



IBM Worklight Foundation

IBM Worklight Foundation V6.2.0

C# client-side API for native Windows Phone 8 apps

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About this document

This document is intended for Windows Phone 8 developers who want to access IBM® Worklight® Foundation services from Windows Phone 8 applications written in C#. The document guides you through the available classes and methods.

1 API overview

The IBM Worklight Foundation C# client-side API for native Windows Phone 8 applications exposes two main capabilities:

- Calling back-end services to retrieve data and perform back-end transactions.
- Writing custom log lines for reporting and auditing purposes.

The IBM Worklight Foundation C# client-side API for native Windows Phone 8 applications is available as part of the Worklight Studio.

Type	Name	Description	Implemented By
Properties file	<code>worklight.properties</code>	Properties file that contains the necessary data to use the Worklight SDK.	IBM
Class	<code>WLClient</code>	Singleton class that exposes methods to communicate with the Worklight Server, in particular <code>invokeProcedure</code> for calling a back-end service.	IBM
Class	<code>WLProcedureInvocationData</code>	Class that contains all data necessary to call a procedure.	IBM
Class	<code>WLRequestOptions</code>	Class that you use to add request parameters, headers, and invocation context.	IBM
Interface	<code>WLResponseListener</code>	Interface that defines methods that a listener for the <code>WLClient</code> <code>invokeProcedure</code> method implements to receive notifications about the success or failure of the method call.	Application developer
Class	<code>WLResponse</code>	Class that contains the result of a procedure invocation.	IBM
Class	<code>WLFailResponse</code>	Class that extends <code>WLResponse</code> . This class contains error codes, messages, and the status in <code>WLResponse</code> . This class also contains the original response <code>DataObject</code> from the server.	IBM

Type	Name	Description	Implemented By
Class	WlProcedureInvocationResult	Class that extends <code>WlResponse</code> . This class contains the result of calling a back-end service, which includes statuses and data items that the adapter function retrieves from the server.	IBM
Class	WlProcedureInvocationFailResponse	Class that extends <code>WlFailResponse</code> and that you can use to retrieve the invocation error messages.	IBM
Class	WlErrorCode	Class that contains an error code and its message that arrive from the Worklight Server.	IBM
Class	BaseChallengeHandler	This class is an abstract base class for all Challenge Handlers.	IBM
Class	ChallengeHandler	This class is an abstract class that you must extend to create custom challenge handlers.	Application Developer
Class	WlChallengeHandler	This class is an abstract base class for Worklight Challenge Handlers. You must extend it to implement your own version of a Worklight Challenge Handler.	IBM

Table 1-1: IBM Worklight Foundation C# client-side API for Windows Phone 8 applications – packages, classes, interfaces, and files

2 API reference

2.1 Example Code

The following code samples show how to use the IBM Worklight Foundation C# client-side API for native Windows Phone 8 applications.

2.1.1 Example: connecting to the Worklight Server and calling a procedure

Initializing the Worklight Client

```
WLClient client = WLClient.getInstance();
client.connect(new MyConnectResponseListener());
```

Implementation of a Response Listener for connect

```
public class MyConnectResponseListener : WLResponseListener{
    public void onFailure(WLFailResponse response) {
        Debug.WriteLine("Response fail: " + response.getErrorMsg());
    }
    public void onSuccess(WLResponse response) {
        WLProcedureInvocationData invocationData = new
WLProcedureInvocationData("myAdapterName", "myProcedureName");
        invocationData.setParameters(new Object[]{"stringParam"});
        String myContextObject = new String("This is my context object");
        WLRequestOptions options = new WLRequestOptions();
        options.setInvocationContext(myContextObject);
        WLClient.getInstance().invokeProcedure(invocationData, new
MyInvokeListener(), options);
    }
}
```

Implementation of a Response Listener for Procedure Invocation

```
public class MyInvokeListener : WLResponseListener {
    public void onFailure(WLFailResponse response) {
        Debug.WriteLine("Response failed: " + response.getErrorMsg());
    }
}
```

```
}  
public void onSuccess(WLResponse response) {  
    WLProcedureInvocationResult invocationResponse =  
((WLProcedureInvocationResult) response);  
    JObject items;  
    try {  
        items = invocationResponse.getResponseJSON();  
        // do something with the items  
    } catch (JSONException e) {  
    }  
}  
}
```

2.2 Class WLClient

This singleton class exposes methods that you use to communicate with the Worklight Server.

