

# Building an Offline Mobile App in Minutes

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26 April 2018



# Who are we?



**Fiona Neill**  
Community Relations  
Manager



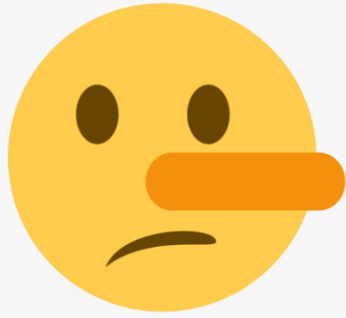
**Gonçalo Marcos**  
Senior Consultant



**Danny Roest**  
Product Manager

# Agenda

- Offline apps
- Nanoflows
- Demo - Let's build a game
- Q&A



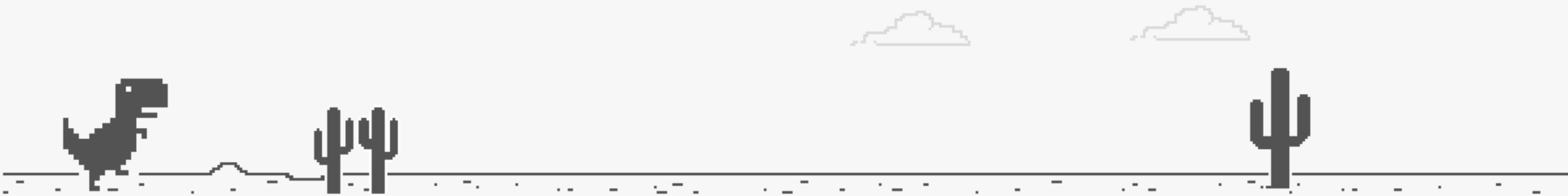
We think there is a Internet connection: Lie-Fi

**Why offline apps?**

- No reliable or slow network connection
- Network connection is not allowed on-site
- Responsiveness of the app

**Reliable and performant apps**

Mendix offline apps always fully work  
regardless the connection



# Examples



Inspections



Registrations

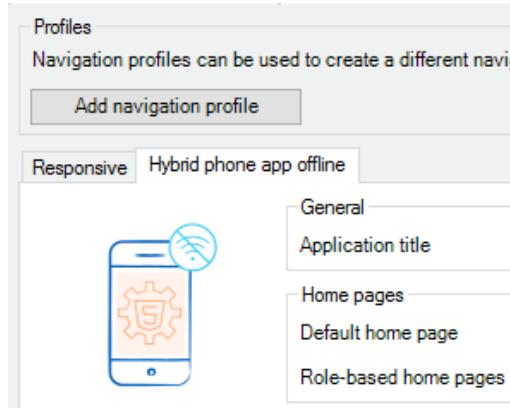


Product & event  
information



Podcasts

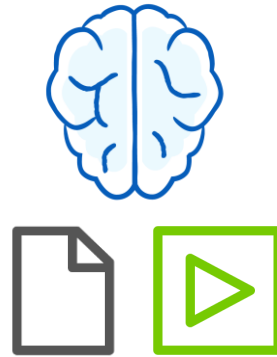
# How does it work?



