

All-in-one end-to-end demonstration - TEST TUTORIAL

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 Xcode for iOS, Android Studio for Android or Visual Studio for Windows 8/10
 - *Optional* Stand-alone MobileFirst Server (download (file:///home/travis/build/MFPSamples/DevCenter/_site/downloads))
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1. Starting the MobileFirst Server

If a remote server was already setup, skip this step.

From a **Terminal** window, navigate to the server's **scripts** folder and run the command: `./start.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 *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 an application Starter Code.

3. Creating an adapter

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

2. Build the adapter.

4. Editing application logic

1. Open the downloaded application project in the appropriate IDE.
2. Insert a code snippet to call a resource request on the MobileFirst Server:

Cordova

Select the **index.js** file and add the following code snippet in the `wlCommonInit()` function:

```
WLResourceRequest code snippet here
```

iOS

Select the **index.js** file and add the following code snippet in the `wlCommonInit()` function:

```
WLResourceRequest code snippet here
```

Android

Select the **index.js** file and add the following code snippet in the `wlCommonInit()` function:

```
WLResourceRequest code snippet here
```

Windows 8 Universal and Windows 10 UWP

Select the **index.js** file and add the following code snippet in the `wlCommonInit()` function:

```
WLResourceRequest code snippet here
```

5. Running the application

1. From a **Terminal** 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.

![[Image of application that successfully called a resource from the MobileFirst Server]()

