



MARTIN GRMEK

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ADAPTIVE ELEMENTS

A LEAN AND FLEXIBLE APPROACH TO RAPID MOBILE DEVELOPMENT

Camera ideas:



Figure 4



Add this

Figure 4.1

1. Scroll right

2. Scroll left

3. Zoom in

4. Zoom out

5. Rotate

Figure 4.2
Controls

Add this!

iTunes:

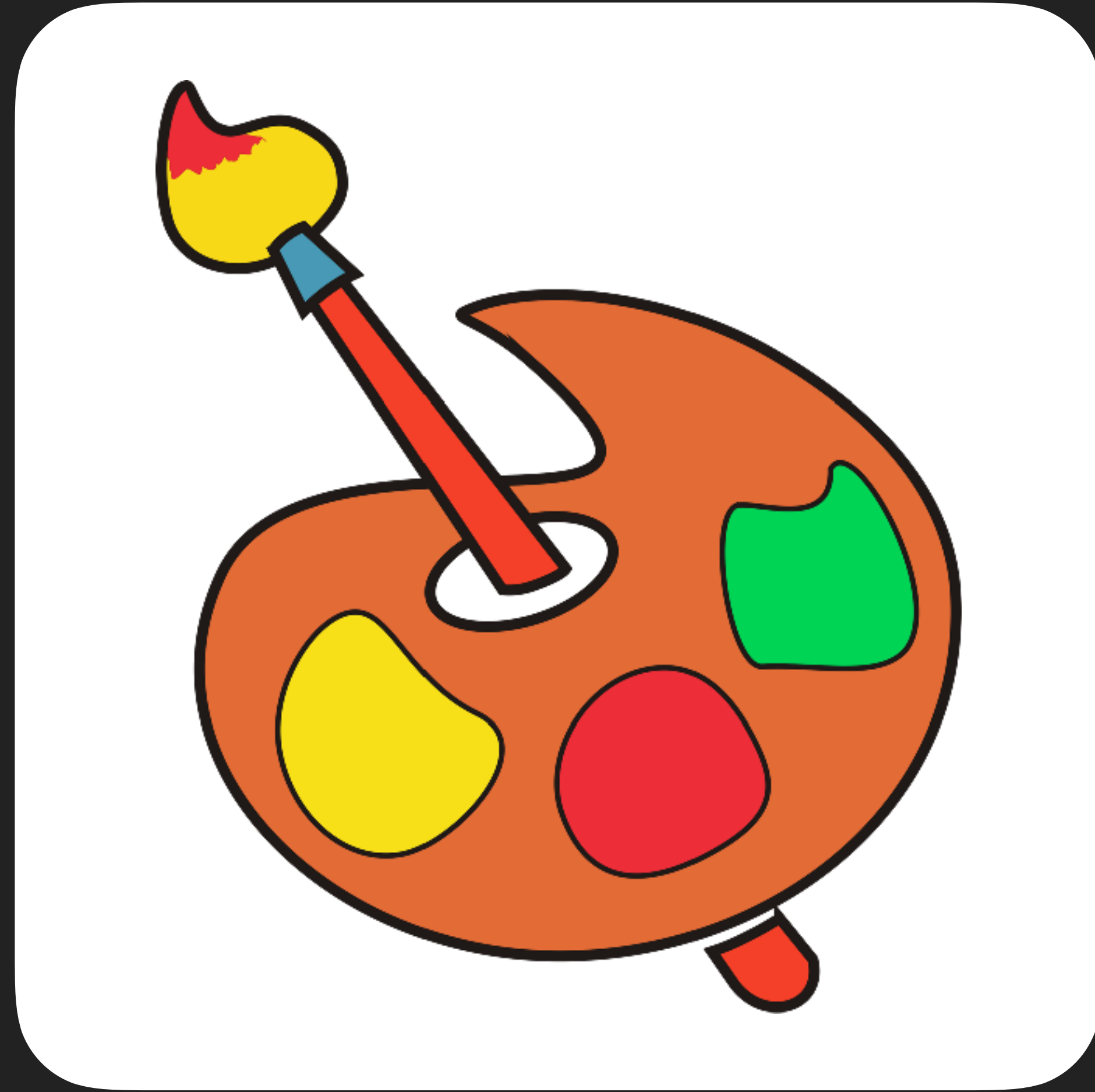
A-Z
EVERY ALBUM
EVER MADE

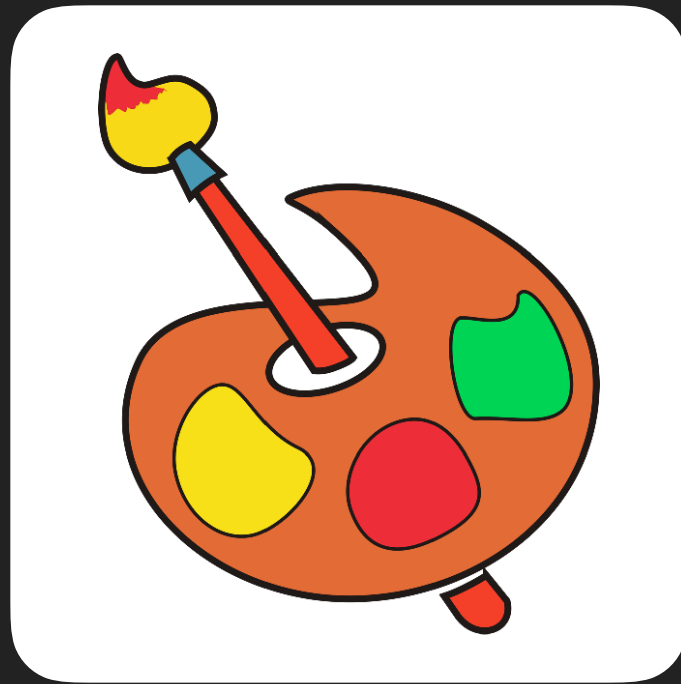
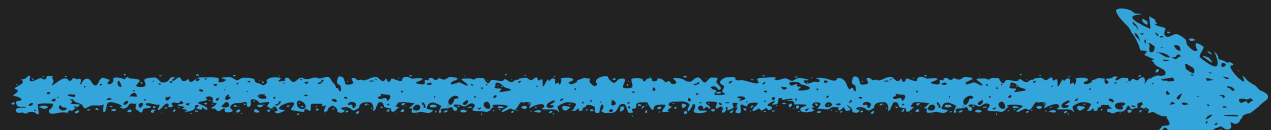
- ABBA Ring Ring
- ABBA Waterloo
- ABBA ABBA
- ABBA Arrival
- ABBA The Album

