Developing Mapping Applications for the OS X platform

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Agenda

• Introduce the SDK
• Create a map application with GIS functionality
• Enriching the UI
• From iOS to OS X
• Deployment
• Future
Introduce the SDK
The ArcGIS Runtime SDKs

- Family of SDKs for multiple platforms
  - Consistent capabilities
- Native to the platform
  - For building great apps
- Lightweight and fast
- Powerful
- Easy
Using ArcGIS platform

- ArcGIS Online / Portal
  - Maps, services, content and Organization branding

- ArcGIS for Server
  - Services

- ArcGIS for Desktop
  - Packages
Create a Map Application
Review

- **Platform**
  - OS X 10.8

- **API**
  - API in ArcGIS.Framework - 95% common with iOS
  - Resources in ArcGIS.Bundle

- **Sample Application**

- **Esri Application Framework Kits**

- **Developers.ArcGIS.com**
  - Guides, API Reference, Forum, Blogs

- **ArcGIS.com**
  - ArcGIS Runtime Preview App and Code
  - Sample Application
Enrich the User Experience
Esri Application Framework Kit

- MVC Design Patterns
- View Controllers
  - Copyright
  - Basemap
  - TOC
  - Popups
  - Measure
  - Find Places
  - Web map gallery
  - Portal Login
  - Portal Organization Info
  - and more
iOS to OS X

- Cocoa Touch to Cocoa
- ArcGIS Framework – almost identical
- Threading Differences
- UIColor, UIView, UIViewController, UIImage etc.
Deployment
The Road Ahead....

• 10.2
  - Offline map use
    - Being productive offline
    - Network/geocode/search
  - Performance improvements (static/dynamic mode on layers)
  - Geotriggers – geofence your application
  - Security (OAuth, SAML)

• Beyond
  - Offline analysis
  - Local data support
    - Raster and Vector
  - 3D
Understanding our world.