

# Android end-to-end demonstration

## Overview

The purpose of this demonstration is to experience an end-to-end flow:

1. A sample application that is pre-bundled with the MobileFirst client SDK is registered and downloaded from the MobileFirst Operations Console.
2. A new or provided adapter is deployed to the MobileFirst Operations Console.
3. The application logic is changed to make a resource request.

### End result:

- Successfully ping the MobileFirst Server.
- Successfully retrieving data using a MobileFirst Adapter.

### Prerequisites:

- Android Studio
- *Optional.* MobileFirst CLI (download  
(file:///home/travis/build/MFPSamples/DevCenter/\_site/downloads))
- *Optional.* Stand-alone MobileFirst Server (download  
(file:///home/travis/build/MFPSamples/DevCenter/\_site/downloads))

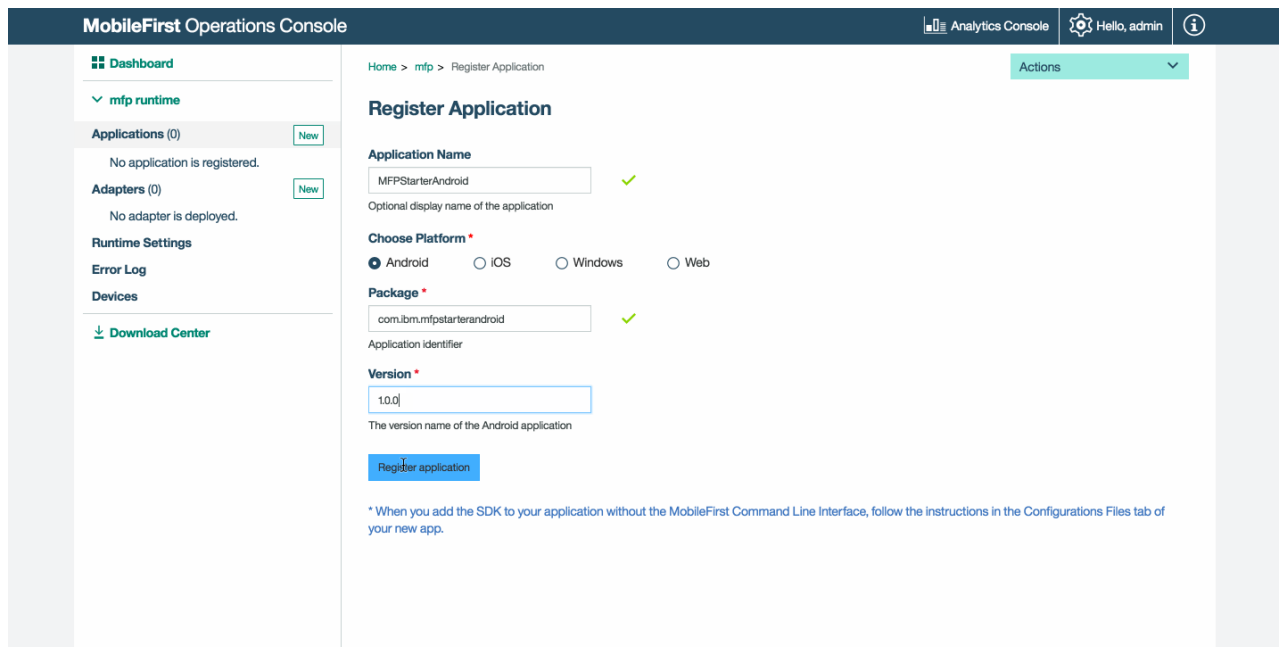
## 1. Starting the MobileFirst Server

Make sure you have created a Mobile Foundation instance ( ../../bluemix/using-mobile-foundation), or If using the MobileFirst Foundation Development Kit ( ../../installation-configuration/development/mobilefirst), navigate to the server's folder and run the command: `./run.sh` in Mac and Linux or `run.cmd` in Windows.

