

Learning MobileFirst hybrid client-side API

Overview

Prerequisite: To complete this tutorial, you must have previous experience with web development technologies such as HTML, CSS, JavaScript, and DOM events and manipulations. To learn these technologies, visit <http://www.w3schools.com/> (<http://www.w3schools.com/>).

Although not required, a basic knowledge of jQuery and object-oriented JavaScript libraries is an advantage.

This tutorial covers the following topics.

- MobileFirst application components
- The WL namespace
- Sample application

MobileFirst application components

The following files are **essential application resources** in a MobileFirst application:

- **index.html:** The main HTML file
- **main.js:** The main JavaScript file
- **messages.js:** Messages file for storing application strings, primarily used for translation
- **initOptions.js:** Used for defining the initialization options of the application. See the documentation of the `WL.Client.init` method in the API reference part of the user documentation.
- **wljq.js:** An encapsulated version of jQuery
- **worklight.js:** The MobileFirst client API uses the WL namespace. This namespace provides bridging to native mobile platform APIs and other elements.

The WL namespace

The `WL` namespace is used to invoke MobileFirst APIs: `WL.Client`, `WL.App`, `WL.SimpleDialog` ...

The `WL` namespace exposes the API objects, methods, and constants (usually enums).

You make the `WL` namespace available in the application by having `worklight.js` automatically referenced in `index.html` when the application is generated in MobileFirst Studio.

WL.Client

With `WL.Client`, you can perform the following types of tasks.

Additional API methods are available in the IBM MobileFirst Platform Foundation user documentation topic for `WL.Client` (http://ibm.biz/knowctr#SSHS8R_7.0.0/com.ibm.worklight.apiref.doc/html/refjavascript-client/html/WL.Client.html).

Initialize and reload the application

- `WL.Client.init(onSuccess, onFailure, timeout, ...)`
- `WL.Client.reloadApp()`

Trigger login and logout

- `WL.Client.login(realm, options)`
- `WL.Client.logout(realm, options)`

Obtain general app information

- `WL.Client.getEnvironment()`
- `WL.Environment.ADOBE_AIR`
- ...

Retrieve and update data from corporate information systems

- `WL.Client.invokeProcedure (invocationData, options)`

Store and retrieve user preferences across sessions

- `WL.Client.setUserPref(key, value, options)`
- `WL.Client.setUserPrefs({key1:value1, ...}, options)`
- `WL.Client.getUserPref(key)`
- `WL.Client.deleteUserPref(key, options)`
- `WL.Client.hasUserPref(key)`

Specify environment-specific user interface behavior

- `WL.App.openURL`
- `WL.App.getDeviceLanguage`
- `WL.App.getDeviceLocale`
- `WL.BusyIndicator`
- `WL.TabBar`
- `WL.SimpleDialog`
- `WL.OptionsMenu`
- ...

Store custom log lines for auditing and reporting purposes in special database tables

- `WL.Client.logActivity(activityType)`

Note: This method is deprecated in V7.0. Use `WL.Logger` instead.

Write debug lines to a logger window (for example: Chrome's Dev Tools console)

- `WL.Logger.debug`

WL.Logger

`WL.Logger` helps you troubleshoot errors in environments that have no debugging tools.

`WL.Logger` outputs to an environment console, such as Xcode console, Adobe AIR, Android LogCat, Chrome Dev Tools, and similar tools.



Sample application

Click to download

(<http://public.dhe.ibm.com/software/products/en/MobileFirstPlatform/docs/v700/LearningMobileFirstHybridClientSideAPIProject.zip>)
the MobileFirst project.