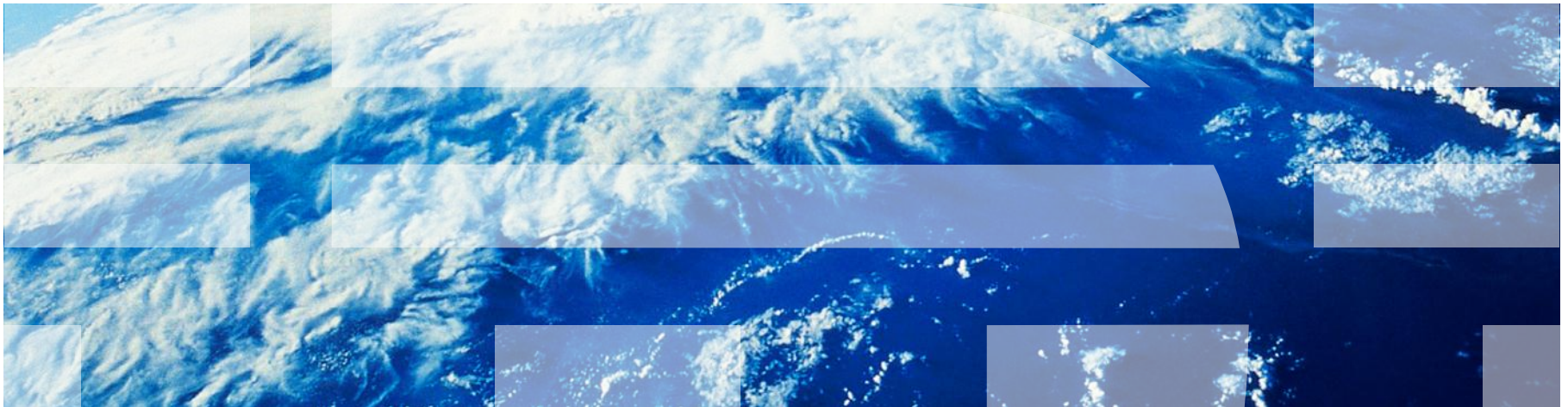


IBM Worklight Foundation V6.2.0 Getting Started

Shell development concepts



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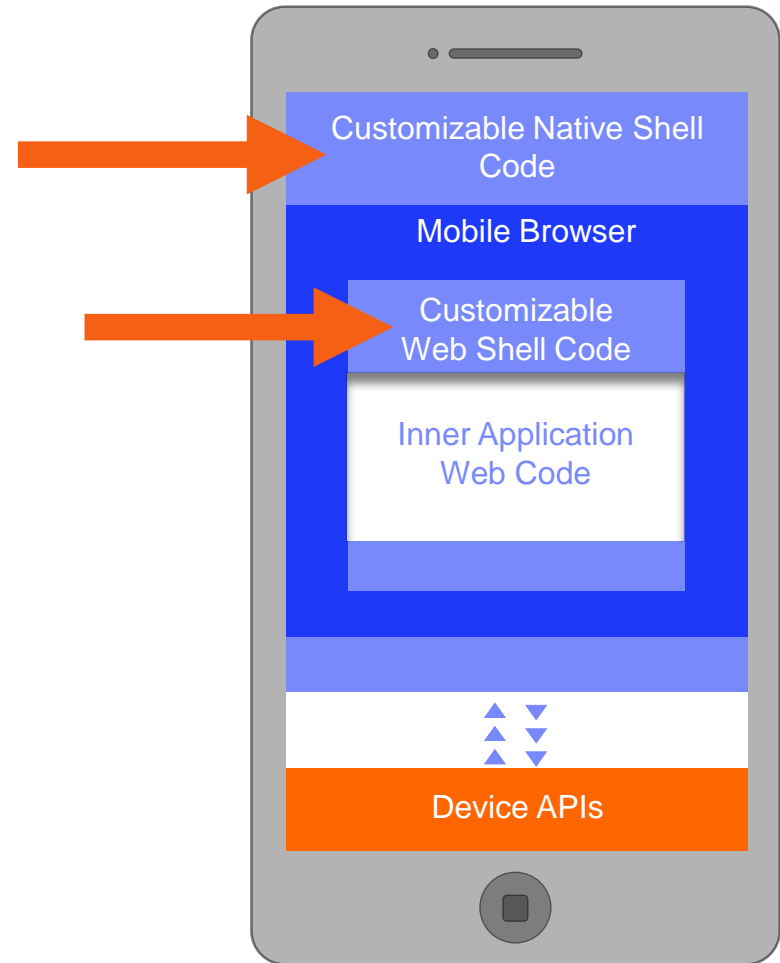
- **Overview**
- Creating a shell component
- Using a shell component in a test application
- Creating and using a shell bundle in an inner application