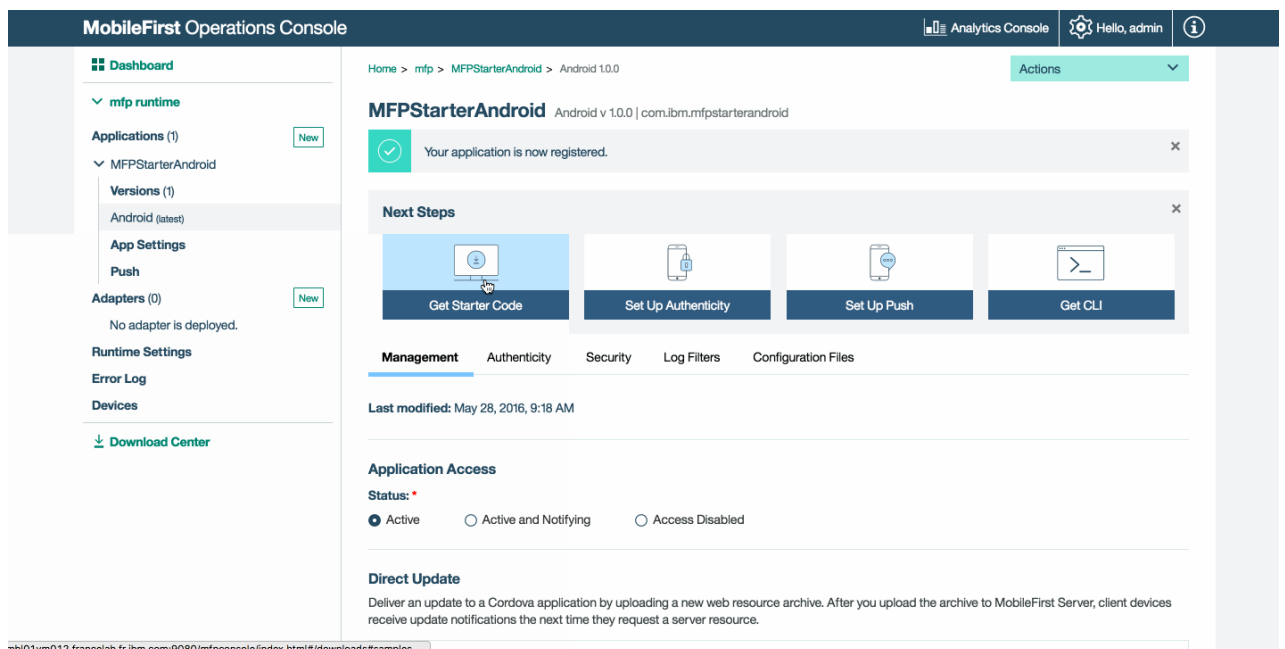
## 2. Creating an application

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 *admin/admin*.

1. Click the **New** button next to **Applications**
  - Select the **Android** platform
  - Enter **com.ibm.mfpstarterandroid** as the **application identifier**
  - Enter **1.0** as the **version** value
  - Click on **Register application**



2. Click on the **Get Starter Code** tile and select to download the Android sample application.



### 3. Editing application logic

1. Open the Android Studio project and import the project.
2. From the **Project** sidebar menu, select the **app** → **java** → **com.ibm.mfpstarterandroid** → **ServerConnectActivity.java** file and:

- Add the following imports:

```
import java.net.URI;
import java.net.URISyntaxException;
import android.util.Log;
```

