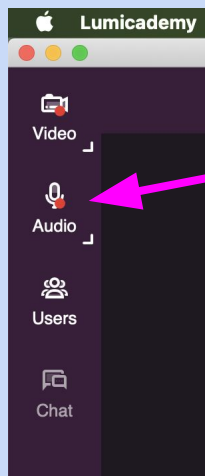
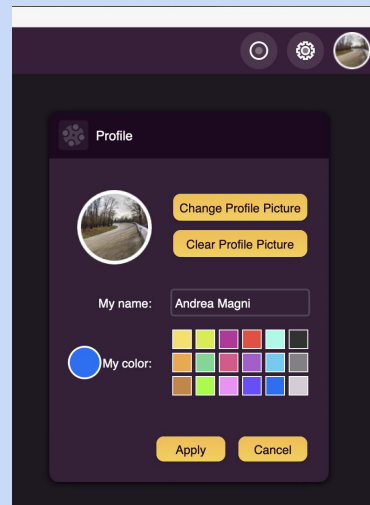


- La piattaforma permette ai partecipanti di condividere la vostra webcam e il microfono
 - Per cortesia, aprite il microfono solo per fare domande
- Per accedere alla chat Slack:
 - <https://andreamagni.eu/live.html>



Pallino rosso = spento, click per attivare
(vale per Video e Audio)



Potete impostare
il vostro nome
utente, se volete



Delphi Live - Italia

13 Maggio 2020

Andrea Magni
me@andreamagni.eu

Andrea Magni

Ingegnere informatico, Monza

Sviluppatore, Formatore, Consulente

Desktop, Server, Web, Mobile e IoT

TFrameStand, TFormStand, FMXER (FMX)

MARS-Curiosity (REST Library)

FMX Book (coming)



<https://andreamagni.eu>

Piattaforma Lumicademy

- <https://www.lumicademy.com/>
- <https://blog.grijjy.com/>
 - Allen Drennan
 - Erik van Bilsen
- Applicazioni FMX
 - Windows e OS X
 - con integrazioni a basso livello (GPU, video)



Agenda

- TFrameStand: divide et impera
- TFormStand: FireUI
- FMXER framework
- Q&A e saluti



Introduction

- **FireMonkey** is an application framework
 - Visual development, feature rich (effects, animations)
- **Mobile** development (app)
 - Often a single form with many controls on it
 - Maintenance: nightmare
 - DRY principle also applies to UI
 - if it's the same visual behavior, reuse vs copy&paste
 - Visual consistency
- **TFrame**
 - reusable set of controls
 - good chance to keep separate base UI modules

TFrameStand component

- easy way to dynamically show a TFrame instance
- provide a way to gain visual consistency throughout your application
 - decouple and reuse parts of the UI
- support for animations (trigger animations in the stand and/or in the frame)
- advanced features:
 - CommonActions
 - context Dependency Injection mechanism
 - dynamic frame class selection (OnGetFrameClass event)

Stand and styles

- There are part of the UI that are shared across the application
- For example:
 - lightbox effect to provide the user a specific look&feel, even in different situations or with different contents.
- Decouple the “stand” from the “content”.
 - the visual aspect of the “stand” can be described through a style object;
 - TStyleBook can be used to store and retrieve them;

