Oracle® Cloud Developing Applications with Oracle Mobile Hub



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Preface

Welcome to Oracle Mobile Hub.

Audience

This guide is intended for developers who use Oracle Mobile Hub to develop mobile applications, mobile APIs, and intelligent chatbots.

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.

Access to Oracle Support

Oracle customers that have purchased support 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.

Conventions

The following text conventions are used in this guide:

Convention	Meaning
boldface	Boldface type indicates graphical user interface elements associated with an action, or terms defined in text or the glossary.
italic	Italic type indicates book titles, emphasis, or placeholder variables for which you supply particular values.
monospace	Monospace type indicates commands within a paragraph, URLs, code in examples, text that appears on the screen, or text that you enter.



1 A Developer's View of Oracle Mobile Hub

Welcome to Oracle Mobile Hub! Mobile Hub is a cloud-based service that provides a unified hub for developing, deploying, maintaining, monitoring, and analyzing your mobile apps and the resources that they rely on. As a developer, you can use this guide to help you incorporate Mobile Hub's features into your apps.

This guide covers what you need to know to:

- Add support for authentication, notifications, geo-location, sync, storage, and other features to your apps.
- Create custom APIs that your apps can use to connect to your enterprise systems.

Client SDKs

As an app developer, the first thing you'll want to do is get the Mobile Hub client SDK for your mobile platform. The client SDKs help you use Mobile Hub features and custom APIs that you develop through Mobile Hub in your apps.

The SDKs assist app development in the following ways:

You can get the SDKs from the Oracle Technology Network's Oracle Autonomous Mobile Cloud Enterprise download page.

For specific info on each SDK, see the following topics:

- Android Apps
- iOS Applications
- Cordova Applications
- JavaScript Applications
- Xamarin Android Apps
- Xamarin iOS Apps

Note:

For information on using the REST APIs directly, see the platform's REST API reference docs.

Features for Your Apps

Mobile Hub comes with a set of platform APIs that you can use in your apps. You can call these APIs directly from your app code (via client SDK or REST call) and/or from the implementation code of custom APIs.

The available platform APIs include the following:



- **Notifications** for writing code to send notifications to your mobile apps.
- My Profile to retrieve the current app user's profile.
- **Storage** to work with collections and objects (such as images and documents) that you associate with your backend.
- **Data Offline and Sync** to build applications that cache REST resources for offline use and then synchronize all offline changes with the server when the device goes online again.
- **Location** to define location devices and places and query for them from your mobile apps.
- **Database Access** and **Database Management** to access the database associated with your Mobile Hub instance.
- **App Policies** to retrieve application configuration properties that you have set in the backend.

Custom APIs

You can create your own custom APIs in Mobile Hub to serve the needs of your apps and bots.

You design the API using one or both of the following tools:

- Express API Designer: Enables you to quickly create APIs based on CRUD resources.
- API Designer: Enables you to create or modify an API using the full set of RAML capabilities.

You **implement** the API with Node.js-based custom code. From your implementation code, you can:

- Call Mobile Hub platform APIs for features such as notifications, object storage, database access, location, and sync.
- Access enterprise services (whether cloud-based on premises) via connectors APIs. You can create connector APIs based on connector types for REST, SOAP, Oracle Integration Cloud Service, and Fusion Applications.

Backends

You'll use *backends* to group the APIs and other resources that your apps and bots need.

A backend is a logical grouping of custom APIs, storage collections, and other resources that serves as a cloud-based companion to one or more related mobile apps or bots. The backend provides the security context, meaning that the user has to authenticate through the backend to access those services.

At development time, here are some of the things you do with a backend:

- Add APIs and test their endpoints with mock data.
- Add object storage collections and enable offline data caching.
- Specify roles that users must have to access the applications associated with the backend.



 Set up notifications for your apps using the services provided by the platform vendors (such as Apple Push Notifications Service (APNS) for iOS and Firebase Cloud Messaging (FCM) for Android). If you set up notifications for multiple platforms, you can initiate a single notification and have it delivered to apps on multiple platforms.

Later, when you deploy, use the backend to manage dependencies for all the artifacts you need to support the set of mobile apps and bots that use it.

Security

For each backend that you create, you set up how to *authenticate* with that backend. You can choose from these mechanisms:

- **OAuth**, where Oracle Identity Cloud Service (IDCS) is the identity provider, and you use credentials generated by the backend.
- **HTTP Basic**, where IDCS is the identity provider, and you use credentials generated by the backend.
- SAML and JWT tokens from third-party identity providers.
- **Browser-based SSO**, where IDCS is the identity provider and the app uses OAuth 2.0's authorization code grant to get an authorization token.
- Facebook Login.

Further, you can restrict access to resources by defining *roles* in Mobile Hub and applying them to backends, APIs, and/or storage collections.



2 Android Apps

Oracle Mobile Hub provides an SDK for Android that makes it easy to use Mobile Hub's features.

Get the SDK

To get the client SDK for Android, go to the Oracle Digital Assistant and Oracle Mobile Cloud Downloads page on OTN.

Create a Backend

You create a backend to serve as a secure gateway between your app and Mobile Hub features, such as platform and custom APIs. For your app to access these resources, it authenticates with a backend.

- 1. Click to open the side menu and select **Development > Backends**.
- 2. Click New Backend.
- Once you complete the dialog and the backend is created, keep the Settings page open. You'll need to configure your app with some of this information.

Add the SDK

In a basic app setup, without intervening frameworks, you'll add the Android client SDK to an app.

- 1. Unzip the Android client SDK zip file.
- 2. Copy the SDK jars into the libs folder in your app's project. If this folder doesn't exist, create it at the same level in your hierarchy as your src and build folders.
- 3. In Android Studio, select File, then New, and then New Module to start the wizard to import the IDMMobileSDK.jar into the project.
- Click Import .JAR/.AAR Package, and follow the wizard to import the IDMMobileSDK.jar into the project.
- 5. In the source tree for the application, create a folder called assets (at the same level as the java and res folders).
- 6. In the SDK bundle, locate the oracle_mobile_cloud_config.xml file and copy it to the assets folder.
- 7. In your app's build.gradle file, make sure the following are among the dependencies registered so that the SDK libraries are available to the app.

```
dependencies {
    compile fileTree(dir: 'libs', include: ['*.jar'])
```



```
compile 'com.squareup.okhttp3:okhttp:3.9.0'
compile 'org.slf4j:slf4j-jdk14:1.7.13'
//to enable the app to receive notifications, include the
following:
   compile 'com.google.firebase:firebase-messaging:11.0.2'
        compile 'com.facebook.android:facebook-android-sdk:4.25.+'
}
```

8. Open assets/oracle_mobile_cloud_config.xml and fill in the environment details for the mobile backend that the app will be using.

Configure SDK Properties

To use the client SDK in an Android app, you need to add a <code>oracle_mobile_cloud_config.xml</code> configuration file to the app and fill it in with environment details for your backend in Oracle Mobile Hub. In turn, the SDK classes use this information to construct HTTP headers for REST calls made to Oracle Mobile Hub.

You package the configuration file in your app's main bundle in the assets folder at the same level as the java and res folders. For example, in the sample GettingStarted app, it's in /GettingStarted/src/main/assets.

The file is essentially divided into the following parts:

• The mobileBackend element and its contents.

You include this part if you are using a backend with the app. The SDK classes use the environment and authentication details you specify there to access the backend and construct HTTP headers for REST calls made to APIs.

• Elements that apply to the configuration as a whole, such as logLevel and oAuthTokenEndpoint. These elements generally, but don't have to, appear at the top of the file.

The following code sample shows the structure of a oracle_mobile_cloud_config.xml file.

```
<config>
```



```
<enableAnalytics>true</enableAnalytics>
    <authentication>
      <!--possible values for type are [oauth, basic, facebook,
tokenExchange ]-->
      <type>AUTH TYPE</type>
      <oauth>
        <clientId>CLIENT ID</clientId>
        <clientSecret>CLIENT SECRET</clientSecret>
        <enableOffline>true</enableOffline>
      </oauth>
      <basic>
        <mobileBackendId>MOBILE BACKEND ID</mobileBackendID>
        <anonymousKey>ANONYMOUS KEY</anonymousKey>
        <enableOffline></enableOffline>
      </basic>
      <facebook>
        <appId>FACEBOOK APP ID</appId>
<scopes>public profile,user friends,email,user location,user birthday
scopes>
        <basic>
          <mobileBackendId>MOBILE BACKEND ID</mobileBackendID>
          <anonymousKey>ANONYMOUS KEY</anonymousKey>
        </basic>
      </facebook>
      <tokenExchange>
        <! tokenExchange can contain an 'oauth' sub-element or a 'basic' sub-
element.
        <oauth>
          <clientId>CLIENT ID</clientId>
          <clientSecret>CLIENT SECRET</clientSecret>
        </oauth>
        <basic>
          <mobileBackendId>MOBILE BACKEND ID</mobileBackendID>
          <anonymousKey>ANONYMOUS KEY</anonymousKey>
        </basic>
      <tokenExchange>
    </authentication>
    <!-- additional properties go here -->
  </mobileBackend>
```

```
</config>
```

The values that you need to fill in for a given backend can be found on the **Settings** and **App Profile** pages for that mobile backend.

Here are some more notes on the file's elements.

- oAuthTokenEndPoint The URL of the OAuth server from where your application gets its authentication token. This key needs to be provided for all applications that rely on OAuth to authenticate. You get this from the backend's **Settings** page.
- logLevel Determines how much SDK logging is displayed in the application's console. The default value is ERROR. Other possible values (in increasing level of detail) are WARNING, INFO, and DEBUG. It is also possible to specify NONE.



- enableLogger When set to true, logging is included in your application.
- logHTTP When set to true, the SDK logs the HTTP and HTTPS headers in requests and responses.
- mobileBackend An element containing authentication details for your backend and other optional details, such as synchronization properties.

You get the authentication details, such as the OAuth and HTTP credentials, from the backend's **Settings** page.

- mobileBackend/baseUrl The base URL for all APIs that you call through the backend. You get this from the backend's Settings page.
- mobileBackend/authentication Contains the following sub-elements:
 - The type sub-element, with possible values of oauth, basic, facebook, and tokenExchange.
 - One or more sub-elements for authentication types, each containing authentication credentials.

You can also add the offlineEnabled key and set its value to true.

• enableOffline — If set to true, offline login will be allowed. This applies only to the Basic and OAuth login types. For this to work, you also need to add the following to the application's AndroidManifest.xml file:

```
<receiver android:name="oracle.cloud.mobile.network.NetworkHelper"
<intent-filter>
<action android:name="android.net.conn.CONNECTIVITY_CHANGE" />
</intent-filter>
</receiver>
```

Authentication Properties

The contents and sub-elements of authentication depend on what kind of authentication the app will be using.

OAuth

- Set the value of the <type> element to oauth.
- Fill in the clientID and clientSecret credentials provided by the backend.
- Optionally, if you want to disable offline authentication, add the enableOffline element and set it to false.
- At the top level of the file, supply the oAuthTokenEndPoint value.

The resulting authentication element might look something like this:

```
<oAuthTokenEndPoint>http://oam-server.oracle.com/oam/oauth2/tokens</ oAuthTokenEndPoint>
```

```
<authentication>
<type>oauth</type>
<oauth>
<clientId>f2d3ca5c-7e6f-4d1c-aabc-a2f3caf7ec4e</clientId>
```



```
<clientSecret>vZMRkgniIbhNUiPnSRT2</clientSecret>
    <enableOffline>false</enableOffline>
    </oauth>
</authentication>
```

HTTP Basic

- Set the value of the type element to basic.
- Fill in the mobileBackendID and anonymousKey that are provided by the backend.
- Optionally, if you want to disable offline authentication, add the enableOffline subelement and set it to false.

The resulting authentication element might look something like this:

```
<authentication>
<type>basic</type>
<basic>
<mobileBackendID>6d3744b8-cab2-479c-998b-ebba2c31560f</mobileBackendID>
<anonymousKey>UFJJTUVfREVDRVBUSUNPT19NT0JJTEVfQU5PT11</anonymousKey>
<enableOffline>false</enableOffline>
</basic>
</authentication>
```

Token Exchange

If you are authenticating using a third-party token, do the following:

- Set the value of the <type> element to tokenExchange.
- Create a <basic> sub-element and fill in the OAuth Consumer credentials provided by the backend.

The resulting authentication element might look something like this:

```
<authentication>
<type>tokenExchange</type>
<basic>
<mobileBackendID>6d3744b8-cab2-479c-998b-ebba2c31560f</mobileBackendID>
<anonymousKey>UFJJTUVfREVDRVBUSUNPT19NT0JJTEVfQU5PT11</anonymousKey>
</basic>
<tokenExchange>
</authentication>
```

Facebook Login

For Facebook login:

- Set the value of the <type> property to facebook.
- Create a <facebook> sub-element.
- Fill in the <appID> for the Facebook app.
- Fill in <scopes> with any relevant Facebook permissions (optional).



 Within <facebook>, created a <basic> element and fill in the HTTP Basic credentials provided by the backend.

The resulting authentication element might look something like this:

```
<authentication>
<type>facebook</type>
<facebook>
<basic>
<mobileBackendId>MOBILE_BACKEND_ID</mobileBackendId>
<anonymousKey>ANONYMOUS_KEY</anonymousKey>
</basic>
<appID>123456789012345</appId>
<scopes>public_profile,user_friends,email,user_location,user_birthday</
scopes>
</facebook>
<authentication>
```

Configure Your Android Manifest File

Permissions for operations such as accessing the network and finding the network state are controlled through permission settings in your application's manifest file, AndroidManifest.xml. These permissions are required:

- permission.INTERNET Allows your app to access open network sockets.
- permission.ACCESS_NETWORK_STATE Allows your app to access information about networks.

Other permissions are optional. For example, there are a number of permissions necessary so the app can get notifications. For a rundown on the available permissions, see Android Manifest Permissions in the Google documentation.

Add the permissions at the top of your AndroidManifest.xml file, as shown in the following example:

```
<?xml version="1.0" encoding="UTF-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
package="oracle.cloud.mobile.sample" >
  <uses-permission android:name="android.permission.INTERNET" />
  <uses-permission
android:name="android.permission.ACCESS NETWORK STATE" />
  <uses-permission
android:name="android.permission.WRITE INTERNAL STORAGE"/>
  <uses-permission
android:name="android.permission.WRITE EXTERNAL STORAGE"/>
  <uses-permission
android:name="android.permission.ACCESS FINE LOCATION" />
  <uses-permission
android:name="android.permission.ACCESS COARSE LOCATION" />
  <application>
<provider
    android:name="com.facebook.FacebookContentProvider"
```



Adding the client SDK to your application may require you to configure your AndroidManifest.xml file to add new permissions or activities. For example, if you add the Notifications individual SDK library, you may also need to add a new broadcast receiver.

Call Mobile APIs

Here are the general steps for calling mobile APIs:

- **1.** Add an SDK call to your app to load the configuration info.
- 2. Add an SDK call to your app to handle authentication.
- 3. Add any other SDK calls that you want to use.

Load the Backend's Configuration

For any calls to Oracle Mobile Hub APIs using the Android client SDK to successfully complete, you need to have the backend's configuration loaded from the app's oracle mobile cloud config.xml file. You do this using the MobileManager class:

```
MobileManager.getManager().getMobileBackend(this)
```

Authenticate and Log In

OAuth Consumer

First you initialize the authorization agent and set the authentication type to OAUTH:

```
private AuthorizationAgent mAuthorization;
private MobileBackend mobileBackend;
try {
   mobileBackend = MobileManager.getManager().getMobileBackend(this);
} catch (ServiceProxyException e) {
      e.printStackTrace();
}
mAuthorization = mobileBackend.getAuthorization(AuthType.OAUTH);
```



Then you use the authenticate method to attempt authentication. The call includes parameters for Android context, user name, password, and a callback that completes the authorization process:

```
TextView username, password;
username = (TextView) findViewById(R.id.username);
password = (TextView) findViewById(R.id.password);
String userName = username.getText().toString();
String passWord = password.getText().toString();
mAuthorization.authenticate(mCtx, userName, passWord, mLoginCallback);
```

Here's the definition for the callback:

```
AuthorizationCallback mLoginCallback = new AuthorizationCallback() {
  @Override
  public void onCompletion(ServiceProxyException exception) {
    Log.d(TAG, "OnCompletion Auth Callback");
    if (exception != null) {
      Log.e(TAG, "Exception while receiving the Access Token",
    exception);
    } else {
      Log.e(TAG, "Authorization successful");
    }
  }
}
```

SSO with a Third-Party Token

First, your app needs to get a token from the third-party token issuer. The way you can obtain the token varies by issuer. For detailed information on obtaining third-party tokens and configuring identity providers, see Third -Party SAML and JWT Tokens.

Once you have the token, initialize the authorization agent and use the token in your authorization call.

```
private AuthorizationAgent mAuthorization;
private MobileBackend mobileBackend;
Context mCtx = getApplicationContext();
try {
    mobileBackend = MobileManager.getManager().getMobileBackend(this);
} catch (ServiceProxyException e) {
        e.printStackTrace();
}
mAuthorization =
mobileBackend.getAuthorization(AuthType.TOKENEXCHANGE);
```



Then you use the authenticateUsingTokenExchange method to attempt authentication.

mAuthorization.authenticateUsingTokenExchange(mCtx, token, false, mLoginCallback);

Here's the callback:

```
AuthorizationCallback mLoginCallback = new AuthorizationCallback() {
   @Override
   public void onCompletion(ServiceProxyException exception) {
        if (exception == null) {
            //redirect to another Activity after login
            Intent intent = new Intent(mCtx, ContentActivity.class);
            startActivity(intent);
        } else {
            Log.e(TAG, "Exception during token exchange:", exception);
            finish();
        }
    };
};
```

The default expiration time for storing a third-party token in Mobile Hub is 6 hours. You can adjust this time by changing the Security TokenExchangeTimeoutSecs policy.

SSO with a Third-Party Token — Staying Logged In

You can also code the app to keep the user logged in, even when closing and restarting the app.

In the above example, the authenticateUsingTokenExchange() method is called with the third parameter (storeToken) set to false. If you set this parameter to true and the token exchange is successful, the Mobile Hub token is stored in a secure store and the user remains logged in until the token expires.

You can then use the loadSSOTokenExchange method on the Authorization object to load the stored token. If a token can't be retrieved from the secure store, the method returns false.

Here's some code that tries to load a saved token and, if it fails, restarts the authentication process:

```
try {
    mAuthorization =
MobileManager.getManager().getMobileBackend(this).getAuthorization();
    if (!mAuthorization.loadSSOTokenExchange(mCtx)) {
        //user not logged in, so need to initiate login
        mAuthorization.authenticateUsingTokenExchange(mCtx, token, true,
mLoginCallback);
    }
```



When you have the token stored in the secure store, it remains associated with the mobile backend that the app originally used. Therefore, if the app is updated to use a different mobile backend (or mobile backend version), you need to clear the saved token and re-authenticate.

```
mAuthorization.clearSSOTokenExchange(mCtx);
mAuthorization.authenticateUsingTokenExchange(mCtx, token, true,
mLoginCallback);
```

HTTP Basic

The code for handling login with HTTP Basic is nearly the same as the code for OAuth.

First you initialize the authorization agent and set the authentication type to BASIC_AUTH:

```
private AuthorizationAgent mAuthorization;
private MobileBackend mobileBackend;
try {
  mobileBackend = MobileManager.getManager().getMobileBackend(this);
} catch (ServiceProxyException e) {
    e.printStackTrace();
}
mAuthorization = mobileBackend.getAuthorization(AuthType.BASIC AUTH)
```

Then you use the authenticate method to attempt authentication. The call includes parameters for Android context, user name, password, and a callback that completes the authorization process.

```
TextView username, password;
username = (TextView) findViewById(R.id.username);
password = (TextView) findViewById(R.id.password);
String userName = username.getText().toString();
String passWord = password.getText().toString();
mAuthorization.authenticate(mCtx, userName, passWord, mLoginCallback);
```

Here's the definition for the callback:

```
AuthorizationCallback mLoginCallback = new AuthorizationCallback() {
  @Override
  public void onCompletion(ServiceProxyException exception) {
    Log.d(TAG, "OnCompletion Auth Callback");
    if (exception != null) {
      Log.e(TAG, "Exception while receiving the Access Token",
    exception);
    } else {
    Log.e(TAG, "Authorization successful");
    }
}
```



```
}
}
```

Facebook

For Facebook login, you use classes in the oracle mobile android social library.

First you initialize the authorization agent and set the authentication type to Facebook:

```
SocialAuthorizationAgent mAuthorization;
SocialMobileBackend socialMobileBackend;
try {
  socialMobileBackend =
  SocialMobileBackendManager.getManager().getMobileBackend(mCtx);
} catch(ServiceProxyException e) {
    e.printStackTrace();
}
mAuthorization = socialMobileBackend.getSocialAuthorization();
mAuthorization.setAuthType(AuthType.FACEBOOK);
```

Using a CallbackManager object from Facebook's SDK, initiate authentication.

```
private CallbackManager callbackManager;
mAuthorization.setup(getApplicationContext(), callback);
callbackManager = mAuthorization.getCallBackManager();
mAuthorization.authenticateSocial(mCtx);
```

Here's code you can use for the callback that is passed above:

```
private FacebookCallback<LoginResult> callback = new
FacebookCallback<LoginResult>() {
    @Override
    public void onSuccess(LoginResult loginResult) {
        Log.e(TAG, "facebook login successful.");
    }
    @Override
    public void onCancel() {
    }
    @Override
    public void onError(FacebookException e) {
    }
};
```

Override the onActivityResult() method to use the callback:

```
@Override
public void onActivityResult(int requestCode, int resultCode, Intent data) {
    super.onActivityResult(requestCode, resultCode, data);
    callbackManager.onActivityResult(requestCode, resultCode, data);
```



Call Platform APIs

Once the mobile backend's configuration info is loaded into the app, you can make calls to client SDK classes.

The root object in the Android SDK is MobileManager. The MobileManager object manages MobileBackend objects.

The MobileBackend object manages connectivity, authentication, and other transactions between your application and its associated backend, including calls to platform APIs and any custom APIs you have defined. It manages calls to platform APIs through instances of ServiceProxy such as Storage and Location.

Here's an example of how you would use these classes to upload an image using the Storage API:

The ServiceProxy instance created there manages calls to the Storage platform API, including the constructing of the HTTP headers with the mobile backend credentials necessary to access the API.

And here's how you could retrieve an image using the Storage API:

```
try {
   Storage storage =
MobileManager.getManager().getMobileBackend(this).getServiceProxy(Stora
ge.class);
   StorageCollection imagesCollection =
   storage.getStorageCollection("FIF_Images");
    StorageObject image = imagesCollection.get("3x4mple-st0r4g3-Obj3ct-
k3y");byte[] imageBytes = image.getPayloadBytes();
} catch(ServiceProxyException e) {int errorCode = e.getErrorCode();
...
}
```

Call Custom APIs

The client SDK provides the CustomHttpResponse class, the GenericCustomCodeClientCallBack interface, and the invokeCustomCodeJSONRequest method in the authorization classes to simplify the calling of custom APIs in the service. You can call a REST method (GET, PUT, POST, or DELETE) on an endpoint where the request payload is JSON or empty and the response payload is JSON or empty.

You use GenericCustomCodeClientCallBack to create a handler for the response (which is returned in the form of a CustomHttpResponse object.)

```
Then, to call the custom API, you call
```

```
invokeCustomCodeJSONRequest(GenericCustomCodeClientCallBack restClientCallback,
JSONObject data, String functionName, RestClient.HttpMethod httpMethod) on your
Authorization object.
```

To make a call to a custom API endpoint, you could use something like this:

```
import org.json.JSONObject;
import oracle.cloud.mobile.customcode.CustomHttpResponse;
import oracle.cloud.mobile.customcode.GenericCustomCodeClientCallBack;
import oracle.cloud.mobile.mobilebackend.MobileManager;
. . . . . . .
final GenericCustomCodeClientCallBack genericCustomCodeClientCallBack = new
GenericCustomCodeClientCallBack() {
    @Override
    public void requestCompleted(CustomHttpResponse response, JSONObject
data, Exception e) {
        boolean getResponse = (response.getHttpStatus() >=200 &&
response.getHttpStatus() <300);</pre>
        // write any logic based on above response
    }
};
AuthorizationAgent authorization =
MobileManager.getManager().getMobileBackend(this).getAuthorization();
authorization.authenticate(mActivity, "user1", "pass1", successCallback);
. . . . . . . .
// after the user successfully authenticates, make a call to the custom <code>API</code>
endpoint
authorization.invokeCustomCodeJSONRequest(genericCustomCodeClientCallBack,
null, "TaskApi/tasks", RestClient.HttpMethod.GET);
```

Libraries and Dependencies

Libraries

The following SDK libraries (JAR files) are included in the Android client SDK:

- omce-android-sdk-shared-<version-number>.jar The base library for the SDK, including functionality required by the other libraries as well as utility classes for accessing and authenticating with mobile backends.
- IDMMobileSDK.jar The identity management library used by all applications.
- omce-android-sdk-location-<version-number> The Location library, which lets you access details about location devices that have been registered in Mobile Hub and the places and assets they are associated with.



- omce-android-sdk-notifications-<version-number>.jar The Notifications library, which lets you set up your application to receive notifications sent from your mobile backend.
- omce-android-sdk-social-<version-number> The Social Login library, which allows you to set up your app to use Facebook login.
- omce-android-sdk-storage-<version-number>.jar The Storage library, which lets you write code to access storage collections that are set up with your mobile backend.
- omce-android-sdk-sync-<version-number> The Sync Client library, which allows you to cache application data when the device running your app is disconnected from the network, then sync up the data when the network connection is reestablished.

Dependencies

The SDK is modular, so you can package just the libraries that your app needs. Just be aware of the following dependencies:

- Every Android application developed for Mobile Hub must have the shared (oracle-mobile_android_shared-<version-number>.jar) and IDMMobileSDK.jar libraries.
- If the Storage library is installed, the Sync Client library *must* also be installed.

Next Steps

Once you have the Android SDK set up, you can start using it to add features to your app.

- Authentication in Mobile Hub
- Notifications
- My Profile
- Storage
- Data Offline and Sync
- Location
- Database
- App Policies

3 iOS Applications

If you are an iOS app developer, you can use the client SDK that Oracle Mobile Hub provides for iOS. This SDK simplifies authentication with Mobile Hub and provides Objective-C wrapper classes for Mobile Hub platform APIs.

Get SDK

To get the client SDK for iOS, go to the Oracle Digital Assistant and Oracle Mobile Cloud Downloads page on OTN.

Create a Backend

You create a backend to serve as a secure gateway between your app and Mobile Hub features, such as platform and custom APIs. For your app to access these resources, it authenticates with a backend.

- Click to open the side menu and select Development > Backends.
- 2. Click New Backend.
- Once you complete the dialog and the backend is created, keep the Settings page open. You'll need to configure your app with some of this information.

Add the SDK

In a basic app setup, without intervening frameworks, you'll add the iOS client SDK to an app.

- Unzip the download file, omce-ios-sdk-{n}.zip (where {n} is the version number of the SDK) into some directory on your machine.
- 2. From the extracted contents of the zip, drag and drop the oracle_mobile_ios_sdk directory to the Xcode project navigator.
 - Select Copy items if needed.
 - Select Create Groups.
 - Click Finish.

Once the .a file for a specific library has been copied into your application's development tree in Xcode, the corresponding platform API is available to your app through SDK calls. At this point, all of the SDK's static libraries are available to your app.

- 3. Select the target for your project, select the **Build Phases** tab, expand **Link Binary with Libraries**, click the + button, and add the following libraries:
 - CoreData.framework
 - CoreLocation.framework
 - libsqlite3.0.tbd



- Security.framework
- SystemConfiguration.framework
- 4. In the Build Settings section for the project, double-click Other Linker Flags (under Linking) and add -Objc.
- 5. Also in Build Settings, expand Search Paths and:
 - a. Add oracle mobile ios sdk/release-iphoneos to Library Search Paths.
 - b. Add oracle_mobile_ios_sdk/release-iphoneos/include to User Header Search Paths.
- 6. Expand the Documentation folder of the unpacked zip, copy the OMC.plist file, and place it in the root of your app's main application bundle.
- 7. Edit the just-copied OMC.plist file.
- 8. Starting with Xcode 7, you need to account for the Application Transport Security (ATS) policy, which enforces remote communications to be over HTTPS.

For development purposes only, add the following key in app's Info.plist file to turn off the ATS policy for the app.

```
<key>NSAppTransportSecurity</key>
<dict>
<key>NSAllowsArbitraryLoads</key>
<true/>
</dict>
```

Note:

You shouldn't use this setting in production. To make sure you provide optimal security for your app, study Apple's documentation and follow Apple's recommendations for disabling ATS for specific domains and applying proper security reductions for those domains.

Configure SDK Properties

To use the client SDK in an iOS app, you need to add the OMC.plist configuration file to the app and fill it in with environment details for your backend in Oracle Mobile Hub, as well as other configuration information. In turn, the SDK classes use this information to help manage authorization, logging, event tracking, data synchronization, and other features.

You package the configuration file in the root of your app's main bundle.

The file is essentially divided into the following parts:

• The mobileBackend key and its contents.

You include this part if you are using a backend with the app. The SDK classes use the environment and authentication details you specify there to access the backend and construct HTTP headers for REST calls made to APIs.



• Keys that apply to the configuration as a whole, such as logLevel and oAuthTokenEndpoint. These keys generally, but don't have to, appear at the top of the file.

Here's the same file in text form:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN" "http://www.apple.com/
DTDs/PropertyList-1.0.dtd"
<plist version="1.0">
<dict>
  <key>loqLevel</key>
  <string>debug</string>
  <key>logHTTP</key>
  <true/>
  <key>oAuthTokenEndPoint</key>
  <string>https://MY TOKEN ENDPOINT</string>
  <key>mobileBackend</key>
  <dict>
    <key>name</key>
    <string>EasyShoppingMBE</string>
    <key>baseURL</key>
    <string>https://MY_CLOUD_DOMAIN.oracle.com</string>
    <key>authentication</key>
    <dict>
      <key>type</key>
      <string>oauth</string>
      <key>oauth</key>
      <dict>
        <key>clientID</key>
        <string>11dac238ffaa4b029e78e982114642ab</string>
        <key>clientSecret</key>
        <string>5624cbdd-a7c5-4c10-a758-6019a5ab8da8</string>
        <key>enableOffline</key>
        <true/>
      </dict>
    </dict>
  </dict>
</dict>
</plist>
```

And here is a description of some of the more important entries in the OMC.plist file.

- oAuthTokenEndPoint The URL of the OAuth server from where your application gets its authentication token. This key needs to be provided for all apps that rely on OAuth to authenticate. You get this from the backend's Settings page. The endpoint should be only the base URL (in the form https://host.domain:port).
- logLevel Determines how much SDK logging is displayed in the app's console. The default value is error. Other possible values (in increasing level of detail) are warning, info, and debug. It is also possible to set the value to none.
- logHTTP When set to true, the SDK logs the headers and bodies of all HTTP requests and responses.



 mobileBackend — A dictionary entry containing authentication details for your backend and other optional details, such as synchronization properties.

You get the authentication details, such as the OAuth and HTTP credentials, from the backend's **Settings** page.

- mobileBackend/baseUrl The base URL for all APIs that you call through the backend. You get this from the backend's Settings page.
- mobileBackend/authentication Contains a dictionary with the following elements:
 - The type sub-key, with possible (string) values of oauth, basic, facebook, and tokenExchange.
 - One or more sub-keys for authentication types, containing a dictionary with the authentication credentials.

Within sub-keys for basic and oauth, you can also add the enableOffline key. By default, this property is set to true.

Authentication Properties

The contents and sub-elements of the mobileBackend/authentication key depend on what kind of authentication the app will be using.

OAuth

- Set the value of the type key to oauth.
- Create an oauth sub-key and fill in the clientID and clientSecret credentials provided by the backend.
- At the top level of the file, supply the oAuthTokenEndPoint value that is supplied but *without* the oauth2/v1/token that is appended on the backend's Settings page.
- Optionally, if you want to disable offline authentication, add the enableOffline sub-key and set it to false.

The resulting authorization property might look something like this:

```
<key>authentication</key>
<dict>
  <key>type</key>
  <string>oauth</string>
  <key>oauth</key>
  <dict>
    <key>clientID</key>
    <string>11dac238ffaa4b029e78e982114642ab</string>
    <key>clientSecret</key>
    <string>5624cbdd-a7c5-4c10-a758-6019a5ab8da8</string>
  </dict>
    <key>basic</key>
</dict>
```



HTTP Basic

- Set the value of the type key to basic.
- Create a basic sub-key and fill in the HTTP Basic credentials (mobileBackendID and anonymousKey) provided by the backend.
- Optionally, if you want to disable offline authentication, add the enableOffline sub-key and set it to false.

The resulting authentication entry might look something like this:

```
<key>authentication</key>
<dict>
<key>type</key>
<string>basic</string>
<key>basic</key>
<dict>
<key>mobileBackendID</key>
<string>a8c6a34f-61bb-4bee-948c-d43dd2c077d7</string>
<key>anonymousKey</key>
<string>dXNlcmlkOnBhc3N3b3Jk</string>
</dict>
</dict>
```

Token Exchange

If you are authenticating using a third-party token, do the following:

- Set the value of the type key to tokenExchange.
- Create a tokenExchange sub-key and fill in the OAuth Consumer credentials provided by the backend.

The resulting authentication section might look something like this:

```
<key>authentication</key>
<dict>
  <key>type</key>
  <string>tokenExchange</string>
  <key>tokenExchange</key>
  <dict>
    <key>oauth</key>
    <dict>
      <key>clientID</key>
      <string>b39ba08d30d54e24970332fcdffec3a7</string>
      <key>clientSecret</key>
      <string>23953fe8-76ed-4c89-a5cb-6042db10cfaf</string>
    </dict>
    <key>basic</key>
    <dict>
      <key>mobileBackendID</key>
      <string>8d3744b8-cab2-479c-998b-ebba2c31560f</string>
      <key>anonymousKey</key>
      <string>ZFJJTUVfREVDRVBUSUNPT19NT0JJTEVfQU5PT11</string>
```



```
</dict>
</dict>
</dict>
```

Call Mobile APIs

Once you have added the SDK to your app and configured your OMC.plist file, here are the general steps for calling APIs from your iOS app:

- **1.** Add an SDK call to your app to load the configuration info.
- 2. Add an SDK call to your app to handle authentication.
- 3. Add any other SDK calls that you want to use.

Load the Backend's Configuration

For any calls to Oracle Mobile Hub APIs using the iOS client SDK to successfully complete, you need to have the mobile backend's configuration loaded from the app's OMC.plist file. You do this using the OMCMobileBackend class:

```
/**
 * Returns the mobile backend that is configured in OMC.plist file
 */
OMCMobileBackend* mbe = [[OMCMobileManager sharedManager]
mobileBackend];
```

Authenticate and Log In

Here is some sample code that you can use for authentication through Oracle Mobile Cloud in your iOS apps. Each sample is based on the OMCAuthorization.h class and relies on the following imports:

```
#import "OMCCore/OMCAuthorization.h"
#import "OMCCore/OMCMobileBackend.h"
#import "OMCCore/OMCMobileManager.h"
```

OAuth Consumer and HTTP Basic

You can use the following method to handle a user logging in with a user name and password:

This method terminates the connection to the service and clears the user name and password from the iOS keychain:

-(void) logout: (nullable OMCErrorCompletionBlock) completionBlock;



SSO with a Third-Party Token

First, your app needs to get a token from the third-party token issuer. The way you can obtain the token varies by issuer. For detailed information on obtaining third-party tokens and configuring identity providers in the service, see Third-Party SAML Tokens.

Once you have the token, use it to authenticate. The code in this example checks to seeif the token is already stored in the service before logging in again:

The default expiration time for storing a third-party token in OMC is 6 hours. You can adjust

this time by changing the Security TokenExchangeTimeoutSecs policy.

SSO with a Third-Party Token — Staying Logged In

You can also code the app to keep the user logged in, even when closing and restarting the app.

In the authenticateSSOTokenExchange method, if storeAccessToken is set to YES, the token is stored in secure store and the user remains logged in until the token expires.

You can use the loadSSOTokenExchange() method in the app launch sequence to load the token from the keychain. (If a token can't be retrieved, the method returns NO).

Here's some code that tries to load a saved token and, if it fails, restarts the authentication process:

```
OMCAuthorization* auth;
if ( [auth loadSSOTokenExchange] ) {
    NSLog(@"## Token already found, login skipped.");
}
else{
    [auth authenticateSSOTokenExchange:thirdPartyToken
                   storeAccessToken:YES
                    completionBlock:^(NSError * _Nullable error) {
                        if( error ) {
                            //Show error popup
                        }
                        else{
                             // Login success.
                              . . .
                        }
                    }];
}
```

When you have the token stored in the secure store, it remains associated with the backend that the app originally used. Therefore, if the app is updated to use a different mobile backend



(or mobile backend version), you need to clear the saved token (using clearSSOTokenExchange) and re-authenticate.

Call Platform APIs

Once the backend's configuration info is loaded into the app, you can make calls to client SDK classes based on the iOS Core library classes.

The iOS Core library (libOMCCore.a) provides the following key interfaces:

- OMCMobileManager
- OMCMobileBackend (a sub-class of OMCMobileComponent)
- OMCServiceProxy

The root object in the SDK is the OMCMobileManager. The OMCMobileManager manages the OMCMobileBackend objects.

The OMCMobileBackend object is used to manage connectivity, authentication, and other transactions between your application and its associated mobile backend, including calls to platform APIs and any custom APIs you have defined. It manages calls to platform APIs via subclasses of OMCServiceProxy such as OMCLocation and OMCStorage.

Here's an example of using SDK classes to call the Storage API:

```
#import "OMCMobileBackend.h"
#import "OMCMobileManager.h"
#import "OMCAuthorization.h"
#import "OMCStorage.h"
#import "OMCMobileBackend+OMC Storage.h"
#import "OMCSynchronization.h"
- (NSData*) dataFromStorageObjectWithID: (NSString*) objectID
collectionID: (NSString*) collectionID {
  // Get mobile backend
  OMCMobileBackend* mbe = [[OMCMobileManager sharedManager]
mobileBackend];
  // Get storage object
  OMCStorage* storage = [mbe storage];
  // Get your collection
  OMCStorageCollection* collection = [storage
getCollection:collectionID];
  // Get your object from your collection
  OMCStorageObject* object = [collection get:objectID];
  // Get the data from payload of your object
  NSData* data = [object getPayloadData];
   return data; }
```



Methods written in Objective-C that are used in the OMC SDK for iOS can also be mapped to Swift.

Call Custom APIs

}

The client SDK provides the OMCCustomCodeClient class to simplify the calling of custom APIs in Oracle Mobile Hub.

Using this class, you invoke a REST method (GET, PUT, POST, or DELETE) on an endpoint where the request payload is JSON or empty and the response payload is JSON or empty.

In addition you can provide a completion handler to be called when the request invocation is complete (meaning that the handler runs asynchronously).

If the completion handler is set, it will be invoked in the UI (main) thread upon completion of the method invocation, allowing update of UI items. The completion block will contain the format-specific data for a JSON object, namely an NSDictionary or NSArray. Use the completion block for any returned data or errors, HTTP or system.

All of the required Oracle Mobile Hub headers, such as Authorization (assuming the user has authenticated), will automatically be inserted into the request.

Use of OMCCustomCodeClient might look something like this:

```
#import "OMCCore/OMCMobileBackend.h"
#import "OMCCore/OMCCustomCodeClient.h"
. . .
// A GET, PUT, POST, or DELETE method may be specified here - sent or
returned JSON data object may be nil as appropriate.
OMCMobileBackend *backend = [[OMCMobileManager sharedManager] mobileBackend];
OMCCustomCodeClient *ccClient = backend.customCodeClient;
NSDictionary *jsonPayload = @{@"myKey": @"myValue"};
[ccClient invokeCustomRequest: @"API2/endpoint2"
                       method: "@PUT"
                         data: jsonPayload,
                   completion: ^ (NSError* error,
                                NSHTTPURLResponse *response,
                                id responseData) {
        // error will be nil if no problems occurred, otherwise it will
contain the error object
        // response will be complete HTTP response
        // response data will be Map or Array for JSON object if success or
nil if error
}];
```

Libraries and Dependencies

Libraries

The iOS client SDK contains the following items:



Documentation - Contains web-browser based documentation (html.zip) and a docset for browsing and accessing context-sensitive help from Xcode (oracle.mobile.cloud.Oracle-Mobile-Cloud-Enterprise-iOS-SDK.docset.zip). To use html.zip, unzip the file and browse the main page from index.html. To use the docset, unzip the file into the usual location for Xcode docsets, typically something like ~/Library/Developer/Shared/Documentation/DocSets, where ~ is your home directory.

This folder also contains a sample copy of the <code>OMC.plist</code> file that you'll need to add to your app and populate with the configuration details for your mobile backend.

- oracle_mobile_ios_sdk/release-iphoneos Release versions of the static libraries and header files. Also contains SyncStore initialization data. The static libraries are Universal (fat) binaries that contain armv7* code and support both the iPhone Simulator and real devices. The following static libraries are included:
 - libOMCCore.a The Core static library file shared by all iOS applications.
 Contains the common libraries required by all other libraries.
 - libOMCLocation.a The Location library, which lets you access details about location devices that have been registered in Mobile Hub and the places and assets they are associated with.
 - libOMCNotifications.a The Notifications static library file, which allows you
 to set up your application to receive notifications sent from your mobile
 backend.
 - libOMCStorage.a The Storage static library file, which allows you to write code to access storage collections that are set up with your mobile backend.
 - libOMCSynchronization.a The Data Offline static library file, which allows you to cache application data when the device running your app is disconnected from the network, then synchronize the data when the network connection is reestablished.

Dependencies

The client SDK is modular, so you can package just the libraries that your app needs. Just be aware of the following dependencies:

- Every app must have the libOMCCore.a static library file.
- If your app uses libOMCStorage.a, you must also include lilbOMCSynchronization.a.
- If your app uses lilbOMCSynchronization.a, you must also include the SyncStore.momd folder, which contains initialization data.

Next Steps

Once you have the iOS SDK set up, you can start using it to add features to your app.

- Notifications
- My Profile
- Storage
- Data Offline and Sync



- Location
- Database
- App Policies



4 Cordova Applications

If you develop hybrid apps based on the Apache Cordova framework, you can use the client SDK that provides for Cordova. This SDK simplifies authentication with Oracle Mobile Hub and provides Cordova wrapper classes for Mobile Hub platform APIs as well as libraries for Data Offline and Sync and Sync Express.

If you are new to Cordova itself and still need to set it up on your system, you can follow the Getting Started with JET Hybrid Apps tutorial for an end-to-end look at creating a Cordova app and connecting it with a mobile backend.

Note:

This SDK supports Cordova apps for the iOS and Android platforms. Apps for Microsoft Windows are not supported.

Get the SDK

To get the client SDK for Cordova, go to the Oracle Digital Assistant and Mobile Cloud Downloads on OTN.

Create a Backend

You create a backend to serve as a secure gateway between your app and Mobile Hub features, such as platform and custom APIs. For your app to access these resources, it authenticates with a backend.

- 1. Click to open the side menu and select **Development > Backends**.
- 2. Click New Backend.
- 3. Once you complete the dialog and the backend is created, keep the Settings page open.

You'll need to configure your app with some of this information.

Add the SDK

Assuming a basic app setup, without intervening frameworks, here's what you would do to add the Cordova client SDK to an app:

- 1. If you haven't already done so, unzip the Cordova SDK zip.
- Copy mcs.js (and/or mcs.min.js), and oracle_mobile_cloud_config.js into the directory where you keep your JavaScript libraries.
- 3. Fill in your backend details in oracle_mobile_cloud_config.js.



4. Add script tags for the SDK and the configuration file in your app's index.html file:

```
<script src="lib/mcs/mcs.js"</script>
<script src="app/oracle mobile cloud config.js"</script>
```

 If you will be using notifications in your apps, install the oracle-mcsnotifications-cordova-plugin plugin:

```
cordova plugin add PATH_TO_UNZIPPED_SDK/oracle-mcs-notifications-
cordova-plugin
```

6. (Optional) For RequireJS environments, load mcs.js in your app using RequireJS.

If your app uses Sync Express, mcs.sync.min.js must be fetched and executed as the first script in the main page of your app, before any other script. For detailed instructions on adding Sync Express to your app, see Building Apps that Work Offline Using Sync Express.

Add Support for Push Notifications

If you want to use push notifications in an app, these additional steps are required.

 (For Android) Register your app for notifications on the Firebase Cloud Messaging (FCM) console. See Set Up a Firebase Cloud Messaging Client App on Android on Google's developer site.

When you generate the configuration file for your app, make sure you choose to enable the Cloud Messaging service.

When generation is complete, the **Project Number** (aka **Sender ID**) and **API Key** are displayed. These credentials are unique to the mobile app and can't be used to send notifications to any other app. You also need these values to get a registration token from FCM and set up the connection with the OMH service.

- (For Android) Download the generated Firebase configuration file and put it in the root of your project.
- **3.** (For Android) If you haven't already done so, install the notifications plugin that is supplied with the SDK:

```
cordova plugin add PATH_TO_UNZIPPED_SDK/oracle-mcs-notifications-
cordova-plugin
```

- 4. (For iOS) Set up the app for notifications with APNS. See iOS: Apple Secure Certificates
- 5. Create the app in OMH and notifications profiles for Android and iOS. See Create a Notifications Profile.
- 6. In your app code, register for notifications:

```
...
document.addEventListener("deviceready", handleDeviceReady, false);
...
function handleDeviceReady() {
    MCSNotificationsCordovaPlugin.onTokenRefresh(handleTokenRefresh,
handleError);
```



```
}
...
function handleTokenRefresh(token) {
    console.log('NotificationsService Token refreshed', token);
    mcs.mobileBackend.notifications.registerForNotifications(token,
packageName, appVersion, 'FCM')
        .then(handleRegisterForNotifications)
        .catch(handleError);
}
function handleRegisterForNotifications(response) {
    console.log('NotificationsService, device registered for
    notifications');
}
function handleError(error) {
    console.error('NotificationsService Error', error);
}
```

7. In your app code, subscribe to notifications events:

```
...
function handleDeviceReady(){
MCSNotificationsCordovaPlugin.onMessageReceived(handleMessageReceived,
handleError);
}
...
function handleMessageReceived(data){
    console.log('NotificationsService Message received', data);
}
function handleError(error){
    console.error('NotificationsService Error', error);
}
```

Configure SDK Properties

To use the client SDK in a Cordova app, add the <code>oracle_mobile_cloud_config.js</code> configuration file to the app and fill it in with environment details for your backend . In turn, the SDK classes use this information to construct HTTP headers for REST calls made to the service. If any of your apps will be browser-based, you need to manage cross-origin resource sharing (CORS) for access to OMH APIs. See Securing Browser-Based Apps Against Cross-Site Request Forgery Attacks.

Package the configuration file in the same folder as the mcs.min.js file.

The file is essentially divided into the following parts:

- Properties that apply to the configuration as a whole, such as logLevel and oAuthTokenEndpoint. These keys generally, but don't have to, appear at the top of the file.
- The mobileBackend property and its contents.



You include this part if you are using a backend with the app. The SDK classes use the environment and authentication details you specify there to access the backend and construct HTTP headers for REST calls made to APIs.

The following example shows the structure of a generic oracle mobile cloud config.js file:

```
var mcs config = {
  "logLevel": mcs.LOG LEVEL.NONE,
  "logHTTP": true,
  "oAuthTokenEndPoint": "OAUTH BASE URL",
  "mobileBackend": {
    "name": "NAME",
    "baseUrl": "BASE URL",
    "authentication": {
      "type": mcs.AUTHENTICATION TYPES.oauth,
      "oauth": {
        "clientId": "CLIENT ID",
        "clientSecret": "CLIENT SECRET"
      }
    }
  },
  "syncExpress": {
    "handler": "OracleRestHandler",
    "policies": [
      {
        "path": '/mobile/custom/firstApi/tasks/:id(\\d+)?',
      },
      {
        "path": '/mobile/custom/secondApi/tasks/:id(\\d+)?',
      }
    ]
  3
};
```

Here are some notes on the file's elements.

- oAuthTokenEndPoint The URL of the OAuth server from where your application gets its authentication token. This key needs to be provided for all apps that rely on OAuth to authenticate. You get this from the backend's **Settings** page. The endpoint should be only the base URL (in the form https://host.domain:port).
- logLevel Determines how much SDK logging is displayed in the app's console. The default value is mcs.LOG_LEVEL.INFO (only important events are logged). Other possible values are mcs.LOG_LEVEL.NONE, mcs.LOG_LEVEL.ERROR (only errors are logged) or mcs.LOG_LEVEL.VERBOSE.
- enableLogger When set to true, logging is included in your app.
- logHTTP When set to true, the SDK logs the HTTP and HTTPS headers in requests and responses.
- mobileBackend An element containing authentication details for your backend and other optional details, such as synchronization properties.

You get the authentication details, such as the OAuth and HTTP credentials, from the backend's **Settings** page.



- mobileBackend/baseUrl The base URL for all APIs that you call through the backend. You get this from the backend's **Settings** page.
- mobileBackend/authentication Contains the following sub-elements:
 - The type sub-element, with possible values of mcs.AUTHENTICATION_TYPES.oauth, basic, facebook, Or token.
 - One or more sub-elements containing authentication credentials.
 - (Optional) You can add the offlineEnabled key and set its value to true.

See Authentication Properties for details and examples of each authentication type.

For details on sync elements, see Building Apps that Work Offline Using Sync Express.

Authentication Properties

The contents and sub-elements of authentication depend on what kind of authentication the app will be using.

OAuth

- Set the value of the type property to mcs.AUTHENTICATION TYPES.oauth.
- At the same level as the type property, create a property called oauth and fill in the clientID and clientSecret credentials provided by the backend.
- At the top level of the file, supply the oAuthTokenEndPoint value that is supplied but without the oauth2/v1/token that is appended on the backend's Settings page.

The resulting authentication element might look something like this:

```
var mcs_config = {
...
    "oAuthTokenEndPoint": "BASE_OAUTH_URL_WITH_oauth2/v1/token_REMOVED",
    "mobileBackend": {
        "name": "NAME",
        "baseUrl": "BASE_URL",
        "authentication": {
            "type": mcs.AUTHENTICATION_TYPES.oauth,
            "oauth": {
                "clientId": "CLIENT_ID",
                "clientSecret": "CLIENT_SECRET"
            }
        };
    }
};
```

HTTP Basic

- Set the value of the type property to mcs.AUTHENTICATION_TYPES.basic.
- At the same level as the type property, create a property called basic and fill in the mobileBackendID and anonymousKey that are provided by the backend.



The resulting entries might look something like this:

```
var mcs_config = {
    ...
    "mobileBackend": {
        "name": "NAME",
        "baseUrl": "BASE_URL",
        "authentication": {
            "type": mcs.AUTHENTICATION_TYPES.basic,
            "basic": {
                "mobileBackendId": "MOBILE_BACKEND_ID",
                "anonymousKey": "ANONYMOUS_KEY"
            }
        }
    };
};
```

Token Exchange

If you are authenticating using a third-party token, do the following:

- Set the value of the type property to mcs.AUTHENTICATION_TYPES.token.
- Fill in the mobileBackendId and anonymousKey that are provided by the backend.

The resulting properties might look something like this:

```
var mcs_config = {
....
"mobileBackend": {
    "name": "NAME",
    "baseUrl": "BASE_URL",
    "authentication": {
        "type": mcs.AUTHENTICATION_TYPES.token,
        "token": {
            "mobileBackendId": "YOUR_BACKEND_ID",
            "anonymousKey": "ANONYMOUS_KEY"
        }
    }
};
```

Facebook Login

- Set the value of the type property to mcs.AUTHENTICATION_TYPES.facebook.
- Fill in the HTTP Basic auth credentials and/or the OAuth credentials provided by the backend.
- Fill in the appID for the Facebook app.
- Fill in the relevant scopes.



The resulting authentication entry might look something like this:

```
var mcs_config = {
  . . . .
  "mobileBackend": {
    "name": "NAME",
    "baseUrl": "BASE_URL",
    "authentication": {
      "type": mcs.AUTHENTICATION TYPES.facebook,
      "facebook":{
        "appId": "YOUR FACEBOOK APP ID",
        "mobileBackendId": "YOUR BACKEND ID",
        "anonymousKey": "YOUR ANONYMOUS KEY",
        "scopes":
"public profile, user friends, email, user location, user birthday"
      }
    }
  }
};
```

Call Mobile APIs

In OMH, a backend is a logical grouping of custom APIs, storage collections, and other resources that you can use in your apps. The backend also provides the security context for accessing those resources.

Here are the general steps for using a backend in your Cordova app:

- **1.** Add the client SDK to your app.
- Fill in the oracle_mobile_cloud_config.js with environment and authentication details for the backend.
- 3. Add an SDK call to your app to load the configuration info.
- 4. Add an SDK call to your app to handle authentication.
- 5. Add any other SDK calls that you want to use.

Load the Backend's Configuration

Before you can make calls to the service APIs using the Cordova client SDK, you need to load the configuration for the backend you are going to use. In the following snippet, mcs_config is the name of the configuration that is defined in the oracle_mobile_cloud_config.js file that you have added to your app.

```
mcs.init(mcs config);
```

Authenticate and Log In

Here are some examples of using the Cordova client SDK's Authorization class. These examples assume you already configured the SDK config file for the type of authentication you're using.



OAuth and HTTP Basic

Set the authentication type for the backend to oauth (or basic):

```
mcs.mobileBackend.setAuthenticationType(mcs.AUTHENTICATION_TYPES.oauth)
;
```

Then add a function that calls Authorization.authenticate on the backend, passes it a user name and specifies callbacks for success and failure:

```
mcs.mobileBackend.authorization.authenticate(username,
password).then(callback).catch(errorCallback);
```

If you want to use anonymous authentication, the method to call is authenticateAnonymous:

```
mcs.mobileBackend.authorization.authenticateAnonymous().then(callback).
catch(errorCallback);
```

SSO with a Third-Party Token

To use SSO with a third-party token, your app first needs to get a token from the thirdparty token issuer.

Set the authentication type for the backend to token and then pass the token in the authorization call:

```
mcs.mobileBackend.setAuthenticationType(mcs.AUTHENTICATION_TYPES.token)
;
mcs.mobileBackend.authorization.authenticate(token).then(callback).catc
h(errorCallback);
```

Facebook

Set the authentication type for the backend to facebook and then call authenticate ():

```
mcs.mobileBackend.setAuthenticationType(mcs.AUTHENTICATION_TYPES.facebo
ok);
mcs.mobileBackend.authorization.authenticate().then(callback).catch(err
orCallback);
```

Secure Browser-Based Apps Against Cross-Site Request Forgery Attacks

If any of your apps will be browser-based, you need to manage cross-origin resource sharing (CORS) for access to APIs to protect against Cross-Site Request Forgery (CSRF) attacks. Do this by setting the Security_AllowOrigin environment to either disallow (the default value) or to a comma-separated whitelist of trusted URLs from which cross-site requests can be made. For convenience, during the development of a



browser-based application or during testing of a hybrid application running in the browser, you can set Security_AllowOrigin to http://localhost: [port], but be sure to update the value in production.

Call Platform APIs

Once you include the Cordova client SDK libraries in your application, and adjust configuration settings, you're ready to use the SDK classes in your apps.

Here's an example of how you could use these classes to get an object from a Storage collection in the mobile backend:

```
mcs.mobileBackend.storage.getCollection(<collection id>)
.then(function(collection){
   return collection.getObject(<object id>, 'blob');
})
.then(function(object){
   console.log(object);
})
.catch(function(response){
   console.error(response);
})
```

Call Custom APIs

The Cordova client SDK provides the CustomCode class to simplify the calling of custom APIs. You can call a REST method (GET, PUT, POST, or DELETE) on an endpoint where the request payload is JSON or empty and the response payload is JSON or empty.

To call a custom API endpoint, you could use something like this:

```
mcs.mobileBackend.CustomCode.invokeCustomCodeJSONRequest("TaskApi1/tasks/
100", "GET", null).then(function(response){
    //The response parameter returns the status code and HTTP payload from
the HTTP REST Call.
    console.log(response);
    // Example: { statusCode: 200, data: { } }
    //Depends on the response format defined in the API.
  }).catch(function(response) {
  //The response parameter returns the status code and HTTP payload, if
available, or an error message, from the HTTP REST Call.
  console.log(response);
  /*
    Example:
      { statusCode: 404,
        data: {
      "type":"http://www.w3.org/Protocols/rfc2616/rfc2616-
sec10.html#sec10.4.1",
        "status":404, "title": "API not found",
        "detail":"We cannot find the API cordovaJSApi2 in Mobile Backend
CordovaJSBackend(1.0). Check that this Mobile Backend is associated with the
API.",
        "o:ecid":"005Bojjhp2j2FSHLIug8yf00052t000Jao, 0:2",
"o:errorCode":"MOBILE-57926", "o:errorPath":"/mobile/custom/cordovaJSApi2/
```



```
tasks" } }
 */
 //Depends on the response format defined in the API.
 });
```

Use TypeScript

It is also possible to use TypeScript objects with the Cordova and JavaScript client SDKs.

Here are some basic steps and examples for using TypeScript with the SDK. The examples assume your app is using the Ionic framework (though you can also use TypeScript without it).

Set Up the SDK

1. Install the SDK in your project by running this command in your project folder:

npm install {path to unzipped SDK location}

2. Add import statements to your service to import SDK types:

import {IMCS} from 'mcs'

3. Create the configuration file for the app:

```
import {IMCS,
 IOracleMobileCloudConfig,
 IMobileBackendConfig,
 IAuthenticationConfig,
 IBasicAuthConfig,
 IOAuthConfig,
  import * as mcssdk from 'mcs'
const mcs: IMCS = mcssdk;
export const mcsConfig: IOracleMobileCloudConfig = {
 logLevel: mcs.LOG LEVEL.NONE,
 logHTTP: true,
 oAuthTokenEndPoint: 'OAUTH URL',
 mobileBackend: <IMobileBackendConfig>{
   name: 'NAME',
   baseUrl: 'BASE URL',
   authentication: <IAuthenticationConfig>{
      type: mcs.AUTHENTICATION TYPES.basic,
     basic: <IBasicAuthConfig>{
        mobileBackendId: 'MOBILE BACKEND ID',
        anonymousKey: 'ANONYMOUS KEY'
      }
    }
  }
};
```



4. Import the configuration into the app. If the above file is called mcs-config.ts, the import would look like :

```
import { mcsConfig } from "../mcs-config";
```

Call Mobile APIs

1. Add these import statements to your service or component:

```
import {IMCS} from 'mcs';
import * as mcssdk from 'mcs'; And in your class add declaration
statement:
```

2. Add the declaration statement in your class:

```
export class ComponentClass{
   mcs: IMCS = mcssdk;
}
```

3. Initialize the SDK library with a configuration:

this.mcs.init(mcsConfig);

4. Call backend functionality:

```
this.mcs.mobileBackend.setAuthenticationType(this.mcs.AUTHENTICATION_TYPES
.basic);
this.mcs.mobileBackend.authorization.authenticate(username, password);
```

Add Support for Location Services (Ionic Only)

ionic cordova plugin add cordova-plugin-geolocation

Add Support for Push Notifications (Ionic only)

 (For Android) Register your app for notifications on the Firebase Cloud Messaging (FCM) console. See Set Up a Firebase Cloud Messaging Client App on Android on Google's developer site.

When you generate the configuration file for your app, make sure you choose to enable the Cloud Messaging service.

When generation is complete, the **Project Number** (aka **Sender ID**) and **API Key** are displayed. These credentials are unique to the mobile app and can't be used to send notifications to any other app. You also need these values to get a registration token from FCM and set up the connection with OMH.

 (For Android) Download the generated Firebase configuration file and put it in the root of your project.



3. (For Android) If you haven't already done so, install the notifications plugin that is supplied with the SDK:

```
cordova plugin add PATH_TO_UNZIPPED_SDK/oracle-mcs-notifications-
cordova-plugin
```

- 4. (For iOS) Set up the app for notifications with APNS. See iOS: Apple Secure Certificates.
- 5. Create the app and notifications profiles for Android and iOS. See Create a Notifications Profile.
- 6. In your app code, register for notifications:

```
MCSNotificationsCordovaPlugin.onTokenRefresh (this.handleTokenRefresh
.bind(this), this.handleError.bind(this));
. . .
handleTokenRefresh(token: string) {
    console.log('NotificationsService Token refreshed', token);
this.mcs.mobileBackend.notifications.registerForNotifications(token,
packageName, appVersion, 'FCM')
        .then(this.handleRegisterForNotifications.bind(this))
        .catch(this.handleError.bind(this));
}
handleRegisterForNotifications(response: INetworkResponse) {
    console.log('NotificationsService, device registered for
notifications');
}
handleError(error: any) {
   console.error('NotificationsService Error', error);
}
```

7. In your app code, subscribe to notifications events:

```
...
MCSNotificationsCordovaPlugin.onMessageReceived(this.handleMessageRe
ceived.bind(this), this.handleError.bind(this));
...
handleMessageReceived(data: any) {
    console.log('NotificationsService Message received', data);
}
handleError(error: any) {
    console.error('NotificationsService Error', error);
}
```

Libraries

The Cordova client SDK includes the following items:

• jsdocs.zip — The compiled documentation for the library.



- loki-cordova-fs-adapter A plugin used for Sync Express feature for Cordova to extend amount of available storage.
- mcs.js The uncompressed version of the SDK. This version contains code comments and is best used as you are developing and debugging your app.
- mcs.sync.js The uncompressed version of the SDK Data Offline and Sync and Sync Express libraries.
- mcs.min.js The compressed version of the SDK. Use this version when you deploy the completed app.
- mcs.sync.min.js The compressed version of the SDK Data Offline and Sync and Sync Express libraries.
- oracle-mcs-notifications-cordova-plugin A Cordova plugin that enables iOS and Android notifications.
- oracle_mobile_cloud_config.js A Mobile Hub configuration file, in which you can
 insert environment and authentication details for the mobile backends that your app will
 access.
- types Contains TypeScript definitions for the SDK's modules and plugins.

Next Steps

Once you have the Cordova SDK set up, you can start using it to add features to your app.

- Authentication in Mobile Hub
- Notifications
- My Profile
- Storage
- Data Offline and Sync
- Location
- Database
- App Policies



5 JavaScript Applications

If you develop JavaScript-based mobile apps, you can use the provided client SDK for JavaScript. This SDK simplifies authentication with the service and provides JavaScript wrapper classes for the platform APIs.

This SDK is primarily geared toward browser-based apps but can also be used for hybrid frameworks. If you develop Cordova-based apps, use the Cordova SDK.

Get the SDK

To get the client SDK for JavaScript, go to the Oracle Digital Assistand and Mobile Cloud Downloads page on OTN.

Create a Backend

You create a backend to serve as a secure gateway between your app and Mobile Hub features, such as platform and custom APIs. For your app to access these resources, it authenticates with a backend.

- 1. Click to open the side menu and select **Development > Backends**.
- 2. Click New Backend.
- Once you complete the dialog and the backend is created, keep the Settings page open. You'll need to configure your app with some of this information.

Add the SDK

Assuming a basic app setup, without intervening frameworks, here's what you would do to add the JavaScript client SDK to an app:

- 1. If you haven't already done so, unzip the SDK zip.
- Copy mcs.min.js (and/or mcs.js) and oracle_mobile_cloud_config.js into the directory where you keep your JavaScript libraries.
- 3. Fill in your mobile backend details in oracle_mobile_cloud_config.js.
- 4. Add script tags for the SDK and the configuration file in your app's index.html file:

```
<script src="lib/mcs/mcs.js"</script>
<script src="app/oracle_mobile_cloud_config.js"</script>
```

5. (Optional) For RequireJS environments, load mcs.js in your app using RequireJS.

In addition to mcs.min.js, if your app uses Sync Express, mcs.sync.min.js must be fetched and executed as the first script in the main page of your app, before any other script, including RequireJS. For detailed instructions on adding Sync Express to your app, see Building Apps that Work Offline Using Sync Express.



Configure SDK Properties

To use the client SDK in a JavaScript app, add the <code>oracle_mobile_cloud_config.js</code> configuration file to the app and fill it in with environment details for your backend in OMH. In turn, the SDK classes use this information to construct HTTP headers for REST calls made to OMH. For browser-based apps, you need to manage cross-origin resource sharing (CORS) for access to OMH APIs. See Secure Browser-Based Apps Against Cross-Site Request Forgery Attacks .

Package the configuration file in the same folder as the mcs.min.js file.

The file is essentially divided into the following parts:

• The mobileBackend property and its contents.

You include this part if you are using a backend with the app. The SDK classes use the environment and authentication details you specify there to access the backend and construct HTTP headers for REST calls made to APIs.

• Properties that apply to the configuration as a whole, such as logLevel and oAuthTokenEndpoint. These keys generally, but don't have to, appear at the top of the file.

The following example shows the structure of a generic oracle_mobile_cloud_config.js file:

```
var mcs config = {
  "logLevel": mcs.LOG LEVEL.NONE,
  "logHTTP": true,
  "oAuthTokenEndPoint": "OAUTH URL",
  "mobileBackend": {
    "name": "NAME",
    "baseUrl": "BASE URL",
    "authentication": {
      "type": mcs.AUTHENTICATION TYPES.oauth,
      "oauth": {
        "clientId": "CLIENT ID",
        "clientSecret": "CLIENT SECRET"
      }
    }
  };
  "syncExpress": {
    "handler": "OracleRestHandler",
    "policies": [
      {
        "path": '/mobile/custom/firstApi/tasks/:id(\\d+)?',
      },
      {
        "path": '/mobile/custom/secondApi/tasks/:id(\\d+)?',
      }
    ]
};
```

Here are some notes on the file's elements.



- oAuthTokenEndPoint The URL of the OAuth server from where your application gets its authentication token. This key needs to be provided for all apps that rely on OAuth to authenticate. You get this from the backend's Settings page. The endpoint should be only the base URL (in the form https://host.domain:port).
- logLevel Determines how much SDK logging is displayed in the app's console. The default value is mcs.LOG_LEVEL.INFO (where only important events are logged). Other possible values are mcs.LOG_LEVEL.ERROR (only errors are logged) and mcs.LOG_LEVEL.VERBOSE.
- enableLogger When set to true, logging is included in your app.
- logHTTP When set to true, the SDK logs the HTTP and HTTPS headers in requests and responses.
- mobileBackend An element containing authentication details for your backend and other optional details, such as synchronization properties.
 - You get the authentication details, such as the OAuth and HTTP credentials, from the backend's **Settings** page.
- mobileBackend/baseUrl The base URL for all APIs that you call through the backend. You get this from the backend's **Settings** page.
- mobileBackend/authentication Contains the following sub-elements:
 - The type sub-element, with possible values of oauth, basic, facebook, and token.
 - One or more sub-elements for authentication types, each containing authentication credentials.

You can also add the offlineEnabled key and set its value to true.

See Authentication Properties for examples of each authentication type.

For details on sync elements, see Building Apps that Work Offline Using Sync Express .

Authentication Properties

The contents and sub-elements of authentication depend on what kind of authentication the app will be using.

OAuth

- Set the value of the type property to mcs.AUTHENTICATION TYPES.oauth.
- At the same level as the type property, create a property called oauth and fill in the clientID and clientSecret credentials provided by the backend.
- At the top level of the file, supply the oAuthTokenEndPoint value that is supplied but *without* the oauth2/v1/token that is appended on the backend's Settings page.

The resulting authentication element might look something like this:

```
var mcs_config = {
    ...
    "oAuthTokenEndPoint": "BASE_OAUTH_URL_WITH_oauth2/v1/token_REMOVED",
    "mobileBackend": {
        "name": "NAME",
        "baseUrl": "BASE_URL",
```



```
"authentication": {
    "type": mcs.AUTHENTICATION_TYPES.oauth,
    "oauth": {
        "clientId": "CLIENT_ID",
        "clientSecret": "CLIENT_SECRET"
    }
};
```

HTTP Basic

- Set the value of the type property to mcs.AUTHENTICATION_TYPES.basic.
- At the same level as the type property, create a property called basic and fill in the mobileBackendID and anonymousKey that are provided by the backend.

The resulting entries might look something like this:

```
var mcs_config = {
    ...
    "mobileBackend": {
        "name": "NAME",
        "baseUrl": "BASE_URL",
        "authentication": {
            "type": mcs.AUTHENTICATION_TYPES.basic,
            "basic": {
                "mobileBackendId": "MOBILE_BACKEND_ID",
                "anonymousKey": "ANONYMOUS_KEY"
            }
        }
    };
```

Token Exchange

If you are authenticating using a third-party token, do the following:

- Set the value of the type property to mcs.AUTHENTICATION_TYPES.token.
- Fill in the mobileBackendId and anonymousKey that are provided by the backend.

The resulting properties might look something like this:

```
var mcs_config = {
    ...
    "mobileBackend": {
        "name": "NAME",
        "baseUrl": "BASE_URL",
        "authentication": {
            "type": mcs.AUTHENTICATION_TYPES.token,
            "token": {
                "mobileBackendId": "YOUR_BACKEND_ID",
                "anonymousKey": "ANONYMOUS_KEY"
            }
        }
    }
}
```



```
}
}
};
```

Facebook Login

- Set the value of the type property to mcs.AUTHENTICATION_TYPES.facebook.
- Fill in the HTTP Basic auth credentials and/or the OAuth credentials provided by the backend.
- Fill in the appID for the Facebook app.
- Fill in the relevant scopes.

The resulting authentication entry might look something like this:

```
var mcs config = {
  . . . .
  "mobileBackend": {
    "name": "NAME",
    "baseUrl": "BASE URL",
    "authentication": {
      "type": mcs.AUTHENTICATION TYPES.facebook,
      "facebook":{
        "appId": "YOUR FACEBOOK APP ID",
        "mobileBackendId": "YOUR BACKEND ID",
        "anonymousKey": "YOUR ANONYMOUS KEY",
        "scopes":
"public profile, user friends, email, user location, user birthday"
      }
    }
};
```

Calling Mobile APIs

In the service, a backend is a logical grouping of custom APIs, storage collections, and other resources that you can use in your apps. The backend also provides the security context for accessing those resources.

Here are the general steps for using a backend in your JavaScript app:

- **1.** Add the client SDK to your app.
- 2. Fill in the oracle_mobile_cloud_config.js with environment and authentication details for the backend.
- 3. Add an SDK call to your app to load the configuration info.
- 4. Add an SDK call to your app to handle authentication.
- 5. Add any other SDK calls that you want to use.



Load the Backend's Configuration

Before you can make calls to APIs using the JavaScript client SDK, you need to load the configuration for the backend you are going to use. In the following snippet, mcs_config is the name of the configuration that is defined in the oracle_mobile_cloud_config.js file that you have added to your app.

```
mcs.init(mcs config);
```

Authenticate and Log In

Here are some examples of how to use the Authorization class of the JavaScript client SDK in your code. These examples assume you already configured the SDK config file for the type of authentication you're using

OAuth and HTTP Basic

Set the authentication type for the backend to oauth (or basic):

```
mcs.mobileBackend.setAuthenticationType(mcs.AUTHENTICATION_TYPES.oauth)
;
```

Then add a function that calls Authorization.authenticate on the backend, passes it a user name and specifies callbacks for success and failure:

```
mcs.mobileBackend.authorization.authenticate(username,
password).then(callback).catch(errorCallback);
```

If you want to use anonymous authentication, the method to call is authenticateAnonymous:

```
mcs.mobileBackend.authorization.authenticateAnonymous().then(callback).
catch(errorCallback);
```

SSO with a Third-Party Token

To use SSO with a third-party token, your app first needs to get a token from the thirdparty token issuer.

Set the authentication type for the backend to token and then pass the token in the authorization call:

```
mcs.mobileBackend.setAuthenticationType(mcs.AUTHENTICATION_TYPES.token)
;
mcs.mobileBackend.authorization.authenticate(token).then(callback).catc
h(errorCallback);
```



Facebook

Set the authentication type for the backend to facebook and then call authenticate():

```
mcs.mobileBackend.setAuthenticationType(mcs.AUTHENTICATION_TYPES.facebook);
mcs.mobileBackend.authorization.authenticate().then(callback).catch(errorCall
back);
```

Secure Browser-Based Apps Against Cross-Site Request Forgery Attacks

If any of your apps will be browser-based, you need to manage cross-origin resource sharing (CORS) for access to APIs to protect against Cross-Site Request Forgery (CSRF) attacks. Do this by setting the Security_AllowOrigin environment to either disallow (the default value) or to a comma-separated whitelist of trusted URLs from which cross-site requests can be made. For convenience, during the development of a browser-based application or during testing of a hybrid application running in the browser, you can set Security_AllowOrigin to http://localhost:[port], but be sure to update the value in production.

Call Platform APIs

Once you include the client SDK libraries in your application, and adjust configuration settings, you're ready to use the SDK classes in your apps.

Here's an example of how you could use these classes to get an object from a Storage collection in the mobile backend:

```
mcs.mobileBackend.storage.getCollection (<collection id>)
.then(function(collection){
   return collection.getObject(<object id>, 'blob');
})
.then(function(object){
   console.log(object);
})
.catch(function(response){
   console.error(response);
})
```

Call Custom APIs

The JavaScript client SDK provides the CustomCode class to simplify the calling of custom APIs. You can call a REST method (GET, PUT, POST, or DELETE) on an endpoint where the request payload is JSON or empty and the response payload is JSON or empty.

To call a custom API endpoint, you could use something like this:

```
mcs.mobileBackend.CustomCode.invokeCustomCodeJSONRequest("TaskApi1/tasks/
100", "GET", null).then(function(response){
    //The response parameter returns the status code and HTTP payload from
the HTTP REST Call.
    console.log(response);
    // Example: { statusCode: 200, data: {} }
```



```
//Depends on the response format defined in the API.
  }).catch(function(response){
  //The response parameter returns the status code and HTTP payload,
if available, or an error message, from the HTTP REST Call.
  console.log(response);
 /*
    Example:
      { statusCode: 404,
        data: {
      "type":"http://www.w3.org/Protocols/rfc2616/rfc2616-
sec10.html#sec10.4.1",
        "status":404, "title": "API not found",
        "detail":"We cannot find the API cordovaJSApi2 in Mobile
Backend CordovaJSBackend(1.0). Check that this Mobile Backend is
associated with the API.",
        "o:ecid":"005Bojjhp2j2FSHLIug8yf00052t000Jao, 0:2",
"o:errorCode":"MOBILE-57926", "o:errorPath":"/mobile/custom/
cordovaJSApi2/tasks" } }
   */
  //Depends on the response format defined in the API.
  });
```

Use TypeScript

It is also possible to use TypeScript objects with the Cordova and JavaScript client SDKs.

Here are some basic steps and examples for using TypeScript with the SDK. The examples assume your app is using the Ionic framework (though you can also use TypeScript without it).

Set Up the SDK

1. Install the SDK in your project by running this command in your project folder:

npm install {path to unzipped SDK location}

2. Add import statements to your service to import SDK types:

```
import {IMCS} from 'mcs'
```

3. Create the configuration file for the app:

```
import {IMCS,
    IOracleMobileCloudConfig,
    IMobileBackendConfig,
    IAuthenticationConfig,
    IBasicAuthConfig,
    IOAuthConfig,
    import * as mcssdk from 'mcs'
    const mcs: IMCS = mcssdk;
export const mcsConfig: IOracleMobileCloudConfig = {
```



```
logLevel: mcs.LOG_LEVEL.NONE,
logHTTP: true,
oAuthTokenEndPoint: 'OAUTH_URL',
mobileBackend: <IMobileBackendConfig>{
    name: 'NAME',
    baseUrl: 'BASE_URL',
    authentication: <IAuthenticationConfig>{
      type: mcs.AUTHENTICATION_TYPES.basic,
      basic: <IBasicAuthConfig>{
        mobileBackendId: 'MOBILE_BACKEND_ID',
        anonymousKey: 'ANONYMOUS_KEY'
      }
    }
};
```

4. Import the configuration into the app. If the above file is called mcs-config.ts, the import would look like :

import { mcsConfig } from "../mcs-config";

Call Mobile APIs

1. Add these import statements to your service or component:

```
import {IMCS} from 'mcs';
import * as mcssdk from 'mcs'; And in your class add declaration
statement:
```

2. Add the declaration statement in your class:

```
export class ComponentClass{
   mcs: IMCS = mcssdk;
}
```

3. Initialize the SDK library with a configuration:

this.mcs.init(mcsConfig);

4. Call backend functionality:

```
this.mcs.mobileBackend.setAuthenticationType(this.mcs.AUTHENTICATION_TYPES
.basic);
this.mcs.mobileBackend.authorization.authenticate(username, password);
```

Add Support for Location Services (Ionic Only)

ionic cordova plugin add cordova-plugin-geolocation



Add Support for Push Notifications (Ionic only)

 (For Android) Register your app for notifications on the Firebase Cloud Messaging (FCM) console. See Set Up a Firebase Cloud Messaging Client App on Android on Google's developer site.

When you generate the configuration file for your app, make sure you choose to enable the Cloud Messaging service.

When generation is complete, the **Project Number** (aka **Sender ID**) and **API Key** are displayed. These credentials are unique to the mobile app and can't be used to send notifications to any other app. You also need these values to get a registration token from FCM and set up the connection with OMH.

- 2. (For Android) Download the generated Firebase configuration file and put it in the root of your project.
- **3.** (For Android) If you haven't already done so, install the notifications plugin that is supplied with the SDK:

```
cordova plugin add PATH_TO_UNZIPPED_SDK/oracle-mcs-notifications-
cordova-plugin
```

- (For iOS) Set up the app for notifications with APNS. See iOS: Apple Secure Certificates.
- 5. Create the app and notifications profiles for Android and iOS. See Create a Notifications Profile.
- 6. In your app code, register for notifications:

```
. . .
MCSNotificationsCordovaPlugin.onTokenRefresh (this.handleTokenRefresh
.bind(this), this.handleError.bind(this));
. . .
handleTokenRefresh(token: string) {
    console.log('NotificationsService Token refreshed', token);
this.mcs.mobileBackend.notifications.registerForNotifications(token,
packageName, appVersion, 'FCM')
        .then(this.handleRegisterForNotifications.bind(this))
        .catch(this.handleError.bind(this));
}
handleRegisterForNotifications(response: INetworkResponse) {
    console.log('NotificationsService, device registered for
notifications');
}
handleError(error: any) {
    console.error('NotificationsService Error', error);
}
```

7. In your app code, subscribe to notifications events:

MCSNotificationsCordovaPlugin.onMessageReceived(this.handleMessageRe



```
ceived.bind(this), this.handleError.bind(this));
...
handleMessageReceived(data: any) {
    console.log('NotificationsService Message received', data);
}
handleError(error: any) {
    console.error('NotificationsService Error', error);
}
```

Libraries

The JavaScript client SDK contains the following items:

- jsdocs.zip The compiled documentation for the library.
- mcs.js The uncompressed version of the SDK. This version contains code comments and is best used as you are developing and debugging your app.
- mcs.sync.js The uncompressed version of the SDK Data Offline and Sync and Sync Express libraries.
- mcs.min.js The compressed version of the SDK. Use this version when you deploy the completed app.
- mcs.sync.min.js The compressed version of the SDK Data Offline and Sync and Sync Express libraries.
- oracle_mobile_cloud_config.js An Mobile Hub configuration file, in which you can
 insert environment and authentication details for the mobile backends that your app will
 access.
- types Contains TypeScript definitions for the SDK's modules and plugins.

Next Steps

Once you have the JavaScript SDK set up, you can start using it to add Mobile Hub features to your app.

- Authentication in Mobile Hub
- Notifications
- My Profile
- Storage
- Data Offline and Sync
- Location
- Database
- App Policies



6 Xamarin Android Apps

If you use the Xamarin platform to develop Android apps, you can use the SDK that Oracle Mobile Hub provides for Xamarin Android apps. This SDK simplifies authentication with Mobile Hub and provides native wrapper classes for Mobile Hub platform APIs.

Get the SDK

To get the client SDK for Xamarin Android, go to the Oracle Digital Assistant and Oracle Mobile Cloud Downloads page on OTN.

Create a Backend

You create a backend to serve as a secure gateway between your app and Mobile Hub features, such as platform and custom APIs. For your app to access these resources, it authenticates with a backend.

- 1. Click to open the side menu and select **Development > Backends**.
- 2. Click New Backend.
- Once you complete the dialog and the backend is created, keep the Settings page open. You'll need to configure your app with some of this information.

Add the SDK

- 1. If you haven't already done so, extract the contents from the SDK zip.
- 2. In Visual Studio, create a Visual C# Android app.
- 3. Make sure you can connect to the internet from Visual Studio connection so that NuGet packages are reachable.
- 4. Add GCM and Facebook dependencies to your project:
 - If a Packages node appears in the Solution Explorer for your project, do the following:
 - a. Right-click the Packages node.
 - b. Type GCM in the search field, select Xamarin.GooglePlayServices.Gcm (not Crosslight.Xamarin.GooglePlayServices.GCM), and click Add Package. The remaining GCM dependencies will be added automatically.
 - c. Accept the terms to add the packages successfully.
 - d. Add Xamarin.Facebook.Android by searching for it in the NuGet packages and adding it in the same way you added the GCM packages.
 - If a Packages node doesn't appear in the Solution Explorer for your project, do the following:



- a. Select Tools > NuGet Package Manager > Manage NuGet Packages for Solution.
- b. Select the Browse tab.
- c. Type GCM in the search field, select Xamarin.GooglePlayServices.Gcm (not Crosslight.Xamarin.GooglePlayServices.GCM), select the checkbox for your app, and click Install. The remaining GCM dependencies will be added automatically.
- d. After previewing the changes, click OK.
- e. Add Xamarin.Facebook.Android by searching for it in the NuGet packages and adding it in the same way you added the GCM packages.
- 5. At the end make sure you have all the below dependencies. If any of them are missing, search for them in the NuGet package manager.

```
<packages>
  <package id="Bolts" version="1.4.0.1"</pre>
targetFramework="monoandroid71" />
  <package id="Xamarin.Android.Support.Animated.Vector.Drawable"</pre>
version="25.4.0.2" targetFramework="monoandroid71" />
  <package id="Xamarin.Android.Support.Annotations"
version="25.4.0.2" targetFramework="monoandroid71" />
  <package id="Xamarin.Android.Support.Compat" version="25.4.0.2"</pre>
targetFramework="monoandroid71" />
  <package id="Xamarin.Android.Support.Core.UI" version="25.4.0.2"</pre>
targetFramework="monoandroid71" />
  <package id="Xamarin.Android.Support.Core.Utils"</pre>
version="25.4.0.2" targetFramework="monoandroid71" />
  <package id="Xamarin.Android.Support.CustomTabs"
version="25.4.0.2" targetFramework="monoandroid71" />
  <package id="Xamarin.Android.Support.Design" version="25.4.0.2"</pre>
targetFramework="monoandroid71" />
  <package id="Xamarin.Android.Support.Fragment" version="25.4.0.2"</pre>
targetFramework="monoandroid71" />
  <package id="Xamarin.Android.Support.Media.Compat"
version="25.4.0.2" targetFramework="monoandroid71" />
  <package id="Xamarin.Android.Support.Transition"
version="25.4.0.2" targetFramework="monoandroid71" />
  <package id="Xamarin.Android.Support.v4" version="25.4.0.2"</pre>
targetFramework="monoandroid71" />
  <package id="Xamarin.Android.Support.v7.AppCompat"</pre>
version="25.4.0.2" targetFramework="monoandroid71" />
  <package id="Xamarin.Android.Support.v7.CardView"
version="25.4.0.2" targetFramework="monoandroid71" />
  <package id="Xamarin.Android.Support.v7.RecyclerView"</pre>
version="25.4.0.2" targetFramework="monoandroid71" />
  <package id="Xamarin.Android.Support.Vector.Drawable"
version="25.4.0.2" targetFramework="monoandroid71" />
  <package id="Xamarin.Build.Download" version="0.4.7"</pre>
targetFramework="monoandroid80" />
  <package id="Xamarin.Facebook.Android" version="4.26.0"</pre>
targetFramework="monoandroid80" />
  <package id="Xamarin.Google.ZXing.Core" version="3.3.0"</pre>
targetFramework="monoandroid80" />
```



- Add the SDK's DLL file to your app by right-clicking the project's References node and selecting Edit References or Add Reference (depending on which menu item is available).
 - If you select Edit References, click the .NET Assembly tab, and then browse to the Android.dll file in the extracted SDK zip.
 - If you select Add Reference, click the Browse tab, click the Browse button, and then navigate to the Android.dll file in the extracted SDK zip.
- 7. Add the configuration file to the app by right-clicking the project's Assets node and selecting either Add > Add Files or Add > Existing File (depending which is available) and then navigating to the SDK's oracle mobile cloud config.xml file.
- 8. Select the node for oracle_mobile_cloud_config.xml so that it's properties are displayed in the Properties pane. Then make sure that the Build Action property is set to AndroidAsset.

The next steps will be to fill in the appropriate data in the oracle_mobile_cloud_config.xml and AndroidManifest.xml files.

Configure SDK Properties

To use the client SDK in an Android app, you need to add a

oracle_mobile_cloud_config.xml configuration file to the app and fill it in with environment details for your backend in Oracle Mobile Hub. In turn, the SDK classes use this information to construct HTTP headers for REST calls made to Oracle Mobile Hub.

You package the configuration file in your app's main bundle in the assets folder at the same level as the java and res folders. For example, in the sample GettingStarted app, it's in / GettingStarted/src/main/assets.

The file is essentially divided into the following parts:

• The mobileBackend element and its contents.

You include this part if you are using a backend with the app. The SDK classes use the environment and authentication details you specify there to access the backend and construct HTTP headers for REST calls made to APIs.

• Elements that apply to the configuration as a whole, such as logLevel and oAuthTokenEndpoint. These elements generally, but don't have to, appear at the top of the file.



```
The following code sample shows the structure of a
oracle mobile cloud config.xml file.
<config>
  <!--This value is required if you are using OAuth to authenticate
against the mobile backend-->
  <oAuthTokenEndPoint>YOUR OAUTH TOKEN END POINT<oAuthTokenEndPoint>
  <!--Set to true if you want to get logging information-->
  <enableLogger>true</enableLogger>
  <logLevel>DEBUG</logLevel>
  <!--Whether to log HTTP call request and response bodies and
headers-->
  <logHTTP>true</logHTTP>
  <!-- Include the mobileBackend element and its sub-elements if you
are going
       to be using a backend to access custom and platform APIs.-->
  <mobileBackend>
    <name>MBE NAME</name>
    <baseUrl>BASE URL</baseUrl>
    <enableAnalytics>true</enableAnalytics>
    <authentication>
      <!--possible values for type are [oauth, basic, facebook,
tokenExchange ]-->
      <type>AUTH TYPE</type>
      <oauth>
        <clientId>CLIENT ID</clientId>
        <clientSecret>CLIENT SECRET</clientSecret>
        <enableOffline>true</enableOffline>
      </oauth>
      <basic>
        <mobileBackendId>MOBILE BACKEND ID</mobileBackendID>
        <anonymousKey>ANONYMOUS KEY</anonymousKey>
        <enableOffline></enableOffline>
      </basic>
      <facebook>
        <appId>FACEBOOK APP ID</appId>
<scopes>public profile,user friends,email,user location,user birthday
scopes>
        <basic>
          <mobileBackendId>MOBILE BACKEND ID</mobileBackendID>
          <anonymousKey>ANONYMOUS KEY</anonymousKey>
        </basic>
      </facebook>
      <tokenExchange>
        <! tokenExchange can contain an 'oauth' sub-element or a
'basic' sub-element.
        <oauth>
          <clientId>CLIENT ID</clientId>
          <clientSecret>CLIENT SECRET</clientSecret>
        </oauth>
        <basic>
          <mobileBackendId>MOBILE BACKEND ID</mobileBackendID>
```

</config>

The values that you need to fill in for a given backend can be found on the **Settings** and **App Profile** pages for that mobile backend.

Here are some more notes on the file's elements.

- oAuthTokenEndPoint The URL of the OAuth server from where your application gets its authentication token. This key needs to be provided for all applications that rely on OAuth to authenticate. You get this from the backend's **Settings** page.
- logLevel Determines how much SDK logging is displayed in the application's console. The default value is ERROR. Other possible values (in increasing level of detail) are WARNING, INFO, and DEBUG. It is also possible to specify NONE.
- enableLogger When set to true, logging is included in your application.
- logHTTP When set to true, the SDK logs the HTTP and HTTPS headers in requests and responses.
- mobileBackend An element containing authentication details for your backend and other optional details, such as synchronization properties.

You get the authentication details, such as the OAuth and HTTP credentials, from the backend's **Settings** page.

- mobileBackend/baseUrl The base URL for all APIs that you call through the backend. You get this from the backend's **Settings** page.
- mobileBackend/authentication Contains the following sub-elements:
 - The type sub-element, with possible values of oauth, basic, facebook, and tokenExchange.
 - One or more sub-elements for authentication types, each containing authentication credentials.

You can also add the offlineEnabled key and set its value to true.

• enableOffline — If set to true, offline login will be allowed. This applies only to the Basic and OAuth login types. For this to work, you also need to add the following to the application's AndroidManifest.xml file:

```
<receiver android:name="oracle.cloud.mobile.network.NetworkHelper"
<intent-filter>
<action android:name="android.net.conn.CONNECTIVITY_CHANGE" />
</intent-filter>
</receiver>
```



Authentication Properties

The contents and sub-elements of authentication depend on what kind of authentication the app will be using.

OAuth

- Set the value of the <type> element to oauth.
- Fill in the clientID and clientSecret credentials provided by the backend.
- Optionally, if you want to disable offline authentication, add the enableOffline element and set it to false.
- At the top level of the file, supply the oAuthTokenEndPoint value.

The resulting authentication element might look something like this:

```
<oAuthTokenEndPoint>http://oam-server.oracle.com/oam/oauth2/tokens</ oAuthTokenEndPoint>
```

HTTP Basic

- Set the value of the type element to basic.
- Fill in the mobileBackendID and anonymousKey that are provided by the backend.
- Optionally, if you want to disable offline authentication, add the enableOffline sub-element and set it to false.

The resulting authentication element might look something like this:

```
<authentication>
  <type>basic</type>
  <basic>
    <mobileBackendID>6d3744b8-cab2-479c-998b-ebba2c31560f</
mobileBackendID>
    <anonymousKey>UFJJTUVfREVDRVBUSUNPT19NT0JJTEVfQU5PT11</
anonymousKey>
    <enableOffline>false</enableOffline>
  </basic>
</authentication>
```



Token Exchange

If you are authenticating using a third-party token, do the following:

- Set the value of the <type> element to tokenExchange.
- Create a <basic> sub-element and fill in the OAuth Consumer credentials provided by the backend.

The resulting authentication element might look something like this:

```
<authentication>
<type>tokenExchange</type>
<basic>
<mobileBackendID>6d3744b8-cab2-479c-998b-ebba2c31560f</mobileBackendID>
<anonymousKey>UFJJTUVfREVDRVBUSUNPT19NT0JJTEVfQU5PT11</anonymousKey>
</basic>
<tokenExchange>
</authentication>
```

Facebook Login

For Facebook login:

- Set the value of the <type> property to facebook.
- Create a <facebook> sub-element.
- Fill in the <appID> for the Facebook app.
- Fill in <scopes> with any relevant Facebook permissions (optional).
- Within <facebook>, created a <basic> element and fill in the HTTP Basic credentials provided by the backend.

The resulting authentication element might look something like this:

```
<authentication>
<type>facebook</type>
<facebook>
<basic>
<mobileBackendId>MOBILE_BACKEND_ID</mobileBackendId>
<anonymousKey>ANONYMOUS_KEY</anonymousKey>
</basic>
<appID>123456789012345</appId>
<scopes>public_profile,user_friends,email,user_location,user_birthday</
scopes>
</facebook>
<authentication>
```

Configure Your Android Manifest File

Permissions for operations such as accessing the network and finding the network state are controlled through permission settings in your application's manifest file, AndroidManifest.xml. These permissions are required:



- permission.INTERNET Allows your app to access open network sockets.
- permission.ACCESS_NETWORK_STATE Allows your app to access information about networks.

Other permissions are optional. For example, there are a number of permissions necessary so the app can get notifications. For a rundown on the available permissions, see Android Manifest Permissions in the Google documentation.

Add the permissions at the top of your AndroidManifest.xml file, as shown in the following example:

```
<?xml version="1.0" encoding="UTF-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
package="oracle.cloud.mobile.sample" >
  <uses-permission android:name="android.permission.INTERNET" />
  <uses-permission
android:name="android.permission.ACCESS NETWORK STATE" />
  <uses-permission
android:name="android.permission.WRITE INTERNAL STORAGE"/>
  <uses-permission
android:name="android.permission.WRITE EXTERNAL STORAGE"/>
  <uses-permission
android:name="android.permission.ACCESS FINE LOCATION" />
  <uses-permission
android:name="android.permission.ACCESS COARSE LOCATION" />
  <application>
<provider
    android:name="com.facebook.FacebookContentProvider"
android:authorities="com.facebook.app.FacebookContentProvider4306609538
11847"
    android:exported="true" />
<receiver
    android:name="oracle.cloud.mobile.network.NetworkHelper"
      <intent-filter>
        <action android:name="android.net.conn.CONNECTIVITY CHANGE" />
      </intent-filter>
    </receiver>
    (....)
  </application>
</manifest>
```

Adding the client SDK to your application may require you to configure your AndroidManifest.xml file to add new permissions or activities. For example, if you add the Notifications individual SDK library, you may also need to add a new broadcast receiver.

Call Mobile APIs

Here are the general steps for calling mobile APIs:

1. Add an SDK call to your app to load the configuration info.



- 2. Add an SDK call to your app to handle authentication.
- 3. Add any other SDK calls that you want to use.

Load the Backend's Configuration

For any calls to Oracle Mobile Hub APIs using the Android client SDK to successfully complete, you need to have the backend's configuration loaded from the app's oracle mobile cloud config.xml file. You do this using the MobileManager class:

MobileManager.getManager().getMobileBackend(this)

Authenticate and Log In

Here is some sample code that you can use for authentication through the service in your Android apps.

OAuth Consumer

First you initialize the authorization agent and set the authentication type to OAUTH.

```
MobileBackend mobileBackend;
IAuthorizationAgent mAuthorization;
mobileBackend = MobileBackendManager.Manager.GetDefaultMobileBackend(mCtx);
mAuthorization = mobileBackend.GetAuthorization(AuthType.Oauth);
```

Then you use the authenticate method to attempt authentication. The call includes parameters for Android context, user name, password, and a callback that completes the authorization process.

```
TextView username, password;
username = (AutoCompleteTextView)FindViewById(Resource.Id.username);
password = (EditText)FindViewById(Resource.Id.password);
String userName = username.Text;
String passWord = password.Text;
mAuthorization.Authenticate(mCtx, userName, passWord, new
AuthorizationCallback());
```

Here's the definition for the callback.

```
Authorization CallBack
private class AuthorizationCallback : Java.Lang.Object,
IAuthorizationCallback
{
    public void OnCompletion(ServiceProxyException exception)
    {
        if (exception != null)
        {
            Logger.Error(TAG, "Exception while receiving the Access Token",
        exception);
        }
        else
```



```
{
    Logger.Error(TAG, "Authorization successful");
  }
}
```

SSO with a Third-Party Token

First, your app needs to get a token from the third-party token issuer.

Once you have the token, initialize the authorization agent and use the token in your authorization call.

```
IAuthorizationAgent mAuthorization;
MobileBackend mobileBackend;
mobileBackend =
MobileBackendManager.Manager.GetDefaultMobileBackend(mCtx);
mAuthorization = mobileBackend.GetAuthorization(AuthType.Tokenauth);
// Check whether credential exists in secure store
Boolean isCredentialLoaded = mAuthorization.LoadSSOTokenExchange(mCtx);
if(isCredentialLoaded) {
    // Credentials found in secure store - redirect to main activity
    Logger.Info(TAG, "Credentials got loaded successfully from secure
store.");
    Intent intent = new Intent(mCtx, typeof(ContentActivity));
    StartActivity(intent);
} else {
    // Credentials not found - authenticate using token exchange
    Logger.Info(TAG, "Credentials could not be found in secure
store.");
    mAuthorization.AuthenticateUsingTokenExchange(mCtx, token, true,
mLoginCallback);
}
```

Here's the callback:

```
private class AuthorizationCallback : Java.Lang.Object,
IAuthorizationCallback
{
    public void OnCompletion(ServiceProxyException exception)
    {
        if (exception == null)
        {
            //log event with Analytics
            mAnalyticsAgent.LogEvent("Login with 3rd party token
successfully");
            mAnalyticsAgent.Flush();
            //redirect to another Activity after login
            Intent intent = new Intent(mCtx, typeof(ContentActivity));
            LoginActivity.activity.StartActivity(intent);
```

```
} else {
   Logger.Error(TAG, "Exception during token exchange:", exception);
   LoginActivity.activity.Finish();
  }
}
```

The default expiration time for storing a third-party token in Mobile Hub is 6 hours. You can adjust this time by changing the Security_TokenExchangeTimeoutSecs policy.

HTTP Basic

The code for handling login with HTTP Basic is nearly the same as the code for OAuth.

First you initialize the authorization agent and set the authentication type to BASIC_AUTH:

```
MobileBackend mobileBackend;
IAuthorizationAgent mAuthorization;
mobileBackend = MobileBackendManager.Manager.GetDefaultMobileBackend(mCtx);
mAuthorization = mobileBackend.GetAuthorization(AuthType.BasicAuth);
```

Then you use the Authenticate method to attempt authentication. The call includes parameters for Android context, user name, password, and a callback that completes the authorization process.

```
TextView username, password;
username = (AutoCompleteTextView)FindViewById(Resource.Id.username);
password = (EditText)FindViewById(Resource.Id.password);
String userName = username.Text;
String passWord = password.Text;
mAuthorization.Authenticate(mCtx, userName, passWord, new
AuthorizationCallback());
```

Here's the definition for the callback:

```
private class AuthorizationCallback : Java.Lang.Object,
IAuthorizationCallback
{
    public void OnCompletion(ServiceProxyException exception)
    {
       Logger.Debug(TAG, "OnCompletion Auth Callback");
       if (exception != null)
        {
        Logger.Error(TAG, "Exception while receiving the Access Token",
        exception);
        }
        else
        {
        Logger.Error(TAG, "Exception successful");
        }
}
```



```
}
```

Facebook

First you initialize the authorization agent and set the authentication type to Facebook.

```
ISocialAuthorizationAgent mAuthorization;
SocialMobileBackend socialMobileBackend;
socialMobileBackend =
SocialMobileBackendManager.Manager.GetDefaultMobileBackend(context);
mAuthorization =
socialMobileBackend.GetSocialAuthorization(SocialAuthType.Facebook);
mAuthorization.SetAuthType(AuthType.Facebook);
```

Using a CallbackManager object from Facebook's SDK, initiate authentication.

```
ICallbackManager callbackManager;
mAuthorization.Setup(context, new FacebookCallback());
callbackManager = mAuthorization.CallBackManager;
mAuthorization.AuthenticateSocial(activity);
```

Here's code you can use for the callback that is passed above.

```
private class FacebookCallback : Java.Lang.Object, IFacebookCallback {
    public void OnSuccess(Java.Lang.Object loginResult)
    {
       Logger.Error(TAG, "facebook login successful.");
    }
    public void OnCancel()
    {
       public void OnError(FacebookException error)
       {
       }
    }
}
```

Override the OnActivityResult() method to use the callback.

