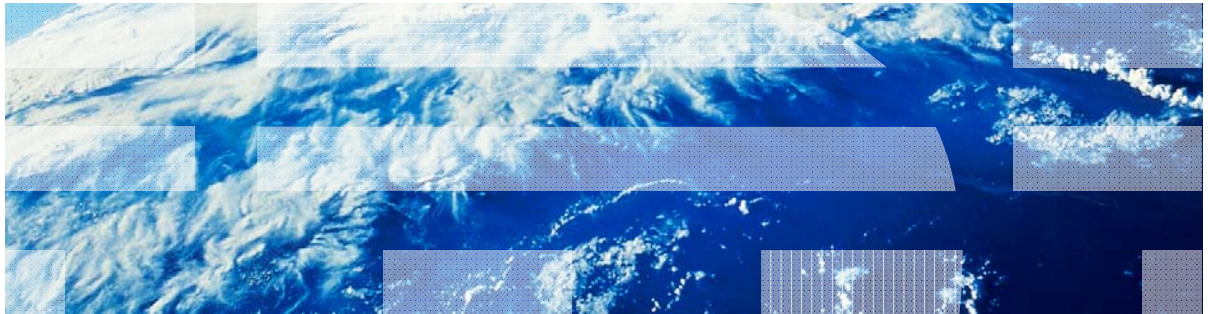


IBM Worklight V6.0.0 Getting Started

Shell development concepts



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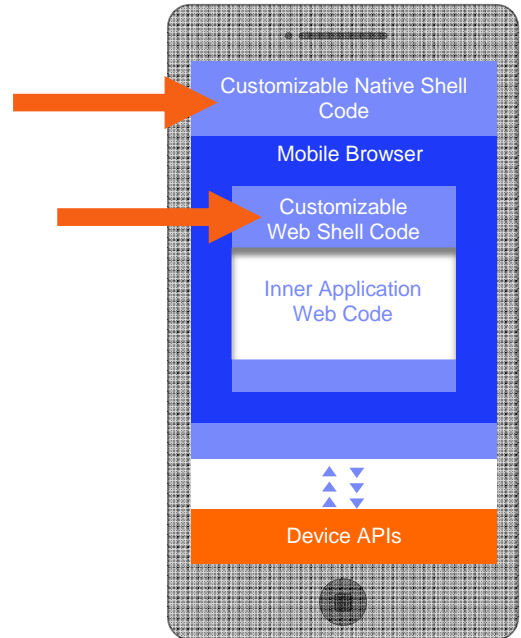
- Overview
- Creating a shell component
- Using a shell component in a test application
- Creating and using a shell bundle in an Inner application

Overview

- The main idea behind 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 less native development skills 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

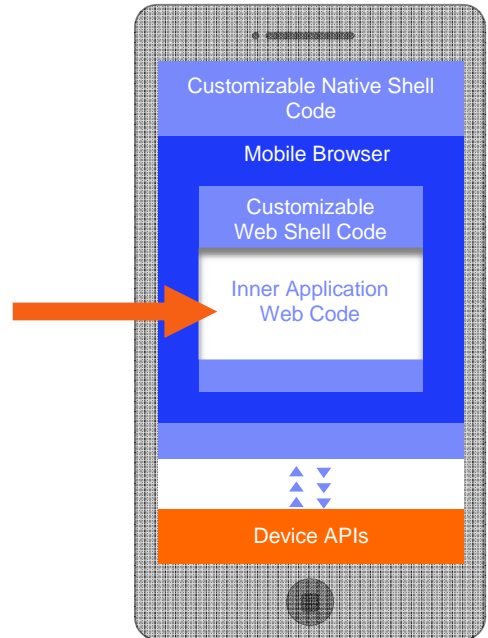
Overview – Architecture of the Shell-based Application

- **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

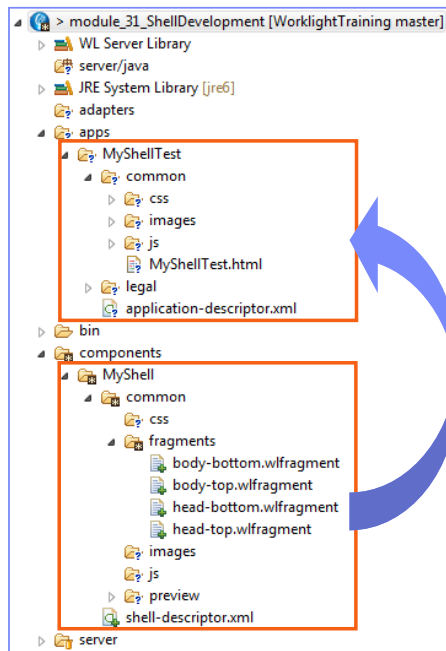
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Creating a shell component

- 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.

