

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 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 2013/2015 for Windows 8/10
- *Optional* Stand-alone MobileFirst Server (download (file:///home/travis/build/MFPSamples/DevCenter/_site/downloads))

1. Starting the MobileFirst Server

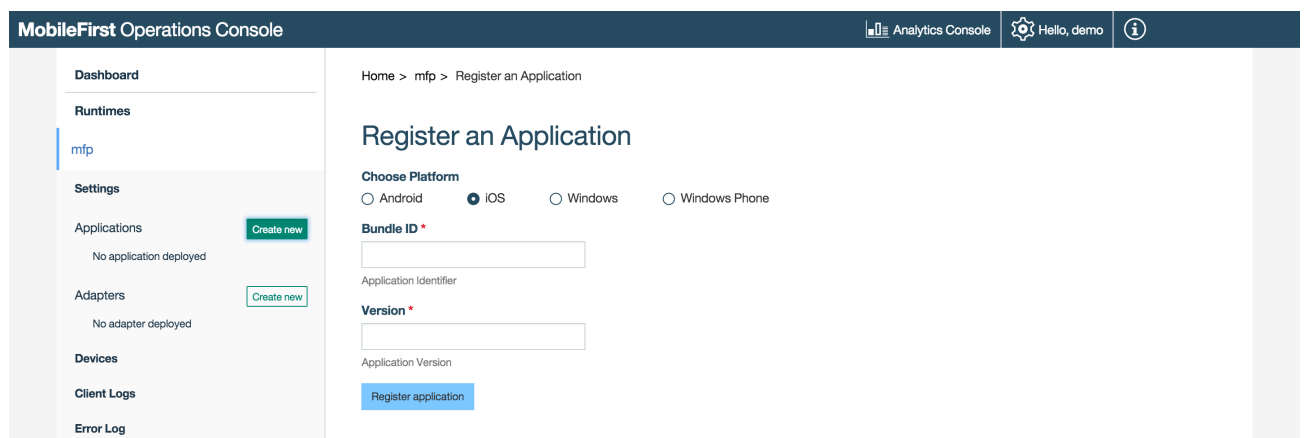
If a remote server was already set-up, skip this step.

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.

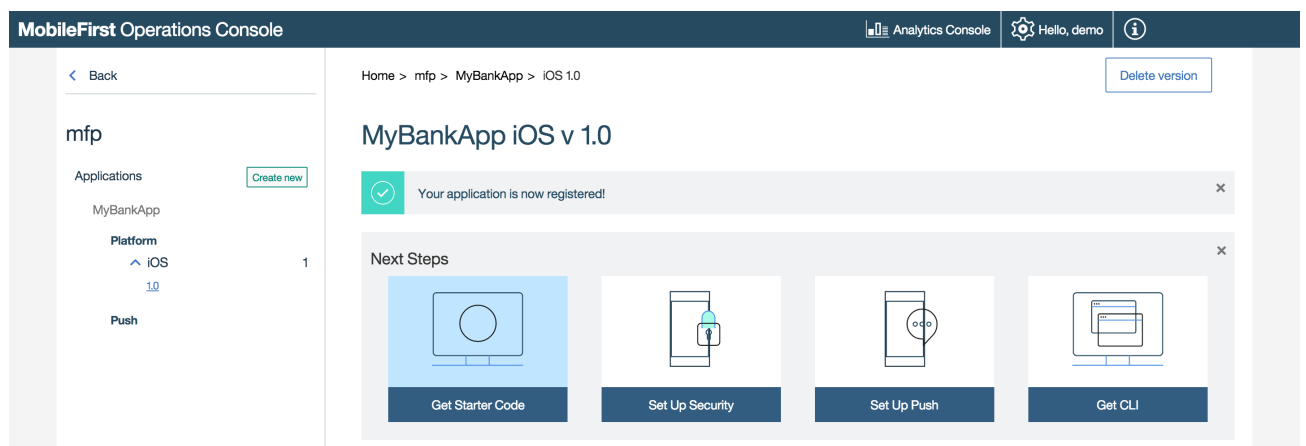
2. Creating an application

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 *demo/demo*.

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

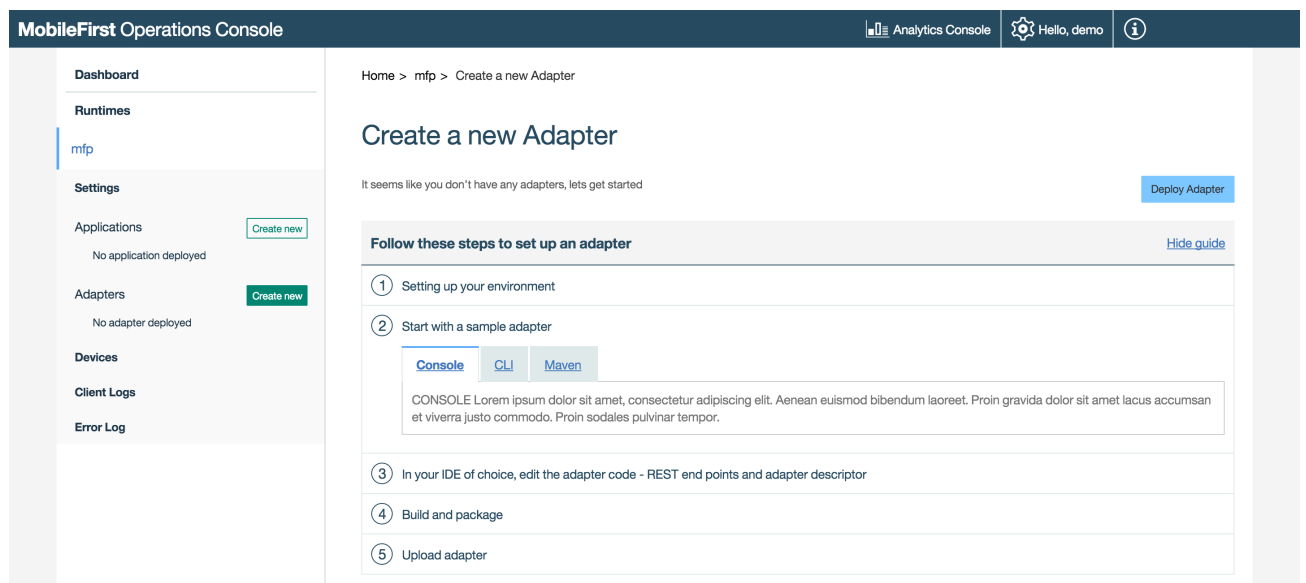


2. Click on the **Get Starter Code** tile and select to download the Cordova Starter Code.



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 Cordova project in your code editor of choice.
2. Select the **www/js/index.js** file and paste the following code snippet:

WLResourceRequest code snippet here

5. Running 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.

