



Dev Days

#XamarinDevDays

Connected & Disconnected Apps with Azure Mobile Apps

Presenter Name
Presenter Twitter
Presenter Title

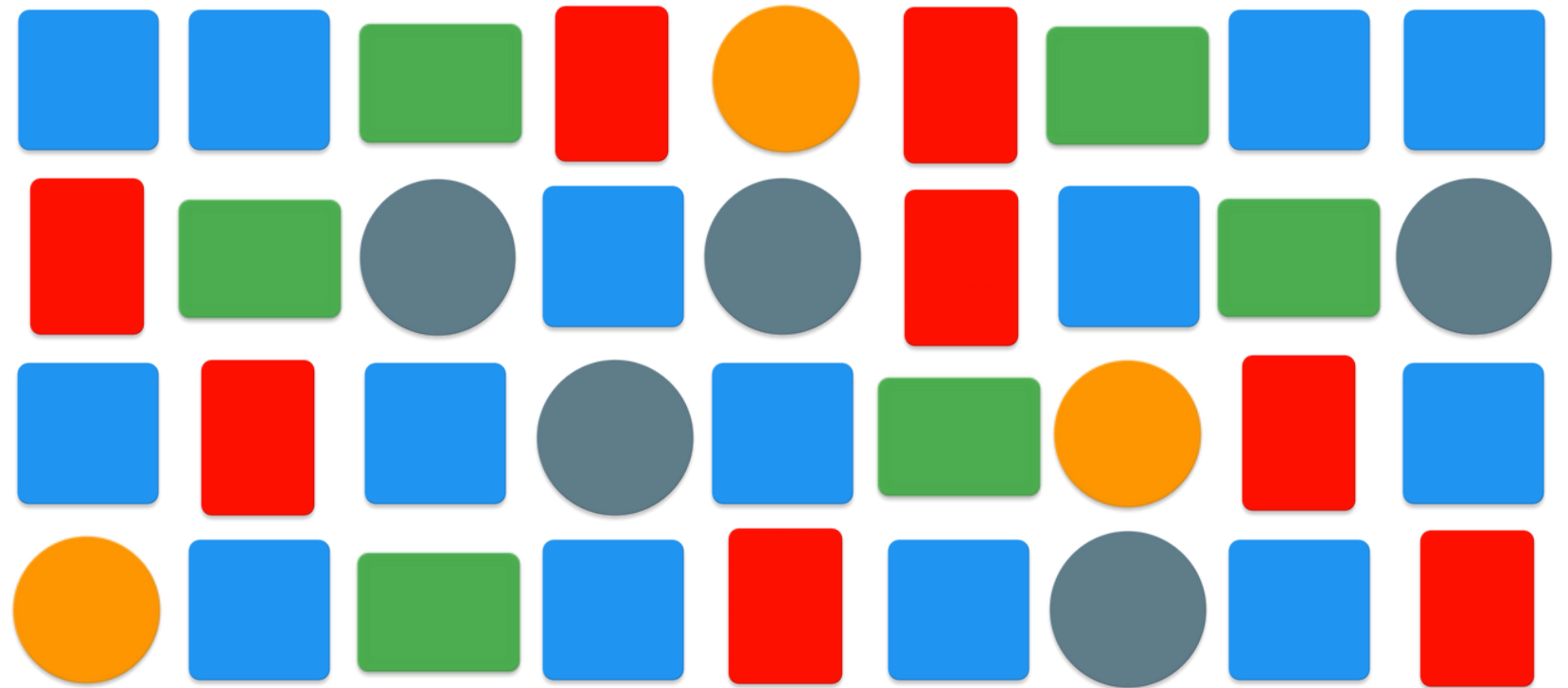
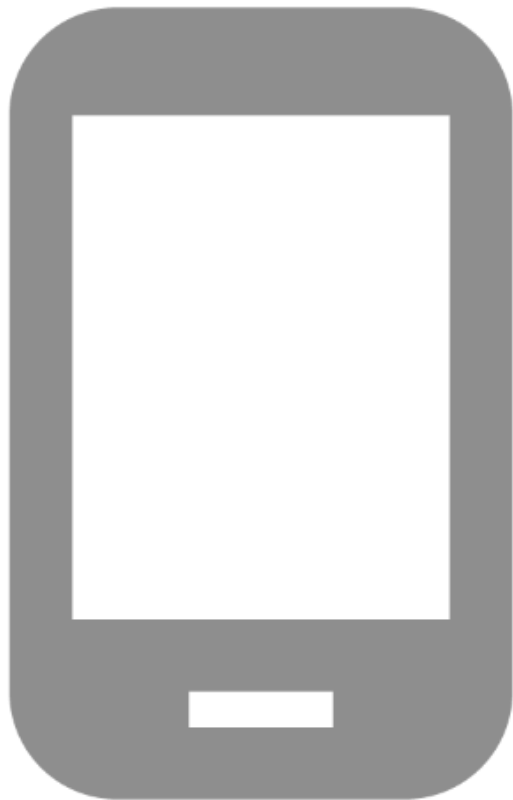
We  Apps!

