

Mobile Application Builder Guide-iOS Guide
Oracle Banking Digital Experience
Release 22.1.0.0.0

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Mobile Application Builder Guide-iOS Guide
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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=acc&id=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=acc&id=info> or visit

<http://www.oracle.com/pls/topic/lookup?ctx=acc&id=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:

- Introduction
- Preferences & Database
- Configuration / Installation.

1.5 Related Information Sources

For more information on Oracle Banking Digital Experience Release 22.1.0.0.0, refer to the following documents:

- Oracle Banking Digital Experience Installation Manuals

2. OBDX Servicing Application

2.1 Pre requisite

- Download and Install node js as it is required to run npm and cordova commands.
- XCode to be download from Mac App Store.
- OBDX iOS App is supported only on versions n (current) and n-1 versions.

2.2 Create Project

Ensure **Nodejs Version is >= 12 and latest Xcode version**

1. Extract iOS workspace from installer and place in a folder.
2. The workspace by default contains framework for running on devices. Hence to run the application on simulator, delete and copy the 4 frameworks (OBDXExtensions.framework, OBDXFramework.framework, OBDXWatchFramework.framework, Cordova.framework) from installer/simulator to zigbank\platforms\ios directory.

2.3 Create Project Using Remote UI

Make the following changes to index.html using any code editor of choice:

- In var server_url, put the same KEY_SERVER_URL to be used in app.plist
In workspace create a copy of index.html in the same folder and rename it to home.html.

In index.html/home.html in workspace update jet_url = "https://static.oracle.com/cdn" On the server side where UI is deployed in framework/js/configurations/config.js set Jet "baseUrl" as https://static.oracle.com/cdn/jet After this proceed to **2.5 Open Project in Xcode**.

2.4 Create Project Using Local UI by adding UI to workspace

Use any 1 option below of a/b

- a. Building un-built UI (required in case of customizations)
(UI is same for internet and mobile, same build process of internet to be followed)
- b. Using built UI (out of box shipped with installer)

Available at --

OBDX_Installer/installables/ui/deploy (Main release, OBDX installer),
OBDX_Patch_Installer/installables/ui/deploy (Patchsets)

-
- Create a copy of index.html in the same folder and rename it to home.html.
 - Copy folders(components,extensions,framework,images,flows,lzn,home.html ,partials,resource, index.html,build.fingerprint) to workspace (zigbank/platforms/ios/www)

Note: When copying to www, index.html already present in the workspace should be replaced)

Ensure webhelp folder is not copied.

Download oraclejet-x.y.source zip file

x.y refer to the version of Oracle JET used

1. [Unzip & copy js and css folders to workspace as below](#)
 - a. assets\www\framework\js\libs\oraclejet\x.y.0\js
 - b. assets\www\framework\js\libs\oraclejet\x.y.0\css
2. In config.js update values as highlighted below
 - a. {hostedAt:"**local**",baseUrl:"**framework/js/libs/oraclejet**"}
3. In index.html update require.js path
 - a. framework/js/libs/oraclejet/x.y.0/js/libs/require/require.js

2.5 Open project in Xcode

Open Xcode by clicking ZigBank.xcodeproj at zigbank/platforms/ios/

1. Adding URLs to app.plist (ZigBank/Resources)
 - a. NONOAM (DB Authenticator setup)

SERVER_TYPE	NONOAM
KEY_SERVER_URL	https://mumaa012.in.oracle.com:18443/
WEB_URL	https://mumaa012.in.oracle.com:18443/

- b. OBDXTOKEN (Token based mechanism)

SERVER_TYPE	OBDXTOKEN
KEY_SERVER_URL	https://mumaa012.in.oracle.com:18443
WEB_URL	https://mumaa012.in.oracle.com:18443

- c. OAUTH Setup (Refer to installer pre requisite documents for OAuth configurations)

SERVER_TYPE	OAUTH
KEY_SERVER_URL	Eg. https://mumaa012.in.oracle.com:18443/ (This URL must be of OHS without webgate)

SERVER_TYPE	OAUTH
WEB_URL	Eg. https://mumaa012.in.oracle.com:18443/
KEY_OAUTH_PROVIDER_URL	http://mum00aon.in.oracle.com:14100/oauth2/rest/token
APP_CLIENT_ID	<Base64 of clientid:secret> of Mobile App client
APP_DOMAIN	OBDXMobileAppDomain
WATCH_CLIENT_ID	<Base64 of clientid:secret> of wearables
WATCH_DOMAIN	OBDXWearDomain
SNAPSHOT_CLIENT_ID	<Base64 of clientid:secret> of snapshot
SNAPSHOT_DOMAIN	OBDXSnapshotDomain
LOGIN_SCOPE	OBDXMobileAppResServer.OBDXLoginScope

d. IDCS Setup

SERVER_TYPE	IDCS
KEY_SERVER_URL	Eg. https://mumaa012.in.oracle.com:18443/ (This URL must be of OHS without webgate)
WEB_URL	Eg. https://mumaa012.in.oracle.com:18443/
KEY_OAUTH_PROVIDER_URL	http://obdx-tenant01.identity.c9dev0.oc9qadev.com/oauth2/v1/token
APP_CLIENT_ID	<Base64 of clientid:secret> of Mobile App client
WATCH_CLIENT_ID	<Base64 of clientid:secret> of wearables
SNAPSHOT_CLIENT_ID	<Base64 of clientid:secret> of snapshot
LOGIN_SCOPE	obdxLoginScope
OFFLINE_SCOPE	urn:opc:idm:__myscopes__ offline_access

e. Common configurations

CurrencyCode	Currency code for Siri Payments
PaymentPurposeRequiredFlag	Payment purpose required for Siri payments
SUITENAME	Group identifier for sharing keystore information. Same as given in app groups (mandatory to be given same as App Group name)
BankName	Name of bank to be shown on touch id / face id popup
CertificateType	Extension of SSL Pinned certificates (Eg cer/der)
SSLPinningEnabled	To enabled SSL Pinning
SSLPinningEnabledNoNetworkCall	Provides the option of whether to load the login page if SSL Pinning fails. SSLPinningEnabled must be set to 1 for it to work. <ul style="list-style-type: none"> • If set to 1 and SSLPinningEnabled is set to 1 then if SSL Pinning fails, then login page does not load. • If set to 0 and SSLPinningEnabled is set to 1 then if SSL Pinning fails, then login page loads.
ForceUpdate	To enable/disable updating of app forcibly
AppStoreID	ID of the app in AppStore for force update
AppStoreURL	URL to identify app in AppStore for force update
WatchOATCorp	To enable/disable Own Account Transfer through Apple Watch for corporate users only
WatchSnapshot	To enable/disable snapshot capability in Apple Watch
SiriRequiredFlag	To enable/disable Siri capability
DomainDeployment	To enable/disable domain-based deployment

2. Adding chatbot support to mobile application (Optional) (refer section **ODA Chatbot Inclusion** for more details)

CHATBOT_ID	The tenant ID
CHATBOT_URL	The web socket URL for the ChatApp application in ODA

3. Adding eKYC verification support to mobile application (Optional) (see section **eKYC Implementation** more details)

LX_CLIENT_ID	The client ID
--------------	---------------

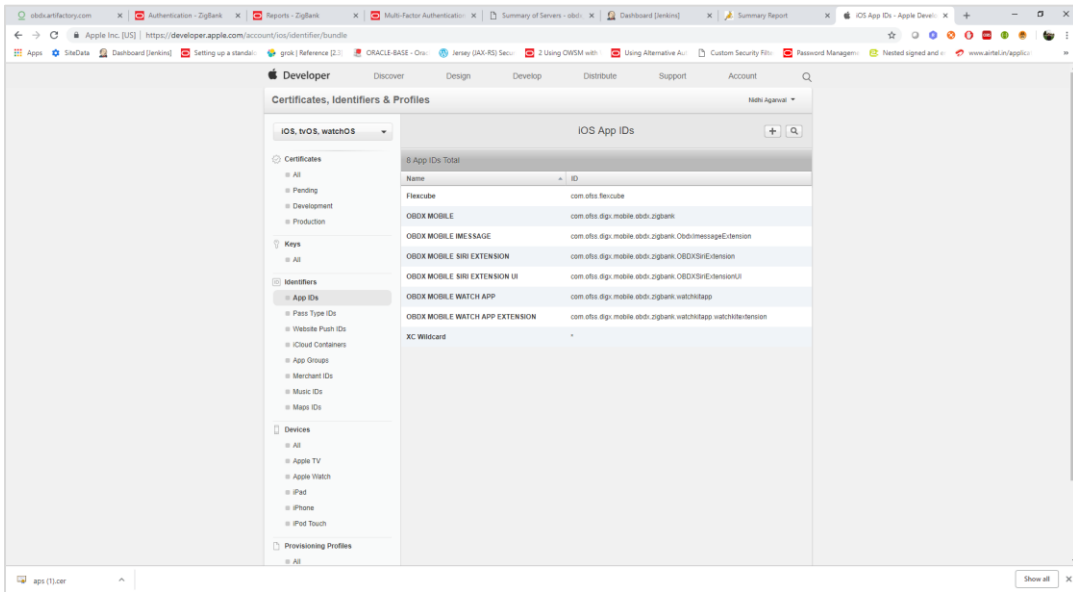
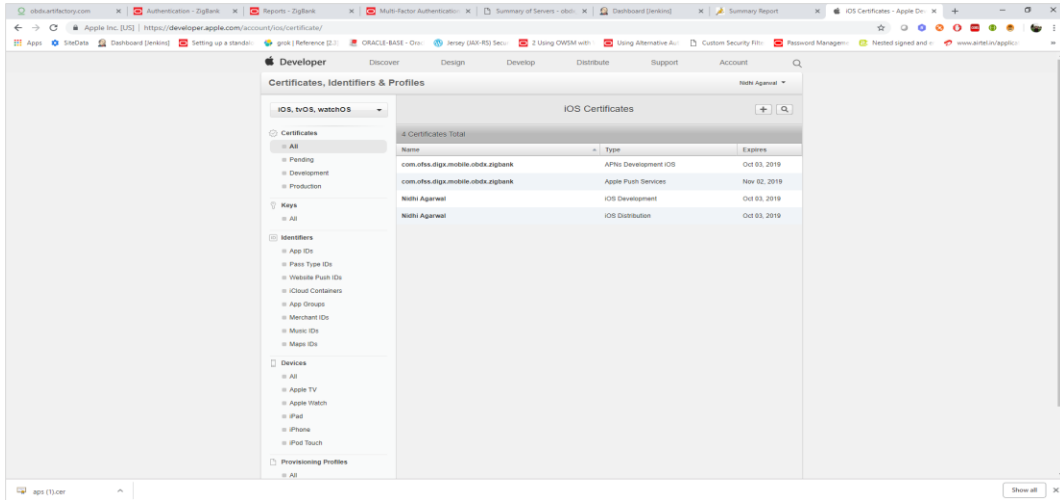
4. Adding Bundle Identifiers

