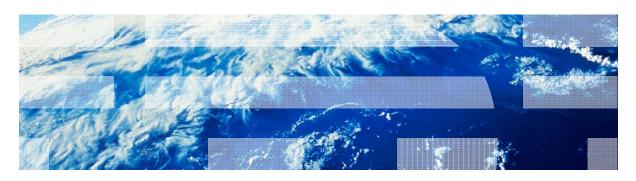


IBM Worklight V6.0.0 Getting Started

Previewing your application on Android





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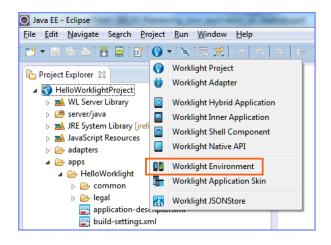


- Adding an Android environment
- Brief review of the Android environment folder structure
- Previewing your application with the Mobile Browser Simulator
- Running your application on the Android Emulator
- Running your application on a real device



Adding a New Environment

 Click the IBM Worklight® icon and select Worklight Environment to add an environment to your application.





Adding a new environment

 Select the Android phones and tablets check box, and then click Finish.

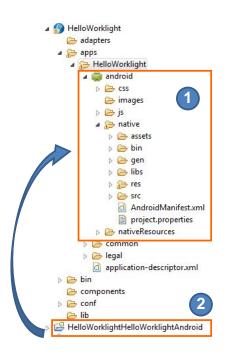




Adding a new environment

- Two folders are automatically added:
 - (1): The android folder inside the application folder.
 - (2): The Android project folder in your workspace.
- IMPORTANT

The auto-generated Android project folder does not contain a copy of the code, but it is mapped to a native folder within the android folder of the application.



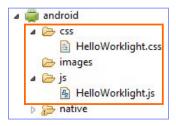


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Review of the Android folder structure

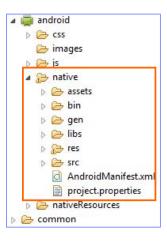
- The Android environment consists of the following folders:
 - css The properties that are specified in this folder override the CSS files from the common folder.
 - images Android-specific images can be added in this folder. If an image with the same file name exists in the common folder, it is overwritten in the Android application.
 - js JavaScript[™] that can extend, and override if required, JavaScript code from the common folder.





Review of the Android folder structure

- The native folder under the android folder contains automatically-generated Android application code that is automatically imported into the Eclipse workspace as an Android project.
 - Files in the assets folder are regenerated every time that the application is built, so any changes made to these files are lost.





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Previewing your application with the Mobile Browser Simulator

- When your application is built and deployed in Worklight® Studio, you can preview it in the Mobile Browser Simulator.
- Right-click the project and select Open Worklight Console, or browse to the Worklight Console, and then click the preview icon beside the environment for which you want to preview your app.





Previewing your application with the Mobile Browser Simulator

- The Mobile Browser Simulator (MBS) can be used to emulate Cordova, or to preview your application with different device skins.
 - Limitation: With the Mobile
 Browser Simulator, to preview an
 application that contains security
 tests that rely on the device
 (such as auto-provisioning or
 authenticity), you must
 temporarily change the security
 test settings so that they do not
 use the device identification.





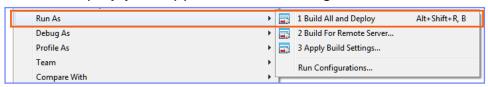
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Running Your App on the Android Emulator

Build and deploy your application to Worklight Server.



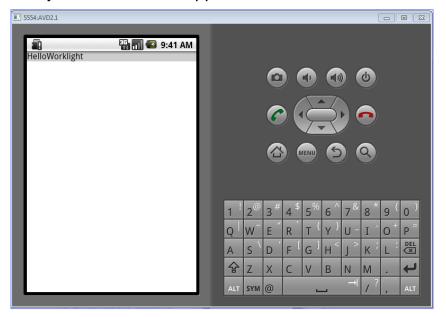
Right-click the automatically generated Android Project, and select
 Run As > Android Application.





Running Your App on the Android Emulator

You created your first Android application.





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Running your application on a real device

- When an Android device is connected to the computer with a USB cable, the Eclipse ADT plug-in automatically recognizes the Android device and attempts to deploy applications onto it.
- For more information and device drivers, see http://developer.android.com/sdk/win-usb.html

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Exercise

- Exercise
 - Use the HelloWorklight application that you created earlier.
 - Add an Android environment to the application.
 - Build and deploy your application to the Worklight Server.
 - Run the auto-generated Android application on the emulator.





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