Overview

- The main idea behind the shell component methodology is to create two levels of development inside the organization:
 - Developers who are skilled in native development implement native and web code-bases that can be used as a starting point for one or more applications. For example:
 - Native functionality to be invoked from JavaScript™ (Cordova plug-ins)
 - Authentication framework
 - Security configuration
 - Web resources that are shared between applications, such as logotypes and themes
 - Developers who have fewer skills in native development but more web expertise receive a ready-to-use shell component and use it as a wrapper to create the organization applications. For example:
 - Business logic
 - UI development
 - Data integration

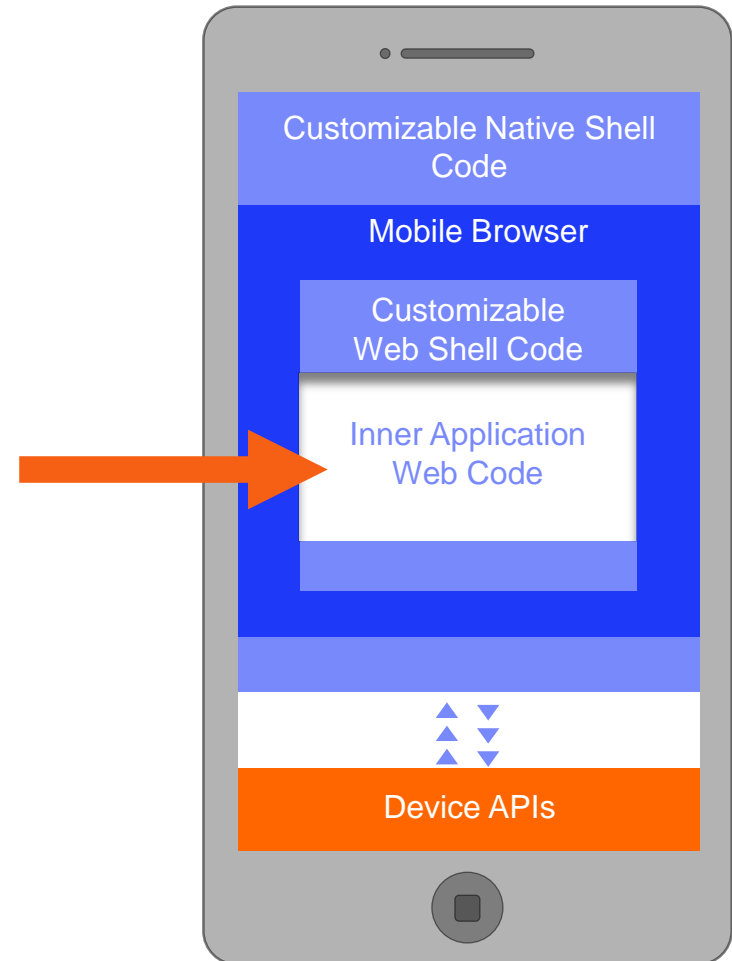
Overview – Architecture of the Shell-based Application

- Shell component** - a component to be used by inner applications as a code base wrapper. It usually consists of native classes and shell-specific web resources that are going to be used in inner applications. The shell component is implemented by shell developers and sent to inner application developers to use.



Overview – Architecture of the Shell-based Application

- **Inner application** – web resources (HTML / JavaScript / CSS) that are run inside the shell component.
- **Test application** – The shell component is not executable by itself. After it is created, an inner application is automatically added to the project by Worklight® Studio. This application is used by the shell developer to test the shell component functionality.