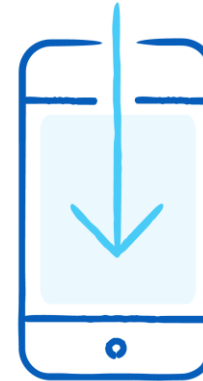
Offline profile



Consistency checks



Modeler analyzes project



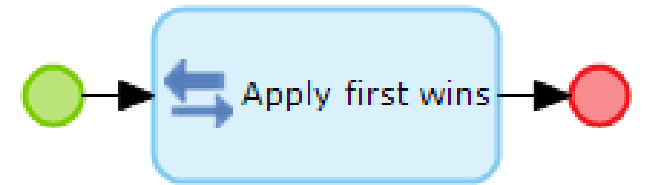
Resources are downloaded to device



Data is synchronized

Sync on save  
Sync button  
Pull to refresh

# Conflict resolution





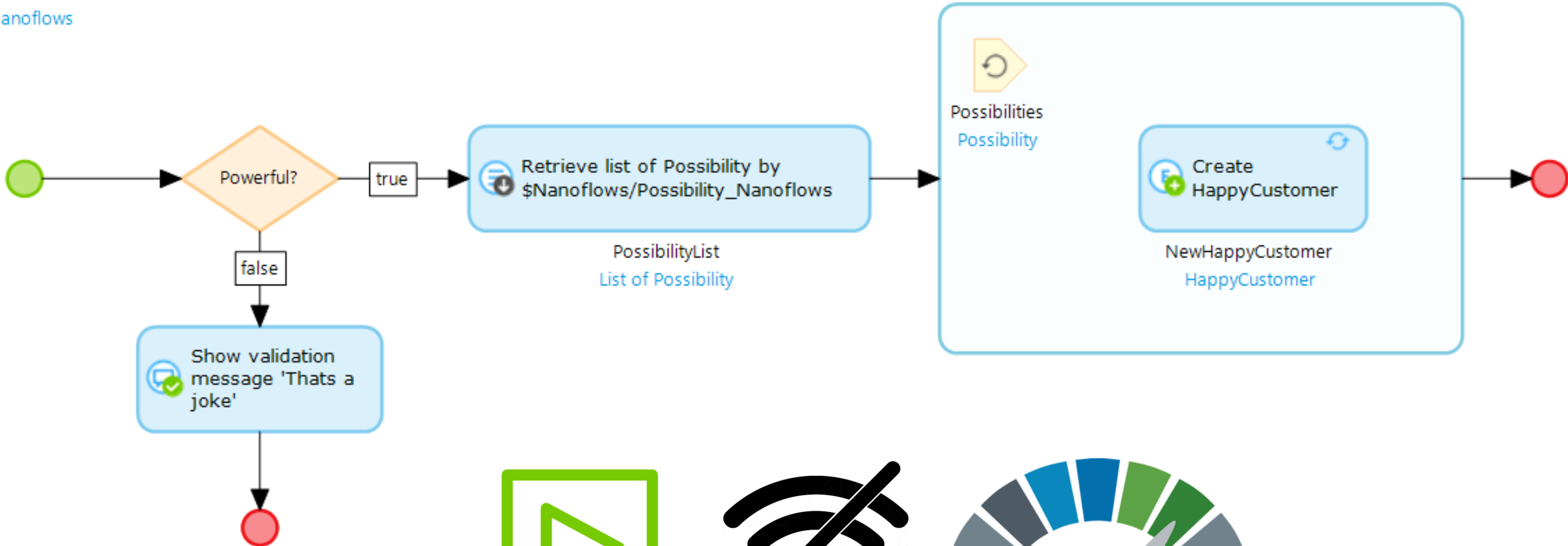
# Platform supported mobile widgets



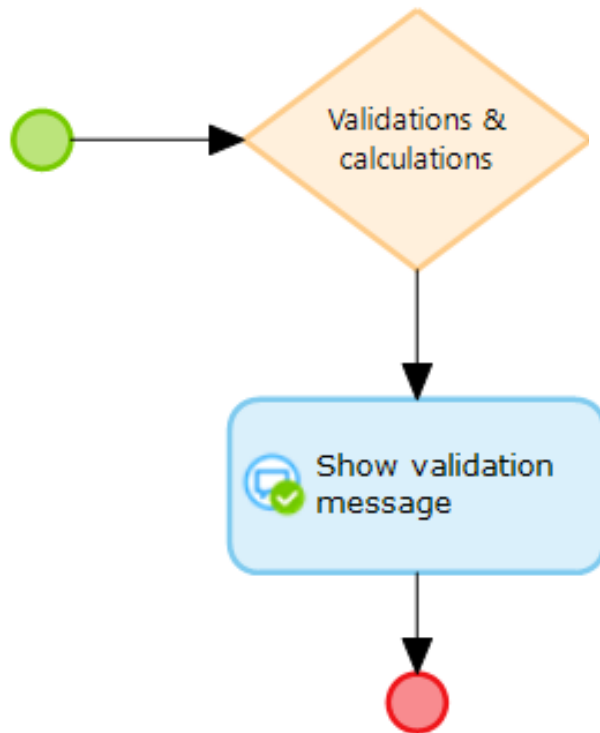
# Nanoflows – Client-side logic



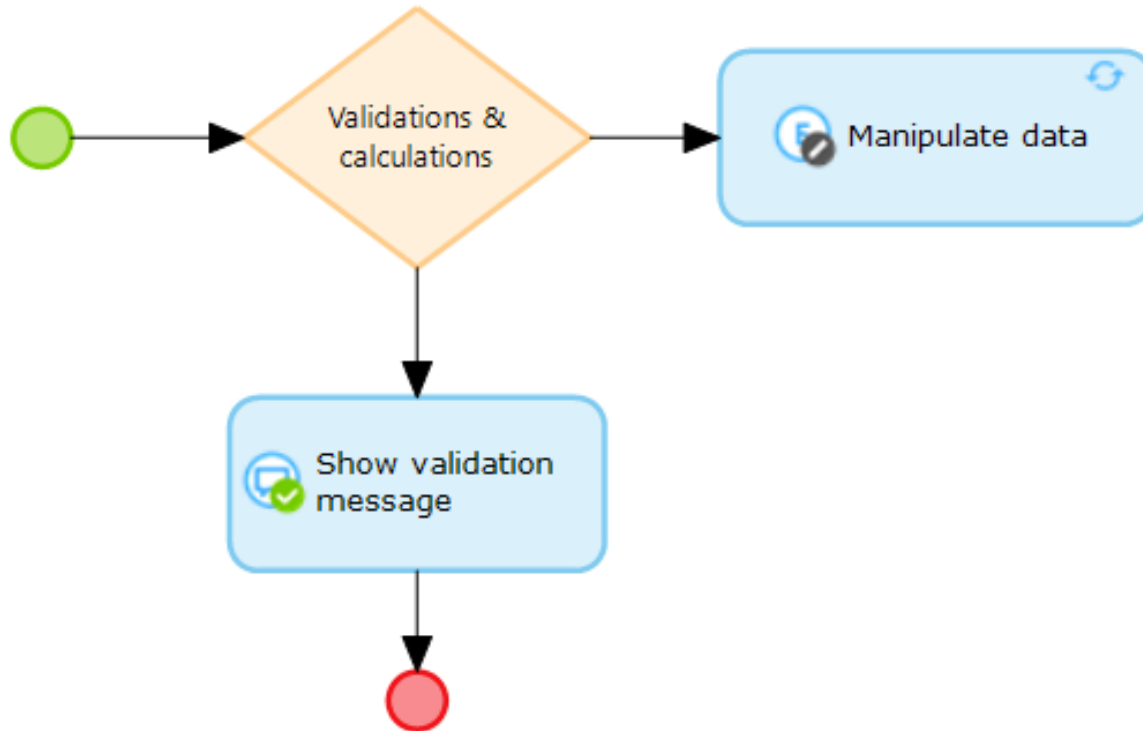
