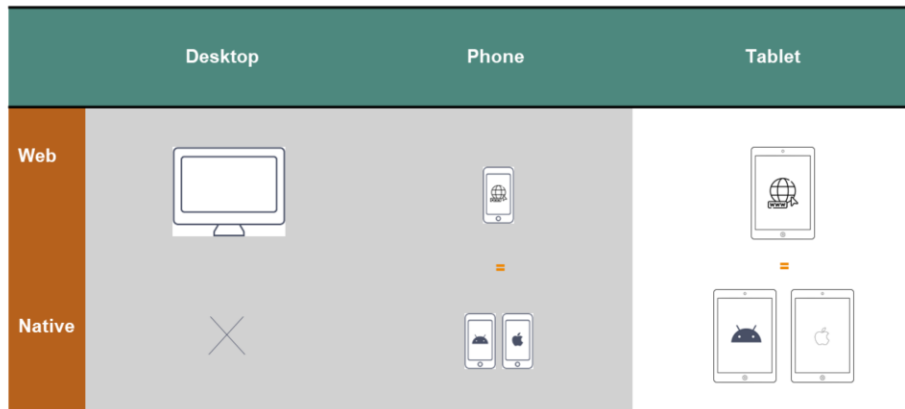


From Travel Agency Web to Native Mobile (part 2)

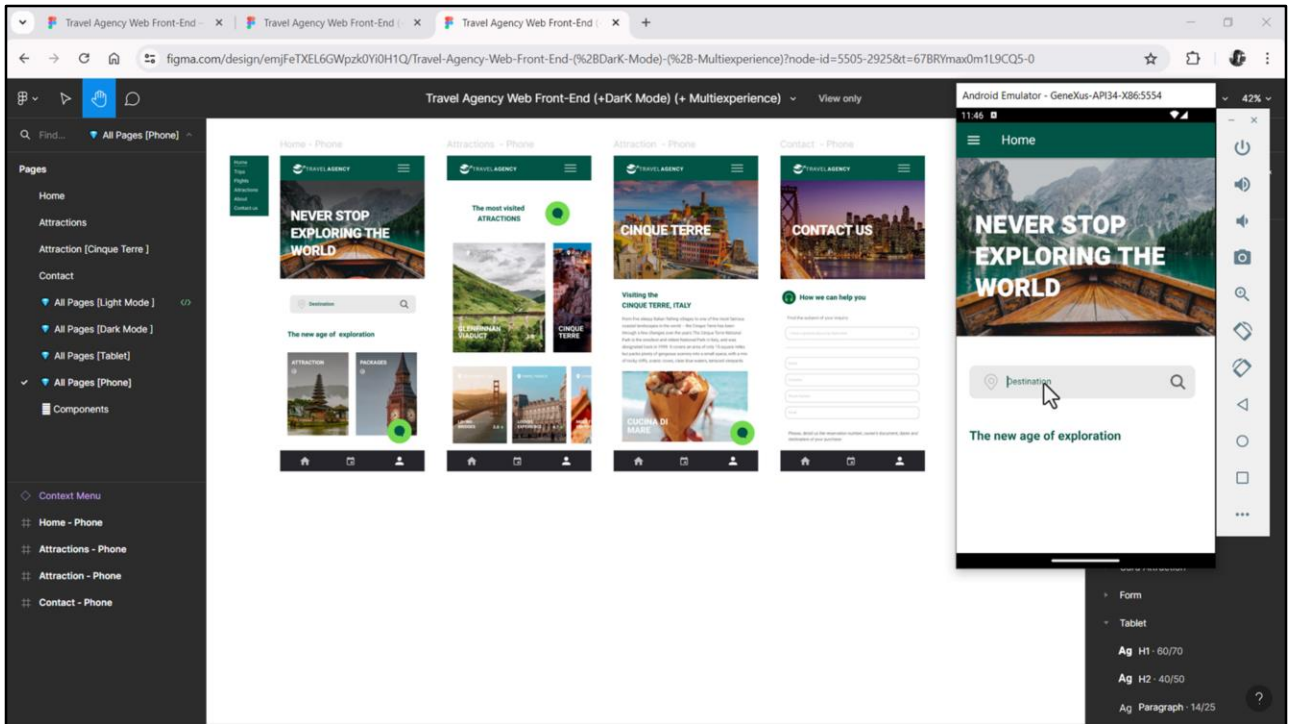


Cecilia Fernández

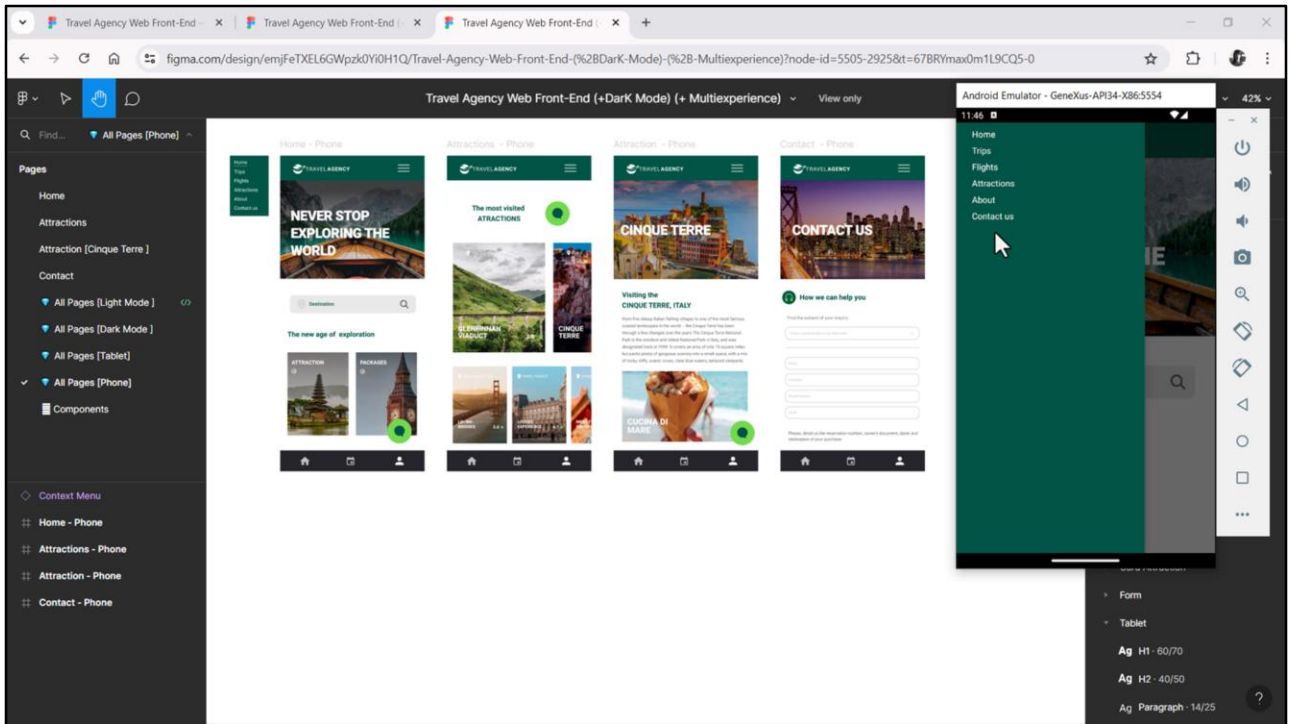


Okay, I'm going to pick up where I left off at the end of the previous video, where we talked about the effects of native applications not being built on the CSS paradigm.

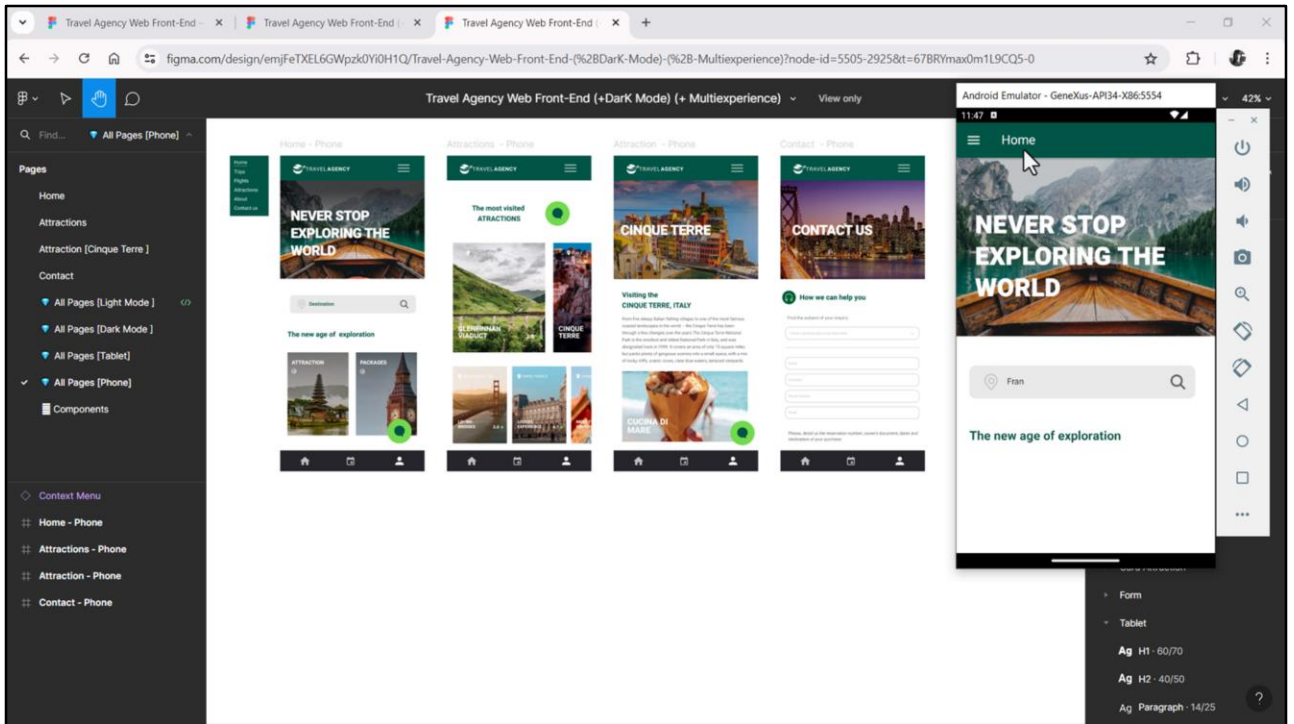
There, I told you the following:



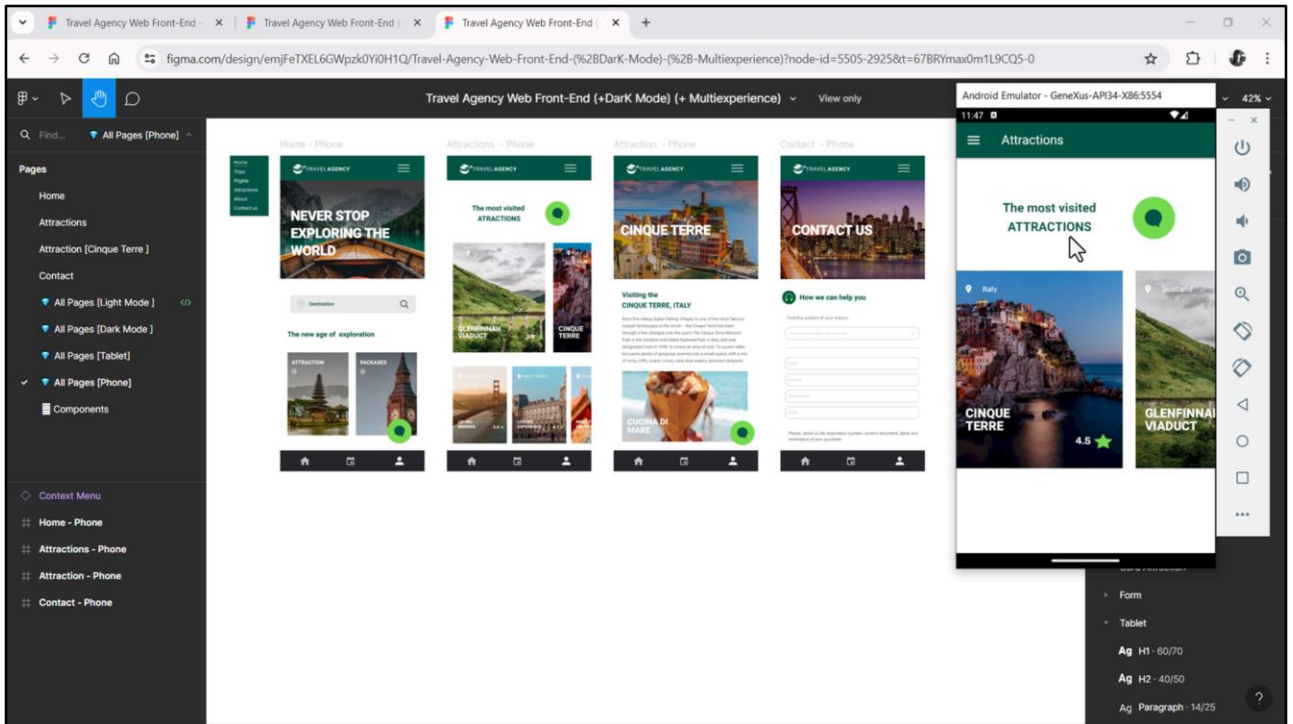
To inspire you, I advanced quickly in my KB so that you can see in this emulator how the screens of the Android application for Phone look like.



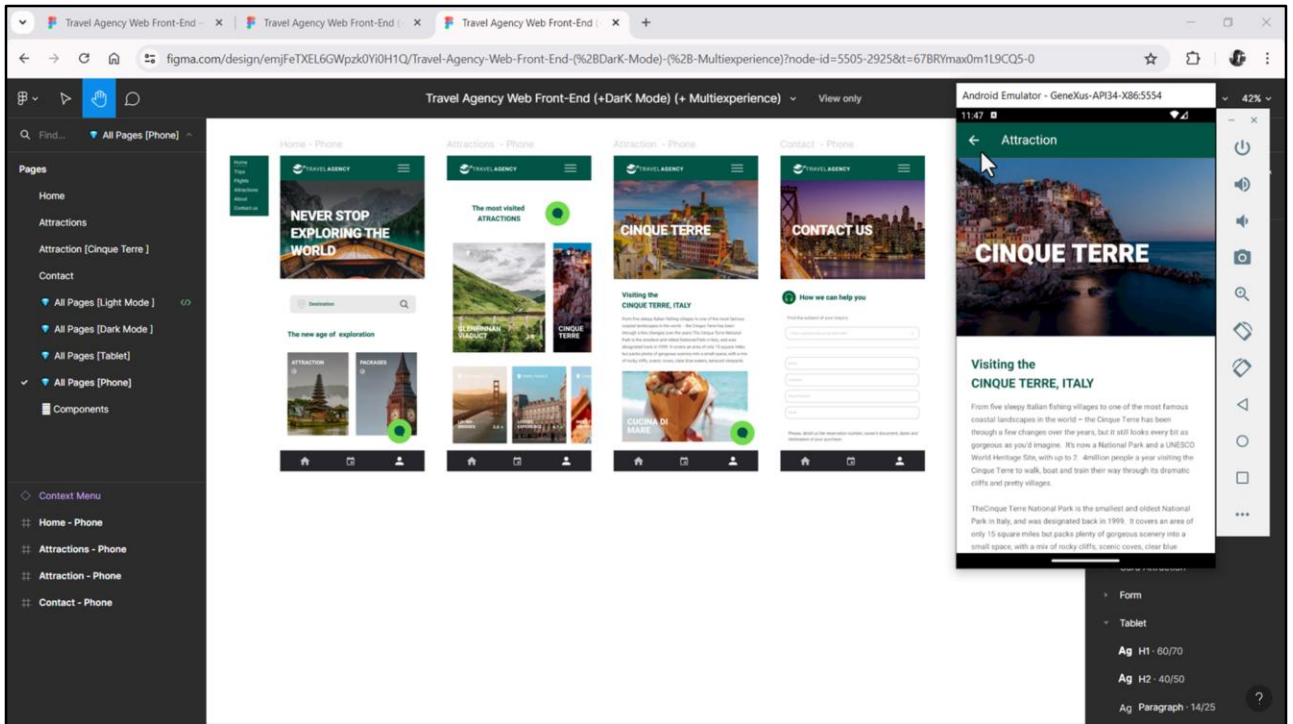
For example, we see the hamburger menu (on the left, as is the standard in their operating system, and not on the right, as proposed by Chechu's design)...



