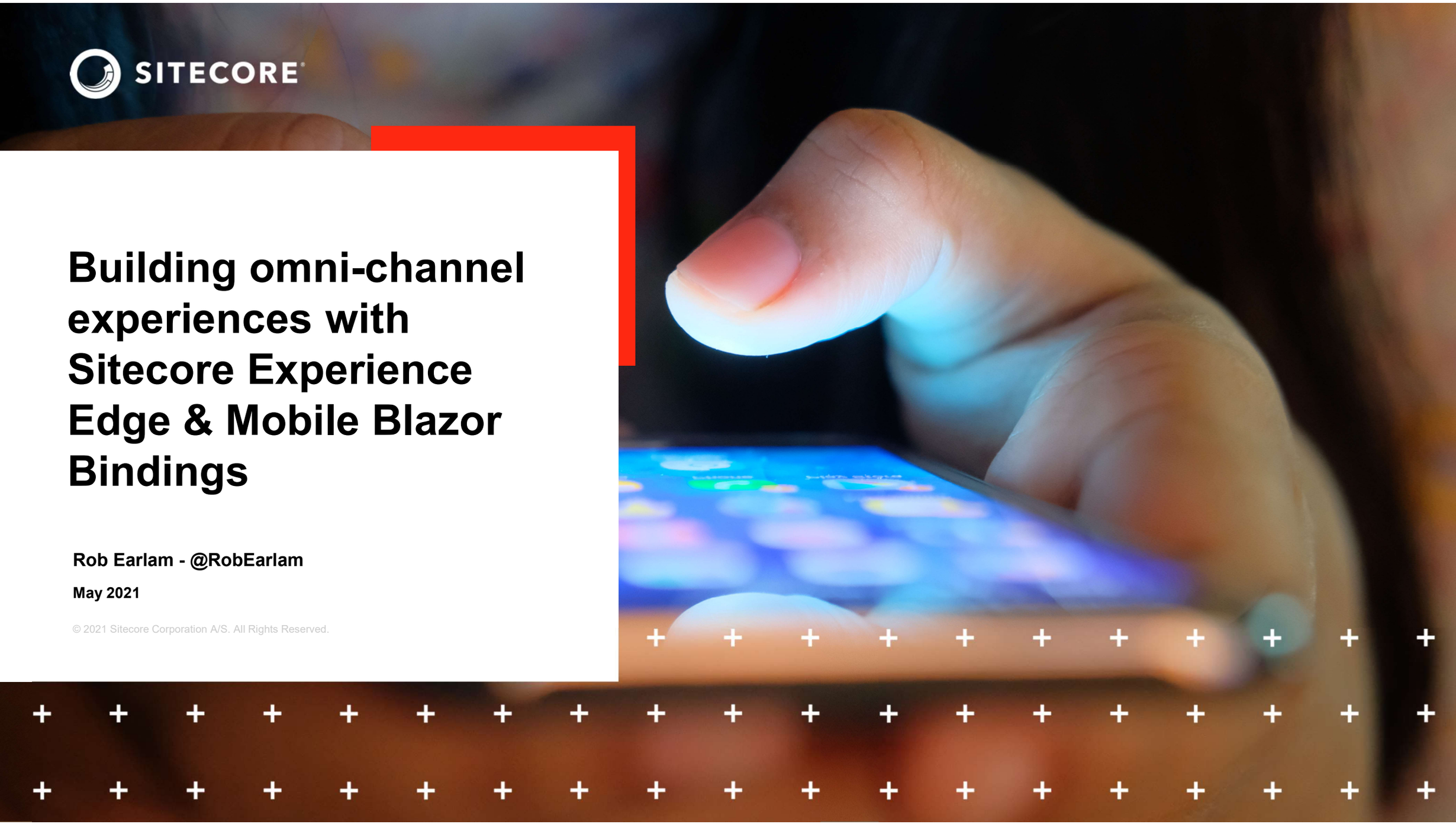

Building omni-channel experiences with Sitecore Experience Edge & Mobile Blazor Bindings

Rob Earlam - @RobEarlam

May 2021

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Rob Earlam

Snr. Technical Evangelist - APJ

- Technical evangelist, software developer, movie lover, music listener, pizza eater, meat smoker
- 14+ years Sitecore experience
- Based in Melbourne, AU

