

IBM Mobile Development - Worklight IBM Technical Sales

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MOBILE: the next stage in computing's evolution



Web/Desktop

Client/Server





Mobile is different:

- Ubiquitous computing
- Mixed models web/native/hybrid
- A different type of app context aware
- Revolutionary to business models



The Primary Focuses of B2C and B2E are Different

Business to Consumer

Context Awareness

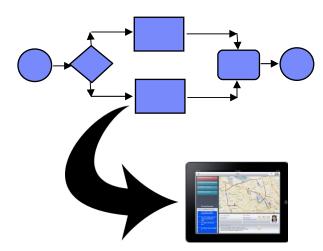


INCREASE CUSTOMER

LOYALTY by delivering the right goods to consumers based on their UNIQUE NEEDS AT A GIVEN POINT IN TIME.

Business to Enterprise

Mobility-linked Business Processes

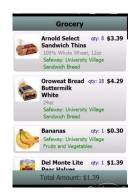


IMPROVE PROCESS

EFFICIENCIES by capturing and automating process interactions WHERE AND WHEN THEY OCCUR.



Changing the Grocery Shopping Experience with Mobile Computing



1. Build a shopping list

 Pre-populate a list based on customer history

 Be aware of holidays and dates

Make suggestions based on past choices and actions

2. Choose a grocery store

Assure items are in stock





6. Consume Products

Capture comments and feedback

3. Visit the grocery store

- Provide directions on how to get to the store
- Provide directions WITHIN the store

5. Pay for Products

- Self scan barcodes in the grocery aisle by smartphone
- Make a mobile payment



4. Select Products

- Identify special needs
 - Allergies
 - Diabetes
 - Calories
- Do price check





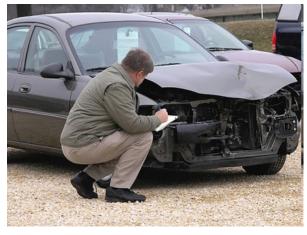
Mobility-linked Business Processes: Dramatically Improving Business Productivity of Field Workers



Food Inspection



On-site Education



Insurance Adjusting



Equipment Repairs



Mobile apps – new challenges



Creating rich, yet cost-effective mobile apps in a fragmented technological landscape.



Connecting the enterprise back-end services in a secure and scalable manner



Controlling the growing portfolio of applications deployed "in the wild"



IBM comprehensive mobile strategy

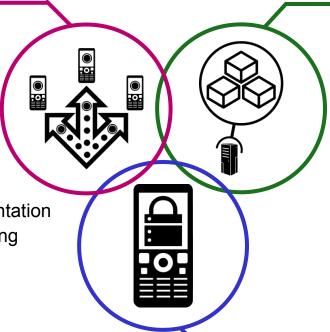
Extend & Transform

Extend existing business capabilities to mobile devices

Transform the business by creating new opportunities

Key Capabilities

- Strategy, planning and implementation
- Mobile-enabled solutions including analytics, commerce, and social business
- Mobile as a service



Build & Connect

Build mobile applications **Connect** to, and **run**backend systems in support of mobile

Key Capabilities

- Multiplatform mobile web, hybrid and native app development
- Enterprise data, service, and application integration
- Iterative teamwork

