Oracle Banking Digital Experience

Mobile Application Builder – iOS Release 17.2.0.0.0

Part No. E88573-01

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Mobile Application Builder – iOS July 2017

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1. Preface

1.1 Intended Audience

This document is intended for the following audience:

- Customers
- Partners

1.2 Documentation Accessibility

For information about Oracle's commitment to accessibility, visit the Oracle Accessibility Program website at http://www.oracle.com/pls/topic/lookup?ctx=accandid=docacc.

1.3 Access to Oracle Support

Oracle customers have access to electronic support through My Oracle Support. For information, visit

http://www.oracle.com/pls/topic/lookup?ctx=accandid=info or visit

http://www.oracle.com/pls/topic/lookup?ctx=accandid=trs if you are hearing impaired.

1.4 Structure

This manual is organized into the following categories:

Preface gives information on the intended audience. It also describes the overall structure of the User Manual.

The subsequent chapters describes following details:

• Configuration / Installation.

1.5 Related Information Sources

For more information on Oracle Banking Digital Experience Release 17.2.0.0.0, refer to the following documents:

• Oracle Banking Digital Experience Licensing Guide

2. Install node Js

Install node js from https://nodejs.org.

3. Create project

Run Following commands on terminal

1. Install cordova using the command

sudo npm install -g cordova

2. Create project using following command

cordova create <directory name> <package name> <project name> Eg : cordova create zigbank com.ofss.zigbank ZigBank

3. All subsequent commands need to be run within the project's directory

cd <directory name> Eg: cd zigbank

4. Add platform ios to the project using following command

cordova platform add ios



5. Extract OBDX_Installer.zip and perform the following steps on the extracted folder

- Copy and Replace OBDX_Installer/installables/mobile/service/ios/Images.xcassets directory from extracted zip into zigbank/platforms/ios/ZigBank
- b. Copy cordova_plugins.js from OBDX_Installer/installables/mobile/service/ios/www directory and replace it in zigbank/platforms/ios/www/
- c. Copy plugins directory from OBDX_Installer/installables/mobile/service/ios/www directory and paste it in zigbank/platforms/ios/www/
- d. Copy and Replace config.xml from OBDX_Installer/installables/mobile/service/ios into zigbank/platforms/ios/ZigBank
- 6. Open project in xcode by double clicking zigbank/platforms/ios/ZigBank.xcodeproj

 Delete config.xml and www outside the staging area as shown below Delete -> Move to Trash



8. Delete & Move to trash css, img, js, index.html from staging -> www



- Using Finder, copy obdxframework.framework from OBDX_Installer/installables/mobile/service/ios/iphonedevice (if you are testing on device - Recommended) else if you are testing it on simulator use OBDX_Installer/installables/mobile/service/ios/iphonesimulator and paste it into zigbank/platforms/ios
- 10.Go back to xcode, Click on project(ZigBank in Navigator Pane) -> then in the right pane -> select General -> Scroll to Embedded Binaries -> click + -> click on button add other -> navigate to zigbank/platforms/ios and select obdxframework.framework -> click on open button -> check Copy items if needed and select create groups(default) -> finish

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12.In xcode, press cmd+shift+o, type MainViewController.m, press enter, Add following code to viewWillAppear method in MainViewController.m file :

Replace -> [super viewWillAppear:animated]; with following

```
CGRect screenBounds = [[UIScreen mainScreen] bounds];
screenBounds.origin.y = screenBounds.origin.y + 20;
screenBounds = CGRectMake(screenBounds.origin.x, screenBounds.origin.y,
screenBounds.size.width, screenBounds.size.height-20);
[self.webView setFrame:screenBounds];
self.webView.layer.backgroundColor = (__bridge CGColorRef
_Nullable)([UIColor clearColor]);
[super viewWillAppear:animated];
```



- 13. For https urls, get the https certificate of server, rename the certificate as trusted Certificate.cer and proceed as shown in the next step, else skip next step (in case of http server url)
- 14.Copy trustedCertificate.cer and paste it into zigbank\platforms\ios\ZigBank directory. Right click on Resources -> Add Files to ZigBank



15.In the Popup, select trustedCertificate.cer and click Add



16.Using finder, Copy app.plist from OBDX_Installer/installables/mobile/service/ios and paste it into zigbank\platforms\ios\ZigBank directory. Go back to xcode, in navigation pane, Right click on Resources -> Add Files to ZigBank



17.In the Popup, select navigate to zigbank\platforms\ios\ZigBank directory and select app.plist and click Add.