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Experience Edge Portal Site

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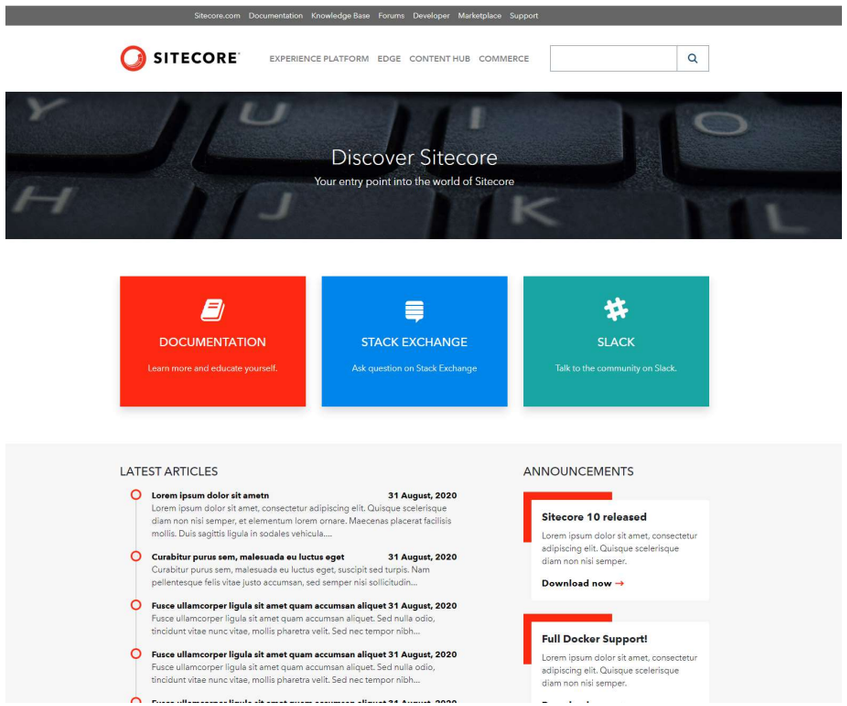
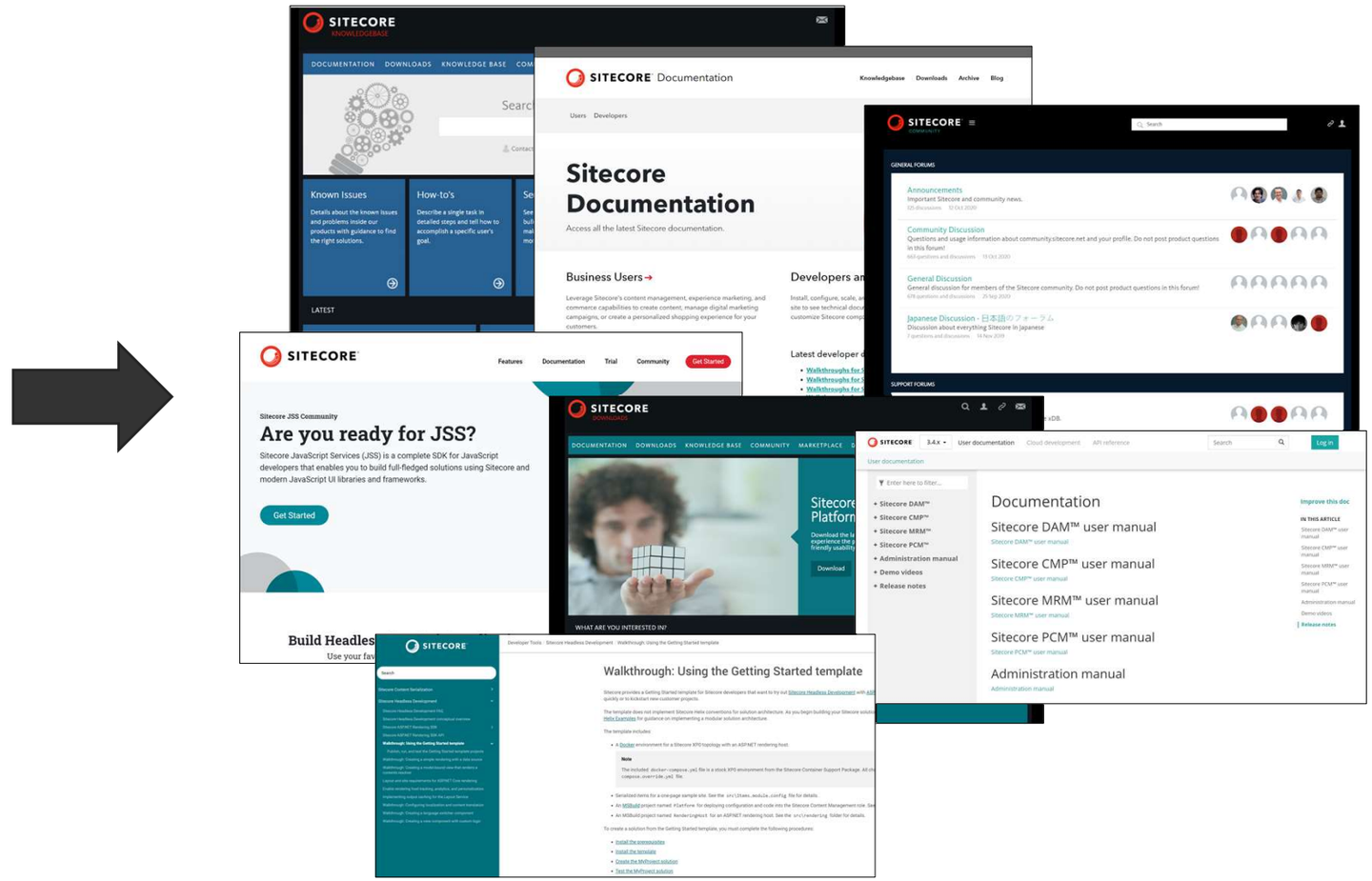
Experience Edge Portal