Manage & Secure

Manage mobile devices, services and applications

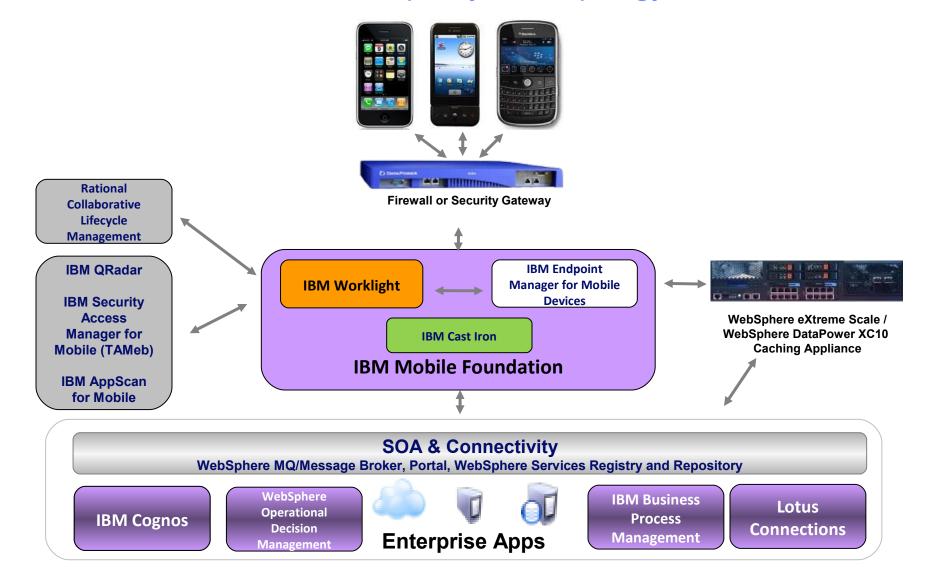
Secure my mobile business

Key Capabilities

- Mobile Governance
- Device analytics and control
- Secure network communications & management



IBM Mobile Foundation – sample system topology





Worklight overview



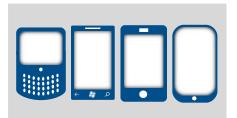
Worklight Studio

The most complete, extensible development environment with maximum code reuse and per-device optimization



Worklight Server

Mobile middleware offering unified push notifications, version management, security and integration



Worklight Runtime Components

Extensive libraries and client APIs that expose and interface with native device functionality and the Worklight Server

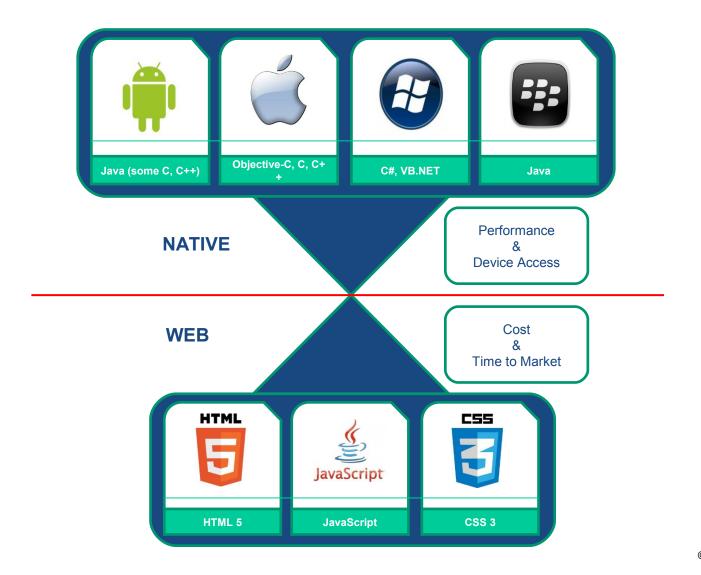


Worklight Console

A web-based console for real-time analytics and control of your mobile apps and infrastructure



Traditional Mobile Development Models





Worklight Studio 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.





Worklight Studio



Eclipse/RAD Based IDE

Native, hybrid and standard web development Open, familiar, standardized tooling

Environment-specific optimization

Common code with overrides/extensions

Native development options

Runtime skins

3rd-party library integration

Device SDK integration

Access to emulators and debugging tools

Supports auto-complete and validation







Worklight Studio



Common Code Structure and Environment Optimisation



common resources serve as the basis for the optimized environments added to the project

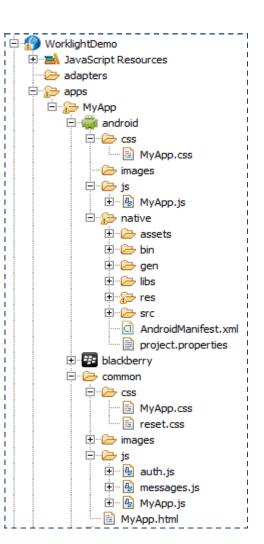
common holds resources that are shared by <u>all</u> environments.

