



# **Corso di Progettazione di Applicazioni Web e Mobile**

# Hello!

## I am Diego Bonura

Mi occupo di:

- Frontend
- Backend
- Mobile
- IoT
- Ricerca e sviluppo

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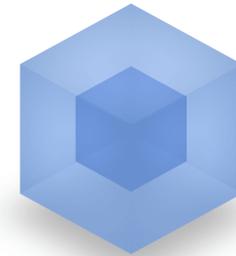
<https://medium.com/@diegobonura>



**LOCCIONI**



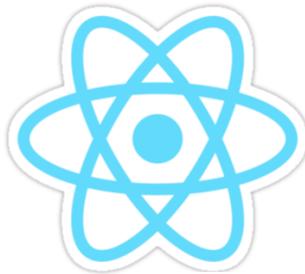
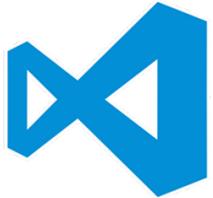
Cosa riconoscete?



Express



Apache





# Programma

- Sviluppo web/mobile: di cosa si tratta
- Architettura di una applicazione mobile
- Protocolli
- Dalla prototipazione al deploy
- Sicurezza
- Testing
- ...



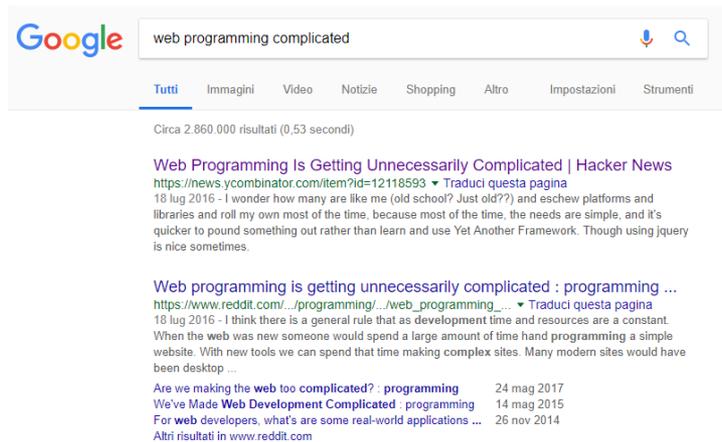
1.

# Web e Mobile development



“

# *Quanto è complesso sviluppare applicazioni web/mobile?*



Google   

[Tutti](#) [Immagini](#) [Video](#) [Notizie](#) [Shopping](#) [Altro](#) [Impostazioni](#) [Strumenti](#)

Circa 2.860.000 risultati (0,53 secondi)

