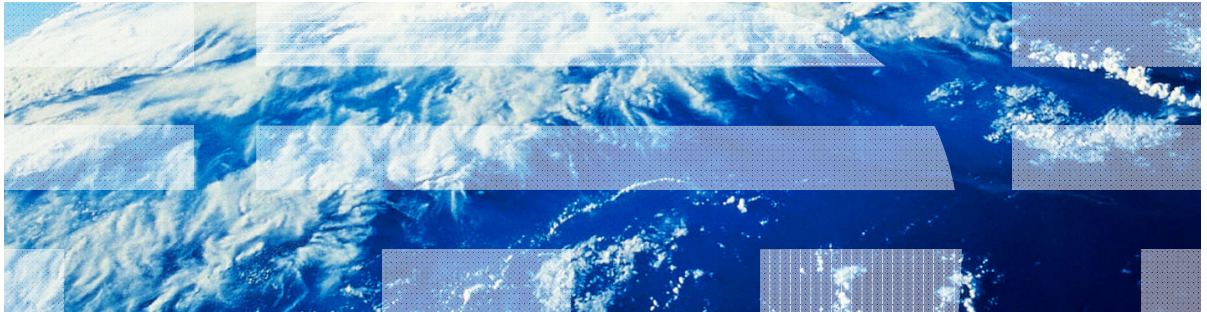


IBM Worklight V5.0.5 Getting Started

Module 2.3 – Setting Up Your BlackBerry Development Environment



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Agenda

- BlackBerry WebWorks development overview
- Installing BlackBerry WebWorks development tools
 - Ripple
 - SDK
 - Simulator
- Getting started with WebWorks
 - Design and develop apps
 - Publish your application

BlackBerry WebWorks Development Overview

- BlackBerry WebWorks application development lifecycle consists in the following steps:
 - Developing the app web code by using the IDE of your choice
 - Previewing and debugging the app in the BlackBerry Ripple tool
 - Using WebWorks SDK to package the app web code
 - Running the application on a BlackBerry SmartPhone / Tablet Simulator or handset device
 - Signing and deploying the application to BlackBerry App World

BlackBerry WebWorks Development Overview

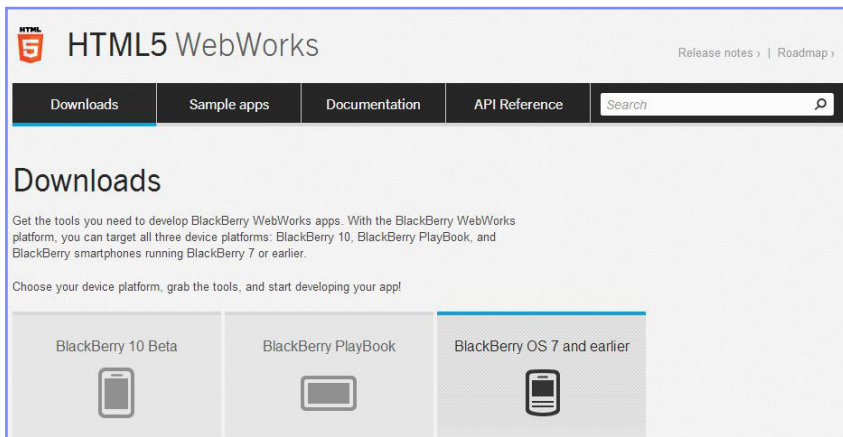
- BlackBerry WebWorks SDK requires a 32-bit Java™ Development Kit (JDK), version 1.6 or later, to be installed on the development host.
- To create a BlackBerry application, first define the **WEBWORKS_HOME** environment variable.
 - The value of this variable must be the path to your WebWorks SDK.

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Installing BlackBerry WebWorks Development Tools

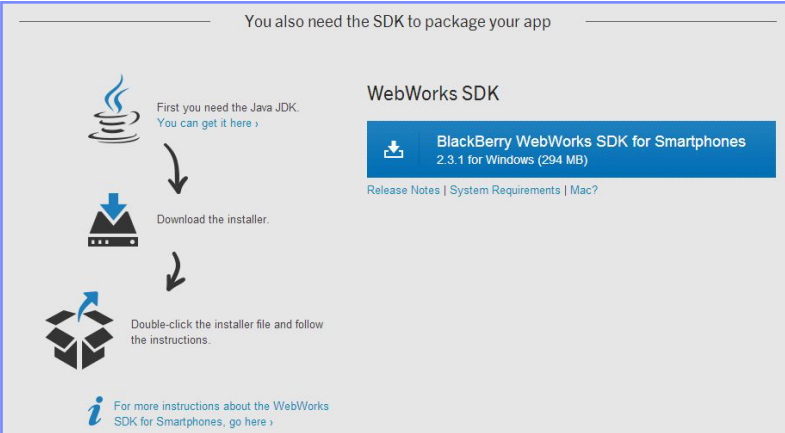
- **Ripple** emulator is a chrome browser extension for previewing your WebWorks application before packaging.
- See <https://developer.blackberry.com/html5/download/> to download and install it.