189M
downloads
a day

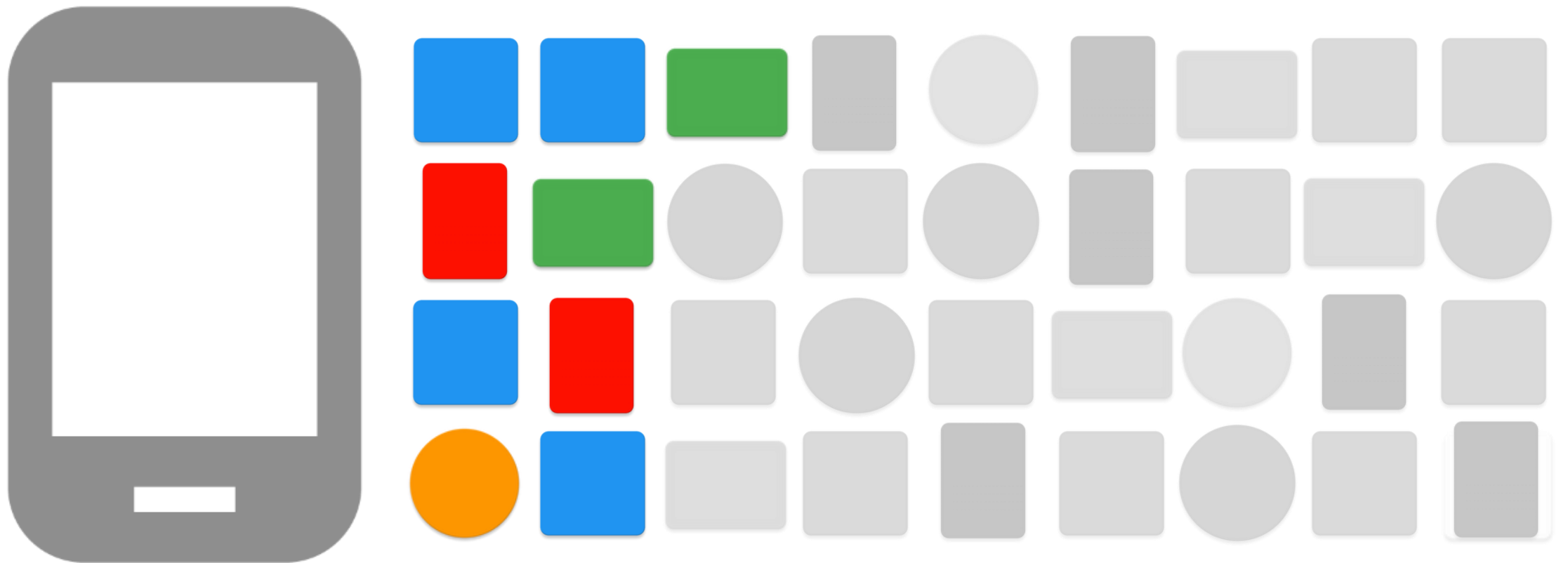
200
mins on
phone

127
mins in
apps

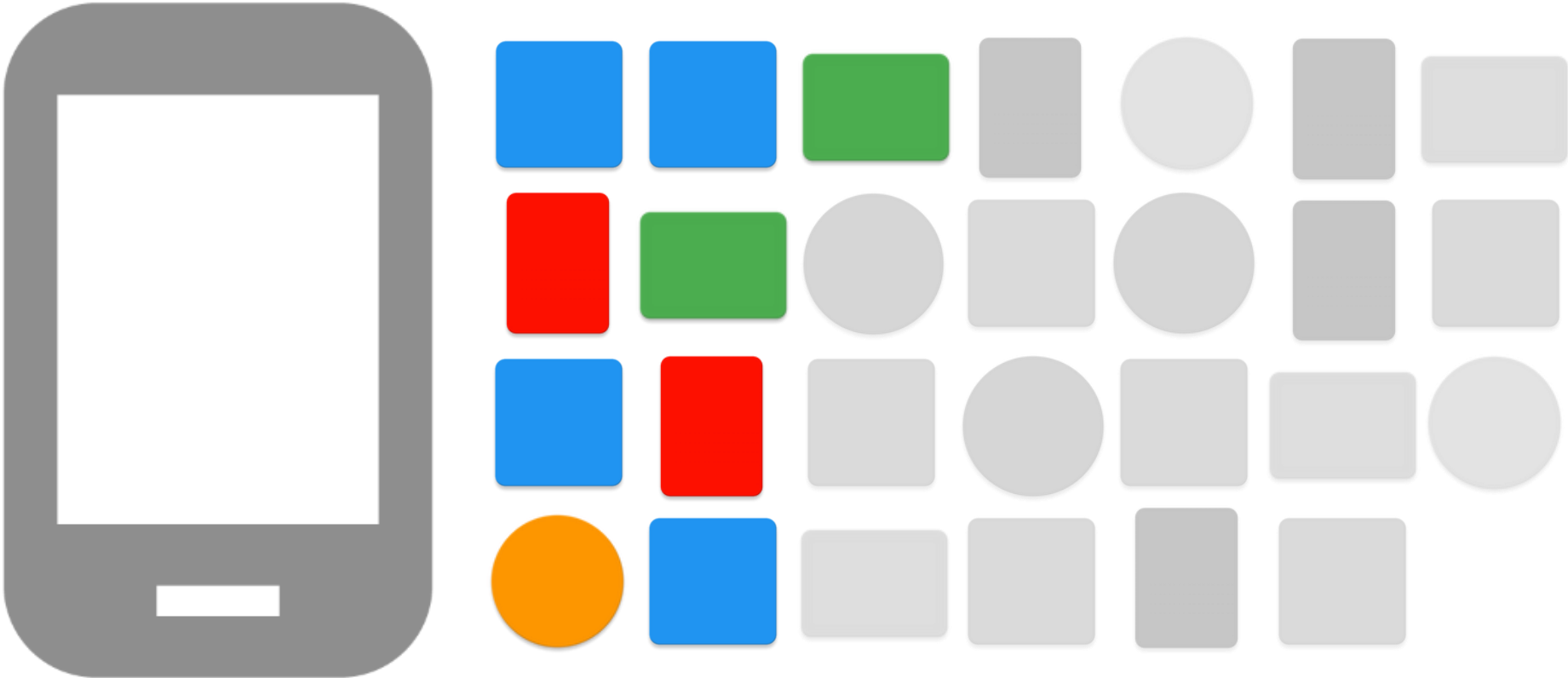
The average app user has **36** apps installed on his or her phone.



Only 1/4 are **used daily**:



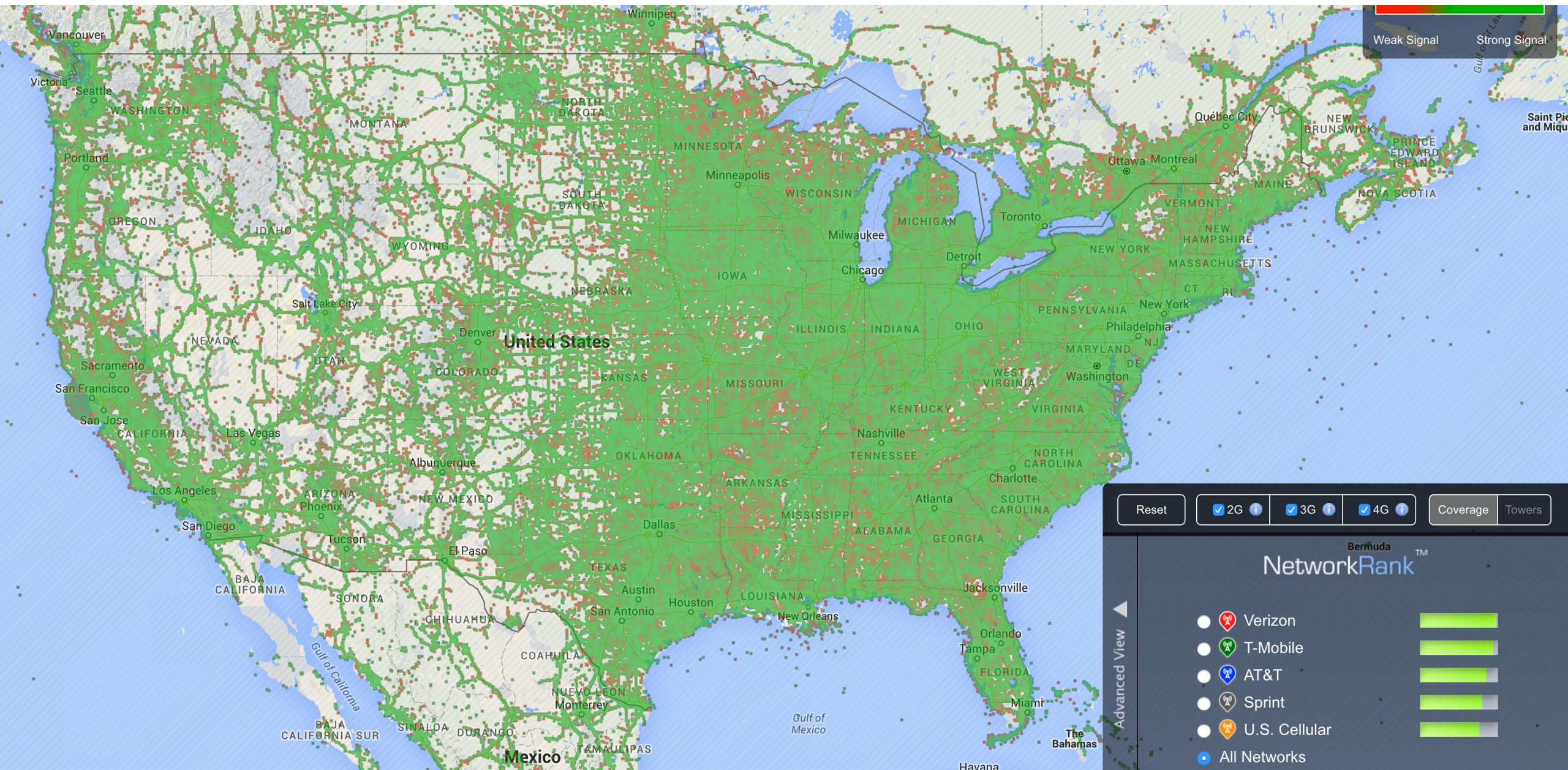
1/4 of apps are **never used!**

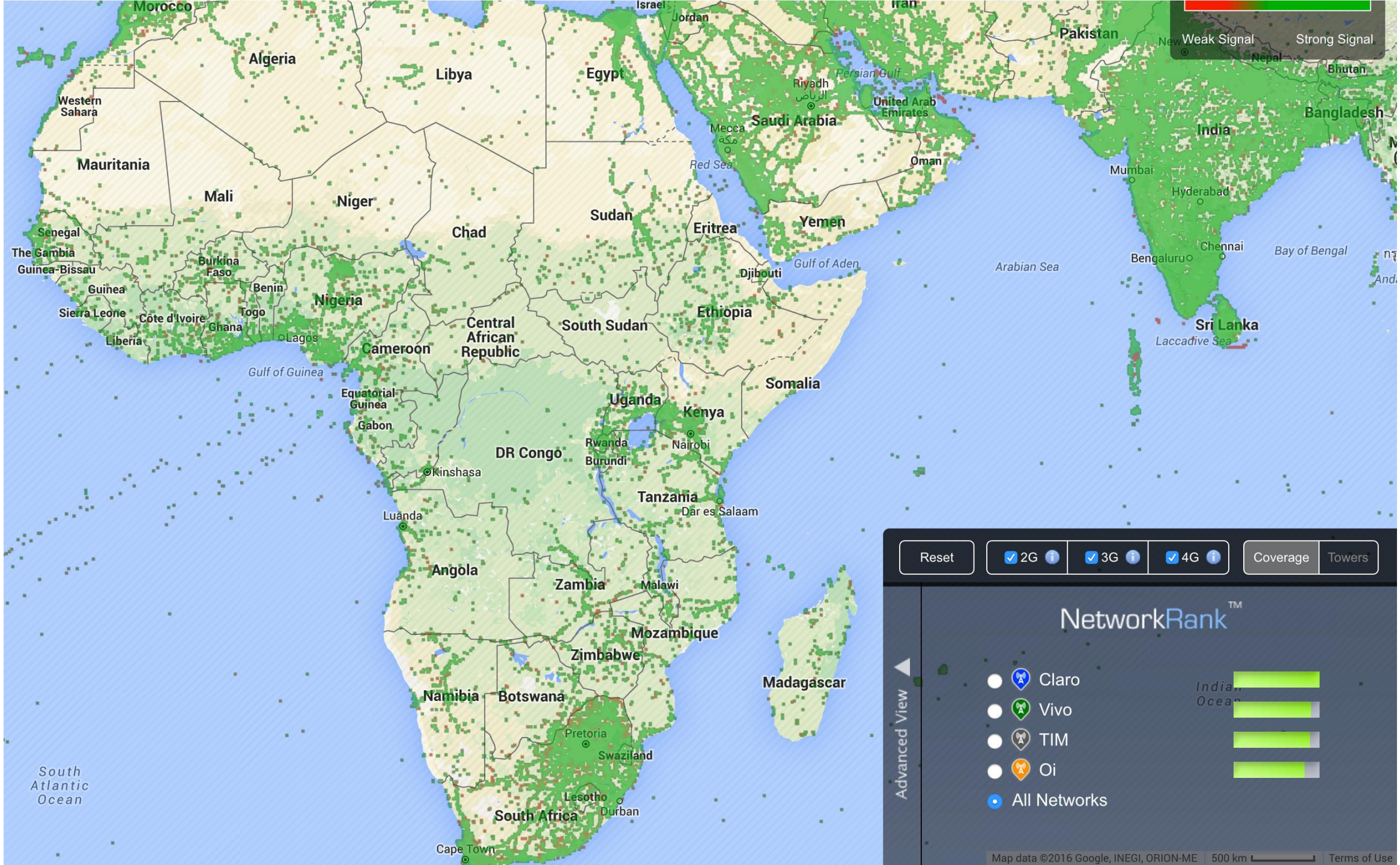


Bad App Experiences

- Slow or laggy experience
- Crashes
- Not intuitive & bad user experience
- Features not as advertised
- Data not available when you need it

Always connected?