```
protected override void OnActivityResult(int requestCode, Result
resultCode, Intent data)
{
   Logger.Debug(TAG, "In OnActivity Result onActivityResult");
   base.OnActivityResult(requestCode, resultCode, data);
   callBackManger.OnActivityResult(requestCode, (int)resultCode,
data);
}
```



Call Platform APIs

Once the mobile backend's configuration info is loaded into the app and you have made a call to get the mobile backend, you can use SDK classes for various platform APIs.

Here are some code snippets that illustrate how to access these APIs with the SDK.

User Management

Getting a User

```
IAuthorizationAgent authorizationAgent = authentication.Authorization;
authorizationAgent.FetchCurrentUser(new UserRegistrationCallback());
private class UserRegistrationCallback : Java.Lang.Object,
IUserRegistrationCallback
{
    public void OnComplete(ServiceProxyException exception, User user)
    {
        if (exception == null)
        {
            mUser = user;
            setText("User " + mUser.Username + " details have been fetched
successfully.");
        }
        else
        {
            //Handle Error
    }
}
```

Updating a User

```
//creating map with properties
IDictionary<string, Object> map = new Dictionary<string,Object>();
map.Add("age", 26);
map.Add("address", "india");
authorizationAgent.UpdateUser(new UserRegistrationCallback(), map);
private class UserRegistrationCallback : Java.Lang.Object,
IUserRegistrationCallback
{
    public void OnComplete(ServiceProxyException exception, User user)
    {
        if (exception == null)
        {
            setText("User " + user.Username + " details have been updated
successfully.");
        }
        else
        {
            /Handle Error
```

```
}
```

Location

Initialization

```
Location location =
(Location)mobileBackend.GetServiceProxy(Class.FromType(typeof(Location));
```

Places, Devices, and Assets

```
static Location location;
static LocationPlace place;
static LocationDevice device;
static LocationAsset asset;
```

```
location =
(Location)mobileBackend.GetServiceProxy(Class.FromType(typeof(Location)
));
```

```
LocationPlaceQuery locationPlaceQuery = location.BuildPlaceQuery();
```

```
locationPlaceQuery.Name = "West";
```

```
locationPlaceQuery.OrderByAttributeType =
LocationDeviceContainerQuery.LocationDeviceContainerQueryOrderByAttribu
teType.LocationDeviceContainerQueryOrderByAttributeTypeName;
locationPlaceQuery.Format =
LocationObjectQuery.LocationObjectQueryFormatType.LocationObjectQueryFo
rmatTypeShort;
```

locationPlaceQuery.Execute(new LocationObjectQueryCallback());

```
LocationDeviceQuery locationDeviceQuery = location.BuildDeviceQuery();
```

```
locationDeviceQuery.Name = "Beacon";
```

```
locationDeviceQuery.OrderByAttributeType =
LocationDeviceQuery.LocationDeviceQueryOrderByAttributeType.LocationDev
iceQueryOrderByAttributeTypeName;
locationDeviceQuery.Format =
LocationObjectQuery.LocationObjectQueryFormatType.LocationObjectQueryFo
rmatTypeShort;
```

```
locationDeviceQuery.Execute(new LocationObjectQueryCallback());
```

LocationAssetQuery locationAssetQuery = location.BuildAssetQuery();



```
locationAssetQuery.Name = "Joe";
locationAssetQuery.OrderByAttributeType =
LocationDeviceContainerQuery.LocationDeviceContainerQueryOrderByAttributeType
.LocationDeviceContainerQueryOrderByAttributeTypeName;
locationAssetQuery.Format =
LocationObjectQuery.LocationObjectQueryFormatType.LocationObjectQueryFormatTy
peShort;
```

locationAssetQuery.Execute(new LocationObjectQueryCallback());

Fetching a Place

```
private class LocationObjectQueryCallback : Java.Lang.Object,
ILocationObjectsQueryCallback
{
    public void OnComplete(LocationObjectQueryResult queryResult,
ServiceProxyException exception)
    {
        if (mProgressDialog != null && mProgressDialog.IsShowing)
        {
            mProgressDialog.Dismiss();
        }
        if (exception != null)
        {
            Logger.Debug(TAG, exception.Message);
            setText(exception.Message);
        }
        else
        {
            foreach (LocationObject locationobject in queryResult.Items)
            {
                if (locationobject.GetType().Equals(typeof(LocationPlace)))
{
                    place = (LocationPlace)locationobject;
                    location.FetchPlace(place.Id, new
LocationObjectFetchCallback());
                    lock (obj)
                    {
                        Monitor.Wait(obj);
                    Logger.Debug(TAG, place.Name +" " + place.HasChildren);
                1
                else
```



```
if(locationobject.GetType().Equals(typeof(LocationDevice)))
                {
                    device = (LocationDevice)locationobject;
                    location.FetchDevice(device.Id, new
LocationObjectFetchCallback());
                    lock (obj)
                    {
                        Monitor.Wait(obj);
                    Logger.Debug(TAG, device.Name + " ");
                }
                else if
(locationobject.GetType().Equals(typeof(LocationAsset)))
                {
                    asset = (LocationAsset)locationobject;
                    location.FetchAsset(asset.Id, new
LocationObjectFetchCallback());
                    lock (obj)
                    {
                        Monitor.Wait(obj);
                    Logger.Debug(TAG, asset.Name + " ");
                }
            }
        }
    }
}
private class LocationObjectFetchCallback : Java.Lang.Object,
ILocationObjectFetchCallback
{
    public void OnComplete(LocationObject locationObject,
ServiceProxyException exception)
    {
        if (mProgressDialog != null && mProgressDialog.IsShowing)
        {
            mProgressDialog.Dismiss();
        }
        if (exception != null)
        {
            Logger.Debug(TAG, exception.Message);
            setText(exception.Message);
```

```
}
else
{
Logger.Debug(TAG, locationObject.Name );
}
lock (obj)
{
Monitor.PulseAll(obj);
}
}
```

Refreshing

```
private class LocationObjectQueryCallback : Java.Lang.Object,
ILocationObjectsQueryCallback
{
    public void OnComplete(LocationObjectQueryResult queryResult,
ServiceProxyException exception)
    {
        if (mProgressDialog != null && mProgressDialog.IsShowing)
        {
            mProgressDialog.Dismiss();
        }
        if (exception != null)
        {
            Logger.Debug(TAG, exception.Message);
            setText(exception.Message);
        }
        else
        {
            foreach (LocationObject locationobject in queryResult.Items)
            {
                if (locationobject.GetType().Equals(typeof(LocationPlace)))
{
                    place = (LocationPlace)locationobject;
                    place.Refresh(new LocationObjectFetchCallback());
                    lock (obj)
                    {
                        Monitor.Wait(obj);
                    Logger.Debug(TAG, place.Name +" " + place.HasChildren);
```

```
}
                else
if(locationobject.GetType().Equals(typeof(LocationDevice)))
                {
                    device = (LocationDevice)locationobject;
                    device.Refresh(new LocationObjectFetchCallback());
                    lock (obj)
                        Monitor.Wait(obj);
                    }
                    Logger.Debug(TAG, device.Name + " ");
                ļ
                else if
(locationobject.GetType().Equals(typeof(LocationAsset)))
                    asset = (LocationAsset)locationobject;
                    asset.Refresh(new LocationObjectFetchCallback());
                    lock (obj)
                        Monitor.Wait(obj);
                    Logger.Debug(TAG, asset.Name + " ");
                }
            }
        }
    }
}
private class LocationObjectFetchCallback : Java.Lang.Object,
ILocationObjectFetchCallback
{
    public void OnComplete(LocationObject locationObject,
ServiceProxyException exception)
    {
        if (mProgressDialog != null && mProgressDialog.IsShowing)
        {
            mProgressDialog.Dismiss();
        if (exception != null)
        {
            Logger.Debug(TAG, exception.Message);
            setText(exception.Message);
        }
```

```
else if(locationObject != null)
{
    Logger.Debug(TAG, locationObject.Name );
}
lock (obj)
{
    Monitor.PulseAll(obj);
}
```

Storage

Initialization

}

```
Storage storage =
(Storage)mobileBackend.GetServiceProxy(Class.FromType(typeof(Storage)));
```

Getting a Collection

```
StorageCollection storageCollection =
storage.GetStorageCollection("FullCoverage_Private");
StorageObject storageObject = storageCollection.Get("ab911696-7e61-4fcd-a244-
b26adb6183ba");
string str =
Encoding.UTF8.GetString(Decompress(storageObject.GetPayloadBytes()));
```

Getting an Object

```
storageObject = storageCollection.Get("d4400472-b912-4f7a-b4f5-
e32523e5c1f3");
Logger.Debug(TAG, "Storage Object: " + storageObject.DisplayName);
```

Getting All Objects

```
IList<StorageObject> list = storageCollection.Get(0, 100, true);
IEnumerator<StorageObject> iEnumerator = list.GetEnumerator();
while(iEnumerator.MoveNext()){
   storageObject = iEnumerator.Current;
   Logger.Debug(TAG, "Storage Object: " + storageObject.DisplayName);
}
```

Uploading a Text File

Java.Lang.String str = new Java.Lang.String("This is sample txt file");



```
storageObject = new StorageObject("textfile.txt");
storageObject.SetPayload(str.GetBytes(), "text/plain");
storageCollection.Put(storageObject);
```

Uploading an Image

```
System.IO.Stream imageBytes = getFileFromAssets("mcs_oracle.png");
storageObject = new StorageObject("mcs_oracle.png", imageBytes, "image/
jpeg");
var imagePosted = storageCollection.Post(storageObject);
```

Decompressing

```
static byte[] Decompress(byte[] data)
{
    using (var compressedStream = new MemoryStream(data))
    using (var zipStream = new GZipStream(compressedStream,
CompressionMode.Decompress))
    using (var resultStream = new MemoryStream())
    {
        zipStream.CopyTo(resultStream);
        return resultStream.ToArray();
    }
}
```

Notifications

Initialization

```
LocalBroadcastManager.GetInstance(context)
    .RegisterReceiver(new MBroadcastReceiver(),
    new IntentFilter(NotificationsConfig.RegistrationComplete));
Notifications notifications =
(Notifications)mobileBackend.GetServiceProxy(Java.Lang.Class.FromType(t
ypeof(Notifications)));
```

Registering for Notifications

bool result = notifications.Initialize(context, "Sender ID");

Broadcast Receiver

```
private class MBroadcastReceiver : BroadcastReceiver
{
    public override void OnReceive(Context context, Intent intent)
    {
```

if (mProgressDialog != null && mProgressDialog.IsShowing)



```
{
            mProgressDialog.Dismiss();
        ISharedPreferences prefs =
PreferenceManager.GetDefaultSharedPreferences(context);
        bool sentToken =
prefs.GetBoolean(NotificationsConfig.SentTokenToServer, false);
        if (sentToken)
        {
            Logger.Debug(TAG, "Token retrieved and sent to server! App can
use GCM");
        }
        else
        {
            Logger.Debug(TAG, "An error occurred while either fetching the
InstanceID");
        }
    }
}
```

Analytics

Initialization

```
static Analytics analyticsAgent =
    (Analytics)mobileBackend
    .GetServiceProxy(Class.FromType(typeof(Analytics)));
analyticsAgent.SetContext(activity);
```

Logging an Event

```
if (analyticsAgent != null)
    analyticsAgent.LogEvent("This is Event No. : " + i);
```

Setting Context Location

```
analyticsAgent.SetContextLocation("India", "Telangana", "Hyderabad",
"500081");
```

Flushing an Event

analyticsAgent.Flush();

App Policies

Loading the App Config and Getting Policies

```
if (mobileBackend != null)
{
```



```
mobileBackend.LoadAppConfig(new AAppConfigCallBack());
     mProgressDialog = ProgressDialog.Show(activity, "Please Wait",
"App Config is being loaded.");
     lock(obj){
         Monitor.Wait(obj);
     }
     AppConfig oMCAppConfig = mobileBackend.AppConfig;
//Getting String:
     string str = oMCAppConfig.GetString("Test String", "No value
configured");
     setText("AppConfig: String: " + str);
//Getting Number
     Number number = oMCAppConfig.GetNumber ("Test number", new
Java.Lang.Double(1.0));
     setText("AppConfig: Number: " + number);
//Getting boolean
     bool boolean = oMCAppConfig.GetBoolean("Test Boolean", false);
     setText("AppConfig: Boolean: " + boolean);
}
private class AAppConfigCallBack : AppConfigCallback
     public override void OnResult(Oracle.Cloud.Mobile.Utils.McsError
error, AppConfig config)
  {
      if (mProgressDialog != null && mProgressDialog.IsShowing)
      {
          mProgressDialog.Dismiss();
      }
      lock(obj){
          Monitor.PulseAll(obj);
      }
  }
}
```

Call Custom APIs

The SDK provides the CustomHttpResponse class, the

GenericCustomCodeClientCallBack interface, and the InvokeCustomCodeJSONRequest method in the authorization classes to simplify the calling of custom APIs in Mobile

Hub. You can call a REST method (GET, PUT, POST, or DELETE) on an endpoint where the request payload is JSON or empty and the response payload is JSON or empty.

You use GenericCustomCodeClientCallBack to create a handler for the response (which is returned in the form of a CustomHttpResponse object.)

Then, to call the custom API, you call

InvokeCustomCodeJSONRequest(GenericCustomCodeClientCallBack restClientCallback, JSONObject data, String functionName, RestClient.HttpMethod httpMethod) on your Authorization Object.

To make a call to a custom API endpoint, you could use something like this:

```
IAuthorizationAgent mAuthorization =
MobileBackendManager.Manager.GetDefaultMobileBackend(context).Authorization;
mAuthorization.Authenticate(mActivity, "user1", "pass1", new
AuthorizationCallback());
. . . . . . . .
// after the user successfully authenticates, make a call to the custom API
endpoint
mAuthorization.InvokeCustomCodeJSONRequest(new
GenericCustomCodeClientCallBack(), null, "TaskApi/tasks",
RestClient.HttpMethod.Get);
private class GenericCustomCodeClientCallBack : Java.Lang.Object,
IGenericCustomCodeClientCallBack
{
    public void RequestCompleted(CustomHttpResponse response, JSONObject
data, Java.Lang.Exception exception)
    {
        Logger.Debug(TAG, response.HttpStatus + "");
    }
}
```



7 Xamarin iOS Apps

If you use the Xamarin platform to develop iOS apps, you can use the SDK that Oracle Mobile Hub provides for Xamarin iOS apps. This SDK simplifies authentication with Mobile Hub and provides native wrapper classes for Mobile Hub platform APIs.

Get the SDK

To get the client SDK for Xamarin iOS, go to the Oracle Digital Assistant and Oracle Mobile Cloud Downloads page on OTN.

Create a Backend

You create a backend to serve as a secure gateway between your app and Mobile Hub features, such as platform and custom APIs. For your app to access these resources, it authenticates with a backend.

- 1. Click to open the side menu and select **Development > Backends**.
- 2. Click New Backend.
- Once you complete the dialog and the backend is created, keep the Settings page open. You'll need to configure your app with some of this information.

Add the SDK

- 1. If you haven't already done so, extract the contents from the SDK zip.
- 2. In Visual Studio, create a Visual C# iOS app.
- 3. Add the SDK's DLL file to your app by right-clicking the project's **References** node and selecting **Edit References**, clicking the **.NET Assembly** tab, and then browsing to the IOS.dll file in the extracted SDK zip.
- 4. Add the configuration file to the app by right-clicking the project's root node and selecting Add > Add Files and then navigating to the SDK's OMC.plist file.
- 5. Select the node for OMC.plist so that it's properties are displayed in the Properties pane. Then make sure that the **Build Action** property is set to BundleResource.
- Add the SynchStore.momd folder to the app by right-clicking the project's root node and selecting Add > Add Existing Folder and then navigating to the SDK's SynchStore folder.
- 7. For all of the files in the SynchStore.momd folder, make sure that the Build Action property is set to BundleResource.

The next step will be to fill in the OMC.plist file.



Configure SDK Properties

To use the client SDK in an iOS app, you need to add the OMC.plist configuration file to the app and fill it in with environment details for your backend in Oracle Mobile Hub, as well as other configuration information. In turn, the SDK classes use this information to help manage authorization, logging, event tracking, data synchronization, and other features.

You package the configuration file in the root of your app's main bundle.

The file is essentially divided into the following parts:

• The mobileBackend key and its contents.

You include this part if you are using a backend with the app. The SDK classes use the environment and authentication details you specify there to access the backend and construct HTTP headers for REST calls made to APIs.

• Keys that apply to the configuration as a whole, such as logLevel and oAuthTokenEndpoint. These keys generally, but don't have to, appear at the top of the file.

Here's the same file in text form:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN" "http://
www.apple.com/DTDs/PropertyList-1.0.dtd"
<plist version="1.0">
<dict>
  <key>loqLevel</key>
  <string>debug</string>
  <key>logHTTP</key>
  <true/>
  <key>oAuthTokenEndPoint</key>
  <string>https://MY TOKEN ENDPOINT</string>
  <key>mobileBackend</key>
  <dict>
    <key>name</key>
    <string>EasyShoppingMBE</string>
    <key>baseURL</key>
    <string>https://MY CLOUD DOMAIN.oracle.com</string>
    <key>authentication</key>
    <dict>
      <key>type</key>
      <string>oauth</string>
      <key>oauth</key>
      <dict>
        <key>clientID</key>
        <string>11dac238ffaa4b029e78e982114642ab</string>
        <key>clientSecret</key>
        <string>5624cbdd-a7c5-4c10-a758-6019a5ab8da8</string>
        <key>enableOffline</key>
        <true/>
      </dict>
    </dict>
```



```
</dict>
</dict>
</plist>
```

And here is a description of some of the more important entries in the OMC.plist file.

- oAuthTokenEndPoint The URL of the OAuth server from where your application gets its authentication token. This key needs to be provided for all apps that rely on OAuth to authenticate. You get this from the backend's Settings page. The endpoint should be only the base URL (in the form https://host.domain:port).
- logLevel Determines how much SDK logging is displayed in the app's console. The default value is error. Other possible values (in increasing level of detail) are warning, info, and debug. It is also possible to set the value to none.
- logHTTP When set to true, the SDK logs the headers and bodies of all HTTP requests and responses.
- mobileBackend A dictionary entry containing authentication details for your backend and other optional details, such as synchronization properties.

You get the authentication details, such as the OAuth and HTTP credentials, from the backend's **Settings** page.

- mobileBackend/baseUrl The base URL for all APIs that you call through the backend. You get this from the backend's **Settings** page.
- mobileBackend/authentication Contains a dictionary with the following elements:
 - The type sub-key, with possible (string) values of oauth, basic, facebook, and tokenExchange.
 - One or more sub-keys for authentication types, containing a dictionary with the authentication credentials.

Within sub-keys for basic and oauth, you can also add the enableOffline key. By default, this property is set to true.

Authentication Properties

The contents and sub-elements of the mobileBackend/authentication key depend on what kind of authentication the app will be using.

OAuth

- Set the value of the type key to oauth.
- Create an oauth sub-key and fill in the clientID and clientSecret credentials provided by the backend.
- At the top level of the file, supply the oAuthTokenEndPoint value that is supplied but without the oauth2/v1/token that is appended on the backend's Settings page.
- Optionally, if you want to disable offline authentication, add the enableOffline sub-key and set it to false.



The resulting authorization property might look something like this:

```
<key>authentication</key>
<dict>
<key>type</key>
<string>oauth</string>
<key>oauth</key>
<dict>
<key>clientID</key>
<string>11dac238ffaa4b029e78e982114642ab</string>
<key>clientSecret</key>
<string>5624cbdd-a7c5-4c10-a758-6019a5ab8da8</string>
</dict>
<key>basic</key>
</dict>
```

HTTP Basic

- Set the value of the type key to basic.
- Create a basic sub-key and fill in the HTTP Basic credentials (mobileBackendID and anonymousKey) provided by the backend.
- Optionally, if you want to disable offline authentication, add the enableOffline sub-key and set it to false.

The resulting authentication entry might look something like this:

```
<key>authentication</key>
<dict>
<key>type</key>
<string>basic</string>
<key>basic</key>
<dict>
<key>mobileBackendID</key>
<string>a8c6a34f-61bb-4bee-948c-d43dd2c077d7</string>
<key>anonymousKey</key>
<string>dXN1cm1kOnBhc3N3b3Jk</string>
</dict>
</dict>
```

Token Exchange

If you are authenticating using a third-party token, do the following:

- Set the value of the type key to tokenExchange.
- Create a tokenExchange sub-key and fill in the OAuth Consumer credentials provided by the backend.

The resulting authentication section might look something like this:

```
<key>authentication</key>
<dict>
<key>type</key>
```



```
<string>tokenExchange</string>
  <key>tokenExchange</key>
  <dict>
   <key>oauth</key>
   <dict>
      <key>clientID</key>
      <string>b39ba08d30d54e24970332fcdffec3a7</string>
      <key>clientSecret</key>
      <string>23953fe8-76ed-4c89-a5cb-6042db10cfaf</string>
    </dict>
   <key>basic</key>
    <dict>
      <key>mobileBackendID</key>
      <string>8d3744b8-cab2-479c-998b-ebba2c31560f</string>
      <key>anonymousKey</key>
      <string>ZFJJTUVfREVDRVBUSUNPT19NT0JJTEVfQU5PT11</string>
    </dict>
  </dict>
</dict>
```

Call Mobile APIs

Once you have added the SDK to your app and configured your OMC.plist file, here are the general steps for calling APIs from your iOS app:

- **1.** Add an SDK call to your app to load the configuration info.
- 2. Add an SDK call to your app to handle authentication.
- 3. Add any other SDK calls that you want to use.

Load the Backend's Configuration

For any calls to Mobile Hub APIs using the iOS SDK to successfully complete, you need to have the mobile backend's configuration loaded from the app's OMC.plist file. You do this using the OMCMobileBackend class:

```
OMCMobileBackend oMCMobileBackend =
OMCMobileBackendManager.MobileBackendForName("MBE_FullCoverage"
);
```

Authenticate and Log In

Here is some sample code that you can use for authentication through Mobile Hub in your iOS apps.



OAuth

You can use the following method to handle a user logging in with a user name and password.

```
OMCAuthorization authorization = oMCMobileBackend.Authorization;
authorization.AuthenticationType = OMCAuthenticationType.OAuth;
authorization.Authenticate(username.Text, password.Text);
```

This method terminates the connection to Mobile Hub and clears the user name and password from the iOS keychain:

authorization.Logout(HandleOMCAuthorizationLogoutCompletionBlock);

```
void HandleOMCAuthorizationLogoutCompletionBlock(NSError nsError)
{
    if(nsError == null) {
        Console.WriteLine("Logout success!");
    }
}
```

HTTP Basic

You can use the following method to handle a user logging in with a user name and password.

```
OMCAuthorization authorization = oMCMobileBackend.Authorization;
authorization.AuthenticationType = OMCAuthenticationType.HTTPBasic;
authorization.Authenticate(username.Text, password.Text);
```

This method terminates the connection to Mobile Hub and clears the user name and password from the iOS keychain:

authorization.Logout(HandleOMCAuthorizationLogoutCompletionBlock);

```
void HandleOMCAuthorizationLogoutCompletionBlock(NSError nsError)
{
    if(nsError == null) {
        Console.WriteLine("Logout success!");
    }
}
```

SSO with a Third-Party Token

First, your app needs to get a token from the third-party token issuer. The way you can obtain the token varies by issuer.

Once you have the token, use it to authenticate. The example below checks to see if the token is already stored in Mobile Hub before logging in again.



Note:

The default expiration time for storing a third-party token in Mobile Hub is 6 hours. You can adjust this time by changing the Security_TokenExchangeTimeoutSecs policy.

```
OMCAuthorization oMCAuthorization = oMCMobileBackend.Authorization;
oMCAuthorization.AuthenticationType = OMCAuthenticationType.SSOTokenExchange;
NSError nSError = oMCAuthorization.AuthenticateSSOTokenExchange(Token);
```

```
oMCAuthorization.AuthenticateSSOTokenExchange(Token,
HandleOMCAuthorizationAuthCompletionBlock);
```

```
oMCAuthorization.AuthenticateSSOTokenExchange(Token, true,
HandleOMCAuthorizationAuthCompletionBlock);
```

oMCAuthorization.AuthenticateSSOTokenExchange(Token, true);

bool iSLoaded = oMCAuthorization.LoadSSOTokenExchange;

```
oMCAuthorization.ClearSSOTokenExchange();
```

Facebook

For apps that allow login through Facebook, use:

```
oMCAuthorization.AuthenticationType = OMCAuthenticationType.Facebook;
oMCAuthorization.AuthenticateSocial(HandleOMCAuthorizationAuthCompletionBlock);
```

If you haven't already set up the app and its mobile backend to use Facebook as the identity provider, see Facebook Login in Mobile Hub.

Call Platform APIs

Once the mobile backend's configuration info is loaded into the app and you have made a call to get the mobile backend, you can make calls to SDK classes to access platform features.

Here are some code snippets that illustrate how to access these APIs with the SDK.

User Management

Getting a User

```
OMCAuthorization oMCAuthorization = oMCMobileBackend.Authorization;
oMCAuthorization.GetCurrentUser(HandleOMCUserRegistrationCompletionBlockWithU
ser);
void HandleOMCUserRegistrationCompletionBlockWithUser(NSError nSError,
OMCUser oMCUser)
```



```
{
    if(nSError == null){
        output.Text = user.FirstName + " User details have been
fetched successfully";
    }
}
```

Updating a User

```
user.SetValueForKey(new NSNumber(26),new NSString("age"));
user.SetValueForKey(new NSString("address"), new NSString("india"));
oMCAuthorization.UpdateCurrentUser(user, HandleOMCUserRegistrationComple
tionBlock);
void HandleOMCUserRegistrationCompletionBlock(NSError nSError)
{
    if (nSError == null)
    {
        //user = oMCUser;
        if (user != null)
        {
            if (username.Text == null)
            {
                username.Text = "Welcome " + user.FirstName;
            }
            else output.Text = user.FirstName + " User details have
been fetched successfully";
       }
    }
    else
    {
        output.Text = nSError.ToString();
    }
```

Location

Initialization

}

OMCLocation oMCLocation = oMCMobileBackend.Location;

Queries for Places, Devices, and Assets

```
private static OMCLocation oMCLocation;
private static OMCLocationPlace oMCLocationPlace;
private static OMCLocationDevice oMCLocationDevice;
private static OMCLocationAsset oMCLocationAsset;
```



```
oMCLocation = oMCMobileBackend.Location;
OMCLocationPlaceQuery oMCLocationPlaceQuery = oMCLocation.BuildPlaceQuery;
oMCLocationPlaceQuery.Name = "West";
oMCLocationPlaceQuery.ExecuteWithCompletionHandler(completionHandler);
OMCLocationAssetQuery oMCLocationAssetQuery = oMCLocation.BuildAssetQuery;
oMCLocationAssetQuery.Name = "joe";
oMCLocationAssetQuery.ExecuteWithCompletionHandler(completionHandler);
```

```
OMCLocationDeviceQuery oMCLocationDeviceQuery = oMCLocation.BuildDeviceQuery;
oMCLocationDeviceQuery.Name = "Beacon";
oMCLocationDeviceQuery.ExecuteWithCompletionHandler(completionHandler);
```

Fetching

```
Action<OMCLocationObjectQueryResult, NSError> completionHandler = new
Action<OMCLocationObjectQueryResult, NSError>((OMCLocationObjectQueryResult
arg1, NSError arg2) =>
    if (arg2 == null)
    {
        OMCLocationObject[] LocationObjects = arg1.Items;
        OMCLocationPlace oMCLocationPlace;
        OMCLocationDevice oMCLocationDevice;
        OMCLocationAsset oMCLocationAsset;
        foreach (OMCLocationObject locationObject in LocationObjects)
        {
            Console.WriteLine("Location Object " + locationObject.GetType()
+ "--> " + i + " is: " + locationObject.ToString());
            if(locationObject.GetType().Equals(typeof(OMCLocationPlace))){
                oMCLocationPlace = (OMCLocationPlace)locationObject;
                oMCLocation.PlaceWithID(oMCLocationPlace.Id ,
placeCompletionHandler);
            }
            else if
(locationObject.GetType().Equals(typeof(OMCLocationDevice)))
                oMCLocationDevice = (OMCLocationDevice)locationObject;
                oMCLocation.DeviceWithID(oMCLocationDevice.Id,
deviceCompletionHandler);
            }
            else if
(locationObject.GetType().Equals(typeof(OMCLocationAsset)))
                oMCLocationAsset = (OMCLocationAsset)locationObject;
                oMCLocation.AssetWithID(oMCLocationAsset.Id ,
```



```
assetCompletionHandler);
            }
        }
    }
});
private static void assetCompletionHandler(OMCLocationAsset arg0,
NSError arg1)
{
    if (arg1 == null)
    {
        Console.WriteLine("Location Asset " + arg0.ToString());
    }
}
private static void deviceCompletionHandler(OMCLocationDevice arg0,
NSError arg1)
{
    if (arg1 == null)
    {
        Console.WriteLine("Location Device " + arg0.ToString() );
    }
}
private static void placeCompletionHandler(OMCLocationPlace arg0,
NSError arg1)
{
    if(arg1 == null) {
        Console.WriteLine("Location Place " + arg0.ToString());
    }
}
```

Refreshing

```
Action<OMCLocationObjectQueryResult, NSError> completionHandler = new
Action<OMCLocationObjectQueryResult,
NSError>((OMCLocationObjectQueryResult arg1, NSError arg2) =>
{
    if (arg2 == null)
        {
        OMCLocationObject[] LocationObjects = arg1.Items;
        foreach (OMCLocationObject locationObject in LocationObjects)
        {
            Console.WriteLine("Location Object " +
            locationObject.GetType() + "--> " + i + " is: " +
            locationObject.ToString());
        if(locationObject.GetType().Equals(typeof(OMCLocationPlace))){
            oMCLocationPlace = (OMCLocationPlace)locationObject;
```

```
oMCLocationPlace.RefreshWithCompletionHandler(placeCompletionHandler);
            }
            else if
(locationObject.GetType().Equals(typeof(OMCLocationDevice)))
            {
                oMCLocationDevice = (OMCLocationDevice)locationObject;
oMCLocationDevice.RefreshWithCompletionHandler(deviceCompletionHandler);
            }
            else if
(locationObject.GetType().Equals(typeof(OMCLocationAsset)))
            {
                oMCLocationAsset = (OMCLocationAsset)locationObject;
oMCLocationAsset.RefreshWithCompletionHandler(assetCompletionHandler);
            }
        }
    }
});
private static void placeCompletionHandler(NSError arg0)
{
    if (arg0 == null)
    {
        Console.WriteLine("Location Place " + oMCLocationPlace.ToString());
    }
}
private static void deviceCompletionHandler(NSError arg0)
{
    if (arg0 == null)
    {
        Console.WriteLine("Location Device " + oMCLocationDevice.ToString());
    }
}
private static void assetCompletionHandler(NSError arg0)
{
    if (arg0 == null)
    {
        Console.WriteLine("Location Asset " + oMCLocationAsset.ToString());
}
```

Storage

Initialization

OMCStorage oMCStorage = oMCMobileBackend.Storage;

Getting a Collection

```
OMCStorageCollection oMCStorageCollection =
oMCStorage.GetCollection("SharedCollection");
```

Getting an Object

```
oMCStorageObject = collection.Get("Object Id");
System.Console.WriteLine("Storage Object1: " +
oMCStorageObject.ToString());
```

Getting All Objects from a Collection

```
NSMutableArray nSMutableArray = collection.Get(0, 100, true);
OMCStorageObject oMCStorageObject;
if (nSMutableArray != null && nSMutableArray.Count > 0)
{
    for (uint i = 0; i < nSMutableArray.Count; i++) {
        oMCStorageObject = nSMutableArray.GetItem<OMCStorageObject>(i);
        System.Console.WriteLine("Storage Object1: " +
    oMCStorageObject.ToString());
    }
}
```

Uploading a Text File

```
NSData text = "This is a sample Text file";
OMCStorageObject txtFile = new OMCStorageObject("Mytext.txt", text,
"text/plain");
```

collection.Put(txtFile);

Uploading an Image File

```
UIImage image = new UIImage("MyImage.png");
NSData data = image.AsPNG();
OMCStorageObject imageFile = new OMCStorageObject("MyImage", data,
"image/png");
collection.Put(imageFile);
```



Notifications

Initialization

```
OMCNotifications oMCNotifications = oMCMobileBackend.Notifications;
```

Registering for Notifications

```
oMCNotifications.RegisterForNotifications(appDelegate.DeviceToken,
HandleOMC_Notifications_SuccessBlock, HandleOMC_Notifications_ErrorBlock);
```

```
void HandleOMC Notifications SuccessBlock (NSHttpUrlResponse
nSHttpUrlResponse)
{
    if (nSHttpUrlResponse != null)
    {
        Console.WriteLine("Response from notification Server: " +
nSHttpUrlResponse.StatusCode);
    }
}
void HandleOMC Notifications ErrorBlock(NSError nSError)
{
    if (nSError != null)
    {
        Console.WriteLine("Error in fetching mobiel file: " +
nSError.LocalizedDescription);
    }
}
```

AppDelegate code

```
public NSData DeviceToken = string.Empty;
public override void RegisteredForRemoteNotifications(UIApplication
application, NSData deviceToken)
{
    DeviceToken = deviceToken; // Do something to storage deviceToken.
    Console.WriteLine("Device Token: " + DeviceToken.ToString());
}
public override void FailedToRegisterForRemoteNotifications(UIApplication
application, NSError error)
{
    Console.WriteLine("FailedToRegisterForRemoteNotifications..:(");
}
public override void DidReceiveRemoteNotification(UIApplication application,
NSDictionary userInfo, Action<UIBackgroundFetchResult> completionHandler)
```



```
{
    ProcessNotification(userInfo, false);
}
void ProcessNotification (NSDictionary options, bool
fromFinishedLaunching)
{
    // Check to see if the dictionary has the aps key. This is the
notification payload you would have sent
    if (null != options && options.ContainsKey(new NSString("aps")))
        //Get the aps dictionary
        NSDictionary aps = options.ObjectForKey(new NSString("aps"))
as NSDictionary;
        string alertTitle = string.Empty;
        string alert = string.Empty;
        string sound = string.Empty;
        int badge = -1;
        //Extract the alert text
        // NOTE: If you're using the simple alert by just specifying
        // " aps:{alert:"alert msg here"} ", this will work fine.
        // But if you're using a complex alert with Localization keys,
etc.,
        // your "alert" object from the aps dictionary will be another
NSDictionary.
        // Basically the JSON gets dumped right into a NSDictionary,
        // so keep that in mind.
        if (aps.ContainsKey(new NSString("alert")))
            alert = (aps[new NSString("alert")] as
NSString).ToString();
        if (aps.ContainsKey(new NSString("alert")))
              alert = (aps[new NSString("alert")] as
NSString).ToString();
          if (options.ContainsKey(new NSString("alertTitle")))
              alertTitle = (options[new NSString("alertTitle")] as
NSString).ToString();
          //Extract the sound string
          if (aps.ContainsKey(new NSString("sound")))
              sound = (aps[new NSString("sound")] as
NSString).ToString();
          //Extract the badge
          if (aps.ContainsKey(new NSString("badge")))
          {
              string badgeStr = (aps[new NSString("badge")] as
NSObject).ToString();
              int.TryParse(badgeStr, out badge);
          }
        if (!fromFinishedLaunching)
        {
```

```
//Manually show an alert
            if (!string.IsNullOrEmpty(alert))
            {
                UIAlertView avAlert = new UIAlertView("Notification", alert,
null, "OK", null);
                avAlert.Show();
            }
        }
    }
}
public override void ReceivedRemoteNotification(UIApplication application,
NSDictionary userInfo)
{
    ProcessNotification(userInfo, false);
}
public override bool FinishedLaunching(UIApplication application,
NSDictionary launchOptions)
{
    Window = new UIWindow(UIScreen.MainScreen.Bounds);
    ViewController viewController = new ViewController("LoginScreen", null);
    Window.RootViewController = viewController;
    Window.MakeKeyAndVisible();
    if (UIDevice.CurrentDevice.CheckSystemVersion(8, 0))
    {
        var notificationSettings =
UIUserNotificationSettings.GetSettingsForTypes(
                                       UIUserNotificationType.Alert |
UIUserNotificationType.Badge | UIUserNotificationType.Sound, null
                                   );
UIApplication.SharedApplication.RegisterUserNotificationSettings(notification
Settings);
        UIApplication.SharedApplication.RegisterForRemoteNotifications();
    }
    else
    {
        //==== register for remote notifications and get the device token
        // set what kind of notification types we want
        UIRemoteNotificationType notificationTypes =
UIRemoteNotificationType.Alert | UIRemoteNotificationType.Badge;
        // register for remote notifications
UIApplication.SharedApplication.RegisterForRemoteNotificationTypes(notificati
onTypes);
   }
    return true;
}
```

Analytics

Initialization

OMCAnalytics oMCAnalytics = oMCMobileBackend.Analytics;

Logging an Event

oMCAnalytics.LogEvent("this is test event "+ i +" from xamarin");

Setting Context Location

```
oMCAnalytics.SetContextLocationCountry("india", "Telangana",
"Hyderabad", "500081");
```

Flushing an Event

```
oMCAnalytics.Flush();
```

App Policies

Loading the App Config and Getting Policies

```
oMCMobileBackend.AppConfigWithCompletionHandler(HandleOMCAppConfigCompl
etionBlock);
lock(obj){
Monitor.Wait(obj);
}
OMCAppConfig oMCAppConfig = oMCMobileBackend.AppConfig;
//Getting String
String str = oMCAppConfig.StringForProperty("Test String", "No value
configured");
Console.WriteLine("oMCAppConfig: String: " + str);
//Getting Number
NSNumber number = oMCAppConfig.NumberForProperty("Test number", -1);
Console.WriteLine("oMCAppConfig: Number: " + number);
//Getting Boolean
Boolean boolean = oMCAppConfig.BooleanForProperty("Test Boolean",
false);
```



```
Console.WriteLine("oMCAppConfig: Boolean: " + boolean.ToString());
void HandleOMCAppConfigCompletionBlock(OMCAppConfig oMCAppConfig, NSError
arg1)
{
    if(arg1 == null) {
        Console.WriteLine("oMCAppConfig: " + oMCAppConfig.ToString());
    }
}
```

Call Custom APIs

The SDK provides the CustomCodeClient class to simplify the calling of custom APIs in Mobile Hub. You can call a REST method (GET, PUT, POST, or DELETE) on an endpoint where the request payload is JSON or empty and the response payload is JSON or empty.

Using this class, you invoke a REST method (GET, PUT, POST, or DELETE) on an endpoint where the request payload is JSON or empty and the response payload is JSON or empty.

In addition you can provide a completion handler to be called when the method invocation is complete (meaning that the handler runs asynchronously).

Use of CustomCodeClient might look something like this:

```
oMCMobileBackend.CustomCodeClient.InvokeCustomRequest("mcs_examples_sync_sale
splus/reminders", "get", null, HandleOMCCustomRequestCompletionHandler);
void HandleOMCCustomRequestCompletionHandler(NSError arg0, NSHttpUrlResponse
arg1, NSObject nSObject)
{
    if (nSObject != null)
      {
        System.Console.WriteLine("response object: " + nSObject.ToString());
    }
}
```



8 Notifications

Oracle Mobile Hub provides a Notifications API to simplify sending notifications to devices running your mobile apps. As a mobile app developer, you can set up your mobile applications for notifications and use the Notifications API to send notifications. As a service developer, you can add implementation code to your custom APIs to trigger notifications.

What Can I Do with Notifications?

Notifications can provide the timely awareness of information and events that mobile users seek. Notifications are short, specific, targeted messages sent to a mobile application. The purpose of a notification is usually to tell users that there is new information available. For example, a user who is running a shopping app might get information about an upcoming sale.

You can send these targeted messages either on demand or on a predefined schedule to:

- a specific device ID or a collection of device IDs (mostly useful for testing)
- a specific user or a collection of users
- all users and devices associated with a specific mobile backend
- devices or users for a given operating system (iOS, Android or Windows)

Push notifications should not be used to send critical or emergency information, because network delays and other issues can make deliveries untimely. However, for everyday uses like sports scores and upcoming sales, notifications are great.

Set Up a Mobile App for Notifications

To make notifications work in your mobile apps, there are several key steps.

- 1. Install the client SDK for your platform.
- 2. Get credentials from notification providers to establish your mobile app as a known item on the network. For detailed instructions, see Get Network Credentials for Notifications.
- Create notifications profiles to hold the credentials, described in Create a Notifications Profile.

Next, you need to register an app client and add the notifications profile to it:

 Copy the bundle ID (for iOS), package name (for Android), or application ID (for Windows) so that you have it ready when creating the client.

Once you create a client, you can't change this value, and the value needs to match that of the profile that you associate with the client.

- 2. Click to open the side menu and select **Development > Notification Profiles**.
- Click Clients.
- 4. Click New Client.



- 5. In the New Client dialog:
 - Fill in the Client Display Name and Client Name.

These can be whatever names that will help you identify the client. The former can have spaces and the latter can't.

In most places in the user interface, the client display name is used. The client name is used for clients in packages and the trash.

- Select the **Platform** (iOS, Android, Windows, or Web).
- Fill in the Version Number field.

This version must match the version number of the app as registered with your platform vendor.

• Fill in the fully-qualified app ID. You get this from the platform vendor.

For Apple, it is the **Bundle ID** assigned to the application in the Xcode project.

For Google, it is the **Package Name** for the application as declared in its manifest file.

For Microsoft, it is the **Application ID** you gave your app when you registered it in the Windows Dashboard.

For Web, it can be any unique identifier that distinguishes it from other web applications that you register.

- 6. Click Create.
- 7. On the **Settings** page, select a mobile backend to associate with the client from the **Mobile Backend** dropdown.
- 8. Click the **Profiles** tab and select one or more notifications profiles that you want to associate with the client.

If the notifications profile is for the notifications service of the app's vendor (e.g. APNS for an iOS app or FCM for an Android app), the app ID (bundle ID for iOS, package name for Android, or package SID for Microsoft) for the profile must match the app ID specified for the client. A client can only be associated with a single SMS profile.

The next step is to set up the app to connect to the notification provider from the mobile device and establish rules for communication.

Set Up the Device Handshake for Notifications

To allow notifications to be delivered to your mobile app through the network, every platform requires some form of "device handshake" to register and establish the protocol for communication.

Set Up a Device Handshake for Android (FCM)

This section assumes you have already generated a configuration file for your app. You will need the Sender ID (Project Number) you got when you configured your project, as described in Android: Google API Key.

For FCM Notifications, an Android app needs to extend FirebaseMessagingService to define a service for receiving Notifications. By overriding the onMessageReceived method, you can perform actions based on the incoming message. For more



information on handling notifications in Android, see Receive Messages on Google FCM Developers.

In your app's src/main/AndroidManifest.xml file, just before the closing </application> tag, register for the Notifications service, as shown below.

```
<application> ...
<service
android:name="oracle.cloud.mobile.fcmnotifications.MCSFirebaseMessagingServic
e">
<intent-filter>
<action android:name="com.google.firebase.MESSAGING_EVENT"/>
</intent-filter>
</service>
</application>
```

Set permissions to receive and display notifications by inserting these entries in the Android manifest (somewhere above the <application> entry).

```
<uses-permission
android:name="android.permission.INTERNET"/>
<uses-permission
android:name="android.permission.ACCESS_NETWORK_STATE"/>
<uses-permission
android:name="android.permission.WRITE_INTERNAL_STORAGE"/>
<uses-permission
android:name="android.permission.WRITE_EXTERNAL_STORAGE"/>
<uses-permission
android:name="android.permission.ACCESS_FINE_LOCATION"/>
<uses-permission
android:name="android.permission.ACCESS_COARSE_LOCATION"/>
<application>
```

To establish communication and register for notifications, here's what the device handshake might look like in an Android app, using the client SDK:

```
import oracle.cloud.mobile.exception.ServiceProxyException;
import oracle.cloud.mobile.fcmnotifications.Notifications;
import oracle.cloud.mobile.mobilebackend.MobileManager;
public class MainActivity extends Activity {
    private Notifications mNotification;
    @Override protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        this.registerNotificationClient();
}
//method that initializes and returns the Notifications client
private void registerNotificationClient() {
    try {
            mNotification =
```



Get a FCM Registration Token

You also need the Sender ID to register your app with FCM to get a registration token. The registration token is passed to the service, which packages it with the notification to tell Google that your app and the device it runs on are legitimate recipients on the network. Google provides the Instance ID API to handle registration tokens. See Set Up a Firebase Cloud Messaging Client App on Android on Google Developers.

To set up a callback on successful registration, you could add code like the example below:

```
public void onClick(View view) {
  try {
    //Registration process callback
    BroadcastReceiver mRegistrationBroadcastReceiver = new
BroadcastReceiver() {
        @Override
        public void onReceive(Context context, Intent intent) {
            SharedPreferences sharedPreferences =
                PreferenceManager.getDefaultSharedPreferences(context);
boolean sentToken = sharedPreferences
                .getBoolean(NotificationsConfig.SENT TOKEN TO SERVER,
false);
if (sentToken) {
        Logger.debug(TAG, "Token retrieved and sent to server! App can
use FCM");
}else{
        Logger.debug(TAG, "An error occurred while registering the
device");
        }
    }
};
//Call on successful registration
LocalBroadcastManager.getInstance(getApplicationContext()).registerRece
iver(
        mRegistrationBroadcastReceiver,
        new IntentFilter(NotificationsConfig.REGISTRATION COMPLETE));
//Initialization of notifications service
Notifications notifications =
MobileBackendManager.getManager().getDefaultMobileBackend(getApplicatio
nContext()).getServiceProxy(Notifications.class);
boolean result = notifications.initialize(view.getContext());
```



After you've set up and registered your app, it can send and receive notifications. For details and sample code, see the chapter Sending Notifications to and from Your App. De-Registering a Device

To de-register a device for notifications, here's what the code might look like in an Android app, using the client SDK:

```
//Initialization of notifications service
Notifications notifications =
MobileManager.getManager().getDefaultMobileBackend(getApplicationContext()).g
etServiceProxy(Notifications.class);
boolean result = notifications.deregisterDevice(view.getContext());
Logger.debug(TAG, "unregister " + result);
```

Set Up a Device Handshake for iOS

As an iOS developer, to make a device handshake happen you need to add this code to your Xcode project to get a device token, get a notifications object, and register your app for notifications:

Note that the registration code should be called each time the app starts.

1. Get a device token from Apple.

After calling the above lines of code, the Apple Push Notification Service (APNS) will call one of the delegate methods based on the success or failure to retrieve the device token. If successful, one of the following methods is called:

didRegisterUserNotificationSettings: (iOS 8 or later) or didRegisterForRemoteNotificationsWithDeviceToken: (iOS 7.1). In case of an error, the didFailToRegisterForRemoteNotificationsWithEffor: method is called.

2. Get the Notifications SDK object.

```
(OMCNotifications *) getOMCNotifications{
    OMCAuthorization *auth = [[OMCMobileManager sharedManager]
    mobileBackend] mobileBackendForName:
        <Name_of_Mobile_Backend_from_OMC.Plist>].authorization;
    OMCNotifications* omcNOtifications=nil;
    NSError* err = [auth authenticate:<Username> password:<Password>];
    if (!err){
```



3. Register for notifications using the Notifications SDK object.

```
-(void) registerForMCSNotifications:(id) sender {
    // Get notifications object from your mobile backend object.
    OMCNotifications* notifications = [mbe notifications];
    // Call the register api and pass your iOS device's device
token data.
    [notifications registerForNotifications:[self
getDeviceTokenData]
            onSuccess:^(NSHTTPURLResponse *response) {
              NSLog(@"Device registered successfully.");
              dispatch async(dispatch get main queue(), ^{
              // Update UI if-needed.
                });
              } onError:^(NSError *error) {
                  NSLog(@"Error registering your device.");
                  dispatch async(dispatch get main queue(), ^{
                     // Update UI if-needed.
                  });
              }];
}
```

Next, register your mobile app with the associated backend, and enable notifications.

After you've registered your app, it can receive notifications from a range of sources. For details, see Sending Notifications to and from Your App.

Set Up a Device Handshake for Windows

This section assumes you have already registered your mobile app with WNS as described in the Windows: WNS Credentials chapter.

For details on requesting a channel URI and constructing the notification payload, see Windows Push Notification Services (WNS) overview.

Next, register your mobile app with the associated backend, and enable notifications. For detailed instructions, see the Backends chapter.

After you've registered your app, it can receive notifications from a range of sources.

Send Notifications to and from Your App

Once you've set up and registered your mobile app, you can start sending notifications and SMS messages.

 Send notifications and cancel scheduled notifications from the UI, which can be useful for development.



 Use the Notifications API to send notifications to and from apps and devices all over the place.

You can also check the status of your notifications in the UI or using the Notifications API. For details, see Troubleshooting Notifications.

Testing Notifications from the UI

The service provides a notifications testing UI that allows you to send scheduled notifications to a defined set of recipients.

- 1. Click to open the side menu and select **Development > Backends**.
- On the Backends page, select the backend that includes your mobile app and click Open.
- 3. Click Notifications.
- 4. On the Notifications page, click the **Send** icon.
- 5. If your device isn't registered yet, you can access the Device Registry by clicking Manage Devices.

To register a device for SMS through the UI, you must have consent management disabled in the associated notifications profile as described in Create a Notifications Profile. If you register a device for SMS through the UI and it fails, it's probably a problem with your Syniverse Developer Community setup. Make sure you completed all the steps described in Syniverse: SMS Credentials.

- 6. Enter the notification message you want to send in plain text or a JSON payload. If you enter JSON, it must conform to the notification provider's requirements. If it is not valid JSON, it will be sent as a plain text message.
- 7. Choose when to send the message.
 - To send the notification immediately, leave the default **Now**.
 - To schedule the notification for a later date and time, choose **Later** and select the date and time for the notification to be sent.
- 8. Choose who to send the message to.
 - To send the notification to everyone in the mobile backend, leave the default **All notifications-enabled mobile apps that use this backend**. A single backend may contain more than one version of a mobile application, with implementations for different devices and networks. This option sends to all notification-enabled clients, regardless of the network or device.
 - To define a filter by user name, platform type, device ID, Facebook ID, or any combination, choose **Filtered set of recipients**. Under **Match all of the following**, select the filter type from the dropdown list:
 - Device ID: Send a notification to a single device ID or to multiple device IDs at the same time. The device ID is a unique number assigned to a mobile device during the device handshake. For SMS, the device ID is a phone number. In general, sending a notification to a device ID is useful for testing your application but not practical in bulk.
 - **Platform**: Send to all recipients running on iOS, Android, Windows or Web.
 - Provider: Send to all recipients receiving APNS, FCM, WNS or SMS notifications.



- User: Send a notification to a single user or to a list of users.
- Facebook Unique ID: Send a notification to a Facebook user, by ID.

If the list of recipients gets too long, click the + button to add another filter and continue your entries there. Filters can be mixed and matched for additional selectivity.

9. Click Send.

Once you click Send, you can monitor the status of your notifications in the **History** pane.

Cancel a Scheduled Notification from the UI

The only notifications that can be cancelled are those that are scheduled for a future time.

To cancel a scheduled notification, go to the **Scheduled** tab in the History pane and click the X in the corner of the entry you want to remove. You will be prompted to confirm the cancellation.

Send Notifications Using the Notifications API

You can send notifications to mobile devices from your apps using the Notifications REST API. Notifications have a maximum limit of 1,000 devices per call. You can call Notifications REST API endpoints directly or use custom code in your mobile app. This section details the REST endpoints. For information on using custom code including examples and sample code, see the Notifications API in the Calling APIs from Custom Code in the chapter.

To register a device ID for notifications, you can use the UI, the client SDK, or the Mobile Devices REST API.

The /mobile/system/notifications/notifications endpoint allows you to send notifications, cancel scheduled notifications, and check the status of sent notifications.

When you send a notification, you can specify any combination of the following for the payload:

- {"payload":""} A unified payload that includes well-formed JSON for each supported notification provider (Google, Apple, Windows and Syniverse). For details, see Sending a Notification Using a Unified Payload.
- {"template":""} A reusable payload template with defined parameters, used to create payloads for each supported notification provider. The payload template includes the following optional parameters: title, body, badge, sound and custom. For details, see Sending a Notification Using a Unified Payload.
- {"message":""} A plain-text message string. For details, see Sending a Text Message Notification .

The unified payload is used if it exists, then the template, then the message, in that order.

To send notifications to specific recipients, add an argument after the content of the payload:



• To send to a user or a list of users, add the users argument. A user can be defined by firstname:lastname or email address. Multiple users are listed as tokens in an array, and there's no limit on the number. For example:

```
-d '{"message": "Hi! Our storewide sale is tomorrow.", "users":
["bob@example.com", "sjones@xyz.net", "banana@peelme.com"]}'
```

• To send to everyone on the same mobile platform, add the platform (IOS, ANDROID, WINDOWS or WEB). For example:

-d '{"message": "Hi! Our storewide sale is tomorrow.", "platform": "IOS"}'

• To send to a specific notification provider, add the provider (APNS, FCM, WNS or SYNIVERSE). For example:

-d '{"message": "Hi! Our storewide sale is tomorrow.", "provider": "APNS"}'

 To send to a specific device ID or a list of device IDs, add the notificationTokens argument. Multiple IDs are listed as tokens in an array, and there's no limit on the number. For example:

-d '{"message": "Test of notifications feature.", "notificationTokens": ["2DD2D2-D2DDG44GD-GDGSDFZS3-3-3DFZSDFDS"]}'

To schedule a notification for a future date and time, add the sendon argument. For example:

```
-d '{"message": "Come to our discount sale today!", "sendOn":
"2015-06-15T6:00Z"}'
```

For further details, including HTTP response status codes and full schemas for the request and response bodies, see the REST API Reference for Oracle Mobile Cloud.

REST

Register a Device ID

The Mobile Devices REST API lets you register the device ID of your mobile app, which can then be used as a recipient address for sending notifications. This API can also associate a user with the device ID, so the user name can also be used as a target for notifications.

You can register a device ID (notificationToken) directly and send notifications directly to that ID. You can also use this API to associate any user with the device ID.

The Mobile Devices REST API includes the following endpoints:

- POST /mobile/platform/devices/register
- POST /mobile/platform/devices/deregister

When you register a device, include these parameters:

• The mobileClient parameter identifies the client in the backend with three properties:



- id: The Application ID assigned by the Google or Apple app store. (This is different from the "App-Key".)
- version: The version of the mobile client that will receive the notifications, currently 1.0.
- platform: "IOS" or "ANDROID" or "WINDOWS" or "WEB" (all caps)
- The notificationProvider parameter defines the service the notificationToken is used for: "APNS" or "GCS" or "FCM" or "WNS" or "SYNIVERSE".
- The notificationToken parameter defines the token needed by the notification service for sending calls. This token uniquely identifies the specific instance of a mobile app associated with a specific device, and is used to ensure that notifications are sent to the correct recipient. Encode in hexadecimal if necessary.
- The optional user parameter associates the device ID with the user name provided. If the user parameter isn't included, the device ID is associated with the user who is logged in during the registration call. To specify a different user name, the logged in user must be a team member with either the Administrator or Developer role. Keep in mind that registering a user name this way doesn't validate the entry in the Device Registry. If this results in duplicate user names, notifications could be sent to multiple users. It's up to the app to ensure that user names are unique if that's a requirement.

This example registers a device with the device ID MyAppToken:

```
curl -v
  -H "Authorization: Basic
VGVzdE1vYmlsZVVzZXIyYzE4YWRiZjMyMDg0ZWZkOWQyODM0NjA1OGNmExampleAuthStri
ng="
  -H "Oracle-Mobile-Backend-ID: 7cf06198-053e-4311-8186-cae145900d59"
  -H "Content-Type:application/json"
  -d '{"mobileClient": {"id":
  "MyClientac3d8baf1aa348b48d80e9b7fd026067","version":
  "1.0","platform":
  "IOS"},"notificationProvider":"APNS","notificationToken":"03767dea-29ac
  -4440-b4f6-75a755845ade","user":"JoeSmith"}'
   http://www.fixitfast.com:8080/mobile/platform/devices/register
```

If the REST operation to register the device is successful, you can expect to get a response something like this:

```
Connected to fixitfast.com port (10.176.45.198) port 8080 (#0)
Server auth using Basic with user 'lucy'
POST /mobile/platform/devices/register/
Authorization: Basic
VGVzdElvYmlsZVVzZXIyYzE4YWRiZjMyMDg0ZWZkOWQyODMONjAlOGNmExampleAuthStri
ng=
User-Agent: curl/7.33.0
Host: fixitfast.com:8080
Accept: application/json
Content-Type: application/json
Oracle-Mobile-Backend-ID: 7cf06198-053e-4311-8186-cae145900d59
Content-Length: 32
```



```
upload completely sent off: 32 out of 32 bytes
HTTP/1.1 201 Created
```

The response includes a JSON payload that contains the device ID for the registered device.

```
{
   "id": "7cf06198-053e-4311-8186-cae145900d59",
   "user": "JoeSmith",
   "notificationProvider":"APNS",
   "notificationToken":"03767dea-29ac-4440-b4f6-75a755845ade",
   "mobileClient": {"id":
   "MyClientac3d8baf1aa348b48d80e9b7fd026067","version": "1.0","platform":
   "IOS"},
   "modifiedOn": "2016-05-25T14:58:16.373Z"
}
```

Send a Text Message Notification

The example below uses the Notifications REST API to send a simple notification to everyone in the mobile backend. As noted above, the name and password sent in the Authorization header must be a team member with the necessary permissions.

```
curl -X POST
  -H "Authorization: basic bWNzOldlbGNvbWUxKg=="
  -H "Accept: application/json"
  -H "Content-Type: application/json; charset=UTF-8"
  -H "Oracle-Mobile-Backend-ID:1d97542d-51d6-4f18-897f-35053cfdfd2d"
  -d '{"message": "Hi! Our storewide sale is tomorrow."}'
   http://www.FixItFast.com:8080/mobile/system/notifications/notifications/
```

If the notification is sent successfully, the response might look like the example below. The body will be the JSON for the created notification.

```
Connected to FixItFast.com port (10.176.45.198) port 8080 (#0)
Server auth using Basic with user 'lucy'
POST /mobile/system/notifications/notifications/ HTTP/1.1
Authorization: Basic bWNzOldlbGNvbWUxKg==
User-Agent: curl/7.33.0
Host: newclothes.com:8080
Accept: application/json
Content-Type: application/json; charset=UTF-8
Oracle-Mobile-Backend-ID:1d97542d-51d6-4f18-897f-35053cfdfd2d
HTTP/1.1 201 Created
```

You could also get a status code of 400 (bad request) or 401 (unauthorized).

Send a Notification Using a Unified Payload

A unified payload allows you to specify a different payload for each supported notification provider using Notifications REST API. One or more of the following can be defined under the services property:

The apns payload must conform to APNS requirements.



- The fcm payload can contain arbitrary JSON properties.
- The wns payload property must contain a well-formed WNS payload.
- The syniverse payload property should contain the string to send as a SMS message.

The payload template allows you to send provider-specific payloads without defining the code. For details, see Sending a Notification Using a Payload Template.

The following are simple examples that define payloads for FCM. An FCM object can contain either a notification object or a data object. A notification object has a predefined set of user-visible keys described in the FCM documentation. A data object has custom key-value pairs.

Notification object:

```
{"notificationTokens": [ "xxxxx"],"payload":
    {"services":
        {"fcm":
            {"notification":
                {"title": "Sale On Now!","body": "50% off until Saturday"
            }
        }
    }
}
```

Data object:

```
"notificationTokens": [ "xxxxxx"],"payload":
    {"services":
        {"fcm":
            {"data":
                {"acme1": "value1","acme2": "value2"
            }
        }
    }
}
```

Send a Notification Using a Payload Template

}

When you use a payload template with the Notifications REST API, the content you enter is used to create a driver-specific payload for each supported notification provider. The default payload template includes the following optional parameters.

Parameter	Description	Data Type	Example
title	The alert title. If a title is specified, the body parameter is also required.	string	"Sale On Now!"



Parameter	Description	Data Type	Example
body	The alert body. If only a body is specified, the content is used as the value for the alert property in the APNS and FCM payloads.	string	"50% off until Saturday"
badge	A number to badge the notification with. Android applications don't support badging, so the number is not passed in the payload. If there is a requirement to pass the "badge" value, it can be passed as part of a custom data payload.	number	43
sound	 The sound file to play with the notification. Only .wav format is supported by APNS , WNS, and FCM. For APNS, the file must be in the app bundle. For WNS, the file must be in the app package (the "ms-appx:///" prefix is added automatically). For FCM, the file can be anywhere. 	string	"alert.wav"
custom	Any required custom data.	object	{ "acme1": "value1", "acme2": ["value2", "value3"] }

The example below shows a notification sent using FCM that includes all five parameters and the resulting payload. An FCM object can contain either a notification object or a data object. A notification object has a predefined set of user-visible keys described in the FCM documentation. A data object has custom key-value pairs.

This specifies the default template:

```
{
    template": {
```



```
"name" : "#default",
"parameters": {
    "title":"this is the title",
    "body":"this is the body",
    "sound":"alert.wav",
    "badge": 5,
    "custom":
    { "key1": "value1", "key2": "value2", "key3": [ "value3.1",
    "value3.2"] }
}
```

With FCM, custom properties are passed in a data object in the generated payload and the other parameters are passed in a notification object. This example of a generated payload contains both data and notifications objects for illustrative purposes. Typically, FMC notifications have either the notification object or the data object, but not both. Note that because FCM data are name/value pairs, the value for acme2 was converted from an array to a string.

FCM driver payload:

```
"fcm": {
  "notification":
  { "title": "this is the title", "body": "this is the body", "sound":
  "alert.wav" }
  "data":
  { "key1": "value1", "key2": "value2", "key3": "[ \"value3.1\",
  \"value3.2\"]" }
}
```

Cancel Scheduled Notifications

To cancel a scheduled notification, send DELETE to /mobile/system/notifications/ notifications/{id} with the ID assigned to the notification you want to cancel. For this example, the notification ID is 113455.

```
curl -X DELETE
-H "Authorization: Basic dXNlcm5hbWU6cGFzc3dvcmQ=="
-H "Oracle-Mobile-Backend-ID:1d97542d-51d6-4f18-897f-35053cfdfd2d"
-H "Accept: application/json"
-H "Content-Type: application/json; charset=UTF-8"
http://www.fixitfast.com:8080/mobile/system/notifications/
notifications/113455
```

iOS

Register a Device ID

The Mobile Devices REST API lets you register the device ID of your mobile app, which can then be used as a recipient address for sending notifications. This API can also associate a user with the device ID, so the user name can also be used as a target for notifications.



You can register a device ID (notificationToken) and send notifications to that ID. You can also use this API to associate any user with the device ID.

The Mobile Devices REST API includes the following endpoints:

- POST /mobile/platform/devices/register
- POST /mobile/platform/devices/deregister

When you register a device, include these parameters:

- The mobileClient parameter identifies the client in the backend with three properties:
 - id: The Application ID assigned by the Google or Apple app store. (This is different from the "App-Key".)
 - version: The version of the mobile client that will receive the notifications, currently 1.0.
 - platform: "IOS" or "ANDROID" or "WINDOWS" or "WEB" (all caps)
- The notificationProvider parameter defines the service the notificationToken is used for: "APNS" or "GCS" or "FCM" or "WNS" or "SYNIVERSE".
- The notificationToken parameter defines the token needed by the notification service for sending calls. This token uniquely identifies the specific instance of a mobile app associated with a specific device, and is used to ensure that notifications are sent to the correct recipient. Encode in hexadecimal if necessary.
- The optional user parameter associates the device ID with the user name provided. If the user parameter isn't included, the device ID is associated with the user who is logged in during the registration call.

To specify a different user name, the logged in user must be a team member with either the Administrator or Developer role. Keep in mind that registering a user name this way doesn't validate the entry in the Device Registry. If this results in duplicate user names, notifications could be sent to multiple users. It's up to the app to ensure that user names are unique if that's a requirement.

This code shows how to register an iOS device for push notifications:

```
-(void) registerForMCSNotifications:(id) sender {
    // Get notifications object from your mobile backend object.
    OMCNotifications* notifications = [mbe notifications];
    // Call register api and pass the iOS device token data.
    [notifications registerForNotifications:[self getDeviceTokenData]
        onSuccess:^(NSHTTPURLResponse *response) {
        NSLog(@"Device registered successfully.");
        dispatch_async(dispatch_get_main_queue(), ^{{// Update UI if needed.
    }
}
```



```
});
});
} onError:^(NSError *error) {
    NSLog(@"Error registering your device.");
    dispatch_async(dispatch_get_main_queue(), ^{
//Update UI if needed.
    });
}];
```

}

Deregister a Device

// Call register api and pass your iOS device's device token data.

[notifications deregisterForNotifications:[self getDeviceTokenData]

onSuccess:^(NSHTTPURLResponse *response) {

NSLog(@"Device deregistered successfully.");

dispatch_async(dispatch_get_main_queue(), ^{

// Update UI if-needed.

}) ;

```
} onError:^(NSError *error) {
    NSLog(@"Error deregistering your device.");
    dispatch_async(dispatch_get_main_queue(), ^{
    // Update UI if-needed.
});
```

}];

Cordova/JavaScript/TypeScript

Register a Device ID

The Mobile Devices REST API lets you register the device ID of your mobile app, which can then be used as a recipient address for sending notifications. This API can also associate a user with the device ID, so the user name can also be used as a target for notifications.



You can register a device ID (notificationToken) directly and send notifications directly to that ID. You can also use this API to associate any user with the device ID.

The Mobile Devices REST API includes the following endpoints:

- POST /mobile/platform/devices/register
- POST /mobile/platform/devices/deregister

When you register a device, include these parameters:

- The mobileClient parameter identifies the client in the backend with three properties:
 - id: The Application ID assigned by the Google or Apple app store. (This is different from the "App-Key".)
 - version: The version of the mobile client that will receive the notifications, currently 1.0.
 - platform: "IOS" or "ANDROID" or "WINDOWS" or "WEB" (all caps)
- The notificationProvider parameter defines the service the notificationToken is used for: "APNS" or "GCS" or "FCM" or "WNS" or "SYNIVERSE".
- The notificationToken parameter defines the token needed by the notification service for sending calls. This token uniquely identifies the specific instance of a mobile app associated with a specific device, and is used to ensure that notifications are sent to the correct recipient. Encode in hexadecimal if necessary.
- The optional user parameter associates the device ID with the user name provided. If the user parameter isn't included, the device ID is associated with the user who is logged in during the registration call. To specify a different user name, the logged in user must be a team member with either the Administrator or Developer role. Keep in mind that registering a user name this way doesn't validate the entry in the Device Registry. If this results in duplicate user names, notifications could be sent to multiple users. It's up to the app to ensure that user names are unique if that's a requirement.

This code shows how to register a device for push notifications using Cordova/JavaScript/ TypeScript:

```
. . .
document.addEventListener("deviceready", handleDeviceReady, false);
. . .
function handleDeviceReady() {
 MCSNotificationsCordovaPlugin.onTokenRefresh(handleTokenRefresh,
handleError);
}
. . .
function handleTokenRefresh(token) {
    console.log('NotificationsService Token refreshed', token);
    mcs.mobileBackend.notifications.registerForNotifications(token,
packageName, appVersion, 'FCM')
        .then(handleRegisterForNotifications)
        .catch(handleError);
}
function handleRegisterForNotifications(response) {
    console.log('NotificationsService, device registered for notifications');
}
function handleError(error) {
```



```
console.error('NotificationsService Error', error);
```

Deregister a Device

}

```
this.mcs.mobileBackend.notifications
.deregisterForNotifications(token, packageName, appVersion, 'FCM')
.then(deregisterSuccess)
.catch(deregisterError);
function deregisterSuccess(response)
{ console.log(response); }
function deregisterError(response)
{ console.error(response); }
```

How Are Notifications Sent and Received?

As a mobile application developer, you configure your mobile app to receive notifications over the network. Once your mobile app is configured and installed on a device, it connects to its backend to receive notifications. The steps below summarize the path that a notification takes.

- You compose a notification, for example, "Hi! Our storewide sale is tomorrow," and define a recipient for it. You can send the notification to a specific user or device or set of users or devices, to everyone in the backend, or to a specific device type (Android, iOS or Windows). You can send the notification immediately or schedule it to be sent at a later date and time. When you POST a notification, an ID is created for the message. You can use this ID to cancel a message if it hasn't been sent yet.
- 2. The notification is addressed to the associated device IDs and distributed to the appropriate push networks for delivery.
- The notification is received by the mobile application, and the owner of the device gets it.

The notification service providers and their payload limits are:

- WNS: 5K
- FCM: 4K
- APNS: 4K
- SMS: 1000 bytes





What is the Device ID or Notification Token?

The device ID, also known as the notification token, uniquely identifies the specific instance of a mobile application associated with a specific device. This ID is used to ensure that notifications are sent to the correct recipient.

A unique device ID is assigned when a mobile app registers a device during the device handshake. After that point, the ID can be used to identify that specific recipient. Multiple instances of the same mobile app on the same device have different device IDs. The device ID changes periodically, but this is handled internally and is transparent to the mobile app.

You can look up the device IDs registered with a mobile app in the Device Registry, from the Notifications page for the associated backend in the UI. To register a specific device ID to be used as a recipient address for notifications, you can use the REST API. Keep in mind that sending a notification directly to a device ID is only useful for testing. There are more efficient ways to send notifications to a specific group of users, which you can read about in Send Notifications to and from Your App.

Troubleshoot Notifications

Sending a notification is an asynchronous process. Once you send a notification, it can sit for minutes, hours, or maybe even days on an Apple, Google or Microsoft server before it gets delivered to the mobile device. Even if a notification can't be delivered, there might be no error message returned. You have no control over a notification once it gets sent, but these are some common notification problems:

- A secure certificate is missing, expired, or not located in the right place.
- The network credentials for the device don't match the credentials registered.
- A security identifier used in your code doesn't match the identifier registered with Google, Apple or Windows, or match what's defined in your Android manifest or iOS Xcode project.
- The wrong identifier has been entered into a form. For example, when you register for notifications in a backend and it asks you for an API Key, you entered the application key instead.
- An APNS mismatch between production/development flag and certificate, for example uploading a production certificate but configuring the client saying it's a development certificate.



 In FCM, the wrong API key or Project Number/Sender ID means the user might have disabled notifications on their device.

The service will automatically unregister the device if a notification is sent to it and the notification provider reports the device ID as being bad. This can happen in a few ways:

- The most likely is that the token has expired. A device token lasts between 30 and 90 days depending on the provider. A mobile app should reregister the notifications token every time the app starts up with both the service and the notifications provider to refresh it.
- The user deleted the app from their device
- The API key or certificate in the service has gone bad by either expiring, or a new API key or certificate was requested from Google/Apple and not uploaded.
- The user has reinstalled/updated their OS and hasn't run the app since reloading the OS.
- The token was mangled somehow during registration.

Check Notification Status in the UI

Check the **History** pane, accessible from the **Notifications** page for your mobile backend, to find out if your notifications were successfully sent.

Scheduled notifications are displayed in the **Scheduled** tab. To see a list of sent notifications, click the **Sent** tab. If you don't see the notifications you expect, click **Check for Updates**.

The status you see in the History pane reflects the success rate of the notifications that have been sent. You can quickly tell the status of each notification in the History pane by the color in the left column:

- **Green** means that more than 70% of individual notifications in the batch were accepted by the Apple and/or Google networks.
- Yellow means that less than 70% of individual notifications in the batch were accepted.
- **Red** means that the batch failed to send successfully. In most cases, there is a configuration error that needs to be fixed.
- **Blue** means a batch of notifications is currently being sent. In most cases, a Blue indicator appears for only a few moments.

Given the large the number of recipients sent to a popular mobile application, there will never be 100% success. For example, if a notification is directed to a user that has recently lost her phone, the Apple or Google network won't accept the notification for delivery to the device. The default warning threshold is 70%, but you can change it in the Notifications DeviceCountWarningThreshold environment policy.

The **Device Manager**, also accessible from the **Notifications** page for your mobile backend, lists all registered devices for the mobile backend with their device IDs/ notification tokens. If you don't see your device, the network provider might have specified that the device ID/notification token is invalid and should be deregistered. Also, if a device hasn't been reregistered in 60 days, it will be removed from the registry. You can click **Clear Registry** to remove all registered devices from a mobile backend to facilitate troubleshooting.



You can always look at the logs to see if more information about a notification or batch of

notifications is available. Click to open the side menu and select **Administration > Logs**. For details on the diagnostics tools available, see the Diagnostics chapter.

Check Notification Status with the Notifications REST API

You can use the Notifications API to check the status of notifications.

Send GET to mobile/system/notifications/notifications with the ID of the notification or using the status= query parameter. You can check for any notification status: New, Scheduled, Sending, Error, Warning, or Sent. (The notification must have been successfully sent.)

The example below checks for scheduled notifications.

```
curl -i
-X GET
-u team.user@example.com:Password
-H "Oracle-Mobile-Backend-ID: ABCD9278-091f-41aa-9cb2-184bd0586fce"
http://fif.cloud.oracle.com/mobile/system/notifications/notifications/?
status=Scheduled
```

If the query is successful, the response will be JSON listing the first 1000 notifications found. You can specify a range using limit and offset parameters, for example, limit=100&offset=400 would return notifications 400-499.

```
{
 "items": [
   {
   "id": 1234,
   "tag": "Marketing",
    "message": "This is the alert message.",
    "status": "Sent",
    "notificationTokens": ["APNSdeviceToken"],
    "createdOn": "2014-04-02T12:34:56.789Z",
    "platformCounts": [
     {
       "platform": "IOS",
       "deviceCount": 1,
       "successCount": 1
 ],
 "links": [
   {
    "rel": "canonical",
     "href": "/notifications/1234"
  },
   {
     "rel": "self",
     "href": "/notifications/1234"
  }
 ]
},
 {
```



```
"id": 1235,
  "tag": "System",
  "message": "Update required.",
  "status": "Sent",
  "processedOn": "2014-04-01T12:34:56.789Z",
   "notificationTokens": ["APNSdeviceToken"],
   "platformCounts": [
   {
    "platform": "IOS",
    "deviceCount": 1,
    "successCount": 1
   }
  ],
  "createdOn": "2014-04-03T58:24:12.345Z",
  "links": [
   {
    "rel": "canonical",
    "href": "/notifications/1235"
   },
   {
    "rel": "self",
    "href": "/notifications/1235"
   }
  ]
  }
],
 "hasMore": false
  "links": [
  {
   "rel": "canonical",
   "href": "/notifications?offset=0&limit=2"
  },
   {
   "rel": "self",
   "href": "/notifications?offset=0&limit=1000"
  }
 ]
}
```

9 My Profile

As a mobile app developer, you use the My Profile API to access and update details about the currently authorized user.

User Types

The information that the API returns depends on what type of user you are inquiring about. Here are the types of users:

- **IDCS users**: These users have accounts that are managed by the domain's Oracle Identity Cloud Service (IDCS) as described in Mobile Users and Roles.
- Virtual users: These users pass a third-party token for authorization as described in Enterprise Single Sign-On.
- **Social users**: These users have logged into the app from Facebook, as described in Facebook Login.

Get User Profile Information

If your app needs user information, such as full names and roles, you can call the User Profile API to get that information from their profile.

You have two options for getting a user's profile:

- You can make a direct REST call as described in this topic and detailed in the Oracle Mobile Cloud REST API Reference.
- You can call the ums.getMe(httpOptions) method from a custom API implementation.

To get the currently authorized user's profile via a direct REST call, send a GET request to / mobile/platform/users/me. Here's an example of using cURL to send the request:

```
curl -i \
-X GET \
-u joe.doe@example.com:mypass \
-H "Oracle-Mobile-Backend-ID: ABCD9278-091f-41aa-9cb2-184bd0586fce" \
https://fif.cloud.oracle.com/mobile/platform/users/me
```

The contents of the response body depends on the user type:

- When the user is an IDCS user, the response contains the IDCS user information, including roles.
- When the user is a virtual user, the response contains the user name and roles.
- When the user is a social user, the response contains the user's mobile ID.



Here's an example of a response for an IDCS user:

```
{
  "idcsCreatedBy":{
    "type":"App",
    "display":"instance1",
    "value":"346373e8a",
    "$ref":"https://myIdentity.example.com/admin/v1/Apps/
3463731bd0cc43c7ba1b79a9c6e25e8a"
  },
  "id":"7e56fd80",
  "active":true,
  "displayName":"Joe Doe",
  "idcsLastModifiedBy":{
    "value":"346373e8aa",
    "display":"instance1",
    "type":"App",
    "$ref":"https://myIdentity.example.com/admin/v1/Apps/
3463731bd0cc43c7ba1b79a9c6e25e8a"
  },
  "userName":"jdoe",
  "emails":[
    {
      "primary":true,
      "value":"jdoe@example.invalid",
      "type":"work"
    }
  ],
  "name":{
    "familyName":"Doe",
    "givenName":"Joe",
    "formatted":"Joe Doe"
  },
  "urn:ietf:params:scim:schemas:oracle:idcs:extension:user:User":{
    "grants":[
      {
        "value":"89d8b111",
        "grantMechanism":"ADMINISTRATOR TO USER",
        "appId":"346373e8a",
        "$ref":"https://myIdentity.example.com/admin/v1/Grants/
89d80073ae7f48838798cc864031b111"
      }
    ],
    "appRoles":[
      {
        "value":"a31245f1dd",
        "adminRole":false,
        "legacyGroupName":"instance1.ReadWriteRole",
        "appId":"346373e8a",
        "appName": "instance1 app name",
        "display":"ReadWriteRole",
        "$ref":"https://myIdentity.example.com/admin/v1/AppRoles/
a31245ce4ed94d2a8563d39cd888f1dd"
      }
    ],
```

```
"accounts":[
    {
        "appId":"346373e8a",
        "value":"3819e1be",
        "active":true,
        "$ref":"https://myIdentity.example.com/admin/v1/AccountMgmtInfos/
3819dd966cf34aa593df61809d62e1be"
     }
    ]
    },
    "schemas":[
        "urn:ietf:params:scim:schemas:core:2.0:User"
    ]
}
```

Here's an example of a response for a virtual user:

Here's an example of a response for a social (Facebook) user:

```
{
    "userName": "1 :623:165"
}
```

Get Specific User Information

If your app needs just some pieces of user information, you can call the User Profile API to get that information from their profile.

To get the information you can call the ums.getUser(options, httpOptions) method from a custom API implementation.

The contents of the response body depends on the user type:

• When the user is an IDCS user, the response contains the fields that are specified in options.fields, or, if the options.fields property isn't provided, it contains the IDCS user information, including attributes.

You can specify that the response contains the values for the following fields:

- id
- email
- firstName
- lastName



- username
- attributes
- When the user is a virtual user, the response contains the user name.
- When the user is a social user, the response contains the user's mobile ID.

Here's an example of using this method to get an IDCS user's first and last name:

```
{
  req.oracleMobile.ums.getUser({fields: 'firstName,lastName'}).then(
  function (result) {
    res.status(result.statusCode).send(result.result);
  },
  function (error) {
    res.status(error.statusCode).send(error.error);
  }
);
```

This example shows the response:

```
{
  "firstName": "Joe",
  "lastName": "Doe"
}
```

Update User Profile Information

If your app needs to update an IDCS user's information, such as first name, last name, email, you can call the User Profile API to update that information in their profile.

Call the ums.getMe(httpOptions) method from a custom API implementation and specify the fields to update.

Here's an example of calling this method to update the user's last name and custom attribute:

```
service.put(
   '/mobile/custom/incidentreport/customer',
   function (req, res) {
      req.oracleMobile.ums.updateUser(
        {
        lastName: req.body.lastName,
      urn:ietf:params:scim:schemas:idcs:extension:custom:User:custom_attribut
      e: req.body.customAttribute
      }).then(
      function (result) {
        res.status(result.statusCode).send(result.result);
      },
      function (error) {
        res.status(error.statusCode).send(error.error);
      }
   }
}
```



); });

10 Storage

Oracle Mobile Cloud provides a Storage API for storing media in the cloud. As a mobile app developer, you can use this API in your mobile app to store and retrieve objects, such as files, text, images, and JSON objects.

What Can I Do with Storage?

The Storage API enables your mobile app to store, update, retrieve, and delete media, such as JSON objects, text files, and images, in collections in your Mobile Hub instance. The media are stored as *opaque* objects, which means that each object is stored and retrieved from the collection by a user- or system-generated GUID (globally unique ID). You use mobile user roles to control who can read and write the objects in the collection.

Note that this API isn't intended to act as a database-as-a-service (DBaaS) solution by storing business data used by external systems, or to host HTML 5 applications like a content management system (CMS).

Android

Add an Object to a Collection

```
String text = "This is sample text file";
String name = "sampleText.txt";
StorageObject storageObject = new StorageObject(null, text.getBytes(), "text/
plain");
storageObject.setDisplayName(name);
```

Fetch an Object

This fetches the storage object from a collection and reads its contents in a stream:

```
int i=0;
for (StorageObject storageObject: storageObjects) {
    i++;
    InputStream payload = storageObject.getPayloadStream();
    int n;
    char[] buffer = new char[1024 * 4];
    InputStreamReader reader = null;
    try {
        reader = new InputStreamReader(payload, "UTF8");
    } catch (UnsupportedEncodingException e) {
        e.printStackTrace();
    }
    StringWriter writer = new StringWriter();
    assert reader != null;
```



```
try {
    while (-1 != (n = reader.read(buffer))) {
        writer.write(buffer, 0, n);
    }
}catch (IOException e) {
    e.printStackTrace();
}
Logger.debug(TAG, "Storage Object "+i+" "+writer.toString());
}
```

Get Multiple Objects from a Collection

```
List<storageObject> storageObjects = null;
try {
    Storage storage = mobileBackend.getServiceProxy(Storage.class);
    storageObjects = storageCollection.get(0,10,true);
} catch (ServiceProxyException e) {
    e.printStackTrace();
}
```

Get a Shared Collection

This gets a specific shared collection called sharedCollection:

```
StorageCollection storageCollection= null;
try {
Storage storage = mobileBackend.getServiceProxy(Storage.class);
   storageCollection =
storage.getStorageCollection("sharedCollection");
} catch (ServiceProxyException e) {
   e.printStackTrace();
}
```

Retrieve an Object

```
private Storage mStorage;
private String collectionID = "YOUR_COLLECTION_ID";
private String objectID = "YOUR_OBJECT_ID";
...
try {
    //Initialize and obtain the storage client
    mStorage =
MobileManager.getManager().getDefaultMobileBackend(this).getServiceProx
y(Storage.class);
    //Fetch the collection
    StorageCollection collection =
mStorage.getStorageCollection(collectionID);
    //Fetch the object
```



```
StorageObject object = collection.get(objectID);
//Get the payload
InputStream payload = object.getPayloadStream();
//Display the image
ImageView imageView = (ImageView) findViewById(R.id.imageView);
imageView.setImageBitmap(BitmapFactory.decodeStream(payload));
} catch (ServiceProxyException e) {
    e.printStackTrace();
}
```

Update an Object

```
StorageObject storageObject = null;
try {
Storage storage = mobileBackend.getServiceProxy(Storage.class);
storageObject = storageCollection.get("26651715-9259-4676-a035-
df47ef3e7e79");
} catch (ServiceProxyException e) {
    e.printStackTrace();
}
String text = "This is modified text in a text file";
storageObject.setPayload(text.getBytes(), "text/plain");
try {
Storage storage = mobileBackend.getServiceProxy(Storage.class);
    storageCollection.put(storageObject);
} catch (ServiceProxyException e) {
    e.printStackTrace();
}
```

Upload a New Object to a Collection

```
try {
Storage storage = mobileBackend.getServiceProxy(Storage.class);
    storageCollection.post(storageObject);
} catch (ServiceProxyException e) {
    e.printStackTrace();
}
```

iOS

Add an Object to a Collection

- (void) uploadData{

```
NSString* collection_Id = @"myCollection";
NSString* payload = @"This is a simple text object";
```

```
NSString* contentType = @"text/plain";
    if ( payload == nil || [payload isEqualToString:@""])
        NSLog(@"There is nothing to upload");
    }
    else{
        // Get storage object.
        OMCStorage* storage = [mbe storage];
        // Get collection where you want to upload new data.
        OMCStorageCollection* aCollection = [storage
getCollection:collection Id];
        // Create new data from payload (in case your payload is not
already in NSData format )
        NSData* payloadData = [payload
dataUsingEncoding:NSUTF8StringEncoding];
        OMCStorageObject* aObject = [[OMCStorageObject alloc]
setPayloadFromData:payloadData
                              withContentType:contentType];
        // Post data.
        [aCollection post:aObject];
        NSLog(@"Upload finished");
    }
```

Delete an Object

}

```
NSString* collection_Id = @"";
// Get your collection
OMCStorageCollection* aCollection = [storage
getCollection:collection_Id];
// Create/Update an object with the same objectID.
NSString* objectID = @"object2";
BOOL isDeleteSuccessful = [aCollection deleteWithKey:objectID];
```

Download Data to a Collection

This downloads data from any storage collection where:

collectionID is the id for the target collection.

objectID is the id for the target object.

```
-(void) downloadData{
```

NSString* collection Id = @"";



```
NSString* object_Id = @"";

// Get storage object.

OMCStorage* storage = [mbe storage];

// Get your collection

OMCStorageCollection* aCollection = [storage

getCollection:collection_Id];

// Get your object from your collection.

OMCStorageObject* anObject = [aCollection get:object_Id];

// Get the data from payload of your object.

NSData* data = [anObject getPayloadData];

NSLog(@"Download finished");

}
```

Get a User Isolated Collection

```
NSString* collection_Id = @"";
NSString* user_Id = @"";
// Get user isolated collection.
OMCStorageCollection* aCollection = [storage getCollection:collection_Id
forUserId:user_Id];
```

Get Multiple Objects from a Collection

```
NSString* collection_Id = @"";
// Get your collection.
OMCStorageCollection* aCollection = [storage getCollection:collection_Id];
NSUInteger offset = 0; NSUInteger limit = 10;
NSArray<OMCStorageObject*>* objects = [collection get:offset
withLimit:limit getAllObjects:NO];
```

Get Object Data as a Stream

```
NSString* collection_Id = @"";
OMCStorageCollection* aCollection = [storage getCollection:collection_Id];
NSString* object_Id = @"";
OMCStorageObject* anObject = [aCollection get:object_Id];
NSInputStream* inStream = [anObject getPayloadStream];
```



Retrieve a Storage Object

```
- (void) downloadData{
    //Fill in IDs for collection and object.
    NSString* collection_Id = @"";
    NSString* object_Id = @"";
    // Get storage object.
        OMCStorage* storage = [mbe storage];
        // Get your collection.
        OMCStorageCollection* aCollection = [storage
getCollection:collection_Id];
        // Get your object from your collection.
        OMCStorageObject* aObject = [aCollection get:object_Id];
        // Get the data from your object's payload.
        NSData* data = [aObject getPayloadData];
        NSLog(@"Download finished");
    }
```

Updating an Object

```
NSString* collection_Id = @"";

// Get your collection.

OMCStorageCollection* aCollection = [storage
getCollection:collection_Id];

// Create/Update object with the same objectID.

NSString* objectID = @"";

NSData* payload = [@"This is updated object" dataUsingEncoding:

NSUTF8StringEncoding];

OMCStorageObject* object = [[OMCStorageObject alloc]

initPayload:objectID

withData:payload

andContentType:@"plain/text"];

OMCStorageObject* returnedObject = [aCollection put:object];
```

Uploading Data to a Collection

```
-(void) uploadData{
     NSString* collection_Id = @"";
     NSString* payload = @"";
     NSString* contentType = @"";
```



```
if ( payload == nil || [payload isEqualToString:@""])
        NSLog(@"There is nothing to upload");
    }
    else{
        // Get the storage object from your MobileBackend object.
        OMCStorage* storage = [mbe storage];
        // Get the collection where you want to upload new data.
        OMCStorageCollection* aCollection = [storage
getCollection:collection Id];
        // Create new data from payload (in case your payload is not already
in NSData format).
        NSData* payloadData = [payload
dataUsingEncoding:NSUTF8StringEncoding];
        OMCStorageObject* anObject = [[OMCStorageObject alloc]
setPayloadFromData:payloadData
withContentType:contentType];
        // Post data to the collection.
        [aCollection post:anObject];
        NSLog(@"Upload finished");
    }
}
```

Cordova, JavaScript, and TypeScript

Add an Object to a Collection

```
var obj = new mcs.StorageObject(collection);
obj.setDisplayName("XYZ.pdf");
obj.loadPayload("Hello World from Oracle Autonomous Mobile Cloud Enterprise
Cordova SDK", "text/plain");
collection.postObject(obj).then(onSuccess, onFailure);
function onSuccess(collection) {
    console.log(collection);
    return collection;
}
function onFailure(error) {
    console.error(error);
    return Promise.reject(error);
}
```



Delete an Object

```
collection.deleteObject(objectId)
.then(onDeleteObjectSuccess)
.catch(onDeleteObjectFailure);
function onDeleteObjectSuccess(response) {
    console.log(response);
return response;
}
function onDeleteObjectFailure(error) {
    console.error(error);
    return Promise.reject(error);
}
```

Fetch an Object

This fetches the storage object from a collection and reads its contents in a stream:

```
collection.getObject(objectId, 'json')
.then(onGetObjectSuccess)
.catch(onGetObjectFailed);
function onGetObjectSuccess(object)
{ console.log(object);
   return object;
}
function onGetObjectFailed(error)
{ console.error(error);
   return Promise.reject(error);
}
```

Get a Collection

```
var backend = mcs.mobileBackend;
backend.storage.getCollection(collectionName)
.then(onGetCollectionSuccess)
.catch(onGetCollectionFailed);
function onGetCollectionSuccess(collection) {
    console.log(collection);
    return collection;
}
function onGetCollectionFailed(error) {
    console.error(error);
    return Promise.reject(error);
}
```



Get an Object from a User Isolated Collection

This gets an object from a user isolated collection belonging to another user:

```
let backend = mcs.mobileBackend;
backend.storage.getCollection(collectionName, userId)
.then(onGetCollectionSuccess)
.catch(onGetCollectionFailed);
function onGetCollectionSuccess(collection) {
    console.log(collection);
    return collection;
}
function onGetCollectionFailed(error) {
    console.error(error);
    return Promise.reject(error);
}
```

Get Multiple Objects from a Collection

Gets a collection, then uses that collection to get multiple objects:

```
collection.getObjects(2, 3, false)
.then(onSuccess)
.catch(onFailure);
function onSuccess(collection) {
   console.log(collection);
   return collection;
}
function onFailure(error) {
   console.error(error);
   return Promise.reject(error);
}
```

Update an Object

```
collection.getObject(objectId)
.then(onGetObjectSuccess)
.then(onSaveObjectSuccess)
.catch(onGetObjectFail);
function onGetObjectSuccess(response){
    response.name = 'NewName';
    return collection.putObject(response);
}
function onSaveObjectSuccess(response){
    console.log(response);
}
```



```
return response;
}
function onGetObjectFail(error){
    console.error(error);
    return Promise.reject(error);
}
```

Custom Code

Retrieve and Store Collections and Objects

For information on how custom code can retrieve collection information and store and retrieve objects, see Accessing the Storage API from Custom Code.

REST API

Storage API Endpoints

The Storage API has endpoints for retrieving, paginating, and ordering collections and also for retrieving, updating, and removing objects.



Here, we give a brief overview of the Storage API endpoints.

Get a Single Collection

To get the metadata about a collection, such as ID, description, and whether it is user isolated, call the GET operation on the {collection} endpoint as follows:

GET {baseUri}/mobile/platform/storage/collections/{collection}

For example, for a collection named images:

GET {baseUri}/mobile/platform/storage/collections/images



Get All Collections Associated with a Mobile Backend

To get a list of the collections that are associated with a mobile backend, call the GET operation on the collections endpoint as follows:

GET {baseUri}/mobile/platform/storage/collections

Store an Object

The Storage API has two operations for creating objects. The operation that you use depends on if you want to specify the object's ID or you want the ID to be generated automatically.

- To specify the ID, use PUT, and put the ID in the URI as described in Specifying the Object Identifier. Note that you can use the If-None-Match header to ensure that you don't overwrite an object that has the same ID, as described in Creating an Object (If One Doesn't Already Exist).
- To generate an ID, use POST as described in Generating an Object Identifier .

When you create an object using your own ID, remember that, for shared collections, the ID must be unique to the collection. For user isolated collections, the ID must be unique to the user's space.

Always include the Content-Type header to specify the media type of the object being stored. This property also specifies the media type to return when the object is requested. If you don't include this header, then the content type defaults to application/octet-stream.

Note that Storage doesn't transform or encode an object. Storage stores the exact bytes that you send in the request. For example, you can't send a Base-64 encoded image and store it as a binary image by including a <code>Content-Type</code> header set to <code>image/jpeg</code> and a <code>Content-Encoding</code> header set to <code>base64</code>. You can use a custom API to perform the transformation for you, as shown in the code examples in storage.store(collectionId, object, options, httpOptions).

Specify the Object Identifier

When performing a PUT operation, the identifier of the object corresponds to the last value specified in the URI. For example, to store an object with an ID called part1524:

PUT {baseUri}/mobile/platform/storage/collections/images/objects/part1524

Create an Object (If One Doesn't Already Exist)

Put the wildcard (*) character in the request's If-None-Match header to force the PUT operation to create the object with the specified object ID only if no other object exists with that ID. Specifying the wildcard causes the call to fail if another object already exists with the same ID. For example:

PUT {baseUri}/mobile/platform/storage/collections/images/objects/part1542

Headers: If-None-Match: *



Generate an Object Identifier

To generate the identifier for an object and then store the object, use the POST operation. Unlike the PUT operation, there's no identifier specified at the end of the URI for a POST operation. For example:

POST {baseUri}/mobile/platform/storage/collections/images/objects

The URI that accesses the newly created object is returned through the Location header in the response, and the ID attribute is included in the response body.

What Happens When an Object is Created?

When an object is created:

- The content is stored.
- The value of the Content-Type field in the request is stored. (This becomes the Content-Type field definition returned when the object is requested using a GET operation.)
- An entity tag (ETag) value is assigned.
- The createdBy value is set to the user ID of the user who performed the create operation.
- The createdOn value is set to the time the object was stored on the server.

Update an Object

Objects are updated using the PUT operation. For the PUT call, specify the same identifier that was specified or generated when the object was created. Because objects are opaque, updating an object completely replaces the previous contents.

What Happens When an Object Is Updated?

When a $\ensuremath{\mathtt{PUT}}$ is performed on an object, the following occurs:

- The content is completely replaced.
- The value of the ETag changes.
- The modifiedBy value is set to the user ID for whom the mobile app performed the PUT operation.
- The modifiedOn value is set to the time the object was stored on the server.

Optimistic Locking

Optimistic locking is a strategy to use when you want to update an object only if object was not updated by someone else after you originally retrieved it. To implement this strategy, do one of the following:

• Put the timestamp of when you last retrieved the object in the If-Unmodified-Since header.



• Put the object's ETag in the If-None-Match header.

For example, if the ETag value from the previous call is 2, then the PUT operation in the following example is performed only when the If-None-Match value of "2" matches the ETag of the object (part1524). If the versions don't match, then the call's PUT operation isn't performed and part1524 remains unchanged.

```
PUT{baseUri}/mobile/platform/storage/collections/images/objects/part1524
```

```
Headers:
If-None-Match: \"2\"
```

You can get a similar result using If-Unmodified-Since:

PUT {baseUri}/mobile/platform/storage/collections/images/objects/part1524

```
Headers:
If-Unmodified-Since: Mon,30 Jun 2014 19:43:31 GMT
```

Retrieve a List of Objects

To get the metadata about a set of objects in a collection, use the GET operation on the / $collections/{collection}/objects$ endpoint. This metadata includes the object's ID, its name, and size. The metadata also includes the canonical link and self links. For a full list of properties, see Taking a Look at Object Metadata .

In this example, images is the name of a shared collection.

GET {baseURI}/mobile/platform/storage/collections/images/objects

If the collection is user isolated and you have READ_ALL or READ_WRITE_ALL access, then you must include the user query parameter and specify which user's objects you want listed, even if you want to see your own objects (use * to list all user's objects). Note that you provide the user's ID, not the user name. For example:

```
GET {baseURI}/mobile/platform/storage/collections/images/objects?
user=0cea04ee-9e26-4de3-ad6b-00a66c8d3b96
```

Page Through a List of Objects

If you don't want to see all the results, or if you want to get the results in small blocks, use the limit and offset query parameters to request a subset of items.

Use the limit parameter to restrict the number of items returned. The default is 100. Define offset as the zero-based starting point for the returned items. The returned JSON body contains links for retrieving both the next and previous sets of items.

The following example gets the metadata for 50 objects, starting with the 201st object.

```
Get {baseUri}/mobile/platform/storage/collections/images/objects?
offset=200&limit=50
```



Order

Use the orderBy parameter to control the order of the returned items. You can specify which property to order on and specify whether to put the items in ascending (asc) or descending (desc) order:

Get {baseUri}/mobile/platform/storage/collections/images/objects?
orderBy=contentLength:desc

You can sort by the name, modifiedBy, modifiedOn, createdBy, createdOn, or contentLength property.

Note that you can order by one property only (either asc or desc).

Query

Use the q query parameter to restrict the list of returned objects to the value specified for the id, name, createdBy, or modifiedBy attributes.

Get {baseUri}/mobile/platform/storage/collections/images/objects?q=part

The objects returned are based on a case-sensitive, partial match of the id, name, createdBy, and modifiedBy attributes. With this example, the results might include an item with an ID of part1524 and an item modified by bonapart.

Retrieve an Object

Use the GET operation to retrieve the entire object. When performing the GET operation, the identifier (such as <code>part1524</code> in the following example) is specified at the end of the URI.

Storage always returns the exact bytes that were stored. If the Accepts header doesn't match the Content-Type that the object was stored with, then it returns a 406 status code.

In this example, the object is returned only if the Etag does not match. You can use this strategy prevent re-fetching an object if it hasn't changed.

```
Get {baseUri}/mobile/platform/storage/collections/images/objects/
part1524
```

Headers: If-None-Match: \"2\"



Delete an Object

To remove an object from a collection, call the DELETE operation. Deleting an object is permanent. There's no way to restore an object after you call this operation.

DELETE {baseUri}/mobile/platform/storage/collections/images/objects/part1524

To safely remove an object, use the If-None-Match header with the object's ETag, or the If-Unmodified-Since header with the timestamp of when you last retrieved the object:

```
DELETE {baseUri}/mobile/platform/storage/collections/images/objects/part1524
```

```
Headers:
If-None-Match: \"2\"
```

You can use these headers to prevent overriding a change that another user made after you originally retrieved the object.

Optimize Performance

You can use the Check If Exists, Get If Newer, and Read Part of an Object (Chunk Data) strategies discussed next to optimize performance when you retrieve an object:

Check If Exists

To check if an object exists, use the HEAD operation instead of a GET operation. The HEAD operation returns the same information except for the actual object value.

Put If Absent

You can use the If-None-Match header with a wildcard (*) value in a PUT operation to store an object only when (or if) it isn't already included in the collection.

When you use this strategy, the call executes only when the ETag is absent, which is true only if the object does not exist.

```
PUT {baseUri}/mobile/platform/storage/collections/profiles/objects/uprofile
```

```
Headers:
If-None-Match: *
```

In this example, if the uprofile object doesn't have an ETag, then myProfile.txt is stored as the uprofile object.

Get If Newer

If you have already retrieved an object, and you want to re-fetch it only if it has changed, use the GET operation with the If-None-Match or If-Modified-Since header to retrieve the object only if there has been a change since the last time the object was fetched.

If-None-Match



This example re-fetches the object only if the ETag is not 2.

```
GET {baseUri}/mobile/platform/storage/collections/images/objects/
part1542
```

```
Headers:
If-None-Match: \"2\"
```

If-Modified-Since

This example re-fetches the object only if it was modified after the date and time specified. Otherwise, the response status is 304 not modified.

```
GET {baseUri}/mobile/platform/storage/collections/images/objects/
part1542
```

```
Headers:
If-Modified-Since: Mon, 30 Jun 2014 19:43:31 GMT
```

Read Part of an Object (Chunk Data)

If the mobile app needs to get a large object like a video file, you can use the Range header to retrieve a subset of the object. This field lets the mobile app retrieve the data in chunks, rather than all at once, by requesting a subset of bytes. Using this strategy, you can start streaming a video, or start displaying the contents of a long list before you fetch the whole object.

