Lessons Learned building IBM i Mobile Applications

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Some of the Lessons Learned building IBM i Mobile Applications

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## Make up your mind!



### **IBM i Mobile Applications**

- Emulator
- App?
- New apps
- Existing green screen programs





#### **Emulator?**



next cursor: 20-7 enter MAIN OS/400 Ma. Select one of the following: 1. User tasks 2. Office tasks 3. General system tasks 4. Files, libraries, and folders 5. Programming 6. Communications 7. Define or change the system 8. Problem handling 9. Display a menu	Select one of the following: 1. User tasks 2. Office tasks 3. General system tasks 4. Files, libraries, and for 5. Programming 6. Communications	next cursor: 20-7 enter MAIN Select one of the follow: 1. User tasks 2. Office tasks 3. General system ta 4. Files, libraries,
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#### **Emulator?**



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### App?

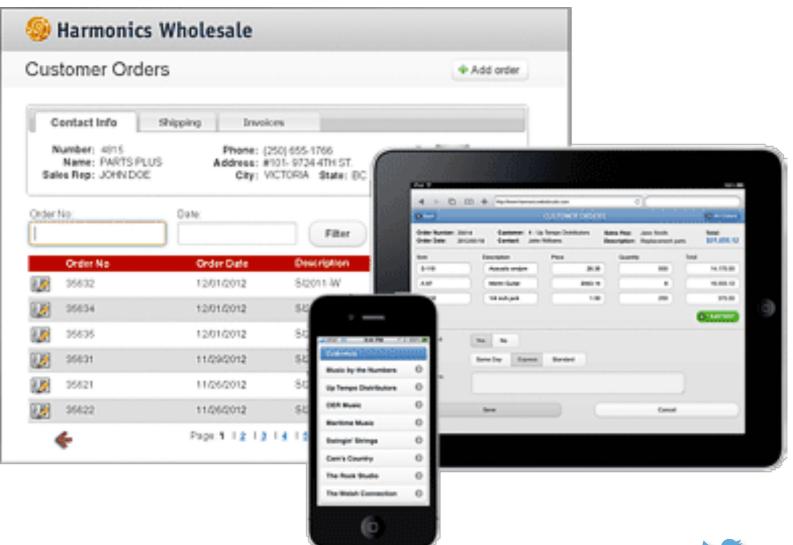






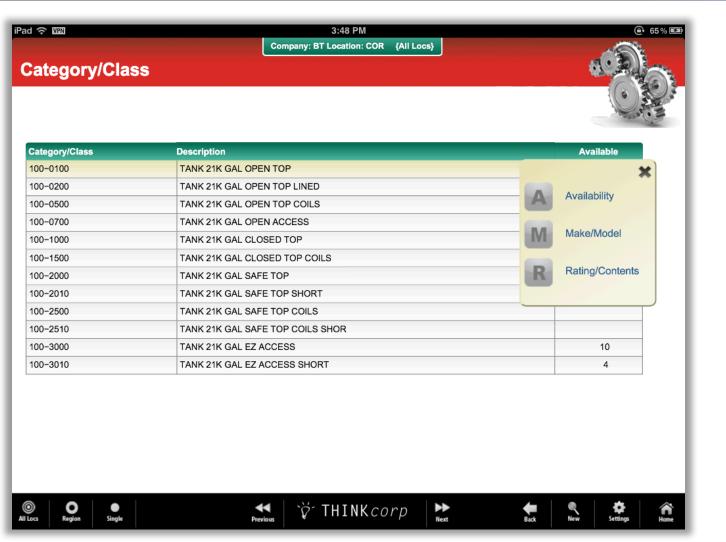
#### New apps







#### **Green screen applications**





#### **Mobile Device Application**

- Native
- Browser





### **Mobile Device Application**

#### Native

One version for every mobile OS

#### Browser

- One version for every mobile browser
  - HTML5
  - CSS3
  - Javascript
- Hybrid?



### Lesson

## You better have a bunch of mobile devices



#### Devices







## Become a user...



#### **Use these!**





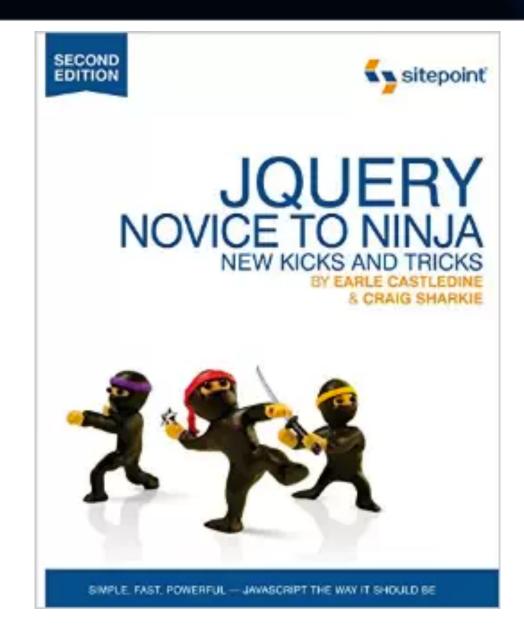


## Read some books!



#### sitepoint







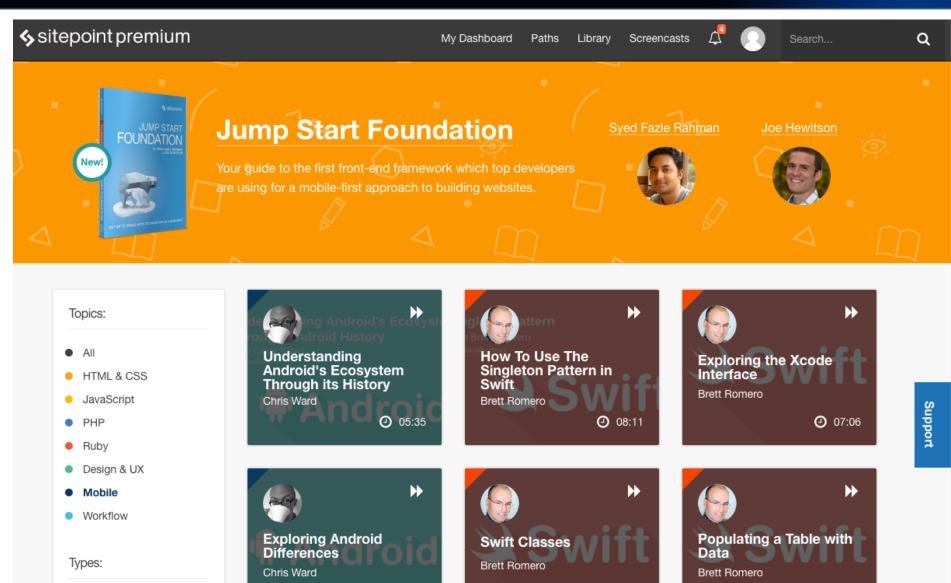
## Read some books!

ok... Watch some videos!



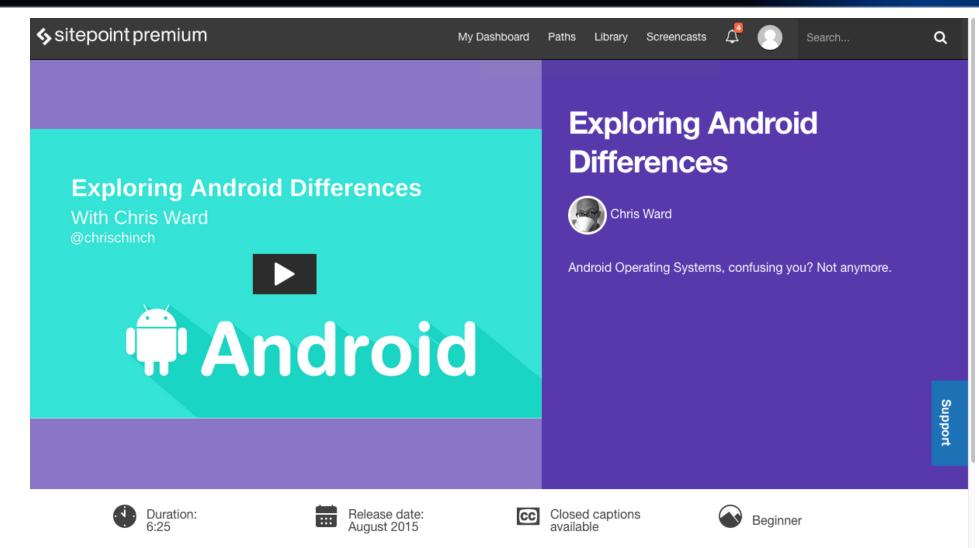
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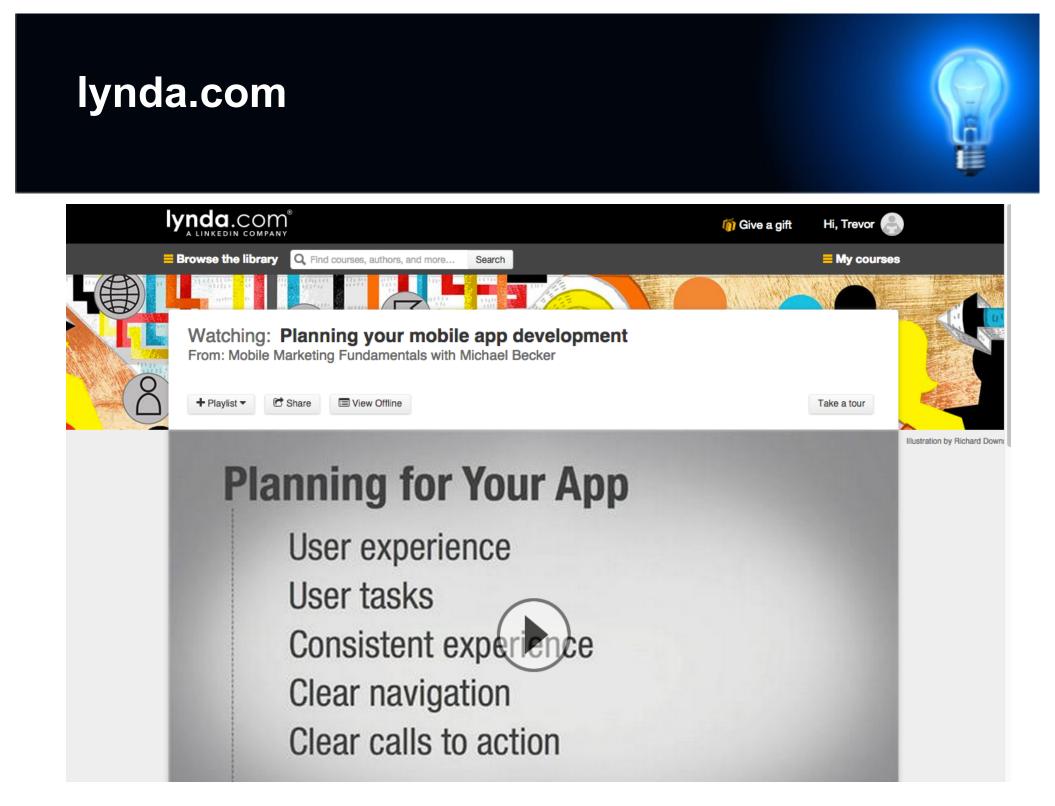




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#### Mobile App Design from Scratch: Design Principles, and UX

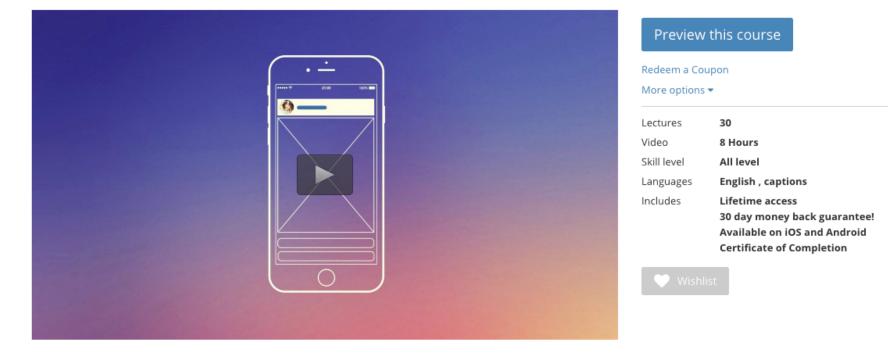
A step by step guide to learn how to design a great mobile app.

