

Scope Development of applications for Smart Devices

- Introduction
 - Introduction. Browsing through the mobile app in runtime
 - Features of mobile applications
 - Conceptual model of mobile applications
 - Creating the Knowledge Base
 - Starting the development of the first Objects for Smart Devices
 - Architecture of Online applications
- User Interface and Experience
 - Design
 - Design Systems
 - Images and Theme Object
 - Stencil Object
 - Controls
 - Controls: Tables, Labels, Image scaling and use of Live Editing
 - Controls: SD Maps, Rating, SD Smart Grids, Switch
 - Grids: inverse loading and refresh, from a Pull
 - Controls: Grouping of actions into groups and Control Tab.
 - Controls: Container of sections in the Detail screen of the Work With
 - Multiple Layouts per object
 - Navigation Styles
 - Transition Effects among objects
- Development
 - Behavior
 - Orders, Searches and Conditions
 - Events in Mobile Applications
 - Base Tables and Navigation in Objects for Smart Devices
 - Invocations between objects for Smart Devices
 - Grammar of Events on the Client Side and Composite Command
 - Panels for Smart Devices
 - Integration
 - Semantic Domains and Smart Devices API
 - Adding Integration Functionalities to the app
 - Deployment
 - Prototyping features and Deployment of applications for Smart Devices.
 - Offline Applications
 - Introduction to Offline applications
 - Architecture of disconnected applications
 - Generation of Offline Database
 - Synchronization of Offline Database
- Security
 - Introduction to GAM
 - Authentication and Authorization with GAM