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

Create a MobileFirst project and adapter.

 Create a new project and Windows 8 Universal framework/serverside 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/getStori es", "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.