Nanoflows  
Nanoflows



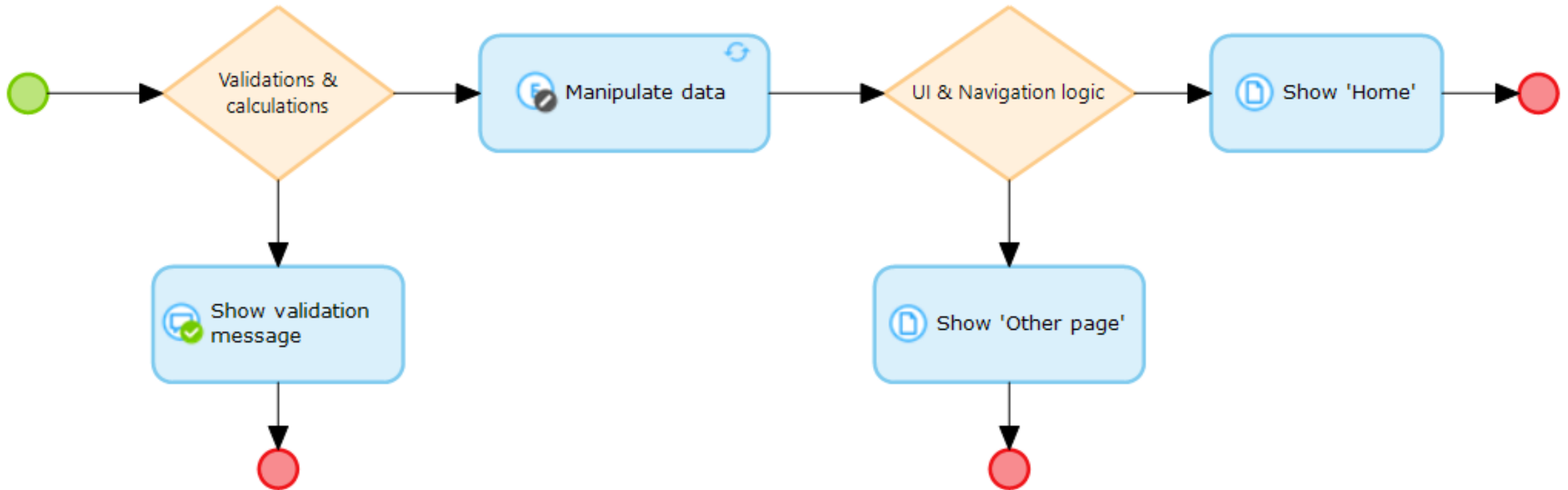
# Use cases



# Use cases



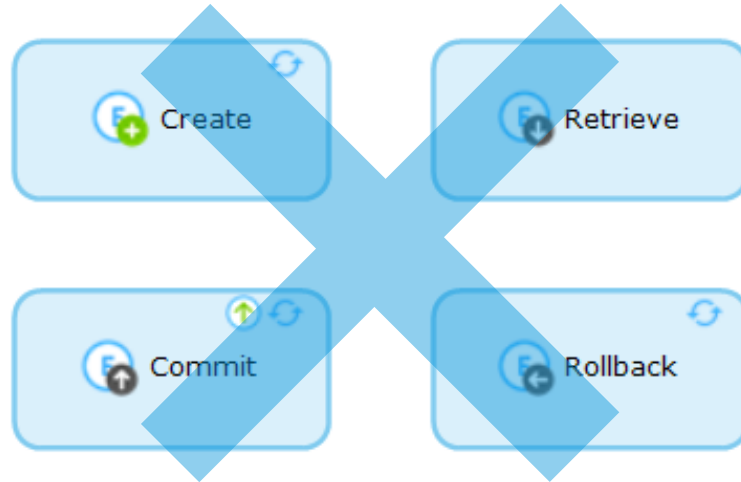
# Use cases



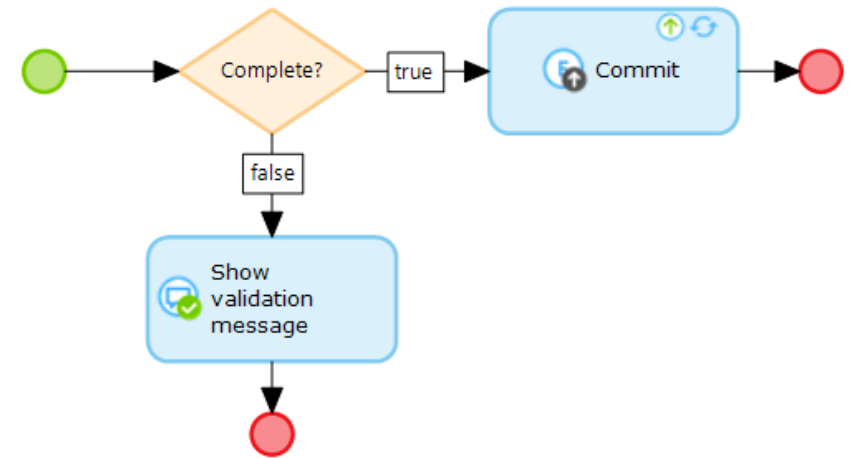
# When to use nanoflows?