2.2.1 Method getInstance

Syntax

```
public static WLClient getInstance()
```

Description

This method gets the singleton instance of `WLClient`.

2.2.2 Method connect

Syntax

```
public void connect(WLResponseListener  
responseListener)
```

Description

This method sends an initialization request to the Worklight Server, establishes a connection with the server, and validates the application version.

Important: You must call this method before any other `WLClient` methods that communicate with the Worklight Server.

Parameters

Type	Name	Description
WLResponseListener	responseListener	When the server returns a successful response, the <code>WLResponseListener</code> <code>onSuccess</code> method is called. If an error occurs, the <code>onFailure</code> method is called

Table 2-1: Method connect parameters

2.2.3 Method invokeProcedure

Syntax

```
public void invokeProcedure (
    WLProcedureInvocationData invocationData,
    WLResponseListener responseListener,
    WLRequestOptions requestOptions)
```

```
public void invokeProcedure (
    WLProcedureInvocationData invocationData,
    WLResponseListener listener)
```

Description

This method sends an asynchronous call to an adapter procedure. The response is returned to the callback functions of the provided [responseListener](#).

If the invocation succeeds, the `onSuccess` method is called. If the invocation fails, the `onFailure` method is called.

Parameters

Type	Name	Description
WLProcedureInvocationData	invocationData	The invocation data for the procedure call.
WLResponseListener	responseListener	The listener object whose callback methods <code>onSuccess</code> and <code>onFailure</code> are called.
WLRequestOptions	requestOptions	Optional. Invocation options .

Table 2-2: Method invokeProcedure parameters

2.2.4 Method logActivity

Syntax

```
public void logActivity (String activityType)
```

Description

This method reports a user activity for auditing or reporting purposes. The activity is stored in the raw table.

Important: Ensure that `reports.exportRawData` is set to **true** in the `worklight.properties` file, else the activity is not stored in the database. Also, ensure that the following properties are entered appropriately in the `worklight.properties` file:

```
wl.reports.db.type
wl.reports.db.url
wl.reports.db.username
wl.reports.db.password
```

Parameters

Type	Name	Description
String	activityType	A string that identifies the activity.

Table 2-3: Method `logActivity` parameters

2.2.5 Method `setHeartBeatInterval`

Syntax

```
public void setHeartBeatInterval (int value)
```

Description

This method sets the interval, in seconds, at which the Worklight Server sends the heartbeat signal. You use the heartbeat signal to ensure that the session with the server is kept alive when the app does not issue any call to the server, such as `invokeProcedure`. By default, the interval is set to 20 minutes.

Parameters

Type	Name	Description
int	value	An interval value in seconds, at which the heartbeat signal is sent to Worklight Server.

Table 2-4: Method `setHeartBeatInterval` parameters

2.2.6 Method `getPush`

Syntax

```
public WLPush getPush ()
```

Description

This method returns a [WLPush](#) object that the application can use to perform actions such as subscribing and unsubscribing to Push notifications.

2.3 Class `WLProcedureInvocationData`

This class contains all data necessary to call a procedure, including the following elements:

- The names of the adapter and procedure to call.
- The parameters that the procedure requires.

2.3.1 Method `setParameters`

Syntax

```
public void setParameters(Object [] parameters)
```

Description

This method sets the request parameters.

Parameters

Type	Name	Description
<code>Object []</code>	<code>parameters</code>	An array of objects of primitive types (<code>String</code> , <code>Integer</code> , <code>Float</code> , <code>Boolean</code> , <code>Double</code>). The order of the objects in the array is the order in which they are sent to the adapter.

Table 2-5: Method `setParameters` parameters

Example

```
invocationData.setParameters(new Object[]{"stringParam", true, 1.0, 1});
```

2.4 Class `WLRequestOptions`

This class contains the request parameters, headers, and invocation context.

2.4.1 Method `addParameter`

Syntax

```
public void addParameter(String name,String value)
```

Description

This method adds a request parameter with the given name and value.

Parameters

Type	Name	Description
String	name	The name of the parameter.
String	value	The value of the parameter.

Table 2-6: Method `addParameter` parameters

2.4.2 Method `addParameters`

Syntax

```
public void addParameters(Dictionary<String,
String> parameters)
```

Description

This method adds a table of request parameters.