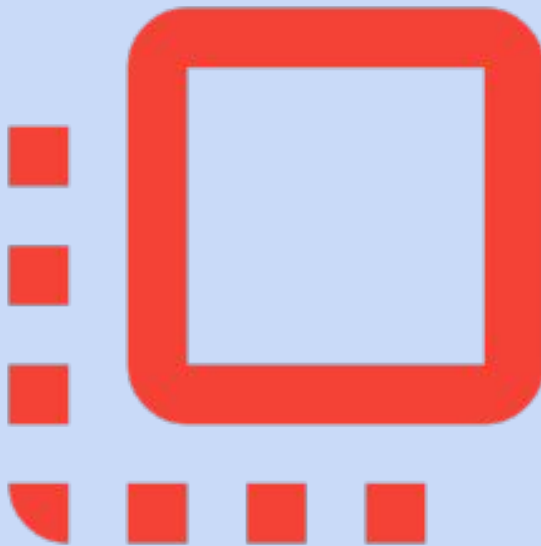
TFrameStand

TFrame(s) on steroids

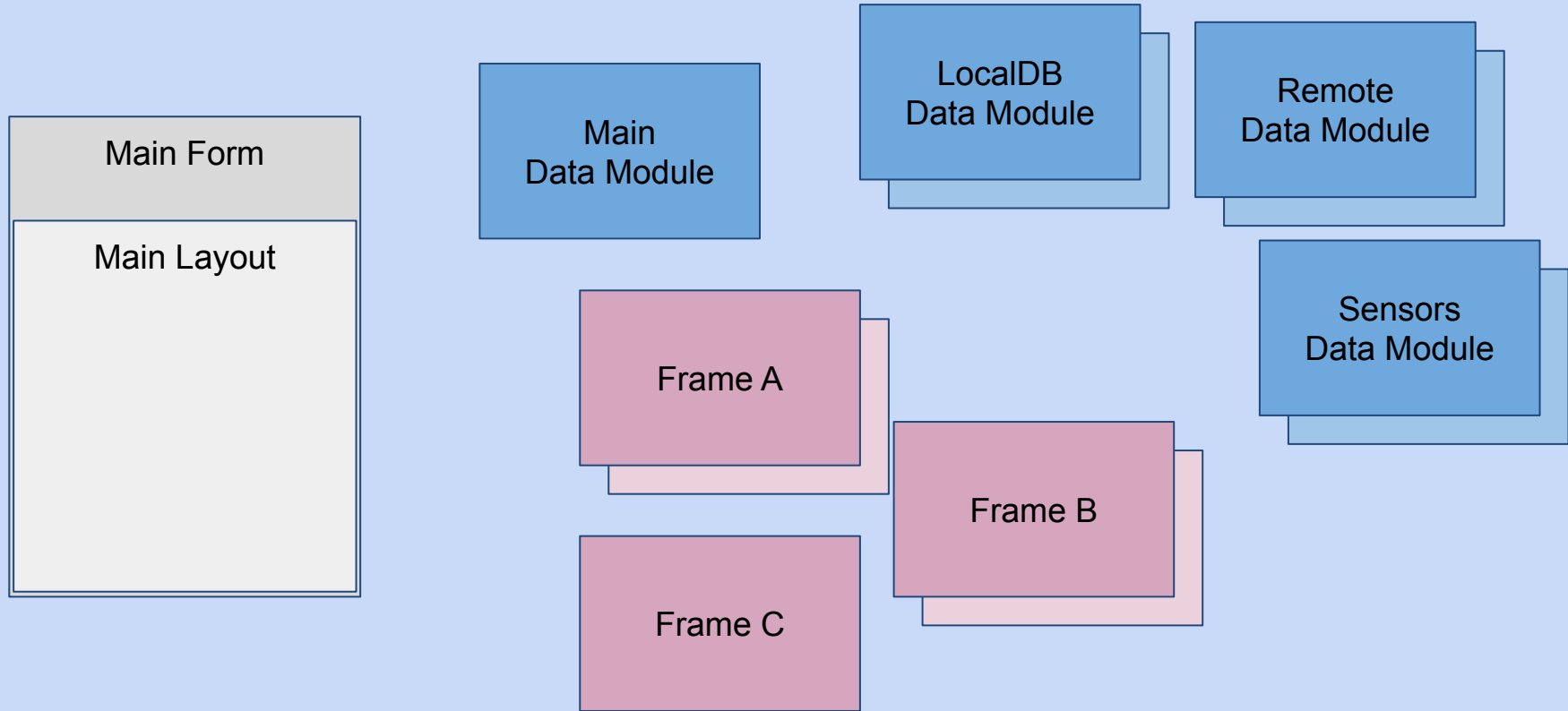
- Divide and conquer
- DRY principle
- Visual continuity
- Animated transitions
- Pure Delphi FMX TFrame(s)

<https://github.com/andrea-magni/TFrameStand>

GetIt (Embarcadero's Package Manager)



Application structure - TFrameStand



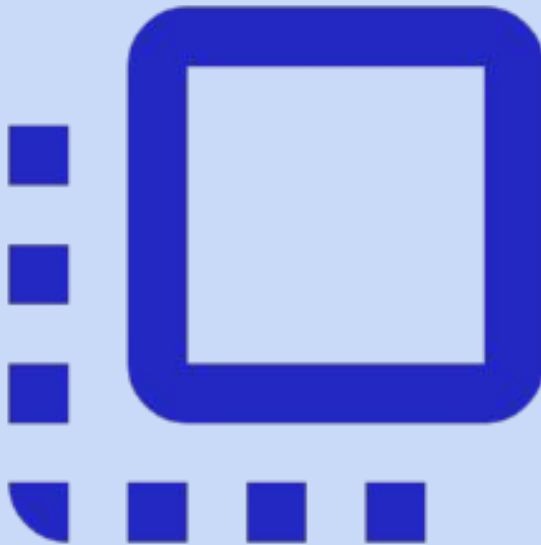
TFormStand

TForm(s) instead of TFrame(s)

