## InterConnect 2016 The Premier Cloud & Mobile Conference



#### Lab 6678A

# Mobile App Development Using the IBM MobileFirst Platform Foundation Command Line Interface (MFP-CLI)

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#### IBM InterConnect 2016 @Dev Hello World Labs

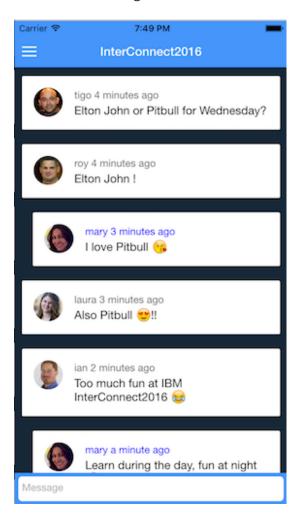
### 6678 - Mobile App Development Using the IBM MobileFirst Platform Foundation Command Line Interface (MFP-CLI)

#### **Download**

Visit this url on your browser ibm.biz/lab6678zip to download

#### Your Goal!

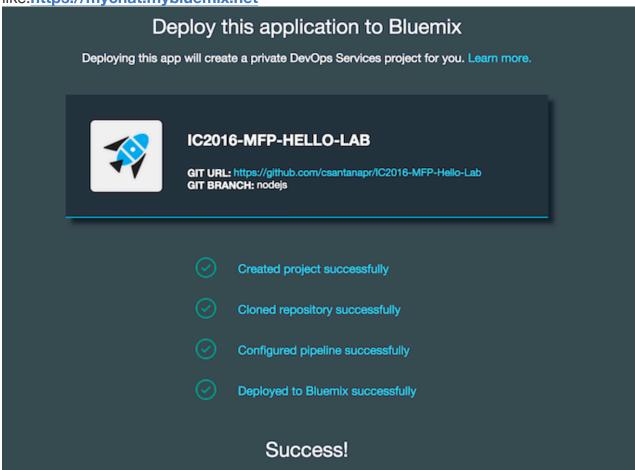
 During this Lab you will build a Mobile Chat App that leverages the MFP Server and NodeJS using IBM Bluemix.



#### 1. Bluemix NodeJS Server

#### 1.1 Deploy the NodeJS Server for the Chat Service

- Login into <a href="https://bluemix.net">https://bluemix.net</a> and verify that you have at least 128MB free for Cloud Foundry Apps
- Click this button
   Deploy to Bluemix or visit <a href="http://ibm.biz/lab6678">http://ibm.biz/lab6678</a>
- This will deploy the nodejs branch
- Select a unique hostname for your new App, like:"mychat"
- Your app will be assigned a https unique URL like:https://mychat.mybluemix.net



#### 1.2 Save the url for your new Chat Service

- Click
   to see the chat app running on the browser and verify the URL like <a href="https://mychat.mybluemix.net">https://mychat.mybluemix.net</a>
- Leave the browser window open since we are going to need the URL and use the website for testing our mobile App.

#### 1.3 MFP-CLI Installation

 Verify that your Lab workstation has the MFP-CLI installed by running the following commands in a Terminal window

```
$ mfp help
$ mfp -v
```

 If you don't have the MFP-CLI installed you can download the MFP-CLI from the MFP Developer Center

#### 2. MFP Server

#### 2.1 Start MFP Server

Change directory to MFP backend project

```
$ cd MFPBackend
```

Use the MFP-CLI to start the MFP Server

```
$ mfp start
```

You can use other MFP-CLI commands to manage the MFP Server

```
$ mfp status
```