Here are examples of byte-range specifier values:

- First 100 bytes: bytes=0-99
- Second 100 bytes: bytes=100-199
- Last 100 bytes: bytes=-100
- First 100 and last 100 bytes: bytes=0-99, -100

This example gets the first 100 and last 100 bytes of a profile to display a preview of the object's contents:

```
GET {baseUri}mobile/platform/storage/collections/profiles/objects/
uprofile
```

```
Headers:
Range: bytes=0-99,-100
```

Test Runtime Operations Using the Endpoints Page

You can test client REST calls for collections manually through a command line tool or utility, from a mobile app running on a device or simulator, or you can use the **Endpoints** page to test various operations.

Using the **Endpoints** page for the Storage API, you can try out basic collection calls, which would typically be exercised by a mobile app. These endpoints would be called directly by calling REST APIs, indirectly (by calling the client SDK), or through custom code. Instead of configuring a device or simulator, or entering the command manually,



you can test the API by first entering mobile app user credentials and parameters appropriate to the call and then by clicking **Test Endpoint**. The page displays the payload and the status code.

You can access the Endpoints page by clicking **Storage** in Platform APIs section that is located at the bottom of the APIs page for a mobile backend. You can also open the page by clicking **Storage** in the Platform APIs section at the bottom of the APIs page. (You open this

page by clicking == to open the side menu. You then click **Development** and then **APIs**).

Manage Collections

Mobile apps can only use collections that are associated with a backend. You can make this association by adding existing collections to the backend when you create it. You can also create new collections as part of this process.

You can also use the Storage configuration pages in the service UI to associate a collection with a backend, as well as create and configure a collection, and define whether the collection is shared or user isolated.

Shared and User Isolated Collections

A collection is either shared or user isolated.

When a collection is shared, no one owns the collection or an object, and the objects are kept in a shared space. Those with certain mobile user roles, permissions, and access to the backend, or anonymous access to the backend associated with the collection, can update an object. Note that in both shared and user isolated collections, each object has an ID that is unique to the collection.

When a collection is user isolated, users who have Read-Only (All Users) access can read objects in other users' spaces. Users with Read-Write (All Users) access can both read and write objects in other users' spaces. Anonymous access is not permitted in user isolated collections.

Let's look at some examples of this behavior using the following scenarios:

Shared Collection

An online magazine is leveraging the Storage API as a way for authors to submit, change, or read, articles. They've provisioned a shared collection called articles, as shown in the figure below.

- Ben has contributed articles on bugs and bats, while Art has written about cows and dogs.
- The dogs article is shared, allowing both Ben and Art to collaborate on it.
- Art and Ben are able to modify any article regardless of who originally submitted it.
- Dee can read all the articles, but she can't make changes.

However, if this shared collection is added to the <code>Security_CollectionsAnonymousAccess</code> environment policy, then Ben, Art, Dee or anyone who has access to the backend can submit, change, or read articles.





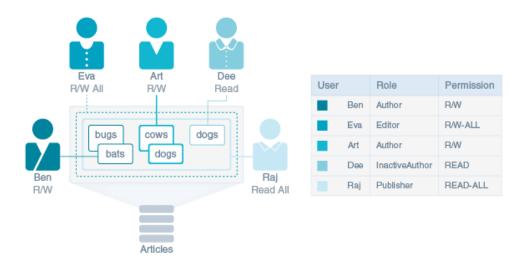
User Isolated Collection

An online magazine has provisioned a user isolated collection called Articles, as shown in the following figure.

- Ben and Art can read and edit their articles, and upload new articles as well. They can't read or write each other's files.
- Dee can read only her article. Because her role is InactiveAuthor, which gives her Read-Only permission, she can't upload any new articles.
- Eva, the editor, can make changes to any file and return it to the author's isolated space.
- Raj, the publisher, can view all the articles, but he can't make changes.
- Because users are isolated, the authors don't have to worry about naming conflicts with others. Objects in different isolation spaces can have the same name (as is the case for the "dogs" articles by Dee and Art).
- Eva and Raj can access Ben, Art, and Dee's objects only by specifying a user qualification parameter. When Eva wants to make changes to Art's article, the call that enables her to write to Art's user space must include Art's ID.

Anonymous users don't have access to user isolated collections. If a user isolated collection is added to the Security_CollectionsAnonymousAccess environment policy, it's just ignored.





Permissions in Shared and User Isolated Collections

You can designate who can access and update objects in a collection by attaching access permissions to mobile user roles, or for anonymous access, by adding the shared collection name to the Security CollectionsAnonymousAccess environment policy.

For example, to include the Articles collection use Security CollectionsAnonymousAccess=Articles.

If the collection does not, or cannot permit anonymous access:

- Art and Ben's Author mobile user role is associated with the Read-Write permission.
 - In the shared collection, they can read and update any article within the shared collection.
 - In the user isolated collection, they can read and update their own articles.
- In contrast, Dee has the InactiveAuthor mobile user role, which gives her Read-Only permission.
 - In the shared collection, Dee can read Art's article about dogs, as well as various articles from either Art or Ben about bugs, cows, and bats. Unlike Ben or Art, she can't delete articles or add new ones.
 - In the user isolated collection, she can read her own article about dogs, but she can't read Art's article about dogs.
- For user isolated collections, mobile user roles that are associated with the Read-Only (All Users) permission can view any object. The Read-Write (All Users) permission allows users to view and update objects in other users' spaces. Because her role as Editor has a Read-Write (All Users) permission, Eva can read and edit various authors' files, such as those authored by Ben and Art.

Although different mobile user roles can grant access to the same objects in a collection, such as Eva (Editor), Ben (Author), and Art (also Author), in the user isolated collection, the objects remain in their respective isolated spaces.

Note that when anonymous access is allowed on a shared collection, access and the ability to update an object is granted to any authenticated user as well, regardless of role. This means adding a collection name to the Security CollectionsAnonymousAccess environment



policy overrides permissions given through roles. Take care when allowing anonymous access to a collection. Security is more limited than with role-based permissions.

Storage Configuration

The Storage configuration pages in the UI can help you with a variety of tasks, such as creating and editing collections, and associating backends with collections.

Storage Configuration for All Collections

There are two Storage configuration pages you can use: Manage all collections in your

instance from the **Storage** page. Manage collections for a specific backend from the **Storage** tab on the backend page.

To open the Storage page for all collections, click **Development>Storage**.

Using this page, you can create collections, edit existing ones, associate them with mobile backends, and publish them.

You can find out when the collections listed were created or updated and which backends are using them by first selecting a collection and then expanding **Used By** and **History**.

Used By

⊘ ⊘ ⊿ His	Mobile Backend Mobile Backend	FIF_Technician 1.0 FIF_Customer 1.0	× ×
■ +	Updated by Chris Created version 1.		

Storage Configuration for a Specific Backend

To manage collections for a specific backend, click **> Development>Backends** > **Storage**. This page shows which collections are associated with the backend and allows you to create and update associated collections.

Define a Collection

The New Collection dialog lets you name a collection so that it can be identified in REST calls and designate it as shared or user isolated.

- 1. Open the Storage page either from a mobile backend or by clicking **Storage** in the side menu, and click **New Collection**.
- 2. Complete the New Collection dialog:



a. Enter a name for your collection. This name is used to form the Universal Resource Identifier (URI) for the collection. Within the context of the API call, the collection name is referred to as the collection ID:

{baseUri}/mobile/platform/storage/collections/{collection ID}

For example, for a collection named *FiF_UploadedImages* (cloud storage of images uploaded from mobile apps), the URI call would look like this:

{baseUri}/mobile/platform/storage/collections/FiF UploadedImages

For a closer look at Storage API syntax, see Storage API Endpoints.

- **b.** Choose the collection type: Shared or User Isolated. You can't change the scope of the collection after you've set it. For details and examples, see Shared and User Isolated Collections.
- **c.** If needed, enter a short description for the purpose of the collection, to be displayed in the list of collections.
- 3. Click Create.

New Collection		×
	to group and manage related data objects. You can n to upload files, or to use the files in a collection.	
* Collection Name	FIF_Deals	1.0
Collection Type	Shared User Isolated The collection type can't be changed after the collection	
	is created.	
Short Description	Displayed in the collections list. 100 character limit.	
	Cre	ate

When you initially create a collection, it's in a draft state, in version 1.0.

- You can modify the collection name, access permissions, and its contents. Remember, you can't change the collection type after it's created.
- You can version a collection. You might want to increment a collection's major and minor version numbers when you publish it or when you add new objects.
- While in the draft state, a collection can be moved to the trash from the **More** menu.



Collection Metadata

In addition to the basic properties like size (in bytes), and description, the collection metadata includes the collection name that identifies it for REST calls.

When you create a collection, the Storage API defines it using the following metadata:

Property	Value Type	Description
description	string	The short description. This is an optional value.
id	string	The collection name, which is used in the uniform resource identifier (URI). For example:
		{baseURI}/mobile/platform/storage/ collections/ {collection}
		The collection name is case-sensitive, meaning that mycollection and Mycollection are two different collections.

Add Access Permissions to a Collection

Collection access is granted through anonymous user settings in the policy file, or managed by mobile user roles. Once a mobile user role is defined, you can also grant which roles can read and write objects in the collection. To see what mobile user roles are available, go to the My Profile UI and click **Roles**.

Anonymous Access to Collections

Anonymous access is often given to users who just want to check information on an app without having to log in or needing a defined role. Weather apps, where a user can check their local weather, are a good example of this.

Likewise, you can grant anonymous access to a shared collection. Once a shared collection is created, the administrator adds its name to the Security_CollectionsAnonymousAccess policy. You can then access the shared collection via the REST API or the client SDK for your mobile platform. Also, if you want to access this anonymous shared collection from the UI, a workaround is to grant Read-Write permission to any role on the properties page.

Keep in mind that when you add a shared collection to the policy, both anonymous and named users have access and read/write privileges to the collection.

Role-based Access to Collections

- 1. In the Storage page, select a collection and then click **Open**.
- 2. In the Properties page, specify one or more mobile user roles for each permission type.
 - Read-Only and Read-Write access apply to all collections (shared or user isolated).
 - You can specify Read-Only (All Users) and Read-Write (All Users) permissions only if the collection type is user-isolated.



Permission	Shared	User Isolated
Read-Only	Read-only access to all of the objects in a collection. For example, both a field technician and a customer can read promotional material like coupons, but they can't update them.	Read-only access to a user isolated collection. When the Read-Only permission is applied to user isolated collections, for example, a customer can view images (like a coupon), but he can't update them, or submit additional ones (only a user with Read-Write (All Users) privileges can add an object to the customer's user space). Because this is a user isolated collection, the customer can view only his images (or other customer-specific objects that are intended only for him). The Read- Only permission also prevents him from adding additional work orders or deleting them.
Read-Write	A user can override any object in the collection.	A user can override the objects in his isolated space. For example, a customer can update the images of broken appliances that he's submitted Because this is a user isolated collection, the images that he can add (and update) are intended only for him. Because these images exist in his isolated space, he can update these objects, but no one else's. Likewise, he can add or delete images, but can't do this in anyone else's isolated space.
Read-Only (All Users)	NA	A user can read objects in all spaces. For example, a field technician can see the images updated by any customer, but she can't update them, delete them, or add new ones.
Read-Write (All Users)	NA	A user can override objects in all spaces. If a field technician has Read- Write (All Users) permission, then she can update work orders submitted by any customer.

By default, mobile users can't access a collection until they've been assigned mobile user roles that are associated with the Read-Write, Read-Only, Read-Write (All Users) or Read-Only (All Users) permissions.

Add Objects to a Collection

You can populate a collection with objects.

These steps show how to add an object using the UI. When you add an object from the UI, the ID is generated automatically. If you want to assign a specific ID to an object, use the Storage API, the custom code SDK, or the client SDK for your mobile platform. For details, see Store an Object.

1. On the Storage page, select a collection and click **Open**.



- If this collection has no objects, click **Upload Files** and then browse to and retrieve the object. Click **Open**.
- If this collection already has objects, click **Upload** in the Content page. Browse to and retrieve the object. Click **Open**.
- 2. If the collection is shared, click Add. If you have the identity domain administrator role, you can also upload to user isolated collections. Add the user realm and user name to the User Name Required dialog, and click Ok. You can only select from users whose roles have been granted permission to the collection. (Assign these roles in the Properties page.)
- **3.** To view the object data, select it from the list.

To permanently remove an object from a collection, select it and click **Delete**.

Object Metadata

When you upload an object, the Content page displays basic metadata, such as size, content type, version information, and who uploaded it. Using this page, you can also delete unneeded objects, or filter them. Some functions in user isolated collections are only available if you have the identity domain administrator role.

Property	Value Type	Description/Usage
ID	string	The object name, which is used for operations on a single object. It is the last value specified in the URI.
Content Length	integer	The size, in bytes.
Content Type	media type	The media type for the data, such as image/jpeg for a JPEG image, or application/json for JSON.
ETag	string (an integer in quotes, for example, "17")	A value that represents the version of the object. It's used with the If-Match and If-None-Match HTTP request headers.
Created By	user name	The name of the user who uploaded the data.
Created On	time stamp (In ISO 8601)	The time that the object was most recently stored on the server. Time stamps are stored in UTC.
Modify By	user name	The name of the user who modified the object.
Modified On	time stamp (in ISO 8601)	The time when the server received a request for an object. Time stamps are stored in UTC.
User ID	string	For a user isolated collection, the ID of the user whose space the object is in.

Update the Collection

You can update the name, description and access to a collection. You can't however, change the collection type.

- 1. On the Storage page, select a collection and then click **Open**.
- 2. Click **Properties**. (The Properties page opens by default when you first create a collection. On subsequent visits, the Content page opens by default.)
- 3. Change the name, description or access as needed.



4. Click Save.

Offline Data Storage

The client SDK's Sync Client library, in conjunction with the Storage library, enables mobile apps to cache a collection's objects for offline use and performance improvement. The apps can then use the cached objects instead of re-retrieving them from Storage, as described in How Synchronization Works with the Storage APIs. If a collection's content changes infrequently, then consider enabling those mobile apps to cache the collection's objects by selecting **Enable the mobile client SDK to cache collection data locally for offline use**.

When **Enable the mobile client SDK to cache collection data locally for offline use** is selected, the objects that a mobile app retrieves can remain in the cache for the period set in the Sync_CollectionTimeToLive policy. This value is conveyed to the app through the Oracle-Mobile-Sync-Expires response header. By default, the timeout period is set for 24 hours (86,400 seconds).

Don't select this option for time-critical data, where a cached value might be misleading. For example, if the collection contains current stock prices, you shouldn't select this option, because users expect the latest value (or no value at all).

If your mobile app isn't using the client SDK's Storage library, and your app is caching Storage objects, then you can take advantage of the following request and response headers:

Туре	Header	Description
Request	Oracle-Mobile-Sync-Agent	When this header is set to true in the request, then the response includes either Oracle-Mobile- Sync-Expires or Oracle- Mobile-Sync-No-Store.
Response	Oracle-Mobile-Sync- Expires	Specifies when the returned resource must be marked as expired. Uses RFC 1123 format, for example EEE, dd MMM yyyyy HH:mm:ss z for SimpleDateFormat. This value is determined by the Sync_CollectionTimeToLive policy.
Response	Oracle-Mobile-Sync-No- Store	When set to true, the client mustn't cache the returned resource.

To learn more about data caching, see Data Offline and Sync .

Associate a Collection with a Backend

Associating a collection makes its contents available to a specific backend. The associated collection is a dependency.

- 1. In the **Storage** page, select a collection.
- 2. Click More and then select Associate Backends.



3. In the Associate Backends dialog, select one or more backends from the list.



4. Click Add.

In the details pane, you can see any associated backends by expanding Used By.

You can also associate a collection with a backend this way:

- **1**. Open the backend.
- 2. Click the Storage tab and then choose Select Collections.
- 3. Choose one or more collections from the Select Collections dialog, and then click **Select**.

Remove a Collection from a Backend

You might want to disassociate a collection from a backend so that you can change the backend's state without affecting the collection. Or you might want to disassociate the collection and associate a different one.

- 1. In the Storage page, select a collection.
- 2. In the Details section on the right, view the Used By list.

DEVELOPMENT		се	DEVELOPMENT *	ragnar.smith@example.com v
	APPLICATIONS > STORAGE			
Applications	Storage API		FIF_Deals 1.0 Ø DRAFT	4
Mobile Backends APIs	• New Collection		Open Publish Deploy More	¥
	Filter Q	Filter by state	Deployments Ø	
Storage		Name Ascending 🔻	⊿ Used By	
User Management	FIF_Deals 1.0	🥝 DRAFT	Mobile FIF_Technician 1.0 Backend Mobile FIF_Customer 1.0	×
Import	FIF_UserData 1.0	⊘ DRAFT	Backend	0
🏟 Administration	Page 1 of 1 (1-2 of 2 items) K	< 1 > ×	Updated by chris 3 minutes ago Created version 1.0 by chris 9 minutes	ago

- 3. To delete the association, click the X that follows the backend version number.
- 4. You'll be prompted to remove the dependency. Click **Remove**.

To remove a collection from a backend:

1. Open the backend.



- 2. Open the **Storage** page.
- 3. Click the X adjacent to the collection that you want to remove.
- 4. In the Confirm Remove Dependency dialog, click **Remove**.



11 Data Offline and Sync

Mobile app developers can use the Data Offline and Sync features to build a client app that enables the users to perform critical tasks when offline.

You can use the following APIs to build applications that cache REST resources for offline use and then synchronize all offline changes with the server when the device goes online again.

API	Platforms	Features	
Sync Express	 Cordova JavaScript 	 Basic synchronization. Easy to use. Works with any REST API where the resource name alternates between plural nouns and singular resource identifiers (rid), such as / items/{rid}/subitems/ {rid}. Requires minimal changes to existing code. Works with any JavaScript framework. When device reconnects, sends change requests one resource object at a time. Always overwrites the serve version of the object. 	
Synchronization	CordovaJavaScriptAndroidiOS	 Robust synchronization. Works with synchronization compliant custom APIs. When device reconnects, sends all changes in one request. 	

Building Apps that Work Offline Using Sync Express

The Javascript and Cordova client SDKs feature Sync Express, which enables you to easily and quickly make your application work offline using your existing REST requests. You can use this library for REST APIs where the resource name alternates between plural nouns and singular resource identifiers (rid), such as /items/{rid}/subitems/{rid}.

Add Sync Express to Your App

To use Sync Express in your app, you must complete the following tasks.

• Copy both mcs.sync.min.js and mcs.min.js from the SDK into the directory where you keep your JavaScript libraries.



- Use a script element to load mcs.sync.min.js. This must be the first script that the app fetches and loads unless you add loki-cordova-fs-adapters.js, which is explained next.
- Use either RequireJS or a script element to load mcs.min.js.
- From the command line, enter the following to add the cordova-plugin-networkinformation plugin. This plugin enables Sync Express to detect if the device is online or offline.

cordova plugin add cordova-plugin-network-information

Install the cordova-plugin-file

When an application attempts to store more REST resources than the device's cache size allows, Sync Express throws a QUOTA_EXCEEDED_ERR exception. With Cordova apps, you can install the cordova-plugin-file to increase the device's cache size. This plugin isn't available for JavaScript web apps.

To install and use the cordova-plugin-file:

1. Enter this command to install the file:

```
cordova plugin add cordova-plugin-file
```

- 2. Copy loki-cordova-fs-adapters.js from the SDK into the directory where you keep your JavaScript libraries.
- 3. Add a script element to load loki-cordova-fs-adapter.js. This must be the first script that the app fetches and loads. Then the app can load mcs.sync.min.js and mcs.min.js as described above.

Configure Your App to Use Sync Express

To enable Sync Express, add a syncExpress entry to

oracle_mobile_cloud_config.js, and use path elements in the policies array to identify the endpoints that you want to activate Sync Express for. The name that you use for a path parameter must exactly match the name of the property that uniquely identifies a returned object. Use a colon to identify the path parameter, such as :deptId. Note that a configuration file can have a syncExpress entry for Sync Express or a sync entry for the Synchronization library, but it can't have both.

Note:

Synchronization is not fully supported by the Cordova SDK or the JavaScript SDK. It is only fully supported in the Android and Java SDKs.

Let's say, for example, that you want to activate Sync Express for all calls to these endpoints:

- /departments
- /departments/{deptId}



The department database object has these properties:

deptId: number
name: string

The response object for a department collection looks like this:

```
[
    {
        "deptId": 1,
        "name": "Department 1"
    },
    {
        "deptId": 2,
        "name": "Department 2"
    }
]
```

The corresponding syncExpress entry would look like this. Notice that you need only one entry in the configuration file to activate Sync Express for both endpoints.

```
var mcs_config = {
   "logLevel": mcs.LOG_LEVEL.INFO,
   "mobileBackend": {
        "name": "myBackend",
        ...
   }
   "syncExpress": {
        "policies": [
           {
              "policies": [
              {
               "path": '/mobile/custom/myApi/departments/:deptId(\\d+)?'
           }
        ]
    };
```

Now let's say, for example, that you want to include calls to endpoints with subcollections (nested entities), such as an employees within a department:

- /departments
- /departments/{deptId}
- /departments/{deptId}/employees
- /departments/{deptId}/employees/{empId}

The employee database object has these properties:

deptId: number
empId: number
name: string



The response object for an employee collection looks like this:

```
[
    {
        "empId": 1,
        "name": "John Doe"
    },
    {
        "empId": 2,
        "name": "Jane Doe"
    }
]
```

The corresponding syncExpress entry would look like this. Notice that you need only one entry in the configuration file to activate Sync Express for all the endpoints.

```
var mcs_config = {
   "logLevel": mcs.LOG_LEVEL.INFO,
   "mobileBackend": {
        "name": "myBackend",
        ...
   }
   "syncExpress": {
        "policies": [
            {
            "path": '/mobile/custom/myApi/departments/:deptId(\
\d+)/:_employees?/:empId(\\d+)?'
        ]
    };
```

Sync Express provides some regular expressions for formulating the path specification:

- Use a colon (:) plus the property name to indicate either a path parameter or the name of the property that uniquely identifies each returned object (or both). For example, for the /departments endpoint, you must include :deptId(\\d+) in the path specification to indicate the unique identifier for a department resource, even if the API didn't have a /mobile/custom/myAPI/departments/{deptId} endpoint.
- Use a question mark (?) to indicate that the path parameter is optional.
- When a path segment represents a collection of children resources (a subcollection), then you must precede the parameter name with a colon and an underscore (:_) so that Sync Express stores the response objects in the client cache as children objects that are associated with the parent object.
- By default, Sync Express assumes that the path parameter is a string. Use (\\d+) to indicate that the path parameter must be a numeric value.

For example, given the /mobile/custom/myApi/departments/:deptId(\
\d+)/:_employees?/:empId(\\d+)? path specification:

• :deptId specifies a path parameter and also provides the name of the property in the department object that uniquely identifies a department.



- The ? after :deptId(\\d+) indicates that this and subsequent parameters are not required. Thus, the path specification applies to these endpoints:
 - /mobile/custom/myApi/departments
 - /mobile/custom/myApi/departments/{deptId}
 - /mobile/custom/myApi/departments/{deptId}/employees
 - /mobile/custom/myApi/departments/{deptId}/employees/{empId}
- (\\d+) indicates that the path parameter value must be numeric. If the object's deptId property is a string, then you'd use /mobile/custom/myApi/departments/:deptId? instead.
- (:_employees) identifies a subcollection and indicates that all response objects must be stored in the client cache as children of the specified deptId.

Configure Your App to Handle items Arrays

If any response bodies wrap a collection in an items property, such as "items": [{"id:":33}, {"id:":34}], then you must add the Oracle REST handler to the syncExpress entry in the configuration file, as shown in the following example:

```
var mcs_config = {
   "logLevel": mcs.LOG_LEVEL.INFO,
   "mobileBackend": {
        "name": "myBackend",
        ...
   }
   "syncExpress": {
        "handler": "OracleRestHandler",
        "policies": [
            {
                "path": '/mobile/custom/myApi/departments/:deptId(\\d+)?'
            }
        ]
    };
};
```

Make Your App Synchronize Offline Changes Automatically

To make an app synchronize offline changes with the server automatically, add code to refresh the user interface when the device re-connects (goes online) by making explicit REST calls, which then flush pending changes automatically.

Building Apps that Work Offline Using the Synchronization Library

Use the Synchronization library from Android and iOS mobile apps to enable the app users to continue to use the app when offline.



What Can I Do with the Synchronization Library?

When developing Android and iOS client apps, you, as a mobile app developer, might often take these goals into consideration:

- Enable updates to app data on mobile devices when connectivity is intermittent or non-existent.
- Improve performance by minimizing the amount of calls and data transported over the wire.

The client SDK's Synchronization library, with its data caching, support for offline operations, and automated synchronization, enables you to achieve these goals when you access custom API resources. In addition, through declarative policies, you can design caching and synchronization policies for your custom APIs that you can apply across your apps, and adjust without having to modify code.

Enable Edits to App Data When the Mobile Device Is Offline

As an example of how you can use the Synchronization library to enable app users to read, create, update, and delete data when the mobile device is offline, consider some apps that are designed for the Fix it Fast (FiF) company, which maintains in-house appliances. The mobile app developer wants to ensure that the apps continue to work even when there is no internet connection. For example:

- A customer uses an FiF mobile app to fill out the details for an incident report regarding a basement furnace. She then goes to the basement to take a picture of the furnace's barcode, attaches it to the report, and taps Send. Even though there's no internet connection in the basement, the app should enable the customer to access, change, and send the incident report. As soon as the device reconnects to the internet, the app should transmit the report and the attached photo to the server.
- During the day, a technician reviews her job list, sorts the jobs by priority, driving distance, and issue type, and adjusts the priorities as needed. As she completes a job, she attaches notes to the incident report, and she updates the job status. She expects to be able to do all these tasks even when she doesn't have access to the internet. When her device is connected, she expects the app to synchronize her offline modifications with the server, first synchronizing the essential information, such as job status, and then synchronizing the less essential information, such as her notes.
- After an unexpectedly long repair, the technician lowers the priority for customer that is the furthest away, John Doe. Because she is offline, her modifications are stored in the offline edits in the local cache. During the time she was offline, John Doe called the office to report that his water heater was now leaking, and the office changed his priority to high. When the technician goes back on line, the app synchronizes the updates, and sees that there is a conflict. The app pops up a notice about the conflict and asks the technician if she still wants to lower the priority.

To implement these data offline requirements, the mobile app developer uses the Synchronization library to fetch and update data, and sets the appropriate fetch, update, and conflict resolution policies in the configuration file.

• To ensure that incident reports from the /incidents resource are always available, that they can be modified while offline, and that the server is updated with queued

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offline modifications as soon as the device resumes access, the mobile app developer sets the following policies for the resource:

- Fetch policy: Fetch resources from the server when the client application is online, and fetch them from the local cache when the app is offline (FETCH FROM SERVICE IF ONLINE).
- Update policy: Queue updates if offline and synchronize automatically when the client app is back online (QUEUE_IF_OFFLINE)).
- To ensure that two technicians don't inadvertently update the same status or priority for an /incidentstatus resource due to queued offline updates, the mobile app developer sets the following policy:
 - Conflict resolution policy: Don't overwrite the server's version with the local version if there's a conflict. The edited local version is kept in the offline edits in the local cache, and the mobile app handles the conflict (PRESERVE CONFLICT).

This assumes that the code for this custom API returns the ETag that is used to detect conflicts, and uses the sync.setItem and sync.addItem custom code SDK methods to build the response.

Improve Performance

As an example of how you can use the Synchronization library to improve performance, consider the FiF apps that we discussed previously.

- Before leaving the office every morning, the technicians start an FiF app on their tablets, and pull a list of their jobs for the day. Because the customer information such as name, phone, and address is static, the app can cache that data upon startup and not reretrieve it during the day to improve performance. Other information, such as incident status and priority, must be kept current.
- Expired data needs to be cleared whenever the app is restarted.
- The finance department designed an API that supplies a customer's default credit card information. Because the information is fairly static, mobile apps might consider caching that information to improve performance. However, the finance department wants to ensure that mobile apps never cache that information.

To implement these performance requirements, the mobile app developer uses the Synchronization library to fetch and update data, and sets the appropriate fetch, expiration, and eviction policies in the configuration file.

- To cache the information from the /customer resource so that it's retrieved from the server on startup, and, after that from the local cache only, the mobile app developer sets the following policies:
 - Expiration policy: Mark resources as expired when the client application restarts (EXPIRE_ON_RESTART).
 - Eviction policy: Delete expired resources from the local cache when the client application restarts (EVICT_ON_EXPIRY_AT_STARTUP).
 - Fetch policy: Fetch resource from the server only if it isn't in the local cache or is expired (FETCH_FROM_SERVICE_ON_CACHE_MISS_OR_EXPIRY).
- To ensure that the priority and status from the /incidentstatus resource is always available, but stays as current as possible:



- Fetch policy: Fetch resources from the server when the client application is online, and fetch them from the local cache when the app is offline (FETCH_FROM_SERVICE_IF_ONLINE).
- Eviction policy: Delete expired resources from the local cache when the client application restarts (EVICT ON EXPIRY AT STARTUP).
- Expiration policy: Mark a resource as expired when the client application restarts. Update the local cache with the latest version from the server the next time the client application calls the resource (EXPIRE_ON_RESTART).
- To ensure that none of the information from the /creditcards resource is cached, the custom code that implements this API makes sure that all HTTP responses include the Oracle-Mobile-Sync-No-Store header set to true.

Synchronization Library Process Flow

To help you understand how the parts fit together, here's an explanation of how the Synchronization library does the following:

- Manages objects in the local cache
- Uses synchronization policies to retrieve resources from either the local cache or the server
- Handles object updates

When the mobile app makes a request through the Synchronization library to get data from a custom API, the Synchronization library looks at the fetch policy setting to determine whether to get the objects from the server or the local cache. Whenever the Synchronization library fetches objects from the server, it refreshes the local cache with the newly fetched objects.

Depending on the policy settings, the Synchronization library might also periodically refresh expired items in the local cache using a background process.

When the user edits an object, the following occurs depending on whether the mobile device is online or offline:

- Online edit: An update request is sent to the server.
- Offline edit: The edited object is stored in the offline edits in the local cache. When the app goes online, a background process sends a request to update the resource on the server.

If the conflict resolution policy is CLIENT_WINS, the update request includes an If-Match header of * so that the server updates the resource without conflict. Otherwise the request includes an If-Match header that is set to the ETag that was last returned by the server.

Video: Overview of the Data Offline & Synchronization API

To learn more about how the Synchronization library uses caching to enable a client app to work offline as well as improve performance, take a look at this video:

🕑 Video



Android Synchronization Library

This section shows how to use the Synchronization library to implement several of the common data offline tasks for working with a custom API's resources.

For detailed information about the library, see Oracle Mobile Hub's Android SDK Reference.

💡 Tip:

The client SDK download page contains an examples zip, which contains the source code for the SalesPlus app. This app illustrates many of the synchronization features that are described in this section.

Set Up Your Mobile App for the Android Synchronization Library

Ensure that the AndroidManifest.xml file contains the following entries.
 WRITE_EXTERNAL_STORAGE lets the Synchronization library maintain the local cache.
 ACCESS NETWORK STATE lets the Synchronization library determine the connection status.

```
<uses-permission
android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
```

- 2. Define the synchronization policies for the mobile backend and API endpoints in the configuration file.
- 3. As with all mobile apps, instantiate MobileManager, and then instantiate MobileBackend to manage connectivity, authentication, and other transactions between your application and its associated mobile backend, including calls to platform and custom APIs.
- 4. To access the custom APIs from the Synchronization library, get the mobile backend's synchronization service.

```
try {
   Synchronization synchronization =
    MobileManager.getManager().
    getMobileBackend(this).
    getServiceProxy(Synchronization.class);
} catch (ServiceProxyException e) {
   e.printStackTrace();
}
```

Fetch Resources

After you set up your app to work with data offline, you use the mobile endpoint class to open endpoints to custom code API resources, and you use fetch builders to synchronize data retrieval and modifications with the local cache automatically. A fetch builder enables you to specify how to fetch the data, and then enables you to execute the fetch.



1. To access an endpoint, instantiate MobileEndpoint for that endpoint. This example instantiates an endpoint for /mobile/custom/incidentreport/incidents.

```
// open Endpoint
MobileEndpoint endpoint =
   synchronization.openMobileEndpoint(
        "incidentreport",
        "incidents",
        MobileObject.class);
```

2. (Optional) Add objects or files to the collection. This example adds an object.

```
MobileObject newObject = endpoint.createObject();
JSONObject payload = new JSONObject();
// Set properties
try {
    payload.put("title", "incident 213");
    . . .
} catch (JSONException e) {
    . . .
}
newObject.initialize(null, endpoint, payload);
// Add incident
newObject.saveResource(new MobileEndpointCallback() {
    @Override
    public void onComplete(Exception exception, MobileResource
mobileResource) {
        //This function is called when the request completes
        . . .
    }
});
```

- 3. Use a fetch builder to specify how to fetch the objects from the endpoint. The fetch builder method that you use depends on whether you want to retrieve an object, a collection, or a file:
 - FetchObjectBuilder
 - FetchCollectionBuilder
 - FetchFileBuilder

Here's an example of creating a fetch builder for a collection.

```
FetchCollectionBuilder fetchCollectionBuilder =
endpoint.fetchObjects();
```

In this example, we want to filter all the incidents for the signed-in technician (which is the same as the user name). The API provides a query parameter for technician, so we can tell the builder to add that query parameter to the request:

```
fetchCollectionBuilder =
fetchCollectionBuilder.withQueryParameter("technician", username);
```



Tip:

You can call withQueryParameter as many times as you need to specify all the query parameters.

4. Add necessary headers.

In this example, to enable easy searching for all diagnostic log entries associated with this fetch builder, the request includes the Oracle-Mobile-Diagnostic-Session-ID header. The mDiagLogFilterTag string variable has been set to a value that uniquely identifies requests that are made using this fetch builder.

```
fetchCollectionBuilder.withHeader("Oracle-Mobile-Diagnostic-Session-ID",
mDiagLogFilterTag);
```

5. Use the builder to execute the fetch.

```
fetchCollectionBuilder.execute(new MobileEndpointCallback(){
    @Override
    public void onComplete(Exception exception, MobileResource
    mobileResource) {
        //This function is called when the request completes
        ...
        MobileObjectCollection collection = (MobileObjectCollection)
mobileResource;
    }
});
```

If the fetch policy is to fetch the data from the local cache, such as FETCH_FROM_SERVICE_ON_CACHE_MISS, then it's fetched from the local cache if available. In all other cases, the collection is fetched from the server if the policy allows. If the noCache setting is false, then the results are saved to a local cache.

The raw downloaded JSON object is exposed through the JsonObject property. Use this
property to set the appropriate values.

```
List objectsList = collection.getObjectsList();
MobileObject incidentMobileObject = (MobileObject) objectsList.get(index);
JSONObject json = incidentMobileObject.getJsonObject();
// This updates incidentMobileObject
json.put("status", "completed");
```

7. Use one of the MobileObject save methods to save the changes on the server.

```
incident.saveResource(new MobileEndpointCallback(){
    @Override
    public void onComplete(Exception exception, MobileResource
    mobileResource) {
        ...
    }
});
```



If the device isn't connected to the internet, and the update policy is QUEUE_IF_OFFLINE, then the library saves the changes to the local cache. The Synchronization library sends the changes to the server automatically when the device reconnects with the internet.

8. Use one of the MobileObject delete methods to delete an object.

```
incident.deleteResource(new MobileEndpointCallback(){
    @Override
    public void onComplete(Exception exception, MobileResource
    mobileResource) {
        ...
    }
});
```

If the device is offline, and the update policy is <code>QUEUE_IF_OFFLINE</code>, then the library deletes the object in the local cache. It deletes the object on the server when the client is online again.

Fetch Filtered Resources

You might have an app that filters which items it displays. For example, an FiF app might want to display all incidents with a status of new. When the device is online, your code can fetch the items as mobileResource objects, convert the objects to JSON objects, and then filter the items. However, when the device is offline, your app can't filter the mobileResource objects in the local cache because the objects are just blobs of data. The solution is to use a custom MobileObject. When you do this, the local cache stores the data in a table with a column for each of the custom object's fields, which enables your mobile app to query data in the local cache based on field values. We'll use the incident list in the FiF example to illustrate how to do this. In this example, the users must be able to filter the incident list by status.

When you open a mobile endpoint on a custom MobileObject class, you can use the fetch builder's queryFor method to specify the filter to use in the local cache. Note that this method is for filtering JSON objects from the local cache. It doesn't affect the way that the Synchronization library retrieves results from the server. Whenever you execute the fetch builder, the library first looks at the fetch policy setting to determine whether to refresh the local cache. If the policy specifies that it must refresh the local cache from the server, then it retrieves all the objects, regardless of the filter that you specify using the queryFor method. Regardless of the fetch policy and whether it refreshed the local cache, the library then uses the queryFor method to filter the data in the local cache, and return the filtered results. That is, regardless of whether the device is online or offline, and regardless of whether the library fetches data from the server or uses the local cache, the queryFor method filters the results based on the query property and value.

 Create a class that extends MobileObject. Add a property for every field that you'll use in the app. Then override onDataLoad() and getPropertyNames() and create getters and setters for the fields. Here's an example of creating an IncidentCustomMobileObject class.

```
public class IncidentCustomMobileObject extends MobileObject {
    private int id;
    private String title;
```



```
private String technician;
   private String customer;
   private String status;
   private String priority;
   private String createdBy;
   private String createdOn;
   private String modifiedBy;
   private String modifiedOn;
    // This method tells the Synchronization library how to get the
values from the JSON object.
   @Override
   protected void onDataLoad() {
        try{
            if(jsonObject != null){
                title = jsonObject.has("title") ?
jsonObject.getString("title") : "";
                technician = jsonObject.has("technician") ?
jsonObject.getString("technician") : "";
                customer = jsonObject.has("customer") ?
jsonObject.getString("customer") : "";
                status = jsonObject.has("status") ?
jsonObject.getString("status") : "";
                createdBy = jsonObject.has("createdBy") ?
jsonObject.getString("createdBy") : "";
                createdOn = jsonObject.has("createdOn") ?
jsonObject.getString("createdOn") : "";
                modifiedBy = jsonObject.has("modifiedBy") ?
jsonObject.getString("modifiedBy") : "";
                modifiedOn = jsonObject.has("modifiedOn") ?
jsonObject.getString("modifiedOn") : "";
                priority = jsonObject.has("priority") ?
jsonObject.getString("priority") : "";
           }
        } catch (Exception e) {
            e.printStackTrace();
        }
    }
    // The Synchronization library uses this method to determine the
column names and data
    // types for the database table for the local cache.
    @Override
   public void getPropertyNames(Map<String,PropertyType> properties,
List<List<String>> indexes) {
        properties.put("title", PropertyType.String);
        properties.put("technician", PropertyType.String);
        properties.put("customer", PropertyType.String);
        properties.put("status", PropertyType.String);
        properties.put("createdBy", PropertyType.String);
        properties.put("createdOn", PropertyType.String);
        properties.put("modifiedBy", PropertyType.String);
        properties.put("modifiedOn", PropertyType.String);
        properties.put("priority", PropertyType.String);
    }
```

```
//Getters and Setters
public int getId() {
    return id;
}
public void setId(int id) {
   this.id = id;
}
public String getTitle() {
    return title;
}
public void setTitle(String title) {
   this.title = title;
}
public String getTechnician() {
    return technician;
}
public void setTechnician(String technician) {
    this.technician = technician;
}
public String getCustomer() {
    return customer;
}
public void setCustomer(String customer) {
   this.customer = customer;
}
public String getStatus() {
   return status;
}
public void setStatus(String status) {
    this.status = status;
}
public String getPriority() {
   return priority;
}
public void setPriority(String priority) {
    this.priority = priority;
}
public String getCreatedBy() {
   return createdBy;
}
```



```
public void setCreatedBy(String createdBy) {
    this.createdBy = createdBy;
}
public String getCreatedOn() {
    return createdOn;
}
public void setCreatedOn(String createdOn) {
    this.createdOn = createdOn;
}
public String getModifiedBy() {
    return modifiedBy;
}
public void setModifiedBy(String modifiedBy) {
    this.modifiedBy = modifiedBy;
}
public String getModifiedOn() {
    return modifiedOn;
}
public void setModifiedOn(String modifiedOn) {
    this.modifiedOn = modifiedOn;
}
```

2. Open the endpoint for the custom class.

```
MobileEndpoint endpoint =
   synchronization.openMobileEndpoint(
    "incidentreport",
    "incidents",
    IncidentCustomMobileObject.class);
```

3. When you create the fetch builder, use the queryFor method to add a query to filter the results by status.

```
FetchCollectionBuilder fetchCollectionBuilder = endpoint.fetchObjects();
fetchCollectionBuilder = fetchCollectionBuilder.queryFor(
  "status",
   Comparison.Equals,
   "pending");
```

4. Fetch the data.

}

```
fetchCollectionBuilder.execute(new MobileEndpointCallback(){
    @Override
    public void onComplete(Exception exception, MobileResource
mobileResource){
```



```
MobileObjectCollection collection = (MobileObjectCollection)
mobileResource
}
})
```

5. The raw downloaded JSON object is exposed through the JsonObject property. Use this property to access the appropriate values.

```
Incident incident = (Incident)
collection.getObjectsList().get(index);
JSONObject json = incident.getJsonObject();
json.put("status", "completed");
```

6. Save and delete objects the same way you save and delete OMCMobileObject objects.

```
//Save the object
incident.saveResource (new MobileEndpointCallback(){
});
...
// Delete the object
incident.deleteResource (new MobileEndpointCallback(){
});
```

Specify Which Resources to Synchronize First

When a mobile app reconnects with the internet, the library synchronizes the local cache with the server. If you want the library to synchronize some resources before others, such as statuses before images, then **pin** the resources with the applicable priorities.

When you fetch the resource, you use the MobileResource class' pinResource method to set a resource's priority (MobileFile, MobileObject, and MobileObjectCollection inherit from this class).

```
builder.execute(new MobileEndpointCallback(){
  @Override
  public void onComplete(Exception exception, MobileResource
  mobileResource) {
    mobileResource.pinResource(PinPriority.High);
  }
});
```

Change a Resource's Synchronization Policies

When you fetch a resource, the Synchronization library saves with the resource object the synchronization policies that are specified in the configuration file. These saved policies are associated with that resource object for its lifetime. You can change these saved policies when you fetch the data and before you add, update, or delete a resource.



Change a Fetch Builder's Synchronization Policy

You can use the fetch builder's synchronization policy to override an endpoint's configured policies. When the library fetches the resource from the server, it saves the fetch builder's policy settings with the resource.

1. Create the fetch builder.

FetchCollectionBuilder fetchCollectionBuilder = endpoint.fetchObjects();

2. Create a SyncPolicy object and set the policies to override. This example overrides all the policies:

```
SyncPolicy policy = new SyncPolicy();
policy.setFetchPolicy(SyncPolicy.FETCH_POLICY_FETCH_FROM_SERVICE_IF_ONLINE
);
policy.setExpirationPolicy(SyncPolicy.EXPIRATION_POLICY_EXPIRE_ON_RESTART)
;
policy.setEvictionPolicy(SyncPolicy.EVICTION_POLICY_EVICT_ON_EXPIRY_AT_STA
RTUP);
policy.setUpdatePolicy(SyncPolicy.UPDATE_POLICY_QUEUE_IF_OFFLINE);
policy.setConflictResolutionPolicy(SyncPolicy.CONFLICT_RESOLUTION_POLICY_C
LIENT_WINS);
policy.setNoCache(false);
```

3. Set the builder's synchronization policy.

fetchCollectionBuilder = fetchCollectionBuilder.withPolicy(policy);

Change a Resource Object's Synchronization Policy

Sometimes, you'll need to change the synchronization policy for a mobile resource object (such as a mobile object, mobile collection, or mobile file) before you send an add, update, or delete to the server. This example sets the mobile resource object's conflict resolution policy to CONFLICT RESOLUTION POLICY CLIENT WINS.

1. Get the synchronization policy for the mobile resource object.

SyncPolicy policy = mIncidentMobileObject.getCurrentSyncPolicy();

2. Set the conflict resolution policy to CONFLICT_RESOLUTION_POLICY_CLIENT_WINS. All other policies remain as is.

```
policy.setConflictResolutionPolicy(SyncPolicy.CONFLICT_RESOLUTION_POLICY_C
LIENT_WINS);
```

3. Set the mobile resource object's synchronization policy. This change doesn't take affect until you call saveResource (to perform an add or update). For a delete, you must call reloadResource for the policy change to take affect before you call deleteResource.

mIncidentMobileObject.setSyncPolicy(policy);



Detect and Handle Conflicts

When the conflict resolution policy that is in affect for a resource is PRESERVE_CONFLICT, the Synchronization library doesn't overwrite the server's version with the local version if there's a conflict. Instead, an edited version is kept in the offline edits in the local cache, and the mobile app is responsible for handling the conflict, such as programmatically merging the two versions.

A conflict occurs when the object on the server was updated after you retrieved it, and thus is no longer the version that you tried to update. For example, Mary uses her app to change an incident status at 4:00 p.m. However, her device is offline, so the change is stored in the offline edits in the local cache. At 4:30, Tom updates the same incident. At 5:00, Mary's device reconnects with the internet, and the Synchronization library automatically sends Mary's offline edit to the server. The server responds with a 412 Precondition Failed status to indicate the conflict.

When a conflict happens, the library marks the modified object as having conflicts, and it makes available both the modified object (from the offline edits in the local cache), and the current server version to enable you to handle the conflict in your code.

If the device is online when the library sends an update or delete to the server, then the mobile app can handle the conflict as soon as it receives the response. However, when the user makes edits when the device is offline, there's no way to know if there are conflicts. You can't check for conflicts until the device reconnects and the library synchronizes the offline edits with the server. There are two ways to detect and handle conflicts that occur when a device reconnects:

- Detect and handle conflicts after the library finishes synchronizing offline edits with the server.
- Detect and handle conflicts when the library sends the offline edit to the server (when the device is online).

Detect Conflicts After the Library Completes Synchronization

You can detect and handle conflicts after the library finishes synchronizing offline edits with the server. After the library finishes synchronizing all offline edits, it calls this method for each offline edit that it synchronized.

• Use the offlineResourceSynchronized method, as shown here. In this example, the only mobile endpoint that the mobile app accesses is the incidents endpoint. The example shows how to handle both custom and generic MobileObject objects.

```
synchronization.offlineResourceSynchronized(new
SyncResourceUpdatedCallback() {
    @Override
    public void onResourceUpdated(String uri, MobileResource
    mobileResource) {
        if (mobileResource == null) {
            Log.i("offlineResourceSync", "Resource for " + uri +
                "deleted from cache after offline
        synchronization");
            return;
        }
```



```
String result = null;
        if (mobileResource.hasConflict()) {
            result = "with conflicts";
        } else if (mobileResource.hasOfflineUpdates()) {
            result = "with offline update";
        } else if (mobileResource.hasOfflineCommitError()) {
            result = "with error";
        } else {
            result = "successfully";
        }
        // If you created a custom MobileObject class, you can access
properties directly
        if (mobileResource instanceof IncidentCustomMobileObject) {
            IncidentCustomMobileObject anIncident =
(IncidentCustomMobileObject) mobileResource;
            Log.i("offlineResourceSync", "Offline edits for " +
anIncident.getTitle()
                    + " finished with result :" + result);
            // Incident has been synchronized with the service object.
            // You can show a pop up or reload the resources in the UI,
            // such as in the main thread.
        } else {
            // Process has finished.
            // MobileObject/MobileFile has been synchronized with the
service object.
            // You can show a pop up or reload the resources in the UI,
            // such as in the main thread.
        }
    }
});
```

Detect Conflicts When the Library Updates the Cache

You can detect and handle conflicts when the library sends the offline edit to the server (when the device is online).

Use the Synchronization cachedResourceChanged method to listen for online updates and deletes, as shown here. The callback for this method is called for each resource that the library updates or deletes. Typically, you use this method to detect any resource change during a background cache refresh so that you can refresh the UI with the change. However, you also can use this method to detect and handle conflicts when the library synchronizes the offline edits. Note that the callback is not called when the library adds a new resource to the local cache.

Don't initialize CachedResourceChanged more than once during the lifetime of the application.



In this example, the only mobile endpoint that the mobile app accesses is the incidents endpoint. The example shows how to handle both custom and generic MobileObject objects.

```
synchronization.cachedResourceChanged(new
SyncResourceUpdatedCallback() {
    @Override
    public void onResourceUpdated(String uri, MobileResource
mobileResource) {
        if (mobileResource == null) {
            Log.i("cachedResourceChanged", "Resource for " + uri +
"deleted from cache");
            return;
        }
        String result = null;
        if (mobileResource.hasConflict()) {
            result = "with conflicts";
        } else if (mobileResource.hasOfflineUpdates()) {
            result = "with offline update";
        } else if (mobileResource.hasOfflineCommitError()) {
            result = "with error";
        } else {
            result = "successfully";
        }
        // If you created a custom MobileObject class, you can
access properties directly
        if (mobileResource instanceof IncidentCustomMobileObject) {
            IncidentCustomMobileObject anIncident =
(IncidentCustomMobileObject) mobileResource;
            Log.i("cachedResourceChanged", "Cache changes for " +
anIncident.getTitle()
                    + " finished with result :" + result);
            // Custom object changed in local cache. You can show a
pop up
            // or reload the resources in the UI, such as in the
main thread.
        } else {
            Log.i("cachedResourceChanged", "Cache changes finished
with result :" + result);
            // OMCMobileObject, OMCMobileFile, or
OMCMobileObjectCollection
            // object changed in local cache.
            // You can show a pop up or reload the resources in the
UI,
            // such as in the main thread.
        }
```



} });

Review and Discard Offline Edits

You might want to enable a mobile user to work offline while they make their changes, and then switch back to working online when the user has completed making changes, is satisfied with the end result, and is ready for the Synchronization library to synchronize with the server. The code examples in this section show how to:

- Switch the app to work-offline mode and switch back to work-online mode.
- List the resources that have been changed while offline.
- Discard all offline edits.
- Discard a resource's offline edits.

The Synchronization class provides the methods for reviewing and discarding offline edits. As shown in the following steps, you use its getNetworkStatus and setOfflineMode methods, along with the SyncNetworkStatus enumeration to switch the work-offline mode on and off. You use its loadOfflineResources method to get all the offline edits that haven't been synchronized with the server, and its discardOfflineUpdates method to discard all offline edits.

1. At application start-up, instantiate Synchronization and open the mobile endpoint.

```
try {
   synchronization =
MobileManager.getManager().getMobileBackend(this).getServiceProxy(Synchron
ization.class);
   } catch(ServiceProxyException e) {
      e.printStackTrace();
   }
incidentsEndpoint = synchronization.openMobileEndpoint(
   "incidentreport",
   "incidents",
   MobileObject.class);
```

2. Add a Switch component to the layout.

```
<Switch
android:id="@+id/workOfflineSwitch"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_alignParentBottom="true"
...
android:onClick="changeWorkOfflineMode"
android:text="Work Offline" />
```

3. Add the changeWorkOfflineMode function, which is called when workOfflineSwitch is clicked. This method uses the Synchronization getNetworkStatus method to determine the current network status, and the setOfflineMode method to switch the work-offline mode on and off. When it calls setOfflineMode, the library synchronizes all offline edits



with the server automatically. Note that calling setOfflineMode(true) when the device isn't connected to the internet has no effect.

```
public void changeWorkOfflineMode(View view) {
    SyncNetworkStatus syncNetworkStatus =
synchronization.getNetworkStatus();
    try {
        if (syncNetworkStatus == SyncNetworkStatus.SyncOffline) {
            // Because setOfflineMode() is a no-op when the device
            // is offline, don't allow user to switch modes when
offline.
            Toast.makeText (MainActivity.this,
                    "No internet connection. " +
                            "You can't switch the Work Offline mode
on or off when " +
                            "there isn't an internet connection.",
                    Toast.LENGTH SHORT).show();
        } else {
            // Device is not in "real" offline mode.
            // Switch from work online to work offline, or switch
from work offline to work online
            // setOfflineMode(true) sets SyncNetworkStatus to
SyncOfflineTest
            // setOfflineMode(false) sets SyncNetworkStatus to
SyncOnline
            // (if the device is actually online)
            synchronization.setOfflineMode(syncNetworkStatus ==
SyncNetworkStatus.SyncOnline);
    } catch (Exception e) {
        // Handle error
    }
}
```

4. Add code to the onCreate method to set the switch according to the current mode.

```
Switch workOfflineSwitch = (Switch)
findViewById(R.id.workOfflineSwitch);
workOfflineSwitch.setChecked(
        synchronization.getNetworkStatus() ==
SyncNetworkStatus.SyncOfflineTest);
```

5. Add code to display a list of the offline edits. You use the Synchronization loadOfflineResources method to get the list. In this example, the mobile app accesses only the incidents endpoint, and all the items in the offline edits list are of type MobileObject.

```
//Display a list of offline edits
synchronization.loadOfflineResources(new SyncLocalLoadingCallback()
{
    @Override
    public void onSuccess(List<MobileResource> resources) {
        // This list contains all the MobileResource objects in the
    }
}
```

```
local edit cache
    // In this app, the only mobile endpoint is for incidents
    // So, only MobileObjects are in the edit cache
    for (MobileResource resource : resources) {
        // Put your code to add the incident to the display list here
    }
    }
    @Override
    public void onError(String errorMessage) {
        //Handle the error
    }
});
```

6. Add a button to discard all offline edits. Use code like the following to discard the edits.

```
final Button mDiscardEdits = (Button)
findViewById(R.id.buttonDiscardOfflineEdits);
mDiscardEdits.setOnClickListener(new View.OnClickListener() {
    @Override
   public void onClick(View v) {
        //Discard all offline edits:
        //Deletes all resources in the edit cache,
        //but keeps all resources in the local cache as is
        synchronization.discardOfflineUpdates(new
SyncDiscardOfflineResourceCallback() {
            @Override
            public void onError(String errorMessage) {
                //Handle the error
            }
        });
    }
```

- });
- 7. The previous step shows how to discard all offline updates. You also can discard offline updates for a specific resource. You call the resource's reloadResource method with the discardOfflineUpdates parameter set to true and the reloadFromService parameter set to false.

In the following code example, <code>arraySelectedResourcesToDiscardOfflineEdits</code> is a list of resources that were edited while offline and were selected for discarding the edits.

```
try {
    for (int index = 0; index <
    arraySelectedResourcesToDiscardOfflineEdits.length; index++) {
        MobileResource mobileResource =
    arraySelectedResourcesToDiscardOfflineEdits[index];
        mobileResource.reloadResource(true, false, new
MobileEndpointCallback() {
            @Override
            public void onComplete(Exception exception, MobileResource
mobileResource) {
</pre>
```

```
if (exception != null) {
                     // handle exception here
                 } else {
                     // handle success here
                 }
             }
        });
    }
} catch (Exception ex) {
    // handle exception here
```

iOS Synchronization Library

}

This section shows how to use the Synchronization library to implement several of the common data offline tasks for working with a custom API's resources.

For detailed information about the library, see Oracle Mobile Hub's iOS SDK Reference.

Tip:

The client SDK download page contains an examples zip, which contains the source code for the SalesPlus app. This app illustrates many of the synchronization features that are described in this section.

Set Up Your Mobile App for the iOS Synchronization Library

- 1. Ensure that the correct policies for the mobile backend and API are defined in the configuration file.
- 2. As with all mobile apps, instantiate OMCMobileManager, and then instantiate OMCMobileBackend to manage connectivity, authentication, and other transactions between your application and its associated mobile backend, including calls to platform and custom APIs.
- To access the custom APIs from the Synchronization library, get the mobile 3. backend's synchronization service.

```
OMCSynchronization* synchronization = [mbe synchronization];
[synchronization initialize];
```

Fetch Resources

After you set up your app to work with data offline, you use the mobile endpoint class to open endpoints to custom code API resources, and you use fetch builders to synchronize data retrieval and modifications with the local cache automatically. A fetch builder enables you to specify how to fetch the data, and then enables you to execute the fetch.



1. To access an endpoint, instantiate OMCMobileEndpoint for that endpoint. This example instantiates an endpoint for /mobile/custom/incidentreport/incidents.

```
// open Endpoint
OMCMobileEndpoint* endpoint = [
   synchronization openEndpoint:OMCMobileObject.class
   apiName:@"incidentreport"
   endpointPath:@"incidents"
];
```

2. (Optional) Add objects or files to the collection. This example adds an object.

```
OMCMobileObject* newObject = [mobileEndpoint createObject];
    // Set properties
    [newObject addOrUpdateJsonProperty:@"title" propertyValue:@"incident
213"];
    ....
    [newObject saveResourceOnSuccess:^(id mobileObject) {
        } OnError:^(NSError *error) {
        }];
    }
}];
```

- **3.** Use a fetch builder to specify how to fetch the objects from the endpoint. The fetch builder method that you use depends on whether you want to retrieve an object, a collection, or a file:
 - OMCFetchObjectBuilder
 - OMCFetchObjectCollectionBuilder
 - OMCFetchFileBuilder

Here's an example of creating a fetch builder for a collection.

```
OMCFetchObjectCollectionBuilder* builder = [endpoint
fetchObjectCollectionBuilder];
```

In this example, we want to get all the incidents for the signed-in technician (which is the same as the user name). The API provides a query parameter for technician, so we can tell the builder to add that query parameter to the request:

[builder withParamName:@"technician" paramValue:username];

You can call withParamName as many times as you need to specify all the query parameters.

4. Add necessary headers.

In this example, to enable easy searching for all diagnostic log entries associated with this fetch builder, the request includes the Oracle-Mobile-Diagnostic-Session-ID



header. The diagLogFilterTag string variable has been set to a value that uniquely identifies requests that are made using this fetch builder.

```
[builder setRequestHeaders:[NSDictionary
dictionaryWithObjectsAndKeys: diagLogFilterTag, @"Oracle-Mobile-
Diagnostic-Session-ID", nil]];
```

5. Use the builder to execute the fetch.

```
[builder executeFetchOnSuccess:^(OMCMobileObjectCollection
*mobileObjectCollection) {
   // This function is called when the request finishes successfully.
   // Get all the objects from the collection.
   NSArray* collection = [mobileObjectCollection getMobileObjects];
} OnError:^(NSError *error) {
   // This function is called when the request finishes with an error
}];
```

If the fetch policy is to fetch the data from the local cache, such as FETCH_FROM_SERVICE_ON_CACHE_MISS, then it's fetched from the local cache if available. In all other cases, the collection is fetched from the server if the policy allows. If the noCache setting is false, then the results are saved to a local cache.

 The raw downloaded JSON object is exposed through the jsonObject property. You can use this property to set the appropriate values, or use addOrUpdateJsonProperty.

```
OMCMobileObject* incident = [collection objectAtIndex:index];
// You can access raw JSON
NSDictionary* json = [incident jsonObject];
// Or use the addOrUpdateJsonProperty method
[incident addOrUpdateJsonProperty:@"status"
propertyValue:@"completed"];
```

7. Use one of the OMCMobileObject save methods to save the changes on the server.

```
[incident saveResourceOnSuccess:^(id object){
    // Block that is called after the request finishes successfully
    ...
}OnError:^(NSError *error){
    // Block that is called after the request finishes with an error
    ...
}];
```

If the device isn't connected to the internet, and the update policy is QUEUE_IF_OFFLINE, then the library saves the changes to the local cache. The changes are sent to the server automatically when the device reconnects with the internet.



8. Use one of the OMCMobileObject delete methods to delete an object.

```
[incident deleteResourceOnError:^(NSError *error) {
```

}];

If the device is offline, and the update policy is <code>QUEUE_IF_OFFLINE</code>, then the library deletes the object in the local cache. It deletes the object on the server when the client is online again.

Fetch Filtered Resources

You might have an app that filters which items it displays. For example, an FiF app might want to display all incidents with a status of new. When the device is online, your code can fetch the items as mobileResource objects, convert the objects to JSON objects, and then filter the items. However, when the device is offline, your app can't filter the mobileResource objects in the local cache because the objects are just blobs of data. The solution is to use a custom MobileObject. When you do this, the local cache stores the data in a table with a column for each of the custom object's fields, which enables your mobile app to query data in the local cache based on field values. We'll use the incident list in the FiF example to illustrate how to do this. In this example, the users must be able to filter the incident list by status.

When you open a mobile endpoint on a custom MobileObject class, you can use the fetch builder's queryForProperty method to specify the filter to use in the local cache. Note that this method is for filtering JSON objects from the local cache. It doesn't affect the way that the Synchronization library retrieves results from the server. Whenever you execute the fetch builder, the library first looks at the fetch policy setting to determine whether to refresh the local cache. If the policy specifies that it must refresh the local cache from the server, then it retrieves all the objects, regardless of the filter that you specify using the queryForProperty method. Regardless of the fetch policy and whether it refreshed the local cache, the library then uses the queryForProperty method to filter the data in the local cache, and return the filtered results. That is, regardless of whether the device is online or offline, and regardless of whether the library fetches data from the server or uses the local cache, the gueryForProperty method filters the results based on the guery property and value.

 Create a custom mobile object class that extends OMCMobileObject, define all the properties that you need for your custom mobile object, and synthesize those properties. Here's an example of the incident.h header file for an Incident class.

```
#import <Foundation/Foundation.h>
#import "OMCMobileObject.h"
@interface Incident : OMCMobileObject {
}
// Properties
@property (nonatomic, retain) NSNumber* id
@property (nonatomic, retain) NSString* title;
@property (nonatomic, retain) NSString* customer;
@property (nonatomic, retain) NSString* status;
```



```
@property (nonatomic, retain) NSString* priority;
@end
```

2. When you initialize the mobile backend's synchronization service, use the initializeWithMobileObjectEntities method to create database entities for the Incident custom class.

```
NSArray* entities = [NSArray arrayWithObjects:[Incident class],
nil];
[synchronization initializeWithMobileObjectEntities:entities];
```

You can include more than one custom object in the initialization.

3. Open the endpoint for the custom class.

```
OMMobileEndpoint* endpoint = [
   synchronization openEndpoint:Incident.class
   apiName:@"incidentreport"
   endpointPath:@"incidents"
];
```

4. When you create the fetch builder, use the queryForProperty method to add a query to filter the results by status.

```
OMCFetchObjectCollectionBuilder* builder = [endpoint
fetchObjectCollectionBuilder];
```

```
[builder queryForProperty:@"status"
  comparision:Equals
  compareWith:@"pending"];
```

5. Fetch the data.

```
[builder executeFetchOnSuccess:^(OMCMobileObjectCollection
*mobileObjectCollection) {
    // This function is called when the request finishes successfully.
    // Get all the objects from the collection.
    NSArray* collection = [mobileObjectCollection getMobileObjects];
} OnError:^(NSError *error) {
    // This function is called when the request finishes with an error
}];
```

6. The raw downloaded JSON object is exposed through the jsonObject property. You can use this property to set the appropriate values, or you can access the properties directly.

```
Incident* incident = [collection objectAtIndex:index];
// You can access raw JSON
NSDictionary* json = [incident jsonObject];
// Or you can access the property directly
incident.status = @"completed";
```



7. Save and delete objects the same way you save and delete OMCMobileObject objects.

```
//Save the object
[incident saveResourceOnSuccess:^(id object){
}OnError:^(NSError *error) {
}];
...
// Delete the object
[incident deleteResourceOnError:^(NSError *error) {
}];
```

Specify Which Resources To Synchronize First

When a mobile app reconnects with the internet, the library synchronizes the local cache with the server. If you want the library to synchronize some resources before others, such as statuses before images, then **pin** the resources with the applicable priorities.

When you fetch the resource, you use the OMCMobileResource class' pinResource method to set a resource's priority (OMCMobileFile, OMCMobileObject, and OMCMobileObjectCollection inherit from this class).

```
[builder executeFetchOnSuccess:^(OMCMobileObjectCollection
*mobileObjectCollection) {
   [mobileObjectCollection pinResource:High];
  // Get all the objects from the collection
  NSArray* objects = [mobileObjectCollection getMobileObjects];
} OnError:^(NSError *error) {
  // This function is called when the request finishes with an error
}];
```

Change a Resource's Synchronization Policies

When you fetch a resource, the Synchronization library saves with the resource object the synchronization policies that are specified in the configuration file. These saved policies are associated with that resource object for its lifetime. You can change these saved policies when you fetch the data and before you add, update, or delete a resource.

Change a Fetch Builder's Synchronization Policy

You can use the fetch builder's synchronization policy to override an endpoint's configured policies. When the library fetches the resource from the server, it saves the fetch builder's policy settings with the resource.

1. Create the fetch builder.

```
OMCFetchObjectCollectionBuilder* builder = [endpoint
fetchObjectCollectionBuilder];
```



2. Create an OMCSyncPolicy object, and then set the policies that you want to override. This example overrides all the policies:

```
OMCSyncPolicy* policy = [[OMCSyncPolicy alloc] init];
policy.fetch_Policy = FETCH_POLICY_FETCH_FROM_SERVICE_IF_ONLINE;
policy.expiration_Policy = EXPIRATION_POLICY_EXPIRE_ON_RESTART;
policy.eviction_Policy = EVICTION_POLICY_EVICT_ON_EXPIRY_AT_STARTUP;
policy.update_Policy = UPDATE_POLICY_QUEUE_IF_OFFLINE;
policy.conflictResolution_policy =
CONFLICT_RESOLUTION_POLICY_CLIENT_WINS;
policy.no_cache = false;
```

3. Set the builder's synchronization policy.

```
[builder setSyncPolicy:policy];
```

Change a Resource Object's Synchronization Policy

Sometimes, you'll need to change the synchronization policy for a mobile resource object (such as a mobile object, mobile collection, or mobile file) before you send an add, update, or delete to the server. This example sets the mobile resource object's conflict resolution policy to CONFLICT RESOLUTION POLICY CLIENT WINS.

1. Get the synchronization policy for the mobile resource object. In this example, anIncident is an OMCMobileObject.

OMCSyncPolicy* policy = [anIncident getCurrentSyncPolicy];

2. Set the conflict resolution policy to CONFLICT_RESOLUTION_POLICY_CLIENT_WINS. All other policies remain as is.

```
policy.conflictResolution_policy =
CONFLICT RESOLUTION POLICY CLIENT WINS;
```

3. Set the mobile resource object's synchronization policy. This change doesn't take affect until you call saveResource (to perform an add or update). For a delete, you must call reloadResource for the policy change to take affect before you call deleteResource.

[anIncident setSyncPolicy:policy];

Detect and Handle Conflicts

When the resource's conflict resolution policy is PRESERVE_CONFLICT, the Synchronization library doesn't overwrite the server's version with the local version if there's a conflict. Instead, it keeps an edited version in the offline edits in the local cache, and the mobile app is responsible for handling the conflict, such as programmatically merging the two versions.

A conflict occurs when the object on the server was updated after you retrieved it, and thus is no longer the version that you tried to update. For example, Mary uses her app to change an incident status at 4:00 p.m. However, her device is offline, so the change is stored in the offline edits in the local cache. At 4:30, Tom updates the same incident.



At 5:00, Mary's device reconnects with the internet, and the library automatically sends Mary's offline edit to the server. The server responds with a 412 Precondition Failed status to indicate the conflict.

When a conflict happens, the library marks the modified object as having conflicts, and the library makes available both the modified object (from the offline edits in the local cache), and the current server version to enable you to handle the conflict in your code.

If the device is online when the library sends an update or delete to the server, then the mobile app can handle the conflict as soon as it receives the response. However, when the user makes edits when the device is offline, there's no way to know if there are conflicts. You can't check for conflicts until the device reconnects and the library synchronizes the offline edits with the server. There are two ways to detect and handle that occur when a device reconnects:

- Detect and handle the conflicts after the library finishes synchronizing offline edits with the server.
- Detect and handle conflicts when the library sends the offline edit to the server (when the device is online).

Detect Conflicts After the Library Completes Synchronization

You can detect and handle conflicts after the library finishes synchronizing offline edits with the server. After the library finishes synchronizing all offline edits, it calls this method for each offline edit that it synchronized.

• Use the OMCSynchronization offlineResourceSynchronized method as shown here. In this example, the only mobile endpoint that the mobile app accesses is the incidents endpoint. The example shows how to handle both custom and generic MobileObject objects.

```
[sync offlineResourceSynchronized: ^ (NSString *uri, id mobileResource)
{
        if ( !mobileResource ) {
            NSLog(@"Resource for %@ deleted from cache after offline
synchronization ", uri);
            return;
        }
        NSString* result = nil;
        if ( ((OMCMobileResource*) mobileResource).hasConflicts ) {
            result = @"with conflicts";
        }
        else if ( ((OMCMobileResource*)
mobileResource).hasOfflineCommitError ) {
            result = @"with error";
        }
        else {
            result = @"successfully";
        }
        // If you created a custom MobileObject class, you can access
properties directly
        if([mobileResource isKindOfClass:[Incident class]]) {
```



```
Incident* anIncident = mobileResource;
            NSLog(@"Offline edits for %@ finished %@.",
anIncident.title, result);
            // Incident has been synchronized with the service
object.
            // You can show a pop up or reload the resources in the
UI,
            // such as in the main thread.
            // When mobileResource is a custom MobileObject class,
            // and hasConflicts is true,
            // then both the MobileObject class and its <code>jsonObject</code>
property
            // contain the local edited copy and the
            // jsonObjectPersistentState property contains the
server copy
        }
        else {
            OMCMobileResource* aMobileResource = mobileResource;
            NSLog(@"Offline edits for resource %@ finished %@",
                aMobileResource.uri, result)
            // OMCMobileObject or OMCMobileFile has been
synchronized
            // with the service object.
            // You can show a pop up or reload the resources in the
UI,
            // such as in the main thread.
            // When mobileResource is an OMCMobileObject,
            // and hasConflicts is true,
            // then its jsonObject property contains the local
edited copy and
            // its jsonObjectPersistentState property contains the
server copy
    }1;
```

Detect Conflicts When the Library Updates the Cache

You can detect and handle conflicts at the time that the library sends the offline edit to the server (when the device is online).

• Use the OMCSynchronization cacheResourceChanged method to listen for online updates and deletes, as shown here. The callback for this method is called for each resource that the library updates or deletes. Typically, you use this method to detect any resource change during a background cache refresh so that you can refresh the UI with the change. However, you also can use this method to detect and handle conflicts when the library synchronizes the offline edits. Note that the callback is not called when the library adds a new resource to the local cache.



Don't initialize CachedResourceChanged more than once during the lifetime of the application.

In this example, the only mobile endpoint that the mobile app accesses is the incidents endpoint. The example shows how to handle both custom and generic MobileObject objects.

```
[sync cachedResourceChanged:^(NSString *uri, id mobileResource) {
        if ( !mobileResource ) {
            NSLog(@"Resource for %@ deleted from cache ", uri);
            return;
        }
        NSString* result = nil;
        if ( ((OMCMobileResource*) mobileResource).hasConflicts ) {
            result = @"with conflicts";
        }
        else if ( ((OMCMobileResource*)
mobileResource).hasOfflineUpdates ) {
            result = @"with offline update";
        }
        else if ( ((OMCMobileResource*)
mobileResource).hasOfflineCommitError ) {
            result = @"with error";
        }
        else {
            result = @"successfully";
        }
        // If you created a custom MobileObject class, you can access
properties directly
        if([mobileResource isKindOfClass:[Incident class]]) {
            Incident* anIncident = mobileResource;
            NSLog(@"Cache changes for %@ finished %@.", anIncident.title,
result);
            // Custom object changed in local cache. You can show a pop up
            // or reload the resources in the UI, such as in the main
thread.
        }
        else {
            OMCMobileResource* aMobileResource = mobileResource;
            NSLog(@"Cache changes for %@ finished %@.",
                aMobileResource.uri, result);
            // OMCMobileObject, OMCMobileFile, or
OMCMobileObjectCollection
            // object changed in local cache.
            // You can show a pop up or reload the resources in the UI,
            // such as in the main thread.
```



} }];

Review and Discard Offline Edits

You might want to enable a mobile user to work offline while they make their changes, and then switch back to working online when the user has completed making changes, is satisfied with the end result, and is ready for the Synchronization library to synchronize with the server. The code examples in this section show how to:

- Switch the app to work-offline mode and switch back to work-online mode.
- List the resources that have been changed while offline.
- Discard all offline edits.
- Discard a resource's offline edits.

The OMCSynchronization class provides the methods for working offline, and for reviewing and discarding offline edits. As shown in the following steps, you use its GetNetworkStatus and setOfflineMode methods, along with the SyncNetworkStatus constants to switch the work-offline mode on and off. You use its loadOfflineResourcesOnSuccess method to get all the offline edits that haven't been synchronized with the server, and its discardOfflineUpdatesOnError method to discard all offline edits. You also can discard a specific resource's offline updates by calling the resource's reloadResource method.

 Add a button to switch between work-online mode and work-offline mode. Use code like the following to switch modes when the user clicks the button. You use the OMCSynchronization GetNetworkStatus method to determine the current network status, and the setOfflineMode method to switch the work-offline mode on and off. When you call setOfflineMode(false), the library synchronizes all offline edits with the server automatically. Note that calling setOfflineMode when the device isn't connected to the internet has no effect.

```
- (IBAction) switchOfflineMode: (id) sender {
```

```
// Get current status
   SyncNetworkStatus networkStatus = [synchronization
getNetworkStatus];
```

if (networkStatus == SyncOffline) {

{

[myAlertController



```
dismissViewControllerAnimated:YES
      completion:nil];
                                       }];
        [myAlertController addAction: okBtn];
        [self presentViewController:myAlertController
                           animated:YES
                         completion:nil];
    }
    else {
        [omcSynchronization setOfflineMode:(networkStatus == SyncOnline)];
        // Get updated status
        networkStatus = [omcSynchronization getNetworkStatus];
        if ( networkStatus == SyncOfflineTest ) {
            lblNetworkStatus.text = @"Working offline.";
        }
        else {
            lblNetworkStatus.text = @"";
        }
    }
}
```

 Add code to display a list of the offline edits. You use the OMCSynchronization LoadOfflineResourcesAsync() method to get the list. In this example, the mobile app accesses only the incidents endpoint and all items in the offline edits list are of type MobileObject.

```
[omcSynchronization loadOfflineResourcesOnSuccess:^(NSArray
*mobileResources) {
    for ( OMCMobileResource* aResource in mobileResources ) {
        // Put your code to add the incident to the display list here
    }
} onError:^(NSError *error) {
    // Handle error here.
}];
```

3. Add a button to discard all offline edits. Use code like the following to discard the edits.

```
// Discard all offline edits only.
// Resources remain in the cache with their persistent state (that is,
the server version).
[omcSynchronization discardOfflineUpdatesOnError:^(NSError *error) {
    // Handle error here
}
```

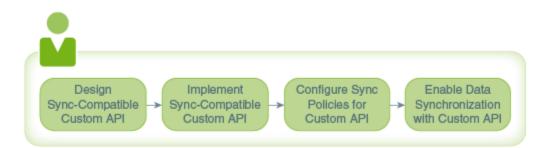


4. The previous step shows how to discard all offline updates. You also can discard offline updates for a specific resource. You call the resource's reloadResource method with the discardOfflineUpdates parameter set to YES and the reloadFromService parameter set to NO.

In the following code example, <code>arraySelectedResourcesToDiscardOfflineEdits</code> is a list of resources that were edited while offline and were selected for discarding the edits.

Make Custom APIs Synchronizable

If your mobile app uses the Synchronization library to access a custom API offline, then that API should follow the sync-compatibility guidelines and should return data in a sync-compatible format. You also need to consider whether to configure synchronization policies for some or all of its resources.



The steps to design and implement a synchronization-compatible custom API are summarized in the next sections. For more detailed information, see:

- API Design Considerations
- Endpoint Requirements for Sync Compatibility
- Implementing Synchronization-Compatible APIs

Design a Synchronization-Compatible API

When you use the API Designer to create your custom API, follow these guidelines to ensure that your API is synchronization compatible.



- The resource name should alternate between plural nouns and singular resource identifiers (rid). For example: /items/{rid}/subitems/{rid}/.
- For pagination, use the limit and offset query parameters so that the Synchronization library uses paged downloads correctly. If you don't need to support pagination, then you don't need to specify these parameters.
- Use the orderBy query parameter to specify sorting. For example: orderBy=propA, propB:desc, propC:asc.
- The API must contain all the necessary endpoints to support data synchronization. For example, if you have an endpoint that returns a collection, then you must also have an endpoint that returns a specific item in the collection.

Implement a Synchronization-Compatible API

When you use implement your custom API, follow these guidelines to ensure that your API us synchronization compatible.

- For GET requests, use the custom code SDK's setItem and addItem methods in your API's custom code to return data in a format that enables the Synchronization library to more easily cache and synchronize the data in the client's local cache. Responses must include the Oracle-Mobile-Sync-Resource-Type header, and, for single items, the ETag header.
- For PUT and DELETE requests, your code must honor the If-Match header as follows:
 - If the header contains an ETag value, and that value doesn't match the ETag on the server, then the code must not update or delete the item and must return a 412 HTTP response status (precondition failed) to indicate that the ETag does not match the server-side object's ETag.
 - If the header contains a value of * (asterisk), then the server-side's object must be replaced by the request object (or deleted for a DELETE request).
- For PUT requests, responses must include the Oracle-Mobile-Sync-Resource-Type and ETag headers. If the item was added, then it must include the Location header. For example Location: /mobile/custom/incidentreport/incidents/1.
- For POST requests, responses must include the Oracle-Mobile-Sync-Resource-Type, Location, and ETag headers.
- When you need to control data caching from the server side, use the Oracle-Mobile-Sync-Evict, Oracle-Mobile-Sync-Expires, and Oracle-Mobile-Sync-No-Store headers to override client side configuration.

Configure Synchronization Policies for the Custom API

When you define the synchronization policies in the configuration file, consider the custom API's resources that you'll access, and determine which, if any, need special synchronization policy configuration.

Say, for example, that your default fetch policy is FETCH_FROM_SERVICE_ON_CACHE_MISS. The custom API might have a resource for which the mobile app always needs the most current data. In that case, you can use the configuration file to specify the FETCH_FROM_SERVICE_IF_ONLINE fetch policy for that specific resource. Note that you can

define synchronization policies at the default level and the resource level, and that you can override these programmatically.



Synchronization Policies

The Synchronization library uses several types of synchronization policies:

- Conflict Resolution Policies define how to handle offline edits if the server's version changed after the initial data was fetched from the server. For example, if another client updated a resource, you might want the app's updates to overwrite the other client's update.
- Eviction Policies designate when to delete expired resources in the local cache. For example, you might want the app to delete all expired resources when the app starts. Expiration and eviction policies work together to keep stale resources from cluttering the cache. You can also use them to prevent users seeing out-of-date data and, by inference, potentially harmful data. Note that these policies apply only to resources in the local cache, not to server-side resources.
- Expiration Policies define how and when the Synchronization library marks resources stored in the local cache as out-dated or stale. For example, you might want all the resources to expire when the app is restarted so that the app fetches the latest version of a resource from the server the first time the app uses it in that session. The expiration policy only marks data, allowing you the option to display stale data if the app is offline. To delete data, use the eviction policy.
- Fetch Policies define how the Synchronization library determines whether to retrieve resources from the local cache or from the server. For example, if the resource changes frequently, you might choose to always retrieve it from the server unless the client is offline.
- Update Policies define what to do if the app modifies resources when the device is offline. For example, you might want the app to put all changes that are made while the device is offline in a queue and then synchronize the changes with the server when the device goes online again.

In addition to configuring the synchronization policies, you also can configure the cache settings for a mobile backend. You can configure the maximum size of the cache and you can specify when and how to perform background cache refreshes. See Synchronization Configuration Elements.

You can specify synchronization policies for custom API resources at several levels:

- In the app's configuration file, you can specify default synchronization policies for all custom API endpoints that the library accesses through a specific mobile backend.
- In the app's configuration file, you can specify synchronization policies for specific custom API endpoints.
- In the custom API implementation, you can specify a resource's synchronization policies in a response header.
- In the app, you can specify a resource's synchronization policies when you fetch the data.
- In the app, you can specify a resource's synchronization policies when you add, update, or delete the resource.

When the Synchronization library fetches a resource from the server, it sets the resource's synchronization policies according to your configuration, and then saves those policies with the resource. When you configure a policy at more than one level,



the library uses precedence rules to determine which policy level to use. For example, a response-header policy setting takes precedence over a fetch builder's policy setting. If a policy isn't set at the response header or fetch builder level, then the library uses the policy's setting from the configuration file. First, the library looks for the policy setting for the path that matches the fetch builder's endpoint. When there isn't a policy for the endpoint, then it uses the configuration file's default policy. If a policy is used. The actual rules are somewhat more complex than summarized here. For complete details see Synchronization Policy Levels and Precedence.

When the library does an automatic refresh, it always uses the FETCH_POLICY_FETCH_FROM_SERVICE fetch policy. For all other policies, the refresh process honors the response header values, if present, and, when not present, it uses the policies that were saved with the resource.

When you fetch a resource and the library uses the resource from the cache instead of from the server, then the resource's policies are not necessarily the policies that you configured for the object's endpoint. For example, if the resource was fetched using a fetch collection builder, then the resource's policies are the collection endpoint's policies and not the object's endpoint policies. Thus, you can't be sure what the resource's policies are. A cached resource's policies depend on whether it was originally fetched from the server as part of a collection, as an object, or as part of a refresh.

Define Synchronization Policies and Cache Settings in the Configuration File shows how to configure default policies for the mobile backend and for endpoints (paths). Define Synchronization Policies and Cache Settings in a Response Header shows how a custom API can use headers to control whether the response is cached, when it should expire in the local cache, and when it should be evicted. The following platform-specific topics show how to get and change a fetch builder's policies and get and change a mobile resource's policies programmatically:

- Android: Change a Resource's Synchronization Policies
- iOS: Change a Resource's Synchronization Policies

Video: Introduction to the Data Offline & Sync Policies

If you want a high-level understanding of how to use synchronization policies to drive data offline and synchronization capabilities, take a look at this video:

Video

Synchronization Policy Options

Here are the Synchronization library's policy options for each policy type.

Conflict Resolution Policies

Conflict resolution policies define what to do if, when updating a resource, it's discovered that the server version was updated after it was last requested. Say, for example, that the client app retrieved a resource on startup. Soon after, someone else updated the resource on the server. If the resource is then updated on the client app, you might want the client updates to overwrite the updates made by someone else.



Policy	Description
CLIENT_WINS	Instructs the Synchronization library to overwrite the server's version with the local version regardless of whether there is a conflict.
PRESERVE_CONFLICT	Instructs the Synchronization library to not overwrite the server's version with the local version if there's a conflict. The edited version is kept in the offline edits in the local cache, and the mobile app is responsible for handling the conflict, such as programmatically merging the two versions.
SERVER_WINS	Instructs the Synchronization library to not overwrite the server's version with the local version if there's a conflict. The edited version is removed from the offline edits in the local cache.

Eviction Policies

Eviction policies designate when expired resources in the local cache will be deleted. For example, you could set the eviction policy to EVICT_ON_EXPIRY_AT_STARTUP so expired items are deleted when the app starts. Keep in mind that if a user didn't use the app for several days and it's offline when it starts, the local cache could get cleared.

These policies apply to resources in the local cache only, not to server-side resources.

Policy	Description
EVICT_ON_EXPIRY_AT_STARTUP	Instructs the Synchronization library to delete expired resources from the local cache when the client application restarts, and update the local cache with the server copy the next time it's called by the client application. This can result in an empty cache, but this is appropriate if the latest resource is required.
MANUAL_EVICTION	Instructs the Synchronization library that resources can't be deleted from the local cache automatically. To evict resources manually, use an API.

Expiration Policies

Expiration policies define how and when the Synchronization library marks resources stored in the local cache as out-dated or stale. For example, if your resources change frequently, then you can set the policy to EXPIRE_ON_RESTART to ensure that the local cache gets cleared periodically, and thus does not become too large.



Policy	Description	
EXPIRE_ON_RESTART	Instructs the Synchronization library to mark a resource as expired when the client application restarts. The Synchronization library updates the local cache with the latest version from the server the next time it's called by the client application.	
EXPIRE_AFTER	Instructs the Synchronization library to mark resources as expired after the specified time (in seconds) set for the expireAfter parameter. When you use the EXPIRE_AFTER policy, you must set a value for the expireAfter property.	
NEVER_EXPIRE	Instructs the Synchronization library that resources in the local cache can't be marked as expired.	

Fetch Policies

Fetch policies define how the Synchronization library determines whether to retrieve resources from the local cache or from the server. For example:

- If your data doesn't change often, like a contact's photo, then a good choice for the fetch policy is FETCH_FROM_SERVICE_ON_CACHE_MISS_OR_EXPIRY with an EXPIRE_AFTER expiration policy set to a suitable timeout.
- If data will change very frequently and you always want the most current data, but cached data is acceptable if the user is offline, then use FETCH_FROM_SERVICE_IF_ONLINE.

Note that setting the noCache property to true in the configuration file, as described in Synchronization Configuration Elements, tells the Synchronization library to ignore fetch policies and to not add data to the local cache.

Policy	Description	
FETCH_FROM_CACHE	Instructs the Synchronization library to fetch resources from the local cache only, not from the server. Because the Synchronization library retrieves resources directly from the cache, this policy can be carried out whether the client application is online or offline.	
	If a resource is not in the local cache, then the Synchronization library returns null.	
FETCH_FROM_SERVICE	Instructs the Synchronization library to always fetch resources directly from the server, not from the local cache. The library can only apply this policy when the client application is online.	
	If the app is offline, the Synchronization library returns null.	
FETCH_FROM_SERVICE_IF_ONLINE	Instructs the Synchronization library to fetch resources from the server when the client application is online, and to fetch them from the local cache when the app is offline.	



Policy	Description
FETCH_FROM_SERVICE_ON_CACHE_MISS	Instructs the Synchronization library to fetch resources from the local cache if it is present.
	If a collection is empty, or if the requested object isn't in the local cache, then the Synchronization library fetches it from the server. If the app is offline, then the Synchronization library returns null.
FETCH_FROM_SERVICE_ON_CACHE_MISS_OR_EXP IRY	Instructs the Synchronization library to fetch resources from the local cache if they are present and not expired. Make sure to set expireAfter parameter to a suitable time period.
	If a collection is empty or has expired, or if the resource isn't in the local cache or has expired, then the Synchronization library fetches it from the server. If the app is offline, then it returns null.
FETCH_FROM_CACHE_SCHEDULE_REFRESH	Instructs the Synchronization library to fetch resources from the local cache and schedule a background refresh to update the cache with the latest version from the server.
	If a resource is not in the local cache, then the Synchronization library returns null.
FETCH_WITH_REFRESH	Instructs the Synchronization library to fetch resources from the local cache if they exist and are not expired, and schedule a background refresh to update the cache with the latest version from the server.
	If a resource is not in the local cache or has expired, then the Synchronization library fetches in directly from the server. If the app is offline, then in returns null.

Update Policies

Update policies define what the app should do if a resource is updated when the client app is offline.

Policy	Description
UPDATE_IF_ONLINE	If the client app is offline when the update request is sent, then the Synchronization library returns an error.
QUEUE_IF_OFFLINE	If the client app is offline when the update request is sent, then the Synchronization library queues the operation and updates the local cache when the client app is back online.

Video: Deep-Dive into the Data Offline & Sync Policies

If you want an overview of the ways you can configure synchronization policies, which methods take precedence, and the outcomes of the various policies, take a look at this video:



Video

Synchronization Policy Levels and Precedence

As described in Synchronization Policy Options, there are several policy types that you can configure for custom APIs. You can configure these at the following levels, which are listed in order of precedence, from highest to lowest. Note that the order of precedence applies to both fetch and save calls to a mobile endpoint and <code>requestWithURI</code> calls to a synchronization object.

- Response-level policies: The server can use HTTP response headers to transmit expiration and eviction policies, as described in Define Synchronization Policies and Cache Settings in a Response Header. The server also can use a header to instruct the client to not cache a response. These policies take precedence over policies set for all other levels.
- Request-level policies: For requests made through an OMCMobileEndpoint, you can call the fetch builder's setPolicy method to set a policy at the request level. For requests made using the requestWithURI method, you can use the SyncPolicy object to set policies. Request-level policies take precedence over policies set at the resource and mobile-backend levels.
- Resource-level policies: In the configuration file, you can define a set of policies and associate the set with a resource path (URL). You can associate the set with a specific endpoint, or you can use wildcard characters to associate the set with a resource hierarchy (/* applies to all resources at the same level, and /** applies to all resources at the same level and any nested levels), as described later in this section. These policies take precedence over policies that are set at the mobile-backend level.

When a policy type is defined for more than one resource level, then the precedence is:

- A synchronization policy type that is defined for a specific endpoint takes precedence over the same policy type setting for a path that has wildcard characters. For example, if the URL is www.baseuri.com/mobile/custom/incidentreport/ incidents, and an eviction policy is set for both /mobile/custom/incidentreport/ incidents and /mobile/custom/incidentreport/incidents/*, then the eviction policy for /mobile/custom/incidentreport/incidents takes precedence.
- Policies that are defined for a path that has the /* wildcard take precedence over policies for a path with the /** wildcard. For example, if the URL is /mobile/custom/ incidentreport/incidents/1, and an eviction policy is set for both /mobile/ custom/incidentreport/incidents/* and /mobile/custom/incidentreport/ incidents/**, then the eviction policy for /mobile/custom/incidentreport/ incidents/* takes precedence.

For information about setting resource-level policies, see Synchronization Configuration Elements.

- Mobile backend-level default policies. You can override the default policies at the request, response, and resource levels. These settings take precedence over the Synchronization library default settings. For information about setting mobile backend-level default policies, see Synchronization Configuration Elements.
- Synchronization library default settings: For custom APIs, if a policy is not set at the request, resource, or mobile-backend level, then the Synchronization library default setting is used.

Here are the default policy settings:



Setting	Synchronization Library Default Value	
conflictResolutionPolicy	PRESERVE_CONFLICT	
evictionPolicy	MANUAL_EVICTION	
expirationPolicy	EXPIRE_ON_RESTART	
expireAfter	Maximum integer value	
fetchPolicy	FETCH_FROM_SERVICE_IF_ONLINE	
noCache	false	
updatePolicy	QUEUE_IF_OFFLINE	

Define Synchronization Policies and Cache Settings in the Configuration File

You can define the synchronization policies and cache settings programmatically, or you can use a configuration file. You typically define the policies and cache settings in the configuration file for the following reasons:

- You can change a policy without needing to change code.
- You can view all your policies in one place.
- If you access the same resource from several places in your code, you can ensure that all accesses use the same policies.

The name of the configuration file differs by platform:

- Android: /assets/oracle_mobile_cloud_config.xml
- iOS: OMC.plist
- To configure the Synchronization library for the custom API resources that the backend accesses, add the elements described in the the next section to the backend's synchronization element in the configuration file.

Synchronization Configuration Elements

There are two types of backend synchronization elements that you can add to a configuration file: cache settings and synchronization policy settings. You can configure the policy settings at the resource level and the backend level (default level).

Here's an example of the synchronization section from an OMC.plist file for iOS.



▼ synchronization O C	Dictionary	(5 items)
maxStoreSize	Number	100
periodicRefreshPolicy	String	PERIODIC_REFRESH_POLICY_PERIODICALLY_REFRESH_EXPIRED_ITEMS
periodicRefreshInterval	Number	120
▼ policies	Array	(2 items)
▼ Item 0	Dictionary	(5 items)
path	String	/mobile/custom/technicians/**
fetchPolicy	String	FETCH_FROM_SERVICE_IF_ONLINE
expirationPolicy	String	EXPIRE_ON_RESTART
evictionPolicy	String	MANUAL_EVICTION
conflictResolutionPolicy	String	SERVER_WINS
▼ Item 1	Dictionary	(6 items)
path	String	/mobile/custom/incidentReports/incidents
fetchPolicy	String	FETCH_FROM_SERVICE_ON_CACHE_MISS
expirationPolicy	String	EXPIRE_ON_RESTART
evictionPolicy	String	EVICT_ON_EXPIRY_AT_STARTUP
conflictResolutionPolicy	String	PRESERVE_CONFLICT
updatePolicy	String	QUEUE_IF_OFFLINE
▼ defaultPolicy	Dictionary	(6 items)
fetchPolicy	String	FETCH_FROM_SERVICE_ON_CACHE_MISS
evictionPolicy	String	EVICT_ON_EXPIRY_AT_STARTUP
expirationPolicy	String	EXPIRE_AFTER
expireAfter	String	600
conflictResolutionPolicy	String	CLIENT_WINS
noCache	Boolean	NO

Cache Settings

To configure the cache settings for the mobile backend, add these elements in any order directly under the mobile backend's synchronization element. These settings affect both custom API and storage resources.

Кеу	Description	Default
maxStoreSize	The maximum size of the local cache in megabytes. The Synchronization library stops storing resources when it reaches this limit.	100
periodicRefreshPolicy	Names the policy that instructs the Synchronization library when to refresh cached resources. Use this attribute for background refreshes. You can set this to one of the following options:	PERIODIC_REFRESH_POLICY_R EFRESH_NONE
	 PERIODIC_REFRESH_POLIC Y_REFRESH_NONE PERIODIC_REFRESH_POLIC Y_REFRESH_EXPIRED_ITEM _ON_STARTUP PERIODIC_REFRESH_POLIC Y_PERIODICALLY_REFRESH_ EXPIRED_ITEMS 	
periodicRefreshInterval	Sets the interval, in seconds, for refreshing cached resources in the background. The interval should be appropriate to the policy named by the periodicRefreshPolicy attribute.	When the periodicRefreshPolicy is PERIODIC_REFRESH_POLICY_P ERIODICALLY_REFRESH_EXPIR ED_ITEMS, then the default is 120.



Synchronization Policy Settings

You can add the following synchronization policy settings to the configuration file at the resource and backend default levels.

- conflictResolutionPolicy
- expirationPolicy
- expireAfter
- evictionPolicy
- fetchPolicy
- noCache

Resource-Level Configuration

Resource-level synchronization policies affect the resources that match the paths you configure in the policies node (array) for the sychronization element.

You use the path element to identify the resource to associate the policy set with. You can begin your path with or without the forward slash (/). You can use the path to specify a policy set for a specific endpoint, or you can use wildcard characters to associate the policy set with a hierarchy of resources:

- If there are no wildcard characters, then the request URL must match the string exactly. For example, if <path> is set to /mobile/custom/incidentreport/ incident then www.baseuri.com/mobile/custom/incidentreport/incident matches, but www.baseuri.com/mobile/custom/incidentreport/incidents does not.
- /* matches 0 or more characters after the value in <Path> but does not include lower resources in the hierarchy in the wildcard matching. For example, if <Path> is set to /mobile/custom/incidentreport/incidents/* then both www.baseuri.com/mobile/custom/incidentreport/incidents/report and www.baseuri.com/mobile/custom/incidentreport/incidents/id match, but www.baseuri.com/incidentreport/incidents/id/attachments does not.
- /** matches 0 or more characters after the value in <Path> including resources lower in the hierarchy. For example, if <Path> is set to /mobile/custom/ incidentreport/incidents/**, then the following match:
 - www.baseuri.com/mobile/custom/incidentreport/incidents
 - www.baseuri.com/mobile/custom/incidentreport/incidents/id
 - www.baseuri.com/mobile/custom/incidentreport/incidents/id/ attachments

Here's an example of setting resource-level policies in an OMC.plist file.

```
<key>synchronization</key>
<dict>
...
<key>policies</key>
<array>
<dict>
```



```
<key>path</key>
<string>/mobile/custom/incidentreport/technicians/**</string>
<key>fetchPolicy</key>
<string>FETCH_FROM_SERVICE_IF_ONLINE</string>
<key>expirationPolicy</key>
<string>EXPIRE_ON_RESTART</string>
<key>evictionPolicy</key>
<string>MANUAL_EVICTION</string>
<key>conflictResolutionPolicy</key>
<string>SERVER_WINS</string>
</dict>
....
```

Backend-Level Configuration

Backend-level configurations set the backend's default synchronization policies, and are configured in the defaultPolicy node (array) for the synchronization element. You should configure a default for each policy type.

Android Example Configuration File

This Android example is an excerpt from the oracle_mobile_cloud_config.xml file.

```
<mobileBackends>
    <mobileBackend>
      <synchronization>
          <maxStoreSize>100</maxStoreSize>
<periodicRefreshPolicy>PERIODIC REFRESH POLICY PERIODICALLY REFRESH EXPIRED I
TEMS</periodicRefreshPolicy>
          <periodicRefreshInterval>120</periodicRefreshInterval>
          <policies>
              <policy>
                  <path>/mobile/custom/incidentreport/technicians/**</path>
                  <fetchPolicy>FETCH FROM SERVICE IF ONLINE</fetchPolicy>
                  <expirationPolicy>EXPIRE ON RESTART</expirationPolicy>
                  <evictionPolicy>MANUAL EVICTION</evictionPolicy>
                  <conflictResolutionPolicy>SERVER WINS</
conflictResolutionPolicy>
              </policy>
              <policy>
                  <path>/mobile/custom/incidentreport/incidents</path>
                  <fetchPolicy>FETCH FROM SERVICE ON CACHE MISS OR EXPIRY
fetchPolicy>
                  <expirationPolicy>EXPIRE ON RESTART</expirationPolicy>
                  <evictionPolicy>EVICT ON EXPIRY AT STARTUP</evictionPolicy>
                  <conflictResolutionPolicy>SERVER WINS</
conflictResolutionPolicy>
                  <updatePolicy>QUEUE IF OFFLINE</updatePolicy>
                  <expireAfter>300</expireAfter>
              </policy>
          </policies>
          <defaultPolicy>
```



iOS Example Configuration File

This iOS example is an excerpt from the OMC.plist file.