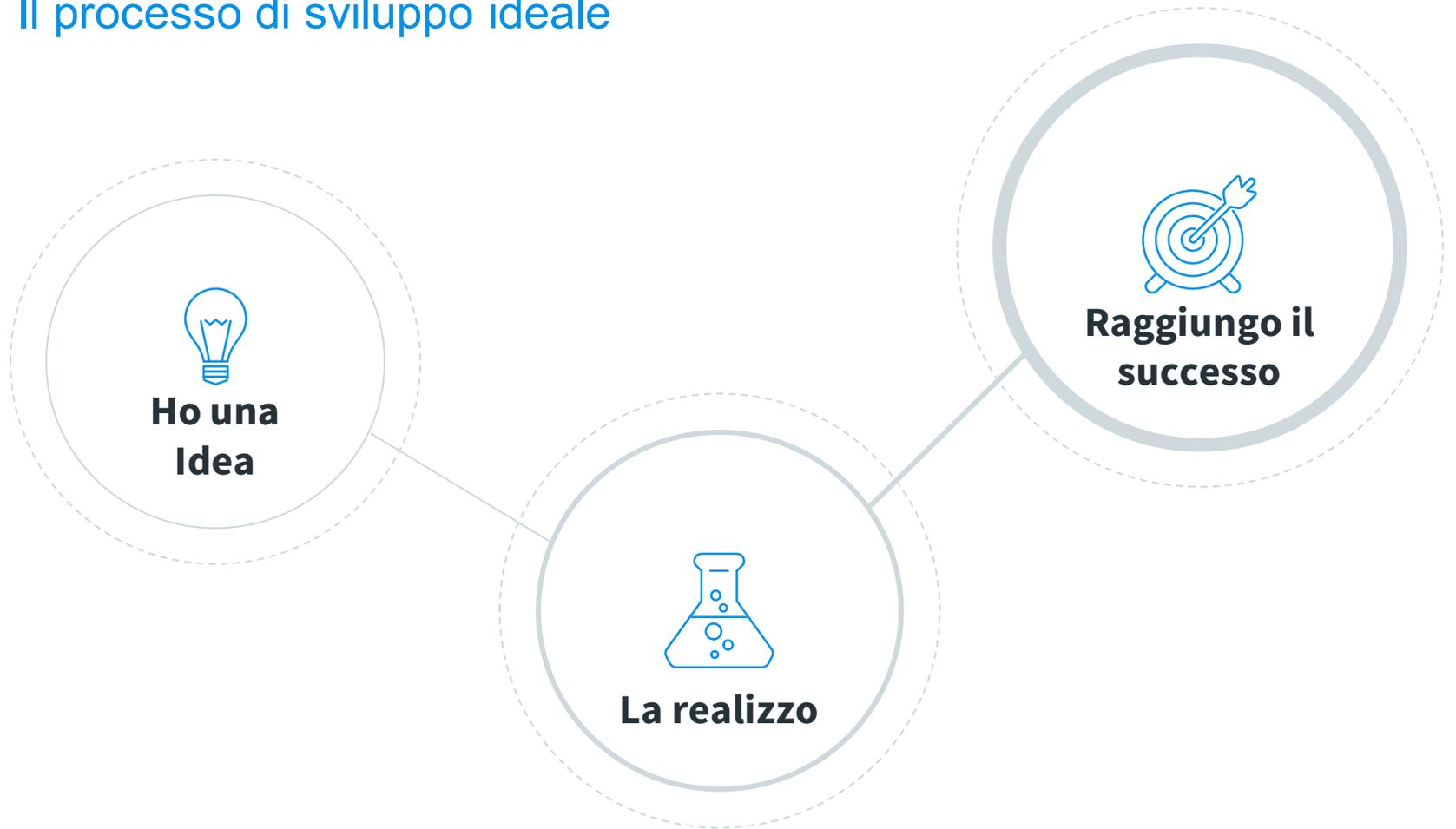
**Web Programming Is Getting Unnecessarily Complicated | Hacker News**  
<https://news.ycombinator.com/item?id=12118593>  Traduci questa pagina  
18 lug 2016 - I wonder how many are like me (old school? Just old??) and eschew platforms and libraries and roll my own most of the time, because most of the time, the needs are simple, and it's quicker to pound something out rather than learn and use Yet Another Framework. Though using jquery is nice sometimes.

**Web programming is getting unnecessarily complicated : programming ...**  
[https://www.reddit.com/.../programming/.../web\\_programming...](https://www.reddit.com/.../programming/.../web_programming...)  Traduci questa pagina  
18 lug 2016 - I think there is a general rule that as development time and resources are a constant. When the web was new someone would spend a large amount of time hand programming a simple website. With new tools we can spend that time making complex sites. Many modern sites would have been desktop ...

Are we making the **web too complicated?** : programming 24 mag 2017  
We've Made **Web Development Complicated** : programming 14 mag 2015  
For **web developers**, what's are some real-world applications ... 26 nov 2014  
[Altri risultati in www.reddit.com](#)



## Il processo di sviluppo ideale



## Il processo di sviluppo reale (semplificato)

### Idea

- Strategia
- Monetizzazione

### Analisi

- Requirements
- Team
- Roadmap

### Design

- UserExperience
- UserInterface

### Mock

- Requirements
- Roadmap
- Realizzazione
- Feedback

### Sviluppo

- Metodologia
- Backend
- Frontend
- Amministrazione

### Testing

- Validazione requirements
- Beta phase
- Analytics

### Deploy

- Cloud
- Store

### Supporto

# Use Cases (semplificato)



- Per l'utente:

- Facile da rintracciare
- Facile da installare
- Facile da usare
- Riconoscibile (con una propria identità)
- Sicura
- Stabile
- Veloce
- Poco energivora
- Leggera nei trasferimenti
- Con notifiche
- Facile da condividere
- Backup automatico



- Per lo sviluppatore:

- Facile da mantenere
- Facile da aggiornare
- Che sia scalabile al crescere degli utenti
- Che sia economica (cloud/server)
- Sicura
- Stabile
- Che rispetti le linee guida degli store
- A/B Test facile da integrare
- Logger e altri servizi facili da integrare



- Per l'amministratore:

