Can a Caché Developer Create Adaptive Web Apps?

Learn how to develop mobile apps in-house, quick, easy and cost-effective.

Starting Point

XXXLutz group is one of Europe's largest furniture retailer with 22,200 employees, 280 stores and over 4.4 billion Euro turnover. The long-standing provider of their inventory management system has been a German Software solution, based on InterSystems Technology.

For years, the company tried to integrate mobile devises into existing business processes via native apps, without changing these processes. Experience has shown that development of these native apps was complex, time-consuming and expensive, as it was necessary to source external web developer.

After evaluating a range of different technologies (eg React), **XXXLutz** realised that a great deal of know-how in web-technology and -tools would have been needed for their in-house Caché Developer Team, which would have required extensive and time-consuming investment in training.

Solution – Develop Mobile Apps
In-house by Your Caché Developers

In 2012 **XXXLutz** connected with **myCTS** who introduced the 32-bit Windows Application **winHERALD**® a Graphic User Interface for Caché Applications that is solely controlled by COS. As **XXXLutz** was searching for a web frontend for mobile devices, the **winHERALD**® application was not used at that point.

The diverse and ever-growing range of mobile devise systems (Apple, Android, Windows) prompted **myCTS** to develop a web frontend, to complement the existing **winHERALD**® application.

After presenting the new **webHERALD**® in March 2017, an initial pilot project was agreed with **XXXLutz**. During the pilot in an open co-creation process, additional ideas from the **XXXLutz** UX-department were integrated into future version releases of the application.

As the pilot effectively demonstrated how web applications can be developed in a quick, easy and cost-efficient way, **XXXLutz** senior management decided on a group-wide roll-out in February 2018.

Outcome

Within only a couple of months, **XXXLutz's** in-house COS developer team, released a new Web-shop application for mobile devises, mostly tablets, integrating a range of functionalities supporting the selling process. In addition, web applications for mobile scanners for 'click & collect' sales and warehouse stock movements, have been released.

Both frontend and business processes were developed with **webHERALD**® using existing inventory management system modules resulting in a time- and cost-effective use of resources. A further group-wide roll-out is already on its way.

This rapid success is mainly due to the fact that it is very easy for COS developers to create appealing designs for a diverse range of mobile devices without knowledge of JavaScript or various other web technologies by only using **webHERALD**®. Even larger applications can be developed in a very short space of time. The business logic/processes are still on the Caché server side. The in-house developers are always in control of events at the frontend. This makes development and support extremely cost-effective.

Further extensive projects are already in planning or have already started.

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