x 10 000

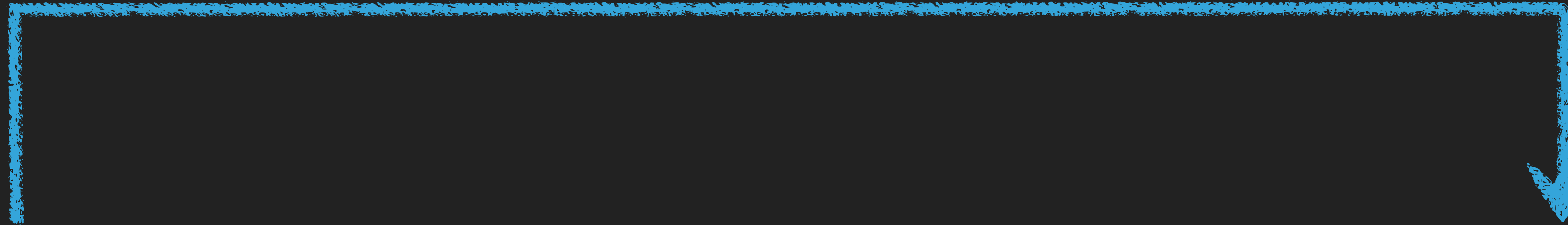
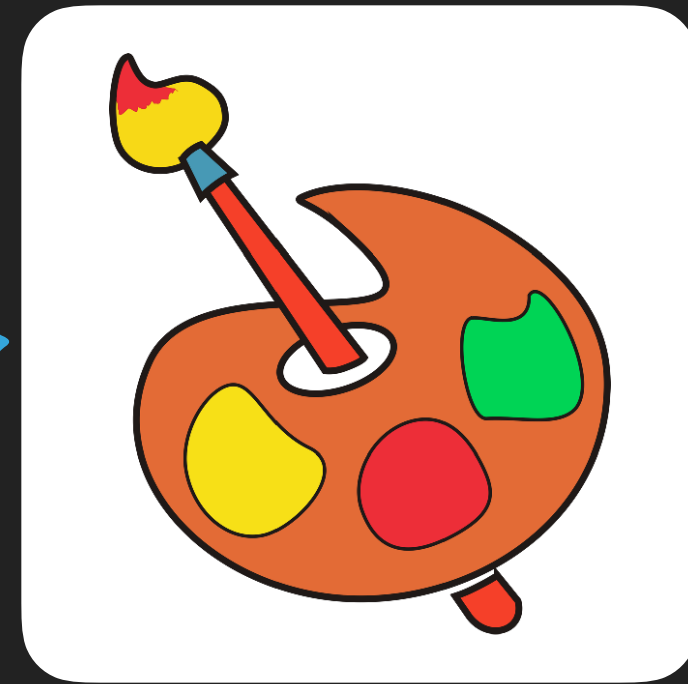














**SERVER API
DEVELOPMENT**

**ANDROID
DEVELOPMENT**
~ UI & BL ~

**IOS
DEVELOPMENT**
~ UI & BL ~



**SERVER API
DEVELOPMENT**

**SERVER
TEST**

**ANDROID
DEVELOPMENT
~ UI & BL ~**

**ANDROID
TEST**

**IOS
DEVELOPMENT
~ UI & BL ~**

**IOS
TEST**



**SERVER API
DEVELOPMENT**

**SERVER
TEST**

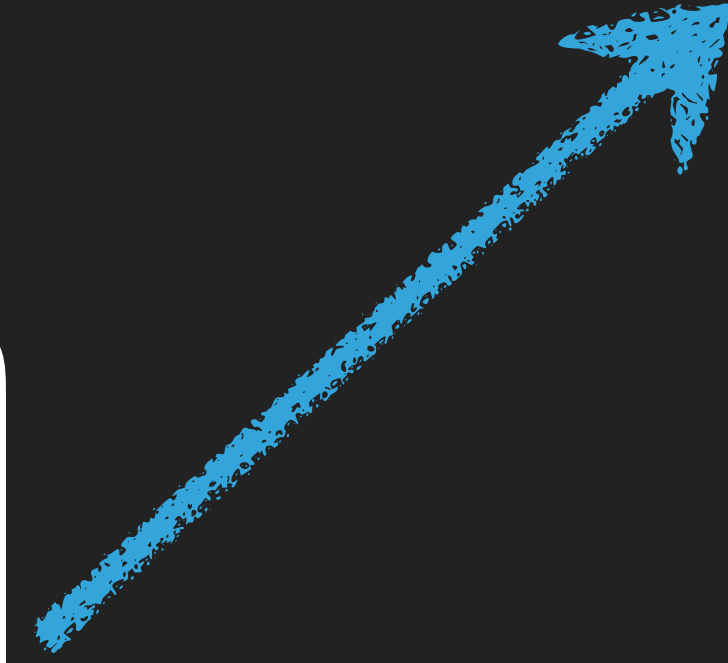
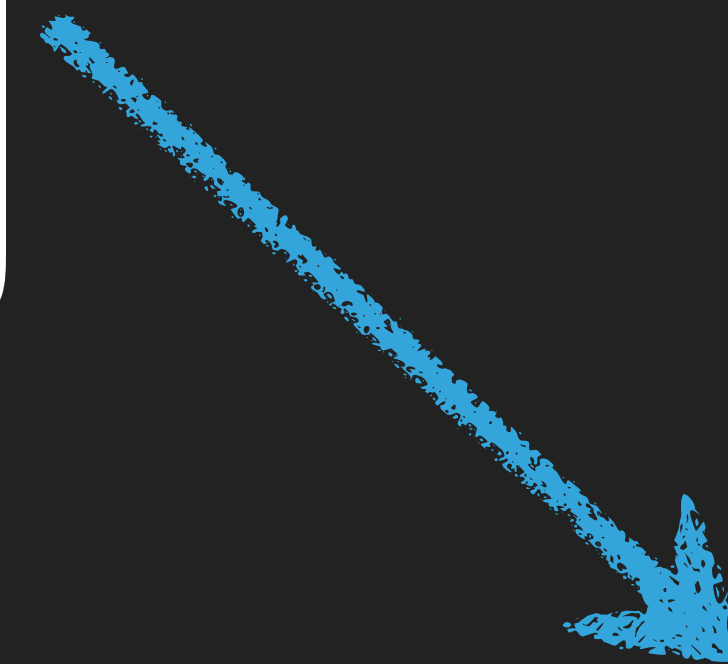
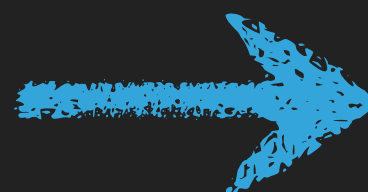
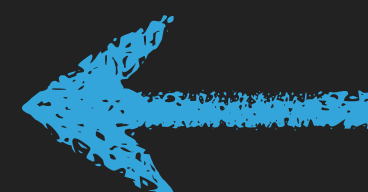
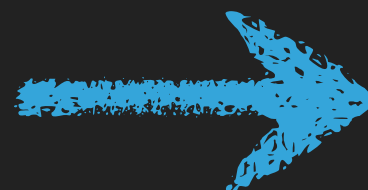
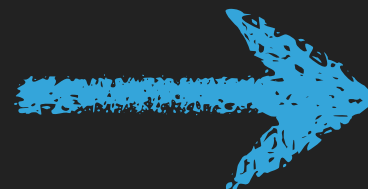
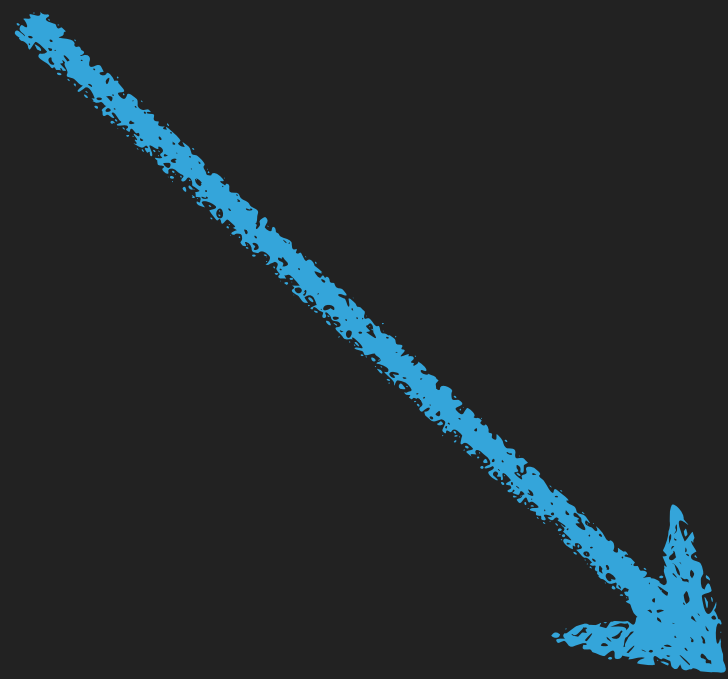
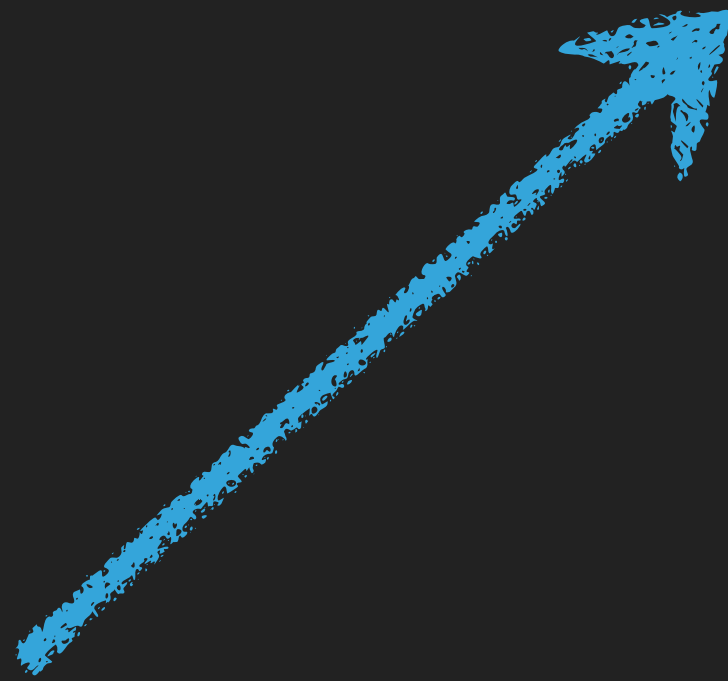
**ANDROID
DEVELOPMENT
~ UI & BL ~**

