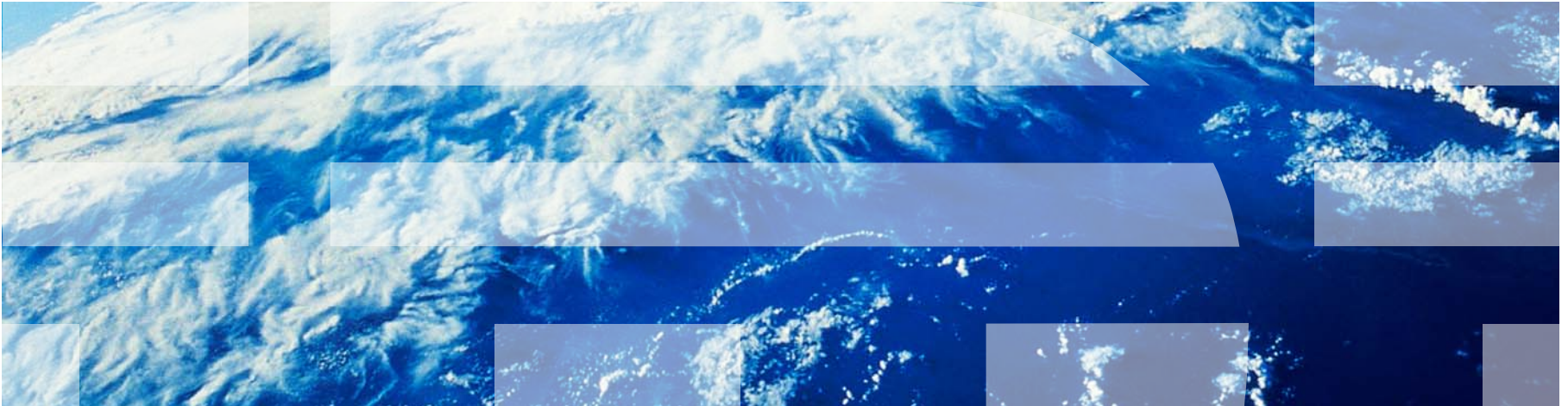


IBM Worklight V6.1.0 Getting Started

Common UI controls



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Agenda

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

What is a common control?

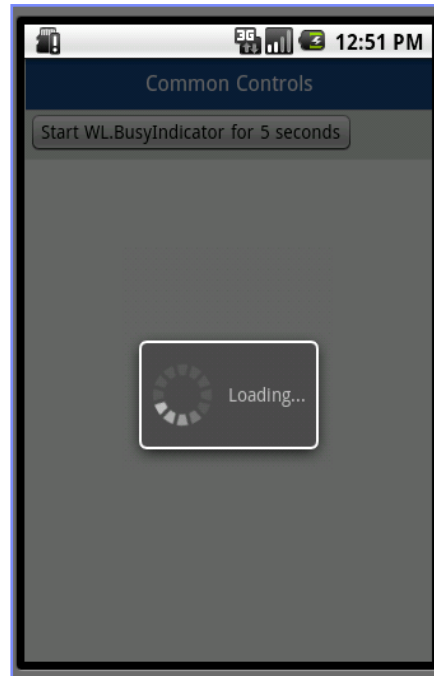
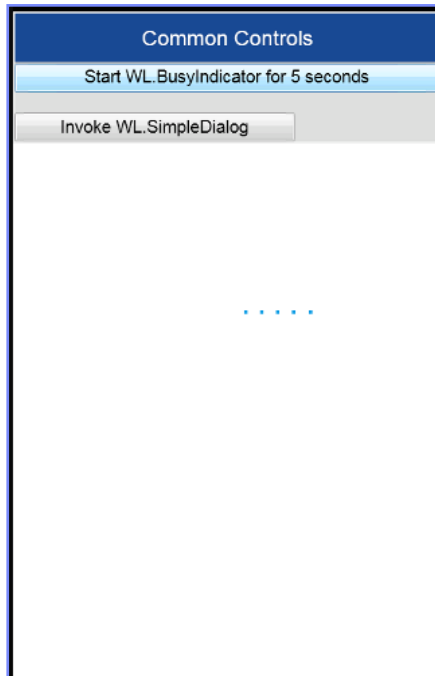
- Some controls are common to most environments, such as modal pop-up windows, loading screens, and tab bars.
- With IBM Worklight®, you can use a JavaScript™ API to invoke these controls regardless of the environment. This API automatically renders these controls in a native way for each mobile platform.

