

Mobile Applications with Plex & CM WebClient: A User's Perspective

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CA Plex/Session D (Misc Track)



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Mobile applications are all the rage, and with the speed of information ever increasing, we developers try to keep up. This session will take a look at how one company (United Heritage Insurance) was able to use Plex, CM WebClient and Sencha Touch to meet their mobile application needs in a cost effective and time efficient manner.



Speaker Bio

- B.S. Mathematics – Cal State San Marcos
- OMNIS RAD tool (5 years)
- Gen & Building in Plex for the past 8 years
 - Currently with United Heritage (1.5 years)
- First Time Presenter
- First Time Attendee

Agenda

- Business Scenario at United Heritage
- Why CM WebClient?
- Development Experience
 - Personal Introduction to WebClient
 - Questions Regarding Implementation
 - Simple Demo
 - Including a Quick Look at Customization
 - Overall Impressions
- Suggestions for new users

Background

- Most of our business is generated from two insurance products.
- The Field Agents for those products needed a way to calculate reliable premium quotes on the fly.
 - We already had a website that accommodated for this, but navigating the site from a phone was difficult since the site wasn't designed with phones in mind.
- We needed a mobile solution.

Business Scenario

Go Mobile or Go Home

Solution Options

- Write Native Mobile Application

- Problems
- Outsource the project

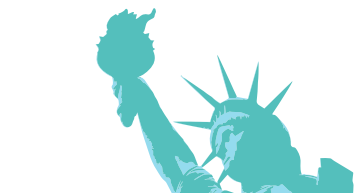
WEBCIENT TO THE RESCUE!

- Do Nothing
- Resources — Small development team (Over a dozen apps generated)
- Applications currently being supported by 4 developers)

- Cost
- Not a good idea to repeat the agency that generated the greatest amount

- Time
- of business for us both iOS & Android devices

- Support
- PHP/Python/Perl/Java/JavaScript/HTML5



Why CM WebClient?

- **Reduced Risk** – Use a platform that we already know and depend on to quickly generate bullet-proof web and mobile code.
- **Improved Availability** – Extend the capabilities of our development group to modern application tools with a reduced learning curve and better results.
- **Increased Efficiency** – Deliver amazing functionality without the pain of long development cycles. Plus we get to reuse some pre-existing code.

Why CM WebClient?

Overview of how WebClient Works

- Uses standard CA Plex panel design and action diagram techniques to generate sophisticated RIA/AJAX user interfaces and mobile-optimized applications based on your existing client-server code base using PhoneGap & Sencha Touch.
- Applications that are created this way are not true native mobile applications. They are essentially web apps that are packaged as a mobile app for distribution and have access to native device APIs such as the camera & GPS location.
 - Benefit of this model is that users never need to download an update. Updates are just delivered to the web server.



Development Experience

Introduction to WebClient

- Tools
 - Plex
 - Best ARAD tool of all time.
 - Generate java application which in turn is then used to generate web templates.
 - Eclipse
 - IDE for generating web templates.
 - Subversion
 - Used for the web templates and JavaScript delivered by CM First
 - Sencha Touch
 - JavaScript framework for the mobile web.