- Paste the following code snippet, replacing the call to `WLAAuthorizationManager.getInstance().obtainAccessToken`:

```

WLAuthorizationManager.getInstance().obtainAccessToken("", new WLAccessTokenListener() {
    @Override
    public void onSuccess(AccessToken token) {
        System.out.println("Received the following access token value: " + token);
        runOnUiThread(new Runnable() {
            @Override
            public void run() {
                titleLabel.setText("Yay!");
                connectionStatusLabel.setText("Connected to MobileFirst Server");
            }
        });

        URI adapterPath = null;
        try {
            adapterPath = new URI("/adapters/javaAdapter/resource/greet");
        } catch (URISyntaxException e) {
            e.printStackTrace();
        }

        WLResourceRequest request = new WLResourceRequest(adapterPath, WLResourceRequest.GET);

        request.setQueryParameter("name", "world");
        request.send(new WLResponseListener() {
            @Override
            public void onSuccess(WLResponse wlResponse) {
                // Will print "Hello world" in LogCat.
                Log.i("MobileFirst Quick Start", "Success: " + wlResponse.getResponseText());
            }

            @Override
            public void onFailure(WLFailResponse wlFailResponse) {
                Log.i("MobileFirst Quick Start", "Failure: " + wlFailResponse.getErrorMsg());
            }
        });

        @Override
        public void onFailure(WLFailResponse wlFailResponse) {
            System.out.println("Did not receive an access token from server: " + wlFailResponse.getErrorMsg());
            runOnUiThread(new Runnable() {
                @Override
                public void run() {
                    titleLabel.setText("Bummer...");
                    connectionStatusLabel.setText("Failed to connect to MobileFirst Server");
                }
            });
        }
    });
}

```

## 4. Deploy an adapter

Download this prepared .adapter artifact (../javaAdapter.adapter) and deploy it from the MobileFirst Operations Console using the **Actions → Deploy adapter** action.

Alternatively, click the **New** button next to **Adapters**.

1. Select the **Actions → Download sample** option. Download the "Hello World" **Java** adapter sample.

If Maven and MobileFirst CLI are not installed, follow the on-screen **Set up your development environment** instructions.

2. From a **Command-line** window, navigate to the adapter's Maven project root folder and run the command:

```
mppdev adapter build
```

3. When the build finishes, deploy it from the MobileFirst Operations Console using the **Actions → Deploy adapter** action. The adapter can be found in the **[adapter]/target** folder.

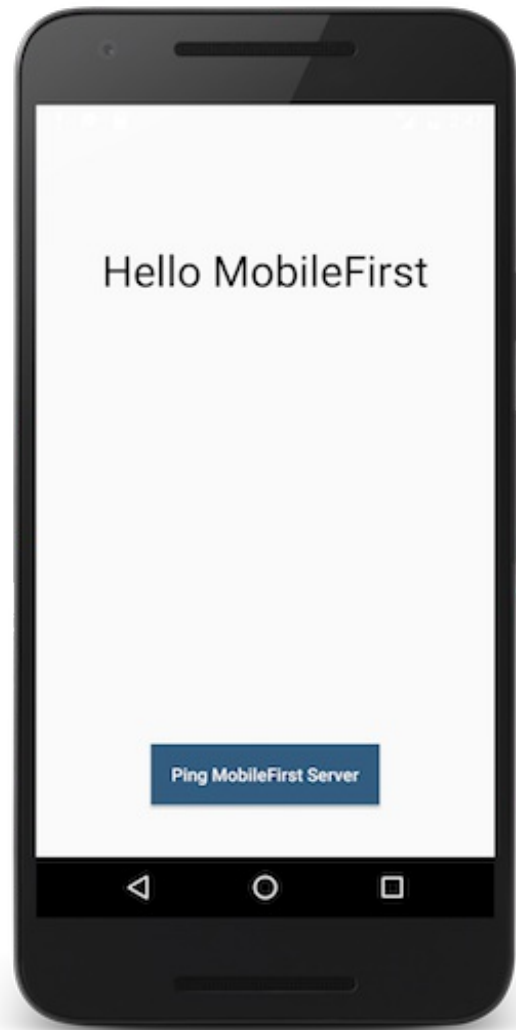
The screenshot displays the MobileFirst Operations Console interface. The top navigation bar includes the 'MobileFirst Operations Console' title, an 'Analytics Console' link, a user profile 'Hello, admin', and an information icon. The left sidebar contains a 'Dashboard' menu and a 'mfp runtime' section with 'Applications (0)' and 'Adapters (1)'. The 'Adapters (1)' section lists 'javaAdapter' with a 'New' button. Below this are links for 'Runtime Settings', 'Error Log', and 'Devices', and a 'Download Center' link. The main content area shows the 'javaAdapter' details. A green checkmark icon indicates successful deployment with the message: 'The 'javaAdapter' adapter was successfully deployed.' Below this, there are tabs for 'Configurations', 'Resources', and 'Configuration Files'. The 'Configurations' tab is active, showing 'Last deployed: May 27, 2016, 4:13 PM' and a message: 'javaAdapter has no configuration information. Tip: When an adapter has configuration information, it can be edited here.' An icon representing a document with a circular arrow is also visible.