#### 2.2 Configure the MFP Adapter

• Open the file adapters/ChatService/ChatService-impl.js

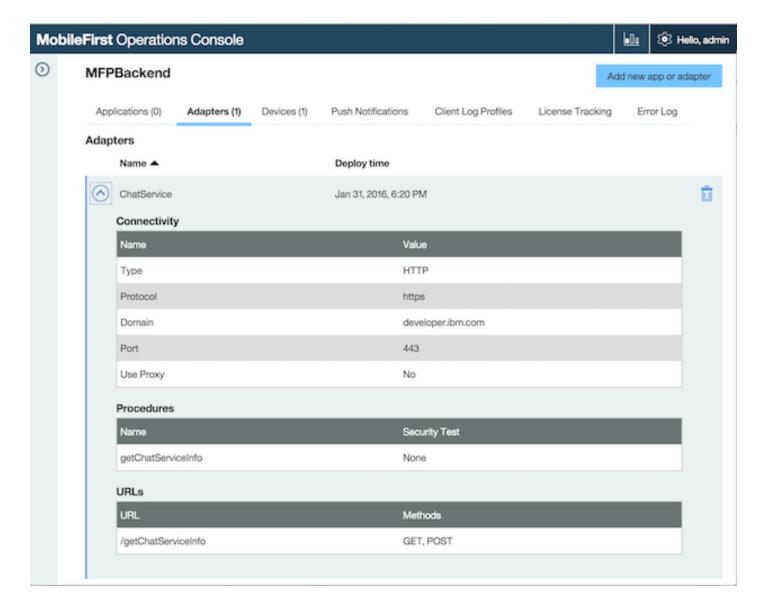
\$ vi adapters/ChatService/ChatService-impl.js

 Set the variable chatUrl to the url of your new Chat Service deployed in Step 1 and save the file

var chatUrl = 'https://mychat.mybluemix.net';

#### 2.3 Deploy Adapter changes

- Change directory to the adapter directory
- \$ cd adapters/ChatService/
- Use the MFP-CLI to push only the adapter changes
- \$ mfp push
- Use the MFP-CLI to open the console and verify adapter is deployed
- \$ mfp console



Test the adapter and verify that returns the correct chat url

\$ mfp adapter call ChatService/getChatServiceInfo

The command will return a response with the url of your nodejs app

```
Calling GET '/MFPBackend/adapters/ChatService/getChatServiceInfo?params=[]'

Response: {
    "isSuccessful": true,
    "chatUrl": "https://chatservice.mybluemix.net"
}
```

#### 3. MFP App

#### 3.1 Setup App

Change directory to the app directory

```
$ cd ../../MFPApp
```

Use the MFP-CLI to add the Cordova Platform iOS

```
$ mfp cordova platform add ios
```

#### 3.2 Register App with MFP Server

Use the MFP-CLI to push the app to the running MFP Server

```
$ mfp push
```

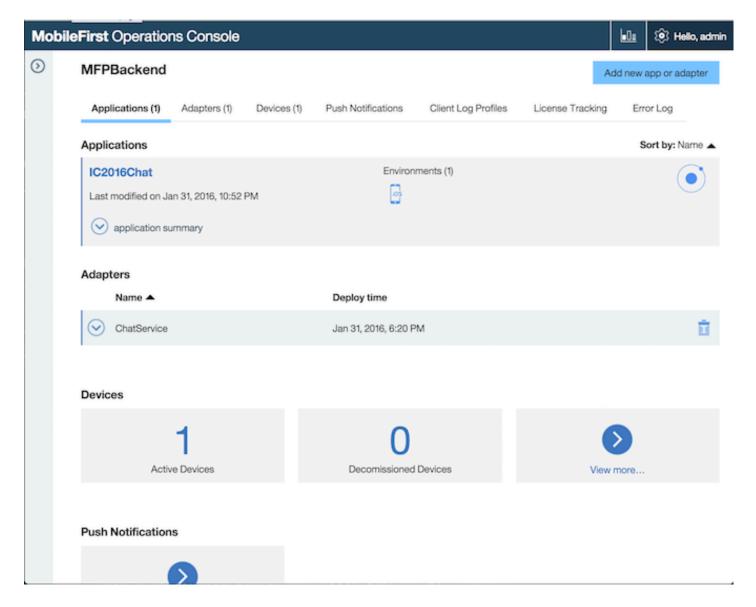
Use the MFP-CLI to verify that the app is registered on the correct server

```
$ mfp server info local
```

The command will return a list of adapters and apps

You can also open the Console and verify that the IC2016Caht app is registered

```
$ mfp console
```