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Development Experience

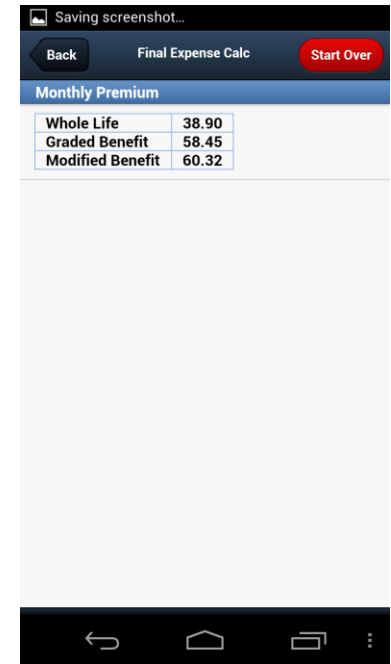
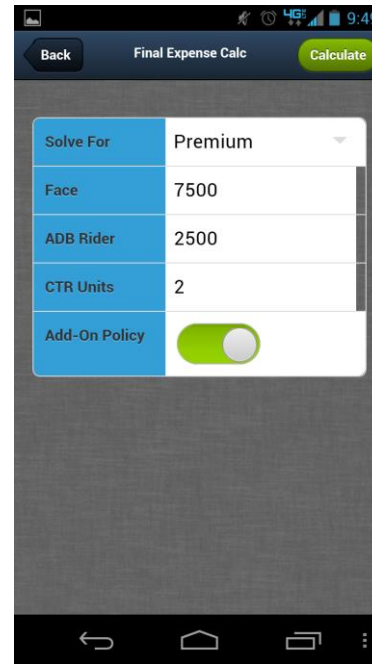
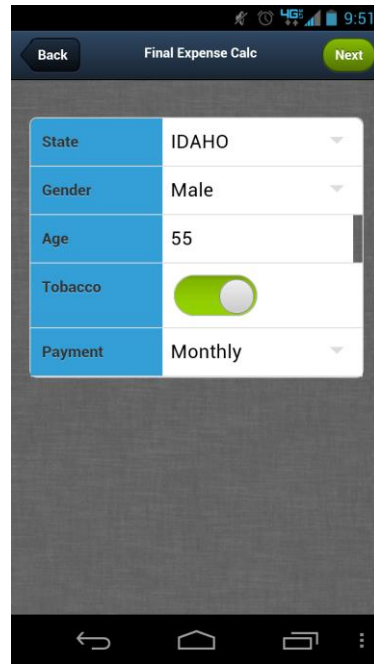
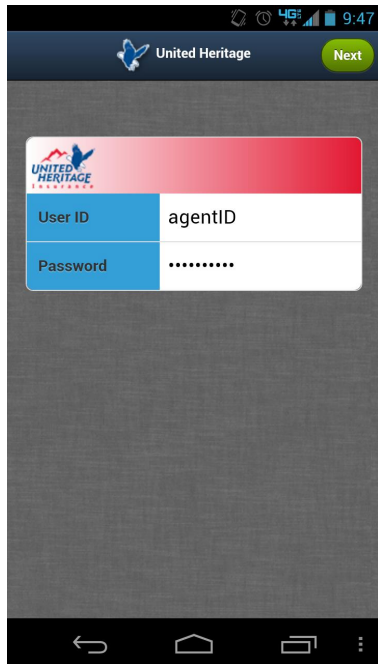
Introduction to WebClient

- Able to use pre-existing RPG programs to process the complex calculations. Programs used to calculate premiums on the mobile application are the exact same programs used to calculate premiums on our desktop applications.
 - Just needed to write an interface to gather the data to send to the RPG program and return the results.
- Most difficult part of the process is setting up the Eclipse workspace. WebClient makes creating mobile applications pretty painless.
 - CM First has documentation to walk you through the process of setting up your workspace.
- When we did have problems, CM First support was awesome!
 - Extremely helpful & knowledgeable staff.

Development Experience

Introduction to WebClient

- Without any pre exposure to any of the afore mention tools aside from Plex, we were able to create our Final Expense mobile application in a little less than a month!



Development Experience

Implementation Questions

Q With WebClient, can I just gen & build my current programs as mobile apps?

A You can, but probably shouldn't.