Agenda

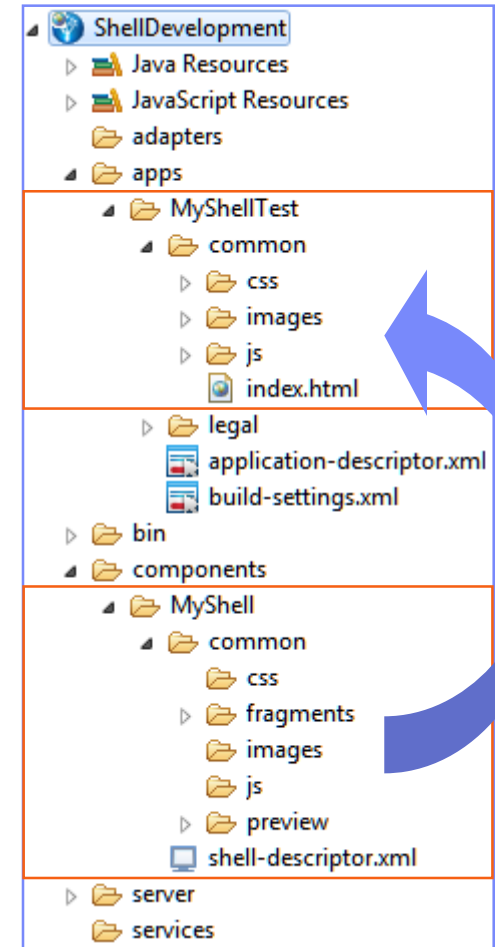
- Overview
- **Creating a shell component**
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Creating a shell component

- This training module covers the basics of creating and using a shell component and an inner application.
- A prerequisite for successful completion of this and subsequent training modules is a solid knowledge of Worklight hybrid application development concepts.
- Make sure that you have a solid understanding of Worklight development principles, specifically iOS and Android development.
- This module covers shell development concepts, using a common folder.
- The following modules cover Android and iOS shell development.

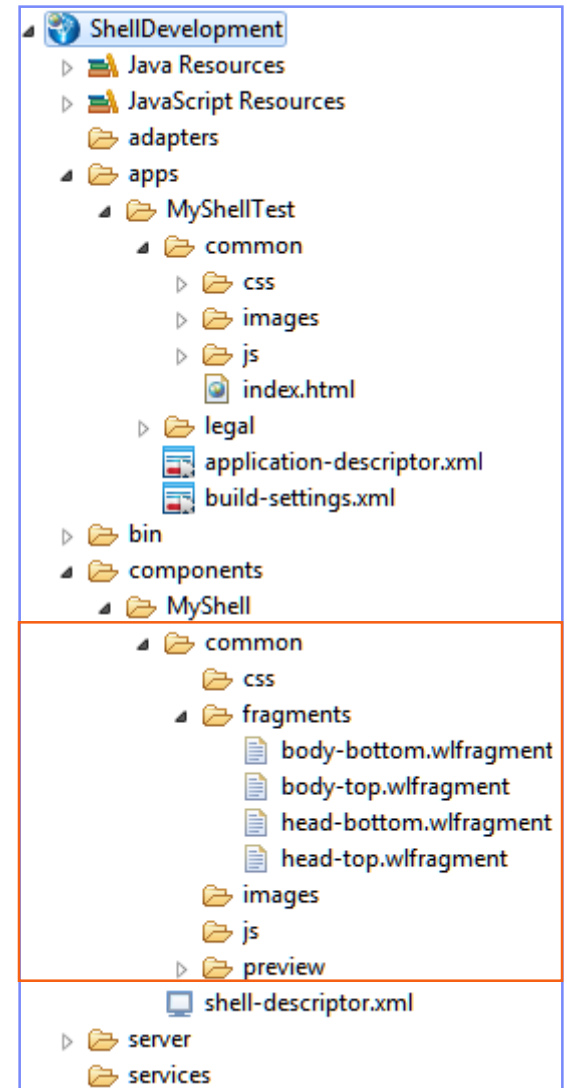
Creating a shell component

- A *shell component* is a building block that is used to create inner applications.
- Add a shell component to your project and name it **MyShell**.
- Note that the **MyShellTest** application was automatically created for you; this application is a test application as described in the *Overview* section. You can use it to test and debug the shell component.



Creating a shell component

- The **common** folder of the shell component contains the following folders:
 - **css, images, js** – these folders contain web resources that are added automatically to inner applications at build time.
 - **fragments** – this folder contains HTML fragments that are added to predefined locations in the main HTML file of the inner application.
 - **preview** – this folder can be used to implement stubs for simulating native functionality in the Worklight Console preview instead of receiving exceptions.



Creating a shell component

- The `shell-descriptor.xml` file contains shell component metadata and application-specific properties.
- Application-specific properties that are set in the shell descriptor are used in all inner applications.
- `shell-descriptor.xml` can be edited in either Design or Source mode.

