Windows 8.1 Universal and Windows 10 UWP end-to-end demonstration

Overview

The purpose of this demonstration is to experience an end-to-end flow:

1. A sample application that is pre-bundled with the MobileFirst client SDK is registered and downloaded from the MobileFirst Operations Console.
2. A new or provided adapter is deployed to the MobileFirst Operations Console.
3. The application logic is changed to make a resource request.

End result:

- Successfully pinging the MobileFirst Server.
- Successfully retrieving data using a MobileFirst Adapter.

Prerequisites:

- Configured Visual Studio 2013/5
- *Optional*. MobileFirst CLI (download (file:////home/travis/build/MFPSamples/DevCenter/_site/downloads))
- *Optional*. Stand-alone MobileFirst Server (download (file:////home/travis/build/MFPSamples/DevCenter/_site/downloads))

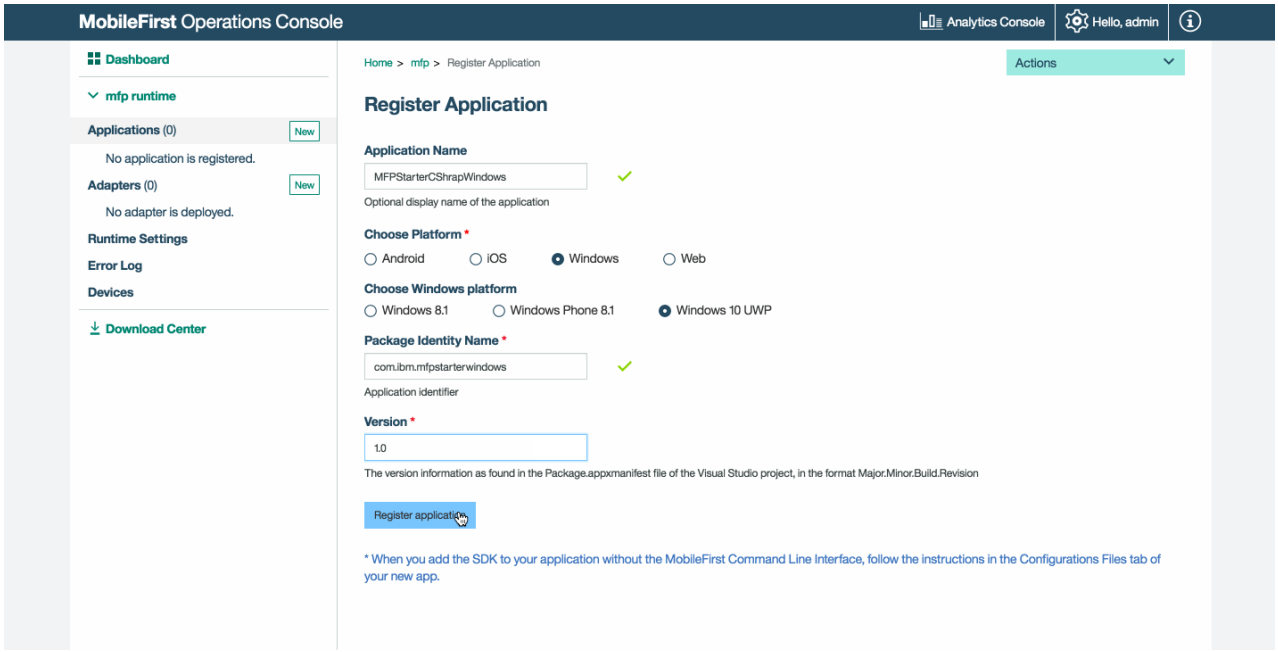
1. Starting the MobileFirst Server

Make sure you have created a Mobile Foundation instance (../../bluemix/using-mobile-foundation), or If using the MobileFirst Foundation Development Kit (../../installation-configuration/development/mobilefirst), navigate to the server's folder and run the command: `./run.cmd`.