★ ★ ★ ★ ★ 146 ratings, 16118 students enrolled

Instructed by Maxime Cormier

Development / Mobile Apps

Q



#### teamtreehouse



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Learn what user interface design entails, what we're going to design, and some understanding of development languages used to build our app. Discover the tools that are used to create a user interface. Finally, learn about the nuances of designing for Apple's iOS platform.

multi-disciplinary



designer. She has a

client list that includes Blackberry, News International, and STV and specialises in UI design for iOS. Sarah is the owner of You Know



## Take advice



#### w3schools.com

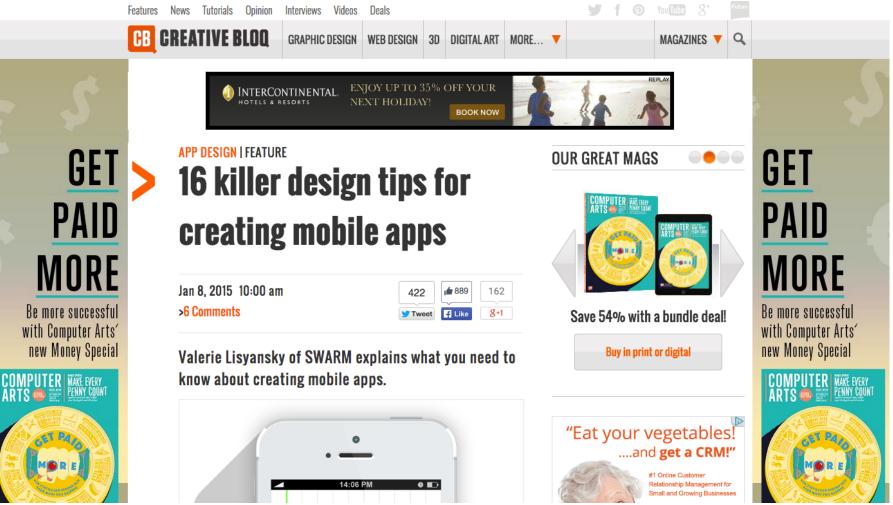
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	<b>JavaScript</b> The language for programming web pages. LEARN JAVASCRIPT REFERENCE	<pre>JavaScript Example:</pre>

# 16 killer design tips for creating mobile apps



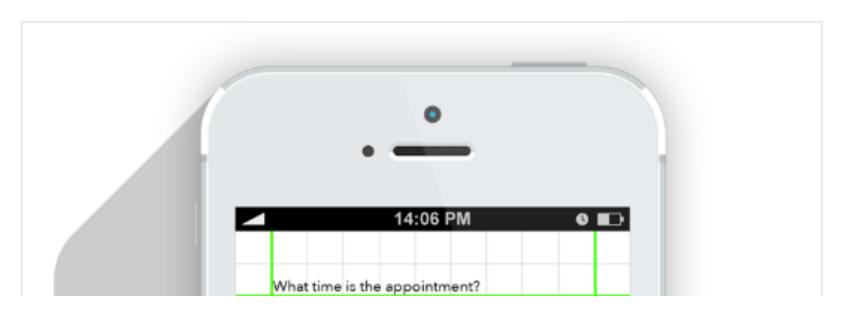




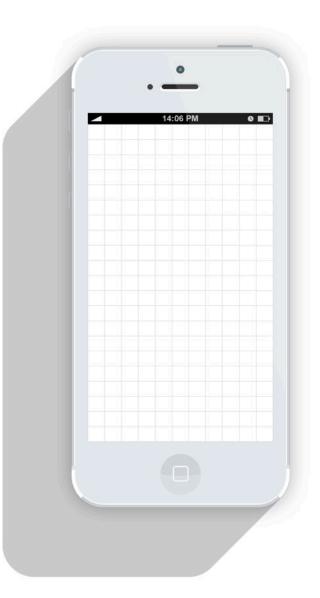
Jan 8, 2015 10:00 am >6 Comments



# Valerie Lisyansky of SWARM explains what you need to know about creating mobile apps.

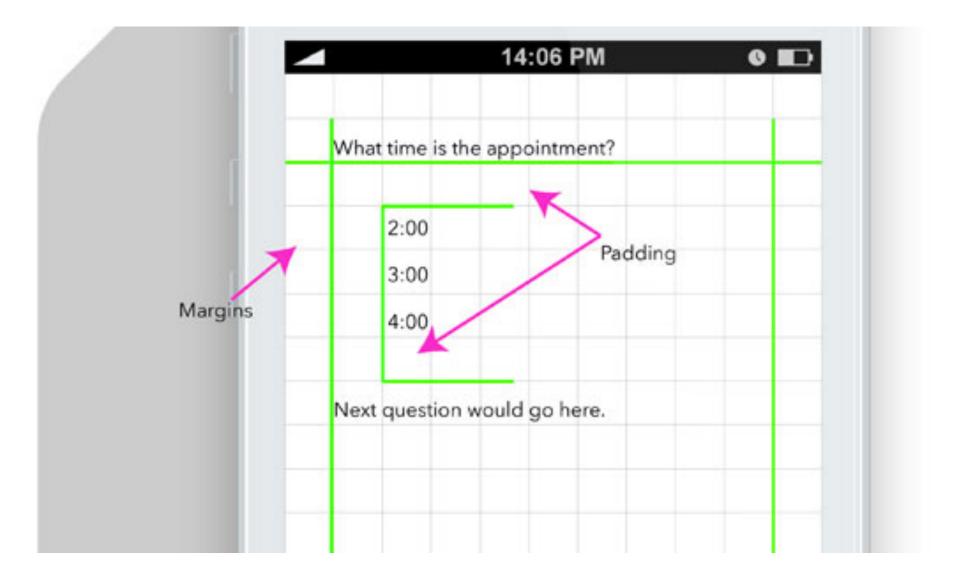


#### 01. Everything exists on a grid





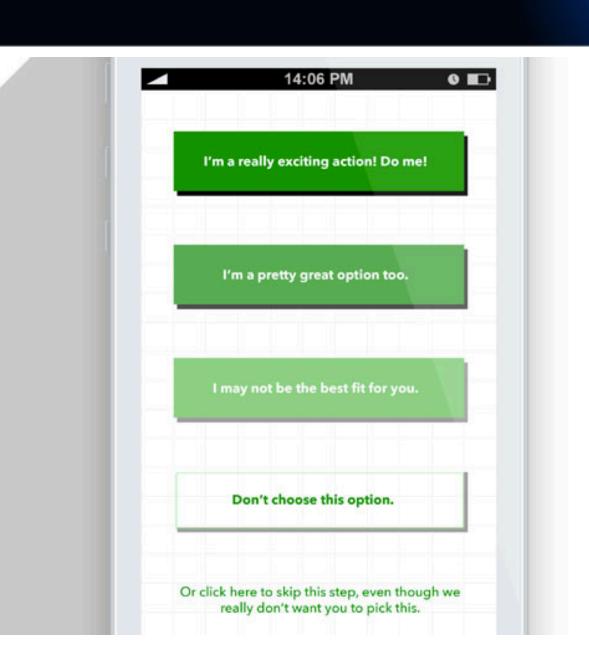
#### 02. Every element defines the spacing



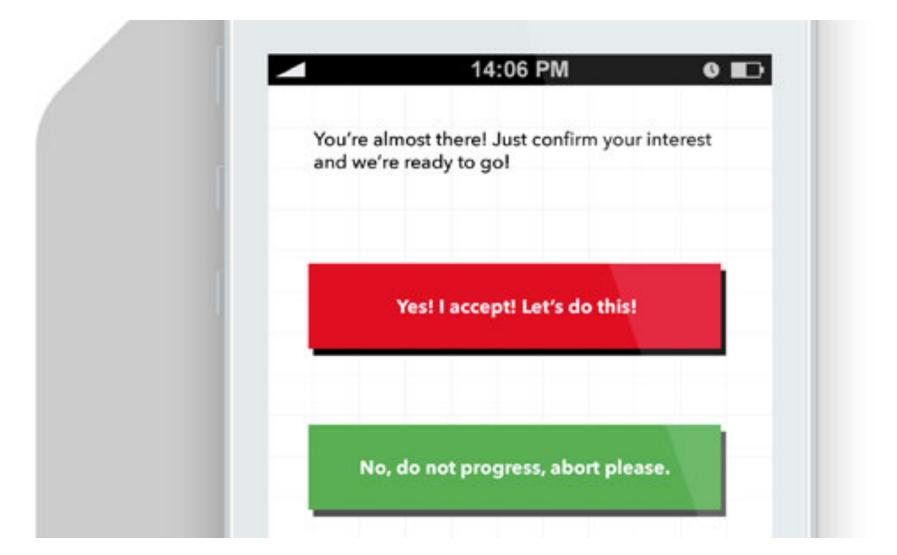
#### **03. Colour creates hierarchy**

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	I'm a really exciting action! Do me!
	I'm a pretty great option too.
	I may not be the best fit for you.
	Don't choose this option.
-	Or click here to skip this step, even though we really don't want you to pick this.

#### **03. Colour creates hierarchy**



#### **03. Colour creates hierarchy**



# 04. Colour is not about you liking it, it's about the brand

- Brand is focused on the emotional relationship you consumers or customers have with your service or product.
- Colour helps define that relationship in subtle yet effective ways.
- You don't have to like your colours for them to be effective.

#### 05. Pink is not a shade of red



- Colour 101: Hue is the base colour, like red, blue, green, etc.
- If white is added to a colour, it is a tint of that colour, if black is added, it is a shade of that colour.
- Thus when describing the colour of something it may have a red hue and be a shade or a tint but not both at the same time.

# 06. Logos add style but they don't make or break



 A brand makes the client as much as the client makes the brand. A logo isn't going to make you a great business: but a poorly executed and thought out logo will reflect poorly on your business.

#### 07. The page title



 Screen titles on websites are excellent ways to remind the user of where they are after they opened 35 tabs and don't recall the content.

