



Developing Cross-Platform Native Apps with AppStudio for ArcGIS

Jo Fraley

Erwin Soekianto

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AppStudio for ArcGIS®



What is AppStudio for ArcGIS?

A suite of productivity tools for
creating native apps

Why native apps ?



Offline



**Device
Capabilities**



App Stores

The challenge

- App development is....
 - Complicated
 - Expensive
 - Time Consuming

Native App Challenges – Things to Consider

- Cost (Time + Resources * Platforms = \$\$\$)
- App Distribution
- App Security
- App Strategy (family of apps)
- App Maintenance

The challenge



Question?

- Who can deliver these apps?
 - **GIS department / Web developers / Desktop / Python developers**
- Quickly, Often and Cost-effectively
- Have fun doing it



What is AppStudio for ArcGIS?

- A new platform to build focused cross-platform apps
- Targeted for both Developers and Non-Developers alike
- No development skills required to get started
- Choose from a gallery of application templates or build your own
- Deploy to app stores or in your organization

Cross-Platform



Cross-Platform

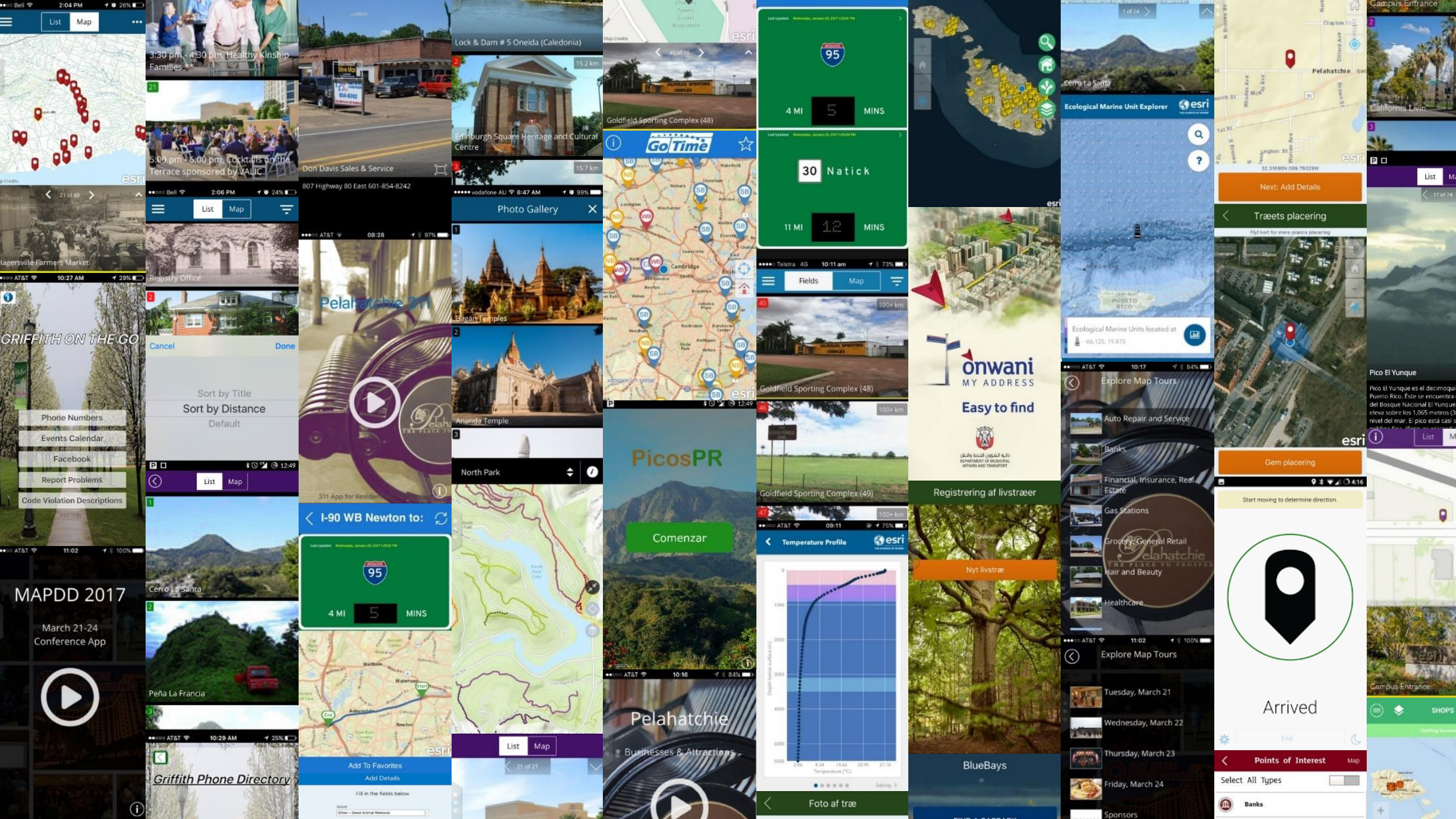


AppStudio Delivers Value

- **Powerful ArcGIS Runtime API**
- **Leverages Portal, Server and Online**
- **Developer Productivity Tools**
- **Quick start templates**
- **Player to test and deploy**
- **Cloud Make**
- **Common set of UI/Widgets**
- **Ease of Web and Power of Native Platform**

AppStudio

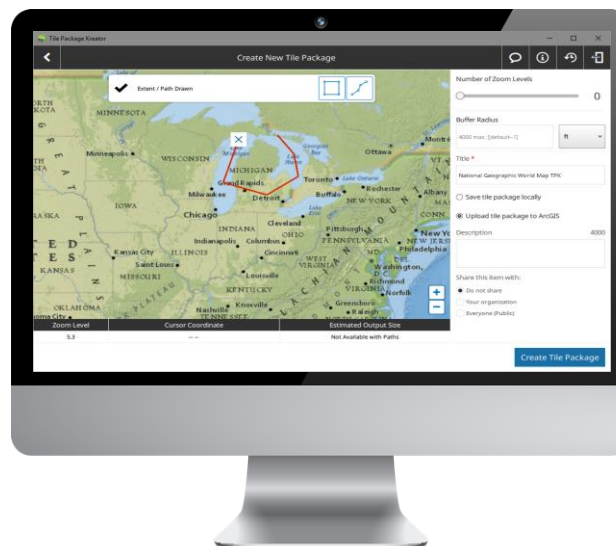
Examples



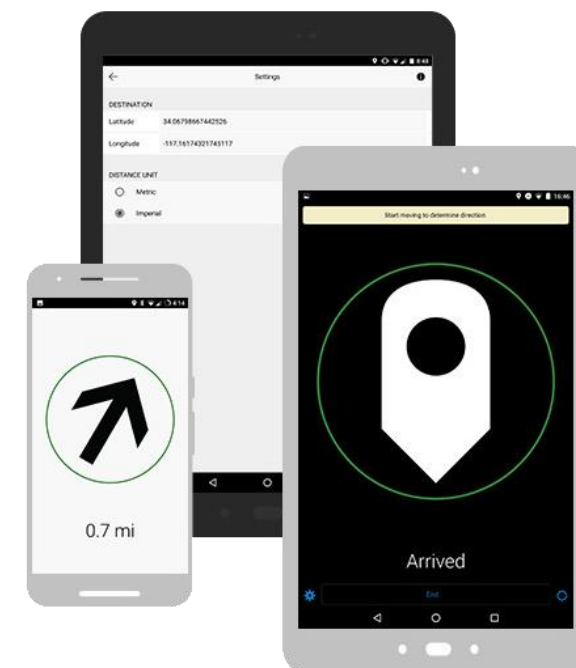
Esri Labs



AuGeo



Tile Package
Kreator



Trek2There



Survey123 - customization



- American Red Cross
- Texas DOT
- Southern Ute Tribe
- GeoDecisions (partner)