Agenda

- Common controls
 - What is a common control
 - **Busy indicator**
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WL.BusyIndicator

- `WL.BusyIndicator` implements a common API to display a modal activity indicator.
- It uses native implementation on the following platforms: Android, iOS, and Windows Phone 8 and BlackBerry 10.



WL.BusyIndicator – continued

- It 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 documentation*.

WL.BusyIndicator – continued

- `WL.BusyIndicator` provides the following API:

- Initialization

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

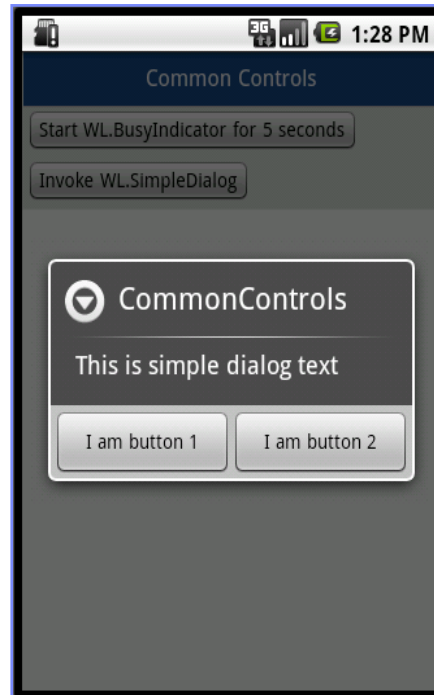
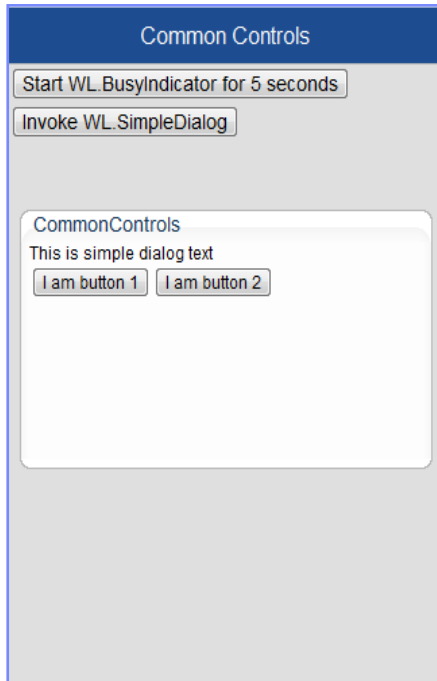
- `void myBusyIndicator.show()` – displays busy indicator
- `void myBusyIndicator.hide()` – hides busy indicator
- `boolean myBusyIndicator.isVisible()` – returns whether the busy indicator is currently visible

Agenda

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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 the following platforms: Android, iOS, and Windows Phone 8 and BlackBerry 10.



WL.SimpleDialog – continued

- The invocation syntax is:

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

- Parameters are `title`, `text`, and `buttons` as an array of button objects.
- The dialog is closed when any of the buttons is pressed.