JavaScript from an environment folder is appended to the same file in the common folder

CSS files from an environment folder will be appended to the CSS files in the common folder

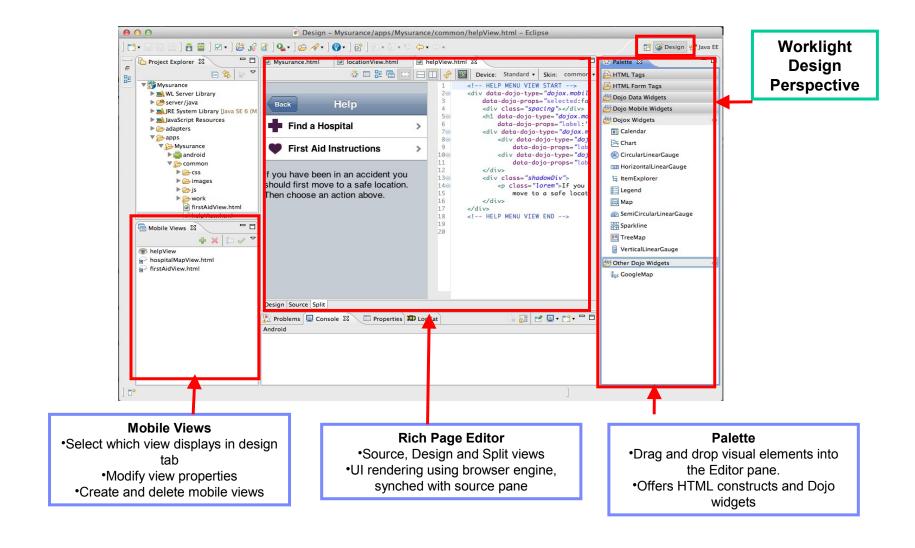
HTML files from an environment folder will <u>override</u> files in the common folder

