

The 2015 Xojo Developer Conference

Tuesday, April 28th	
7 - 9 PM	Onsite Registration
7 - 9 PM	Meet and Greet in Chavez Bar

Wednesday, April 29th			
7:30 - 9 AM	Onsite Registration		
7:30 - 9 AM	Breakfast		
9 - 10 AM	Keynote, Geoff Perlman, Xojo Founder and CEO		
10 - 11 AM	Xojo Application Focus: Lightspeed, Philippe Casgrain and Yves Meynard In this session, Philippe and Yves will show you how they develop Lightspeed OnSite, a very successful retail Point-of-Sales system built with the help of Xojo. With topics including Continuous Integration, Unit Testing, Version Control, and more, there will be something for every Xojo developer. They will also share with you some of our Best Practices and some Antipatterns that evolved out of maintaining a large Xojo codebase. Take advantage of their experience and bring your development practices to the next level.		
11 - 12 PM	Using the New Xojo Framework, Xojo Engineers 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 the similarities and differences between the two frameworks.		
12 - 1 PM	Lunch		
1 - 2 PM	<table border="1"> <tr> <td>Getting Started with iOS, 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.</td> <td>Database Design Topics, Carol Keeney Designing a database application for Xojo starts with a good database design. In this session we'll go over some 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!</td> </tr> </table>	Getting Started with iOS, 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.	Database Design Topics, Carol Keeney Designing a database application for Xojo starts with a good database design. In this session we'll go over some 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!
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Wednesday, April 29th

<p>2 - 3:30 PM</p>	<p>PDF in Xojo, 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.</p>	<p>Introduction to Introspection, Jeremy Cowgar Commonly overlooked or misused, 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.</p>
<p>3:45 - 4:45 PM</p>	<p>Declares for iOS, 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.</p>	<p>Designing Databases for Front End Applications, 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 overall 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.</p>
<p>6:00 - 9 PM</p>	<p>Dinner Event, The Dinner Detectives at The Courtyard Marriott (Meet in Lobby to walk over at 5:45 PM)</p>	

Thursday, April 30th

7:30 - 9 AM	Breakfast	
8 - 9 AM	Advanced Topics in iOS In this session Greg will discuss the development of the XDC 2015 Passbook registration system. This session includes a basic overview of the Passbook ecosystem and the pieces necessary to make it work, as well as a discussion of how each component was implemented. He will also be discussing the development of the XDC iOS Attendee app; the hurdles we encountered during development and the solutions that were implemented.	
9 - 10 AM	Autolayout, 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.	Leading Software Quality Maniacs, 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.
10 - 11 AM	Create a Web Service and Use It from iOS, Travis Hill Travis will 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.	Xojoscript: Xojo's Coolest Feature, 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.
11 - 12 PM	The Xojo Compiler, Language and 64-bit, Joe Ranieri Joe will talk about the Xojo compiler, recent updates to the language, and what 64-bit support means for your code.	Paint a Picture: Using Graphics for Display and Print, 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.
12 - 1 PM	Lunch	

Thursday, April 30th

1 - 2:30 PM	Saving your Sanity with Git for Source Code Management, 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.	Creating Controls Using the Web SDK, 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.
2:45 - 3:45 PM	Windows and Linux, 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, 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.)
3:45 - 4:45 PM	Advanced Topics in Web Apps, 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.	Canvas Based Controls, 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.
4:45 - 5:30 PM	Ask the Xojo Engineers Panel	
6:30 - 9 PM	Dinner Event, Dinner Cruise on Lady Bird Lake (Meet in lobby at 6:10 to walk over)	

Friday, May 1st

7:30 - 9 AM	Breakfast	
9 - 10 AM	<p>Reporting in Xojo, 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.</p>	<p>Objective-C and Xojo, 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.</p>
10 - 11 AM	<p>Designing Databases for Reporting Applications, 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.</p>	<p>Building Enterprise Apps with Xojo, 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.</p>
11 - 12 PM	<p>CURL in Detail, 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.</p>	<p>Protecting Your Software from the Thieves, Colin Kempter How much security is enough? A discussion and examples about the various ways you can protect your software without inconveniencing your customers.</p>
12 - 1 PM	Lunch	
1 - 2 PM	<p>Design Patterns, 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.</p>	<p>Documenting your Source, 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.</p>

Friday, May 1st

2 - 3 PM	Making Games with Xojo, Paul Lefebvre The Canvas control (and a Timer) are often all you need to create games with Xojo. In this session we'll look at techniques for making games for desktop, web and iOS, with demos and examples.	How to Create and Install Timer Service with Xojo, 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.
3 - 4 PM	Data Serialization (It's Easier Than You Think), 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.	A Lazy Way to Create Database Apps, 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.
4 - 5 PM	Conference Feedback and Gaming Competition	
5 PM	Conference Ends - <i>See You Next Year!</i>	

*Schedule subject to change.