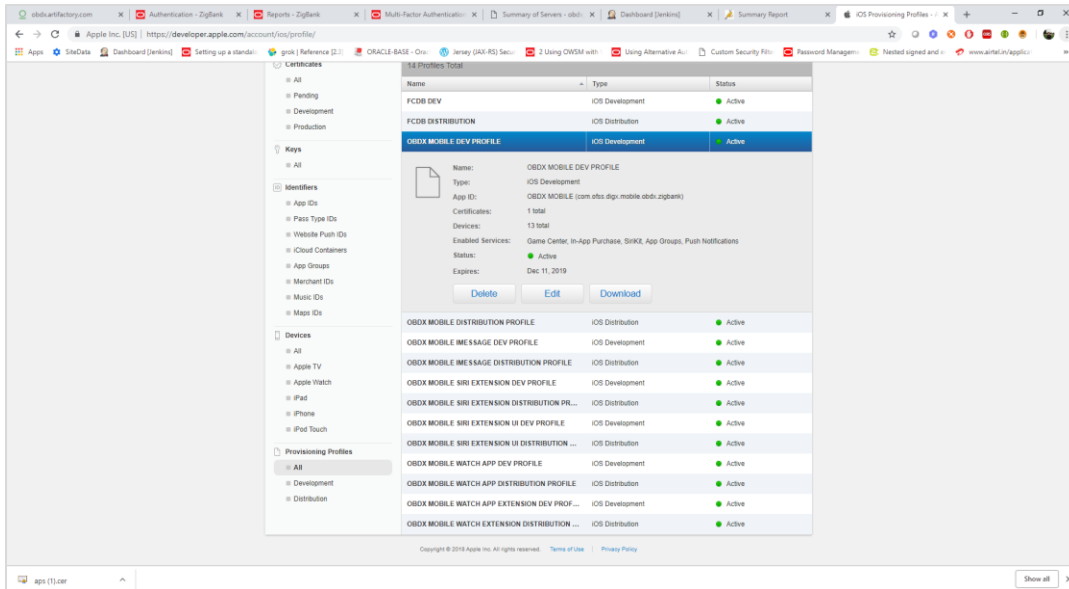
Bundle identifiers needs to be added in the Info.plist of each the frameworks along with the Signing Capabilities tab in Xcode. For example, the bundle identifier used is abc.def.ghi.jkl. The steps to be followed are,

- Right click on OBDXFramework.framework(in Xcode's Project Navigator) -> Show in Finder
 - When the finder directory opens the right click OBDXFramework.framework -> Show package contents.
 - Open Info.plist and set Bundle identifier as abc.def.ghi.jkl.OBDXFramework
 - Repeat the steps for the other three frameworks as well, with the following values:
 - Bundle identifier for Cordova.framework : abc.def.ghi.jkl.Cordova
 - Bundle identifier for OBDXExtensions.framework : abc.def.ghi.jkl.OBDXExtensions
 - Bundle identifier for OBDXWatchFramework.framework : abc.def.ghi.jkl.OBDXWatchFramework
5. Siri-Payload.plist (ZigBank/Resources) is provided to specify entries in the Siri payload based on transaction types (internal, domestic or international). Entries common to all the transaction types can also be entered.

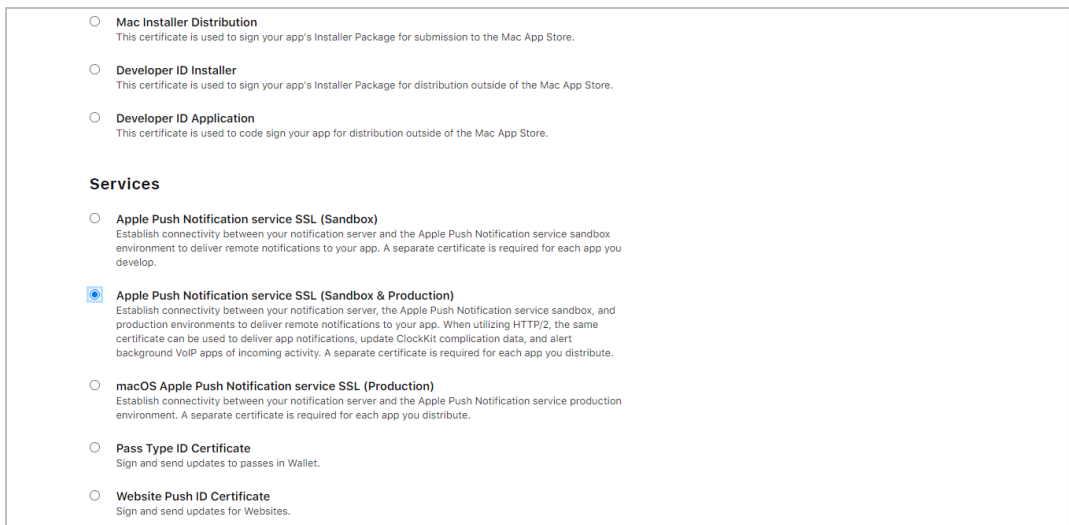
2.6 Generating Certificates for Development, Production and Push Notifications

Create all certificates (by uploading CSR for keychain utility), provisioning profiles and push certificates as shown below by login in developer console. For development add device UUIDs and add same to provisioning profiles. Add capabilities as shown below and ensure the bundle identifier matches the one of the application in Xcode

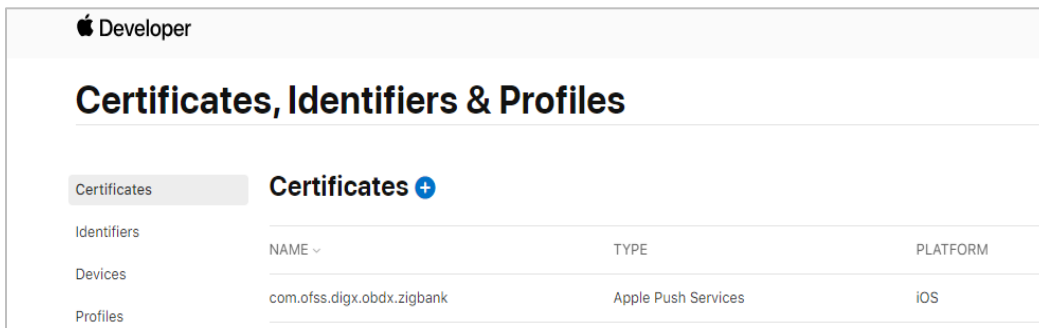




Ensure AppGroups capability is added to all profiles and for mobile profile SiriKit, App Groups, Push Notifications must be added.