Weak Signal Strong Signal

Reset 2G 3G 4G Coverage Towers

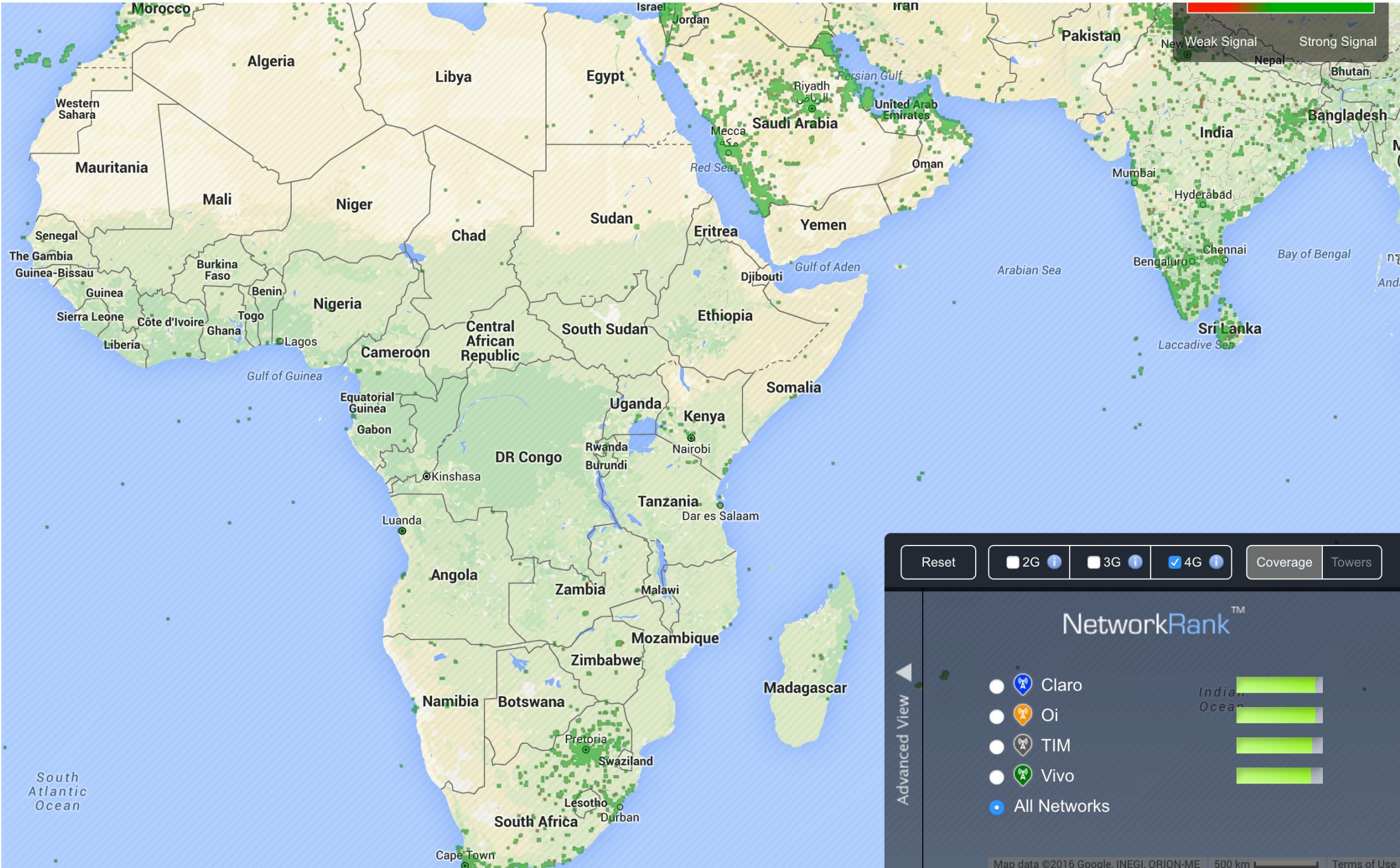
NetworkRank™

Advanced View

- Claro
- Vivo
- TIM
- Oi
- All Networks

India:

Ocean:



Reset 2G 3G 4G Coverage Towers

Advanced View

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India

Ocean

What about a backend?