images from an environment folder will override files in the common folder



Worklight Studio Visual UI Construction

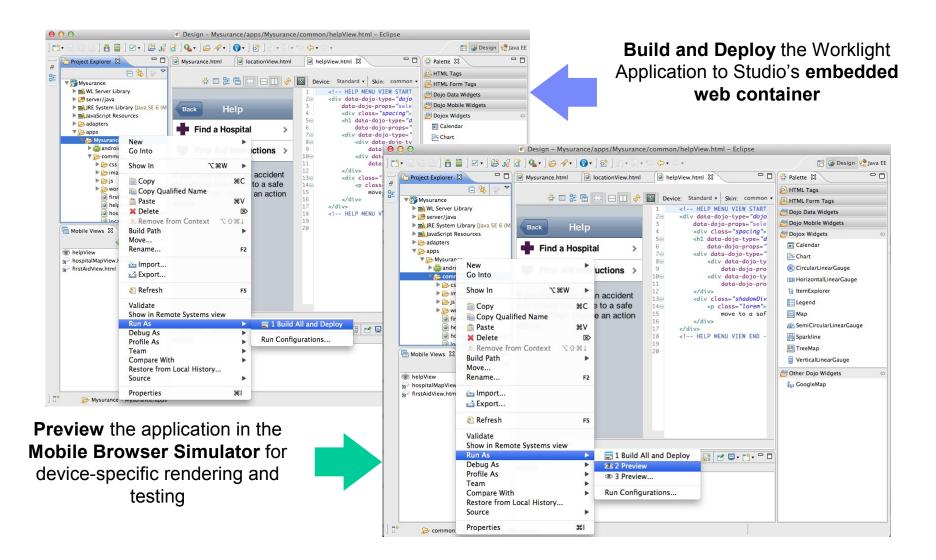




Worklight Studio



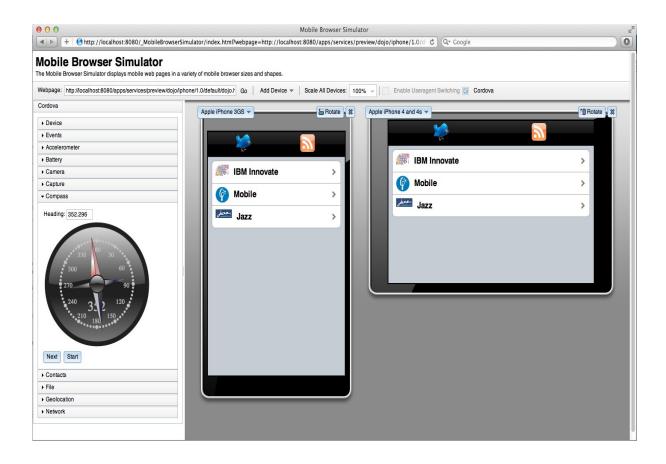
Build, Package, Deploy and Test Applications



Worklight Studio



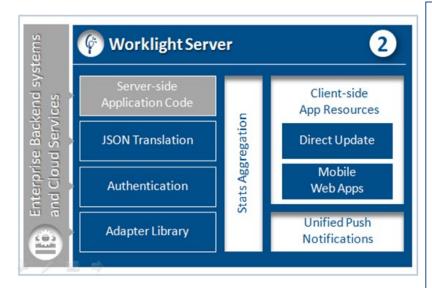
Preview in Mobile Browser Simulator



- Device specific visualisation and testing on the developer desktop
- Change device types, orientation, device settings (GPS loc, compass, etc...)
 - Supports Cordova and Worklight client API
 - Live debug with Web Inspector/Firefox

Worklight Server







Controls Application Deployment and Versioning

Server and device **Security** control

Adapters with support for SOAP, REST, SQL, LDAP, SAP and more

Performs **Data Transformation** to streamline backend data for mobile consumption

Push Notification administration

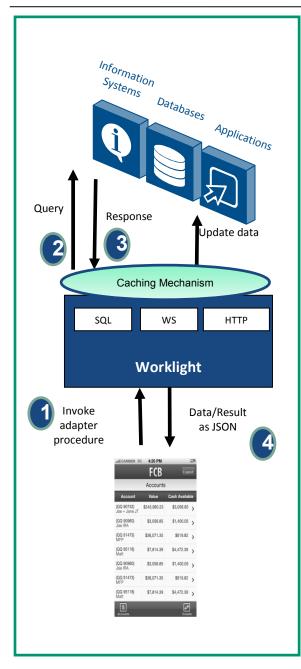
Analytics including user adoption and usage data

Runs on **WebSphere Application Server** versions 7, 8, 8.5 including the **Liberty Profile**

Supports Physical Clustering for high availability

Worklight Server





Adapters

Universality

Supports multiple integration technologies and back-end information systems. Out of the box support for SQL, HTTP (REST and SOAP) and Cast Iron Adapters

Read-only as well as Transactional Capabilities

Adapters support read-only and transactional access modes to back-end systems

Fast Development

Defined using simple XML syntax, and easily invoked by clients with JavaScript API

Security

Use of flexible authentication facilities to create connections with back-end systems

Adapters offer control over the identity of the connected user

Caching

Caching utilized to store retrieved back-end data

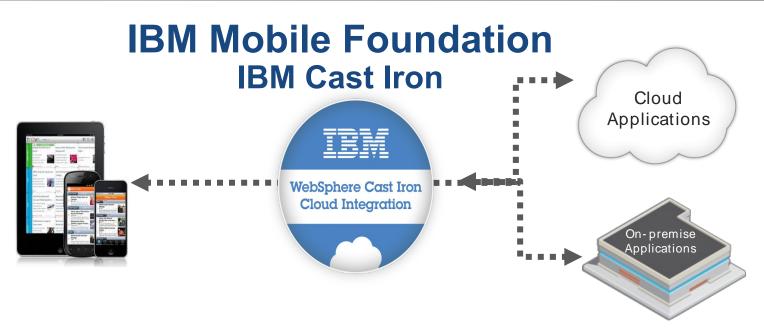
Transparency

Data retrieved from back-end applications is exposed in a uniform manner regardless of the adapter type

