

The 2015 Xojo Developer Conference

Sessions List

Advanced Topics for Web Apps by Greg O'Lone

In this session we will explore advanced topics such as creating login pages and using the new HandleURL event for serving content and making your apps indexable.

A Lazy Way to Create Database Applications by Bob Gordon

Creating database applications typically involves copying data from tables to the screen and back again. By taking advantage of some nifty Xojo features, we can have the computer deal with much of this for us.

Autolayout by Norman Palardy

With the release of Xojo iOS we've adopted a layout management scheme known as AutoLayout which makes user interfaces more amenable to changes in size, orientation, language, and writing system. Norm will go through examples of how you can use Autolayout to make your UI more flexible without writing more code.

Building Enterprise Applications with Xojo by Terry Eutsler

In this session, we'll take a look at an enterprise application that was rewritten in Xojo from Visual Basic. We'll look under the hood at the differences between the languages and the third party plugins that were used. The third party developers, like MonkeyBread Software, Einhugur and BKeeney Software have greatly enhanced the ability to create a successful enterprise product and we'll take a look at how using them can make a big difference.

Canvas Based Controls by Gino Deblauwe

How do you make a custom control with an even more custom layout? This session will explain step by step how to make such a control from scratch, and some of the possible pitfalls you could encounter.

Create a Web Service and Use It From iOS by Travis Hill

We'll walk you through creating a web service, and then build an iOS app that uses it. Come see how easy it is to both build a custom service and consume it from a mobile device- all in Xojo.

Creating Controls Using the Web SDK by Greg O'Lone

In this session we will explore the process of creating a SourceList control using HTML, CSS and JavaScript to create a drop in control for use in your web projects.

Creating iOS Games by Paul Lefebvre

With iOS, you can create a wide variety of games. In this session, we'll take a look at the dice game "Pig" and create a simple touch-based game.

CURL in Detail by Christian Schmitz

Learn in detail how to use CURL library in Xojo on desktop, web and console to perform FTP, SFTP, HTTP transfers. CURL offers a lot of security and proxy options.

Data Serialization (It's Easier Than You Think) by Kem Tekinay

Xojo offers many tools for organizing your data, but how do you transform it into something fit for storage or transport? This session reviews simple techniques for serializing and deserializing your data with a focus on JSON.

Database Design Topics by Carol Keeney

Designing a database applications for Xojo starts with a good database design. In this session we'll go over some of things you absolutely want to do and some things you really want to avoid when designing your database, tools that can help, and much more!

Declares for iOS by Travis Hill

See how to add even more functionality to your iOS apps. We'll walk through searching and interpreting API documentation and writing Xojo code to quickly implement it.

Designing Databases for Front End Applications by Craig Boyd

This session will be focused on how to design databases for any sort of front end application. We will cover many of the do's and don'ts as well as how to improve over all data quality through design. If there is sufficient time we may touch on some of the more common industry design patterns. We will cover these topics with some lecture, but mostly with a high level of interaction and examples so come prepared to be an active participant.

Designing Databases for Reporting Applications by Craig Boyd

This session will be focused on why you may want to create a reporting database and how to go about doing it properly as well as how to avoid some of the common pitfalls. We will cover these topics with some lecture, but mostly with a high level of interaction and examples so come prepared to be an active participant.

Design Patterns by Travis Hill

Design patterns bring reusable solutions to common code issues you might encounter while building applications. We'll discuss several of these issues- along with their relevant design patterns- and show exactly how they can be resolved. You'll be well on your way to improving both your code quality and maintainability.

Documenting Your Source by Jeremy Cowgar

All programmers need to do it, few want to but why, where, how and what do you do with it then? Documented source code not only provides a point of reference for others, but for yourself and can actually boost productivity. Many common documenting practices and methods of using the documentation will be discussed.

Getting Started with iOS by Paul Lefebvre

In this session you'll learn how creating an iOS app differs from creating desktop and web apps. We will also walk through creating a simple iOS app and deploying it on an iOS device.

How to Create and Install Timer Service with Xojo by Stephane Thiroux

In this session you will learn how to create a multi-platform timer service and how to install on Mac OS X, Windows from XP to 8 and Linux (Debian, Ubuntu, ...). The presentation includes a lot of code examples and step by step installation.