Parameters

Type	Name	Description
Dictionary <String, String>	parameters	Request parameters table

Table 2-7: Method `addParameters` parameters

2.4.3 Method `getParameter`

Syntax

```
public String getParameter(String name)
```

Description

This method returns the value of the parameter that is set.

Parameters

Type	Name	Description
String	name	The name of the parameter.

Table 2-8: Method `getParameter` parameters

2.4.4 Method `getParameters`

Syntax

```
public Dictionary<String, String> getParameters()
```

Description

This method returns the parameters table.

2.4.5 Method `getResponseListener`

Syntax

```
public WlResponseListener getResponseListener()
```

Description

This method returns the response listener for this request.

2.4.6 Method `addHeader`

Syntax

```
public void addHeader(String name,String value)
```

Description

You can use this method to add a header with the given name and value.

Parameters

Type	Name	Description
String	Name	The name of the header.
String	Value	The value of the header.

Table 2-9: Method `addHeader` parameters

2.4.7 Method `setHeaders`

Syntax

```
public void setHeaders(WebHeaderCollection
extraHeaders)
```

Description

This method sets the request with the given headers.

Parameters

Type	Name	Description
WebHeaderCollection	extraHeaders	The headers to be set.

Table 2-10: Method `setHeaders` parameters

2.4.8 Method `getHeaders`

Syntax

```
public WebHeaderCollection getHeaders()
```


Description

This method returns the headers that are set for this request.

2.4.9 Methods `getInvocationContext`, `setInvocationContext`**Syntax**

```
public Object getInvocationContext ()
```

```
public void setInvocationContext (Object invocationContext)
```

Parameters

Type	Name	Description
Object	<code>invocationContext</code>	An object that is returned with <code>WLResponse</code> to the listener methods <code>onSuccess</code> and <code>onFailure</code> . You can use this object to identify and distinguish different <code>invokeProcedure</code> calls. This object is returned as is to the listener methods.

Table 2-11: Methods `getInvocationContext`, `setInvocationContext` parameters

2.5 Interface `WLResponseListener`

This interface defines methods that the listener for the `WLClient.invokeProcedure` method implements to receive notifications about the success or failure of the method call.

2.5.1 Method `onSuccess`**Syntax**

```
public void onSuccess (WLResponse response)
```

Description

This method is called after successful calls to the `WLClient` `connect` or `invokeProcedure` methods.

Parameters

Type	Name	Description
WLResponse	<code>response</code>	The response that the server returns, along with any invocation context object and status.

Table 2-12: Method `onSuccess` parameters

2.5.2 Method `onFailure`**Syntax**

```
public void onFailure (WLFailResponse response)
```

Description

This method is called if any failure occurred during the execution of the `WLClient connect` or `invokeProcedure` methods.

Parameters

Type	Name	Description
<code>WLFailResponse</code>	<code>response</code>	A response that contains the error code and error message. Optionally, this response contains the results from the server, and any invocation context object and status.

Table 2-13: Method `onFailure` parameters

2.6 Class `WLResponse`

This class contains the result of a procedure invocation. Worklight passes this class as an argument to the listener methods of the `WLClient invokeProcedure` method.

2.6.1 Method `getStatus`**Syntax**

```
public HttpStatusCode getStatus()
```

Description

This method retrieves the `HTTP` status from the response.

2.6.2 Method `getInvocationContext`**Syntax**

```
public Object getInvocationContext()
```

Description

This method retrieves the invocation context object that is passed when the `invokeProcedure` method is called.

2.6.3 Method `getResponseText`**Syntax**

```
public String getResponseText()
```

Description

This method retrieves the original response text from the server.

2.6.4 Method `getResponseJSON`**Syntax**

```
public JObject getResponseJSON()
```

Description

This method retrieves the response text from the server in JSON format.

2.7 Class WLFailResponse

This class extends `WLResponse`. This class contains error codes, messages, the status in `WLResponse`, and the original response `DataObject` from the server.

2.7.1 Method getErrorCode

Syntax

```
public WLErrorCode getErrorCode ()
```

Description

The `WLErrorCode` section describes the possible errors.

2.7.2 Method getErrorMsg

Syntax

```
public String getErrorMsg()
```

Description

This method returns an error message that is for the developer and not necessarily suitable for the user.

2.8 Class WLProcedureInvocationResult

This class extends `WLResponse`. This class contains statuses and data that an adapter procedure retrieves.