- Mobile application UI is quite different from c
- Limited re
- Requires



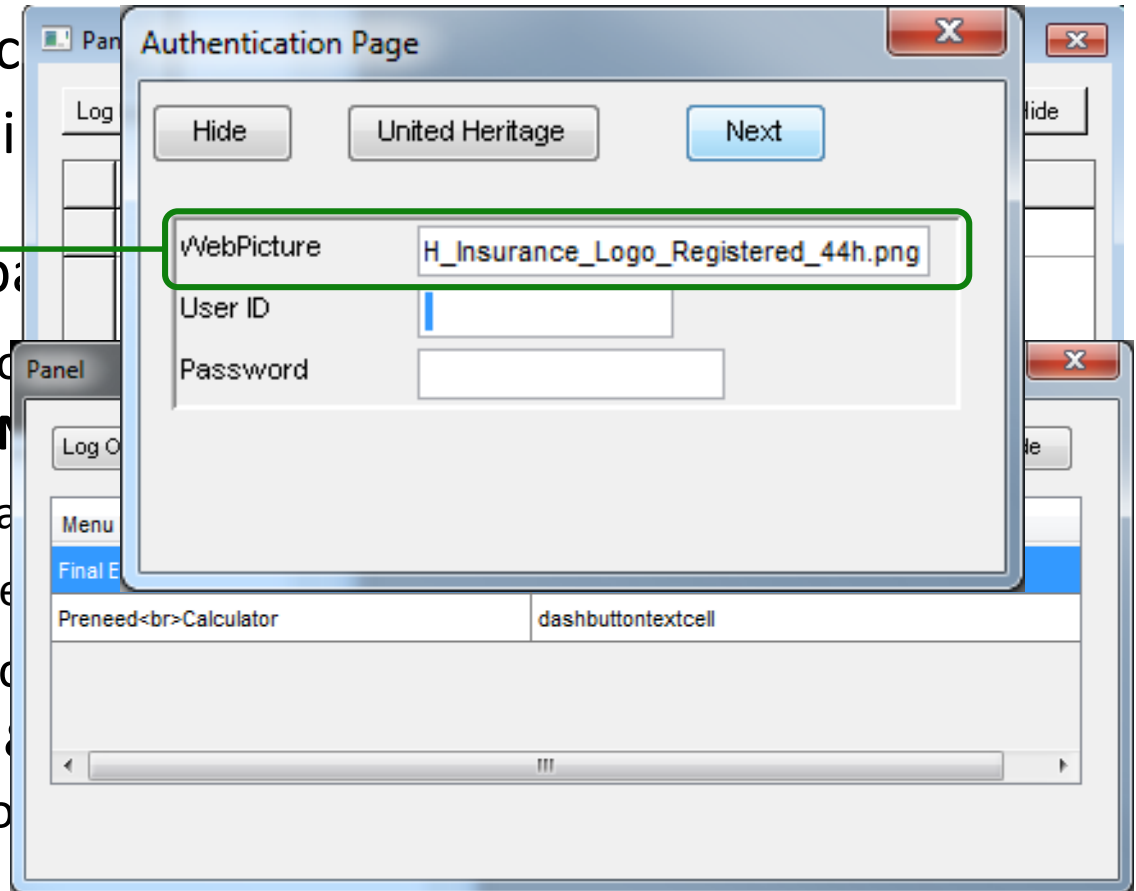
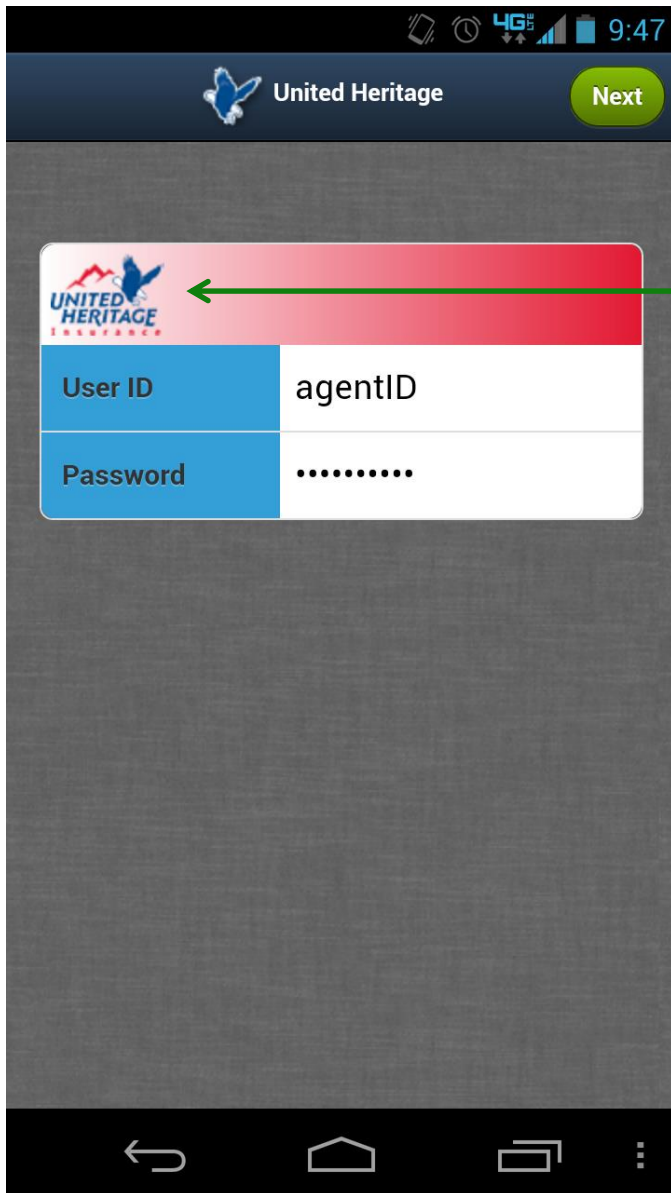
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Development Experience