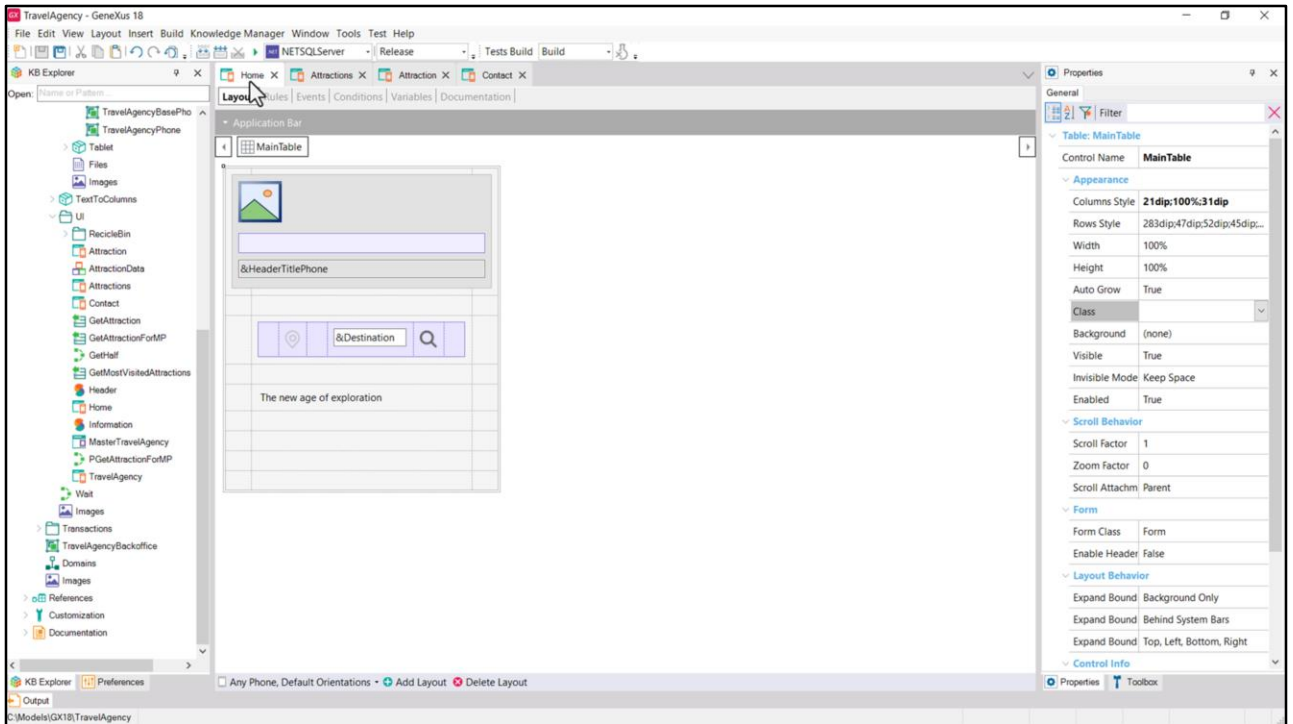
We see as title in the Application Bar the name of the object being loaded, and not this icon and text that I will show you later how to change in the simplest way.



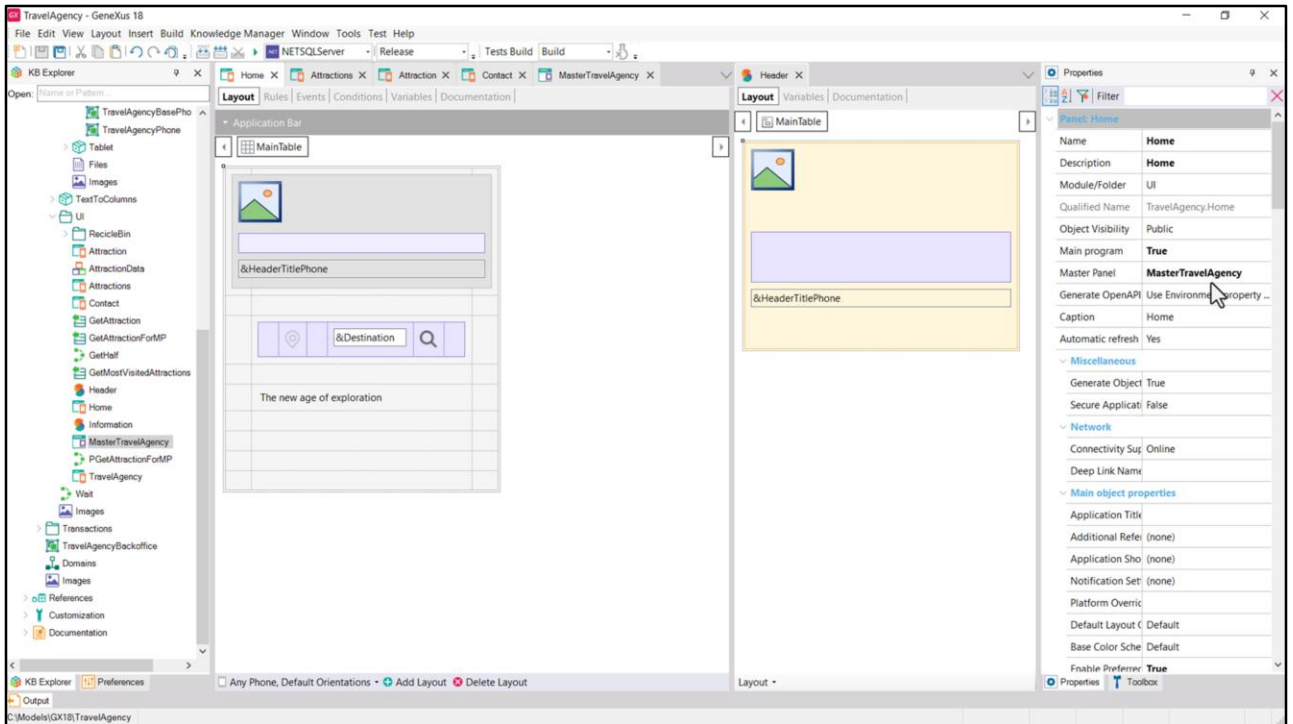
Note that in the Attractions panel I removed the Header, as indicated in the design, and that for now I implemented the carousel as a horizontal grid (to make it quick and easy)...



...and that if I tap on an attraction it takes us to the Attraction panel and automatically, and also according to the operating system's own mechanisms and Android's design guides, the back button appears to return to the object that called it.



The panels are exactly the same as the ones we used for the Angular Desktop application. But, of course, I defined another layout for each one, this time for Any Phone, so that it is also valid for iPhone. There we can see the 4 layouts.

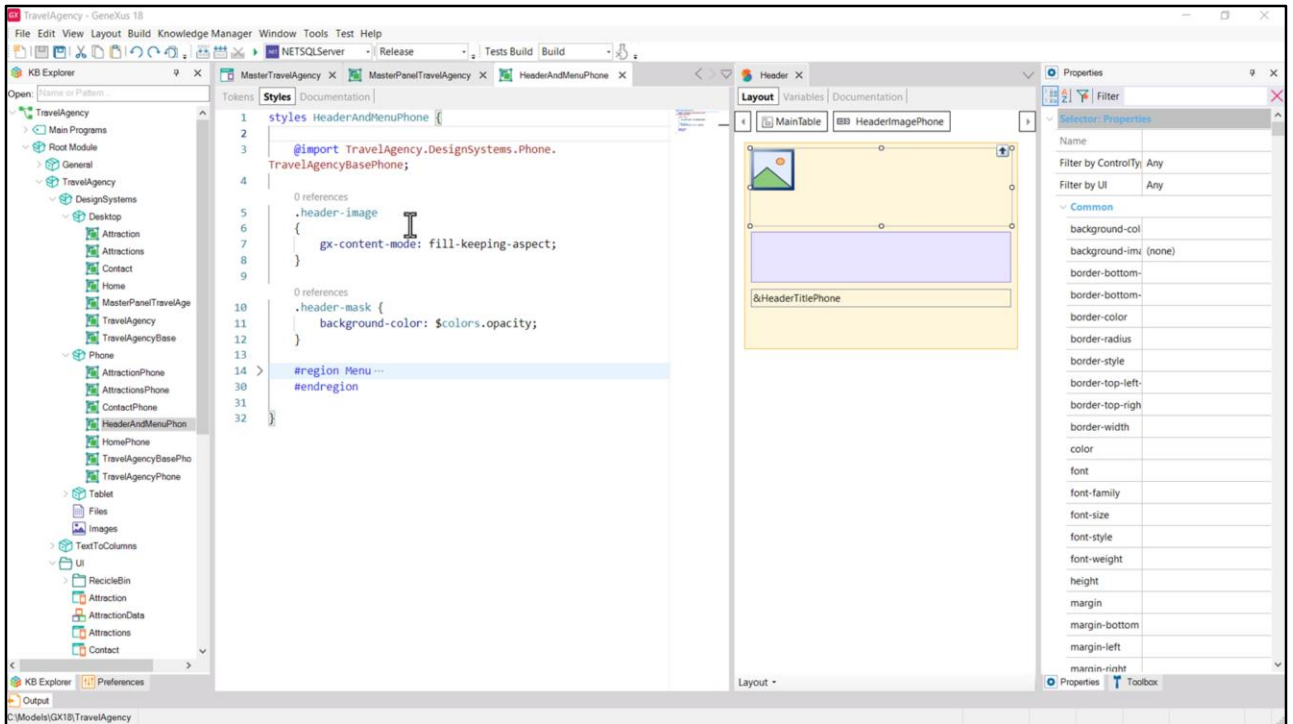


I only had to add two objects to the UI: this one, which will be the menu and entry point of the application, and this Stencil that competes with the Master Panel.

Why do I say it competes? Because native applications ignore the Master Panel property and the referenced object, of course. They don't take it into account. And that's why I had to insert in each of the panels that had this Header the stencil that designs it.

Thus, while the menu and the Header were included for Angular Desktop in the Master Panel object, for native applications we have no choice but to include the Header as a stencil in each of the layouts, if we want to reuse it. Or otherwise, as a component, but in principle for our case it wouldn't be necessary.

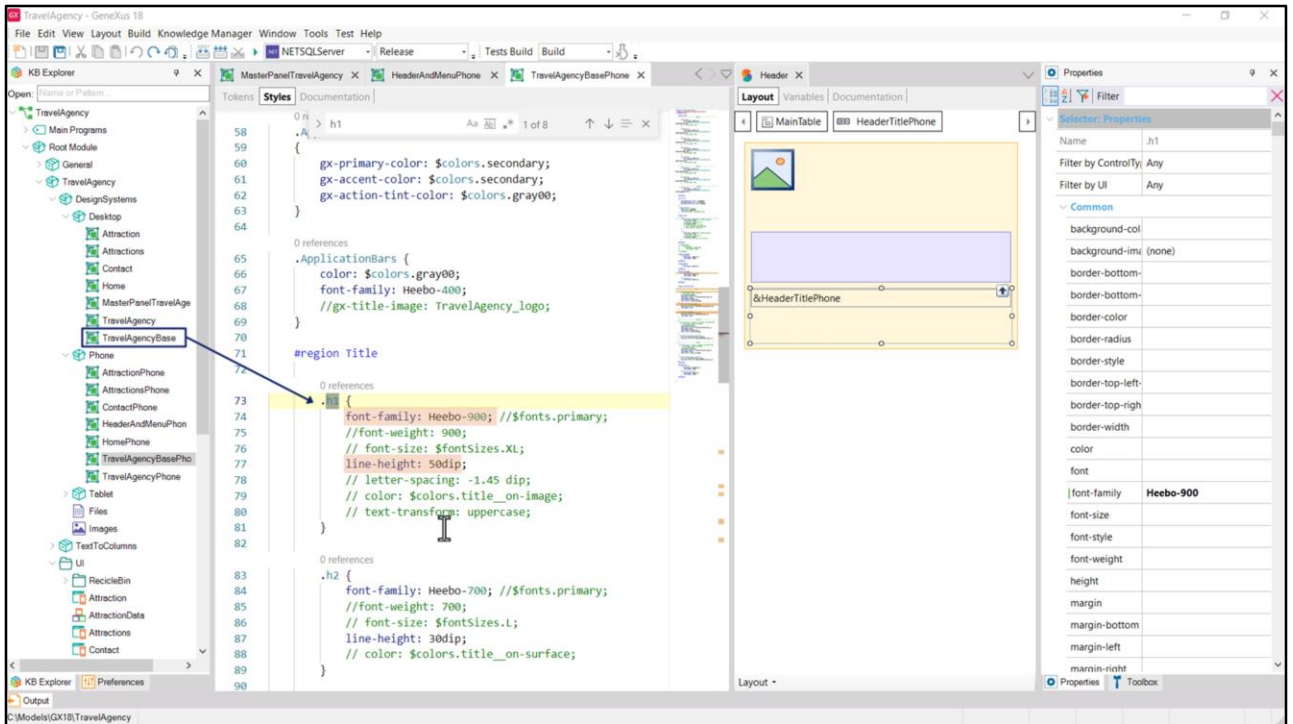
Later on we will see what happens with the menu.



In the Stencil I have the canvas with the variable for the image, the table that works as a mask, and the variable for the title.

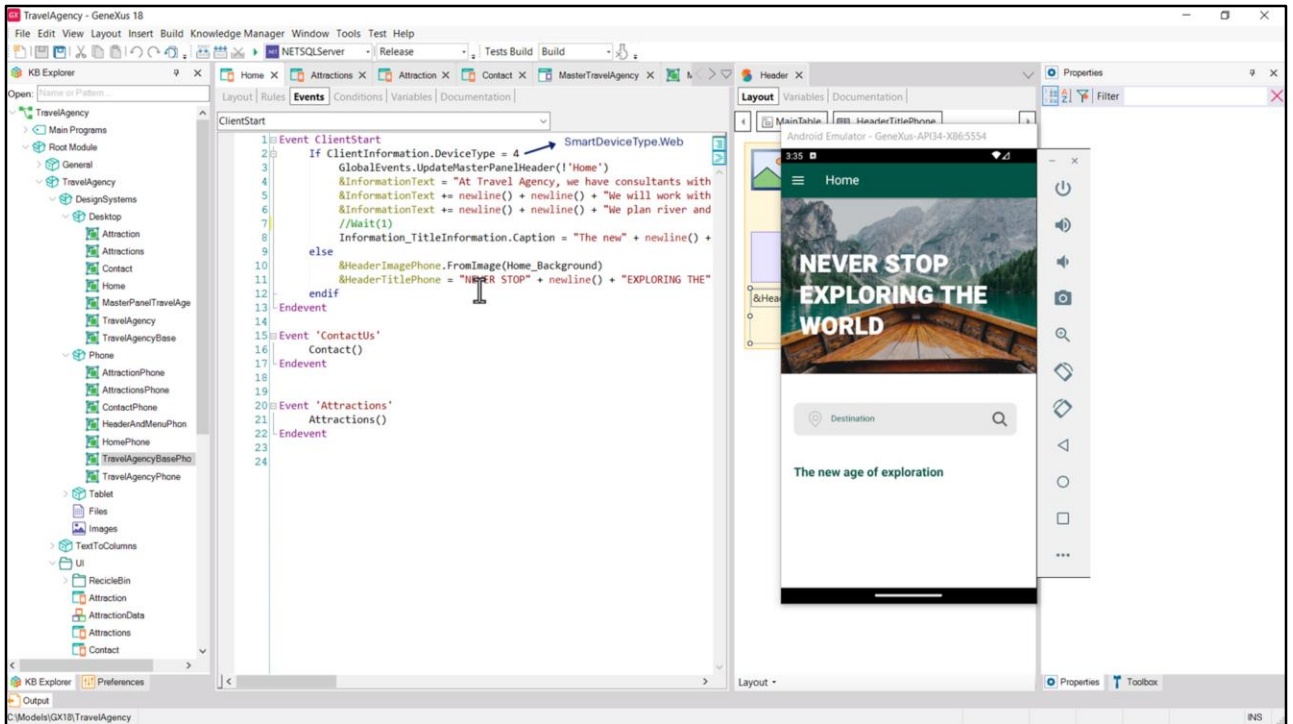
Where did I define the style of its classes?

If for Angular Desktop I had done it in the DSO with the same name as the Master Panel, here I created a parallel one and called it that way. And here I define the properties of the Header and also those of the menu that we will see later.



The h1 is in the base DSO for Phone, and will have these characteristics (all those coming from the TravelAgencyBase DSO with these changes here).

