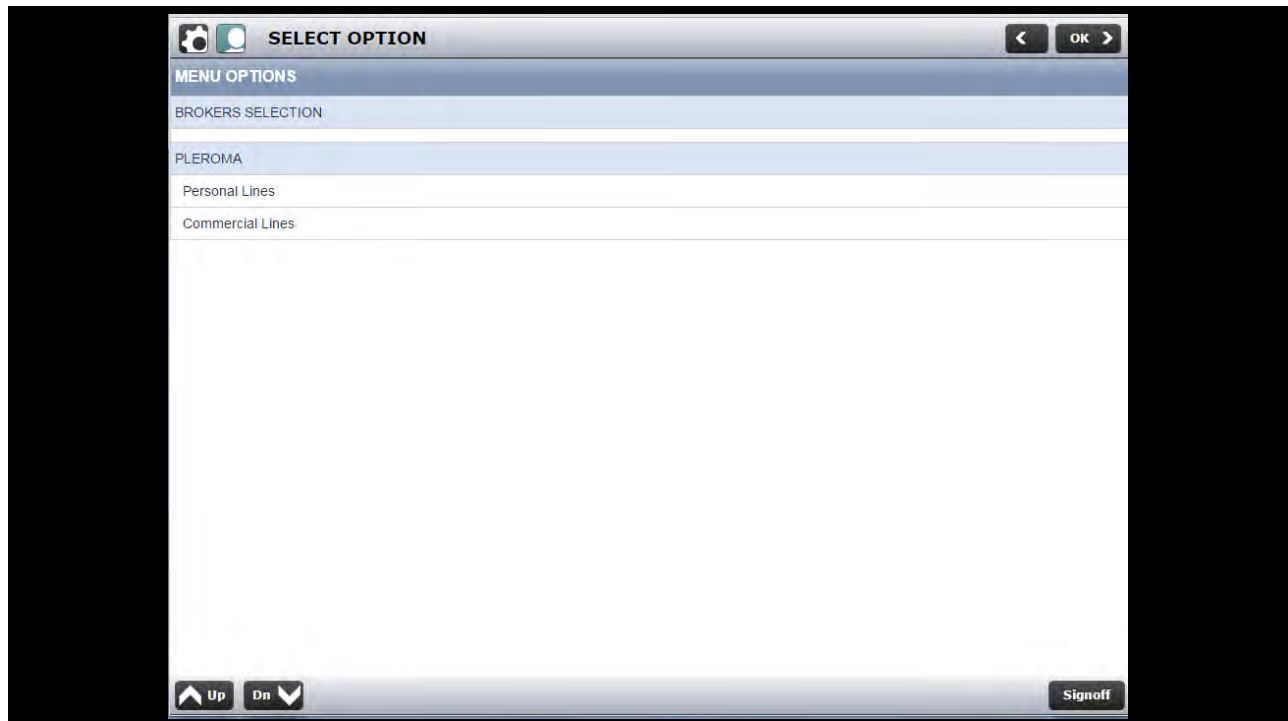
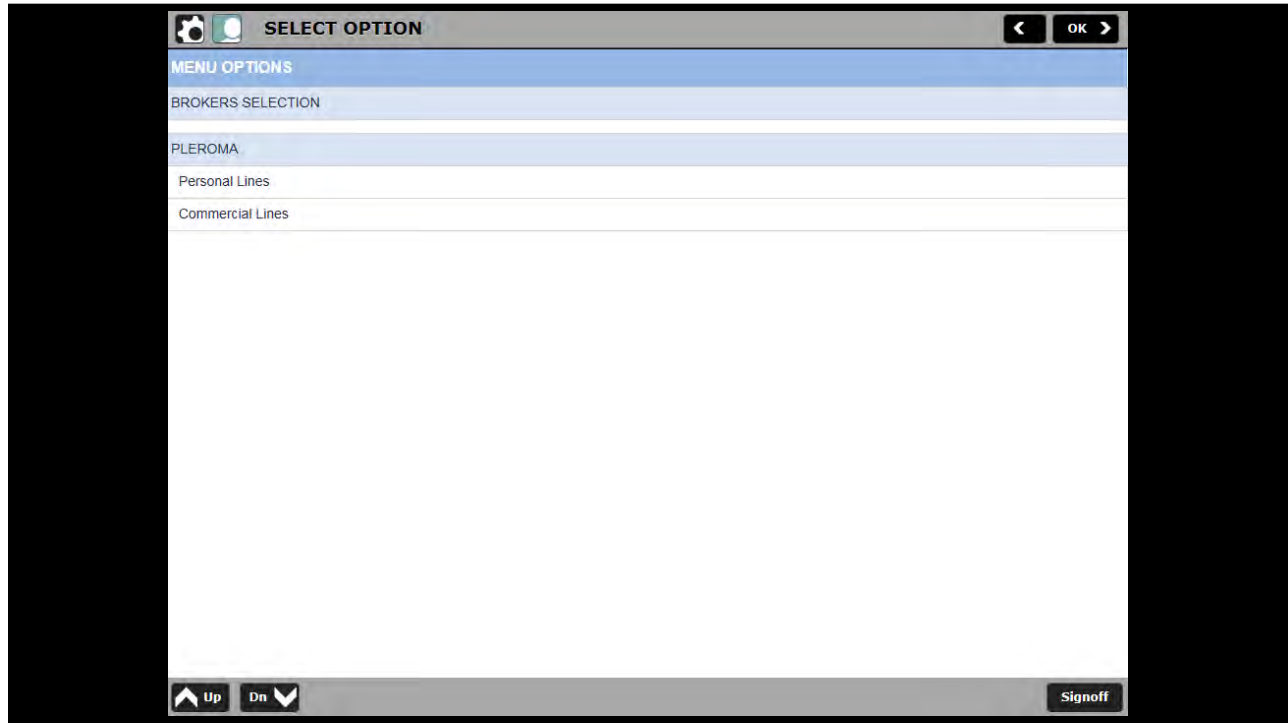
Category/Class	Description	Available
100-0100	TANK 21K GAL OPEN TOP	
100-0200	TANK 21K GAL OPEN TOP LINED	
100-0500	TANK 21K GAL OPEN TOP COILS	
100-0700	TANK 21K GAL OPEN ACCESS	
100-1000	TANK 21K GAL CLOSED TOP	
100-1500	TANK 21K GAL CLOSED TOP COILS	
100-2000	TANK 21K GAL SAFE TOP	
100-2010	TANK 21K GAL SAFE TOP SHORT	
100-2500	TANK 21K GAL SAFE TOP COILS	
100-2510	TANK 21K GAL SAFE TOP COILS SHOR	
100-3000	TANK 21K GAL EZ ACCESS	10
100-3010	TANK 21K GAL EZ ACCESS SHORT	4