Implementation Questions



Development Experience

Implementation Questions

Q: Once my application is hosted on my webserver, what's next?

A: Need to create a mobile application package that points to your hosted application.

- XCODE project for iOS
- Android SDK & Java for Android – Exported to .apk file

Submit app to appropriate application store

- iOS App Store (May take a couple of weeks for approval)
- Google Play Store

Only needs to be done once per application

- Updating the application just requires replacing the app on webserver.



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Development Experience

Implementation Questions

Q: Can I customize my mobile application?

A: **You Betch'ya!**

Q: Okay, but how difficult is it to customize my app?

A: It depends.

- Customizing Look & Feel is easy.
 - CSS
- Customizing functionality can be a bit more challenging.
 - JavaScript & Sencha Touch

DEMO

With a look at customization



Development Experience

Overall Impressions

- Using CM WebClient is an effective way to utilize existing knowledge & resources to build first-class mobile applications.
- There is a mild learning curve.
- Customization is available if you want.
- CM First Support is topnotch!
- If you are using CA Plex and have a need for a mobile solution, get CM WebClient. You won't regret it!



Development Experience

Overall Impressions

- United Heritage Success Story
 - <http://www.cmfirstgroup.com/wp-content/uploads/2013/08/United-Heritage-Success-Story-final.pdf>
- PRWeb - CM First WebClient featuring United Heritage
 - <http://www.prweb.com/releases/2013/9/prweb11171548.htm>
- Sencha Touch Spotlight
 - Coming Soon

Suggestions for New Users

- Have realistic expectations.
 - There is a mild learning curve.
- Make sure your application is designed for a mobile audience.
- Get some training.
 - CM First offers several courses that will help give your team a jump start.
- Get familiar with Sencha Touch and learn JavaScript.
- Use CM First Support.

Suggestions for New Users

Sencha Touch Support

- Sencha Touch
 - <http://www.sencha.com/learn/touch/>
- Sencha Touch Docs
 - <http://docs.sencha.com/touch/2.0.2/>
- Sencha Touch 2.3.0 - Kitchen Sink
 - <http://cdn.sencha.io/touch/sencha-touch-2.3.0/built-examples/kitchensink/index.html#demo/icons>

Suggestions for New Users

CM First Support

- WebClient

- <http://www.caplexwebclient.cmfirstgroup.com/>

- CM First Online Support

- <http://support.cmfirsttech.com/home>

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Q&A