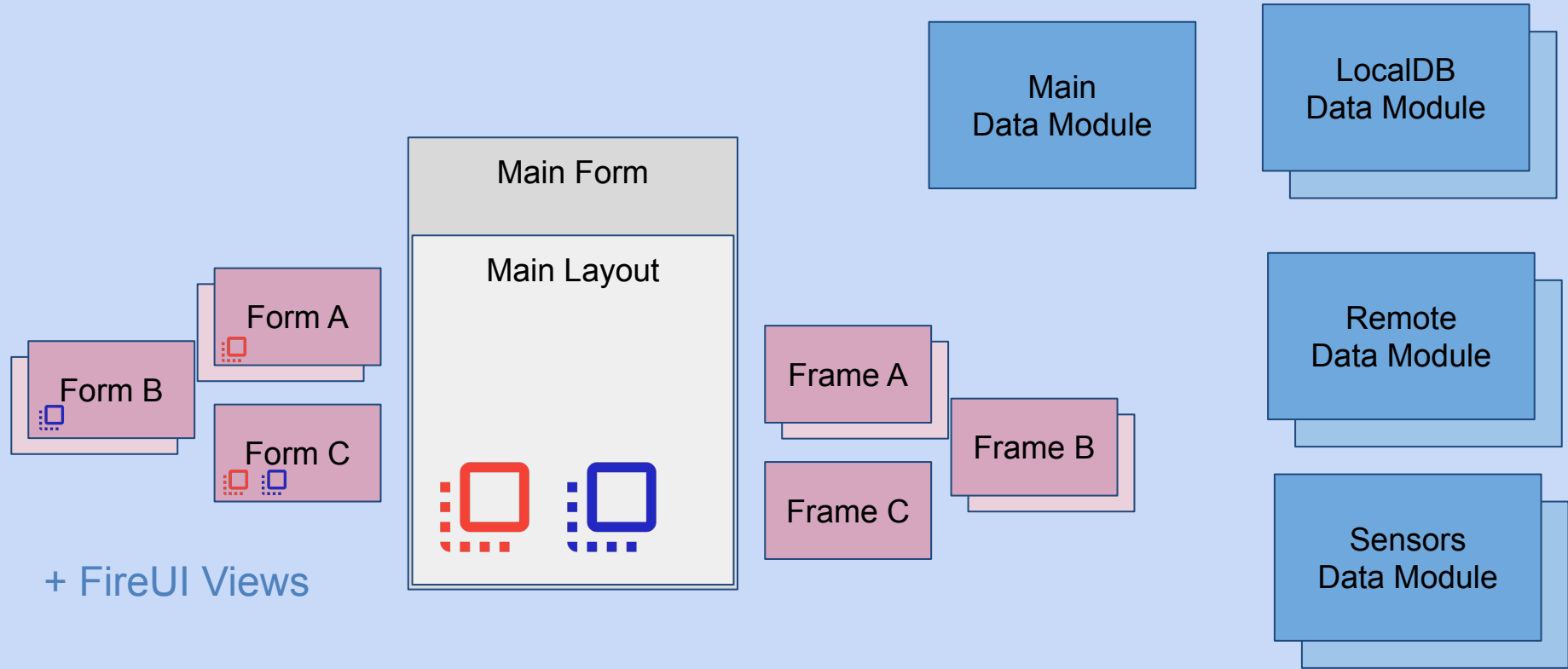
- Same concepts/functionalities
 - Animated transitions
 - Align-like behavior
- FireUI Technology available
- Pure Delphi FMX TForm(s)

<https://github.com/andrea-magni/TFrameStand>

GetIt (Embarcadero's Package Manager)



Application structure - TFormStand



General implication

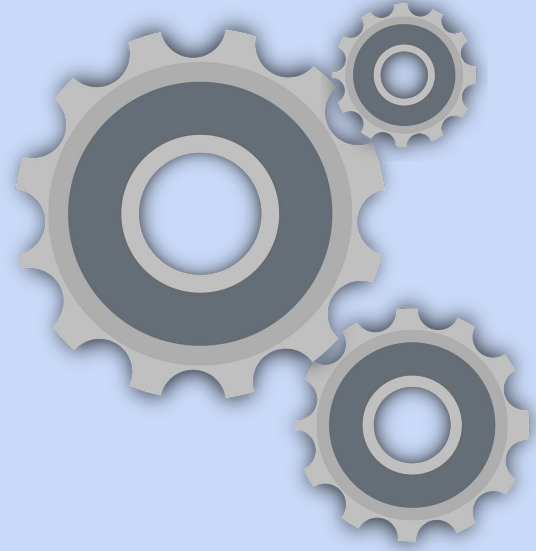
- Achieving usability of mobile applications is hard:
 - Visual continuity
 - UX driven by shared assumptions and recurrent habits
- TFrameStand/TFormStand and other techniques are used to keep complexity low

Keep using common patterns,
focus on your application code...

