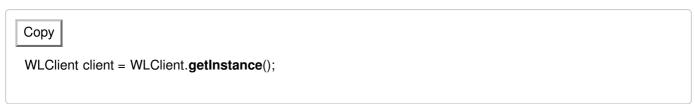
Resource request from native Windows 8 Universal applications

Overview

To create and configure a Windows 8 (Universal) native project, first follow the Configuring a native Windows 8 application with the MobileFirst Platform SDK (../../hello-world/configuring-a-native-windows-8-application-with-the-mfp-sdk/) tutorial.

MobileFirst applications can access resources using the WLResourceRequest REST API. This tutorial explains how to use the WLResourceRequest API with an HTTP adapter.

Initializing WLClient



1. To establish a connection to MobileFirst Server, use the connect method by specifying the MyConnectResponseListener class instance as a parameter.

```
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client.connect(new MyConnectResponseListener(this));
```

The WLClient instance tries to connect to the MobileFirst Server instance according to the properties of the wlclient.properties file.

After the connection is established, it invokes one of the methods of the MyConnectResponseListener class.

2. Specify that the MyConnectResponseListener class implements the WLResponseListener interface.

```
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public class MyConnectResponseListener: WLResponseListener
```

The WLResponseListener interface defines two methods:

- public void onSuccess (WLResponse response) { }
- public void onFailure (WLFailResponse response) { }
- 3. Use the previous methods to process connection success or connection failure.

Invoking an adapter procedure

After the connection is established with a MobileFirst Server instance, you can use the WLResourceRequest class to invoke adapter procedures or call any REST resources.

1. Define the URI of the resource. For a JavaScript HTTP adapter:

/adapters/{AdapterName}/{ProcedureName}

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URI adapterPath = new URI("/adapters/RSSReader/getFeed");

2. Create a WLResourceRequest object and choose the HTTP Method (GET, POST, etc).



- 3. Add the required parameters.
 - For JavaScript-based adapters, use the params parameter name to set an array of parameters.

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request.setQueryParameter("params","['MobileFirst_Platform']");

• For Java adapters or other resources, you can use setQueryParameter for each parameter.

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request.setQueryParameter("param1","value1");
request.setQueryParameter("param2","value2");

• Trigger the request with .send().

Specify a MyInvokeListener class instance as a parameter.

You learn how to define this class instance in the next section.

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request.send(new MyInvokeListener());

Receiving a procedure response

After the procedure invocation is completed, the WLClient instance calls one of the methods of the MyInvokeListener class.

As before, you must specify that the MyInvokeListener class implements the WLResponseListener interface.

```
using IBM.Worklight;
namespace InvokingAdapterProceduresWin8{
   public class MyInvokeListener : WLResponseListene
   r
   {}
{
```

The onSuccess and onFailure methods are invoked by the WLClient instance. The response object contains the response data. You can use its methods and properties to retrieve the required information.

```
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public void onSuccess(WLResponse response)
  WLProcedureInvocationResult invocationResponse = ((WLProcedureInvocationResult) response)
  JObject items;
  try
    items = invocationResponse.getResponseJSON();
    await dispatcher.RunAsync(CoreDispatcherPriority.Normal, () =>
      myMainPage.AddTextToReceivedTextBlock("Response Success: " + items.ToString());
    });
  catch (JsonReaderException e)
     Debug.WriteLine("JSONException : " + e.Message);
  }
}
public void onFailure(WLFailResponse response)
  await dispatcher.RunAsync(CoreDispatcherPriority.Normal, () =>
    myMainPage.AddTextToReceivedTextBlock("Response failed: " + response.ToString());
  });
}
```

Sample application

Click to download (https://github.com/MobileFirst-Platform-Developer-Center/InvokingAdapterProcedures) the MobileFirst project.

Click to download (https://github.com/MobileFirst-Platform-Developer-Center/InvokingAdapterProceduresWin8) the Native project.

 The InvokingAdapterProcedures project contains a MobileFirst Native API to deploy to MobileFirst Server. The InvokingAdapterProceduresWin8 project contains a native Windows 8 Universal application that uses a MobileFirst native API library to communicate with a MobileFirst Server instance.

Make sure to update the wlclient.properties file in **InvokingAdapterProceduresWin8** with the relevant server settings.