## 07. The page title

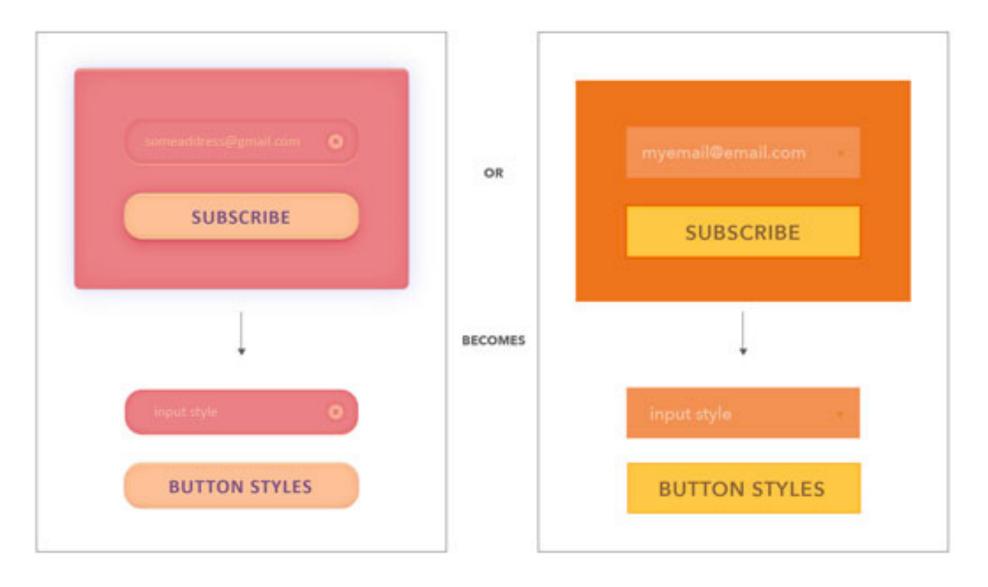
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Best Western Plus Brooklyn Bay Hotel
BEST WESTERN PLUS Seaport Inn
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Blue Moon Hotel New York
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## 08. Define elements, then repeat them



## 08. Define elements, then repeat them

- If one of the 'go' buttons is the colour purple, then all 'go' buttons should be the colour purple.
- If one screen has 20 px padding on all side, all screens should maintain this consistency.
- This is what we mean by defining elements and repeating them.
- Each element should be defined, as should the colours inside the app.

# 09. Simple tricks can be used to separate text and create hierarchy

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## 10. Outdated is another word for not trendy

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## 10. Outdated is another word for not trendy



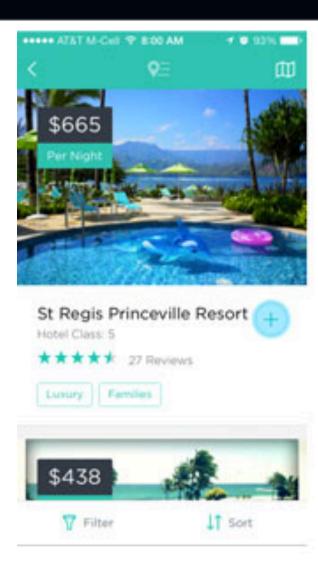
**FLAT DESIGN** 

## SKEUOMORPHISM

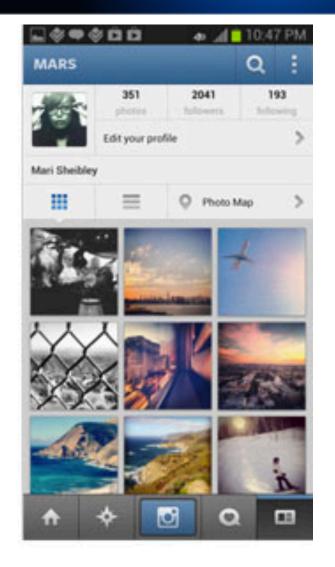




## 11. Most apps are basically just lists



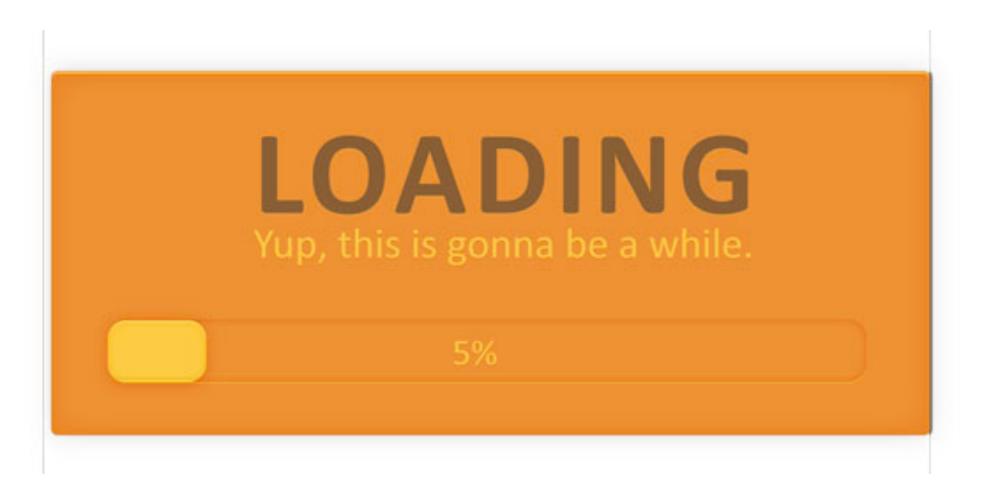




## 12. How to make a decision on a layout

- Design libraries exist to help decide which layout is the best for a particular problem.
- Here are some good ones.
  - http://www.pttrns.com/
  - http://www.mobile-patterns.com/
  - http://inspired-ui.com/
  - https://www.cocoacontrols.com/
  - http://www.lovelyui.com/
  - http://androidux.com/
  - https://developer.yahoo.com/ypatterns/about/libraries.html

## 13. Actions requires feedback, and fast



## 14. Postpone sign up



- Offer sign up on one page.
- Have the user signup once they 'like' or 'heart' an item; allow them to get engaged first.
- You'll have significant user dropoff from logins, and usually the sign up doesn't offer much value to the brand anyway.

## **15. When to use a fancy font**



Arial is plain and easy to read.

Avenir Next is the iphone standard and pretty neat.

Roboto is the Android standard.

Helvetica is used (way too) often, though it is easy to read

## 15. When to use a fancy font

- The most important considerations for selecting a font are:
  - Can I easily use it on mobile/web?
  - Is there a variety of weights?
  - Is it legible?

## 16. Each system has visual guidelines

- Android, Windows and iOS have design guidelines that cover different design styles and are rather detailed with specific information like widths between text.
- They're a great resource when you're not sure how to proceed.





## Get smart



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4.0834961%204.0834961v14.1962891c0%202.7%201.4%204.1%204.1%204.0830078h2.7011719%20C17.0043945%2029.9%2018.4%2028.6%2 018.4%2025.9%22/%3E%0A%3C/g%3E%0A%3Cg%3E%0A%09%3Cpath%20fill%3D%22%23FFFFF%22%20d%3D%22M26.2836914%2025.2 631836c0%200.5429688-0.2548828%200.7983398-0.7988281%200.7983398h-1.1176758v-

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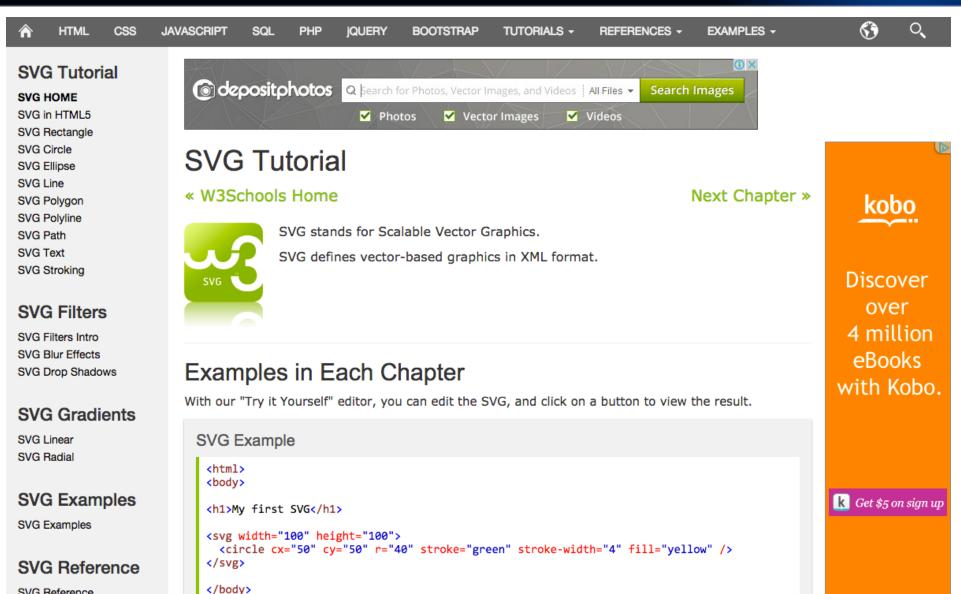
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## w3schools.com





SVG Reference



## Understand U X





## Understand User eXperience



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 https://developer.apple.com/library/ios/documentation/ UserExperience/Conceptual/MobileHIG/



iOS Human Interface Guidelines

#### **UI Design Basics**

#### Designing for iOS

iOS App Anatomy Adaptivity and Layout Starting and Stopping Navigation Modal Contexts Interactivity and Feedback Animation Branding Color and Typography Icons and Graphics Terminology and Wording

**Design Strategies** 

Integrating with iOS

iOS Technologies

**UI Elements** 

Icon and Image Design

**Revision History** 

#### Designing for iOS

iOS embodies the following themes:

- · Deference. The UI helps people understand and interact with the content, but never competes with it.
- Clarity. Text is legible at every size, icons are precise and lucid, adornments are subtle and appropriate, and a sharpened focus on functionality motivates the design.
- · Depth. Visual layers and realistic motion impart vitality and heighten people's delight and understanding.





🗯 Developer

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### Designing for iOS

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  - Depth.
    - Visual layers and realistic motion impart vitality and heighten people's delight and understanding.



- Whether you're redesigning an older app or creating a new one, consider approaching the job in this way:
  - First, look past the UI to the app's core functionality and affirm its relevance.
  - Next, use the themes of iOS to inform the design of the UI and the user experience.
     Add details and embellishments with care and never gratuitously.
  - Finally, be sure to design your UI to adapt to various devices and modes so that users can enjoy your app in as many contexts as possible.



 Throughout the process, be prepared to defy precedent, question assumptions, and let a focus on content and functionality motivate every design decision.



- Defy precedent
- Question assumptions
- Let a focus on content and functionality motivate every design decision

) Blog Support Store

Developer Get Involved

## elementary OS

A fast and open replacement for Windows and OS X





Blog Support Store

Developer Get Involved

What Design Is Not Concision Avoid Configuration Minimal Documentation User Workflow First-Launch Experience Normal Launch Always Provide An Undo Always Saved Closing **Background Tasks** Desktop Integration App Launchers Contractor **Dock Integration** System Indicators Container Widgets Windows Popovers Toolbars UI Toolkit Elements Widget Concepts Infobars Welcome Screen Source List Buttons AppMenu Search Fields

### Human Interface Guidelines

These guidelines are designed to help developers and designers create a beautifully consistent experience on the elementary desktop. They were written for interface designers, graphic artists and software developers who will be working on elementary OS. They will not only define specific design elements and principles, but will also instill a philosophy that will allow you to decide when it is appropriate to deviate from the Guidelines. Adhering to the suggestions contained here will provide many benefits:

- Users will learn to use your application faster because it shares common elements that they are already familiar with.
- Users will accomplish tasks more quickly because you will have a straight-forward interface design that isn't confusing or difficult.
- Your application will appear native to the desktop and share the same elegant look as default applications.
- Your application will be easier to document because an expected behavior does not require explanation.
- The amount of support you will have to provide, including bugs filed, will be lessened (for the reasons above).

To help you achieve these goals, these guidelines will cover basic interface elements, how to use them and put them together effectively, and how to make your application integrate well with the desktop. The most important thing to remember is that following these guidelines will make it easier to design a new application, not harder.

