



Course Content

Course Description:

Week 1

Fundamentals of Developing Mobile Applications with Kony Visualizer

This five-day instructor-led portion of the Bootcamp is designed for developers and provides participants with the knowledge and skills that are required to design & develop engaging cross platform mobile applications using Kony Visualizer. Students will learn how to develop and deploy apps across multiple channels, including on-device native applications for iOS, Android, as well as device optimized, HTML5-enabled mobile websites. This week focuses on the Kony Visualizer which is the tool used to define and design the UI and fundamental skills for creating, configuring, managing, and maintaining mobile apps using the Kony platform, and prepares students for the Advanced Development course.

Objectives:

After competing this course, student will be able to:

- Working with Visualizer tool
- Get a detailed understanding of widgets, their classification, and properties
- Be proficient with the concepts of Layouts, skinning and themes
- Configure and consuming XML services using Kony Fabric
- Publish services and applications to the Kony Fabric
- Understand various application properties
- Use the Action Editor to bind events and create workflows
- Create localized applications
- Understand debugging / troubleshooting techniques
- Understand Kony API's
- Create and effectively use server-side pre-/post-processors for managing data
- For all topics, discuss best practices

Prerequisites:

- Familiarity with today's mobile devices, web technologies, and web development
- Current software development skills (e.g. recent Java or C# programming) including a working knowledge of JavaScript.



Kony Developer Bootcamp

Course ID #: 1160-100-00-W

Hours: 35

Topics:

Working in the Kony Visualizer

- Using the Cloud
- Visualizer Basics
- Actions and Animations
- Using the Widgets & Design Techniques
- UI features of the IDE, Skinning, and themes, Kony JavaScript API

Working with Widgets

- Widget classification and detailed understanding of each widget
- Creating apps with a specific design

Working with the Editors

- Using the Action Editor to implement business logic
- Using the Mapping Editor to build action sequences
- Using the Expressions Editor to build expressions

Kony Fabric & Working with Services

- Server Architecture and Components
- Creating and publishing services
- Developing service-connected applications

HTML5

- Understanding SPA

Internationalization

- Setting up applications for internationalization
- Using resource bundles for implementing internationalization
- Configuring I18N locales, Adding I18N content to applications

Tablets

- Features and Widget set
- Extending Native applications to Tablets

Desktop Web Apps

- Techniques for building web applications for desktop web browsers
- Developing sample desktop web application



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Kony Server-side Development

- Creating and using pre-/post-processors
- Best practices for server development
- Creating Custom Java connectors

Course Description - Week 2:

Using Advanced Development Concepts with Kony Visualizer

This second week of the Bootcamp is designed to deepen your skills as a Kony developer. This week picks up where the first week leaves off and introduces more complex techniques for building world class applications. This week will cover topics such as security, extending applications with Foreign Function Interface (FFI), Push Notifications, server-side business logic, MobileFabric Sync. This week also continues to engage the attendee in hands on exercises mentored by seasoned developers.

Objectives:

After competing this course, student will be able to:

- Configuring and consuming JSON, SOAP and Java services using Kony Fabric
- Understand how to Orchestrate Integration services in Kony Fabric and create applications with Composite and Sequential operations
- Integrating 3rd party functionality into your Kony application
- Understanding Kony support for Cordova integration
- Understanding Native Function API's
- Manage deep-linking into your mobile websites
- Respond to Push Notifications
- Understanding Offline Sync
- Understand fundamental mobile application security topics and best practices
- For all topics, discuss best practices
- A comprehensive 'bringing it all together' application in-class development exercise

Topics:

More Services

- Configure JSON, SOAP and Java services
- Create Composite Concurrent operations
- Create Composite Sequential operations
- Best practices for server development



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Working with Custom Widgets

- Creating and using Custom Widgets in Kony apps
- Import 3rd party library, integrate and develop a sample application

Responding to Outside Events

- Deep-linking discussion and implementation details
- Responding to Push Notifications
- Managing notifications on the device

Kony Offline Sync

- Understanding Offline Sync Features, Framework Components
- Understand Offline Sync Strategies
- Steps to develop Offline Sync Application

Integrating 3rd Party Functionality

- Foreign-Function Interface (FFI) overview and implementation details
- How to package code for FFI consumption
- FFI best practices

Starting the Certification Exercise

- Create a real-world application starting at a Requirements phase
- Bringing together concepts from the Fundamentals and Advanced courses
- Leveraging live data access
- Deploying the application across native and mobile web clients
- Successful completion is required for achieving a Kony Certified Developer status