

# Windows 8.1 Universal and Windows 10 UWP end-to-end demonstration

## Overview

The purpose of this demonstration is to experience an end-to-end flow where an application and an adapter are registered using the MobileFirst Operations Console, an "skeleton" Visual Studio project is downloaded and edited to call the adapter, and the result is printed to the log - verifying a successful connection with the MobileFirst Server.

### Prerequisites:

- Configured Visual Studio 2013/5
- MobileFirst Developer 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

If a remote server was already set-up, skip this step.

From a **Command-line** window, navigate to the server's **scripts** folder and run the command: `start.bat`.

## 2. Creating an application

In a browser window, open the MobileFirst Operations Console by loading the URL: `http://your-server-host:server-port/mfpconsole`. If running locally, use: `http://localhost:9080/mfpconsole` (`http://localhost:9080/mfpconsole`). The username/password are *admin/admin*.

1. Click on the "Create new" button next to **Applications** and select the desired *platform*, *identifier* and *version* values.

The screenshot shows the MobileFirst Operations Console interface. On the left is a sidebar with navigation links: Dashboard, Runtimes, mfp, Settings, Applications (with a 'Create new' button), Adapters (with a 'Create new' button), Devices, Client Logs, and Error Log. The main content area is titled 'Home > mfp > Register an Application'. It features a 'Choose Platform' section with radio buttons for Android, iOS (selected), Windows, and Windows Phone. Below this are input fields for 'Bundle ID \*' (with a sub-label 'Application Identifier'), 'Version \*' (with a sub-label 'Application Version'), and a 'Register application' button.

2. Click on the **Get Starter Code** tile and select to download Windows 8.1 or Windows 10 Starter Code.



### 3. Editing application logic

1. Open the Visual Studio project.
2. Select the solution's **MainPage.xaml.cs** file and paste the following code snippet:

```
IWorklightClient _newClient = WorklightClient.CreateInstance();

StringBuilder uriBuilder = new StringBuilder().Append("/adapters/javaAdapter/users/world");

WorklightResourceRequest rr = _newClient.ResourceRequest(uriBuilder.ToString(), "GET");

WorklightResponse resp= return Task.Run<WorklightResponse> (() => {
    rr.send();
});

if (resp.success) {
    Debug.WriteLine("Success: " + resp.ResponseText);
} else {
    Debug.WriteLine("Failure: " + resp.error);
}
```

### 4. Creating an adapter

1. Click on the "Create new" button next to **Adapters** and download the **Java** adapter sample.

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

- 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, run the command:

```
mfpdev adapter deploy
```

If using a remote MobileFirst Server, run the command:

```
mfpdev adapter deploy Replace-with-remote-server-name
```

## 5. Testing the application

- In Visual Studio, click on the **Start Debugging** button.

## 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 Server-side development tutorials ([../adapters/](#))
- Review the Authentication and security tutorials ([../authentication-and-security/](#))
- Review the Notifications tutorials ([../notifications/](#))
- Review All Tutorials ([../all-tutorials](#))