Offline apps



No DB activities



Single/conditional  
DB activities

You can copy and paste between microflows and nanoflows

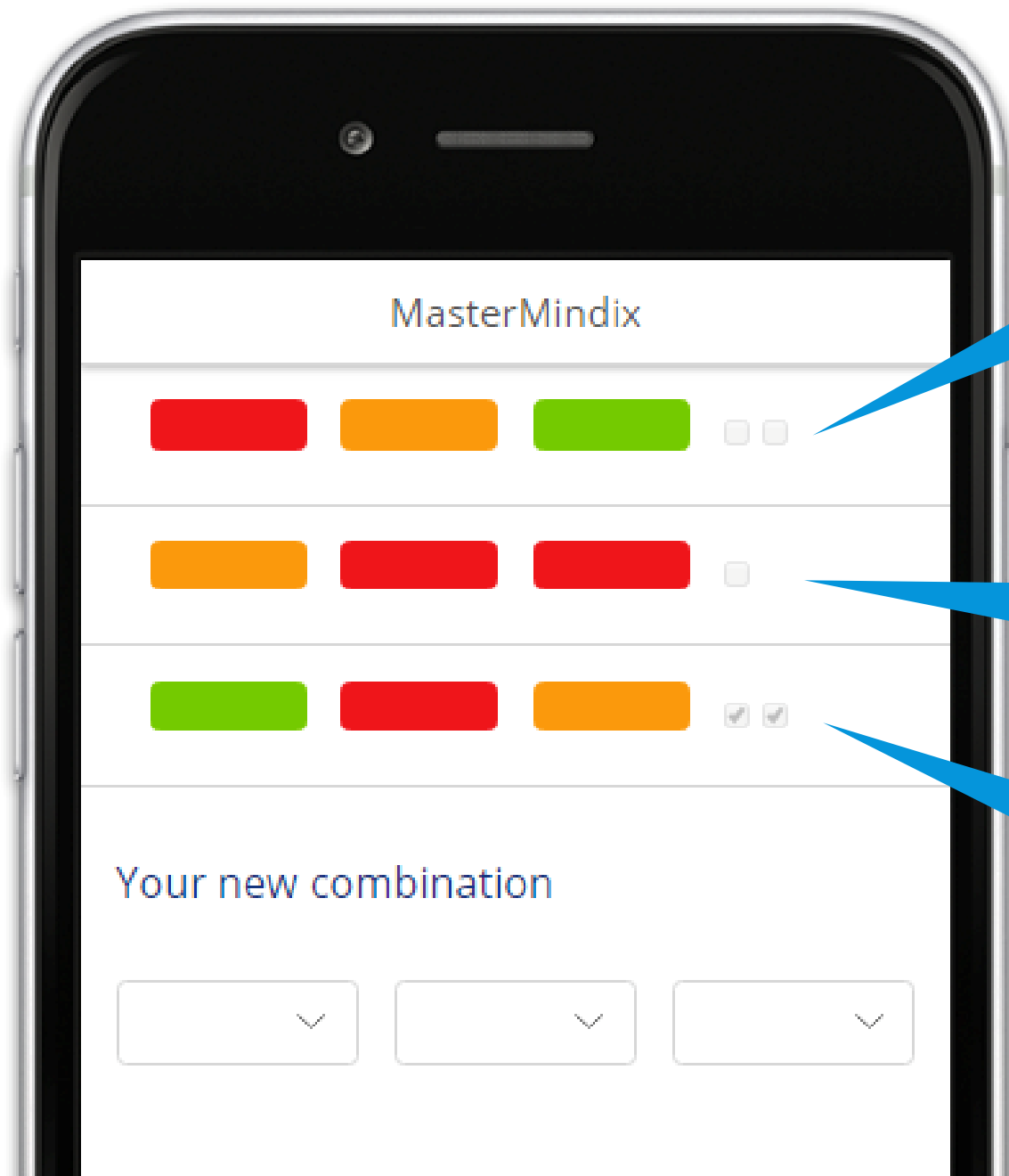


# Mastermind – Crack the color code



1. Secret color code is generated
2. User guesses code
3. Hints are provided
  - Right color & right place
  - Right color, but wrong place
  - Nothing for no match
4. User tries next code