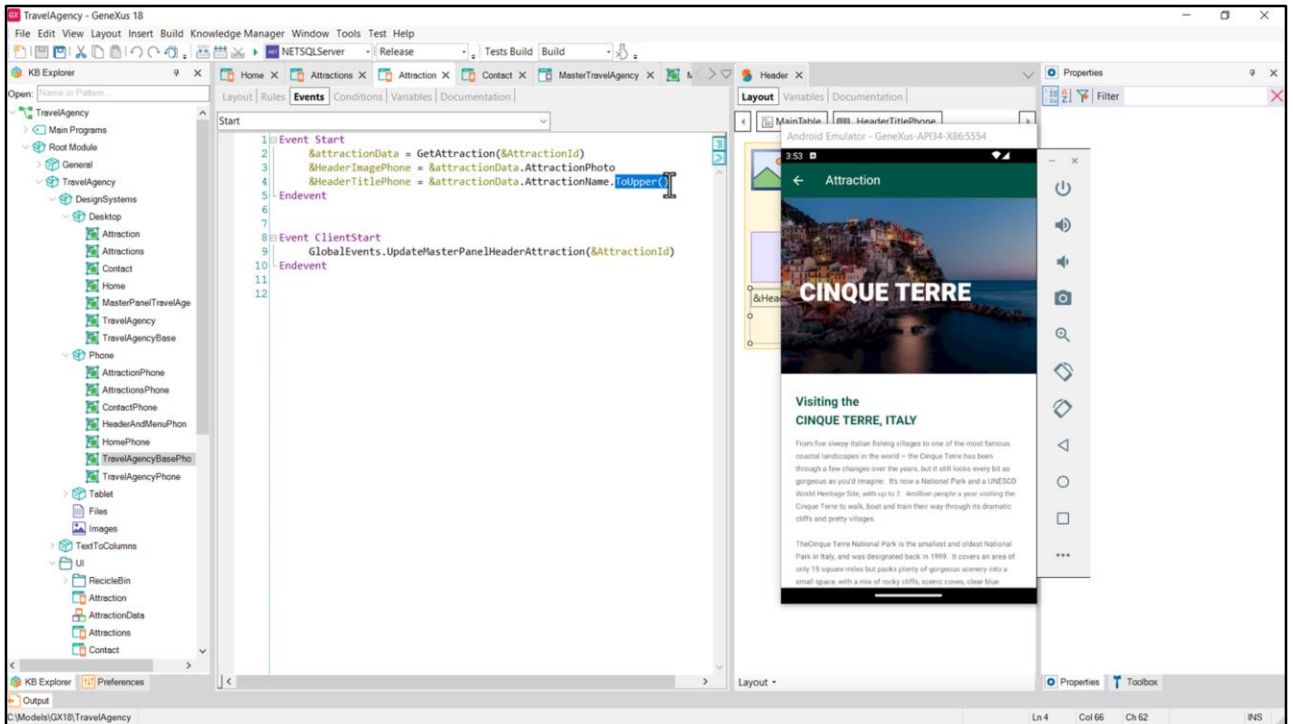
However, we will have to see if all these properties apply to the native world. As I told you before, not all CSS properties will. In fact, for the moment, text-transform with uppercase value will not work.



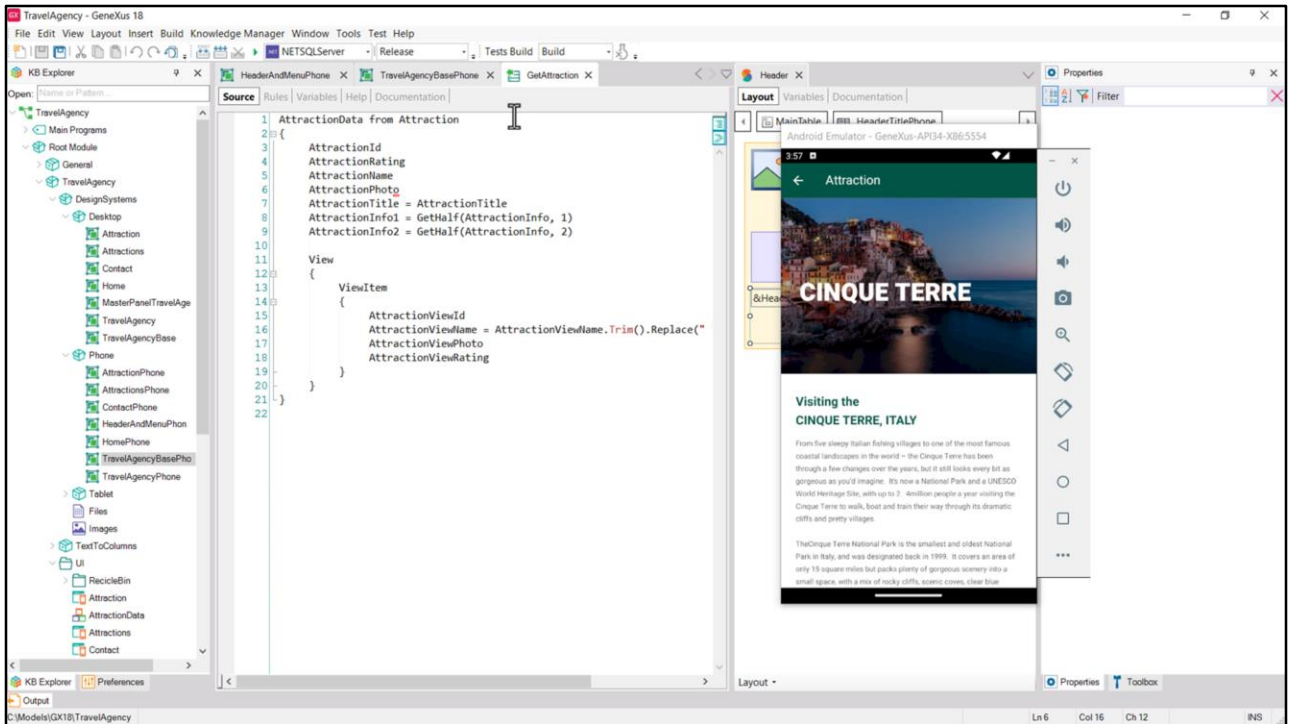
Note that I get it to be capitalized because the content of the variable is capitalized on all screens.

Here we see how I loaded in the ClientStart these two variables of the Header only if Angular is not running. It's not really the break we'll want to make, because, for the sake of transversality, we'll want to use the same solution for Angular of this window size. But for now it doesn't matter.

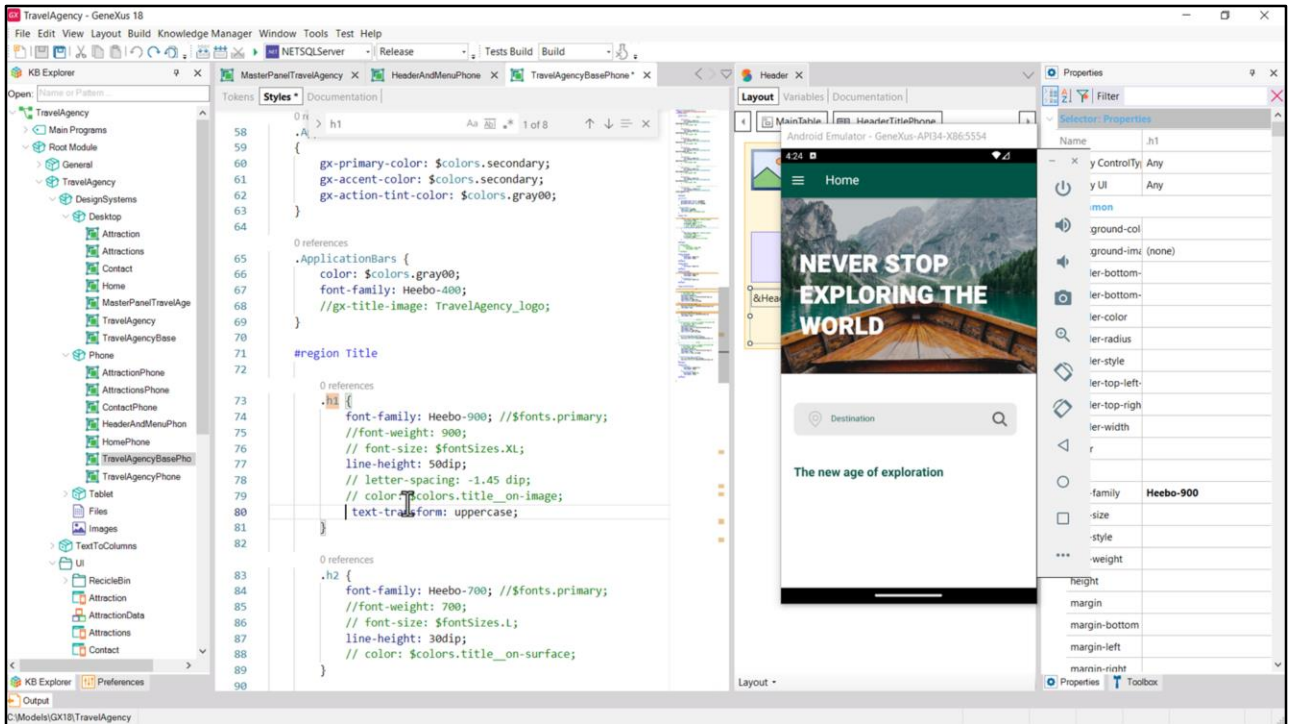
We see that the title is entered in uppercase.



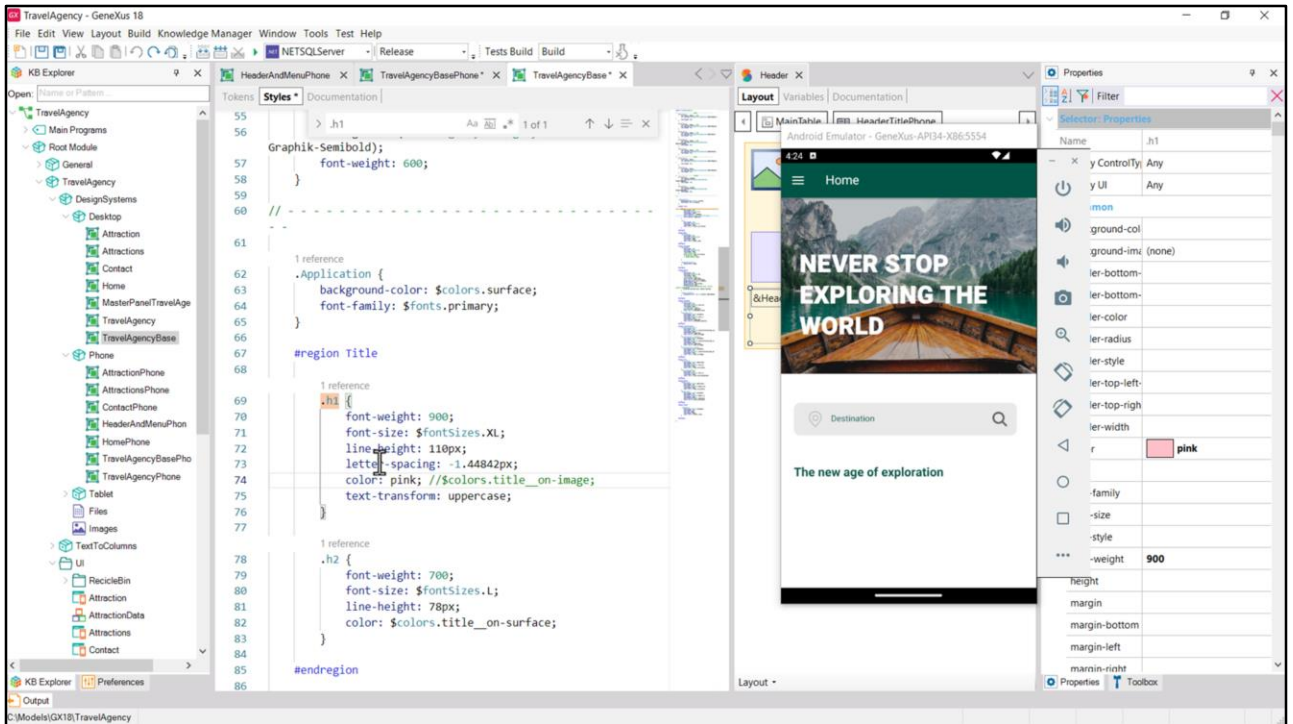
And if I go now to see the title for Attraction, which is taken from the database... so I don't know if it's capitalized there... I force it to be capitalized with this method.



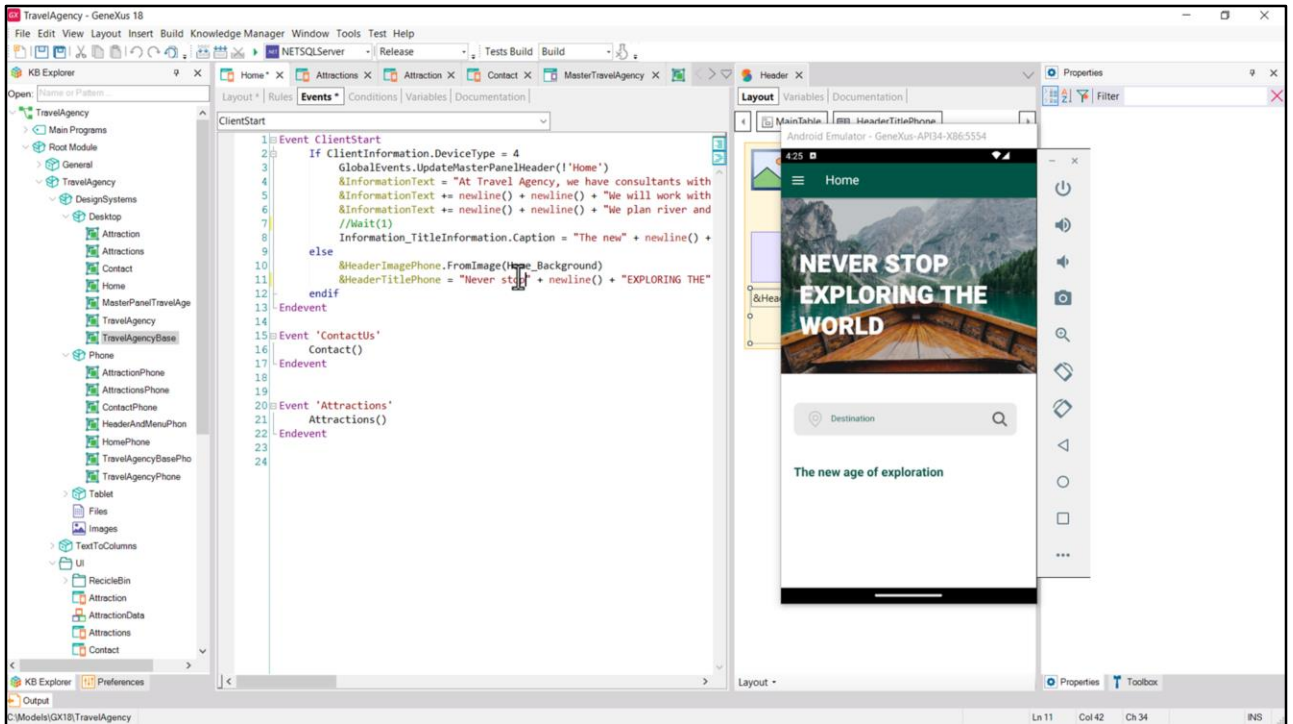
Note that I added to the Data Provider that we had used for the Desktop application, and that returned the attraction data, the values of AttractionPhoto and AttractionName, which we didn't load at that time.



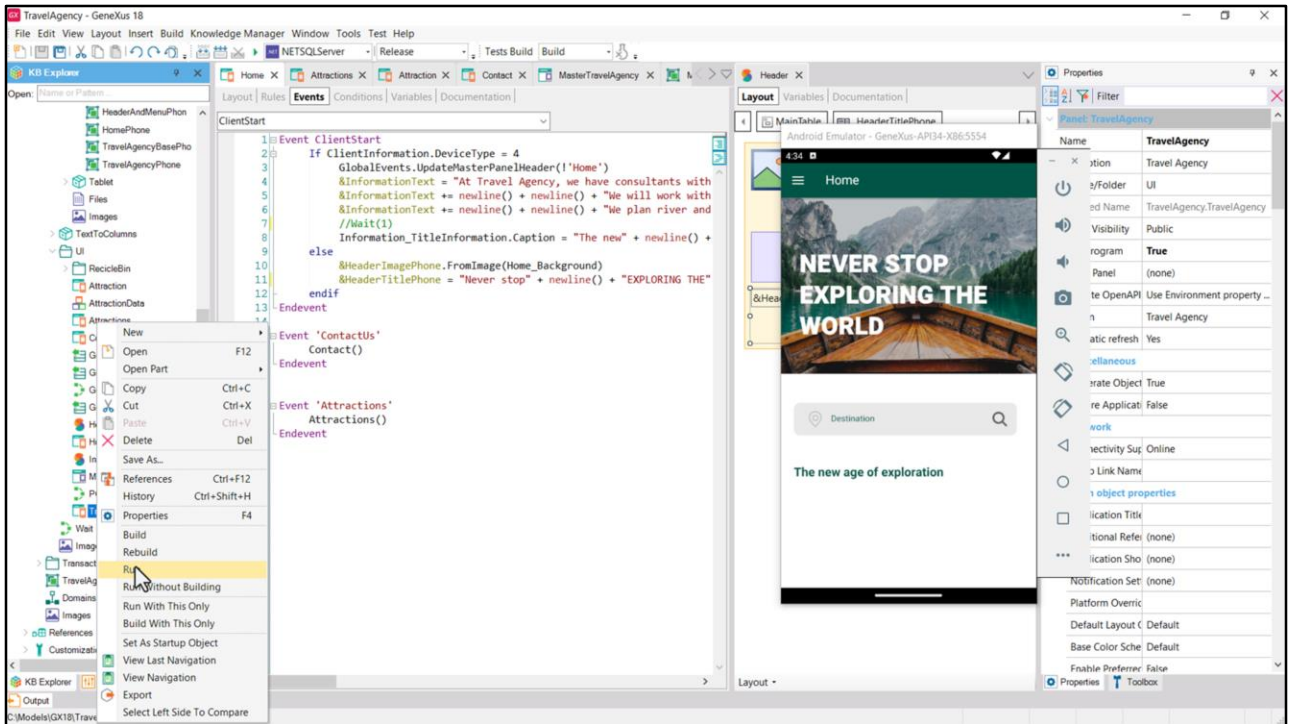
I will show it explicitly so that there are no doubts that this CSS property is not being applied. I will uncomment it, in case you doubt that it is being taken correctly from the TravelAgencyBase...