Plenty of Options



Azure Mobile Apps



IBM MobileFirst



Amazon Web Services



SQLCipher



Couchbase



Realm



Oracle Mobile Cloud

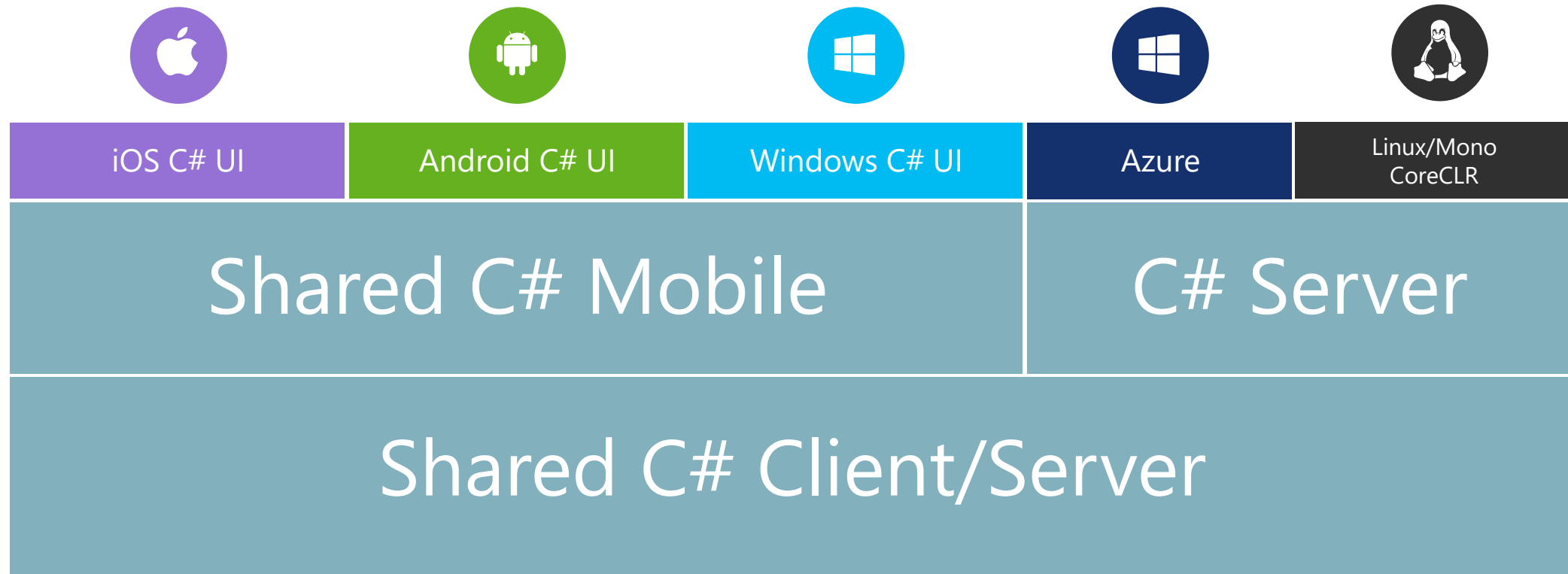


SQLite-net

Why Azure?

- *Extremely* powerful
- Flexible
 - Easy Tables
 - App Service
- C# SDKs available everywhere:
 - C#- iOS, Android, & Windows with Xamarin
 - C# clients, written by C# developers (open source)
 - C# backend with ASP.NET

Xamarin Apps + Backend Services



Shared C# codebase • 100% native API access • High performance

Azure Mobile Apps


Xamarin, iOS,
Android &
Windows SDKs

Offline sync 


REST API

Offline Sync 

Data connections 
SQL Tables Mongo O365 API Apps

User Authentication 
Facebook Twitter Microsoft Google Azure Active Directory

Push Notifications 
iOS OSX Android Chrome Windows Kindle In-App

Backend code 


Create a Mobile Service

```
MobileService = new MobileServiceClient(  
    "https://myapp.azurewebsites.net");
```