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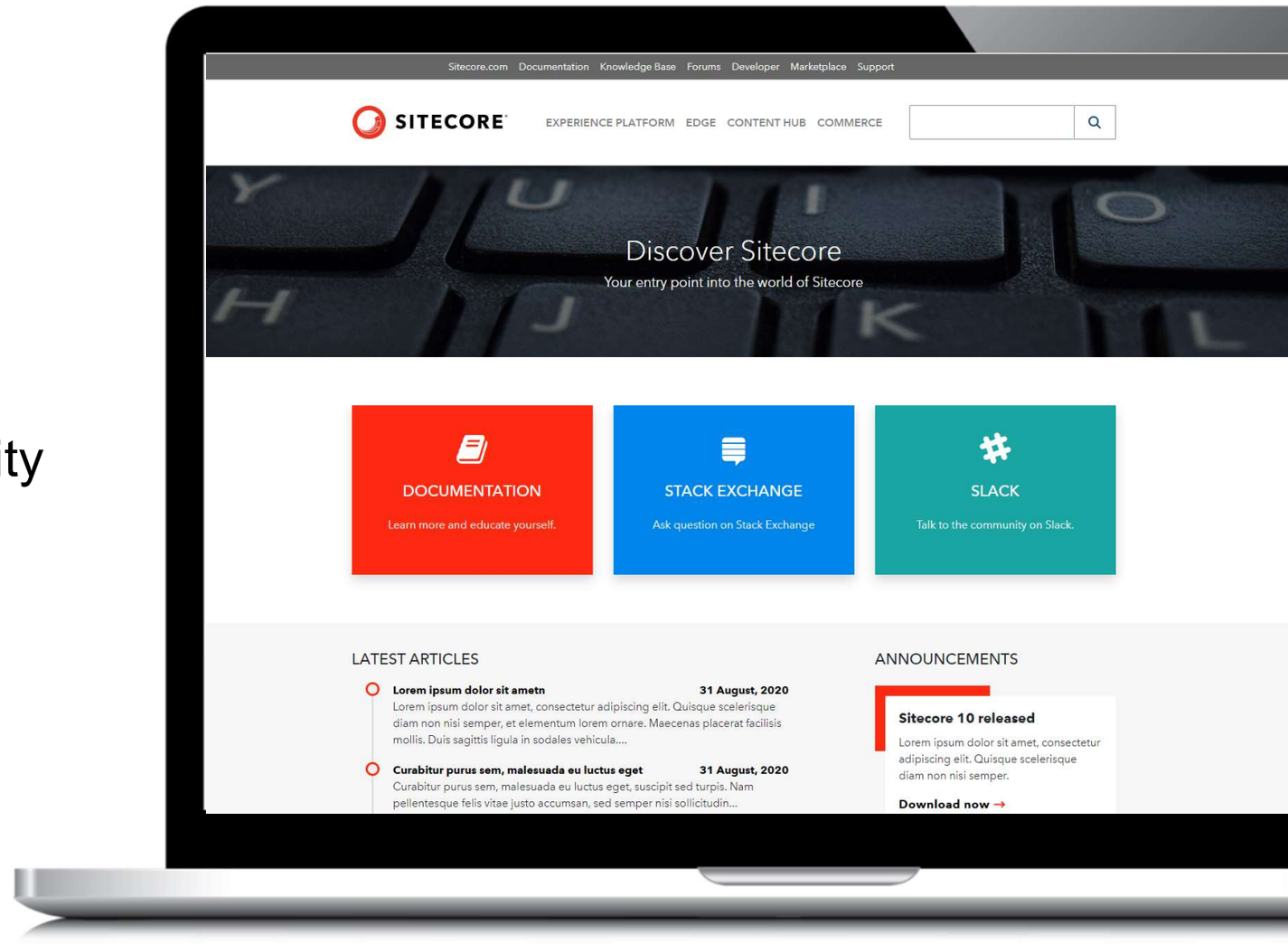
Experience Edge Portal Site

