Adapter-based authentication in native Windows Phone 8 applications

fork and edit tutorial (https://github.ibm.com/MFPSamples/DevCenter/tree/master/tutorials/en/foundation/7.1/authentication-security/adapter-based-authentication/adapter-based-authentication-native-windows-phone-8-applications.html) | report issue (https://github.ibm.com/MFPSamples/DevCenter/issues/new)

Overview

This tutorial illustrates the native Windows Phone 8 client-side authentication components for adapter-based authentication.
Prerequisite: Make sure that you read Adapter-based authentication (../) first.

Creating the client-side authentication components

Create a native Windows Phone 8 application and add the MobileFirst native APIs as explained in the documentation.

CustomAdapterChallengeHandler

Create a `CustomAdapterChallengeHandler` class as a subclass of `ChallengeHandler`.
Your `CustomAdapterChallengeHandler` class must implement the `isCustomResponse` and `handleChallenge` methods.

- The `isCustomResponse` method checks every custom response received from MobileFirst Server to verify whether this is the expected challenge.

```
public override bool isCustomResponse(WLResponse response)
{
    if (response == null ||
        response.getResponseJSON() == null ||
        response.getResponseText() == null ||
        response.getResponseJSON()["authStatus"] == null ||
        String.Compare(response.getResponseJSON()["authStatus"].ToString(), "complete", StringC
omparison.OrdinalIgnoreCase) == 0)
    {
        return false;
    }
    return true
}
```

- The `handleChallenge` method is called after the `isCustomResponse` method returns `true`.
  Use this method to present the login form. Different approaches are available.

```
public override void handleChallenge(JObject challenge)
{
    Deployment.Current.Dispatcher.BeginInvoke(() =>
    {
        MainPage._this.NavigationService.Navigate(new Uri("/LoginPage.xaml", UriKind.Relative))
;
    });
}
```

From the login form, credentials are passed to the `CustomAdapterChallengeHandler` class. The `submitAdapterAuthentication()` method is used to send input data to the authenticator.

```
public void submitLogin(string userName, string password)
{
    object[] parameters = new object[] { userName, password };
    WLProcedureInvocationData invocationData = new WLProcedureInvocationData("AuthAdapter", "sub
mitAuthentication");
    invocationData.setParameters(parameters);
    WLRequestOptions options = new WLRequestOptions();
    submitAdapterAuthentication(invocationData, options);
}
```

MainPage

Within the `MainPage` class, connect to MobileFirst Server, register your `challengeHandler`, and invoke the protected adapter procedure.
The procedure invocation triggers MobileFirst Server to send a challenge that will trigger the challenge handler.

```
    WLClient client;
    client = WLClient.getInstance();
    challengeHandler = new WindowsChallengeHandler();
    client.registerChallengeHandler((BaseChallengeHandler<JObject>)challengeHandler)
;
    client.connect(new MyConnectResponseListener(this));
```

Because the native API is not protected by a defined security test, no login form is presented during server connection.
Invoke the protected adapter procedure. The login form is presented by the `challengeHandler`.

```
    WLProcedureInvocationData invokeData = new WLProcedureInvocationData("AuthAdapter", "getSecr
etData");
    WLRequestOptions options = new WLRequestOptions();
    client.invokeProcedure(invokeData, new MyResponseListener(this), options);
```

Sample application

Click to download (https://github.com/MobileFirst-Platform-Developer-Center/AdapterBasedAuth/tree/release71) the MobileFirst project.

Click to download (https://github.com/MobileFirst-Platform-Developer-Center/AdapterBasedAuthWP8/tree/release71) the Native project.

- The `AdapterBasedAuth` project contains a MobileFirst native API that you can deploy to your MobileFirst server.
- The `AdapterBasedAuthWP8` project contains a native WP8 application that uses a MobileFirst native API library.
- Make sure to update the `worklight.plist` file in the native project with the relevant server settings.