

Mobile Essentials

Certification Exam Study Guide



About this Document

This document provides references to help the trainees get prepared for the certification exam.

Version History

Version	Date	Description	Author
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Introduction

The purpose of this document is to provide you with a Study Guide for your Certification Exam. This Study Guide contains all the references to the topics covered in the classroom training.

The first part of the Mobile Certification Exam will be about iOS or Android to check your development skills.

The second part of the Mobile Certification Exam will be about Backbase product knowledge.

You will be responsible for the following versions of Backbase products:

- CXS 6.1.5.1
- MSDK 3.6.7.0

First Part - Fundamentals for iOS / Android

There will be 40 questions of 80 in the first part.

You should have basic Objective-C and/or Swift (iOS) or Java (Android) knowledge before getting this test. Topics that are covered in the Certification Exam are:

- iOS Fundamentals
 - [Swift Basics](#)
 - [Objective-C Basics](#)
 - [CocoaPods](#)
 - [App and Environment](#)
 - [UserDefaults](#)
 - [ARC](#)
 - [GCD](#)
 - [UIKit](#)
- Android Fundamentals
 - [Android Basics](#)
 - [Manifest File](#)
 - [Resources](#)
 - [Permissions](#)
 - [Activities](#)
 - [UI](#)

Second Part - Backbase MSDK

There will be 20 questions of 43 on Backbase Essentials in the second part. These are the essentials for Mobile Native Developers working with Backbase products. This part covers skills in Objective-C and/or Swift (iOS) and Java (Android).

Module 1 - Backbase Introduction

The primary focus of this module comprises of the following sections:

What is Backbase

- [What is the Backbase Platform?](#)
- [An insight into Backbase](#)

Backbase Architecture Overview - [Backbase Architecture Overview Video](#)

Module 2 - Mobile SDK

The Mobile SDK is the core component of our mobile set of tools. This software development kit enables developers to develop Backbase-powered mobile apps for Android and iOS.

The primary focus of this module comprises the following sections:

Mobile SDK Overview

- [Mobile SDK](#)
- [MSDK Features](#)

Model

The model provides the app with information about what content and functionality should be presented.

- [Model](#)

Rendering

Native Rendering allows a developer to define the way a widget, layout or page should look, taking advantage of the native technologies and performance, while still relying all the flexibility of the model abstraction and preferences

- Rendering
 - [Native Rendering](#)
- Password Widget:
 - [Password Widget](#)
 - [Add and extend your first native Android widgets](#)
 - [Add and extend your first native iOS widgets](#)
- Product Summary List Widget & Client:
 - [Native mobile widgets: Product Summary](#)
 - [Native mobile widgets: Product Summary Client](#)
 - [Add and extend your first native iOS widgets](#)
 - [Add and extend your first native Android widgets](#)
- Transactions Widget:
 - [Native mobile widgets: Transactions](#)

- [Native mobile widgets: Transactions Client](#)
- Creating a widget from scratch:
 - [Create your first custom iOS widget: Create a custom widget](#)
 - [Create your first custom Android widget: Create a custom widget](#)
- Native Renderer Blueprint
 - [Native Renderer Blueprint](#)
 - [Native Rendering Template](#)

Navigation

The Mobile SDK provides a navigation system based on the sitemap created by CX Manager.

- Navigation
 - [Navigation Overview](#)
- Creating the Navigation Structure:
 - [Configure your mobile app navigation for Android](#)
 - [Configure your mobile app navigation for iOS](#)

Content

The Mobile SDK provides a native API to get content from Backbase. You are able to share your contents from Experience Manager.

- [Content](#)

Security

The Mobile SDK provides OOTB security features based on OWASP standards.

- Security Overview
 - [Security](#)
- Mobile app security
 - [Make your mobile app secure](#)

Plugins

There are some specific plugins that are developed by Backbase to be used in production environments to speed up the development of an app, but also to demonstrate how plugins can be implemented.

Note: Only storage plugins can be used in native development

- Storage Plugins
 - [Storing Data](#)