

# Invoking adapter procedures from native Windows 8 applications

To create and configure a Windows 8 native project, first follow Tutorial Creating your first Native Windows 8 MobileFirst application (../hello-world/creating-first-native-windows-8-mobilefirst-application/).

## Initializing WLClient

```
WLClient client = WLClient.getInstance();
```

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

```
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.

```
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 `WLClient` instance to invoke adapter procedures.

1. Create a `WLProcedureInvocationData` object with the adapter and procedure names.
2. Add the required parameters as an object array and set request options (for example: Invocation Context).
3. Get the existing `WLClient` instance and use it to invoke an adapter procedure.
4. Specify the `MyInvokeListener` class instance as a parameter.

```
WLProcedureInvocationData invocationData = new WLProcedureInvocationData("RSSReader", "getStories");
invocationData.setParameters(new Object[]{});
String myContextObject = "InvokingAdapterProceduresWin8";
WLRequestOptions options = new WLRequestOptions();
options.setInvocationContext(myContextObject);
WLClient.getInstance().invokeProcedure(invocationData, new MyInvokeListener(this), options);
```

## 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
    {
        {}
    }
}

```

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.

```

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

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

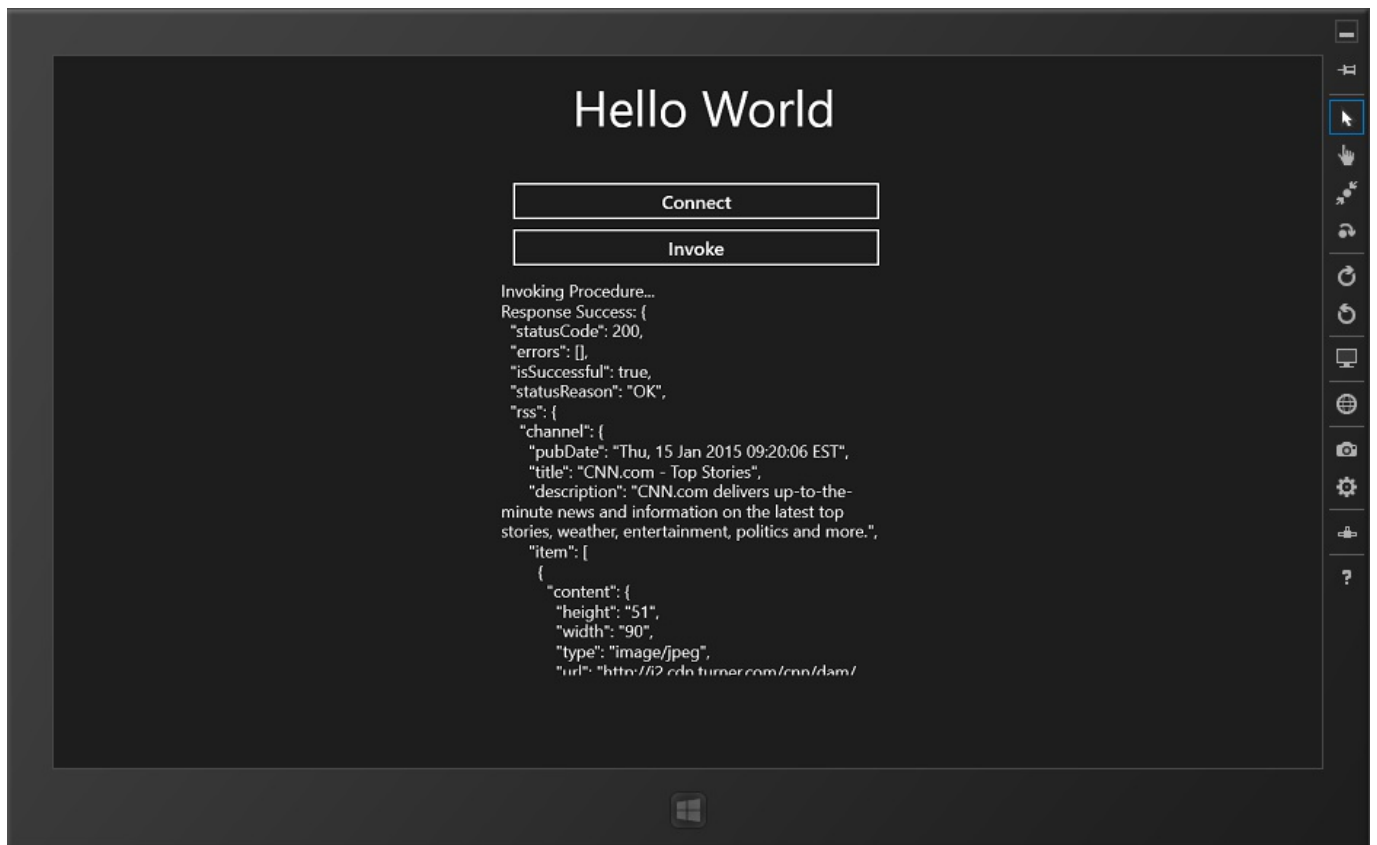
Click to download

(<http://public.dhe.ibm.com/software/products/en/MobileFirstPlatform/docs/v700/InvokingAdapterProceduresWin8Project.zip>)  
the Native project.

The sample contains two projects:

- The `InvokingAdapterProceduresNativeProject.zip` file contains a **MobileFirst Native API** to deploy to MobileFirst Server.
- The `InvokingAdapterProceduresWin8project.zip` file contains a **native Windows 8 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.



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