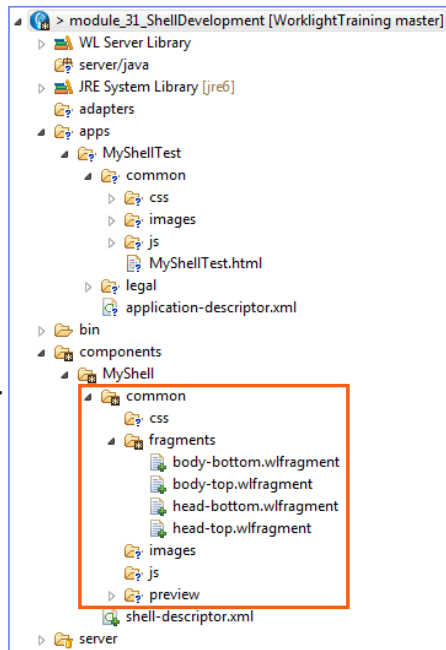
Creating a shell component

- 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 is a test application as described in the *Overview* section. You can use it to test and debug the shell component.



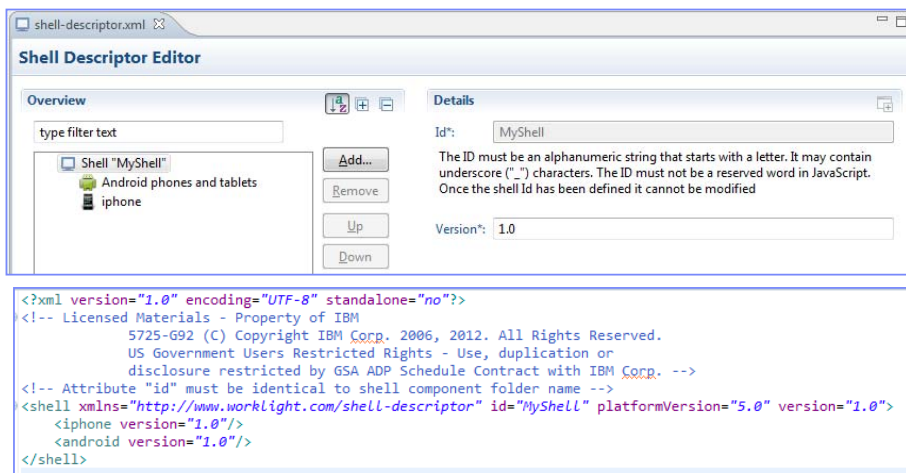
Creating a shell component

- 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 will be 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



Agenda

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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.

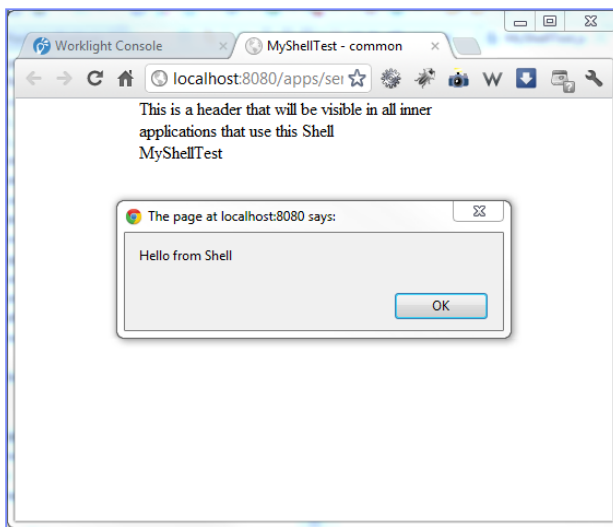
```
function wlCommonInit(){  
    sayHelloFromShell();  
}
```

- 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 you have built and deployed your application, you will 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

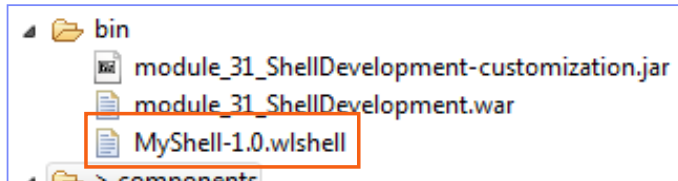
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Creating and using a shell bundle

- When the shell developer builds a shell component a `.wshell` 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 working 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 the need to create a shell bundle arises.

Creating and using a shell bundle

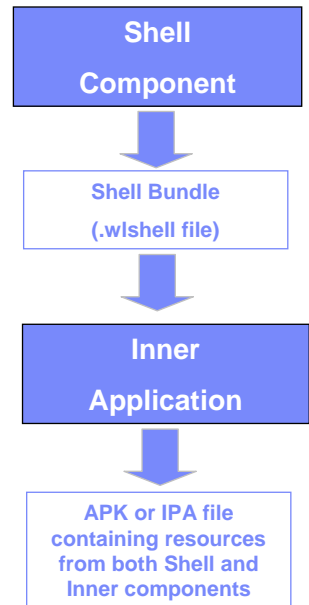
- To create a shell bundle, right-click a shell component folder and select **Run > Build Shell Component**.
- The `.wlshell` file is created in the `bin\` folder of your project, as described previously.



- This file can be sent 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.

Check yourself questions

- 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 requiring 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 logo/type 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. They should send their inner applications to the shell developer in order to build them
 - Sending the `wlshell` shell bundle file to inner application developers

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