- Facile da usare
- Facile da analizzare
- Facile da mantenere



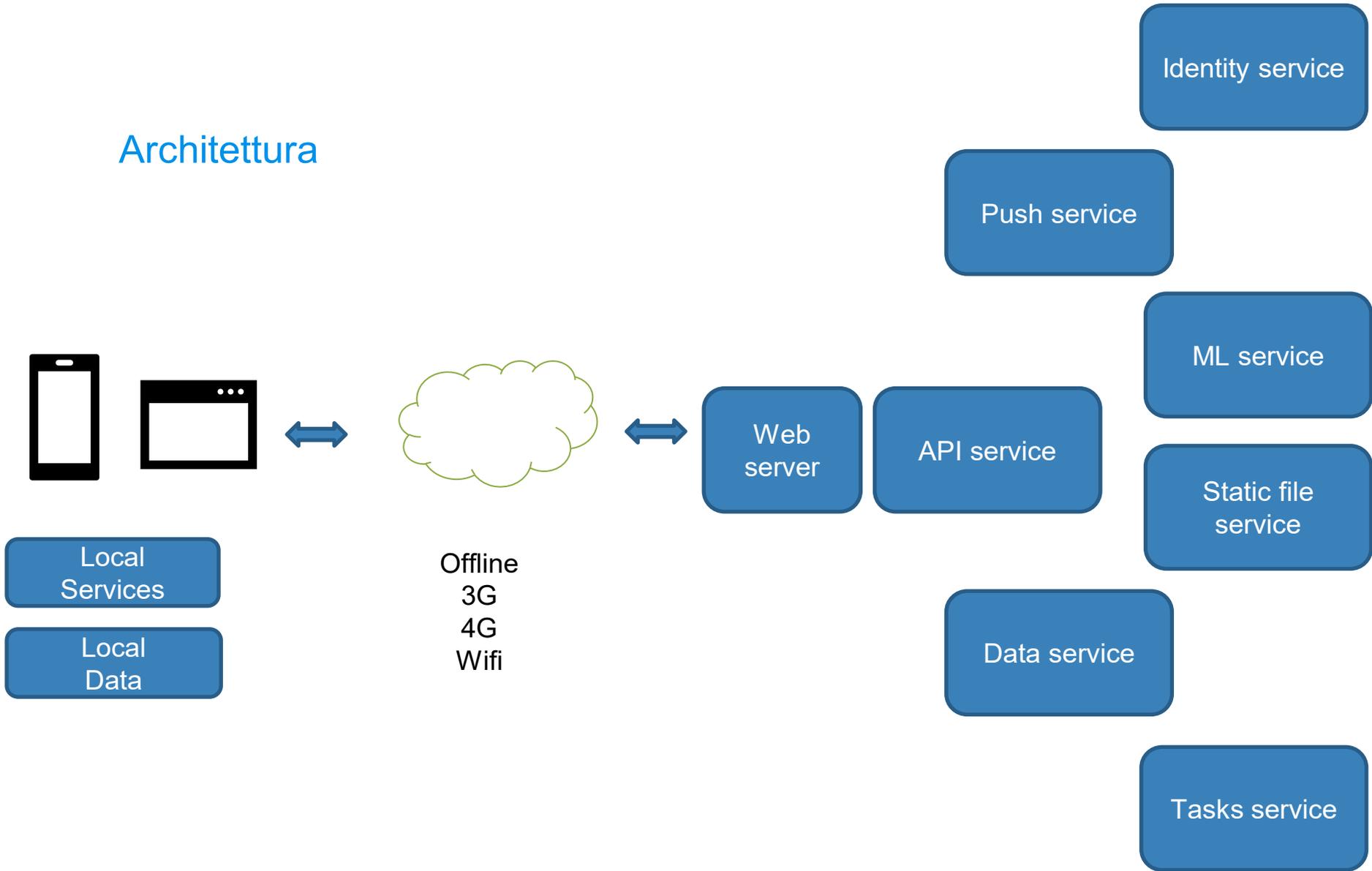
- Per il customer service

- Facile da usare

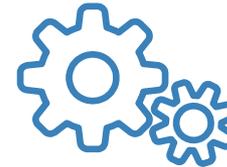
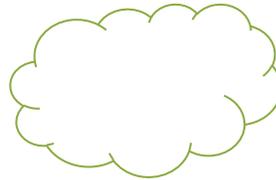
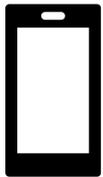
A decorative network diagram in the top-left corner, consisting of various sized nodes (some solid grey, some hollow white) connected by thin grey lines. The nodes are arranged in a complex, interconnected pattern.

# 2. Architettura

# Architettura



# Diffusione tecnologie



Download Speed: Overall OpenSignal