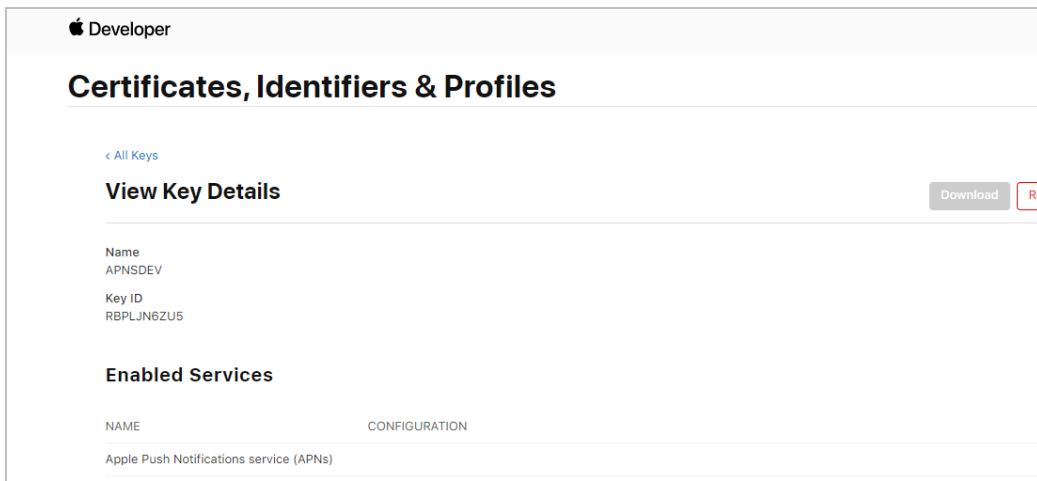
Note the certificate/bundle name



Note the Team ID from top right corner

Navigate to the “Keys” section and create APNS key

Note APNS key and download the .p8 file. Copy the .p8 to config/resources/mobile

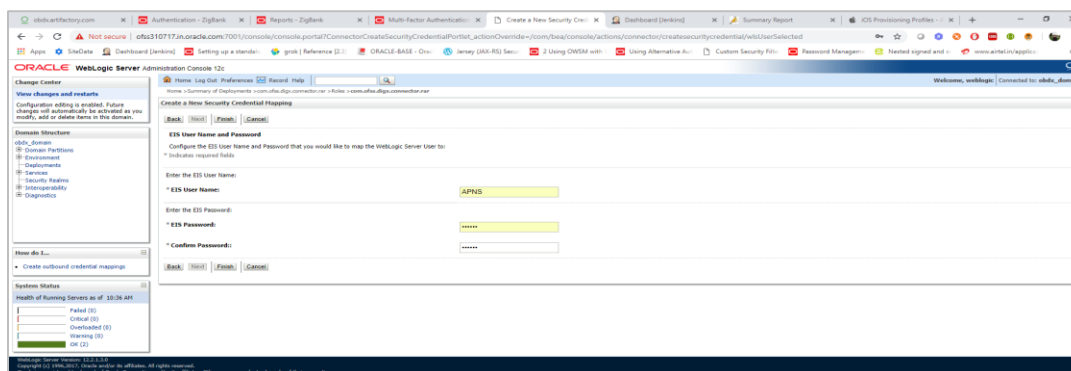


Update the password as shown below –

Sr. No.	Table	PROP_ID	CATEGORY_ID	PROP_VALUE	Purpose
1	DIGX_FW_CONFIG_ALL_B	APNS	DispatchDetails	<Key ID>	Provides key of .p8 certificate
2	DIGX_FW_CONFIG_ALL_B	APNSKeyStore	DispatchDetails	DATABASE or CONNECTOR	Specifies whether to pick certificate password from database or from connector. Default DB (No change)
3	DIGX_FW_CONFIG_ALL_B	APNSCertificateStore	DispatchDetails	DATABASE or CONNECTOR	Specifies whether to pick certificate from database or from connector. Default DB (No change)
4	DIGX_FW_CONFIG_ALL_B	proxy	DispatchDetails	<protocol, proxy_address>	Provides proxy address, if any, to be provided while connecting to APNS server. Delete row if proxy not required. Example: HTTP,148.50.60.8,80

5	DIGX_FW_CO NFIG_ALL_B	CERT_TYPE	DispatchDetails	For dev push certs add row with value 'dev'	For prod push certificates this row is not required
6	DIGX_FW_CO NFIG_VAR_B	APNSCert		Eg – -----BEGIN PRIVATE KEY----- abcd -----END PRIVATE KEY-----	Open the .p8 file and copy contents to column (Update for all entities)
7	DIGX_FW_CO NFIG_VAR_B	APNS_BUND LE		Eg. com.ofss.d igx.obdx.zi gbank	Bundle Name (Update for all entities)
8	DIGX_FW_CO NFIG_VAR_B	APNS_TEAM ID		Eg. 3NX1974C 93	Team ID of Apple developer account (Update for all entities)

If CONNECTOR is selected in Step 2 update key as below



2.7 Push Notification Actionable Alerts Configuration

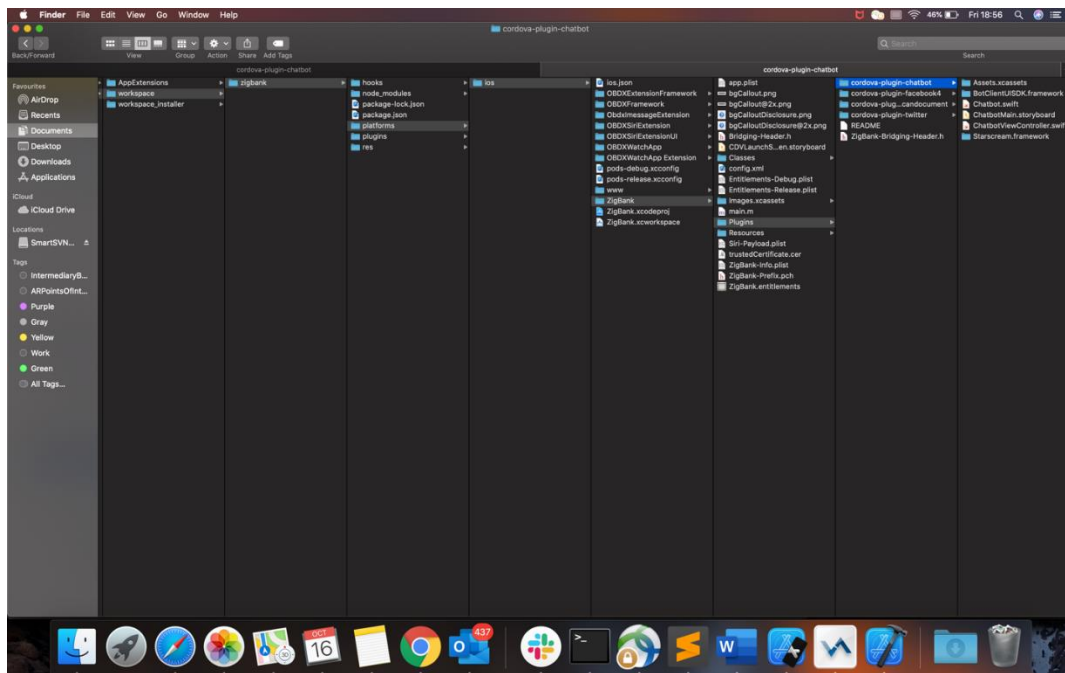
To enable deep linking with actionable alerts make the following changes on the server end to the push notifications payload:

1. Send the "category" as "pac".
2. Send the required deep-linking URL in "SUMMARY_TEXT".

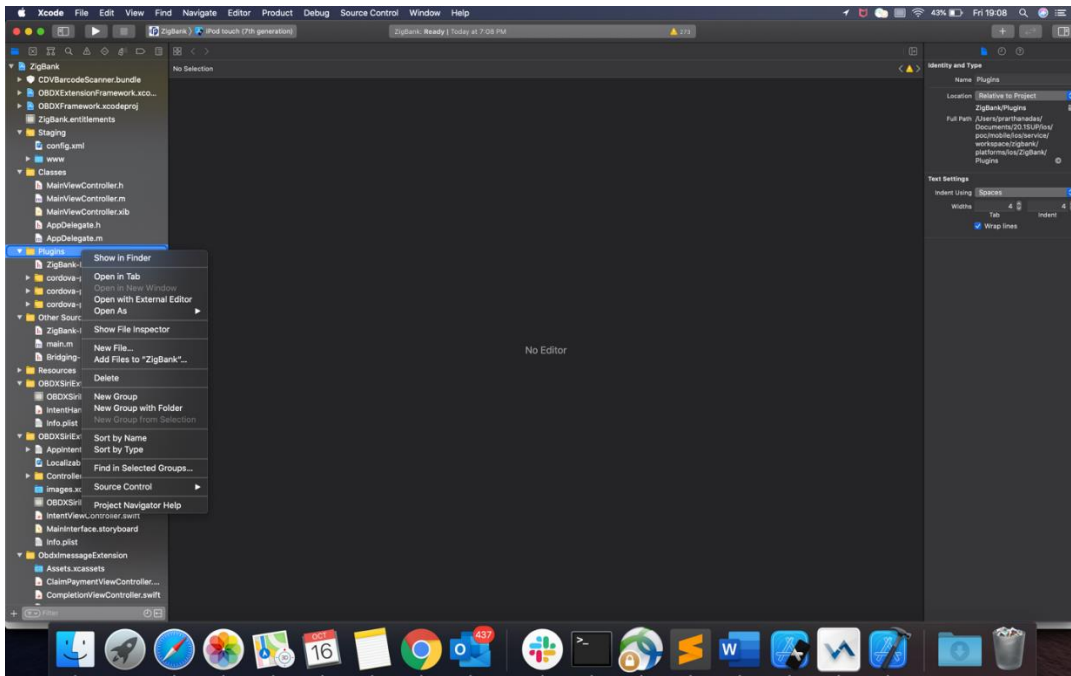
2.8 ODA Chatbot Inclusion

To enable ODA Chatbot services in the mobile app, the following changes needs to be made:

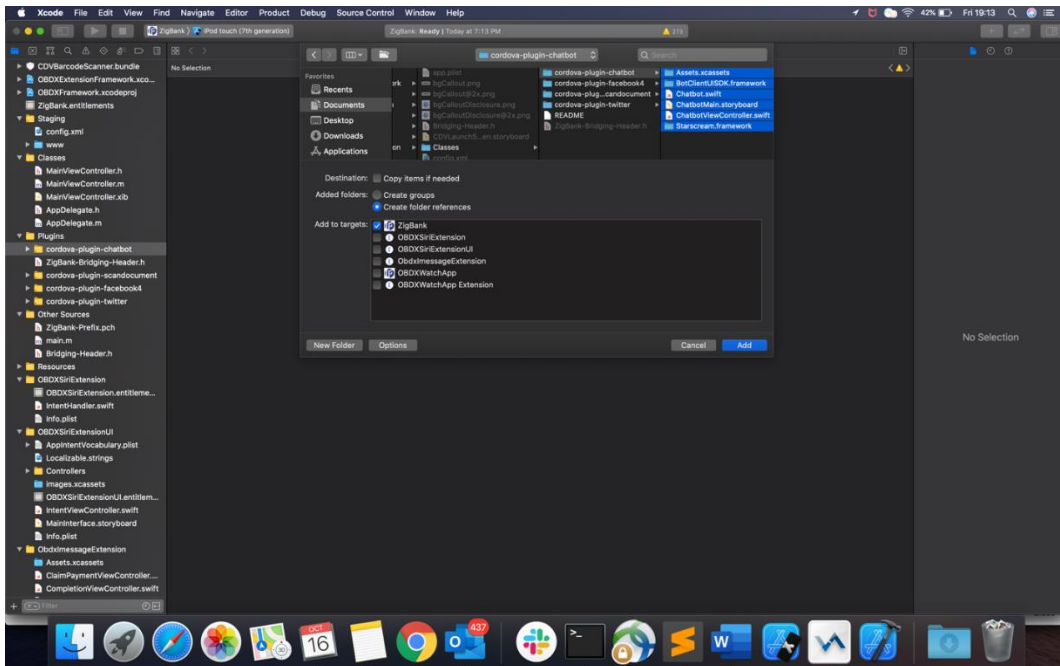
1. Copy the folder "cordova-plugin-chatbot" from the SVN path : workspace_installer/AppExtensions/ODAShatbot The frameworks can be found at ODA Client SDK for iOS x.y.z - Latest in <https://www.oracle.com/downloads/cloud/amce-downloads.html#license-lightbox>. After downloading and unzipping the latest version the frameworks for an actual device and simulator can be found inside the folders named "FrameworksActualDevice" and "FrameworksSimulator" respectively. Frameworks to be chosen as per the target and pasted inside "cordova-plugin-chatbot".
2. Paste the folder "cordova-plugin-chatbot", copied previously in the path : workspace_installer/Zigbank/plugins A screenshot of the destination in Finder is attached herewith.



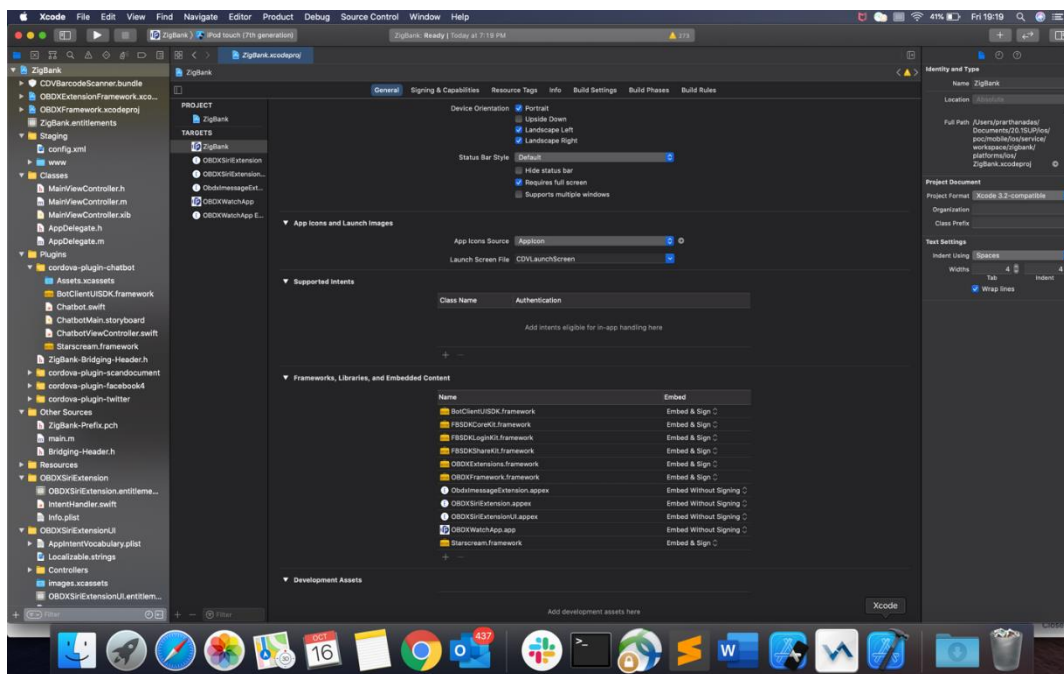
3. Open the Zigbank.xcodeproj file, right click on "Plugins" folder and select "New Group" option. Name the group as "cordova-plugin-chatbot".



4. Right click on the newly created group and select "Add files to "Zigbank"" option, and add all the contents of "cordova-plugin-chatbot" folder, pasted previously.



5. After addition of the files, go to "General" tab for "Zigbank" target and under the "Frameworks, Libraries and Embedded Content" section change the embed type of the frameworks "Starscream.framework" and "BotClientUISDK.framework" to "Embed and Sign". Failing to do so will make the app crash after installation.

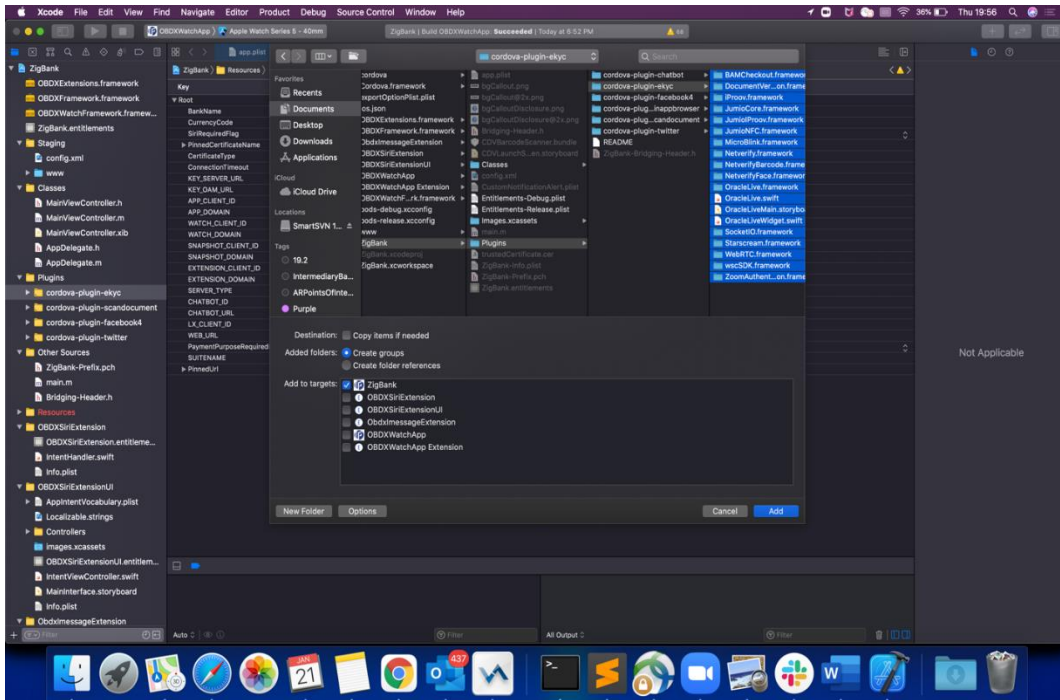


2.9 eKYC Implementation

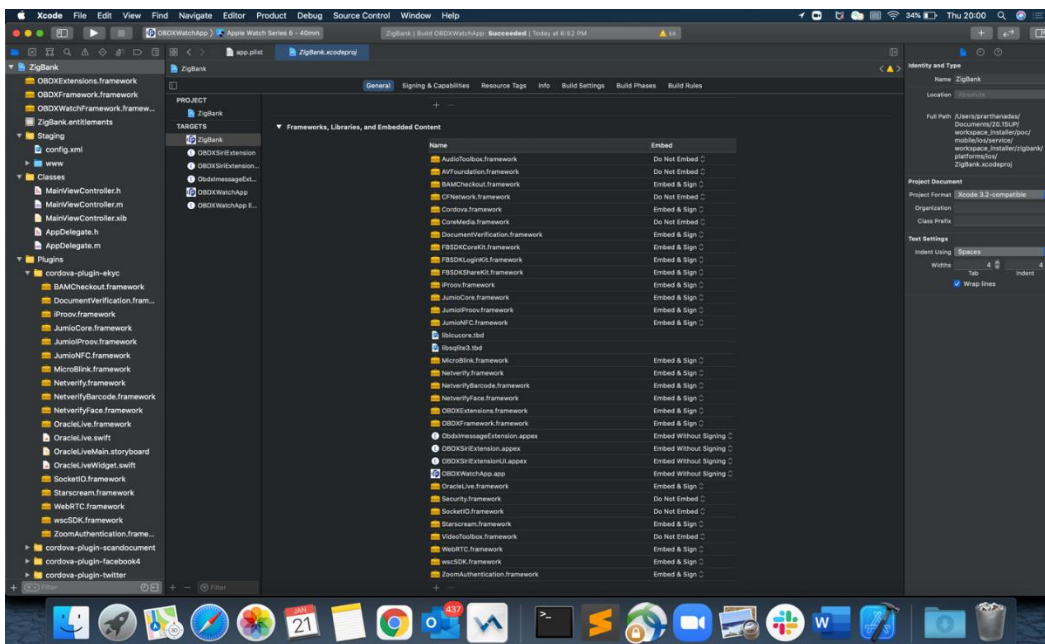
To enable eKYC please follow the steps mentioned below:

1. Download the iOS ID Verification SDK from oracle.live.api-ios-id-verification.zip from Oracle Live Experience. All the frameworks inside “release” folder of “oracle.live.api-ios-id-verification” are needed viz.
 - OracleLive.framework
 - WebRTC.framework
 - wscSDK.framework
2. Go to <https://mobile-sdk.jumio.com/com/jumio/ios/jumio-mobile-sdk/> and navigate to the latest version to download the Jumio frameworks. Unzip the downloaded folder the following frameworks are of use to us:
 - BAMCheckout.framework
 - DocumentVerification.framework
 - iProov.framework
 - JumioCore.framework
 - JumioProov.framework
 - JumioNFC.framework
 - Microblink.framework
 - Netverify.framework
 - NetverifyBarcode.framework
 - NetverifyFace.framework

- Right click on the newly created group and select "Add files to "Zigbank"" option, and add all the contents of "cordova-plugin-ekyc" folder, pasted previously.