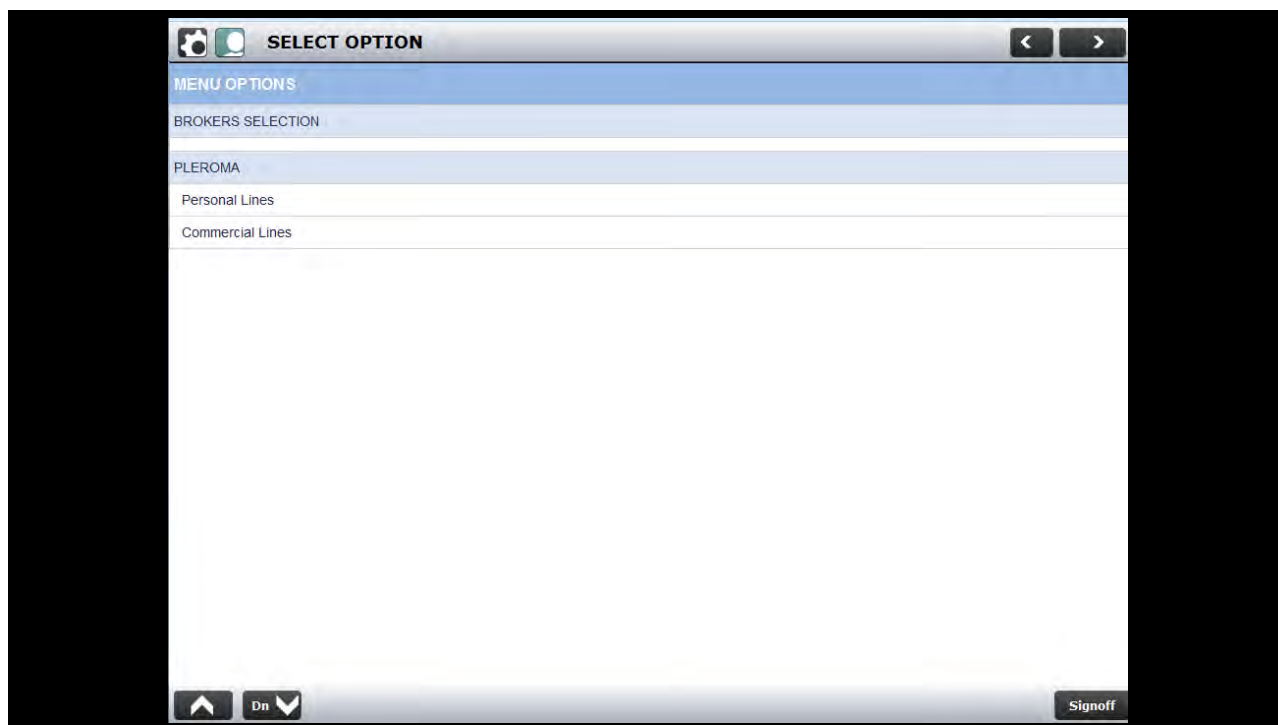
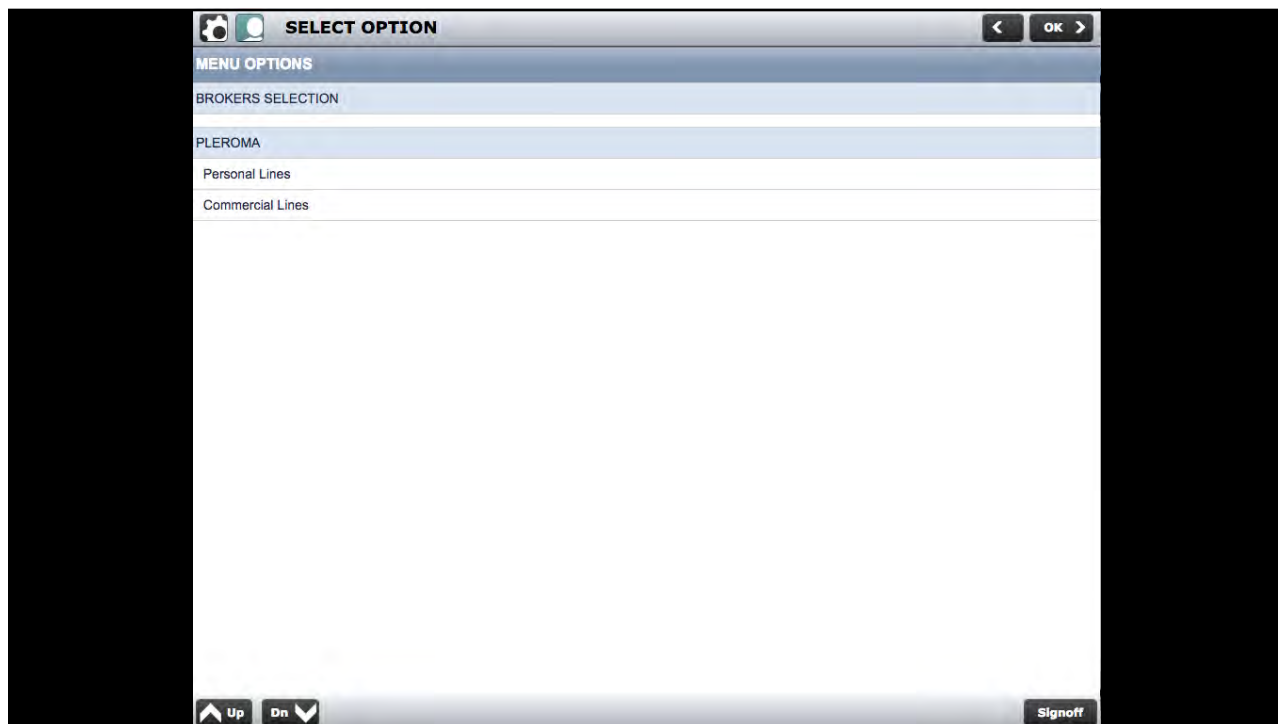
Availability