Installing BlackBerry WebWorks Development Tools

- Use **BlackBerry Smartphone SDK** to package applications.
- See <https://developer.blackberry.com/html5/download/> to download and install it.

You also need the SDK to package your app




First you need the Java JDK.
You can get it [here](#) >

Download the installer.

Double-click the installer file and follow the instructions.

For more instructions about the WebWorks SDK for Smartphones, go [here](#) >

WebWorks SDK

 **BlackBerry WebWorks SDK for Smartphones**
2.3.1 for Windows (294 MB)

[Release Notes](#) | [System Requirements](#) | [Mac?](#)

Installing BlackBerry WebWorks Development Tools

- Use **BlackBerry Simulator** to preview and debug your application in a simulated device environment.
- Download the simulator that is relevant to your development environment.

And a simulator to test the result

You need VMWare Player to run the Simulator. [You can get it here >](#)

Download the installer and run it.

Start VMWare Player and Open the BlackBerry10Simulator.vmx from where you installed the simulator.

[See more instructions for the BlackBerry Smartphone Simulator here >](#)

BlackBerry 10 Dev Alpha Simulator

BlackBerry 10 Dev Alpha Simulator
10.0.09 for Windows (491 MB)

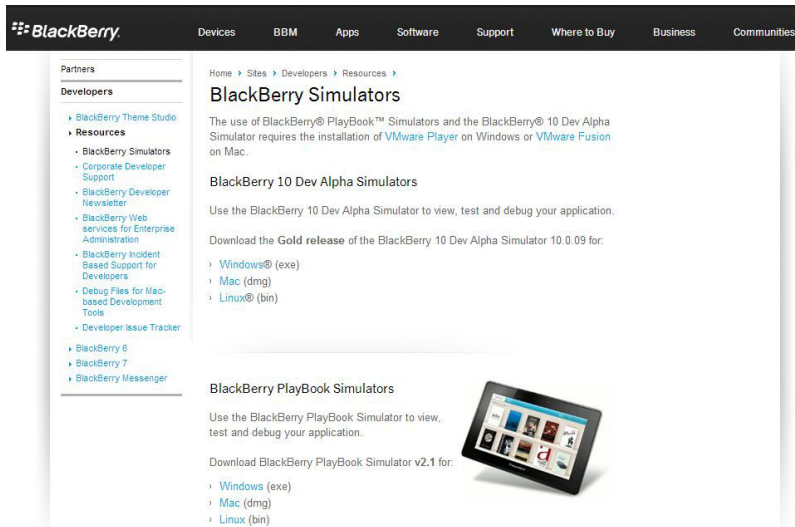
[Release Notes](#) | [System Requirements](#) | [Mac?](#)

Do you have a Dev Alpha Device?
[Register for signing keys here >](#)

Installing BlackBerry WebWorks Development Tools

For other Blackberry simulators, see

<http://us.blackberry.com/sites/developers/resources/simulators.html>



The screenshot shows the BlackBerry Developers website. The top navigation bar includes links for Devices, BBM, Apps, Software, Support, Where to Buy, Business, and Communities. The left sidebar contains a 'Partners' section and a 'Developers' section with links to BlackBerry Theme Studio, Resources, BlackBerry Simulators, Corporate Developer Support, BlackBerry Developer Newsletter, BlackBerry Web services for Enterprise Administration, BlackBerry Incident Based Support for Developers, Debug Files for Mac-based Development Tools, Developer Issue Tracker, BlackBerry 6, BlackBerry 7, and BlackBerry Messenger.

Home > Sites > Developers > Resources >

BlackBerry Simulators

The use of BlackBerry® PlayBook™ Simulators and the BlackBerry® 10 Dev Alpha Simulator requires the installation of [VMware Player](#) on Windows or [VMware Fusion](#) on Mac.

BlackBerry 10 Dev Alpha Simulators

Use the BlackBerry 10 Dev Alpha Simulator to view, test and debug your application.

Download the **Gold release** of the BlackBerry 10 Dev Alpha Simulator 10.0.09 for:


- > [Windows® \(exe\)](#)
- > [Mac \(dmg\)](#)
- > [Linux® \(bin\)](#)

BlackBerry PlayBook Simulators

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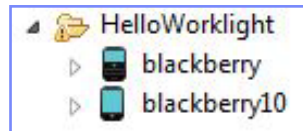


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Getting Started With WebWorks

- Worklight® Studio generates a ready-to-use BlackBerry WebWorks project.
- Worklight® Studio includes 2 separate environments for Blackberry:
 - BlackBerry 6 and 7
 - BlackBerry 10



- For more information about the BlackBerry WebWorks development process, see the Getting Started section of BlackBerry documentation at https://developer.blackberry.com/html5/documentation/what_is_a_webworks_app_1845471_11.html

Publishing Your Applications

- After your application is developed, you can publish it in the BlackBerry App World.
- Prior to publishing your application in the BlackBerry App World, you must sign and package it by using BlackBerry SmartPhone SDK.
- BlackBerry provides samples and tutorials that you can use as a starting point in WebWorks development
 - See <https://developer.blackberry.com/html5/sampleapps/>
- You can find more information on the BlackBerry Developer website at <https://developer.blackberry.com/html5/>

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