However, keep in mind that this is a guideline, not a rulebook. New, amazing interaction paradigms appear every day and more are waiting to be discovered. This is a living document that can and will be changed.



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- This is a living document that can and will be changed.

## elementary OS – what design is NOT

- Design is not something you add on after you've completed a product.
- Whether you realize it or not, you are constantly designing anything you build. It is an intrinsic part of creating something.
- Design is not just what something looks like. It's not just the colors and fonts.
- Design is how it works.
- When you decide to add a button that does a thing, that is design. You made a decision to add a button with an icon or a label and where that button went and the size and color of that button.
- Decisions are designs.

## elementary OS – what design is NOT

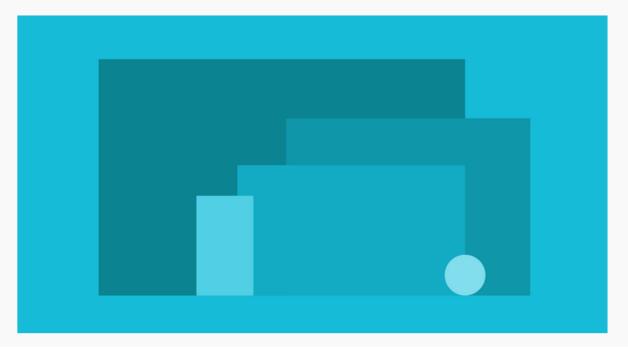
- Design is not just, like, your opinion, man.
- Design is testable.
- One design will meet a specific goal better than another design.
- Consider different types of bicycles. A folding bicycle has a different set of design goals than a mountain bicycle. Things like weight, size, and tire tread are important factors in helping the intended user reach their goals.
- Because we understand that design is about solving specific problems, we must also understand that we can objectively compare the effectiveness of two designs at solving those problems.

## google



## Material design

#### Introduction



## **Material Design Goals**



- Create a visual language that synthesizes classic principles of good design with the innovation and possibility of technology and science.
- Develop a single underlying system that allows for a unified experience across platforms and device sizes.
- Mobile precepts are fundamental, but touch, voice, mouse, and keyboard are all first-class input methods.

## **Material Design Goals**



- •All first-class input methods.
  - Touch
  - Voice
  - Mouse
  - Keyboard



# Learn about colour design



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## Lesson

Never let a programmer design a user interface



#### **Material Design Style**



#### Google

Material design

What is material?

Animation

Style

Color

Icons

Imagery

Typography

Writing

Layout

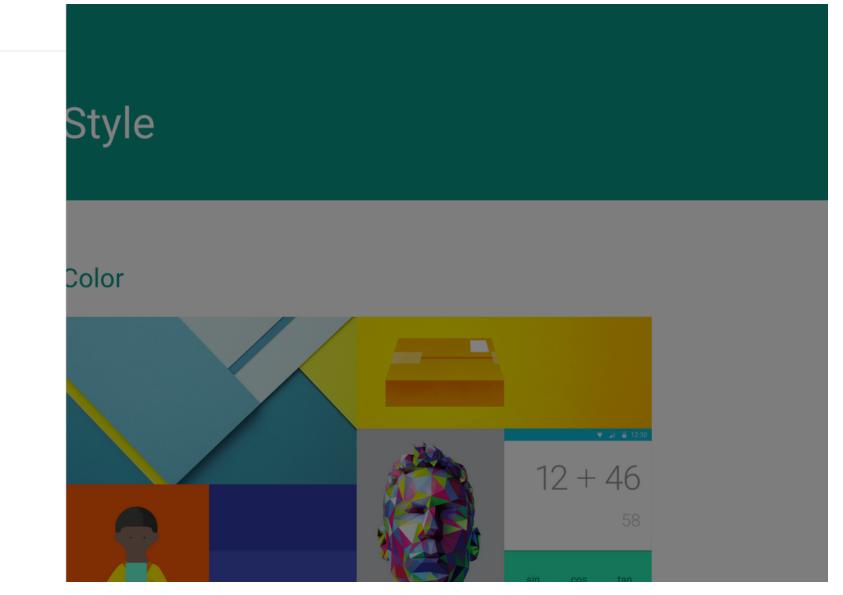
Components

Patterns

Usability

Resources

What's new



Red	
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50	#FFEBEE
100	#FFCDD2
200	#EF9A9A
300	#E57373
400	#EF5350
500	#F44336
600	#E53935
700	#D32F2F
800	#C62828
900	#B71C1C
A100	#FF8A80
A200	#FF5252
A400	#FF1744
4700	#050000

#D50000

A700

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100	#F8BBD0
200	#F48FB1
300	#F06292
400	#EC407A
500	#E91E63
600	#D81B60
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800	#AD1457
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A100	#FF80AB
A200	#FF4081
A400	#F50057
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50	#F3E5F5
100	#E1BEE7
200	#CE93D8
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500	#9C27B0
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A200	#E040FB
A400	#D500F9
A700	#AA00FF

Deep Purple	
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100	#D1C4E9
200	#B39DDB
300	#9575CD
400	#7E57C2
500	#673AB7
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800	#4527A0
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A200	#7C4DFF
A400	#651FFF
A700	#6200EA

Indigo	
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50	#E8EAF6
100	#C5CAE9
200	#9FA8DA
300	#7986CB
400	#5C6BC0
500	#3F51B5
600	#3949AB
700	#303F9F
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900	#1A237E
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A200	#536DFE
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A700	#304FFE

Blue	
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100	#BBDEFB
200	#90CAF9
300	#64B5F6
400	#42A5F5
500	#2196F3
600	#1E88E5
700	#1976D2
800	#1565C0
900	#0D47A1
A100	#82B1FF
A200	#448AFF
A400	#2979FF
A700	#2962FF

Light Blue	
500	#03A9F4
50	#E1F5FE
100	#B3E5F0
200	#81D4F4
300	#4FC3F3
400	#29B6F6
500	#03A9F4
600	#039BE
700	#0288D1
800	#0277BE
900	#01579E
A100	#80D8FF
A200	#40C4FF
A400	#00B0FF
1844	

#0091EA

A700

Cyan	
500	#00BCD4
50	#E0F7FA
100	#B2EBF2
200	#80DEEA
300	#4DD0E1
400	#26C6DA
500	#00BCD4
600	#00ACC1
700	#0097A7
800	#00838F
900	#006064
A100	#84FFFF
A200	#18FFFF
A400	#00E5FF
A700	#00B8D4

Teal	
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50	#E0F2F1
100	#B2DFDB
200	#80CBC4
300	#4DB6AC
400	#26A69A
500	#009688
600	#00897B
700	#00796B
800	#00695C
900	#004D40
A100	#A7FFEB
A200	#64FFDA
A400	#1DE9B6
A700	#00BFA5

Green	
500	#4CAF5
50	#E8F5E
100	#C8E6C
200	#A5D6A
300	#81C78
400	#66BB6/
500	#4CAF5
600	#43A04
700	#388E3(
800	#2E7D3
900	#1B5E2
A100	#B9F6C/
A200	#69F0A
A400	#00E67
A700	#00C85

Light Green	
500	#8BC34A
50	#F1F8E9
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200	#C5E1A5
300	#AED581
400	#9CCC65
500	#8BC34A
600	#7CB342
700	#689F38
800	#558B2F
900	#33691E
A100	#CCFF90
A200	#B2FF59
A400	#76FF03
A700	#64DD17

Lime	
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100	#F0F4C3
200	#E6EE9C
300	#DCE775
400	#D4E157
500	#CDDC39
600	#C0CA33
700	#AFB42B
800	#9E9D24
900	#827717
A100	#F4FF81
A200	#EEFF41
A400	#C6FF00
A700	#AEEA00

Yellow		1
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50	#FFFDE7	-
100	#FFF9C4	1
200	#FFF59D	2
300	#FFF176	3
400	#FFEE58	4
500	#FFEB3B	-
600	#FDD835	6
700	#FBC02D	7
800	#F9A825	8
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A100	#FFFF8D	1
A200	#FFFF00	4
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A700	#FFD600	1

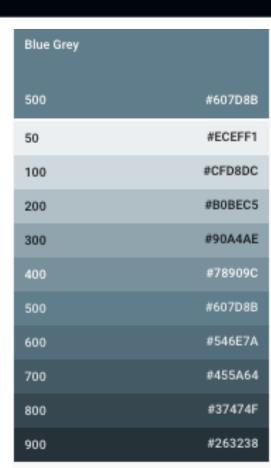
Amber	
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50	#FFF8E1
100	#FFECB3
200	#FFE082
300	#FFD54F
400	#FFCA28
500	#FFC107
600	#FFB300
700	#FFA000
800	#FF8F00
900	#FF6F00
A100	#FFE57F
A200	#FFD740
A400	#FFC400
A700	#FFAB00

Orange	
500	#FF9800
50	#FFF3E0
100	#FFE0B2
200	#FFCC80
300	#FFB74D
400	#FFA726
500	#FF9800
600	#FB8C00
700	#F57C00
800	#EF6C00
900	#E65100
A100	#FFD180
A200	#FFAB40
A400	#FF9100
A700	#FF6D00

Deep Orange	
500	#FF5722
50	#FBE9E7
100	#FFCCBC
200	#FFAB91
300	#FF8A65
400	#FF7043
500	#FF5722
600	#F4511E
700	#E64A19
800	#D84315
900	#BF360C
A100	#FF9E80
A200	#FF6E40
A400	#FF3D00
A700	#DD2C00

Brown	
500	#795548
50	#EFEBE9
100	#D7CCC8
200	#BCAAA4
300	#A1887F
400	#8D6E63
500	#795548
600	#6D4C41
700	#5D4037
800	#4E342E
900	#3E2723

Grey	
500	#9E9E9E
50	#FAFAFA
100	#F5F5F5
200	#EEEEEE
300	#E0E0E0
400	#BDBDBD
500	#9E9E9E
600	#757575
700	#616161
800	#424242
900	#212121



Black	#000000
White	#FFFFFF

#### **Programmer(?)** Design





#### Where to Start?



The **Worst Websites of 2013** is a great place to start. Plenty of examples of bad web design.

Worst Websites of 2013: The Top Contenders from January through June will give you a sneek peek at what the worst websites of 2013 will look like.

The Daily Sucker provides current examples of bad web design Presented Daily

Mystery Meat Navigation gives an

#### Web Pages That Suck Presents The 20 Worst Websites of 2014



This year there's less emphasis on using Over-The-Top websites—mostly because I've separated them into their own document The 12 Worst Over-The-Top Websites of 2014—and started discussing mobile mistakes along with more serious design flaws. This shouldn't be a surprise as the world is seeing a quantifiable move from the desktop to mobile.



The 20 Worst Websites of 2014



"Photography takes an instant out of ime, altering life by holding it still" "Dorothea Lange





RIVERSIDE ART CENTER - Let your creativity flow!



## 2015 Fall Juried Show Opening Friday, August 28th 6:30 -





























MGBD Parts by Mark & Angie Gray <u>ROVER P6 PARTS</u> <u>Online Store</u> <u>Click here</u>

#### IMPORTANT CUSTOMER NOTICE

Message to all of our customers who have purchased brake servo vacuum hose from us, this applies to part numbers 578081, 578082, 578084 purchased since February 2014. Please can you examine the hose thoroughly because we have had one customer reporting that it has turned to jelly. Anyone finding this issue with the brake servo vacuum hose supplied by us, please contact us immmediately on +44 (0) 1902 689975

#### **Regional Meet of the RSR**









**<u>Click Here For Registration</u>** 



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#### AS FEATURED ON TV - click here for details



**Our Driver Can Collect** 







Ask For Details !