Create Tables

```
IMobileServiceSyncTable<Store> table;
public async Task Init()
{
    const string path = "syncstore.db";
    var db = new MobileServiceSQLiteStore(path);
    db.DefineTable<Store>();

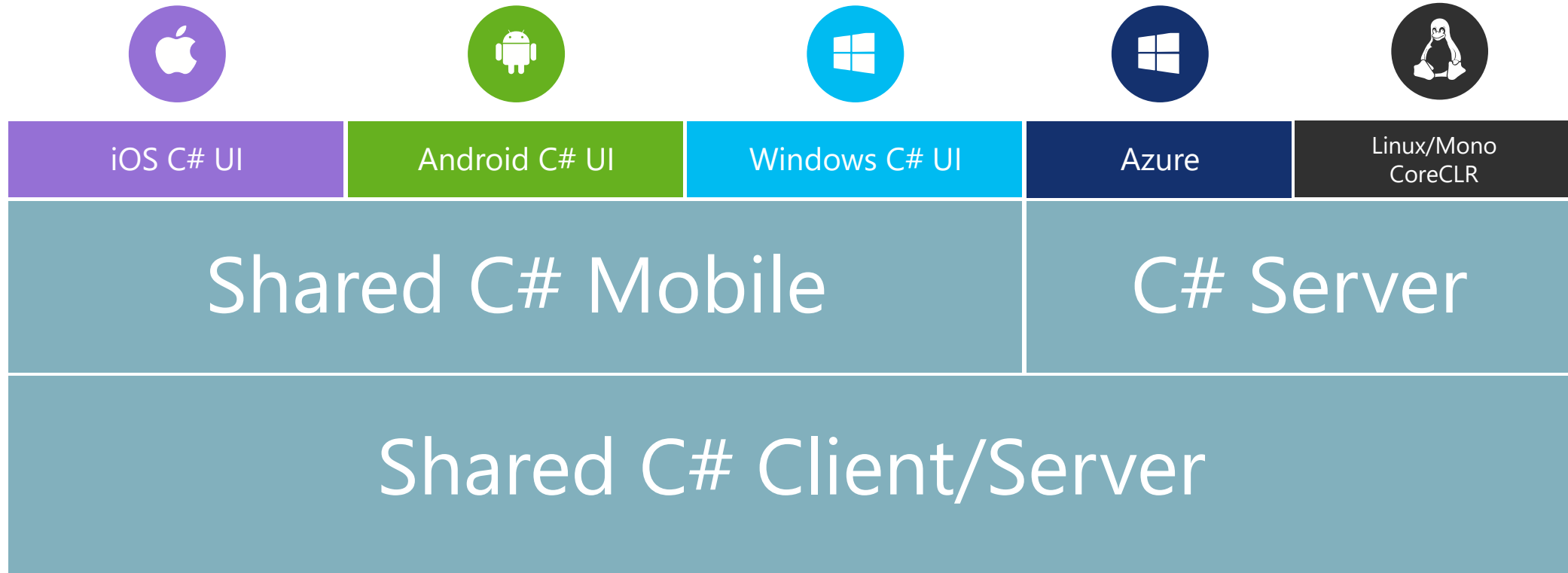
    var handler = new MobileServiceSyncHandler();
    await MobileService.SyncContext.InitializeAsync(db, h);
    table = MobileService.GetSyncTable<Store>();
}
```

Get and Modify Data

```
public async Task<IEnumerable<Store>> GetStoresAsync()  
{  
    await table.PullAsync("allStores", table.CreateQuery());  
    return await table.ToEnumerableAsync();  
}  
  
public async Task<Store> AddStoreAsync (Store store)  
{  
    await table.InsertAsync (store);  
    await table.PullAsync("allStores", table.CreateQuery());  
    await MobileService.SyncContext.PushAsync();  
    return store;  
}
```

Let's add a backend

Mobile + Server



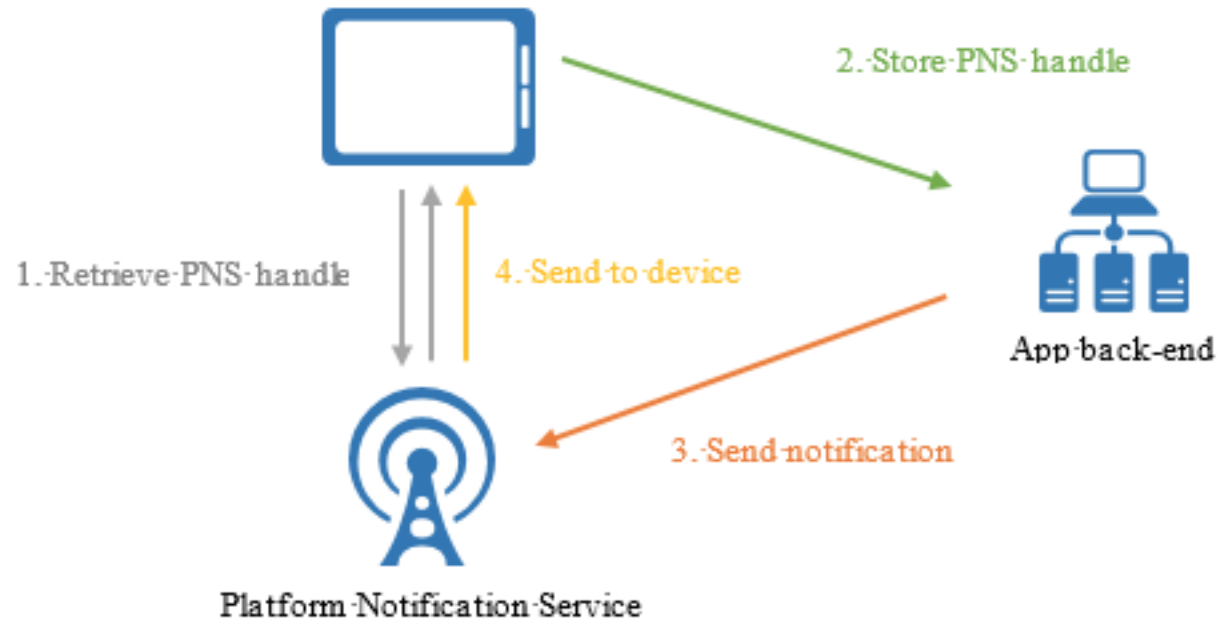
Shared C# codebase • 100% native API access • High performance