AppStudio

Licensing

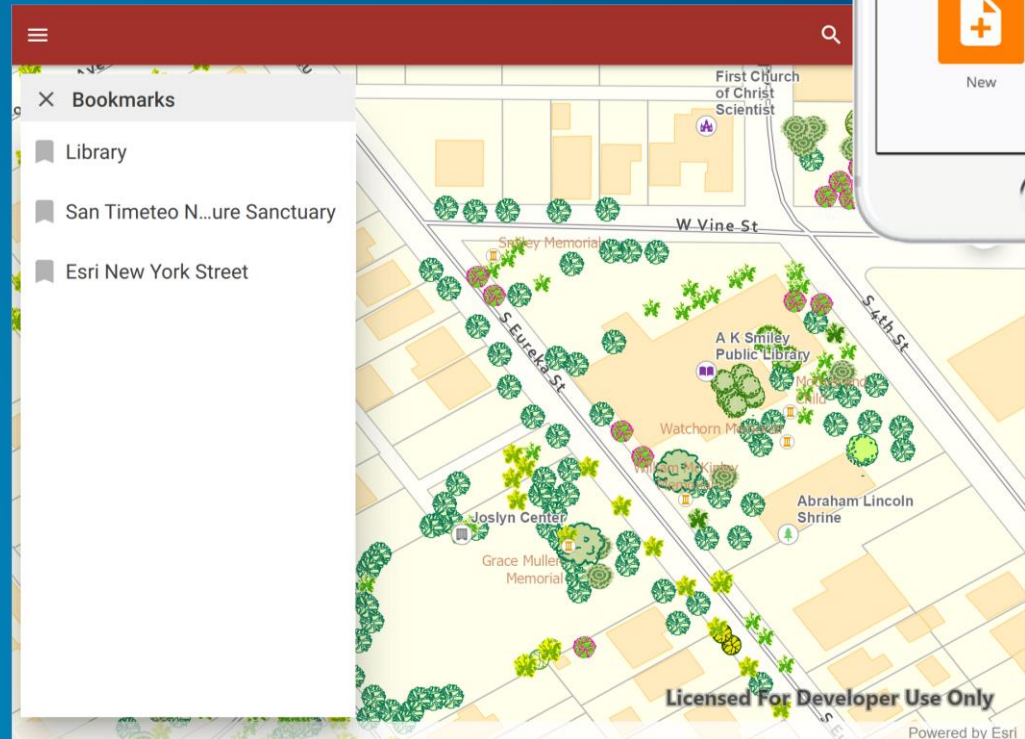
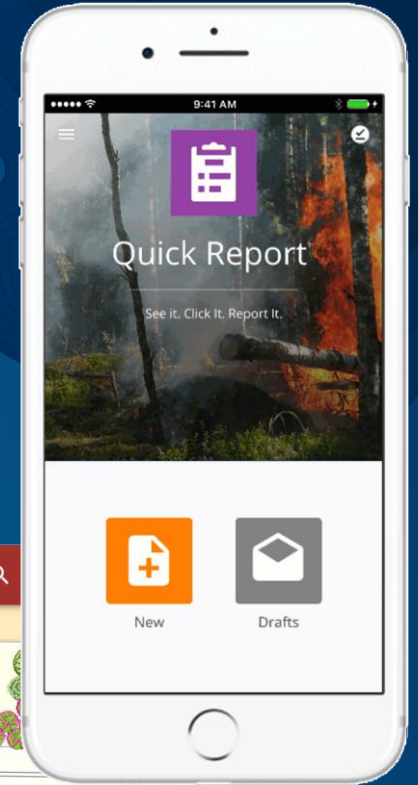
AppStudio – Basic and Standard

- AppStudio Basic (Web only)

- No development skills required
- Configure app templates with your maps and branding
- Publish in the App Stores

- AppStudio Standard (Web or Desktop)

- Developer Friendly Tools
- Extend template or write from scratch
- Share with the public or the enterprise