**ANDROID
TEST**

**IOS
DEVELOPMENT
~ UI & BL ~**

**IOS
TEST**

**DELIVERY
~ UAT ~**





**DEVELOPMENT
& TESTS**



**DELIVERY
~ UAT ~**



IDEALNI SVIJET

STVARNOST

- ▶ Klijenti šalju izmijenjenu specifikaciju
- ▶ Šalju se izmjene prijevoda
- ▶ “Dodajte samo još jedno polje”
- ▶ Promjena redoslijeda ekrana
- ▶ ●●●



**SERVER API
DEVELOPMENT**

**SERVER
TEST**

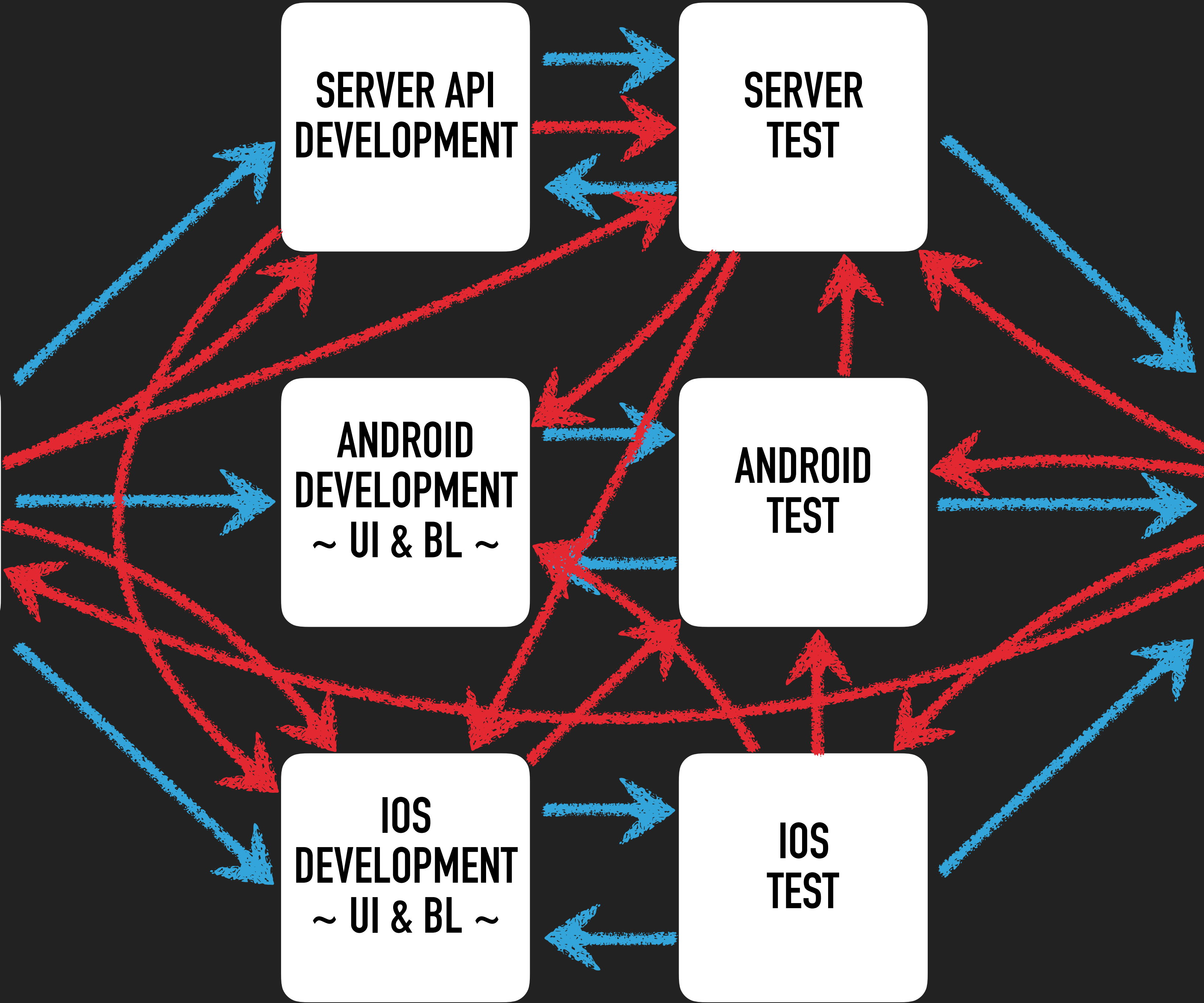
**ANDROID
DEVELOPMENT
~ UI & BL ~**

**ANDROID
TEST**

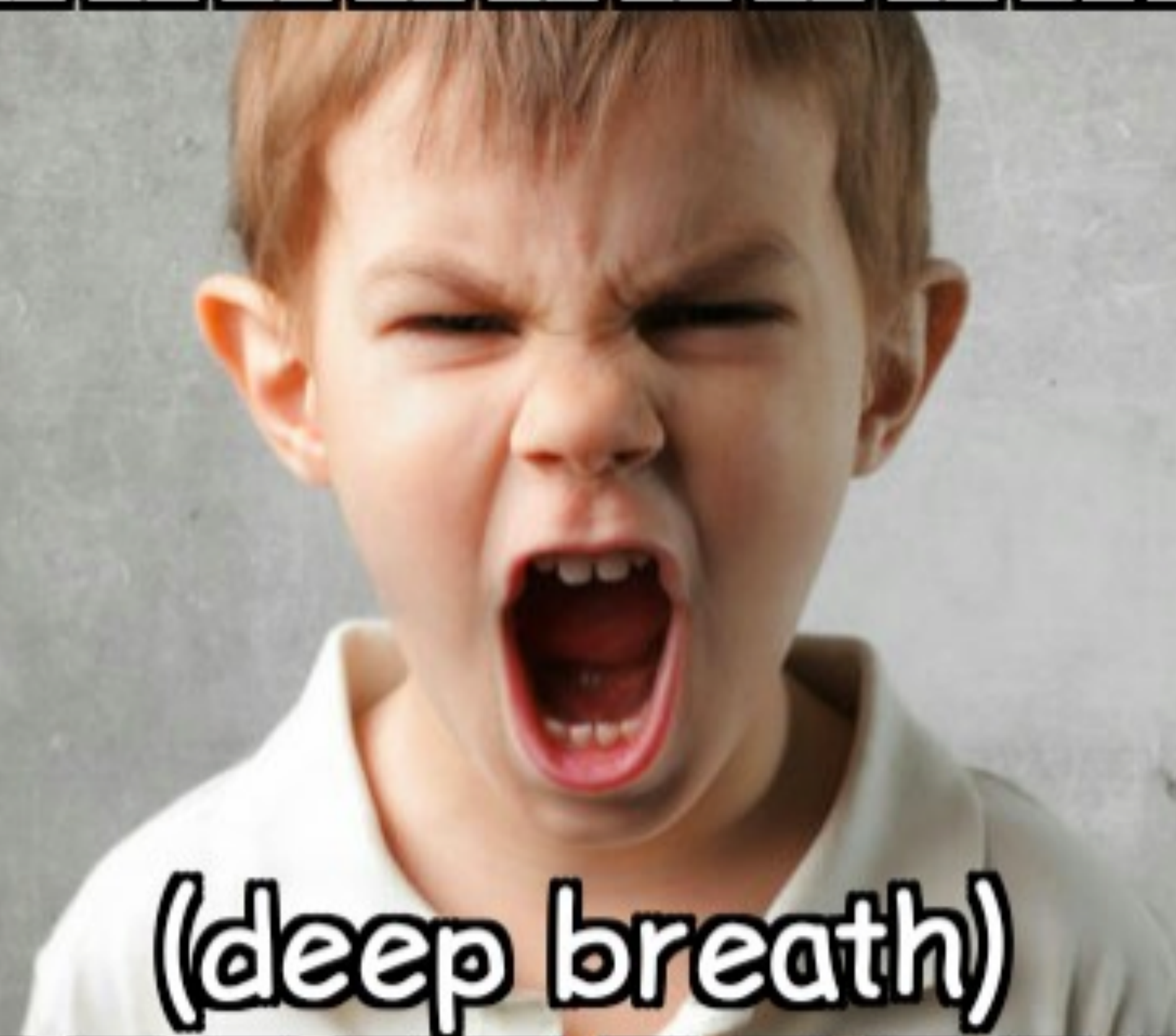
**IOS
DEVELOPMENT
~ UI & BL ~**

**IOS
TEST**

**DELIVERY
~ UAT ~**



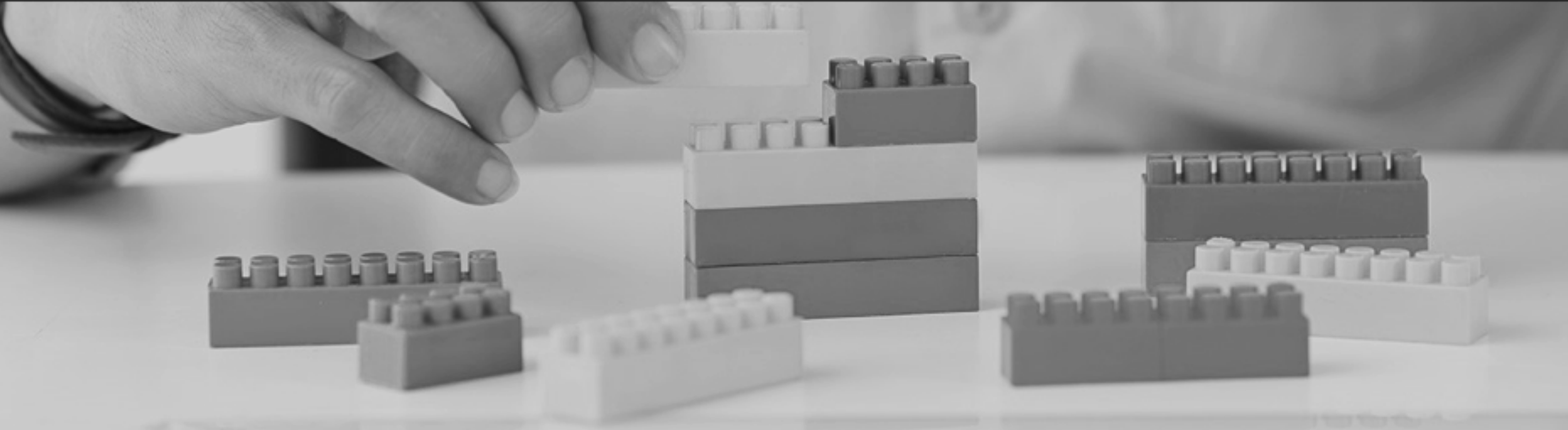
AAAAAAAAAAAAAAAAAH!!!



(deep breath)

AAAAAAAAAAAAAAAAAAAA

AAAAAAAAAAAAAAAAAH!!!