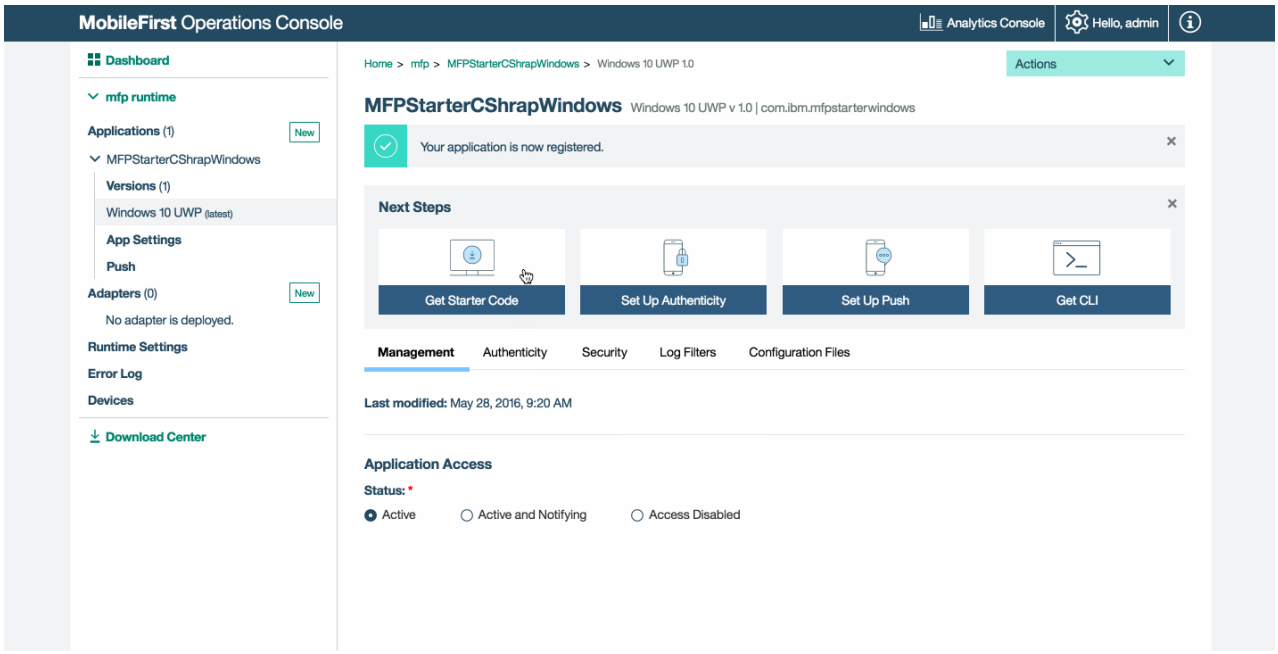
2. Creating an application

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 *admin/admin*.

1. Click the **New** button next to **Applications**
    - Select a **Windows** platform
    - Enter **MFPStarterCSharp.Windows** as the **application identifier** for Windows, or **MFPStarterCSharp.WindowsPhone** for Windows Phone
    - Enter **1.0.0** as the **version** value
    - Click on **Register application**



2. Click on the **Get Starter Code** tile and select to download the Windows 8.1 or Windows 10 sample application.



3. Editing application logic

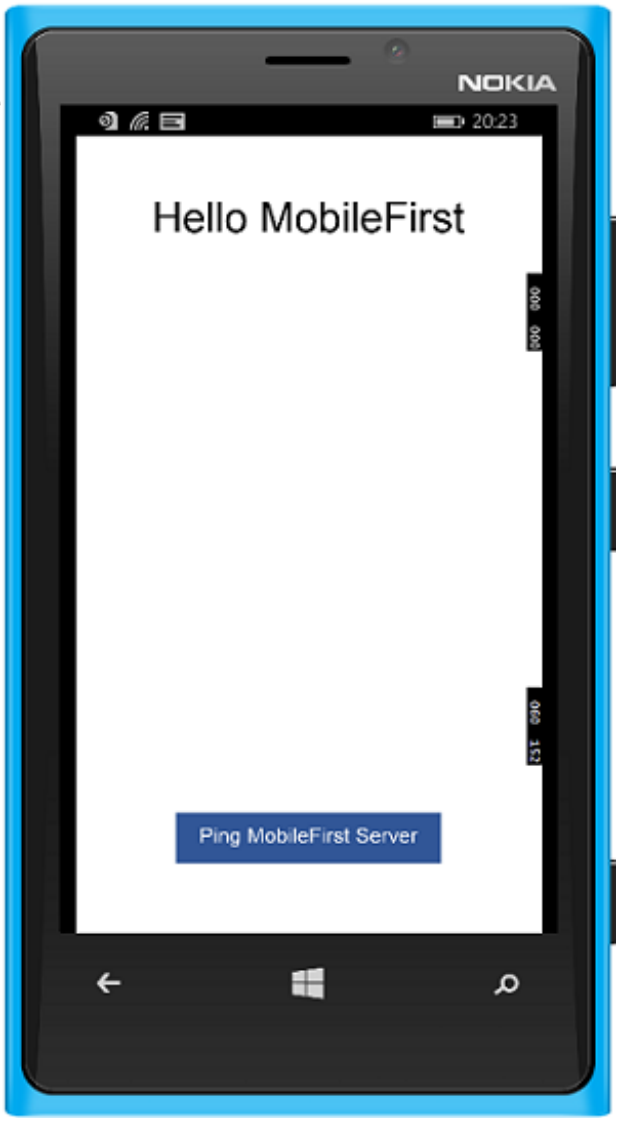
1. Open the Visual Studio project.
2. Select the solution's **MainPage.xaml.cs** file and paste the following code snippet into the GetAccessToken() method:

```
try
 {
    IWorklightClient _newClient = WorklightClient.CreateInstance();
    accessToken = await _newClient.AuthorizationManager.ObtainAccessToken("");
    if (accessToken.IsValidToken && accessToken.Value != null && accessToken.Value != "")
    {
       System.Diagnostics.Debug.WriteLine("Received the following access token value: " + acces
sToken.Value);
       titleTextBlock.Text = "Yay!";
       statusTextBlock.Text = "Connected to MobileFirst Server";

       Uri adapterPath = new Uri("/adapters/javaAdapter/resource/greet",UriKind.Relative);
       WorklightResourceRequest request = _newClient.ResourceRequest(adapterPath, "GET","");
       request.SetQueryParameter("name", "world");
       WorklightResponse response = await request.Send();

       System.Diagnostics.Debug.WriteLine("Success: " + response.ResponseText);

     }
  }
  catch (Exception e)
  {
     titleTextBlock.Text = "Uh-oh";
     statusTextBlock.Text = "Client failed to connect to MobileFirst Server";
     System.Diagnostics.Debug.WriteLine("An error occurred: '{0}'", e);
  }
```