<u>Picture Page</u> Tariff 2015 & Special Offers

Click Here for Ivantony's Page





## Lesson

The way you code RPG won't work any more



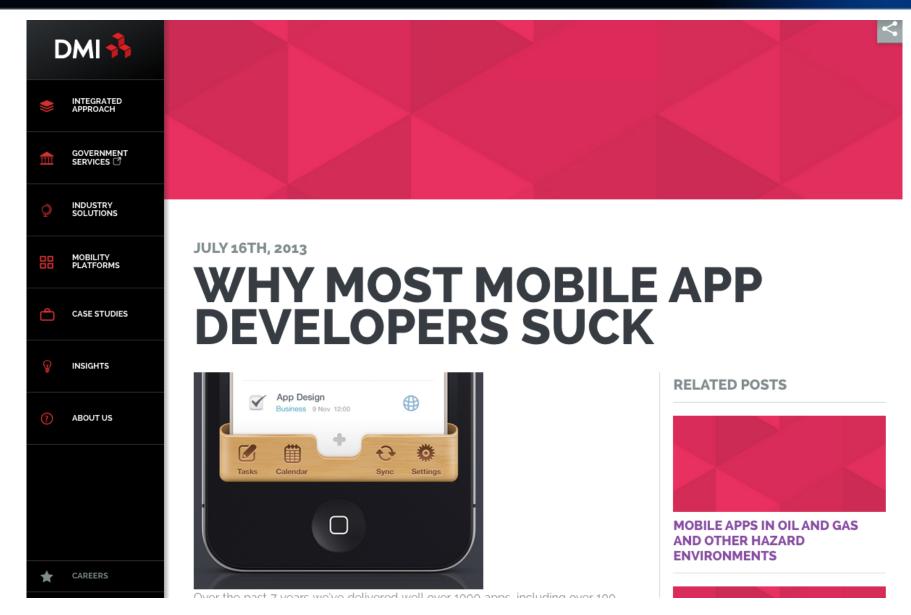




http://dminc.com/blog/why-most-mobile-app-developers-suck/







#### Conclusion



- To build up a great mobile development team don't just hire developers with mobile experience.
- Focus on building up a team of great developers and generalists that will pick up any new technology rapidly and combine these with people that understand mobile, including user interface and user experience design.
- A degree in engineering and mathematics and experience of working in a larger development team make a huge difference in productivity, quality and the ability to deliver large complex projects.
- In the long term it will be worth the investment.
- Finally, there is only one way to qualify the skills and experience of a developer unless you really trust their references, and that is a live coding exercise during the interview process.

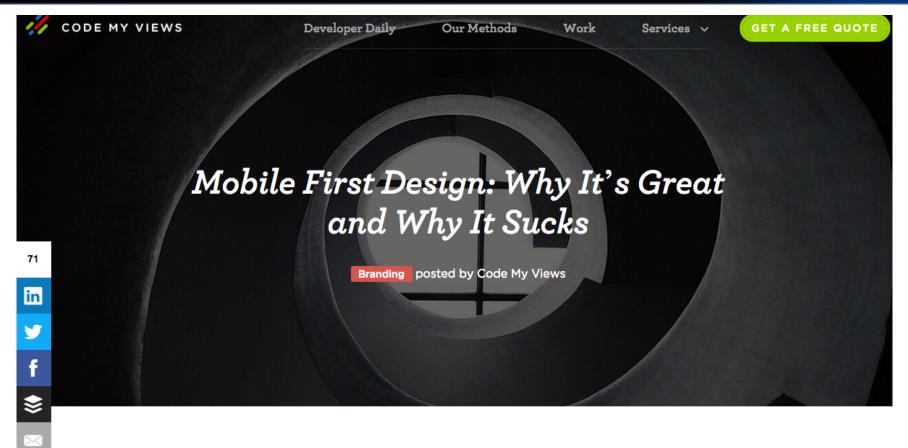
## **Code My Views**



https://codemyviews.com/blog/mobilefirst

#### **Code My Views**



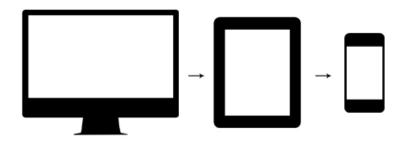




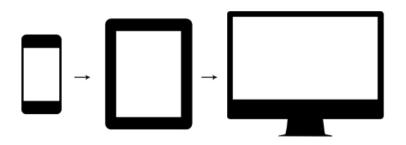
## Why Mobile First?



Graceful Degradation



Progressive Enhancement



## **Why Progressive Enhancement Wins**

- When you start with the desktop platform, you tend want to take advantage of everything that platform has to offer.
- You build an amazing product that leverages lots of great technology, only to realize that none of it scales well down to mobile.
- This can and does lead to severely watered down mobile products that feel more like an afterthought than a polished, finished product.
- Does this happen with every project? Perhaps not, but the story is likely far more common than you'd like to believe.

## **Why Progressive Enhancement Wins**

- If we examine the progressive enhancement workflow, the result tends to be a different story.
- Here we're starting with a project that is both super lean and quite impressive.
- You've taken all of that starting energy and put it into creating a product that looks and functions well despite the many restraints that you faced.
- More importantly, you've already gone through the problem of trimming down the content to its most vital elements.
- Now when it's time to bring this design to the desktop, instead of facing the decision of what to cut and how to water down your product, you instead get to decide how to make it even more robust!

## Lesson

Green is long gone.. Forget it!

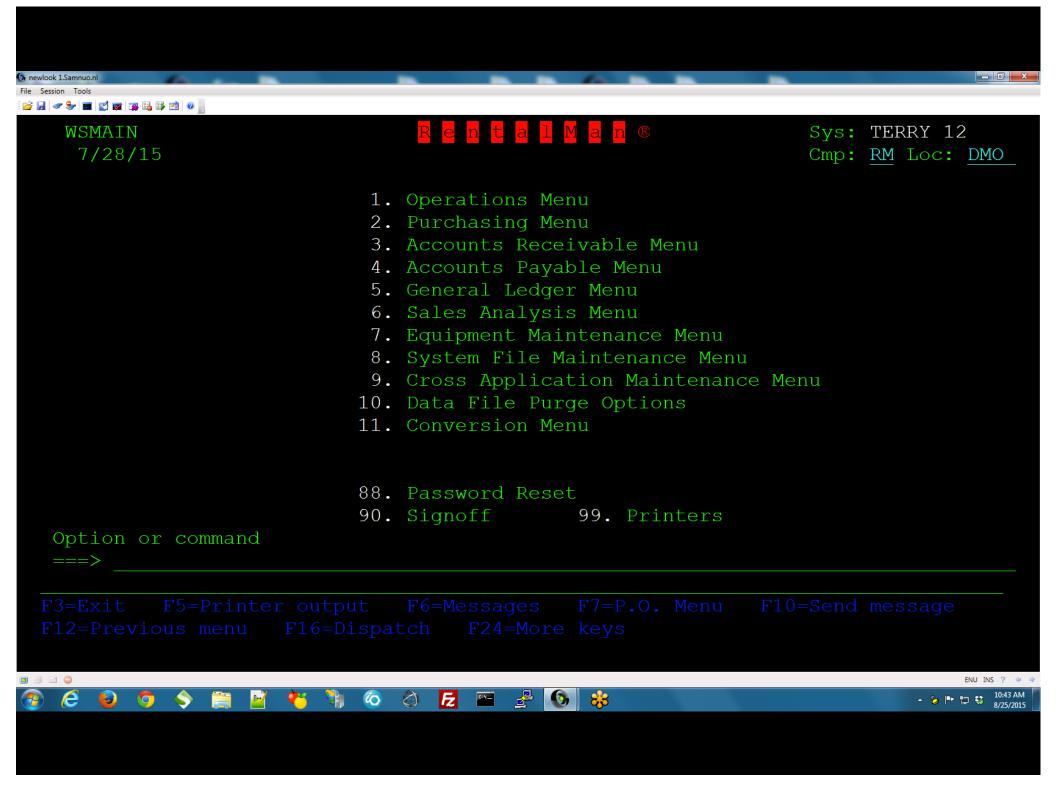


## Lesson

# Change Your Vernacular!



© Copyright Trevor Perry 2017



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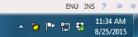
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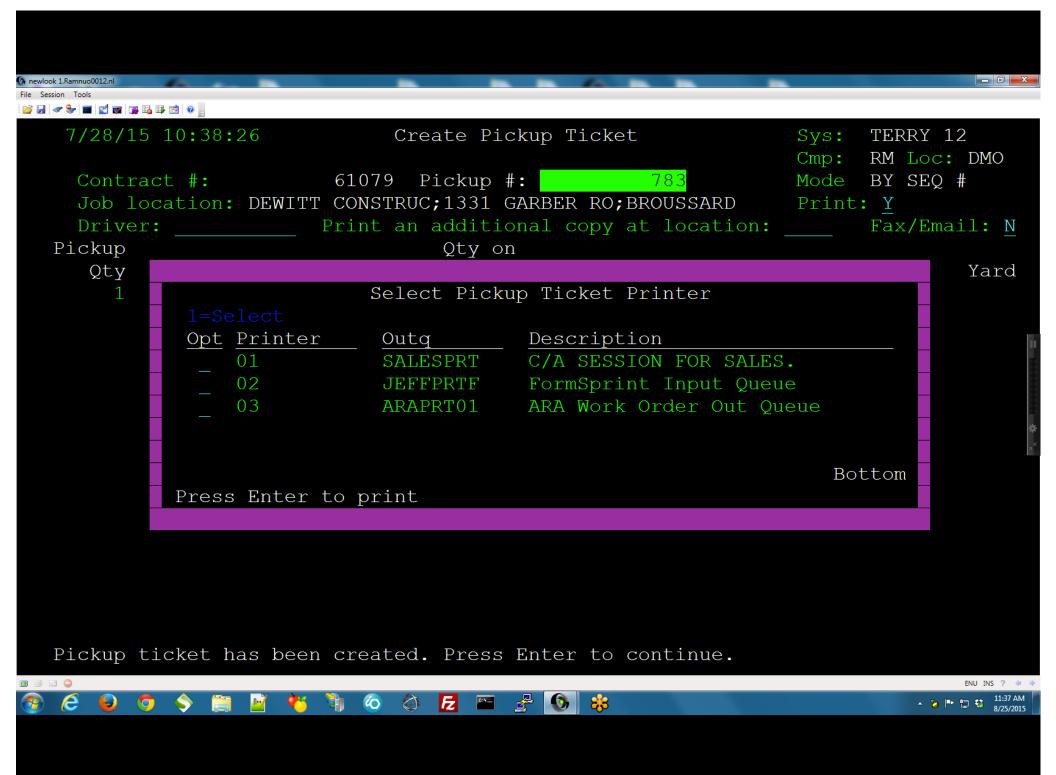
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#### 8/05/15 10:50:25 Vendor Master Maintenance Sys: TERRY 12 Cmp: RM Loc: DMO Type: Mode Change : 1 Alt Vnd# Vendor Number Group: Nat. Acct: Y Y/N Sequence Name : UNICAL Name (Printed) : UNICAL Rgn: Loc: : 123 JOHN LANE Date opened: 7/07/97 Address Require PO: N Send PO: N City/State/Zip : LONG BEACH CA 90802 Limit Amt: Fax 562-437-0130 Phone Number : 562-555-1212 Alt Contact Name Tax percent: 5.00 Account Number : 152 Dft # dys for PO: 30 PyAdv: P Resale Card Sent: Y (Y/N) Date Sent: 7/07/97 Last Prc. Chg. : Term Days : 10 Fed Id #: SE12345666 Send 1099: Y (Y/N) Payment Terms : NET 10 Last Pmt. Date : 11/08/08 Additional Terms: Disc Days: Disc %: NIC code: Bus entity: Cash Account # : 1120000001000 Disc date same as due: N G/L Distribution: 12610001000100 12610001000 12470000001000 12600001000100 12460000001000 Vndr.On Hld For PO/Pyt A/P Account # Req Deliver Note: \_ Pay Meth: \_\_\_\_ Vendor option/debit Y: Add or change vendor information. 🗖 🗇 🖃 🥥 ENU INS ? 🔄 ▲ 🏷 🖿 🔛 🐯 11:35 AM e Ó 8 E