ADAPTIVE ELEMENTS



**SERVER API
DEVELOPMENT**

**SERVER
TEST**

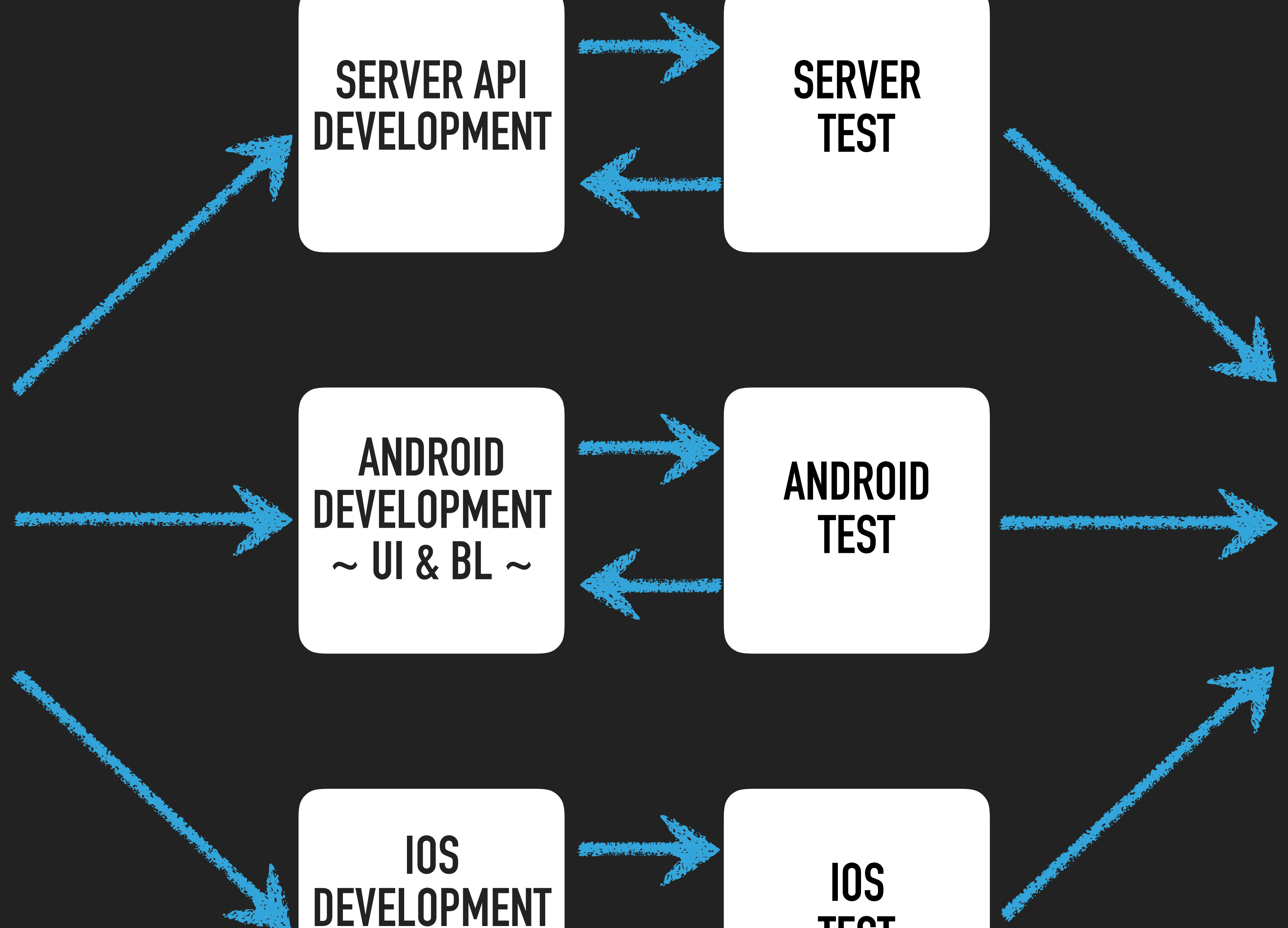
**ANDROID
DEVELOPMENT
~ UI & BL ~**

**ANDROID
TEST**

**IOS
DEVELOPMENT
~ UI & BL ~**

**IOS
TEST**

**DELIVERY
~ UAT ~**





**SERVER API
DEVELOPMENT**
~ BL ~

**SERVER
TEST**

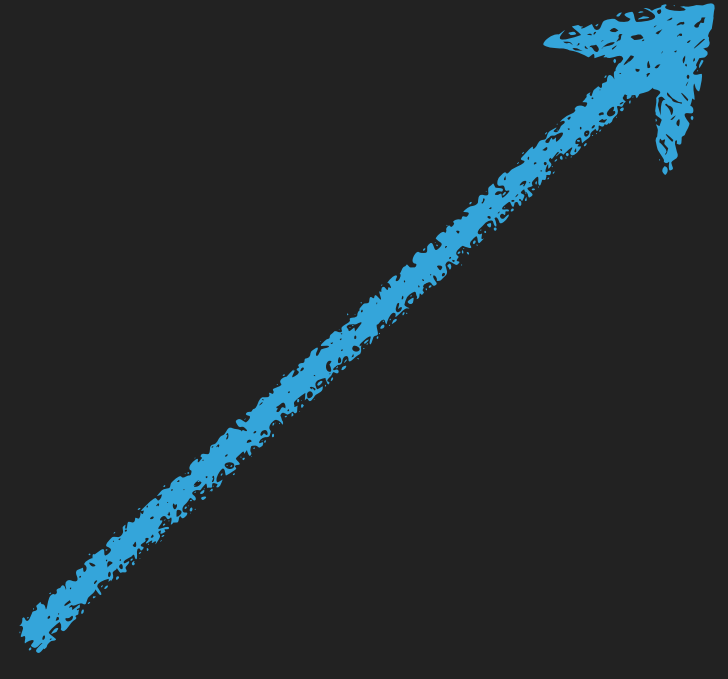
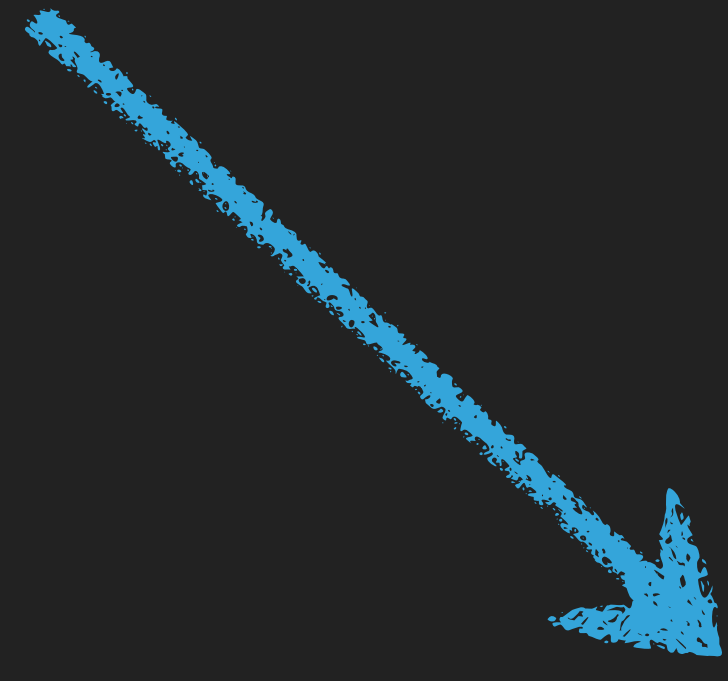