Make/Model

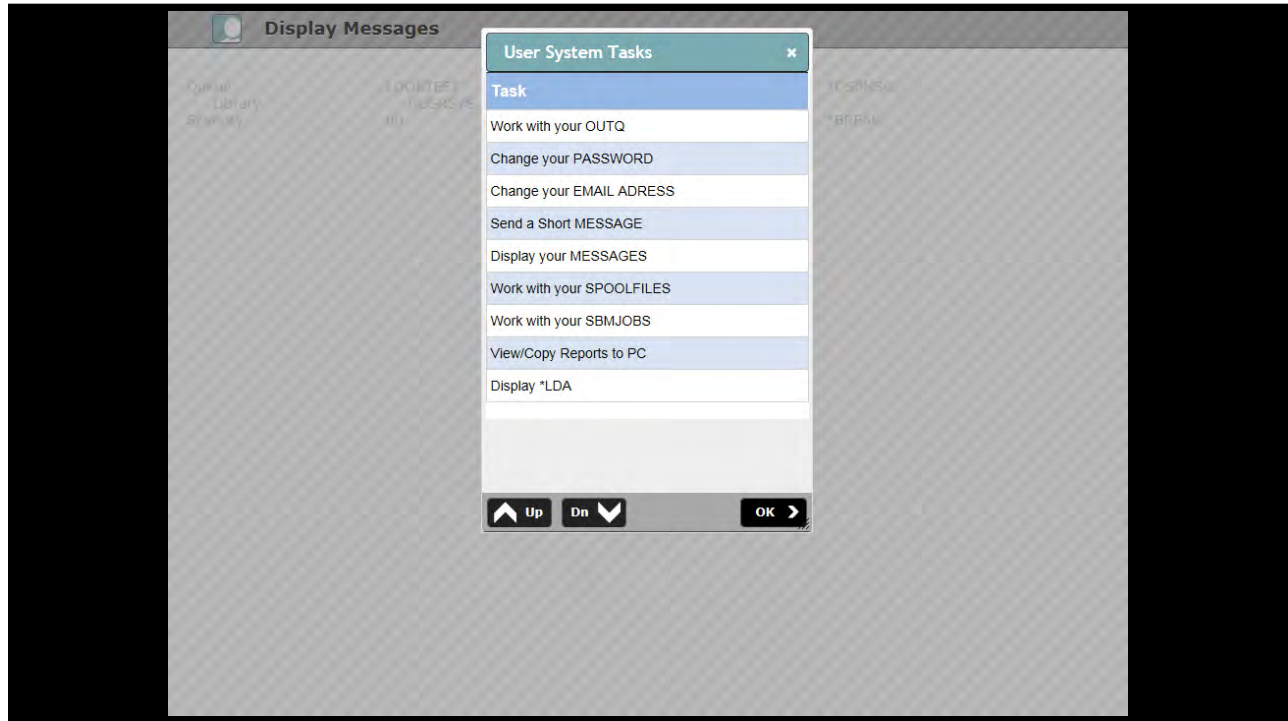
Rating/Contents

THINKcorp









**PLEROMA LIST OF CLIENTS**

Exclude Canceled Clients B

Search Motor or Surname or Pa

7/04

Number Init Cur Client Number

Client Number Client I Broker Insurer Alert Status

Client Number	Client I	Broker	Insurer	Alert Status
453778	ABBOTT		Pro	
452211	ADAM C	OPSPARK	Pro	Quoted
453634	ADAM S		Pro	
453477	AHLERS JR MNR - THATCHERS FIELDSTRAAT 270 LYNNWOOD		Pro	
450640	AINSLIE B MEV - CORFU NO 3 SCOTTY STRAAT		Pro	
453212	AINSLIE C M MEV - STONE GARDEN NOORD NO 11 MONAVONI		Pro	Cancelled
453215	AINSLIE CM MEV - ALPHENSINGEL 9 THE REEDS X20		Pro	Quoted