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Image:       8/01/15       Sales Commission Report       Sys: TERRY 12 Cmp: RM Loc: DMO         Date range:       8/01/15       8/05/15         Sales rep #:       USD         Currency code:       USD         Image:       8/01/15         Submit job.       1         Hold: N Save: N       Image:         Submit job.       Y         Schedule date       Time.:         Job description:       WS         Library       WSDATA12       (*JOBD, *CURRENT, *SYSVAL)         Library       *LIBL       (*JOBD, *CURRENT, *SYSVAL)         Ibrary list.       *CURRENT         F3=Exit       F12=Previous						
<pre>8/05/15 11:01:56 Sales Commission Report Sys: TERRY 12 Cmp: RM Loc: DMO Date range: 8/01/15 8/05/15 Sales rep #: (Leave blank for all) Currency code: USD Printer/Outq: VU Copies: 1 Hold: N Save: N Submit job : Y Schedule date .: Time. : Job description : WS Library : WSDATA12 (*JOBD, *CURRENT, *SYSVAL) Library : *JOBD Library list : *CURRENT F3-Exit F12-Previous Dt MATCH State State S</pre>		6 · · · · ·	_		_	
Cnp: RM Loc: DMO Date range: <u>8/01/15_8/05/15</u> Sales rep #: (Leave blank for all) Currency code: USD  Printer/Outq: DVU Copies: <u>1</u> Hold: <u>N</u> Save: <u>N</u> Submit job : <u>Y</u> Schedule date . : <u>Time.</u> : Job description : <u>WS</u> Library : <u>*JOBD</u> Library : <u>*JOBD</u> Library list : <u>*CURRENT</u> F3=Exit F12=Previous  pt	i 💕 🛃   🛷 🐦   🔳   🛃 🐺 👪 🕻	🗱 🔯 🛛 📃				
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8/05/15 Cat Clss	11:03:55 From Dt.	То-			Win73 ass Ava Needec			<u></u>	-	TERRY 12
1  1	8/05/15		31/15	#/Rent	Needec	TES		-011	Cmp:	<u>RM</u> Loc: <u>DMO</u>
					ST, 201				Mode	SINGLE LOC
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		2	3	4	_5	_6	_7	8		
		_9	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>		
		<u>16</u>	<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>	21	22		
		<u>23</u>	24	<u>25</u>	<u>26</u>	<u>27</u>	<u>28</u>	<u>29</u>		
		<u>30</u>	<u>31</u>							



# Size matters



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7/28/15 10:38:07		Р	ickup Tic	cket Ind	quiry			TERRY 12 RM Loc: DMO		
Position to customer #: Type option, press Enter.	Posi	tion to Job	1	le Rgn:						
										0
O Customer name	Contract #	Pickup #	Date	Time	Equip #	Equipment description	QTY	Loc	Days	S
THE INDUSTRIAL CORPORATIO	60348	691	6/10/14	8:00	2166	20' S/GRD STORE	1	DMO	414	0
THE INDUSTRIAL CORPORATIO	60348	692	6/15/14	8:00	2167	20' S/GRD STORE	1	DMO	409	0
THE INDUSTRIAL CORPORATIO	60348	693	6/25/14	8:00	0610220	LEAD CABLE	55	DMO	399	0
THE INDUSTRIAL CORPORATIO	60975	781	6/02/15	16:33	*UNKNOWN	AIR COMPRESSOR 150 TO 185 CF	1 1	DMO	57	0
ENGINEERING EXCELLENCE, I	59402	628	7/13/12	15:20	3745	TRENCHER, WALK BEHIND	1	DMO	1111	0
ENGINEERING EXCELLENCE, I	59949	653	1/24/13	14:53	0610220	LEAD CABLE	1	DMO	916	0
ENGINEERING EXCELLENCE, I	59949	653	1/24/13	14:53	0610220	LEAD CABLE	5	DMO	916	0
ENGINEERING EXCELLENCE, I	60116	671	3/18/13	11:16	8085	60 KW GENERATOR	1	DMO	863	0
ENGINEERING EXCELLENCE, I	60124	687	5/23/13	18:00	1918B	BACKHOE, 4WD DIESEL	1	DMO	797	0
ENGINEERING EXCELLENCE, I	60124	687	5/23/13	18:00	RR0103136	36" BUCKET FOR 416	1	DMO	797	0
ENGINEERING EXCELLENCE, I	60239	686	5/23/13	12:40	2143	CRAWLER DOZER 105-200 HP	1	DMO	797	0
IKEA	55278	624	3/29/12	13:02	0411000	PROPANE TANK LIQUID	1	DMO	1217	0
ADVANCED CONSTRUCTION	60502	719	10/23/14	17:56	0100612	BIT, AUGER 12"	3	DMO	279	0
ADVANCED CONSTRUCTION	60502	719	10/23/14	17:56	0110268	SES GREEN	10	DMO	279	0
ADVANCED CONSTRUCTION	60503	719	10/23/14	17:56	0100618	BIT, AUGER 18"	1	DMO	279	0
MARY ROCK	60401	696	8/27/14	8:00	1092	JOHN DEERE 4045D	1	DMO	336	0
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F3=Exit F4=Search F7=Toggle F11=Detain Select option and press Enter to continue.

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2=Previous F24=More

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Item types:	(O=Open C=Close ) (P/M/) PO #:	E)	Fr	om/to date:							
0 Requstn#	Quantity Loc	Rqs date	Vendor	Employee	Contract	Тр	Item number		s Ā	Due date Maint	by
101	1.00 DMO	12/14/06	4	BRUSER		PA	*123123		<u> </u>	Due date Maint 12/15/06 SDETWI	LEF
	Rsv Qty										
105	1.00 DMO	1/27/07	24	DCLARK	102619	SO	119		O C	1/28/07	
	203.00 Rsv Qty						Ex dt:				
106	5.00 DMO	1/27/07	47	DCLARK	102624	SO I	PLQP		O C	1/28/07 DCLARK	ζ
vl Qty:	10.00 Rsv Qty		Pr:	PO:	Eqp:		Ex dt:	2/26/07 C	mnt:		
115	1.00 0049	2/01/07	28	SEASTER		PA	P185X75		O C	2/02/07	
vl Qty:	Rsv Qty		Pr:	PO:	Eqp:		Ex dt:	3/03/07 C	mnt:		
117	1.00 DMO	2/08/07		$\operatorname{JILL}$	102809	SO	*JILLISCOOL		O C	2/09/07	
vl Qty:	Rsv Qty		Pr:	PO:	Eqp:		Ex dt:	3/10/07 C	mnt:		
	192.00 DMO									5/16/07	
Avl Qty:	6923.00 Rsv Qty		Pr:	PO:	Eqp:		Ex dt:	6/14/07 C	mnt:		
138	5.00 DMO	1/18/08	6	JEFF	54049	SO 1	DUCK TAPE		O C	1/19/08	
Avl Qty:	2.00 Rsv Qty		Pr:	PO:	Eqp:		Ex dt:	2/17/08 C	mnt:		
141	100.00 DMO	4/09/08	22	JEFF		RO	PH8A		O C	4/10/08 JLABL	
vl Qty:	539.00 Rsv Qty		Pr:	PO:	5738 Eqp:		Ex dt:	5/09/08 C	mnt:		
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#### File Session Tools

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8/05/15 09:21:1	1			Equipmer	nt Maint	enance			Sys: TERRY 12 Cmp: RM Loc: DMO	
Equipment <b>#:</b>	AAAAAA	Alternate equip	#:	Conve	ted Fro	m #:			Mode CHANGE	
Cat/class/sub:		18' TRACTOR								
Current status:	A AVAILABL	E	Ту	pe: R RI	INTAL					
Make:	MAKE	Model: MODEL	Mo	del year:	05 Cfg#	:				
Serial <b>#:</b>	OW3U4	Tax l	Product#:							
				Equip link	AAAA	AA				
Tax rental:	<u>Y</u> (Y/N)	Tax sales (Y/N)	: <u>Y</u>	G/L typ: C	Mtrl	cd:				
Assigned loc:	DMO	Current loc:	DMO	Last loc:		HTB	Yard:			
Date acquired:	1/26/05	Vendor acqrd:	45	P.O. #:						
Date in rental:	12/01/03	Warranty date:	10/14/12	Last trns (	late: <u>3</u>	/24/14				
Mi/Hr code:	$\underline{H}$ (M/H/U)	Curr Mi/Hr:					Rating:			
Mi/Hr code 2:	$\underline{M}$ (M/H/U)	Curr Mi/Hr 2:	100.000	Old Mi/Hr 2			Application:			
Split rent code:	Permanen	t transfer:		Off road:	Key <b>#:</b>					
	Regular	Low	H	igh S	Special	Cur				
Sell price:	49560.00					USD				
Sold amount:	48560.00	Disp dt:	For sal	e: <u>Y</u> Nm lst						
Last maint date:		Comment:		(	Grp1:					
Date in shop:		Put in shop by	y:	(	Grp2:					
Last service:		Service contra	act: <u>N</u>		Grp3:					
Misc:			Те	st:						

F2=Cost F3=Exit F4=Srch F6=Msg F7=Specs F8=Ins F11=Cyc Hst F16=Mak/Mod F24=More Complete equipment information and press Enter to continue.

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File Session Tools

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## 8/05/15 09:21:11

Equipment #: Cat/class/sub: Current status: Make: Serial #:	AAAAAA <u>10</u> <u>11</u> <u>A</u> AVAI <u>MAKE</u> <u>OW3U4</u>
Tax rental: Assigned loc: Date acquired: Date in rental: Mi/Hr code: Mi/Hr code 2: Split rent code:	DMO 1/26/0
Sell price: Sold amount: Last maint date: Date in shop: Last service: Misc:	49560 48560

F2=Cost F3=Exit F4=Srch I Complete equipment inform

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# rnate equip #: Converted From #: TRACTOR 1: MODEL Model year: 05 Cfg#: \_\_\_\_ sales (Y/N): Y G/L typ: C Mtrl cd: ent loc: or acqrd: 45 P.O. #: anty date: 10/14/12 Last trns date: 3/24/14

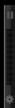
=Specs F8=Ins F11=Cyc Hst F16=Mak/Mod F24=More d press Enter to continue.

