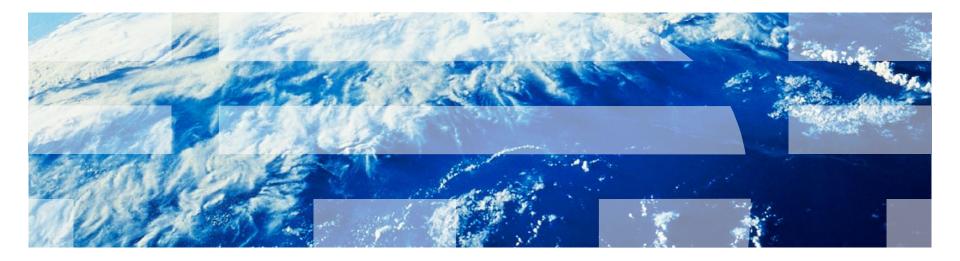


IBM Worklight Foundation V6.2.0 Getting Started

Previewing your application on Android





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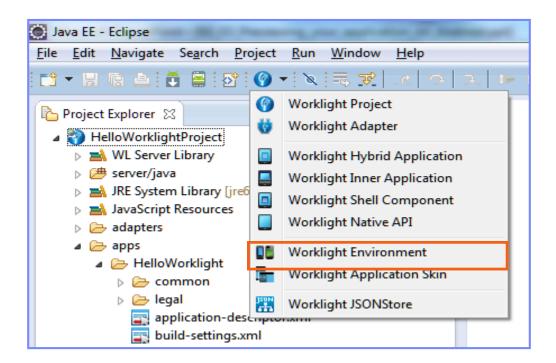


- Adding an Android environment
- Review of the Android environment folder structure
- Previewing your application with the Mobile Browser Simulator
- Running your application on the Android Emulator
- Running your application on a real device



Adding an Android environment

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





Adding an Android environment - continued

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

New Worklight Environm	ment	×
Worklight Environment		
Project name:	HelloWorklightProject	•
Application/Component:	HelloWorklight	-
BlackBerry 6	0 hone 8 desktop and tablets app	
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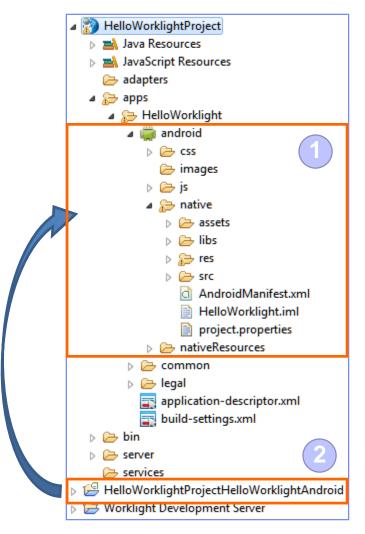


Adding an Android environment - continued

- 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 environment folder structure

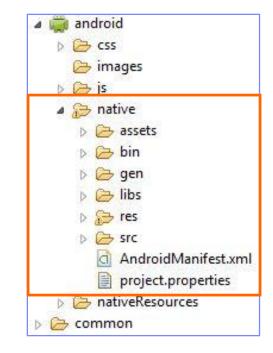
- The Android environment consists of the following folders:
 - css The properties that are specified in this folder override the CSS files from the common folder.
 - images Android-specific images can be added in this folder. If an image with the same file name exists in the common folder, it is overwritten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

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	۵	\triangleright	CSS	
				main.css
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Review of the Android environment folder structure continued

- 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 native\assets
 folder are regenerated every
 time that the application is built,
 so any changes made to these
 files are lost.
- The nativeResources folder contains resources that are used by the native code.



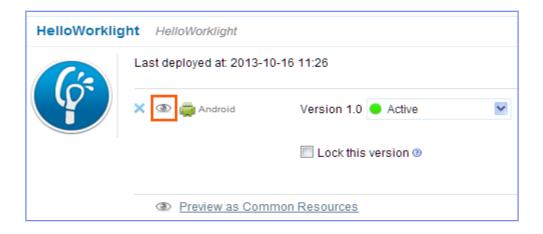


- Adding an Android environment
- Brief review of the Android environment folder structure
- Previewing your application with the Mobile Browser Simulator
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Previewing your application with the Mobile Browser Simulator

- Once 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 name.





Previewing your application with the Mobile Browser Simulator - continued

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





- Adding an Android environment
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Running your application on the Android Emulator

 Right-click the Worklight application, and select Run As > Run on Worklight Development Server.

Debug As	۰.		onsole 52	
Run As	•		1 Android Studio project	ĺ.
Team	1		2 Run on Worklight Development Server	ľ
Compare With	E E		3 Build Android Environment	ſ
Restore from Local History		۲	4 Preview	l
Source	+		5 Build Settings and Deploy Target	l
Properties	Alt+Enter		Run Configurations	
	Run As Team Compare With Restore from Local History Source	Run As Team Compare With Restore from Local History Source	Run As Team Compare With Restore from Local History Source	Run As Image: Antropy of the second seco

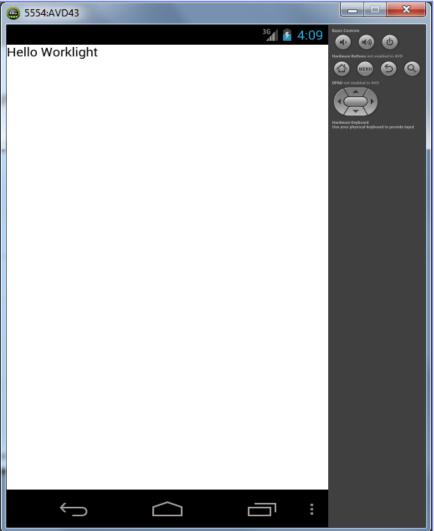
 Right-click the automatically generated Android Project, and select Run As > Android Application.

Run As] 1	Android Application	
Team		E E E E E E	J	j 2	Android JUnit Test	
Compare W	ith	+		j 3	Java Applet	Alt+Shift+X, A
Restore from	n Local History		J	4	Java Application	Alt+Shift+X, J
IBM Applica	tion Center	+	J	υ 5	i JUnit Test	Alt+Shift+X, T
Android To	ols	+		R	Run Configurations	
Configure		•	-		un conngulations	



Running your application on the Android Emulator - continued

 You have created your first Android application.





- Adding an Android environment
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Running your application on a real device

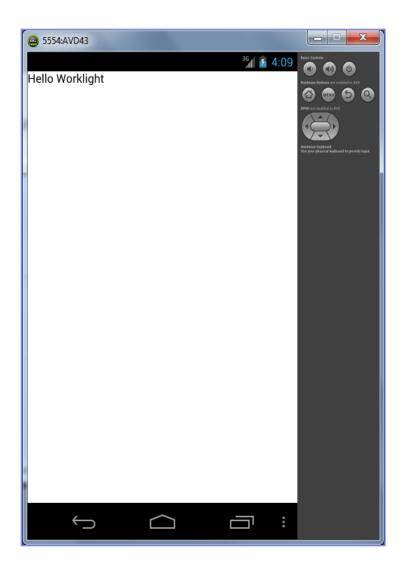
- When an Android device is connected to the computer with a USB cable, the Eclipse ADT plug-in automatically recognizes the Android device and attempts to deploy applications onto it.
- For more information about device drivers, see <u>http://developer.android.com/sdk/win-usb.html</u>



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 Android Emulator or real device





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