Authentication

- Rolling your own account infrastructure is difficult and time-consuming
- Secure your app with prebuilt authentication providers
 - Facebook
 - Twitter
 - Google
 - Microsoft
 - Azure AD
 - Anything OAuth 2

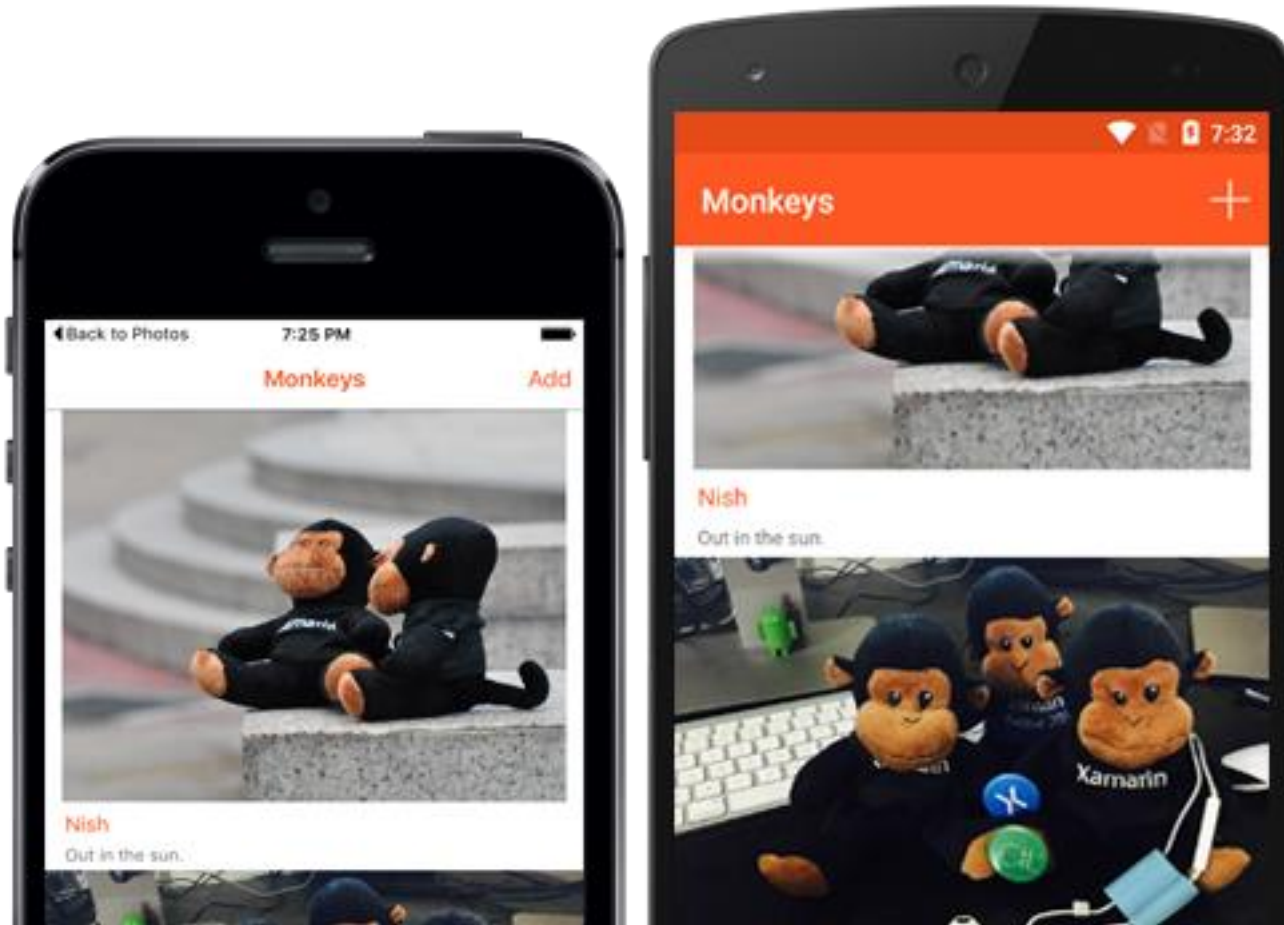
Push Notifications

- Easy-to-use, multiplatform scaled push infrastructure that allows you to send push notifications almost anywhere.



File Sync

- Sync files to Azure Storage, just like you did for structured data.



Lunch!

Presenter First Name

Presenter Last Name

Presenter Title

Presenter e-mail

blogs

Twitter