- Mostly static content
- Infrequent changes
- No need for full WCMS functionality
- Some dynamic content



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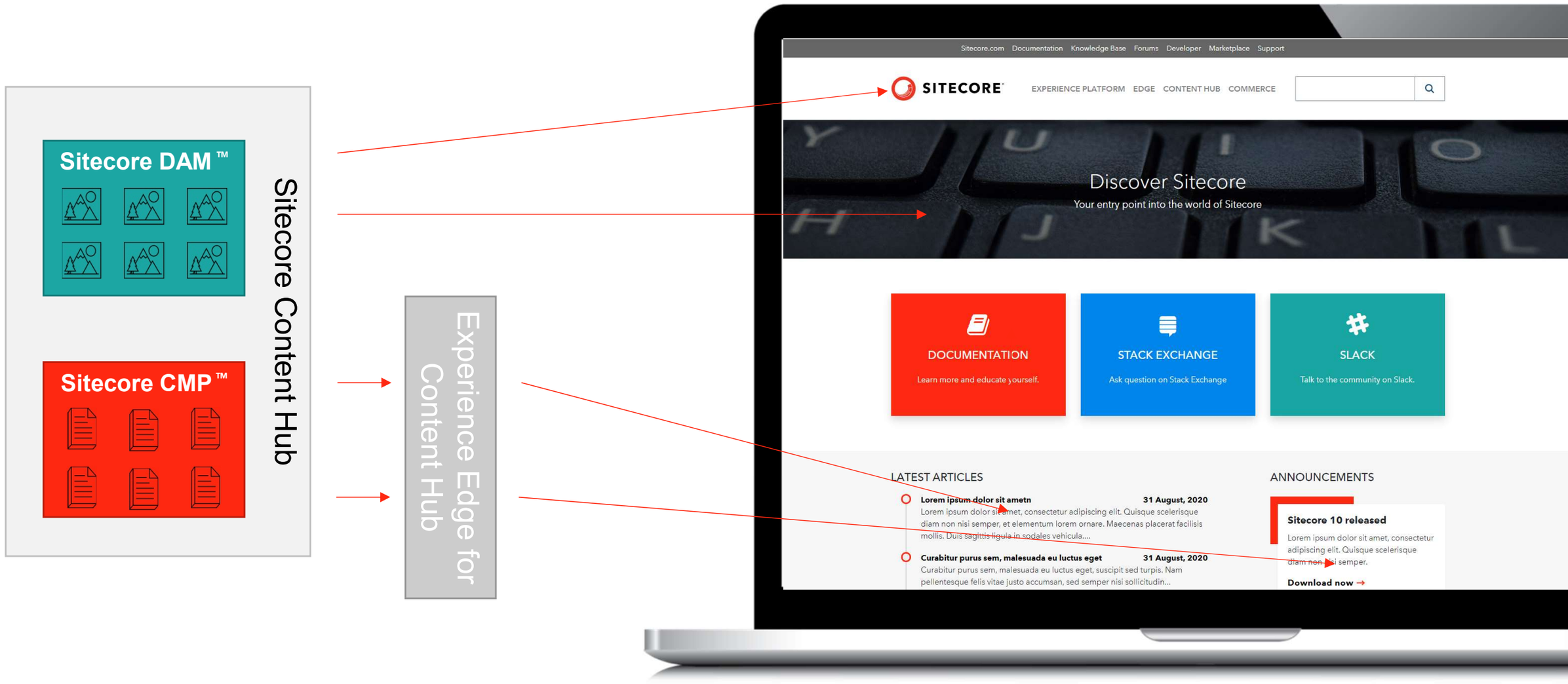
Portal Dynamic Elements