Introduction to Introspection by Jeremy Cowgar

Commonly overlooked or misused but introspection can provide a real boost to productivity and ease many programming tasks. We will look at the basics and progress to practical introspection uses.

Leading Software Quality Maniacs by Ken Whitaker

To successfully lead “the nerd herd,” you’re expected to motivate your team to perform, encourage innovation, and to produce quality software solutions that delight the customer. Ken presents efficient, time-saving techniques for handling awards versus incentives, keeping your team focused, improving staff retention, setting a culture of collaboration and communication, improving how status is reported, properly managing time, making decisions for the good of the customer, and ensuring that quality is at the forefront of every project decision you and your team makes.

Making Games by Paul Lefebvre

Want to learn how easy it is to create simple games in Xojo? In this session we will create a clone of Space Invaders using just the Canvas and Timer classes.

Objective-C and Xojo by Jim McKay

A vast amount of power exists within the frameworks of Mac OS X and iOS. Learn how to understand Objective-C documentation and how to implement and utilize the features available to your Xojo app. After this session, you will be able to create, subclass and manipulate Objective-C objects, override built-in functions, create delegates and listen for system notifications.

Paint a Picture: Using Graphics for Display and Print by Tim Hare

The Graphics object in Xojo is a very powerful tool. It can be used for everything from displaying a simple chart to printing a complex report. This session will introduce the Graphics object and then delve into some of the more advanced ways to use it.

PDF in Xojo by Christian Schmitz

Learn about the PDF options in Xojo with MBS Plugins. We have CoreGraphics and PDFKit libraries from Apple. The DynaPDF plugin allows cross platform solutions for desktop, console and web on Mac, Windows and Linux. Finally, we'll check the options for iOS.

Protecting Your Software From the Thieves by Colin Kempter

How much security is enough? A discussion and examples about the various ways you can protect your software without pissing off your customers.

Reporting in Xojo by Bob Keeney

Bob will cover the various reporting tools available for Xojo, their strengths and weaknesses, and why you might want to use one over the other. This will involve some brief code demos and examples. Expected Reporting Tools: Writing your own using the graphics object, Xojo Reporting, Valentina Reports, BKS Shorts and more.

Saving Your Sanity With Git for Source Code Management by Justin Elliott

Have you heard of this great and powerful source code management tool named “Git?” Have you tried to set it up and use it to manage your Xojo projects but found it’s overwhelming, and you’re not sure why you should even bother with it?

Say no more! Come to this session to get answers to these questions and more. Git is a fantastic tool for a single developer and all of the way up to very large developer teams where it excels at collaboration.

This session will start with the very basics of how to quickly set up and use Git in your everyday workflow of developing and managing your Xojo projects. The second half of the session will cover more advanced topics such as remote hosts and branching models like GitFlow.

The Xojo Compiler, Language, and 64-bit by Joe Ranieri

Joe will talk about the Xojo compiler, recent updates to the language, and what 64-bit support means for your code.

Using the New Xojo Framework by William Yu

Come learn about our new framework, the only way to create iOS apps, and our future framework for the rest of our platforms. Learn about our goals, and ambitions, as well as its similarities and differences with our older framework.

Windows/Linux by William Yu

Learn about specific Windows and Linux concepts in this session, their differences/similarities and best practices for an optimal cross-platform experience.

Writing OS X Apps for Game Center by Tom Baumgartner

Game Center was introduced to OS X in Mountain Lion. The Game Center server enables multiplayer game play over the Internet. This session describes how Game Center works, and how to write your Xojo application to inter-operate with Game Center using the Monkeybread Xojo plugins. Testing with Game Center (Sandboxed) service is also discussed. (Note: the presenter has covered this topic in xDev Magazine articles.)

Xojoscript: Xojo's Coolest Feature by Marc Zeedar

Xojoscript is probably Xojo's most under-appreciated feature, and it's one of the language's most powerful and best capabilities. Learn about what Xojoscript is, what you can do with it, and how to best harness its power. Gather hot tips, see how to build your own API, and build dynamic apps with scriptable architecture that don't require recompiling in order to gain new abilities.