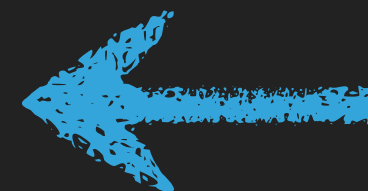
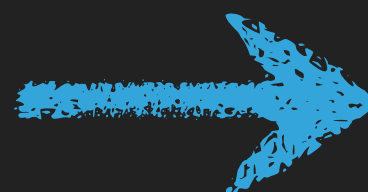
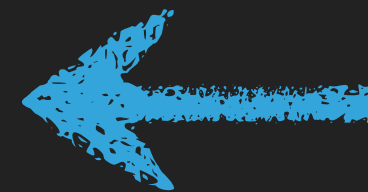
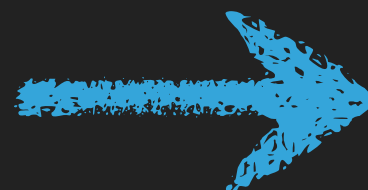
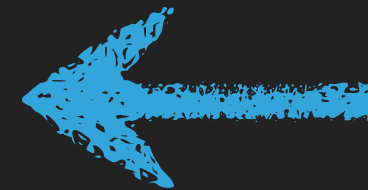
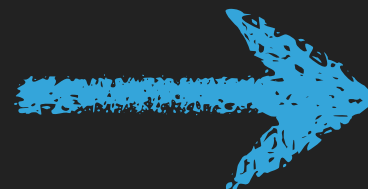
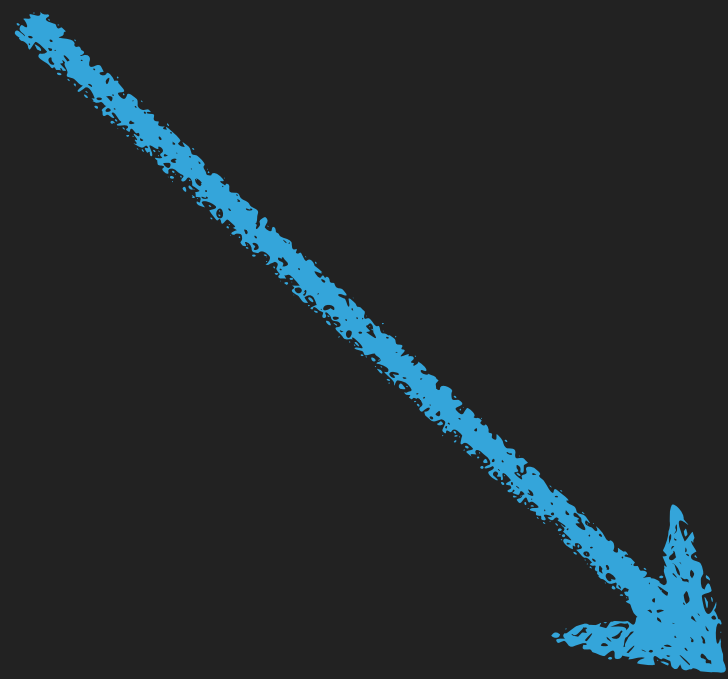
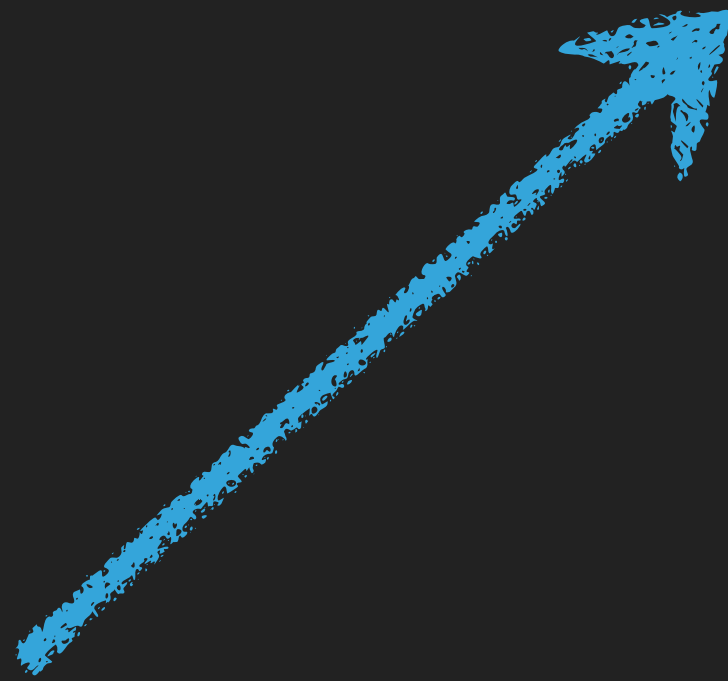
**ANDROID
DEVELOPMENT**
~ UI ~