451373	AINSLIE JA MNR - KLARADYNLAAN 67 PELLISIER		Pro	
453843	ALBERTYN J MNR - TORTELUIFSTRAAT 92 WIERDA PARK EKS 1		Pro	
843	ALBERTYN JW MNR - ROBBINSTRAAT 24 YELLOWWOOD PARK		SAB	
451963	ALERS DL MRS - 26 IRELAND LOW VALHALLA		SAB	Cancelled
717	ALLADIN I MR - 187 MUSTANG STREET PIERRE VAN RYNEVELD		Pro	Cancelled
451420	ALLEN HAE MR - 277 CAPE ROAD COTSWOLD		SAB	Cancelled

Today: August 25, 2015

Up Dn

Quotes History Quotes Live Mode Add

**Work with Output Queue**

Queue PLAY Library

Status RLS

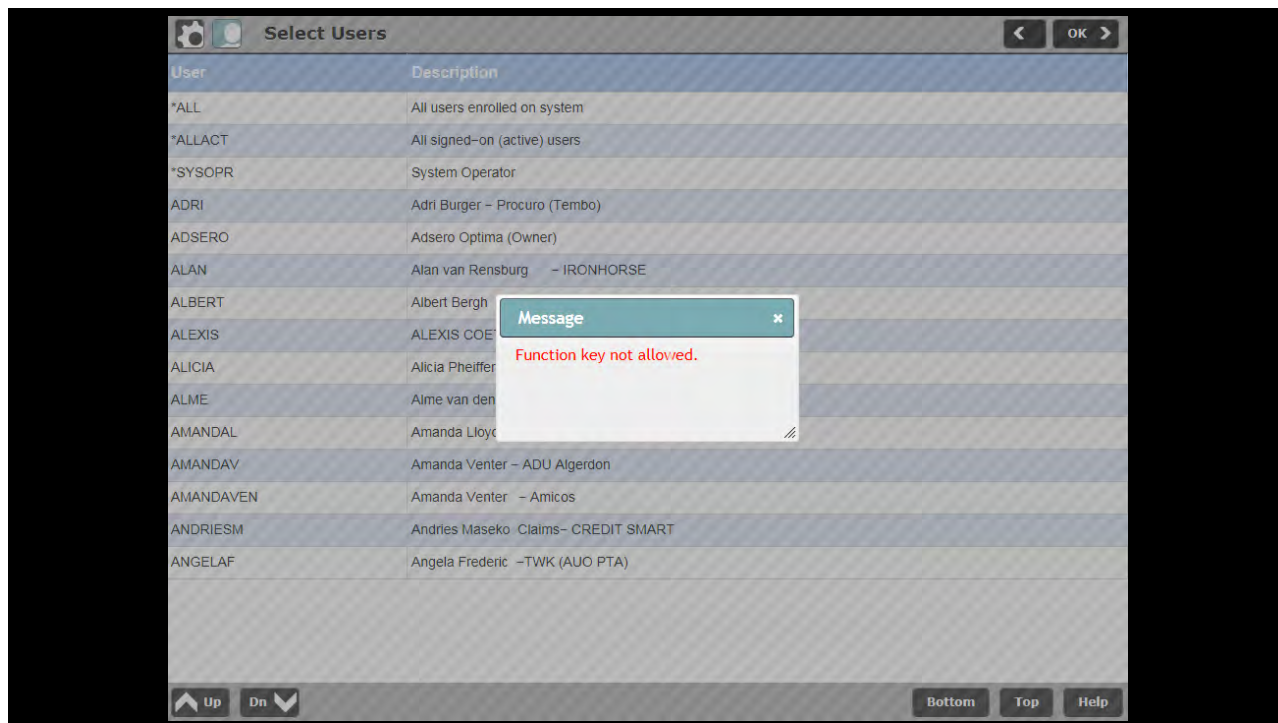
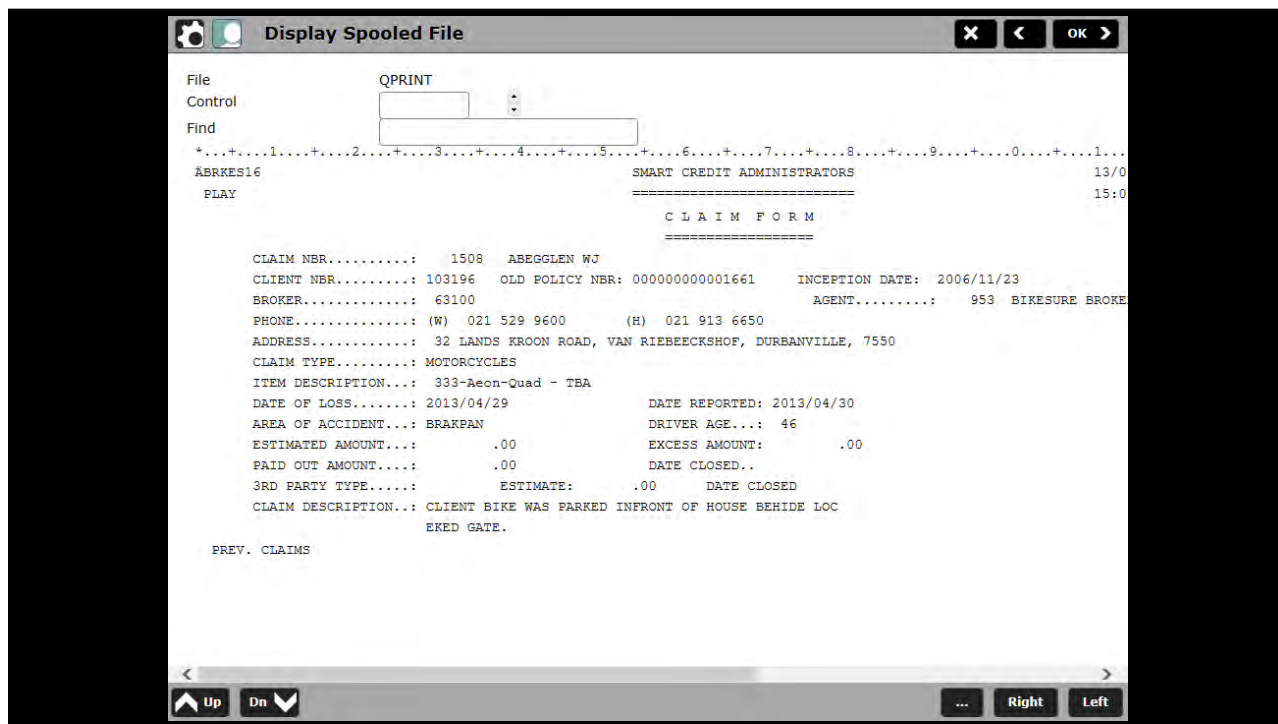
File User User Data Pages Copies Form Type Pty

