Windows Phone 8 - Implementing Cordova plug-ins

Overview

In some cases, developers of a MobileFirst application might have to use a specific third-party native library or a device function that is not yet available in Apache Cordova.

With Apache Cordova, developers can create an Apache Cordova plug-in, which means that they create custom native code blocks, and call these code blocks in their applications by using JavaScript.

This tutorial demonstrates how to create and integrate a simple Apache Cordova plug-in for Windows Phone 8, in the following topics:

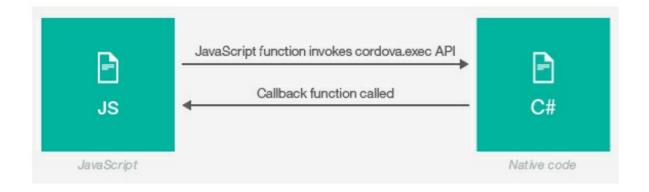
- Creating a plug-in
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- Implementing cordova.exec() in JavaScript
- Implementing the C# code of a Cordova plug-in
- Sample application

Note: In Cordova-based applications, developers must check for the device ready event before they use the Cordova API set. In a MobileFirst application, however, this check is done internally.

Instead of implementing this check, you can place implementation code in the wlCommonInit() function in the common\js\main.js file.

Creating a plug-in

- 1. Declare the plug-in in the config.xml file.
- 2. Use the cordova.exec() API in the JavaScript code.
- Create the plug-in class that will run natively in Windows Phone 8.
 The plug-in performs the required action and calls a JavaScript callback method that is specified during the call to cordova.exec()



Declaring a plug-in

You must declare the plug-in in the project, so that Cordova can detect it.

To declare the plug-in, add a reference to the config.xml file, located in the native folder of the Windows Phone 8 environment.

Implementing cordova.exec() in JavaScript

From the JavaScript code of the application, use the cordova.exec() method to call the Cordova plug-in:

```
function sayHello() {
   var name = $("#NameInput").val();
   cordova.exe(sayHelloSuccess, sayHelloFailure, "SayHelloPlugin", "sayHello", [name])
;
}
```

```
sayHelloSuccess - Success callback
sayHelloFailure - Failure callback
SayHelloPlugin - Plug-in name as declared in the config.xml file
sayHello - Action name
[name] - Parameters array
```

The plug-in calls the success and failure callbacks.

```
function sayHelloSuccess(data){
    WL.SimpleDialog.show(
        "Response from plug-in", data,
        [{text: "OK", handler: function() {WL.Logger.debug("Ok button pressed");}}
]
    );
}

function sayHelloFailure(data){
    WL.SimpleDialog.show(
        "Response from plug-in", data,
        [{text: "OK", handler: function() {WL.Logger.debug("Ok button pressed");}}
]
    );
}
```

Implementing the C# code of a Cordova plug-in

After you have declared the plug-in and the JavaScript implementation is ready, you can implement the Cordova plug-in.

For this purpose, ensure that the project is built in Eclipse and opened in the Visual Studio IDE.

Step 1

- 1. Create a new C# class.
- 2. Add the new class to your project namespace and add the required import statements.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using WPCordovaClassLib.Cordova;
using WPCordovaClassLib.Cordova.Commands;
using WPCordovaClassLib.Cordova.JSON;

namespace Cordova.Extension.Commands {
    public class SayHelloPlugin : BaseCommand
{
```

Step 2

Implement the SayHelloPlugin class and the sayHello method.

1. The JavaScript wrapper calls the sayHello method and passes a single parameter. It returns a string back to JavaScript.

```
public void sayHello(string options) {
    string optVal = null;
    try {
        optVal = JsonHelper.Deserialize<string[]>(options)[0];
    }
    catch (Exception) {
        DispatchCommandResult(new PluginResult(PluginResult.Status.ERROR, "SayHelloPlu gin signaled an error"));
    }
}
```

2. The DispatchCommandResult method returns the result to JavaScript, whether success or failure.

Sample application

Click to download (https://github.com/MobileFirst-Platform-Developer-Center/ApacheCordovaPlugins) the MobileFirst project.