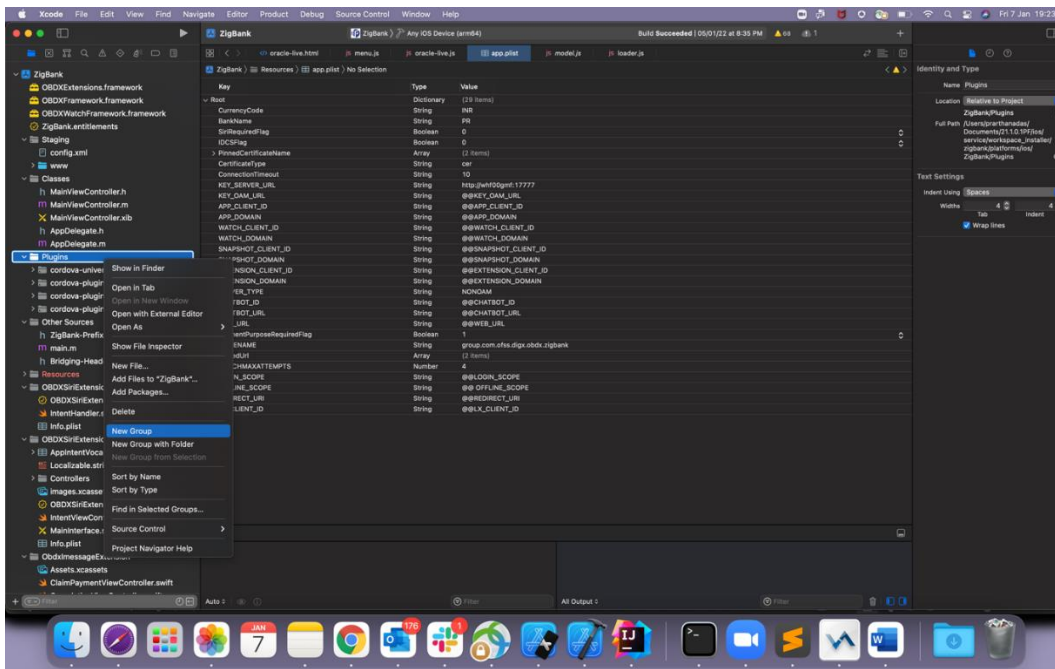


- After addition of the files, go to "General" tab for "Zigbank" target and under the "Frameworks, Libraries and Embedded Content" section change the embed type of all the frameworks to "Embed and Sign". Failing to do so will make the app crash after installation.

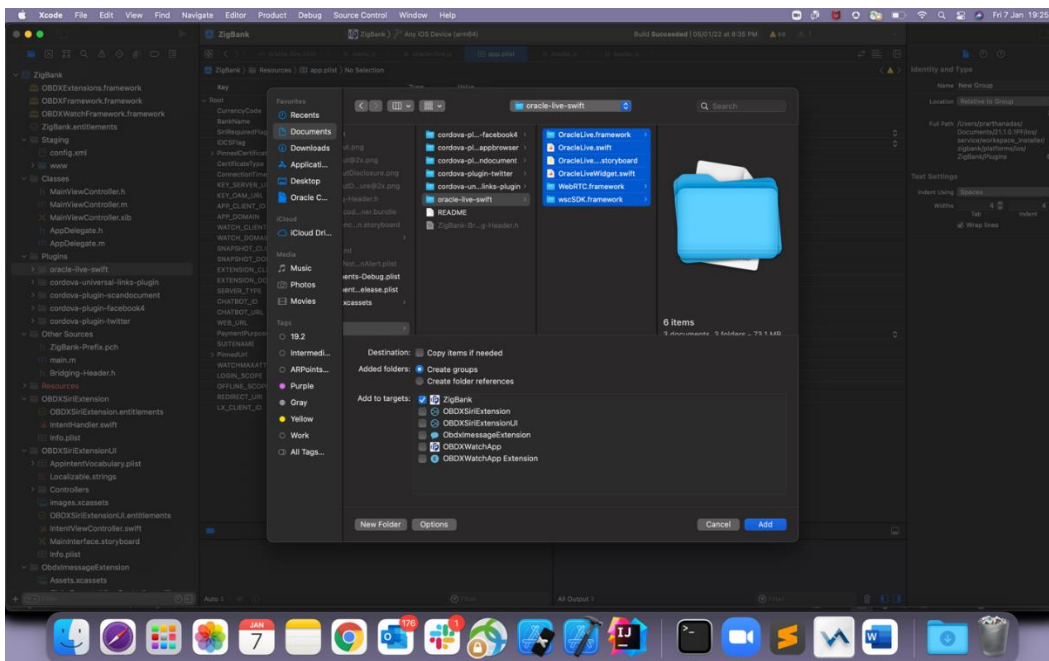


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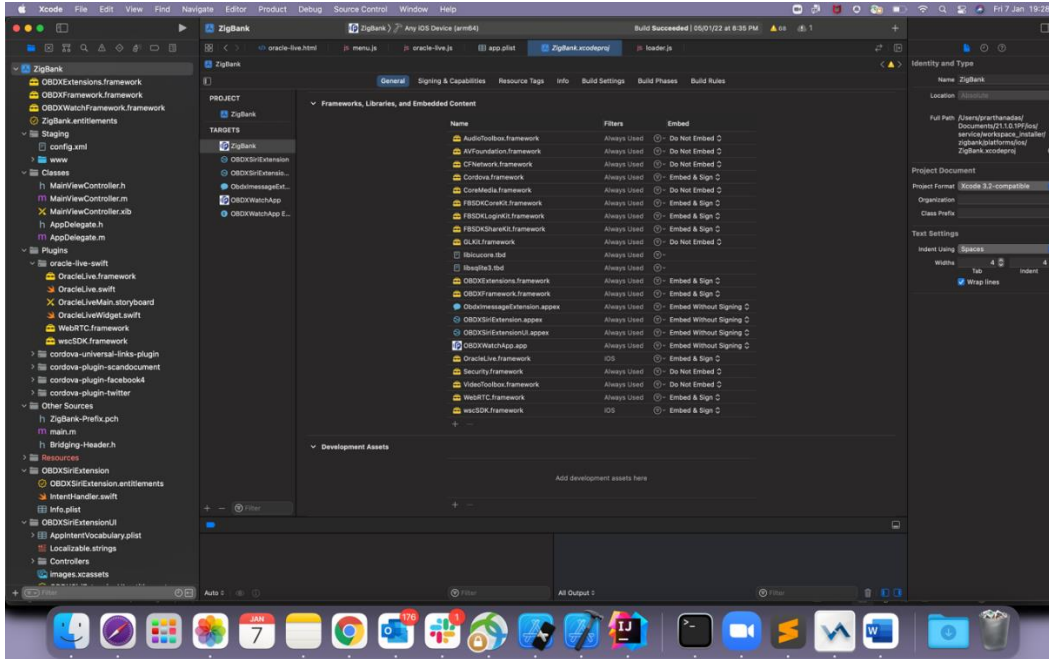
- Open the Zigbank.xcodeproj file, right click on "Plugins" folder and select "New Group" option. Name the group as "oracle-live-swift".



- Right click on the newly created group and select "Add files to "Zigbank"" option, and add all the contents of "oracle-live-swift" folder, pasted previously.

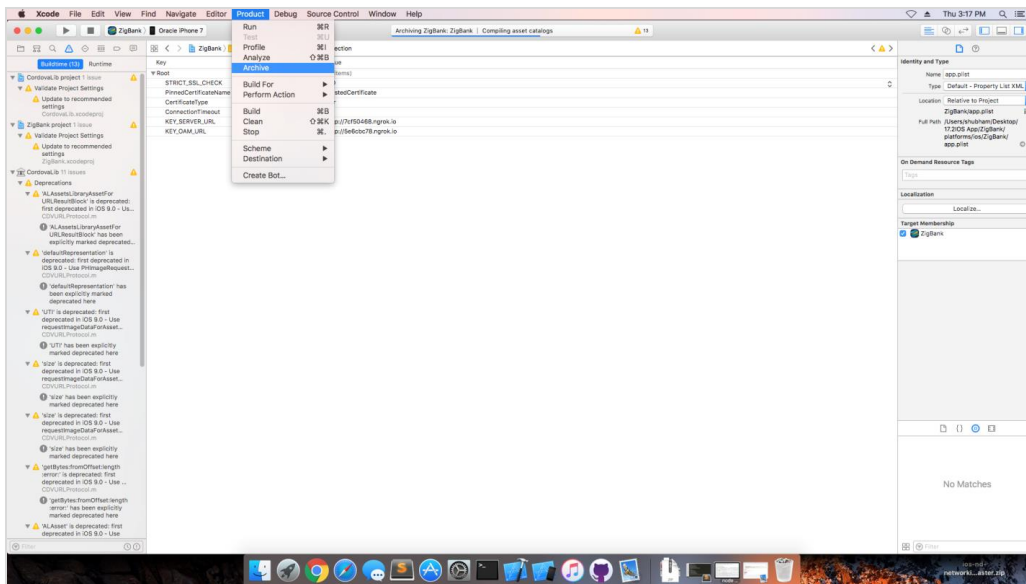


- After addition of the files, go to "General" tab for "Zigbank" target and under the "Frameworks, Libraries and Embedded Content" section change the embed type of all the newly added frameworks to "Embed and Sign". Failing to do so will make the app crash after installation.

