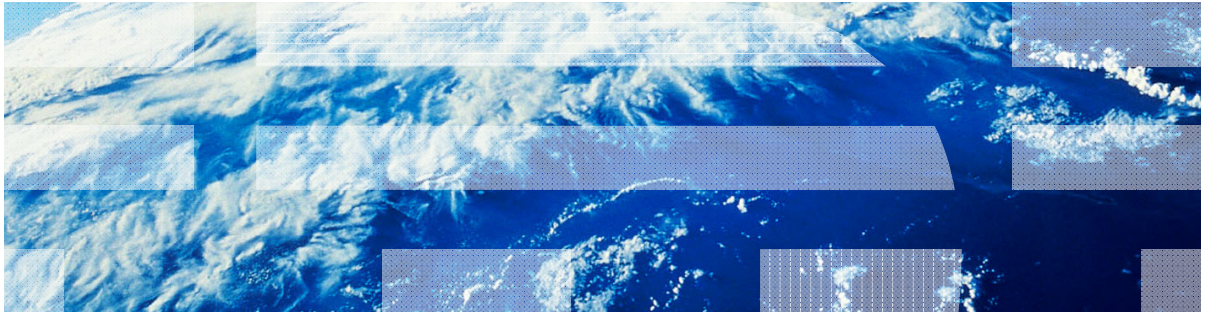


IBM Worklight V5.0.5 Getting Started

Module 7.1 – Common controls



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- See <http://www.ibm.com/ibm/us/en/>

Agenda

- Common controls
 - What is a common control?
 - Busy indicator
 - Simple dialog
 - Tab bar
 - Options menu
- Sample

What is a common control?

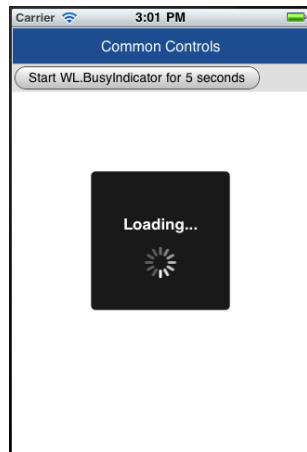
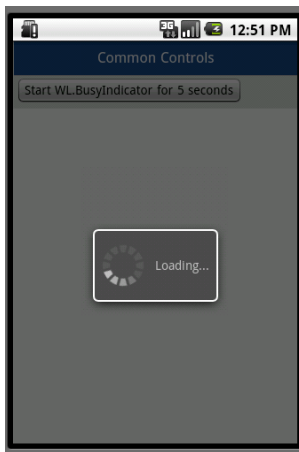
- Some controls are common to most environments, such as modal pop-up windows, loading screens, tab bars etc.
- With IBM Worklight®, you can use a JavaScript API to invoke these controls regardless of the environment. This API automatically renders these controls in a native way for each mobile platform.

Agenda

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WL.BusyIndicator

- WL.BusyIndicator implements a common API to display a modal activity indicator
- Uses native implementation on Android, iPhone, and Windows Phone 7 platforms



WL.BusyIndicator

- Must be initialized before use

```
this.myBusyIndicator = new WL.BusyIndicator('content', {text : "Loading..."});
```

Parent element ID (web only)



Options



- The parent element ID for *WL.BusyIndicator* is ignored in iOS, Android, Windows Phone, and BlackBerry environments
- Available options are:
 - *text* – set the modal text
 - *color* – set the text color
 - *fullScreen* – should modal message be displayed full screen (iOS only)
 - For additional options see the *IBM Worklight Info Center*

WL.BusyIndicator

- WL.BusyIndicator provides the following API:

- Initialization

```
this.myBusyIndicator = new WL.BusyIndicator('content',{text : "Loading..."});
```

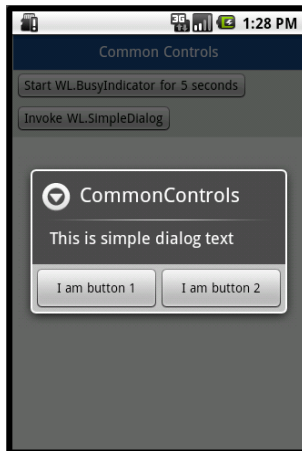
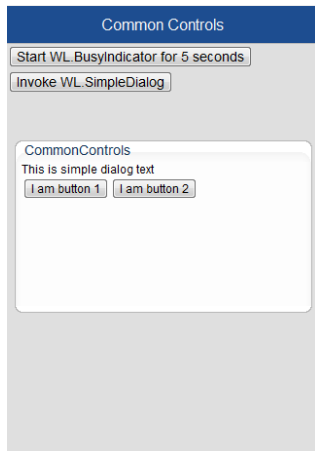
- void myBusyIndicator.show() – displays busy indicator
- void myBusyIndicator.hide() – hides busy indicator
- boolean myBusyIndicator.isVisible() – returns whether busy indicator is currently visible