#### 3.3 Running the App

- · Preview the App on the Browser
- \$ mfp cordova preview --type browser
- Open MFPApp/platforms/ios/IC2016Chat.xcodeproj
- You can also open from Terminal
- \$ open platforms/ios/\*.xcodeproj
- Click Play Button in XCode to run

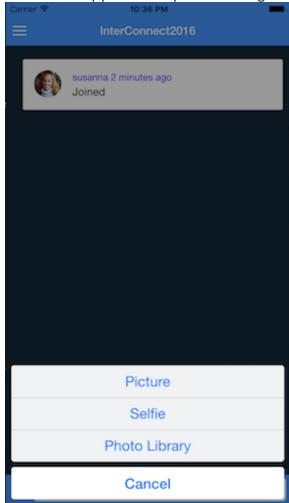
#### 3.4 Test the App

- Visit the Chat Service on Bluemix (i.e. <a href="https://mychat.bluemix.net">https://mychat.bluemix.net</a>)
- Now test the chat service between the Browser and the iPhone Simulator
- If the Keyboard doesn't show up in the Simulator, then press Command (米) + K
- You can share the Bluemix URL to a friend located in any part of the world and have a conversation.
- This demo App is not configured with Login Authentication, this is something you
  can easily add using MobileFirst Platform check <u>MFP Developer Center</u> for more
  information on security related topics.

#### 4. Extra Credit (Camera access)

• If you finish the Lab in less than 15 minutes you can go ahead and continue

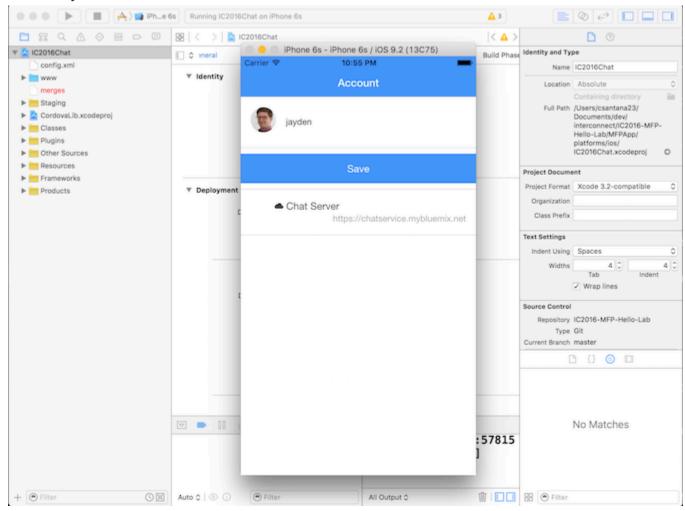
Enable the App to send photos using the camera or photo library



#### 4.1 Open XCode project

- Open MFPApp/platforms/ios/IC2016Chat.xcodeproj
- · You can also open from Terminal
- \$ open platforms/ios/\*.xcodeproj

· Click Play Button in XCode to run



#### 4.2 Add the Cordova Camera Plugin

- Change directory to MFPApp if not already
- \$ cd MFPApp
  - Use the MFP-CLI to add the camera plugin
  - \$ mfp cordova plugin add camera

#### 4.3 Add option to share photo

Edit www/templates/chat.html
 vi www/templates/chat.html

Add a camera icon to call Camera Plugin as the first child of the <form id="footer-input">

<i class="icon ion-camera" ng-click="takePicture()" ng-show="isWebView"></i></i>

#### **4.4 Prepare App Changes**

· Use the MFP-CLI to prepare your changes

#### \$ mfp cordova prepare

- Click Play Button in XCode to run Simulator
- Touch the Camera button
- Select Photo Library (Real device supports Selfie and Picture buttons)
- Select a Photo to share
- Check the other clients and see the picture you just share

#### 5 Homework for Tonight (MFP Docker on Bluemix)

- If you want to be able to run the App on your iPhone and take it for a spin, you will need to deploy the MFP Server on a public IP Address that your iPhone can reach.
- The easiest way to run MFP Server on the Cloud is using Bluemix Containers.

Visit the Git repository and following the instructions for Section 5 MFP Docker on Bluemix here github.com/csantanapr/IC2016-MFP-Hello-Lab