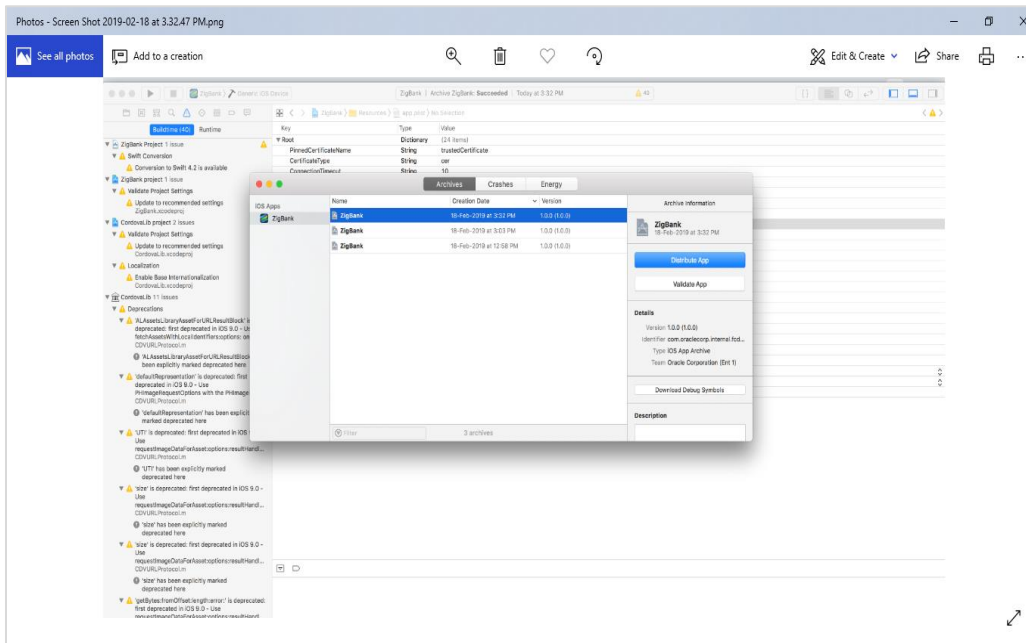


3. Archive and Export

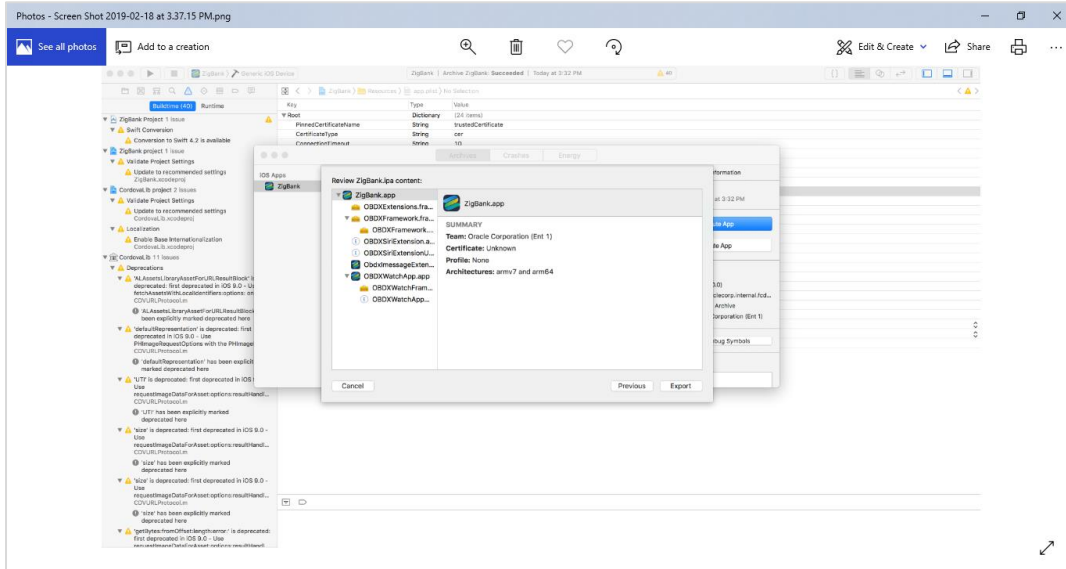
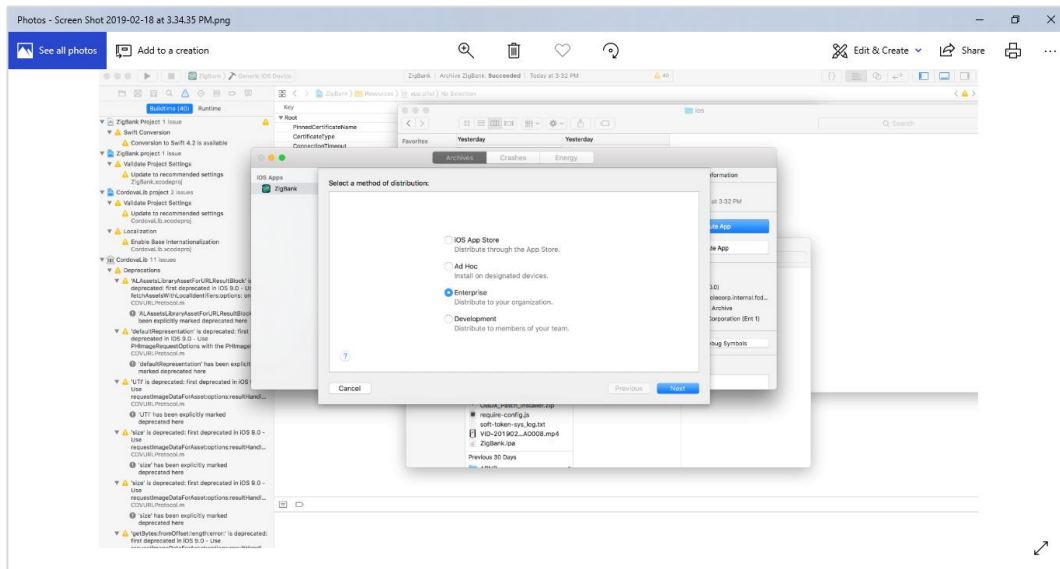
a. In the Menu bar click on **Product -> Archive (Select Generic iOS Device)**

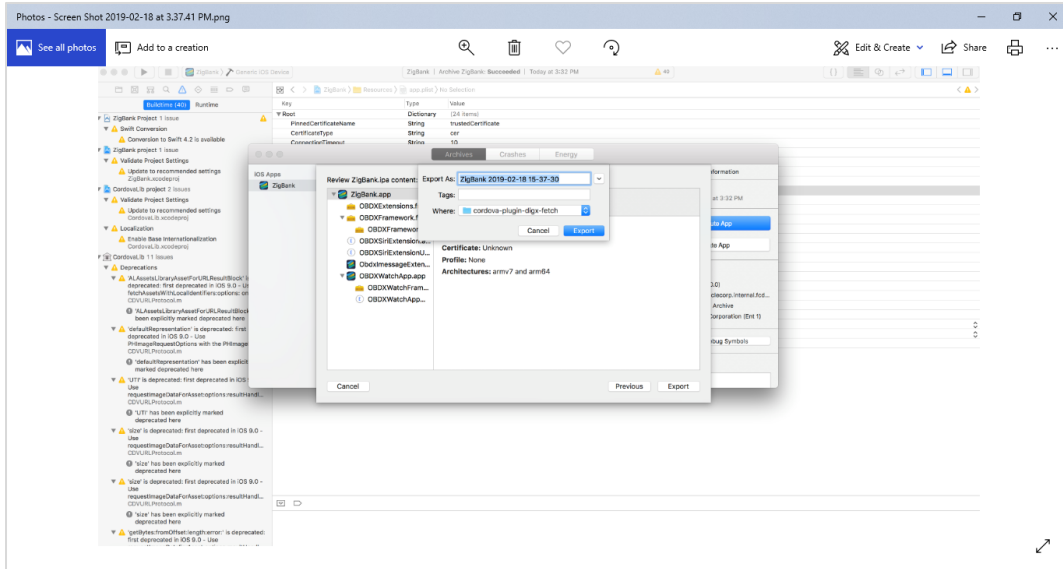


b. After archiving has successfully completed. Following popup will appear



- c. Click on **Distribute App** in the right pane of the popup -> select **the Method of Distribution** -> **Choose Provisioning Profile** according to the method of distribution -> select **Next** -> Review the contents and click on **Export** -> **Export** and generate the .ipa