File	User	User Data	Pages	Copies	Form Type	Pty
QPRINT	PLAY	BRKES16	1	1	*STD	
QPRINT	PLAY2	BRKES51	1	1	*STD	
QPRINT2	PLAY2	BRKEV07P	1	1	*STD	
QPRINT	PLAY2	BRKEV07P	1	1	*STD	
QPRINT	PLAY2	BRKES16	RDY	1	1 *STD	
QPRINT	PLAY2	BRKES16	RDY	1	1 *STD	
QPRINT	PLAY2	BRKES16	RDY	1	1 *STD	
QPDZDTALOG	PLAY4		RDY	1	1 *STD	
QLAZ	PLAY4	BRKED06	RDY	3	1 *STD	

1 Send  
2 Change  
3 Hold  
4 Delete  
5 Display  
6 Release  
7 Messages  
8 Attributes  
9 Work with printing status

Up Dn

Printers Writers View 2



# Lesson

## Hey! Where is my iPad?



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# Stanford University



**Stanford** | University IT  
*Secure Computing*

Search Stanford

Information Security Office • Secure Computing • Guidelines for Securing Mobile Computing Devices

## Guidelines for Securing Mobile Computing Devices

Smart phones, tablets, laptop computers, USB memory (aka thumb drives) are convenient and easy to use. They also introduce risk to personal privacy and University data. This document outlines guidelines regarding the use of these mobile devices in the Stanford computing environment.

