TAU TECHNOLOGIES

Rhomobile and Ruby mobile development

Introducing into Rhomobile solution for developers Intro



You like Ruby and Ruby on Rails ? You want to develop mobile cross-platform application based on Ruby ? Let me introduce Rhodes solution !



Rhomobile architecture

Mobile applications architectures



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Client-Server web application with RoR backend

We have a web browser with HTML/CSS/JS code and separate logic/DB? This is well known client-server architecture for web applications !

We have a lot of already existing code for this platforms. We have a lot of experienced developers for this platforms. We already used this in our web applications etc.







Rhodes architecture with WebView and local RoR-style server





What we need to start development with Rhodes



- Solution for development of mobile cross-platform hybrid and mixed-hybrid applications
- Developers can use just **HTML/CSS/JS** (like Cordova), and also use **Ruby** in Ruby on Rails like environment
- Includes a lot of modules with support for different APIs like Barcode, Printing etc.
- Support iOS, Android, WinCE/WM, WP, Sailfish, Linux
- Own port of Ruby 2.3.3 VM

Before installation please install all prerequisites into your system. Details: <u>http://docs.tau-technologies.com/en/7.1/guide/rhomobile-install</u> <u>http://docs.tau-technologies.com/en/7.1/guide/nativesdksetup</u>

There are three ways to install RhoMobile - please install our latest release 7.1 :

Download and install our all-in-one installation package.
 <u>http://tau-technologies.com/developers/downloads/</u>



 Download source code from GitHub(you should manually define path to rhodes in applications) Source code : <u>https://github.com/rhomobile/rhodes</u>

After install you should set up paths to mobile SDKs:

\$ rhodes-setup

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Mobile cross-platform application with Ruby



Let's make our application:

(see details: <u>http://docs.tau-technologies.com/en/7.1/guide/creating_a_project</u>) :

\$ rhodes app MyApp

rhodes - command line tool for generating : applications, models, extension. Generated code is fully workable and can be built and run.



We get MyApp folder where located generated application's code, resources etc.





"app" folder contains application's code - *.ruby and *.erb (templates) files

In runtime this folder is located under root of local HTTP server.





Folders with helper ruby files







erb template for all pages (can be overriden in each controller)



application class code - activation, deactivation etc.



```
require 'rho/rhoapplication'
class AppApplication < Rho::RhoApplication
 def initialize
  # Tab items are loaded left->right, @tabs[0] is leftmost tab in the tab-bar
  # Super must be called *after* settings @tabs!
  @tabs = nil
  #To remove default toolbar uncomment next line:
  #@@toolbar = nil
  super
 end
end
```

folder with static files of local HTTP server: CSS, JS, images etc.





folder with resources used for application build: icon, splash image, iTunes image etc.

See details in documentation:

http://docs.tau-technologies.com/en/7.1/guide/app_icon_splash

http://docs.tau-technologies.com/en/7.1/guide/build_ios







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application's configuration - used in run-time



```
# startup page for your application
start path = '/app'
options path = '/app/Settings'
# Rhodes log properties
MinSeverity = 1
LogToOutput = 1
MaxLogFileSize=50000
logserver = 'http://rhologs.heroku.com'
logname='MyApp'
syncserver = "
sync_poll_interval=0
...
```

template for application's Android manifest. See details:

http://docs.tau-technologies.com/en/7.1/guide/build_android



Build configuration - settings used for application building, enable/disable capabilities, link extensions etc.

МуАрр	
app L loading.png	name: MyApp version: 1.0
helpers Settings index.erb	vendor: rhomobile build: debug applog: rholog.txt
 layout.erb application.rb loading.html 	capabilities: - camera
public icon resources	iphone: configuration: Release sdk: latest BundleIdentifier: com.rhomobile.myapp BundleI IBI Scheme: myapp
android rhoconfig.txt AndroidManifest.erb	android: version: 4.1.0 logcatFilter: APP:I StrictMode:I DEBUG:I *:E
build.yml Rakefile	extensions: []

Standard Ruby script for rake commands (build, run, etc.)





Let's add simple DB model to our application - Rhodes generator makes model Ruby file and set of views (erb files) for view, edit, delete etc. (details: <u>http://docs.tau-technologies.com/en/7.1/guide/rhom_ruby</u>)

Run Rhodes generator from application's folder :

\$ rhodes model Product name, brand, price

You can see some new content in app folder: Product folder with set of files



This file contains model definition code. PropertyBag scheme is used by default.



Look into generated code











Final change - modify our application start URL in **rhoconfig.txt** to Product page:

startup page for your application
start_path = '/app/Product'



Let's run our application on iPhone Simulator:

\$ rake run: iphone

Also you can generate XCode project and use XCode for build/run etc. Generate XCode project :

\$ rake rake build:iphone:setup_xcode_project

Generated XCode project located in:



Details: <u>http://docs.tau-technologies.com/en/7.1/guide/build_ios</u>

Run application on Android Emulator:

\$ rake run:android

Build and run application on USB-linked Android device :

\$ rake run:android:device

Details: <u>http://docs.tau-technologies.com/en/7.1/guide/build_android</u>

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Application's screenshots:

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Item 2		>	
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Carrier 🗢	Rhomobile iPhone7 11.0 - iOS 11.0 7:27 AM	
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Name		
Brand		
Brand		
Price		
Price		
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More info



APi list : http://docs.tau-technologies.com/en/7.1/guide/apisummary

Work with remote server via RestAPI from Ruby and JS in Rhodes : <u>http://docs.tau-technologies.com/en/7.1/guide/web_services</u>

How use third party GEMs in Rhodes application : <u>http://docs.tau-technologies.com/en/7.1/guide/ruby_extensions</u>

How make native extensions for Rhodes application : <u>http://docs.tau-technologies.com/en/7.1/guide/native_extensions</u>

How easy sync local DB with remote server DB : <u>http://docs.tau-technologies.com/en/7.1/guide/synchronization</u>

Additional examples :

https://github.com/tauplatform/rhodes-system-api-samples https://github.com/tauplatform/kitchensinkRuby https://github.com/tauplatform/inventoryDemo-mobileApp https://github.com/tauplatform/kitchensinkJS https://github.com/tauplatform/universal-push-example



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