4. Deploy an adapter

Download this prepared .adapter artifact (../javaAdapter.adapter) and deploy it from the MobileFirst Operations Console using the **Actions → Deploy adapter** action.

5. Testing the application



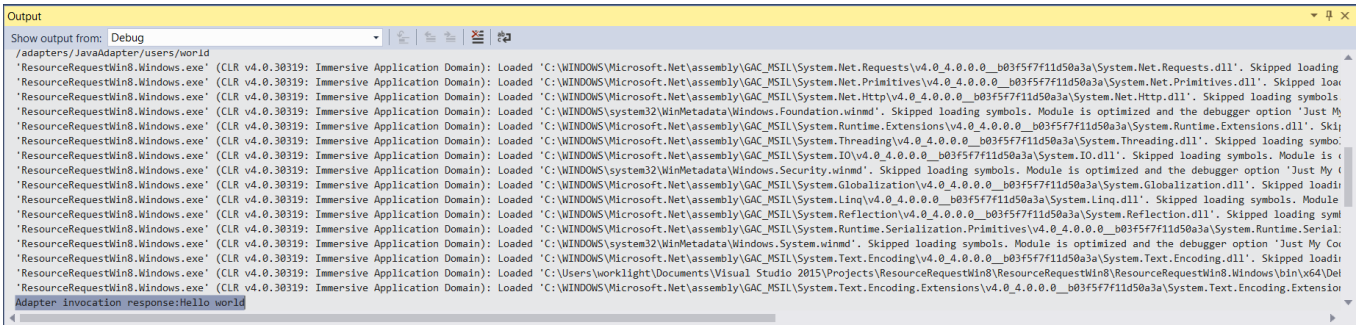
1. In Visual Studio, select the **mfpclient.resw** file and edit the **protocol**, **host** and **port** properties with the correct values for your MobileFirst Server.
    - If using a local MobileFirst Server, the values are typically **http**, **localhost** and **9080**.
    - If using a remote MobileFirst Server (on Bluemix), the values are typically **https**, **your-server-address** and **443**.

    Alternatively, if you have installed the MobileFirst CLI, then navigate to the project root folder and run the command `mfpdev app register`. If a remote MobileFirst Server is used, run the command `mfpdev server add` (../../application-development/using-mobilefirst-cli-to-manage-mobilefirst-artifacts/#add-a-new-server-instance) to add the server, followed by for example: `mfpdev app register myBluemixServer`.
2. Press the **Run App** button.

Results

- Clicking the **Ping MobileFirst Server** button will display **Connected to MobileFirst Server**.
- If the application was able to connect to the MobileFirst Server, a resource request call using the deployed Java adapter will take place.

The adapter response is then printed in Visual Studio's Outpout console.



Next steps

Learn more on using adapters in applications, and how to integrate additional services such as Push Notifications, using the MobileFirst security framework and more:

- Review the Using the MobileFirst Foundation (../../application-development/) tutorials
- Review the Adapters development (../../adapters/) tutorials
- Review the Authentication and security tutorials (../../authentication-and-security/)
- Review the Notifications tutorials (../../notifications/)
- Review All Tutorials (../../all-tutorials)