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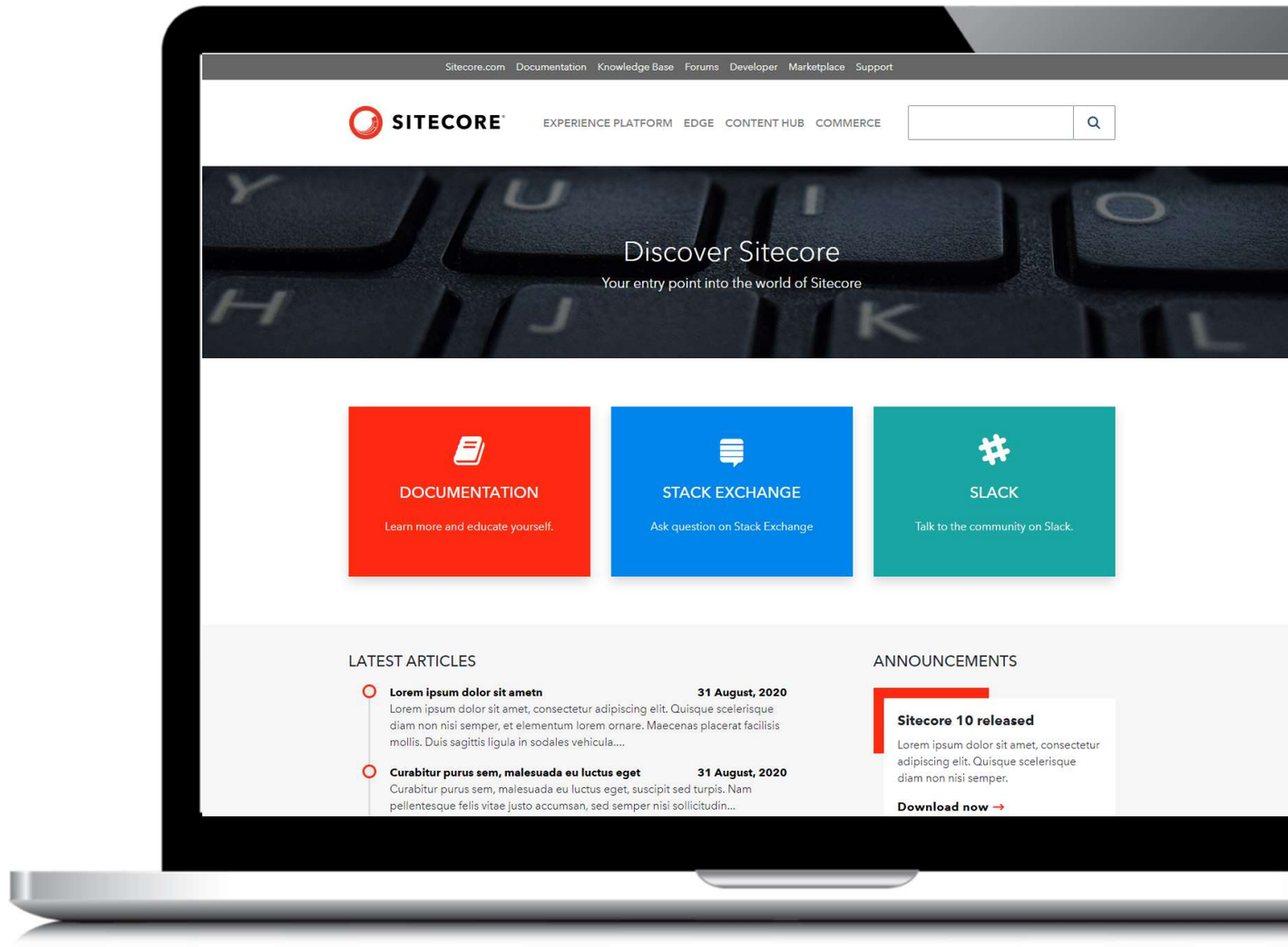
Experience Edge Portal Site



