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 created from the MobileFirst Operations Console, and application makes a resource request call using the MobileFirst Adapter to verify connectivity with the MobileFirst Server.

Prerequisites:

- Configured Xcode for iOS, Android Studio for Android or Visual Studio 2013/2015 for Windows 8/10
- 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

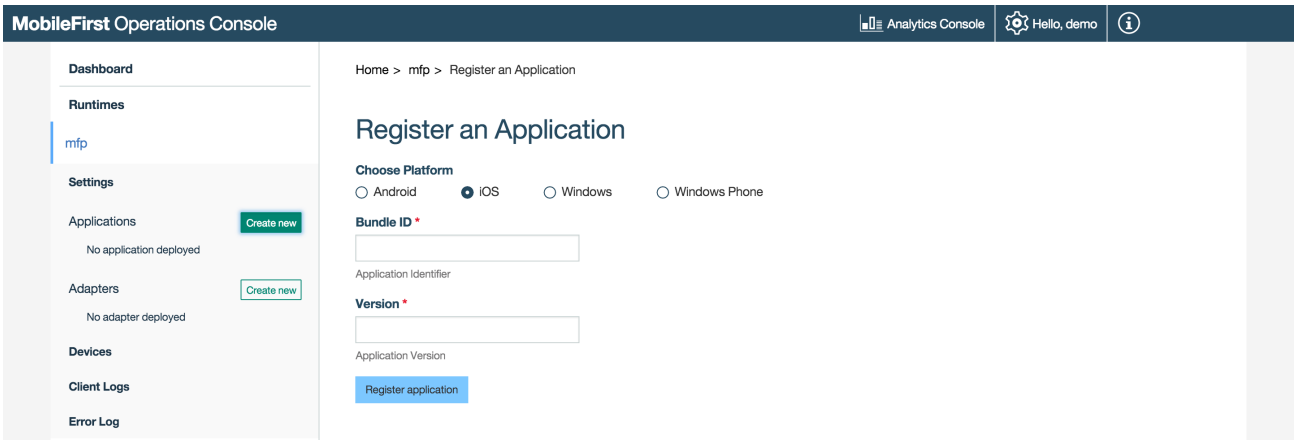
> If a remote server was already set-up, skip this step.

From a **Command-line** window, navigate to the server's **scripts** folder and run the command: `./start.sh` in Mac and Linux or `start.cmd` in Windows.