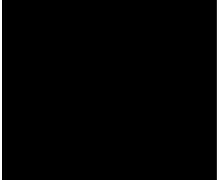
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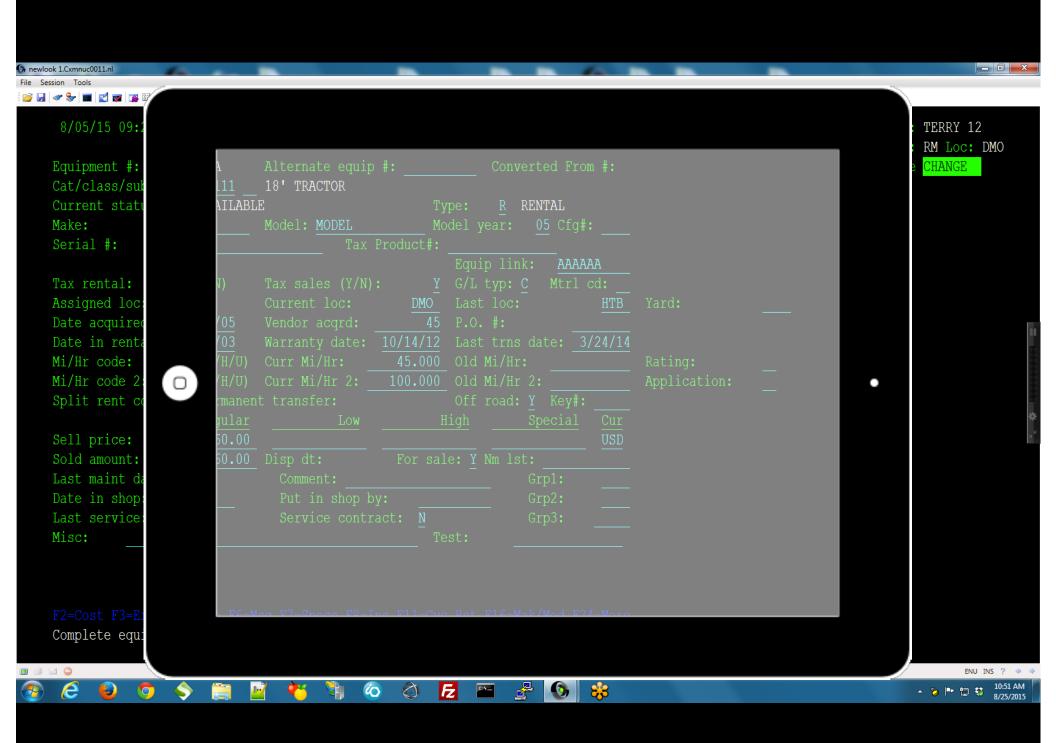


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			Equipm	ent Maintenar	nce	
Equipment <b>#:</b> Cat/class/sub:		Alternate equip #: 18' TRACTOR		erted From <b>#</b> :		
	A AVAILABL	E	Type: R	RENTAL		
		Model: MODEL	Model year:			
	OW3U4					
			Equip lin	k: AAAAAA		
	Y (Y/N)					
					TB Yard:	
	1/26/05		45 P.O. #:			
			0/14/12 Last trns	date: 3/24/	/14	
Mi/Hr code:	H (M/H/U)	Curr Mi/Hr:	45.000 Old Mi/Hr			
Mi/Hr code 2:		Curr Mi/Hr 2:	100.000 Old Mi/Hr		Application:	
Split rent code:	Permanen			Y Key#:		
	Regular		High	Special Cu		
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	48560.00	Disp dt:	For sale: Y Nm ls			
Misc:						

'2=Cost F3=Exit F4=Srch F6=Msg F7=Specs F8=Ins F11=Cyc Hst F16=Mak/Mod F24=More Complete equipment information and press Enter to continue.

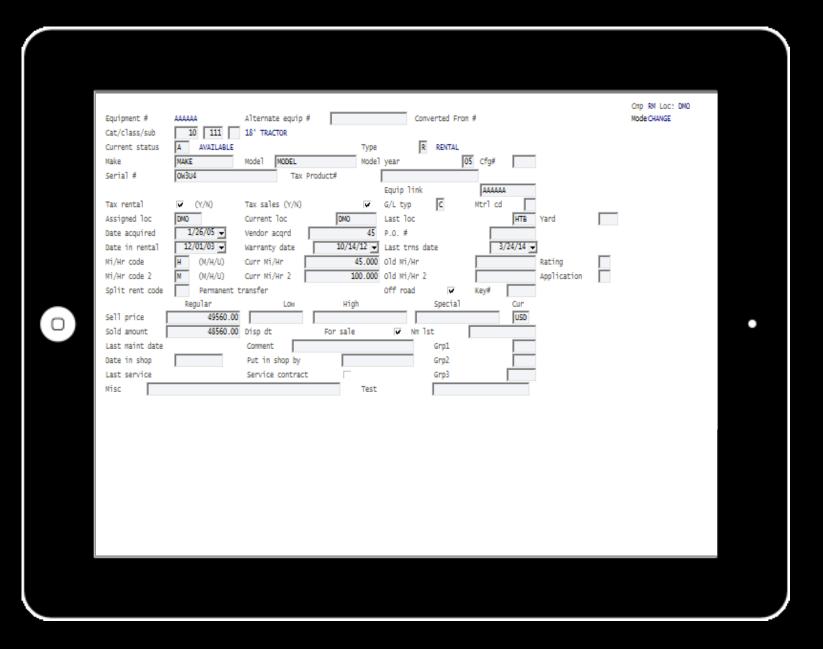
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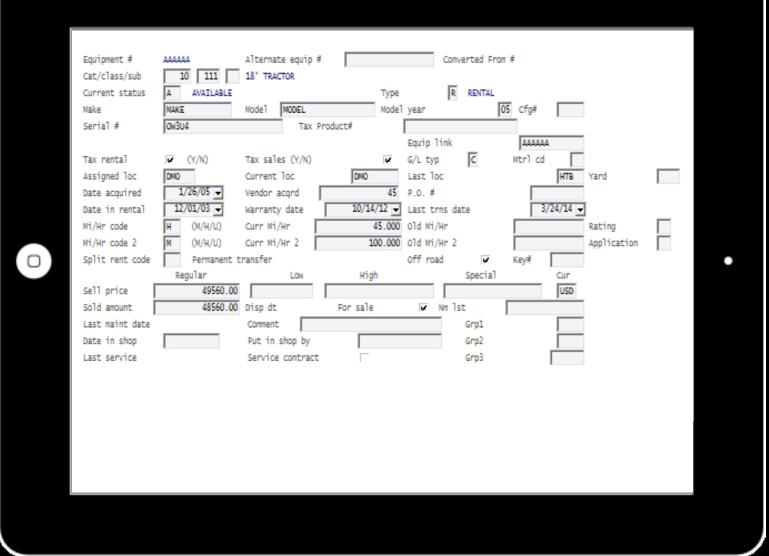
### Sys: TERRY 12 Cmp: RM Loc: DMO Mode CHANGE

				ent Mainte		
Equipment <b>#:</b> Cat/class/sub:		Alternate equip # 18' TRACTOR				
	A AVAILABI	E		RENTAL		
		Model: MODEL				
	OW3U4	Tax Pi				
				k: AAAAA		
	49560.00				USD	
	48560.00					

Sys: TERRY 12 Cmp: RM Loc: DMO Mode <mark>CHANGE</mark>

F2=Cost F3=Exit F4=Srch F6=Msg F7=Specs F8=Ins F11=Cyc Hst F16=Mak/Mod F24=More Complete equipment information and press Enter to continue.





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• -	_			Equipment Maintenance		ERRY 12 M Loc: Di
Equipment <b>#:</b> Cat/class/sub:	AAAAAA 10 111	Alt 18'	ate equip <b>#:</b> ACTOR	Converted From #:	Mode <mark>C</mark>	
Current status:	A AVAILA			Type: R RENTAL		
Make:	MAKE	Mode	MODEL	Model year: 05 Cfg#:		
Serial <b>#:</b>	OW3U4		Tax Produc			
				Equip link: AAAAAA		

Y G/L typ: C

P.O. #: ty date: 10/14/12 Last trns date: 3/24/14

100.000 Old Mi/Hr 2:

For sale: Y Nm 1st:

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Last loc:

Old Mi/Hr:

Off road: Y Key#:

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nd press Enter to continue.

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Equipment # Cat/class/sub	AAAAAA 10 111	Alternat <b>gui</b> 18' TRAG	p #		Conv	erted From	ŧ			Cmp RM Loc: DMO Mode CHANGE
		10 1646								
Current status	A AVAILABLE			Туре	R	RENTAL		_		
Make	MAKE	Model EL		Model	year	Jos	Cfg#			
Serial #	OW3U4	Ta	<pre>x Product#</pre>				_			
					Equip link		mm	1		
Tax rental	14 (Y/N)	Tax sale Y/N	)	4	G/L typ	C	Mtrl cd			
Assigned loc	DMO	Current	DHO		Last loc			НТВ	Yard	
Date acquired	1/26/05 🚽	Vendor a		45	P.O. #					
Date in rental	12/01/03 -	Warnanty	10/14	/12 🖃	Last trns da	te	3,	/24/14 🖃	[	
Mi/Hr code	H (N/H/U)	Curr Mi,		45.000	Old Mi/Hr				Rating	
Mi/Hr code 2	M (N/H/U)	Curr Mi,	1	00.000	Old Mi/Hr 2				Application	
Split rent code	Permanent t	ransfer			Off road	V	Key#			
	Regular	DM	Hig	h		Special		Cur		
Sell price	49560.00							USD		
Sold amount	48560.00	Disp dt	For sale		🔽 Nm 1s	t				
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Date in shop		Put in by				Grp2				
Last service		Service	ct 🗆			Grp3				
Misc				Test						
						-				



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# **Category/Class**

Category/Class	Description	Available
100-0100	TANK 21K GAL OPEN TOP	×
100-0200	TANK 21K GAL OPEN TOP LINED	
100-0500	TANK 21K GAL OPEN TOP COILS	Availability
100-0700	TANK 21K GAL OPEN ACCESS	
100-1000	TANK 21K GAL CLOSED TOP	Make/Model
100-1500	TANK 21K GAL CLOSED TOP COILS	
100-2000	TANK 21K GAL SAFE TOP	R Rating/Contents
100-2010	TANK 21K GAL SAFE TOP SHORT	
100-2500	TANK 21K GAL SAFE TOP COILS	
100-2510	TANK 21K GAL SAFE TOP COILS SHOR	
100-3000	TANK 21K GAL EZ ACCESS	10
100-3010	TANK 21K GAL EZ ACCESS SHORT	4



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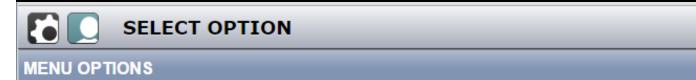
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	System - System: S656E04F - Subsystem: QINTER - Device: @LOOKSMA	
	For assistance, Email us at info@procuro.co.za	
	Copyright 2015 © Pro-Curo Systems	<i>"</i>