**ANDROID
TEST**

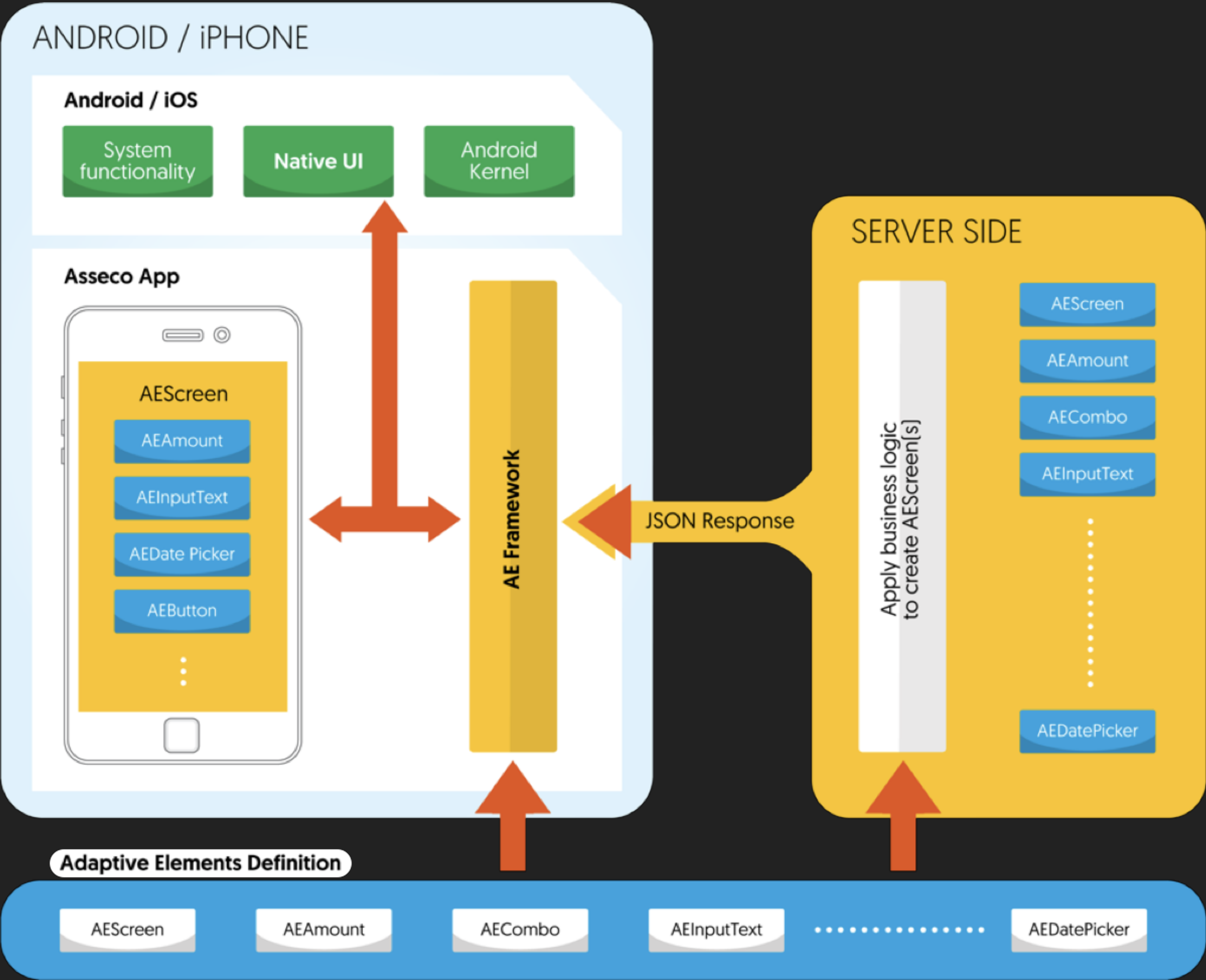
**IOS
DEVELOPMENT**
~ UI ~

**IOS
TEST**

DELIVERY
~ UAT ~

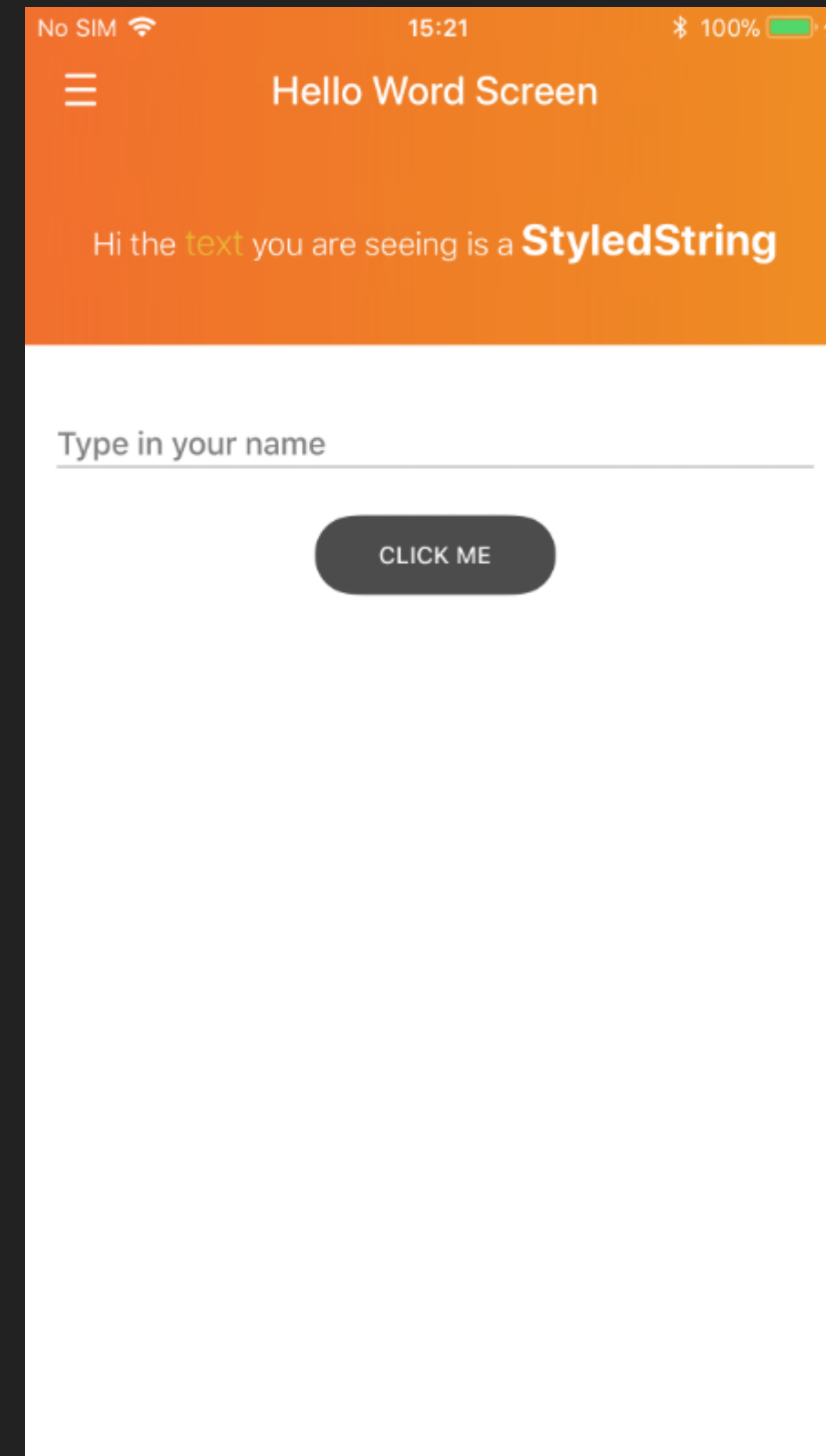






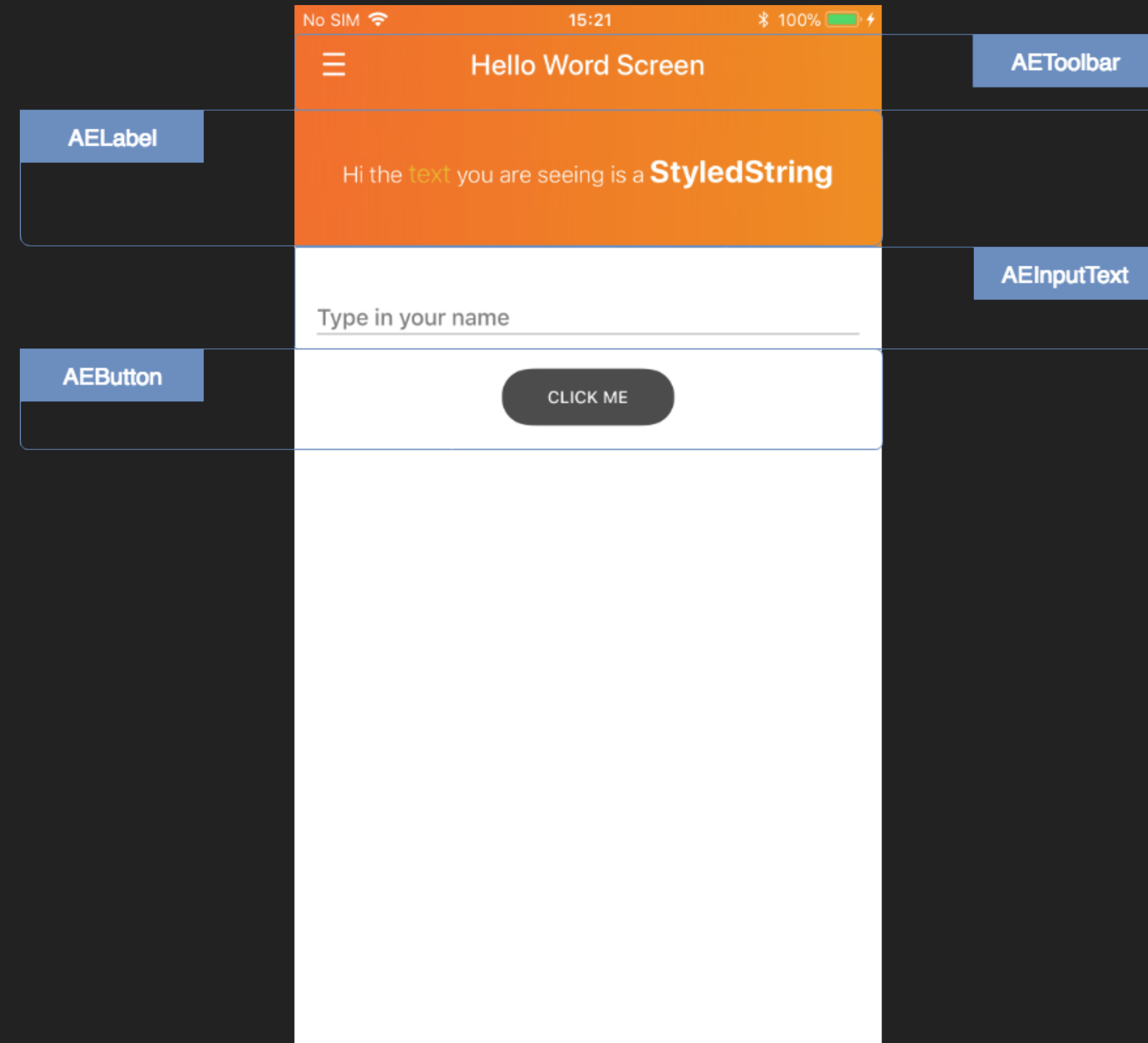
ADAPTIVE SCREEN

- ▶ kontejner za sve elemente
 - ▶ naslagane od vrha do dna
- ▶ Event bus se koristi za komunikaciju elementa
 - ▶ po jedan za svaki ekran, Key-Value parovi
- ▶ agregacija podatak za slanje na server (npr. podaci forme za provedbu naloga)
- ▶ razne specifične implementacije (npr. PanelScreen, DialogScreen ...)



ADAPTIVE ELEMENT

- ▶ baza za svaki vizualni element
- ▶ implementira poslovnu logiku i interakciju s drugim elementima
- ▶ Podjela na:
 - ▶ **Interactive**
 - ▶ Npr. AEInputText
 - ▶ **NonInteractive**
 - ▶ Npr. AELabel



ACTION

- ▶ Osnova za bilo koju korisnikovu akciju/namjeru
 - ▶ ActionNavigate
 - ▶ ActionNavigateWithPIN
 - ▶ ActionValidate
- ▶ Sadrži meta-podatke specifične za provođenje akcije