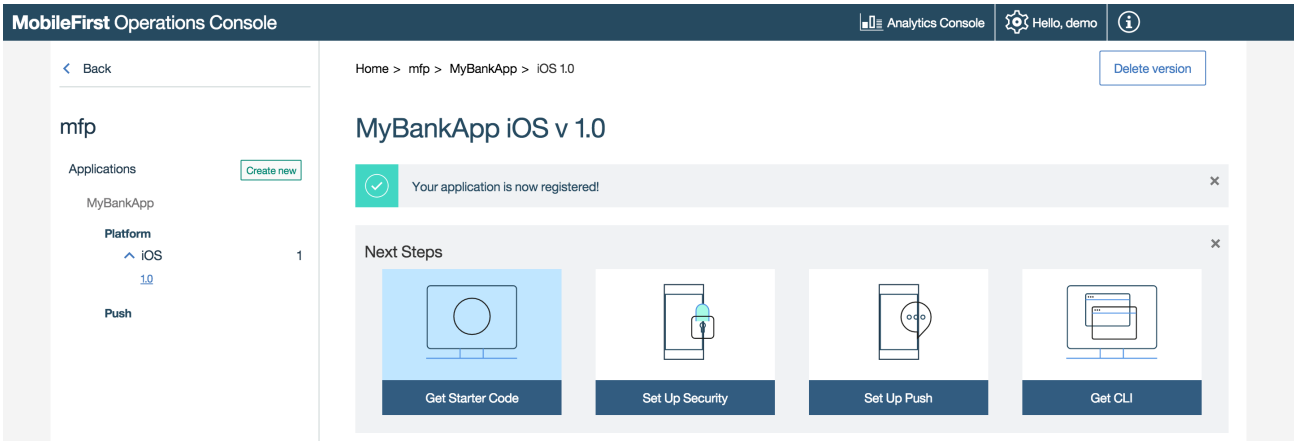
2. Creating an application

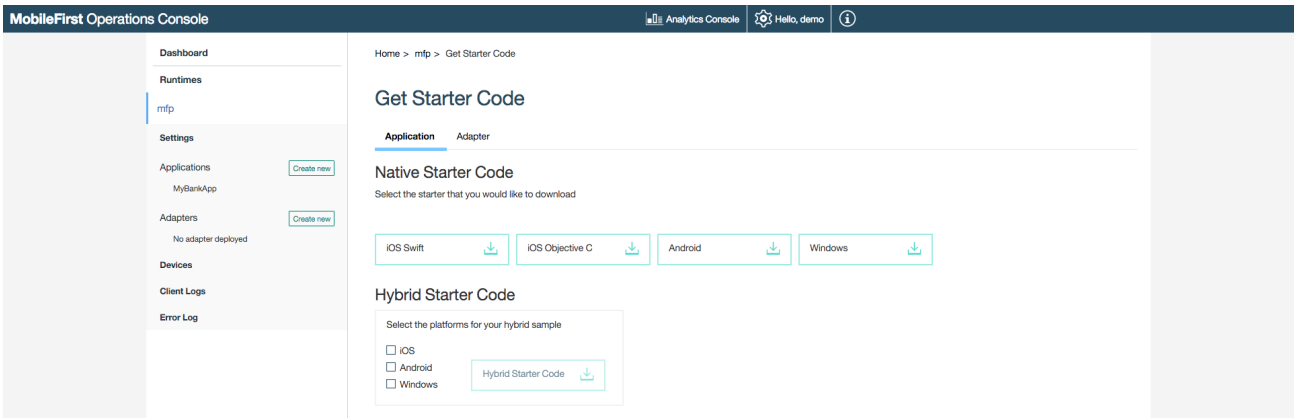
In a browser window, open the MobileFirst Operations Console by loading the URL: `http://your-server-host:server-port/mfpconsole`. If running locally, use: http://localhost:9080/mfpconsole (http://localhost:9080/mfpconsole). The username/password are *admin/admin*.

1. Click on the "Create new" button next to **Applications** and select the desired *platform*, *identifier* and *version* values.



2. Click on the **Get Starter Code** tile and select to download the Cordova Starter Code.





3. Editing application logic

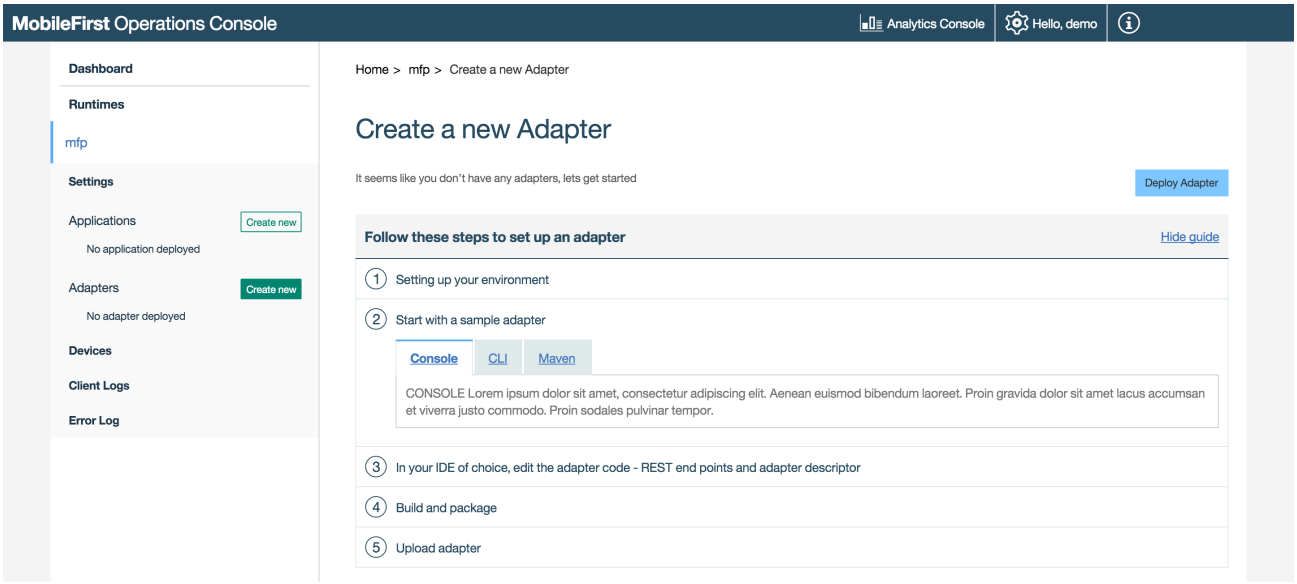
1. Open the Cordova project in your code editor of choice.
2. Select the **www/js/index.js** file and paste the following code snippet, replacing the existing `wlCommonInit()` function:

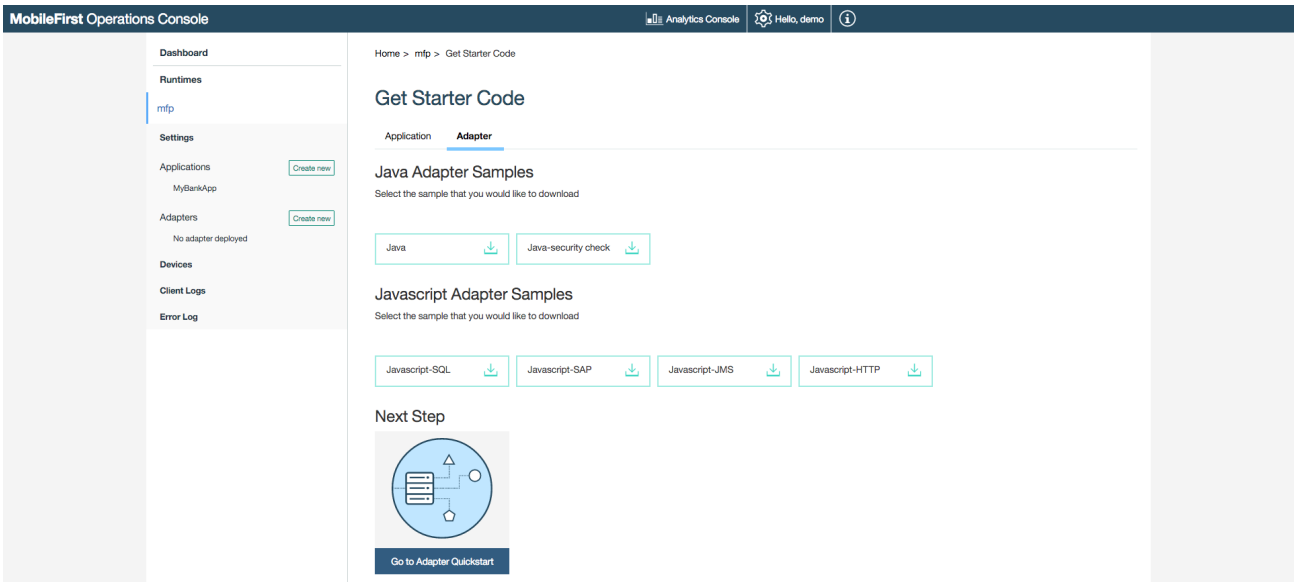
```
function wlCommonInit() {
    var resourceRequest = new WLResourceRequest(
        "/adapters/httpadapter/getFeed",
        WLResourceRequest.GET
    );

    resourceRequest.send().then(
        function() {
            alert("Successfully connected and retrieved data from the MobileFirst Server.");
            alert("show some server result here");
        },
        function() {
            alert ("failure");
        }
    )
}
```

4. Creating an adapter

1. Click on the "Create new" button next to **Adapters** and download the **JavaScript-HTTP** adapter sample.

> If Maven and MobileFirst CLI are not installed, follow the on-screen **Setting up your environment** instructions to install.





5. Editing adapter logic

1. From a **Command-line** window, navigate to the adapter's Maven project root folder and run the command:

   ```
   mfpdev adapter build
   ```

2. When the build finishes, run the command:

   ```
   mfpdev adapter deploy
   ```

   If using a remote MobileFirst Server, run the command:

   ```
   mfpdev adapter deploy Replace-with-remote-server-name
   ```

6. Testing 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.

Next steps

- Review the Client-side development tutorials (../../client-side-development/)
- Review the Server-side development tutorials (../../server-side-development/)
- Review the Authentication and security tutorials (../../authentication-and-security/)
- Review All Tutorials (../../all-tutorials)