



# Adapt plugins for the app

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#### What I will cover



Why should you care about mobile?

What is the Moodle App?

Basic Tools and techniques



+ INCREASE / DECREASE TEXT SIZE -

# More smartphones than humans by 2021, according to report

JOE CLARK REPORTER 12TH APRIL 2017





The sales of smartphones are going to continue to rise and CCS Insight estimate that over 10 billion will be shipped by 2021

#### Limitations of what I will cover



My Background is in Quiz Question Type

No coverage of media

No coverage of camera/video/gyro



#### How hard is it?



I had minimal javascript experience before I started

Three weeks part time development

I classify it as medium difficulty



# 2018 v3.5 - The developers friend



Improved plugins support

Develop without Javascript





#### What is the app?



Cross platform hybrid app



Web technologies for a native like experience

Uses the native browser engine



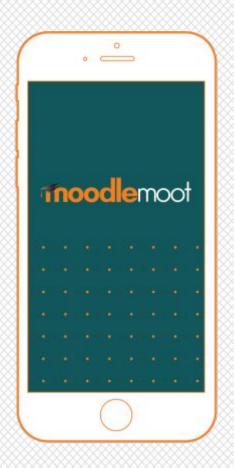
#### What does it do?



Separates the interface from the implementation

Some parts 'scrape the html' output

Makes use of web services



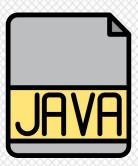
# **Programming technologies**



PHP (of course)



Javascript (probably)



IONIC Markup (Like Angular/Vue)



#### No need to run an emulator



https://mobileapp.moodledemo.net/

Your site will need to be publicly visible

I used it for all my development

# My tools



Microsoft VSEdit

• Chromium Browser

OSX/Android/iPad Hardware





# Chromium (is not for chrome)



Open source basis of Chrome browser



Run in 'unsafe' mode

Otherwise the CSS won't render

#### Browser must be unsafe



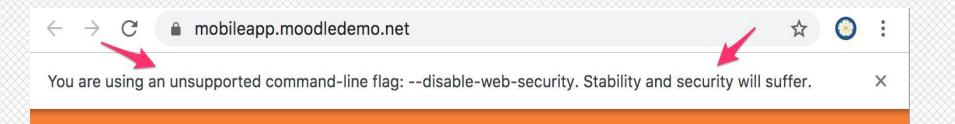
If you don't start the browser correctly like this

'/Applications/Google Chrome Canary.app/Contents/MacOS/Google Chrome Canary' --allow-file-access-from-files --disable-web-security --user-data-dir --allow-running-insecure-content https://mobileapp.moodledemo.net/

And it is not in 'unsafe' mode you will get this error in the console, the css will not render

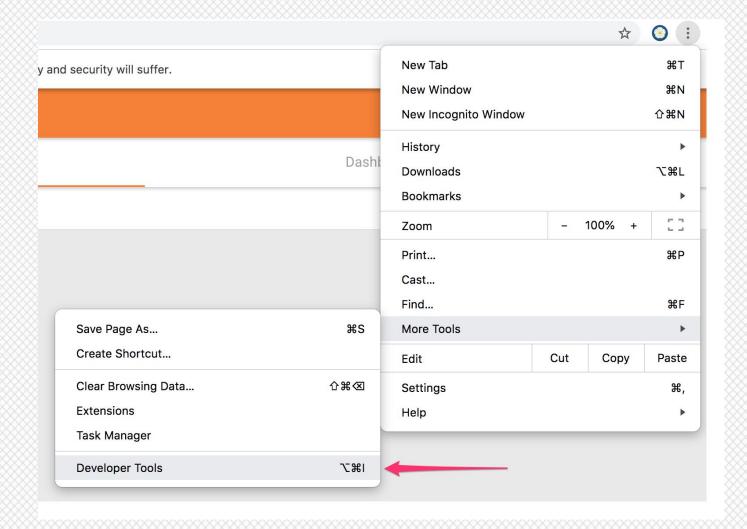
# You SHOULD see this warning





### Chrome developer tools





#### The debugger statement



```
44
23 var that = this:
24 var result = {
25
26
      componentInit: function() {
27
      debugger;
28
          /**
29
           * If the question is in a readonly state, e.g. after being
           * answered or in the review page then stop any further
30
31
           * selections.
32
33
           * @param {NodeList} draggables
34
           * @param {MouseEvent} event
           * @return {string} value of target
35
36
           **/
          function pickAnswerOption(draggables, event) {
37
38
               /* If the question is in a readonly state, e.g. after being
               * answered or in the review page then stop any further
39
               * selections.
40
41
               */
               if (event.currentTarget.classList.contains('readonly')) {
42
43
                   return false:
44
```

#### Files to add



db/mobile.php

class/output/mobile.php

• javascript/mobile.js

mobile/YOURPLUGINNAME.html

styles\_app.css



#### Ionic Markup



Like extended HTML

```
<ion-icon name="information-circle"></ion-icon>
 {{ \'plugin.qtype_wordselect.taptoselect' | translate }}
Tap to select
```

#### db/mobile.php

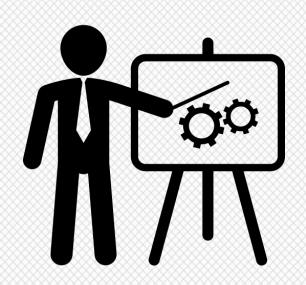


```
$addons = array(
27
   "qtype_YOURQTYPENAME" => array(
28
   "handlers" => array( // Different places where the add-on will display content.
   'YOURQTYPENAME' => array( // Handler unique name (can be anything).
35
   'delegate' => 'CoreQuestionDelegate', // Delegate (where to display the link to the add-on).
36
   'method' => 'mobile_get_YOURQTYPENAME',
38 ⊞ · · · · · · · · · · · · · · · offlinefunctions' => array( ···
   ....), // Function needs caching for offline.
42 H styles' => array(--
   49
   . . . . . . . . . ) ,
50
   . . . . )
51
52
   );
```

## Where to show the output



'delegate' => 'CoreCourseModuleDelegate'



'delegate' => 'CoreQuestionDelegate'

'delegate' => 'CoreMainMenuDelegate'

#### Use the source



See how the core plugins are written



Not quite the same as plugins



# Testing on IOS and Android



Mostly compatible

IOS seemed to have more quirks

Test on the real thing





#### Fin





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# **Any Questions?**