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Building for Omni-Channel

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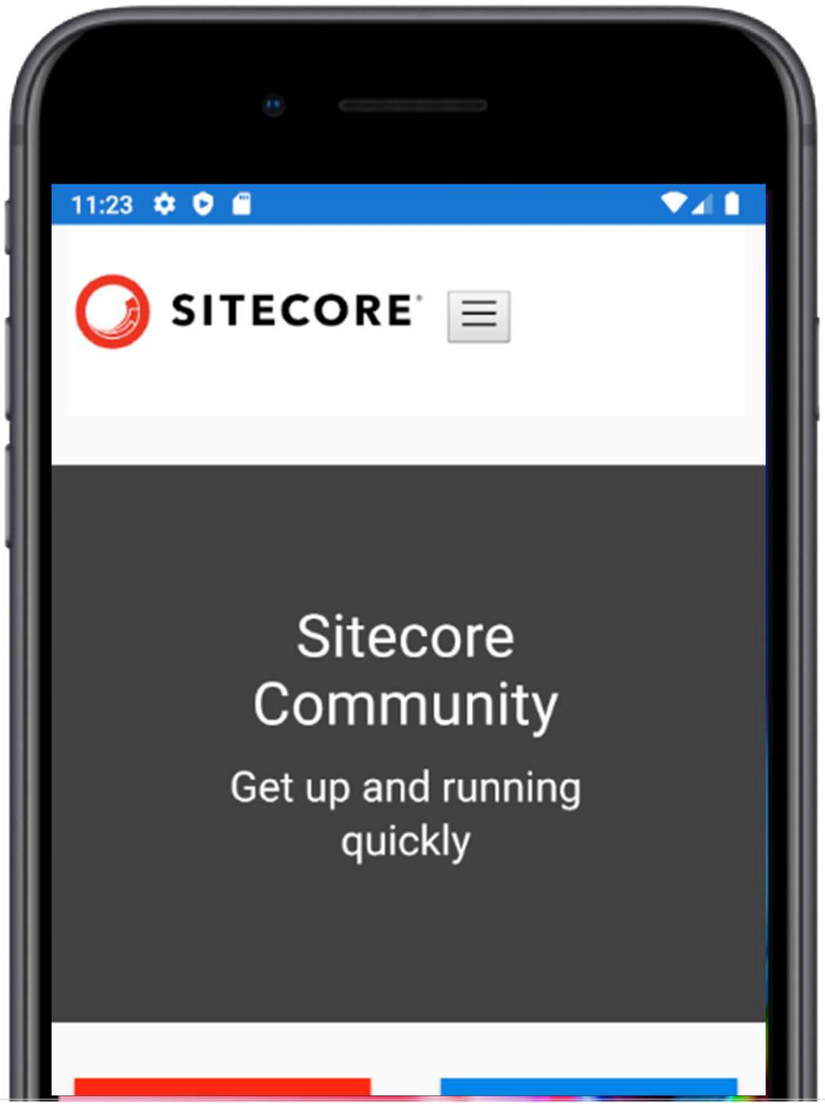
Edge Portal Apps POC

- Opportunity to test omni-channel delivery
- Proof of Concept - Not intended to be officially released