2.8.1 Method getResult

Syntax

```
public JObject getResult()
```

Description

This method returns a `JObject` that represents the JSON response from the server.

2.8.2 Method isSuccessful

Syntax

```
public boolean isSuccessful()
```

Description

This method returns **true** if the procedure invocation was technically successful. Application errors are returned as part of the retrieved data, and not in this flag.

2.9 Class WLProcedureInvocationFailResponse

This class extends `WLFailResponse`. This class contains statuses and data that an adapter procedure retrieves.

2.9.1 Method getProcedureInvocationErrors**Syntax**

```
public List<String> getProcedureInvocationErrors()
```

Description

This method returns a list of applicative error messages that are collected while the procedure is called.

2.9.2 Method getResult**Syntax**

```
public JObject getResult()
```

Description

This method returns a `JObject` that represents the JSON response from the server.

2.10 Class WLErrorCode

This class contains the error code and its description that the server returns.

2.10.1 Method getDescription**Syntax**

```
public String getDescription()
```

Description

This method returns the description of this error code instance.

2.10.2 Method valueOf**Syntax**

```
public static WLErrorCode valueOf(String errorCode)
```

Description

This method returns the error code instance of the `errorCode` that is given.

Error Codes

`UNEXPECTED_ERROR` - Unexpected `errorCode` occurred. Please try again.

`REQUEST_TIMEOUT` - Request timed out.

`UNRESPONSIVE_HOST` - The service is currently unavailable.

`PROCEDURE_ERROR` - Procedure invocation `errorCode`.

`PROCEDURE_PROTECTED_ERROR` - Procedure is protected.

`APP_VERSION_ACCESS_DENIAL` - Application version denied.

`APP_VERSION_ACCESS_NOTIFY` - Notify application version changed.

2.11 Class BaseChallengeHandler

This class is an abstract base class for all Challenge Handlers.

2.11.1 Constructor

Syntax

```
public BaseChallengeHandler(String realm)
```

Description

This method creates a `BaseChallengeHandler` object for a particular `realm`.

2.11.2 Method handleChallenge(T challenge)

Syntax

```
public abstract void handleChallenge(T challenge)
```

Description

This method must be implemented by the subclass to handle the challenge logic. For example, show a login form in a challenge from a `FormBasedAuthenticator`.

2.12 Class ChallengeHandler

This class is an abstract class that you must extend to create custom challenge handlers.

2.12.1 Constructor

Syntax

```
public ChallengeHandler(String realmName)
```

Description

This method creates a `ChallengeHandler` object for a particular realm.

2.12.2 Method `isCustomResponse`

Syntax

```
public abstract bool isCustomResponse(WLResponse response)
```

Description

You must implement this method and parse the response to determine whether the response from the server is a challenge for this `ChallengeHandler`. For example, a `ChallengeHandler` for a realm with a form-based authenticator must parse the response to search for the `j_security_test` parameter and return `true` if found.

2.12.3 Method `submitSuccess`

Syntax

```
protected void submitSuccess(WLResponse response)
```

Description

You must call this method from the subclass within the `onSuccess` of your `ChallengeHandler`.

2.12.4 Method `submitLoginForm`

Syntax

```
protected void submitLoginForm(String requestURL,
Dictionary<String, String> requestParameters,
Dictionary<String, String> requestHeaders, int
requestTimeoutInMs, String requestMethod )
```

Description

This helper method submits a login form by making an HTTP request to the specified `requestURL`.

Parameters

Type	Name	Description
<code>String</code>	<code>requestURL</code>	The full or relative URL to which the request must be made.
<code>Dictionary<String, String></code>	<code>requestParameters</code>	A Dictionary object with name-value pairs of request parameters.
<code>Dictionary<String, String></code>	<code>requestHeaders</code>	A Dictionary object consisting of the additional headers that must be sent along with the HTTP request.

Type	Name	Description
<code>int</code>	<code>requestTimeoutInMs</code>	The time in milliseconds the request must wait before timing out.
<code>String</code>	<code>requestMethod</code>	The method to use. Specify <code>GET</code> or <code>POST</code> .

Table 2-14: Method `submitLoginForm` parameters

2.12.5 Method `submitAdapterAuthentication`

Syntax

```
protected void submitAdapterAuthentication(String
WLProcedureInvocationData invocationData,
WLRequestOptions requestOptions )
```

Description

This helper method submits a response to a challenge made by an `AdapterAuthenticator` by using an `invokeProcedure` call to the adapter procedure.