The screenshot shows the 'Shell Descriptor Editor' window. The 'Overview' tab is active, displaying a search filter and a list of devices under the 'Shell "MyShell"' category. The 'Details' tab shows the 'Id*' field set to 'MyShell' and the 'Version*' field set to '1.0'. Below the interface, the XML content of the `shell-descriptor.xml` file is displayed.

```
<?xml version="1.0" encoding="UTF-8" standalone="no"?>
<!-- Licensed Materials - Property of IBM
      5725-G92 (C) Copyright IBM Corp. 2006, 2012. All Rights Reserved.
      US Government Users Restricted Rights - Use, duplication or
      disclosure restricted by GSA ADP Schedule Contract with IBM Corp. -->
<!-- Attribute "id" must be identical to shell component folder name -->
<shell xmlns="http://www.worklight.com/shell-descriptor" id="MyShell" platformVersion="5.0" version="1.0">
  <iphone version="1.0"/>
  <android version="1.0"/>
</shell>
```

Agenda

- Overview
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Using a shell component in a test application

- Follow these instructions to develop a functioning shell component.
- Create a `myshell.js` file in the `MyShell\common\js` folder.
- Add the following function to it:

```
function sayHelloFromShell(){  
    alert("Hello from Shell");  
}
```

- Modify the `body-top.wlfragment` file and add the following lines to it.

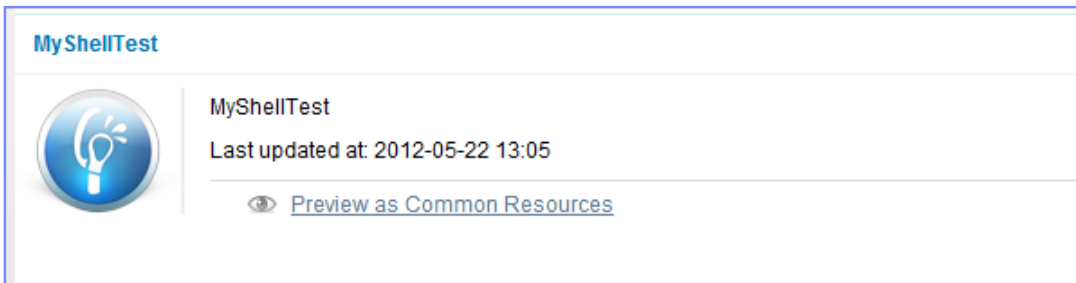
```
<h1>This is a header that will be visible in all inner applications that use this Shell</h1>  
<script src="js/myshell.js"></script>
```

Using a shell component in a test application

- Modify the `MyShellTest.js` file in the `apps/MyShellTest/common/js` folder.
- Invoke the function that you previously added in the shell component.

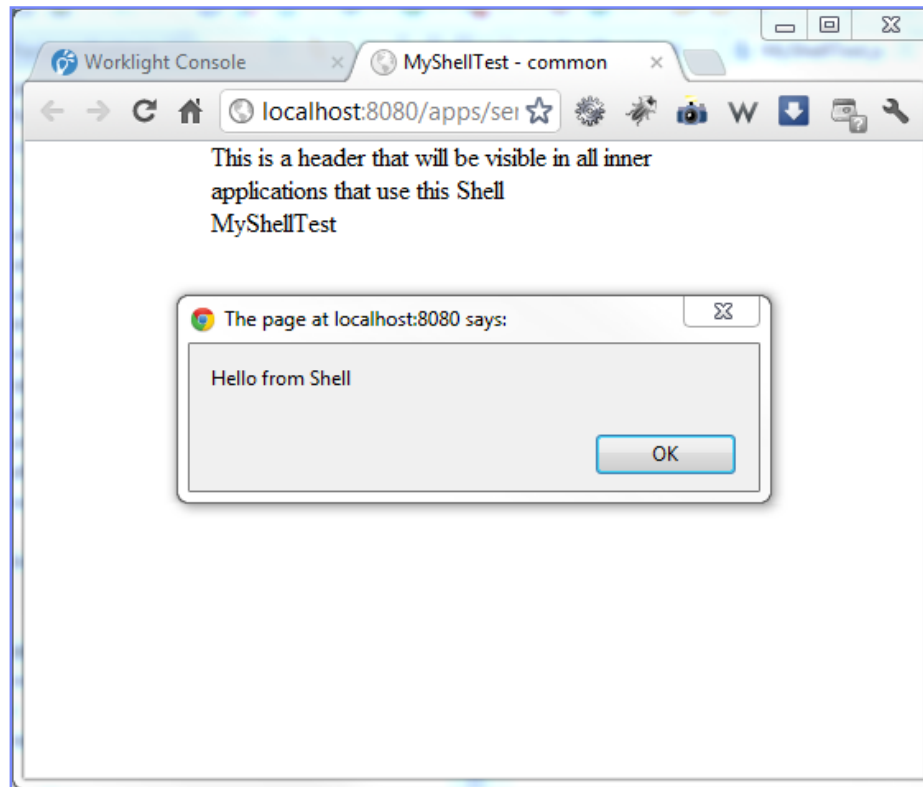
```
function wlCommonInit(){  
    sayHelloFromShell();  
}
```

- Note that the **sayHelloFromShell()** function is not a part of the inner application, but is from the shell component.
- Build and deploy the MyShellTest application.
- When your application is built and deployed, you find it in Worklight Console as a regular hybrid application.



