

Android end-to-end demonstration

Overview

The purpose of this demonstration is to experience an end-to-end flow where an application & an adapter are quickly created using the MobileFirst Operations Console, and the application is able to call a resource on the MobileFirst Server, using an MobileFirst Adapter.

Prerequisites:

- Configured Android Studio
- *Optional* Stand-alone MobileFirst Server (download (file:///home/travis/build/MFPSamples/DevCenter/_site/downloads))

1. Starting the MobileFirst Server

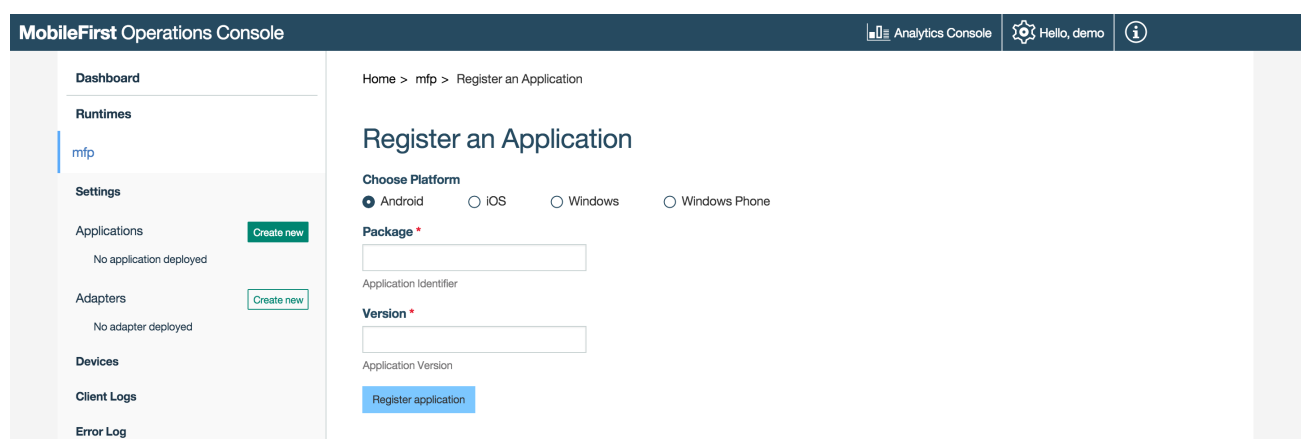
If a remote server was already set-up, skip this step.

From a **Command-line window**, navigate to the server's ****scripts** folder and run the command: `./start.cmd` in Mac, `./start.sh` in Linux or `start.bat` in Windows.

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 *demo/demo*.

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



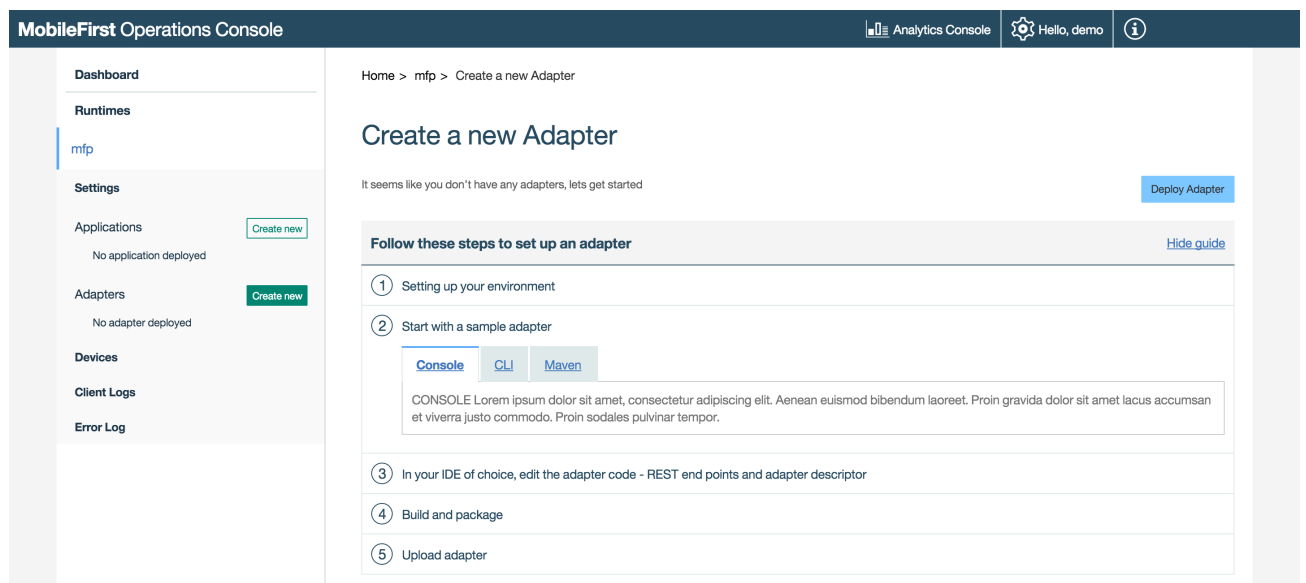
The screenshot shows the MobileFirst Operations Console interface. On the left is a sidebar with navigation links: Dashboard, Runtimes (with 'mfp' selected), Settings, Applications (with a 'Create new' button), Adapters (with a 'Create new' button), Devices, Client Logs, and Error Log. The main content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

2. Click on the **Get Starter Code** tile and select to download the Android Starter Code.



3. Creating an adapter

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



4. Editing application logic

1. Open the Android Studio project.
2. Select the **app/java/com.mfp.sample/MainActivity.java** file and paste the following code snippet:

WLResourceRequest code snippet here

5. Running the application

1. In Android Studio, click on the **Run App** button.