### Risks of Mobile Computing

Mobile computing devices can store large amounts of data, are highly portable and are frequently unprotected. They are easy to steal or lose, and unless precautions are taken, an unauthorized person can gain access to the information stored on them or accessed through them. Even if not stolen or lost, intruders can sometimes gain all the access they need if the device is left alone and unprotected, if data is "sniffed out of the air" during wireless communications, or if malware is installed. The results can include crippled devices, personal data loss, disclosure of non-public University data, and disciplinary actions for the device owner.

Mobile computing devices are of concern both because of the data that might be stored on them, and because they may provide access to other services that store or display non-public data. This access may be enabled because the mobile device contains passwords or security certificates that identify the device or its user to the email system, Virtual Private Networks (VPNs), or other applications.

### Data Security Requirements

The best way to protect University data is to remove unnecessary data from your computer. In particular, Prohibited data must not be stored on your system or device unless you have explicit permission from the Data Governance Board to do so. Prohibited data includes items such as Social Security Numbers, credit card numbers, or checking account numbers. Restricted data includes

#### AWARENESS

- Time-Sensitive Security Alerts
- General Security Announcements
- Communications from Senior University Management
- Computer Security FAQ
- Computer Security Myths
- Phishing: How hackers use social engineering to get your data
- About harassing emails
- Security training
- Advanced: Formal Stanford Policies
- Advanced: Other Security Policies

#### ANALYSIS

- Stanford Data Classification
- Handling prohibited and restricted data FAQ
- Security guidelines
- Security review process
- Guided risk self-assessment questions
- Identity Finder

#### ACTION

- Set a strong password
- BitFix: Configuration and Patch Management
- BitB: Application Control

## National Cyber Security Alliance



StaySafeOnline.org  
Powered by National Cyber Security Alliance

About | Blog | News | Events | Contact

STOP | THINK | CONNECT

I WANT TO Stay Safe Online | I WANT TO Teach Online Safety | I WANT TO KEEP MY Business Safe Online | I WANT TO Get Involved

Learn how to protect yourself, your family and your devices with these tips and resources.

**STAY SAFE ONLINE**

- General Online Safety Resources
- Keep a Clean Machine
- Protect Your Personal Information For Parents
- Mobile & On-The-Go
  - Mobile Devices
  - Mobile Parental Controls
- Resources
- Free Security Check

**MOBILE DEVICES**

Today's mobile devices are as powerful and connected as any PC or laptop. Take the same precautions on your mobile device as you do on your computer with regard to messaging and online safety. The first step is STOP. THINK. CONNECT.

**Keep a Clean Machine**  
Mobile devices are computers with software that need to be kept up-to-date (just like your PC, laptop or tablet). Security protections are built in and updated on a regular basis. Take time to make sure all the mobile devices in your house have the latest protections. This may require syncing your device with a computer.

- Keep security software current: Having the latest mobile security software, web browser, and operating system are the best defenses against viruses, malware and other online threats.
- Protect all devices that connect to the Internet: Computers, smartphones,

Resources to Download:

StaySafeOnline.org  
Mobile Tip Sheet (PDF)

## National Cyber Security Alliance



- MOBILE DEVICES
- Today's mobile devices are as powerful and connected as any PC or laptop.
- Take the same precautions on your mobile device as you do on your computer with regard to messaging and online safety.
- The first step is STOP. THINK. CONNECT.