Using a shell component in a test application

- Preview your MyShellTest application. Note that it contains web resources from both the shell component and the inner application.



Agenda

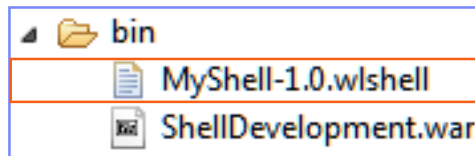
- Overview
- Creating a shell component
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- **Creating and using a shell bundle in an inner application**

Creating and using a shell bundle

- When the shell developer builds a shell component a `.wlshell` file is created in the project `bin\` folder. This file is called a *shell bundle* and can be sent to inner application developers to use.
- A shell developer who works with a test application is not required to explicitly create a shell bundle. The test application references the shell component source code directly from the location that is specified in its `application-descriptor.xml` file.
- However, when the shell developer wants to send the shell component to the inner application developer it becomes necessary to create a shell bundle.

Creating and using a shell bundle

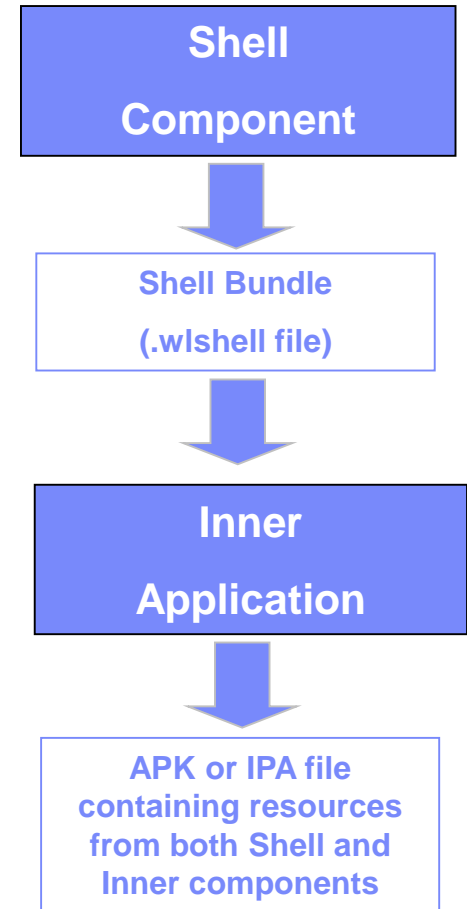
- To create a shell bundle, right-click a shell component folder and select **Run As > Build Shell Component**.
- The `.wlshell` file is created in the `bin\` folder of your project, as described previously.



- The shell developer can send this file to inner application developers.

Creating and using a shell bundle

- The inner application developer must copy the shell bundle file to a Worklight project.
- When inner application developers create a new inner application, they must specify the location of a shell bundle file.
- If a new shell bundle file is received from shell component developers, inner application developers must replace the existing shell bundle file and rebuild their applications.



Next training modules

- Shell development for iOS and Android environments is covered in subsequent training modules.
- Ensure that you have a solid understanding of this training module before you move to the next ones.

Quiz

Test your knowledge of the material in this module. Answers are in the following slide.

- In which case should the shell development approach be taken?
 - The company has only two developers
 - The company wants to create a number of mobile applications sharing the common native code base and authentication mechanism
 - The company wants to create a native iOS and Android application, but its resources are limited
 - The company has distributed development teams that are situated on different continents but that require to share the source code
- Which of the following should not be a part of the shell component?
 - Authentication module
 - Native functionality JavaScript wrapper
 - Application UI components
 - Company logotype that should be shared between several applications
- When a shell developer completes developing the shell components, what is the correct way to distribute it to inner application developers?
 - Compressing the Worklight project and emailing it to inner application developers
 - Committing the Worklight project to a source control management system and telling inner application developers to use source code from it
 - The shell developer should not distribute the shell component to inner application developers. Inner application developers should send their inner applications to the shell developer in order to build them
 - Sending the `.wlshell` shell bundle file to inner application developers

Quiz - answers

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