Flexibility

Open interface for custom adapter development

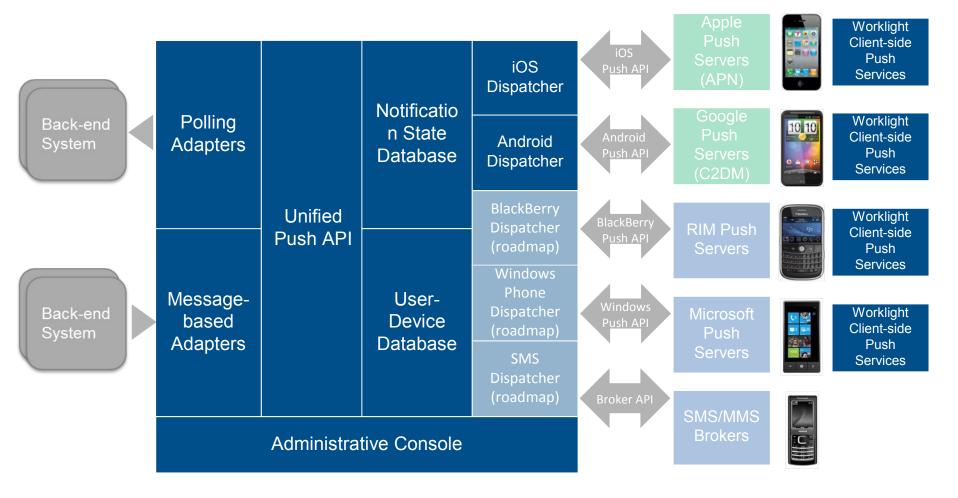








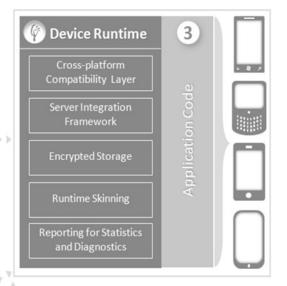
Worklight Server Unified Push Notifications Architecture

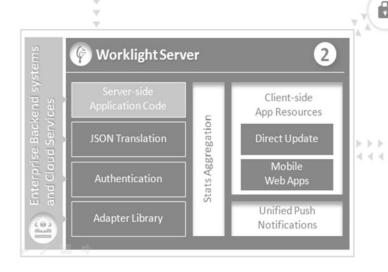




Worklight Console

- Application Version Management
 - Push management
 - Usage reports and analytics
 - Configurable audit log
- · Administrative dashboards for:
 - Deployed applications
 - · Installed adapters
 - Push notifications
- Data export to BI enterprise systems

