

# Windows 10 UWP end-to-end demonstration

## Overview

The purpose of this demonstration is to experience an end-to-end flow where an application & an adapter are quickly created using the MobileFirst Operations Console, and the application is able to call a resource on the MobileFirst Server, using an MobileFirst Adapter.

### Prerequisites:

- Configured Visual Studio 2015
- *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.bat`.

## 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 *demo/demo*.

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 Android Starter Code.

## 3. Creating an adapter

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

## 4. Editing application logic

1. Open the Visual Studio project.
2. Select the solution's **App.xaml.cs** file and paste the following code snippet:

```
WLResourceRequest code snippet here
```

## 5. Running the application

1. In Visual Studio, click on the **Start Debugging** button.