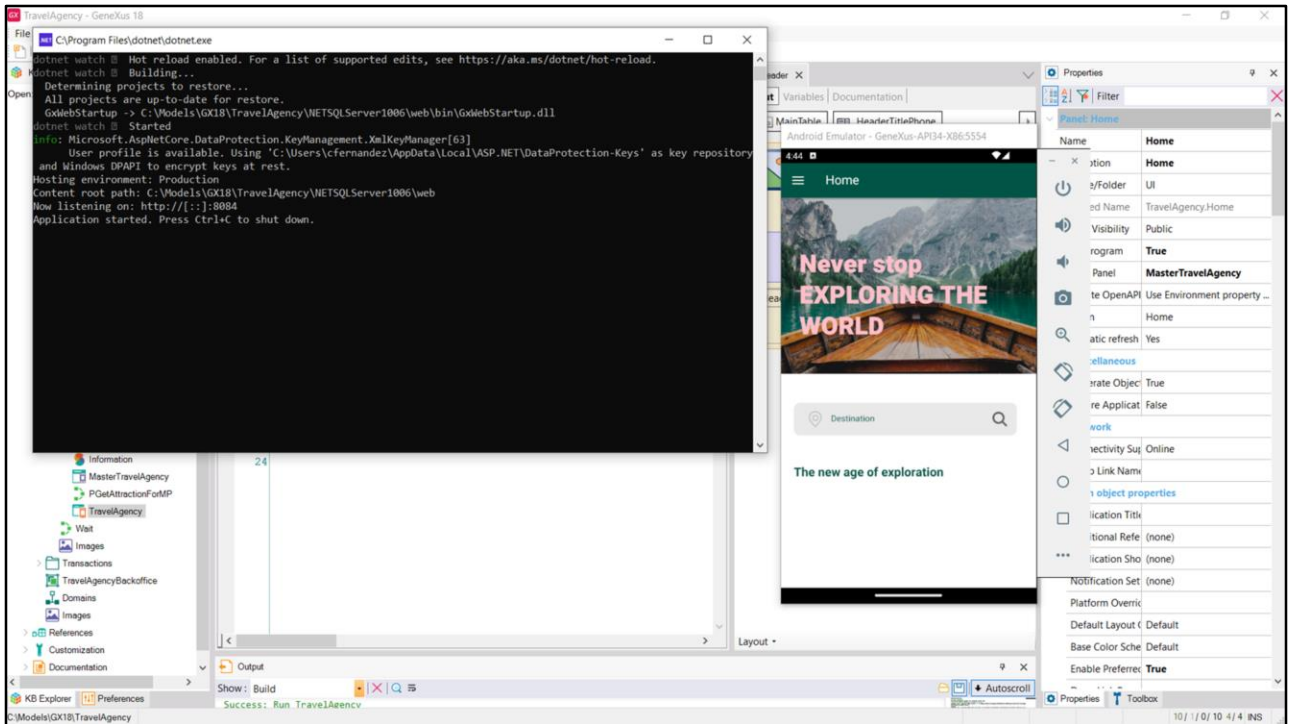
And at the same time in that DSO I'm going to change its color, to make it pink, so that you can see that this is not the problem, because it does take the properties that come from there.



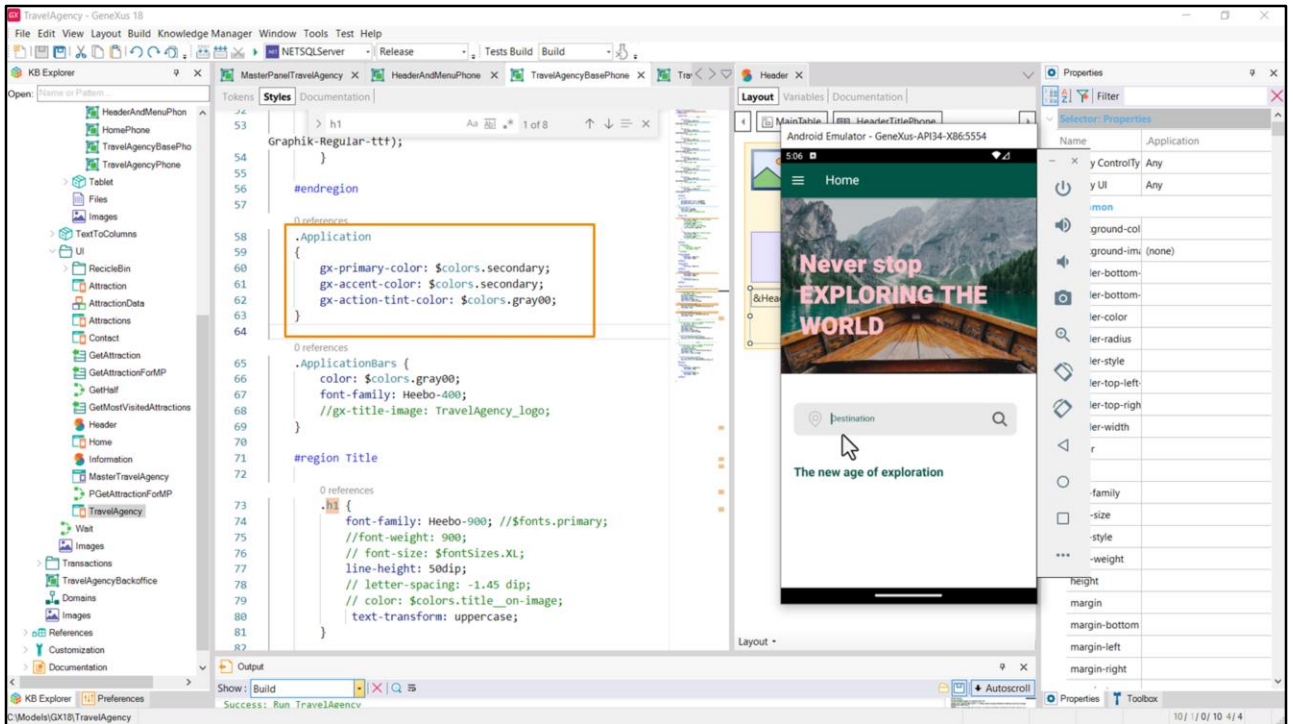
And the other thing I will do is modify this here so that it is in lowercase.



My main object is the menu, so that's the one I'm going to run.



Well, that should have made it clear, shouldn't it?



Before we go on, I want to show you that the way to specify that this color is the color of the application bar, and that this white is the color of the texts and of the hamburger icon, and that for editable fields this is the color of the cursor... is through these properties specified at the Application class level. Only this class will understand them.

Application Class for Smart Devices

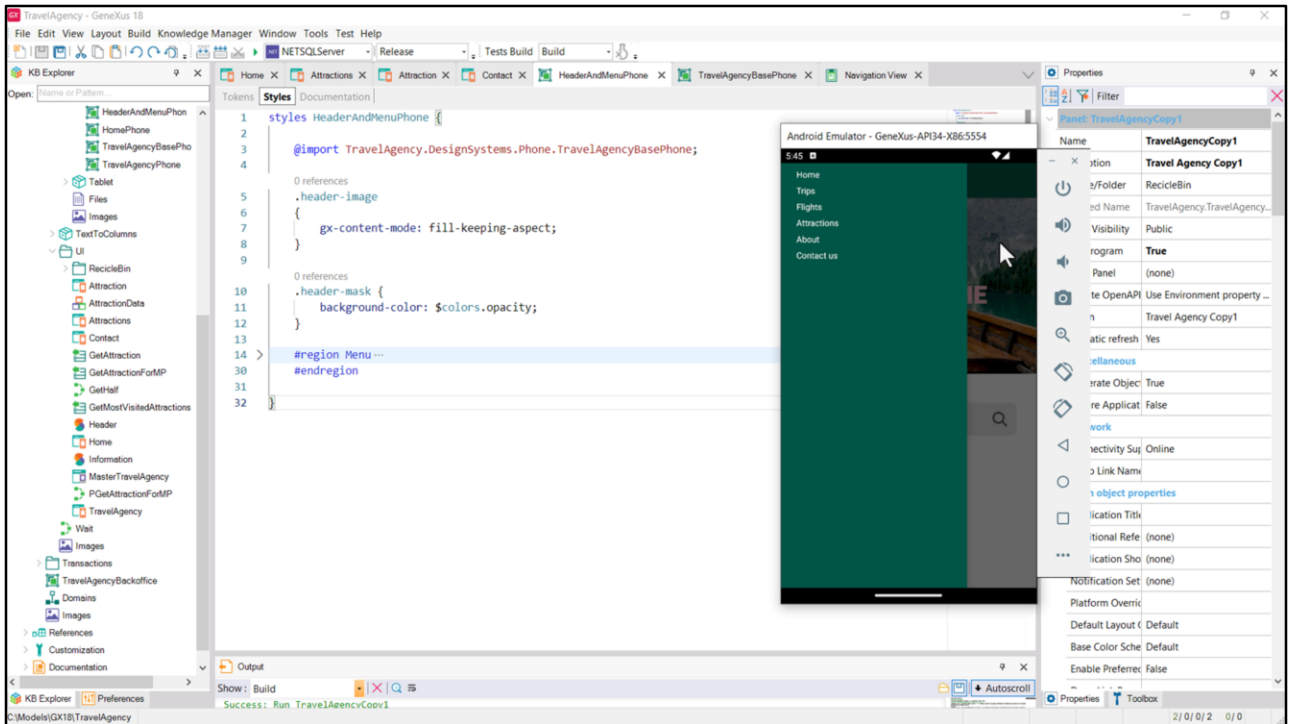
This documentation is valid for: [GeneXus 18 Help](#) [GeneXus 17 Help](#) [GeneXus 16 Help](#) [GeneXus 15 Help](#)

Allows the developer to set some properties to the whole application. GeneXus takes this theme class automatically when runs the application.

Class: Application	
Name	Application
Description	
Background Color	<input type="checkbox"/> Background
Background Image	(none)
Background Image Fill Mode	Scale To Fill
Placeholder Image	(none)
Image Loading Indicator	False
Date Picker Image	(none)
Prompt Image	(none)
Launch Screen Animation Class	
Application Colors	
Primary Color	Primary
Primary Color Dark	PrimaryDark
Accent Color	Accent
Control Normal Color	AttributeLabel
Control Activated Color	Accent
Control Highlight Color	Primary
Action Tint Color	ActionTint

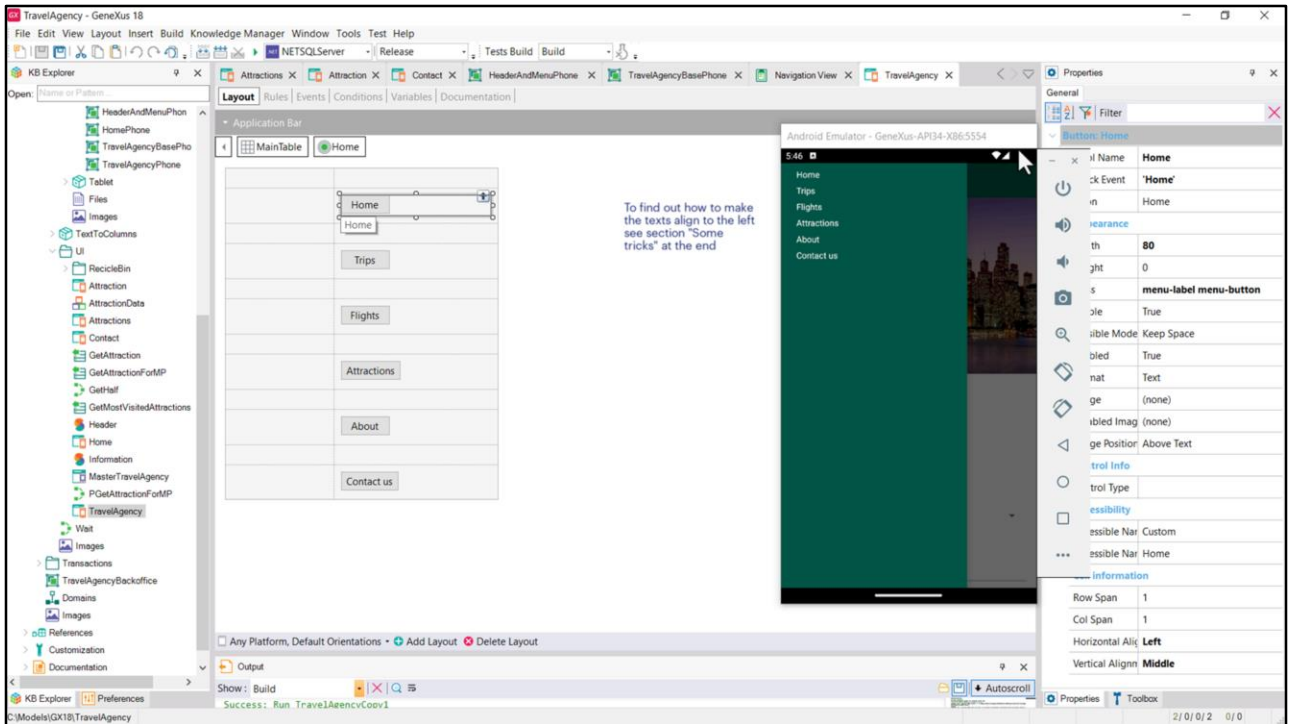
[Ask here!](#)

You can find the complete information in the GeneXus wiki. It corresponds to definitions from the Android and Apple design guides.