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN" "http://
www.apple.com/DTDs/PropertyList-1.0.dtd">
<plist version="1.0">
<dict>
  <key>mobileBackends</key>
  <dict>
    <key>myBackend/1.0</key>
    <dict>
      <key>synchronization</key>
      <dict>
        <key>maxStoreSize</key>
        <integer>100</integer>
        <key>periodicRefreshPolicy</key>
<string>PERIODIC REFRESH POLICY PERIODICALLY REFRESH EXPIRED ITEMS
string>
        <key>periodicRefreshInterval</key>
        <integer>120</integer>
        <key>policies</key>
        <array>
          <dict>
            <key>path</key>
            <string>/mobile/custom/incidentreport/technicians/**</
string>
            <key>fetchPolicy</key>
            <string>FETCH FROM SERVICE IF ONLINE</string>
            <key>expirationPolicy</key>
            <string>EXPIRE ON RESTART</string>
            <key>evictionPolicy</key>
            <string>MANUAL EVICTION</string>
            <key>conflictResolutionPolicy</key>
            <string>SERVER WINS</string>
          </dict>
          <dict>
            <key>path</key>
```

```
<string>/mobile/custom/incidentreport/incidents</string>
            <key>fetchPolicy</key>
            <string>FETCH FROM SERVICE ON CACHE MISS OR EXPIRY</string>
            <key>expirationPolicy</key>
            <string>EXPIRE ON RESTART</string>
            <key>evictionPolicy</key>
            <string>EVICT ON EXPIRY AT STARTUP</string>
            <key>conflictResolutionPolicy</key>
            <string>PRESERVE CONFLICT</string>
            <key>updatePolicy</key>
            <string>QUEUE IF OFFLINE</string>
          </dict>
        </array>
        <key>defaultPolicy</key>
        <dict>
          <key>fetchPolicy</key>
          <string>FETCH FROM_SERVICE_ON_CACHE_MISS</string>
          <key>evictionPolicy</key>
          <string>EVICT ON EXPIRY AT STARTUP</string>
          <key>expirationPolicy</key>
          <string>EXPIRE AFTER</string>
          <key>expireAfter</key>
          <integer>600</integer>
          <key>conflictResolutionPolicy</key>
          <string>CLIENT WINS</string>
          <key>updatePolicy</key>
          <false/>
        </dict>
      </dict>
      . . .
</dict>
</plist>
```

Define Synchronization Policies and Cache Settings in a Response Header

When you implement a custom API, you can fine tune caching for a response by defining synchronization policies or basic cache settings in response headers.

To specify the basic synchronization and cache settings for a REST resource use the following optional HTTP headers: :

Header	Description
Oracle-Mobile-Sync-No- Store	If set to $\mathtt{true},$ the client does not cache the returned resource.
Oracle-Mobile-Sync- Evict	Specifies the date and time after which the expired resource should be deleted from the local cache. Uses RFC 1123 format, for example EEE, dd MMM yyyyy HH:mm:ss z for SimpleDateFormat.
	The following synchronization policies are set for the resource object that is created from the response:
	 Eviction policy: EVICT_ON_EXPIRY_AT_STARTUP Expiration policy: EXPIRE_AFTER with the expireAfter property set to date and time provided in the header value



Header	Description
Oracle-Mobile-Sync- Expires	Specifies when the returned resource will be marked as expired. Uses RFC 1123 format, for example EEE, dd MMM yyyyy HH:mm:ss z for SimpleDateFormat.

Get Cache Hits and Misses

The Synchronization library tracks cache hits and detects if the returned result came from the cache. Use these OMCSynchronization methods to get data about cache hits and misses:

- cacheHitCount: Returns the number of cache hits.
- cacheMissCount: Returns the number of cache misses.

How Synchronization Works with the Storage APIs

When your mobile app accesses the Storage APIs, the client SDK automatically works with the Storage library to refresh and synchronize the storage objects in the local cache. You don't need to add any code to enable synchronization with storage.

The client SDK enforces the following synchronization policies for the Storage APIs:

- Conflict resolution policy: SERVER WINS
- Eviction policy: EVICT_ON_EXPIRY_AT_STARTUP
- Expiration policy: EXPIRE AFTER 86400 seconds (24 hours).

You can use the Sync_CollectionTimeToLive environment policy to override the number of seconds after which a Storage object expires. This value is conveyed to the Storage library through the Oracle-Mobile-Sync-Expires response header.

- Fetch policy: FETCH_FROM_SERVICE_IF_ONLINE
- Update policy: QUEUE_IF_OFFLINE

Just as with the custom API resources, you can use the configuration file to override the default cache settings for storage resources on a mobile backend basis.

The default cache settings are:

- Maximum storage size in the local cache: 100 MB
- Periodic refresh policy: Don't automatically refresh cached resources periodically



12 Location

Use the Location API to access details about location devices, places, and assets that have been registered in Mobile Hub.

What Can I Do With Location?

Users today expect information to be presented based on their current situation and individual needs and preferences. One of the most important contextual data points is location. The impact of location-aware mobile apps on users and businesses is growing faster every day.

- Everyone uses navigation apps for location data, including getting directions to restaurants, airports, hospitals, and just about anything else needed in a geographic area.
- You can implement location-based functionality in a wide range of apps, like focused queries and location-aware history.
- Your apps can use location data to send notifications targeted to mobile devices in a geographic area or a certain mobile user or asset only in a specific geographic area.
- Location-aware applications can also contribute a lot to business intelligence and analytics, including customer profiling and demographics, competitive analysis and supply chain tracking.

A Few Important Location Terms

Location devices, places and assets provide the tools you need to create location-aware mobile apps.

- A location device is any device that provides location services, like a Bluetooth proximity beacon. Location devices transmit an ID within a defined space, so mobile apps can use these signals to trigger notifications and other actions. The following location protocols are currently supported:
 - AltBeacon is an open source protocol for Bluetooth proximity beacons. For more information and the full specification, see altbeacon.org and https://github.com/ AltBeacon/spec.
 - *Eddystone* is Google's open protocol for Bluetooth proximity beacons. For details, see https://github.com/google/eddystone.
 - *iBeacon* is the Apple protocol for Bluetooth proximity beacons. For details, see https://developer.apple.com/ibeacon/.
- A **place** is a physical location associated with one or more location devices.
- An asset is a mobile physical object that's associated with one or more location devices.



Android

Query for Location Objects

The LocationQuery class in the Android SDK allows you to construct queries for location devices, places and assets.

Below is an example of using the Android SDK to query for a place by name:

```
Location location =
MobileManager.getManager().getDefaultMobileBackend(mActivity).getServic
eProxy(Location.class);
Object lock = new Object();
String searchString = "store";
final AtomicReference<String> searchString = "store";
final AtomicReference<LocationObjectQueryResult> mResult = new
AtomicReference<LocationObjectQueryResult>();
final AtomicReference<ServiceProxyException> mError = new
AtomicReference<ServiceProxyException>();
// search by name
// sort results by name, in ascending order
// results will be in "short" format
LocationPlaceQuery query = location.buildPlaceQuery();
guery.setName(searchString);
query.setOrderByAttributeType(LocationDeviceContainerQuery.LocationDevi
ceContainerQueryOrderByAttributeType
    .LocationDeviceContainerQueryOrderByAttributeTypeName);
query.setFormat(LocationObjectQuery.LocationObjectQueryFormatType.Locat
ionObjectQueryFormatTypeShort);
do{
    query.execute(new LocationObjectsQueryCallback() {
        @Override
        void onComplete(LocationObjectQueryResult result,
ServiceProxyException exception) {
                mError.set(exception);
                mResult.set(result);
                synchronized(lock) {
                    lock.notifyAll();
                }
        }
    });
    synchronized(lock) {
        lock.wait();
    }
    if(mError.get() != null){
        //handle error
    }
```



```
else{
    for(LocationObject object : mResult.get().getItems()){
        LocationPlace place = (LocationPlace) object;
        // process each place...
    }
    guery = mResult().get().getNextQuery();
} while(mResult.get() != null && mResult.get().hasMore());
```

Retrieve a Location Object

Here's how to use a place ID to retrieve the properties for the place:

```
Location location =
MobileManager.getManager().getDefaultMobileBackend(mActivity).getServiceProx
y(Location.class);
Object lock = new Object();
final AtomicReference<LocationObjectQueryResult> mResult = new
AtomicReference<LocationObjectQueryResult>();
final AtomicReference<LocationPlace> mError = new
AtomicReference<LocationPlace>();
// query for all places
// sort results by name, in ascending order
// results will be in "short" format
LocationPlaceQuery query = location.buildPlaceQuery();
guery.setName(searchString);
query.setOrderByAttributeType(LocationDeviceContainerQuery.LocationDeviceCont
ainerQueryOrderByAttributeType
    .LocationDeviceContainerQueryOrderByAttributeTypeName);
query.setFormat(LocationObjectQuery.LocationObjectQueryFormatType.LocationObj
ectQueryFormatTypeShort);
query.execute(new LocationObjectsQueryCallback() {
    @Override
    void onComplete(LocationObjectQueryResult result, ServiceProxyException
exception) {
            mResult.set(result);
            synchronized(lock) {
                lock.notifyAll();
            }
    }
});
synchronized(lock) {
    lock.wait();
}
// take the first item from the results
// it will be in "short" format...
```



```
LocationPlace place = (LocationPlace) mResult.get().getItems().get(0);
// ...now, fetch the "entire" place directly
location.fetchPlace(place.getID(), new LocationObjectQueryCallback() {
    @Override
    void onComplete(LocationObject object, ServiceProxyException
exception) {
        LocationPlace detailedPlace = (LocationPlace) object;
        mPlace.set(detailedPlace);
        synchronized(lock) {
            lock.notifyAll();
        }
    }
});
synchronized(lock) {
   lock.wait();
}
// process place...
Log.i(TAG, "place name is " + mPlace.get().getName());
```

If you've already retrieved an object, you can use an SDK refresh method to get the latest properties. The code below uses refresh to retrieve the latest properties for a place:

```
. . .
// take the first item from the results
// it will be in "short" format...
LocationPlace place = (LocationPlace) mResult.get().getItems().get(0);
// ...now, refresh the place
place.refresh(new LocationObjectFetchCallback() {
    @Override
    void onComplete(LocationObject object, ServiceProxyException
exception) {
        if(exception != null)
            //handle error
        synchronized(lock) {
            lock.notifyAll();
        }
    }
});
synchronized(lock) {
    lock.wait();
}
// process place...
Loq.i(TAG, "place name is " + place.getName());
```



iOS

Query for Location Objects

The ${\tt OMCLocationQuery}\ class in the iOS\ SDK$ allows you to construct queries for location devices, places and assets.

Below is an example of using the iOS SDK to query for a place by name.

```
OMCLocation* location = [[OMCMobileManager sharedManager] location];
NSString* searchString = @"store";
// search by name
// sort results by name, in ascending order
// results will be in "short" format
OMCLocationPlaceQuery* query = [location buildPlaceQuery];
query.name = searchString;
query.orderByAttribute =
OMCLocationDeviceContainerQueryOrderByAttributeTypeName;
query.format = OMCLocationObjectQueryFormatTypeShort;
block OMCLocationPlaceQueryResult* result;
do {
   result = nil;
    block NSError* error = nil;
     block BOOL executing = YES;
    [query executeWithCompletionHandler:^(OMCLocationPlaceQueryResult*
result , NSError* error ) {
       result = result ;
        error = error ;
        executing = NO;
    }];
    while (executing) {
        [[NSRunLoop currentRunLoop] runUntilDate:[NSDate
dateWithTimeInterval:0.5 sinceDate:[NSDate date]]];
    }
    if (error) {
        // handle error...
    } else {
        for (OMCLocationPlace* place in result.items) {
            // process each place...
            NSLog(@"place name: %@", place.name);
        }
    }
    query = result.nextQuery;
} while ((result != nil) && result.hasMore);
```

For more information on place queries, see Query for Places.



Retrieve a Location Object

This example uses the place ID to retrieve the properties for the place:

```
OMCLocation* location = [[OMCMobileManager sharedManager] location];
// query for all places
// sort results by name, in ascending order
// results will be in "short" format
OMCLocationPlaceQuery* query = [location buildPlaceQuery];
query.orderByAttribute =
OMCLocationDeviceContainerQueryOrderByAttributeTypeName;
query.format = OMCLocationObjectQueryFormatTypeShort;
 block OMCLocationPlaceQueryResult* result = nil;
__block NSError* error = nil;
 block BOOL executing = YES;
[query executeWithCompletionHandler:^(OMCLocationPlaceQueryResult*
result , NSError* error ) {
   result = result ;
    error = error ;
    executing = NO;
}];
while (executing) {
    [[NSRunLoop currentRunLoop] runUntilDate:[NSDate
dateWithTimeInterval:0.5 sinceDate:[NSDate date]]];
}
// take the first item from the results
// it will be in "short" format...
OMCLocationPlace* shortPlace = result.items.firstObject;
// ...now, fetch the "entire" place directly
block OMCLocationPlace* place = nil;
error = nil;
executing = YES;
[location placeWithID: shortPlace.id
completionHandler:^(OMCLocationPlace* place , NSError* error ) {
    place = place ;
    error = error ;
    executing = NO;
}];
while (executing) {
    [[NSRunLoop currentRunLoop] runUntilDate:[NSDate
dateWithTimeInterval:0.5 sinceDate:[NSDate date]]];
}
// process place...
NSLog(@"place name: %@", place.name);
```



If you've already retrieved an object, you can use an SDK refresh method to get the latest properties. The code below uses refresh to retrieve the latest properties for a place:

```
// take the first item from the results
// it will be in "short" format...
OMCLocationPlace* place = result.items.firstObject;
// ...now, refresh the place
error = nil;
executing = YES;
[place refreshWithCompletionHandler:^(NSError* error ) {
    error = error ;
    executing = NO;
}1;
while (executing) {
    [[NSRunLoop currentRunLoop] runUntilDate:[NSDate
dateWithTimeInterval:0.5 sinceDate:[NSDate date]]];
}
// process place...
NSLog(@"place name: %@", place.name);
```

Retrieve iBeacon Identifiers

The first step to monitoring a place that uses beacons is to retrieve the beacon identifiers, as shown in this example:

```
CLLocationManager *locationManager = [[CLLocationManager alloc] init]; //
iOS CoreLocation object
OMCLocation* location = [[OMCMobileManager sharedManager] location];
OMCLocationPlaceQuery *queryPlace = [location buildPlaceQuery];
gueryPlace.name = @"Chris's Emporium";
queryPlace.limit = @1;
// Order-bys are required as name is search by wildcard, not exact match
queryPlace.orderByAttribute =
OMCLocationDeviceContainerQueryOrderByAttributeTypeName;
queryPlace.orderByOrder = OMCLocationObjectQueryOrderByOrderTypeAscending;
[queryPlace
executeWithCompletionHandler:^(OMCLocationObjectQueryResult<OMCLocationPlaceQ</pre>
uery *,OMCLocationPlace *>* queryResult, NSError * Nullable queryError) {
    OMCLocationPlace *place = queryResult.items.firstObject;
    [place devicesWithCompletionHandler:^(NSArray<OMCLocationDevice *>
*locationDevices, NSError * error) {
        // Following code assumes 1 device for place
         OMCLocationDevice *device = [locationDevices firstObject];
         OMCLocationIBeacon *beacon = (OMCLocationIBeacon*)device.beacon;
         NSUUID *beaconUuid = beacon.uuid;
```



```
CLBeaconMajorValue beaconMajor =
(CLBeaconMajorValue) beacon.major.integerValue;
         CLBeaconMinorValue beaconMinor =
(CLBeaconMinorValue) beacon.minor.integerValue;
         CLBeaconRegion *beaconRegion = [[CLBeaconRegion
alloc]initWithProximityUUID:beaconUuid major:beaconMajor
minor:beaconMinor identifier:@"MyBeaconRegion"];
         beaconRegion.notifyOnEntry = YES;
         beaconRegion.notifyOnExit = YES;
         beaconRegion.delegate = // Assign instance of
CLLocationManagerDelegate to handle beacon events
         [locationManager startMonitoringForRegion:beaconRegion]; //
Invokes CLLocationManagerDelegate didEnterRegion/didExitRegion
         [locationManager
startRangingBeaconsInRegion:beaconRegion]; // Invokes
CLLocationManagerDelegate inRegion
    }];
}];
```

Define a Geofence

You can use a geofence to define a monitoring area as a place, as shown here:

```
CLLocationManager *locationManager = [[CLLocationManager alloc]
init]; // iOS CoreLocation object
OMCLocation* location = [[OMCMobileManager sharedManager]
location];
OMCLocationPlaceQuery *queryPlace = [location buildPlaceQuery];
gueryPlace.name = @"Chris's Emporium";
queryPlace.limit = @1;
// Order-bys are required as name is search by wildcard, not exact
match
queryPlace.orderByAttribute =
OMCLocationDeviceContainerQueryOrderByAttributeTypeName;
queryPlace.orderByOrder =
OMCLocationObjectQueryOrderByOrderTypeAscending;
[queryPlace
executeWithCompletionHandler: ^ (OMCLocationObjectQueryResult<OMCLocation
PlaceQuery *,OMCLocationPlace *>* queryResult, NSError * queryError) {
         OMCLocationPlace *place = queryResult.items.firstObject;
         OMCLocationGeoCircle *geocircle = (OMCLocationGeoCircle *)
[place address];
         OMCLocationGeoPoint *geopoint = [geocircle center];
         CLLocationDegrees latitude = [[geopoint latitude]doubleValue];
         CLLocationDegrees longitude = [[geopoint
longitude]doubleValue];
```

```
CLLocationDistance radius = [[geocircle radius]doubleValue];
CLLocationCoordinate2D coordinate =
CLLocationCoordinate2DMake(latitude, longitude);
CLCircularRegion *circularRegion = [[CLCircularRegion
alloc]initWithCenter:coordinate radius:radius
identifier:@"MyGeofenceRegion"];
circularRegion.notifyOnEntry = YES;
circularRegion.notifyOnExit = YES;
circularRegion.delegate = // Assign instance of
CLLocationManagerDelegate to handle events
[locationManager startMonitoringForRegion:circularRegion]; //
Invokes CLLocationManagerDelegate didEnterRegion/didExitRegion
}];
```

Retrieve Custom Attributes

Many location objects use custom attributes. The iOS SDK makes it easy to access these properties, as shown in the examples below.

Retrieve a Custom Attribute for a Place

The iOS SDK example below retrieves a custom attribute for a place:

```
NSString *myCustomProperty = [place
attributeForKey:@"MyCustomProperty"];
NSLog(@"My Custom Property = %@", myCustomProperty);
}];
```



Retrieve a Custom Attribute for a Location Device

The iOS SDK example below is very similar to the one above, but uses OMCLocationDevice to retrieve a custom attribute for a beacon:

```
OMCLocation* location = [[OMCMobileManager sharedManager] location];
// Query iBeacon
OMCLocationDeviceQuery *queryDevice = [location buildDeviceQuery];
NSUUID *uuid = [[NSUUID alloc] initWithUUIDString:@"OAC59CA4-
DFA6-442C-8C65-22247851344C"];
NSNumber *major = @4;
NSNumber *minor = @200;
queryDevice.beacon = [OMCLocationIBeacon iBeaconWithUUID:uuid
major:major minor:minor];
[queryDevice
executeWithCompletionHandler:^(OMCLocationObjectQueryResult<OMCLocation
DeviceQuery *,OMCLocationDevice *>* queryResult, NSError * queryError)
{
         OMCLocationDevice *device = queryResult.items.firstObject;
         // Retrieve device/beacon custom property
         NSString *customProperty = (NSString *) [device
attributeForKey:@"MyCustomProperty"];
}];
```

REST API - Location

Query for Location Devices, Places and Assets

The Location API allows you to write complex queries for location devices, places and assets. You can call the REST endpoint directly or use one of the SDKs to construct a query.

The available query parameters depend on the object type.

Querying for Location Devices

Query for location devices using the following REST endpoints:

- GET {baseUri}/mobile/platform/location/devices?name={name} to query by the device name.
- POST {baseUri}/mobile/platform/location/devices/query to query using parameters in a JSON payload as described below.

To define your query, include a JSON payload with the following options:

Parameter	Description
name	Filters results by a partial match of this string with the name defined for the device in the UI. Not case sensitive.



Parameter	Description
description	Filters results by a partial match of this string with the description defined for the device in the UI. Not case sensitive.
search	Filters results by a partial match of this string with the name or description defined for the device in the UI. Not case sensitive.
attributes	Filters results by a match of the name-value pairs in the Attributes object, using the attributes defined for the device in the UI.
protocol	Filters results by device protocol type(s): iBeacon
	• altBeacon
	• eddystone
associatedAssetId	The asset ID to search for. (Returns location devices associated with the specified asset.)
listOfDevices	An array of device IDs to search for.
iBeacon_uuid	The UUID of the iBeacon device(s) to search for.
iBeacon_major	The major version of the iBeacon device to search for.
iBeacon_minor	The minor version of the iBeacon device to search for.
altBeacon_id1	ID1 of the altBeacon to search for.
altBeacon_id2	ID2 of the altBeacon to search for.
altBeacon_id3	ID3 of the altBeacon to search for.
eddystone_namespace	The namespace of the Eddystone device to search for.
eddystone_instance	The instance of the Eddystone device to search for.
eddystone_url	The URL of the Eddystone device to search for.
orderBy	An enumeration of the field(s) to order results by. Can include any top-level attribute. Appen- the direction to order results by: • :asc for ascending
	 :desc for descending
	For example, name:asc.
offset	By default, 0 to start results at the first item. Specify an offset number to start results in a different place.
limit	By default, 40 items are returned. You can specify a different maximum number of result up to 100. Generally meant to be used with offset for pagination.
format	By default, the response is in long format and results include the device id, name, description, attributes, createdOn and createdBy, as well as the place ID and identifying details about the device. Specify short to return only the device id, name, description and protocol.



iBeacon

```
{
    "protocol":"iBeacon",
    "iBeacon_major": "2.0",
    "iBeacon_minor": "2.2",
    "iBeacon_uuid": "B9407F30-F5F8-466E-AFF9-25556B57FE6D"
}
```

If the query is successful, the response will be 200, and the body will include the matching location device and its associated place or asset if it has one. For example:

```
{
  "items": [
    {
      "id": 15,
      "createdOn": "2015-11-11T21:15:34.341+0000",
      "createdBy": "thomas.smith@fif.com",
      "modifiedOn": "2015-11-11T21:15:34.341+0000",
      "modifiedBy": "thomas.smith@fif.com",
      "name": "RC WH 01 F01 B003",
      "description": "Beacon on 1st Floor in FixItFast Warehouse in
Redwood City",
          "place": {
            "name": "FixitFast Redwood City Warehouse",
          "label": "FixitFast Warehouse",
          "description": "FixitFast Warehouse in Redwood City",
        "address" : {
          "gpsPoint" : {
            "latitude": 37.5548,
            "longitude": -121.1566
          }
        },
        "attributes" : {
          "EquipmentManufacturer": "Abc Corp"
        },
        "links": [
           {
             "rel": "canonical",
             "href": "/internal-tools/1.0/envs/dev/location/places/
9876"
           },
           {
             "rel": "self",
             "href": "/internal-tools/1.0/envs/dev/location/places/
9876"
           }
         ]
         },
         "beacon": {
        "iBeacon": {
          "major": "2.0",
          "minor": "2.2",
          "uuid": "B9407F30-F5F8-466E-AFF9-25556B57FE6D"
```

```
}
},
"attributes": {
    "manufacturer": "Gimbal",
    "status": "Active",
    "manufacturerId": "10D39AE7-020E-4467-9CB2-DD36366F899D",
    "visibility": "Public"
    },
    *,
    totalResults": 1,
    "offset": 0,
    "limit": 20,
    "count": 1,
    "hasMore": false
```

The example below queries for altBeacon devices with "Warehouse" in the name or description and specifies the short response format, ordered by name, with a limit of 5 items.

```
{
    "protocol":"altBeacon",
    "orderBy":"name",
    "limit":"5",
    "format":"short",
    "search":"Warehouse"
}
```

}

If the query is successful, the response is 200 and the body contains just the id, name, description and protocol for the 5 returned devices.

```
{
    "items":[
        {
            "id":33,
            "name":"RC WH 01 B09 C004",
            "description": "Beacon on 2nd Floor in FixItFast Warehouse in
Redwood City",
            "protocol":"altBeacon"
        },
        {
            "id":12,
            "name":"RC WH 01 F01 B001",
            "description": "Beacon on 1st Floor in FixItFast Warehouse in
Redwood City",
            "protocol":"altBeacon"
        },
        {
            "id":61,
            "name":"RC WH 01 F01 B008",
            "description": "Beacon on 2nd Floor in Fix*tFast Warehouse in
Redwood City",
            "protocol":"altBeacon"
        },
        {
```

```
"id":58,
            "name":"RC WH 02 F01 B011",
            "description": "Beacon on 1st Floor in FixitFast Warehouse
in Redwood City",
            "protocol":"altBeacon"
        },
        {
            "id":114,
            "name":"RC WH 01 K22 A999",
            "description": "Beacon on 3rd Floor in FixitFast Warehouse
in Redwood City",
            "protocol":"altBeacon"
        }
    ],
    "totalResults":5,
    "offset":0,
    "limit":5,
    "count":5,
    "hasMore":false
}
```

Querying for Places

Query for places with specific parameters using the following REST endpoints:

- GET {baseUri}/mobile/platform/location/places?name={name} to query by the place name.
- POST {baseUri}/mobile/platform/location/places/query to query using parameters in a JSON payload as described below.

To define your query, include a JSON payload with the following options:

Parameter	Description
name	Filters results by a partial match of this string with the name defined for the place in the UI. Not case sensitive.
description	Filters results by a partial match of this string with the description defined for the place in the UI. Not case sensitive.
search	Filters results by a partial match of this string with the name, label or description defined for the place in the UI. Not case sensitive.
attributes	Filters results by a match of the name-value pairs in the Attributes object, using the attributes defined for the place in the UI.
label	Filters results by a partial match of this string with the label specified for the place in the UI. Not case sensitive.
listOfPlaces	An array of place IDs to search for.
descendantOf	Specify a place ID to search for direct descendants.



Parameter	Description
nearestTo	Specify a gpsPoint (latitude, longitude) to return the closest place. This parameter can't be combined with other query parameters.
inGeoFence	Specify a gpsCircle (latitude, longitude, radius) to return all places within that geofence.
descendantDevices	Set to true to include the descendantDevices property in the results, which lists the devices associated with this place and all its child places. These results are always in short format.
orderBy	An enumeration of the field(s) to order results by. Can include any top-level attribute. Append the direction to order results by: • : asc for ascending • : desc for descending
offset	For example, name:asc. By default, 0 to start results at the first item. Specify an offset number to start results in a different place.
limit	By default, 40 items are returned. You can specify a different maximum number of results, up to 100. Generally meant to be used with offset for pagination.
format	By default, the response is in long format and results include the place id, name, description, attributes, label, creation and modification data, as well as the place address, and a list of the devices within the place and the place's parent. Specify short to return only the place id, name, description and label.

{ "label":"block 1", "inGeoFence": { "gpsCircle": { "latitude": 37.488179, "longitude": -122.229011, "radius": 32186 } }, "orderBy":"name:asc", "limit":100 }

If the query is successful, the response will be 200, and the body will include an array of matching places. In this example, only two places matched the query:

{ "items": [



```
{
  "id": 16,
  "createdOn": "2016-03-08T22:09:19.968+0000",
 "createdBy": "joe",
  "modifiedOn": "2016-03-08T22:09:19.968+0000",
  "modifiedBy": "joe",
  "name": "l1b1",
  "label": "lot 1 block 1",
  "parentPlace": 15,
  "description": "Lot 1 block 1 New City",
  "hasChildren": false,
  "address": {
    "gpsCircle": {
      "longitude": -120.87449998,
      "latitude": 37.98560003,
     "radius": 29999.9999997
    }
  },
  "links": [
    {
      "rel": "canonical",
      "href": "/mobile/platform/location/places/16"
    },
    {
      "rel": "self",
      "href": "/mobile/platform/location/places/16"
    }
  1
},
{
  "id": 17,
  "createdOn": "2016-03-08T22:09:20.065+0000",
 "createdBy": "joe",
  "modifiedOn": "2016-03-08T22:09:20.065+0000",
  "modifiedBy": "joe",
  "name": "12b1",
  "label": "lot2 block 1",
  "parentPlace": 15,
  "description": "Lot 2 block 1 New City",
  "hasChildren": false,
  "address": {
    "gpsPolygon": {
      "vertices": [
        {
          "longitude": -121.7845,
          "latitude": 37.8453
        },
        {
          "longitude": -120.9853,
          "latitude": 37.1248
        },
        {
          "longitude": -121.7758,
          "latitude": 37.6983
        }
```

```
1
        }
      },
      "links": [
        {
          "rel": "canonical",
          "href": "/mobile/platform/location/places/17"
        },
        {
          "rel": "self",
          "href": "/mobile/platform/location/places/17"
        }
      ]
    }
 ],
  "totalResults": 2,
  "offset": 0,
 "limit": 100,
 "count": 2,
  "hasMore": false
}
{
    "includeDescendantsInResult": "direct",
    "orderBy" : "name",
    "offset" : 0,
    "limit" : 10,
    "format" : "short"
}
```

If the query is successful, the response will be 200, and the body will include only the first level descendants. In this example, only three descendants matched the query:

```
{
  "places": [
        {
            "id": 3331,
            "name": "FixitFast Redwood City HQ Campus",
            "label": "campus",
            "description": "1st Floor in FixitFast Warehouse in Redwood City"
            "children": [
                {
                    "id": 3334,
                    "name": "Building #1 FixitFast Redwood City HQ Campus",
                    "description": "Building #1 on FixitFast Redwood City
Headquarters Campus",
                    "label": "building",
                    "children": []
                },
                {
                    "id": 3335,
                    "name": "Building #2 FixitFast Redwood City HQ Campus",
                    "description": "Building #2 on FixitFast Redwood City
```

```
Headquarters Campus",
                     "label": "building",
                     "children": []
                 },
                 {
                     "id": 3336,
                     "name": "Building #3 FixitFast Redwood City HQ
Campus",
                     "description": "Building #3 on FixitFast Redwood
City Headquarters Campus",
                     "label": "building",
                     "children": []
                 }
        }
    ]
}
```

Querying for Assets

Query for assets with specific parameters using the following REST endpoints:

- GET {baseUri}/mobile/platform/location/assets?name={name} to query by the asset name.
- POST {baseUri}/mobile/platform/location/assets/query to query using parameters in a JSON payload as described below.

To define your query, include a JSON payload with the following options:

Parameter	Description
name	Filters results by a partial match of this string with the name defined for the asset in the UI. Not case sensitive.
description	Filters results by a partial match of this string with the description defined for the asset in the UI. Not case sensitive.
search	Filters results by a partial match of this string with the name, label or description defined for the asset in the UI. Not case sensitive.
attributes	Filters results by a match of the name-value pairs in the Attributes object, using the attributes defined for the asset in the UI.
label	Filters results by a partial match of this string with the label specified for the asset in the UI.
listOfAssets	An array of asset IDs to search for.
associatedDeviceId	A device ID to search for. Returns the asset associated with this device ID. When you use this query parameter, don't combine it with other parameters.
nearestTo	Specify a gpsPoint (latitude, longitude) to return the closest asset. Can't be combined with other parameters.
inGeoFence	Specify a gpsCircle (latitude, longitude, radius) to return all assets within that geofence.



Parameter	Description
orderBy	An enumeration of the field(s) to order results by. Can include any top-level attribute. Append the direction to order results by: • :asc for ascending
	• : desc for descending
	For example, name:asc.
offset	By default, 0 to start results at the first item. Specify an offset number to start results in a different place.
limit	By default, 40 items are returned. You can specify a different maximum number of results, up to 100. Generally meant to be used with offset for pagination.
format	By default, the response is in long format and results include the asset id, name, description, attributes, label, creation and modification data, as well as the associated place, and the IDs of associated devices. Specify short to return only the asset id, name, description and label.

```
{
    "label":"bed",
    "attributes":{
        "EquipmentManufacturer":"Example Company"
    },
    "orderBy":"createdOn:asc",
    "format":"long"
}
```

If the query is successful, the response will be 200, and the body will include an array of matching assets:

```
{
    "items":[
        {
            "id":333,
            "createdBy":"jdoe",
            "createdOn":"2015-08-06T18:37:59.424Z",
            "modifiedOn":"2015-08-06T18:37:59.424Z",
            "modifiedBy":"jdoe",
            "name": "hospital bed #233",
            "label": "hospital bed",
            "description": "model 1225 hospital bed",
            "lastKnownLocation":{
                "placeId":244
            },
            "devices":[
                3409
            ],
            "attributes":{
```



```
"EquipmentManufacturer": "Example Company",
            "SJId": "6754843090"
        }
    },
    {
        "id":888,
        "createdBy":"jdoe",
        "createdOn":"2015-10-16T09:24:41.354Z",
        "modifiedOn":"2015-10-16T09:24:41.354Z",
        "modifiedBy":"jdoe",
        "name": "hospital bed #233",
        "label": "hospital bed",
        "description": "model 1225 hospital bed",
        "lastKnownLocation":{
            "placeId":360
        },
        "devices":[
            658
        ],
         "attributes":{
            "EquipmentManufacturer": "Example Company",
            "SJId": "6754843090"
        }
    }
],
"totalResults":2,
"offset":0,
"limit":100,
"count":2,
"hasMore":false
```

Retrieve Location Objects and Properties

}

Use the Location API to retrieve location devices, places and assets and their associated properties.

The following REST endpoints allow you to retrieve location objects:

- Location devices: GET {baseUri}/mobile/platform/location/devices
- Assets: GET {baseUri}/mobile/platform/location/assets
- Places: GET {baseUri}/mobile/platform/location/places

You can retrieve an object by ID or by name:

- To retrieve an object by ID, include the ID in the path, for example: GET {baseUri}/mobile/platform/location/devices/12345.
- To retrieve an object by name, pass the name of an existing object to the endpoint in the name query parameter, for example GET {baseUri}/mobile/platform/ location/devices?name=RC_WH_01_F01_B001.



Set Up Location Devices, Places and Assets

To set up a location in Mobile Hub, define the related places and/or assets and register the associated location devices in the UI under **Development>Location**. You can also use the Location Management API to create, update and delete location devices, places and assets from custom code.

Define Places

A **place** is a physical location associated with one or more location devices. You can define places through the UI individually or by uploading a CSV file. You can also use the Location Management API to create, update and delete places from custom code. Read more at Location Management API.

- 1. Click to open the side menu and select Mobile Apps > LocationDevelopment > Location.
- 2. From the **Places** tab, click **New Place** to define a place using the UI. This tab shows all the places defined. To edit an existing place, select it in the list and click **Edit**.
- 3. If you are creating a new place, enter a name, and an optional label and description. If you enter a new label, it will be saved and can be used to categorize other places, location devices and assets. Click **Create**.
- 4. On the Overview tab of the new Location Place Editor, enter the GPS coordinates for the place. You can also define a geofence by radius or polygon. To associate the place with another existing place, select that place from the Parent dropdown.
- 5. Click the **Attributes** tab to define custom attributes for the place. Create new attributes or copy them from an existing place. You can use attributes to associate a content URI with the place, for example a coupon or flier that a mobile app downloads when the user is nearby. Attributes can also be used to filter results in queries that use the Location Platform API.
- 6. Click the **Devices** tab to associate location devices with the place. You can register a new device from the Registering Location Devices page, or select from location devices already registered. A device can be associated with a single place or asset, not both. By default, only the devices for the current place are displayed, but you can expand the list by checking the box *Show all devices associated with children of this place*.
- 7. When you are done configuring the place, click **Save**.

If a place has descendants, click > at the end of the table row to navigate to them.

Upload Places Using a CSV File

You can upload multiple places using a CSV file.

- 1. From the Location : Places page, click **Upload Places**.
- 2. Browse to the .csv file and click Upload.

The CSV file for uploading places must follow this format:

```
#version=1.0
#name,#label,#description,#GPSPoint,#GPSCircle,#GPSPolygon,#list of
Attributes
```



name,label,description,lat:lon,lat:lon:radius,lat1:lon1;lat2:lon2;la
t3:lon3,key1=val1,key2=val2

The first line specifies the version, and the second line is for usability. Any line that starts with # is considered a comment line and is ignored.

The data starts on line 3. For each line of data, you can define one type of place:

- For specific GPS coordinates (GPSPoint), include the latitude and longitude.
- For a circle geofence (GPSCircle), include the latitude and longitude of the center point, and the radius. In Oracle Spatial, GPS circles are converted to polygons, which might cause the radius to be recalculated.
- For a polygon geofence (GPSPolygon), include the latitude and longitude for each corner of the polygon.

Make sure to include commas for any empty properties to define the entry correctly. For example, the CSV file below defines a GPSPoint.

```
#version=1.0
#name,#label,#description,#GPSPoint,#GPSCircle,#GPSPolygon,#list of
Attributes
FixitFast Redwood City Warehouse,Warehouse,FixitFast Warehouse in
Redwood City,37.8453:-121.7845,,,key1=val1,prop2=val2,prop3=val3
```

Note that the expected encoding for the CSV file is Unicode UTF-8, so it's best to use a text editor to edit CSV files. Opening a CSV file in Excel or another spreadsheet application can corrupt the encoding or add extra lines. If you use another application to edit your CSV files, confirm that the encoding is correct in a text editor before uploading the file.

Define Location Assets

An **asset** is a physical object that's associated with one or more location devices, typically something mobile and valuable like a forklift or hospital bed. You can define location assets through the UI individually or by uploading a CSV file. You can also use the Location Management API to create, update and delete location assets from custom code.

- 1. Click to open the side menu and select **Development > Location**.
- From the Assets tab, click New Asset to define a location asset using the UI. This
 tab shows all the assets defined. To edit an existing asset, select it in the list and
 click Edit Asset.
- 3. If you are creating a new asset, enter a name, and a label and description if you choose. Labels will be saved and can be used to categorize other location assets. If the device(s) you want to associate with the asset are already registered, you can select them on this page. (A device can be associated with a single place or asset, not both.) Click **Create**.
- 4. On the **Overview** tab of the Location Asset Editor, you can update your entries.
- 5. Click the **Attributes** tab to define custom attributes for the asset. Create new attributes or copy them from an existing asset. You can use attributes to associate a content URI with the asset, for example a coupon or flier that a mobile app



downloads when the user is nearby. Attributes can also be used to filter results in queries that use the Location Platform API.

6. When you are done configuring the asset, click Save.

Upload Assets Using a CSV File

You can upload multiple assets using a CSV file.

- 1. From the Location : Assets page, click Upload asset file.
- 2. Browse to the .csv file and click Upload.

The CSV file for uploading assets must follow the following format:

```
#version=1.0
#name,#description,#label,#list of Attributes
Name,Description,label,key1=val1,key2=val2
```

The first line specifies the version, and the second line is for usability. Any line that starts with # is considered a comment line and is ignored.

The data starts on line 3, as shown in the example below. Make sure to include commas for any empty properties to define the entry correctly.

```
#version=1.0
#name,#description,#label,#list of Attributes
RC_WH_01_F01_B023,Beacon #23 in the FixItFast Warehouse in Redwood
City,beacon,
FiF Warehouse Forklift #6,MyMed DA332
forklift,forklift,EquipmentManufacturer=MyMed,MyMed serial
number=OU812-9845873
Hospital Bed #233,MyMed model 1225 hospital bed,hospital
bed,EquipmentManufacturer=MedBed,SJId=6754843090
```

The expected encoding for the CSV file is Unicode UTF-8, so it's best to use a text editor to edit CSV files. Opening a CSV file in Excel or another spreadsheet application can corrupt the encoding or add extra lines. If you use another application to edit your CSV files, confirm that the encoding is correct in a text editor before uploading the file

Register Location Devices

A **location device** is any device that provides location services, like a Bluetooth proximity beacon. You can define location devices through the UI or by uploading a CSV file.

- 1. Click to open the side menu and select **Development >Location**.
- From the Devices tab, click New Device to register a location device using the UI. This tab shows all the location devices defined. To edit an existing device, select it in the list and click Edit. (You can also register devices from the Devices tab in the Location Places Editor.)
- 3. If you are creating a new location device, enter a name and a description. Select the **Protocol**:
 - altBeacon



- Eddystone
- iBeacon

Note that the protocol can't be changed after a device is registered.

Click Create.

- 4. On the **Overview** tab of the Location Device Editor, enter the identifying information for the location device. The required values depend on the selected protocol:
 - For iBeacon, enter the UUID, Minor and Major values.
 - For altBeacon, enter **ID1**, **ID2** and **ID3**.
 - For Eddystone, enter the Namespace, Instance and URL.

If the place and/or asset you want to associate with the device is already defined, select it from the dropdown list. A device can be associated with a single place or asset, not both.

- 5. Click the **Attributes** tab to define custom properties for the device. Create new attributes or copy them from an existing device. You can use attributes to associate a content URI with the device, for example a coupon or flier that a mobile app downloads when the user is nearby. Attributes can also be used to filter results in queries that use the Location Platform API.
- 6. When you are done configuring the device, click **Save**.

Upload Location Devices Using a CSV File

You can upload multiple location devices using a CSV file.

- 1. From the Location > Devices page, click **Upload Devices**.
- 2. Browse to the .csv file and click **Upload**.

The CSV file for uploading devices must follow the following format:

```
#version=1.0
#name,#description,#uuid,#major,#minor,#id1,#id2,#id3,#namespace,#in
stance,#url,#list of Attributes
Name,Description,uuid,major,minor,id1,id2,id3,namespace,instance,url
,key1=val1,key2=val2
```

The first line specifies the version, and the second line is for usability. Any line that starts with # is considered a comment line and is ignored.

The data starts on line 3. For each line of data, you can define one protocol type. The required properties depend on the protocol type:

- For iBeacon, include uuid, major and minor properties.
- For altBeacon, include id1, id2 and id3 properties.
- For Eddystone, include the namespace, instance and URL.



Make sure to include commas for any empty properties to define the entry correctly. For example, the CSV file below registers an iBeacon location device by defining values for the uuid, major and minor properties.

#version=1.0
#name,#description,#uuid,#major,#minor,#id1,#id2,#id3,#namespace,#instance
,#url,#list of Attributes
RC_WH_01_F01_B001,Beacon on 1st Floor in FixitFast Warehouse in Redwood
City,B9407F30-F5F8-466EAFF9-25556B57FE6D,1.0,1.1,,,,,,key1=val1,key2=val2,key3=val3

The expected encoding for the CSV file is Unicode UTF-8, so it's best to use a text editor to edit CSV files. Opening a CSV file in Excel or another spreadsheet application can corrupt the encoding or add extra lines. If you use another application to edit your CSV files, confirm that the encoding is correct in a text editor before uploading the file.



13 Database

Database APIs help you create and manage database tables for use in mobile apps. As a service developer, you can call the Database Access API from custom API implementations to create and access database tables, and use the Database Management API to manage and view table metadata.

What Can I Do with Database APIs?

As noted above, there are two database APIs:

- The **Database Access API**, which is available only from custom code implementations using the custom code SDK, lets you to create and access database tables. For security reasons, you can't call this API from client apps. To try out calls to this API, open a custom API, go to the Custom Catalog, and then click **Database Access**.
- The **Database Management API** can be accessed through custom code implementations and HTTP REST calls to manage table metadata and deploy tables. To try out calls to this API from the UI, click to open the side menu, and click **Development > APIs**. In the Platform APIs section at the bottom of the APIs page, click **Database Management**.

This chapter discusses how to use these Database APIs to perform common tasks. For more details on using the platform APIs, see REST APIS for Oracle Mobile Cloud.

Database Access API

All your mobile apps' interactions with the Database Access API are made through custom API implementations. You can't access this API directly from client apps. This section covers how to use the custom code SDK in a custom API implementation to interact with the database. To learn about designing APIs, see Custom API Design.

To learn about implementing a custom API, see Implementing Custom APIs.

For complete details for each custom code SDK database method, see Accessing the Database Access API from Custom Code.

Call the Database Access API from Custom Code

Before we delve into how to implement a custom API to perform database tasks, let's go over a simplified description of how to call the Database Access API from custom code. Here we talk about some API operations that you learn about later. While they may not make sense now, these steps should give you some context for how you use the operations that you will learn about.

To call the Database Access API from custom code, you add endpoints (resources) and operations (methods) to the custom API, and then you add route definitions to your custom code implementation for the custom API. We are going to talk about how to implement the route definitions in the custom code.



To call the API from your custom code:

1. Add the route definition to the custom code.

You implement a route definition by calling the service method for the API's endpoint operation. Say, for example, that your API has a GET operation for the / mobile/custom/FIF_Incidents/incidents endpoint. To implement this from your custom code, you call service.get(). The service method's arguments are the URI and a function that takes both the request object and the response object as arguments. For example:

```
service.get(
'/mobile/custom/FIF_Incidents/incidents', function (req, res) {
   // your code goes here
});
```

2. From the route definition, call the appropriate req.oracleMobile.database method to send your request to the Database Access API, such as get(), getAll(), or insert(). Database Access API describes the available methods and the arguments that each method takes, and provides example code.

Here's a complete route definition. This route definition calls the <code>getAll()</code> method, which, in turn, calls the Database Access API's <code>GET /mobile/platform/database/</code> objects/{table} operation. When the <code>getAll()</code> method receives a response from the API, it calls either the <code>result</code> function or the error function, depending on whether an error occurred.

Notice that the first argument is the name of the table, and that the second argument is a JSON object that contains a fields property. This instructs the getAll() method to return only the customer and status fields.

```
/**
 * GET CUSTOMER AND STATUS FOR ALL INCIDENTS
 */
service.get('/mobile/custom/incidentreport/incidents',
function (req, res) {
    req.oracleMobile.database.getAll(
      'FIF Incidents', {fields: 'customer, status'}).then(
      function (result) {
        res.status(statusCode).send (result.result);
      },
      function (error) {
        res.status(statusCode).send(error.error);
      }
      }
   );
  });
```

The response to this call would look like this:

```
{
  "items":[
    {
        "status":"Open",
        "customer":"Lynn Smith"
    },
```



```
{
    "status":"Completed",
    "customer":"John Doe"
    }
]
```

Create and Restructure Database Tables

You might think that before you can access a database table, you need to first add it to the schema. However, you can create a new table simply by adding a row to the table. This action is referred to as a *implicit* table creation.

You use the following methods to insert rows into a table:

- insert(): Add one or more rows.
- merge(): Add or update one or more rows.

When you call these methods for a table that doesn't exist, a new table with the row(s) is created by deriving the table specifications from information in the <code>object</code> and <code>options</code> arguments.

To specify the table structure:

Call either insert() or merge(), both of which require table and object arguments. In the object argument, which is a JSON object, include all the columns that you want in the table, and provide mock or real data for each column. The column type and size are based on the content. For example, if the value is 100 then the column will be NUMBER(3,0). Don't worry about the size being too small. If you later post 3.25, the column is resized to NUMBER(5,2), which is large enough for both 100 and 3.25. Also don't worry about adding all the columns that you need. If you later decide you want more columns, then add the new columns to a JSON object and send it in an insert() or merge() call. The table will be restructured automatically to add the new columns.

Note that the maximum size for a string column is 4000 characters. If you need to store a larger string, then you can use the Storage API.

Here's an example of the JSON object:

```
{
  "incidentReport": 1,
  "title": "Water heater is leaking",
  "customer": "Lynn Smith",
  "address": "200 Oracle Parkway Redwood City, CA 94065",
  "phone": "(555) 212-4567",
  "technician": "jwhite",
  "status": "Open",
  "notes": "lynnf|Initial incident report description",
  "priority": 1,
  "imageLink": "http://link.to.storage"
}
```

• By default, a set of predefined columns are added and populated automatically whenever you add or update a record using insert() or merge().



If you don't want all these columns in your table, then use the extraFields property in the optional options argument to specify which columns to include, such as createdOn, createdBy (be sure to include id if you aren't specifying a primary key). If you later decide you want to add more predefined columns, you can just add them to the extraFields property the next time you add a row. If you don't want any of these columns, then set the extraFields property to none. However, if you don't add any predefined columns when you create the table, then you can't add any later.

The predefined fields are:

- id: The row key. This column is added only if both the primaryKeys and extraFields properties are absent. The id is an integer set and incremented automatically.
- createdBy: Who created it.
- createdOn: When it was created.
- modifiedBy: When it was last modified.
- modifiedOn: Who modified it last.

The dates are in W3C date-time format, and include hours, minutes, seconds, and a decimal fraction of a second (YYYY-MM-DDThh:mm.ss.SSSZ).

• If you want a primary key, use the primaryKeys property in the options argument to specify which columns to use for the primary key. For example, incidentReport, technician. Note that the order that you list the fields is the order that you use when you retrieve or update a row. Because you can't retrieve the primary key order from the table metadata, make sure that you document the order of the primary fields.

You can see code examples for these two methods in the next section.

Object	Can It Change?
Table Name	No. The name is set when the table is first created.
Primary Key	No. The primary key is defined when the table is created.
Predefined Columns	Yes. You can allow predefined columns in the table when it's created by the call. However, you can't add these predefined columns at a later point if the table was not originally intended to use them. If predefined columns are allowed, then any of them (other than id, that is) can be added by subsequent calls.
Columns	Yes. Although columns are created with the table, subsequent calls can add columns. These calls can also alter the column size. However, you can't change the column type after the table has been created.

The following table summarizes what aspects of a table can be changed implicitly:

You can also disable implicit table creation. If the Database_CreateTablesPolicy environment policy is neither allow (the default setting) nor implicitOnly, adding a row to a non-existent table will fail.



Add and Update Table Rows

You use the insert() and merge() methods to add and update rows:

- insert() adds one or more rows.
- merge() adds or updates one or more rows. Whether an add or update is performed depends on whether the table uses id or primary key fields to uniquely identify rows.
 - id field: If you include an id property in the object, then the matching row is updated if it exists. Otherwise a new row is added.
 - Primary key fields: If the table uses primary key fields, the matching row is updated if it exists. Otherwise, a new row is added.

Note that if you submit a batch of rows, then all the rows must have the same set of columns.

To call either of these methods:

- Pass the table name in the first argument.
- If the table doesn't exist, and you want to limit which predefined columns to include, set the extraFields property in the options argument. For example:

```
options =
  {'extraFields' : 'createdOn,createdBy'}
```

If you want all the predefined columns, omit this property. If you don't want any predefined columns, set it to none. It doesn't hurt to include it in subsequent adds, but make sure you include it in your first add if you don't want the full set of predefined columns.

• If the table doesn't exist, and you want to specify a primary key, make sure you set the primaryKeys property in the options argument. For example:

```
options =
{ 'primaryKeys' : 'incidentReport,technician' }
```

The primary key list must be URL encoded.

 Put the row data in the request body in JSON format. The JSON object can contain data for one row or several rows.

Here is an example of data for one row:

```
{
   "status" : "Open",
   "code" : "3"
}
```

[

Here is an example of data for multiple rows:

```
{
    "status":"Open",
    "code":3},
```



```
{
    "status":"Completed",
    "code":9}
```

]

Here's an example of using the insert() method to add two rows to the FIF_Status table. The first argument is the table name, and the second argument is the object argument, which contains the rows to add to the table. The third argument is the options argument, which specifies to not add any extra (predefined) fields, and to create a primary key based on the code field.

```
service.post('/mobile/custom/incidentreport/initStatus', function
(req, res) {
  req.oracleMobile.database.insert(
    'FIF Status',
    ſ
      {
        "status": "Closed",
        "code": "0"},
      {
        "status": "Completed",
        "code": "9"}
    ],
    {extraFields: 'none', primaryKeys: 'code'}).then(
    function (result) {
      res.status(statusCode).send (result.result);
      },
      function (error) {
        res.status(statusCode).send(error.error);
    }
 );
});
```

Retrieve Table Rows

You can retrieve a single table row by its primary key or ID, and you can retrieve a set of table rows.

To retrieve a row by its primary key or ID, call the get() method. You use the keys argument to identify the row that you want.

- If the table uses the id column for the row key, then set keys to the row's ID.
- If the table has a primary key, then set keys to the primary key values in the order in which the primary keys were specified when the first row was added to the table (which resulted in the creation of the table). Use an array for a composite key. For example, if the options.primaryKeys property was set to incidentReport, technician when the table was created, then the values must be listed in that order, such as: ['5690', 'jwhite'].



Here's an example of using the get() method to retrieve a row from the FIF_Incidents table. The first argument is the table name, and the second argument is the keys argument:

```
/**
 * GET INCIDENT BY ID
 */
service.get('/mobile/custom/incidentreport/incidents/:id',
function (req, res) {
    req.oracleMobile.database.get(
        'FIF_Incidents', req.params.id).then(
        function (result) {
            res.status(statusCode).send (result.result);
        },
        function (error) {
            res.status(statusCode).send(error.error);
        }
      );
    });
```

The response body looks like this:

```
{
   "items":[
        {
        "id":168,
        "title":"Oven not working",
        "technician":"jwhite",
        "status":"Open",
        "customer":"John Doe",
        "incidentReport":"5690",
        "createdBy":"jdoe",
        "createdOn":"2015-11-16T23:42:18.281823+00:00"
     }
]
```

To get a set of rows from a table, call the getAll() method.

• To filter the rows, add the columns to search on and the values to match to the <code>qs</code> property in the optional <code>httpOptions</code> argument. For example, this requests all the incident reports for the technician J. White:

```
httpOptions.qs = {technician : 'jwhite'};
```

• To specify which columns to return, use the fields property in the options argument. For example, to get a quick phone list:

```
options={'fields' : 'customer,phone'}
```



Here's an example of using getAll() to retrieve the customer and status fields for all rows in the FIF_Incidents table that match the query string that's specified in httpOptions.qs.

```
/**
* GET ALL INCIDENTS
*/
service.get('/mobile/custom/incidentreport/incidents',
function (req, res) {
   httpOptions={};
   httpOptions.gs = {technician : 'jwhite'};
   req.oracleMobile.database.getAll(
      'FIF Incidents', {fields: 'customer, status'}, httpOptions).then(
      function (result) {
        rres.status(statusCode).send (result.result);
      },
      function (error) {
        res.status(statusCode).send(error.error);
      }
   );
  });
```

The response body looks like this:

```
{"items":[
    {"title":"Water heater is leaking",
    "technician":"jwhite",
    ,"customer":"Lynn Smith"
    ...
    "incidentReport":25
    "createdOn":"2015-03-05T12:10:15.171284-07:00"},
    {"title":"Dryer doesn't dry",
    "technician":"jwhite",
    ,"customer":"Lynn Smith"
    ...
    "incidentReport":67
    "createdOn":"2015-08-07T14:22:37.171284-07:00"}
]}
```

Delete Table Rows

To delete a row, you call the delete() method.

You use the keys argument to identify the row that you want to delete.

- If the table uses the id column for the row key, then set keys to the row's ID.
- If the table has a primary key, then set keys to the primary key values in the order in which the primary keys were specified when the first row was added to the table (which resulted in the creation of the table). Use an array for a composite key. For example, if the options.primaryKeys property was set to incidentReport, technician when the table was created, then the values must be

listed in that order, such as: ['5690', 'jwhite'].



Here's an example of deleting a row from the FIF_Incidents table. The first argument to the delete() method is the table name, and the second argument is the keys argument.

```
/**
 * DELETE INCIDENT BY ID
 */
service.delete('/mobile/custom/incidentreport/incidents/:id',
function (req, res) {
    req.oracleMobile.database.delete(
        'FIF_Incidents', req.params.id).then(
        function (result) {
            res.send(result.statusCode, result.result);
        },
        function (error) {
            res.send(error.statusCode, error.error);
        }
    );
    });
```

If the table has a primary key, then the response body looks like this:

```
{ "rowCount" : 1 }
```

If the id is the key value for the table, then the response body looks like this:

```
{"items":[{"id":42}]}
```

Execute SQL on a Table

If neither delete(), get(), getAll(), insert(), nor merge() let you perform the database operation that you need to do, then use the sql method.

The sql method lets you execute SQL statements such as <code>insert()</code>, <code>update()</code>, <code>merge()</code>, <code>delete()</code>, or <code>select()</code>. You can use this method for complex actions, such as when you need to join tables, use aggregate functions like <code>count()</code> and <code>sum()</code>, or use a where clause to delete a set of rows.

Note that you can't use the sql method to create a table or add columns to it. You must either use the insert() or merge() methods to create and restructure the table implicitly, or use the Database Management API to create and re-recreate it explicitly, as described in Database Management API. In addition, the predefined fields are not populated automatically when you use sql.

To use the the sql method:

 Set the required sql argument to the SQL statement that you want to execute. For example:

```
SELECT COUNT("incidentReport") "reportCount"
FROM "FIF Incidents" WHERE "status" = :status
```



See Preventing SQL Injection to learn about precautions that you should take when you write the SQL statement.

 If your SQL statement takes parameters, then you need to pass them in the required bindings argument, which is a JSON object. For example, if you use the SQL statement shown for the sql argument, then you would set bindings to {status:'Open'}. If the SQL statement doesn't use parameters, then use null or {}.

Here's an example of executing a SQL statement. In this example, the sql argument is set to a SQL statement that counts the number of rows in the FIF_Incidents table with a status of <code>Open</code>.

```
/**
* Get Count of Open Incidents
*/
service.get('/mobile/custom/incidentreport/openReportCount',
  function (req, res) {
   req.oracleMobile.database.sql(
      'SELECT COUNT("incidentReport") "reportCount" ' +
      'FROM "FIF Incidents" WHERE "status" = :status',
      {status: 'Open'}).then(
      function (result) {
        res.status(statusCode).send (result.result);
      },
      function (error) {
        res.status(statusCode).send(error.error);
      }
   );
  });
```

Passing Parameters to the SQL Statement

You might want to let users specify some of the values in the SQL statement. For example, you might want your custom API to have a GET /incidents/count operation, which counts the number of incidents for a given status, and let the user specify which status to count by passing it as a request parameter. You use the bindings argument to pass the parameter to the executeSQL() method.

There are two ways to reference parameters in the SQL statement:

• Use the :name syntax to reference parameters by name. This is the preferred method. For example:

```
Select SELECT COUNT("incidentReport") "reportCount"
    FROM "FIF_Incidents" WHERE "status" = :status
```

To pass the named parameter, you use a JSON object like this:

```
bindings = {status:'Open'}
```



• Use the ? syntax to reference parameters by the generic names arg1, arg2, arg3, and so on. This is called an anonymous parameter. For example:

```
Select SELECT COUNT("incidentReport") "reportCount"
    FROM "FIF Incidents" WHERE "status" = ?
```

To pass the anonymous parameter, you use a JSON object like this:

bindings = {arg1:'Open'}

Note that unlike anonymous parameters, named parameters can be bound at multiple places in a SQL statement. In the following example, the named parameters :TITLE and :TOTAL GROSS are bound twice: once if there's an UPDATE and once if there's an INSERT.

```
MERGE INTO "Movies" t0
USING
(SELECT :TITLE "TITLE" FROM DUAL) t1
ON
(t0."TITLE" = t1."TITLE")
WHEN MATCHED THEN
UPDATE SET t0."TOTAL_GROSS" = :TOTAL_GROSS
WHEN NOT MATCHED THEN
INSERT (t0."TITLE", t0."TOTAL_GROSS") VALUES (:TITLE, :TOTAL_GROSS)
```

If you use anonymous parameters, then you must use a different generic parameter for each occurrence. For example, with the following SQL statement, you must pass in 4 parameters: arg1 and arg3 provide the title, and arg2 and arg4 provide the total gross:

```
MERGE INTO "Movies" t0
USING
(SELECT ? "TITLE" FROM DUAL) t1
ON
(t0."TITLE" = t1."TITLE")
WHEN MATCHED THEN
UPDATE SET t0."TOTAL_GROSS" = ?
WHEN NOT MATCHED THEN
INSERT (t0."TITLE", t0."TOTAL GROSS") VALUES (?, ?)
```

Here's an example of how to execute a SQL statement that has a parameter.

```
/**
 * Get Count of Incidents for a Given Status
 */
service.get('/mobile/custom/incidentreport/openReportCount',
 function (req, res) {
    req.oracleMobile.database.sql(
        'SELECT COUNT("incidentReport") "reportCount" ' +
        'FROM "FIF_Incidents" WHERE "status" = :status',
        {status: 'Open'}).then(
        function (result) {
            res.status(statusCode).send (result.result);
        },
    }
```



```
function (error) {
    res.status(statusCode).send(error.error);
    }
);
});
```

Labeling Calculated Columns in Select Statements

As with all response bodies for this endpoint, the response body for a SELECT statement is in JSON format. To make it easier to extract a calculated value from the JSON object, always label the functions. Take, for example, the following SQL statement:

SELECT SUM("incidentReport") FROM "FIF Incidents"

The JSON response looks like this:

```
{ "SUM(\"incidentReport\")" : 678 }
```

In this example, the function is labeled reportCount:

```
SELECT SUM("incidentReport") "reportCount" FROM "FIF Incidents"
```

The JSON response looks like this:

```
{ "reportCount" : 678 }
```

Preserving Case in SQL Statements

By default, Oracle Database is case-insensitive. However, the tables and columns that you create using the Database Access API are case-sensitive. Therefore, you must enclose the table name, columns, and labels in SQL statements in double quotation marks ("..."). Otherwise, the call might not return any rows.

Say, for example, that your SQL statement is:

```
Select incidentReport from FIF Incidents
```

Because the table and column names are not protected by double quotation marks, the SQL statement will not work as expected. You might get a status of 400 with a message that the table or view does not exist or that there is an invalid identifier.

Instead, use:

Select "incidentReport" from "FIF_Incidents"

Preventing SQL Injection

SQL injection is an attack technique that allows hackers access to databases by coopting user input with a SQL block that can be interpreted by a backend database. To



prevent this type of attack, you must ensure that SQL statements are never passed to the custom code from a mobile app. The SQL statements allowed by the Database Access API must reside in the custom code.

Here are some common SQL injection considerations:

- Passing SQL as User Input
- Preventing SQL Injection with Bind Parameters

Preventing Passing SQL to the Execute SQL Operation

Don't let users pass SQL into your custom code for use in the <code>executeSQL()</code> method or the <code>POST /mobile/platform/database/sql</code> operation.

For example, don't write code like the following example, which lets users put a SQL statement in the SQL header, and then pass that SQL statement to be executed. Instead, hard-code the SQL statement, and use parameters when necessary.

```
/**
 * Example of Code that Lets
 * Users Inject SQL
 */
service.get('/mobile/custom/incidentreport/openReportCount',
  function (req, res) {
    req.oracleMobile.database.sql(
      req.headers.sql
    ).then(
      function (result) {
        res.status(statusCode).send (result.result);
      },
      function (error) {
        res.status(statusCode).send(error.error);
      }
    );
  });
```

Preventing SQL Injection with Bind Parameters

In this example, a hacker can pass an escaped SQL block in the status field of an input entry form:

```
/**
 * Example of Code that Lets
 * Users Inject SQL
 */
service.get('/mobile/custom/incidentreport/openReportCount',
 function (req, res) {
    req.oracleMobile.database.sql(
        'SELECT COUNT("incidentReport") "reportCount" ' +
        'FROM "FIF_Incidents" WHERE "status" = ' +
        req.body.status
    ).then(
        function (result) {
            res.status(statusCode).send (result.result);
    }
}
```



```
},
function (error) {
   res.status(statusCode).send(error.error);
   }
);
});
```

To prevent this type of attack, use parameters as shown in this example:

```
service.get('/mobile/custom/incidentreport/openReportCount',
function (req, res) {
    req.oracleMobile.database.executeSQL(
        'SELECT COUNT("incidentReport") "reportCount" ' +
        'FROM "FIF_Incidents" WHERE "status" = ' +
        :status,
        {status: 'Open'}
    ).then(
        function (result) {
            res.status(statusCode).send (result.result);
        },
        function (error) {
            res.status(statusCode).send(error.error);
        }
    );
    });
});
```

Database Management API

In addition to the Database Access API, there's also a Database Management API, which lets you manage the tables that you created through the Database Access API. This API lets you view table metadata, create, drop, and re-create tables.

You can access the Database Management API through custom API implementations

and HTTP REST calls. To try out calls to the API, click == to open the side menu. Next, click **Mobile Apps Development**then **APIs**. In the Platform APIs section located at the bottom of the page, click **Database Management**.

Create a Table Explicitly

You can create a table from a JSON object using the POST method for the /mobile/ system/databaseManagement/tables endpoint. To restructure a table, use the PUT method for the same endpoint. The PUT method drops the existing table and re-creates it.

To create a table explicitly:

- If you want to include predefined columns in the table, set the Oracle-Mobile-Extra-Fields header to a comma-separated list of the columns to include from amongst id, createdBy, createdOn, modifiedBy, and modifiedOn. If you don't want any of these columns, specify none. The id column, which is a row key, is added to the table only if no primary key is specified.
- 2. Create the JSON object for the request body. The JSON attributes are:



- name: The table name.
- columns: An array of the table columns. For each column, specify:
 - name: The column name.
 - type: The data type. The binary data type is not supported.
 - size: (Optional) The size or precision of the column.
 - subSize: (Optional) For decimal columns, the scale of the column, meaning the number of places after the decimal point.
- primaryKeys: An array of column names.
- requiredColumns: An array of column names.
- 3. Call the POST method for the /mobile/system/databaseManagement/tables endpoint.

Here's an example of a JSON object for creating a table. When used in a POST request, a table called Movies is created with the specified columns and primary key.

```
{ "name" : "Movies",
  "columns": [
    {"name": "title", "type": "string", "size": 50},
    {"name": "synopsis", "type": "string"},
    {"name": "inTheaters", "type": "boolean"},
    {"name": "releaseDate", "type": "dateTime"},
    {"name": "releaseDate", "type": "integer", "size": 3},
    {"name": "totalGross", "type": "decimal", "size": 3},
    {"name": "totalGross", "type": "decimal", "size": 10, "subSize": 2}],
    "primaryKeys" : [ "title" ],
    "requiredColumns": ["title", "releaseDate" ]
}
```

The Database Management API creates and executes the following SQL statement based on this request. In this case, the Oracle-Mobile-Extra-Fields request header was set to none, so the table does not have any predefined fields.

```
CREATE TABLE "Movies" (

"title" VARCHAR2(50) NOT NULL,

"synopsis" VARCHAR2(4000),

"inTheaters" CHAR(1),

"releaseDate" TIMESTAMP NOT NULL,

"runningTime" NUMBER(3,0),

"totalGross" NUMBER(10,2),

CONSTRAINT "Movies PK" PRIMARY KEY ("title"))
```

This example also illustrates some of the data types allowed by the Database Management API and the Database Access API:

Туре	Description	Size / Subsize	Database Type
string	A JSON string	Maximum of 4000 bytes	VARCHAR2
dateTime	An ISO- or date- formatted JSON string		TIMESTAMP



Туре	Description	Size / Subsize	Database Type
boolean	A JSON boolean		CHAR(1) "1" true, "0" false
decimal	A JSON number	Precision (the total number of digits). Optional. / Scale (number of decimal digits). Optional.	 NUMBER NUMBER(size) NUMBER(*,subsize) e)
integer	A JSON number with no decimal digits		NUMBER(size,0) and NUMBER(*0)

The size and subSize attributes are optional. Don't provide them for columns of type dateTime and boolean. As a best practice, unless you have a valid business constraint, don't provide size or subSize for integers and decimals because doing so limits what values are acceptable and makes it harder to resize the column. When possible, allow the database to size and store the value as efficiently as possible. However, you should provide the size attribute for string columns. The maximum size for a string column is 4000 characters. If you need to store a larger string, then you can use the Storage platform to store the object.



14 Analytics

Oracle Mobile Hub provides an Analytics API to help you measure patterns in app performance and usage. As a business development manager or mobile program manager, you can use analytics to find out how to improve your apps.

What Can I Do With Analytics?

Use Analytics to gain insight into how (and how often) users use a mobile app at any given time. The analytics reports generated enable you to see an application's adoption rate, and find out which functions are used the most (or the least).

How the Analytics Reports Are Created

Mobile Hub creates analytics reports from events, which describe how users interact with the mobile app.

A mobile app developer can track the mobile app's entire usage by raising events in the mobile app code. For example, a mobile app for repair technicians might track events like *Work Order Dispatched, Work Order Accepted, Work Order Resolved,* and *Work Order on Hold.* To add further detail to an event, you can define properties that describe an event's characteristics. For the *Work Order on Hold* event, for example, you might add properties for *Customer Not Home* or *Parts on Order.*

Tip:

Mobile program managers should decide which aspects of an app to track by events early in the app development process.

Mobile backends receive events from the REST calls made from mobile apps. A mobile app makes a single call, which includes a JSON payload that describes the events along with such contextual information like a user's location, the start and end of a user session, and details about the user's mobile device. You can craft the payload yourself if you use straight REST calls, or use the mobile client SDK to construct one for you. The SDK defines the user session and automatically applies the user and system context that allows Mobile Hub to generate reports that describe the number of users of the app, and how (and from where) they're using it. While the SDK enables Analytics to automatically generate reports that tell you how many users your app has, or how much time they're spending on it, you must define events in the mobile app's code if you want to see these reports.

Enable Your Mobile Apps to Report Event Data

Mobile Hub creates analytics reports from information conveyed in JSON payloads. The calls that deliver the JSON payload to the Analytics API, which records event data, can be either



straight REST calls or REST calls made through the mobile client SDK. In either case, Mobile Hub uploads and stores the JSON payload and then graphs it in a report.

Describing Analytics Events in JSON

The JSON payload describes the context for mobile app users in terms of both their mobile devices and the events that track user interactions. These types of events are known as custom events. A JSON payload has one or more of these custom events, and is also constructed from a context event that provides user and system details, a start session event, and end session event. The custom events are grouped within the session events to describe an analytic session.

Within the mobile app code, developers can determine the point at which the app flushes the custom events that have accumulated on the mobile device to the Mobile Hub server. This content is considered to be a session that can be logged. Theoretically, an analytic session can remain open for longer than a single batch update to the Mobile Hub server. In other words, sessions can vary in length according to your event logging use case: a session might be created to track event data for a single action or a set of actions that comprise a task. You can also use a session to log the entire span of user interactions within a user session. That said, the length of an analytic session generally does not, and should not, equal that of a user session. Instead, create analytic sessions that are short and concise. By keeping these sessions crisp, you'll maintain system performance and accurate event reporting.The mobile client SDK tracks analytic sessions on a file system, which means that a file grows as you add more events to a session.

Taking a Look at the JSON Payload

Within a JSON payload, events have the following properties:

- A name of fewer than 100 characters.
- A unique string defined for the sessionID property, which associates an event with a particular session. If you create your own JSON, you must assign a unique string to this property. The mobile client SDK ensures uniqueness by adding a text string punctuated by hyphens known as a Universally Unique Identifier (UUID).
- A time stamp: Events are ordered by time stamp (though not strictly, because events can share the same time stamp). The mobile client SDK generates the time stamp automatically.

A JSON payload posted to Mobile Hub may look something like this:

```
{
    "name":"context",
    "type":"system",
    "timestamp":"2013-04-12T23:20:54.345Z",
    "properties":{
        "userName":"jimSmith",
        "model":"iPhone5,1",
        "longitude":"-122.11663",
        "latitude":"37.35687",
        "latitude":"-14400",
        "manufacturer":"Apple",
        "osName":"iPhone OS",
        "osVersion":"7.1",
        "osBuild":"13E28",
    }
}
```

[

```
"carrier":"AT&T"
                  }
},
{
    "name": "sessionStart",
    "type":"system",
    "timestamp":"2013-04-12T23:20:55.052Z",
    "sessionID":"2d64d3ff-25c7-4b92-8e49-21884b3495ce"
},
{
    "name":"PurchaseFailed",
    "type":"custom",
    "timestamp":"2013-04-12T23:20:56.523Z",
    "sessionID":"2d64d3ff-25c7-4b92-8e49-21884b3495ce",
    "properties":{
        "cartContent":"WIDGET",
        "cartPrice":"$50,000"
 }
 {
    "name":"sessionEnd",
    "type":"system",
    "timestamp":"2013-04-12T23:25:55.052Z",
    "sessionID":"2d64d3ff-25c7-4b92-8e49-21884b3495ce"
 }
```

Every JSON payload must begin with a context event. In the preceding example, this event is indicated by "name": "context" and includes properties that describe the current context of the mobile app, such as user name and the longitude and latitude. The context event is associated with each event that follows it, such as the session start and end events that demarcate a session. It is also associated with events raised in the mobile app code, such as PurchaseFailed in the preceding example. Although you can add this context to events using straight REST calls, the mobile client SDK adds both session and device context information to the payload automatically.

Creating Your Own JSON Payload

]

If you don't use the mobile client SDK, keep these tips in mind when composing the JSON payload:

- Start each payload with a context event (indicated by "name": "context").
- Add a context event whenever the device's context changes typically when the longitude, latitude, or username properties need to change.
- You can randomly add the events within the payloads, but you must associate every event raised in the mobile app code with sessionStart and sessionEnd events just like PurchaseFailed in the preceding example, as noted by "type":"custom".

Ensure that these events share the same sessionID value. When events have the same sessionID value, the server can approximate the session even if part of the payload (like the endSession definition) isn't recorded by the database.



Mobile Hub responds with a 202 status code (Accepted) when it receives a complete and syntactically correct REST call. Otherwise, it returns 400 (Bad Request) or 405 (Method not Allowed) responses.

Why Should I Use the Mobile Client SDK?

The mobile client SDK:

- Automatically defines the start and end of sessions and manages them using the UUIDs that it assigns to the sessionID property.
- Adds the context event at the beginning of each payload.
- Adds such device properties as the username, latitude, and longitude for context events. On the server, the longitude and latitude values are translated into city, country, postal code, and street.
- Marks events raised in mobile app code as custom (which is described in Tracking Sessions and Logging Events for Mobile Apps) or system for session or context events. The SDK also adds a timeStamp to each event.

Adding Location Properties to the context Event

The Oracle eLocation Service (maps.oracle.com) derives location from the longitude and latitude properties in the JSON request body. These properties only work if your mobile apps are used in countries where Oracle eLocation Service is available. For countries where Oracle eLocation Services is unavailable, you can still enable Mobile Hub to record the location data that allows countries to display in the Dashboard map by adding location-related properties to the context event.

To enable requests to support country data, add any combination for the following properties to the context event:

- locality The mobile device's locality, such as city, township, or village.
- region The mobile device's region, such as state, canton, or province.
- postalCode The mobile device's postal code.
- country The mobile device's GPS country. For some countries in the Asia-Pacific region, you can use a two-letter identifier, such as JP (Japan), CN (China), or KR (South Korea).

Do not include longitude and latitude in the context event if you define any of these properties. For example:

```
{
    "name":"context",
    "type":"system",
    "timestamp":"2013-04-12T23:23:34.345Z",
    "properties":{
        "userName":"GDoe321",
        "locality":"Aomi",
        "region":"Kanto",
        "postalCode":"135-0064",
        "country":"JP",
        "timezone":"-14400",
        "carrier":"AT&T",
        "model":"iPhone5,1",
```

```
"manufacturer":"Apple",
"osName":"iPhone OS",
"osVersion":"7.1",
"osBuild":"13E28"
}
```

Integrate Analytics into a Mobile App Using the Mobile Client SDK

The oracle-cloud-mobile-analytics.jar and the libOMCAnalytics.a libraries included in the mobile client SDK enable mobile apps deployed on Android and iOS devices to post events to the Analytics API. These libraries become available to your mobile app when you download the mobile client SDK and integrate it into the mobile app. See Connect Your App to a Mobile Backend.

Understand Different Types of Analytics Reports

The Analytics reports plot the frequency of incoming events against specified time periods. These reports enable you to spot patterns in mobile app usage and performance.

Reports	Uses		
Events	Find out how users use your app. You select which events you want to track in the mobile app code. You can add additional events by calling the Analytics API from custom code. See Tracking Sessions and Logging Events for Mobile Apps.		
	You can build conversion funnels that let you trace user participation through a workflow path. See Improving User Retention with Funnel Analysis.		
API Calls Count	Track app usage and performance, as well as how apps use		
API Calls Response Time	Mobile Hub.		
New Users	Enables you to answer such questions about engagement as:		
Active Users	 Is the app gaining or losing users? 		
Session Count	 How often do users use the app and how long are the user 		
Session Duration	sessions?		
My Reports	Stores your saved report definitions.		

Access the Analytics Reports

Click to open the side menu and then Mobile Hub to open the dashboard. From here, you can quickly explore the following:

- API Calls: See the number of calls to your app and the response times over various time periods.
- Events: Track customer events, like putting an item into a cart and checking out.
- Funnels: Discover what events customers complete on their way to a goal, like making a purchase or signing up for promos.



- Users: Find out who your new and active users are, and group them by properties such as their zip code or country.
- Sessions: Learn how often and how long users are in your app.
- My Reports: Save analytics data insights as a report so you can return to it later.

While Mobile Hub displays data gathered from all of the mobile backends by default, you can use the menus to isolate the activity for all versions of a selected mobile backend or API.

Unless you have mobile cloud administrator privileges, you can see only the analytics reports generated in environments to which you have been granted access. For example, if you have access to only the Development environment, then you can't see the usage and traffic data for mobile backends in the Production environment.

The dashboard summarizes the user base and activity on a per-day basis. Click the bar charts to access more detailed reports that help you draw conclusions about the API traffic or app adoption rate. Accessing these reports from the menu lets you also view detailed data on app use.

Tip:

For each report type (except funnels), you can view data plotted as a line graph or as a grouped bar chart by toggling the display options at the bottom of the page.



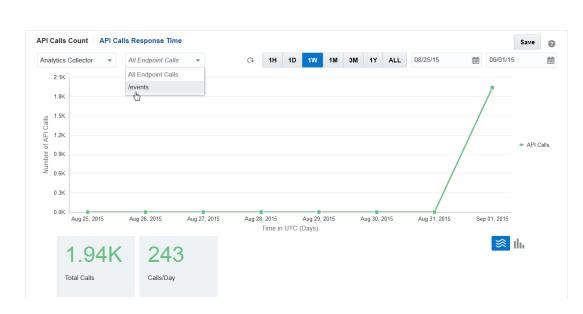
API Calls Reports

Click the API Calls menu to access the API endpoint reports. The API endpoint reports track all of the APIs, or a particular API, over a specified period of time. The volume of received calls indicates how much an app utilizes the Mobile Hub platform (and consequently, how widely used the app may be). Selecting a time frame allows you to see when traffic picks up or drops off. You can also drill down to specific endpoints to see how frequently they have been called and the corresponding response times.

Mobile Hub automatically generates analytics data whenever an API is called. This data accumulates over time and can use up all the available database space, which can severely affect service. To mitigate the issue, have your mobile cloud administrator modify the <code>Analytics_ApiCallEventCollectionEnabled</code> policy in the <code>policies.properties</code> in your environment. Setting this policy to <code>false</code> turns off automatic event generation. To avoid losing service, set this policy to <code>false</code> before your storage capacity reaches full.



API Calls Count



The reports for API Calls Count let you view the traffic for one, or many, APIs for a selected period of time. The report includes both successful and failed calls.

API Calls Response Time

measures the response time (in milliseconds) for an API call as starting when the server receives the request and ending when the call returns the data to the mobile app. The response time includes the time dispatching the call. You can compare the response time for one (or all), APIs for a selected period of time. The bar graph compares the response time against the number of calls.

Events Report

The Events report lets you focus on how to improve the mobile app user experience and how to explore business opportunities. For example, the Events report can show you not only how frequently users use an app's search function, but how frequently users perform searches on specific devices and operating systems. By filtering an event with the device and operating system properties, you can see when usage of the app on a specific platform or device has outpaced usage on another. Declining usage across an entire platform may indicate that the application requires optimization for that platform.

Events reports aren't limited to assessments of how a mobile app performs. You can also use them to spot inefficiencies in your company's processes, such as its supply chain orchestration. To get an idea, say you are part of a mobile project team for an appliance repair company. Its repair technicians use mobile apps to accept or reject the work orders dispatched to them. They can also update the status of the work order from open to closed, or from open to on hold. You need to investigate why orders are left pending, or closed by frustrated customers. To do this, you can draw some conclusions by viewing an event and filtering it by its properties. Because your mobile app developer raised events in the app's code to reflect the workflow outlined by your work order processing use case, Mobile Hub can graph the occurrence of work orders on hold. From this report, you can also see the reasons



that prevent the fulfillment of an order from the properties defined for this event, such as *Parts Ordered*.

To gain business intelligence, you can filter a report using the properties specific to an event to discover user behavior and trends. For example, filters let you find out which products customers search for most often. By cross-referencing this against the location-specific reports for a mobile app, you can target your workforce, training, or marketing efforts accordingly.

Events

Mobile Hub plots the events against time. You can select from among events and then segment your search reports by creating filters. After you create a filter, click **Done**.

Mobile Hubapplies the event name and the time-stamp properties as the default properties for the Events report. You can filter events by the following properties, which is then applied automatically to events that are raised in the mobile app code:

- Device-related properties
 - Operating system
 - Operating system name
 - Operating system version
 - Operating system build
 - Device model
 - Device manufacturer
 - Carrier
- Location Properties:
 - Country
 - State
 - City
 - Postal code

User and Session Reports

The user and session reports not only show you how many customers use a mobile app, but also how long they use it. Are applications gaining users? Does the time users spend using the app reflect its purpose?

When users authenticate, Mobile Hub gathers the events and plots the data points for these reports that you use to spot trends both over time and by location. You can group the data in these reports using the following properties:

- Client application
- Country
- State



- City
- Postal code

Analytics creates reports for users only when sessions are used in the mobile app code.

User Reports

If you have a number of mobile apps deployed in the field, you can use the New User and Active User reports to find out which ones are gaining traction with new users, which are sustaining their user base, and which are losing users.

Why User Counts Can Vary

Mobile Hub approximates user counts through user IDs and device IDs.

For the events sent from mobile apps, Mobile Hub identifies a user through a user ID (a property provided by the OAuth token) or the mobile client SDK's Device ID header (Oracle-Mobile-DEVICE-ID) when the user ID is not known (for example, for mobile apps that do not require authentication). Although the Device ID reflects a user (not the device manufacturer) it isn't always interchangeable with the user ID: a single user might access the same app using different devices (that is, a single user logging in from two devices will be counted as two users). Because Mobile Hub uses the Device ID in the absence of a user ID, the user counts are an approximation for mobile apps that allow both authenticated and unauthenticated (that is, anonymous) users.

User Session Reports

The Session Count and Session Duration reports describe user engagement.

These reports reveal the time users spend on a mobile app, not only in terms of the number of sessions, but also how much time users spend on the app. Although a session may be seen as starting when a user brings an app to the front on the device's springboard and ending when it's sent to the back, the concept of session may differ in terms of platform and implementation, as described in Defining Sessions.

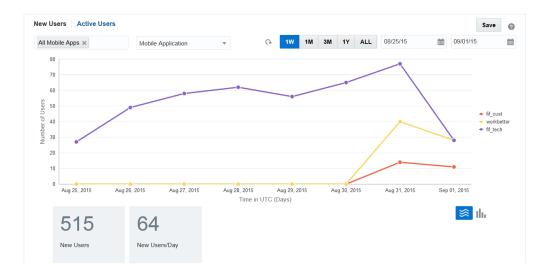
The user session reports let you assess if the app elicits the appropriate level of user interaction. In other words, are user sessions intended to be short, as they are for apps giving time and weather updates, or long, as they would be for shopping apps?

New Users

The New Users report lets you see the number of users (authenticated or anonymous) for any (or all) mobile apps over a selected period of time.

When Mobile Hub receives an event from a previously unknown user (or from a device if the user is anonymous), it notes the existence of a new user. Keep in mind that the New Users report may not reflect the exact number of users if it includes both mobile apps that require user authentication along with ones that allow users to access services anonymously.





Active Users

Mobile Hub considers a user as active if it has previously received event data from the user or the device.

The Active Users report lets you see the number of active users for any (or all) mobile apps over a selected period of time. To find out the usage rate for a mobile app, you first select it from the dropdown list and then select the **Mobile Application** property. This property lets you compare the usage of two or more mobile apps. For reports that include mobile apps which require authentication along with those that don't, the number of actual users may not be accurate. See Why User Counts Can Vary.

Tip:

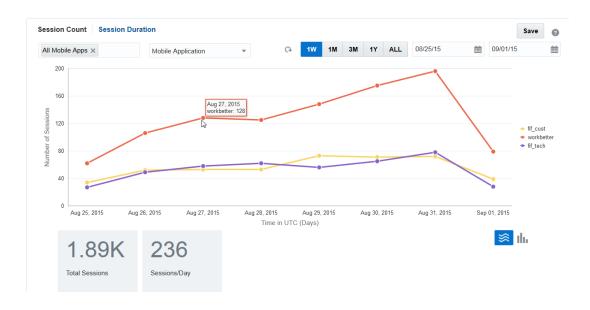
You can use the **Mobile Application** property to compare the adoption rate for different versions of a mobile app.





Session Count

The Session Count report lets you see how many times a mobile app has been used over a selected period of time and location.



Session Duration

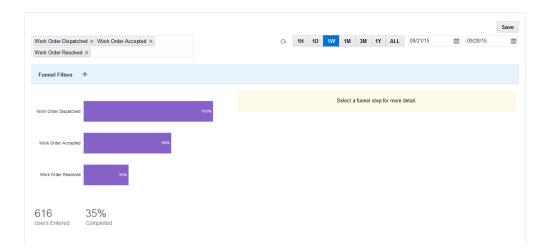
The Session Duration report lets you see the minimum, maximum, and average session times for one, or all, mobile apps over a selected period of time and location.





Improve User Retention with Funnel Analysis

Conversion funnels let you compare how many users start a workflow (say, a checkout process, a user registration process, or a lead generation) against how many actually complete it. A funnel segments a workflow into a sequence of steps designed to guide users to some goal (or conversion). Typically, users drop off at each step of a workflow; many may begin a checkout process, for example, but comparatively few complete it. Funnel analytics show you the conversion rate for a workflow by showing the number of users who drop off at various points. For funnel analysis to be meaningful, you need to think about how events can be assembled into work flows early in the development process. Defining the appropriate events allows the right data to be collected.



Because funnels show you where users lose interest, you can use them to improve a process or identify bugs in a workflow. Further, because you construct funnels from the events raised for a mobile app, you can see where and why users are dropping off by analyzing the event properties.



Create a Funnel

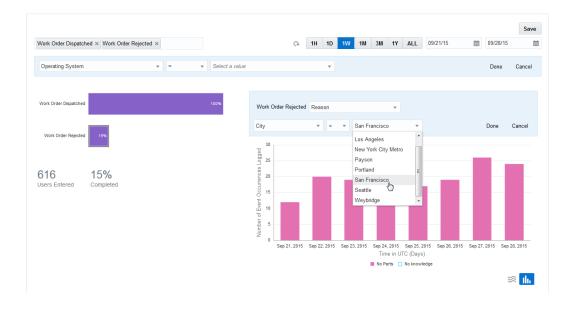
To create a funnel, you first select a mobile app that has been released long enough so that a meaningful amount of event data can be collected. After you select the app, the events defined for it become available so that you can build a funnel from them.

- **1**. Select a date range.
- 2. Add the events in sequential order to form the funnel steps.

Mobile Hub automatically displays the conversion rate for each event that you select. By selecting these events, you can view their properties. Use the filter and group by functions to analyze these properties.

Analyze Funnels

After you've selected all of events for the process, take a look at the conversion rate. You can select an event and then drill down on the property.



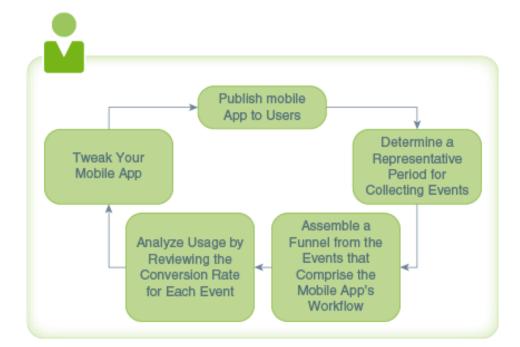
💡 Tip:

If the conversion rates indicate a large decrease, select more events to find out why.

For example, for a user registration workflow, select a *signup failed* event and then select the detail view for the event. Use the filter and group by options in the detailed report. You can group by system and custom properties. For example, grouping the data by the property, *reason*, lets you to see event data sorted by the attributes defined for this property, *Duplicate User ID* and *Incomplete Data*.



You can take an iterative approach to refining your funnel. For example, deploy your app long enough to collect a significant amount of data and then tweak the app accordingly. Redeploy for a second round of adjustments and then select another date range.



Create Custom Analytics Reports

As a mobile program manager, you can keep an eye on the usage and health of your mobile app on an ongoing basis by creating a suite of custom reports that you can run whenever you want. Mobile Hub.

Say that you've launched the Fix-It-Fast (FiF) app in three cities. For each locale, you also want to find out daily peak usage times and also segment the user data by age group. To do this, you'd create a set of reports for the FiF app that include a New Users report, an Active Users report as well as a daily Session Duration report and an API calls report. Mobile Hub enables you to keep these reports on hand, organize them, update them, or delete reports that you no longer need. And you can create new reports as needed.

Mobile Hub organizes your custom reports into My Reports. To open My Reports:

- 1. Select the environment for your reports and then click to open the side menu.
- 2. Click Analytics to open the reports drawer.
- 3. Select My Reports.

The My Reports page lists all of the reports that you've created for a particular environment. That is, this page shows only the reports that you've created, not those created by someone else. Not only do your reports belong only to you, but they also



belong to the environment in which you created them. You can't share a report across environments. Instead, you have to replicate a report for each environment.

How Do I Create a Custom Analytics Report?

You can save your custom report definitions while you're looking at an analytics page, or from the My Reports page.

To create a report directly from a report page:

You can also create a report from the My Reports page. Click **New Report** and then complete the dialog.

Complete the dialog by giving the report definition a name and an optional description. You also need to choose the type of report and the mobile backend (either **All Backends** or a specific mobile backend).

Save to My Reports		×	
* Report Name			
Description	Session Count All Regions		
Туре	Session Count	•	
Mobile Backend	All Backends	•	
		Create	

If you have no report definitions saved in My Reports, you can use this same dialog to create one. To access this dialog, click **New Report**.

My Reports

The My Reports page displays all the report definitions (reports) that you've created for a specific environment. From this page, you can organize your reports, run them, update them, and delete them.

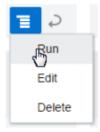
Mobile Hub creates a tile for each report definition. The front of each tile lists the information

that you provided when you created the report definition. Clicking P flips the tile over to reveal some additional information provided by Mobile Hub, such as the name of the mobile app, the reporting period, and the type of report. The information on the back of the tile varies depending on the type of report that you've defined. For example, an event report includes not only the mobile app name and the reporting period, but the selected endpoint as well.





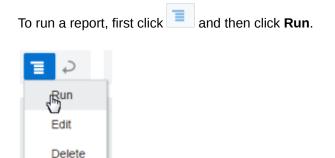
Each tile has a menu which enables you to run, edit, or delete a report.



You can rearrange the reports to suit your needs by dragging and dropping the tiles. For example, if you have a report you want to run first thing every morning, you can drag it to the first position (right next to the New Report tile). You can also adjust the display using these options:

- **Any Backend**—Displays all of the reports that you've created (including those created using the **All Backends** filter).
- All Backends—Narrows the display to only the reports created using the All Backends filter.
- By mobile backend—Displays only the reports created for a specific mobile backend.

How Do I Run a Custom Report?



The report opens on the My Reports page. Depending on the number of tiles in the page, you may need to scroll down to see it.



	Session count	Active user	Search by name, de	an provid an allow
	Session count grouped by country	active users report for 1	week duration	
New Report	¢ E		∎ ⊃	
Work Order			×	
35 50 25 28	ç		26 Irrences	
15		2	8 mences/Day	

How Do I Edit a Custom Report?

If you need to change something about your report, first click **Edit**.

G 💦
Run
Edit
Delete

You can't change the report type, but you can change the report name, description, reporting period and any filtering criteria. When you've made your changes, click **Save**. Click **Reset** to revert the report definition to its original state.

Track Sessions and Log Events for Mobile Apps

The analytics libraries of the mobile client SDK enable the monitoring and measuring of any event that has been defined for the mobile app.

Knowing which item the user added to a shopping cart is better than just knowing that a user put some unnamed item in the cart. Likewise, you'd want to know which products users search for rather than just knowing that they've performed a search. To add this level of detail to your analysis, you can create events. You can further segment reports by adding properties that describe these events in terms of something that characterizes the event itself or an activity related to the event. Here's an example of what an event looks like in JSON form (which is the payload format for the underlying REST calls that send event data to the service).

```
[
...
{
    "name":"PurchaseFailed",
    "type":"custom",
```



```
"timestamp":"2013-04-12T23:20:56.523Z",
    "sessionID":"2d64d3ff-25c7-4b92-8e49-21884b3495ce",
    "properties":{
        "cartContent":"WIDGET",
        "cartPrice":"$50,000"
}
...
```

The mobile client SDK provides you with a shorter route to generating analytics reports than does writing a straight REST call. After you've linked the mobile app to the platform-specific SDK, you can enable analytics reporting for your app by adding code that calls the analytics library and designates the beginning of the session before flushing the events to the server.

Create Events and Sessions Using the iOS Library

The libOMCAnalytics.a library includes classes for logging the events and sessions from an iOS mobile app. You can also use the classes from this library to track successful and failed posts.

Sessions provide a means of grouping the events raised in the mobile app code, as the events logged between the start and end of a particular session belong to that session. As discussed further in Designating Sessions, you can call instance methods for starting and ending sessions as well as logging events to the service's server.

Call the Analytics Service

]

To call the Analytics service, import the OMCMobileBackend+OMC_Analytics.h and the OMCAnalytics.h header files in addition to the ones noted in Call the APIs Using the iOS SDK.

Designate Sessions

You can designate sessions by calling the startSession and endSession methods on the OMCAnalytics object. The endSession method automatically flushes events, but you can flush events explicitly by calling the flush method, which will post the currently outstanding events to the service's server.

💙 Tip:

Use the flush method if you have a large number of events that are logged between the start and end of a session.

The signatures for the startSession and endSession methods are as follows:

```
@interface OMCAnalytics : OMCServiceProxy
```

```
/** The Analytics service's delegate. */
@property (nonatomic, weak) id<OMCAnalyticsDelegate> delegate;
```



```
/**
 Starts an Analytics service session. If a session is already in progress,
then it continues. A new session is not created.
  */
[analytics startSession];
/**
 Stops the current Analytics service session. Does nothing if a session is
not in progress.
 */
 [analytics endSession];
/**
 Logs an Analytics service event with the specified name. If a session is
not in progress,
it starts a session. Copies the specified name before returning.
 Oparam name the event name
 */
- (void) logEvent: (NSString*) name;
/**
 Logs an Analytics service event with the specified name and properties.
 If a session is not in progress, then it starts a session.
 Copies the specified name and properties before returning.
 Oparam name the event name
 @param properties a dictionary of arbitrarily named properties for the event
 */
- (void) logEvent: (NSString*) name properties: (NSDictionary*) properties;
/**
 Uploads all the posted events to the OMC Mobile Analytics REST service.
 */
- (void)flush;
0end
```

The startSession begins with the first logged event (even if no session has been started). The endSession method flushes events to the service's server.

Associate a Session With Your Mobile App Being in the Foreground

A user session might correspond to the length of time that a user spends on the mobile app when it runs in the foreground. To associate Analytics sessions when your mobile app is running in the foreground, your app delegate should subclass OMCAnalyticsApplicationDelegate. Doing this will automatically log the start of a session when the mobile app moves the foreground and log the end of the session when the mobile app moves to the background. In general, you don't need to call either startSession or endSession, as these are added automatically.

Add Custom Properties to Events

You can describe an event more fully by adding one or more custom properties as key-value pairs.

Both the key and the value must be strings.



You can add custom properties to an event by calling the logEvent:properties: method and by passing a dictionary of property key-value pairs. For example:

```
[Analytics logEvent:@"Event name"];
properties:@{"customProp1":"value1", @"customProp2":@"value2"}];
```

Caution:

The following custom property names are reserved and can't be used for your event property names.

- Carrier
- Count
- Country
- Day
- Hour
- Locality
- Manufacturer
- Minutes
- MobileAppKey
- Model
- Month
- OS
- OSVersion
- OSBuild
- PostalCode
- Region
- Week
- Year

Receive the Status of Event Posts

As an optional feature, you can implement the <code>OMCAnalyticsDelegate</code> protocol to receive notifications when the <code>OMCAnalytics</code> object posts events to the Analytics REST service successfully or encounters errors. To do this, you must register a delegate, an object that implements <code>OMCAnalyticsDelegate</code> with the <code>OMCAnalytics</code> object. For example:

```
OMCAnalytics* analytics = [[OMCMobileBackendManager
sharedManager].defaultMobileBackend analytics];
```

```
analytics.delegate = myDelegate;
```



You can implement one or both of the following instance methods to receive event status:

Notifies the delegate that the OMCAnalytics object successfully posted events to the Analytics REST service.

```
(void) analytics: (OMCAnalytics*) analytics
didPostEvents: (NSURLRequest*) request
    response: (NSHTTPURLResponse*) response
    responseData: (NSData*) responseData;
```

• Notifies the delegate that the OMCAnalytics object encountered a specified error.

```
(void) analytics: (OMCAnalytics*) analytics
didFailWithError: (NSError*) error
```

Create Events and Sessions Using the Android Library

The oracle-cloud-mobile-analytics.jar library includes the Analytics and Event classes that enable mobile apps to post events.

To enable the Mobile Hub to record your mobile app's event data, this JAR must be placed in the libs directory of your project.

The Analytics class is a singleton client object that exposes the Analytics API and has the startSession, endSession, logEvent, and flush methods. To start and end the sessions, which group events, and upload the events to the server, call these methods in your mobile app's code.

Method	Description		
startSession (Context context)	Creates a new session.		
logEvent (String name)	Adds a new event. The logEvent method starts a session automatically if one doesn't already exist.		
logEvent (Event Event)	Adds an existing event.		
endSession (Context context)	Ends the current session.		
flush	Uploads events to the Mobile Hub's server. Calling the endSession or flush methods uploads all of the buffered events to the Mobile Hub server. All event data is stored locally in JSON file until one of these methods is called. If a mobile app is offline, then it posts this file when it reconnects with the service's server.		

The Context parameter in the startSession and endSession methods is the Android Context class. See the Android Developers website http://developer.android.com.

Tip:

For long-running mobile apps, calling the flush method periodically not only reduces the size of the payload in the JSON file posted to the Mobile Hub server, but also keeps the server up to date.



The following code snippet shows how to call the Analytics class methods.

```
public final class Analytics extends ServiceProxy {
    // Creates a new session and generates an $sessionStart Event.
    public void startSession(Context context);
    // Ends the current session and generates a $sessionEnd Event.
    public void endSession(Context context);
    // Adds a new Event object.
    public Event logEvent(String name);
    // Adds an existing Event object.
    public Event logEvent(Event event);
    // Forces the upload of buffered Events.
    public void flush();
}
```

The Event class' methods create new events and their properties. As listed in the following table, this class also has events for returning information about an event, like its timestamp or its name.

Method	Description
Event(String name, Date timestamp, Map <string, string=""> properties)</string,>	Creates the new event.
addProperty (String name, String value)	The key-value pairs are managed by the HashMap interface. Call this method to add the key-value for a property to the existing map of event properties.
getProperty	Returns the properties associated with the event.
getProperties	Returns a property.
getName	Returns the name of the event.
getTimeStamp	Returns the date on which the event was recorded.

The following code snippet shows how to call these methods.