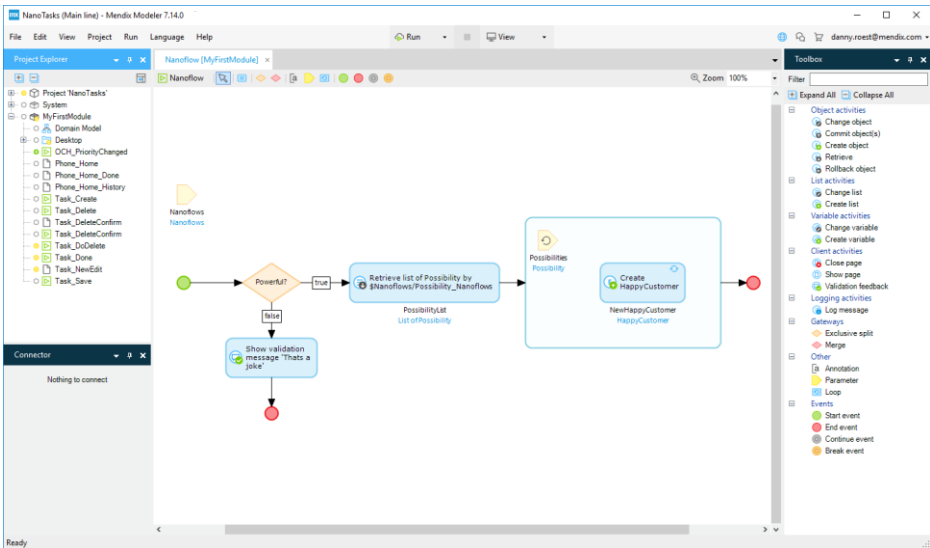
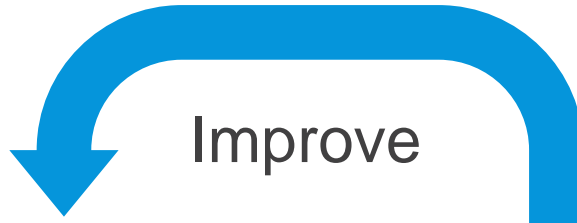