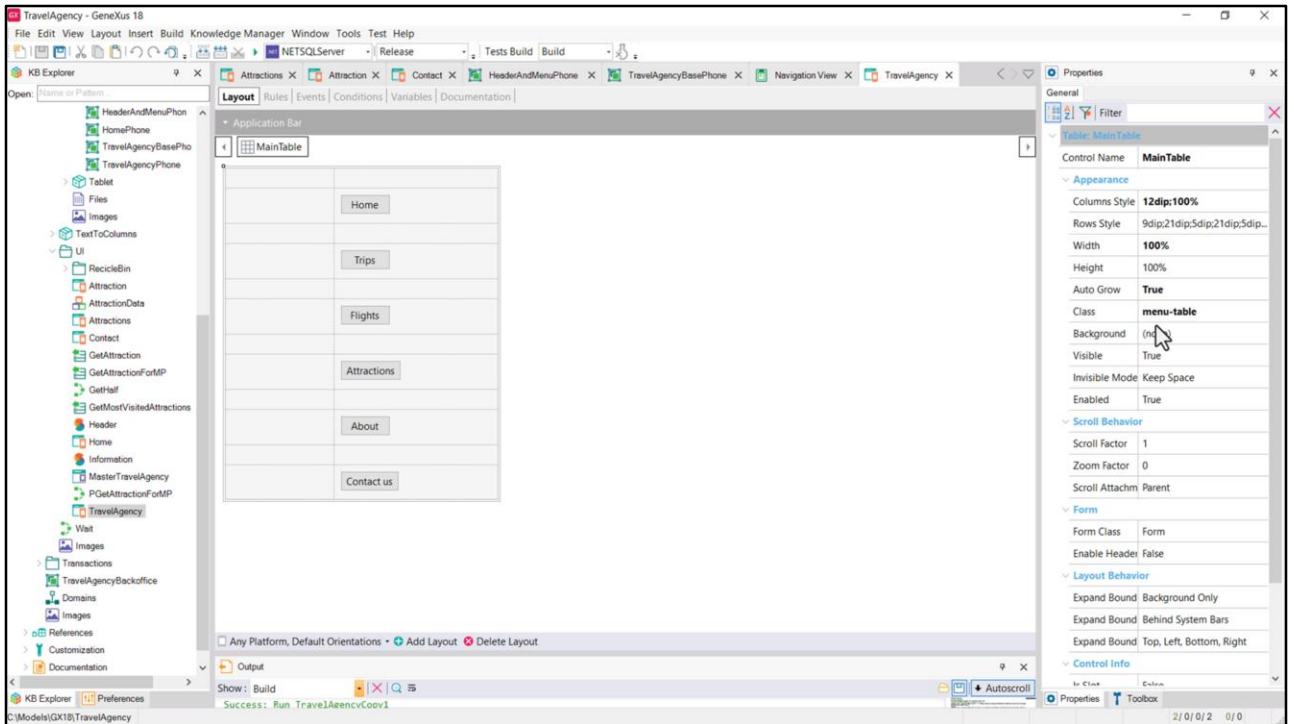


So how did I implement the hamburger menu? We have two aspects at play:

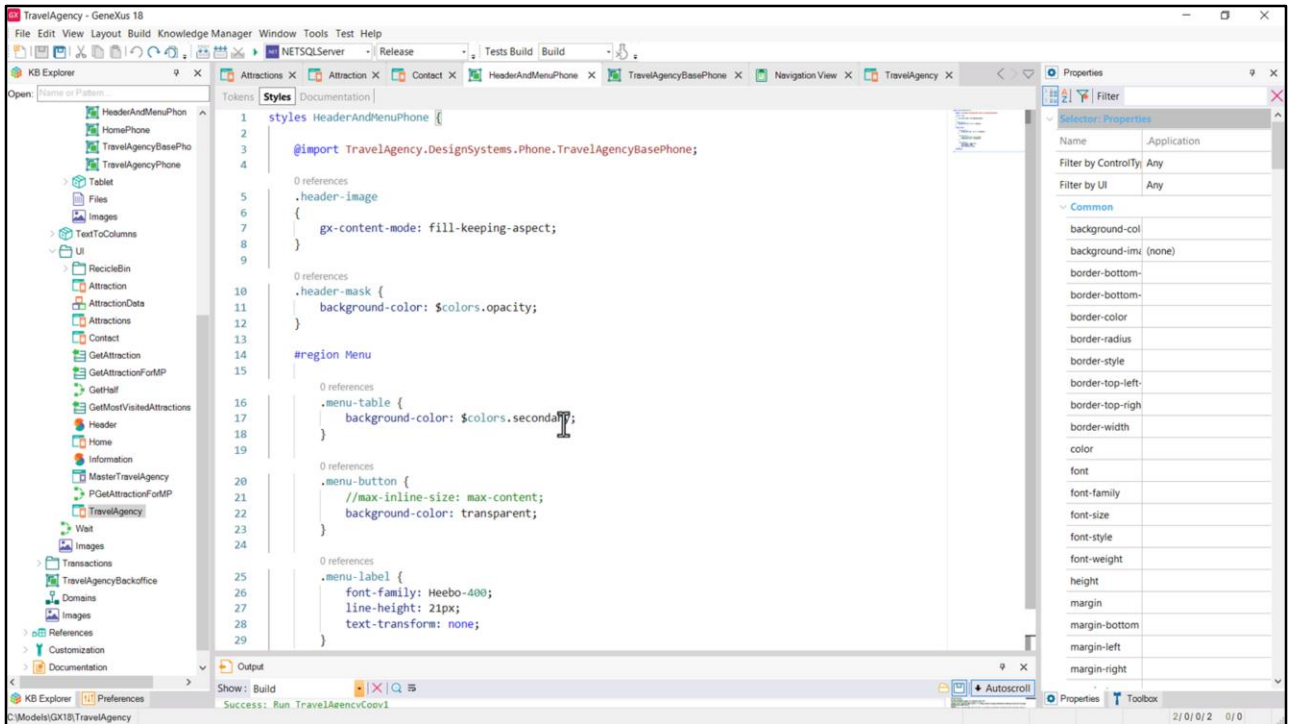
1. Implementing the menu itself, and
2. Getting it to behave as a hamburger menu.



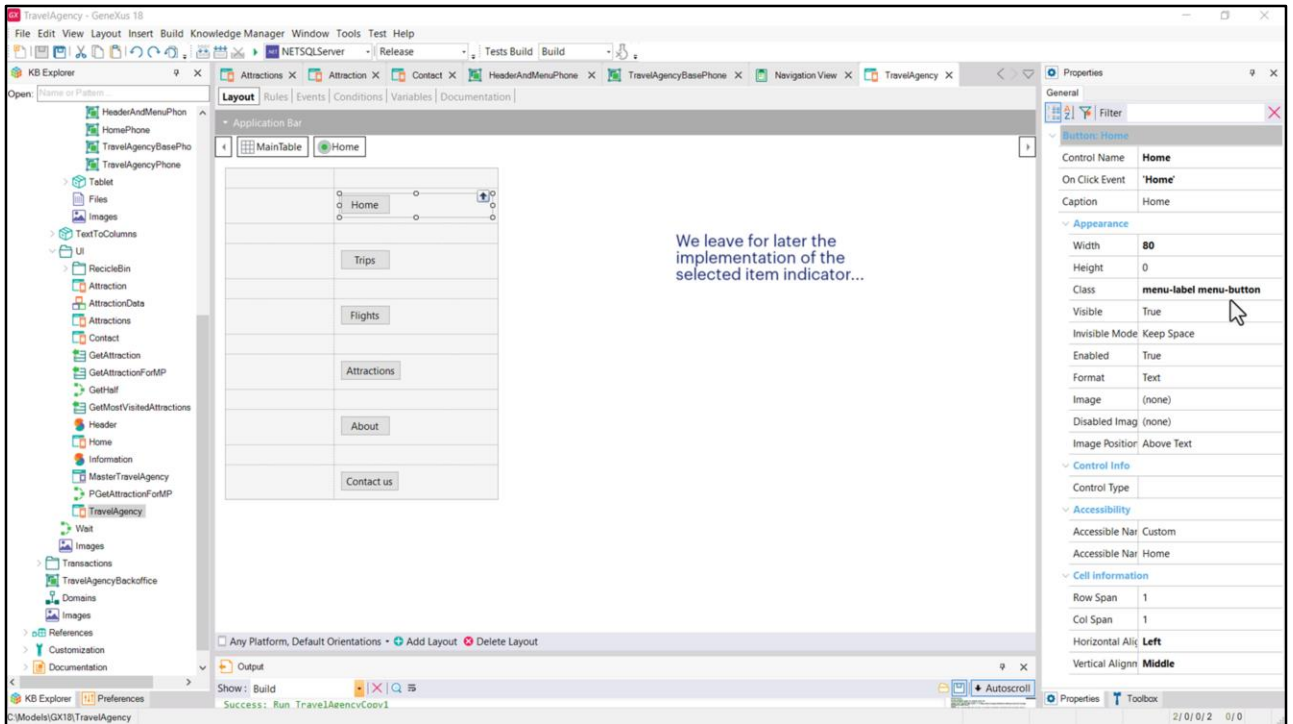
I did the first thing using a panel object with a table with the 6 buttons.



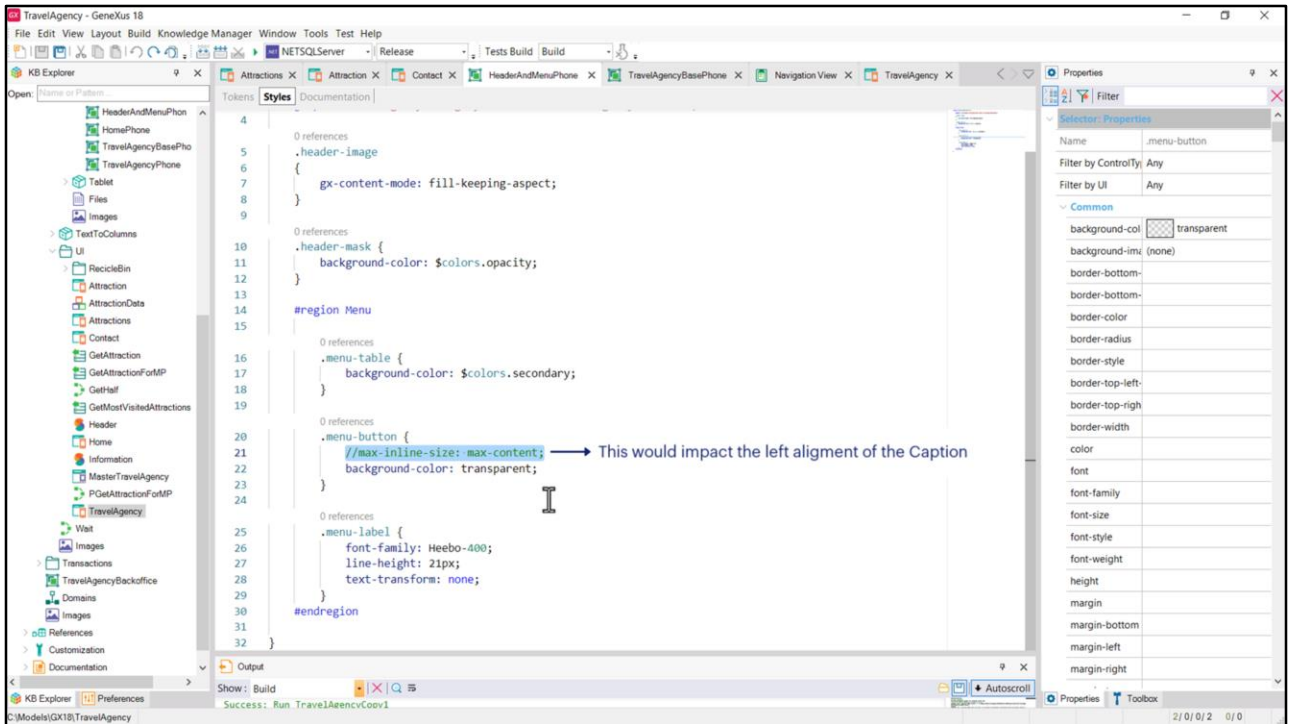
I associated a class with this table...



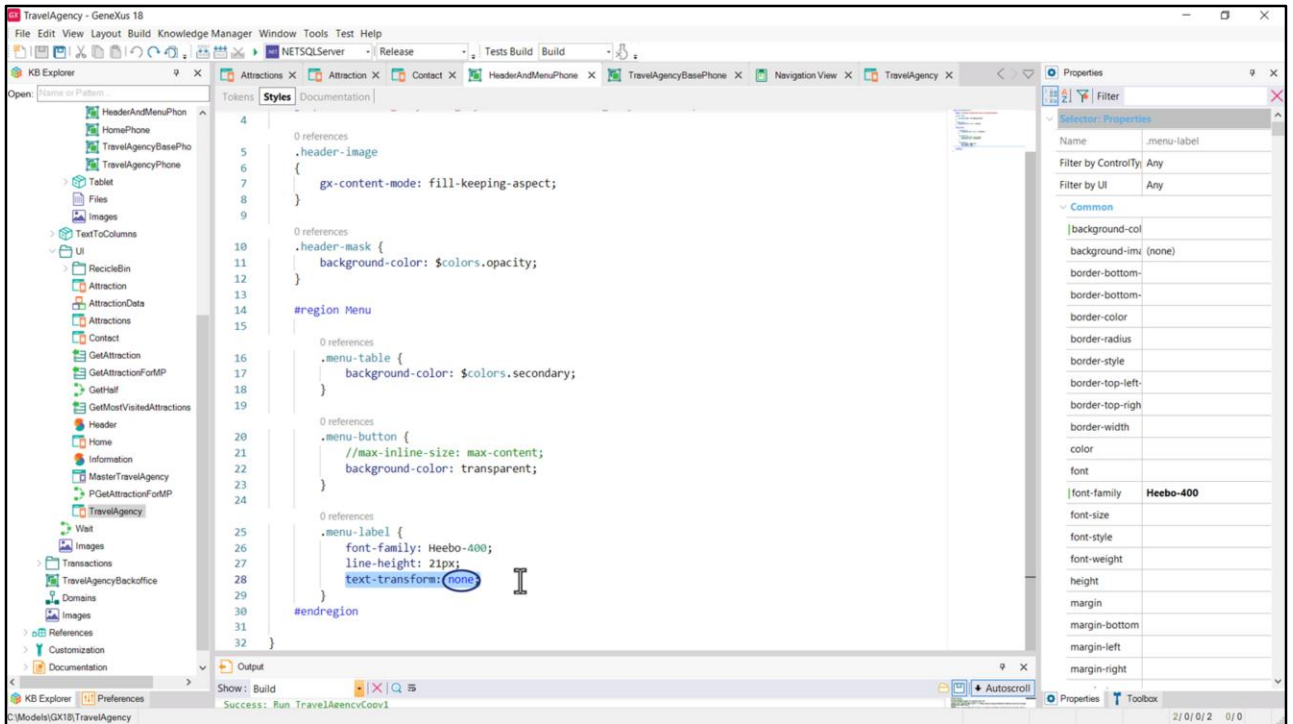
...with the background color I want.



And to the buttons I associated the same two classes that we used in the Angular Desktop application (I copied the menu-label here, and removed it from TravelAgencyBasePhone).

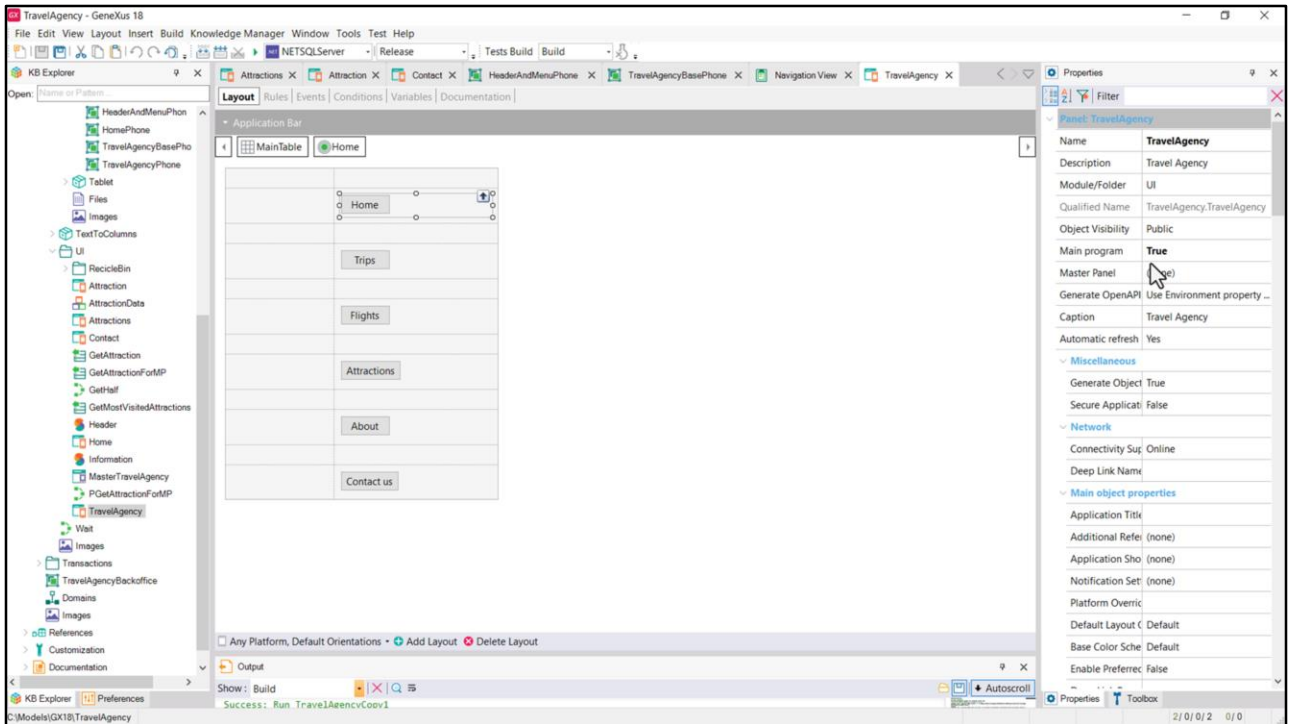


But here there are also some differences. For example, this CSS property that we used for the button to have the same width as its content doesn't work here.

