# Cordova end-to-end demonstration

### **Overview**

The purpose of this demonstration is to experience an end-to-end flow:

- 1. A sample application that is pre-bundled with the MobileFirst client SDK is registered and downloaded from the MobileFirst Operations Console.
- 2. A new or provided adapter is deployed to the MobileFirst Operations Console.
- 3. The application logic is changed to make a resource request.

#### End result:

- Successfully pinging the MobileFirst Server.
- Successfully retrieving data using a MobileFirst Adapter.

#### Prerequisites:

- Xcode for iOS, Android Studio for Android or Visual Studio 2013/2015 for Windows 8.1 Universal / Windows 10 UWP
- Cordova CLI 6.x.
- Optional. MobileFirst CLI (download (file:///home/travis/build/MFPSamples/DevCenter/\_site/downloads))
- Optional. Stand-alone MobileFirst Server (download (file:///home/travis/build/MFPSamples/DevCenter/ site/downloads))

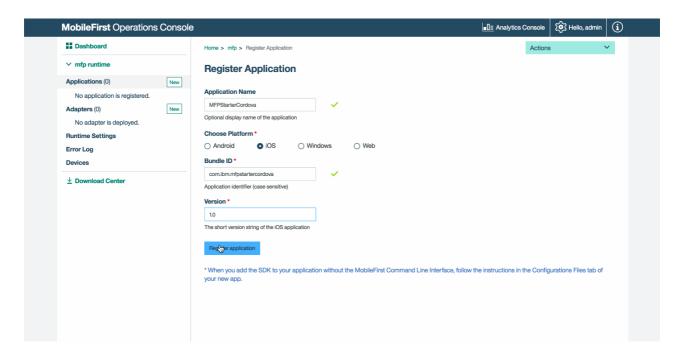
## 1. Starting the MobileFirst Server

Make sure you have created a Mobile Foundation instance (../../bluemix/using-mobile-foundation), or If using the MobileFirst Foundation Development Kit (../../setting-up-your-development-environment/mobilefirst-development-environment), navigate to the server's folder and run the command: ./run.sh in Mac and Linux or run.cmd in Windows.

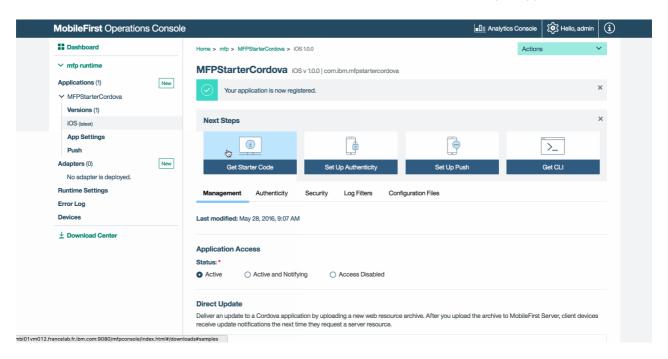
## 2. Creating and registering an application

In a browser window, open the MobileFirst Operations Console by loading the URL: <a href="http://your-server-host:server-port/mfpconsole">http://gour-server-host:server-port/mfpconsole</a>. If running locally, use: <a href="http://localhost:9080/mfpconsole">http://localhost:9080/mfpconsole</a>). The username/password are <a href="http://localhost:9080/mfpconsole">admin/admin</a>.

- 1. Click the **New** button next to **Applications** 
  - o Select a platform: Android, iOS, Windows
  - Enter com.ibm.mfpstartercordova as the application identifier
  - Enter 1.0.0 as the version
  - Click on Register application