## National Cyber Security Alliance



- Keep a Clean Machine
  - Keep security software current
  - Protect all devices that connect to the Internet
- Protect Your Personal Information
  - Secure your phone
  - Think before you app
  - Only give your mobile number out to people you know and trust
  - Learn how to disable the geotagging feature on your phone

## National Cyber Security Alliance



- Connect with Care
  - Get savvy about Wi-Fi hotspots
  - Protect your \$\$
  - When in doubt, don't respond
- Be Web Wise
  - Stay current. Keep pace with new ways to stay safe online
  - Know how to cell block others
  - Use caution when meeting face-to-face with someone who you only "know" through text messaging
- Be a Good Online Citizen
  - Safer for me and more secure for all
  - Text to others only as you would have them text to you
  - Only give your mobile number out to people you know and trust
  - Get permission before taking pictures or videos of others with your phone

# Lesson

## Plug something in



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## Responsive Web Design



A screenshot of the w3schools.com website. The page title is "HTML Responsive Web Design". The main content area includes a "What is Responsive Web Design?" section with a bulleted list: "RWD stands for Responsive Web Design", "RWD can deliver web pages in variable sizes", and "RWD is a must for tablets and mobile devices". Below this is a visual example of a responsive layout for "The Pulpit Rock" article, shown on desktop, tablet, and mobile views. A sidebar on the left lists various HTML topics, with "HTML Responsive" highlighted. A navigation bar at the top includes links for HTML, CSS, JavaScript, SQL, PHP, JQuery, Bootstrap, Tutorials, References, and Examples. A Kobo advertisement is visible at the top of the article content.

# jQuery mobile



The screenshot shows the jQuery Mobile website homepage. At the top, there is a navigation bar with links for Plugins, Contribute, Events, Support, and jQuery Foundation. Below this is a green header with the jQuery Mobile logo and a call to action: "Your donations help fund the continued development and growth of jQuery. SUPPORT THE PROJECT".

The main content area features a large heading: "A Touch-Optimized Web Framework". Below this, a paragraph states: "jQuery Mobile is a HTML5-based user interface system designed to make responsive web sites and apps that are accessible on all smartphone, tablet and desktop devices." To the right of this text is a "Download jQuery Mobile" section with buttons for "Custom download" and "Latest stable" (Version 1.4.5, jQuery 1.8 - 1.11 / 2.1).

Below the main heading, there are two columns of content. The left column is titled "Seriously cross-platform with HTML5" and includes a paragraph about the "write less, do more" mantra and a link to "Browser Support". The right column is titled "Developer Links" and lists links for "Source Code (GitHub)", "jQuery Mobile Git (WIP Build)", "JavaScript", "CSS", "Report an issue", "Browser Support", and "Changelogs".

# Sencha touch



The screenshot shows the Sencha Touch website homepage. At the top, there is a navigation bar with links for SUPPORT, FORUM, RESOURCES, BLOG, and CONTACT US. Below this is a secondary navigation bar with links for Products, Services, Training, Customers, Company, and Store, along with "TRY FOR FREE" and "BUY NOW" buttons.

The main content area features the heading "Sencha Touch" and a sub-heading: "The leading cross-platform mobile web application framework based on HTML5 and JavaScript for creating universal mobile apps." To the right of this text is an image showing several mobile devices displaying different app interfaces.

Below the main heading, there are two tabs: "OVERVIEW" and "RESOURCES". The "OVERVIEW" tab is selected, and the main heading for this section is "Create native-looking HTML5 apps using JavaScript". Below this, there is a paragraph describing Sencha Touch as an MVC-based JavaScript framework for building cross-platform mobile web applications.

To the right of the main text, there are two buttons: "DOWNLOAD FOR FREE" and "CONTACT SALES TO BUY SUPPORT". Below these buttons, there are sections for "GETTING STARTED" (with links for "Quick Start Guide" and "Sign up for Training") and "CUSTOMER QUOTES" (with a quote: "Sencha Touch gave us the freedom to...").



# Lessons!



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## Lessons (some of them)



- Make up your mind
- You better have a bunch of mobile devices
- Become a user
- Read books/Watch videos
- Take advice
- Get smart
- Understand UX
- Learn about colour design
- Never let a programmer design a user interface
- The way you code RPG won't work any more
- Green is long gone.. Forget it!
- Change your vernacular
- Size matters
- Don't be a more:on
- There is no ESC key on a tablet
- Hey! Where is my tablet?
- Plug something in

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# Lessons Learned Building IBM i Mobile Applications

**Trevor Perry**

FrescheThinker

*trevor.perry@freschesolutions.com*

*freschethinking.com*



@ericjooka

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