WL.SimpleDialog – continue

- Each button object has two properties:
 - *text* – the text that 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'); }
}
]);
```

WL.SimpleDialog – continued

The following limitations exist:

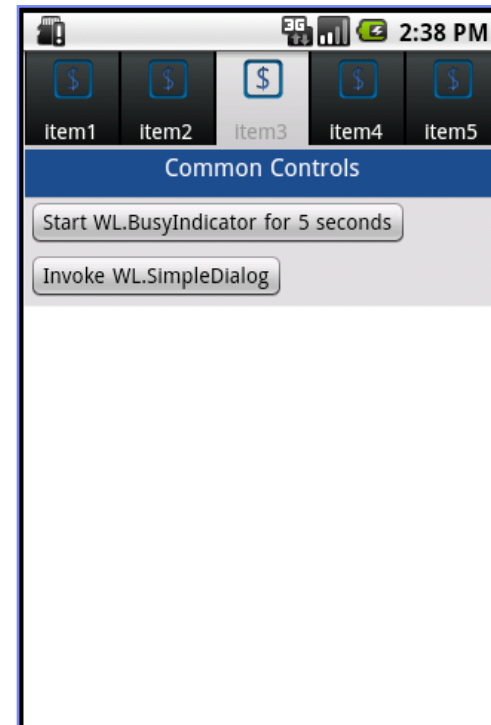
- When you use `WL.SimpleDialog` in **Windows Phone 8**, you can use at most four buttons in each instance of `WL.SimpleDialog`.
- When you use `WL.SimpleDialog` in **Android**, you can use at most three buttons in each instance of `WL.SimpleDialog`.

Agenda

- Common controls
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WL.TabBar

- The mobile environments Android, iOS, Windows Phone 8 and Windows 8 support tabbed application navigation with a tab bar component.

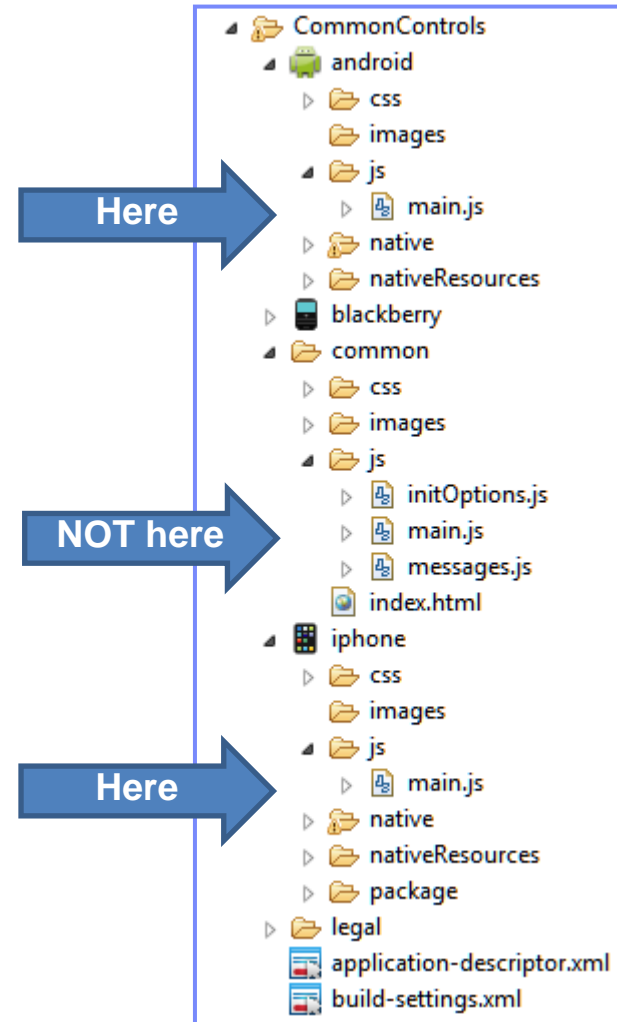


WL.TabBar – continued

- The iOS implementation uses a native component, but Android uses an HTML-generated tab bar.
- The syntax is similar, though with some minor differences.
- Note that `WL.TabBar` must be initialized before it can be used.

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

- Initialize `WL.TabBar` in the designated JavaScript file.



WL.TabBar – continued

- 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, see next slide

WL.TabBar – continued

■ 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 – continued

- iOS WL.TabBar.addItem example:

```
WL.TabBar.addItem ("item1",  
    function () {alert("Item 1 tapped.");},  
    "Item 1 title",  
    {image: "tabButton:Search"}  
    // {image: "images/tabImage.png"}  
);
```



← Item ID

← Callback

← Tab title

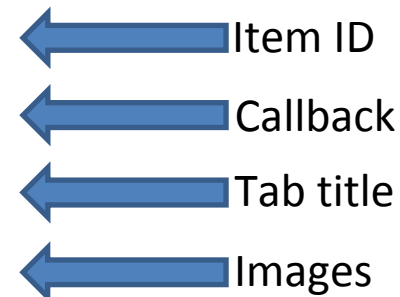
← Image

- When specifying an image file, there are two paths that can be used:
 - Using an internal image provided by the OS
 - Specifying a path to the folder in which the image resides

WL.TabBar – continued

- Android `WL.TabBar.addItem` example:
- When specifying an image file, you need to specify the path to the folder in which the image resides.
- For more information, read about `WL.TabBar` in the IBM Worklight user documentation.

```
WL.TabBar.addItem ("item1",  
    function () {alert("Item 1 tapped.");},  
    "Item 1 title",  
    {image: "images/tabImage.png"}  
);
```



WL.TabBar

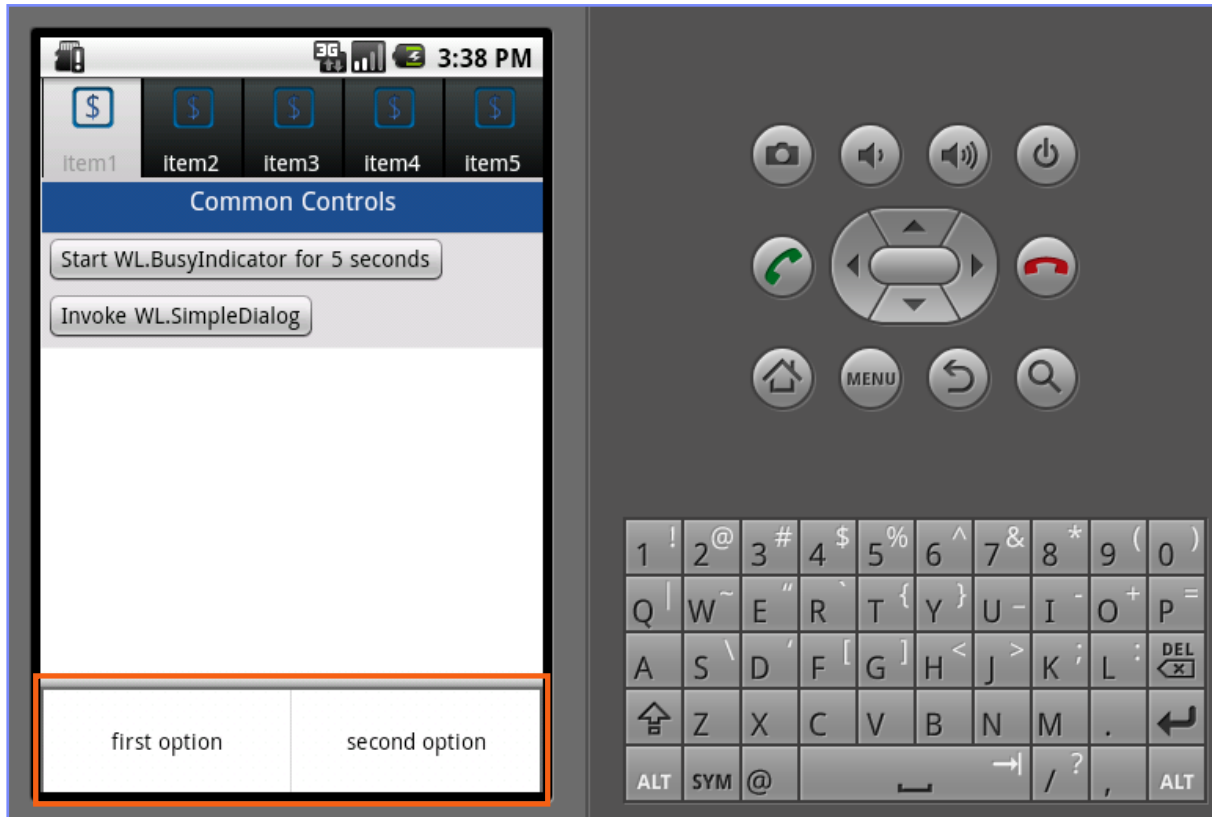
- `WL.TabBar` API
 - `WL.TabBar.init()`
 - `WL.TabBar.addItem` (returns `WL.TabBarItem`)
 - `WL.TabBar.removeAllItems` (iOS only)
 - `WL.TabBar.setParentDivId` (Android only)
 - `WL.TabBar.setVisible(true/false)`
 - `WL.TabBar.setSelectedItem(itemId)`
 - `WL.TabBar.setEnabled` (true/false)
 - `WL.TabBarItem.setEnabled(true/false)`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

Agenda

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WL.OptionsMenu

- Supported environments: Android, Windows Phone 8, Windows 8.
- Can display a menu of options

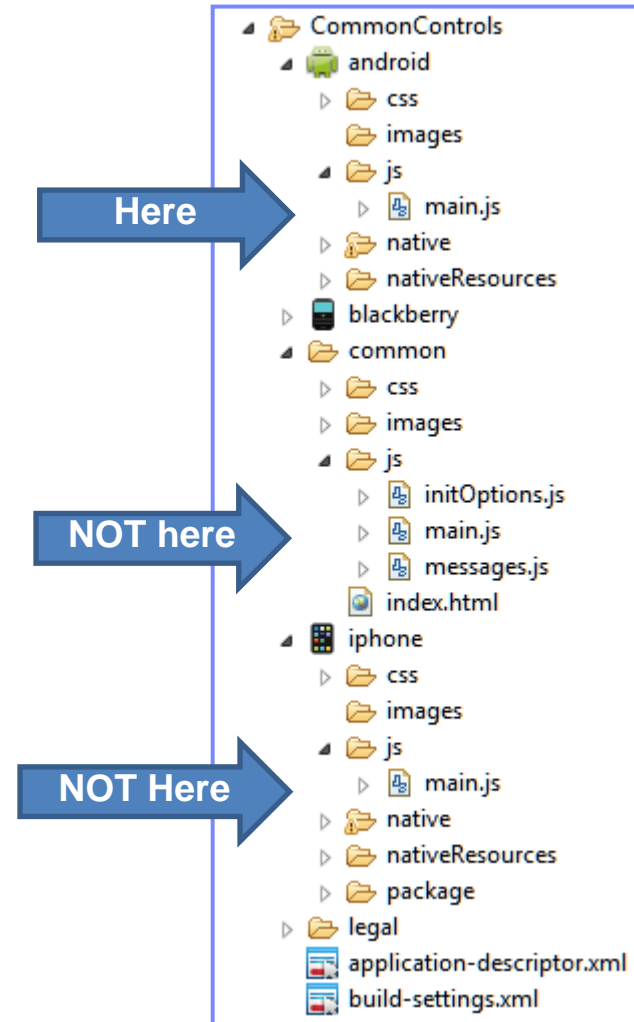


WL.OptionsMenu – continued

- WL.OptionsMenu must be initialized before use

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

- Initialize WL.OptionsMenu in the designated JavaScript file
- The syntax is similar to that of WL.TabBar 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.
 - `enabled` – Boolean stating if the item is enabled or disabled

WL.OptionsMenu

- WL.OptionsMenu.addItem example:

```

WL.OptionsMenu.addItem ("item1",
    function () {alert("Option 1 tapped.");},
    "First option",
    {image: "tabImage.png"}
);

```

- Paths to image files should not be given; instead, the files should be placed at the following locations:
 - **Android:** nativeResouces\drawable-*
 - **Windows 8:** Resources\applicationBar
 - **Windows Phone 8:** nativeResources\applicationBar
- For more information, read about WL.OptionsMenu in the IBM Worklight user documentation.

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` ()

Agenda

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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 groups of elements are controlled
 - A common control is an emulation of a device's 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 8
 - Windows Phone 8, BlackBerry, iOS
 - iOS, Android, BlackBerry, Windows Phone
- Which mobile environments support TabBar control?
 - Android, BlackBerry, Windows Phone 8
 - Android, iOS, Windows Phone 8
 - iOS, Android, BlackBerry
 - iOS, Android

Check yourself questions

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