Good for the user,
Good for the developer!



FMXER



Macro-components

Forms

- Container
- Center
- Column
- Row
- Scaffold

Many others to come (ListView, Grid, Stack...).

Always possible to plug in custom frames/forms.

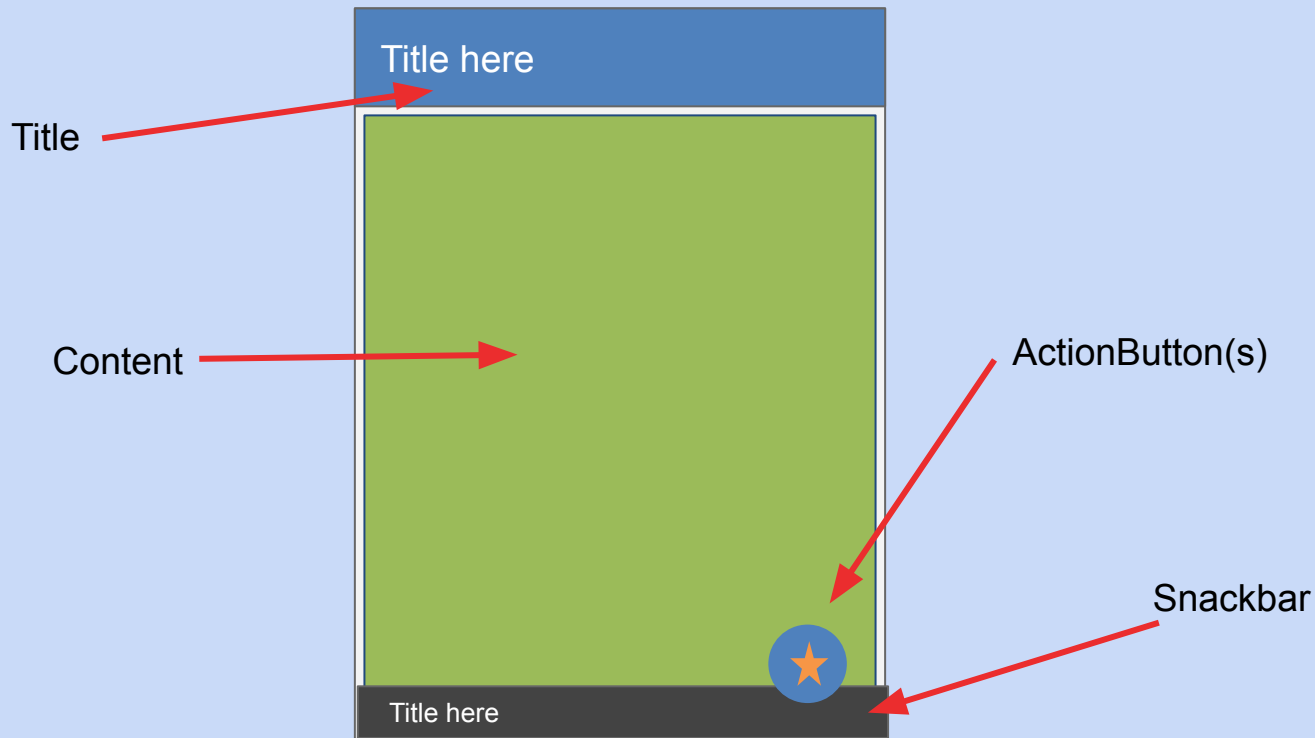
Inspired by Google Flutter approach:

<https://flutter.dev/docs/development/ui/widgets>

Frames

- ActionButton
- Card
- Container
- Image
- Glyph
- HorzScroll
- VertScroll
- Logo
- Text

Example: Scaffold



Example: Scaffold - code

```
1 .DefineRoute<TScaffoldForm>(
2   'home'
3 , procedure (AForm: TScaffoldForm)
4   begin
5     AForm.Title := 'Hello, World!';
6     AForm.SetContentAsFrame<TLogoFrame>;
7     AForm.AddActionButton('A'
8     , procedure
9       begin
10         AForm.ShowSnackBar('This is a transient message', 3000);
11       end
12    );
13
14    AForm.AddActionButton('X'
15    , procedure
16      begin
17        Navigator.CloseRoute('home');
18      end
19    );
20  end
21 );
```





Grazie