# PLEROMA LIST OF CLIENTS

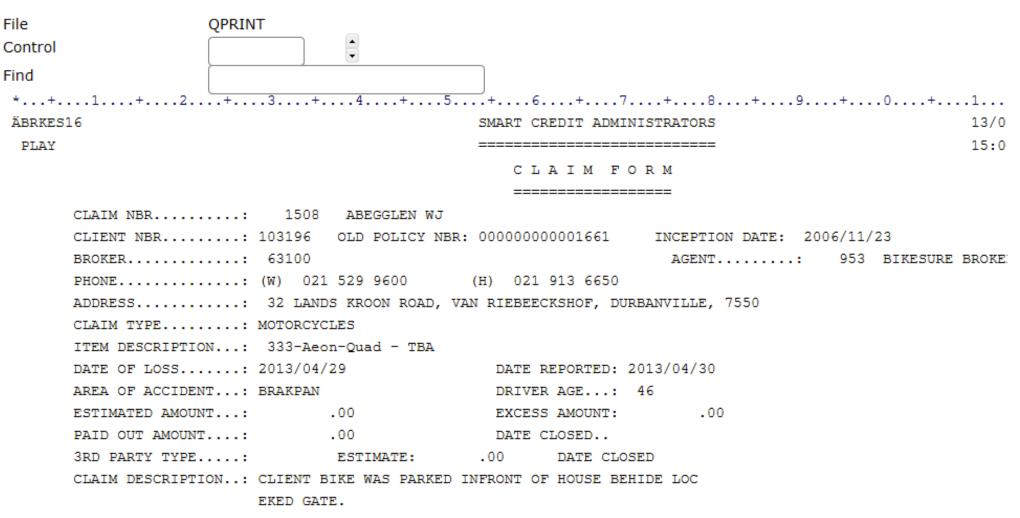
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or	Surname	1	2	3	4	5	6	7		Init		]			
	or Pa	8	9	10	11	12	13	14	t Number		Cur Client Number				
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453778	ABBOTT	29	30	31	1	2	3	4				Pro			
452211	ADAM C		Toda		auct	25.2	015		OPSPARK			Pro	Quoted		
453634	ADAM S		Toda	y: Au	gust	23, 2		1001	VALLEY			Pro			
453477	AHLERS JR MNR - THATCHERS FIELDSTRAAT 270 LYNNWOOD											Pro			
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453212	AINSLIE C M MEV - STONE GARDEN NOORD NO 11 MONAVONI											Pro	Cancelled		
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# **Display Spooled File**



PREV. CLAIMS





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Select Users	К ок >						
User	Description						
*ALL	All users enrolled on system						
*ALLACT	All signed-on (active) users						
*SYSOPR	System Operator						
ADRI	Adri Burger – Procuro (Tembo)						
ADSERO	Adsero Optima (Owner)						
ALAN	Alan van Rensburg – IRONHORSE						
ALBERT	Albert Bergh						
ALEXIS	ALEXIS COE						
ALICIA	Alicia Pheiffer Function key not allowed.						
ALME	Alme van den						
AMANDAL	Amanda Lloyc //						
AMANDAV	Amanda Venter – ADU Algerdon						
AMANDAVEN	Amanda Venter – Amicos						
ANDRIESM	Andries Maseko Claims- CREDIT SMART						
ANGELAF	Angela Frederic –TWK (AUO PTA)						



# Lesson

# Hey! Where is my iPad?



## **Stanford University**

## Stanford University IT

Information Security Office » Secure Computing » Guidelines for Securing Mobile Computing Devices

# Guidelines for Securing Mobile Computing Devices

Smart phones, tablets, laptop computers, USB memory (aka thumb drives) are convenient and easy to use. They also introduce risk to personal privacy and University data. This document outlines guidelines regarding the use of these mobile devices in the Stanford computing environment.

## **Risks of Mobile Computing**

Mobile computing devices can store large amounts of data, are highly portable and are frequently unprotected: They are easy to steal or lose, and unless precautions are taken, an unauthorized person can gain access to the information stored on them or accessed through them. Even if not stolen or lost, intruders can sometimes gain all the access they need if the device is left alone and unprotected, if data is "sniffed out of the air" during wireless communications, or if malware is installed. The results can include crippled devices, personal data loss, disclosure of non-public University data, and disciplinary actions for the device owner.

Mobile computing devices are of concern both because of the data that might be stored on them, and because they may provide access to other services that store or display non-public data. This access may be enabled because the mobile device contains passwords or security certificates that identify the device or its user to the email system, Virtual Private Networks (VPNs), or other applications.

## **Data Security Requirements**

The best way to protect University data is to remove unnecessary data from your computer. In particular, Prohibited data must not be stored on your system or device unless you have explicit permission from the Data Governance Board to do so. Prohibited data includes items such as Social Security Numbers. credit card numbers. or checking account numbers. Restricted data is also

### AWARENESS

- Time-Sensitive Security Alerts
- General Security Announcements
- Communications from Senior University Management
- Computer Security FAQ
- Computer Security Myths
- Phishing: How hackers use social engineering to get your data
- About harassing emails
- Security training
- Advanced: Formal Stanford Policies
- Advanced: Other Security Policies

### ANALYSIS

- Stanford Data Classification
- Handling prohibited and restricted data FAQ
- Security guidelines
- Security review process
- Guided risk self-assessment questions
- Identity Finder

### ACTION

- Set a strong password
- BigFix: Configuration and Patch Management
- Bit9: Application Control

Search Stanford Q

Sta	ySafe@r	line.org	News   Events   Contact  🕤 🎽 🛎 (	STOP THINK CONNECT
I WANT Stay	Safe Online	IWANTTO Teach Online Safety	I WANT TO KEEP MY Business Safe Online	IWANTTO Get Involved
		ourself, your family and tips and resources.		

## STAY SAFE ONLINE

General Online Safety Resources

Keep a Clean Machine

Protect Your Personal Information

For Parents

Mobile & On-The-Go Mobile Devices

> Mobile Parental Controls

Resources

Free Security Check

## **MOBILE DEVICES**

Today's mobile devices are as powerful and connected as any PC or laptop. Take the same precautions on your mobile device as you do on your computer with regard to messaging and online safety. The first step is STOP. THINK. CONNECT.

#### Keep a Clean Machine

Mobile devices are computers with software that need to be kept up-to-date (just like your PC, laptop or tablet). Security protections are built in and updated on a regular basis. Take time to make sure all the mobile devices in your house have the latest protections. This may require synching your device with a computer.

 Keep security software current: Having the latest mobile security software, web browser, and operating system are the best defenses against viruses, malware and other online threats.

· Protect all devices that connect to the Internet: Computers, smartphones,

#### **Resources to Download:**

StaySaf	eOnline.

#### Mobile Tip Sheet (PDF)



- MOBILE DEVICES
- Today's mobile devices are as powerful and connected as any PC or laptop.
- Take the same precautions on your mobile device as you do on your computer with regard to messaging and online safety.
- The first step is STOP. THINK. CONNECT.

- Keep a Clean Machine
  - Keep security software current
  - Protect all devices that connect to the Internet
- Protect Your Personal Information
  - Secure your phone
  - Think before you app
  - Only give your mobile number out to people you know and trust
  - Learn how to disable the geotagging feature on your phone

- Connect with Care
  - Get savvy about Wi-Fi hotspots
  - Protect your \$\$
  - When in doubt, don't respond
- Be Web Wise
  - Stay current. Keep pace with new ways to stay safe online
  - Know how to cell block others
  - Use caution when meeting face-to-face with someone who you only "know" through text messaging
- Be a Good Online Citizen
  - Safer for me and more secure for all
  - Text to others only as you would have them text to you
  - Only give your mobile number out to people you know and trust
  - Get permission before taking pictures or videos of others with your phone



# Plug something in

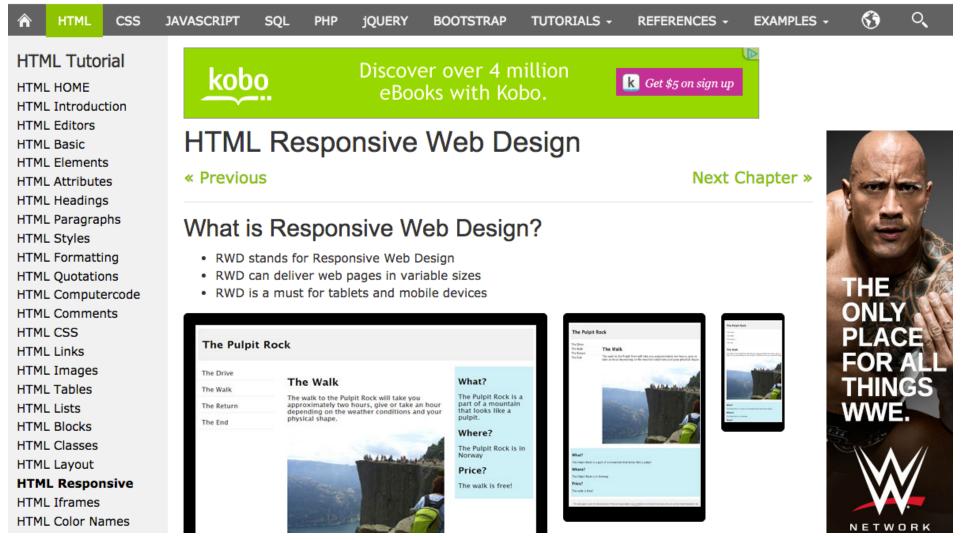


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# **Responsive Web Design**



## THE WORLD'S LARGEST WEB DEVELOPER SITE



# jQuery mobile



#### Support Plugins Contribute Events jQuery Foundation Your donations help fund the continued development and growth of jQuery. jQuer/ (5 SUPPORT THE PROJECT API Documentation Themes Download Resources Blog About Search Demos A Touch-Optimized Web Framework **Download jQuery Mobile Custom download** jQuery Mobile is a HTML5-based user interface system designed to make responsive web sites and apps that are Latest stable

## Seriously cross-platform with HTML5

accessible on all smartphone, tablet and desktop devices.

jQuery Mobile framework takes the "write less, do more" mantra to the next level: Instead of writing unique applications for each mobile device or OS, the jQuery mobile framework allows you to design a single highly-branded responsive web site or application that will work on all popular smartphone, tablet, and desktop platforms.



## **Developer Links**

- Source Code (GitHub)
- jQuery Mobile Git (WIP Build)

Version 1.4.5 jQuery 1.8 - 1.11 / 2.1

- JavaScript
- CSS
- Report an issue
- Browser Support
- Changelogs

### Browser Support

## Sencha touch



				SUPPORT FO	ORUM RESOURCES	BLOG	CONTACT US	Q
Sencha	Products	Services	Training	Customers	company	Store	TRY FOR FRE	<b>BUY NOW</b>

HOME / PRODUCTS / SENCHA TOUCH

## Sencha Touch

The leading cross-platform mobile web application framework based on HTML5 and JavaScript for creating universal mobile apps.



OVERVIEW

RESOURCES

# Create native-looking HTML5 apps using JavaScript

Sencha Touch is the leading MVC-based JavaScript framework for building cross-platform mobile web applications. Sencha Touch leverages hardware acceleration techniques to provide high-performance UI components for mobile devices.

With over 50 built-in UI components and native looking themes for all major mobile platforms, Sencha Touch provides everything you need to create impressive apps that work on iOS, Android, BlackBerry, Windows Phone, and more. A novel and adaptive layout engine, fluid animations, and smooth scrolling features allow developers to build applications that respond to user actions nearly instantaneously, much like native

### DOWNLOAD FOR FREE

CONTACT SALES TO BUY SUPPORT

#### GETTING STARTED

Quick Start Guide Sign up for Training

### CUSTOMER QUOTES

"Sencha Touch gave us the freedom to design

# Lessons!



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# Lessons (some of them)

- Make up your mind
- You better have a bunch of mobile devices
- Become a user
- Read books/Watch videos
- Take advice
- Get smart
- Understand UX
- Learn about colour design
- Never let a programmer design a user interface
- The way you code RPG won't work any more
- Green is long gone.. Forget it!
- Change your vernacular
- Size matters
- Don't be a more:on
- There is no ESC key on a tablet
- Hey! Where is my tablet?
- Plug something in



Lessons Learned building IBM i Mobile Applications

# **Trevor Perry**

FrescheThinker freschesolutions.com freschethinking.com





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