

# Cordova end-to-end demonstration

## Overview

The purpose of this demonstration is to experience an end-to-end flow where an application & an adapter are quickly created using the MobileFirst Operations Console, and the application is able to call a resource on the MobileFirst Server, using an MobileFirst Adapter.

### Requirements:

- Either a Stand-alone MobileFirst Server or MobileFirst CLI (download (file:///home/travis/build/MFPSamples/DevCenter/\_site/downloads))
  - Configured Xcode 6.x for iOS, Android Studio for Android or Visual Studio for Windows 8/10
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## 1. Starting the MobileFirst Server

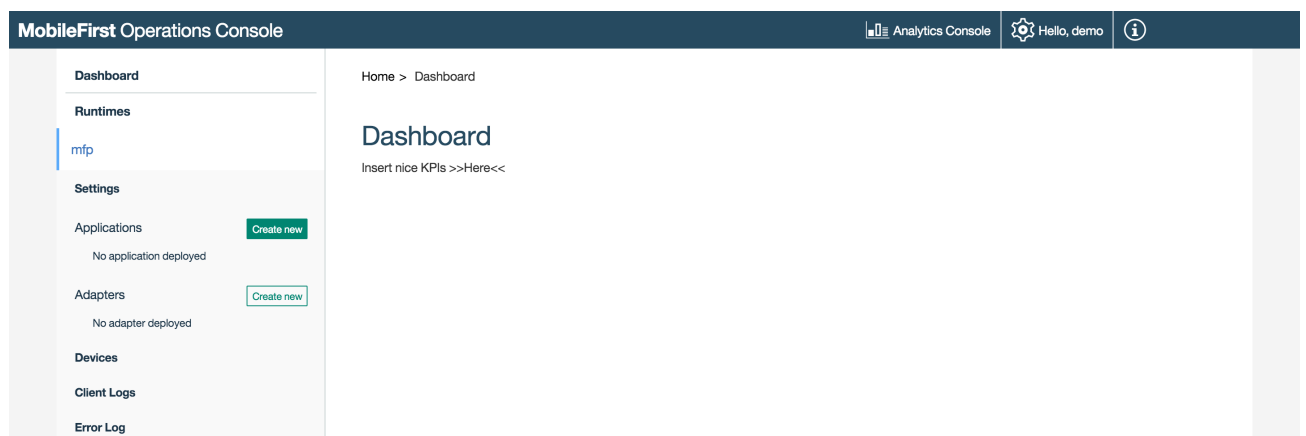
From a **Terminal** window:

- If using the MobileFirst CLI, run the command: `mfpdev server start`.
- If using a stand-alone MobileFirst Server, navigate to the server's **scripts** folder and run the command: `./start.cmd` in Mac, `./start.sh` in Linux or `start.bat` in Windows.

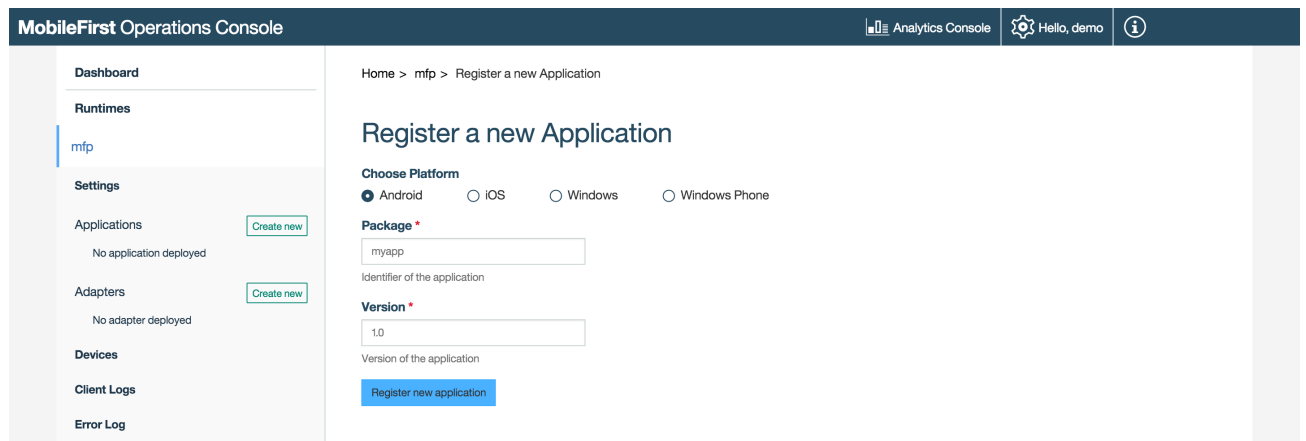
## 2. Creating an application

Open the MobileFirst Operations Console by loading the URL `http://localhost:9080/mfpconsole`. The username/password are *demo/demo*.