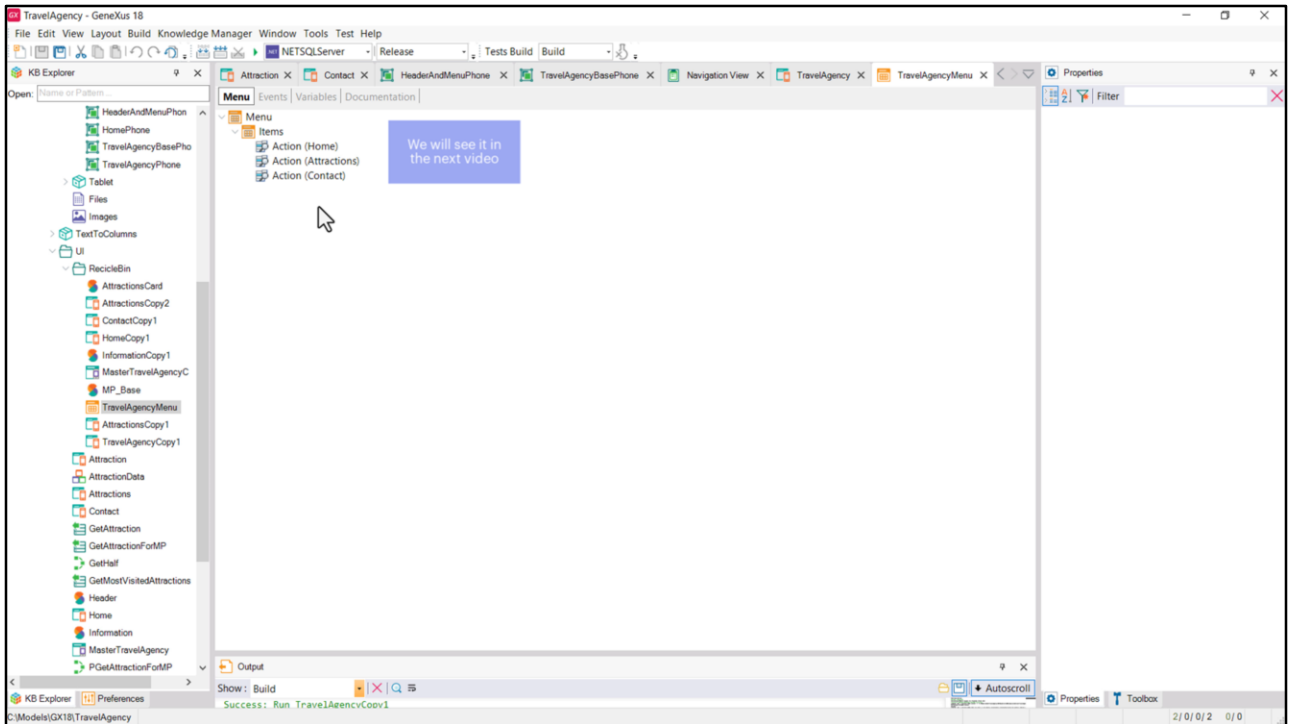


In addition, by default, all button captions will be capitalized, so I use the `text-transform` property so that they are not capitalized. Indeed, here the `text-transform` property will have an effect, but with this value.

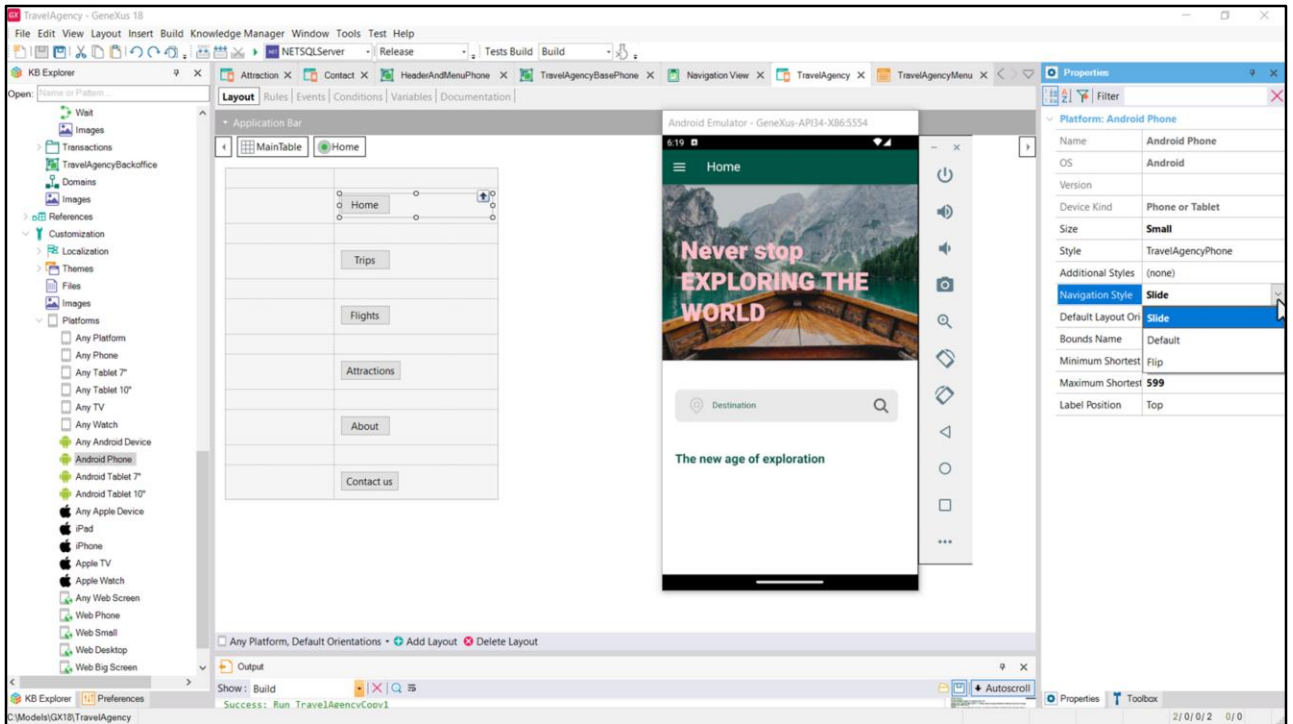
In summary: some CSS properties are valid for native exactly the same, others are valid but for other values and others are not valid at all. The aim of GeneXus is to gradually remove all these differences so that the use of properties is as cross-cutting as possible.



So, I have this object that will act as a menu. That's why I have to specify it as main object. It will be the entry point of the application. This will be the one that will be compiled and uploaded to the store when the whole application is ready.

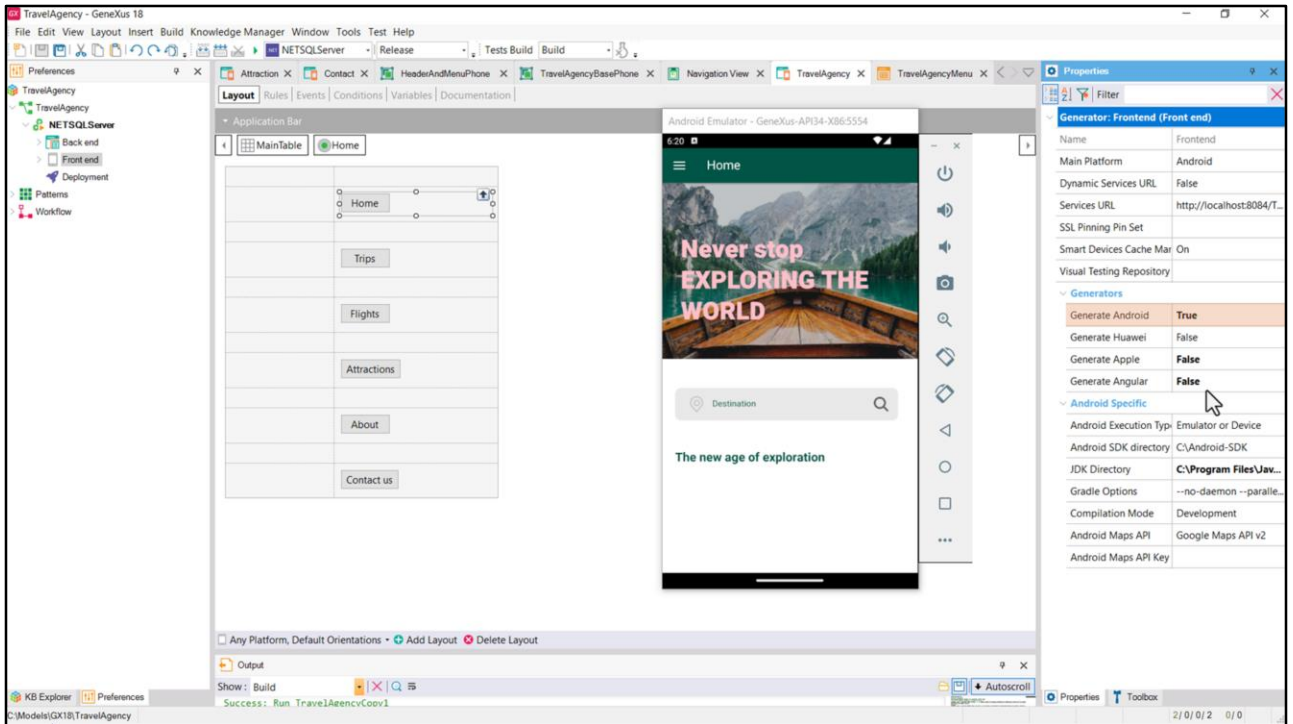


I could have used, instead of an ordinary Panel object, an object of Menu type, which already has this semantics. Since it is less flexible, I chose a panel, which gives me all the flexibility.

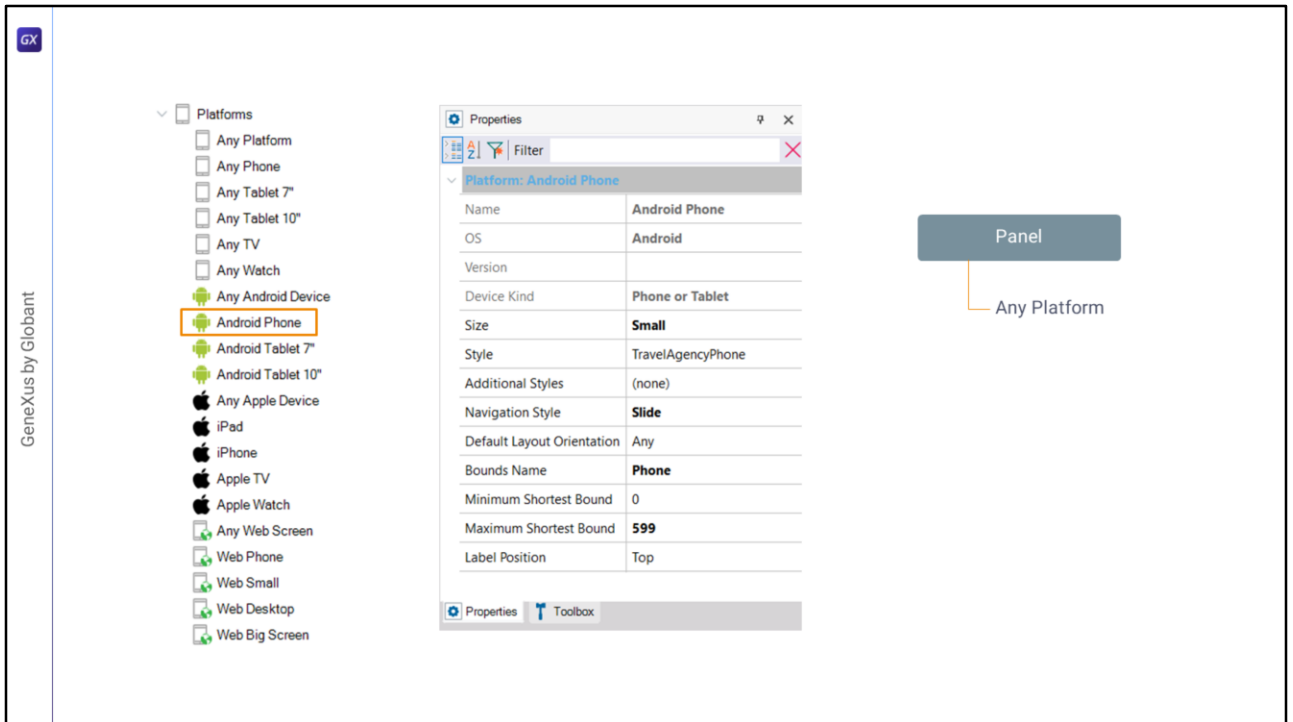


But how do we get this object to act as a hamburger menu? If we use the native solution of the mobile device's operating system (which in the case of Android displays the menu on the left), it will be very simple. It is enough to indicate that the navigation style for the platform is Slide.

This is what I indicated for Android Phone. The default value is Flip.



Of course, to test everything as I'm showing it I had to turn on for the Frontend the generation for Android (and temporarily turn off the generation for Angular). Doing this automatically opens the emulator when running.



Perhaps before we go any further it is worth clarifying something about the platforms. If I'm running the native application on an Android phone, the properties indicated here will be taken into account. For example, the DSO and the navigation style. But which layout will be selected from the ones specified in each panel?

The one whose characteristics are closest to those of the device I'm using. So, if I'm running on an Android phone a panel with these 4 layouts, which one will it use? (this is not chosen at runtime, but when the application is compiled). Clearly it will use Any Phone. If, on the other hand, the application was running on an iPhone, this layout would be chosen. And if a web application is running on either Android Phone or iPhone, it will be this other one. If we only had the Any Platform layout for a panel, in any case it would run this one.

GeneXus for Mobile V18 Course

training.genexus.com/en/learning/courses/genexus-for-mobile/v18/course-genexus-for-mobile-genexus-18/~26080/first-steps-with-a-native-mobile-app

Multixperience | GeneXus | DL Portal | Issues

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Try GeneXus

GeneXus for Mobile course

Version: GeneXus 18

First steps with a native mobile app

During the video you will be asked to import a file that will allow you to obtain all the objects from the travel agency's Back-Office. You can find the file [here](#).

Total length of videos: 5h

Introduction

- Features of mobile applications

Architecture

- Online Applications Architecture
- Architecture of offline applications

First steps with a Mobile application

- First steps with a native mobile app
- Prototyping a native mobile app

UI Design/UX

- Design of a mobile application
- Design System of a Mobile Application

If you have never prototyped a native development from GeneXus, I recommend watching this video of our GeneXus for Mobile course. In fact, I recommend watching the entire course, which is quite short.

GeneXus for Mobile V18 Course

training.geneXus.com/en/learning/courses/geneXus-for-mobile/v18/course-geneXus-for-mobile-geneXus-18/~26080/navigation-styles-of-a-mobile-application

Multitaxperience | GeneXus | DL Portal | Issues

Navigation styles of a mobile application

Mobile applications developed with GeneXus can be navigated according to four styles: Flip, Split, Slide and Cascade. The style is configured per platform. Start events associated with navigation styles are also studied.

Total length of videos: 5h

Slide
Split
Cascade
Flip
Tabs

.Start()

Slide.Start()

Logic and behavior

- Work With Pattern in Mobile
- Data loading logic and base tables in a Panel
- Events in a Panel
- Invocations between Mobile objects

Advanced aspects of Design

- Importing a design from Figma

Offline Applications

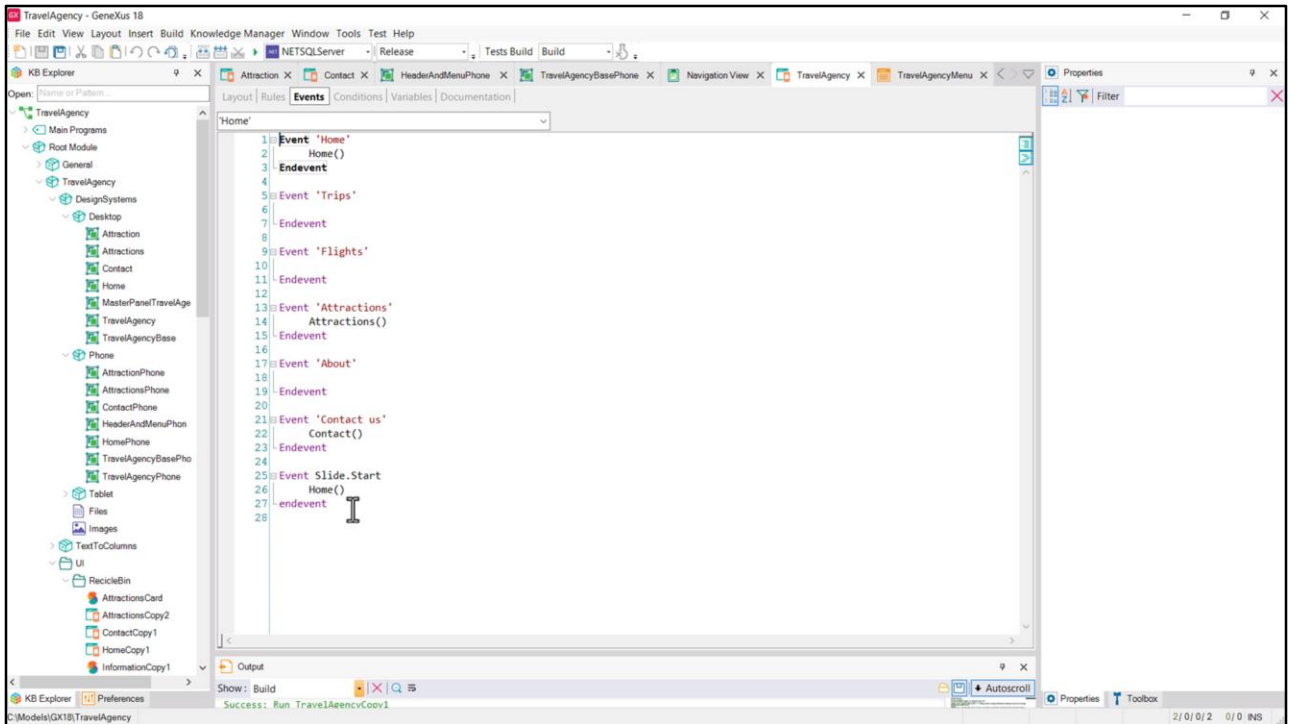
- Introduction to Offline Applications
- Generation of the Offline Database object
- Offline Database Synchronization

Integration

Video transcript

Navigation styles of a mobile application - PDF

In particular, here you will be able to expand this for the navigation styles. Precisely, as you can see there, I had to use the Slide.Start event...