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WL.SimpleDialog

- The WL.SimpleDialog implements a common API for showing a modal dialog window with buttons
- Uses native implementation on mobile platforms



WL.SimpleDialog

- The invocation syntax is:

```
WL.SimpleDialog.show(title, text, buttons);
```

- Parameters are *title*, *text*, and *buttons* as an array of up to three button objects
- The dialog is closed when any of the buttons is pressed

WL.SimpleDialog

- Each button object has two properties
 - *text* – the text that will be displayed on the button
 - *handler* – the function to invoke if the button is pressed

```
var dialogTitle = "CommonControls";
var dialogText = "This is simple dialog text";

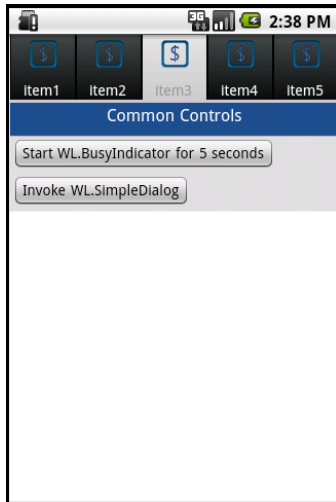
WL.SimpleDialog.show(dialogTitle, dialogText, [{
    text: 'I am button 1',
    handler: function(){ alert('button 1 pressed'); }
},
{
    text: 'I am button 2',
    handler: function(){ alert('button 2 pressed'); }
}
]);
```

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WL.TabBar

- Both Android and iOS environments support tabbed application navigation with a tab bar component

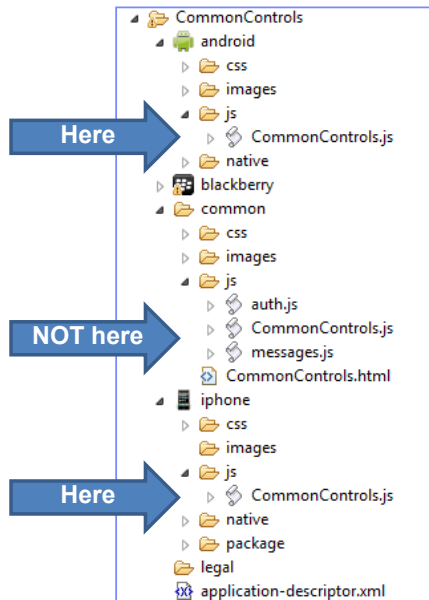


WL.TabBar

- iOS implementation uses a native component, but Android uses an HTML-generated tab-bar
- The syntax is very similar, though with some minor differences
- WL.TabBar must be initialized before use

```
WL.TabBar.init();
```

- Initialize WL.TabBar in a designated JavaScript file



WL.TabBar

- Use the following syntax to add a tab bar item:

```
WL.TabBar.addItem(itemID, callback, title, options);
```

- **itemID** – Internal reference for this tab
- **callback** – JavaScript function to run when a tab item is pressed
- **title** – The text to display on the tab bar item
- **options** – Varies between iOS and Android platforms, see next slide

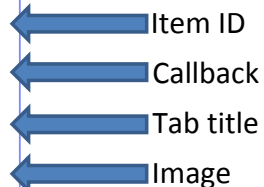
WL.TabBar

- iOS options
 - badge – string to display on the badge of the item
 - image – file name of an image to use or native iOS button identifier:
 - tabButton:More
 - tabButton:Favorites
 - tabButton:Featured
 - tabButton:TopRated
 - tabButton:Recents
 - tabButton:Contacts
 - tabButton:History
 - tabButton:Bookmarks
 - tabButton:Search
 - tabButton:Downloads
 - tabButton:MostRecent
 - tabButton:MostViewed
- Android options
 - image – file name of an image to use for an unselected state
 - imageSelected – file name of an image to use for a selected state

WL.TabBar

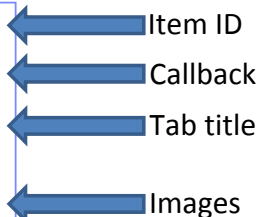
- iOS addTab invocation example:

```
WL.TabBar.addItem( "item1",  
                  function(){ alert("item 1 pressed"); },  
                  "item 1 title",  
                  { image : "tabButton:Search" }  
                );
```



- Android addTab invocation example:

```
WL.TabBar.addItem( "item1",  
                  function(){ alert("item 1 pressed"); },  
                  "item1 title",  
                  {  
                    image: "images/tabicon.png",  
                    imageSelected : "images/tabicon.png"  
                  }  
                );
```