Parameters

Type	Name	Description
<code>WLProcedureInvocationData</code>	<code>invocationData</code>	The <code>WLProcedureInvocationData</code> object that contains the name of the adapter and the procedure.
<code>WLRequestOptions</code>	<code>requestOptions</code>	A <code>WLRequestOptions</code> object with request options.

Table 2-15: Method `submitAdapterAuthentication` parameters

2.13 Class `WLChallengeHandler`

This class is an abstract base class for Worklight Challenge Handlers. You must extend it to implement your own version of a Worklight Challenge Handler, for example, the `RemoteDisableChallengeHandler`.

2.13.1 Constructor

Syntax

```
public WLChallengeHandler(String realm)
```

Description

This method creates a `WLChallengeHandler` object for a particular realm.

2.13.2 Method submitChallengeAnswer

Syntax

```
public void submitChallengeAnswer(Object answer)
```

Description

This method sends the answer back to the server.

2.14 Class WLPush

This class contains all the methods required to work with Push notifications. You cannot instantiate this class directly. To get a reference to this class, use the [getPush\(\)](#) method of WLClient.

To enable Push notifications, add the pushSender element to the application descriptor of your Native API application.

```
<nativeWindowsPhone8App>
...
    <pushSender>
        <authenticatedPush
serviceName="service_name" keyAlias="key_alias"
keyAliasPassword="key_password"/>
    </pushSender>
...
</nativeWindowsPhone8App>
```

MPNS provides two ways to send push notifications to devices. One, is a non-authenticated mode where the Push requests are throttled. The second is an authenticated mode where push requests are not throttled. Sending authenticated push notification requires authenticating Worklight with MPNS by using a SSL certificate. For more information, go to [http://msdn.microsoft.com/en-us/library/windowsphone/develop/ff941099\(v=vs.105\).aspx](http://msdn.microsoft.com/en-us/library/windowsphone/develop/ff941099(v=vs.105).aspx)

If you are not using authenticated push notifications, you can leave the pushSender tag empty.

Open the WAppManifest.xml file of your application and under the capabilities section, select ID_CAP_PUSH_NOTIFICATION.

2.14.1 Method registerEventSourceCallback

Syntax

```
public void registerEventSourceCallback(String
alias, String adapter, String eventSource,
WLEventSourceListener eventSourceListener)
```

Description

This method registers a [WLEventSourceListener](#) that is called whenever a notification arrives from the specified event source.

Parameters

Type	Name	Description
String	alias	Mandatory string. A short ID that you use to identify the event source when the push notification arrives. You can provide a short alias, rather than the full names of the adapter and event source. This action frees space in the notification text, which is limited in length.
String	adapter	Mandatory string. The name of the adapter that contains the event source.
String	eventSource	Mandatory string. The name of the event source.
WLEventSourceListener	eventSourceListener	Mandatory listener class. When a notification arrives, the <code>WLEventSourceListener.onReceive</code> method is called.

Table 2-16: Method `registerEventSourceCallback` parameters**2.14.2 Method subscribe****Syntax**

```
public void subscribe(String alias, WLPushOptions
pushOptions, WLResponseListener respListener)
```

Description

This method subscribes the user to the event source with the specified alias.

Parameters

Type	Name	Description
String	alias	Mandatory string. The event source alias, as defined in registerEventSourceCallback .
WLPushOptions	pushOptions	This instance contains the custom subscription parameters that the event source in the adapter supports.
WLResponseListener	respListener	The listener object whose callback methods are called by the Worklight runtime when a subscribe call succeeds or fails.

Table 2-17: Method `subscribe` parameters

2.14.3 Method unsubscribe

Syntax

```
public void unsubscribe(String alias,
    WLResponseListener respListener)
```

Description

This method unsubscribes the user from the event source with the specified alias.

Parameters

Type	Name	Description
String	alias	Mandatory string. The event source alias, as defined in registerEventSourceCallback .
WLResponseListener	respListener	The listener object whose callback methods are called by the Worklight runtime when a subscribe call succeeds or fails.

Table 2-18: Method unsubscribe parameters

2.14.4 Method isSubscribed

Syntax

```
public void isSubscribed(String alias)
```

Description

This method returns whether the currently logged-in user is subscribed to the specified event source alias.