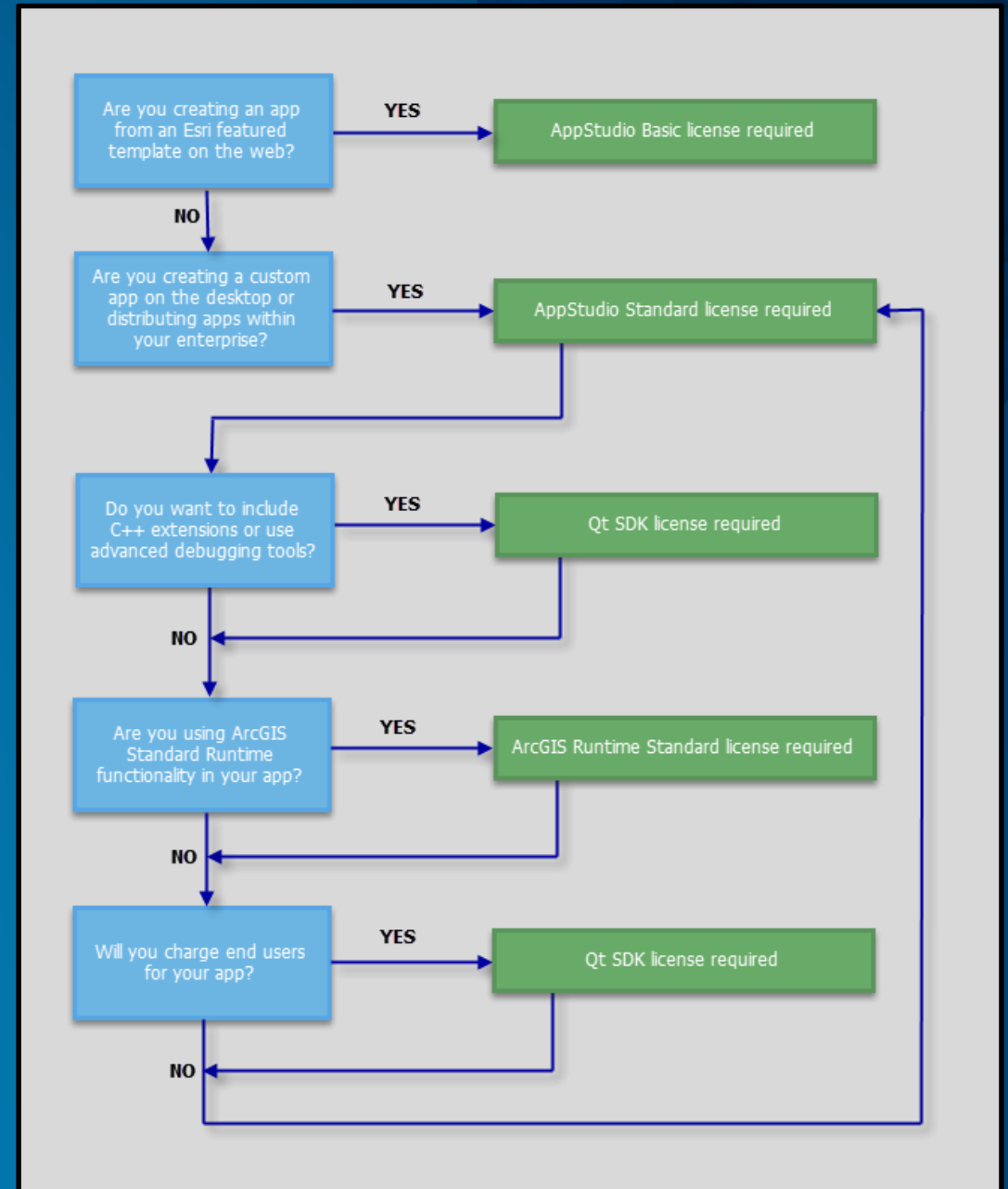
Runtime 100 licensing

- Lite
- Basic
- Standard
- Advanced

<https://developers.arcgis.com/arcgis-runtime/licensing/>

What License Do I need?