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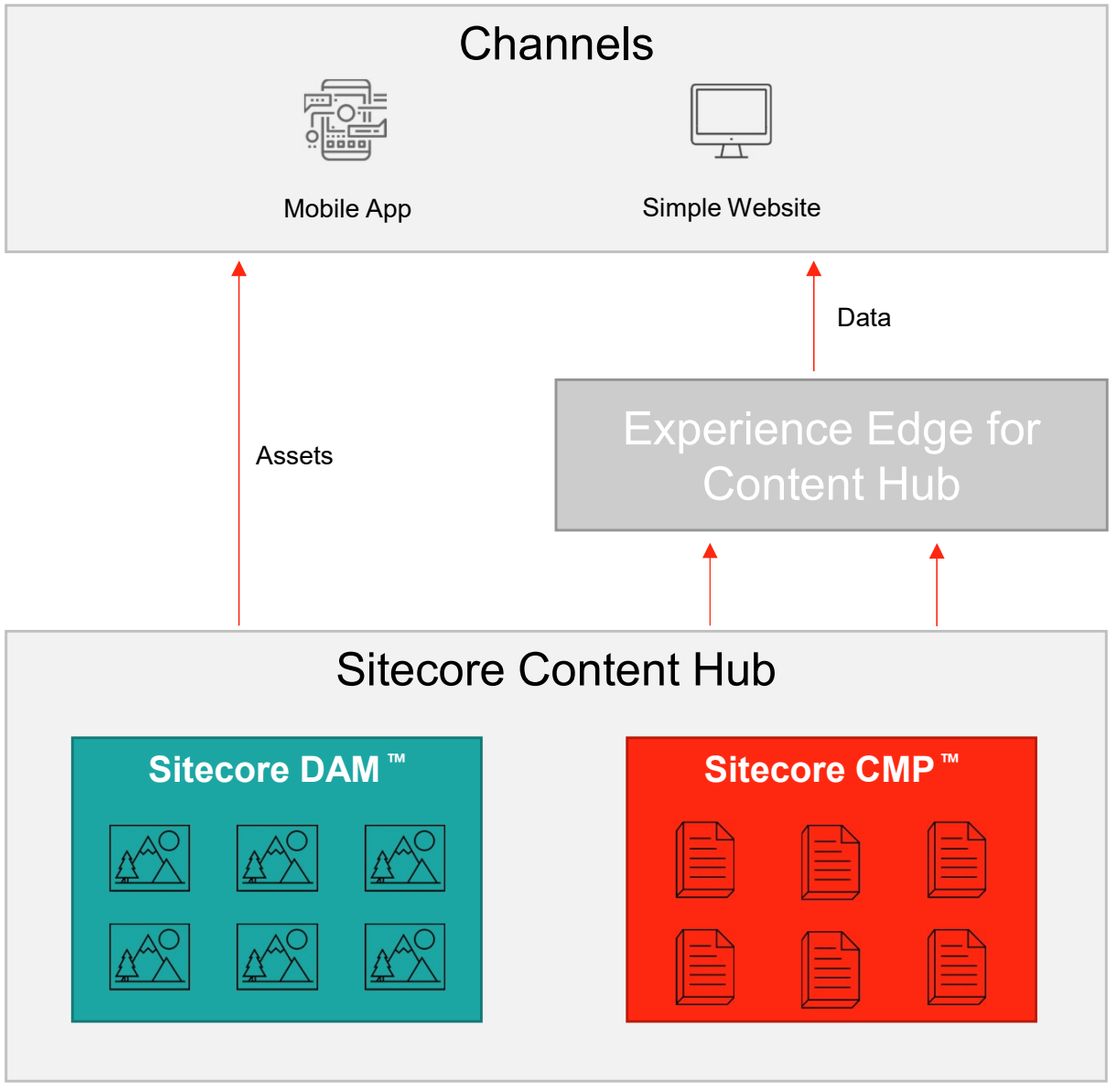
Delivery overview



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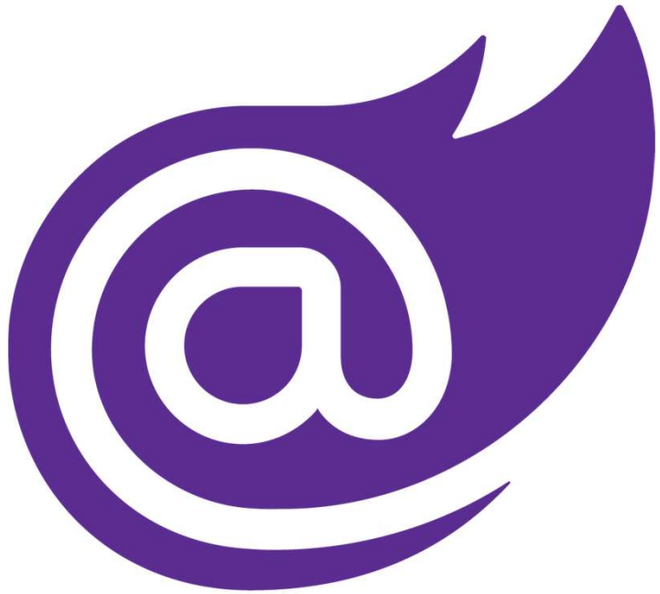
Enter Mobile Blazor Bindings……

+



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What is Xamarin?