To run the application on simulator copy & replace 4 frameworks (.framework files) from /simulator to zigbank/platforms/ios/

[Home](#)

4. OBDX Authenticator Application

4.1 Authenticator UI (Follow any one step below)

4.1.1 Using built UI

For TOKEN-BASED - Unzip dist.tar.gz directory from OBDX_Patch_Mobile\authenticator\TOKEN-BASED

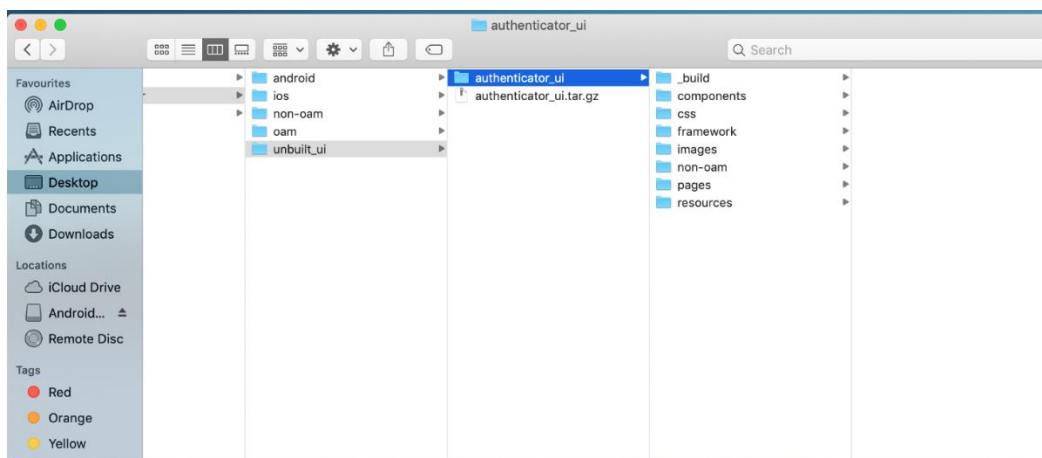
For Non-OAM - Unzip dist.tar.gz directory from OBDX_Patch_Mobile\authenticator\NON-OAM

For OAM - Unzip dist.tar.gz directory from OBDX_Patch_Mobile\authenticator\OAM

4.1.2 Building UI manually

1. Extract authenticator_ui.tar.gz from OBDX_Patch_Mobile\authenticator\unbuilt_ui.

The folder structure is as shown :



d. OAM Based Authentication

1. Open Terminal at “_build” level.
2. Run following command :

```
sudo npm install -g grunt-cli

sudo npm install

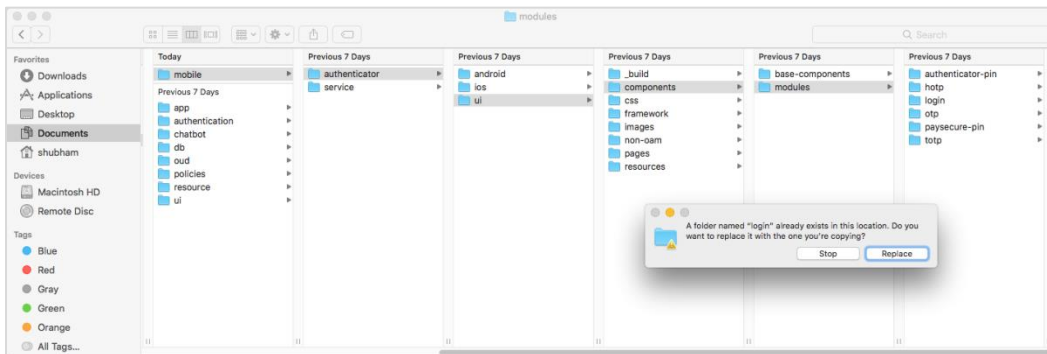
node render-requirejs/render-requirejs.js

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”.

e. NON-OAM Based Authentication

1. Copy “non-oam/login” folder and Replace it at location “components/modules/” [in ui folder] location. This will replace existing “login” folder.

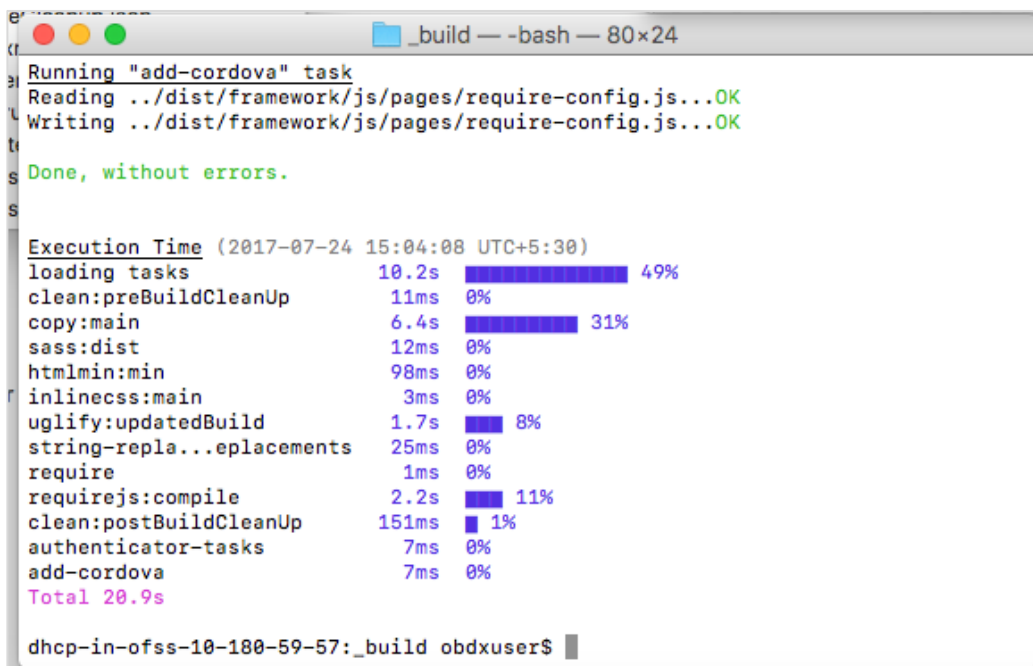


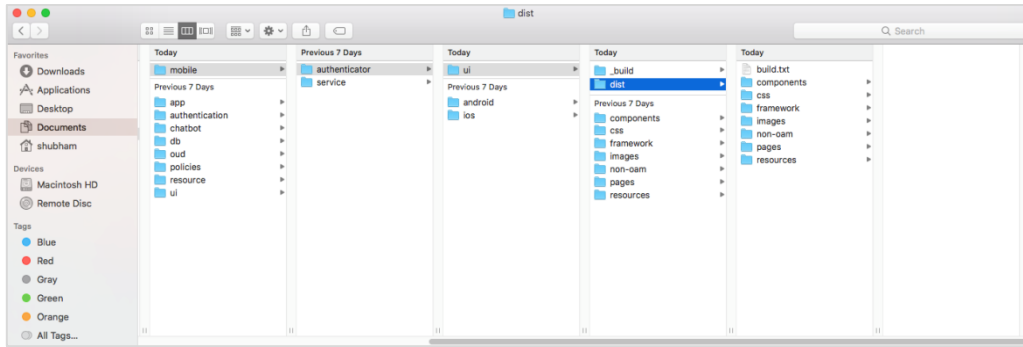
2. Open Terminal at “_build” level.
3. Run following command :

```

sudo npm install -g grunt-cli
sudo 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”.





- f. Token Based Authentication Mechanism
 - a. Copy the “*token-based/login*” folder and replace it at the “components/modules/” [in ui folder] location. This will replace the existing the login folder.
 - b. Open the terminal at “_build” level.
 - c. Run the following commands:

```

sudo npm install -g grunt-cli

sudo npm install

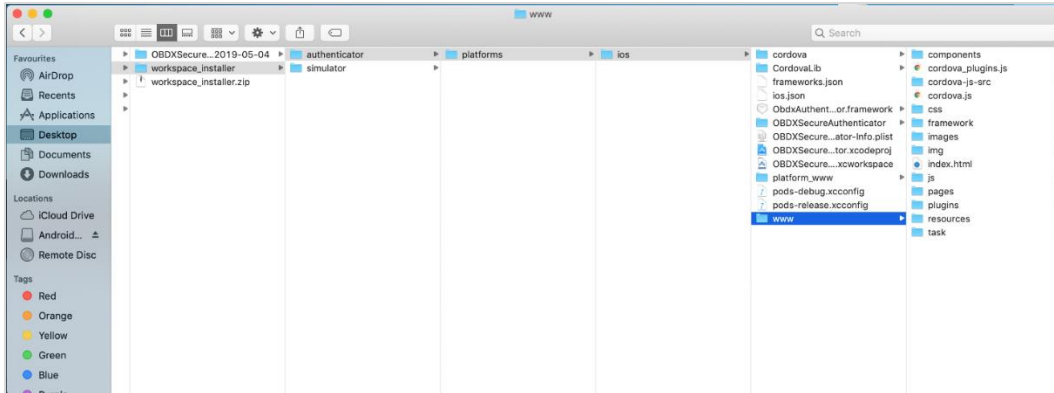
node render-requirejs/render-requirejs.js

grunt authenticator --verbose
    
```