```
public final class Event {
    // Creates a new Event. Time stamp and properties can be null.
    public Event(String name, Date timestamp, Map<String, String>
properties)
    // Sets a key/value property for the Event.
    public Event addProperty(String name, String value);
    // Returns the Event's name.
    public String getName();
    // Returns the Event's properties.
    public HashMap<String, String> getProperties();
```



```
// Returns the timestamp of the Event.
public Date getTimestamp();
```

See Taking a Look at Events and Sessions in Android Apps for examples of using these methods, as well as guidelines on how the mobile app code can reference a mobile backend and the Analytics service.

Take a Look at Events and Sessions in Android Apps

The following code samples show how to call the Analytics class' method to add an event called "ShoppingCartCancelled" to your mobile app code:

```
...
Analytics analytics = mbe.getServiceProxy(Analytics.class);
client.startSession(this); // "this" is the Android View.
//...
client.logEvent("ShoppingCartCanceled");
//...
client.endSession(this);
```

•••

Instead of adding a series of lines, you can add an event as well as properties as a single, fluent line of code:

```
...
mbe.getServiceProxy(Analytics.class).
    logEvent(new Event(this, "ShoppingCartCanceled").
        addProperty("cartSize", "2").
        addProperty("cartValue", "$50,000"));
...
```

Some general steps to follow when adding events to your Android app:

 Add a reference to the MobileBackendManager class to access to the default moblie backend (which is specified in the oracle mobile cloud config.xml file):

try {

```
MobileBackendManager mbem = mobileBackendManager.getmanager();
MobileBackend mbe = mbem.getDefaultMobileBackend(this);
```

2. Because you need to log a custom event, you must reference the Analytics service:

Analytics analytics = mbe.getServiceProxy(Analytics.class);

- 3. Create the event by calling the event constructor and pass in the name of the event, such as "Work Order on Hold":
- 4. Call the logEvent method and pass the event:
- 5. Call the flush method to post events to the Mobile Hub server.



Tip:

To end the session and post all of the events to the Mobile Hub server, call endSession instead.

Define Sessions

Sessions, which can group events together, can vary in length: a session may represent the entire lifespan of an application, or a function within the application. Within your code, you can specify the start and end of sessions, as illustrated by the ShoppingCartCancelled event shown in Create Events and Sessions Using the Android Library and the Purchase Start and Purchase Failed events in Create Events and Sessions Using the iOS Library. If you don't specify the start of a session, the analytics libraries in the mobile client SDK create an implied session.

Export Event Data

The Analytics Export API lets you return event data or API call metadata as a JSON object, which you can then import into a third-party tool. You may also want to export event data before you permanently delete it by purging it from one or more mobile backends.

For example, say you want to export data for a custom event called MeanTimeResolution, which measures performance data for your team. To find out how your team stacks up against an industry benchmark, you'd post a call to the Analytics Export API to return the custom event data. Using a third-party tool, you can mash up the MeanTimeResolution event data with the benchmark data and create reports.

How Do I Request Event and API Logging Data?

You can return data as a JSON object by issuing a POST call to {baseUri}/mobile/ system/analyticsExport.

- If you are using basic authentication to connect to the mobile backend, see Authenticate with HTTP Basic in Direct REST Calls.
- If you have OAuth enabled as the authentication mechanism for the mobile backend, see Authenticate with OAuth in Direct REST CAlls

If you plan to use a third-party tool to pull the analytic data on a nightly basis, you could use cURL or some other tool to run the automated job. Here's some example cURL code for basic authentication:

```
curl -i
-X POST
-u team.user@example.com:Welcome123
-d @export.json
-H "Content-Type: application/json; charset=utf-8"
-H "Oracle-Mobile-Backend-ID: ABCD9278-091f-41aa-9cb2-184bd0586fce"
http://fif.cloud.oracle.com/mobile/system/analyticsExport
```



In the request body, you can specify whether you want to return custom events, or data from the API History Log by defining the required parameter, <code>exportType</code>. You can also limit the number of items returned in the JSON object and set the date range for the reporting period. A request body might look like this:

```
{
    "startDate": "2015-04-12",
    "endDate": "2015-05-12",
    "exportType": "Events",
    "name": "IncidentRaised",
    "offset": 0,
    "limit": 1000
}
```

Here are the request body properties.

Request Body Parameters	Mandatory?	Description	Example
startDate and endDate	 No. If you don't define these values, then Mobile Hub Mobile Hub applies these default values: startDate —The first timestamp of the first event or API call record. endDate —The current system time and date. 	The start and end of the reporting period, expressed as YYYY-MM-DD.	"startDate": "2015-04-12", "endDate": "2015-05-12",
exportType	Yes	The type of data that you want to export: API calls or custom events.	<pre>"exportType": "APICalls", "exportType": "Events",</pre>
name	No	 Depends on the value for exportType: For APICalls, refer to the names listed in the menus for the API Endpoint reports. For Events, the name of a custom event. Use the menus in Events report. 	 For an API: "name": "Analytics Collector", For a custom event: "name": "IncidentRaised ",
offset	No	The zero-based index of the first item that's returned. The default value is zero (0).	"offset": 0



Request Body Parameters	Mandatory?	Description	Example
limit	No	The maximum number of items returned by your call. If you set a limit that's too high, then Mobile Hub substitutes a limit of 1000 (the default value).	"limit": 500

A portion of the thousand items in the JSON payload that's returned by the call in the preceding example (a request for a custom event called IncidentsRaised) might look like this:

```
{
   "items":[
      {
         "name":"IncidentRaised",
         "type":"custom",
         "timestamp":"2013-04-12T23:20:56.523Z",
         "sessionID":"2d64d3ff-25c7-4b92-8e49-21884b3495ce",
         "component":"Incidents",
         "mobileApplicationKey":"cd4b13b5-608c-4a18-9ef4-341fe4873063",
         "deviceId":"cd4b13b5-608c-4a18-9ef4-asdfasd",
         "backendName": "FixitFastCustomer",
         "backendversion":"1.0",
         "userName":"JDoe123",
         "locality":"San Francisco",
         "region":"CA",
         "country":"US",
         "postalCode":"95549",
         "timezone":"-14400",
         "carrier":"Verizon",
         "model":"iPhone5,1",
         "manufacturer":"Apple",
         "osName":"iPhone OS",
         "osVersion":"7.1",
         "osBuild":"13E28",
         "customProperties":{
            "Appliance Manufacturer":"Abc Corp",
            "Model Number": "M1234"
         }
      },
      . . .
  ],
  "hasMore":true
}
```

The request body for a platform API (the Analytics Collector) might look like this:

```
"startDate": "2015-04-12T01:20:55.052Z",
"endDate": "2015-05-12T01:20:55.052Z",
```

{

```
"exportType": "APICalls",
"name": "Analytics Collector",
"offset": 0,
"limit" : 1000
```

A portion of the returned JSON payload might look like this:

```
{
  "items": [
    {
        "backendName": "FixItFastTechnician",
        "backendVersion": "1.0",
        "apiName": "analytics",
        "apiVersion": "1.0",
        "apiImplementationName": "analytics",
        "apiImplementationVersion": "1.0",
        "resourcePath": "/events",
        "requestMethod": "POST",
        "requestTime": "2013-04-12T23:20:56.523Z",
        "executionTime": 20,
        "responseCode": "202",
        "responseMessage": "",
        "responseErrorId": "",
        "responseErrorMessage": "",
        "type": "ServiceableREST",
        "ecid": "f2cd201e-535b-48d7-afe2-e85a1f30406b-00007b19",
        "rid": "0",
        "parameters" : {
            "x": "x1",
            "y": "y1"
        }
    }
    . . .
 ],
  "hasMore": true
}
```

Purge Analytics Data

}

You can purge analytics data through either the service UI or your application. Whichever method you choose, note that purging analytics data permanently removes it from the selected mobile backend(s). Data that has been purged can not be restored.

Purging Data through the Mobile Hub UI

First, export your data using the Export Data API before performing the purge.

Administrators must be assigned to the Mobile Deploy role to purge analytics data through the UI. To avoid server conflicts, you can run only one purge job at a time. Any purge request made while a purge is in progress is ignored.

- 1. On the side menu, select Settings, then Data Management.
- 2. Select the date range to purge analytics data.



Click the calendar icon to select the date. The default time is 12 am, but you can change it by clicking the clock icon.

- 3. Select All mobile backends, or individual backends.
- 4. Once you enter a date range and at least one mobile backend, click Purge.

Look for the results of the purge action under Purge History. The time to complete a purge action varies depending on the size of the purge job. Large purge jobs can take

some time to complete. Wait at least five to ten minutes before refreshing (\bigcirc) the purge history to see the latest purge information.

Purging Data from an Application

Use the Analytics Data Management (ADM) API to make calls from your application to permanently purge data from selected backends. Purge means this API both deletes the data and "shrinks" the database that stores it in order to free up more space.

Like the purging feature you can use from the UI, the ADM API uses authentication, roles, and realms for security. Administrators assigned to the Mobile System role can purge Mobile Hub analytics data with the ADM API. You access this API through the mobile client SDK, or directly through REST calls. To avoid server conflicts, you can run only one purge job at a time. The service ignores purge requests made while a purge is in progress.

To access the Analytics Data Management API through the mobile client SDK, use a backend manager class.

Troubleshoot Analytics Reports

Mobile Hub generates analytics reports based on artifacts created on the Mobile Hubserver, events defined in the mobile app code, and by the mobile client SDK. Depending on these factors, none, or all, of the reports may be available.

Problem	Solution
No reports	When you first log into Mobile Hub, there
	aren't any reports because you have yet to
	create a mobile backend for the mobile app.



Problem	Solution		
Only the API Calls Count and API Calls Response Time appear, but there are no user, session, or event reports.	Mobile Hub creates two sets of mobile analytics reports: reports for server activity and reports for sessions and events defined in the mobile app's code. In this case, only the calls from testing the endpoints are recorded, because no data has yet been sent from the mobile app.		
	Only the endpoint reports are available if you've just created a mobile backend, but haven't yet registered a mobile app as its client app. While you can call the endpoints of Custom Code APIs directly by testing them, Mobile Hub can't chart session or events reports because these calls don't originate from a registered mobile app, whose code defines event and sessions.		
	Mobile Hub creates user, session, and event reports when a registered mobile app that uses the mobile client SDK (or has sessions defined in its code) calls the Analytics API. Keep in mind that if there isn't a mobile app to provide events, then there will be no data for funnel reports. In this case, Mobile Hub displays a page that says, "You have no analytics data for this mobile backend."		
API calls generate analytics data, eventually using up database space resulting in system issues or loss of service.	Mobile Hub automatically generates analytics data for every API invocation. This data accumulates over time and can use up all available database space, which can result in system instability or even complete loss of service.		
	Before storage capacity reaches full, modify the Analytics_ApiCallEventCollectionEnab led policy by setting the policy to false to prevent automatic generation of analytics data with each API call.		

15 Live Experience

Add Live Experience to Your Apps

Live Experience allows you to design secure digital customer engagements and include them in your apps. You can add video, audio, or screen share, as well as screen spotlighting and annotation during video and screen sharing sessions. These features enable communication with your customer service reps, repair techs, or anyone you'd like to have live interactions with.

Prerequisites

Before you configure Live Experience in your environment, ask your Live Experience system administrator for the Live Experience endpoint, client ID, and client secret. The system administrator obtained the client ID and secret when the account was configured.

Configure Live Experience

You must configure Live Experience before you can enable backends to use it.

- 1. In the Mobile Hub UI, click Settings > Credentials > Live Experience.
- 2. Provide the Live Experience endpoint, client ID, and client secret that you obtained from your Live Experience system administrator.

Deve	evelopment 🛛 🖉 ORACLE Autonomous Mobile Cloud Enterprise ?			? 🕠		
ñ	Home Credentals					
			Keys	The configuration entered here can be tested from the settings page of a backend with Live Experience enabled.	Cancel	Save
9		-		URL Endpoint *		
Q,		- 5	Certificates	Live Experience Endpoint		
 ⊉			Token Issuers	Client ID *		
			Live experience	Client 3D from Live Experience Client Secret *		
Deleted Artifacts			Client Secret from Live Experience			
Policies Tell me how to get credentials or sample credentials from Live Experience						
	Credentials					
±						
	Documentation					

Enable a Backend to Use Live Experience

To enable Live Experience for a backend:

- 1. Go to **Development > Backends** and open the backend.
- 2. Click Settings.
- 3. Switch Live Experience on.



÷	APIs	Fix_It_Fast		Click to add a backend description.	
	Storage	Access Keys 🕐			
÷	Notifications	OAuth Consumer	Refresh Revoke	HTTP Basic	
_		Client ID	b35d9fef5dbc4c72		
Ŕ	App Policies	Client Secret	Show	Backend ID	aaf1e722-e1da-
				Anonymous Key	Show
Environment URLs 📀		0			
		Base URL	http://slc04lbu.		
		OAuth Token Endpoint	https://mcs-tenant.identity.		
		OAuth Authorize Endpoint	https://mcs-tenant.identity.c9dev0.o		
		Social Login 🕜			
		f Facebook	\bigcirc		
		Video and Audio C	onference 🕜		
		Live Experience	Configure Live Experier	nce	

Configure Your App to Connect It to Live Experience

- **1.** After your app authenticates with the backend, set AMCE_AUTH_TOKEN and BASE URL.
- 2. Use the Live Experience Integration REST API to get an access token for starting a Live Experience session:

Android

```
// Gets the Live Experience Access Token
 private void loginLiveExperience() {
   HttpURLConnection urlConnection = null;
    try {
     URL url = new URL ("https://pmmobiledemol-
bots4saas.mobile.ocp.oraclecloud.com/mobile/platform/lx/token?
client type=LIVE EXPERIENCE");
      urlConnection = (HttpURLConnection) url.openConnection();
      urlConnection.setDoOutput(true);
     mobileBackend =
MobileManager.getManager().getMobileBackend(mCtx);
      urlConnection.setRequestProperty ("oracle-mobile-backend-id",
mobileBackend.getConfig().getParser().getString("mobileBackendId"));
      urlConnection.setRequestProperty ("Authorization",
mobileBackend.getAuthorization().getAccessToken());
      int status = urlConnection.getResponseCode();
      InputStream in = new
BufferedInputStream(urlConnection.getInputStream());
      String response = readStream(in);
      JSONObject jObj = new JSONObject(response);
      String access token = jObj.getString("access token");
```



```
Log.i("Access token: ", access token);
      SharedPreferences prefs = getSharedPreferences(Constants.LOG TAG,
Context.MODE PRIVATE);
prefs.edit().putString(getString(R.string.access token live experience),
access token).apply();
      // Pass access token to the authentication method...
    } catch (Exception jse) {
     Toast.makeText(LoginActivity.this, "Exception: " +
jse.getMessage(), Toast.LENGTH LONG).show();
      jse.printStackTrace();
      System.err.println(jse.getMessage());
    } finally {
     if (urlConnection != null) {
        urlConnection.disconnect();
      }
    }
  }
}
```

iOS

```
// Gets the Live Experience Access Token
let rqst = NSMutableURLRequest(url: URL(string: BASE URL + "/mobile/
platform/lx/token?client type=LIVE EXPERIENCE")!)
let session = URLSession.shared
rqst.httpMethod = "POST"
rqst.addValue("application/json", forHTTPHeaderField: "Accept")
= session.dataTask(with: rqst as URLRequest,
    completionHandler: {data, response, error -> Void in
    guard let data = data, let = response, error == nil else { return }
   do {
      if let json = try JSONSerialization.jsonObject(with: data) as?
                                                       [String: Any] {
        let access token = json["access token"] as? [[String: Any]] ?? []
       print(access token)
        // Pass the access token to the Live Experience authentication
method.
        . . .
       }
     } catch let error as NSError {
        print(error)
     }
})
```

For details about the Live Experience Integration REST API, see *REST API Reference* for Oracle Mobile Hub - Platform APIs.

- 3. Use the access token to start Live Experience, as described in *Configure the Live Experience Mobile Android Component* and *Configure the Live Experience Mobile iOS Component*.
- 4. Once the app is configured, open it on a device and click the camera icon to launch a Live Experience session.



16 App Policies

As a mobile app developer, you can use the App Policies API to create read-only custom properties in a mobile backend and access them in your application with REST calls.

What Are App Policies and What Can I Do With Them?

App policies are custom properties that you can define and adjust in a mobile backend and then reference from your apps through a simple REST call. Once you have defined an app policy, you can update its value anytime, even after you have published the mobile backend. This lets you make changes to the appearance and behavior of a deployed app without having to update the app itself.

Here are some of the things that you might use app policies for:

- Determining when a given feature is enabled in the app. For example, an app for a retailer might have a feature to display a section for holiday sales that should only be displayed when there is a current sale.
- Fonts, colors, names of images to use, and other things that are typically stored as part of an app's configuration.
- Timeout values for network calls. Having an app policy for this can allow your mobile cloud administrator to tune app responsiveness based on prevailing network performance.

Set an App Policy

- 1. Click to open the side menu and select **Development > Backends**.
- 2. Open the backend. (Select it and click Open.)
- 3. Click the App Policies tab.
- 4. Click **New Policy**, fill in the property name, type, value, and description, and then click **Create**.

The new app policy appears in a table on the page.

You can later use the **Edit** and **Delete** buttons in the table to edit the policy or remove it entirely. After the mobile backend has been published, you can still change a policy's value, but you can not add, delete, or rename policies or change the policy type. You can only set app policies and change their values from within the Mobile Hub user interface. You can't do this programmatically from app code.



Android

Retrieve App Policies

To fetch app policies for your Android apps for the first time, you use the MobileBackend object's getAppConfig() method to return all app policies as a JSONObject:

Once you have fetched the app policies, you can query the app config for the values of individual properties.

To return the value of a specific app policy of type String, where myPolicyName is the name of the policy and "No policy configured" is the string returned if myPolicyName doesn't exist:

To load a new app policy asynchronously and make a network call:

```
mobileBackend.loadAppConfig(new AppConfigCallback() {
    @Override
    public void onResult(McsError error, AppConfig config) {
```

To return the value of a specific app policy of type string where test_string is the name of the policy if exists and returns the value of null if test string doesn't exist:

String testString = config.getString("test string", null);

To return the value of a specific app policy of type Integer, where test_int is the name of the policy and 0 is the value returned if Test int doesn't exist:

```
int testInt = config.getInt("test int", 0);
```

To return the value of a specific app policy of type Boolean, where test_bool is the name of the policy and false is the value returned if test bool doesn't exist:

```
Boolean testBool = config.getBoolean("test bool", false);
```



To return the value of a specific app policy of type Double, where test_double is the name of the policy and 0.0 is the value returned if test double doesn't exist:

double testDouble = config.getDouble("test double", 0.0);

To return the value of a specific app policy of type Number, where test_number is the name of the policy and 0.0 is the double value returned if test_number doesn't exist. Works for both double and single integer values. Returns exact value with which it is initialized:

Number testNumber = config.getNumber("test number", 0.0);

To return a local copy of the app policy, and returns an empty app policy object if the app policy doesn't exist:

AppConfig config = mobileBackend.getAppConfig();

iOS

Retrieve App Policies

To fetch app policies for your iOS apps for the first time, you use an ansynchronous callback. Here's some code that will fetch the app config from the mobile backend and loop until the network call returns with either the app config or an error:

```
OMCMobileBackend* mbe = [[OMCMobileManager sharedManager] mobileBackend];
 block OMCAppConfig* appConfig = nil;
 block NSError* error = nil;
 block BOOL executing = YES;
[ mbe appConfigWithCompletionHandler: ^ (OMCAppConfig* appConfig , NSError*
error ) {
    appConfig = appConfig ;
    error = error ;
    executing = NO;
}];
while (executing) {
    [[NSRunLoop currentRunLoop] runUntilDate:[NSDate
dateWithTimeInterval:0.5 sinceDate:[NSDate date]]];
}
if (error != nil) {
   return;
}
```



Once you have fetched the app policies, you can query the app config for the values of individual properties. You can also insert an optional parameter to return a value if the policy is not found.

```
NSString* welcome = [appConfig stringForProperty:@"welcome"
default:@"bogus"];
int timeout = [appConfig integerForProperty:@"TIMEOUT" default:42];
boolean enabled = [appConfig booleanForProperty:@"enableLocation"
default:NO];
```

Cordova

Retrieve App Policies

To fetch app policies for your Cordova apps, call <code>loadAppConfig()</code> on your mobile backend object, e.g.

mcs.mobileBackend.loadAppConfig(success, error);

JavaScript

Retrieve App Policies

To fetch app policies , call loadAppConfig() on your mobile backend object:

mcs.mobileBackend.loadAppConfig(success, error);

REST

Retrieve App Policies

Using the following call, you can retrieve all of the app policies associated with a mobile backend.

GET {BaseURL}/mobile/platform/appconfig/client

The response body is a JSON object containing all of the app policies configured for that mobile backend. For example, if the mobile backend contains fifTechReqTimeout, fifTechWelcomeMsg, and fifTechBgImage policies, the response might look something like this:

```
{
    "fifTechReqTimeout":100000,
    "fifTechWelcomeMsg":"Hello",
    "fifTechBgImage":"/mobile/platform/storage/collections/appObjects/
objects/bgImage42"
}
```



From there, you can process them in your app code.

Update an App Policy Value in a Published Mobile Backend

Even after a mobile backend has been published, you can still change the value of an app policy. However, you can not change its name or type.

- 1. Click to open the side menu and select **Development > Backends**.
- 2. Open the mobile backend. (Select it and click Open.)
- 3. Click the App Policies tab.
- 4. In the table of app policies, select the policy and click Edit.
- 5. Edit the value and click **Save**.



17 Backends

Oracle Mobile Hub is built around the concept of backends, which enable you to develop and deploy groupings of APIs that are designed to support a specific set of mobile apps. You can then associate one or more apps with the backend to access those APIs.

What Are Backends and How Can I Use Them?

In Mobile Hub, a backend is a secure grouping of APIs and other resources for a set of apps. Within a backend, you select the APIs that you want available for those apps. For any apps that you want to receive notifications, you can also register the appropriate credentials for the given network (e.g. APNS or FCM) in the backend.

You can have multiple backends, each serving a set of applications. In addition, you can have APIs that are used by multiple backends.

When an app accesses APIs through Mobile Hub, it is always in the context of a backend. The app authenticates with credentials (OAuth Consumer or HTTP Basic Authentication) specific to the backend or through an identity provider (or social login provider) that is mediated by your backend.

What's the Backend Development Process?

Generally speaking, using Mobile Hub to develop apps involves these steps:

- Getting the Mobile Hub client SDK for your target platform to simplify the use of platform features such notifications, storage, sync, and location.
- Developing any custom APIs that your app may need.
- Creating a backend and populating it with any APIs and other resources that the app will need.
- Configuring apps to connect to the backend.

The development model is flexible, allowing you to largely work in parallel on APIs, backends, and apps.

Create and Populate Backends

You create and populate backends directly in Mobile Hub. Once you have created a backend, you can:

- Assign roles that can be used to access the backend.
- Associate APIs and Storage collections with the backend.
- Set up profiles for the apps that will use the backend.

Create a Backend

You create a backend to serve as a secure gateway between your app and Mobile Hub features, such as platform and custom APIs. For your app to access these resources, it authenticates with a backend.

- 1. Click to open the side menu and select **Development > Backends**.
- 2. Click New Backend.
- **3.** Once you complete the dialog and the backend is created, keep the Settings page open.

You'll need to configure your app with some of this information.

Backend Authentication and Connection Info

The following authentication and connection details are generated when you create a backend and are displayed on the backend's **Settings** page:

Access Keys

You can use these to control access to the backend. They are unique for each backend.

- OAuth Consumer keys are generated in the form of a client ID and a client secret.
- HTTP Basic Authentication keys are generated for you in the form of a backend ID and an anonymous key.

If you suspect that these credentials have been compromised (such as by an application handling them insecurely), click **Refresh** to replace the credentials with new ones, or click **Revoke** to cancel the existing credentials without generating replacements.

Note:

Think twice before refreshing or revoking credentials, since these actions will block any calls that any existing apps make through the backend. To get the apps working properly again after credentials have been revoked or refreshed, you need to rebuild the apps with the new credentials and redeploy them.

- Environment URLs
 - The **Base URL** is needed for all API calls. This URL is unique for each instance that you have provisioned.
 - The OAuth Token Endpoint is the URL that your app needs to make OAuth token requests.
 - The **OAuth Authorize Endpoint** is the URL that your app can use to get an authorization code to exchange for an OAuth access token.



Note:
 You can also find the environment URLs and some other useful data by clicking
 to open the side menu, selecting Development, and clicking Instance Details.

For details on using these and other authentication methods, see Authentication in Mobile Hub.

To make it easier to incorporate these details in your apps, use the client SDKs for your app platforms. See Client SDKs.

Role-Based Backends

You provide an additional layer of security for a backend (and, by extension, the resources it represents) by making it role-based and then designating user roles that enable access.

- 1. Click to open the side menu and select **Development > Backends**.
- 2. Open the backend that you want to make role-based.
- 3. In the left navigation for the backend, click Security.
- 4. Set the Role-based Access switch to the ON position.
- 5. In the Roles field, select any roles that you want to associate with the backend.

See Mobile Users and Roles for info on how roles work.

Note:

If your app uses Facebook login, Role-based Access needs to be turned OFF.

Associate APIs with a Backend

Once you have a backend, you can use the API Catalog to select the custom APIs you want to access through that backend. The API Catalog provides detail on each API endpoint and its documentation, as well as an opportunity to test the endpoint with mock data to see what it does.

Platform APIs (for Storage, Notifications, Location, etc.) are automatically available in your backends.

- 1. Click to open the side menu and select **Development > Backends**.
- 2. Select your backend and click Open.
- 3. In the left navbar, click **APIs**.
- 4. Click Select APIs.
- 5. Optionally, click an API's name to view its endpoints.

At this stage, you can click **Test Endpoint** to see how the API works with mock data.

6. Click the + (Add) icon for each API that you want to include.



Associate Storage Collections with a Backend

You can associate a backend with collections so that your apps can work with data in those collections using the Storage API.

To associate your backend with an existing collection:

- 1. Click to open the side menu and select **Development > Backends**.
- 2. Select your backend and click **Open**.
- 3. In the left navbar of the backend, click **Storage**.
- 4. Click Select Collections.
- 5. Start typing the name of the collection that you want to add, select the collection from the drop-down list, and click **Select**.

Notification Profiles and Client Apps

If you are using notifications in an app, you can create a notifications profile to manage the network credentials. You can then register the client app in Mobile Hub and associate it with the notifications profile and a given backend.

Setting up a notifications profile and registering the client app accomplishes the following things:

- Enables you to store the ID that is needed for the app store.
- Enables the app to receive notifications via Mobile Hub.
- Simplifies lifecycle management of the app and its associated backend and related artifacts.

How Notification Profiles Work

You use notifications profiles to store credentials for notification services that you use in your apps. After you create a notification profile, you can associate it with a client that you have registered for an app and associated with a backend.

How App Clients Work

Here are the principles behind app clients:

A client represents a single version of a single app binary.

For example, if you have both iOS and Android versions of an app, you would register a client for each. Similarly, if you provide an upgraded version of the app, you would register a new client to hold its metadata.

- When you register a client, you specify metadata such as the application ID that is required by the platform vendor's app store, the app version number, and a profile that contains notifications credentials.
- A client can only be associated with one version of a backend.

This means that when you create a new version of a backend, that backend doesn't inherit any clients that you associated with the previous version of the



backend. So, as you create new versions of your mobile apps that use a new version of a backend, you should create corresponding clients.

 A client can be published and deployed in a way similar to other artifacts. When a client is deployed, its backend and other dependencies are deployed with it.

Get Network Credentials for Notifications

To enable your app to send and receive notifications via Mobile Hub, you create an app profile and configure an associated notifications profile with the appropriate network credentials. Here's how to get the network credentials for the different platforms.

Android: Google API Key

Configuring an Android mobile app for notifications requires getting a Google API Key through Firebase Cloud Messaging (FCM).

1. Set up your Android mobile application in FCM according to the instructions at Set Up a Firebase Cloud Messaging Client App on Android on Google's developer site.

This page includes detailed instructions and a link to generate the required configuration file for your project, as well as information on using the Instance ID API to create and update registration tokens.

When you generate the configuration file for your app, *make sure you choose to enable the Cloud Messaging service*.

 In the Android app's AndroidManifest.xml file, within the <application> node, add the following entries:

```
<service
android:name="oracle.cloud.mobile.notifications.McsRegistrationIntentServi
ce" android:exported="false" />
<service
android:name="oracle.cloud.mobile.notifications.GcmTokenRefreshListenerSer
vice" android:exported="false">
<intent-filter>
<intent-filter>
</intent-filter>
<//intent-filter>
<//service>
```

Google Play Services must be added as a dependent library in the application's build file, or these services will be flagged in error.

When generation is complete, the **Project Number** (aka **Sender ID**) and **API Key** are displayed. You need these credentials to register the mobile app for notifications in Mobile Hub. They are unique to the mobile app and can't be used to send notifications to any other app. You also need these values to get a registration token from FCM and set up the connection with Mobile Hub.

Note:

It is still possible to use Google Cloud Messaging (GCM), but you should configure new apps with FCM. See Migrate a GCM Client App for Android to Firebase Cloud Messaging on Google Developers.



iOS: Apple Secure Certificates

Notifications make special use of Apple's network, so Apple wants extra security protections. In addition to the certificate used to set up your account, you need one of the following secure certificates:

- Apple Push Notification service SSL (Sandbox) certificate for developing and testing your application with notifications while you do development. Sandbox certificates are intended for automated QA environments where devices don't change often. In most cases, spam filters should be disabled.
- Apple Push Notification service SSL (Production) certificate for releasing your application to Apple's App Store. Apple requires this certificate before you can ship your app to the public, but you can wait until your app is finished to get it.

You need your certificate to register the mobile app for notifications in Mobile Hub. It is unique to the mobile app and can't be used to send notifications to any other app. Once you have configured these extra certificates, you can get a device token from Apple and set up communication with Mobile Hub, described in Set Up A Device Handshake for iOS.

The steps for getting a Sandbox or Production certificate are very similar to the steps you used to get the first secure certificate when you set up your app. This section assumes that you already set up your Apple developer account, got the required secure certificate, and set up an Application ID and a Provisioning Profile. For further details on using notifications in iOS, see the *Local and Remote Notification Programming Guide* on http://developer.apple.com.

- 1. If you didn't enable notifications in your provisioning profile when you created your App ID, go back and enable it now.
- Get your certificate(s) from the Apple Developer Center. Use the App ID you set up when you created your app. Follow Apple's direction to create a Certificate Signing Request (CSR) file, then export it to a .p12 file to upload it to Mobile Hub. Do not password protect the .p12 secure certificate. (Leave the password field blank when you save the .p12 file.)

Windows: WNS Credentials

Configuring a Windows mobile app for notifications requires a unique set of credentials for Windows Push Notification Service (WNS). This section assumes you have a Microsoft Developer account.

The following credentials are required to authenticate with WNS:

- Client ID (also called the Package SID)
- Client Secret (also called a secret key)

To get these credentials, register your mobile app in the Windows Store Dashboard, accessible from the Windows Dev Center. For details on WNS, see WNS Overview on MSDN.

You need these credentials to register the mobile app for notifications in Mobile Hub. They are unique to the mobile app and can't be used to send notifications to any other app.



Syniverse: SMS Credentials

To send Short Message Service (SMS) messages using the Syniverse Messaging Service, the first step is to establish a profile on the Syniverse Developer Community, where you subscribe to the service, register your app, and get credentials.

Create a Profile on the Syniverse Developer Community

- 1. Go to the Syniverse Developer Community (developer.syniverse.com).
- 2. Click **Sign Up** in the top right corner of the site and enter the requested information.
- **3.** If you have an invitation code from a company in the Syniverse Developer Community enter that into "Company invite code" field. If not, ignore this step.
- 4. Read and accept the Terms of Service.
- 5. Check the **Captcha** box and answer the challenges to prove you aren't a robot.
- 6. Click Create profile.
- 7. When the confirmation email arrives, click the link in the email and verify your user credentials.

Subscribe to the Syniverse Messaging Service

To use SMS in your apps using the SMS short code you got from Syniverse, you need to subscribe to the Syniverse Messaging Service.

- 1. Log in to the Syniverse Developer Community (developer.syniverse.com).
- 2. Click your user name in the top right corner and select **Company**. Verify that your accounts have a billing address associated with them.
- 3. Navigate to Service Offerings > Messaging Offering and click Subscriptions.
- 4. Click Subscribe and select "Initial account for [Your username]"
 - a. Read and accept the Terms of Service.
 - b. Select Confirm.
 - c. Verify that your account is listed in **Subscriptions**.
- 5. If you're using a Syniverse-provisioned public channel to test messages, you also need to add test phone numbers to the associated whitelist. (Whitelisting is only necessary when testing SMS to U.S. or Canada phone numbers and isn't required for production apps.)
 - a. Click your user name in the top right corner and select Company.
 - b. On the Company page, click the Whitelist tab.
 - c. Click Add phone number and enter your phone number in the ITU-T E.164 format (i.e., +11234567890).
 - d. Click **Send confirmation code** to send a randomly generated number to the phone number in a text message.
 - e. Retrieve the confirmation code from the text message and enter it in the **Confirmation code** field. Click **Add** to confirm the phone number whitelist.
 - f. Verify that your phone number is included in the whitelist table with "Validated" status.



Register Your App and Get Credentials

Before messages can be sent through the Syniverse Messaging Service, there must be an application configured in the SDC platform. Once your app is registered, you can generate the required credentials.

- 1. Log in to the Syniverse Developer Community (developer.syniverse.com).
- 2. Click Applications.
- 3. Click New application.

In the dialog:

- a. Give your application a name and description and click **Save**.
- b. Click the gear icon next to your app name and select Edit.
- c. Click SDC Self Service and make sure all the options are selected.
- d. Click Account & APIs and select the "Initial account for [Your username]" from the Account dropdown.

Turn on the following services: Messaging, SDC Gateway Services, Event Subscription Services, Voice & Messaging and Whitelisting Services.

- e. Click Save.
- 4. Generate the required credentials:
 - a. From the **Applications** page, click the gear icon next to your app name and select **Edit**.
 - b. Click Application permissions.
 - c. Make sure Require user token validation is unchecked.
 - d. Click the first check box next to your app name to give your application full entitlements.
 - e. Click Auth Keys to generate the credentials.
 - f. Copy and store the keys to a safe place on your computer.
 - g. Click Save.

Create a Notifications Profile

You create notifications profiles to hold notification credentials that your apps need.

To create a notifications profile:

- 1. Click to open the side menu and select **Development > Notification Profiles**.
- 2. Click **Profiles**.
- 3. In the New Profile dialog:
 - Fill in the **Name**. This can be whatever name that will help you identify the profile most easily.
 - Select the Notification Service.
 - Fill in the rest of the dialog with the information required by the notification service.



For Apple Push Notification Services (APNS), you need to register a certificate obtained from the Apple Developer portal.

For Firebase Cloud Messaging (FCM), you must register server credentials obtained from the Developers Console for an Android application. (However, providing the package name is optional, because credentials may or may not be scoped to a specific app.)

For Windows Notification Service (WNS), you register your app in the Windows Store Dashboard to get the credentials required to authenticate with the Windows Notification Service.

For Syniverse (SMS), fill in the required fields:

- Channel ID or sender address. A channel represents a collection of sender addresses, for example, a set of SMS short codes that can be used to send text-based messages. A sender address can be any long code, short code or alphanumeric ID that applications can send SMS messages from. You can use your own sender address or purchase a sender address owned by Syniverse. When sending messages via a channel, the Syniverse Messaging API service chooses the most appropriate sender address for each message and recipient. To get a Syniverse-provisioned test channel ID for testing SMS in the U.S. or Canada, go to your Syniverse Dashboard > Service Offerings > Messaging Accounts > Public Channels (U.S. apps must use the "US MT Test Channel"). To test in the U.S. or Canada, you also need to whitelist test phone numbers as described in.
- The authentication keys you got from Syniverse: **Consumer Key**, **Consumer Secret** and **Access Token**.
- By default, consent management is handled by Syniverse, but if you want your app to handle consent management or you want to register devices through the UI, deselect Consent Management Enabled.
- 4. Click Create.

Once a notifications profile is created, you can add it to a client by opening the client, selecting its **Profiles** tab, and clicking **Select Profile**.

You can add a profile to any client whose platform is valid for the profile's notification service and whose application ID matches that of the profile. If an FCM or GCM profile does not specify a package name, the profile may be used with any Android client.

Register an App Client

1. Copy the bundle ID (for iOS), package name (for Android), or application ID (for Windows) so that you have it ready when creating the client.

Once you create a client, you can't change this value, and the value needs to match that of the profile that you associate with the client.

- 2. Click to open the side menu and select **Development > Notification Profiles**.
- 3. Click Clients.
- 4. Click New Client.
- 5. In the **New Client** dialog:
 - Fill in the Client Display Name and Client Name.



These can be whatever names that will help you identify the client most easily. The former can have spaces and the latter can't.

In most places in the user interface, the client display name is used. The client name is used for clients in packages and the trash.

- Select the **Platform** (iOS, Android, Windows, or Web).
- Fill in the Version Number field.

This version must match the version number of the app as registered with your platform vendor.

• Fill in the fully-qualified app ID. You get this from the platform vendor.

For Apple, it is the **Bundle ID** assigned to the application in the Xcode project.

For Google, it is the **Package Name** for the application as declared in its manifest file.

For Microsoft, it is the **Application ID** you gave your app when you registered it in the Windows Dashboard.

For Web, it can be any unique identifier that distinguishes it from other web applications that you register.

- 6. Click Create.
- 7. On the **Settings** page, select a backend to associate with the client from the **Mobile Backend** dropdown.
- Click the Profiles tab and select one or more notifications profiles that you want to associate with the client.

If the notifications profile is for the notifications service of the app's vendor (e.g. APNS for an iOS app or FCM for an Android app), the app ID (bundle ID for iOS, package name for Android, or package SID for Microsoft) for the profile must match the app ID specified for the client. A client can only be associated with a single SMS profile.

What Can I Change in a Backend?

If you haven't yet published your backend, you can change the following parts of the backend at any time:

- Notification profiles
- Custom APIs (and their implementations)
- Any connector APIs that are called from custom API implementations
- Storage collections
- App policies

Once you have published a backend, its content is frozen. At that point, you would need to create a new version of the backend to make any changes. An exception is app policies. Though you can't change the list of app policies in a published backend, you can change their *values*.



Connect Your App to a Backend

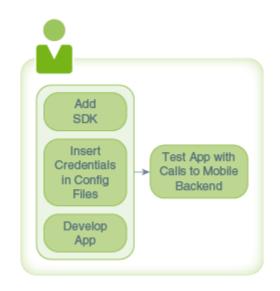
Once you have a backend set up and an app registered with that backend, you need to configure your app code to access the backend.

Connecting your app to a backend involves these basic steps:

- Adding the client SDK libraries to your app. (This step is optional, but highly recommended.)
- Adding a configuration file to your app to hold environment information that your app needs to access the backend. The SDK classes that you use to make calls to the backend use the values in this file so that you don't have to manually include them in each of your calls.
- Adding calls to Mobile Hub APIs in your app.

The APIs available include Mobile Hub platform APIs and any custom APIs that you or other members of your team have developed in Mobile Hub.

• Testing your app.





18 Mobile Users and Roles

You can set up users for your apps in one of these ways:

- In Oracle Identity Cloud Service (IDCS).
- Through a third-party identity provider (IdP).
- By using Facebook Login.

For users provisioned in IDCS or a third-party identity provider (IdP), you can set up rolebased security by doing the following:

- 1. Creating user roles in Mobile Hub.
- 2. Applying roles to backends and APIs.
- 3. Assigning the roles to the users.

For details on integrating with a third-party IdP or Facebook, see Authentication in Mobile Hub.

Add Users and Groups in IDCS

Unless you are using a 3rd-party IdP or Facebook as your identity store, you add users by creating user accounts with Oracle Identity Cloud Service (IDCS). You can create IDCS groups to organize users and assign roles.

You must have an identity domain administrator role in IDCS to add mobile users. If you don't have this role, ask your service administrator for help.

- Log in to Oracle Identity Cloud Service (IDCS) and click Users or click the Users tab in Oracle Cloud My Services.
- 2. Click Add.
- 3. Enter the first name and last name of the user in the corresponding fields.
 - If the user is going to log in with a user name, enter the user name in the **User Name** field and enter the user's email address in the **Email** field.

Be sure to clear the **Use the email address as the user name** option, which makes the user name the same as the user's email address.

- If the user is going to log in using an email address, make sure the Use the email address as the user name option is checked and enter the email address for the user account in the User Name/Email field.
- 4. Click **Next** if you want to assign the user to a group or click **Finish**. To assign a group, select the groups that you want to assign to this user account and click **Finish**.
- 5. From the Details page displayed for the new user, click the Access tab.
- 6. Search for your Mobile Hub mobile core application and click Assign.

Repeat this step for each application the user should have access to.



If you don't know the name of your Mobile Hub mobile core application, you can

find it in Mobile Hub by clicking to open the side menu, selecting **Development**, clicking **Instance Details**, and taking note of the IDCS App Name.

Other Ways to Add Users

If you have many users to assign, you can use IDCS groups to assign access. For details on using groups, see Managing Oracle Identity Cloud Service Groups in *Administering Oracle Identity Cloud Service*.

IDCS also provides a REST API for creating and managing users and groups, described in *REST API for Oracle Identity Cloud Service*.

Create Mobile Roles

Mobile user roles allow you to define permissions for your backends and APIs. You can define as many roles as you need, and you can assign multiple roles to the same user.

To create mobile user roles:

- In Mobile Hub, click to open the side menu and select Development > Roles.
- 2. Click + New Role to add a role.

Assign Roles for Users That Are Set Up in IDCS

Enter a short description of your topic here (optional).

For mobile users that are set up in IDCS, you assign roles (to individual users or groups of users) through IDCS or My Services:

- 1. From the Users tab, click Applications.
- 2. Select your Mobile Hub mobile core application, then select the **Application Roles** tab.
- 3. For each role, click Action > Assign Users. Select one or more users from the Role window and click Assign.

Roles for Users That Are Set Up in a 3rd-Party IdP

There are several ways to assigns roles to users who provisioned in 3rd-party IdP. See Associate Roles with a SAML Token and Associate Roles with a JWT Token.

Role-Based Backends and APIs

Once you've defined roles, use them to:

- Restrict access to a backend as explained in Role-Based Backends.
- Restrict access to custom APIs as described in Set Access to the API.



Permissions Required for Platform APIs

The types of users that can access a platform API, the way they can access it, and the roles they need to access it vary by API. Here's a quick rundown:

API	Access and Required Permissions
Analytics	 Accessible to IDCS, virtual, and social users from both client app code (either via REST or client SDK) and custom API implementation code. For IDCS and virtual users, must have a role associated with the mobile backend if the backend is role based.
App Policies	 Accessible to IDCS, virtual, and social users from both client app code (either via REST or client SDK) and custom API implementation code. For IDCS and virtual users, must have a role associated with the mobile backend if the backend is role based.
Database Access	 Accessible to IDCS, virtual, and social users. For security reasons, you can call these operations only from custom API implementations by using the custom code SDK. You can't make direct requests from client applications. For IDCS and virtual users, must have a role associated with the mobile backend if the backend is role based.
Database Management	• Accessible to team members with either the Administrator or Developer role.
Live Experience (get access token)	 Accessible to IDCS, virtual, and social users. For IDCS users, must have a role associated with the mobile backend if the backend is role based.
Location	 Accessible to IDCS, virtual, and social users from both client app code (either via REST or client SDK) and custom API implementation code. For IDCS and virtual users, must have a role associated with the mobile backend if the backend is role based.
Location Management	• Accessible to team members with the Administrator role.
My Profile	 Accessible to the current authorized IDCS, virtual, and social user from both client app code (either via REST or client SDK) and custom API implementation code. For IDCS and virtual users, must have a role associated with the mobile backend if the backend is role based.



API	Access and Required Permissions
Notifications (device registration)	 Accessible to IDCS, virtual, and social users from both client app code (either via REST or client SDK) and custom API implementation code. For IDCS and virtual users, must have a role associated with the mobile backend if the
	backend is role based.
Notifications (create, delete, and return)	• Accessible to team members with either the Administrator or Developer role.
Storage	 Accessible to IDCS, virtual, and social users from both client app code (either via REST or client SDK) and custom API implementation code.
	 For IDCS and virtual users, must have a role associated with the mobile backend if the backend is role based.
	 Access depends on whether the given collection is shared or isolated, whether it's listed in the Security_CollectionsAnonymousAccess environment policy, and whether you need READ or READ WRITE access.

19 Authentication in Mobile Hub

In Oracle Mobile Hub, all resources are secured and can only be accessed via API calls made by authenticated users that are authorized to access those resources. As a mobile app developer, you enable one or more authentication methods for a mobile backend, associate the APIs that you want to use with that backend, and then write app code using one of those authentication methods.

The authentication methods available are:

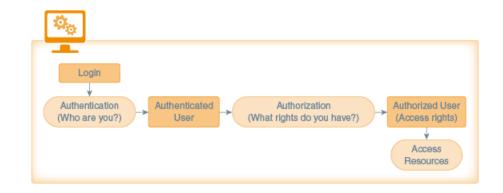
- OAuth Consumer
- HTTP Basic
- Enterprise Single Sign-On (SSO)

This method includes variants for browser-based SSO and use of third-party tokens.

Facebook Login

Before getting into the specifics of each authentication method, let's go over how authentication relates to authorization:

- Authentication is the process of ensuring a user is who he or she claims to be, usually based on a user name and password, and often in combination with other credentials.
- Authorization is the process of determining whether a user has access to given backends and APIs, based on permissions granted to the user via roles.



OAuth Consumer Authentication in Mobile Hub

The ability to use OAuth 2.0 as your authentication mechanism is built in to all backends and enabled by default. Whenever you create a backend, the OAuth Consumer keys are generated for you.

For details on the access keys and backend details provided, see Backend Authentication and Connection Info.

Once you have these keys, you can use them in your apps. When using Client SDKs for a given mobile platform, you insert these access keys in the configuration file provided by the



SDK and then the SDK uses them when constructing calls to REST APIs associated with the backend. If you are coding the REST calls manually, see Authenticate with OAuth in Direct REST Calls.

OAuth authentication in Mobile Hub is handled by Oracle Identity Cloud Service (IDCS), which supports the standard OAuth grant types: authorization code, implicit, resource owner password credentials, and client credentials.

HTTP Basic Authentication in Mobile Hub

The ability to use HTTP Basic as your authentication mechanism is built in to all backends and enabled by default.

To enable or disable HTTP Basic as an authentication method:

- 1. Open the backend and select the Settings page.
- 2. Under Access Keys, set the HTTP Basic switch to ON or OFF.

When switched to ON, the access keys that you need are displayed.

Once you have these keys, you can use them in your apps. When using Client SDKs for a given mobile platform, you insert these access keys in the configuration file provided by the SDK and then the SDK uses them when constructing calls to REST APIs associated with the mobile backend. If you are coding the REST calls manually, see Authenticate with HTTP Basic in Direct REST Calls.

For details on the access keys and environment details provided, see Backend Authentication and Connection Info.

Enterprise Single Sign-On in Mobile Hub

If you want to use your own identity provider (IdP) for users of your apps, you can use Mobile Hub's single sign-on (SSO) support to create a trust relationship with that IdP in Mobile Hub so that those users from that IdP can log in to those apps. This is particularly useful if you're rolling out apps for your company's employees and you want them to be able to sign into the apps using their existing employee login credentials. Similarly, this could work for consumer applications where the customers already have user accounts for corresponding web applications.

You can set up SSO to work through the following mechanisms:

• SAML or JWT tokens from a 3rd-party IdP. The app obtains a token from a 3rdparty IdP that is registered in Mobile Hub as a trusted token issuer, makes an API call to the Mobile Hub token exchange endpoint, and receives back a Mobile Hubissued token, which you include as a bearer token on each subsequent Mobile Hub API call. The client SDKs support this token exchange.

In the case of JWT tokens, Mobile Hub uses the OpenID Connect discovery protocol.

• **Browser-based SSO using IDCS as the IdP**. Oracle Identity Cloud Service is the IdP. The app uses OAuth 2.0's authorization code grant to get an authorization token. The client SDKs currently do not provide support for this grant type.

Third-Party SAML and JWT Tokens

Mobile Hub supports the use of SAML and JWT tokens in the following ways:



- With zero footprint SSO, where no user accounts are stored in Oracle Cloud. Instead, all of the information for the user, including user roles, is derived from the third-party token. Such users are referred to as *virtual users*.
- With a token that identifies a user that has been provisioned in both Oracle Identity Cloud Service (IDCS) and the third-party IdP. Roles are associated for the user based on information provided in IDCS.

SAML Tokens and Virtual Users

If you have users set up in a third-party IdP that supports the SAML 2.0 spec, you can authenticate those users in Mobile Hub via SAML tokens.

Here are the general steps to get this to work with virtual users (in other words, without having to also provision the users in IDCS):

1. You configure your backend to use HTTP Basic authentication. (This is required for you to be able to get the token.)

You do this by selecting the backend in Mobile Hub, selecting the backend's **Settings** page, and setting the switch for HTTP Basic Authentication to ON.

- 2. Your administrator configures the IdP to generate a SAML token when the user logs in.
- **3.** Your administrator registers the third-party token issuer and one or more token certificates in Mobile Hub.

As part of this process, she can also associate Mobile Hub roles with tokens in one of the following ways:

- By designating Mobile Hub roles to be associated with all tokens based on a given certificate.
- By deriving role names (that match existing Mobile Hub roles) from given token attributes.
- By mapping given token attribute values to existing Mobile Hub roles (where the attribute values don't already match the Mobile Hub names).
- 4. You code your app to do the following:
 - a. Obtain a token from the third-party IdP upon user login.
 - **b.** Send that token to an Mobile Hub token exchange endpoint to get an Mobile Hubissued token in return.
 - c. Use the Mobile Hub token for all subsequent API calls to Mobile Hub.

Configure SAML Tokens for Virtual Users

To enable the authentication of virtual users via SAML tokens, you need to create a SAML app in your IdP. This is a special app that mediates the creating and passing of the SAML tokens.

Though the workflow varies by IdP, you generally need to do the following key tasks:

- **1.** Create a SAML 2.0 app.
- 2. Configure the SAML 2.0 app by specifying the following:
 - a. Redirect URL.

You'll configure your app to use the redirect URL to obtain the token. How the token is obtained depends on the operating system you use (iOS or Android) . Avoid



entering an address to an actual live site. Use a fictitious address URL request, for example,

http://hostname/mobile/platform/sso/redirect

Be sure the redirect URL you provide is formed correctly, that is it should match the expected redirect URL value.

b. Audience.

SAML tokens have the concept of an *audience*. An audience is the intended recipient of the SAML response (the token). It restricts the set of URLs against which the token can be used. You configure the audience to the URL for the Mobile Hub SSO token endpoint.

You construct this endpoint by appending /mobile/platform/sso/exchangetoken to your instance's base URL. You can determine the base URL by opening any mobile backend in Mobile Hub, clicking its **Settings** tab, and looking in the Environment URLs section.

c. An assertion that lists the applicable roles for the user.

For concrete examples, see Identity Provider Integration.

Register the Token Issuer in Mobile Hub

Before your apps can use tokens issued by a third-party IdP to authenticate with a backend, an administrator needs to register the IdP as a token issuer in Mobile Hub. Here are the steps:

- 1. In Mobile Hub, click and select **Settings > Credentials** from the side menu.
- Click Certificates.
- 3. Click **New Certificate** to clear the Certificate Details and provide the following information:
 - In the Alias field, enter a unique identifiable name for the certificate.
 - In the **Certificate** field, paste the definition of the token certificate that was provided by the identity provider.
- 4. Click Save.
- 5. Wait for the token certificate to be propagated in the system. This should take no longer than 10 minutes.
- 6. Click the Token Issuers tab.
- 7. Click New Token Issuer.
- 8. Enter the name of the token issuer in the Name field under Issuer Details.
- 9. Click Add Certificate Subject Name (+) .
- From the Select Certificate Subject Names dialog, select at least one name and click Save.

Typically the name is the subject name of the token certificate you added previously.

- **11.** Back on the Token Issuers tab, select **Enable Virtual User**.
- **12.** In the **Username Attribute** field, type the name of the token's attribute that identifies the user.



- **13.** Optionally, designate user roles and mappings. The next topic has more information on how this works.
- 14. Click Save.

Associate Roles with a SAML Token

If you want to set up role-based access for users that authenticate with SAML tokens, you can do so when registering the token issuer in Mobile Hub. You have the following possibilities:

• Use roles already defined in the token that match the names of Mobile Hub roles.

You do this by typing a comma-separated list of token attribute names in the **Role Attribute** field. The roles are then derived from the values of these attributes.

• If the role names defined in the token don't match role names defined in Mobile Hub, provide a mapping between the two.

You do this by:

- 1. In the **Role Attribute** field, typing a comma-separated list of token attributes that contain the role names.
- 2. Clicking Add Role Mapping Setting (+) to create a mapping between a role derived from the token with one or more Mobile Hub user roles.

You can create multiple mappings.

• Apply one or more Mobile Hub roles to all tokens issued with a given certificate (unless roles were applied via the role attribute or Role mapping mechanisms).

You do this by selecting one or more Mobile Hub user roles in the **Default Roles** field.

Extract the SAML Assertion

After you've obtained a SAML token from an IdP, you need to decode it to extract the SAML assertion from its response. You then GZIP compress that assertion and base64 encode it again before submitting it to the Mobile Hub token exchange to receive an Mobile Hub token.

One way to extract the assertion is to follow these steps:

1. Open a browser and enter the address for the identity provider:

For example, if you configured a SAML token with AD FS: https://domain_name/adfs/ls/idpinitiatedsignon

You're taken to the Test Local Federation page.

- 2. Enter the user name and password credentials for the user you created and click Sign In.
- 3. After the page refreshes, select the SAML app you created and click **Sign in** again.

You are redirected to the endpoint URL and the SAML token is displayed in the browser URL field.

- 4. Copy the response beginning with SAML Response=.
- 5. Since you'll need to base64 decode and inflate the SAML response, go to a SAML decoder tool such as SAML Decoder at https://www.samltool.com/decode.php.
- 6. Go to the base64 Decode and Inflate page and paste the response into the **Decode and Inflate XML** field.
- 7. Click DECODE AND INFLATE XML.



- 8. Extract the SAML assertion from the XML field.
- 9. Gzip compress the extracted assertion.
- **10.** Base64 encode the assertion.

Now you can call the token exchange, pass the assertion, and receive the Mobile Hub token.

Use a SAML Token to Authenticate with Mobile Hub

Once you have obtained a valid SAML token, you can use it to authenticate with Mobile Hub. You do so by passing the token to Mobile Hub's token exchange endpoint. In exchange, you get an OAuth token issued by Mobile Hub that can be used for subsequent API calls during the session.

Mobile Hub's client SDKs support authentication via the token exchange. Here is some sample code you can use with those SDKs.

Android

```
private AuthorizationAgent mAuthorization;
private MobileBackend mobileBackend;
try {
  mobileBackend = MobileManager.getManager().getMobileBackend(this);
} catch (ServiceProxyException e) {
       e.printStackTrace();
}
```

mAuthorization = mobileBackend.getAuthorization(AuthType.TOKENAUTH);

iOS

Cordova and JavaScript

```
mcs.mobileBackend.setAuthenticationType(mcs.AUTHENTICATION_TYPES.token)
;
mcs.mobileBackend.authorization.authenticate(token).then(callback).catc
h(errorCallback);
```

Code the SAML Token Exchange Manually

If you are not using a client SDK, you need to manually code your app to exchange that token for a Mobile Hub token, with which you then authenticate.

- 1. In the app's login sequence, call the Mobile Hub token exchange endpoint to exchange the third-party token for a Mobile Hub-issued OAuth token:
 - The token exchange request is a simple GET request with no parameters.



• It must include an Authorization header of the form:

Authorization: Bearer external-token

• It must also include the oracle-mobile-backend-id header with the value of the Basic Auth mobile backend ID for the backend that you're using.

The token exchange endpoint is formed by starting with the base URL for your environment (which you can get from the Settings page of a mobile backend) and appending /mobile/platform/sso/exchange-token.

2. In all REST calls to Mobile Hub APIs, include the given token in the Authorization header.

The header takes the form Bearer access-token.

The *access-token* value includes the mobile backend ID from the original request so you don't have to include the ID in a separate header.

JWT Tokens and Virtual Users

If you have users set up in a third-party IdP that supports JWT, you can authenticate those users in Mobile Hub via JWT tokens.

Here are the general steps to get this to work with virtual users (in other words, without having to also provision the users in IDCS):

1. You configure your backend to use HTTP Basic authentication. (This is required for you to be able to get the token.)

You can do this by selecting the backend in Mobile Hub, selecting the backend's **Settings** page, and setting the switch for HTTP Basic Authentication to ON.

- 2. Your administrator configures the IdP to generate a JWT token when the user logs in.
- 3. Your administrator registers the third-party token issuer via a policy in Mobile Hub.

As part of this process, she can also associate Mobile Hub roles with tokens in one of the following ways.

- By designating Mobile Hub roles to be associated with all tokens based on a given certificate.
- By deriving role names (that match existing Mobile Hub roles) from given token attributes.
- By mapping given token attribute values to existing Mobile Hub roles (where the attribute values don't already match the Mobile Hub names).
- 4. You code your app to do the following:
 - a. Obtain a token from the third-party IdP upon user login.
 - **b.** Send that token to an Mobile Hub token exchange endpoint to get an Mobile Hubissued token in return.
 - c. Use the Mobile Hub token for all subsequent API calls to Mobile Hub.



Note:

This mode of integrating with an IdP is based on enhanced features that are specific to working with JWT tokens (such as JWKS support) and includes other features, such as the ability to configure allowed audience values and username attribute. You can also use the process that is used for integrating with SAML-based IdPs, though this provides you with less flexibility. See SAML Tokens and Virtual Users.

Register a JWT Token Issuer in Mobile Hub

Before your apps can use JWT tokens issued by a third-party IdP to authenticate with a backend, an administrator needs to register the IdP as a token issuer in Mobile Hub. Here's how it works:

- **1.** You create a configuration that holds information that is needed to integrate with the token issuer. This integration takes the form of a JSON object.
- 2. You flatten the configuration into a single line.
- 3. Have your administrator insert the configuration as the value of the Security_AuthTokenConfiguration policy.

See Defining Policies in Managing Oracle Mobile Hub.

Example: Minimal IdP Configuration

Here is an example of a configuration file that covers a basic use case, where:

- The user name can be derived from the token's sub claim.
- The token issuer is configured so that you can use discovery to obtain the issuer's current keys and/or certificates.
- You are using Mobile Hub's virtual user (zero footprint) capability so that you don't need to have corresponding records for the user in Oracle Identity Cloud Service (IDCS).
- User roles are specified in a token attribute named roles.
- The token's audience (aud) claim is set to the JWT auth token endpoint for your Mobile Hub instance (*BASE-URL/mobile/platform/auth/token*) so there is no need to override the default audience validation behavior.

```
{
   "issuers": [
    {
        "issuerName": "TOKEN-ISSUER-URL",
        "jwks": {
            "discoveryUri": "TOKEN-ISSUER-URL/.well-known/openid-
configuration"
        },
        "virtualUserEnabled": true,
        "roleAttributes": [
            "roleAttributes": [
            "roles"
        ]
    }
}
```



```
]
}
```

Example: IdP Configuration with Audience

Here is an example of a configuration file that covers a basic use case, where:

- The user name can be derived from the token's sub claim.
- The token issuer is configured so that you can use discovery to obtain the issuer's current keys and/or certificates.
- You are using Mobile Hub's virtual user (zero footprint) capability so that you don't need to have corresponding records for the user in Oracle Identity Cloud Service (IDCS).
- User roles are specified in a token attribute named roles.
- The token's audience (aud) claim is set to GUID-12345678-ABCD-EFAB-CDEF-123456789ABC (which is a value that does not match Mobile Hub's auth token endpoint).

```
{
  "issuers": [
    {
      "issuerName": "TOKEN-ISSUER-URL",
      "audience": [
        "GUID-12345678-ABCD-EFAB-CDEF-123456789ABC"
      ],
      "jwks": {
        "discoveryUri": "TOKEN-ISSUER-URL/.well-known/openid-configuration"
      },
      "virtualUserEnabled": true,
      "roleAttributes": [
        "roles"
      1
    }
  1
}
```

Example: IdP Configuration with Audience and Username Attribute

Here is an example of a configuration file that covers a basic use case, where:

- The username is specified in the unique name claim (rather than the sub claim).
- The token issuer is configured so that you can use discovery to obtain the issuer's current keys and/or certificates.
- You are using Mobile Hub's virtual user (zero footprint) capability so that you don't need to have corresponding records for the user in Oracle Identity Cloud Service (IDCS).
- User roles are specified in a token attribute named roles.



• The token's audience (aud) claim is set to GUID-12345678-ABCD-EFAB-CDEF-123456789ABC (which is a value that does not match Mobile Hub's auth token endpoint).

```
{
  "issuers": [
    {
      "issuerName": "BASE-TOKEN-ISSUER-URL",
      "usernameAttribute": "unique name",
      "audience": [
        "GUID-12345678-ABCD-EFAB-CDEF-123456789ABC"
      ],
      "jwks": {
        "discoveryUri": "BASE-TOKEN-ISSUER-URL/.well-known/openid-
configuration"
      },
      "virtualUserEnabled": true,
      "roleAttributes": [
        "roles"
      1
    }
  1
}
```

Associate Roles with a JWT Token

If you want to set up role-based access for users that authenticate with JWT tokens, you do so when registering the token issuer in Mobile Hub via the Security AuthTokenConfiguration policy. You have the following possibilities:

• Use roles already defined in the token that match the names of Mobile Hub roles.

You do this by creating a roleAttributes array for the issuer and populate it with claims in the token that you want to derive roles from.

• If the role names defined in the token don't match role names defined in Mobile Hub, provide a mapping between the two.

You do this by:

- **1.** Creating a roleAttributes array for the issuer and populate it with claims in the token that you want to derive roles from.
- 2. Creating a roleMappings array rule to create a mapping between a role derived from the token (via the roleAttributes array) with one or more Mobile Hub user roles.

You can create multiple mappings.

• Apply one or more Mobile Hub roles to all tokens issued with a given certificate (unless roles were already applied via roleAttributes or roleMappings).

You do this by creating a defaultRoles array.

 Apply one or more Mobile Hub roles to all tokens issued with a given certificate (whether or not roles were already applied via roleAttributes or roleMappings).

You do this by creating an issuerRoles array.



Convert a JSON Object to One Line

You might find it useful to have some tools to convert JSON objects from multi-line objects to single-line objects and vice versa. Here are some examples of Python commands that you can use for that purpose,

To output the JSON content in file /scratch/jsmith/authTokenConfig.json as a single line:

```
cat /scratch/jsmith/authTokenConfig.json | python -c 'import
json,sys;obj=json.load(sys.stdin);print json.dumps(obj);'
```

To output the JSON content in file /scratch/jsmith/authTokenConfig.json in "pretty print" form:

```
cat /scratch/jsmith/authTokenConfig.json | python -c 'import
json,sys;obj=json.load(sys.stdin);print json.dumps(obj, indent=4,
sort keys=False);'
```

JWT Configuration Reference

Here are the fields that can be used in the JSON object that serves as the configuration for a JWT identity provider.

Root Fields

- issuers Required. A JSON array of trusted issuers objects. Each trusted issuer is defined as a JSON object, with a combination of the following fields.
- policyMinReloadInterval Optional. If a token exchange request is received, and the specified issuer is not found in the configuration cache, the configuration cache will automatically be reloaded from the stored policy in order to check for changes, unless the amount of time since the last configuration cache reload is less than the policyMinReloadInterval. The default value for this interval is 10 seconds. The policyMinReloadInterval configuration field can be used to override the default value with a specified integer value in seconds.
- policyMaxReloadInterval Optional. If a token exchange request is received, if the elapsed time since the last time the configuration cache was reloaded is in excess of policyMaxReloadInterval, the configuration cache will automatically be reloaded from the stored policy in order to check for changes. The default value for this interval is 120 seconds. The policyMaxReloadInterval configuration field can be used to override the default value with a specified integer value in seconds.
- certificatesMinReloadInterval Optional. If a token exchange request is received, and a required certificate is not found in the certificates cache, the certificates cache will automatically be reloaded from Oracle Keystore Service (KSS) in order to check for changes, unless the amount of time since the last certificates cache reload is less than the certificatesMinReloadInterval. The default value for this interval is 10 seconds. The certificatesMinReloadInterval configuration field can be used to override the default value with a specified integer value in seconds.
- certificatesMaxReloadInterval Optional. If a token exchange request is received, if the elapsed time since the last time the certificates cache was reloaded is in excess of certificatesMaxReloadInterval, the certificates cache will automatically be reloaded



from KSS in order to check for changes. The default value for this interval is 300 seconds. The certificatesMaxReloadInterval configuration field can be used to override the default value with a specified integer value in seconds.

Issuer Fields

- issuerName Required. A JSON string which specifies the issuer name. This
 value must match the value of the iss claim in tokens from the associated token
 issuer.
- enabled Optional. A JSON boolean which can be used to enable or disable the token issuer. If the token issuer is disabled, any attempt to exchange a token from that issuer will fail. The default value is true.
- audience Optional. A JSON array of string values, specifying valid audience values for the external token. If the external token contains an aud claim and none of the associated values exactly matches one of the values in the specified list, then the external token will be treated as invalid.

The default behavior if this field is not specified (or contains an empty list) is to compare the aud values in the external token to the following values:

- base-URL
- base-URL/
- base-URL/mobile
- base-URL/mobile/
- base-URL/mobile/platform
- base-URL/mobile/platform/
- base-URL/mobile/platform/auth
- base-URL/mobile/platform/auth/
- base-URL/mobile/platform/auth/token
- base-URL/mobile/platform/auth/token/

If none of the aud values in the external token match any of the above values, the external token will be treated as invalid.

- virtualUserEnabled Optional. If true the virtual user (zero footprint) feature is enabled for this issuer, meaning your users can authenticate with third-party tokens without having corresponding user accounts in Oracle Cloud. The default value is false.
- usernameAttribute Optional. A JSON string specifying the name of a JWT token claim from which a username is extracted. If no value is provided, the value of the sub claim will be used as the username.
- requireClientAuth Optional. A JSON boolean which can be used to configure whether client authentication is required for this token issuer.
 - If the value is true, full client authentication is required.
 - If the value is false, a token exchange request can contain a client-id value in the POST body, with no client_secret value provided. This is intended only for cases where devices are not able to protect the client secret.



The default value is true.

 clientIdAttribute — Optional. A JSON string specifying the name of a JWT token claim which contains the client ID of the OAuth client on the external token issuer which was used to obtain the external token. If a clientIdAttribute value is specified, the specified attribute is present in a token, and its value matches the username associated with the token, then the token exchange request will be rejected, because client tokens shouldn't be exchanged for Mobile Hub user tokens.

If no clientIdAttribute value is provided, this check will not be performed.

 tokenTimeoutSeconds — Optional. A JSON integer specifying the token lifetime (i.e. from iat to exp) in seconds for Mobile Hub tokens issued in exchange for tokens from this issuer. If this field is not specified, the token lifetime will be governed by the Security_TokenExchangeTimeoutSecs policy. If the Security_TokenExchangeTimeoutSecs policy has not been defined, the default token lifetime is 28800 seconds (i.e. 8 hours).

The token lifetime is also governed by the tokenTimeoutPolicy.

- tokenTimeoutPolicy Optional. A JSON string specifying the policy used to control the token lifetime (i.e. from iat to exp) for Mobile Hub tokens issued in exchange for tokens from this issuer. Three policy values are supported:
 - FromTimeoutSecs The token lifetime is governed by the tokenTimeoutSeconds value.
 - FromExternalToken The Mobile Hub-issued token will expire at the same time the external token being exchanged will expire (i.e. tokenTimeoutSeconds is ignored).
 - FromExternalTokenLimitedByTimeoutSecs The Mobile Hub-issued token will expire at the same time the external token being exchanged or after the token timeout value, whichever comes first.

If this field is not specified, the token timeout policy lifetime will be governed by the Security_TokenExchangeTimeoutPolicy policy. If the Security_TokenExchangeTimeoutPolicy policy has not been defined, the default token timeout policy is FromTimeoutSecs.

jwks— Optional. A JSON object which specifies the URI(s) and other configuration
options associated with loading keys and/or certificates from the external token issuer on
the fly.

Use this object if you are using a discovery URI to load keys and/or certificates (and you are not using a certificateSubjectNames object).

See jwks Fields for the options.

• certificateSubjectNames — Optional. A JSON array of strings containing a list of the certificate subject names of certificates that have been uploaded into Mobile Hub through the Settings tab's Credentials page. (See Register the Token Issuer in Mobile Hub.)

Use this object if you are *not* using a discovery URI to load keys and/or certificates (and therefore are not using a jwks object).

- filters Optional. A JSON array of filter objects. Each filter is defined as a JSON object, with a combination of these fields:
 - name Required. A JSON string specifying the name of an attribute or claim to which the filter will be applied.



 type — Optional. A JSON string specifying whether the filter is an include filter or an exclude filter.

An include filter is satisfied if the token contains a value which matches one or more of the specified filter values (i.e. presence of a "match" causes the filter to be satisfied). An exclude filter is satisfied if the token does not contains a value which matches any of the specified filter values (i.e. absence of a "match" causes the filter to be satisfied).

The default value is include.

 values — Required. A JSON array of string values which will be compared to the value of the attribute or claim in the external token as identified by the name field.

Filter values may contain the * character as a wildcard for matching purposes.

Each filter in the array must be satisfied in order for the external token to be considered valid.

Note:

If a filter is specified incorrectly or incompletely (e.g. missing name, invalid type, missing or empty values array) the filter will always be considered to be not satisfied. The rationale is that the admin who configured the filter was trying to filter out something, and if we cannot figure out what that something is, it is better to err on the side of caution, and reject the external token.

 allowedMbes — Optional. A JSON array of JSON objects which identify mobile backends can be used with this token issuer.

You can specify a mobile backend including the name and version, or by including just clientId.

If this field isn't specified, the issuer can be used with any mobile backend.

Here are the possible entries:

- name Optional. A JSON string specifying the name of a mobile backend. If you include this field, you must also include version.
- version Optional. A JSON string specifying the mobile backend version. If you include this field, you must also include name.
- clientId Optional. A JSON string specifying the OAuth client ID of a mobile backend.
- userMappingAttribute Optional. A JSON string identifying the user attribute used to search for an Oracle Cloud user to be associated with the token exchange.

This attribute is ignored if virtualUserEnabled is set to true.

The string can have one of the following values:

- uid Search for an Oracle Cloud user whose username matches the username extracted from the external token.
- mail Search for an Oracle Cloud user whose primary email address matches the username extracted from the external token.



The default value is uid.

Note:

If a usernameAttribute hasn't been configured, the username extracted from the external token will be the value of the sub claim. If a usernameAttribute has been configured, the username extracted from the external token will be the value of the whatever claim is identified by the usernameAttribute value.

- defaultRoles Optional. A JSON array of strings, where each string is the name of an Mobile Hub role which should be granted to a virtual user in the case where no roleAttributes value has been configured or where a roleAttributes value is configured but the specified attributes are either absent from the external token or are empty.
- issuerRoles Optional. A JSON array of strings, where each string is the name of an Mobile Hub role which should be always granted to a virtual user when a token from this external issuer is exchanged. The difference between default roles and issuer roles is that default roles are granted only when no roles have been found during processing of role attributes, while issuer roles are always granted.
- roleAttributes Optional. A JSON array of strings where each string is the name of a token attribute (i.e. claim) which should be searched for role values. If a specified token attribute is not present in the external token, no roles will be added for that attribute. Otherwise, the token attribute value will be processed as follows:
 - If the token attribute value contains a JSON string, the string value will be granted as a role, subject to role mapping (see theroleMappings field).
 - If the token attribute value contains a JSON array of JSON string values, each of the string values will be granted as a role, subject to role mapping.

If no roleAttributes array is provided, the external token will not be searched for roles, and the roles to be granted to the user will be based on defaultRoles and/or issuerRoles configuration, where provided.

 roleMappings — Optional. A JSON array of role mapping objects, each of which specifies a mapping from a token role value (i.e. a value obtained from roleAttributes) and one or more Mobile Hub roles. Use this field when the values derived from role attributes do not match Mobile Hub role names.

Here are the fields for a role mapping object:

- tokenRole Required. A JSON string specifying a token role name.
- mappedRoles Required. A JSON array of string values. Each string value should match an Mobile Hub role name.

jwks Fields

 discoveryUri — Optional. A JSON string specifying the URI from which the token issuer's discovery information can be loaded. The discovery information provided by the external token issuer must be in accordance with the following specification:

http://openid.net/specs/openid-connect-discovery-1_0.html



The discovery URI for a token issuer will typically be of the form *base-url*/.well-known/openid-configuration, but Mobile Hub does not require this to be the case.

If a discoveryUri is configured for a token issuer, the Mobile Hub token exchange service will make a GET request to that URL to obtain the discovery information as needed. Once the discovery information has been obtained, Mobile Hub will typically use the jwks_uri value specified in the discovery information to obtain the issuer's current keys and/or certificates.

If no discoveryUri is configured, then a jwksUri value must be configured.

• jwksUri — Optional. A JSON string specifying the URI from which the token issuer's JWKS information can be loaded. The information provided by the external token issuer must be in accordance with the following specification:

https://tools.ietf.org/html/rfc7517

If a jwksUri is configured for a token issuer, the Mobile Hub token exchange service will make a GET request to that URL to obtain the current keys and/or certificates for that issuer as needed.

If both a discoveryUri and a jwksUri are specified in the configuration, the configured jwksUri value will be used, overriding the value in the issuer's discovery information.

• allowHttp — Optional. A JSON boolean indicating that HTTP discoveryUri and jwksUri values should be allowed.

For security reasons, discoveryUri and jwksUri values for external token issuers in production should always use HTTPS URLs, so that the server providing the information can be verified using its SSL certificate. However, in certain non-production test scenarios, it may be helpful to allow HTTP URIs to be used.

The default value is false.

 minReloadInterval — Optional. If a token exchange request is received, and the key and/or certificate needed to validate the external token cannot be found, Mobile Hub will automatically reload the discovery and JWKS information in order to check for changes (e.g. key rotation), unless the amount of time since the discovery/JWKS reload is less than this value (in seconds, expressed as an integer).

The default value is 60.

 maxReloadInterval — Optional. If a token exchange request is received and if the elapsed time since the last time the discovery and JWKS information was reloaded is in excess of this value (in seconds, expressed as an integer), the discovery and JWKS information will automatically be reloaded from the external token issuer in order to check for changes.

The default value is 28800 (i.e. 8 hours).

- connectTimeout Optional. A JSON integer specifying the default connect timeout for discovery and/or JWKS requests. The default is 30 seconds.
- readTimeout Optional. A JSON integer specifying the default read timeout for discovery and/or JWKS requests. The default is 60 seconds
- tlsVersions Optional. A JSON array of string values, listing the SSL/TLS which will be allowed when connecting to the external token issuer for Discovery and/or JWKS requests. Valid version names are:



- SSL
- SSLv2
- SSLv3
- TLS
- TLSv1
- TLSv1.1
- TLSv1.2

```
The default value is ["TLSv1.1", "TLSv1.2"].
```

Note:

Older SSL/TLS versions are considered insecure, and should be avoided.

 authorizationHeader — Optional. A JSON string specifying an Authorization header value which should be included in discovery and/or JWKS requests. In most cases, discovery and JWKS web pages are public and no authorization is required. This property is intended primarily for test purposes (e.g. when setting up a custom service to act as a discovery and/or JWKS endpoint).

Obtain a JWT Token Using an Embedded Browser

If you use an embedded browser to obtain JWT tokens, you'll need to perform the following actions:

- Create a delegate object (for iOS) or client (for Android) to intercept the web request that contains the token. The delegate (or client) implements a method that allows your app to preview any web requests. For iOS, create a UIWebViewDelegate object. For Android, create a WebViewClient object.
- 2. Register the delegate or client object with the embedded browser.
- 3. Modify the method to look for a redirect URL or a form post URL, depending on how the IdP is configured to deliver it.

When the specified request is located, the method should extract the token from the query string (or post body) and indicate to the browser to stop the request and close or hide the browser.

For either iOS or Android, you'll need a web view class, a delegate (or client) class, and the delegate (or client) implementation method name.

For iOS, use the UIWebView object and the UIWebViewDelegate method:

```
#pragma mark - UIWebViewDelegate
- (BOOL)webView:(UIWebView *)webView shouldStartLoadWithRequest:
(NSURLRequest *)
request navigationType:(UIWebVeiwNavigationType)navigationType
```



```
public class MainActivity extends Activity {
    private Activity mCtx;
    private static final String TAG = "TokenExchange";
    private String remoteIDPURL = "https://hostname/mobile/
platform/sso/redirect/saml";
    private WebView myWebView = null;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.content main);
        mCtx = MainActivity.this;
        myWebView = (WebView) findViewById(R.id.webview);
        initWebView();
private class MyBrowser extends WebViewClient {
        Override
        public void onReceivedSslError(WebView view, SslErrorHandler
handler,
SslError error) {
            handler.proceed();
00verride
        public void onPageStarted(WebView view, String url, Bitmap
favicon) {
            super.onPageStarted(view, url, favicon);
           if(url.contains("http://localhost:port")) {
               // get value of SAMLResponse form field
myWebView.loadUrl("javascript:window.HtmlViewer.showHTML" +
"('<html>'+document.getElementsByName('SAMLResponse')[0].value+'</
html>');");
            }
    }
class MyJavaScriptInterface
    {
        @JavascriptInterface
        @SuppressWarnings("unused")
        public void showHTML(String html) {
            Log.i(TAG, "===== html is "+html);
            String samlToken = html.substring(html.indexOf("<html>") +
6,
html.indexOf("</html>"));
            Log.i(TAG, "SAML Token = " + samlToken);
            runOnUiThread(new Runnable() {
                @Override
                public void run() {
                    myWebView.stopLoading();
                    myWebView.setVisibility(View.INVISIBLE);
                    myWebView.destroy();
                    finish();
                }
            });
```

For Android, use the WebView client and the WebVewClient method:



```
}
    }
private void initWebView() {
        myWebView.setWebViewClient(new MyBrowser());
        myWebView.getSettings().setJavaScriptEnabled(true);
        myWebView.addJavascriptInterface(new MyJavaScriptInterface(),
"HtmlViewer");
        myWebView.getSettings().setLoadWithOverviewMode(true);
        myWebView.getSettings().setUseWideViewPort(false);
        myWebView.loadUrl(remoteIDPURL);
private void showMessage(final String message) {
        runOnUiThread(new Runnable() {
            @Override
            public void run() {
                Toast.makeText(mCtx, message, Toast.LENGTH LONG).show();
        });
    }
}
```

When the app is launched, it's directed to the <code>remoteIDPURL</code> (the redirect URL). When you enter your login credentials, the page is redirected. The <code>onPageStarted</code> method intercepts the response and the <code>showHTML</code> method retrieves the token

Obtain a JWT Token Using a System Browser

If you use a system browser to obtain the token, your app must relinquish control to the system browser app. When the login process is complete, you'll need to return control to your app. You can return control via a redirect to a custom app scheme for which your app has registered.

For either iOS or Android, you'll need to perform the following actions:

- 1. Register the custom scheme for your app as dictated by the operating system. The custom scheme URL tells the mobile OS that requests to the given scheme should be sent to your app.
- Edit your app to handle the redirection. You'll need to implement a method to handle the incoming redirect, which contains the token.

Coding Your Android App to Obtain a JWT Token

For Android apps, you need to register a custom URL scheme and then code the app to handle requests associated with that scheme. You do this by editing the AndroidManifest.xml file:

```
<activity android:name=".MainActivity">
    <intent-filter>
        <action android:name="android.intent.action.VIEW"/>
        <category android:name="android.intent.category.DEFAULT"/>
        <category android:name="android.intent.category.BROWSABLE"/>
        <data android:scheme="http"
            android:host="mytest.com"
            android:pathPrefix="/"/>
```



```
</intent-filter>
</activity>
```

The following example shows how to extract the token from the custom URL scheme in the Android activity class:

```
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.content_main);
    Uri uri = getIntent().getData();
    if(uri != null) {
        String token = uri.getQueryParameter("token");
        Logger.debug(TAG, "token is : " + token);
    }
}
```

When you open the link to mytest.com, you'll have the option to open the link with the app. This will launch the Android activity from where the JWT token is retrieved.

Code Your iOS App to Obtain a JWT Token

To obtain a third-party token via a system browser for an iOS app, you need to perform the following actions:

1. Declare a custom URL scheme by editing the app's Info.plist configuration file.

The scheme tells the mobile operating system to route to your app the request that contains the token.

2. Edit your app to implement the method to handle requests associated with that scheme.

To register a custom URL scheme with your iOS app, you must include the CFBundleURLTypes in your app's Info.plist file. CFBundleURLTypes is an array of dictionaries. Each dictionary defines a URL scheme that the app supports. CFBundleURLTypes contains the following keys:

• CFBundleURLName - a string that contains the abstract name of the URL scheme. This name should be unique. To ensure the name is unique, specify it as a reverse DNS style of identifier, such as com.company.myscheme.

This string is also used as a key in your app's InfoPlist.strings file. The value of the key is the human-readable scheme name.

• CFBundleURLSchemes - An array of string s that contain the URL scheme names. For example: http, mailto, tel, and sms.

Note:

If multiple third-party apps register to handle the same URL scheme, there's no way to determine which app is given the scheme.



Here's an example of how to implement support for the custom URL scheme:

```
<key>CFBundleURLTypes</key>
<array>
<dict>
<key>CFBundleURLName</key>
<string>oracle.cloud.mobile.URLDemo</string>
<key>CFBundleURLSchemes</key>
<array>
<string>urldemo</string>
</array>
<key>CFBundleTypeRole</key>
<string>Viewer</string>
</dict>
</array>
```

This stipulates that any URL specifying the scheme, urlScheme, is redirected to your app.

When the iOS system browser encounters a URL with this custom scheme, it launches your app, if necessary, and passes the URL to your app delegate. To handle incoming URLs, your app delegate must implement the application:openURL:options: method. For example:

This implementation parses the incoming URL and extracts a 'token' query argument and stores it in an instance variable for later use. The implementation assumes the token is passed via the URL's query string. Your implementation might differ and the token could be stored somewhere else in the URL. After your app extracts the token from the URL, the token can be exchanged for an Mobile Hub-issued token.

If you're not familiar with creating URL schemes or implementing them in your app, see Apple's documentation, specifically Using URL Schemes to Communicate with Apps.

Use a JWT Token to Authenticate with Oracle Mobile Hub

Once you have obtained a valid JWT token, you can use it to authenticate with Mobile Hub. You do so by passing the token to Mobile Hub's token exchange endpoint. In exchange, you get an OAuth token issued by Mobile Hub that can be used for subsequent API calls during the session.

Mobile Hub's client SDKs support authentication via the token exchange. Here is some sample code you can use with those SDKs.



Android

```
private AuthorizationAgent mAuthorization;
private MobileBackend mobileBackend;
try {
   mobileBackend = MobileManager.getManager().getMobileBackend(this);
} catch (ServiceProxyException e) {
        e.printStackTrace();
}
mAuthorization = mobileBackend.getAuthorization(AuthType.TOKENAUTH);
```

iOS

Cordova and JavaScript

```
mcs.mobileBackend.setAuthenticationType(mcs.AUTHENTICATION_TYPES.token)
;
mcs.mobileBackend.authorization.authenticate(token).then(callback).catc
h(errorCallback);
```

Code the JWT Token Exchange Manually

Once your mobile administrator has registered an IdP as a token issuer in your instance and you have code in your app to acquire a 3rd-party token, you can use the Mobile Hub client SDK for your platform to handle the complete login sequence.

If you are not using a client SDK, you need to code your app to exchange that token for a Mobile Hub token, with which you then authenticate.

In the app's login sequence, you call the Mobile Hub token exchange endpoint to exchange the third-party token for a Mobile Hub-issued OAuth token.

The token exchange request is an HTTP POST request, with an application/x/www-form-urlencoded request body, to the token exchange URL: *base-URL*/mobile/ platform/auth/token.

The token exchange request must provide:

- The external token (a.k.a. "user assertion") being exchanged in the form assertion=external-token.
- Client authentication for the Mobile Hub mobile backend for which a new token is being requested, to prove that it is a valid user of that mobile backend.

Client authentication can be provided in any of the following ways:



• Encode the client_id and client_secret in basic auth form in the Authorization header. In this case, the following headers are required:

```
Content-Type: application/x/www-form-urlencoded
Authorization: Bearer Base64(client_id:client_secret)
```

And the body of the POST must contain these values:

```
grant_type=urn:ietf:params:oauth:grant-type:jwt-bearer
assertion=external-token
```

• Encode the client_id and client_secret as application/x/www-form-urlencoded form values in the POST body.

In this case, the following header is required:

Content-Type: application/x/www-form-urlencoded

And the body of the POST must contain these values:

```
grant_type=urn:ietf:params:oauth:grant-type:jwt-bearer
assertion=external-token
client_id=client-id
client secret=client-secret
```

If this option is used, the client_secret can be omitted if the requireClientAuth value in the configuration is set to false for the given issuer. This option is provided for clients that are unable to securely protect a client secret value. Even if the client_secret is omitted, the client_id value must still be provided, in order to identify the Mobile Hub mobile backend for which a token is being requested.

 Provide a valid client assertion as an application/x/www-form-urlencoded form value in the POST body.

In this case, the following header is required:

Content-Type: application/x/www-form-urlencoded

And the body of the POST must contain these values, where *client-token* is client token obtained from Oracle Cloud for the OAuth client associated with the Mobile Hub mobile backend for which a user token is being requested.

```
grant_type=urn:ietf:params:oauth:grant-type:jwt-bearer
assertion=external-token
client_assertion_type=urn:ietf:params:oauth:client-assertion-type:jwt-
bearer
client_assertion=client-token
```



If the token exchange is successful, the response will have a 200 status, and will include an application/json body similar to this:

```
{
"access_token":"123456789iJKV1QiLA0KICJhbGciOiJIUzI1NiJ9.abcdefiOiJqb2U
iLA0KICJ1eHAiOjEzMDA4MTkzODAsDQogImh0dHA6Ly91eGFtcGx1LmNvbS9pc19yb290Ij
p0cnVlfQ.dBjftJeZ4CVP-mB92K27uhbUJU1p1r_wW1gFWF0EjXk",
    "token_type":"Bearer",
    "id_token":null,
    "expires_in":28800 }
```

User Mapping from a Third-Party IdP to IDCS

It is also possible to have enable authentication with 3rd-party tokens where there are matching records for the users in Oracle Identity Cloud Service (IDCS). This enables you to apply roles to users directly in IDCS.

For this matching to work, the following conditions apply:

- When registering the token issuer in Mobile Hub, your mobile administrator *didn't* select the **Enable Virtual User** option.
- In SAML tokens, the subject must identify the user's username as defined in IDCS.
- In JWT tokens, the sub or prn attributes must identify either the user's username or email address as defined in IDCS.

User roles can be applied in any of these ways:

- Within IDCS, your administrator can assign such users the roles that are needed to access the backend and/or APIs.
- In the process of registering the IdP as a token issuer in Mobile Hub, your administrator can specify one or more mobile roles to give to users authenticated with this IdP (via the default role rule).
- In the process of registering the IdP as a token issuer in Mobile Hub, your administrator can create rules to map information extracted from the token (such as role names) to Mobile Hub mobile roles (via role attribute rules).

If the role names defined in the IdP don't match the role names defined in Mobile Hub, your administrator can configure role apping rules to map the token role names to the Mobile Hub role names.

See Mobile Users and Roles if you need info on setting up user accounts in IDCS.

Browser-Based SSO through Mobile Hub

To enable browser-based single sign-on (SSO) with a third-party identity provider in Mobile Hub, you need to first set up that identity provider in Oracle Identity Cloud Service (IDCS). To do so, you need to have an identity domain administrator role in IDCS.

See Managing Oracle Identity Cloud Service Identity Providers in Administering Oracle Identity Cloud Service.

To get your apps to work with browser-based SSO:

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- 1. In Mobile Hub, click to open the side menu and select **Development > Backends**.
- 2. Open the backend you want the app to use and click its **Settings** tab.
- 3. Copy the OAuth Authorize Endpoint and OAuth Token Endpoint values.
- 4. Code your app to:
 - a. Open the OAuth authorize endpoint in a browser, redirect to the login screen of the third-party identity provider.
 - **b.** Upon user login, return the authorization code to the redirect URL you have specified in the identity provider.
 - c. Post the returned authorization code to the OAuth token endpoint.

The app should then receive an OAuth token in return.

Test APIs in a Backend with SSO Login

Once you add an API to a mobile backend with SSO login enabled, you can use the API's Test page with SSO as the authentication method. This helps you ensure that the API call works end to end. You can test with the Mobile Hub-issued SSO token or a token from a third-party provider.

To test a custom API with SSO login:

- 1. Click and select **Development > Backends** from the side menu.
- 2. Select your mobile backend and click **Open**.
- 3. In the left navbar of the mobile backend, select **APIs**.
- 4. Click the API that you want to test.
- If the user that you plan to authenticate in the test has not yet been assigned the role that is needed to access the API, click the Security navigation link and switch Login Required to OFF.
- 6. Click the Endpoints navigation link and scroll to the endpoint that you want to test.
- 7. From the Authentication Method dropdown, select Single Sign-On or Bearer Token.
- 8. Obtain a valid SSO token for the mobile backend.
- 9. In the Single Sign-On Token, text field, paste the SSO token.
- 10. Click Test Endpoint.

If successful, a test response will appear with an appropriate HTTP code, such as 200.

Token Expiration for SSO Login

When you use SSO as your login mode, the token expires after six hours by default, meaning that the app user will need to log in again after that time. The length of the timeout is governed by the Security_TokenExchangeTimeoutSecs policy, which is given in seconds. See Define Policies in *Managing Oracle Mobile Hub* for information on changing the policy.



Facebook Login in Mobile Hub

You can configure mobile backends to enable users to log in through Facebook. This mode of authentication is particularly useful for apps targeting consumers (as opposed to employees of your business).

When you enable users to log in to an app through Facebook, you can do the following things in the app:

- Call any custom APIs that allow access with a social identity login.
- In the implementation code of such custom APIs, use the custom code SDK to call Mobile Hub platform APIs (with the exception of any APIs that are role-based).
- Register for notifications.

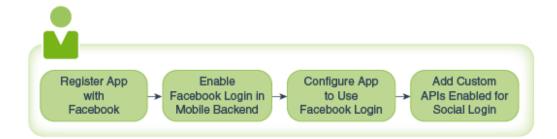
The main steps for setting up an app to use Facebook for login are:

- **1.** Registering the app itself with Facebook.
- 2. Configuring Facebook login in the mobile backend that the app will be using.

Note:

This mobile backend can *only* be used for Facebook login. If you wish to have apps access the mobile backend using different authentication methods, you must create a separate mobile backend for that purpose.

- 3. Configuring the app itself to use Facebook for logging in.
- 4. In the mobile backend, adding custom APIs that allow access through Facebook login.



Register an App for Login Through Facebook

Before you can enable login through Facebook, you need to register your app with Facebook using the Facebook SDK for your platform. From the registration process Facebook will give you a Facebook app ID and secret which you will next configure in Mobile Hub.

For details, see Facebook's documentation at https://developers.facebook.com/docs/ apps/register.



Enable Facebook Login in a Mobile Backend

Once you have registered your app with Facebook, you can enable Facebook login in a mobile backend.

- 1. In Mobile Hub, open the mobile backend and select the **Settings** page.
- 2. Under Social Login, switch on Facebook.
- 3. In the **Facebook Settings** dialog, enter the app ID and app secret that you obtained when registering the app with Facebook.
- 4. On the same page, make sure that HTTP Basic authentication is enabled.

(HTTP Basic authentication is needed for the first part of the authentication process when the app requests the Facebook access token.)

5. Click the backend's **Security** tab and make sure that role-based access is *not* enabled. (Facebook login only works with anonymous access.)

If you also want to make an app accessible through any other authentication method, create a separate mobile backend for which Facebook Login is not enabled. Then, in the configuration file provided by the Mobile Hub client SDK for the given platform (e.g. OMC.plist for iOS and oracle_mobile_cloud_config.xml for Android), add the details for that mobile backend. The app can then use both mobile backends, depending on how the user authenticates.

Configure an App to Use Facebook Login

Once you have registered your app with Facebook and have configured a mobile backend to work with Facebook login, you can configure your app to log users in with their Facebook identities. You need to:

- Specify that Facebook is the identity provider.
- Provide the Facebook App ID.
- Provide the mobile backend ID and HTTP Basic anonymous key.

The easiest way to get this working is by using the client SDK for you platform, which enables you to specify all of the credentials in a single configuration file.

Add APIs to a Mobile Backend with Facebook Login

You can add the following types of APIs to a mobile backend configured for Facebook login.

- Custom APIs that have the Login Required switch set to OFF.
- Custom APIs that have the Login Required switch set to ON and the Social Login switch set to ON.
- Any Mobile Hub platform APIs endpoints that allow anonymous access. The Analytics Collector, App Policies, Devices, Mobile Hub, and Location APIs all have endpoints that can be accessed anonymously. The Database Access API and Notifications API can be accessed from any custom API, including custom APIs that allow anonymous access.

Keep in mind that APIs that you design for use with Facebook login can not be used with other authentication types. If you want an API's functionality to be available for apps with Facebook login and apps that are based on other types of authentication (such as OAuth,



enterprise SSO, or HTTP Basic anonymous access), you need separate variants of the API, each with the appropriate security settings.

To add an API to a mobile backend with Facebook login:

- **1.** Make sure that the API allows social login. For custom APIs, you can check by following these steps:
 - a. Click and select **Development > APIs** from the side menu.
 - b. Select the API that you want to add and click **Open**.
 - c. In the API Designer, select the Security tab and check the settings.
- 2. Add the API to the mobile backend:
 - a. Click and select **Development > Backends** from the side menu.
 - b. Select your mobile backend and click **Open**.
 - c. In the left navbar of the mobile backend, select APIs.
 - d. Click Select APIs.
 - e. Click the + (Add) icon for the API.

Get a Facebook User Access Token Manually

For an app to authenticate through Facebook, it needs to get a user access token from Facebook. Using the Mobile Hub client SDK for your platform simplifies this process.

However, if you are testing an API with the API tester or another tool (such as cURL or Postman) or making the REST calls directly from your app, you need to get the user access token yourself. If you are the person who registered the app with Facebook, you can do this by following these steps:

- **1.** Log into your Facebook account (the one with which you registered the mobile app).
- 2. Navigate to https://developers.facebook.com/tools/accesstoken/ and find your app.
- 3. Click the You need to grant permissions to your app to get an access token link to generate the token. A token is generated for you on the next page.

Note:

If you anticipate testing the app over a period of several weeks, you might find it convenient to extend the validity of your access token. You can do so by clicking **Extend Access Token**.

For more information, see Facebook's documentation on user access tokens at https:// developers.facebook.com/docs/facebook-login/access-tokens#usertokens.

Headers Needed for API Calls with Facebook Authentication

When you call custom APIs from apps that use Facebook login, headers need to be passed to handle authentication. If you are using Client SDKs for your platform, these



headers are constructed for you based on values that you have entered into the SDK's configuration file.

If you are making REST calls to the APIs directly from your app (or from a separate tool, such as cURL), you need to add the following headers in your calls manually:

- Authorization: Basic {anonymousKey}
- Oracle-Mobile-Backend-ID: {mobileBackendID}
- Oracle-Mobile-Social-Identity-Provider : facebook
- Oracle-Mobile-Social-Access-Token : {YOUR FACEBOOK USER ACCESS TOKEN}

Authentication in Direct REST Calls

When your app uses the Mobile Hub client SDK, you store the authentication credentials in one place so that you don't need to manually insert them into each call. In addition, the SDK handles the encoding of the username and password. However, if you are making the REST calls directly from your app (or you are testing API calls using another tool, such as cURL or Postman), you need to handle the authentication in each call. The value you send in the Authorization header depends on the type of authentication.

Authenticate with OAuth in Direct REST Calls

When you have OAuth enabled as an authentication mechanism for a mobile backend, an app can authenticate itself by sending the mobile backend's OAuth credentials (client ID and client secret) plus a user name and password to get an OAuth access token. If the API that is being called does not require a logged-in user, then the user name and password are not needed. The app then uses the OAuth token to make REST calls to APIs in the mobile backend.

You need the following information from the Settings page for the mobile backend:

- OAuth token endpoint
- Client ID
- Client secret
- Base URL

If the API is configured to require login, you also need the user name and password for a mobile user.

To construct a REST call to authenticate via OAuth:

- **1**. Send the request to retrieve an access token:
 - a. Base64 encode the clientID: clientSecret string.
 - **b.** Set the Authorization header to Basic *client id:client secret-Base64-encoded-string.*
 - c. Set the Content-Type to application/x-www-form-urlencoded; charset=utf-8.
 - d. Set the request body to the appropriate grant type and include scope:
 - For access without a logged-in user, use: grant_type=client_credentials&scope=baseURLurn:opc:resource:consumer: :all



• For access with a logged-in user, use:

grant_type=password&username=username&password=password&scope=b aseURLurn:opc:resource:consumer::all. The user name and password must be URL encoded.

e. POST the request to the OAuth token endpoint. For example, in cURL:

```
curl -i
-H "Authorization: Basic clientId:clientSecret-encoded-string"
-H "Content-Type: application/x-www-form-urlencoded;
charset=utf-8"
-d
"grant_type=client_credentials&scope=baseURLurn:opc:resource:cons
umer::all"
--request POST oauthTokenEndpoint
```

2. In the response, find the access_token property, as shown below (the value is truncated in this example).

