iOS - 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 a simple Apache Cordova plug-in creation and integration for iOS.

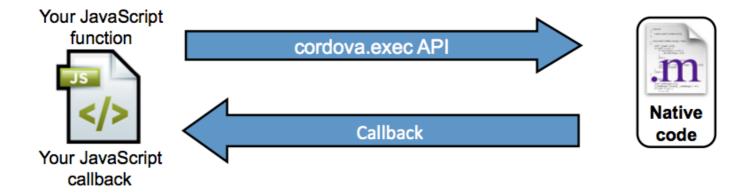
Note: In Cordova-based applications, developers must check for the deviceready event before they use the Cordova API set. In a MobileFirst application, however, this check is done internally.

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

The code extracts below are based on the sample application, which is provided at the bottom of this tutorial.

Plug-in creation overview:

- 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 iOS.
 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

The plug-in needs to be declared 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 iOS 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.exec(sayHelloSuccess, sayHelloFailure, "SayHelloPlugin", "sayHello", [name])
;
}
```

```
sayHelloSuccess - Success callback
sayHelloFailure - Failure callback
SayHelloPlugin - Plug-in name as declared in config.xml
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 Objective-C code of a Cordova plug-in

After the plug-in is declared, and the JavaScript implementation is ready, the Cordova plug-in can be implemented. For this purpose, ensure that the project is built in Eclipse and opened in the Xcode IDE.

Step 1

- 1. Add a new Cocoa Touch Class file, make sure that it is a subclass of UIViewController, and save it in the Classes folder of the Xcode project.
- 2. Import the Cordova/CDV.h and inherit the CDVPlugin class.
- 3. Declare the SayHelloPlugin signature.

```
#import <Foundation/Foundation.h>
#import <Cordova/CDV.h>
@interface SayHelloPlugin : CDVPlugin
- (void)sayHello:(CDVInvokedUrlCommand*)command;
@end
```

Step 2

 Implement the method. The command argument contains references to the parameters that are sent from JavaScript and callbacks: #import "SayHelloPlugin.h"
@implementation SayHelloPlugin
- (void)sayHello:(CDVInvokedUrlCommand*)command {

o This statement retrieves the parameters that are sent from JavaScript.



NSString *responseString = [NSString stringWithFormat:@"Hello %@", [command.arguments objectAtIndex:0]];

• The pluginResult object is created with data retrieved from JavaScript. The CDVCommandStatus parameter defines whether the plug-in call was successful or not.

Сору

 $\label{local-control} \text{CDVPluginResult *pluginResult *$

• The sendPluginResult method is used to return a response back to JavaScript (invoke callback).

```
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[self.commandDelegate sendPluginResult:pluginResult callbackld:command.callbackld];
}
@end
```

Important:

If you are working with existing .m and .h files, reference those files while you are working in Xcode. Placing the .m and .h files only in the iphone\native\Classes folder in Eclipse is not sufficient, because these files will not be referenced in the Xcode project unless you add them in Xcode.

Sample application

Click to download

(http://public.dhe.ibm.com/software/products/en/MobileFirstPlatform/docs/v630/ApacheCordovaPluginsProject.zip) the Studio project.