2. Click on the Get Starter Code tile and select to download the Cordova sample application.



# 3. Editing application logic

- 1. Open the Cordova project in your code editor of choice.
- 2. Select the **www/js/index.js** file and paste the following code snippet, replacing the existing WLAuthorizationManager.obtainAccessToken() function:

```
WLAuthorizationManager.obtainAccessToken()
  .then(
    function(accessToken) {
       titleText.innerHTML = "Yay!";
       statusText.innerHTML = "Connected to MobileFirst Server";
       var resourceRequest = new WLResourceRequest(
         "/adapters/javaAdapter/resource/greet/",
         WLResourceRequest.GET
       );
       resourceRequest.setQueryParameter("name", "world");
       resourceRequest.send().then(
         function(response) {
            // Will display "Hello world" in an alert dialog.
            alert("Success: " + response.responseText);
         },
         function(response) {
            alert("Failure: " + JSON.stringify(response));
         }
       );
    },
    function(error) {
       titleText.innerHTML = "Bummer...";
       statusText.innerHTML = "Failed to connect to MobileFirst Server";
    }
  );
```

## 4. Deploy an adapter

Download this prepared .adapter artifact (../javaAdapter.adapter) and deploy it from the MobileFirst Operations Console using the **Actions** → **Deploy adapter** action.

Alternatively, click the **New** button next to **Adapters**.

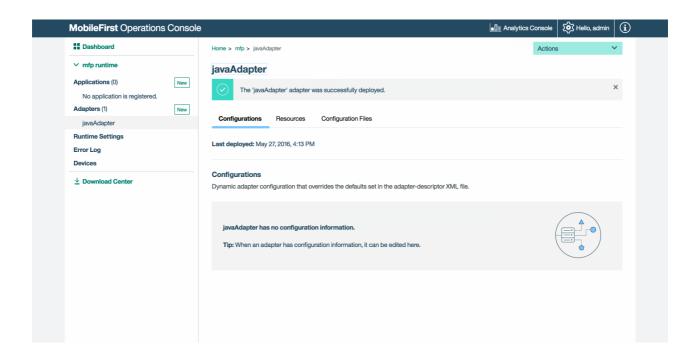
1. Select the **Actions** → **Download sample** option. Download the "Hello World" **Java** adapter sample.

If Maven and MobileFirst CLI are not installed, follow the on-screen **Set up your development environment** instructions.

2. From a **Command-line** window, navigate to the adapter's Maven project root folder and run the command:

```
mfpdev adapter build
```

 When the build finishes, deploy it from the MobileFirst Operations Console using the Actions →
 Deploy adapter action. The adapter can be found in the [adapter]/target folder.



### 5. Testing the application

- From a Command-line window, navigate to the Cordova project's root folder.
- 2. Run the command: cordova platform add ios/android/windows to add a platform.
- 3. In the Cordova project, select the config.xml file and edit the <mfp:server</p>
  ... url=" "/> value with the protocol, host and port properties with the correct values for your MobileFirst Server.
  - If using a local MobileFirst Server, the values are typically http,
     localhost and 9080.
  - If using a remote MobileFirst Server (on Bluemix), the values are typically https, your-server-address and 443.

Alternatively, if you have installed the MobileFirst CLI, then navigate to the project root folder and run the command mfpdev app register. If a remote MobileFirst Server is used, run the command mfpdev server add (../../using-the-mfpf-sdk/using-mobilefirst-cli-to-manage-mobilefirst-artifacts/#add-a-new-server-instance) to add the server,



followed by for example: mfpdev app register myBluemixServer.

4. Run the command: 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.

#### Results

- Clicking the Ping MobileFirst Server button will display Connected to MobileFirst Server.
- If the application was able to connect to the MobileFirst Server, a resource request call using the deployed Java adapter will take place.

The adapter response is then displayed in an alert.

## **Next steps**

Learn more on using adapters in applications, and how to integrate additional services such as Push Notifications, using the MobileFirst security framework and more:

- Review the Using the MobileFirst Foundation (../../using-the-mfpf-sdk/) tutorials
- Review the Adapters development (../../adapters/) tutorials
- Review the Authentication and security tutorials (../../authentication-and-security/)
- Review the Notifications tutorials (../../notifications/)
- Review All Tutorials (../../all-tutorials)