## 5. Testing the application

1. In Android Studio, from the **Project** sidebar menu, select the **app** → **src** → **main** → **assets** → **mfpclient.properties** file and edit the **protocol**, **host** and **port** properties with the correct values for your MobileFirst Server.
  - If using a local MobileFirst Server, the values are typically **http**, **localhost** and **9080**.
  - If using a remote MobileFirst Server (on Bluemix), the values are typically **https**, **your-server-address** and **443**.

Alternatively, if you have installed the MobileFirst CLI, then navigate to the project root folder and run the command `mfpdev app register`. If a remote MobileFirst Server is used, run the command `mfpdev server add` (`../../application-development/using-mobilefirst-cli-to-manage-mobilefirst-artifacts/#add-a-new-server-instance`) to add the server, followed by for example: `mfpdev app register myBluemixServer`.

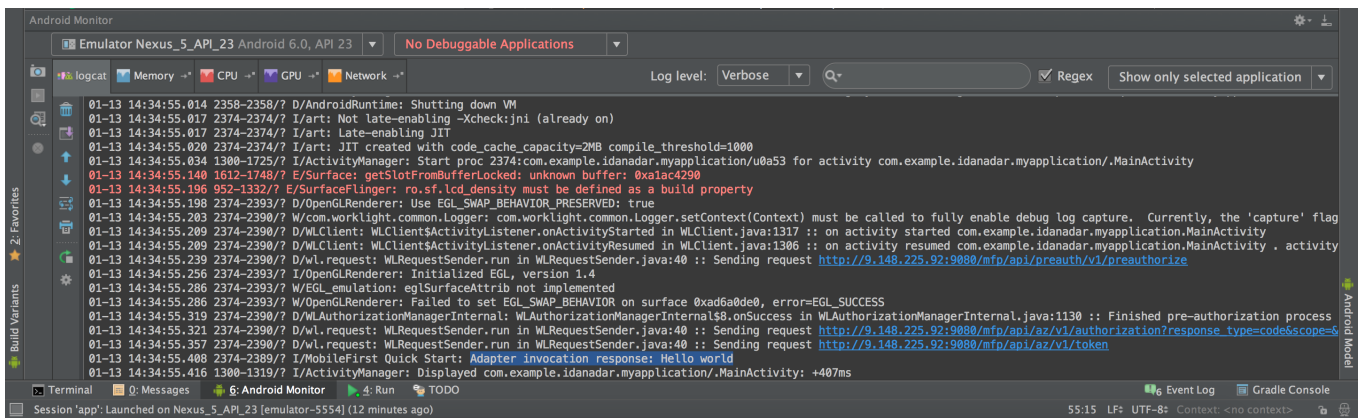
2. Click on the **Run App** button.



## Results

- Clicking the **Ping MobileFirst Server** button will display **Connected to MobileFirst Server**.
- If the application was able to connect to the MobileFirst Server, a resource request call using the deployed Java adapter will take place.

The adapter response is then printed in Android Studio's LogCat view.



## Next steps

Learn more on using adapters in applications, and how to integrate additional services such as Push Notifications, using the MobileFirst security framework and more:

- Review the Using the MobileFirst Foundation (../application-development/) tutorials
- Review the Adapters development (../adapters/) tutorials
- Review the Authentication and security tutorials (../authentication-and-security/)
- Review the Notifications tutorials (../notifications/)
- Review All Tutorials (../all-tutorials/)