- ▶ za pozivanje metoda na serveru ili akcija na mobitelu (npr. otvori e-mail, pokreni poziv, pokreni kameru, preuzmi datoteku ...)

AEToolbar



#withCash



AETOOLBAR



#withCash



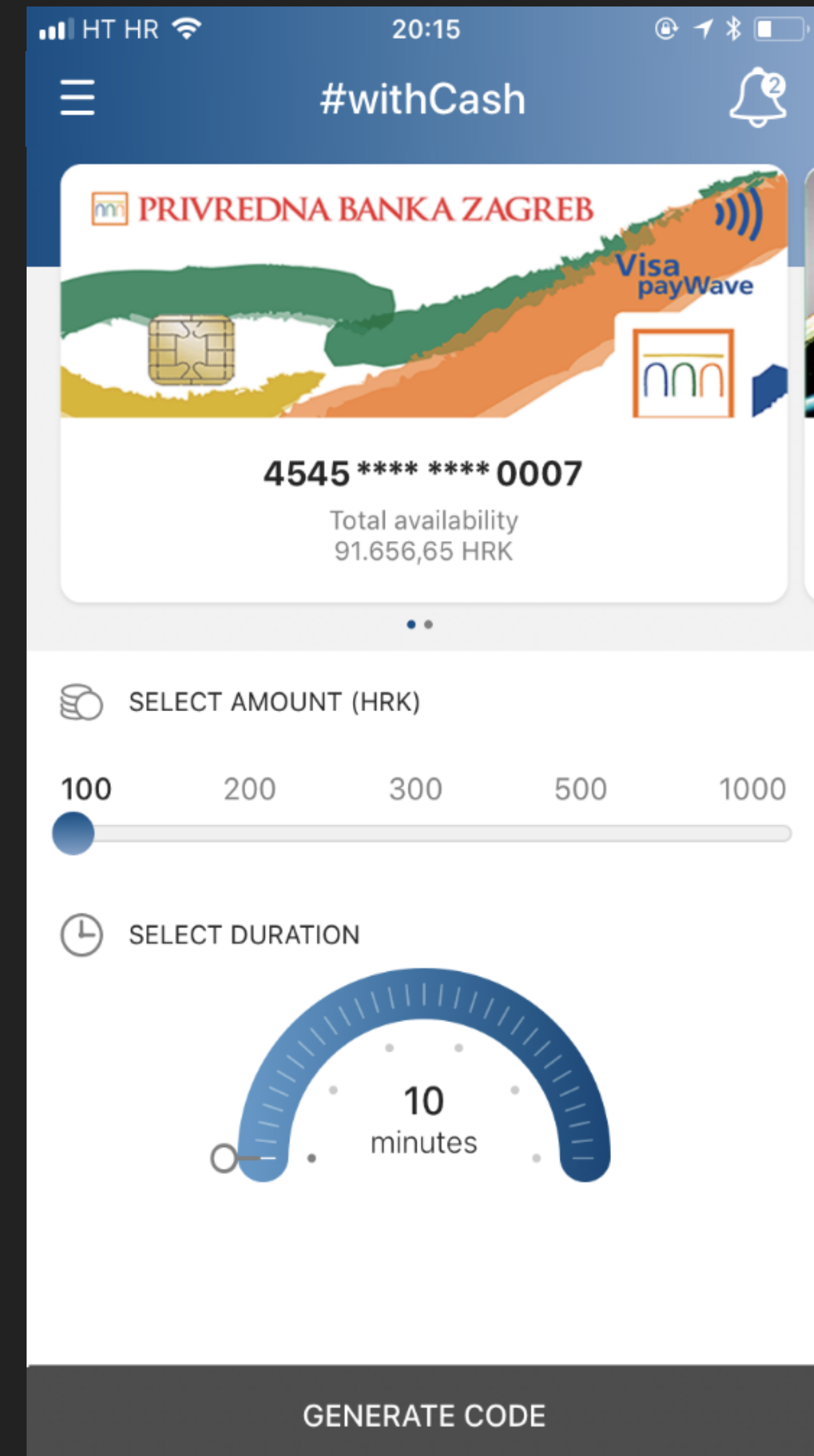
- ▶ Primjer za AEToolbar
 - ▶ lijevi i desni gumb
 - ▶ naslov
 - ▶ boja teksta

```
{
  "name" : "AEToolbar",
  "superType" : "AdaptiveElement",
  "fields" : [
    {
      "name" : "title",
      "type" : "string",
      "optional" : true,
      "sequence" : false,
      "description" : "the title in the center for iOS, and le
    },
    {
      "name" : "titleColor",
      "type" : "string",
      "optional" : true,
      "sequence" : false,
      "description" : "title text color",
      "default" : "#000000"
    },
    {
      "name" : "btnStart",
      "type" : "ActionAbstract",
      "optional" : true,
      "sequence" : false,
      "description" : "the previous button"
    },
    {
      "name" : "btnEnd",
      "type" : "ActionAbstract",
      "optional" : true,