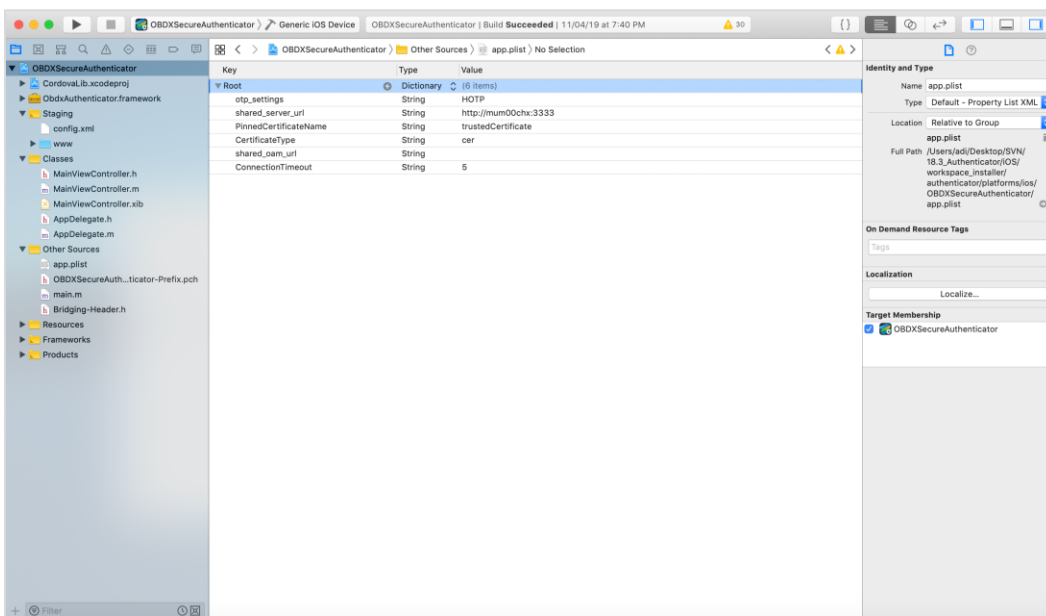
- d. After running above commands and getting result as “*Done, without errors.*” A new folder will be created at “_build” folder level with name as “dist”.

4.2 Authenticator Application Workspace Setup

1. Unzip and navigate to iOS workspace as shipped in installer.
2. Open the workspace as shown below and find and replace the following generated UI files from “*ui/dist*” folder :
 - components
 - css
 - framework
 - images
 - pages
 - resources



3. Double click on OBDXSecureAuthenticator.xcodeproj to open the project in Xcode

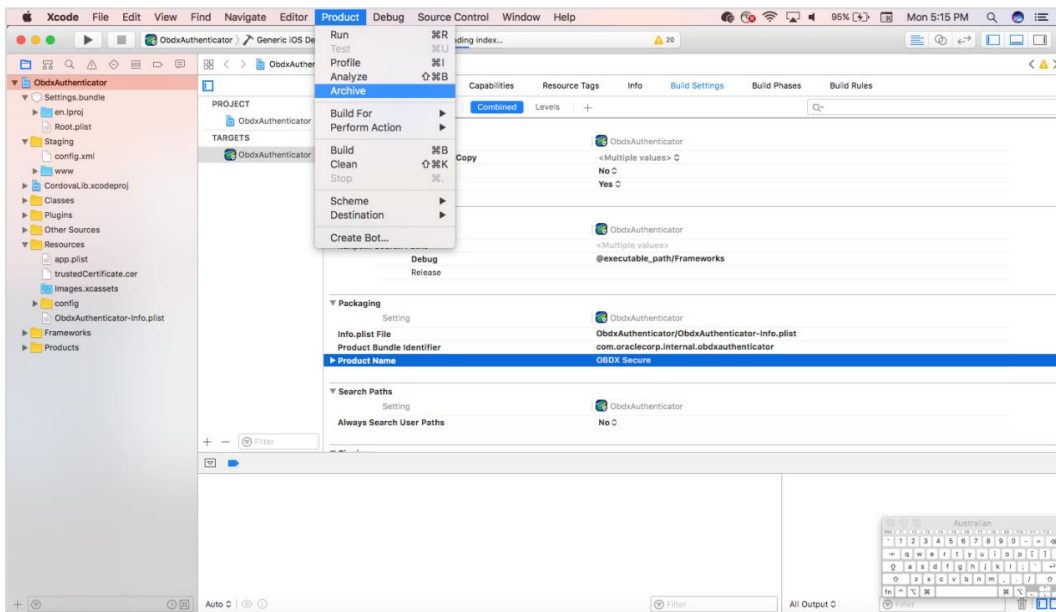


Update HOTP or TOTP in above screenshots and update the server URL.

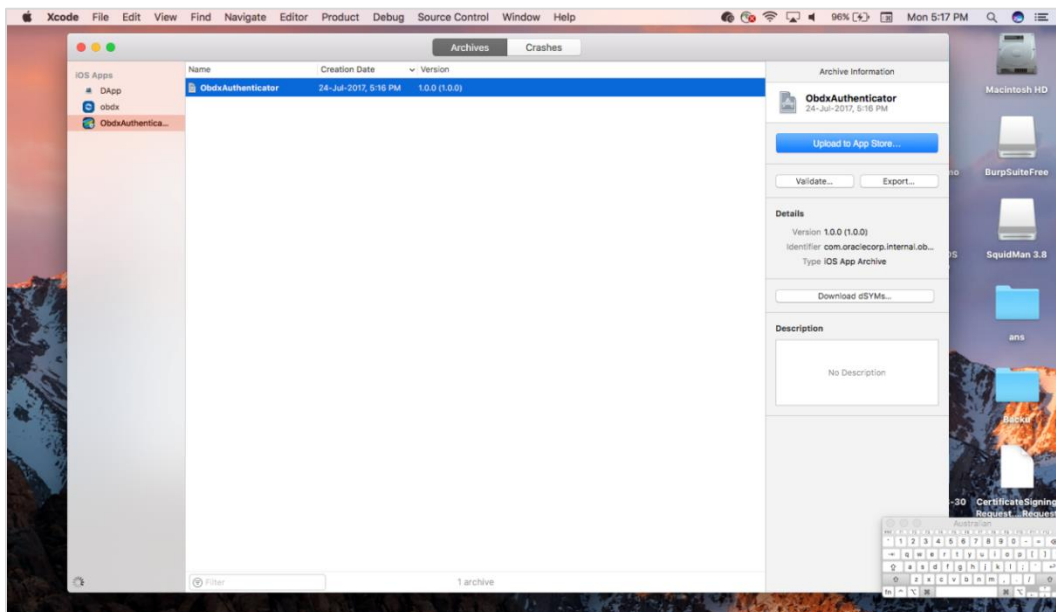
4. The application can be archived using steps in Section 4.3 for running on device
5. To run the application on simulator, copy & replace the framework from simulator/ObdxAuthenticator.framework to /authenticator/platforms/ios/
6. Bundle identifiers needs to be added in the Info.plist of each the frameworks along with the Signing Capabilities tab in Xcode. For example, let us assume that the bundle identifier used is abc.def.ghi.jkl. The steps to be followed are –
 1. Right click on ObdxAuthenticator.framework(in Xcode's Project Navigator) -> Show in Finder
 2. When the Finder directory opens then right click ObdxAuthenticator.framework -> Show package contents.
 3. Open Info.plist and set Bundle identifier as abc.def.ghi.jkl.ObdxAuthenticator
 4. Bundle identifier for Cordova.framework : abc.def.ghi.jkl.Cordova

4.3 Building Authenticator Application

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



2. Choose your Archive and then click "Export". .ipa file will be generated



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5. Adding Custom Cordova Plugin

3. Create a **plugin** folder named cordova-plugin-getdirection under plugins folder of www (zigbank\platforms\ios\www\plugins) and create a www folder inside newly created folder and a .js file with the name mentioned in step-2 and it's contents as stated below.

For example,

```
cordova.define("cordova-plugin-getdirection", function(require, exports, module) {
var exec = cordova.require('cordova/exec');

exports.navigate = function(args, successCallback, errorCallback) {
cordova.exec(successCallback, errorCallback, "GetDirectionMapPlugin", "direction", [args]);
};
});
```

Here,

cordova-plugin-getdirection.getDirectionPlugin -> user defined id from cordova_plugins.js(zigbank\platforms\ios\ www\cordova_plugins.js)

GetDirectionMapPlugin: name of Objective-C/Swift plugin class

direction: function to be called

navigate: this can be use in .js file to trigger this "direction" function

4. Make entry of plugin in cordova_plugins.js(zigbank\platforms\ios\www) as the following:

For example,

```
{
"cordova-plugin-getdirection.getDirectionPlugin", : user defined id
"file": "plugins/cordova-plugin-getdirection/www/mapgetdirection.js", : path of plugin js file
"pluginId": "cordova-plugin-getdirection",
"clobbers": [
"window.getDirection": this can be used in any .js file to call plugin
]
```

```
}

```

5. Make entry of plugin class in config.xml(zigbank\platforms\ios\Zigbank) file of app as stated below:

For example,

```
<feature name="GetDirectionMapPlugin">
<param name="ios-package" value="GetDirectionMapPlugin" />
</feature>

```

The feature's name attribute should match what you specify as the JavaScript exec call's service parameter. The value attribute should match the name of the plugin's Objective-C/Swift class. The <param> element's name should always be ios-package. If you do not follow these guidelines, the plugin may compile, but Cordova may still not be able to access it.

6. Plugin invocation from any .js file:

For example,

```
window.getDirection.navigate({
originLatLng: origin,
destinationLatLng: location
})

```

window.getDirection : clobber defined in the cordova_plugin.js file

navigate: name of the function defined in plugin js file

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