

Cordova 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 Xcode for iOS, Android Studio for Android or Visual Studio for Windows 8/10
- *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.

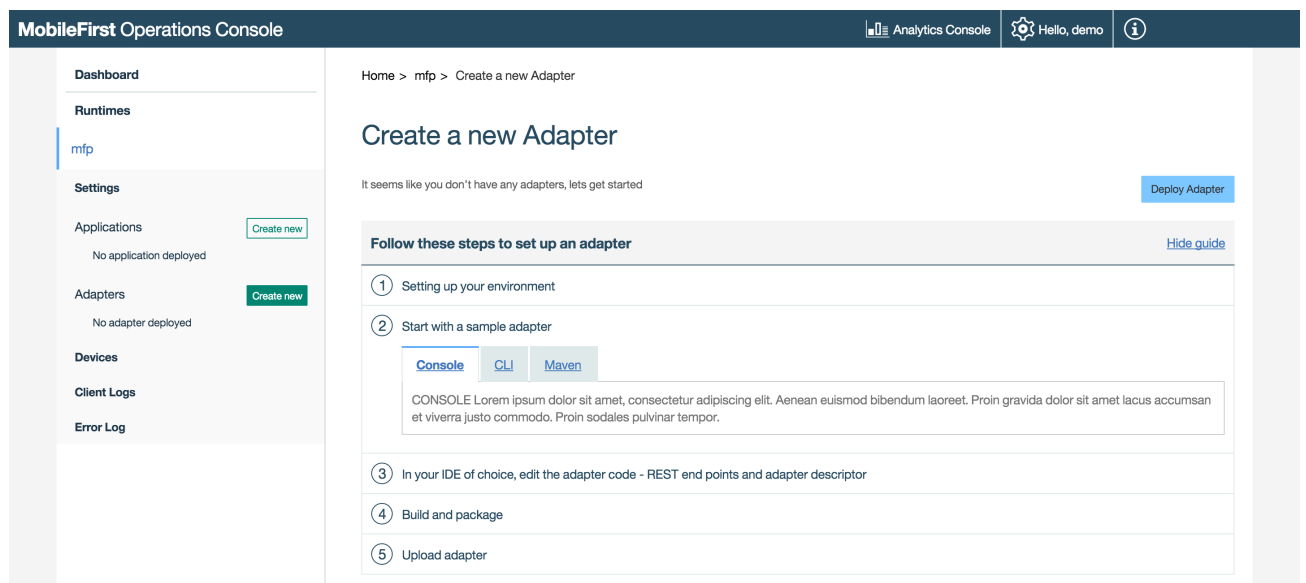
The screenshot shows the MobileFirst Operations Console interface. On the left is a sidebar with navigation links: Dashboard, Runtimes (with 'mfp' selected), Settings, Applications (with a 'Create new' button), Adapters (with a 'Create new' button), Devices, Client Logs, and Error Log. The main content area is titled 'Register an Application' and includes a breadcrumb '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 *', 'Application Identifier', and 'Version *'. At the bottom of the form is a 'Register application' button. The top right of the console shows 'Analytics Console' and a user profile 'Hello, demo'.

2. Click on the **Get Starter Code** tile and select to download the Cordova 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 Cordova project in your code editor of choice.
2. Select the **www/js/index.js** file and paste the following code snippet:

WLResourceRequest code snippet here

5. Running the application

1. From a **Command-line window**, navigate to the Cordova project root folder.
2. Run the commands: `cordova prepare` followed by `cordova run`.
 - If a device is connected, the application will be installed and launched in the device,
 - Otherwise the Simulator or Emulator will be used.