Xamarin extends the .NET platform with tools and libraries specifically for building apps on iOS, Android, macOS, and more.

- Base framework for accessing native features
- Extensible Markup Language, known as XAML, for building dynamic mobile apps using C#
- Libraries for common patterns, such as Model View ViewModel(MVVM)
- Platform specific libraries that includes access to APIs from Google, Apple, Facebook, and more to add rich capabilities
- Editor extensions to provide syntax highlighting, code completion, designers, and other functionality specifically for developing mobile pages

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What is Blazor?

Blazor lets you build interactive web UIs using C# instead of JavaScript. Blazor apps are composed of reusable web UI components implemented using C#, HTML, and CSS. Both client and server code is written in C#, allowing you to share code and libraries.

Blazor uses open web standards without plug-ins or code transpilation. Blazor works in all modern web browsers, including mobile browsers.

Based on .NET Standard to allow for simple code sharing

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What are Mobile Blazor Bindings?

- MBB is ***EXPERIMENTAL***
- Build native and hybrid mobile apps using C# and .NET for Android, iOS, Windows, and macOS
- Use the Blazor the programming model and Razor syntax to define UI components.

```
<StackLayout>
    <Label FontSize="30"
           Text="@("You pressed " + count + " times")" />
    <Button Text="+1"
            OnClick="@HandleClick" />
</StackLayout>

@code {
   Int count;
   void HandleClick()
   {
      count++;
   }
}
```

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Let see this in action!

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Questions?

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Thank you

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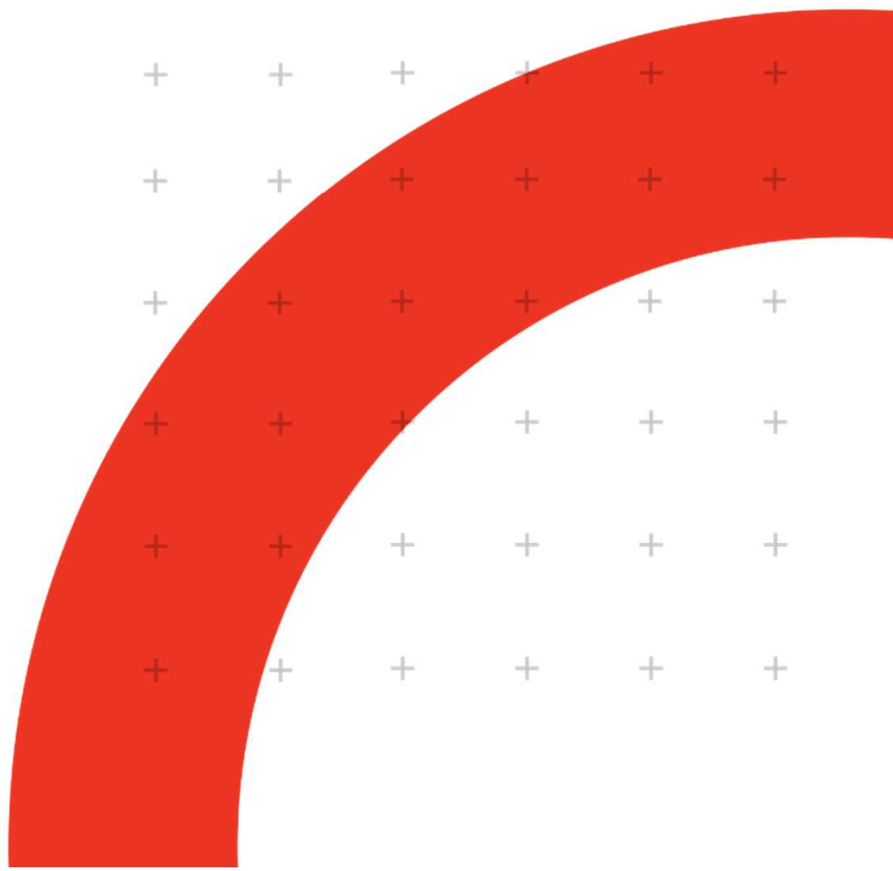
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