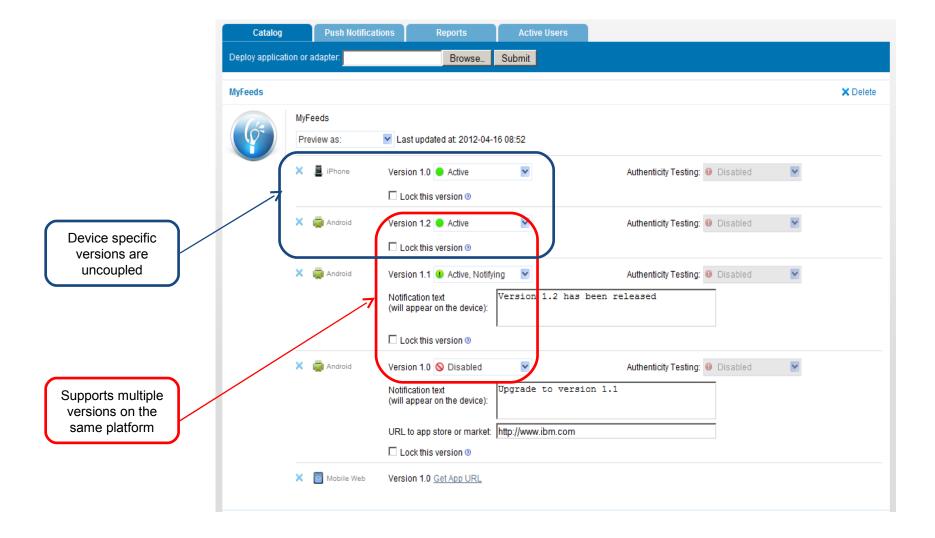






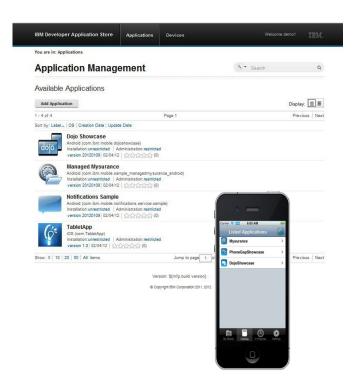
Worklight Console Application Versioning







Worklight Application Center Private App Store



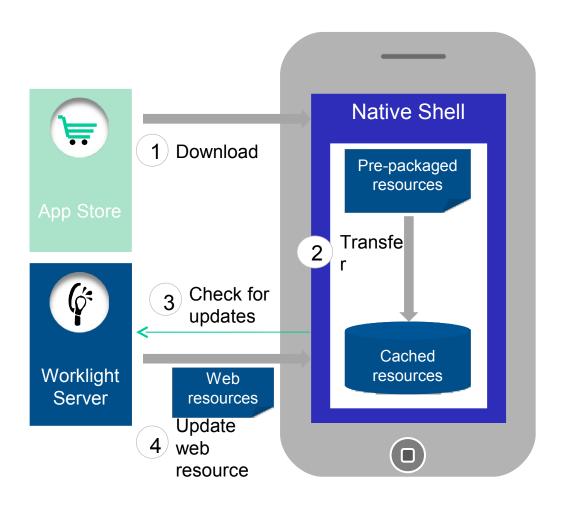
A cross platform private mobile application store similar to public app stores but focused on the needs of an organization or a team

Key capabilities:

- delivers distribution and management of mobile applications within a company / teams
- easy distribution of iOS and Android apps within a team
- provides versioning and updates
- centralizes rating and feedback information
- controls who can modify or install an application
- easy to install and simple to run



Direct Update – on-device logic



Web resources packaged with app to ensure initial offline availability

Web resources transferred to app's cache storage

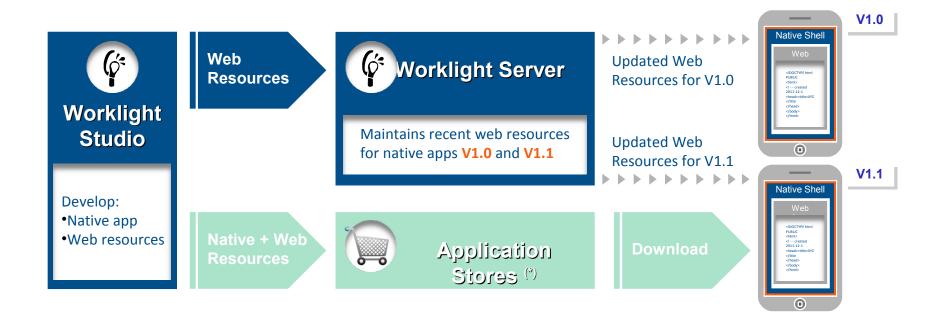
App checks for updates

- On startup
- On foreground

Updated web resources downloaded when necessary



Direct Update - distribution



(*) During development cycles, testers automatically get recent web resources via internal distribution mechanisms and not application stores.