Quick Start demonstration

The purpose of this demonstration is to make you experience an end-to-end flow where the MobileFirst Platform Foundation SDK for Windows 8 Universal is integrated into a Visual Studio project and used to retrieve data by using a MobileFirst adapter.

To learn more about creating projects and applications, using adapters, and lots more, visit the Native Windows 8 Development (../) landing page.

Prerequisite: Make sure that you have installed the following software:

- MobileFirst Platform command line tool (download (file:////home/travis/build/MFPSamples/DevCenter/_site/downloads))
- Visual Studio 2013

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1. **Create a MobileFirst project and adapter.**
   - Create a new project and Windows 8 Universal framework/server-side application entity.

     ```
     mfp create MyProject
     cd MyProject
     mfp add api MyWin8Universal -e windows8
     ```

   - Add an HTTP adapter to the project.

     ```
     mfp add adapter MyAdapter -t http
     ```

2. **Deploy artifacts to the MobileFirst Server.**
   - Start the MobileFirst Server and deploy the server-side application entity and adapter.

     ```
     mfp start
     mfp push
     ```

3. **Create a Visual Studio Windows 8 Universal project.**

4. **Add a reference to the following libraries in your project:**
   - `worklight-windowsphone8.dll`
   - `Newtonsoft.Json.dll`
   - `SharpCompress.dll`

5. **Implement the MobileFirst adapter invocation.**

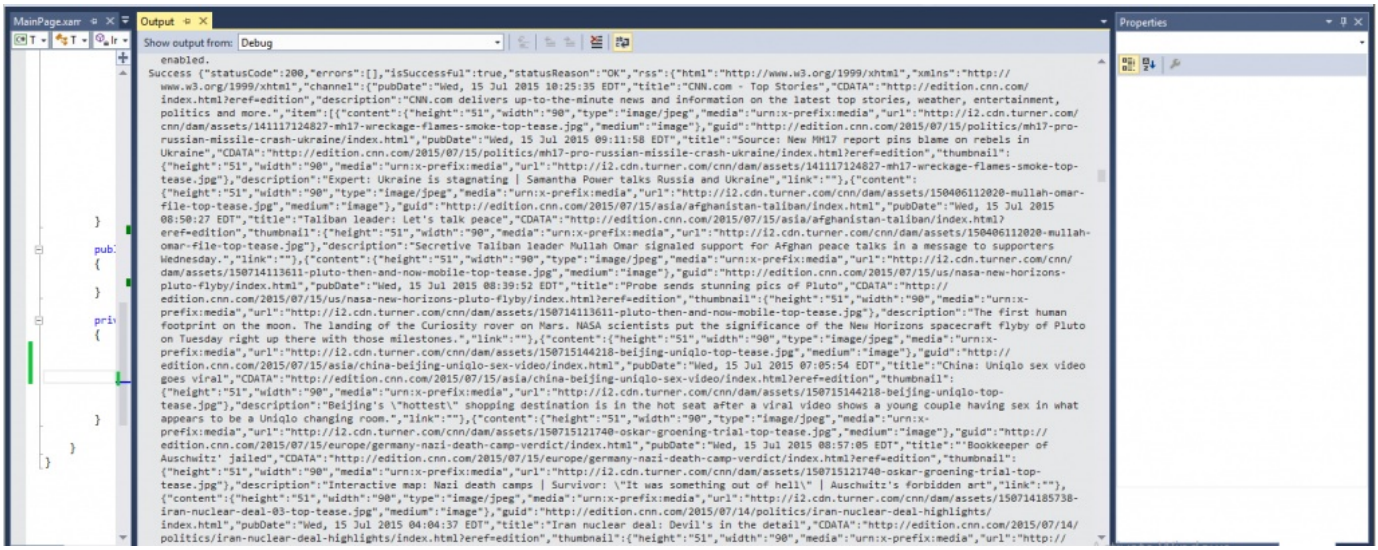
- The following code invokes an adapter:

```
WLResourceRequest request = new WLResourceRequest("/adapters/MyAdapter/getStories", "GET");
request.setQueryParameter("params","technology");
MyInvokeListener listener = new MyInvokeListener();
request.send(listener);
```

6. **Final configurations**

   - Copy the `wlclient.properties` file to the root of the native Windows Universal project.
   - In Visual Studio, open the Properties window of `wlclient.properties` and set the **Copy to Output Directory** option to **Copy always**.
   - Supply the server IP address to the `wlServerHost` property in `wlclient.properties`.
   - Add the following capabilities to the `Package.appxmanifest` file:

     Internet (Client and Server)
     Private Networks (Client and Server)

7. **Click Run.**

   Review the Visual Studio console for the data retrieved by the adapter request.