```
{"oracle_client_assertion_type":"urn:ietf:params:oauth:client-
assertion-type:jwt-bearer",
"expires_in":604800,
"token_type":"Bearer",
"oracle_tk_context":"client_assertion",
"access token":"eyJhbGciOiJ...FIqFiA"}
```

 Copy the access_token property's value into the value of the Authorization header.

The header takes the form Bearer access token.

Authenticate with HTTP Basic in Direct REST Calls

When you have HTTP Basic enabled as an authentication mechanism for a mobile backend, an app can authenticate itself by sending the mobile backend ID, a user name, and a password. You pass the username and password as a Base64–encoded string. If the API that is being called is set to allow anonymous access, then you pass an anonymous access key instead of a user name and password.

Remember, if your app uses the Mobile Hub client SDK, the authentication credentials are stored in one place so you don't need to manually insert them.

To authenticate with Mobile Hub using HTTP Basic, you send a method to any platform endpoint with these headers:

- Oracle-Mobile-Backend-ID: The mobile backend ID is listed on the Settings tab for the mobile backend.
- Authorization: Basic: For basic authentication this header should include the mobile user's name and password encoded in Base64 or the anonymous key. If the anonymous key is available, it will also be displayed on the Settings tab for the mobile backend.

For example:

```
curl -X GET
-H "Authorization: Basic {Base64 of
```



```
mobileUsername:mobileUserPassword} or {anonymousKey}"
    -H "Oracle-Mobile-Backend-ID: {mobileBackendID}"
        {baseUri}/mobile/platform/users/~
```

For this call, the response would be one of the following:

- In the case of 200: Success, the payload returned from Mobile Hub contains a JSON object with the user information.
- In case of an error, a JSON error message is returned.

For help with Base64 encoding, see Base64 Decode and Encode.

Secure Cross-Site Requests to Oracle Mobile Hub APIs

In addition to setting authentication methods, it's very important that you manage cross-origin resource sharing (CORS) for access to Mobile Hub APIs. You do so through the Security AllowOrigin environment policy.

See Oracle Mobile Hub Policies for a rundown of environment policies and how to use them.

For browser-based applications, particularly those that use Single-Sign On (SSO) authentication, you should either not allow cross-site access at all or restrict access only to trusted origins where authorized applications are known to be hosted to mitigate vulnerability to Cross-Site Request Forgery (CSRF) attacks. If you're not using browser-based applications, it's best to use the default value, disallow, for Security AllowOrigin.

Control cross-site access by setting the Security_AllowOrigin environment policy value to either disallow (the default value) or to a comma separated list of URL patterns, which specifies a whitelist of trusted URLs from which cross-site requests can be made. If the origin of a cross-site request matches at least one of the patterns in the whitelist, the request is allowed.

For example, the URL value for Security AllowOrigin might look like this:

https://myexample.com, https://*.example.com, https://*.example2.com

When specifying a URL, note the following:

- You must include the port, unless you are using the default port for the URL scheme. For example, the pattern http://www.example.com matches the URL http://www.example.com:80, but not http://www.example.com:8080.
- When specifying values for Security_AllowOrigin, don't include path parts and don't include a trailing forward slash, '/', character. For example, the pattern http://www.example.com/won't match http://www.example.com.
- You can use an asterisk (*) as a wildcard character within a URL segment but it doesn't apply across dot (.), forward slash (/), or colon (:) characters.

For example, if the URL is https://example.com:8080, the following patterns match:

- https://*.example.com:8080
- https://*.example.com:*
- https://ex*.example.com:*



These patterns, however, won't match:

- https://*.example.com*
- https://example*.oracle.com:*

These restrictions are designed to prevent matching unintended sites.

Note:

For convenience, during the development of a browser-based application or during testing of a hybrid application running in the browser, you can set Security_AllowOrigin to http://localhost:[port], but be sure to update the value in production.



20 The Express API Designer

The Express API Designer enables you to create an API using sample data. This data-first approach lets you build an API quickly and with a minimum of effort. This designer is an alternative to the API Designer, where less code is generated, but you have more control of the API definition. Which API Designer Should I Use? gives you a more detailed comparison.

Note:

Mobile Application Accelerator (MAX) is deprecated and may be desupported in a future release.

How Do You Get Started?

Using the Express API Designer, you get a set of generated endpoints when you paste in a set of sample data that's formatted as a JSON instance. Within the context of the API Designer, this collection of endpoints is known as a resource. Resources are the building blocks of the API.

How Do You Use the API?

With your methods sketched in, you can then start using the API as part of your development effort by testing its endpoints and taking a look at mock data that it returns. Your service developers can implement a service for this API using JavaScript and Node. For more design and customization options, use the API Designer instead. See Custom API Design.

What are Resources?

A resource represents a real world object and the operations that can be performed upon it. In other words, the GET, POST, and PUT operations on the /incidents endpoint would simply be known as an "incident".

Create An API

- 1. Click the side menu (), choose **Development** and then **APIs**.
- 2. Click New API and then choose Express API.
- 3. Complete the New Express API dialog by adding the API's name, its display name, and the description for the Service Catalog in the MAX Designer. When you're done, click **Create**.

By completing this dialog, you open the Express API Designer. The Express API Designer defaults to its General page, where you can the change the API name or description. Now you're ready to add a resource.



- 4. Click **Resources** in the left navbar, then click **New Resource** to open the Create Resource wizard. This is a top-level resource, so you can't use it as a child resource.
- 5. Describe your resource by adding a name, a display name, and a brief description. Enter a display name in plural form for the collection. The name and description that you enter here display in the Data Palette in MAX.

When you add a resource to your API, Mobile Hub creates a set of CRUD methods on these endpoints and constructs the JSON request and response schemas for you as well. To find out more about creating these schemas on your own, see Create Resources with JSON Schemas, but if you want to see the ones that Mobile Hub creates for you, click **Export RAML** ($\stackrel{\leftarrow}{\longrightarrow}$) to download a a RAML file, or toggle between the designer and the RAML document by selecting **Enter RAML Source Display Mode** ($\stackrel{\leftarrow}{\Longrightarrow}$).

Resources typically have two GET methods: one that returns a single item of an object, and one that returns multiple items (a collection). If you select **Also expose a collection of these resources**, Mobile Hub creates both GET methods and labels them Find and List, respectively. If your API supports create actions (POSTs), you need to add a collection.

Not all resources require both GET methods (or other methods that Mobile Hub creates for you, like POST, PATCH, and DELETE). You can remove any methods you don't want from the Express API Designer after you've finished creating the current resource.

6. Click **Next** and then add JSON arrays or instances of sample data in the Sample Data page. This is the mock data that helps you test the API. Within MAX, the mock data helps users visualize their app.

Create Resource	e				
< Cancel	Description	Sample Data	Fields	Endpoints	Next > Finish
Sample Data	Description	Sample Data	T leius	Enupoints	
		f sample data or add multiple i one as the field type. You car		a using an array. If a field'	s data type isn't consiste
"region" "withoesc "salessi "revenue "product "expects "created "accourt	ett":95, age":"Closing", ":55000, s":"EXA-Data2, A420 C, dclose;":2016-07-0970/ date:":2015-09-05T00:0 date:":"Acme Corpo website":"futp://www.ac region:":"N", "Acme Corpo website":"futp://www.ac region:":"N", "Address":"100 Main St" city':"San Carlos", 'state":"CA", country':"USA",	able, I5 Routers, A10 <u>Switche</u> 2:40:25.328", 0:00.000", ration", me.com",	-		

7. If you don't want to add sample data now, click **Finish** to exit the Create Resource wizard and go back to the Express API Designer. You can add fields and sample data from here later on. Otherwise, click **Next** to review the fields created from the sample data.



Click the **Sample Data** tab to review the sample date you previously entered. Don't worry if field names or labels aren't exactly what you want. You can edit all these fields from the Express API Designer after you're done creating the resource.

- 8. Click **Endpoints** and review all the methods created for you. When you return to the API Designer, you can select the methods that you want your resource to use.
- 9. Click Finish when you're done.

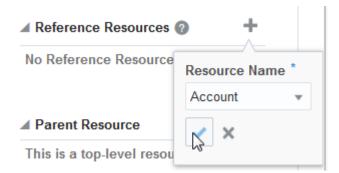
After you've created your resource, the Express API Designer opens so you can select the fields and methods you want to use to complete your resource. You can also shape request and response payloads for your methods. See Complete Your Resources.

To configure security for your API, export the RAML and then import it into the API Designer.

Complete Your Resources

When you click **Resources** from the Express API Designer navbar (or when you click **Finish** from the Create Resource wizard), you end up on the Overview tab in the Express API Designer, where you refine your resources by doing the following:

- Changing the resource's display name(s) and description.
- Creating reference or child relationships. You can learn more about peer and child relationships in Referenced Resources.



 Toggle the Include Resource Collection option to allow (or prevent) the return of multiple items from a collection. When you select this option, the General tab displays the methods available to a collection: List (GET /items) and Create (a POST call on a collection).

Collection Methods		Single Item Methods	
Include resource collection Display Name (plural) * Accounts	⊿ Methods	Include resource collection Display Name (plural) *	∡ Methods
Resource Paths	Find Account List Accounts	Accounts	Find Account Edit Account
Single /account/(d) Collection /account/	Create Account Edit Account Delete Account	Resource Paths Single /account/[id]	Delete Account

These methods display as hyperlinks that open pages for editing the method's requests and responses. Request and Response Bodies tells you more about editing methods.



Add Additional Fields

1. Click the Fields tab.

For each resource, Mobile Hub creates a field called *id*. You can't delete this field, whose role is described in Fields.

2. If your resource needs more fields, click **New Field** and then complete the dialog by defining the field name along with the display name and description. If you use this API in MAX, the field names and descriptions that you enter here display in the Service Catalog.

In addition to these display-related values, you also use this dialog to specify the format (string, integer, geolocation coordinates, and so on) expected by this field. By choosing the Reference field type, you can allow the field to reference the fields defined for a peer or child resource that's selected from the Reference Resource list. You can find out more in Fields.

Shape the Payload for Your Resource

Once you've defined the fields for your resource, you're ready to select which fields are sent to, and returned from, the service. This is known as shaping the request and response payloads, which you can do as part of editing the methods.

- 1. Click a link in the Methods tab to open the Edit Method page.
- 2. Choose the request or a response type along with media type.
- 3. Click the **Shaped** option and move the fields you don't want to include in the payload from the Selected Fields window to the Available Fields window.

By default, all of the fields are included in the payload. Methods describes custom methods and payloads.

Edit Method				ОК	Cancel
GET Path	Response 200 - Body				
/account	What do you want this method to return in the collection?				
Name	Media Type application/json Complete Account resources				
Display Name List Accounts	Shaped Account resources				
Description	Available Fields		Selected Fields		
Returns a list of all Accounts	address		city country		
Request		>	id name		
Response - 200		>>	region		
Add Response 💌		<	state		

4. Click **OK** to save your changes.



Add More Sample Data

[

Use the Sample Data tab to add the mock data that helps you test your API. Mock data also guides MAX users as they map field data to their UI components. While Mobile Hub includes a row of sample data in the RAML document when you create fields manually for your resource, it may not reflect the data returned by your service. You can take a look at this sample data by toggling the RAML display mode option (a). An array of Mobile Hub-generated sample data might look like this:

```
{
        "id": "id0",
        "amount": "amount0",
        "name": "name0",
        "date": "date0"
    },
    {
        "id": "id1",
        "amount": "amount1",
        "name": "name1",
        "date": "date1"
    },
    {
        "id": "id2",
        "amount": "amount2",
        "name": "name2",
        "date": "date2"
    }
]
```

To get started populating your resource with sample data:

- 1. Click New Row.
- 2. Complete the Create Sample Data dialog.

Because this template lets you enter sample values for all of the fields that you've defined for the resource, your sample data stays in step with the field schema definition.

Referenced Resources

Your resources can reference each other as peers; that is, they occupy the same level. Suppose your API includes two resources that complement each other but are distinct. For example, an API that returns CRM (Customer Relationship Management) data might have two such resources: Accounts and Opportunities. The Accounts resource includes a set of fields that describe different facets of an account, like the company name and location. The information returned for these fields may relate to, but doesn't overlap, the information returned by Opportunities resource, whose fields return data that allow status meters to measure the opportunity's win percent. Your API might include resources that reference each other in a different way, as a parent-child relationship. The Accounts resource might have a subsidiary resource called Account Notes, which is wholly dependent on the Accounts resource. If you deleted the Accounts resource, you'd delete the Account Notes resource along with it.



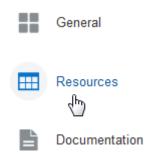
You can include the fields from a referenced resource in the payloads. When the Opportunities resource references the Accounts resource, for example, its payload for the Find Opportunities' 200 response includes *account.id* and other fields defined for the Accounts resource.

Edit Method				ок	Cancel
GET	Response 200 - Body				
/opportunity	What do you want this method to return in the collect	tion?			
Name	Media Type application/json •				
Display Name	Shaped Opportunity resources				
List Opportunities with Account I					
Description	Available Fields		Selected Fields		
Returns a collection of Opportunities	accounts.Address accounts.Region		description expectedclose		
	accounts.Website		id		
Request		>	products		
Response - 200		>>	region		
Add Response 🔻			revenue		
rida notponto		~	salesstage		
			winpercent		
			accounts.Name		
			accounts.id		

Referencing Resources

To reference a resource:

1. Click Resources.



- 2. Click a resource.
- 3. Click Add (+) and then choose a child or a parent resource.

No Reference Resource	Resource Na	me *
	Account	
Parent Resource	××	
A Parent Resource This is a top-level resou	K ×	



To reference a child resource, first click **Add** and then complete the Create Resource dialog. Mobile Hub will create a set of method definitions for the child resource. Next, choose the child resource from the Resource Name list.

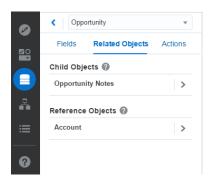
- Click the Fields tab. Mobile Hub lists the resource with the fields. You can choose this
 resource (or other peer or child resources that you've reference in the API) for reference
 fields.
- 5. Click the Methods tab and then click one of the links to open the Edit Method page. By clicking **Response-200** in the Edit Method page, you can take a look at the referenced fields. Request and Response Bodies describes these referenced fields, which are noted as *resource.field name* (like *accounts.region*, for example).

The payloads for the POST and PATCH requests include the reference object itself, not its individual fields. There are no fields (referenced or otherwise) for either GET request because they don't include payloads.

GET	Response 200 - Body			
Path				
/opportunity	What do you want this method to return in the collection?			
Name	Media Type application/json +			
	Complete Opportunity resources			
Display Name	Shaped Opportunity resources			
List Opportunities				
	Available Fields			Selected Fields
Description	expectedclose	^		desc
Returns a collection of Opportunities	products			id
				region
Request	account.city		>	revenue
Response - 200	account.country		*	salesstage
4.115	account.formattedaddress			winpercent
Add Response 🔻	account.id	E	«	
	account.name			
	account.region			
	account.state			
	account.website	-		

6. Click Save.

After you've made your API available to MAX by publishing it, take a look at the MAX Designer's Service Catalog to see the various relationships between your resources.



Fields

Fields describe the different aspects of a resource. They are like properties: they describe the data they hold by type (like a string, number, or reference) and format (date-time, URI, and so



on). Fields can behave differently depending on context (or more specifically, on the payload definition).

Note:

The fields that populate list views in MAX are read-only, while the ones used in form-based create and update screens can accept user input.

The Fields tab lets you take inventory of the fields for a selected object. It's where you can create a complete (or canonical) resource by defining all of the possible fields. After you've completed the resource, you can decide which methods can accept and return a subset of these fields by shaping the payloads in the Methods tab.

Mobile Hub adds the *id* field for you when you create a resource. Because of its role as a UUID (universally unique identifier), this field acts as the primary key. You can't delete this field, change its field type from a string, or change it from being a primary key, but by clicking **Edit** (

key, but by clicking **Edit** (\checkmark), you can use the field editor to change its display name and description to reflect the resource.

+ New Resource	Note				X Delete Resource
Opportunity Opportunities	Overview Field	ds Methods Sample Data			
Account Description for accounts	All of the fields th selecting a subse	at you define here represent the com t of these fields.	plete resource. Using t	he Methods tab, you car	shape the payloads by
Note	Filter	۹ 🕂 ۱	lew Field		1
Description for note	Туре	Display Label	Name	Name *	
	String	nid	id	id	
				Display Label *	
				nid	
				Description	
				The note ID	
				Туре *	
				String	
				Reference Resource	
				Select Resource	
				Constraints	
				Primary Key	-

Methods

Mobile Hub creates a set of CRUD (Create, Read, Update, and Delete) methods for you when you create a resource. Using the Methods tab, you can select from among these methods, add new ones, and shape the request and response payloads.

General	Resources Endpoints				*
Resources	+ New Resource	Opportunity			X Delete Resource
Documentation	Opportunity Opportunities	Overview Fields Methods	Sample Data		
Implementation	Account Description for accounts	Enable the methods that suppor New Custom Method	t your resource's actions. Click a link t	o edit a method's description, request, and respon	ise.
API Catalog		GET Find C	Opportunities tunity/{id}	Returns a single Opportunities	
		GET List O	pportunities tunity	Returns a collection of Opportunities	
		POST Create	Opportunities tunity	Creates a new Opportunities via POST	
			Ipportunities tunity/{id}	Updates an existing instance of Opportunities	
		DELETE Delete	Opportunities	Delete an instance of Opportunities	



While all of the methods are selected by default, they may not all apply to your resource. You can select the CREATE, POST, or PATCH methods as needed, but because each resource needs at least one GET endpoint (or two if it's exposed as a collection), you can't remove the GET methods.

Custom methods (which are always POST methods) allow your resource to perform a task or server-side action that falls outside of the functions enabled by the default set of CRUD methods. For example, you can define a custom method that enables an upload action on an Image component. Using the Fix-It-Fast app as an example, you could define an action to close an incident that's triggered by a swipe tile. Clicking **New Custom Method** opens the Create Custom Method dialog that lets you define a custom method on a nested resource (which Mobile Hub adds for you).

After you've created the method, you can use the Edit Method page to shape the payload of its request body and add its responses for the 200 status code and the 500 status code. See Request and Response Bodies.

Create Custom M	lethod	×
POST	Display Name * Upload Photo	
	Name *	
	uploadphoto Path *	
	/account/{id}/uploadphoto	
	Description Adds a user photo	
	Create	

You can delete a custom method, but you can't delete any of the default set of methods that Mobile Hub creates for you.



Request and Response Bodies

The Edit Methods page not only lets you change the method's display name and description, but also allows you to shape its request and response bodies by including, or excluding, the fields that filter the returned data and populate the create, update, list and detail screens. You can open this page by clicking the method links in the Overview or Methods tabs for a selected resource, or from the read-only list of all the methods defined for the APIs that display in the Endpoints tab.



APPLICA	TIONS > APIS > (CRM 1.0				Save	Test
==	General	Resources Endpoints				*	
	Resources	Your API includes the following endpoints. V	Ve'll update this li	st whenever you modify a resource.			
	Documentation	Filter	٩				
	Documentation	Path	Method	Method Name	Description		
$\langle \rangle$	Implementation	/CRM/account	GET	List Accounts	Returns a collection of Accounts		
_	101011	/CRM/account	POST	Create Account	Creates a new Account via POS	Т	

GET Payloads

There are no request bodies for GET methods; there are only response bodies. The Edit Methods page lets you select filtering criteria for the data returned for a list or a detail. In MAX, these surface as query parameters.

For each 200 response, Mobile Hub adds all of the fields that you created for the resource per the default option, **Complete**. While you can choose this option for detail screens, you might want to pare down the payload for a list screen by clicking the **Shaped** option. You can then shuttle the fields that you don't want from the Selected window to the Available window. When the subset of fields in the Selected window suits your needs, click **OK**.

Edit Method				OK Canc
GET Path	Response 200 - Body			
/account	What do you want this method to return in the of Media Type application/json Complete Account resources	v		
Display Name List Accounts	Shaped Account resources			
Description	Available Fields		Selected Fields	
Returns a collection of Accounts	address website		city country id	
Request		>	name	
Response - 200		>	region	
Add Response 🛛 🔻		< **	state	

POST and PATCH Payloads

For POST and PATCH requests, you shape the payload with the fields that are sent to these methods to create or update an item.

Edit Method		
POST	Body Parameters	
/opportunity	What data do you want this method to accept to create a new item for	the resource?
Name	Media Type application/json 👻	
	Complete Opportunity resources	
Display Name	Shaped Opportunity resources	
Create Opportunity		
Description	Available Fields	Selected Fields
Creates a new Opportunity via POST	expectedclose	createdate
		desc
	region	
Request	winpercent	>
Response - 200		>>
Add Response 🔻		
		~

Media Types for Request and Response Bodies

As part of the payload configuration, you can set the content type as **application/json**, **application/octet-stream**, or **image/***. For binary streams (needed for image upload), choose **application/octet-stream**.

Read-Only Fields

For POST and PATCH fields, you can create read-only fields by shaping the request and response bodies. By including a field in both the request and response payloads, you allow it to accept user input. By including it in the response body only, you confine the field to read-only display.

By default, Mobile Hub adds the ID field to the response body because this field typically holds a server-generated value that users shouldn't edit. Other than the ID field, there may be other cases where your request and response bodies don't align. For example, to ensure that users can't inadvertently compromise the integrity of your data by updating the date field in an edit screen, you'd first add the field to the response payload's Selected window and then update the request payload by shuttling the date field from the Selected window to the Available window.

Response Body				Request Body							
Edit Method					Edit Method						
POST Path /note	Response 200 - Body What do you want this method to return?				POST Path Jacke	Body Parameters What data do you want this method to accept to create a new item for the res					
Name	Media Type application/json v Complete Note resources				Name		Ila Type application/json Complete Note resources	¥			
Display Name	Shaped Note resources				Display Name	۰	Shaped Note resources				
Create Note					Create Note						
Description	Available Fields		Selected Fields		Description Creates a new Note via POST	An	ailable Fields		Selected Fields		
Creates a new Note via POST	No items to display.		comment			4	reatedate		comment		
			createdate id						username		
Request			usemame		Request			>			
Response - 200					Response - 200			>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>			
Add Response 🔹		<			Add Response 🔹			< 40			

Sample Data

The Sample Data tab displays all of the data used by a resource for any purpose. In other words, the data is not specific to any method. As noted in Create An API, you can add this



data manually, or derive it from the instances and arrays of sample data that Mobile Hub uses to generate the both the resource's fields and the resource itself.

	JSON Instance of Sample Data	Sample Data for the Resource							
ł	"desc": "Northern California Data Center", "region": Na", "mirpercent":50 "revente: 55000, "revente: 55000, "roducts":500, data2, ALDO Cale, 15 Routers, ALD Switches", "expected log: 2016-07-09702:40:25.228", "createddate": 2015-09-09700:40:00.000" }	Ovenies Here's a sample	I the sample data t	holds Sample Data for your recource. You don't have to constictally when you shape the por one Desc Nothern California Data Center 10		af's specific to a pa Winpercent 95	articular method. In Solesstage Closing	Delete Resor	

By adding a single JSON instance similar to the following, you can complete the resource by defining key-value pairs.

```
{
    "desc":"Northern California Data Center",
    "region":"NA",
    "winpercent":95,
    "salesstage":"Closing",
    "revenue":550000,
    "products":"EXA-Data2, A420 Cable, I5 Routers, A10
Switchees",
    "expectedclose":"2016-07-09T02:40:25.328",
    "createddate":"2015-09-05T00:00:00.000"
    }
```

Tip:

Because Mobile Hub creates the id field for each resource, you don't need to include it your JSON.

Mobile Hub does more than just create fields from the JSON: it infers their data types as well. From the "revenue": 550000, key-value pair in the above sample, for example, Mobile Hub can interpret the field type as an integer rather than as a string.

You can create your top-level resources using this data-first approach. By nesting instances, you can create multiple top-level resources and establish reference relationships for them. The following example shows how nesting an instance creates a peer resource called *Account*:



```
"address":"100 Main St",
    "city":"San Carlos",
    "state":"CA",
    "country":"USA",
    "formattedAddress": "100 Main St, San Francisco,
    }
}
```

Using arrays, you can create top-level resources along with multiple rows of sample data:

```
{
        "desc": "Anvils",
        "region": "NA",
        "winpercent": 30,
        "salesstage": "appointment",
        "revenue": "35000",
        "expectedclose": "2016-07-09T02:40:25.328",
        "account": {
            "name": "Acme"
        }
    },
    {
        "desc": "Horns",
        "region": "SA",
        "winpercent": 90,
        "salesstage": "closing",
        "revenue": 25000,
        "expectedclose": "2016-07-09T02:40:25.328",
        "account": {
            "name": "Road Runner"
        }
    },
    {
        "desc": "Bank Vaults",
        "region": "EU",
        "winpercent": 25,
        "salesstage": "prospect",
        "revenue": 15000,
        "expectedclose": "2016-07-09T02:40:25.328",
        "account": {
            "name": "Coyote"
        }
    }
]
```

Note:

[

You can only create top-level resources with sample data, so you can't add a child resource by nesting an array. Referenced Resources tells you how to add child resources.



As noted in Complete Your Resources, you can add or remove fields, or change the field display name and data type using the field editor. Because you need to define a value for each key, your resource's GET methods will always return a full set of data. In cases where this may not reflect real-world scenarios, you can edit your data using the Sample Data tab. To find out more, see Add More Sample Data.

Use the Express API Designer with MAX

While the Express API Designer can help you jump-start your API development, it's also the quickest way for you to develop APIs for use with Mobile Application Accelerator (MAX).

Note:

Mobile Application Accelerator (MAX) is deprecated and may be desupported in a future release.

MAX is a web-based development environment for mobile apps that caters to business users. Resources developed in the Express API designer can be treated as business objects that can be easily incorporated into MAX apps.

Tip:

If you want hands-on experience with using business objects to build a mobile app, follow the Create a Mobile App in Record Time with MAX! tutorial.

How Do I Surface My API in MAX?

After you've defined the resources, you can make your API available to MAX by publishing it. Any API that you publish for use in MAX must include resources, not endpoint definitions. Because MAX has no concept of endpoints, it can't discover them and therefore can't surface your API for MAX users. To allow mobile apps running on smartphones (via the MAX App) to access the API, you need to publish both the API and its implementation. If there are multiple environments, you must deploy the API and its implementation prior to publishing them.

Note:

Take a look at Exploring Services to find out about more about the role of business objects in the MAX Designer.

Who Uses MAX?

There are two types of MAX users:

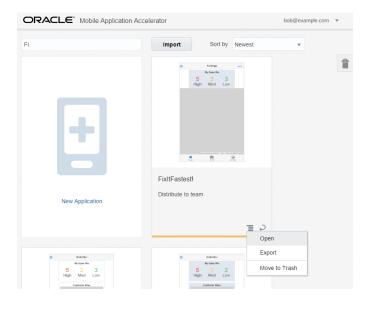
 Mobile Hub developers (mobile app developers and service developers), who use MAX as part of their testing



• Business users, who create line-of-business (LoB) apps.

To create these apps, MAX users don't need to know platform-specific languages, nor do they even need to know anything about Mobile Hub in particular: a business user may be completely unaware that a mobile backend manages the app that he's building, or that a custom code API enables his app to use enterprise data.

These users access MAX in different ways: developers access MAX from within Mobile Hub by clicking **MAX Apps** in the left navbar. Because they focus on building apps (rather than the backend services that these apps consume), business users access MAX directly after they log into Mobile Hub. Unlike Mobile Cloud developers, business users are MAX-only users: they're granted the BusinessUser role, so they never see Mobile Hub (and can't log into it).



Enable Uploadable Images

Users of MAX apps can upload images when the Image component is mapped to a business object that includes an upload action. You can add this action by creating a custom function for your business component, which is a POST method on a nested resource. To create this action:

- Click Add New Custom Method. The path for this custom method points to a backend action. For example, the path for the POST might be something like/opportunity/{id}/ uploadpicture.
- Because you're sending binary streams through this API, you need to select application/ octet-stream as the media type for this method's request in the Edit Method page. This media type signals MAX that this action supports binary streams.
- 3. In MAX's Data Mapper, populate the Image component's Source field with the appropriate business object field.
- To enable the action on the mapped field, clear the Read Only option in the Image component's Properties page. When you clear this property, MAX superimposes an edit

overlay () on the image component in the Preview. It allows MAX to populate the Data tab's **Image Update Action** menu with actions that support binary streams.



	IMAGE			
	Properties	Data	Actions	
My Photos From Service Upload Upload Upload Upload Upload Wy Picture My Picture Edit Edit	Either select a fix business object a source. Select image Map to busin Incident Source * picture	and field with t		×
	Data Mapper	Map value	es to icons	
	Image Update A	Action *		
	Upload Incident	Picture		•
\bigcirc				

Tips for User-Friendly Business Objects in MAX

You can help business users pick services and map data by adding metadata in Mobile Hub.



The metadata that you enter in Mobile Hub			Is surfaced here in MAX							
 The API metadata entered in the General Page of the API Designer: API Display Name Short Description 		The service name and description in the Service Catalog:				e Service				
• i	con			Se	ervice Cat	alog				×
				Se	elect a servi	ce that provides the data that	t displays in	your app.		
					Filter Sen	lices	🖉 She	ow latest versions only	s	Sort By Application Name 🔺 🔻
CRACLE Mobile Cloud Service APPLICATIONS > APIS > FixtFast 1.2			<u> </u>	Acme4Max Custom API for Auraplayer Acme Orders System	V o	CRM CRM Sample API	V o	FastRepairs test api		
						v1.4		v1.7		v1.0
•	General	* API Display Name	FixItFast		S	FixItFast The iFixItFast technician service.	_	HCM_Employees_AP The HCM test case	٢	INGInnovation ING Innovation day beacon visits
\$	Endpoints	* API Name	ifxitfast http://example.com:7777/mobile/custom/ifixitfast			v1.2		v1.8		v1.5
	Security	Default Media Type		Pa	age 1	of 2 (1-6 of 10 items) K	< 1 2	к к		Select
A	Schema	API Catalog Propertie	The iFixtFast technician service.							
	Types									
8	Traits	Icon	66 characters left Select							



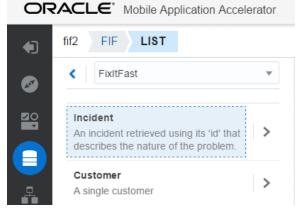
The metadata that you enter in Mobile Hub...

The endpoint description and display name for top-level • resources entered in the Endpoints page of the API Designer:

÷	×	/incidents/ {id}	Incident	Methods >
		An incident retrieved using its 'id' that describes the nature of the problem.	[object Object] v	G P D

...Is surfaced here in MAX

Business object name and description in the Data Palette:



• The Data Source page of the Add Data QuickStart and the Data Mapper:

	ile Application Accelerator		bob@example.com
d Data to List C	omponent		
< Cancel	Layout Data Source	Data Query	Next
Select Data Source What is the source of the	data you want to display in your list?		
		FixitFast Business Objects	
FixItFast	+ Add Service	FixItFast Business Objects Analytics	
FixitFast	▼ + Add Service	-	
FixitFast	v 🕂 Add Service	Analytics	



The metadata that you enter in Mobile Hub...

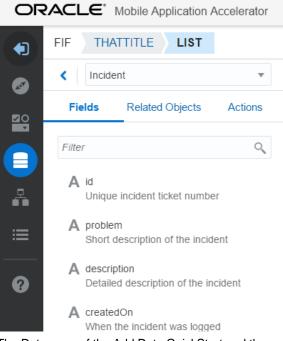
...Is surfaced here in MAX

•

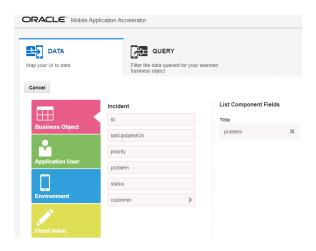
The property members of the schema definition (including the description key) that are defined for the GET response:

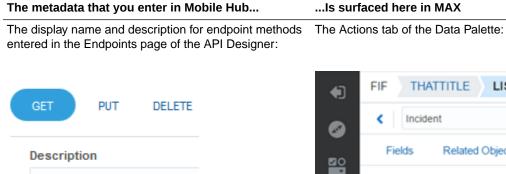
```
{
  "$schema": "http://json-schema.org/
draft-04/schema#",
  "id": "incident",
  "title": "Incident Detail",
  "type": "object",
  "properties": {
    "id": {
       "type": "string",
       "description": "Unique incident
ticket number"
    },
    "problem": {
       "type": "string",
       "description": "Short description
of the incident"
```

The field names and descriptions in the Fields tab of the Data Palette



The Data page of the Add Data QuickStart and the Data Mapper:





FIF THATTITLE LIST Incident Ŧ ۲ Fields Related Objects Actions The following actions can be performed on this business object. read Get a single incident. **m**

...Is surfaced here in MAX

The title key in the schema:

Get a single incident.

The Configure Action page of the Properties Inspector:

{ "\$schema": "http://json-schema.org/	Configure Action	Cancel Save
<pre>draft-04/schema#", "id": "patch-incident",</pre>	⊿ Navigate	When the user taps and holds List Item:
"title": "Update Incident",	Navigate to Screen	Business Action Mapper
"type": "object",	Navigate Back	↓ ↓
	✓ Business Objects	THEN DO SOMETHING ELSE
	Refresh All Data	
}	Update Incident	
	Create Incident	
	Delete Incident	

Close Incident



The metadata that you enter in Mobile Hub...

GET method Query definitions for the request parameters entered in the Endpoints page of the API Designer:

...Is surfaced here in MAX

The Query page of the Add Data QuickStart and the Data Mapper:

Reques	t Responses				
⊿ P	arameters (2)				Add Parameter
×	Query	*	technician	Technician User Name	String v
	Required		an be used to indicate the a	henticated user whose incidents are retrieved. The spec uthenticated user.	cial

ORACLE	Mobile Application Accelerator

Map your UI to data	Filter the data queried for your set business object	lected
Cancel <		
Application User	\checkmark	Query Parameters
Environment	1 Tap a category to show data values you can use.	User Name X
Fixed Value		



Q

...Is surfaced here in MAX The metadata that you enter in Mobile Hub... The Fields tab of the Data Palette. Reference • The \$ref definition that point to other top-level resources in the GET response schema definition. objects are identified with a chain link (\mathscr{P}). { "\$schema": "http://json-schema.org/ FIF THATTITLE LIST draft-04/schema#", 1 "id": "incident", "title": "Incident Detail", < Incident Ø "type": "object", Fields Related Objects "properties": { Actions 20 . . . Filter "customer": { "\$ref": "incident-customer", A id "title": "Details of customer who R logged the incident." A problem }, "location": { A description "\$ref": "IncidentLocation", "title": "Location where the A createdOn incident occurred" 0 } A lastUpdatedOn A picture A status



A priority

& customer

& location D

Data Mapper

The Data page of the Add Data QuickStart and the



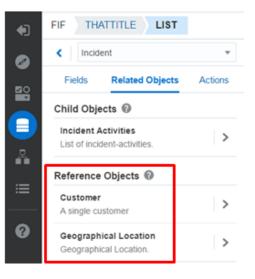
The metadata that you enter in Mobile Hub...

...Is surfaced here in MAX

Reference Objects):

The display name and description for endpoint methods entered in the Endpoints page of the API Designer:

* * ×	/ locations/{id}	Geographical Location	Methods >
	Geographical Location.	[object Object] *	60
	/locations/{id}		

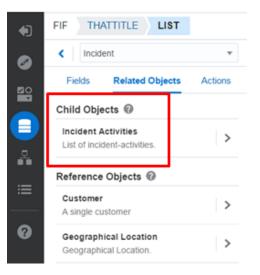


The Related Objects tab of the Data Palette (under

The display name and description for nested resources that are entered in the Endpoints page of the API Designer:

The Related Objects tab of the Data Palette (under Child Objects):

÷	+ ×	/incidents/{id}/ activities	Incident Activities	Methods >
		List of incident-activities.	[object Object] v	60
		/incidents/(id)/activities		



The metadata that you enter in Mobile Hub	Is surfaced here in MAX
The property members of the schema definition (including the title key) that are defined for the GET response for a nested object.	The Data Source page Data pages of the Data Mapper and the Add Data QuickStart for a detail screen.
{	
"\$schema": "http://json-schema.org/	
draft-04/schema#",	
"id": "incident-activity",	
"title": "Incident Activity",	
"type": "object",	
"description": "A single activity	
reported on an incident.",	
"properties": {	
"incidentId": {	
"type": "string",	
"description": "Incident	
Identifier that this activity record	
belongs to"	
},	
"firstName": {	
"type": "string",	
"description": "The first name	
of the person who created the activity"	
},	
"lastName": {	
"type": "string",	
"description": "The person's	
last name"	
},	

The metadata that you enter in Mobile Hub	Is surfaced here in MAX
Mock data defined for requests and responses in the API Designer:	The Live Data view for both the Data Mapper and the Add Data QuickStart:
<pre>{ "id": "inc-201", "problem": "Incident New", "description": "I learned that beneath my goody two shoes lie some very dark socks.", "createdOn": "2015-08-18", "lastUpdatedOn": "2015-08-20", "picture": "/builtin/images/broken- water-heater.png", "status": "open", "priority": "medium", "customer": { "id": "cus-101", "username": "julie.simpson", "firstName": "Julie", "lastName": "Simpson", "mobile": "6505067000", "home": "5105552121", } } </pre>	List Component Fields icon priority Map values to icons Title problem customer firstName customer liastName customer liastName value 1 isatus Value 2 iastUpdatedOn • The Preview:
<pre>"email": "julie.simpson@springtime.com" }</pre>	

 The metadata that you enter in Mobile Hub...
 ...Is surfaced here in MAX

 Image: Control of the second sec

Video: An Introduction to Mobile Application Accelerator (MAX)

To see how you can build, test, and publish mobile apps using MAX, take a look at this video:

Video

Create Resources with JSON Schemas

As an alternative to the Express API Designer, you can build an API with resources using the API Designer.

If you use the API Designer instead of the Express API Designer, you need to enable your API to surface in the MAX Designer by creating JSON schema definitions on its endpoints. These schema define the resources, their fields, and their methods. You can build these schemas from scratch, or you can import a RAML file (even the one generated by the Express API Designer). To get a comprehensive view of creating an API for MAX including adding JSON schemas, go through the tutorial, Shaping MCS APIs for MAX .



	Resou	rces Defined	in API Designer	r	MAX Business Ob	jects
	obile Cloud Serv	ce	Development	ragnar.smith@example.com v	mycrm MY LIST LIST	
APPLICATIONS > APIS >	CRM 1.8			Save Test	CRM	v
General	+ New Res	ource		Compact Mode	Account	>
G Endpoints		/ accounts	Accounts	Methods >		>
Security		Resource Description	Resource Type	· 00	Notes	>
Echema Schema		/accounts			Statistics	>
Types	+ ×	/accounts/ (aid)	Account	Methods >	Remove Service In Use	
7 Trats		Resource Description	Resource Type	· 00	0	

Tip:Before you read on, take a look at the JSON schema specification.

Fields

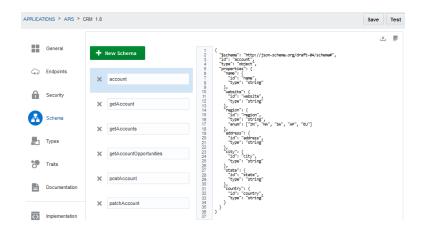
To create fields, you need to define JSON schemas for the endpoint requests and responses.

These schemas define the fields as property members, like ${\tt name}$ and ${\tt website}$ in the following example:

```
{
    "$schema": "http://json-schema.org/draft-04/schema#",
    "id": "account",
    "type": "object",
    "properties": {
        "name": {
            "id": "name",
            "type": "string"
        },
        "website": {
            "id": "website",
            "type": "string"
        },
    ...
}
```

They also designate the kind of data that the fields can hold and the kind of user input and actions that they allow.





Field Types, Formats, and Enums

Define the kind of data that your field holds by using combinations of the JSON schema type, format, and enum keywords.

Some things to keep in mind:

 Define enumerated values (enums) in the schema so that business users won't have to enter them as fixed values in the MAX Designer. For example:

```
"region": {
    "id": "region",
    "type": "string",
    "enum": ["IN", "NA", "SA", "AP", "EU"]
```

 When defining the field format for a date, we recommend UTC (Coordinated Universal Time):

```
"properties": {
    "lastUpdatedOn": {
        "type": "string",
        "format": "date-time",
        "description": "When the incident was last updated"
    },
```

Field Formats

You can add constraints on the values that users enter by adding validators like required, minlengnth, maxLength, minimum, and maximum to the property:

```
{
   "$schema": "http://json-schema.org/draft-04/schema#",
   "id": "postOpportunity",
   "type": "object",
    "allof": [
        {"$ref": "opportunity"}
],
   "required": [
        "desc",
   "
}
```



```
"region"
]
```

}

For fields that require input in a special format like a phone number, use the pattern keyword and then define a regular expression:

```
"pattern": "^(\\([0-9]{3}\\))?[0-9]{3}-[0-9]{4}$"
```

In the following example, a schema called *account* that defines all of the base fields for a business object. Notice the type keyword defines the kind of data allowed in each field (string).

```
{
 "$schema": "http://json-schema.org/draft-04/schema#",
 "id": "account",
 "type": "object",
  "properties": {
    "name": {
      "id": "name",
      "type": "string"
    },
    "website": {
     "id": "website",
      "type": "string"
   },
    "region": {
      "id": "region",
      "type": "string",
      "enum": ["IN", "NA", "SA", "AP", "EU"]
    },
    "address": {
     "id": "address",
      "type": "string"
    },
    "city": {
      "id": "city",
      "type": "string"
    },
    "state": {
      "id": "state",
      "type": "string"
    },
    "country": {
      "id": "country",
      "type": "string"
    }
  }
}
```

For a base object, the properties don't include an ID (defined as aid in the following example). IDs aren't present when POST calls create records. Instead, the ID is assigned by the server. The following schema defines a field for the account ID called aid, which allows



data to be returned by a GET call. In addition to the account ID, this schema allows all of fields defined for the account schema as well, because it includes the allof keyword and assigns account as the pointer to the ref keyword.

```
{
   "$schema": "http://json-schema.org/draft-04/schema#",
   "id": "getAccount",
   "type": "object",
   "allof": [
        {"$ref": "account"}
   ],
   "properties": {
        "aid": {
            "id": "aid",
            "type": "string"
        }
   }
}
```

Child Objects

By defining a schema for a nested resource, you can create a child object. Unlike a reference (or peer) resource, a child object can't exist on its own. It only has meaning within the context of its parent resource.

The following schema defines a child object for the nested resource, /accounts/ {aid}/opportunities. In this example, the canonical (or base) link returns the child object's resource (opportunities). The links keyword gives the location for the child resource, opportunities.

```
{
  "$schema": "http://json-schema.org/draft-04/schema#",
  "id": "getAccountOpportunities",
  "type": "array",
  "items": {
    "$ref": "getOpportunities"
    },
    "links": [
    {
        "rel": "canonical",
        "href": "/opportunities?aid={aid}"
    }]
}
```

You can have different links defined in an array.



This example shows a schema on another nested resource, /opportunities/{oid}/notes to return the notes for a specific opportunity. In this case, the nested resources defines a grandchild object using the ID (oid) as part of the canonical link:

```
{
  "$schema": "http://json-schema.org/draft-04/schema#",
  "id": "getOpportunityNotes",
  "type": "array",
  "items": {
    "$ref": "getNotes"
    },
    "links": [
    {
        "rel": "canonical",
        "href": "/mobile/custom/CRM/notes?oid={oid}"
    }]
}
```

Fields Behaviors for List, Details, Create, and Update Screens

Field behaviors can be described as *summary*, *creatable*, and *updatable*, that is, whether fields can accept user input, like those in a create or update screen, or appear as a read-only field in a list component.

These behaviors – and their related collection, create, read, update, and delete actions – are based on endpoints. By defining schemas for an endpoint's request and response, you tell MAX how it can use these fields to populate the different types of screens created by the QuickStarts.

Every business object needs at least one endpoint. Some might require more than one. For example, you can define GET and POST methods on a top-level resource (like /employees). Its GET method allows users to return all of the fields defined in the schema for the response. The schema defined for the POST method's request defines the fields that can be used to create an item. To return a specific item, define a GET method on a nested resource (/ items/{id}).

Note:

In MAX, POST methods are always used for fields used for create actions. Read actions are always GET methods.



Field Behavior	Description	Used in These MAX Components	Method	Tips
Collection	Returns multiple items (or records) of the object. Calls GET on the collection resource (/ items) to return all fields. See Collection Actions.	 List Components DVT Components 	GET	Specify the fields that you want to include in the schema for a collection endpoint. Add mock data field values for the request and the response.
Read	Gets a single item of the object. Calls GET on the item resource (/ items/{id}) to return the properties for an item. An object can be a singleton, in which case this calls GET on the item resource (/ item). See Collection Actions.	Detail Screen (read-only fields in a Form component)	GET	
Create	Creates a single item of the object. Calls POS T on the collection resource (/ items) with a request body that contains all of the creatable fields (which can be either required or optional), along with the user- provided values. This returns the new object with its new unique ID (which can be used subsequently in a read action). See Create Actions.	Create Screen (form fields)	POST	Specify the fields that should be included in Create screens i the schema. Add mock data field values in the request and response.

Field Behavior	Description	Used in These MAX Components	Method	Tips
Update	Updates a single item of the object. Calls PAT CH on the item resource (/ items/ {id}) with one or more updatable p roperties. See Update Actions.	Edit Screen (form fields)	PATCH (and sometimes, PUT)	Specify the fields that users can update in the schema. Provide mock data for the field values for the request and response. You should consider using the PATCH method because it updates the server with only the fields that have been modified. See Update Actions with PUT.
Delete	Deletes a single item of the object. Calls DEL ETE on the item resource (/ items/{id}). See Delete Actions.		DELETE	

Collection Actions

Typically, collection actions are based on two different GET methods.

One endpoint returns a list of multiple items of the object using the top-level resource. The other returns a particular item and uses a nested resource. Together, these two endpoint definitions represent a single resource that supports both the collection and read actions.

APPLICAT	TIONS > APIS > C	CRM 1.8			Save Test
	General	+ New Res	burce	с	ompact Mode 🔵
୍ୱ ର	Endpoints	.⊿ + ×	/ accounts	Accounts	Methods >
â	Security		Resource Description		• G P
A	Schema		/accounts		
	Types	+ ×	/accounts/ {aid}	Account	Methods >
0	Traits		Resource Description	Resource Type	• G P

This example shows a schema for the response for collection action. In this case it's a GET method on the top-level resource, $/{\tt accounts}.$

{
 "\$schema": "http://json-schema.org/draft-04/schema#",



```
"id": "getAccounts",
  "type": "array",
  "items": {
        "properties": {
            "aid": {
              "id": "aid",
              "type": "string"
            },
            "name": {
                "id": "name",
                "type": "string"
            },
            "region": {
              "id": "region",
              "type": "string",
              "enum": ["IN", "NA", "SA", "AP", "EU"]
            },
            "city": {
              "id": "city",
              "type": "string"
            },
            "state": {
              "id": "state",
              "type": "string"
            },
            "country": {
              "id": "country",
              "type": "string"
            }
        }
 }
}
```

This example shows the schema for the response of a read action, defined for a GET action on a nested resource (/accounts/{aid}):

```
{
   "$schema": "http://json-schema.org/draft-04/schema#",
   "id": "getAccount",
   "type": "object",
   "allof": [
        {"$ref": "account"}
   ],
   "properties": {
        "aid": {
            "id": "aid",
            "type": "string"
        }
   }
}
```



Collections Defined from a Single Resource

You can create a resource that returns a list of items using a GET endpoint on a single resource. In this case (which is more the exception than the rule), there isn't an additional endpoint for retrieving an individual item. In the following example, the Analytics resource has a collection action that returns a list of metrics (GET /stats). However, it does not use an endpoint that points to a specific resource (like GET /stats/{sequence}) to return an individual metric. The JSON response can be an array or an object. Objects include information about the data set, such as the number of items in the set, a token for the next set of items, and so on.

```
{
  "$schema": "http://json-schema.org/draft-04/schema#",
  "id": "stats",
  "title": "Analytics",
  "type": "object",
  "properties": {
    "metrics": {
      "type": "array",
      "description": "Metrics are individual measurements related to
incident activity, techncian performance",
      "items": {
        "type": "object",
        "properties": {
          "month": {
            "type": "string",
            "description": "Date Dimension for which a data point is
provided"
          },
          "technician": {
            "type": "string",
            "description": "Technician for whom the data is provided."
          },
          "radius": {
            "type": "number",
            "description": "radius in miles from the technician location,
where incidents were reported."
          },
          "incidentsAssigned": {
            "type": "number",
            "description": "Incidents Assigned to Technician"
          },
          "incidentsClosed": {
            "type": "number",
            "description": "Incidents Closed by Technician"
          }
        }
      }
    }
  }
}
```



Note:

MAX can only detect objects that have one top-level array. MAX can't detect the primary collection when an object has more than one top-level array like metrics2 in the following snippet. In cases like this, the MAX can't make this collection available for data mapping.

```
{
   "count": 2,
   "metrics1": [
        {...}
   ],
   "metrics2": [
        {...}
   ]
}
```

Create Actions

You can add a create action by defining a POST method.

You can define the creatable fields in the JSON schemas for both the POST request and response.

The following example shows a schema for the POST request called <code>postAccount</code> that defines creatable fields from the referenced <code>account</code> schema. Some of the fields returned from the account schema are optional, but in this schema, the <code>name</code> and <code>region</code> are designated as required fields; app users can't create a new item without defining them.

```
{
  "$schema": "http://json-schema.org/draft-04/schema#",
  "id": "postAccount",
  "type": "object",
  "allof": [
    {"$ref": "account"}
 ],
  "required": [
    "name",
    "region"
 ]
}
```

In addition to these required fields, the allof keyword allows app users to add values into any of the fields defined in the account schema (shown below) to create new items. While the name and region fields (which are also defined in the account schema) are required, the other fields are optional.

```
{
   "$schema": "http://json-schema.org/draft-04/schema#",
   "id": "account",
```



```
"type": "object",
"properties": {
 "name": {
    "id": "name",
    "type": "string"
 },
  "website": {
   "id": "website",
    "type": "string"
 },
  "region": {
   "id": "region",
    "type": "string",
    "enum": ["IN", "NA", "SA", "AP", "EU"]
 },
  "address": {
   "id": "address",
    "type": "string"
 },
  "city": {
   "id": "city",
    "type": "string"
 },
  "state": {
   "id": "state",
    "type": "string"
 },
  "country": {
    "id": "country",
    "type": "string"
 }
}
```

Note:

In MAX, the POST method is the only way to enable create actions. Having a POST method enables MAX to populate create screens with fields that allow user input (creatable fields). If a business object doesn't have a POST method, then app users won't be able to create items.

Content Types for Creatable Fields

}

At runtime, mobile apps return the content types specified in the POST endpoint, which can be application/json or application/x-www-form-urlencoded. You can specify application/x-www-form-urlencoded as the content type for a creatable field in the POST request, but also specify application/json as the content type for the read only fields returned by the response.



Read Only Fields

To create read-only fields in a form, define fields in the JSON schema for the POST response that have no counterparts in the POST request schema. In the following table, the getAccount schema, which is defined for the POST response, includes the aid field, which holds the server-generated ID for an account. Because this is a read-only value, one which app users shouldn't update, it's not included in the field definitions of the POST request schema, postAccount, or the account schema that it references.

Response Schema	Request Schema	
{	{	
"\$schema": "http://json-	"\$schema": "http://json-	
<pre>schema.org/draft-04/schema#",</pre>	<pre>schema.org/draft-04/schema#",</pre>	
"id": "getAccount",	"id": "postAccount",	
"type": "object",	"type": "object",	
"allOf": ["allOf": [
{"\$ref": "account"}	{"\$ref": "account"}	
],],	
"properties": {	"required": [
"aid": {	"name",	
"id": "aid",	"region"	
"type": "string"]	
}	}	
}		
}		

Update Actions

You can allow users to update a field's value by defining a JSON schema on a PATCH endpoint.

Schemas for PATCH endpoints enable MAX to populate edit screens (and other forms) with updatable fields. When forms are modified using PATCH, only the fields that users have updated are sent to the server, not the entire object.

Note:

When you define your PATCH endpoint, always specify the content in the request body as type as application/json instead of the JSON patch format (application/json-patch+json).

Update Actions with PUT

In addition to the PATCH method, you can make fields editable by defining a JSON schemas for the requests and responses of a PUT method.



Although you can use both PUT and PATCH for update actions, keep in mind that the PUT method replaces all of the fields defined for a schema object (even if none of them have been modified). That means that the request payload must include the entire object. The request payload for the PATCH method, on the other hand, includes only the fields that have changed. Because of this, we recommend using PATCH (if the service supports it, that is).

Delete Actions

The delete action is defined for an object. It enables users to remove an entire record, not just a field.

You can define a DELETE method on a nested resource like /accounts/{aid}, for example.

Custom Actions

In addition to the CRUD actions, resources can also have custom actions that require custom code, transactional semantics, or unique processing on the objects.

In general, custom actions don't return a payload. Instead, they perform server-side tasks and return success and failure responses.

Keep the following in mind when you create a custom action:

- Use POST methods for custom actions.
- Create the POST method for a nested resource like /incidents/{id}/closeIncident.
- If needed, define a request body for the POST method.
- Use a JSON hyper-schema links property to define the sub-resource. For example:

```
{
   "$schema": "http://json-schema.org/draft-04/schema#",
   "id": "incident",
   "title": "Incident Detail",
   "type": "object",
   "properties": {...},
   "links": [
        {
            "rel": "self",
            "title": "Incidents,
            "href": "/incidents/{id}",
            "method": "GET",
            "targetSchema": {"$ref": "incident"}
        },
```

Mock Data

Creating mock data for the fields defined in your JSON schemas helps you test the API. When you define these values, be sure that they align with the fields that you've defined in your schema.



Note:

Take care when you define your mock data, because Mobile Hub doesn't verify mock data against a schema.

Mock Data (Field Values)	Field Definitions
a Body	Example Schema
<pre>X Media Type application/json * Example Schema { find::"=-1; "negron':TSW" "regron':TSW" "totke::"Cotty "totke::"Cotty</pre>	<pre>Reference Root Schema getAccounts v { "schema": "http://json-schema.org/draft-84/schema", "if": "getAccounts," "type": "string" "type": "string" "jope": "string" "jope: "string"</pre>

Which API Designer Should I Use?

When creating your APIs, you can use either the API Designer or the Express API Designer. Which you choose boils down to a few important factors:

- If you want full control of the development process, choose the API Designer.
- If you'd rather get going fast with no coding, or you need to develop APIs to use with the Mobile Application Accelerator (MAX), the Express API Designer is your best bet.

Category	API Designer	Express API Designer
Overview	Enables you to define custom APIs in a visual editor that gives you control over endpoint definition and security. You can also define a schema, resource types, and traits. You implement the API by writing a Node.js module.	Enables you to use sample data to quickly create APIs without writing any code. Based on the sample data you provide, the designer generates resources with GET, POST, PATCH, CREATE, and DELETE methods.

This table highlights some of the key differences:



Category	API Designer	Express API Designer
Who's it best for?	 Developers who want to craft, or explicitly design, a custom API. Developers who prefer working with the details, such as defining the method requests and responses, configuring a schema, and setting security The focus is on flexibility and control of the development process. 	 Developers needing an API with only the basic CRUD operations (create read, update or delete), who want to get up and running quickly. Developers who want to jump-start their API designs before switching to the API Designer for fine-tuning. Developers creating APIs for use with Mobile Application Accelerator (MAX). The focus is on speed, creating a spec to export to the API Designer for further
Can use to set secure	Yes. You can add user	development, and creating APIs to use with MAX. No. However, you can export
access?	authentication and role-based access to resources.	the RAML to the API Designe and add role-based security settings with the tools there.
MAX Friendly?	Yes. But you must shape the API to surface in the MAX Designer by defining the JSON schema (one built from scratch, or a RAML file generated by the Express API Designer).	Yes. You create an API with a object-centric focus. This kinc of API can be used out-of-the box to build mobile apps with MAX.
Coding needed?	Yes. After you define the custom API's REST endpoints with the API Designer, you then need to implement internal logic through Node.js.	No, though you can modify the generated implementation.



21 Custom API Design

In Oracle Mobile Hub (Mobile Hub), you can create custom REST APIs that can be used by your mobile apps. If you're a mobile app developer, use the API Designer to sketch out and test the endpoints that you define and then have a service developer fill out the details of the API (add resource types or traits, provide a schema, and set the access to the API and its endpoints), and implement it in JavaScript. If you're a service developer, use the API Designer to explicitly configure a complete API that you can test with mock data. Alternatively, you can generate custom APIs from a REST or Fusion Applications connectors without writing any code.

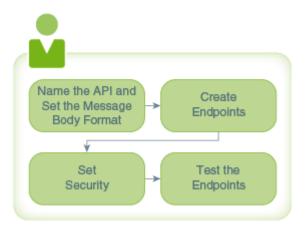
Unlike the Mobile Hub platform APIs, which provide a core set of known services, custom APIs let you use Node.js to code any service your mobile app needs, published through a REST interface. You can relay data by using an Mobile Hub connector to a backend service, which transforms complex data into mobile-friendly payloads. By using custom APIs to build a catalog of reusable services, you can save lots of time that might otherwise be spent periodically re-creating and maintaining implementation details in your mobile apps.

If you want to create an API quickly by providing sample data and letting Mobile Hub define a set of endpoints for you, use the Express API Designer.

API Design Process

The API Designer guides you through the process of creating a custom API.

You can quickly create a draft version of the API in just a few steps:



- 1. Add the basics (name of the API, the message media type, and a brief description).
- 2. Define an endpoint by setting a resource and at least one method for it.
- 3. Set access security.
- 4. Test your endpoint after you've defined at least one resource.



You can create mock data to quickly test and validate an endpoint even when you haven't completely finished configuring your API. When you define your message body, you can provide placeholder values to verify that the correct data is being sent or returned.

Completing Your Custom API

To fully complete your API, use the API Designer to help you add the essential components for a robust API:

- Provide the API metadata (that is, the basic attributes of the API, which are the API display name, API name, and short description) or, if you already have a RAML document that contains the configuration of your API, then you can upload it to the API Designer. All the information (metadata, resources, methods, and the schema for the message body) is extracted from the RAML document and loaded into the API Designer, letting you quickly proceed to testing your endpoints or editing your API configuration.
- Add one or more root and nested resources.
- Add methods to act on the resources.
- Create a schema to describe the body of data.
- Test your endpoints during design time with sample data and make any changes as needed.
- · Allow anonymous access to your API or specify which roles can access it.
- Add documentation for your custom API

δ			÷	
U	General	FIFIncidentReports version 1.0 has been created and is ready for you to start designing it.		×
62	Endpoints	Suggested next steps:		
â	Security	Take a tour of the API Designer. Learn more about recommended best practices when designing RESTful APIs for mobile. Learn more about RAML, the definition language we're using for your API.		
Å	Schema	* API Display Name FIFIncidentReports		1.0
	Types	* API Name incidentreport http://cloud.oracle.com/mobile/custom/incidentreport		
0	Traits	Default Media Type application/json +		
B	Documentation	A API Catalog Properties		
$\langle \rangle$	Implementation	To help familiarize application developers with the published APIs in the catalog, briefly describe the purpose of the API and associate an icon with it. The description and icon image are not saved in the API's generated RAML document, and are not displayed in the Source view.		
	API Catalog	* Short Description Customer reports		
		84 characters left		



Later on, as you create more APIs, you might find that you are repeatedly defining the same methods, using the same parameters, etc. You can reduce the redundancy by creating resource types and traits. If your API is still in the draft state, then you can go back into your configuration and add the resource types and traits that you've defined.

Generating Custom APIs for Connectors

Oracle Mobile Hub (Mobile Hub) can generate custom code from connectors to connect to external services. As a service developer, you can select a Fusion Applications connector or a REST connector that has been created with a valid descriptor, generate the custom API, and use the generated API to make it easier to call these services from the implementations of your custom APIs, or directly from a mobile app.

A connector is a means of enabling a mobile backend to communicate with an external service such as enterprise system or third-party APIs, which in turn, allows a mobile app to interact with the functions of that service. A connector API is a configuration for communicating with a specific external service to send and receive data.

As a service developer, you can generate a custom API that exposes the methods of a connector API and provides a default implementation, without writing code.

The custom API is generated with an endpoint for each resource in the connector API, and it is opened in the API Designer for you to continue to specify details of the API, such as roles. The default implementation, passes through all the requests coming from the generated custom API to the target connector API, is also generated and assigned to the generated API. As soon as you have assigned roles to the API if they are required for security on the connector you can use the implementation to test the API. You can download and modify the implementation and then upload it.

Creating a Generated Custom API for a Connector

Being able to create a custom API for a connector means that it is much easier to create a prototype which you use to test a connector. As you find things you want to change, you can quickly make a change to the connector, and generate a new custom API and implementation. Once you are satisfied you can generate a final version of the custom API and implementation.

- First, you develop a REST connector or Fusion Applications connector that is defined using a descriptor.
- Generate the custom API from the connector. It opens in the API Designer, where you can define one or more roles or specify the authentication required by the API.
- You can immediately call the generated API from the mobile device. The default implementation passes through all the requests coming from the generated API to the target connector API.
- You will probably want to download the implementation and modify it to shape the data returned.
- You may want to revisit the connector and make changes to the connector resources or descriptor. If you do you must generate a new custom API and implementation. If you make changes to the generated custom API, these changes are not reflected in the connector. You should make the appropriate changes in the connector and then generate the custom API and implementation again.



Limitations of Generated Custom APIs for Connectors

You can only generate a custom API for a REST or Fusion Applications connector which is defined using a descriptor. You cannot generate a custom API for another type of connector, or where the REST or Fusion Applications connector does not have a descriptor.

If you want to send multipart form data or use the http options object, you might need to replace the callConnector method in the implementation with your own code..

Generate a Custom API from a Connector

Before you can generate your custom API, you must have created the connector that the API will be configured for. If the connector isn't valid you'll see a popup explaining that you can only generate custom connector API code for:

- REST connectors that use a descriptor URL
- Fusion Applications connectors

Note:

Make sure that you have the descriptor defined for the connector, and that you have selected the resources and methods you want to generate code for. The connector should be as complete as possible

1. Click and select **Development > APIs** from the side menu.

The Connectors page appears. Select the connector API you want to generate custom code for. You can filter the list to see only the connector APIs that you're interested in or click **Sort** to reorder the list.

2. Click More and from the drop-down list, select Generate Custom API.

The Generate Custom API dialog appears.

Generate Custom API		×
Generate a custom code API, including	a default implementation, exposing the methods of your connector.	
* Title	<api title=""></api>	
* Version	<version string=""></version>	
* Name	<apiname></apiname>	
	/mobile/custom/ <apiname>/</apiname>	
Description	Generated from connector RESTConnCP 1.0.	
	100 characters left	
	Generate	



- 3. Provide the following information for the generated custom API:
 - a. **Title:** Enter a descriptive name (an API with an easy-to-read name that clearly identifies the API makes it much easier to locate in the list of custom APIs).

For example, myCustomAPI.

Note:

The names you give to a custom API (the value you enter in the API name field) must be unique among custom APIs.

b. Version: Enter a version number.

If you enter a version number that already exists, you'll get a message letting you know that number is already in use.

c. Name: The title you entered is automatically entered here as the name. You can change it if you want. This name is used a unique name for your custom API.

By default, this name is appended to the relative base URI as the resource name for the custom API. You can see the base URI below the Name field.

The custom API name must consist only of *alphanumeric characters*. It can't include special characters, wildcards, slashes /, or braces {}.

If you edit the name for the API here, the base URI is automatically updated.

Other than a new version of this custom connector API, no other custom connector API can have the same resource name.

d. **Description:** You can accept the default description, or provide a brief description, including the purpose of this API.

After you've filled in all the required fields, click Generate.

The draft API is generated and displayed in the General page of the API Designer (see The API Designer) where you can continue to edit it.

You can find the new custom connector API listed under **Development > APIs**.

Completing the Custom API

The generated API opens in the API Designer.

- An endpoint exists for all the resources selected in the connector, along with an implementation that you can use to test the API.
- By default, security is set that login is required and security is enterprise level so you need to add the roles that can access the API. See Security in Custom APIs

As soon as you assign appropriate roles, you can test the custom API.

Edit the Implementation

The default generated implementation passed through all requests. You can edit the implementation to shape the data returned, which is useful if there is a lot of data.

1. Click and select **Development > APIs** from the side menu.



The APIs page appears. Select the custom API that you have generated. You can filter the list to see only the custom APIs that you're interested in or click **Sort** to reorder the list.

- 2. Click the **Implementations** navigation link, select the implementation which will have the same name as the custom API, and click **Download**.
- 3. The download is a zip file with the default name <custom-api><version>.zip. Expand it to a suitable location. The implementation files are:
 - callConnector.js, passes the client's request to the connector, and sends back the connector's response.
 - <custom_api>.js, provides the main body of the scaffolding of the custom API implementation. You can uncomment lines in this to shape the data returned from the connector.
 - <custom api>.raml, the RAML definition of the custom API.
 - package.json, the package descriptor file.
 - ReadMe.md, has a description of the implementation files.
 - samples.txt, code samples.
 - swagger.json, the Swagger definition of the custom API.
 - toolsConfig.json, used by the Mobile Hub command-line development tools.
- 4. In an appropriate editor, open <custom_api>.js, which is the only file in the generated implementation which you should edit.

To shape the response from the connector, uncomment the relevant lines and if necessary change the type and limit. See the service.use examples in the sample of <custom_api>.js below.

```
service.use(bodyParser.raw({type: 'application/octet-stream',
limit: '100mb'}));
```

and

service.use(bodyParser.text({type: 'text/*', limit: '1mb'}));

This is the first few lines of the <custom api>.js generated implementation file.

```
// no need to add body-parser as a dependency in package.json -
it's provided by custom code container
var bodyParser = require('body-parser');
// passes client's request to the connector, sends back connector's
response
var callConnector = require('./callConnector.js');
/**
 * Mobile Cloud custom code service entry point.
 * @param {external:ExpressApplicationObject}
 * service
 * @see {@link http://expressjs.com/en/4x/api.html}
 */
```



```
module.exports = function(service) {
// uncomment if using customizer to customize binary request with content-
type 'application/octet-stream' - it will be parsed into a Buffer and
assigned to req.body. Otherwise these requests streamed through
(recommended approach if no customization is required).
//service.use(bodyParser.raw({type: 'application/octet-stream', limit:
'100mb'}));
// uncomment if using customizer to customize text request with text
content-type - it will be parsed into a string and assigned to reg.body.
Otherwise these requests streamed through (recommended approach if no
customization is required).
//service.use(bodyParser.text({type: 'text/*', limit: '1mb'}));
// In the product UI, in Diagnostics -> Logs tab, ServerSetting button
allows to set backend log level: set your mbe log level to FINE (FINER,
FINEST) to see the generated custom code sdk calls.
    service.post('/mobile/custom/sample api/emps', function(req,res) {
        // uncomment customizer to customize request and/or response
        callConnector(req, res/*, customizer*/);
    });
    service.get('/mobile/custom/sample api/emps', function(req,res) {
       // uncomment customizer to customize request and/or response
        callConnector(req, res/*, customizer*/);
    });
. . .
```

There is a sample customizer in the same generated implementation file. You can edit it and pass it as a last parameter to callConnector to override the request sent to the connector and/or the connectors response. See the comments in the code for examples of what you can do.

```
// Edit this sample customizer and pass it as a last parameter to
callConnector to override request sent to connector and/or connector's
response.
// Without customizer callConnector streams request to connector, then
connector's response is streamed back to client - recommended approach in
case no customization is required.
var customizer = {
    // allows to customize request sent to connector. If omitted then the
request streamed to the connector - recommended approach in case no request
customization is required.
    request: {
        // used - with post and put only - to customize request body
        // If not specified then request body is streamed directly to the
connector - no need to define this function unless you need to override the
payload.
        body: function(req) {
           console.log('customizer.request.body: req.body = ', req.body);
            var body = req.body;
```

// OVERRIDE request body here - substitute this sample code:

```
if (typeof body == 'string') {
                // to enable string parsing uncomment
service.use (bodyParser.text... - otherwise req.body would never be a
string
                body += ' customized request';
            } else if (typeof body == 'object') {
                if (Buffer.isBuffer(body)) {
                    // to enable binary parsing uncomment
service.use(bodyParser.raw... - otherwise req.body would never be a
Buffer
                    body = Buffer.concat([Buffer.alloc(8, '0000000'),
body]);
                } else {
                    // json parsing is enabled by default
                    body['customized-request'] = true;
                }
            }
            console.log('customizer.request.body ->', body);
            return body;
        }/*,
        // advanced: uncomment to add options to connector request,
see https://github.com/request/request#requestoptions-callback
        options: function(reg) {
            var options = {headers: {myHeader: 'myHeaderValue'}};
            console.log('customizer.request.options ->', options);
            return options;
        }*/
    },
```

The API Designer

The API Designer helps you configure a custom API with task-specific tabs that you use to name your API, define its endpoints, set security, add API documentation, add a schema, define resource types and traits, and test the API.

While you're configuring the API, you can switch between the Design view and the Source view. In the Design view (the default view), you enter values in fields. In the Source view, you manually define the API's properties in a source code editor. Click **Enter RAML Source Editor Mode** I to toggle between the Design and Source views.

If you already have a RAML document, then you can import it and edit it in the API Designer. Click **Upload a RAML Document** or drag and drop your RAML document in the New API dialog to download your API definition.

Note:

If you came to the API Designer by clicking the **APIs** navigation link from a mobile backend, the feature to upload a RAML document is not available.

Mobile Hub APIs are based on the RESTful API Modeling Language (RAML) standard. Once you've begun to configure your API, Mobile Hub generates a RAML document of the configuration. See RAML to learn more about it.



If you want to work on the RAML document outside of Mobile Hub, you can export it by clicking **Export RAML document** rightarrow at the top of the page.

Spec Out a Custom API

As a mobile developer, you might want to quickly spec out an API for your backend then configure it later, or hand it to someone like the service developer to complete. You can construct a functioning API with just a few steps: name your API, define an endpoint, and test the endpoint. These next steps use a simplified FixItFast example. It doesn't show you how to add method parameters, or schemas, or resource types and traits.

- 1. Click and select **Development > Mobile Backends** from the side menu.
- Select the mobile backend that you want to associate the API with from the list of backends and click **Open**.
- 3. Click the **APIs** navigation link.
- 4. Select New API > API.

The New API dialog opens. Here's where you enter the basic information for your API:

ow API		
* API Display Name	My API Name	1.0
* API Name	myapiname	
	http://oloud.oracle.com/mobile/custom/myapiname	
[*] Short Description	Displayed in the API Catalog.	
	100 characters left	
		Create

Select **API** to craft a custom API with the API Designer. Or choose **Express API** to open the Express API Designer to quickly create a no-code API using sample data you provide.

a. Enter a name in the API Display Name field that is easy to read and describes your API. For example, FixItFast Incident Reports. This name appears in the API Catalog, which other developers can see.

The name you give to a custom API (the values you enter in the API Display Name and the API Name fields) must be unique. No two custom APIs can have the same name.

- b. Enter a name in the API Name field for the internal name of the API. It's part of the metadata of the API, that is, it appears in the custom API URI. It won't appear in the API Catalog, so you can use a more concise form of the display name if you choose. For example, incidentreports.
- c. Add a brief description that tells others what the API does.
- 5. Click Create.

The General page of the API Designer is displayed. If you want to change the name of your API or its description, then you can do it here.

6. Select the default media type, that is, the content type of the message body. REST APIs commonly use the application/json or the application/xml media type.



That's all you need to do to set the basic information for your API. If you'd like, you can choose a different icon to associate with the API display name or just go with the default and select a different icon later.

- 7. Click Endpoints in the navigation bar to define endpoints for the API.
 - a. Click New Resource and enter the resource name and the display name of the resource (the field next to the resource name field). For instance, you could have contacts as the resource name and Customer contacts as the display name. Resources are listed by their display names on the left side of the API Test page. Enter a brief description of the resource so others can understand what the resource does.

					±	l	
+ New Resource					Compact Mode		
4 + ×	/ contacts		Customer contacts		Methods >		
	Create customer contact info		Resource Type	•	P		
		.::					
	/contacts						

Tip: This image shows a "P" under the **Methods** link. When a method is defined for an endpoint, an icon for the method appears below the **Methods** link. The icons are a shortcut you can use later to quickly see what methods are defined for the resource and you can go directly to the method definition by clicking on an icon.

If you want to add another top-level resource, then click **New Resource** again and enter names and descriptions.

b. (Optional) If you want to add a nested resource (a child resource of contacts), click Add (+) next to the Resource name field. Enter a name, a display name, and a description of the nested resource. Click Add (+) again to add more nested resources if you need them.

Endpoints are what really define an API. They are the resources and the methods that act on those resources.

8. Click **Methods** next to the resource display name and define a method for the resource.

For each method, you need to define a request and a response. You can add parameters to filter the information for the request and response message bodies if you need them.



		move F
	Add Para	ameter
	Add Medi	ia Type
• •		Add Par Add Medi

a. Click Add Method, select an operation and, optionally, add a description of the method in the Description field.

For example, you could select a POST method to create a customer and add "Creates a customer" as the description. Notice that a POST icon appears next to Add Method. All methods defined for a resource have icons displayed at the top of the page. When you want to view or edit a specific method, just click the icon for it.

- b. Click Add Media Type and select the format of the request message body, which is usually JSON or XML.
- c. Add a schema (a template of the message body) or an example of the message body using mock data. Click **Example** or click **Schema** to paste the message body.

Here's an example body you could use for the FixtItFast example:

{	
	"AddressLine":"1 Main Street',
	"City":"Anytown",
	"UserName":"user",
	"FirstName":"Jim",
	"LastName":"Smith",
	"PostalCode":"12345"
}	

d. Add a response body by clicking **Add Response** and selecting a response code. Don't forget to add a description for the response body.

Using the example, you would select **201** — **Created** for the **POST** method and enter the following description: **Request fulfilled**, new customer added.



You can add parameters to filter information for the response body. You can also enter a response message body. If you're using the FixItFast example, then a response body isn't needed for the POST method.

- e. Save your method definitions by going to the top of the Methods page and clicking **Save**.
- 9. Set security access for your API by clicking **Endpoints** to get back to the Endpoints page. From there, click the **Security** navigation link.
- **10.** Switch **Login Required** to OFF so you don't have to provide mobile user credentials or access tokens for authentication and click Save.

6			÷	Ø
0	0	Login Required controls whether credentials are required to test this API's endpoints. When enabled, credentials are required. Additionally, Enterprise mobile users must have at least one of the roles selected here to access the API. When disabled, credentials are not required. These properties aren't saved in the associated RAML document, so you won't see them in the Source view. Tell me more about API security	2	¢
Lo	ogin	Required		

Now you're ready to test your endpoint.

11. Click **Test** to go to the API testing page.

The endpoints defined for the API are listed on the left side of the page. Click an endpoint to load it. You can see each method's request and response configurations for each resource.

Endpoints (1)	Documentation
Filter endpoints	٩
Customer cont	tacts
POST /conta	acts

You can check the definition of each method and if you want to modify a parameter name or an example, enter the change in the box to the right of the field. If you click **Use Example** by a message body, then the current body is copied into the text editor and you can make any changes.



ter endpoints Q				-	Default Test Crede
ustomer contacts OST /contacts		ST /contacts ://cloud.oracle.com/mobile/c	ustom/incidentreport/contac	ts	
cident Reports	Creates a customer				
cidents/{id}	A Parameters	Description		Test Console	
T /inoidents/[id] cidents/(id)/status T /inoidents/(id)/status Π /inoidents/(id)/status	BODY body	string Example Sche { "ddressLine" "City": "Anyt "UserName": "LastName": " "PostalCode": }	: "1 Main Street", own", iser", Jim", Smith",		Use Example
	Authentication Provide the mobile bac authentication method	skend, version, and mobile user c	redentials to test this API. When	applicable, you must	also specify an
	autientication metriou.		Select a mobile backend	~	
		* Version	Select a version		

12. In the Authentication section, select the mobile backend that this API is associated with and the mobile backend's version number.

Because you set Login Required to OFF, you don't need to specify the authentication method or provide credentials.

If you defined more than one endpoint, then set the default test credentials so you won't have to fill out the Authentication field for each method. Click **Default API Designer Test Credentials** at the top of the page and select the associated mobile backend and its

version number. When you click **Save** (\checkmark), the values are applied to the Authentication fields of each method.

13. Click Test Endpoint.

You can view the request and response status and data of the test under the Response Status section. If you used the FixItFast example and your test was successful, then you should see a 201 status.

That's all you need to do to spec out your custom API. As long as the API is in a draft state, you or a teammate can edit the API configuration as needed.

Creating a Complete Custom API

Previously, you learned how to spec out an API using the API Designer. You gave a name to the API, added at least one resource and method and tested your endpoint. At this point you have a draft version of the API but it isn't quite complete. In this section, you'll fill in more details (such as defining the method requests and response, adding a schema, and setting secure access) to make a more robust API. Just in case you're starting from scratch though



or want more details about setting the basics, the complete set of steps to creating a custom API are presented.

Click and select **Development > APIs** from the side menu. If an API has already been created (whether in a Draft or a Published state), you'll see a list of APIs. If no custom APIs exist, then you'll see a page with the **New API** button. Click the API you spec'd out already or click **New API** to get started.

Set Up Your API

Let's use the FixItFast example to create a custom API. In this example, you work for the FixItFast appliance repair company. You need to find a way to track the repair calls and responses. It would also be helpful to know which technicians are assigned to the repair jobs. You want to create an API that lists the customer service calls based on the customer who called to report the problem, the customer location, and the technician assigned to the job. You'll create the following API with the following properties:

- An API called FIFIncidentReports
- A base URI: https://fif.mcs.cloud.oracle.com/mobile/custom/fifincidentreport/
- An application/json media type
- An icon to associate with the API display name (a PNG file that we selected)

When you click **Create**, a Draft state of the API is created and added to the list of custom APIs.

First, set the basic characteristics for your API by going to the General page.

- 1. Click and select **Development > APIs** from the side menu.
- 2. Select New API > API.

You select API to craft custom APIs with the API Designer.

Express API enables you to create API quickly without having to write any code as long as you have sample data to provide

If you're developing mobile apps with the Mobile Application Accelerator (MAX), the Express API designer is the quickest way to develop APIs for use with MAX.

Note:

Mobile Application Accelerator (MAX) is deprecated and may be desupported in a future release.

3. Enter a name for the API in the **API Display Name** field that will appear in the list of APIs (required).

The display name can contain alphanumeric characters and special characters (! ? & @ () _ - . ``). The name can't begin with a space and can't exceed 100 characters.

The name you give to a custom API (the values you enter in the API Display Name and the API Name fields) must be unique among custom APIs. For example, if a



custom API exists with the API name M_Y API, then you can't create another custom API with the same name.

4. Enter a name for the API in the **API Name** field that will appear in the API configuration (required).

This name is appended to the relative base URI as the resource name for the API. The API name must begin with a letter (A - Z) and can contain numbers (0 - 9) and underscores (_). The name can't exceed 100 characters. A validation error message is displayed if you enter a name that's already in use.

If you edit the name of the API here, then the change will be made automatically to the resource name in the local URI.

5. Add a brief description of your API and click **Create**.

You're taken to the API Designer page where you can complete the basic information for your API:

- Default media type for the payload (application/json is selected by default, click the drop-down list to select another type).
- API Catalog Properties to make it easier for you and other developers to locate the API. Provide a brief description of your API and select an icon to associate with your API.

If you want to use your own icon, then you can upload an icon (it must be in a PNG format) or if you're creative, then you can download Photoshop QuickStart to use an icon template to create an icon. You should be familiar with using Photoshop to create an icon. Follow the icon guidelines for sizing and color information. For sizing information, see the Full Palette Icon section of the ALTA ICON STYLE chapter in the Oracle Alta Web Design Guide. You'll need a 48x48 icon image within a 70x70 canvas. For color guidelines, see the Icon Palette section of the ALTA COLORS chapter of the same guide.

Now that you've provided the basic information, it's time to define endpoints for your API.

Define Endpoints

You create resources to define the endpoints of your API. A resource is the crux of an API. It has a type, some data associated with it, a relationship to other resources, and contains one or more methods that act on it. A resource can be nearly anything: an image, a text file, a collection of other resources, a logical transaction, a procedure, etc.

- 1. Click the **Endpoints** navigation link to begin.
- 2. Click **New Resource** and add some basic information.



+ ×	/ contacts	Customer contacts		Methods >
	Create customer contact info	Resource Type	•	P
	/contacts			
+ ×	/ incidents	Incident Reports		Methods >

Each time you click **New Resource**, you create a top-level (root) resource. If you want to add a child (nested) resource, then click **Add** (+) next to the top-level resource. Click **X** to delete a resource.

Note:

See the icons under the **Methods** links? Each time you define a method for a resource, an icon for it appears under the Methods link. Use them as a shortcut to see what methods have already been define for a resource. Click on an icon to go directly to its definition on the Methods page.

- Provide the resource path, which is the URI (relative to the base URI). For example, if the base URI is /mobile/custom/fif-incidentreport, then you could add the resource, incidents, that is /mobile/custom/fif-incidentreport/ incidents.
- 4. Provide the display name, which is a name for the resource that makes it easy to identify in the API documentation.

Resources are listed by their display names on the left side of the API Test page.

5. Provide a brief description of the resource.

After you enter a description, the URI is displayed below the description field.

6. (Optional) Provide a RAML resource type, which is the resource type (resourcesType:). You don't need to specify a resource type. If you want to use a resource type but you don't have one defined, then click the **Types** link and define one.

When you create a method for a resource, a symbol for that method appears below the Methods link. You can immediately see what methods have defined for a resource if you need to examine a resource definition. Click on an icon to go directly to that method definition.



You can clear the clutter to locate a resource more quickly by switching to **Compact Mode** (it's to the right of **New Resource**). The compact display hides the resource description, resource type, and path.

Add Methods to Your Resources

Methods are actions that can be performed on a resource. The Methods page shows you one method at a time. After at least two methods are defined, you can click on the icon for a method at the top of the page to see its details.

1. Add some methods to the resource by clicking Methods.

If the resource you're defining methods for has path parameters, then they are displayed above **Add Method**.

a. (Optional) Click **Required** if you want the path parameters to be passed with each method.

The parameter name is displayed.

- b. Provide a display name for the parameter and example code.
- c. From the drop-down list, select the valid value type for the parameter.
- 2. Click Add Method and select the method that you want:

Method	Description
GET	Retrieve or read a resource
POST	Create a new resource
PUT	Update a resource
DELETE	Remove a resource
HEAD	Read the HTTPS metadata
PATCH	Perform a partial update of a resource
OPTIONS	Request information, such as the options or requirements of the resource

After you've selected a method, it's no longer listed in the method list because you use a method only once per resource (e.g., you can't define two DELETE methods for a single resource). An icon for each method that you define is displayed at the top of the page. Click on a method icon to go directly to its definition.

- 3. (Optional) You can enter a brief description of the method in the Description field.
- 4. (Optional) You can enter a display name for the method.
- 5. (Optional) Provide any traits to apply to the method.

If you don't have any resource traits defined, click **<Endpoints** to go back to the main Resources page and click the **Traits** link to define one. Traits let you define a collection of similar operations.

After you've defined methods for the resource, you can define the requests and responses for those methods.



Define a Request for the Method

Now that you've selected a method, define the request you're making of the service that you want to connect to. For instance, if you selected a POST method, then now you can define what to create. You do this by adding parameters and a request body, which contains the description of the data to send to the service.

- 1. Click **Request** to define a request.
- 2. Click Add Parameter and select a parameter type: Query or Header. Select **Required** if the parameter is required for the method.
 - a. Give the parameter a name and a display name.
 - b. Select a valid value type: String, Number, Integer, Date, or Boolean.
 - c. (Optional) Provide a description of the parameter and an example you can use when you test the validity of the endpoint. For example, you could have a resource, incidents, and add a query parameter, contact that takes a number value, and another parameter, gps that takes a string value:

```
/incidents:
  aet:
   description: |
      Retrieves all incident reports for the filters below.
   queryParameters:
      contact:
       displayName: Contact ID
        description: |
          filter reports by contact
        type: string
        example: |
          lynn@gmail.com
        required: false
      technician:
        displayName: Technician ID
        description: |
          filter reports by technician
        example: "joethetechnician"
      gps:
        displayName: gps
        description: |
          location of contact or technician
        example: "39.355589 -120.652492"
```

In this example, a GET method is defined with the query parameters, <code>contact</code>, <code>technician</code>, and <code>location</code>.

- d. (Optional) Click **More Properties** to add nested properties to the parameter. Click **Repeat** to add multiples of the current parameter.
- e. Click Add Parameter to add another top-level parameter for the method.
- 3. Depending on the method you selected, click **Add Media Type** and define the method body. The body contains the data that you're sending to the server. For instance if you're defining a POST method, you'll need to define the item you're



creating, such as a new customer listing or service request. If you're defining a GET method, you don't need to send a method body so you don't need to specify a media type.

a. Select the media type for your method body, that is the format of the message that you're sending, such as text, images, or web forms.

Depending on the type (for instance, you wouldn't enter a schema for an image type), you have the option of adding a schema or an example, or both. When defining a schema, add only the data necessary for the purpose of the resource. That is, don't add unnecessary data that will only slow down the transmission and potentially increase the potential for errors.

- **b.** (Optional) Click **Schema** and enter a schema (in JSON format) in the editor pane. A schema is like a template for the body. It's what you use to define the contents of the message.
- c. (Optional) Click **Example** and enter an example (in JSON format) in the editor pane, which is used by the mock implementation as a mock response for the method. Using mock data can help you verify the behavior of your methods. The example shows mock values for the data being sent in the message body as defined in the POST method of the incidents resource:

```
body:
  application/json:
    example: |
      {
        "Title": "Leaking Water Heater",
        "Username": "joh1017",
        "imageLink": "storage/collections/2e029813-d1a9-4957-a69a-
fbd0d7431d77/objects/6cdaa3a8-097e-49f7-9bd2-88966c45668f?
user=lynn1014",
        "Notes": "my water heater is broken"
    }
```

4. Click Add Media Type to add additional media types. If you decide that you don't want the method, then click X in the banner to delete it.

Define a Response for the Method

Depending on the request, you may or may not need a response. A response describes the process for returning results from the service. You might want to define a response that verifies that the data you requested was returned or you might want a response that just acknowledges whether or not the request was received. Defining a response is similar to defining a request. The main difference is that you'll need to select a status code to let you know the result of the connection.

- 1. Click **Response** to define one or more responses.
- 2. Click Add Response and select the status code that you want returned.

A status code of 200 is provided by default but if that isn't the code you want, then select one from the drop-down list.

- 2xx indicates a successful connection
- 3xx indicates a redirection occurred
- 4xx indicates a user error occurred



5xx indicates a server error occurred

To help whoever uses the API to understand the reason for a potential error in the API you're configuring, use an HTTP status code to return code that best matches the error situation.

- 3. Provide a description of what the code designates.
- 4. Click Add Header, select a response Header or Query, provide the name of the header or query and a display name for the header, and the valid value type for the header.
- Click Add Media Type and select the format of the response. Depending on the media type you select, you can add parameters, schemas, or examples just as you did for the Request body.
 - a. For text-based media type (e.g., application/json or text/xml), click Schema to enter a schema (in JSON format) for the body.

As with the request body, add only pertinent data to the response body. Don't include more data than you actually need for the operation.

- b. Click Example to add mock data (in JSON format) for your response body. Use mock data to verify the behavior of your methods before testing with real data.
- c. For form-based media type (e.g., multipart/form-data), click Add Parameter and select Required if the parameter is mandatory. Then provide a name and select a value type. Optionally, you can give your parameter a name.
- d. For image-based media type (e.g., image/png), you don't have to do anything because there are no schemas or attributes to provide.

The following example shows that a response for the POST method of the incidents resource was created with a status code of 201 indicating a new resource was successfully created. The example also shows a return response format of application/json, a Location header that was added, and the message body containing mock data:

```
responses:
 201:
   description: |
      The request has been fulfilled and resulted in a new resource
      being created. The newly created resource can be referenced
      by the URI(s) returned in the entity of the response, with the
      most specific URI for the resource given by a Location header
      field.
   headers:
      Location:
        displayName: Location
        description: |
          Identifies the location of the newly created resource.
        type: string
        example: |
          /20934
        required: true
```

```
body:
      application/json:
        example: |
          {
            "id": 20934,
            "title": "Lynn's Leaking Water Heater",
            "contact": {
               "name": "Lynn Adams",
               "street": "45 O'Connor Street",
               "city": "Ottawa",
               "postalcode": "alala1",
               "username": "johnbeta"
              },
           "status": "New",
           "driveTime": 30,
           "priority": "high",
           "notes": "My notes",
           "createdon": "2014-01-20 23:15:03 EDT",
           "imageLink": "storage/collections/2e029813-d1a9-4957-a69a-
fbd0d74331d77/objects/6cdaa3a8-097e-49f7--9bd2-88966c45668f?user=lynn1014"
          }
```

When you've defined your response, you can decide to test your endpoints or click **<Endpoints** in the navigation bar to return to the main Resources page. From there, you can proceed to another page in the API Designer to create a root, resource types or traits, or add API documentation.

If you decide you don't want the method, then click X in the banner to delete it.

Test API Endpoints Using Mock Data

You can provide mock data in your request and response message bodies during the design phase of your API configuration. This lets you examine the context of each call without having to use real time data or interact with a real time service. For example, to test whether your code correctly handles an invalid ID, you can add an example in your request body with mock data containing an invalid ID. When you finish the test, you can replace the example with other code to test some other aspect of the method.

In the FixItFast example, the mock data in the response body lets you verify if the correct customer information is being returned. Here's an example of mock data that the service developer could create for the response body of the POST operation of the contact resource in the FixItFast example:

```
{
  "id": 20934,
  "title": "Lynn's Leaking Water Heater",
      "contact": {
        "name": "Lynn Adams",
        "street": "45 O'Connor Street",
        "city": "Ottawa",
        "postalcode": "alala1"
        "username":"johneta"
    }
```



```
"status": "new",
"driveTime": 30,
"priority": "high",
"createdon": "2015-04-23 18:12:03 EDT"
}
```

When you create a custom API, a mock implementation is created automatically. The mock implementation lets you invoke the API from your mobile application before you've implemented the custom code. This lets you develop and test the mobile applications and the custom code simultaneously. If you're satisfied with the configuration, you can add a real implementation.

Until you create your first implementation, the default implementation is the mock implementation. After you create a real implementation, it becomes the default implementation for the API.

Click the **Implementations** navigation link to upload an implementation or to see any existing implementations. You can change the default implementation on the Implementations page. After you upload an implementation, you see a list of existing implementations, which includes the mock implementation.

Provide a Schema

You have the option of adding a JSON schema, which describes the structure of your data and is written in JSON. If you want to add a schema, go to the **Schema** page and click **New Schema**. After you've defined at least one schema, you can select one from the list.

To define a schema, provide:

- The schema name
- The schema definition (in JSON format) in the editor pane, which you can manually enter or copy and paste into the editor

For example, a schema called schema# is defined as follows:

```
schemas:
- reports: |
      {
        "$schema": "http://json-schema.org/draft-04/schema#",
        "type": "array",
        "description": "Incident Reports array",
        "items": {
          "type": "object",
          "properties": {
            "id": { "description": "Unique id for the incident
report",
                     "type": "integer" },
            "title": { "description": "Title for the incident report",
                       "type": "string" },
            "createdon": { "description": "Date and time of creation",
                           "type": "string" },
            "contact": { "decription": "Contact information of
customer filing the report",
                           "type": "object",
```

```
"properties": {
                              "id" : { "description": "Unique id for the
customer",
                                       "type" : "string" },
                              "name" : { "description": "First and last name
of contact",
                                        "type" : "string" },
                              "street": { "description": "Street address of
contact",
                                        "type" : "string"},
                              "city" : { "description": "City of contact",
                                        "type" : "string"},
                              "postalcode" : { "description" : "Postalcdoe of
contact",
                                                "type": "string" }
                              }
                  },
             "status" : { "description": "The current status of the
incident",
                           "type" : "string" },
             "priority" : { "description": "The current priority of the
incident",
                           "type" : "string" },
             "driveTime" : {"description" : "Calculated field based on
location",
                           "type" : "integer"},
             "imageLink" : { "description" : "Link to image from Storage",
                           "type": "string" }
            },
          }
      }
```

Add more schemas to define by clicking New Schema. Click X to delete a schema.

You can define multiple schemas for use with the given API. Schemas are specific to the API and aren't shared across other APIs.

Security in Custom APIs

In Mobile Hub, an API is protected through its association with a mobile backend to allow only authorized users and devices to access the API and its endpoints.

For enterprise applications, you can use HTTP Basic Authentication, OAuth, or SSO OAuth Token credentials to control user authentication and authorization of access to resources:

 With OAuth, when you create a mobile backend or register with an existing mobile backend, a set of OAuth consumer keys (that is, client credentials) consisting of a client ID and client secret are generated for you. The values of these keys are unique to the mobile backend (for information about authenticating with OAuth, see Authenticate with OAuth in Direct REST Calls). You authenticate yourself to the OAuth server by providing your client credentials and receive an access token that is passed in each API call via a header. Only a user with a valid token can access the API.

Alternatively, you can provide a Single Sign-On OAuth token provided by a remote identity provider. For information on how to enable single sign-on for a mobile backend, see Authentication in Mobile Hub.



- With HTTP Basic Authentication, when a mobile backend is created, a mobile backend ID and an anonymous access key are generated for it. You authenticate yourself to Mobile Hub by providing these items, which are passed in each API call via a header. You must provide this information to access the API. You can obtain the mobile backend ID and anonymous access key from the mobile backend landing page. Select the mobile backend associated with the API and expand the Keys section. To learn more about authenticating with HTTP Basic, see Authenticate with HTTP Basic in Direct REST Calls.
- With Social Identity, when you register an app with a social identity provider (for example, Facebook), an access token is generated by the provider. You authenticate yourself to Mobile Hub by specifying the social identity provider and providing the access token.

To find out how to get an access token, see Get a Facebook User Access Token Manually.

To learn about authentication in Mobile Hub, see Enterprise Single Sign-On in Mobile Hub.

Set Access to the API

You have the option of requiring developers to login and provide authentication credentials to access the API.

 Set Login Required to OFF to allow access to the API from a mobile app as an anonymous user. Also, you won't need to use authentication credentials on the API's Test page.

D	6		÷	ľ
	° 0	Login Required controls whether credentials are required to test this API's endpoints. When enabled, credentials are required. Additionally. Enterprise mobile users must have at least one of the roles selected here to access the API. When disabled, credentials are not required. These properties aren't saved in the associated RAML document, so you won't see them in the Source view. Tell me more about API security	2	×
I	Login	Required		

This setting is particularly useful when you're in the early phases of configuring your API and you just want to validate some endpoints or when the data being requested or received is from a service that doesn't require security.

• Set Login Required to ON to require authenticated access to the API:



Login Required controls whether credentials are required to test this API required. Additionally, Enterprise mobile users must have at least one o When disabled, credentials are not required. These properties aren't say you won't see them in the Source view. Tell me more about API security	of the roles selected here to access the API.
Login Required 💽 ⓒ Enterprise Õ Social Identity	
Select the roles that can access this API.	
Roles Technician×	
Endpoint Access	
Optionally, grant selected role access to individual endpoints. Endpoint-specific	settings override the API-level settings.
Filter endpoints Q,	
POST Customer contacts /contacts	Click to assign one or more roles at the endpoint level.

 Select Enterprise to set access for mobile users who login with their Mobile Hub username and password or who have configured Single Sign-On authentication providers.

When you set **Login Required** to ON and select **Enterprise**, the API Access and Endpoint Access fields are exposed and you **must** select at least one role to access the API. This ensures that only those mobile users that have the selected role or roles can access the API endpoints. Click in the **Roles** field to select one or more roles.

Optionally, you can further refine access to the API by selecting roles for specific endpoints. Only mobile users having the role selected for a specific endpoint can access it. For example, you can allow only users with a Mobile Develop role to access the DELETE method. Click in the field for each endpoint and select one or more roles.

See Mobile Hub for information on how roles can be defined.

 Select Social Identity to set access for mobile users who want to use their social media accounts for authentication.

If you choose this setting, you can save your API configuration and move on to the Test page. In addition to specifying the mobile backend and its version, you'll be asked to select the social authentication provider and provide the access token generated for you by the selected provider.

You can obtain information about the current mobile and social users by including the ums.getMe() method in the custom code for the API.



Test Your Custom API

To validate your API endpoints, the Test page lets you test with sample response data. You'll see a list of all the resources that you've defined on the left side of the page. Use the Filter endpoints field to display only the resources that you want to test. You test only one endpoint at a time.

Note:

A few things before you start testing your API:

- If Login Required is turned ON and Enterprise is selected, you must have a role assigned that allows access to the API.
- If Login Required is turned ON and Enterprise or Social Identity is selected, you must provide values for all fields in the Authentication section of each method to test it.
- If **Login Required** is turned OFF, providing authentication credentials is optional.
- Save your configuration *before* you test. If you haven't, then you can check the **Always save before testing** option in the Save Before Testing confirmation dialog that appears when you click **Test**. That way, any changes that you make to the API configuration are automatically saved.
- 1. If you are in the design phase and just want to see if your endpoints are valid, or if you want to test multiple endpoints during the session, then set the default API test credentials.
 - a. Click Default API Designer Test Credentials at the top of the page.
 - **b.** Select a mobile backend to associate the API with and the version of the mobile backend.
 - c. Select one the authentication method to use for testing:. Current User, HTTP Basic, OAuth Consumer, Social, or Single-Sign On or Bearer Token.
 - d. If **Enterprise** is selected on the Security page, mobile users must enter their mobile user credentials (username and password).

Credentials for social identity or for single-sign on are not required.

e. Click Save (V).

The mobile user credentials that you enter will be used as the default credentials for all test calls made within Mobile Hub.

If you need to test only a few methods, skip Step 1 and fill out the fields in the Authentication section for each method (see Step 5).

2. Select the method that you want to test from the list of endpoints on the left side of the test page.



Endpoints (6) Doc	umentation
Filter endpoints	Q
Customer contacts	
POST /contacts	
Incident Reports	
GET /incidents	
POST /incidents	
/incidents/{id}	
GET /incidents/{id}	
/incidents/{id}/statu	5
GET /incidents/{id}/sta	atus
PUT /incidents/{id}/sta	atus

When you select an endpoint, the method banner for it is displayed with the base URI is displayed below the operation name. If you provided an alternate name for the operation, then that name appears, otherwise the default operation name is shown. Only one method per endpoint is displayed at a time for testing.

- 3. Click Request.
- 4. Expand Parameters to view the query or header parameters that you provided.
 - a. (Optional) Click **Example** to view the example body, if you provided one. Enter an alternate example to test with by clicking **Use Example**. The provided example body is copied into the text box. You can edit the example as needed.
 - **b.** (Optional) Click **Schema** to view the request body schema if you provided one.
- 5. Click Response.
- 6. Expand the status code area and click **Example** or **Schema** to review the example or schema for the response body, if you provided one.
- 7. Click **Request** again to enter Authentication information.
- 8. If Login Required is OFF, click Test Endpoint. Otherwise, skip this step and go to the next step.
- **9.** Expand **Authentication** and, if **Login Required** is ON, select the mobile backend and its version that are associated with this API and enter your authentication credentials:
 - If Enterprise is selected, select the authentication method you want to use for testing and provide your mobile user credentials.
 - If **Enterprise** is selected and Single Sign-On is enabled for the associated mobile backend, select **Single Sign-On** or **Bearer Token** as the authentication method and enter either the Mobile Hub-issued SSO OAuth token (hover over the ? icon and follow the instructions) or the third-party issued SSO token that you obtained from your trusted remote identity provider.
 - If **Social Identity** is selected, select a social authentication provider and enter the access token that you got from your provider.



Mobile Hub automatically URI encodes the username and password that you enter. An error can result if the username and password entries contain special characters (that is, you've entered pre-URI encoded values). If you enter values for these fields that are already encoded, another layer of encoding is added. During authentication, these values are decoded once, and the original encoded values are revealed, which will fail authentication so don't enter URI-encoded values for username and password.

10. Click Test Endpoint.

Click **Request** to see the metadata for the transaction, such as header information and the body of the request. Click **Response** to see the details of the response returned. The response code tells you whether or not the connection was successful.

Test each of your operations and modify them as needed to validate your endpoints, a Single Sign-On OAuth token or an access token from a social authentication provider.

Create Resource Types

A **resource type** is a partial resource definition that specifies a description and methods and their properties. Resources that use a resource type inherit its properties, such as its methods. You don't have to use a resource type, but if you find that you're defining resources with the same methods, you can increase efficiency by defining resource types to reduce the redundancy.

Using the incident report example, you might want to get reports from several departments (billing, service technicians, and clerks). For each department, you want to get a list of employees involved with a particular incident and you want the name, ID, and extension number for each employee. You can define a resource type, employee_contact that defines a GET method that retrieves all the personnel information that you need. Instead of defining an employee_contact for each branch of the company, you can apply the employee_contact resource type to each incident report resource.

Note:

Resource types can't be used with nested resources.

You can define multiple resource types for use with the given API. Resource types are specific to the API and aren't shared across other APIs.

Adding a resource type through the API Designer is simple:

1. Click **Types** and then click **New Resource Type**.

The Types page is displayed:



Ż

+	New Resource Type			Ľ
×	* Type Name	* Usage	Definition	>
	Description			

2. Enter a name for the resource type.

For example, a resource type called orderinfo could be used each time appliance parts are ordered.

Valid resource type names are character strings and can include underscore (_) and hyphens (-). Camel case is allowed (for example, employeeContact). Don't include special characters, such as slashes, asterisks (*), and exclamation points (!).

- 3. (Optional) Add a description of the type.
- Enter a brief sentence that describes the purpose of the type in the Usage field, then enter a description of the type in the Description field.

For example, a resource type called orderinfo, the usage might be: Defines a standard parts order. The description might be: Always get model's serial number and part number.

- 5. Click **Definition** to define the resource type in the source editor.
- 6. Click **Save** when you're done defining the type.
- 7. (Optional) Click **Test** to test your resource type.

Edit your definition as needed. When you're finished, return to the Types page to add another type or navigate to another page in the wizard.

The resource type is added to the list of available resource types for use with the given API.

Create Resource Traits

A **trait** is a partial method definition that provides method-level properties such as a description, headers, query string parameters, and responses. Define traits for obtaining descriptive information like version numbers or vendor information. Methods that use one or more traits inherit those traits' properties. As with resource types, if you're defining methods with the same attributes multiple times, then define a trait to prepopulate a method with certain attributes. You don't have to use resource traits, but they're useful if you have several methods with the same operational structure.

Note:

You can define multiple resource traits for use with the given API. Resource traits are specific to the API and aren't shared across other APIs.

Here's how to define a resource trait:

1. In the API Designer, click the **Traits** navigation link and click **New Trait**.

The Traits page is displayed:



New Trait Trait Name * Usage Definition	Now Trait		
	New Iran		
	* Trait Name	* Usage	Definition
	Description	- Usage	Definition

2. Enter a name for the trait.

For example, a resource trait called parts-inventory could define a standard method of looking up the availability and location of specific parts. Valid resource trait names are character strings and can include underscores (_) and hyphens (-). Camel case is allowed (for example, applianceModel). Do not include special characters, such as slashes, asterisks (*), and exclamation points (!).

3. Enter a brief sentence that describes the purpose of the trait in the **Usage** field, then enter a description of the trait in the **Description** field.

For example, if you have a trait called parts-inventory, the usage might be: Apply to GET methods for all part requests. The description might be: Always determine if parts are in stock and list warehouse locations.

- 4. Click **Definition** to define the resource trait in the source editor.
- 5. Click Save so you don't lose your work.

The resource trait is added to the list of available resource traits for use with the given API.

Providing API Documentation

A good, even great API is useless without documentation describing it so others can use the API too. While the API Designer can't write that documentation for you, you can upload it through the API Designer so that the next time you or someone else selects this API from the API Catalog, a full description of the API is available (its purpose, its resources and schemas, the security policies that it uses, and helpful code comments).

- 1. In the API Designer, click the **Documentation** navigation link and click **Documentation**.
- 2. Enter a title for your API document.
- **3.** You can either manually write your API documentation using Markdown syntax in the source editor or copy and paste your documentation into the editor.

Click **Markdown Reference** to see how to use Markdown. It lets you write an easy-to-read plain text that can easily be converted to structurally valid XHTML for viewing in a browser.

Here's an example of part of the API documentation for the FIFIncidentReports API:



```
#%RAML 0.8
title: FIFIncidentReports
version: 1.0
baseUri: /mobile/custom/incidentreport
protocols: [HTTP, HTTPS]
mediaType: application/json
/contacts:
  displayName: Customers
  post:
    description: |
      Creates a customer
    protocols: [HTTP, HTTPS]
    body:
      application/json:
        example: |
          {
              "AddressLine": "1 Main Street",
              "City": "Anytown",
              "UserName": "user",
              "FirstName": "Jim",
              "LastName": "Smith",
              "PostalCode": "12345"
            }
    responses:
      201:
        description: |
          The request has been fulfilled and resulted in a new
resource being created
/incidents:
  displayName: Incident Reports
  get:
    description: |
      Retrieves all incident reports for the filters below. One
better filter less they damage the mobile device.
    protocols: [HTTP, HTTPS]
    queryParameters:
      contact:
        displayName: Contact ID
        description: |
          filter reports by contact
        type: string
        example: |
          lynn@gmail.com
```

4. Click Save so you don't lose your work.

You can add more documentation by clicking **New Title** and adding content in the editor field for that document. You can replace the default title provided by entering text in the title field. Each time you click **New Title**, the title field and editor for the most recent document is appended below the previous document. When you click **Save**, only the current document is displayed. Click a title tab to view that particular document. To see the API documentation for a specific API, select the API from the API Catalog, click **Test**, and then on the Test page, click the **Overview** tab.

How Do I Write in Markdown?

Markdown is a simple set of syntax that you can use to produce basic formatting structures such as section heads, paragraphs, ordered and itemized lists, block quotes, and links.

Construct	Markdown	Output
Header:	#First-Level Heading	First-Level Heading
Use hash marks (#) to denote headers	## Second-Level Heading	Second-Level Heading
	### Third-Level Heading	Third-Level Heading
Paragraph:	This is a paragraph.	This is a paragraph
Separate paragraphs with one or more blank lines.	This is a second paragraph.	This is a second paragraph.
Simple List:	- list item 1	- list item 1
Use +, -, or * followed by a space	+ list item 2	- list item 2
to denote list items.	* list item 3	- list item 3
List markers are interchangeable.		
Nested List:	-list item 1	- list item1
Use +, -, or * followed by a space to denote list items and indent nested list item by exactly four	+ list item 1a	- list item 1a
	+ list item 1b	- list item 1b
spaces.	-list item 2	- list item 2
Ordered List:	1. list item 1	1. list item 1
Precede each item with a	2. list item 2	2. list item 2
number in a consecutive	* list item 2a	2a. list item 2a
sequence followed by a space.	* list item 2b	2b. list item 2b
	3. list item 3	3. list item 3
Emphasis Italics:	*text*	text
Wrap text with an asterisk (*) or single underscore.	_more text_	more text
Emphasis Bold:	**text**	text
Wrap text with two asterisks (*) or double underscores.	more text	more text
Inline code:	This is an `inline code` example.	This is an inline code example.
Use back quotes (`) around the text.		
Code Block:	Format a block of preformatted	Format a block of preformatted code:
Indent each line by four spaces	code: This is a code line.	This is a code line.
Links:	This is an [example link](http://	This is an example link.
Put the link text in brackets, followed immediately by the URL in parentheses.	example.com).	

If you want to find out more about Markdown, see What is Markdown?

Getting Diagnostic Information

You can view the response code and returned data to determine if your endpoints are valid. A response status other than 2xx doesn't necessarily mean that the test failed. If the operation was supposed to return a null response, then the response should show a 4xx code.

For every message you send, Mobile Hub tags it with a correlation ID. A correlation ID associates your request with other logging data. The correlation ID includes an Execution Context ID (ECID) that's unique for each request. With the ECID and the Relationship ID (RID), you can use the log files to correlate messages across Oracle Fusion Middleware components. By examining multiple messages, you can more easily determine where issues occur. For example, you can retrieve records from Oracle Fusion Middleware Logging using the call's ECID. From the Administration page, you can click **Logs** to view logging data.

Depending on your Mobile Hub access permissions, you or your mobile cloud administrator can view the client and server HTTP error codes for your API's endpoints on the Request History page, allowing you to see the context of the message status when you're trying to trace the cause of an error. Every message sent has a set of attributes such as the time the event occurred, the message ID, the Relationship ID (RID), and the Execution Context ID (ECID).

After you've configured your custom API, you can provide an API implementation, that is, create your own custom code and add it to your mobile backend to access the API.

API Design Considerations

When you configure your custom API, there are some things you can do to ensure you have a well-formed API, including making sure that URLs and resources are well-formed, that reasonable read and connect timeouts have been set, and, if you're providing a RAML file, that it's correctly configured.

Here are some things to consider when you configure your API and some detailed descriptions of more advanced constructs that you can use to refine your API.

Valid URLs

In creating your RESTful API, it's important that you define a valid URL. You can see the URL for your API as you define it from the API name that you provide and the resources and methods that you add. To ensure that you have a valid URL, it must adhere to the following best practice guidelines:

- Provide a relevant and easily identifiable resource name. Using identifiers in your URLs
 make for a more understandable resource than using a query string. Which makes more
 sense to you, the resource name /customers/2223 or /customers/api?
 type=customerid=2223?
- Resources can be grouped into a collection, so make the collection resource name consistent with the attribute names used to refer to the collection.

For example, if an attribute is a collection of favorite bookmarks, be obvious and name the collection favoriteBookmarks instead of favoriteLinks.

• Always make the resource names plural nouns and alternate between plural nouns and singular resource identifiers (rid): /services/1.0/items/{rid}/subitems/{rid}/

For example: /customers/2223/orders/555



To ensure that the API is sync-compatible, always put the identifier immediately after its related resource name as shown in the previous example, where 2223 is the designation of a specific customer and 555 is the designation of a specific order. A poorly formed URL to indicate a specific customer could look like this: / customers/orders/2223/555 or /customers/orders/locations/2223.

Use lowercase for resource names and use camel case for attribute names.

For example: /services/1.0/items?limit=10&totalResults=true

- Keep resource identifiers down to 32 characters or fewer due to the limitations of some browsers.
- Keep URLs as short as possible. A long rambling URL is difficult to read and all the more difficult to debug.
- When defining the URL, you can be as concrete or abstract as desired, but you should use the curly brace {} notation to indicate URI parameters. This makes the corresponding RAML more detailed and easier to test.
- Ensure that all date formats are in the form: YYYY-MM DD[THH:mm:ss.sss]Z.

For example: 2014-10-07T18:35:50.123Z

- For pagination, use the limit and offset query parameters so that the Synchronization library uses paged downloads correctly. If you don't need to support pagination, you don't need to specify these parameters.
- To ensure sync compatibility, use the orderBy query parameter to specify sorting. For example: "orderBy=propA, propB:desc, propC:asc". In this example, the default sort order is by ascending value.

For details on designing sync-compatible custom APIs, see Make Custom APIs Synchronizable.

Provide values for query parameters as a URL-encoded JSON string. For example:

```
[
    {
        "property":"propertyName",
        //Supports Equals, NotEquals, LessThan, GreaterThan,
LessThanOrEqual,GreaterThanOrEqual
        "comparison":"Equals",
        "value":"Must be a string",
     },
     {
        "property":"Another clause, only support ANDS not ORs",
        ...
     }
]
```

API Timeouts

Sometimes when an API fails, it's due to a stream or connection timeout. Stream timeouts happen when, after a successful connection to the server, data is being transmitted and the network time outs before all the data can be sent or received. Connection timeouts happen when the network connection is never made.



To ensure that connectors have sufficient time to make a connection and that data can be transmitted, the HTTP read and connection timeouts should have smaller values than the API timeout.

The Network_HttpRequestTimeout value determines the amount of time spent transmitting an HTTP request before the operation times out. The default value is 40,000 ms. The value of this policy can affect your API timeout values, which should be less than the value of the policy. Note that policy values are specific to a particular environment. The value for this policy in a development environment can be different from its value in a runtime environment. Your mobile cloud administrator can increase or decrease the timeout value from the Administration tab.

If you have mobile cloud administrator privileges, then you can select an environment in the Administration view and export the policies.properties file to see a list of the current environment policies and their values. For information about API environment policies and policy settings, see Mobile Hub Policies and Values. For information about environment policies in general, see Policies in *Managing Oracle Mobile Hub*.

API Resources

A key element of an API is the *resource*. A **resource** is the conceptual mapping to an entity or to a set of entities and is identified by its relative base URI. In other words, a resource is a *thing* (noun) that's located at an address to which you want to transmit information or receive information. It has at least one method (verb) that operates on it. A method is what you use to retrieve, create, update, or delete a representation of a resource. For example, GET incidents.

A top-level resource is a resource defined at the root level (also referred to as the root resource). A resource that's defined as a child of another resource is a nested resource. Nested resources let you specify aspects of the parent resource. A nested resource is identified by its URI relative to the parent resource URI. For example, let's say you have a root resource defined as .../incidents, and you have a nested resource, {id}. The API definition in RAML looks like:

```
title: FIFIncidentReports
version: 1.0
baseURI: /mobile/custom/fif-incidentreport
protocols: [HTTPS]
mediatType: "application/json"
/incidents:
  displayName: Incident Reports
  aet:
    description: |
      Retrieves all incident reports.
/{id}:
  uriParameters:
    id:
      displayName: id
      description: |
          The unique id of the incident report.
```



A resource is always preceded with a slash (/), whether it's a root or nested resource. For information about constructing a valid RAML document, see RAML.

If you think of a resource as a collection of objects and a nested resource as an item in that collection, then your resource path shows the parent resource in plural form and a nested resource in singular form. For example:

.../mobile/custom/fif-incidentreport/incidents/{id}

The root resource is incidents and the instance of an incident is {id}. You can give the resource an easy-to-read display name on the Endpoints page. If you don't provide a display name, then the resource URI is used as the name.

A common practice when designing a resource is to have PUT and POST methods return the same objects that are sent in the request.

URI Parameters

If you want to allow API calls that change or restrict the value of the relative base URI, then you can override it by setting a base URI parameter. The URI of a resource can contain parameters, which are variable elements, for example $\{id\}$.

Like resources, parameters have a name. The RAML generated for our fifincdentreport shows the resource parameter named id, a display name (id, although the display name doesn't have to be the same as the parameter name), and a value type (in this example, the value type is integer):

```
/{id}:
  uriParameters:
    id: displayName: id
    description: |
       the unique id of the incident report
    type: integer
    required: true
get:
    description: |
       Retrieves the incident report with the specified id.
```

You place the path parameter after the resource name. Use a semicolon to separate multiple parameters. For parameters that can have multiple values, separate the values with commas.

In the example, the URI parameter $/\{id\}$ is a variable that identifies a specific incident report by its ID number. The parameter contains the properties displayName and type. The URI would look like this:

.../fif-incidentreport/incidents/{id}

If the parameter, id, has a value of 1234, then the resulting URI would look like this:

```
.../fif-incidentreport/incidents/1234
```



Parameters can be added as part of the URI path as a child (nested) resource or added as a query. There are no hard and fast rules to adding parameters to the URI path versus adding parameters as a query. One possible consideration is whether the parameter is essential to the request. For example, to get data for a specific report, you would use an identifier (id) of the resource in the URI path as shown in the previous fif-incidentreport URI example.

However, if you're using the parameter as a filter to narrow down the data, then add it in the query. For example, you would use technician as a query parameter .../fifincidentreport/incidents?technician=joe to filter reports only by a particular technician.

Endpoint Requirements for Sync Compatibility

To ensure optimal synchronization of data when a custom API is used by the Synchronization library on a client, the custom API must include a specific set of server-side endpoints.

For example, let's say a custom API endpoint is defined that returns a collection of Department records and is consumed by a client that uses the Synchronization library. Records are retrieved from the collection endpoint, /Departments, and stored in the client's local cache by the library. Later on, the library identifies two records in the cache that require updating because they've expired (/Departments/Finance and /Departments/HR).

In this case, to get the most up-to-date data, the Synchronization library retrieves only the records that need to be updated, and not the entire collection.

On the server side, via the associated Synchronization library, these endpoints are called individually on behalf of the client. The data is returned to the client in a single payload and response, saving multiple round trips for each required object.

To support this, the Synchronization library requires that the custom API includes GET methods for both the collection resource (GET /{collection}) and the object resource (GET /{collection}/{objectId}). That is, in our Department example, the following endpoints are needed:

- GET /Departments
- GET /Departments/{DeptId}

To go a step further, if the offline API collection objects that were retrieved can be modified, say by the addition, update, or deletion of an object, the Synchronization library calls the appropriate custom code APIs to enact the change on the objects on the server side. To support creating, updating, or deleting the object requires that the following types of endpoints are implemented on the server-side custom API:

- GET /{collection}
- GET /{collection}/{objectId}
- PUT /{collection}/{objectId}
- POST /{collection}
- DELETE /{collection}/{objectId}

The inclusion of the PUT, POST, and DELETE operations are optional. If, for example, your application never deletes an object in a collection, you don't need to implement the DELETE operation.





See Make Custom APIs Synchronizable to learn more about configuring a synccompatible custom API.

Schemas

A JSON **schema** defines the structure of your API in a JSON-based data format. The JSON schema can be used to validate JSON data. You can define a schema from the **Schema** page. Let's look at the schema from the IncidentReports example:

```
{
        "$schema": "http://json-schema.org/draft-04/schema#",
        "type": "array",
        "description": "Incident Reports array",
        "items": {
          "type": "object",
          "properties": {
            "id": { "description": "Unique id for the incident
report",
                     "type": "integer" },
            "title": { "description": "Title for the incident report",
                       "type": "string" },
            "createdon": { "description": "Date and time of creation",
                           "type": "string" },
            "contact": { "decription": "Contact information for
customer filing the report",
                           "type": "object",
                           "properties": {
                             "id" : { "description": "Unique id for
the customer",
                                       "type" : "string" },
                             "name" : { "description": "First and last
name of contact",
                                        "type" : "string" },
                             "street": { "description": "Street
address of contact",
                                        "type" : "string"},
                             "city" : { "description": "City of
contact",
                                        "type" : "string"},
                             "postalcode" : { "description" :
"Postalcdoe of contact",
                                                "type": "string" }
                             }
                  },
             "status" : { "description": "The current status of the
incident".
                          "type" : "string" },
             "priority" : { "description": "The current priority of
```



This schema contains the following keywords:

- \$schema: denotes that this schema is based on the draft v4 specification. It must be located at the root of the JSON schema. You should always include this keyword in your JSON schema.
- type: defines a JSON constraint, so the data must be an array.
- description: describes the contents of the schema.
- items: define the items in the array. In an incident report, we want to assign attributes to each report. In this example, all items are of type <code>object</code> and each object has a set of properties, such as report ID, title, contact info, status, priority level, etc.

For a complete list of keywords to use in your JSON schema, see http://json-schema.org/.

To add a schema for your API, see Providing a Schema.

RAML

When you create an API using the Mobile Hub interface, the API definition is stored as a RAML document. RAML is a simple efficient way to describe RESTful APIs. REST stands for Representational State Transfer (REST) and is a way to perform basic operations (create, read, update or delete) information on a server using simple HTTP calls.

You can also upload a RAML document that you create from scratch into the API Designer. The API Designer takes the input that you provide and creates a RAML file that documents the contents of the custom API. Note that the RAML defines only the API itself, not the implementation of the API. You must create custom code using JavaScript to implement the API. For information on how to implement an API, see Implementing Custom APIs.

Note:

The feature to upload a RAML document isn't available if you came to the API page by clicking **APIs** from the navigation list of a mobile backend.

If you upload a RAML file, then the values for the required Name fields are extracted from the RAML file. You still have to add the short description. At a minimum, your RAML file must include the API name, a base URI (/mobile/custom/apiname), and a version number.



For your RAML file to be valid, it must specify a media type, base URI, the HTTPS protocol, and a version number:

```
#%RAML 0.8
---
title: api_title
version: 1.0
protocols: [HTTPS]
baseURI: /mobile/custom/api_name
mediaType: application/json
```

Note:

Mobile Hub requires the HTTPS protocol for custom APIs. If you upload a RAML document that configures the API using the HTTP protocol, then it's automatically edited to use HTTPS.

For new a API, a default version of 1.0 is automatically applied when you save the configuration (unless the mobile cloud administrator has changed the value of the Asset_DefaultInitialVersion environment policy). However, if you upload an API configuration, then the version value displayed is taken from the file.

Note:

The version value uses a specific format. Versions are specified with an integer. For example, in your RAML file specifying version: 2.0 is valid while version: v2.0 isn't.

RAML lets you define resource types and traits for describing resources and methods, which results in a more succinct RESTful API by reducing repetition in the design. The principle components of a RAML (.raml) document are:

- Basic API information consisting of:
 - API Display Name: the easy—to—read name of the API, which appears in the API list (for example, FIFIncident Reports)
 - Base URI: The address of the resource (/mobile/custom for custom APIs)
 - API Name: name of the API (fif-incidentreport) in the configuration
 - Short description: Brief description of your API
- Resource types and traits, which allow you to characterize resources to avoid unnecessary repetition in the API definition
- Resources (the conceptual mappings to one or more entities), resource methods, and schema

To ensure that your RAML document is correctly configured, follow these tips:



- Although RAML allows both HTTP and HTTPS protocols, Mobile Hub requires the HTTPS protocol for custom APIs. If you upload a RAML document that configures the API using the HTTP protocol, then it's automatically edited to use HTTPS.
- If you define a top-level resource with an empty relative URI (that is, /:), then you can't add a subresource to it.

An error message will alert you that the structure is invalid. For example, the following resource definitions will fail:

```
/:
/reports:
```

You need to make reports a top-level resource:

```
/:
/reports:
```

• Top-level resources shouldn't contain empty relative URI subresources, for example:

```
/books:
/:
```

• Avoid creating duplicate paths, for example:

```
/reports/{id}:
/reports:
   /{id}:
```

Multiple subresources in the resource name are valid. For example:

```
/reports:
    /county/branchid/reportissue:
```

 Add comments only in a property's description: field. Adding a comment using a comment line (for example, #report issue by technician) is not supported by the RAML source editor. Comments added in a comment line are stripped out by the parser.

For a thorough discussion about RAML, see http://raml.org/.

Edit a Custom API

You can always edit an API as long as it's in the Draft state. A published API can't be changed.

To edit a custom API:

1. Click and select **Development > APIs** from the side menu.

Now that at least one custom API exists, the APIs page is displayed.

2. Select the draft API that you want to edit and click **Open**.

You can filter the list by version number or status. You can also sort the list alphabetically by name or by last modified date.



3. Edit the fields for general information, resource, schemas, traits, types, and security policies as needed.

Each time you create a method for a resource, an icon for the method appears at the top of the Methods page. Click on one of these icons to go directly to the method definition:

< Endpoints > /contacts	± 👂
POST GET PUT DELETE HEAD PATCH OPTIONS + Add Method -	
Description	× Remove POST
Creates a customer	

On the Resources page, icons for the methods defined for the resource are displayed below the Methods navigation link. You can quickly see what types of methods have been defined for a resource. Click on an icon to go the method definition:

+ New Reso	urce	Co	📩 📕
4 + ×	/ contacts	Customer contacts	Methods >
	Create customer contact info	Resource Type 🔻	POST Method
	/contacts		

Remember you can always click **Save and Close** to save your current changes and finish the rest of your changes later.

- 4. Save your changes if you didn't select the option to always save the configuration before testing when you created the API.
- 5. Test your changes.

Your edited version is still in a Draft state and you can continue to edit your custom API until you're satisfied with the configuration. At that point, you're ready to publish your custom API. See Publishing a Custom API in *Managing Oracle Mobile Hub*. If you need to make a change to a published API, you'll have to create a new version of it.

Video: End-to-End Custom API Demo

To see the process of designing and developing a custom API, including how it fits in with a mobile backend and a connector, take a look at this video:

Video



Troubleshoot Custom APIs

When an incorrect value is entered in a field, a message window displays the error and, depending on the field, the correct syntax or value type to use. In some cases (such as when a malformed schema or RAML is uploaded), the error message includes a **Show Details** link that displays a description of the error. See View Log Messages.

To learn more about common errors that can occur when you configure custom code, see Common Custom Code Errors.



22 Implementing Custom APIs

As a service developer, you use the custom code service to implement the custom APIs that your team creates for its mobile apps.

What Can I Do with Custom Code?

After you design your custom API in the API designer (or create it by uploading a RAML file), use JavaScript, the Node library, and the custom code SDK to implement it. Say, for example, that your mobile app developer has designed the following API, which has one resource (/ incidents), and two endpoints (GET /incidents, and POST /incidents).

```
#%RAML 0.8
title: IncidentReport
version: 2.0
baseUri: /mobile/custom/incidentreport
...
/incidents:
    displayName: Incident Reports
    get:
        description: |
            Retrieves all incident reports.
...
    post:
        description: |
            Creates a new incident report.
```

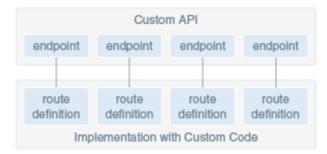
You, as the service developer, implement all the endpoints in the API. That is, you write code to return incident reports for the first endpoint and to store incident reports for the second endpoint.

Your custom API implementation can call platform APIs (such as Storage and Notifications), other custom APIs, and external REST and SOAP web services. And it can access the external web services either directly or through connectors.

How Does Custom Code Work?

Using the custom code service, you write JavaScript code to implement a custom API. The coding model is based on Node, which is a JavaScript framework that enables you to write server-side code and that provides a runtime environment for it. For each API endpoint, which is the resource (URI) plus the HTTP method such as GET or POST, you need a route definition that specifies how to respond to a client request to that endpoint. In other words, for each URI and HTTP method combination in your API, you need to add a JavaScript method to your custom code that handles the request. Route definitions follow the coding style promoted by Express, which is a module that runs in Node. We'll show you how to write these methods.





After you've written your custom code, you package it as a Node module, and then upload it.

Note that the purpose of the examples in this chapter is to illustrate how to interface with the custom code service. The examples are not intended to teach best practices for writing Node.js REST API implementations.

Foundation of the Custom Code Service

The custom code SDK is available to custom API implementations and is what you use to call platform APIs, connectors, and other custom APIs, as described in Calling APIs from Custom Code. In addition, the custom code service is backed by the following JavaScript libraries, which you can use when you implement your custom API.

JavaScript Library	Description
Node	Node provides the backbone for the custom code service. When you implement a custom API, you create a Node.js module.
	Behind the scenes, a router module takes care of creating an HTTP server for a Node instance and routing the HTTP calls that come from the service to the custom API's implementation that runs inside the instance. You don't need to write code for this.
Request	Request is framework for Node that simplifies the making of HTTP calls. The service wraps Request calls with additional code that's necessary for the custom code service.
Express	Express is a lightweight web application framework for Node. The custom code service uses it to expose API endpoints. To implement your custom API, you write route definitions similar to how you would use Express to write routes for a web app.
Bluebird	The custom code service uses the Bluebird promises library to implement the promises that the custom code SDK methods return.
Body-parser	The custom code service uses this library to parse incoming request bodies.
Http-proxy- agent	This module provides an http.Agent implementation that connects to a specified HTTP proxy server.
Https-proxy- agent	This module provides an http.Agent implementation that connects to a specified HTTPS proxy server.
Express- method- override.	The custom code uses this library to override the method of a request based on an X-HTTP-Method-Override header, a custom query parameter, or a post parameter.



JavaScript Library	Description
Agentkeepali ve	This library is an implementation of http.Agent that keeps connections alive for some time to reduce the number of times that TCP connections are closed, which thus saves resources.

As shown in the following table, the default library versions depend on whether your environment was provisioned from the current release or upgraded from an earlier release.

JavaScript Library	Environment Provisioned from Current Release	Environment Upgraded from Prior Release
Node	12.16.1	8.9.4
Request	2.83.0	2.74.0
Express	4.16.2	4.14.0
Bluebird	3.5.1	3.4.6
Agentkeepalive	3.3.0	3.1.0
Body-parser	1.18.2	1.15.2
HTTP-proxy-agent	2.0.0	1.0.0
HTTPS-proxy-agent	2.1.0	1.0.0
Method-override	2.3.10	2.3.6

If a custom API implementation isn't compatible with the default library versions for your environment, use one of the following processes to change the Node version for that implementation. See CCC_DefaultNodeConfiguration in Mobile Hub Policies and Values for the available Node versions.

- Add a node property to the configuration section in the custom API implementation's package.json file as described in Declare the Node Version.
- Ask your mobile cloud administrator to change the node version that is specified by the appropriate CCC_DefaultNode environment policy. You can set this policy at different scopes, such as environment scope, mobile backend scope, and API scope. Whenever you change a CCC_DefaultNode environment policy, any custom API implementation that uses that default configuration will change to the new version no later than its second REST request after the version change.

The default maximum body size for all configurations is 1MB.

Video: Node.js Technology Primer

If you don't have experience with Node.js or you'd simply like to better understand how it works with the custom code service, take a look at this video:

Video

Set Up Tooling for Custom Code

The custom code service is based on Node. You don't need to install Node on your system to create custom API implementations, but you'll need the tooling that it provides, such as the Node package manager (npm). Having Node on your system also makes it easier for you to write the code.



The nodejs.org website provides installers that contain the library and some command-line tools, such as npm. You may wish to also install an integrated development environment (IDE) with Node support for features such as syntax highlighting and code completion. One free option is to install Eclipse (eclipse.org) and then add the Nodeclipse plug-in (http://nodeclipse.github.io/).

Steps to Implement a Custom API

The main steps for defining and implementing a custom API are the following:

- 1. Define a custom API as described in Custom APIs.
- 2. Download a JavaScript scaffold for the API. This scaffold contains stub implementations for your endpoints.
- 3. Within the scaffold, fill in the appropriate JavaScript code for each function that corresponds with a given REST endpoint.
- 4. Package the finished JavaScript module.
- 5. Upload the module to the API Designer.



Download a JavaScript Scaffold for a Custom API

After you create your custom API, you can download a scaffold that is based on your API's RAML document, and then use the scaffold as a quick start for implementing your custom API.

The scaffold comes in the form of a Node module, the key components of which are the main JavaScript file that contains stub methods for each endpoint (resource plus HTTP method), and a package.json file, which serves as the manifest for the module.

To download the scaffold:

- 1. Click to open the side menu, click **Development** , and then click **APIs**.
- 2. Open the API that you want to download.
- 3. In the left navigation area of the API Designer, click Implementations.
- 4. Click JavaScript Scaffold to download the zip file.
- 5. On your system, unzip the downloaded file.

If you later change the API, then you can download a new scaffold based on the updated endpoints. However, any coding that you may have done and uploaded previously won't be reflected in the new scaffold.



Writing Custom Code

The following sections show the constructs that are available to you and how to use them in your code.

Key JavaScript Constructs in Custom Code

The scaffold zip that you download from the API Designer includes a main JavaScript file, which contains the key constructs that you need to implement the custom API. Here's an example of a main JavaScript file for a custom API, which has these resources (URIs):

- /incidents, which supports the GET and POST HTTP methods
- /incidents/:id, which supports the GET HTTP method
- /incidents/:id/uniquecode, which supports the GET HTTP method

```
// A
module.exports = function(service) {
  //B
    service.post('/mobile/custom/incidentreport/incidents',
function(req,res) {
        var result = {};
        var statusCode = 201;
        res.status(statusCode).send(result);
    });
    service.get('/mobile/custom/incidentreport/incidents', function(req,res)
{
        var result = {};
        var statusCode = 200;
        res.status(statusCode).send(result);
    });
    service.get('/mobile/custom/incidentreport/incidents/:id',
function(req, res) {
        var result = {};
        var statusCode = 200;
        res.status(statusCode).send(result);
    });
```

This example illustrates these main constructs:

• (A) module.exports = function (service) {implementation}

The module.exports statement is required at the beginning of all custom API implementations. It's used to export an anonymous function with a parameter (service) through which the custom code service passes the object that's used to expose your endpoints. The service parameter is an instance of an Express application object, and all the object's functionality is available. Note that in Express example code, this parameter is often called app. The anonymous function contains all the API's route definitions.



• (B) Route definitions

A route definition is an Express route method that associates an anonymous callback function with an endpoint (resource plus HTTP method). Its signature takes the following form:

service.HttpMethod('URI', function (req, res)

- service is the variable for the custom code service instance (or, in Express terminology, the application instance), which was defined in the module.exports = function (service) statement.
- HttpMethod is one of the following methods corresponding to standard REST methods:
 - * get
 - * delete
 - * head
 - * options
 - * patch
 - * post
 - * put
- URI refers to resource defined in the API. Notice that while braces identify a parameter in the API design for the resource, you use a colon to identify a parameter in the uri. For example, if the resource is /incidentreport/ incidents/{id}, then you use '/mobile/custom/incidentreport/ incidents/:id' for the URI.
- function (req, res) is a callback through which HTTP request and HTTP response objects are passed. It defines how the API responds to client requests to that endpoint. The req variable provides access to the data in the request and you can use the res variable to build the result. Node and Express provide properties and functions for those two variables, which enable you to retrieve information about their values and work with them. We talk about some of these next.

For more information about the req and res objects, see http://expressjs.com/4x/api.html#request and http://expressjs.com/4x/api.html#request and http://expressis.com/4x/api.html#request and http://expressis.com/4x/api.html#request and http://expressis.com/4x/api.html#request and http://expressis.com/4x/api.html#api.html

The following example is a route definition for the endpoint GET /incidentreport/ incidents/{id}/uniquecode, which generates a unique code.

```
service.get(
  '/mobile/custom/incidentreport/incidents/:id/uniquecode',
  function (req, res) {
    console.info('get /incidentreport/incidents/' +
       req.params.id + '/uniquecode');
    res.type('application/json');
    // status defaults to 200
    res.send({'code': req.params.id + '-' + new Date().valueOf()});
});
```



Notice that the code example uses req.params.id to get the :id value from the URI. Here are some of the request properties that you typically use in your code:

Property	Description
req.body	If the request's content type is application/ JSON or application/x-www-form- urlencoded then this property contains the data that was submitted in the request body in the form of a JavaScript object. For information about accessing other types of request bodies, see Access the Body of the Request.
req.headers	A map of header names and values. The names are lower case. Often used to transport extra information in the request, such as an external identifier.
req.params	An object that contains properties that map to parameters in the endpoint's URI. For example, if the endpoint is attachments/:collection/ objects/:objectid, then you use req.params.collection and req.params.objectid to get the parameter values. When you use the req.params object to retrieve a parameter value, you must use the same case as the parameter in the endpoint. For example, if the endpoint parameter is {id}, then you must use req.params.id to get the value, and not req.params.Id.
req.query	The query string parameters that are passed in the URI. For example, if the request is GET / incidents?q=joeℴ=desc then you use req.query.q and req.query.order to get the query parameters.

Here are some methods that you typically use to inquire about the request:

Method	Description
<pre>req.get(field) and req.header(field)</pre>	Both these methods return the value for the header named by field. For example, req.header('content-type'). The match is case-insensitive. Note that req.header is an alias for req.get.
req.is(mimeType)	Boolean method that you can use to find out if the request's Content-Type header matches the mimeType. For example, req.is('json').

The custom code service essentially creates Express application objects and then configures them with service-specific functionality (such as identity propagation and consolidated logging) before it passes them to the custom API implementation logic for further configuration. You get preconfigured Express application objects to which you add route-specific business logic.

Here we discussed only the basic usage of Express features necessary to implement the API by using routing methods to set up callbacks. However, the entirety of the Express features



are available for use in custom code. Consult the Express documentation at http://expressjs.com/ to learn about the details, such as how to implement URI parameter parsing, set up multiple callback handlers, and use third-party middleware.

Access the Body of the Request

When requests that are received by the custom code have a content type of application/x-www-form-urlencoded or application/json, the payload is converted to a JavaScript object, which is then stored in req.body. For all other types, such as image/jpeg or text/html, req.body is undefined. Examples of when this occurs is when the body is a text file or an image. In those cases, when you need to access the body from the incoming request's handler, use the data event listener and end event listener to save the body to a buffer.

The following example shows how to access the body for different content types:

```
if (req.is('json') || req.is('application/x-www-form-urlencoded'))
    {
       console.info('Request Body: ' + JSON.stringify(req.body));
    } else {
        var data = [];
        // Process a chunk of data. This may be called multiple times.
        req.on('data', function(chunk) {
          // Append to buffer
          data.push(chunk);
        }).on('end', function() {
          // process full message here
          var buffer = Buffer.concat(data);
          // Convert to base64, if required
          // var base64 = buffer.toString('base64');
      });
   }
```

To learn more about Node.js events and listeners, see https://nodejs.org/api/ events.html#events events.

Insert Logging Into Custom Code

You can use the Node console object to add logging messages to custom code, as shown in this example:

```
console.info(i + ' Request to get ' + url);
```

These messages appear in the diagnostic logs.

The custom code service wraps the console object to enable finer-grained logging. The following methods are available for logging messages at different levels:

- console.severe
- console.warning
- console.info
- console.config



- console.fine
- console.finer
- console.finest

By carefully applying log levels to the messages in your code, you can simplify how you debug and administer the app. This allows you to add good debug messages, and then log them only as necessary, such as during development or when diagnosing a problem. For example, you might want to add the following log messages at the suggested log levels:

Log Message	Log Level
Function entry and exit	Finest
Input, such as parameters that are sent with the request	Fine
Caught exceptions	Severe
Uncaught exceptions	Fine

To set the level at which logging is enabled for a backend, from either the mobile backend's diagnostics page or the **Diagnostics** main menu, click **Logs**, and then click **Server Settings**.

Node.js has a less granular set of native methods for logging, which are also possible to use. The logging level of the native Node.js methods <code>console.log</code> and <code>console.dir</code> is equivalent to <code>console.info</code>. The Node.js method <code>console.warn</code> is equivalent to the custom-code method <code>console.warning</code>. The Node.js method <code>console.error</code> is equivalent to the custom-code method <code>console.severe</code>.

When you use console messages to locate problem code, know that the service's console calls are nonblocking. That is, there's no guarantee that logging completes before the next statement is executed. In the case of a problem that's caused by an infinite loop, you will most likely see only the first console message that's in the block of code before the infinite loop. Consider the following code, for example:

```
console.info("Log 1");
var myVar="any string";
console.info("Log 2");
myVar="a different string";
console.info("Log 3");
functionWithInfiniteLoop();
```

When this code is executed, it's possible that only $\log 1$ appears in the diagnostic logs. Therefore, to locate an infinite loop, you must have just one console message, and you must put that message where you think it will flag the problem. If it doesn't flag the problem, then move the message and run another test until you identify the problem code.

When you suspect an infinite loop, follow these steps:

- 1. Remove or comment out all console messages.
- 2. Add a logging statement as the last line before the return.
- 3. Ensure that the log level for your backend is set to the same level as your logging statement, such as INFO for a console.info() message.
- 4. Test the endpoint.
- 5. Look in the diagnostic logs for your logging statement.



- 6. If you don't see the message, move the logging statement up one line and test the endpoint again.
- 7. Repeat the previous step until the message appears in the log.

At this point, you know that the problem statement is just below the logging statement.

Tip:

If you have several lines of code, then you can reduce the number of tests by putting the logging statement in the middle of the code block and then testing the endpoint. If you don't get the log message, then put the logging statement in the middle of the top half. Otherwise, put the logging message in the middle of the bottom half. Test the endpoint. Repeat the test by dissecting the code blocks until you have narrowed the test to just two lines of code.

Local Data Storage

Don't use the file system that's associated with the virtual machine running the Node.js instance to store data, even temporarily. The virtual machines that run Node.js instances might fluctuate in number, meaning that data written to one instance's file system might be lost when individual instances are started and stopped.

To store data from custom code, you can use the Database Access API or the Storage API.

Video: Working with Node - Common Code

For a demonstration of writing Node code to implement custom APIs, take a look at the Oracle Mobile Platform video series on custom code, starting with this video:

Video

Implementing Synchronization-Compatible APIs

If your mobile app uses the Synchronization library to enable offline use, as described in Data Offline and Sync, then here's some information about how to make your implementation compatible with the library.

Note:

To learn how to design your API so that it is compatible with the Synchronization library, see Endpoint Requirements for Sync Compatibility and API Design Considerations.

Video: Working with Custom APIs via Data Offline & Sync

If you want an overview of how to build your custom API to have synchronizationcompliant REST endpoints and data, take a look at this video:



Video

Requirements for a Synchronization-Compatible Custom API

To ensure that the Synchronization library can synchronize with your custom API's data, follow these rules:

Method	Response Body	Response Headers	Response HTTP Status Codes
GET	 To return a single item, use setItem() to put the item in the response, as described in Return Cacheable Data. Note that this method adds the Oracle-Mobile- Sync-Resource- Type header to the response and sets it to item. To return a collection, use addItem() to add the items to the collection, as described in Return Cacheable Data. Note that this method associates each item with its required URI and ETag and sets the Oracle-Mobile- Sync-Resource- Type header to collection. If there're no items in the collection, then you must return a body with empty items, uris, and etags arrays. For example: { items:[], uris:[], etags:[] 	 Oracle-Mobile- Sync-Resource- Type: Must be set to item for a single item, or collection for an array of items. The setItem() and addItem() methods set this header automatically for items and collections. If the response body is a file, you optionally can set this header to file. ETag: If the Oracle-Mobile- Sync-Resource- Type header is set to item or file, then this header must be set to the item's ETag (in quotes). Oracle-Mobile- Sync-Evict, Oracle-Mobile- Sync-Expires, and Oracle- Mobile-Sync-No- Store: Optional. See Specify Synchronization and Cache Policies. 	No special requirement



Method	Response Body	Response Headers	Response HTTP Status Codes
PUT	If the item stored on the server is different from the item in the request body, such as having a different ID in the case of an add or containing automatically calculated fields like modifiedOn, then return the stored item in the response body. Otherwise, returning the item in the response body is optional.	 Location: If the item was added, then you must include this header, which contains the item's URI. Otherwise, this header is optional. ETag: Must contain the item's ETag in quotes. Oracle-Mobile- Sync-Resource- Type: Must be set to item for a single object. The addItem() method sets this header automatically. If the response body is a file, you optionally can set this header to file. Oracle-Mobile- Sync-Evict, Oracle-Mobile- Sync-Expires, and Oracle- Mobile-Sync-No- Store: Optional. See Specify Synchronization and Cache Policies. 	Note that the value in the If-Match header value dictates the actions to take and the response code to sen The Synchronization library sends * in the If-Match header what the conflict resolution policy is CLIENT_WIN For all other conflict resolution policy configurations (that is, SERVER_WINS and PRESERVE_CONFLICT it sends the item's ET If the header isn't present or is null, ther assume *. If there's an If- Match header an its value isn't *, then, if the item's ETag doesn't mat the header's valu return 412 Precondition Failed. If the item to be updated no longe exists, then do or of the following: If the If- Match header is *, then add the item and return 201 CREATED If there's an If-Match header and if value isn't *, then return 4 NOT FOUND.

Method	Response Body	Response Headers	Response HTTP Status Codes
POST	If the item stored in the server is different from the item in the request body, then include the stored item in the response body. Otherwise, returning the item in the response body is optional. For example, if the server adds calculated fields such as createdOn, then return the stored item in the response body.	 Location: Must contain the item's URI. ETag: Must contain the item's ETag in quotes. Oracle-Mobile- Sync-Resource- Type: Must be set to item for a single object. The addItem() method sets this header automatically. If the response body is a file, you optionally can set this header to file. Oracle-Mobile- Sync-Evict, Oracle-Mobile- Sync-Expires, and Oracle- Mobile-Sync-No- Store: Optional. See Specify Synchronization and Cache Policies. 	No special requirements

Method	Response Body	Response Headers	Response HTTP Status Codes
DELETE	No special requirements	No special requirements	 If there's an If- Match request header and its value isn't *, then if the ETag of the item to be deleted doesn't match the header's value, return 412 Precondition Failed.
			Note that the Synchronization library sends * in the If-Match header when the conflict resolution policy is CLIENT_WINS. For all other conflict resolution policy configurations, it sends the item's ETag.
			 If the item doesn't exist, then you can return either a 404 Not Found or a 204 No Content. The Synchronization library process is the same for both codes. If the item was
			deleted, then return one of the standard DELETE codes, such as 200 OK, 202 Accepted, or 204 No Content.

The Synchronization library uses the 412 Precondition Failed HTTP response status code and the If-Match header to implement conflict resolution policies. Basically, if the conflict resolution policy is CLIENT_WINS, then the If-Match header is set to * to indicate that the server must update or delete the resource without conflict. Otherwise, the If-Match header is set to the item's ETag, and the custom code is expected to return 412 Precondition Failed if the ETags don't match.



Tip:

Most methods require an ETag header in the response, and many methods require that you compare the server version's ETag with the value in the request's If-Match header. There are several node libraries that you can use to create ETags. For example, the NPM etag library that is available from https://www.npmjs.com/package/etag.

Return Cacheable Data

The custom code SDK provides the following methods to format your data for use by the Synchronization library. Using these methods enables the library to optimize synchronization.

Description
Set the response body to the item.
Add the item to a collection, which will be returned in the response body in a cacheable format.
Undoes all calls to setItem and addItem.

For a response with a single JSON object, you use setItem to format the data, as shown in this example, and you return the ETag value in the ETag header:

```
var etag = require('etag');
...
service.get('/mobile/custom/incidentreport/incidents/:id/syncUniquecode',
function (req, res) {
    var item = {'code': req.params.id + '-' + new Date().valueOf()};
    res.setHeader('Etag', etag(JSON.stringify(item)));
    req.oracleMobile.sync.setItem(res,item);
    res.end();
});
```

For a JSON object that contains an array of items, you use addItem to add each item to the response, as shown in the next example. Note that addItem attaches a URI and an ETag value to each item in the response body. The URI must uniquely identify each item.

```
var etag = require('etag');
...
service.get(
  '/mobile/custom/incidentreport/statusCodes',
  function (req, res) {
    var payload = {'inroute': 'Technician is on the way'};
    req.oracleMobile.sync.addItem(
        res,
        payload,
        '/mobile/custom/incidentreport/statusCodes/inroute',
        etag(JSON.stringify(payload))
        );
        payload = {'arrived': 'Technician is on premises'};
        req.oracleMobile.sync.addItem(
```



```
res,
payload,
'/mobile/custom/incidentreport/statusCodes/arrived',
etag(JSON.stringify(payload))
);
payload = {'completed': 'Technician has left premises'};
req.oracleMobile.sync.addItem(
    res,
    payload,
    '/mobile/custom/incidentreport/statusCodes/completed',
    etag(JSON.stringify(payload))
    );
res.end();
});
```

The response body for the addItem example looks like this:

```
{
  "items": [
    {
      "inroute": "Technician is on the way"
    },
    {
      "arrived": "Technician is on premises"
    },
    {
      "completed": "Technician has left premises"
    }
  ],
  "uris": [
    "/mobile/custom/incidentreport/statusCodes/inroute",
    "/mobile/custom/incidentreport/statusCodes/arrived",
    "/mobile/custom/incidentreport/statusCodes/completed"
 ],
  "etags": [
    "\"26-5vTpRVI09SakJoLYEQrQ0Q\"",
    "\"27-+1ktOY9aA46ySRE00/y5Aw\"",
    "\"2c-PSRg8Cxr2rYp/9BftCmDag\""
  1
}
```

When you use setItem and addItem, the response also includes this header:



Header	Description	Туре
Oracle-Mobile-Sync-	If the response body is JSON,	String
Resource-Type	then the value is item if the	
	JSON object includes a single	
	item. The value is collection if	
	the JSON object contains an	
	array of items. Note that when	
	the response is a file, you	
	optionally can set the value to	
	file. When this header isn't	
	included in the response, the	
	Synchronization library assumes	
	that the type is file. That is,	
	when this header is not set, then	
	the MobileResource that the	
	Synchronization library	
	fetchObjectBuilder and	
	fetchCollectionBuilder	
	methods return is of type	
	MobileFile.	

Specify Synchronization and Cache Policies

For the mobile apps that use the Synchronization library, you might want to override their settings for whether to cache the data that you return and when to expire and delete the data. For example, if the data contains private information, you might want to prevent a mobile app from caching that data. This table shows the <code>Oracle-Mobile-Sync</code> HTTP headers to override these settings.

Header	Description	Туре
Oracle-Mobile-Sync-Evict	Specifies the date and time after which the expired resource should be deleted from the app's local cache. Uses RFC 1123 format, for example EEE, dd MMM yyyyy HH:mm:ss z for SimpleDateFormat.	Number
	The following synchronization policies are set for the resource object that is created from the response:	
	• Eviction policy: EVICT_ON_EXPIRY_AT_STA RTUP	
	• Expiration policy: EXPIRE_AFTER with the expireAfter property set to date and time provided in the header value	

Header	Description	Туре
Oracle-Mobile-Sync- Expires	Specifies when to mark the returned resource as expired. Uses RFC 1123 format, for example EEE, dd MMM yyyyy HH:mm:ss z for SimpleDateFormat.	Number
Oracle-Mobile-Sync-No- Store	When set to true, instructs the client to not cache the resource.	Boolean

Call Web Services and APIs from Custom Code

Your implementation can access these types of APIs and services:

- Platform APIs: The custom code SDK includes methods for accessing the platform services. For example, you use database.get() to retrieve data from the Database service.
- Custom APIs: The custom code SDK includes custom methods for interacting with all the other custom APIs that are in your environment.
- Connector APIs: The custom code SDK includes connector methods for interacting with connectors.
- External web services: Typically, you create connector APIs with which to interact with external services, but you also can connect with remote web services directly from custom code.

If you need to make a third-party web service call that doesn't require you to shape the data, and you don't need integrated diagnostics, tracking, or analytics for that call, then you might choose to call the service directly instead of setting up a connector. You can call a web service directly from your custom code using Node APIs such as the HTTP API. The only supported protocols for making calls to the Internet from custom code are HTTP and HTTPS. For information about the Node HTTP API, see nodejs.org/api/http.html.

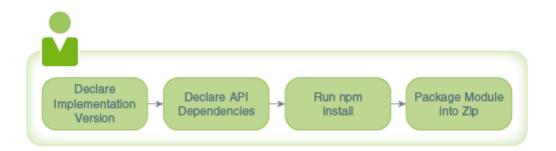
When deciding whether to use a connector or make a direct call, consider that if the third-party web service changes its API, then a connector requires just one change, whereas with direct calls, you must make sure you find and change all the direct calls. Also, consider that if you're testing against a test web service, you'll have to modify the URLs for the direct calls when you switch to the production service.

Package Custom Code into a Module

After you've written custom code to implement an API, and before you upload and deploy it, follow these steps to package the implementation:

- **1.** Declare the implementation version in the package.json manifest file.
- 2. Optionally declare the Node version in the package.json file.
- 3. Declare in the package.json file the API dependencies on other modules.
- 4. Run the Node.js package manager (npm) to download the dependencies.
- 5. Put the root folder and its implementation files in a zip file.





Required Artifacts for an API Implementation

An API implementation is packaged as a zip archive containing, at minimum, the following artifacts:

- A root directory that has the name of the custom code module.
- The package.json file. Within this file, you specify in JSON format the name of the module and any dependencies that your custom code has, such as any connector APIs.

By Node convention, this file *must* be within the root directory.

- At least one JavaScript file that contains the implementation code.
- If there are any additional modules that you are using (in addition to Express and the base Node features), then a node_modules directory containing those modules.

package.json Contents

Like all npm packages, custom API implementations require that you identify the project and its dependencies in a package manifest named package.json. Here's an example of the syntax and the properties of a package.json file for a custom API implementation:

```
{
  "name" : "incidentreports",
  "version" : "1.0.0",
  "description" : "FixItFast Incident Reports API",
  "main" : "incidentreports.js",
  "dependencies": {
    "async": "0.9.0"
    },
    "oracleMobile" : {
        "dependencies" : {
            "dependencies" : {
            "apis" : {"/mobile/custom/employees" : "3.5.1"},
            "connectors" : {"/mobile/connector/RightNow": "1.0"}
        }
    }
}
```

The key attributes are the following:

name

A descriptive name for the implementation. The name can contain only characters that can be used in a URI. It may not start with a period (.) or underscore (). The value of this



attribute in combination with the value of the version attribute must be unique among all API implementations.

version

The version of the implementation. If you provide a new version of an implementation, then this attribute should be incremented and the name value should stay the same.

description

An optional description of the implementation.

main

The name of the main JavaScript file that implements the API. If this file isn't in the same folder as the package.json file, then use a path name that's relative to the package.json folder.

dependencies

The specification of dependencies to other Node modules required for the implementation. When you have such dependencies, use npm to install those modules in this directory.

oracleMobile / dependencies / api

The specification of the version for a custom API or a connector API that you reference in your custom code.

Declare the API Implementation Version

Use the version attribute in the package.json file for the custom code module to specify the implementation version, as shown in the following example:

```
{
  "name" : "incidentreport",
  "version" : "1.0.0",
  "description" : "Incident Report Custom API",
  "main" : "incidentreport.js",
  "oracleMobile" : {
    "dependencies" : {
        "apis" : { },
        "connectors" : {"/mobile/connector/RightNow": "1.0"}
    }
}
```

If you have previously uploaded an implementation and that implementation is still in Draft state, then you can continue to upload modified implementations without incrementing the version number. After you publish a version, that version is final. If you want to make changes to a published implementation, then you must increment the version number.

You can publish implementations independently of APIs, and you can increment their version numbers separately as well. This lets you make changes to a published implementation, such as minor modifications or bug fixes, without requiring the API itself to be updated.

To create another version of an API implementation, change the version attribute, such as "version": "1.0.1", and then upload a zip file of the modified



implementation. When you upload a new version of an implementation, it becomes the default version (active implementation) for that API. You can change the default version in the API's Implementations page.

If the new version is backward-compatible, then use a minor incremental increase. For example, if the previous version is 1.3, then the updated version number could be 1.4 or 1.7. If the new version isn't backward-compatible, then use a major incremental increase. For example, if the previous version is 1.3, then the updated version number could be 2.0 or 2.1.

Declare the Node Version

The CCC_DefaultNodeConfiguration environment policy defines the instance's default node version. To use a version of the Node library other than the default Node version, add a node property to the configuration section as shown in this example:

```
{
  "name" : "incidentreport",
  "version" : "1.0.0",
  "description" : "Incident Report Custom API",
  "main" : "incidentreport.js",
  "oracleMobile" : {
     "configuration" : {
        "node" : "6.10" }
  }
}
```

Package Additional Libraries with Your Implementation

If your API implementation depends on other JavaScript modules, such as Async, then you must add them to your custom code zip file. The additional modules aren't shared across APIs. For example, you must include the Async module in every implementation package that uses it. Your implementation can't use any modules that depend on installing a binary (executable) on the server.

1. In the package.json file for the implementation module, declare the modules that the implementation module depends on. Specify both the module name and the version number in the following format:

```
"dependencies": {
    "<module-name>":"<version-number>",
    "<module-name>":"<version-number>",
},
```

2. In the directory containing the package.json file for the custom code module, run:

npm install

This command downloads the stated dependencies from the public npm repository and places them in the node_modules subdirectory.



If the module on which you're creating the dependency is in a folder on your file system instead of in the public npm repository, add the path to the folder as an argument to the command:

```
npm install <folder-name>
```

For more information on using the npm package manager, see https://docs.npmjs.com/cli/install.

3. Package the whole folder containing the package.json file in a zip archive.

Upload the Custom Code Module

- **1.** On your system, create a zip archive of the root folder that contains the required artifacts for the implementation:
 - The package.json file
 - At least one JavaScript file that contains the implementation code.
 - If necessary, a node_modules sub directory that contains the additional modules that the implementation uses.
- 2. From the API Catalog, open the custom API that the custom code implements.
- 3. In the left navigation bar, click Implementations.
- 4. At the bottom of the API Implementation page, click **Upload an implementation archive**, and upload the zip archive.

🔷 Tip:

You also can use the Mobile Hub Custom Code Test Tools to upload an implementation from the command line.

Testing and Debugging Custom Code

You can test and debug your custom code directly within the UI. It's also possible to test your custom code outside of the UI.

Test with Mock Data

When you create a custom API, you get a mock implementation, which application developers can use to test their mobile applications while you are implementing the custom code. When you call an endpoint for a mock implementation, it returns the request example, if one has been provided.

The mock implementation is the default implementation until you upload an implementation. Whenever you upload an implementation, it is automatically deployed as the default implementation. You can always change this, including reverting to the mock implementation, for testing purposes. To change the default implementation, select it on the Implementations page and click **Set as Default**.

You can create example (mock) data to provide default request and response bodies for the test UI. You can use either the API Designer or the RAML to add example



(mock) data. To provide an example for an endpoint from the API Designer, from the Endpoints page, go to the desired method, click either the **Requests** tab or the **Responses** tab, select the appropriate media type, and then enter the mock data in the **Example** tab.

Here's an example of providing mock data in the RAML.

Test Custom Code from the UI

As soon as you upload your custom API implementation, you can test it.

1. Click Test in the API Designer.

The test page displays all the operations.

- 2. From the endpoints list, click the operation that you want to test.
- 3. If the endpoint has parameters, then enter the required parameters and any optional parameters that you want to test.
- 4. If the endpoint accepts a request body, then provide the body or click Use Example.
- 5. Select a backend.
- 6. Optionally, select an API version.
- Select the authentication method. If you select Current User, then the authentication method is OAuth Consumer.
- 8. If you aren't using anonymous access, then you must provide a user name and the password. This user must have been assigned one of the roles that can access the endpoint. If the endpoint doesn't have any roles configured for it, then the user must belong to a role that's associated with the API. In addition, the user must have one of the roles that is associated with the backend that you use to test the endpoint. You can see these roles in the backend's Security page.
- 9. Click Test Endpoint.

The Response Status section displays the status and the response. Click **Request** to see the request URI and headers.

You also can test an API from the API Catalog and from a backend.



Debug Offline with the Mobile Hub Custom Code Test Tools

Oracle Mobile Hub offers a set of custom code test tools that you can use to iteratively debug your custom code. You can download the tools from the downloads page on OTN.

The core of the tools is an npm module that enables you to run an offline custom code container, run tests on the code, and package and deploy an implementation back to Mobile Hub.

Detailed instructions on using the tools are located in the README.MD file that is packaged within the omce-tools.zip.

Tools for Testing Custom Code Outside the UI

You can use tools that were designed for testing web services to test custom code, such as cURL.

The way you remotely access an API endpoint depends on the type of authentication that you want to use. See:

- Authenticate with HTTP Basic in Direct REST Calls
- Authenticate with OAuth in Direct REST Calls
- Get a Facebook User Access Token Manually
- Headers Needed for API Calls with Facebook Authentication

When you create a custom API, a mock implementation is created automatically. You can use this mock implementation for testing before you implement the custom code. You also can use the mock implementation to configure a response for a mobile application test case. After you have uploaded an implementation, you can switch to the mock implementation for testing purposes by making it the default. For more information, see Test with Mock Data.

If your request is in a test suite, then you can put the name of the test suite in the Oracle-Mobile-Diagnostic-Session-ID header. The name appears as the app session ID in the log messages. This lets you filter the log data on the Logs page by entering the test suite name in the **Search** text box. Also, when you are viewing a message's details, you can click the app session ID in the message to view all the messages with that ID. For more information about using the Oracle-Mobile-Diagnostic-Session-ID header, see How Client SDK Headers Enable Device and Session Diagnostics.

Note that the API must either allow anonymous access or be associated with at least one role. If neither of these is true, then you will get an unauthenticated error.

View Custom Code Log Messages

When your API implementation doesn't return the expected results, use the diagnostic logs to troubleshoot the problem.

To pinpoint where the error occurred, click to open the side menu. Next, click the **Diagnostics** menu, and then click **Request History**. Next, to find the request, click

View related log entries = in the Related column, and then select Log Messages

Related by API Request. To see a message's details, click the time stamp. From the Message Details dialog, you can click the up and down arrows to see all the related log messages.

You can get to the **Request History** page from either the **Diagnostics** menu or a mobile backend's **Diagnostics** page. Note that if there isn't sufficient information in a request to enable the service to determine the associated backend, then the related log messages appear only in the **Logs** page that is available from the **Diagnostics** menu.

Every message is tagged with a request correlation ID that associates all messages for a request. When you view a message's details, you can click the request correlation ID to see the other messages for the same request.

If you don't see any messages that help identify the source of the problem, then you can change to a finer level for logging messages. From the **Logs** page, click **Server Settings**, change the log level for the mobile backend, and then rerun the test.

Let's use the following endpoint to see how to custom code logging works. In this code, the database.insert method makes a PUT request to /mobile/platform/database/objects/ FIF Incidents.

```
service.post('/mobile/custom/incidentreport/incidents', function (req, res) {
  req.oracleMobile.database.insert('FIF_Incidents', req.body).then(
    function (result) {
      res.status(result.statusCode).send(result.result);
    },
    function (error) {
      res.status(result.statusCode).send(error.error);
    }
);
});
```

The service always logs a message whenever a call ends, regardless of the log level setting. In the following figure, the bottom (earliest) message was logged when the <code>POST</code> request to / <code>platform/database/objects/{table}</code> ended. The top (later) message was logged when the <code>service.post</code> call to <code>/mobile/custom/incidentreport/incidents</code> ended.

Timestamp	Message Type	Call	Message
6/9/18 9:11:33.226 am -10:00	INFO	cktest 1.0 > custom/incidentreport 2.1 > POST /incidents	The API invocation ended.
6/9/18 9:11:33.219 am -10:00	INFO	cktest 1.0 > platform/database 1.0 > POST /objects/{table}	The API invocation ended.

Get Finer-Grained Request and Response Log Messages

To get the maximum amount of log messages, set the log level to FINEST. With this level, the service logs the following messages:

- A FINEST message, which contains the HTTP verb and URI, whenever a request is received by any of the custom API's endpoints
- A FINEST message, which contains the HTTP verb, URI, and status code, whenever a response is sent by any of the custom API's endpoints
- A FINEST message, which contains the HTTP verb and URI, whenever a request is sent to another platform or custom API.



• A FINEST message, which contains the HTTP verb, URI, and status code, whenever a response is received from a call to another platform or custom API.

If the CCC_LogBody environment policy is set to true and the log level is FINEST, then the following occurs:

- If a request body exists, then the FINEST message that contains the request's HTTP verb and URI also shows the body.
- If a response body exists and the response status code is less than 400, then the FINEST message that contains the HTTP verb, URI, and status code for the response also shows the body.
- If a response body exists and the response status code is 400 or higher, then the response body is logged in a separate message. Immediately after, it logs the FINEST message for the response. The message type is either WARNING or SEVERE, depending on the status code.

Message Type	Call	Message
INFO	cktest 1.0 > custom/incidentreport 2.1 > POST /incidents	The API invocation ended.
FINEST	cktest 1.0 > custom/incidentreport 2.1	CCC response post /mobile/custom/incidentreport/incidents st
FINEST	cktest 1.0 > custom/incidentreport 2.1	OracleMobile Promise response post /mobile/platform/databa
INFO	cktest 1.0 > platform/database 1.0 > POST /objects/{table}	The API invocation ended.
FINEST	cktest 1.0 > custom/incidentreport 2.1	OracleMobile Promise request post /mobile/platform/database
FINEST	cktest 1.0 > custom/incidentreport 2.1	CCC request body body: ("title": "Water heater is leaking", "tech
FINEST	cktest 1.0 > custom/incidentreport 2.1	CCC request post /mobile/custom/incidentreport/incidents

Note that setting the log level to FINEST might have a negative effect on performance.

Log Request and Response Bodies

If you would like to see the bodies of the requests and responses, then ask your mobile cloud administrator to change the $CCC_LogBody$ environment policy to true. When you do this, the service logs a CCC message whenever a body is passed in a request or a response as shown here:

Message Type	Call	Message
INFO	cktest 1.0 > custom/incidentreport 2.1 > POST /incidents	The API invocation ended.
INFO	cktest 1.0 > custom/incidentreport 2.1	CCC response body: { "id": 5 }
INFO	cktest 1.0 > platform/database 1.0 > POST /objects/{table}	The API invocation ended.
INFO	cktest 1.0 > custom/incidentreport 2.1	OracleMobile.rest request rid:0:1:2:1 body: {"title":"Water heate
INFO	cktest 1.0 > custom/incidentreport 2.1	CCC request body: {"title":"Water heater is leaking","technician"

When you set the log level to Info, the service logs the request bodies with a message type of INFO. Response bodies are logged with a message type that corresponds to the response status. For example, if the response status is 401, then the log message that contains the response body has a message type of WARNING.

Note that setting the CCC_LogBody environment policy to true might have a negative effect on performance.



By default, the body is truncated after 512 characters. Use the $CCC_LogBodyMaxLength$ environment policy to change the maximum body length. To always include the full message, no matter how long it is, set $CCC_LogBodyMaxLength$ to -1.

Minimize the Performance Cost of Logging Bodies

If you are concerned about the performance cost of logging bodies, but you want to see the request and response bodies for exceptional cases, you can configure your instance to log request and response bodies only when the status code is 400 or higher.

To limit request and response body messages to exceptional cases:

- Set the CCC LogBody environment policy to true.
- Set the logging level to WARNING or SEVERE.

With these settings, whenever there is a status code of 400 or higher, a message is logged for both the request and the response. Both messages are logged at the time that the response is received. The message type is WARNING or SEVERE, depending on the status code. The message shows the body, if there is one.

Create Custom Log Messages

To help with debugging, you can use the console object from the custom code SDK to insert logging into your implementation.

Troubleshooting Custom API Implementations

When a test fails for a request, examine the response's HTTP status code and the returned data to identify the issue. Status codes in the 200 range indicate success. Status codes in the 400 range indicate a client error where the calling client has done something the server doesn't expect or won't allow. Depending on the 4XX error, this may require fixing custom code, giving a user the necessary privileges, or reconfiguring the server to allow requests of that type, for example. Status codes in the 500 range indicate that the server encountered a problem that it couldn't resolve. For example, the error might require reconfiguring server settings. Here are some common standard HTTP error codes and their meanings:

Status Code	Description
400 BAD REQUEST	General error when fulfilling the request would cause an invalid state, such as missing data or a validation error.
401 UNAUTHORIZED	Error due to a missing or invalid authentication token.
403 FORBIDDEN	Error due to user not having authorization or if the resource is unavailable.
404 NOT FOUND	Error due to the resource not being found.
405 METHOD NOT ALLOWED	Error that although the requested URL exists, the HTTP method isn't applicable.
500 INTERNAL SERVER ERROR	General error when an exception is thrown on the server side.

You can use the request's log entries to pinpoint where the error occurred as described in View Custom Code Log Messages. To learn how to identify custom code syntax errors from the log, see Diagnose Syntax Errors.



If you don't see any messages that identify the source of the problem, then you can change to a finer level for logging messages. From the **Logs** page, click **Server Settings**, change the log level for the mobile backend, and then rerun the test. If you're troubleshooting custom code, then you can add your own log messages to the custom code to help identify the code that's causing the problem. See Insert Logging Into Custom Code.

🔷 Tip:

If, in a request, you set the Oracle-Mobile-Diagnostic-Session-ID header to an identifier for the suite, that value is displayed in the message detail as the app session ID. If you click the app session ID in a message detail, then you can then click the up and down arrows to view all the messages for that ID. You can also enter the ID in the **Search** field to display only the log messages with that ID. For more information about using the Oracle-Mobile-Diagnostic-Session-ID header, see How Client SDK Headers Enable Device and Session Diagnostics.

Diagnose Syntax Errors

When a request failure is caused by a syntax error, you can details about that error from the diagnostic logs.

From the Diagnostic page, find and open the Message Detail dialog box for the syntax error message, and look at the **Message Text**, which provides the module and line number where the error occurred, as shown here:

Message Detail		×
▲ ✓ Message 3 of 3	ecid:03Hq0000IM ×	
Custom Code: incidentreport incidentreports 3.0	t 2.0 - SEVERE	
Message Custom Code Problen Text request: get /mobile/custom/ini caused unhandled erro ReferenceError: reque at /scratch/aime/mob /incidentreports.js:430:	icidentreport/incidents or: ist is not defined bile/mobile_ccc/custom_code_modules/ccc8761682297981923964/incidentreports	
Request	Context	
Mobile test 1.0 Backend API incidentreport 2.0 Service incidentreports 3		OIM
Message		
Message SEVERE Level		



If you'd like to see the stack traces for custom code syntax errors in request responses, then ask your mobile cloud administrator to change the CCC_SendStackTraceWithError environment policy to true. When you do this, you'll see a request response like the following example whenever a request results in a syntax error in the custom code. The stack trace shows the line number where the error occurred.

```
{"message": "Custom Code Problem: ReferenceError: nonExist is not defined\n
at /scratch/aime/mobile/mobile_ccc/custom_code_modules/
ccc2455344468806884059/incidentreports/incidentreports.js:354:17\n at
callbacks (/scratch/aime/mobile/mobile_ccc/mcs-node-router/node_modules/
express/lib/router/index.js:164:37)\n ..."
}
```

Common Custom Code Errors

The following topics discuss common errors, possible causes, and solutions.

Custom Code Problem parsing JSON: Error: request entity too large

This error is typically caused by a request body that's larger than the JSON body parser's default maximum input, which is 1MB.

To change the JSON body parser limit for Node 6.10 and later, add this code to the implementation's main JavaScript file, and set the desired limit:

```
var bodyParser = require('body-parser');
module.exports = function(service) {
    service._router.stack[3].handle = bodyParser.json({limit: '2mb'})
};
```

To change the JSON body parser limit for Node 0.10, add this code to the implementation's main JavaScript file, and set the desired limit:

```
var bodyParser = require('body-parser');
module.exports = function(service) {
    service.stack[3] = { route: "", handle: express.json({limit: '2mb'})
};
```

Custom Code Problem in oracleMobile.rest callback: Argument error, options.body

When you use a generic REST method from the custom code SDK, the common cause for this error is assigning a JavaScript object to <code>optionsList.body</code>, where <code>optionsList</code> is the first parameter in a call to <code>req.oracleMobile.rest.post(optionsList, handler)</code>.

The solution is to do one of the following:

• Store the object in <code>optionsList.json</code>, instead of <code>optionsList.body</code>. This solution automatically converts the object to a JSON string and sets relevant parts of the request, such as the content type and length. For example:

```
optionsList.json = {first: 'John', last: 'Doe'};
```



• Use JSON.stringify to convert the object to a JSON string before setting the optionsList.body value. For example:

```
optionsList.body = JSON.stringify(first: 'John', last: 'Doe');
optionsList.headers = {'Content-Type': 'application/json');
```

Your custom code container is in the process of recovering from an unhandled error in a earlier request

This issue occurs when a previous request results in an uncaught exception. When you receive this response, rerun the current request. It should succeed as soon as the system has recovered from the uncaught exception for the previous request.

You should examine the logs for the previous requests to see if you can find the cause of the uncaught exception.

Connection fails due to untrusted URL

To protect client apps, the service passes all external URLs through McAfee Web Gateway v7.x/6.9.x (Cloud), which requires that all external URLs are trusted. This requirement applies to external service URLs for connector APIs as well as those that you access directly from custom code.

Attempting to connect with an untrusted connector endpoint results in a 403 error, which might be wrapped in a 500 error.

To resolve the issue, add the untrusted URL to the list of trusted URLS for McAfee Web Gateway v7.x/6.9.x (Cloud) at http://trustedsource.org/. Note that the process can take from three to five business days.

database.getAll(table, options, httpOptions) doesn't return all the rows in a table

This issue occurs when there are more rows in the table than the Database_MaxRows environment policy allows the service to return. The default value is 1000.

Ask your mobile cloud administrator to increase the Database MaxRows value.

This mobile user doesn't have the necessary permissions to call this endpoint

In the UI, open the API and click Security. If Login Required is turned on and Enterprise is selected, then look at the roles that have been configured. If no roles are configured, then no one has permission to log in to the mobile backend. If one or more roles are configured, ensure that the user has a necessary role.

What Happens When a Custom API Is Called?

You might be curious about how the service handles calls to a custom API. Here is a high-level summary. When the service receives a custom API request, it sends the request to the custom code service. The custom code service then directs the request to one of the following:



- Custom code container for the API implementation: A container is a Node instance. This
 container wraps the custom API implementation with JavaScript that handles tasks such
 as server startup, authentication, authorization, and logging. There is one container for
 each deployed version of an implementation for each associated mobile backend version.
- Custom code agent: The agent controls the creation and destruction of custom code containers, controls server startup, and exposes the REST endpoints for creating and destroying a container.

Basically, a custom API implementation is launched on demand in a container that is instantiated by the custom code agent. This container, which runs in Node, handles the requests and returns the responses.



When the custom code calls a platform API or a connector API, it makes the call back through the service, and then the service routes the call to that API. If the call is to a different custom API, then the service routes the call to that API's container if it exists, or it creates the container and then routes the call to it.



23 Calling APIs from Custom Code

As a service developer, you might want to access platform APIs, connector APIs, and other custom APIs from your custom code. The custom code SDK provides methods that simplify making requests to these APIs.

Note that the purpose of the examples in this chapter is to illustrate how to interface with the custom code service. The examples are not intended to teach best practices for writing Node.js REST API implementations.

Send Requests to Platform, Connector, and Custom APIs

You use custom code SDK methods to send requests to platform, custom, and connector APIs. When you call one of these methods, that method makes a RESTful HTTP call to the API. This SDK makes the HTTP calls mostly transparent to you, but you'll see that a method's arguments and its return value are similar to what you would see with a RESTful HTTP request and response.

The SDK methods follow a common request pattern. There are two response patterns – stream and promise.

API Request Pattern

The custom code SDK methods that make requests to custom, platform, and connector APIs follow this pattern:

req.oracleMobile.<service>.<method>(required arguments, options, httpOptions)

The <service> identifies the API that you want to call.

- For platform APIs, this is the name of the platform, such as storage, ums, or notification.
- For connector APIs, this can be either connectors or connectors.<api>. Later, we discuss how to choose which one to use.
- For custom APIs, this can be either custom or custom.<api>. Later, we discuss how to choose which one to use.

You use options to specify optional API-specific properties. The next section discusses the options properties that are shared by many of these methods. Each method description in the subsequent sections discusses additional options properties that apply to that method, if any.

The httpOptions argument is like the Node.js http.request (options) argument. You use this argument to pass properties not covered by required arguments and options. For example, if you need to pass the timeout property to specify the number of milliseconds to wait for a request to respond before terminating the request, then you would pass it in httpOptions. Another example of when you use httpOptions is to pass query parameters to a connector. To learn more about http.request (options), go to the API documentation at



https://github.com/request/request and scroll down to the section entitled
"request(options, callback)".

Tip:

When you use httpOptions.qs to pass the query string, you can use encodeURIComponent (<string>) for the qs value to ensure that your code handles multibyte characters.

You can omit the options and httpOptions arguments. When you do so, they are treated as null values. Any value that you provide in options that affects a parameter in httpOptions overrides the httpOptions parameter. The methods ignore any property in the options and httpOptions arguments that they do not support.

You might notice that you don't need to worry about authentication when you send requests to custom, platform, and custom APIs from custom code. The service re-uses the access token that's passed into the custom code and takes care of authentication for you. With connectors, if you need to use different credentials for the external service, you can use options.externalAuthorization to pass the value to be used in the Authorization header for the external service.

If you need to send direct requests to third-party web services without going through a connector, use a Node API such as the HTTP API.

API Response Patterns

The return value for a custom code SDK call to an API depends on the value of the <code>options.outType</code> property.

- If the outType is stream, then, if there's no error, the return value is a stream that you can pipe.
- If the outType is undefined or any value other than stream, then the return value is a promise object.

Handle a Stream

When the response is a stream, then, if there's no error, the return value is a stream that you can pipe. Otherwise, you can process the error as shown in this example:

```
req.oracleMobile.storage.store('attachments', req, {
    mobileName: 'Technician Notes',
    contentType: req.header('content-type'),
    inType: 'stream',
    outType: 'stream'
})
.on('error', function (error) {
    res.status(error.status).send(error.message);
})
.on('response', function (response) {
    console.info('HEADERS received from response:', response.headers);
})
.pipe(res);
```



For more information about streaming, see https://github.com/request/request/.

Handle a Promise

A **promise** provides access to the result of an asynchronous request. At the time a promise is returned, the request may or may not have completed. Most custom code SDK methods return promises. In the following examples, promiseFunction> represents a custom code SDK method that returns a promise, such as req.oracleMobile.storage.getCollections.

When you call a promise function, you typically use the then function to handle the success or failure as shown here:

<promiseFunction>.then(successFunction, errorFunction)

- <promiseFunction> is the call that returns a promise, such as req.oracleMobile.storage.getCollections in the next code example.
- successFunction is a user-defined function that is called if the prior promise function resolves successfully. This occurs when the request completes with a response status code less than 400. The successFunction takes a single argument, which is what the prior <promiseFunction> returned on success. With custom code SDK methods, this is a JSON object with the following properties:
 - result: The body of the result.
 - statusCode: The HTTP status code.
 - headers: A JSON object that contains all the HTTP response headers, such as {accept-charset:'UTF-8', content-type:'application/json'}.
 - contentType: The value of the Content-Type header if that header was included in the response.
 - contentLength: The value of the Content-Length header if that header was included in the response.
- errorFunction is a user-defined function that is called if and when promise function doesn't resolve successfully. This is when the response status is equal to or greater than 400, or if there is a severe error. The errorFunction takes a single argument, which is what the <promiseFunction> returned on error. With custom code SDK methods, this is a JSON object with the following properties:
 - statusCode: The HTTP status code.
 - error: The body of the error or the error message.
 - headers: All the response HTTP headers.

The then function takes an optional progressFunction argument. However, the custom code SDK doesn't use this argument, and you can omit it from the call.

Here's an example of how to call a custom code SDK method to access a custom, platform, or connector API and use then to handle the promise that it returns. In this example:

• In this example, the <promiseFunction> is req.oracleMobile.storage.getCollections. This is a function from the storage component of the custom code SDK, which either resolves with a successful promise or rejects with an error promise.



- If getCollections completes successfully, then it passes the successful promise to the first argument for then, which is function (result).
- If getCollections results in an error, then it passes the error promise to the second argument, which is function (error).

```
// Get metadata about the backend's collections.
service.get('/mobile/custom/incidentreport/collections',
function (req, res) {
    req.oracleMobile.storage.getCollections({sync: true}).then(
    function (result) {
        res.status(result.statusCode).send(result.result);
        },
        function (error) {
        res.status(error.statusCode).send(error.error);
        }
    );
});
```

A promise and its result can be assigned to a variable. This means that the result can live longer than the function call alone, allowing you to chain multiple success and failure functions calls against the result. For example, you can write code like this:

```
var collections = req.oracleMobile.storage.getCollections({sync:
true});
collections.then(successFunction1, errorFunction1);
...
collections.then(successFunction2, errorFunction2);
```

Because the custom code SDK uses the Bluebird promises library, we recommend that you use this library to process these promises. If you only use the then() function from the promises library, you don't need to include Bluebird in your package.

There are several promise libraries that you can choose from for your custom code implementation, but the extent to which they will work with the custom code SDK promises is not known. To learn more about Bluebird promises, go to https://github.com/petkaantonov/bluebird.

Invoke Calls Synchronously

When you need to invoke a series of calls in a synchronous manner, waiting for one operation to complete before starting the next one, then you can take advantage of the fact that most custom code SDK methods return a promise. A promise handles some of the complexity of making synchronous calls in an asynchronous environment like Node, and provides a simple way to handle both success and failure cases through callback methods.

The simplest way to extract the result of a promise is to use the then function. In your custom code, you can provide two arguments to the then function.

- A function to invoke on success, which takes a single argument the success promise.
- A function to invoke on error, which takes a single argument the error promise.



Here's an example of using the then function to handle the result of a promise function. As you can see, it has two arguments:

- function (result), which sends the getById result.
- function (error), which sends the error message.

```
service.get('/mobile/custom/incidentreport/attachments/:id',
function (req, res) {
    req.oracleMobile.storage.getById('attachments', req.params.id, {sync:
    true}).then(
        function (result) {
            res.status(result.statusCode).send(result.result);
        },
        function (error) {
            res.status(error.statusCode).send(error.error);
        }
    );
    });
```

When you need to call more than one API operation from a route definition, you can use then to chain the calls, so that one call completes successfully before the next one is called. In this example, the route definition:

- 1. Posts an incident to the database and returns the result.
- 2. If the post completes successfully, gets the user info.
- 3. If the user info is retrieved successfully, posts an analytics event.

Notice that none of the then functions take a second argument (the error function). If an error (rejected) promise is passed to a then function that doesn't have a second argument, then the code skips to the first then function with a second argument. In this example, because there aren't any, all errors trickle to the catch function.

```
service.post('/mobile/custom/incidentreport/incidents',
function (req, res) {
  /* Post the incident and send the response.
   * Then, if the post was successful,
  * get the username,
  ^{\star} then use the username to post an event.
  **/
 postIncident()
  .then(getUser)
  .then(postEvent)
  .catch(function (errorResult) {
        console.warn(errorResult);
  });
  function postIncident() {
    return req.oracleMobile.database.insert('FIF Incidents', req.body)
    .then(
      function (successResult) {
        res.status(successResult.statusCode).send(successResult.result);
```



```
// By default, Bluebird wraps this with a
      // resolved promise
      return {status: "resolved"};
   },
   function (errorResult) {
      res.status(errorResult.statusCode).send(errorResult.error);
      throw errorResult;
    }
 );
};
function getUser() {
 return req.oracleMobile.ums.getUser({fields: 'username'});
};
function postEvent(successResult) {
 var userName = successResult.result.username;
  /*
  * Record the NewIncident event
  */
 var timestamp = (new Date()).toISOString();
 // Events are posted as an array
 var events = [];
 // Put events in context
 events.push(
   {name: 'context',
      type: 'system',
      timestamp: timestamp,
     properties: {userName: userName}
   });
  // Start the session
 events.push(
   {name: 'sessionStart',
      type: 'system',
     timestamp: timestamp
   });
  // Add the custom event:
 events.push(
   {name: 'NewIncident',
      type: 'custom',
     component: 'Incidents',
     timestamp: timestamp,
      properties: {customer: req.body.customer}
   });
  // End the session:
 events.push(
   {name: 'sessionEnd',
     type: 'system',
      timestamp: timestamp
   });
  // Post the batch of events. Apply the passed-in session ID to all.
  // The postEvent result is returned by this function
 return req.oracleMobile.analytics.postEvent(
   events,
    {sessionId: req.header('oracle-mobile-analytics-session-id')});
```

}; });

Invoke Calls Asynchronously

Promise.join lets you make several asynchronous calls and then use the results after all calls are complete. The promise that the join returns is an array of the results.

For example, the following code makes three calls to the incident report custom API to get information for the result body. After all calls complete successfully, the then function's success handler extracts the necessary information to compile the result, and then sends it.

Note that the join functions aren't necessarily called in the order in which they occur in the code. The only guarantee is that all the join functions successfully complete before a success promise is returned.

```
/* Promise.join example
 * Promise.join takes multiple promises as arguments.
 * If all promises succeed, then it returns a promise
 * that holds an array of the results of the promises.
 */
var Promise = require("bluebird");
module.exports = function(service) {
  . . .
  service.get('/mobile/custom/incidentreport/
join/:custId/:incidentId/:techId', function (reg, res) {
    // Three functions that return promises.
    var customer = req.oracleMobile.custom.incidentreport.get(
      "customers/" + req.params.custId, {outType: 'json'});
    var incident = req.oracleMobile.custom.incidentreport.get(
      "incidents/" + reg.params.incidentId, {outType: 'json'});
    var technician = req.oracleMobile.custom.incidentreport.get(
      "technicians/" + req.params.techId, {outType: 'json'});
    Promise.join(customer, incident, technician).then(
      function (joinResult) {
        // Anonymous handler that's called if all 3 promises succeeded.
        // Harvest a piece of data from each promise result.
        var report = {
          customerContact: joinResult[0].result.email,
          description: joinResult[1].result.title,
          technicianContact: joinResult[2].result.email};
        res.type('application/json');
        res.status(200).send(report);
      },
      function (error) {
        // Anonymous handler to handle errors
        console.info(error);
        res.status(error.statusCode).send(error.error);
    );
  })
```

}

Invoke a Dynamic Set of Calls

Use Promise.all when you have a dynamic set of calls and you must wait until all calls complete before you take some action. If any of the promises in the array don't succeed, then the returned promise is rejected with the reason for rejection.

```
/* Promise.all example
 * Promise.all takes an array of promises as an argument
(promiseArray).
 * If all promises succeed, then it returns a promise that holds
 * an array of the results from the promiseArray's promises.
 */
var Promise = require("bluebird");
module.exports = function(service) {
  service.get('/mobile/custom/
incidentreport/all/:custId/:incidentId/:techId', function (req, res) {
    // Put the functions that return promises in the array
    promiseArray = [];
    promiseArray.push(req.oracleMobile.custom.incidentreport.get(
      "customers/" + req.params.custId, {outType: 'json'}));
    promiseArray.push(req.oracleMobile.custom.incidentreport.get(
      "incidents/" + req.params.incidentId, {outType: 'json'}));
    promiseArray.push(req.oracleMobile.custom.incidentreport.get(
      "technicians/" + req.params.techId, {outType: 'json'}));
    // Call Promise.all with the array
    Promise.all(promiseArray).then(
      function (allResult) {
        var report = {
          customerContact: allResult[0].result.email,
          description: allResult[1].result.title,
          technicianContact: allResult[2].result.email};
        res.type('application/json');
        res.status(200).send(report);
      },
      function (error) {
        console.dir(error);
        res.status(error.statusCode).send(error.error);
      }
    );
  })
  . . .
}
```



Create a Function that Returns a Promise

Here are some examples of creating and using functions that return a promise. The first example shows how to return a resolved promise and a rejected promise.

```
// Simple function that returns a resolved promise.
// Note the object passed to Promise.resolve is the
// object the promise is resolved with.
function resolve() {
  return Promise.resolve({status: "resolved"});
}
// Simple function that returns a rejected promise.
// The object passed to Promise.reject describes the error.
function reject() {
  return Promise.reject({error: "rejected"});
}
```

In this example, the compareEtags function takes a successful (resolved) promise as its argument. It rejects the promise if the request had an ETag header and the ETag for the result doesn't match the ETag passed in the header.

```
var Promise = require("bluebird");
var etag = require('etag');
module.exports = function(service) {
. . .
  service.get('/mobile/custom/incidentreport/incidents/:id/ifmatch',
function (req, res) {
    function compareEtags(result) {
      thisEtag = result.headers.etag;
      if (req.header('if-match') &&
        thisEtag != req.header('if-match')) {
        return Promise.reject({
          statusCode: 412,
          error: "Precondition Failed" +". If-Match ETaq: " + reg.header('if-
match') + ", this Etag: " + thisEtag
        })
      } else {
        // result is already a resolved promise
        return result;
      }
    }
    // The custom code SDK get method returns a promise,
    // which is then passed to the custom function compareEtags.
    // On success, compareEtags passes the result from the get.
    // If there's an ETag header, then the function rejects the
    // promise if the result's ETag doesn't match.
    11
    // All rejections are caught by the last then.
    req.oracleMobile.custom.incidentreport.get(
      "incidents/" + req.params.id, {outType: 'json'})
      .then(compareEtags)
```

```
.then(
    function (result) {
        // res.setHeader('Etag',
etag(JSON.stringify(result.result)));
        res.status(result.statusCode).send(result.result);
        },
        function (error) {
            res.status(error.statusCode).send(error.error);
        });
        );
    });
```

Common options Properties

Several custom code SDK methods that access APIs accept an optional options argument, which is a JSON object. Here are the options properties:

Property	Description	Туре	Default Value
accept	The value for the Accept header. Use this property to list the media types that you prefer for the response body. Note that for most methods, the media type for a response body is application/json.	String	Empty, which indicates no preference for response type.
contentType	The value for the Content-Type header. This property specifies the content type of the request body. For most methods, this is application/json.	String	Empty. Note that if the inType is json, then the service sets the Content-Type header to application/json.



Property	Description	Туре	Default Value
inType	For Storage, connector API, and custom API SDK functions that take a request body, use this option to specify whether the request body is json or stream. If json, then the method sets the Content-Type header to application/json automatically. You typically set this property when the custom code builds the request body that you are sending to the API.	String	Undefined. If this property isn't set, then the method passes the request body as is The request is serviced by the Node Request module, which accepts a string or a buffer.
outType	 The response body type. The value can be one of the following: json: Convert the response body to a JSON object. Note that if there are JSON parse errors, then the response body remains a string. stream: Return the response body in a readable stream that can be piped. binary: Do not convert the response body to a string. encoding: Convert the response body to a string using the specified encoding. This property is supported only by the Storage API and the connector and custom APIs. All other APIs use the default 	String	Undefined. The response body is converted to a string using the UTF8 encoding.



Property	Description	Туре	Default Value
encodeURI	When true, encodes the URI and the following arguments and properties:	Boolean	false
	 Encodes table, keys, fields, extraFields, primaryKeys, and sql arguments and properties for database methods Encodes collectionId, mobileName, objectId, orderBy, and user arguments and properties for storage methods. This option is useful for multibyte characters. 		

Access Mobile Backend Information from Custom Code

Use the <code>req.oracleMobile.mbe.getMbe()</code> method to inquire about the backend that the request is coming from. Note that this method is synchronous and doesn't return a promise.

Arguments

This method doesn't have any required arguments and doesn't take the options and httpOptions arguments.

Response

The response body is a JSON object that contains the name, version, and id properties.

Examples

Here's an example of the JSON object that the method returns:

```
{
   name: 'myMBE',
   version: '1.0',
   id: 'ab72abb7-b337-4673-8584-ca5163df5d24'
}
```



Platform APIs

You can use the req.oracleMobile.<service> methods described in the following topics to call the platform APIs, where <service> identifies the platform that you want to call.

Further details, such as the HTTP response status codes and the schema for the request and response bodies, can be found in *REST API Reference for Oracle Mobile Hub - Platform APIs*.

Analytics Collector API

The Analytics API lets you log runtime events, such as a user submitting an inquiry or placing an item into a shopping cart, so that you can observe performance and usage patterns.

This API has one method.

analytics.postEvent(events, options, httpOptions)

This method accepts a batch of events and validates them. If they are valid, they are sent to the Analytics database. If one or more events in a batch are not valid, then no events are sent to the Analytics database.

When adding events to the batch, keep the following in mind:

- There are two types of events custom and system. Use the custom events to record the events that you want to analyze. Use the system events to group your custom events. Note that if you don't specify the event type, then the event defaults to custom.
- Events are JSON objects. All events must have a name and a timestamp. The component and properties are optional.
- With custom events, you can add your own custom properties to properties. For example:

```
{
   name: 'NewIncident',
   type: 'custom',
   component: 'Incidents',
   timestamp: timestamp,
   properties: {customer: 'Lynn White'}
}
```

• You can group events by session. For example, a session can mark the beginning and ending of a function within a mobile app or when an app starts and stops. You start a session by adding a system event with the name sessionStart. You use a sessionEnd event to end the session.

You use a user-defined session ID to associate events with a session. You have two ways to specify a session ID for an event. You can add a sessionId property to an event, and you can set the options.sessionId property. Here's examples of starting and



stopping a session. In these examples, the session ID is set explicitly, but you can also set it using <code>options.sessionId</code>.

```
{
    name: 'sessionStart',
    type: 'system',
    sessionId: '2d64d3ff-25c7-4b92-8e49-21884b3495ce',
    timestamp: timestamp
}
{
    name: 'sessionEnd',
    type: 'system',
    sessionId: '2d64d3ff-25c7-4b92-8e49-21884b3495ce',
    timestamp: timestamp
}
```

• If you want to provide context to a session, then precede the sessionStart event with a system event named context. You can also intersperse context events with custom events to indicate changes in context, such as a location change. Here's an example of a context event:

```
{
  name: 'context',
  type: 'system',
  timestamp: timestamp,
  properties: {
    userName: 'joe',
    model: 'iPhone5,1',
    longitude: '-122.11663',
    latitude: '37.35687',
    manufacturer: 'Apple',
    osName: 'iPhone OS',
    osVersion: '7.1',
    osBuild: '13E28',
    carrier: 'ATT'
}
```

Arguments

events: Required. This is an array of event objects. To learn about the event properties, see the POST /mobile/platform/analytics/events operation in REST API Reference for Oracle Mobile Hub - Platform APIs.

options: Optional. JSON object. This object can have these properties in addition to those listed in Common options Properties:

Property	Description	Туре	Default
applicationKey	Deprecated.	String	None
deviceId	Identifies the device. This is the ID that is returned when you register the device with the Mobile Devices API.	String	None



Property	Description	Туре	Default	
sessionId	Specifies a default session ID. Use a session ID to group all events by a user- defined session. When present, the sessionID value in the event object overrides this value.	String	None	

The response body is a JSON object with a message attribute. For example, {"message":"1 events accepted for processing."}

Example

Here's an example that records events when incidents are created. After it successfully saves an incident in the database, it gets the user name for the context event, and then it records the event. This example uses the promises then () function to insure that each API call completes successfully before invoking the next, as described in Invoke Calls Synchronously.

In this example, the request body looks like this:

```
{
  title:'Water heater is leaking',
  technician:'jwhite',
  customer:'Lynn Smith'
}
```

This code expects the request to include the session ID in the Oracle-Mobile-Analytics-Session-ID header. It sets the options.sessionId property to this value.

```
service.post('/mobile/custom/incidentreport/incidents/log',
function (req, res) {
```

```
/* Post the incident and send the response.
 * Then, if the post was successful,
 * get the username,
 * then use the username to post an event.
 *
 **/
postIncident()
.then(getUser)
.then(getUser)
.then(postEvent)
.catch(function (errorResult) {
    console.warn(errorResult);
});
function postIncident() {
    return req.oracleMobile.database.insert('FIF_Incidents', req.body)
.then(
    function (successResult) {
```



```
res.status(successResult.statusCode).send(successResult.result);
        // By default, Bluebird wraps this with a
        // resolved promise
        return {status: "resolved"};
      },
      function (errorResult) {
        res.status(errorResult.statusCode).send(errorResult.error);
        throw errorResult;
      }
   );
  };
  function getUser() {
    return req.oracleMobile.ums.getUser({fields: 'username'});
  };
  function postEvent(successResult) {
   var userName = successResult.result.username;
    /*
    * Record the NewIncident event
    */
   var timestamp = (new Date()).toISOString();
    // Events are posted as an array
   var events = [];
    // Put events in context
    events.push(
      {name: 'context',
        type: 'system',
        timestamp: timestamp,
       properties: {userName: userName}
      });
    // Start the session
    events.push(
      {name: 'sessionStart',
        type: 'system',
        timestamp: timestamp
      });
    // Add the custom event:
    events.push(
      {name: 'NewIncident',
        type: 'custom',
        component: 'Incidents',
        timestamp: timestamp,
        properties: {customer: req.body.customer}
      });
    // End the session:
    events.push(
      {name: 'sessionEnd',
        type: 'system',
        timestamp: timestamp
      });
    // Post the batch of events. Apply the passed-in session ID to all.
    // The postEvent result is returned by this function
    return req.oracleMobile.analytics.postEvent(
```

```
events,
   {sessionId: req.header('oracle-mobile-analytics-session-id')});
};
});
```

App Policies API

The App Policies API lets you retrieve the app policies that have been set for the current backend. For example, a backend might have app policies for the string that appears in an app's welcome message, the background color, and a timeout value.

This API has one method.

appConfig.getProperties(httpOptions)

This method retrieves the app policies that have been set for a backend. These are the policies that you create from the backend's App Policies page.

Arguments

This method doesn't have any required arguments and doesn't take the options argument.

Response

The response body is a JSON object where the name/value pairs represent the app policies.

Examples

Here's an example of calling this method:

```
service.get(
  '/mobile/custom/incidentreport/appPolicies',
  function (req, res) {
    req.oracleMobile.appConfig.getProperties().then(
       function (result) {
          res.status(result.statusCode).send(result.result);
        },
        function (error) {
          res.status(error.statusCode).send(error.error);
        }
    );
    });
```

Here's an example of the response body:

```
{
  "fifBgColor": "blue",
  "fifWelcomeMessage": "Hello",
  "fifShowArg": true
}
```



Database Access API

You can use the Database Access API to retrieve, add, update, and delete rows in a database table, as well as execute SQL statements.

This API has the following methods:

- database.delete(table, keys, options, httpOptions): Deletes a row.
- database.get(table, keys, options, httpOptions): Retrieves a row from a table.
- database.getAll(table, options, httpOptions): Retrieves specified fields from all rows in a table.
- database.insert(table, object, options, httpOptions): Adds rows to a table.
- database.merge(table, object, options, httpOptions): Adds or updates rows in a table.
- database.sql(sql, args, options, httpOptions): Executes an SQL statement.

database.delete(table, keys, options, httpOptions)

This method lets you delete a row from the table.

Arguments

table: Required. String. The name of the database table to delete the row from.

keys: Required. String. If the table's row key is id, then provide the id value. Otherwise, provide the primary key values in the order in which the primary keys were specified when the first row was added to the table (which resulted in the creation of the table). Use an array for a composite key. For example, if the options.primaryKeys property was set to incidentReport, technician when the table was created, then the values must be listed in that order, such as ['5690', 'jwhite'].

options: Optional. JSON object. This object can have the following property in addition to those listed in Common options Properties:

Property	Description	Туре	Default	
encodeURI	Set to true to URI- encode the table an keys values. This option can be useful for multibyte values.	Boolean d	false	

Response

The response body is a JSON object. If the table's row key is id, then the response is an array that contains the deleted row's id value. Otherwise, the response is the rowCount indicating if 0 or 1 row was deleted.



Examples

Here's an example of calling the method to delete a record with the ${\tt id}$ specified in the request URI:

```
service.delete('/mobile/custom/incidentreport/incidents/:id',
function (req, res) {
    req.oracleMobile.database.delete(
        'FIF_Incidents', req.params.id).then(
        function (result) {
            res.status(result.statusCode).send(result.result);
        },
        function (error) {
            res.status(error.statusCode).send(error.error);
        }
     );
     });
```

Here's an example of the response for this request.

{"items":[{"id":42}]}

Note that if you have defined primary keys for the table (instead of using the system-defined id column for the row key), then the response shows the <code>rowCount</code> of the deleted rows. For example:

```
{
   "rowCount": 1
}
```

database.get(table, keys, options, httpOptions)

This method lets you retrieve a row from a table.

Arguments

table: Required. String. The name of the database table to retrieve the row from.

keys: Required. String. If the table's row key is id, then provide the id value. Otherwise, provide the primary key values in the order in which the primary keys were specified when the first row was added to the table (which resulted in the creation of the table). Use an array for a composite key. For example, if the options.primaryKeys property was set to incidentReport, technician when the table was created, then the values must be listed in that order, such as ['5690','jwhite'].

options: Optional. JSON object. This object can have the following property in addition to those listed in Common options Properties:



Property	Description	Туре	Default
encodeURI	Set to true to URI- encode the table and keys values. This option can be useful for multibyte values.	Boolean	false
expectSingleResul t	Set to true to return an object instead of an array and to return 404 (not found) if the row for the specified keys doesn't exist.	Boolean	false

By default, the response body is a JSON object containing an *items* array with just one item, which contains the column names and corresponding values. To return a single object, include <code>options.expectSingleResult</code> in the request and set it to true.

Examples

Here's an example of calling the method to retrieve the row with the id specified in the request URI. Because the expectSingleResult option is omitted, the response body will contain an array, and the response status will always be 200.

```
service.get('/mobile/custom/incidentreport/incidents/:id',
function (req, res) {
    req.oracleMobile.database.get(
        'FIF_Incidents', req.params.id).then(
        function (result) {
            res.status(result.statusCode).send(result.result);
        },
        function (error) {
            res.status(error.statusCode).send(error.error);
        }
    );
    });
```

Here's an example of the response for this request.

```
{
   "items":[
    {
        "id":2,
        "createdBy":"jdoe",
        "createdOn":"2018-01-31T20:14:24.4948+00:00",
        "modifiedBy":"jdoe",
        "modifiedOn":"2018-01-31T20:14:24.4948+00:00",
        "title":"Water heater is leaking",
        "tichrician":"jwhite",
        "status":"Open",
        "customer":"Lynn Smith",
        "incidentReport":"7890"
```



}] }

Here's an example of including the <code>expectSingleResult</code> option with a value of <code>true</code>. The response body will contain an object, and the response status will be 404 if the row doesn't exist.

```
service.get('/mobile/custom/incidentreport/incidents/:id',
function (req, res) {
    req.oracleMobile.database.get(
        'FIF_Incidents', req.params.id, {expectSingleResult: true}).then(
        function (result) {
            res.status(result.statusCode).send(result.result);
        },
        function (error) {
            res.status(error.statusCode).send(error.error);
        }
      );
    });
```

Here's an example of the response for this request.

```
{
    "id": 2,
    "createdBy": "jdoe",
    "createdOn": "2018-01-31T20:14:24.4948+00:00",
    "modifiedBy": "jdoe",
    "modifiedOn": "2018-01-31T20:14:24.4948+00:00",
    "title": "Water heater is leaking",
    "technician": "jwhite",
    "status": "Open",
    "customer": "Lynn Smith",
    "incidentReport": "7890"
}
```

database.getAll(table, options, httpOptions)

This method lets you retrieve the specified fields from all the rows in a table.

Note that the Database_MaxRows environment policy restricts the number of rows that the service returns for this call. The default value is 1000. Ensure that this value is sufficient for your needs. If your request doesn't return all the rows that you expected, ask your mobile cloud administrator to increase the Database MaxRows value.

Arguments

table: Required. String. The name of the tables to retrieve the rows from.

options: Optional. JSON object. This object can have the following properties in addition to those listed in Common options Properties:



Property	Description	Туре	Default
encodeURI	Set to true to URI- encode the table and fields values. This option can be useful for multibyte values.	Boolean	false
fields	A comma separated list of the fields to return. For example, customer, status.	String	If you omit this argument, then the method returns all fields.

The response body is a JSON object containing an *items* array, where each item represents a row, and contains the column names and corresponding values.

Examples

Here's an example of calling the method to retrieve the ${\tt customer}$ and ${\tt status}$ fields from the FIF_Incidents table:

```
service.get('/mobile/custom/incidentreport/incidents',
function (req, res) {
    req.oracleMobile.database.getAll(
        'FIF_Incidents', {fields: 'customer,status'}).then(
        function (result) {
            res.status(result.statusCode).send(result.result);
        },
        function (error) {
            res.status(error.statusCode).send(error.error);
        }
    );
    });
```

Here's an example of the response for this request.

```
{
  "items":[
    {
        "status":"Open",
        "customer":"Lynn Smith"
    },
    {
        "status":"Completed",
        "customer":"John Doe"
    }
]
}
```



The <code>/database/objects/{table}</code> resource supports a query parameter to filter by column values which rows to retrieve. This example uses the <code>httpOptions</code> argument to pass a request query string that filters the results for a matching technician.

```
service.get('/mobile/custom/incidentreport/incidents',
function (req, res) {
    httpOptions={};
    httpOptions.qs = {technician : 'jwhite'};
    req.oracleMobile.database.getAll(
        'FIF_Incidents', {}, httpOptions).then(
        function (result) {
            res.status(result.statusCode).send(result.result);
        },
        function (error) {
            res.status(error.statusCode).send(error.error);
        }
    );
    });
```

database.insert(table, object, options, httpOptions)

This method lets you add one or more rows to a table.

