Quick Start demonstration

The purpose of this demonstration is to make you experience an end-to-end flow where the MobileFirst Platform Foundation SDK for Windows Phone 8 (Silverlight) is integrated into a Visual Studio project and used to retrieve data by using a MobileFirst adapter.

To learn more about creating projects and applications, using adapters, and lots more, visit the Native Windows Phone 8 Development (../) landing page.

Prerequisite: Make sure that you have installed the following software:

- MobileFirst Platform command line tool (download (file:///home/travis/build/MFPSamples/DevCenter/ site/downloads))
- Visual Studio 2013

1. Create a MobileFirst project and adapter.

 Create a new project and Windows Phone 8 framework/serverside application entity.

```
Copy

mfp create MyProject

cd MyProject

mfp add api MyWindowsPhone8 -e windowsphone8
```

Add an HTTP adapter to the project.

```
Copy
mfp add adapter MyAdapter -t http
```

2. Deploy artifacts to the MobileFirst Server.

 Start the MobileFirst Server and deploy the server-side application entity and adapter.

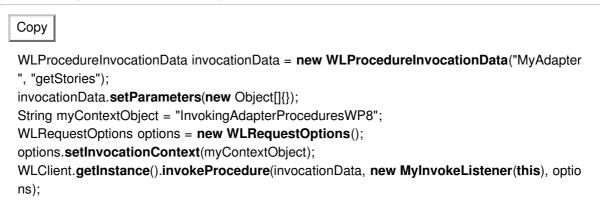
```
Copy
mfp start
mfp push
```

- 3. Create a Visual Studio Windows Phone 8 Silverlight project.
- 4. Add a reference to the following libraries in your project.

- worklight-windowsphone8.dll
- Newtonsoft.Json.dll

5. Implement the MobileFirst adapter invocation.

The following code invokes an adapter:



6. Final configurations

- Copy the wlclient.properties file to the root of the native project.
- In Visual Studio, open the Properties window of wlclient.properties and set the Copy to Output Directory option to Copy always.
- Supply the server IP address to the wlServerHost property in wlclient.properties.
- Add the following capabilities to the WMAppManifest.xml file:
 - ID_CAP_NETWORKING
 ID_CAP_IDENTITY_DEVICE

7. Click Run.

Review the Visual Studio console for the data retrieved by the adapter request.