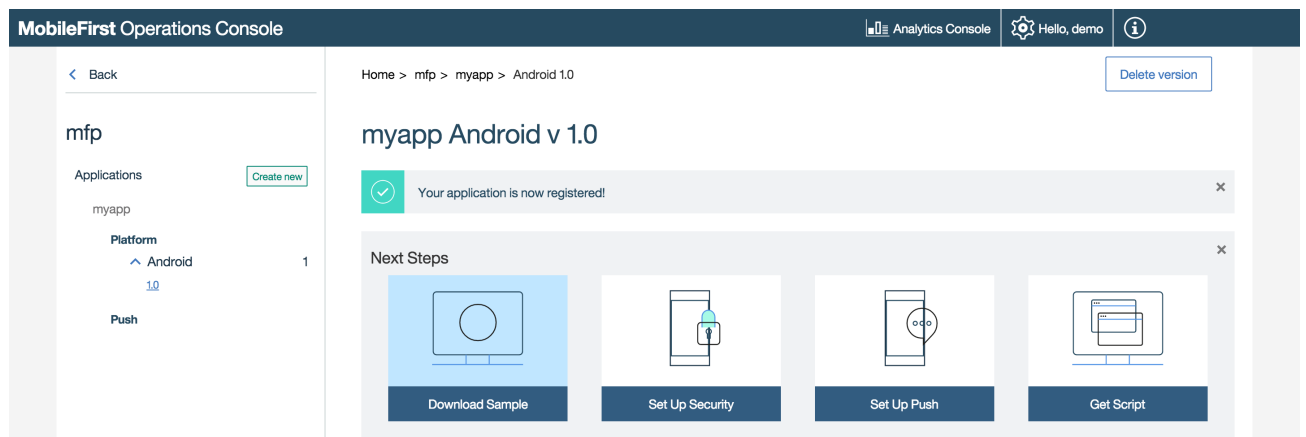
1. Click on "Create new" next to **Applications**.



2. Select the Desired platform, and provide an identifier & version values.



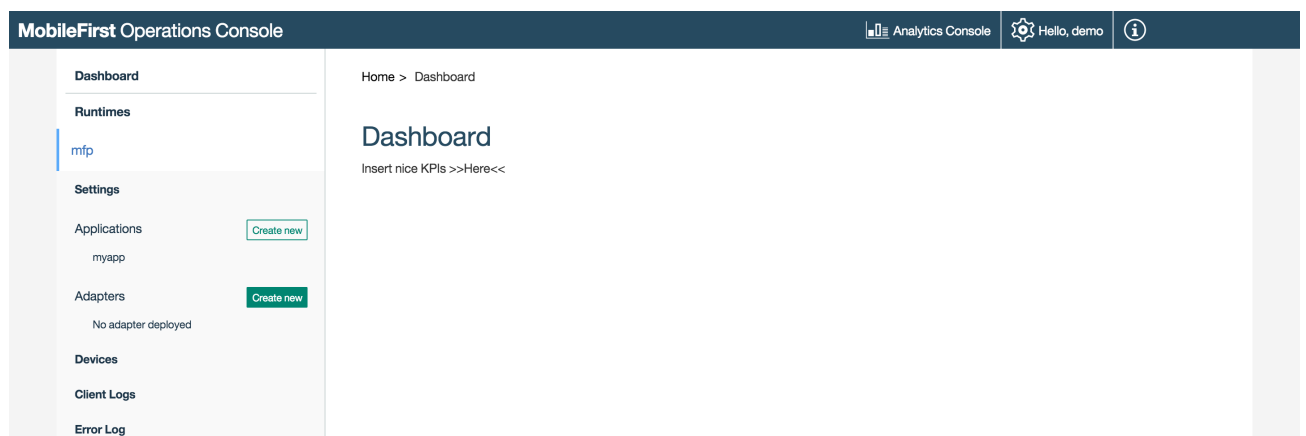
- Click on the **Download Sample** tile and select to download a Hybrid sample.



### 3. Creating an adapter

From the MobileFirst Operations Console,

- Click on "Create new" next to **Adapters**.



- Download an adapter sample.

- Build the adapter.

## 4. Editing application logic to use an adapter

1. Open the Cordova project in your code editor of choice.
2. Select the `index.js` file and edit it by adding the following code snippet in the `wlCommonInit()` function:

WLResourceRequest code snippet here

## 5. Running the application

1. In **Terminal**, navigate to the Cordova project root folder.
2. Run the commands: `cordova build` followed by `cordova run`.
  - If a device is connected, the application will be installed and launched in the device,
  - Otherwise the Simulator or Emulator will be used.