

Windows 8

The purpose of this demonstration is to make you experience an end-to-end flow where the MobileFirst Platform Foundation SDK for Windows 8 Universal is integrated into a Visual Studio project and used to retrieve data by using a MobileFirst adapter.

To learn more about creating projects and applications, using adapters, and lots more, visit the Native Windows 8 Development (../) landing page.

Prerequisite: Make sure that you have installed the following software:

- MobileFirst Platform command line tool (download
(file:///home/travis/build/MFPSamples/DevCenter/_site/downloads))
 - Visual Studio 2013
-

1. Create a MobileFirst project and adapter.

- Create a new project and Windows 8 Universal framework/server-side application entity.

```
[code lang="shell"]
mfp create MyProject
cd MyProject
mfp add api MyWin8Universal -e windows8
[/code]
```

- Add an HTTP adapter to the project.

```
[code firstline="4" lang="shell"]
mfp add adapter MyAdapter -t http
[/code]
```

2. Deploy artifacts to the MobileFirst Server.

- Start the MobileFirst Server and deploy the server-side application entity and adapter.

```
[code firstline="5" lang="shell"]
mfp start
mfp push
[/code]
```

3. Create a Visual Studio Windows 8 Universal project.

4. Add a reference to the following libraries in your project:

- worklight-windowsphone8.dll
- Newtonsoft.Json.dll
- SharpCompress.dll

5. Implement the MobileFirst adapter invocation.

- The following code invokes an adapter:

```
[code lang="csharp"]
```

```
WLResourceRequest request = new WLResourceRequest("/adapters/MyAdapter/getStories",  
"GET");
```

```
request.setQueryParameter("params","technology");
```

```
MyInvokeListener listener = new MyInvokeListener();
```

```
request.send(listener);
```

```
[/code]
```

6. Final configurations

- Copy the wlclient.properties file to the root of the native Windows Universal project.
- In Visual Studio, open the Properties window of wlclient.properties and set the **Copy to Output Directory** option to **Copy always**.
- Supply the server IP address to the wlServerHost property in wlclient.properties.
- Add the following capabilities to the Package.appxmanifest file:

Internet (Client and Server)

Private Networks (Client and Server)

7. Click Run.

Review the Visual Studio console for the data retrieved by the adapter request.



(<https://developer.ibm.com/mobilefirstplatform/wp-content/uploads/sites/32/2015/05/VisualStudioConsole.png>)