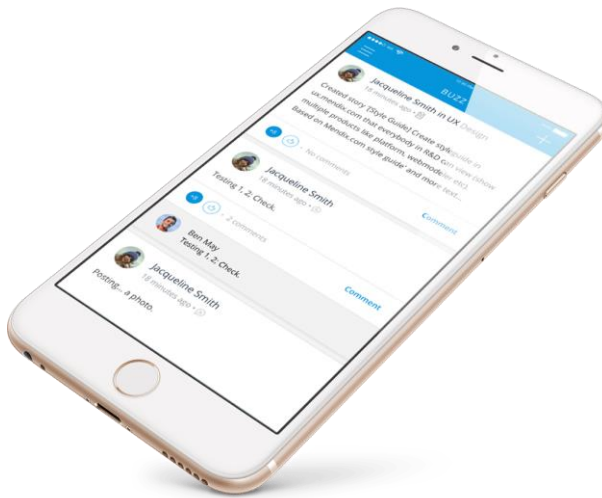
Two colors correct,  
but wrong place

One color correct,  
but wrong place

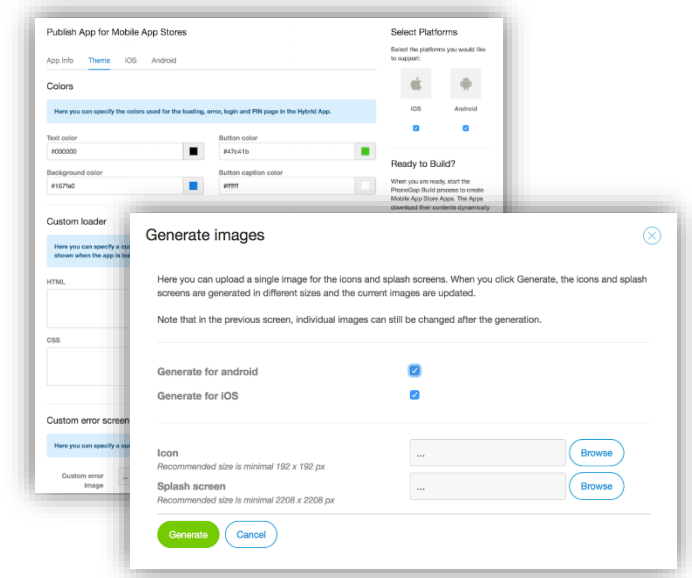
Two colors correct,  
and right place



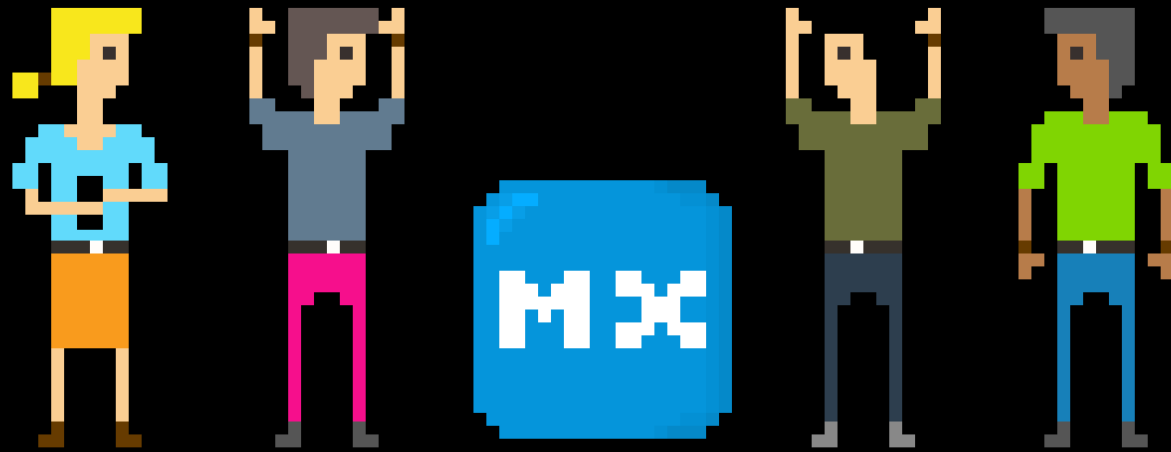
Model



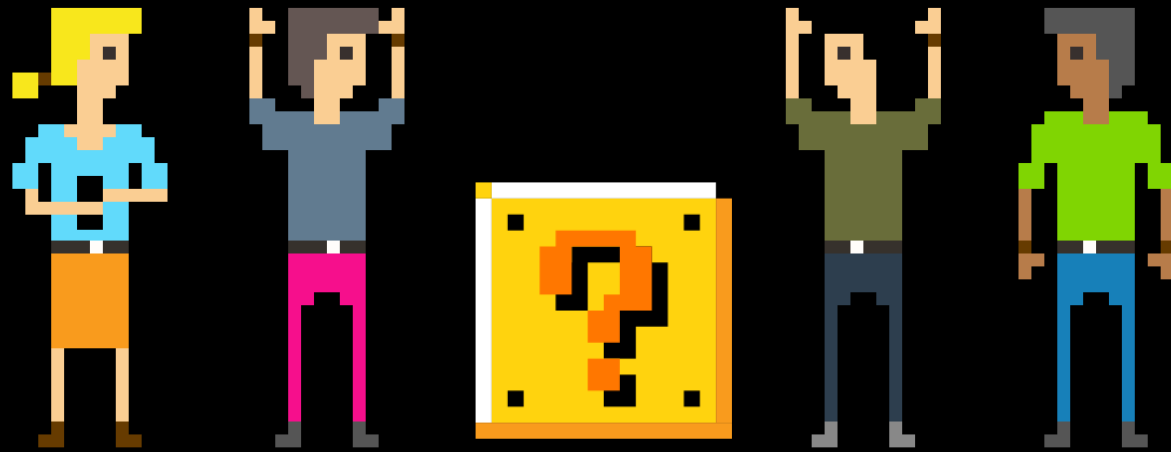
Test / preview



Deploy

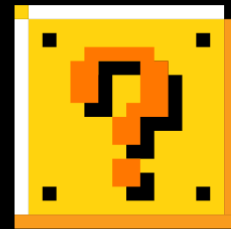


**LET'S BUILD!**



**QUESTIONS?**

THANK YOU!



Which game will you build?