Lab 2 - The Cordova CLI & MFP v8.0 Cordova Plugin

This lab will use the Cordova CLI to add the MobileFirst Cordova plugin. These are the standard steps required to add plugins to an application. Adding the MobileFirst plugin allows the application to use the MobileFirst platform features.

General Steps:

- 1. Within the IBM Employee application directory, run Cordova CLI command to add a plugin.
- 2. Add one or more device platforms.
- 3. Use the MobileFirst CLI to preview the application to ensure the plugin was successfully added.

Steps

1. Change context into the MobileFirst project.

```
cd IBMEmployeeApp
```

2. Add the iOS platform, run the following command cordova platform add ios

```
cordova platform add ios
```

```
Elirans-MacBook-Pro:MadridMFPLab eliran_pro$ cordova platform add ios Adding ios project...
iOS project created with cordova-ios@4.1.1
```

3. Run the cordova plugin add cordova-plugin-mfp

cordova plugin add cordova-plugin-mfp

```
Elirans-MacBook-Pro:IBMEmployeeApp eliran_pro$ cordova plugin add cordova-plugin-mfp
Fetching plugin "cordova-plugin-mfp" via npm
Installing "cordova-plugin-device" already installed on ios.
Fetching plugin "cordova-plugin-device" already installed on ios.
Fetching plugin "cordova-plugin-dialogs" via npm
Installing "cordova-plugin-globalization" via npm
Installing "cordova-plugin-dialogs" via npm
Installing "cordova-plug
```

Note: To be able to easily debug your application and view your application console log, run the following command to add the cordova console plugin

```
cordova plugin add cordova-plugin-console
```

4. **Start** the mobile first server, navigate to your mobile first server installation folder and run the following command

Note: Running the add plugin command above will add all the required MFP plugin files from npm. This requires a network connection. For more information on the MFP Cordova Plugin, visit: https://www.npmjs.com/package/cordova-plugin-mfp

5. **Start** the mobile first server, navigate to the mobile first server installation folder and run the following commands:

For Mac

Open a new terminal session

```
cd ~/MobileFirst-8.0.0.0
```

```
./run.sh
```

```
Elirans-MacBook-Pro:mfp-server-all-in-one eliran_pro$ ./run.sh
Picked up JAVA_TOOL_OPTIONS: -DwlDevEnv=true
objc[25473]: Class JavaLaunchHelper is implemented in both /Library/Java/JavaVirtualMa
chines/jdk1.7.0_80.jdk/Contents/Home/jre/bin/java and /Library/Java/JavaVirtualMachine
s/jdk1.7.0_80.jdk/Contents/Home/jre/lib/libinstrument.dylib. One of the two will be us
ed. Which one is undefined.
Listening for transport dt_socket at address: 10777
Launching mfp (WebSphere Application Server 8.5.5.8/wlp-1.0.11.cl50820151201-1942) on
Java HotSpot(TM) 64-Bit Server VM, version 1.7.0_80-b15 (en_US)
[AUDIT ] CWWKE0001I: The server mfp has been launched.
```

6. **Run** the mfpdev app preview

```
mfpdev app preview
```

```
Elirans-MacBook-Pro:IBMEmployeeApp eliran_pro$ mfpdev app preview

Verifying server configuration...

? Select how to preview your app: browser: Simple browser rendering

The CLI preview will remove the Content-Security-Policy meta tag during preview to allow the live reload to function in a browser. Please ignore the '
No Content-Security-Policy' error messages from whitelist.js in a browser's debugger console.

[BS] Access URLs:

Local: http://localhost:10081

External: http://localhost:3001

UI http://localhost:3001

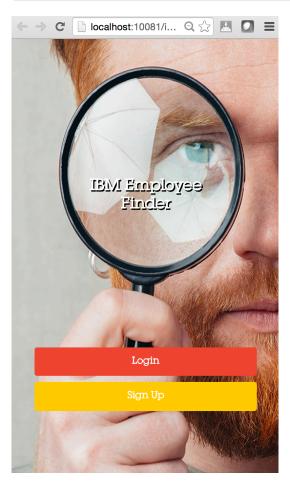
UI External: http://lo.0.1.5:3001

[BS] Serving files from: ./platforms

Launching browser.
```

7. The preview will prompt for using either the simple browser or the mobile browser simulator. Select the simple browser. This will launch the application using the default browser.

```
Verifying server configuration...
? Select how to preview your app: (Use arrow keys)
> browser: Simple browser rendering
mbs: Mobile Browser Simulator
```



Tip: To change the default browser use the mfpdev config command.

Summary

This lab enabled the MobileFirst Platform functionality for an existing lonic/Cordova application by simply issuing the Cordova plugin add command.

If you were unable to complete this lab, you can catch up by running this command: ** You will still need to add the iOS platform and the mfp cordova plugin manually since the plugin folder is not committed to the git repo

git checkout -f step-2