



Best Practices in Rapid Mobile Application Development

Hello and thank you for attending the webinar on 23rd August, 2012 on '**Best Practices Rapid Mobile Application Development**'.

We hope you find the webinar informative and as promised here are the 'Question and Answers' that were asked and discussed during webinar.

Webinar Q & A

What do you mean by seasonal apps? OR are there any examples of seasonal applications?

- A seasonal app is something similar or based to an event that is going to happen. For instance, if Halloween is an event, then there are a lot of applications that usually pop out at that time, Or if holiday season is coming up then majority of the stores, may it be super stores or may it be smallest of all stores, if they want to reach out to more and more customers then they can come up with their own applications. If a car company is going to launch a new car, then just as a teaser they would release applications that tell about the car and at the same time give more information about the nearest places to visit or more probably more information about the car or features. These are examples of seasonal apps where the application is probably less sticker as compared to complex apps like CRM and the user would probable use it for two or three months and then forget about it.

How are submission and distribution different?

- Usually developers tend to mix both of them. Submission is a process in which you take your application and pass them to be reviewed by the publisher. Whereas distribution takes place after submission wherein you put-in links to the store or you give your application to your users either over the internet or through the stores. These are two different entities.

What would be an example of a common library?

- In a common library we could include a module of login and use it across your applications. There could be other useful modules. If you are using RESTful APIs you can have a common network library that communicates to your server and use it across your multiple applications.

Does Harbinger have a compatibility test matrix for devices?

- Yes, we have a test matrix which comprises from different device types like iPhone and iPad, different screen resolutions as Android has different screen resolutions and

handset manufacturers. Hence, we have a matrix ready with how and which aspects we should be testing on it.

What is Harbinger's experience when it comes to app submissions?

- App submission is a completely different ballgame as compared to building the application. Since the publisher is an external entity that plays a role in this process. A lot depends on how quickly does the publisher responds. So normally a submission takes anything between 24 to 48 hours to approve the app, whereas Apple's store is more of a manual and people driven process. So our best experience with Apple store is that apps have been approved in a span of may be 20 hours and during Christmas season the reviewers usually go on vacation as a result the application may take nearly two weeks to get reviewed. It's a varied experience.

What artifacts are requested by reviewer?

- Artifacts usually required by the reviewer comprises of: nature/category of the application. Proper description of what the application is and what it's not. Proper information about what OS features such as Push Notifications, in-app purchase, etc does the application use. Sometimes, depending on the application, it is better to provide details such as whether the application is Hybrid or native, dummy login details for an application that is totally driven over authentication, etc.

Where can I find a list of Harbinger's apps?

- You can visit us on our website - www.harbinger-systems.com to know about our mobile app development services. We have listed sample mobile app case studies on our website. You can also search for Harbinger Systems on the Apple store, Google store and Windows store.

What is your experience around Android customization?

- Android has already provided customization and is already open source and easy to customize. As many of us know Android has few vulnerabilities and security threats; we have the capability to dive into the code, understand, make necessary changes and add security aspects to it. This is a very good area to customize. Many have started having their custom Android OS published on varied devices and/or manufacturers. This is another reason why Android is gaining up market.



What are the best UnitTest tools you have used?

- OCUit and JUnit are used for creating Unit Tests for iOS and Android respectively. One click execution of these unit test cases are made using Jenkins. This is useful to use Test Orientation Development and Integration Testing.

We build apps every day, I would like to know more about your testing tool you have.

- Along with use of Jenkins as mentioned in the answer above, JMeter is used to automate execution of Unit Test cases. Using JMeter you can schedule execution of all Test Cases overnight each day without manual intervention.

You mentioned frameworks like PhoneGap, RhoMobile. In recent Gartner they claim Titanium as a framework to follow. I'm going to use it in my company. Do you have any experience with it, do you think its worth to use it?

- Similar to Titanium for Java developers, RhoMobile for Ruby developers and GeneXus Mobile generator is .NET based tool that generates native mobile applications, but none of such third party code generators yet are completely efficient in comparison to ObjectiveC for iOS and Java for Android. Therefore, choice of third party code generators should be considered only for multi-platform applications where high performance is not mandatory.

Thank you and it was nice to have you in webinar.

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Regards,
Harbinger Systems Team