<https://doc.arcgis.com/en/appstudio/create-apps/licenseappstudio.htm>



AppStudio Desktop

The background is a solid blue color. In the bottom-left corner, there are several overlapping, organic, paper-like shapes in white, light blue, yellow, orange, and red. In the top-right corner, there are dark blue, wavy, concentric lines that resemble a topographic map or a stylized cloud.

Build an app using Template

- Pick a template
- Create an app
- Configure the app
- Upload to your org
- Use Player to test
- Submit a build using cloud make



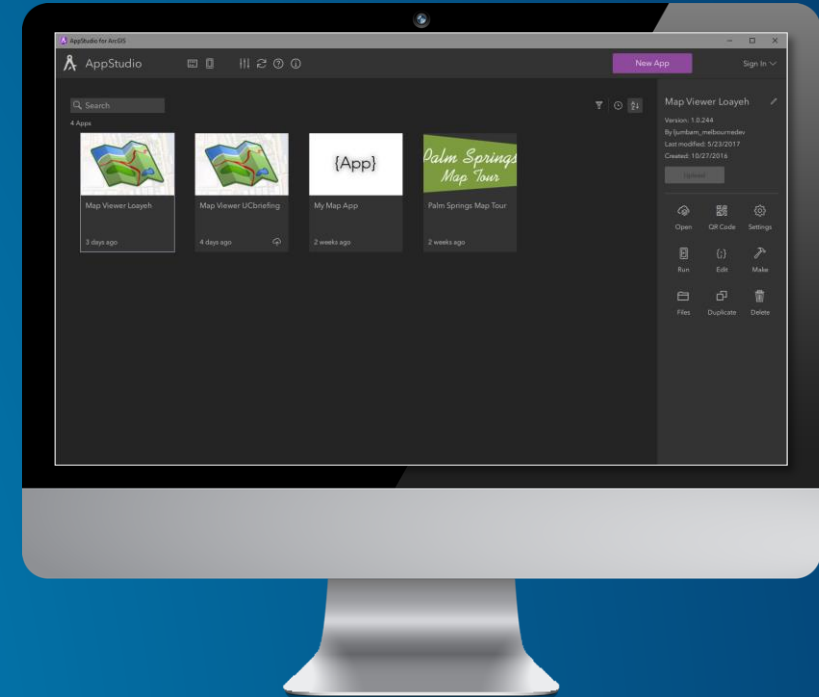
Player



Make

AppStudio Desktop

- **Organize and Manage your Apps (app projects)**
- **Access to:**
 - Templates
 - Samples
 - Layouts
- **Configure Properties**
- **Access the IDE / Edit Code**
- **Request a Build**
- **Available on Win, Mac, and Ubuntu Linux**

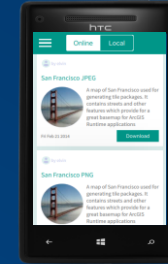
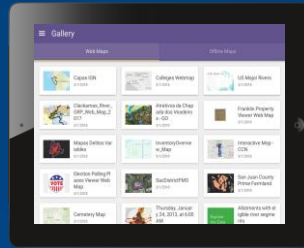
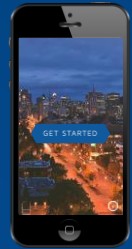


AppStudio Demo





The Development Stack



**QML +
Javascript**

**AppStudio
AppFramework**

**ArcGIS Runtime
API for Qt**

**Qt Quick Framework
(QML, JS, C++)**

**ArcGIS Services
(REST API, Feature Services,
Maps, Packages)**

AppStudio Stack

Qt Quick Framework

- Core QML Components
- UI Controls
- Positioning
- Sensors

ArcGIS Runtime API

- Map Control
- Layers
- Geometry
- Portal
- Geocoding
- Network Analysis
- Geodatabase
- Symbology

AppStudio AppFramework

- App Infrastructure
- File System Components
- Network Components
- UI Widgets
- Additional Plugins

What is QML?

