# Previewing your application on Mobile Web and Desktop Browser

#### **Overview**

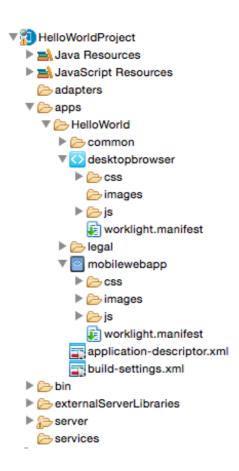
**Prerequisite:** Make sure to read Previewing the web resources of your application (../../helloworld/previewing-applications-web-resources/).

This tutorial covers the following topics.

- Mobile Web and Desktop Browser environment specifics
- Previewing the application in the Mobile Web Simulator
- Running the application in a physical device

## Mobile Web and Desktop Browser environment specifics

The Mobile Web and Desktop Browser environments have an additional file, worklight.manifest, which is a cache manifest file that allows you to manage and edit the contents of the application cache.



## Previewing the application in the Mobile Web Simulator

### **CLI**

From a terminal window, use the mfp console command to open MobileFirst Conosle.

#### **MobileFirst Studio**

The desktop browser web page is, in fact, a web page, and thus it is not displayed in the Mobile Browser Simulator. Instead, a new tab opens up and presents the web page.

# Running the application in a physical device

To get the URL of a mobile web application:

- 1. Browse to the **Mobile Web Application** environment in the MobileFirst Operations Console (../../hello-world/mobilefirst-console/).
- Copy the regular or shortened URL from the pop-up window, or use the QR code.
  To provide a shortened URL, provide your bit.ly account username and password in the worklight.properties file.
- 3. Enter the shortened URL in the mobile browser of your device.