- 18.Build the UI from **OBDX_Installer/installables/ui/channel/_build** folder by running following commands on command line/terminal
 - a. Add "image_base_path_css":"../../images", to OBDX_Installer/installables/ui/channel/_build/ mobile_properties.json

Note: Please notice the comma at the end.



b. For OAM based Authentication

```
sudo npm install -g grunt-cli
sudo npm install
node render-requirejs/render-requirejs.js
grunt iosbuild
```

c. For Non-OAM based Authentication

```
sudo npm install -g grunt-cli
sudo npm install
node render-requirejs/render-requirejs.js
grunt iosbuild-nonoam
```

19.Using finder, Copy the ui generated in OBDX_Installer/installables/ui/channel/dist { components, corporate, framework, images, index, partials, resources, retail, index.html, manifest.json, sw.js } folder to zigbank/platforms/ios/www

Files should look like this in xcode







- 20.The above app points to our servers, so one has to change urls in Resources/app.plist in xcode. As well as replace trustedCertificate.cer with your server certificate for https URLs.
- 21.Select your device and build the app.

4. Archive and Export :

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a. In the Menu bar click on **Product -> Archive**

- b. After archiving has successfully completed. Following popup will appear
- Click on Export in the right pane of the popup -> select Export Method -> Choose
 Provisioning Profile -> select Export one app for all Compatible Devices -> Next -> Next and generate the ipa.

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5. **OBDX Authenticator Application**

5.1 Building Authenticator UI

1. Extract OBDX_Installer.zip. It contains **OBDX_Installer/installables/mobile/authenticator/ui** folder. The folder structure is as shown :

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Shared All Tags Red					

- Open the OBDX_Installer/installables/mobile/authenticator/ui /ios folder, copy the contents and paste and replace @path:
 OBDX Installer/installables/mobile/authenticator/ui /components/modules
- 3. Build UI based on selected Authentication mechanism.

(a) OAM based Authentication

- 1. Open Terminal at "_build" level.
- 2. Run following command :

sudo npm install -g grunt-cli

sudo npm install

```
node render-requirejs/render-requirejs.js
```

```
grunt authenticator --verbose
```

3. After running above commands and getting result as "*Done, without errors.*" a new folder will be created at "_build" level with name as "dist".

(b) NON-OAM Based Authentication

- 1. Copy "non-oam/ios/login" folder and paste it at location "components/modules" location. This will replace existing "login" folder.
- 2. Open Terminal at "_build" level.
- 3. Run following command :

```
Sudo npm install -g grunt-cli
npm install
node render-requirejs/render-requirejs.js
grunt authenticator --verbose
```

4. After running above commands and getting result as "*Done, without errors.*" a new folder will be created at "_build" folder level with name as "dist".

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5.2 Authenticator Application Workspace Setup

- 1. Extract OBDX_Installer.zip. Go to "ios/Obdxauthenticator" folder at the same level as that of "ui".
- 2. Double click on "ObdxAuthenticator.xcodeproj" to open the project in Xcode.

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- 3. Open the "*www*" folder in the finder and paste here the following generated UI files from "*ui/dist*" folder :
 - components
 - CSS
 - framework
 - images
 - pages
 - resources

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- 4. Now, again go to the Xcode and run the project either in Simulator or device.
- 5. To change the OAM/Server url, go to the Classes -> Util -> Constants -> GlobalConstants.h
- 6. To update Application name, Click on the project in Xcode, then under Targets -> Build Settings -> Packaging -> Product Name and update the Application Name to the desired one. To change the package name, Change the Bundle Identifier.

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7. To update Application icon/ Launch Image go to Resources -> Image.xcassets and show in Finder.

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8. Replace the images with icons/launch Images of the choice of each dimension of the icon/launch Image already present.

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5.3 Building Authenticator Application

1. Set the simulator to Generic iOS device. Then go to Product -> Archive.

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2. Choose your Archive and then click "Export".



3. To get the API for releasing to the App Store choose – Save for iOS App Store Deployment. In my case, I am choosing – Save for Enterprise Deployment. Hit Next.

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- 4. Choose the appropriate Development Team for Provisioning.
- 5. Then choose Export one app for all compatible devices and hit Next.

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6. Choose the location where you want to save the archive. Open the location and find the *.ipa* file.

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