... in order to indicate which object to open when executing the main object that will act as a menu. When the navigation style is Slide, precisely.

GeneXus for Mobile V18 Course

training.genexus.com/en/learning/courses/genexus-for-mobile/v18/course-genexus-for-mobile-genexus-18/~26080/invocations-between-mobile-objects

Multitexperience | GeneXus | DL Portal | Issues

Invocations between Mobile objects

We will study the syntax of invocations to different objects, we will see the possibility of specifying in runtime the transition with which the invoked object will be opened and closed, the behavior with respect to the type of call, and the size that the layout of the object invoked will occupy in the screen using Call Options.

Total length of videos: 5h

```
Event 'NewEvent'  
...  
B CallOptions.Type = CallType.Push  
B(&param)  
...  
EndEvent
```

Watch on YouTube

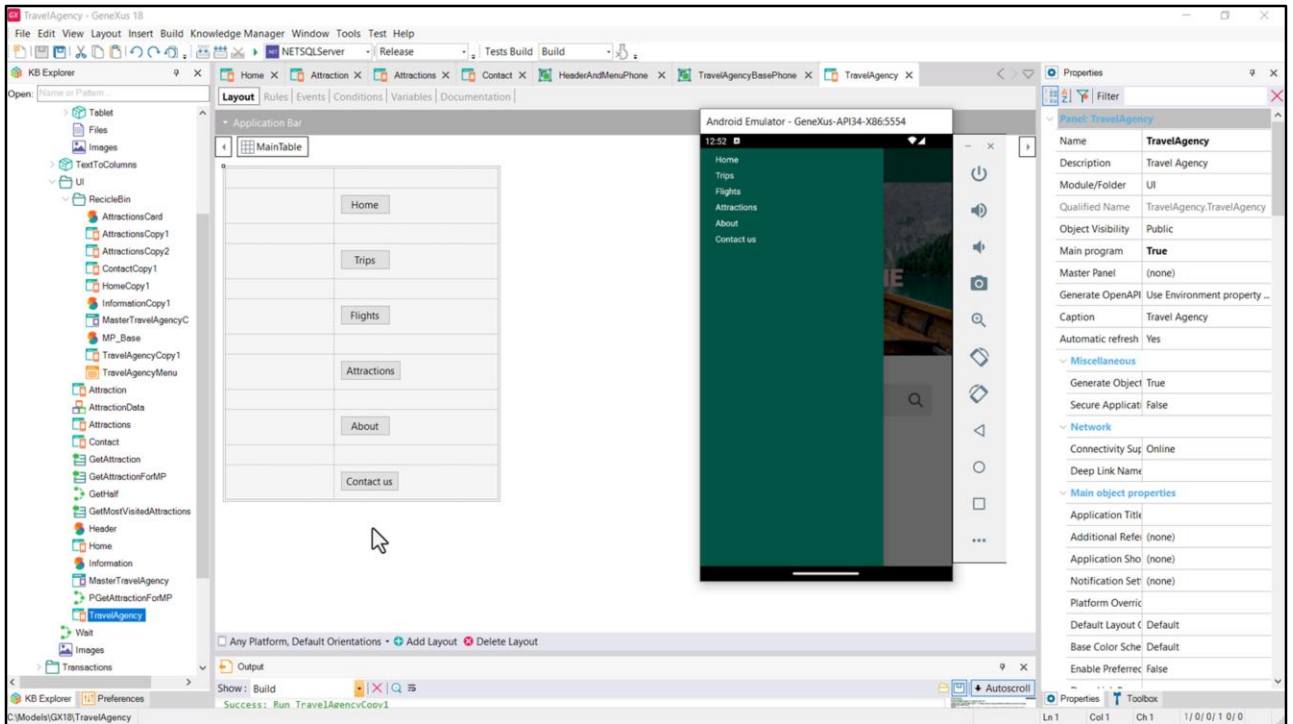
- Multiple Layouts in a und
- Grids, Types and Functionalities
- Navigation styles of a mobile application
- Logic and behavior**
 - Work With Pattern in Mobile
 - Data loading logic and base tables in a Panel
 - Events in a Panel
 - Invocations between Mobile objects
- Advanced aspects of Design**
 - Importing a design from Figma
- Offline Applications**
 - Introduction to Offline Applications
 - Generation of the Offline Database object
 - Offline Database Synchronization

Video transcript

Invocations between Mobile objects - PDF

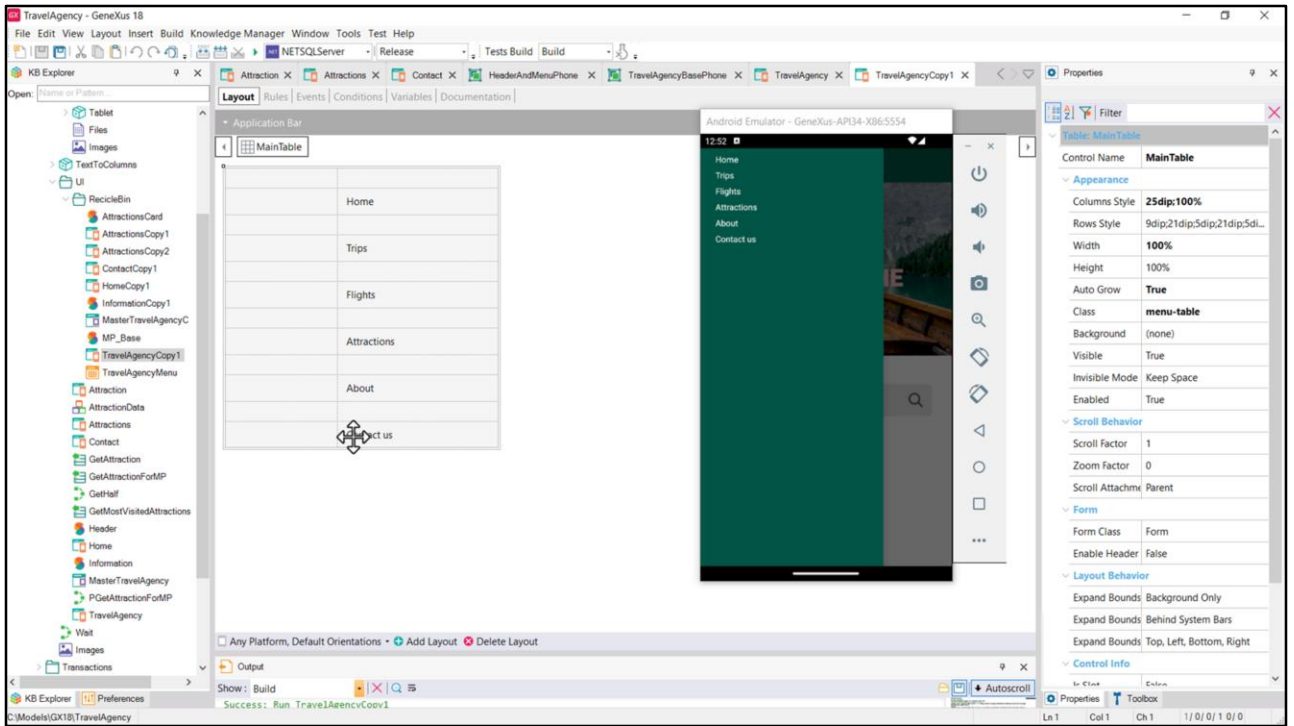
I also recommend watching this other video that will be very useful to see the different possibilities for invocations. For example, in the next video we'll see a possible manual implementation of the hamburger menu on the right. It won't end up being useful for this particular functionality, but it will be useful in general for opening windows from the right when the navigation style is split screen.

Some Tricks

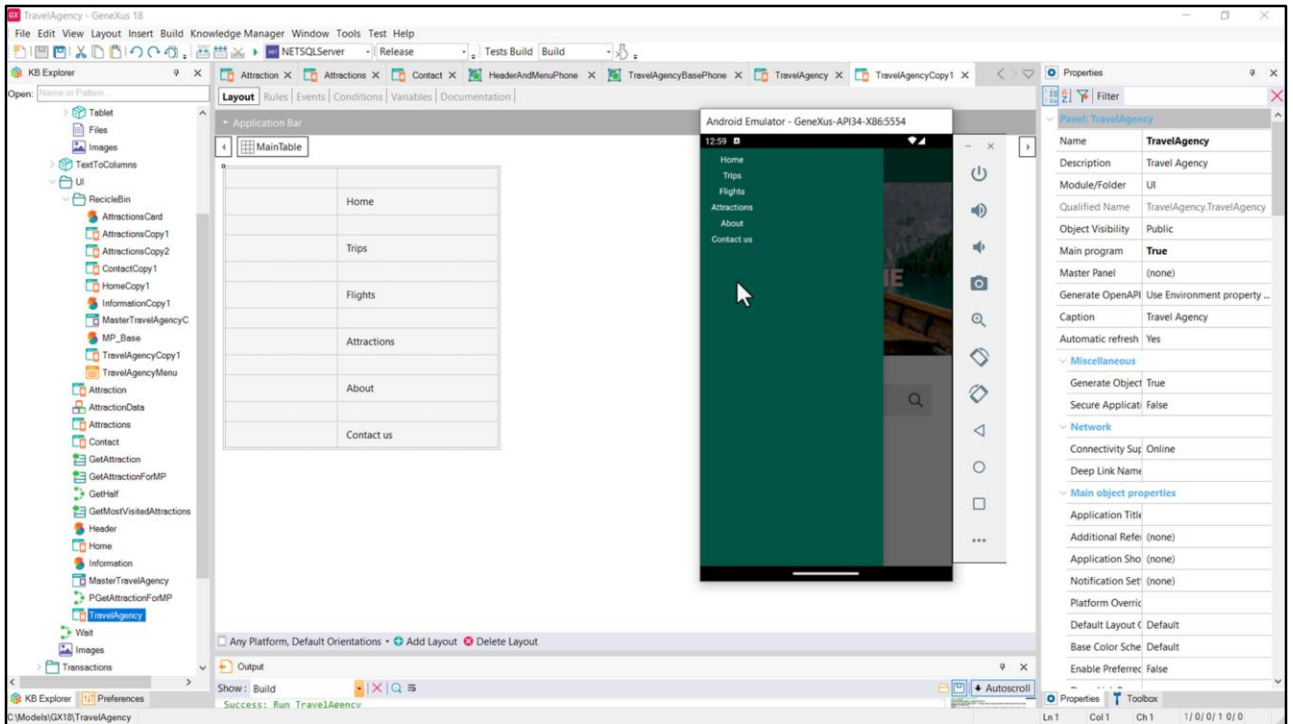


Throughout the course I kept saying that for accessibility reasons, all actions should be implemented as buttons.

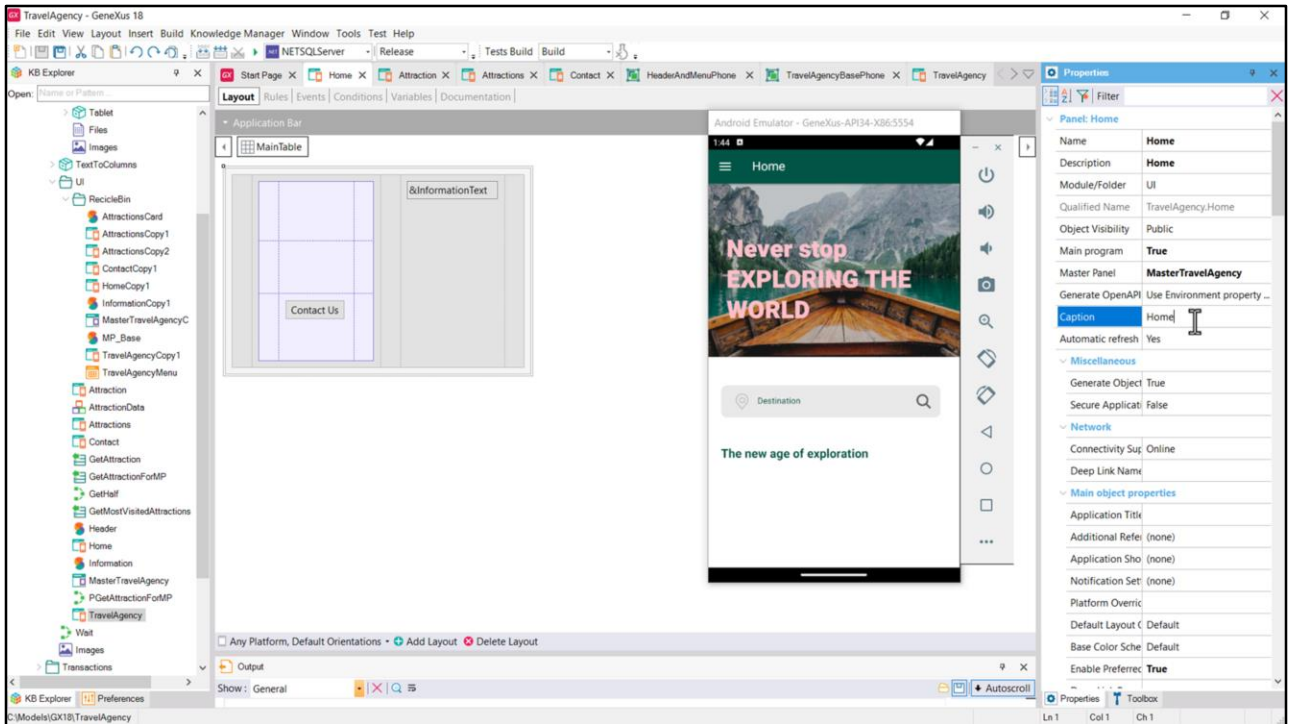
That's why I showed you this menu with buttons.



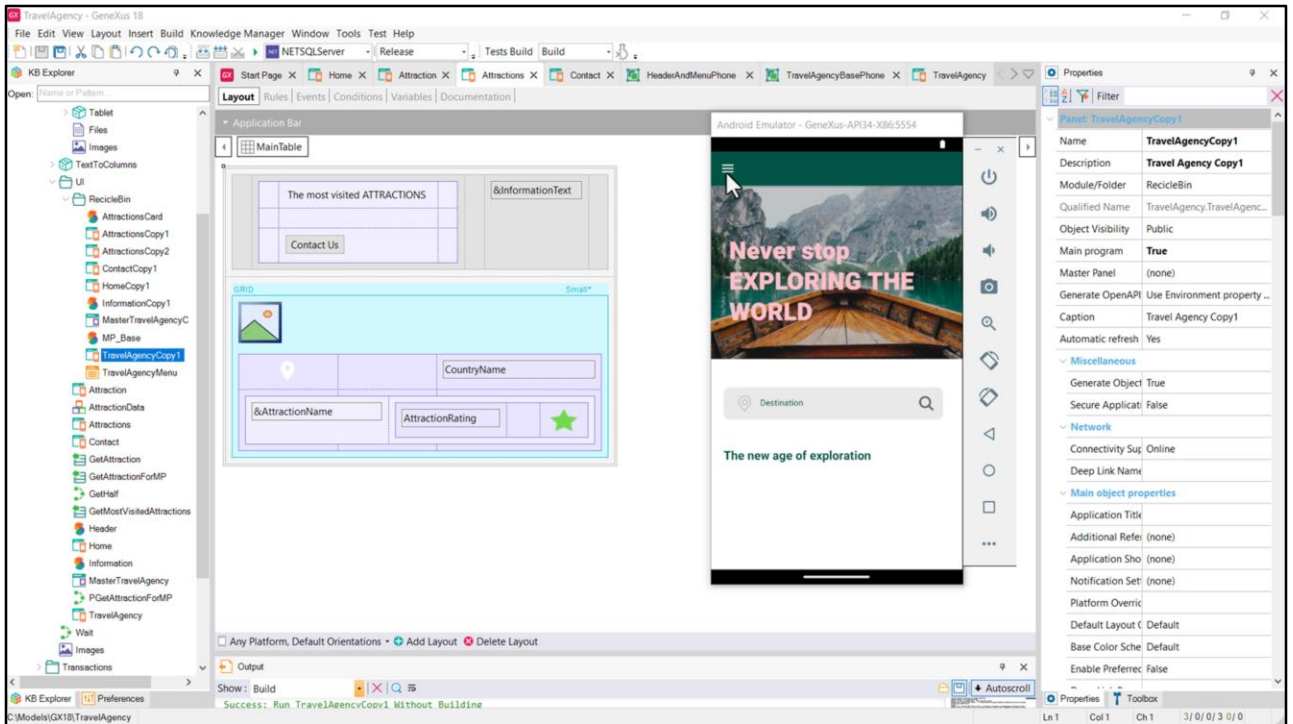
But in fact the one you saw running is not this one, but this other one with Textblocks instead of buttons.