Parameters

Type	Name	Description
String	alias	Mandatory string. The event source alias.

Table 2-19: Method isSubscribed parameters

2.14.5 Method subscribeTag

Syntax

```
public void subscribeTag(String tagName,
    WLPushOptions pushOptions, WLResponseListener
    respListener)
```

Description

This method subscribes the device to the tag.

Parameters

Type	Name	Description
String	tagName	Mandatory string. The name of the tag.
WLPushOptions	pushOptions	This instance contains the custom subscription parameters that the event source in the adapter supports.
WLResponseListener	respListener	The listener object whose callback methods are called by the Worklight runtime when a subscribe call succeeds or fails.

Table 2-20: Method *subscribeTag* parameters**2.14.6 Method unsubscribeTag****Syntax**

```
public void unsubscribeTag(String tagName,
    WLResponseListener respListener)
```

Description

This method unsubscribes the device from the tag.

Parameters

Type	Name	Description
String	tagName	Mandatory string. The name of the tag.
WLResponseListener	respListener	The listener object whose callback methods are called by the Worklight runtime when a subscribe call succeeds or fails.

Table 2-21: Method *unsubscribeTag* parameters**2.14.7 Method isTagSubscribed****Syntax**

```
public void isTagSubscribed(String tagName)
```

Description

This method returns whether the device is subscribed to the specified tag.

Parameters

Type	Name	Description
String	tagName	Mandatory string. The name of the tag.

Table 2-22: Method `isTagSubscribed` parameters

2.14.8 Property `onReadyToSubscribeListener`

Type

WLOnReadyToSubscribeLister

Access

Read/Write

Description

This property sets the `WLOnReadyToSubscribeListener` callback to be notified when the device is ready to subscribe to push notifications.

2.14.9 Property `notificationListener`

Type

WLNotificationListener

Access

Read/Write

Description

This property sets the `WLNotificationListener` callback to be notified when the push notification arrives.

2.15 Interface `WLOnReadyToSubscribeListener`

This interface defines the method that is notified when a device is ready to subscribe.

2.15.1 Method `onReadyToSubscribe`

Syntax

```
void onReadyToSubscribe ()
```

Description

This method is called when the device is ready to subscribe to push notifications.

2.16 Interface WLEventSourceListener

This interface defines the method that receives the notification message.

2.16.1 Method onReceive

Syntax

```
void onReceive(String properties, String payload)
```

Description

This method is called when the notification arrives from the subscribed event source.

Parameters

Type	Name	Description
String	properties	A JSON block that contains the notifications properties of the platform.
String	payload	A JSON block that contains other data that is sent from the Worklight Server.

Table 2-23: Method onReceive parameters

2.17 Interface WLNotificationListener

This interface defines the method that receives the notification message.

2.17.1 Method onMessage

Syntax

```
void onMessage(String properties, String payload)
```

Description

This method is called when a push notification arrives.

Parameters

Type	Name	Description
String	properties	A JSON block that contains the notifications properties of the platform.
String	payload	A JSON block that contains other data that is sent from the Worklight Server. It also contains the tag name for tag and broadcast notification. The tag name appears in the "tag" element. The default tag name for broadcast notification is Push.ALL.

Table 2-24: Method `onMessage` parameters

2.18 Class `WLPushOptions`

This class contains the subscription parameters that can be specified while subscribing to push notifications.

2.18.1 Constructor

Syntax

```
public WLPushOptions()
```

Description

This method creates a `WLPushOptions` object.

2.18.2 Method `AddSubscriptionParameter`

Syntax

```
public void AddSubscriptionParameter(String name,
String value)
```

Description

Use this method to add a subscription parameter.

Parameters

Type	Name	Description
String	name	Mandatory. The name of the subscription parameter.
String	value	Mandatory. The value of the subscription parameter.

Table 2-25: Method `AddSubscriptionParameter` parameters

2.18.3 Method GetSubscriptionParameter

Syntax

```
public void GetSubscriptionParameter(String name)
```

Description

This method returns the map that contains the subscription parameters.

Parameters

Type	Name	Description
String	name	Mandatory. The name of the subscription parameter.

Table 2-26: Method AddSubscriptionParameter parameters

2.18.4 Property subscriptionParameters

Type

Dictionary <String, String>

Access

Read/Write

Description

This property gets/sets the subscription parameters.

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