WL.TabBar

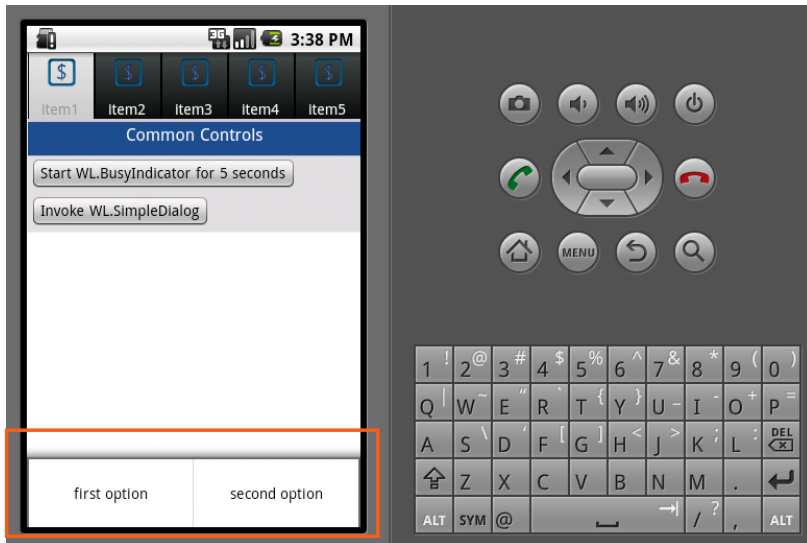
- WL.TabBar API
 - WL.TabBar.init()
 - WL.TabBar.addItem (returns WL.TabBarItem)
 - WL.TabBar.removeAllItems (iOS only)
 - WL.TabBar.setParentDivId (Android only)
 - WL.TabBar.setVisible(true/false)
 - WL.TabBar.setSelectedItem(itemID)
 - WL.TabBar.setEnabled (true/false)
 - WL.TabBarItem.setEnabled(true/false)
 - WL.TabBarItem.updateBadge(string) (iOS only)

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WL.OptionsMenu

- Android and Windows Phone 7 environments have the ability to display a menu of options

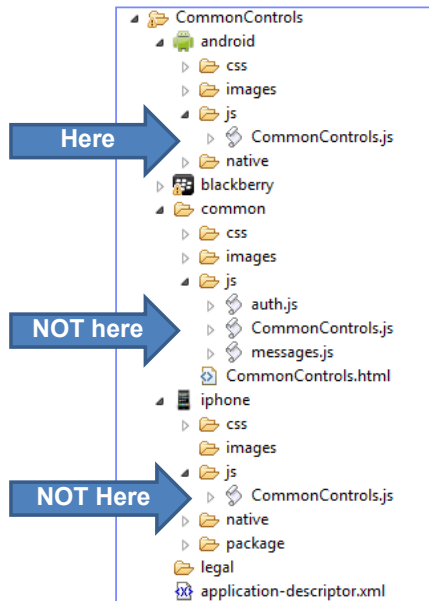


WL.OptionsMenu

- **WL.OptionsMenu** must be initialized before use

```
WL.OptionsMenu.init();
```

- Initialize **WL.OptionsMenu** in the designated JavaScript file
- The syntax is very similar to that of the tab bar with some minor changes



WL.OptionsMenu

- Use the following syntax to add an option of a menu:

```
WL.OptionsMenu.addItem(itemID, callback, title, options);
```

- **itemID** – Internal reference for this menu option
- **callback** – JavaScript function to run when the menu option is pressed
- **title** – The text of the menu item
- **options** – An options object with the following properties:
 - **image** – A path to a designated image, relative to resource root directory. 48x48 px black and white .png file
 - **enabled** – Boolean stating if the item is enabled or disabled

WL.OptionsMenu

- WL.OptionsMenu.addTab example


```
WL.OptionsMenu.addItem( "first",  
    function() {alert("option 1 selected"); },  
    "first option",  
    {  
        image: "images/tabicon.png",  
        enabled: true  
    }  
);
```



Item ID



Callback



Tab title



Images

WL.OptionsMenu

- WL.OptionsMenu API
 - WL.OptionsMenu.init()
 - WL.OptionsMenu.addItem (return reference to a new options item)
 - WL.OptionsMenu.getItem(itemID)
 - WL.OptionsMenu.getItem(itemID).setEnabled (true / false)
 - WL.OptionsMenu.setVisible (true / false)
 - WL.OptionsMenu.setEnabled (true / false)
 - WL.OptionsMenu.removeItem (itemID)
 - WL.OptionsMenu.removeItems ()

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- **Sample**

Sample

- The sample for this training module can be found in the Getting Started page of the IBM® Worklight documentation website at <http://www.ibm.com/mobile-docs>

Check yourself questions

- What is a common control?
 - A common control is a user interface element that is common to most environments
 - A common control is a way to specify how group of elements is controlled
 - A common control is an emulation of a device native controls by using various technologies
 - A common control is a native interface element that cannot be controlled by a web means such as JavaScript
- Which mobile environments use native implementation of a busy indicator?
 - iOS, Android, BlackBerry
 - iOS, Android, Windows Phone
 - Windows Phone, BlackBerry, iOS
 - iOS, Android, BlackBerry, Windows Phone
- Which mobile environments support TabBar control?
 - Android, BlackBerry, Windows Phone
 - Android, iOS, Windows Phone
 - iOS, Android, BlackBerry
 - iOS, Android

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