The solution with buttons looks like this: that is, as I couldn't make the buttons have the width of their caption, and I can't set the caption to be aligned to the left, I have no way to align their texts to the left. This will be fixed in the future.

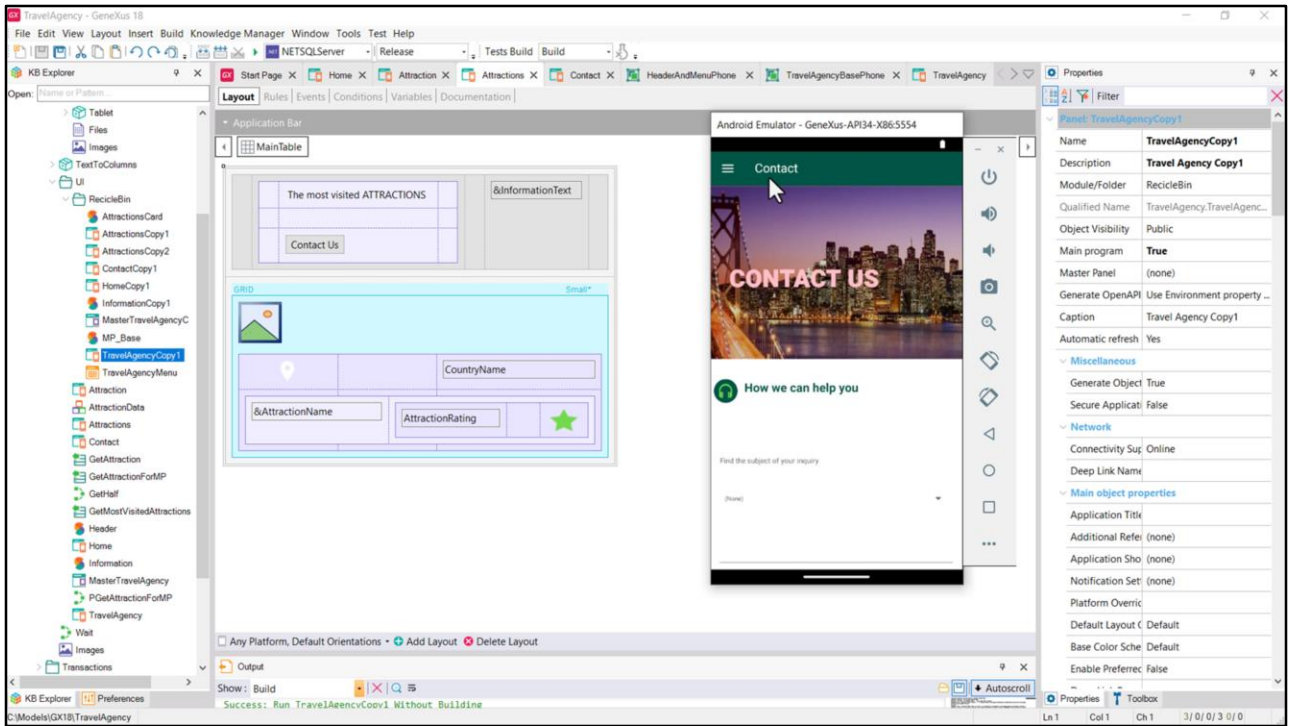


Now look at this text that is loading by default in the Application Bar. It is taken from the Caption property of the panel.

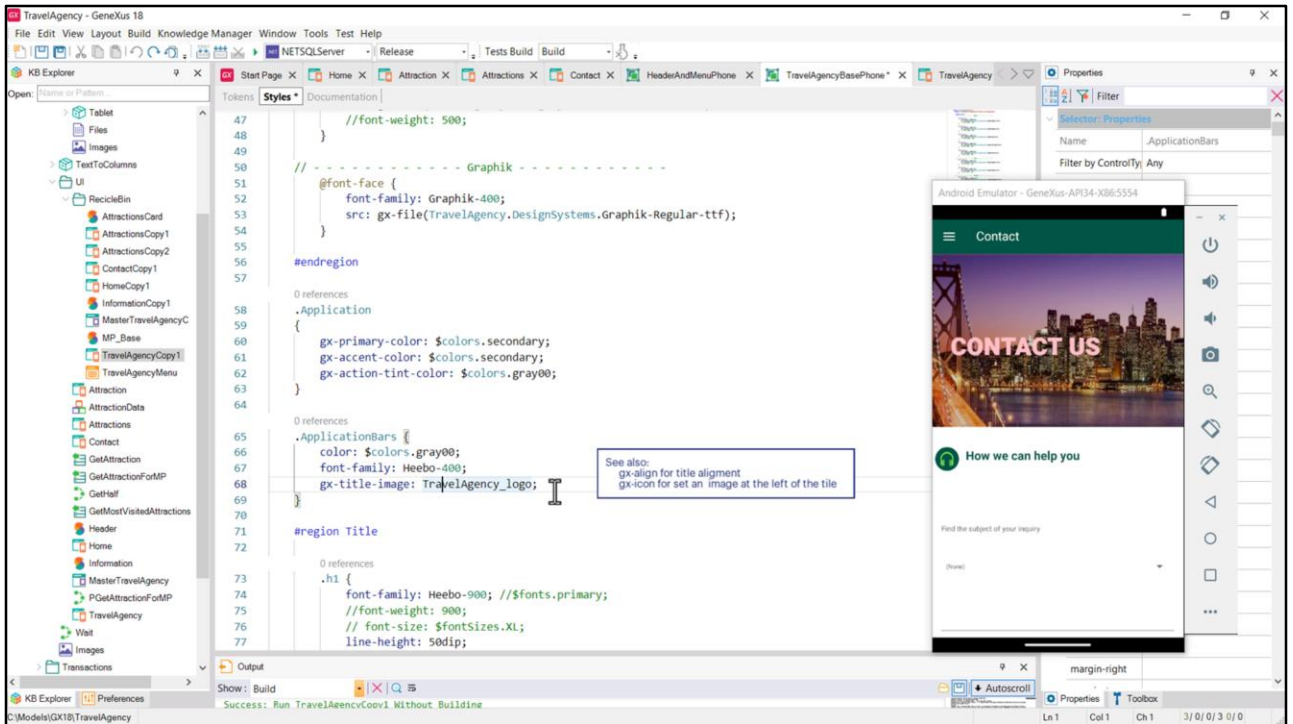


I'm going to remove it for you to see... And I'm going to remove it also for the Attractions one, but not for the other two.

Let's run it...

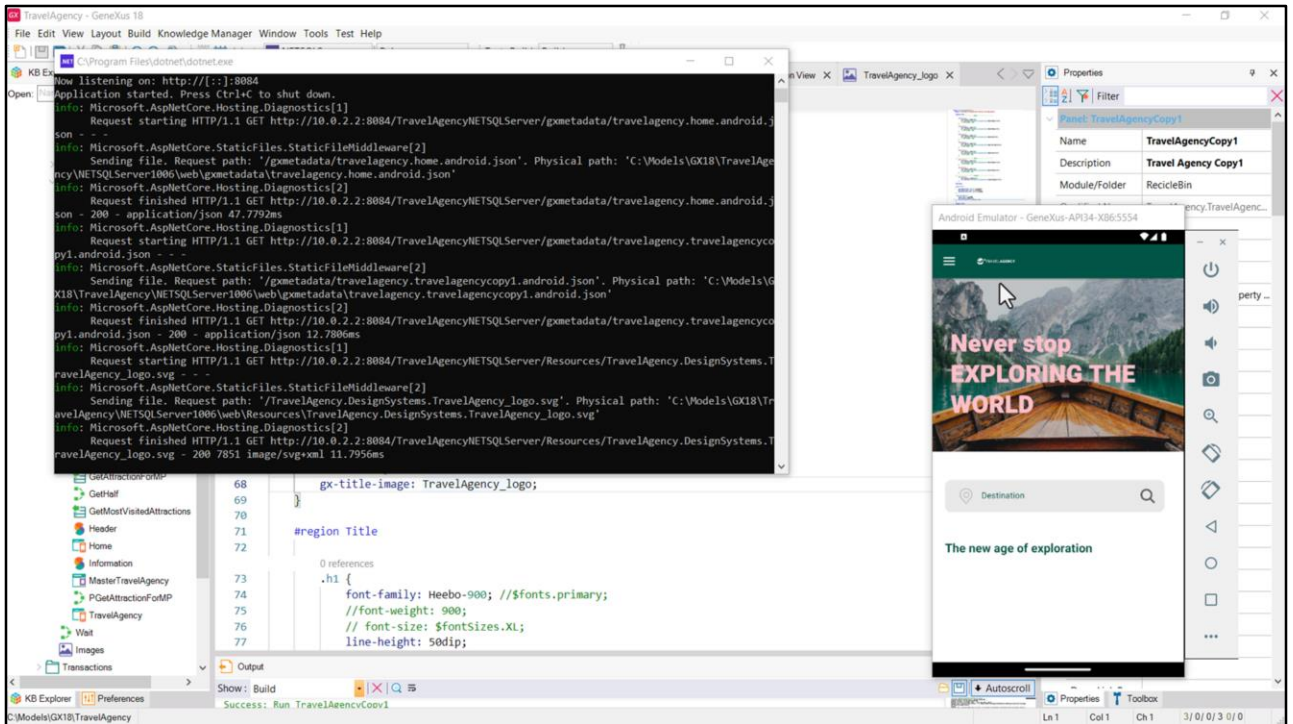


For Contact, on the other hand... fine.

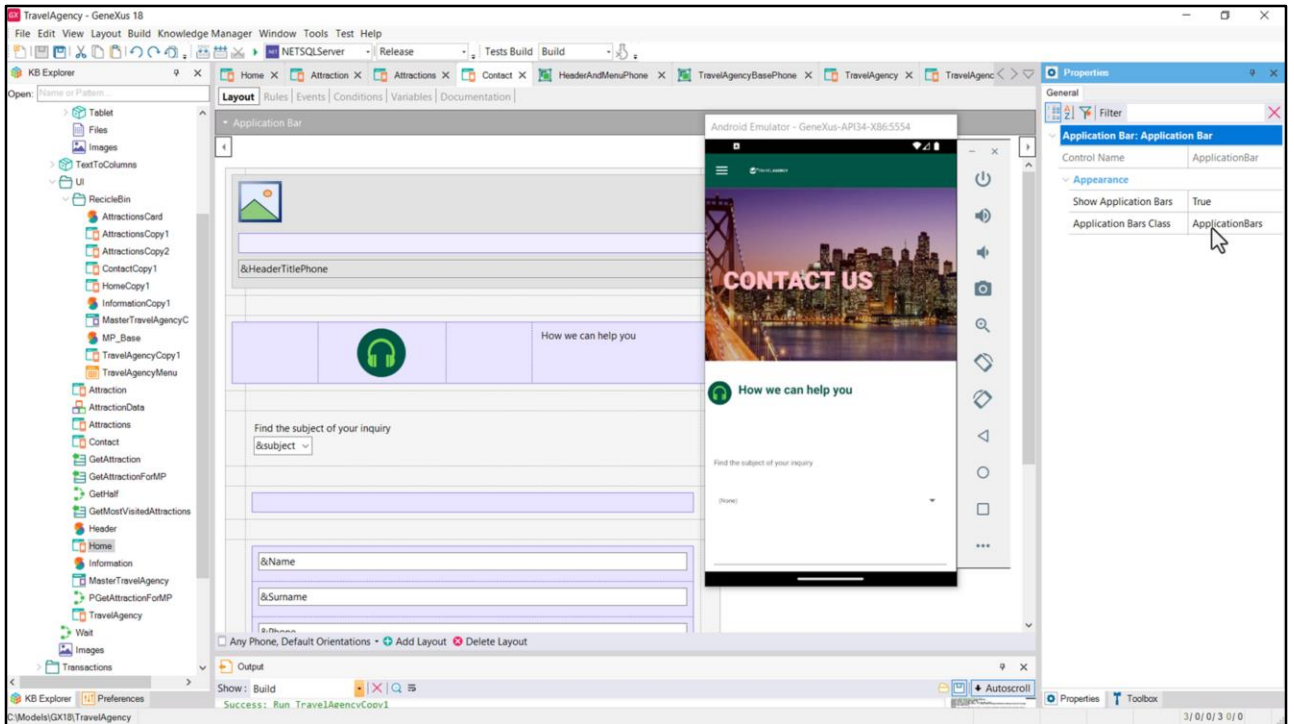


If now we want the Application Bar to display an image, then we can use this property in the ApplicationBars class. This is the name of the image that I took from Figma and inserted in the KB.

Since it is white we don't see it, but what I did, as you can imagine, was to export it from Figma...



If we run it now... we see it in all panels.



Something I didn't show you is that the ApplicationBars class is the one we can see associated with the panels, through these properties.

Application Bar control in Native+ Mobile+ Applications

Application Bar

Layout Rules Events Conditions Variables

+ Application Bar Update Delete

Insert Button...
Insert Group

Application Bar section

Form section

Id CompanyId

Name CompanyName

Country Id CountryId

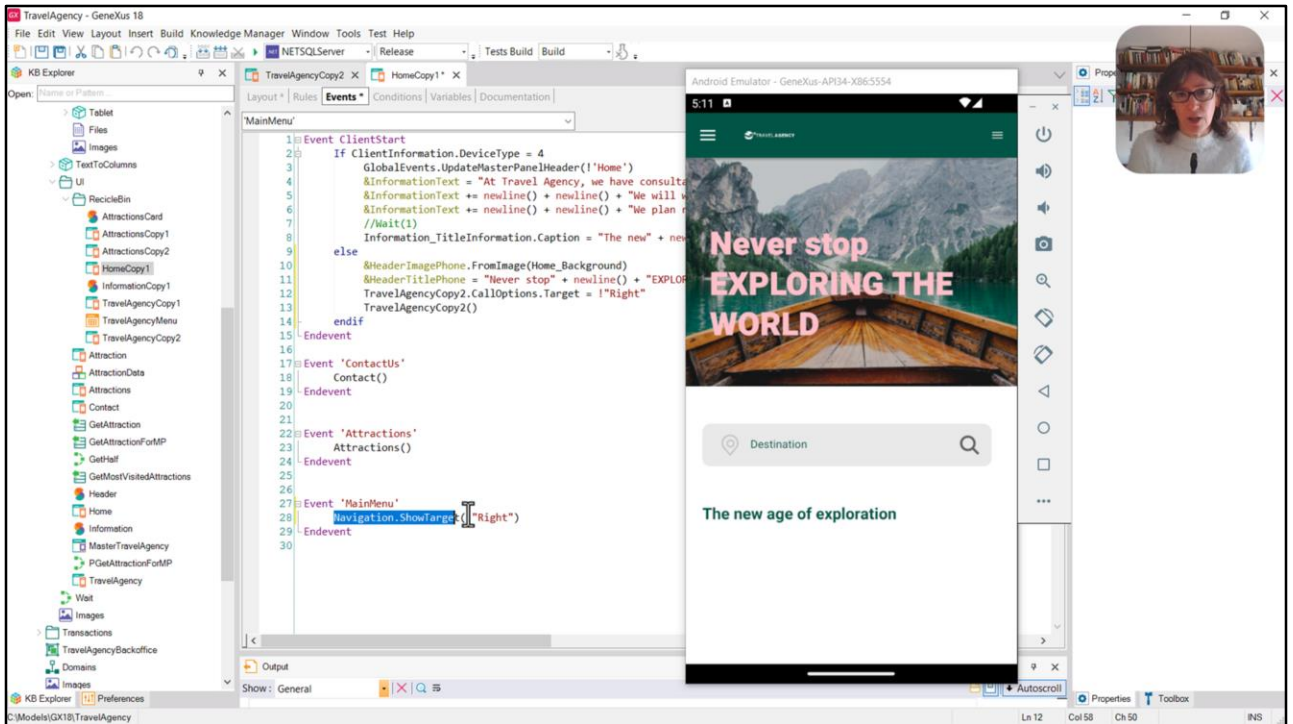
Country Name CountryName

Country Flag

Note that the Application Bar section can contain buttons ([actions](#)) and by right-clicking on them you can add more [Button controls](#) or [Action group controls](#). Also, they can be dragged from the toolbox once the Application Bar section is selected.

Ask here!

Of course, buttons can be placed to be displayed right there or as context menus.



In the next video, we'll revisit this and see how to add a button to the Application Bar with the image of the hamburger menu, and how to make the menu appear to the right.

GX

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