- Qt Meta Language
- QML constructs the UI, JavaScript constructs the application logic

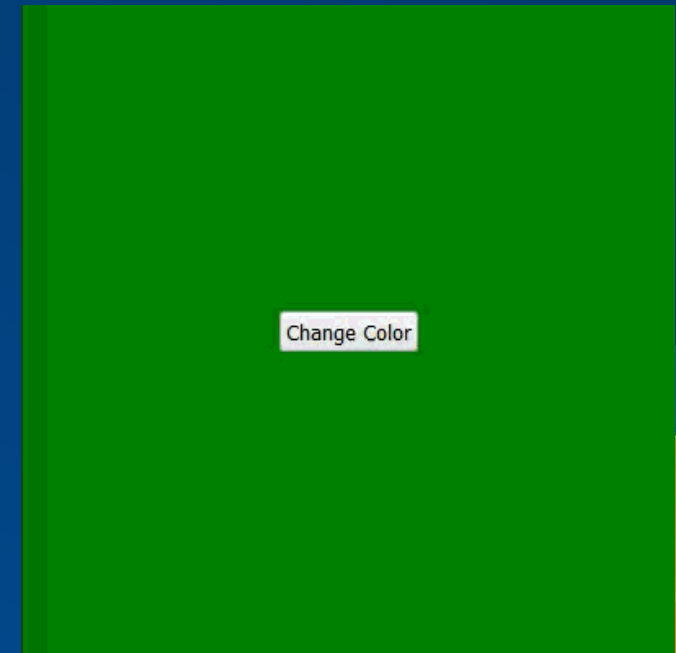
```
import QtQuick 2.7
import QtQuick.Controls 1.4

Rectangle {
    id: app

    width: 400
    height: 400
    color: "green"

    Button {
        text: "Change Color"
        anchors.centerIn: parent

        onClicked: {
            if (Qt.colorEqual(app.color, "green")) {
                app.color = "red"
            } else {
                app.color = "green"
            }
        }
    }
}
```



Awesome bits

- Quick prototyping
- Beautiful transitions and animations
- Promotes componentization and reuse of code
- Property binding
- Signals
- JavaScript engine (ES Language Specification 5)
- Backed by native C++

User Interface

- Different Platform/Devices
 - iOS – iPhone(s) and iPad(s)
 - Android – hundreds kinds
 - Windows – desktop, mobile
- Different screen resolution
- Font sizes
- Animation
- Graphic Effects

Material Design Guidelines

- A philosophy to design the UI/UX. It decides how the UI should work, look and what animations it should use.
- Based on Google Material Design Guidelines
- It's your choice!
- Other Styling options:
 - Custom
 - QML Universal Style

ArcGIS Runtime QML

- ArcGIS Runtime SDK for Qt QML API <https://developers.arcgis.com/qt/>
- It brings the power of Mapping and GIS
- All of the features that Runtime provides can be used in AppStudio Apps
- Latest version, AppStudio 3.0 Beta supports Runtime 100.2

Introduction to AppFramework

- It provides lot of powerful cross platform components to power up your app
- Its written purely in C++ and expose a JavaScript like QML objects
- Qt, the underlying tech doesn't expose a lot of native capabilities or utilities that an app needs
- AppFramework provides array of functionalities as basic as getting system information to complex operations such as Device Discovery

AppFramework – Modules

- AppFramework
- Authentication
- Barcodes
- Desktop
- Devices
- Multimedia
- Networking
- Notifications
- Positioning
- Promises
- SecureStorage
- Sensors
- Speech
- SQL

DEMO

- To create a nice-looking, GIS, cross-platform, native mobile app using AppStudio for ArcGIS
- Lets create new app!
- Lets make it pretty!
- Lets add a Map!
- Lets add a AppFramework Plugin



esri

THE
SCIENCE
OF
WHERE