```

POSLOVNI ZAHTJEV

- ▶ Odabir kartice
- ▶ Odabir iznosa
- ▶ Odabir trajanja
- ▶ Nastavak moguć tek kada je odabrano vrijeme



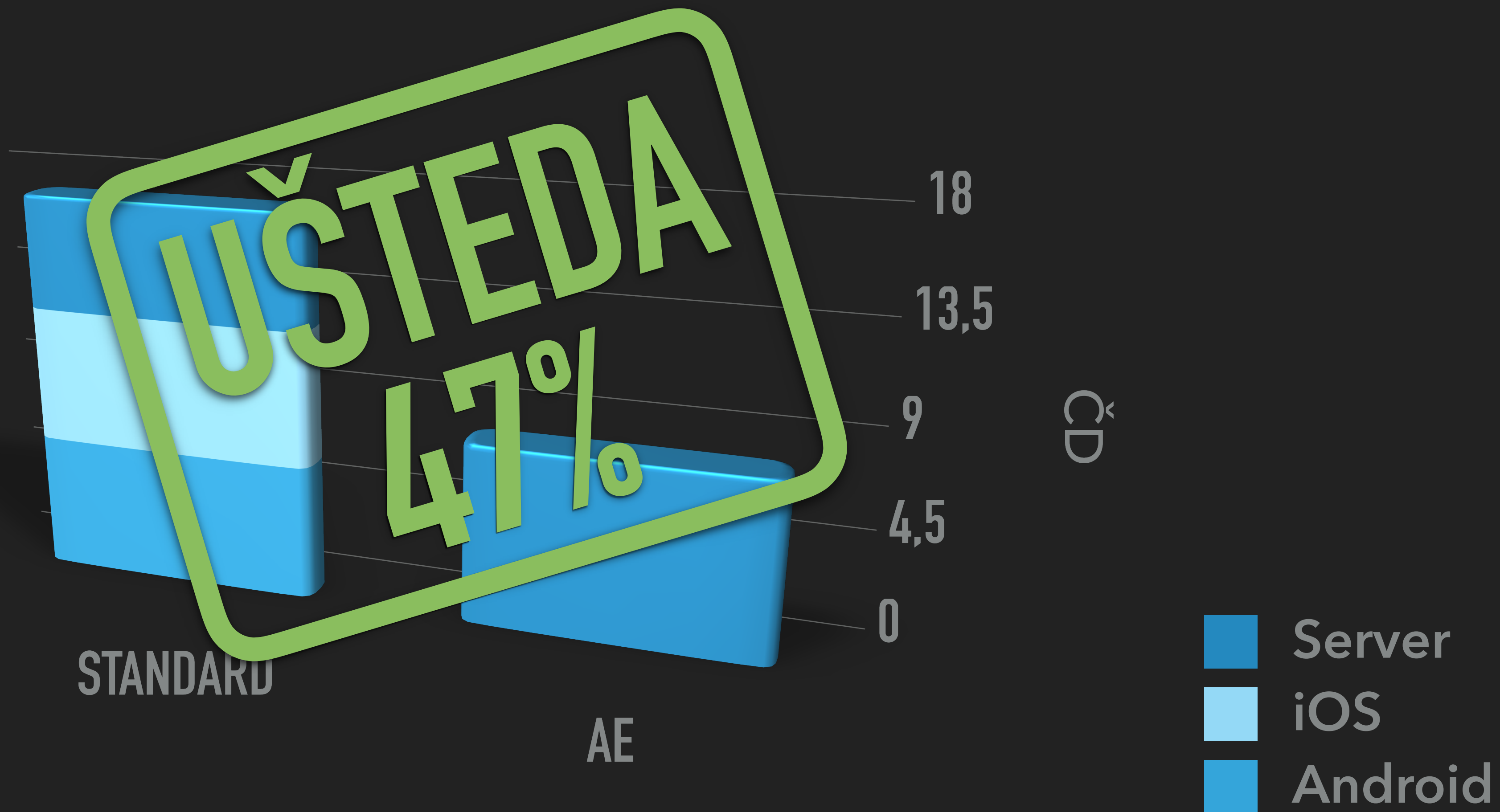
POSLOVNI ZAHTJEV

- ▶ identificirati elemente
 - ▶ (po potrebi definirati novi)

The image shows a mobile application interface for generating a code, with several UI elements annotated with labels:

- AEToolbar**: Located at the top right of the app's navigation bar, containing a notification icon.
- AEPickerCard**: A card at the top of the main content area displaying the bank name 'PRIVREDNA BANKA ZAGREB', a Visa payWave logo, a chip icon, the card number '4545 **** * 0007', and the total availability '91.656,65 HRK'.
- AELabel**: Labels for the 'SELECT AMOUNT (HRK)' title, the amount values (100, 200, 300, 500, 1000), and the 'SELECT DURATION' title.
- AESliderText**: Labels for the amount selection options (100, 200, 300, 500, 1000).
- AESliderGaugeCircle**: Labels for the duration selection gauge, which is a semi-circular slider showing '10 minutes'.
- AESliderText**: Labels for the '10 minutes' value and the 'minutes' unit text.
- AESliderText**: Label for the 'GENERATE CODE' button at the bottom.

SVI AE SU VEĆ DEFINIRANI



POTREBNO DEFINIRATI 2 NOVA ELEMENTA





FBZ
Your bank everywhere
Access your banking info
and manage your money
Ready to get started? Download via
App Store | Google Play
We need your information
to download the app

SOFTWARE
ENGINEER
WE DO
PRECISION
GUESS WORK
BASED ON UNRELIABLE DATA
PROVIDED BY THOSE OF
QUESTIONABLE
KNOWLEDGE

PITANJA I ODGOVORI

HVALA!