```
When the Database_CreateTablesPolicy environment policy is allow, then the following actions can occur:
```

- If the table doesn't exist, then it is created.
- If a column doesn't exist, then the table is altered to include it.
- If the value is larger than the column size, then the column is resized.

Ask your mobile cloud administrator about the Database_CreateTablesPolicy environment policy setting.

Arguments

[

table: Required. String. The name of the database table to add the row to.

object: Required. JSON object containing the table data. If you're adding one row, then you can use this format:

```
{
  status : 'Open',
  code : '3'
}
```

If you're adding multiple rows, then use this format:

```
{
    status:'Open',
    code:3},
{
    status:'Completed',
```



code:9}

]

options: Optional. JSON object. This object can have the following properties in addition to those listed in Common options Properties:

Property	Description	Туре	Default
encodeURI	Set to true to URI- encode the table, extraFields, and primaryKeys values. This option can be useful for multibyte values.	Boolean	false
extraFields	For an implicit table creation, optionally provide a comma- separated list that specifies which predefined columns to include in the table from amongst id, createdBy, createdOn, modifiedBy, and modifiedOn. For example, createdOn, created By. To not include any predefined columns, specify none.	String	To include all the predefined columns, do not include this property. Note that the id column is added to the table automatically if both the primaryKeys and extraFields properties are absent.

For an implicit table creation, provide a	String	If you do not specify a
URL-encoded, comma-separated list specifying which attributes of the JSON object in the request body constitute the table's primary key. For example,	٧	primary key, then the service adds an id column to the table, and generates the column's values automatically, as long as you don't also include extraFields without id in the list.
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	attributes of the JSON object in the request body constitute the table's primary key. For example, lastName, firstNam	attributes of the JSON object in the request body constitute the table's primary key. For example, lastName, firstNam e.



Property	Description	Туре	Default
		k	
		e	
		У	
		0	
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Property	Description	Туре	Default
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The response body is a JSON object. If the table is indexed on id, then the response is an array of the new rows' id values. Otherwise, the response is the rowCount of the records added.

Examples

Here's an example of calling the method to add two rows. If the table doesn't exist, then the service creates it. This table doesn't have extra fields, and its primary key is code:

```
service.post('/mobile/custom/incidentreport/initStatus', function (req, res)
{
  req.oracleMobile.database.insert(
    'FIF Status',
    [
      {
        status: 'Closed',
        code: '0'},
      {
        status: 'Completed',
        code: '9'}
    ],
    {extraFields: 'none', primaryKeys: 'code'}).then(
    function (result) {
      res.status(result.statusCode).send(result.result);
    },
```



```
function (error) {
    res.status(error.statusCode).send(error.error);
    }
);
});
```

Here's an example of the response for this request.

```
{
   "rowCount": 2
}
```

Note that if a table's row key is the system-defined id column (instead of user-defined primary keys), then the response shows the id values for the new rows. For example:

```
{"items":[{"id":42}, {"id":43}]}
```

database.merge(table, object, options, httpOptions)

This method lets you add or update rows in a table. Whether the operation performs an add or update depends on whether the table uses id or primary key fields to uniquely identify rows.

- id field: If you include an id property in the table data in the object argument, then the operation performs an update. Otherwise it adds the row.
- Primary key fields: If the table uses primary key fields, then the operation performs an update if a row exists with matching primary key values. Otherwise, it adds the row.

Note that if you submit a batch of rows, all the rows must have the same set of columns.

When the Database_CreateTablesPolicy environment policy is allow, then the following actions can occur:

- If the table doesn't exist, then it is created.
- If a column doesn't exist, then the table is altered to include it.
- If the value is larger than the column size, then the column is resized.

Ask your mobile cloud administrator about the Database_CreateTablesPolicy environment policy setting.

Arguments

table: Required. String. The name of the database table to add the row to.

object: Required. JSON object containing the table data. If you're adding one row, then you can use this format:

```
{
  status : 'Open',
  code : '3'
}
```



If you're adding multiple rows, then use this format:

```
[
    {
        status:'Open',
        code:'3'},
    {
        status:'Completed',
        code:'9'}
]
```

options: Optional. JSON object. This object can have the following properties in addition to those listed in Common options Properties:

Property	Description	Туре	Default
encodeURI	Set to true to URI- encode the table, extraFields, and primaryKeys values. This option can be useful for multibyte values.	Boolean	false
extraFields	For an implicit table creation, optionally provide a comma- separated list that specifies which predefined columns to include in the table from amongst id, createdBy, createdOn, modifiedBy, and modifiedOn. For example, createdOn, createdBy To not include any predefined columns, specify none.	String	To include all the predefined columns, do not include this property. Note that the id column is added to the table automatically if both the primaryKeys and extraFields properties are absent.



Property	Description	Туре	Default
primaryKeys	For an implicit table creation, provide a URL- encoded, comma- separated list specifying which attributes of the JSON object in the request body constitute the table's primary key. For example, lastName, firstName. Because you can't retrieve the primary key order from the table metadata, make sure that you document the order of the primary fields.	String	If you do not specify a primary key, then the operation adds an id column to the table, and generates the column's values automatically, as long as you don't also include extraFields without id in the list.

The response body is a JSON object. If the table is indexed on id, then the response is an array of the new rows' id values. Otherwise, the response is the rowCount.

Examples

Here's an example of calling the method to add or update two rows. If the table doesn't exist, then the operation creates it. This table doesn't have extra fields, and its primary key is code:

```
service.post('/mobile/custom/incidentreport/initStatus', function
(req, res) {
  req.oracleMobile.database.merge(
    'FIF Status',
    [
      {
        status: 'Closed',
        code: '0'},
      {
        status: 'Completed',
        code: '9'}
    ],
    {extraFields: 'none', primaryKeys: 'code'}).then(
    function (result) {
      res.status(result.statusCode).send(result.result);
    },
    function (error) {
      res.status(error.statusCode).send(error.error);
    }
 );
});
```



Here's an example of the response for this request.

```
{
    "rowCount": 2
}
```

Note that if a table's row key is the system-defined id column (instead of user-defined primary keys), then the response shows the id values for the new rows. For example:

```
{"items":[{"id":42},{"id":43}]}
```

database.sql(sql, args, options, httpOptions)

This method lets you execute an SQL statement, such as INSERT, UPDATE, MERGE, DELETE, or SELECT. You can use this method for complex actions, such as when you need to join tables, use aggregate functions like COUNT() and SUM(), or use a WHERE clause to delete a set of rows.

Unlike the other database methods, this operation doesn't alter your schema automatically. For example:

- If the table doesn't exist, then it isn't created.
- If a column doesn't exist, then the table isn't altered to include it.
- If the value is larger than the column size, then the column isn't resized.

The Database_MaxRows environment policy restricts the number of rows that the service returns for this call. The default value is 1000. Ensure that this value is sufficient for your needs. If your request doesn't return all the rows that you expected, ask your mobile cloud administrator to increase the Database_MaxRows value.

Arguments

sql: Required. String. The SQL statement to execute. Examples:

INSERT into Statuses (status, code) values (:status, :code)

```
SELECT SUM("totalGross") "salesByGenre", "genre" FROM "Movies" GROUP BY
"genre"
```

```
SELECT COUNT("incidentReport") "reportCount" FROM "FIF_Incidents" WHERE
"status" = :status
```

args: Optional. If your SQL statement takes parameters, then pass them in this JSON object.

To execute the SQL statement once with a single set of parameters, use this format for the args argument:

```
{
  status : 'Open',
  code : '3'
}
```



To execute the SQL statement multiple times, use this format for the args argument:

```
[
    {
        status: 'Open',
        code:3},
    {
        status:'Completed',
        code:9
    }
```

options: Optional. JSON object. This object can have the following properties in addition to those listed in Common options Properties:

Property	Description	Туре	Default
encodeURI	Set to true to URI- encode the SQL statement. This option can be useful for multibyte values.	Boolean	false

Response

]

The response body is a JSON object. The structure of the JSON object depends on the SQL verb and whether the table has a primary key. For example, here's a response body for a SELECT statement:

```
{"items":[{ "code" : 3}] }
```

Here's an example of a response body for an INSERT, DELETE, UPDATE, OR MERGE where the table has a primary key:

```
{ "rowCount" : 2 }
```

Here's an example of a response body for an INSERT, DELETE, UPDATE, OR MERGE where the row key is the id column:

```
{"items":[{"id":42},{"id":43}]}
```

Examples

Here's an example of calling the method to insert rows:

```
service.post('/mobile/custom/incidentreport/status', function (req,
res) {
  req.oracleMobile.database.sql(
    'insert into Statuses (status, code) values (:status, :code)',
    ſ
      {
        status: 'Closed',
        code: '0'},
```



```
{
    status: 'Completed',
    code: '9'}
]).then(
function (result) {
    res.status(result.statusCode).send(result.result);
    },
    function (error) {
        res.status(error.statusCode).send(error.error);
    }
);
});
```

Here's an example of the response for this request.

```
{
  "rowCount": 2
}
```

Note that if a table's row key is the system-defined id column (instead of user-defined primary keys), then the response shows the id values for the new rows. For example:

```
{"items":[{"id":42},{"id":43}]}
```

Location API

The Location API lets you query about location devices, their assets, and the places where they're located.

This API has the following methods:

- location.assets.getAsset(id, httpOptions): Retrieves the asset that matches the ID or name.
- location.assets.query(queryObject, httpOptions): Retrieves the assets that match the query parameters that you specify in the request body.
- location.devices.getDevice(id, httpOptions): Retrieves the device that matches the ID or name.
- location.devices.query(queryObject, httpOptions): Retrieves the devices that match the query parameters that you specify in the request body.
- location.places.getPlace(id, httpOptions): Retrieves the place that matches the ID or name.
- location.places.query(queryObject, httpOptions): Retrieves the places that match the query parameters that you specify in the request body.

location.assets.getAsset(id, httpOptions)

Call this method to retrieve the asset that matches the specified ID or name.

Arguments

id: Required. Must be one of the following:



- String that contains the ID of the asset to retrieve.
- JSON object that contains either the id property or the name property, where the property value indicates the search value. If the object contains both properties, then the SDK retrieves the asset with the matching name.

The response body is a JSON object that follows the Asset schema that is shown for the GET /mobile/platform/location/assets and GET /mobile/platform/location/ assets/{id} operations in REST API Reference for Oracle Mobile Hub - Platform APIs

Examples

Here's an example of calling this method to retrieve an asset by ID.

```
service.get(
  '/mobile/custom/incidentreport/assets/:id',
  function (req, res) {
    req.oracleMobile.location.assets.getAsset(req.params.id).then(
      function (result) {
        res.status(result.statusCode).send(result.result);
      },
      function (error) {
        res.status(error.statusCode).send(error.error);
      }
    );
  });
```

Here's an example of calling this method to retrieve an asset by name.

```
service.get(
   '/mobile/custom/incidentreport/assets/:name',
   function (req, res) {
    req.oracleMobile.location.assets.getAsset({name:req.params.name}).then(
      function (result) {
        res.status(result.statusCode).send(result.result);
      },
      function (error) {
        res.status(error.statusCode).send(error.error);
      }
    );
   });
```

Here's an example of the response body:

```
{
    "id":111,
    "createdOn":"2015-08-06T18:37:59.424Z",
    "createdBy":"jdoe",
    "modifiedOn":"2015-08-06T18:37:59.424Z",
    "modifiedBy":"jdoe",
```



```
"name":"RC WH 01 F01 B023",
"label":"forklift",
"description":"Forklift in the FixItFast Warehouse in Redwood City",
"lastKnownLocation":{
   "qpsPoint":{
      "latitude":37.5548,
      "longitude":-121.1566
   }
},
"devices":[
   {
      "id":345,
      "createdOn":"2015-08-06T18:37:59.424Z",
      "createdBy":"jdoe",
      "modifiedOn":"2015-08-08T07:22:44.654Z",
      "modifiedBy":"tsmith",
      "name":"RC WH 01 F01 B001",
      "description": "Beacon in FixitFast Warehouse in Redwood City",
      "beacon":{
         "iBeacon":{
            "uuid":"B9407F30-F5F8-466E-AFF9-25556B57FE6D",
            "major":"1.0",
            "minor":"1.1"
         }
      },
      "attributes":{
         "manufacturer":"Abc Company",
         "manufacturerId":"10D39AE7-020E-4467-9CB2-DD36366F899D",
         "status":"Active",
         "visibility":"Public"
      },
      "links":[
         {
            "rel":"canonical",
            "href":"/mobile/platform/location/devices/345"
         },
         {
            "rel":"self",
            "href":"/mobile/platform/location/devices/345"
         }
      1
   }
],
"attributes":{
   "EquipmentManufacturer": "Abc Company",
   "beaconID":"AE2924505-66045"
},
"links":[
   {
      "rel":"canonical",
      "href":"/mobile/platform/location/assets/111"
   },
   {
      "rel":"self",
      "href":"/mobile/platform/location/assets/111"
```



}

location.assets.query(queryObject, httpOptions)

Call this method to retrieve the assets that match the query parameters that you specify in <code>queryObject</code>.

Arguments

queryObject: Required. String. The parameters that describe the desired results. For details, see the body parameter for the POST /mobile/platform/location/assets/ query operation in REST API Reference for Oracle Mobile Hub - Platform APIs. If you don't have any query parameters, then use an empty body ({}).

Response

The response body is a JSON object that contains an array of items that follow the Asset schema that is shown for the POST /mobile/platform/location/assets/query operation in *REST API Reference for Oracle Mobile Hub - Platform APIs*. The result also contains paging information. For example:

```
"totalResults":2,
"offset":0,
"limit":40,
"count":2,
"hasMore":false
```

Examples

Here's an example of calling this method. It returns all assets that have the string 1225 in the name or description (case-insensitive).

```
service.get(
    '/mobile/custom/incidentreport/assets,
    function (req, res) {
        req.oracleMobile.location.assets.query({"search":"1225"}).then(
        function (result) {
            res.status(result.statusCode).send(result.result);
        },
        function (error) {
            res.status(error.statusCode).send(error.error);
        }
    );
    });
```

Here's an example of the response body:



```
{
                     "id":3401,
                    "createdBy":"jdoe",
                     "name":"RC WH 01 F01 B001",
                    "createdOn": "2015-08-06T18:37:59.424Z",
                     "modifiedOn":"2015-08-08T07:22:44.654Z",
                     "beacon":{
                        "iBeacon":{
                             "uuid":"B9407F30-F5F8-466E-AFF9-25556B57FE6D",
                             "major":"1.0",
                             "minor":"1.1"}},
                     "modifiedBy":"tsmith",
                     "links":[
                         {
                             "rel":"canonical",
                             "href":"/mobile/platform/location/devices/3401"},
                         {
                             "rel":"self",
                             "href":"/mobile/platform/location/devices/3401"}
                     ],
                    "attributes":{
                         "manufacturer": "Example Company",
                         "manufacturerId":"10D39AE7-020E-4467-9CB2-
DD36366F899D",
                         "status":"Active",
                         "visibility":"Public"},
                     "description": "Beacon on 1st Floor in FixitFast
Warehouse in Redwood City"}
            ],
            "label": "hospital bed",
            "lastKnownLocation":{
                "placeId":244},
            "id":333,
            "createdBy":"jdoe",
            "name": "hospital bed #233",
            "createdOn": "2015-08-06T18:37:59.424Z",
            "modifiedOn":"2015-08-06T18:37:59.424Z",
            "modifiedBy":"jdoe",
            "links":[
                {
                     "rel":"canonical",
                     "href":"/mobile/platform/location/assets/333"},
                {
                     "rel":"self",
                     "href":"/mobile/platform/location/assets/333"}
            ],
            "attributes":{
                "EquipmentManufacturer":"Example Company",
                "SJId":"6754843090"},
            "description": "model 1225 hospital bed"},
        {
            "devices":[
                {
                     "id":648,
                     "createdBy":"jdoe",
```

```
"name":"RC WH 01 F01 B001",
                     "createdOn": "2015-08-06T18:37:59.424Z",
                     "modifiedOn":"2015-08-08T07:22:44.654Z",
                     "beacon":{
                         "iBeacon":{
                             "uuid":"B9407F30-F5F8-466E-
AFF9-25556B57FE6D",
                             "major":"1.0",
                             "minor":"1.1"}},
                     "modifiedBy":"tsmith",
                     "links":[
                         {
                             "rel":"canonical",
                             "href": "/mobile/platform/location/devices/
648"},
                         {
                             "rel":"self",
                             "href":"/mobile/platform/location/devices/
648"}
                     ],
                     "attributes":{
                         "manufacturer": "Example Company",
                         "manufacturerId":"10D39AE7-020E-4467-9CB2-
DD36366F899D",
                         "status":"Active",
                         "visibility":"Public"},
                     "description": "Beacon on 1st Floor in FixitFast
Warehouse in Redwood City"}
            ],
            "label": "hospital bed",
            "lastKnownLocation":{
                 "placeId":360},
            "id":888,
            "createdBy":"jdoe",
            "name": "hospital bed #233",
            "createdOn":"2015-10-16T09:24:41.354Z",
            "modifiedOn":"2015-10-16T09:24:41.354Z",
            "modifiedBy":"jdoe",
            "links":[
                 {
                     "rel":"canonical",
                     "href":"/mobile/platform/location/assets/888"},
                 {
                     "rel":"self",
                     "href": "/mobile/platform/location/assets/888"}
            ],
            "attributes":{
                 "EquipmentManufacturer":"Example Company",
                 "SJId":"6754843090"},
            "description": "model 1225 hospital bed"}
    ],
    "totalResults":2,
    "offset":0,
    "count":2,
```



```
"hasMore":false
```

location.devices.getDevice(id, httpOptions)

Call this method to retrieve the device that matches the specified ID or name.

Arguments

}

id: Required. Must be one of the following:

- String that contains the ID of the device to retrieve.
- JSON object that contains either the id property or the name property, where the property
 value indicates the search value. If the object contains both properties, then the SDK
 retrieves the device with the matching name.

Response

The response body is a JSON object that follows the Location device schema that is shown for the GET /mobile/platform/location/devices and GET /mobile/platform/location/ devices/{id} operations in *REST API Reference for Oracle Mobile Hub - Platform APIs*.

Examples

Here's an example of calling this method to retrieve a device by ID.

```
service.get(
  '/mobile/custom/incidentreport/devices/:id',
  function (req, res) {
    req.oracleMobile.location.devices.getDevice(req.params.id).then(
      function (result) {
        res.status(result.statusCode).send(result.result);
      },
      function (error) {
        res.status(error.statusCode).send(error.error);
      }
    );
  });
```

Here's an example of calling this method to retrieve a device by name.

```
service.get(
  '/mobile/custom/incidentreport/devices/:name',
  function (req, res) {
    req.oracleMobile.location.devices.getDevice({name:req.params.name}).then(
    function (result) {
        res.status(result.statusCode).send(result.result);
        },
        function (error) {
        res.status(error.statusCode).send(error.error);
        }
    );
    });
});
```



Here's an example of the response body:

```
{
  "id": 12345,
  "createdOn": "2015-08-06T18:37:59.424Z",
  "createdBy": "jdoe",
  "modifiedOn": "2015-08-08T07:22:44.654Z",
  "modifiedBy": "tsmith",
  "name": "RC WH 01 F01 B001",
  "description": "Beacon on 1st Floor in FixitFast Warehouse in
Redwood City",
  "place":
  {
    "id": 111,
    "createdOn": "2015-08-06T18:37:59.424Z",
    "createdBy": "jdoe",
    "modifiedOn": "2015-08-06T18:37:59.424Z",
    "modifiedBy": "jdoe",
    "name": "FixitFast Redwood City Warehouse",
    "label": "FixitFast Warehouse",
    "parentPlace": 42,
    "description": "FixitFast Warehouse in Redwood City",
    "address" : {
      "gpsPoint" : {
        "latitude": 37.5548,
        "longitude": -121.1566
     }
    },
    "attributes" : {
      "equipmentManufacturer": "Abc Corp"
    },
    "links": [
      {
        "rel": "canonical",
        "href": "/mobile/platform/location/places/111"
      },
      {
        "rel": "self",
        "href": "/mobile/platform/location/places/111"
      }
    ]
  },
  "beacon": {
    "iBeacon" : {
      "uuid": "B9407F30-F5F8-466E-AFF9-25556B57FE6D",
      "major": "1.0",
      "minor": "1.1"
    }
  },
  "attributes" : {
   "manufacturer": "Abc Company",
    "manufacturerId": "10D39AE7-020E-4467-9CB2-DD36366F899D"
    "status": "Active",
    "visibility": "Public"
  },
```

```
"links": [
    {
        "rel": "canonical",
        "href": "/mobile/platform/location/devices/12345"
     },
     {
        "rel": "self",
        "href": "/mobile/platform/location/devices/12345"
     }
]
}
```

location.devices.query(queryObject, httpOptions)

Call this method to retrieve the devices that match the query parameters that you specify in <code>queryObject</code>.

Arguments

queryObject: Required. String. The parameters that describe the desired results. For details, see the body parameter for the POST /mobile/platform/location/devices/query operation in REST API Reference for Oracle Mobile Hub - Platform APIs. If you don't have any query parameters, then use an empty body ({}).

Response

The response body is a JSON object that contains an array of items that follow the Location device schema that is shown for the POST /mobile/platform/location/devices/query operation in *REST API Reference for Oracle Mobile Hub - Platform APIs* The result also contains paging information. For example:

```
"totalResults":2,
"offset":0,
"limit":40,
"count":2,
"hasMore":false
```

Examples

Here's an example of calling this method. It returns the devices that have the string warehouse in either the name or description (case-insensitive).

```
service.get(
  '/mobile/custom/incidentreport/devices,
  function (req, res) {
    req.oracleMobile.location.devices.query({{ "search": "Warehouse"}}).then(
    function (result) {
        res.status(result.statusCode).send(result.result);
        },
        function (error) {
        res.status(error.statusCode).send(error.error);
        }
    );
    });
```



Here's an example of the response body:

```
{
    "items":[
        {
            "id":33,
            "name":"RC WH 01 B09 C004",
            "description": "Beacon on 2nd Floor NW in FixItFast
Warehouse in Redwood City",
            "protocol":"altBeacon"},
        {
            "id":12,
            "name":"RC WH 01 F01 B001",
            "description": "Beacon on 1st Floor SE in FixItFast
Warehouse in Redwood City",
            "protocol":"altBeacon"},
        {
            "id":61,
            "name":"RC WH 01 F01 B008",
            "description": "Beacon on 2nd Floor SW in FixItFast
Warehouse in Redwood City",
            "protocol":"altBeacon"},
        {
            "id":58,
            "name":"RC WH 02 F01 B011",
            "description": "Beacon on 1st Floor NW in FixitFast
Warehouse in Redwood City",
            "protocol":"altBeacon"},
        {
            "id":114,
            "name":"RC WH 01 K22 A999",
            "description": "Beacon on 3rd Floor NW in FixitFast
Warehouse in Redwood City",
            "protocol":"altBeacon"}
    ],
    "totalResults":5,
    "offset":0,
    "count":5,
    "hasMore":false
}
```

location.places.getPlace(id, httpOptions)

Call this method to retrieve the place that matches the specified ID or name.

Arguments

id: Required. Must be one of the following:

- String that contains the ID of the place to retrieve.
- JSON object that contains either the id property or the name property, where the property value indicates the search value. If the object contains both properties, then the SDK retrieves the place with the matching name.



The response body is a JSON object that follows the Place schema that is shown for the GET /mobile/platform/location/places and GET /mobile/platform/location/places/ {id} operations in *REST API Reference for Oracle Mobile Hub - Platform APIs*.

Examples

Here's an example of calling this method to retrieve a place by ID.

```
service.get(
  '/mobile/custom/incidentreport/places/:id',
  function (req, res) {
    req.oracleMobile.location.places.getPlace(req.params.id).then(
      function (result) {
         res.status(result.statusCode).send(result.result);
      },
      function (error) {
         res.status(error.statusCode).send(error.error);
      }
    );
  });
```

Here's an example of calling this method to retrieve a place by name.

```
service.get(
  '/mobile/custom/incidentreport/places/:name',
  function (req, res) {
    req.oracleMobile.location.places.getPlace({name:req.params.name}).then(
    function (result) {
        res.status(result.statusCode).send(result.result);
        },
        function (error) {
        res.status(error.statusCode).send(error.error);
        }
    );
    });
```

Here's an example of the response body:

```
{
   "id": 111,
   "createdOn": "2015-08-06T18:37:59.424Z",
   "createdBy": "jdoe",
   "modifiedOn": "2015-08-06T18:37:59.424Z",
   "modifiedBy": "jdoe",
   "name": "FixitFast Redwood City Warehouse",
   "label": "FixitFast Redwood City Warehouse",
   "label": "FixitFast Warehouse",
   "parentPlace": 42,
   "description": "FixitFast Warehouse in Redwood City",
   "address" : {
      "gpsPoint" : {
      "latitude": 37.5548,
   }
}
```



```
"longitude": -121.1566
   }
 },
 "attributes" : {
    "equipmentManufacturer": "Abc Corp"
 },
 "links": [
   {
      "rel": "canonical",
      "href": "/mobile/platform/location/places/111"
   },
    {
      "rel": "self",
      "href": "/mobile/platform/location/places/111"
    }
 1
}
```

location.places.query(queryObject, httpOptions)

Call this method to retrieve the places and, optionally, the associated devices that match the query properties that you specify in the <code>queryObject</code>.

Arguments

queryObject: Required. String. The parameters that describe the desired results. For details, see the body parameter for the POST /mobile/platform/location/places/ query operation in REST API Reference for Oracle Mobile Hub - Platform APIs. If you don't have any query parameters, then use an empty body ({}).

Response

The response body is a JSON object that contains an array of items that follow the Place schema that is shown for the POST /mobile/platform/location/places/query operation in *REST API Reference for Oracle Mobile Hub - Platform APIs*. The result also contains paging information. For example:

```
"totalResults":2,
"offset":0,
"limit":40,
"count":2,
"hasMore":false
```

Examples

Here's an example of calling this method. It returns all places that have the string warehouse in the name or description (case-insensitive). By default, the response includes the children array, which contains information about descendent places. In this request, the includeDescendantsInResult property is set to none. Therefore the request doesn't include that array.

```
service.get(
   '/mobile/custom/incidentreport/places',
   function (req, res) {
```



```
req.oracleMobile.location.places.query({"search":"warehouse","includeDescenda
ntsInResult":"none" }).then(
    function (result) {
        res.status(result.statusCode).send(result.result);
    },
    function (error) {
        res.status(error.statusCode).send(error.error);
      }
    );
  });
```

Here's an example of the response body:

```
{
    "items":[
        {
            "devices":[
                {
                     "id":12345,
                     "createdBy":"jdoe",
                     "name":"RC WH 01 F01 B001",
                     "createdOn": "2015-08-06T18:37:59.424Z",
                     "modifiedOn":"2015-08-08T07:22:44.654Z",
                     "beacon":{
                         "iBeacon":{
                             "uuid":"B9407F30-F5F8-466E-AFF9-25556B57FE6D",
                             "major":"1.0",
                             "minor":"1.1"}},
                     "modifiedBy":"tsmith",
                     "links":[
                         {
                             "rel":"canonical",
                             "href":"/mobile/platform/location/devices/
12345"},
                         {
                             "rel":"self",
                             "href": "/mobile/platform/location/devices/12345" }
                    ],
                     "attributes":{
                         "manufacturer":"Abc Company",
                         "manufacturerId":"10D39AE7-020E-4467-9CB2-
DD36366F899D",
                         "status":"Active",
                         "visibility":"Public"},
                     "description": "Beacon on 1st Floor in FixitFast
Warehouse in Redwood City"}
            ],
            "label":"FixItFast Warehouse",
            "id":112,
            "createdBy":"jdoe",
            "name":"FixItFast Redwood City Warehouse",
            "createdOn":"2015-08-06T18:37:59.424Z",
            "modifiedOn":"2015-08-06T18:37:59.424Z",
```

```
"address":{
                "gpsPoint":{
                    "latitude":122,
                    "longitude":37}},
            "modifiedBy":"jdoe",
            "links":[
                {
                     "rel":"canonical",
                     "href":"/mobile/platform/location/places/112"},
                {
                    "rel":"self",
                     "href":"/mobile/platform/location/places/112"}
            ],
            "attributes":{
                "hours":"9am-6pm"},
            "hasChildren":false,
            "parentPlace":42,
            "description":"FixItFast Warehouse in Redwood City"},
        {
            "devices":[
                {
                     "id":111,
                    "createdBy":"jdoe",
                     "name":"RC WH 01 F01 B001",
                     "createdOn": "2015-08-06T18:37:59.424Z",
                     "modifiedOn":"2015-08-08T07:22:44.654Z",
                     "beacon":{
                         "iBeacon":{
                             "uuid":"B9407F30-F5F8-466E-
AFF9-25556B57FE6D",
                             "major":"1.0",
                             "minor":"1.1"}},
                     "modifiedBy":"tsmith",
                     "links":[
                         {
                             "rel":"canonical",
                             "href":"/mobile/platform/location/devices/
111"},
                         {
                             "rel":"self",
                             "href":"/mobile/platform/location/devices/
111"}
                    ],
                     "attributes":{
                         "manufacturer":"Abc Company",
                         "manufacturerId":"10D39AE7-020E-4467-9CB2-
DD36366F899D",
                         "status":"Active",
                         "visibility":"Public"},
                     "description": "Beacon on 1st Floor in FixitFast
Warehouse in Redwood City"},
                     "id":222,
                    "createdBy":"jdoe",
                     "name":"RC WH 01 F01 B996",
```

```
"createdOn": "2015-08-08T18:37:59.424Z",
                     "modifiedOn":"2015-08-12T07:22:44.654Z",
                     "beacon":{
                         "iBeacon":{
                             "uuid":"B9407F30-F5F8-466E-
AFF9-25552345908234DD0",
                             "major":"1.0",
                             "minor":"1.1"}},
                     "modifiedBy":"tsmith",
                    "links":[
                         {
                             "rel":"canonical",
                             "href":"/mobile/platform/location/devices/222"},
                         {
                             "rel":"self",
                             "href": "/mobile/platform/location/devices/222"}
                     ],
                     "attributes":{
                         "manufacturer":"Abc Company",
                         "manufacturerId":"10D39AE7-020E-4467-9CB2-
DD36366F899D",
                         "status":"Active",
                         "visibility":"Public"},
                     "description": "Beacon on 2nd Floor in FixitFast
Warehouse in Redwood City"}
            ],
            "label":"FixItFast Warehouse",
            "id":325,
            "createdBy":"jdoe",
            "name":"FixItFast Palo Alto Warehouse",
            "createdOn":"2015-08-06T19:27:59.424Z",
            "modifiedOn":"2015-08-06T19:27:59.424Z",
            "address":{
                "gpsCircle":{
                     "latitude":123,
                     "longitude":37,
                    "radius":300}},
            "modifiedBy":"jdoe",
            "links":[
                {
                     "rel":"canonical",
                     "href":"/mobile/platform/location/places/325"},
                {
                     "rel":"self",
                     "href": "/mobile/platform/location/places/325"}
            ],
            "attributes":{
                "hours":"9am-6pm"},
            "hasChildren":false,
            "parentPlace":42,
            "description":"FixItFast Warehouse in Palo Alto"}
    1,
    "totalResults":2,
    "offset":0,
    "count":2,
```

```
"hasMore":false
```

Location Management API

}

The Location Management API lets you create, update, and delete location devices, places, and assets.

This API has the following methods:

- location.assets.register(assets, context, httpOptions): Creates one or more assets.
- location.assets.remove(id, context, httpOptions): Deletes assets.
- location.assets.update(id, asset, context, httpOptions): Updates a single asset.
- location.devices.register(devices, context, httpOptions): Creates one or more location devices.
- location.devices.remove(id, context, httpOptions): Deletes location devices.
- location.devices.update(id, device, context, httpOptions): Updates a single location device.
- location.places.register(places, context, httpOptions): Creates one or more places.
- location.places.remove(id, context, httpOptions): Deletes places.
- location.places.removeCascade(id, context, httpOptions): Deletes the place that matches the ID as well as all its child places.
- location.places.update(id, place, context, httpOptions): Updates a single place.

location.assets.register(assets, context, httpOptions)

This method lets you create one or more assets.

Arguments

assets: Required. JSON object that follows the request root schema (Assets Array) that is shown for the POST /mobile/system/locationManagement/assets operation in REST API Reference for Oracle Mobile Hub - Platform APIs. Here's an example:

```
{
  "items":[
      {
          "name": "hospital bed #233",
          "label": "hospital bed",
          "description": "model 1225 hospital bed",
          "lastKnownLocation":{
              "placeId":244
          },
          "devices":[
              1111
          ],
          "attributes":{
              "EquipmentManufacturer": "Example Company",
              "SJId":"6754843090"
          }
```

```
}
]
}
```

context: This argument is ignored.

Response

The response body, which shows the stored assets, is a JSON object that follows the response root schema (Assets Array) that is shown for the POST /mobile/system/ locationManagement/assets operation in *REST API Reference for Oracle Mobile Hub* - *Platform APIs*.

Examples

Here's an example of calling this method.

```
service.post('/mobile/custom/incidentreport/assets', function (req, res) {
  req.oracleMobile.location.assets.register(req.body).then(
    function (result) {
      res.type('application/json');
      res.status(result.statusCode).send(result.result);
    },
    function (error) {
      console.dir(error);
      res.status(error.statusCode).send(error.error);
    }
    );
});
```

Here's an example of the response body.

```
{
 "items": [
   {
     "id": 12,
      "createdOn": "2016-11-05T02:33:36.154Z",
      "createdBy": "anAdministrator",
      "modifiedOn": "2016-11-05T02:33:36.154Z",
      "modifiedBy": "anAdministrator",
      "name": "hospital bed #233",
      "label": "hospital bed",
      "description": "model 1225 hospital bed",
      "lastKnownLocation": null,
      "attributes": {
        "EquipmentManufacturer": "Example Company",
        "SJId": "6754843090"
      },
     "links": [
        {
          "rel": "canonical",
          "href": "/mobile/platform/location/assets/12"
        },
        {
```



```
"rel": "self",
    "href": "/mobile/platform/location/assets/12"
    }
    ]
}
```

location.assets.remove(id, context, httpOptions)

Use this method to delete assets.

Arguments

id: Required. IDs of the assets to remove. This argument can be either a single value or an array of values.

context: This argument is ignored.

Response

If you provide a single value, then the service doesn't return a response body. The status code is 204 if the asset was deleted and 404 if it doesn't exist.

If you provide an array of IDs, then the status code is 200 for a successful request. The response contains a batch object with an array of responses for the individual delete requests. For schema details, see the Delete Multiple Assets operation in *REST API Reference for Oracle Mobile Hub - Platform APIs*.

Here's an example:

```
{
    "batch":[
        {
            "body":{
                "id":353,
                 "message":"asset was deleted successfully."},
            "code":200},
        {
            "body":{
                "id":354,
                "message":"asset was deleted successfully."},
            "code":200},
        {
            "body":{
                "id":355,
                 "message":"asset not found."},
            "code":404}
    ]
}
```



Examples

In this example, if the id query parameter contains multiple IDs, then it converts the query string into an array.

```
service.delete('/mobile/custom/location/assets', function(req,res) {
 var contextObject = {};
 var id = req.query.id.split(',');
 if (id.length == 0) {
      id = req.query.id;
  }
  req.oracleMobile.location.assets.remove(
      id,
      contextObject
    ).then(
    function (result) {
      res.type('application/json');
      res.status(result.statusCode).send(result.result);
    },
    function (error) {
      console.dir(error);
      res.status(error.statusCode).send(error.error);
    }
 );
});
```

location.assets.update(id, asset, context, httpOptions)

This method lets you update an asset.

Arguments

id: Required. The ID of the asset. This ID must be an existing asset ID.

asset: Required. JSON object that follows the request root schema (Asset) that is shown for the PUT /mobile/system/locationManagement/assets/{id} operation in REST API Reference for Oracle Mobile Hub - Platform APIs. Here's an example:

```
{
    "lastKnownLocation":{
        "gpsPoint":{
            "latitude":37.5548,
            "longitude":-121.1566
        }
    },
    "devices":[
            11
    ]
}
```

context: This argument is ignored.



Response

The response body, which shows the updated asset, is a JSON object that follows the response root schema (Asset) that is shown for the PUT /mobile/system/ locationManagement/assets/{id} operation in *REST API Reference for Oracle Mobile Hub - Platform APIs*.

Examples

Here's an example of calling this method.

```
service.put('/mobile/custom/incidentreport/assets/:id', function (req,
res) {
  req.oracleMobile.location.assets.update(
    req.params.id, req.body).then(
    function (result) {
       res.type('application/json');
       res.status(result.statusCode).send(result.result);
    },
    function (error) {
       console.dir(error);
       res.status(error.statusCode).send(error.error);
    }
    };
});
```

Here's an example of the response body.

```
{
  "id": 11,
  "createdOn": "2016-11-08T21:26:38.318Z",
  "createdBy": "anAdministrator",
  "modifiedOn": "2016-11-08T22:18:24.157Z",
  "modifiedBy": "anAdministrator",
  "name": "hospital bed #233",
  "label": "hospital bed",
  "description": "model 1225 hospital bed",
  "lastKnownLocation": {
    "gpsPoint": {
      "longitude": -121.1566,
      "latitude": 37.5548
    }
  },
  "devices": [
    {
      "id": 11,
      "createdOn": "2016-11-08T18:01:18.531Z",
      "createdBy": "anAdministrator",
      "modifiedOn": "2016-11-08T18:01:18.531Z",
      "modifiedBy": "anAdministrator",
      "name": "RC WH 01 F01 B016",
      "description": "Beacon on 2nd Floor in FixitFast Warehouse in
Redwood City",
      "beacon": {
```



```
"altBeacon": {
          "id1": "B9407F30-F5F8-466E",
          "id2": "AFF9",
          "id3": "25556B57FE6D"
        }
      },
      "attributes": {
        "manufacturer": "Abc Company",
        "status": "Active",
        "manufacturerId": "10D39AE7-020E-4467-9CB2-DD36366F899D",
        "visibility": "Public"
      },
      "links": [
        {
          "rel": "canonical",
          "href": "/mobile/platform/location/devices/11"
        },
        {
          "rel": "self",
          "href": "/mobile/platform/location/devices/11"
      ]
    }
  ],
  "attributes": {
    "EquipmentManufacturer": "Example Company",
    "SJId": "6754843090"
  },
  "links": [
    {
      "rel": "canonical",
      "href": "/mobile/platform/location/assets/11"
   },
    {
      "rel": "self",
      "href": "/mobile/platform/location/assets/11"
    }
  ]
}
```

location.devices.register(devices, context, httpOptions)

This method lets you create one or more devices.

Arguments

devices: Required. JSON object that follows the request root schema (Devices Array) that is shown for the POST /mobile/system/locationManagement/devices operation in *REST API Reference for Oracle Mobile Hub - Platform APIs*. Here's an example:



```
"description": "Beacon on 2nd Floor in FixitFast Warehouse
in Redwood City",
            "asset":333,
            "beacon":{
                 "altBeacon":{
                     "id1":"B9407F30-F5F8-466E",
                     "id2":"AFF9",
                     "id3":"25556B57FE6D"
                 }
            },
            "attributes":{
                "manufacturer":"Abc Company",
                 "manufacturerId":"10D39AE7-020E-4467-9CB2-
DD36366F899D",
                "status":"Active",
                 "visibility":"Public"
            }
        }
    1
}
```

context: This argument is ignored.

Response

The response body, which shows the stored devices, is a JSON object that follows the response root schema (Devices Array) that is shown for the POST /mobile/system/ locationManagement/devices operation in *REST API Reference for Oracle Mobile Hub - Platform APIs*.

Examples

Here's an example of calling this method.

```
service.post('/mobile/custom/incidentreport/devices, function (req,
res) {
  req.oracleMobile.location.devices.register(
    req.body).then(
      function (result) {
        res.type('application/json');
        res.status(result.statusCode).send(result.result);
      },
      function (error) {
        console.dir(error);
        res.status(error.statusCode).send(error.error);
      }
    );
});
```

Here's an example of the response body.

```
{
    "items": [
        {
```



```
"id": 10,
      "createdOn": "2016-11-08T15:54:51.603Z",
      "createdBy": "anAdministrator",
      "modifiedOn": "2016-11-08T15:54:51.603Z",
      "modifiedBy": "anAdministrator",
      "name": "RC WH 01 F01 B006",
      "description": "Beacon on 2nd Floor in FixitFast Warehouse in Redwood
City",
      "beacon": {
        "altBeacon": {
          "id1": "B9407F30-F5F8-466E",
          "id2": "AFF9",
          "id3": "25556B57FE6D"
        }
      },
      "attributes": {
        "manufacturer": "Abc Company",
        "manufacturerId": "10D39AE7-020E-4467-9CB2-DD36366F899D",
        "status": "Active",
        "visibility": "Public"
      },
      "links": [
        {
          "rel": "canonical",
          "href": "/mobile/platform/location/devices/10"
        },
        {
          "rel": "self",
          "href": "/mobile/platform/location/devices/10"
        }
      ]
    }
  ]
}
```

location.devices.remove(id, context, httpOptions)

Use this method to delete devices.

Arguments

id: Required. IDs of the devices to remove. This argument can be either a single value or an array of values.

context: This argument is ignored.

Response

If you provide a single value, then the service doesn't return a response body. The status code is 204 if the device was deleted and 404 if it doesn't exist.

If you provide an array of IDs, then the status code is 200 for a successful request. The response contains a batch object with an array of responses for the individual delete requests. For schema details, see the Delete Multiple Devices operation in *REST API Reference for Oracle Mobile Hub - Platform APIs*.



Here's an example:

```
{
    "batch":[
        {
             "code":200,
            "body":{
                 "id":121,
                 "message": "device was deleted successfully."
            }
        },
        {
            "code":200,
            "body":{
                 "id":122,
                 "message":"device was deleted successfully."
            }
        },
        {
            "code":404,
            "body":{
                 "id":123,
                 "message": "device not found."
            }
        }
    ]
}
```

Examples

In this example, if the ${\tt id}$ query parameter contains multiple IDs, then it converts the query string into an array.

```
service.delete('/mobile/custom/location/devices', function(req,res) {
 var contextObject = {};
 var id = req.query.id.split(',');
  if (id.length == 0) {
      id = req.query.id;
  }
  req.oracleMobile.location.devices.remove(
      id,
      contextObject
    ).then(
    function (result) {
      res.type('application/json');
      res.status(result.statusCode).send(result.result);
    },
    function (error) {
      console.dir(error);
      res.status(error.statusCode).send(error.error);
    }
 );
});
```



location.devices.update(id, device, context, httpOptions)

This method lets you update a device.

Arguments

id: Required. The ID of the device. This ID must be an existing device ID.

device: Required. JSON object that follows the request root schema (Device) that is shown for the PUT /mobile/system/locationManagement/device/{id} operation in REST API Reference for Oracle Mobile Hub - Platform APIs. Here's an example:

```
{
    "attributes":{
        "status":"Inactive",
        "visibility":"Private"
    }
}
```

context: This argument is ignored.

Response

The response body, which shows the updated device, is a JSON object that follows the response root schema (Device) that is shown for the PUT /mobile/system/ locationManagement/devices/{id} operation in REST API Reference for Oracle Mobile Hub - Platform APIs.

Examples

Here's an example of using this method.

```
service.put('/mobile/custom/incidentreport/device/:id', function (req, res) {
  req.oracleMobile.location.device.update(req.params.id, req.body).then(
    function (result) {
      res.type('application/json');
      res.status(result.statusCode).send(result.result);
    },
    function (error) {
      console.dir(error);
      res.status(error.statusCode).send(error.error);
    }
);
});
```

Here's an example of the response body.

```
{
    "id": 11,
    "createdOn": "2016-11-08T18:01:18.531Z",
    "createdBy": "anAdministrator",
    "modifiedOn": "2016-11-08T22:45:47.545Z",
    "modifiedBy": "anAdministrator",
```



```
"name": "RC WH 01 F01 B016",
  "description": "Beacon on 2nd Floor in FixitFast Warehouse in
Redwood City",
  "asset": {
   "id": 11,
    "createdOn": "2016-11-08T21:26:38.318Z",
    "createdBy": "anAdministrator",
    "modifiedOn": "2016-11-08T22:18:24.157Z",
    "modifiedBy": "anAdministrator",
    "name": "hospital bed #233",
    "label": "hospital bed",
    "description": "model 1225 hospital bed",
    "lastKnownLocation": {
      "gpsPoint": {
        "longitude": -121.1566,
        "latitude": 37.5548
      }
    },
    "attributes": {
      "EquipmentManufacturer": "Example Company",
      "SJId": "6754843090"
    },
    "links": [
      {
        "rel": "canonical",
        "href": "/mobile/platform/location/assets/11"
      },
      {
        "rel": "self",
        "href": "/mobile/platform/location/assets/11"
      }
    1
  },
  "beacon": {
    "altBeacon": {
     "id1": "B9407F30-F5F8-466E",
     "id2": "AFF9",
     "id3": "25556B57FE6D"
    }
  },
  "attributes": {
   "manufacturer": "Abc Company",
    "status": "Inactive",
    "manufacturerId": "10D39AE7-020E-4467-9CB2-DD36366F899D",
    "visibility": "Private"
  },
  "links": [
    {
      "rel": "canonical",
      "href": "/mobile/platform/location/devices/11"
    },
    {
      "rel": "self",
      "href": "/mobile/platform/location/devices/11"
    }
```



] }

location.places.register(places, context, httpOptions)

This method lets you create one or more places.

Arguments

places: Required. JSON object that follows the request root schema (Places Array) that is shown for the POST /mobile/system/locationManagement/places operation in *REST API* Reference for Oracle Mobile Hub - Platform APIs. Here's an example:

```
{
    "items":[
        {
            "name":"FixItFast Redwood City Warehouse",
            "label":"FixItFast Warehouse",
            "parentPlace":42,
            "description":"FixItFast Warehouse in Redwood City",
            "address":{
                 "qpsPoint":{
                     "latitude":122,
                     "longitude":37
                 }
            },
            "devices":[
                12345
            ],
            "attributes":{
                 "hours":"9am-6pm"
            }
        }
    ]
}
```

context: This argument is ignored.

Response

The response body, which shows the stored places, is a JSON object that follows the response root schema (Places Array) that is shown for the POST /mobile/system/ locationManagement/places operation in *REST API Reference for Oracle Mobile Hub* - *Platform APIs*.

Examples

Here's an example of calling this method.

```
service.post('/mobile/custom/incidentreport/places', function (req, res) {
  req.oracleMobile.location.places.register(req.body).then(
    function (result) {
      res.type('application/json');
      res.status(result.statusCode).send(result.result);
```



```
},
function (error) {
    console.dir(error);
    res.status(error.statusCode).send(error.error);
    }
);
});
```

Here's an example of the response body.

```
{
  "items": [
    {
      "id": 10,
      "createdOn": "2016-11-08T17:55:21.816Z",
      "createdBy": "john.doe",
      "modifiedOn": "2016-11-08T17:55:21.816Z",
      "modifiedBy": "john.doe",
      "name": "FixItFast Redwood City Warehouse",
      "label": "FixItFast Warehouse",
      "description": "FixItFast Warehouse in Redwood City",
      "hasChildren": false,
      "address": {
        "gpsPoint": {
          "longitude": 37,
          "latitude": 89
        }
      },
      "attributes": {
        "hours": "9am-6pm"
      },
      "links": [
        {
          "rel": "canonical",
          "href": "/mobile/platform/location/places/10"
        },
        {
          "rel": "self",
          "href": "/mobile/platform/location/places/10"
        }
      ]
    }
  ]
}
```

location.places.remove(id, context, httpOptions)

Use this method to delete places.

Arguments

id: Required. IDs of the places to remove. This argument can be either a single value or an array of values.



context: This argument is ignored.

Response

If you provide a single value, then the service doesn't return a response body. The status code is 204 if the place was deleted and 404 if it doesn't exist.

If you provide an array of IDs, then the status code is 200 for a successful request. The response contains a batch object with an array of responses for the individual delete requests. For schema details, see the Delete Multiple Places operation in *REST API Reference for Oracle Mobile Hub - Platform APIs*.

Here's an example:

```
{
    "batch":[
        {
             "body":{
                 "id":222,
                 "message": "place was deleted successfully." },
            "code":200},
        {
             "body":{
                 "id":223,
                 "message": "place was deleted successfully." },
             "code":200},
        {
             "body":{
                 "id":224,
                 "message":"place not found."},
             "code":404}
    ]
}
```

Examples

In this example, if the id query parameter contains multiple IDs, then it converts the query string into an array.

```
service.delete('/mobile/custom/location/places, function(req,res) {
 var contextObject = {};
 var id = req.query.id.split(',');
 if (id.length == 0) {
      id = req.query.id;
  }
  req.oracleMobile.location.places.remove(
      id,
      contextObject
    ).then(
    function (result) {
      res.type('application/json');
      res.status(result.statusCode).send(result.result);
    },
    function (error) {
      console.dir(error);
```



```
res.status(error.statusCode).send(error.error);
}
);
});
```

location.places.removeCascade(id, context, httpOptions)

Use this method to delete a parent place and all its child places.

Arguments

id: Required. The ID of the place. This ID must be an existing place ID.

context: This argument is ignored.

Examples

In this example, if the cascade query parameter is true, then the method calls removeCascade() instead of remove().

```
service.delete('/mobile/custom/location/places/:id', function(req,res)
{
 var contextObject = {};
 var removeFunc = reg.oracleMobile.location.places.remove;
 if (req.query.cascade == 'true') {
      removeFunc = req.oracleMobile.location.places.removeCascade;
  }
 removeFunc(
   req.params.id,
   contextObject
 ).then(
     function (result) {
       res.type('application/json');
        res.status(result.statusCode).send(result.result);
      },
      function (error) {
        console.dir(error);
        res.status(error.statusCode).send(error.error);
      }
   )
 });
```

location.places.update(id, place, context, httpOptions)

This method lets you update a place.

Arguments

 id : Required. The ID of the place. This ID must be an existing place ID.



place: Required. JSON object that follows the request root schema (Place) that is shown for the PUT /mobile/system/locationManagement/place/{id} operation in REST API Reference for Oracle Mobile Hub - Platform APIs. Here's an example:

```
{
    "address":{
        "gpsPoint":{
            "latitude":-121.1566,
            "longitude":37.5548
        }
    },
    "devices":[
            1111
    ]
}
```

context: This argument is ignored.

Response

The response body, which shows the updated place, is a JSON object that follows the response root schema (Place) that is shown for the PUT /mobile/system/ locationManagement/places/{id} operation in *REST API Reference for Oracle Mobile Hub - Platform APIs*.

Examples

Here's an example of calling this method.

```
service.put('/mobile/custom/incidentreport/place/:id', function (req, res) {
  req.oracleMobile.location.place.update(req.params.id, req.body).then(
    function (result) {
      res.type('application/json');
      res.status(result.statusCode).send(result.result);
    },
    function (error) {
      console.dir(error);
      res.status(error.statusCode).send(error.error);
      }
    );
});
```

Here's an example of the response body.

```
{
  "id": 11,
  "createdOn": "2016-11-08T23:36:55.371Z",
  "createdBy": "anAdministrator",
  "modifiedOn": "2016-11-08T23:37:45.576Z",
  "modifiedBy": "anAdministrator",
  "name": "FixItFast Redwood City Warehouse",
  "label": "FixItFast Warehouse",
  "description": "FixItFast Warehouse in Redwood City",
  "hasChildren": false,
```



```
"address": {
    "gpsPoint": {
      "longitude": 37,
      "latitude": 89
   }
  },
  "devices": [
   {
      "id": 11,
      "createdOn": "2016-11-08T18:01:18.531Z",
      "createdBy": "anAdministrator",
      "modifiedOn": "2016-11-08T22:45:47.545Z",
      "modifiedBy": "anAdministrator",
      "name": "RC WH 01 F01 B016",
      "description": "Beacon on 2nd Floor in FixitFast Warehouse in
Redwood City",
      "beacon": {
        "altBeacon": {
         "id1": "B9407F30-F5F8-466E",
          "id2": "AFF9",
          "id3": "25556B57FE6D"
        }
      },
      "attributes": {
       "manufacturer": "Abc Company",
        "status": "Inactive",
        "manufacturerId": "10D39AE7-020E-4467-9CB2-DD36366F899D",
        "visibility": "Private"
      },
      "links": [
        {
          "rel": "canonical",
          "href": "/mobile/platform/location/devices/11"
        },
        {
          "rel": "self",
          "href": "/mobile/platform/location/devices/11"
        }
      ]
    }
  1,
  "attributes": {
    "hours": "9am-6pm"
  },
  "links": [
    {
      "rel": "canonical",
      "href": "/mobile/platform/location/places/11"
   },
    {
      "rel": "self",
      "href": "/mobile/platform/location/places/11"
    }
  ]
}
```



Mobile Devices API

Use this API to configure which devices that are running a mobile app can receive notifications.

This API has the following methods:

- devices.deregister(device, httpOptions): Deregister a mobile client instance that no longer needs to receive notifications..
- devices.register(device, httpOptions): Register a mobile client instance that receives notifications.

devices.deregister(device, httpOptions)

Call this method to deregister a a mobile client instance that no longer needs to receive notifications.

Arguments

device: Required. JSON object that follows the root (mobile client instance) request schema that's shown for the POST /mobile/platform/devices/deregister operation in *REST API* Reference for Oracle Mobile Hub - Platform APIs.

Examples

Here's an example of calling this method to deregister a device.

```
service.post(
  '/mobile/custom/incidentreport/devices/deregister',
  function (req, res) {
    req.oracleMobile.devices.deregister(
      {
        "notificationToken": "b14d6dfbd9d56e09f098",
        "notificationProvider: "APNS",
        "mobileClient": {
          "id": "my.app.id",
          "platform": "IOS"
        }
      }
    ).then(
      function (result) {
        res.status(result.statusCode).send(result.result);
      },
      function (error) {
        res.status(error.statusCode).send(error.error);
      }
    );
  });
```



devices.register(device, httpOptions)

Call this method to register a new device.

Arguments

device: Required. JSON object that follows the root (mobile client instance) request schema that's shown for the POST /mobile/platform/devices/register operation in *REST API Reference for Oracle Mobile Hub - Platform APIs*.

Response

The response body is a JSON object that follows the root (mobile client instance) response schema that's shown for the <code>POST /mobile/platform/devices/register</code> operation in *REST API Reference for Oracle Mobile Hub - Platform APIs*.

Examples

Here's an example of calling this method to register a device.

```
service.post(
  '/mobile/custom/incidentreport/devices/register',
  function (req, res) {
    reg.oracleMobile.devices.register(
      {
        "notificationToken": "b14d6dfbd9d56e09f098",
        "notificationProvider: "APNS",
        "mobileClient": {
          "id": "my.app.id",
          "version": "1.0",
          "platform": "IOS"
        }
      }
    ).then(
      function (result) {
       res.status(result.statusCode).send(result.result);
      },
      function (error) {
        res.status(error.statusCode).send(error.error);
      }
    );
  });
```

Here's an example of the response body:

```
{
  "id": "27fee547-bdd0-4688-9497-475ec5ed0dfd",
  "notificationToken": "b14d6dfbd9d56e09f098",
  "notificationProvider: "APNS",
  "mobileClient": {
    "id": "my.app.id",
    "user": "joe",
    "version": "1.0",
    "platform": "IOS"
```



```
},
"modifiedOn": "2015-06-17T18:37:59.424Z"
}
```

My Profile API

The My Profile API let you get information about the current mobile, virtual, or social user.

This API has the following methods:

- ums.getMe(httpOptions): Retrieves information about the current user. For mobile and virtual users, it retrieves the user's roles.
- ums.getUser(options, httpOptions): Retrieves the specified fields for the current mobile user, or, for social and virtual users all fields. For mobile users, you can retrieve the user name, first name, last name, and email address, as well as the fields in the user's profile from Oracle Identity Cloud Service.
- ums.getUserExtended(options, httpOptions): This operation is deprecated.
- ums.updateUser(fields, options, httpOptions): Updates the currently authorized mobile user's information. You can update the firstName, lastName, and email properties as well as all the properties that are defined in the Oracle Identity Cloud Service User schema except for the username property.

ums.getMe(httpOptions)

This method lets you retrieve the information about the currently authorized user.

- When the user is a mobile user, this operation retrieves the user's information from Oracle Identity Cloud Service.
- When the user is a virtual user, this operation retrieves the user name and roles. To learn about virtual users, see Configure SAML Tokens for Virtual Users.
- When the user is a social user (that is, signed in using social identity), this operation
 retrieves the user's ID. To learn about social users and social identity, see Facebook
 Login in Mobile Hub.

Response

If the current user is a social user, then the response body includes the generated userName, as shown in this example. To learn more about social identity see Facebook Login in Mobile Hub.

```
{
    "userName": "1 :623:165"
}
```

If the current user is a virtual user, then the response body includes the username and appRoles, as shown in this example.



```
"display":"FIF_TECHNICIAN"
}
]
}
```

In all other cases, the response body contains the same response as provided by Oracle Identity Cloud Service. For example:

```
{
  "idcsCreatedBy":{
    "type":"App",
    "display":"instance1",
    "value":"346373e8a",
    "$ref":"https://myIdentity.example.com/admin/v1/Apps/
3463731bd0cc43c7ba1b79a9c6e25e8a"
  },
  "id":"7e56fd80",
  "active":true,
  "displayName":"Joe Doe",
  "idcsLastModifiedBy":{
    "value":"346373e8aa",
    "display":"instance1",
    "type":"App",
    "$ref":"https://myIdentity.example.com/admin/v1/Apps/
3463731bd0cc43c7ba1b79a9c6e25e8a"
  },
  "userName":"jdoe",
  "emails":[
    {
      "primary":true,
      "value":"jdoe@example.invalid",
      "type":"work"
    }
  ],
  "name":{
    "familyName":"Doe",
    "givenName":"Joe",
    "formatted":"Joe Doe"
  },
  "urn:ietf:params:scim:schemas:oracle:idcs:extension:user:User":{
    "grants":[
      {
        "value":"89d8b111",
        "grantMechanism": "ADMINISTRATOR TO USER",
        "appId":"346373e8a",
        "$ref":"https://myIdentity.example.com/admin/v1/Grants/
89d80073ae7f48838798cc864031b111"
      }
    ],
    "appRoles":[
      {
        "value":"a31245f1dd",
        "adminRole":false,
```



```
"legacyGroupName":"instance1.ReadWriteRole",
        "appId":"346373e8a",
        "appName": "instance1 app name",
        "display": "ReadWriteRole",
        "$ref": "https://myIdentity.example.com/admin/v1/AppRoles/
a31245ce4ed94d2a8563d39cd888f1dd"
    1,
    "accounts":[
      {
        "appId":"346373e8a",
        "value":"3819e1be",
        "active":true,
        "$ref":"https://myIdentity.example.com/admin/v1/AccountMgmtInfos/
3819dd966cf34aa593df61809d62e1be"
      }
    ]
  },
  "urn:ietf:params:scim:schemas:idcs:extension:custom:User": {
      "custom attribute": "1076270704"
  },
  "schemas":[
    "urn:ietf:params:scim:schemas:core:2.0:User"
  ]
}
```

Examples

Here's an example of calling this method:

```
req.oracleMobile.ums.getMe().then(
  function (result) {
    res.status(result.statusCode).send(result.result);
  },
  function (error) {
    res.status(error.statusCode).send(error.error);
  }
);
```

ums.getUser(options, httpOptions)

This method retrieves the specified fields for the current mobile user, or, for social and virtual users, all fields. For mobile users, you can retrieve the user name, first name, last name, and email address, as well as the user's profile from Oracle Identity Cloud Service.

- When the user is a mobile user, this operation retrieves the fields that are specified in options.fields, or, if the options.fields property isn't provided, it retrieves the user name, first name, last name, email address, and the user's profile from Oracle Identity Cloud Service.
- When the user is a virtual user, this operation retrieves the user name. To learn about virtual users, see Configure SAML Tokens for Virtual Users.



• When the user is a social user (that is, signed in using social identity), this operation retrieves the user's ID, identity provider, and access token. To learn about social users and social identity, see Facebook Login in Mobile Hub.

Arguments

options: Optional. JSON object. For mobile users, this object can have the following property in addition to those listed in Common options Properties:

Property	Description	Туре	Default
fields	Specifies which user properties to get. For example, you can set options.fields to firstName,lastNam e to retrieve just those two values. Add attributes to the list to get the user's profile from Oracle Identity Cloud Service. This property is ignored if the current user signed in using virtual or social identity.	String	None

Response

If the current user is a social user, then the response body includes the generated username as well as the mobileExtended.identityProvider properties, as shown in this example. To learn more about social identity see Facebook Login in Mobile Hub.

```
"username": "1 :623:165",
"mobileExtended": {
    "identityProvider": {
        "facebook": {
            "accessToken":"CAAI...YZD"
        }
    }
}
```

If the current user is a virtual user, then the response body includes the username, as shown in this example.

"username": "a24x"

In all other cases, the response body is a JSON object that contains one or more of the following properties, depending on the value of the request's <code>options.fields</code> property.

- id
- email
- firstName



- lastName
- username
- attributes

The response body also contains links to the API endpoint for the resource.

Examples

Here's an example of calling this method to get the user's first and last name. In this example, the user is a mobile user:

```
req.oracleMobile.ums.getUser({fields: 'firstName,lastName'}).then(
  function (result) {
    res.status(result.statusCode).send(result.result);
  },
  function (error) {
    res.status(error.statusCode).send(error.error);
  }
);
```

This example shows the response that you get when you set the options.fields property to firstname, lastname:

```
{
  "firstName": "Joe",
  "lastName": "Doe"
}
```

Here's an example of calling this method to get the fields from the users profile in Oracle Identity Cloud Service.

```
req.oracleMobile.ums.getUser({fields: 'attributes'}).then(
function (result) {
    res.status(result.statusCode).send(result.result);
    },
    function (error) {
        res.status(error.statusCode).send(error.error);
    }
);
```

This example shows the response that you get when you set the options.fields property to attributes:



```
"type": "recovery",
        "verified": false
      }
   ],
    "name": {
      "givenName": "Joe",
      "familyName": "Mobile User",
     "formatted": "Test Mobile User"
   },
    "urn:ietf:params:scim:schemas:extension:enterprise:2.0:User": {
      "employeeNumber": "245562716"
   },
    "urn:ietf:params:scim:schemas:idcs:extension:custom:User": {
      "custom attribute": "1076270704"
    },
    "schemas": [
      "urn:ietf:params:scim:schemas:core:2.0:User",
     "urn:ietf:params:scim:schemas:extension:enterprise:2.0:User",
      "urn:ietf:params:scim:schemas:idcs:extension:custom:User"
   1
  }
}
```

ums.getUserExtended(options, httpOptions)

This operation has been deprecated.

To get user information, use ums.getMe(httpOptions) or ums.getUser(options, httpOptions) instead.

ums.updateUser(fields, options, httpOptions)

This operation updates the currently authorized mobile user's information. You can update the firstName, lastName, and email properties as well as all the properties that are defined in the Oracle Identity Cloud Service User schema except for the username property.

Arguments

fields: Required. A JSON object that contains the fields to update. For example:
{lastName: 'Doe'}.

options: Optional. A JSON object as described in Common options Properties.

Response

The response body is a JSON object that follows the root response schema that's shown for the PUT /mobile/platform/users/{username} operation in REST API Reference for Oracle Mobile Hub - Platform APIs.



Examples

Here's an example of calling this method to update the user's last name and custom attribute.

```
service.put(
  '/mobile/custom/incidentreport/customer',
  function (req, res) {
    req.oracleMobile.ums.updateUser(
      {
        lastName: req.body.lastName,
urn:ietf:params:scim:schemas:idcs:extension:custom:User:custom attribute:
req.body.customAttribute
      }).then(
      function (result) {
        res.status(result.statusCode).send(result.result);
      },
      function (error) {
        res.status(error.statusCode).send(error.error);
      }
    );
  });
```

Notifications API

You can use the Notifications API to send a message to the mobile app users, such as an alert about an upcoming event or news that the user might be interested in. You can specify a target for the message such as a device, user, or operating system, and you can schedule the message. You can also inquire about notifications, and delete scheduled notifications that haven't been sent.

This API has the following methods:

- notification.getAll(context, options, httpOptions): Retrieves all notifications.
- notification.getById(id, context, options, httpOptions): Retrieves a notification for a specific notification ID.
- notification.post(notification, context, options, httpOptions): Creates a notification.
- notification.remove(id, context, options, httpOptions): Deletes a notification.

Note that when you access the Notifications API endpoints directly through REST requests, the user that you specify in the Authorization header must be a team member (not a mobile user) who has the Administrator or Developer role.

notification.getAll(context, options, httpOptions)

This method lets you retrieve the notifications that match your criteria. Only the notifications that match ALL the criteria are returned.

Arguments

context: This argument is ignored.



Property	Description	Туре	Default
createdOnOrAfter	Criteria: Filter by createdOn on or after the given UTC date/ time (in YYYY-DD- MM[Thh:mm] Z format).	String	None
createdOnOrBefore	Criteria: Filter by createdOn on or before the given UTC date/time (in YYYY- DD-MM[Thh:mm]Z format).	String	None
limit	The maximum number of items to be returned. If the requested limit is too large, then a lower limit is substituted.	Integer	None
offset	The zero-based index of the first item to return.	Integer	None
orderBy	Specifies the ordering for the query operations. The default sort order is ascending by ID. The format is: "orderBy" "=" 1#(attr [":" "asc" "desc"]), where the attr parameter may be id, status, tag, platform, sendOn, createdOn, or processedOn.	String	None
processedOnOrAfte r	Criteria: Filter by processedOn on or after the given UTC date/time (in YYYY- DD-MM[Thh:mm]Z format).	String	None
processedOnOrBefo re	Criteria: Filter by processedOn on or before the given UTC date/time (in YYYY- DD-MM[Thh:mm]Z format).	String	None

options: Optional. JSON object. This object can have these properties in addition to those listed in Common options Properties:



Property	Description	Туре	Default
đ	Filter results based on a case-insensitive partial match of this string with the tag. For example, q=market returns notifications with tag equal to Marketing, marketing, and markets.	String	None
sendOnOrAfter	Criteria: Filter by sendOn on or after the given UTC date/time (in YYYY-DD- MM[Thh:mm]Z format).	String	None
sendOnOrBefore	Criteria: Filter by sendOn on or before the given UTC date/ time (in YYYY-DD- MM[Thh:mm]Z format).	String	None
status	Criteria: Filter by status	String	None
tag	Criteria: Filter by tag	String	None

Response

The response body is a JSON object that follows the notificationPaging schema that is shown for the GET /mobile/system/notifications/notifications operation in REST API Reference for Oracle Mobile Hub - Platform APIs.

Examples

Here's an example of calling this method:

```
service.get('/mobile/custom/incidentreport/notifications',
function (req, res) {
   req.oracleMobile.notification.getAll()
    .then(
      function (result) {
        res.status(result.statusCode).send(result.result);
      },
      function (error) {
        res.status(error.statusCode).send(error.error);
      }
   );
});
```

Here's an example of a response body.

```
{
    "items": [
    {
```



```
"id": 2,
      "message": "Incident Updated: Broken Dryer",
      "users": [
       "J Doe"
      ],
      "roles": [],
      "notificationTokens": [],
      "status": "New",
      "createdOn": "2015-09-24T21:58:04.465Z",
      "links": [
        {
          "rel": "canonical",
          "href": "/mobile/system/notifications/notifications/2"
        },
        {
          "rel": "self",
          "href": "/mobile/system/notifications/notifications/2"
        }
      1
    },
    {
      "id": 3,
      "message": "Incident Updated: Malfunctioning Air Conditioner",
      "users": [
       "Lynn Smith"
      ],
      "roles": [],
      "notificationTokens": [],
      "status": "New",
      "createdOn": "2015-09-24T21:58:07.413Z",
      "links": [
        {
          "rel": "canonical",
          "href": "/mobile/system/notifications/notifications/3"
        },
        {
          "rel": "self",
          "href": "/mobile/system/notifications/notifications/3"
        }
      ]
   }
  ],
  "hasMore": false,
 "limit": 2,
  "count": 2,
  "links": [
    {
      "rel": "canonical",
      "href": "/mobile/system/notifications/notifications/?
offset=0&limit=2"
    },
    {
      "rel": "self",
      "href": "/mobile/system/notifications/notifications/"
    }
```



] }

notification.getById(id, context, options, httpOptions)

This method lets you retrieve a specific notification by its ID.

Arguments

id: Required. String or integer. The generated notification ID.

context: This argument is ignored.

options: Optional. JSON object as described in Common options Properties.

Response

The response body is a JSON object that follows the notification schema that is shown for the GET /mobile/system/notifications/notifications/{id} operation in REST API Reference for Oracle Mobile Hub - Platform APIs.

Examples

Here's an example of calling the method to get a notification:

```
service.get('/mobile/custom/incidentreport/notifications/:id',
function (req, res) {
    req.oracleMobile.notification.getById(req.params.id)
    .then(
       function (result) {
          res.status(result.statusCode).send(result.result);
        },
        function (error) {
          res.status(error.statusCode).send(error.error);
        }
    );
    });
});
```

Here's an example of a response body.

```
{
  "id": 1,
  "message": "Incident Updated: Leaky Faucet",
  "users": [
    "Lynn Smith"
],
  "roles": [],
  "notificationTokens": [],
  "status": "New",
  "createdOn": "2015-09-24T21:44:45.708Z",
  "links": [
    {
        "rel": "canonical",
        "href": "/mobile/system/notifications/notifications/1"
    },
```



```
{
    "rel": "self",
    "href": "/mobile/system/notifications/notifications/1"
    }
]
}
```

notification.post(notification, context, options, httpOptions)

This method lets you create a notification.

Arguments

```
notification: Required. JSON object that follows the notificationCreate schema that is shown for the POST /mobile/system/notifications/notifications operation in REST API Reference for Oracle Mobile Hub - Platform APIs. Here's an example:
```

```
{
    message:'This is the alert message.',
    tag:'Marketing',
    notificationTokens:['APNSdeviceToken']
}
```

context: This argument is ignored.

options: Optional. JSON object as described in Common options Properties.

Response

The return value includes this header:

Header	Description	Туре	
Location	Canonical resource URI for the notification.	String	

The response body, which shows the stored notification, is a JSON object that follows the notification schema that is shown for the POST /mobile/system/ notifications/notifications operation in REST API Reference for Oracle Mobile Hub - Platform APIs.

Examples

In this example of posting a notification, the request body would look like this: {incidentName: 'Leaky Faucet', customerName: 'Lynn Smith'}.

```
service.post('/mobile/custom/incidentreport/notifications',
function (req, res) {
   var notification = {
      sendOn: '2016-06-25T6:00Z',
      message: 'Incident Updated: ' +
      req.body.incidentName,
      users: [req.body.customerName]
   };
   req.oracleMobile.notification.post(notification)
```



```
.then(
  function (result) {
    res.status(result.statusCode).send(result.result);
  },
  function (error) {
    res.status(error.statusCode).send(error.error);
  }
);
});
```

Here's an example of the response body.

```
{
 "id": 1,
  "message": "Incident Updated: Leaky Faucet",
  "users": [
    "Lynn Smith"
  ],
  "roles": [],
 "notificationTokens": [],
 "sendOn": "2016-06-25T06:00Z",
  "status": "New",
  "createdOn": "2015-06-24T21:44:45.708Z",
  "links": [
    {
      "rel": "canonical",
      "href": "/mobile/system/notifications/notifications/1"
    },
    {
      "rel": "self",
      "href": "/mobile/system/notifications/notifications/1"
    }
  ]
}
```

notification.remove(id, context, options, httpOptions)

This method lets you delete a notification. You can delete a notification only if its status is Scheduled.

Arguments

 ${\tt id}:$ Required. String or integer. The generated notification ID.

context: This argument is ignored.

options: Optional. JSON object as described in Common options Properties.

Example

Here's an example of calling this method:

```
service.delete('/mobile/custom/incidentreport/notifications/:id',
function (req, res) {
   req.oracleMobile.notification.remove(req.params.id)
```



```
.then(
   function (result) {
     res.status(result.statusCode).send(result.result);
   },
   function (error) {
     res.status(error.statusCode).send(error.error);
   }
);
});
```

Storage API

The Storage API lets you store mobile application objects in the cloud. An object can be text, JSON, or a binary object such as an image. These objects are grouped by collection.

This API has the following methods:

- storage.doesCollectionExist(collectionId, options, httpOptions): Indicates if a collection exists, and, optionally, whether its ETag matches.
- storage.doesExist(collectionId, objectId, options, httpOptions): Indicates if an object exists, and, optionally, whether its ETag matches.
- storage.getAll(collectionId, options, httpOptions): Returns the metadata for every object in a collection.
- storage.getById(collectionId, objectId, options, httpOptions): Retrieves an object and its metadata.
- storage.getCollection(collectionId, options, httpOptions): Retrieves metadata about a collection.
- storage.getCollections(options, httpOptions): Returns metadata about each collection that is available through the mobile backend.
- storage.remove(collectionId, objectId, options, httpOptions): Removes an object from a collection.
- storage.store(collectionId, object, options, httpOptions): Adds an object and automatically assigns an ID for it.
- storage.storeById(collectionId, objectId, object, options, httpOptions): Adds or updates an object based on an ID that you specify.

storage.doesCollectionExist(collectionId, options, httpOptions)

You can use this method to determine whether a collection exists. You can also use it to see if the collection matches (or does not match) an ETag.

Arguments

collectionId: Required. String. The name of the collection. When you look at the metadata for the collection, this value corresponds to the metadata's id value.

options: Optional. JSON object. This object can have these properties in addition to those listed in Common options Properties:



Property	Description	Туре	Default	
encodeURI	Set to true to URI- encode the collectionId value. This option can be useful for multibyte values.	Boolean	false	
ifMatch	The call returns true only if the ETag of the corresponding object matches one of the values specified in this property.	String	None	
ifNoneMatch	The call returns true only if the ETag of the corresponding object does not match one of the values specified by this property.	String	None	

This method returns a Boolean value.

Example

The following example uses this method to verify that the collection exists before it stores an object in it.

```
req.oracleMobile.storage.doesCollectionExist('attachments').then(
  function(result) {
    if (result) {
      req.oracleMobile.storage.store('attachments', {id: 'incident412-pic'},
{inType: 'json'}).then(
        function (result) {
          res.status(result.statusCode).send(result.result);
        },
        function (error) {
          res.status(error.statusCode).send(error.error);
        }
      );
    } else {
      res.status(404).send('Storage has not been configured for this app.
Please contact your admin.');
   };
  },
  function(error) {
    res.status(error.statusCode).send(error.error);
  }
);
```



storage.doesExist(collectionId, objectId, options, httpOptions)

You can use this method to determine whether an object exists. You can also use it to see if the object matches (or does not match) an ETag, or if it was modified after a specified date.

Arguments

collectionId: Required. String. The name of the collection. When you look at the metadata for the collection, this value corresponds to the metadata's id value.

objectId: Required. String. The object being accessed. If the object was stored using the storage.storeById() method, then this is the ID that was provided as the id argument, and, if the object was stored using the storage.store() method, then the ID was generated. When looking at the object metadata, this argument value corresponds to the metadata's id attribute.

options: Optional. JSON object. This object can have these properties in addition to those listed in Common options Properties:

Property	Description	Туре	Default
contentDispositio n	This property lets you specify the value of the Content- Disposition response header.	String	None
encodeURI	Set to true to URI- encode the collectionId, objectId, and user values. This option can be useful for multibyte values.	Boolean	false
ifMatch	The call completes successfully only if the ETag of the corresponding object matches one of the values specified in this property.	String	None



Property	Description	Туре	Default
ifModifiedSince	Date and time in HTTP-date format. For example, Mon, 30 Jun 2014 19:43:31 GMT. The request completes successfully only if the object was modified after the date specified in this property. You can use this property to reduce the amount of data that is transported by not re-retrieving data if it hasn't changed.	Date	None
ifNoneMatch	The call completes successfully only if the ETag of the corresponding object does not match one of the values specified by this property. You can use this property to reduce the amount of data that is transported by not re- retrieving data if it hasn't changed.	String	None
ifUnmodifiedSince	Date and time in HTTP-date format. For example, Mon, 30 Jun 2014 19:43:31 GMT. The request completes successfully only if the object wasn't modified after the date specified in this property.	Date	None



Property	Description	Туре	Default
user	This is the ID (not the user name) of a user. This query parameter allows a user with READ_ALL/ READ_WRITE_ALL permission to access another user's isolated space. A user with READ/READ_WRITE permission may access only their own space.	String	If you are inquiring about a shared collection, there is no default. If you are inquiring about an isolated collection, and you have READ_ALL/ READ_WRITE_ALL permission, then the signed-in user is assumed unless you include this property. you have READ_ALL/ READ_WRITE_ALL permission for an isolated collection, yo must include this property to inquire about objects in another user's space.

This method returns a Boolean value.

Example

In this example, the code calls doesExist to see if the stored object still has the same ETag as when it was last retrieved ("1").

```
req.oracleMobile.storage.doesExist('attachments', 'incident412-pic',
{ifMatch: '\"' + 1 + '\"'}).then(
  function (result) {
    res.status(200).send('Object has not changed.');
  },
  function (error) {
    res.status(412).send('Object was modified by someone else.');
  }
)
```

storage.getAll(collectionId, options, httpOptions)

This method returns the metadata for every object in a collection.

Arguments

collectionId: Required. String. The name of the collection. When you look at the metadata for the collection, this value corresponds to the metadata's id value.

options: Optional. JSON object. This object can have these properties in addition to those listed in Common options Properties:



Property	Description	Туре	Default
encodeURI	Set to true to URI- encode the collectionId, orderBy, and user values. This option can be useful for multibyte values.	Boolean	false
limit	The maximum number of items to be returned. If the requested limit is greater than 100, then 100 is used instead.	Integer	None
offset	The zero-based index of the first item to return.	Integer	None
orderBy	Use this property to sort the results by name, modifiedBy, modifiedOn, createdBy, createdOn, or contentLength. You can append :asc or :desc to specify whether to sort in ascending or descending order. For example, modifiedOn:desc.	String	None
đ	The items that are returned are based on a case-insensitive partial match of the id, name, createdBy or modifiedBy property of an item. For example, if you set this property to sam, it could return an object with an id of axsam3 and an object with a createdBy of SAMANTHA.	String	None
sync	When this property is present and has a value of true, then the return value contains the information required by the Synchronization library to cache the data locally for offline use. You can get this value from the Oracle- Mobile-Sync-Agent request header, when present.	Boolean	false



Property	Description	Туре	Default
totalResults	When this property is present with a value of true, then the response body contains the totalResults attribute with a value that represents the total number of items in the collection. By default, the response does not contain this value.	Boolean	false
user	This is the ID (not the user name) of a user. Use * (wildcard) to get all users. This query parameter allows a user with READ_ALL/ READ_WRITE_ALL permission to access another user's isolated space. A user with READ/READ_WRITE permission may access only their own space.	String	If you are inquiring about a shared collection, there is no default. If you are inquiring about an isolated collection, and you have READ_ALL/ READ_WRITE_ALL permission, then the signed-in user is assumed unless you include this property. If you have READ_ALL/ READ_WRITE_ALL permission for an isolated collection, you must include this property to inquire abou objects in another user's space.

The return value includes these headers:

Header	Description	Туре
Cache-Control	Describes how the result may be cached.	String
Oracle-Mobile-Sync- Resource-Type	The Synchronization library uses this header.	String

The response body is a JSON object that follows the response body schema that is shown for the GET /mobile/platform/storage/collections/{collection}/objects operation in *REST API Reference for Oracle Mobile Hub - Platform APIs*.



Examples

Here's an example of calling this method. The response lists the objects by modified date, in descending order. Because the sync property is set to true, the client app can cache the response.

```
// Get metadata about the objects in the attachments collection.
// List most recently modified first.
service.get('/mobile/custom/incidentreport/attachments',
function (req, res) {
    req.oracleMobile.storage.getAll('attachments',
    {orderBy: 'modifiedOn:desc', sync: true}).then(
    function (result) {
        res.status(result.statusCode).send(result.result);
        },
        function (error) {
            res.status(error.statusCode).send(error.error);
        }
        );
    });
```

Here's an example of a response body:

```
{
    "items":[
        {
            "eTag":"\"2\"",
            "id":"incident412-pic",
            "createdBy":"jdoe",
            "name":"Incident Picture",
            "createdOn":"2014-11-20T19:57:04Z",
            "modifiedOn":"2014-11-20T19:58:09Z",
            "modifiedBy":"jdoe",
            "links":[
                {
                     "rel":"canonical",
                     "href":"/mobile/platform/storage/collections/attachments/
objects/profile-pic"
                },
                {
                     "rel":"self",
                    "href":"/mobile/platform/storage/collections/attachments/
objects/profile-pic"
            ],
            "contentType":"image/png",
            "contentLength":937647
        },
        {
            "eTag":"\"1\"",
            "id":"incident131-pic",
            "createdBy":"jsmith",
            "name":"Incident Picture",
```

```
"createdOn":"2014-11-20T18:27:02Z",
            "modifiedOn":"2014-11-20T18:27:02Z",
            "modifiedBy":"jsmith",
            "links":[
                {
                    "rel":"canonical",
                    "href":"/mobile/platform/storage/collections/
attachments/objects/0683d48b-fdc5-4397-8ca2-824e2b0cae65"
                },
                {
                    "rel":"self",
                    "href":"/mobile/platform/storage/collections/
attachments/objects/0683d48b-fdc5-4397-8ca2-824e2b0cae65"
            ],
            "contentType":"image/jpeg",
            "contentLength": 5266432
        }
    1,
    "hasMore":true,
    "limit":2,
    "offset":4,
    "count":2,
    "totalResults":7,
    "links":[
        {
            "rel":"canonical",
            "href": "/mobile/platform/storage/collections/attachments/
objects/"
        },
        {
            "rel":"self",
            "href":"/mobile/platform/storage/collections/attachments/
objects?offset=4&limit=2&orderBy=name:asc&totalResults=true"
        },
        {
            "rel":"prev",
            "href":"/mobile/platform/storage/collections/attachments/
objects?offset=2&limit=2&orderBy=name:asc&totalResults=true"
        },
        {
            "rel":"next",
            "href":"/mobile/platform/storage/collections/attachments/
objects?offset=6&limit=2&orderBy=name:asc&totalResults=true"
    ]
}
```

storage.getById(collectionId, objectId, options, httpOptions)

This method retrieves an object and its metadata from a collection based on the object identifier.



Arguments

collectionId: Required. String. The name of the collection. When you look at the metadata for the collection, this value corresponds to the metadata's id value.

objectId: Required. String. The object being accessed. If the object was stored using the storage.storeById() method, then this is the ID that was provided as the id argument, and, if the object was stored using the storage.store() method, then the ID was generated. When looking at the object metadata, this argument value corresponds to the metadata's id attribute.

options: Optional. JSON object. This object can have these properties in addition to those listed in Common options Properties:

Property	Description	Туре	Default
contentDisposition	This property lets you specify the value of the Content-Disposition response header.	String	None
encodeURI	Set to true to URI- encode the collectionId, objectId, and user values. This option can be useful for multibyte values.	Boolean	false
ifMatch	The call completes successfully only if the ETag of the corresponding object matches one of the values specified in this property.	String	None
ifModifiedSince	Date and time in HTTP- date format. For example, Mon, 30 Jun 2014 19:43:31 GMT. The request completes successfully only if the object was modified after the date specified in this property. You can use this property to reduce the amount of data that is transported by not re-retrieving data if it hasn't changed.	Date	None



Property	Description	Туре	Default
ifNoneMatch	The call completes successfully only if the ETag of the corresponding object does not match one of the values specified by this property. You can use this property to reduce the amount of data that is transported by not re-retrieving data if it hasn't changed.	String	None
ifUnmodifiedSince	Date and time in HTTP- date format. For example, Mon, 30 Jun 2014 19:43:31 GMT. The request completes successfully only if the object wasn't modified after the date specified in this property.	Date	None
range	This property lets you request a subset of bytes. For example, bytes=0-99 gets the first 100 bytes.	String	None
sync	When this property is present and has a value of true, then the return value contains the information required by the Synchronization library to cache the data locally for offline use. You can get this value from the Oracle- Mobile-Sync-Agent request header, when present.	Boolean	false

Property	Description	Туре	Default
user	This is the ID (not the user name) of a user. This query parameter allows a user with READ_ALL/ READ_WRITE_ALL permission to access another user's isolated space. A user with READ/READ_WRITE permission may access only their own space.	String	If you are inquiring about a shared collection, there is no default. If you are inquiring about an isolated collection, and you have READ_ALL/ READ_WRITE_ALL permission, then the signed-in user is assumed unless you include this property. If you have READ_ALL/ READ_WRITE_ALL permission for an isolated collection, you must include this property to get an object from another user's space.

The return value includes these headers:

Header	Description	Туре
Accept-Ranges	This header indicates that byte ranges may be provided when requesting an object resource.	String
Cache-Control	Describes how the result may be cached.	String
Content-Disposition	This response header is returned if the options argument included the contentDisposition property. The value for the response header is the same as the value for the property.	String
Content-Length	The size of the object in bytes.	Number
Content-Type	The media type of the object, such as image/jpeg.	String
Etag	Each item has an ETag value. This value changes each time the item is updated. The value includes the starting and ending quotation marks (for example, "2").	String
Last-Modified	The date and time when the resource was last modified. This date is in RFC-1123 format. For example, Fri, 29 Aug 2014 12:34:56 GMT.	Date



Header	Description	Туре
Oracle-Mobile-Canonical- Link	A relative URI that you can use to uniquely reference this object.	String
Oracle-Mobile-Created-By	The user name of the user who created the object.	String
Oracle-Mobile-Created-On	The date and time, in ISO 8601 format (for example, 2014-06-30T01:02:03Z), when the object was created.	String
Oracle-Mobile-Modified-By	The user name of the user who last modified the object.	String
Oracle-Mobile-Modified-On	The date and time, in ISO 8601 format (for example, 2014-06-30T01:02:03Z), when the object was last modified.	String
Oracle-Mobile-Name	The display name for the object.	String
Oracle-Mobile-Self-Link	A relative URI that you can use to uniquely reference this object within the specified isolation level.	String
Oracle-Mobile-Sync- Expires	This header is used by the Synchronization library.	String
Oracle-Mobile-Sync-No- Store	This header is used by the Synchronization library.	Boolean

The response body is the stored object.

Example

Here is an example of calling this method. Because the sync property is set to true, the client app can cache the response.

```
req.oracleMobile.storage.getById('attachments', 'incident412-notes',
{sync: true}).then(
  function (result) {
    res.status(result.statusCode).send(result.result);
  },
  function (error) {
    res.status(error.statusCode).send(error.error);
  }
);
```

storage.getCollection(collectionId, options, httpOptions)

This method returns metadata about a particular collection.

Arguments

collectionId: Required. String. The name of the collection. When you look at the metadata for the collection, this value corresponds to the metadata's id value.



Property	Description	Туре	Default
encodeURI	Set to true to URI- encode the collectionId value. This option can be useful for multibyte values.	Boolean	false
ifMatch	The call completes successfully only if the ETag of the corresponding object matches one of the values specified in this property.	String	None
ifNoneMatch	The call completes successfully only if the ETag of the corresponding object does not match one of the values specified by this property.	String	None
sync	When this property is present and has a value of true, then the return value contains the information required by the Synchronization library to cache the data locally for offline use. You can get this value from the Oracle- Mobile-Sync-Agent request header, when present.	Boolean	false

options: Optional. JSON object. This object can have these properties in addition to those listed in Common options Properties:

Response

The return value includes these headers:

Header	Description	Туре
Cache-Control	Describes how the result may be cached.	String
Etag	Each item has an ETag value. This value changes each time the item is updated. The value includes the starting and ending quotation marks (for example, "2").	String

The response body is a JSON object that follows the Collection schema that is shown for the GET /mobile/platform/storage/collections/{collection} operation in REST API Reference for Oracle Mobile Hub - Platform APIs.



Examples

{

Here's an example of calling this method. Because the $\tt sync$ property is set to <code>true</code>, the client app can cache the response.

```
req.oracleMobile.storage.getCollection('attachments', {sync:
true}).then(
  function (result) {
    res.status(result.statusCode).send(result.result);
  },
  function (error) {
    res.status(error.statusCode).send(error.error);
  }
);
```

Here's an example of a response body:

```
"id":"attachments",
"description":"Attachments for technician notes.",
"contentLength":6205619,
"eTag":"\"1.0\"",
"links":[
        {
            "rel":"canonical",
            "href":"/mobile/platform/storage/collections/attachments"},
        {
            "rel":"self",
            "href":"/mobile/platform/storage/collections/attachments"}
]}
```

storage.getCollections(options, httpOptions)

This method returns metadata about each collection that is available through the mobile backend.

Arguments

options: Optional. JSON Object. This object can have these properties in addition to those listed in Common options Properties:

Property	Description	Туре	Default
limit	The maximum number of items to be returned. If the requested limit is too large, then a lower limit is substituted.	Integer	None
offset	The zero-based index of the first item to return.	Integer	0 (zero)



Property	Description	Туре	Default
sync	When this property is present and has a value of true, then the return value contains the information required by the Synchronization library to cache the data locally for offline use. You can get this value from the Oracle-Mobile- Sync-Agent request header, when present.	Boolean	false
totalResults	When this property is present with a value of true, then the then the response body contains the totalResults property with a value that represents the total number of items in the collection. By default, this property is not returned.	Boolean	false

The return value includes these headers:

Header	Description	Туре
Cache-Control	Describes how the result may be cached.	String
Oracle-Mobile-Sync- Resource-Type	The Synchronization library uses this header.	String

The response body is an array of items in JSON format that follows the Collection Array schema that is shown for the GET /mobile/platform/storage/collections operation in REST API Reference for Oracle Mobile Hub - Platform APIs.

Example

Here is an example of calling this method. Because the sync property is set to true, the client app can cache the response.

```
req.oracleMobile.storage.getCollections({sync: true}).then(
  function (result) {
    res.status(result.statusCode).send(result.result);
  },
  function (error) {
    res.status(error.statusCode).send(error.error);
  }
}
```



```
}
);
Here's an example of a response body:
{
    "items":[
        {
            "id":"logs",
            "description": "Application logs.",
            "contentLength":0,
            "eTag":"\"1.0\"",
            "links":[
                 {
                     "rel":"canonical",
                     "href":"/mobile/platform/storage/collections/
logs"},
                 {
                     "rel":"self",
                     "href":"/mobile/platform/storage/collections/logs"}
            ]},
        {
            "id":"attachments",
            "description":"Attachments for technician notes.",
            "contentLength": 6205619,
            "eTag":"\"1.0\"",
            "links":[
                 {
                     "rel":"canonical",
                     "href":"/mobile/platform/storage/collections/
attachments"},
                 {
                     "rel":"self",
                     "href":"/mobile/platform/storage/collections/
attachments"}
            1}
    ],
    "hasMore":false,
    "limit":100,
    "offset":0,
    "count":2,
    "links":[
        {
            "rel":"canonical",
            "href":"/mobile/platform/storage/collections/"},
        {
            "rel":"self",
            "href":"/mobile/platform/storage/collections?
offset=0&limit=100"}
    1}
```

storage.remove(collectionId, objectId, options, httpOptions)

This method removes an object from a collection based on the object identifier.

ORACLE

Arguments

collectionId: Required. String. The name of the collection. When you look at the metadata for the collection, this value corresponds to the metadata's id value.

objectId: Required. String. The ID of the object to remove.

options: Optional. JSON object. This object can have these properties in addition to those listed in Common options Properties:

Property	Description	Туре	Default	
encodeURI	Set to true to URI- encode the collectionId, objectId, and user values. This option can be useful for multibyte values.	Boolean	false	
ifMatch	The call completes successfully only if the ETag of the corresponding object matches one of the values specified in this property. You can use this property to ensure that the operation succeeds only if the object wasn't modified after you last requested it.	String	None	
ifModifiedSince	Date and time in HTTP- date format. For example, Mon, 30 Jun 2014 19:43:31 GMT. The request completes successfully only if the object was modified after the date specified in property.	Date	None	
ifNoneMatch	The call completes successfully only if the ETag of the corresponding object does not match one of the values specified by this property.	String	None	



Property	Description	Туре	Default
ifUnmodifiedSince	Date and time in HTTP- date format. For example, Mon, 30 Jun 2014 19:43:31 GMT. The request completes successfully only if the object wasn't modified after the date specified in this property. You can use this property to ensure that the operation succeeds only if no one modified the object after that time.	Date	None
user	This is the ID (not the user name) of a user. This query parameter allows a user with READ_ALL/ READ_WRITE_ALL permission to access another user's isolated space. A user with READ/READ_WRITE permission may access only their own space.	String	If you are removing an object in a shared collection, there is no default. If you removing an object in an isolated collection, and you have READ_ALL/ READ_WRITE_ALL permission, then the signed-in user is assumed unless you include this property. If you have READ_ALL/ READ_WRITE_ALL permission for an isolated collection, you must include this property to remove objects from another user's space.

Example

This example removes an object from the attachments collection:

```
service.delete('/mobile/custom/incidentreport/attachments/:id',
function (req, res) {
   req.oracleMobile.storage.remove('attachments', req.params.id).then(
    function (result) {
      res.status(result.statusCode).send(result.result);
    },
    function (error) {
      res.status(error.statusCode).send(error.error);
    }
   );
  });
```



storage.store(collectionId, object, options, httpOptions)

This method lets you store an object and have an identifier automatically assigned to it.

Arguments

collectionId: Required. String. The name of the collection. When you look at the metadata for the collection, this value corresponds to the metadata's id value.

object: Required. Text, JSON object, file, or binary object. The object to store.

options: Optional. JSON object. This object can have the following properties in addition to those listed in Common options Properties. Note that the contentType property plays an important role for Storage, because that also specifies the mediat type to when the object is requested. If you don't include the content, then the content-type defaults to application/ octet-stream.

Property	Description	Туре	Default
contentLength	The size of the object in bytes.	Number	If the object is a string or a buffer, then the default is object.length. Otherwise, the default is the sum of its members' lengths.
contentType	The media type of object being stored. This property also specifies the media type to return when the object is requested.	String	<pre>If the inType is json, then the Content-Type header is set to application/json automatically. Otherwise, the default isapplication/ octet-stream.</pre>
encodeURI	Set to true to URI- encode the collectionId, mobileName, and user values. This option can be useful for multibyte values.	Boolean	false
mobileName	The display name for the object. If you don't include the display name, the name is set to the object identifier that this method generates automatically.	String	None



Property	Description	Туре	Default
user	This is the ID (not the user name) of a user. This query parameter allows a user with READ_ALL/ READ_WRITE_ALL permission to access another user's isolated space. A user with READ/READ_WRITE permission may access only their own space.	String	If you are storing an object in a shared collection, there is no default. If you storing an object in an isolated collection and you have READ_ALL/ READ_WRITE_ALL permission, then the signed-in user is assumed unless you include this property. If you have READ_ALL/ READ_WRITE_ALL permission for an isolated collection, you must include this property to store object in another user's space

The return value includes this header:

Header	Description	Туре
Location	The URI that corresponds to the newly created object.	String

The response body is a JSON object that follows the schema shown for the response body for the POST /mobile/platform/storage/collections/{collection}/objects operation in *REST API Reference for Oracle Mobile Hub - Platform APIs*.

Examples

In this example, requests can contain JSON objects, files, plain text, images, and so forth. If the input is a JSON object then it must set inType to json, and pass in req.body for the object. Otherwise, it sets inType to stream, and passes in req for the object.

```
service.post('/mobile/custom/incidentreport/attachments',
function (req, res) {
    if (req.is('json')) {
        // Must specify JSON because there is no stream to pipe from req
        // as Express has read it into json and put it in req.body.
        req.oracleMobile.storage.store('attachments', req.body,
        {
            mobileName: 'Technician Notes',
            inType: 'json',
            outType: 'stream'
        })
        .on('error', function (error) {
            res.status(error.statusCode).send(error.message)
        }
    }
}
```

```
})
      .pipe(res);
  } else {
    // For streaming, send req instead of req.body
    req.oracleMobile.storage.store('attachments', req, {
      mobileName: 'Technician Notes',
      contentType: req.header('content-type'),
      inType: 'stream',
      outType: 'stream'
    })
      .on('error', function (error) {
        res.status(error.statusCode).send(error.message)
      })
      .pipe(res);
  }
});
```

In this example, the request body contains a Base-64 encoded image. The code converts it to a binary image before storing it. The request body would look like this:

```
{
  imageName: 'brokenWaterHose',
 base74EncodedImage: '/9j/4AAQSkZJRg...AFFFFAH/2Q=='
}
// Base 64
service.post('/mobile/custom/incidentreport/attachments',
  function (req, res) {
    // convert Base-64 encoded image to binary image
    image = new Buffer(req.body.base64EncodedImage);
    req.oracleMobile.storage.store('attachments', image,
      {
        contentType: 'image/jpeg',
        mobileName: req.body.imageName
      }
    ).then(
      function (result) {
        res.status(result.statusCode).send(result.result);
      },
      function (error) {
        res.status(error.statusCode).send(error.error);
      }
    )
  })
```

Here's an example of a response body:

```
{
    "eTag":"\"1\"",
    "id":"a95edb6f-539d-4bac-9ffa-78ff16b20516",
    "createdBy":"jdoe",
    "name":"Technician Notes",
    "createdOn":"2014-11-20T15:53:05Z",
```

```
"modifiedOn":"2014-11-20T15:53:05Z",
    "modifiedBy":"jdoe",
    "links":[
        {
            "rel":"canonical",
            "href":"/mobile/platform/storage/collections/attachments/
objects/a95edb6f-539d-4bac-9ffa-78ff16b20516"
        },
        {
            "rel":"self",
            "href":"/mobile/platform/storage/collections/attachments/
objects/a95edb6f-539d-4bac-9ffa-78ff16b20516"
        }
    ],
    "contentType":"application/json",
    "contentLength":9377
}
```

storage.storeById(collectionId, objectId, object, options, httpOptions)

This method stores an object based on an ID that you specify. You can use it to add an object using your own ID instead of one that is generated automatically, or to update an existing object.

Arguments

collectionId: Required. String. The name of the collection. When you look at the metadata for the collection, this value corresponds to the metadata's id value.

objectId: Required. String. If you are adding an object, this is the ID to store the object under. If you are updating an object, this is the ID of the object you are replacing.

object: Required. Text, JSON object, file, or binary object. This is the object to store.

options: Optional. JSON object. This object can have the following properties in addition to those listed in Common options Properties.

Property	Description	Туре	Default
contentLength	The size of the object in bytes.	Number	If the object is a string or a buffer, then the default is object.length. Otherwise, the default is the sum of its members' lengths.
contentType	The media type of object being stored. This property also specifies the media type to return when the object is requested.	String	If the inType is json, then the Content- Type header is set to application/json automatically. Otherwise, the default isapplication/ octet-stream.



Property	Description	Туре	Default
encodeURI	Set to true to URI- encode the collectionId, objectId, mobileName, and user values. This option can be useful for multibyte values.	Boolean	false
ifMatch	The call completes successfully only if the ETag of the corresponding object matches one of the values specified in this property. You can use this property to ensure that the operation succeeds only if the object wasn't modified after you last requested it.	String	None
ifModifiedSince	Date and time in HTTP-date format. For example, Mon, 30 Jun 2014 19:43:31 GMT. The request completes successfully only if the object was modified after the date specified in property.	Date	None
ifNoneMatch	The call completes successfully only if the ETag of the corresponding object does not match one of the values specified by this property.	String	None
ifUnmodifiedSince	Date and time in HTTP-date format. For example, Mon, 30 Jun 2014 19:43:31 GMT. The request completes successfully only if the object wasn't modified after the date specified in this property. You can use this property to ensure that the operation succeeds only if no one modified the object after that time.	Date	None



Property	Description	Туре	Default
mobileName	The display name for the object. If you don't include the display name, the name is set to the object identifier.	String	None
user	This is the ID (not the user name) of a user. This query parameter allows a user with READ_ALL/ READ_WRITE_ALL permission to access another user's isolated space. A user with READ/READ_WRITE permission may access only their own space.	String	If you are storing an object in a shared collection, there is no default. If you storing an object in an isolated collection, and you have READ_ALL/ READ_WRITE_ALL permission, then the signed-in user is assumed unless you include this property. If you have READ_ALL/ READ_WRITE_ALL permission for an isolated collection, you must include this property to store objects in another user's space.

The response body is a JSON object that follows the schema shown for the response body for the PUT /mobile/platform/storage/collections/{collection}/objects/ {object} operation in *REST API Reference for Oracle Mobile Hub - Platform APIs*.

Examples

In this example, the request can contain JSON objects, files, plain text, images, and so forth. If the input is a JSON object then it must set inType to json, and pass in req.body for the object. Otherwise, it sets inType to stream, and passes in req for the object.

```
service.put('/mobile/custom/incidentreport/attachments/:id',
function (req, res) {
    if (req.is('json')) {
        // Must specify JSON because there is no stream to pipe from req
        // as Express has read it into json and put it in req.body.
        req.oracleMobile.storage.storeById('attachments', req.params.id,
        req.body,
        {
            contentLength: req.body.length,
            mobileName: 'Technician Notes',
            inType: 'json',
            outType: 'stream'
        })
        .on('error', function (error) {
        }
    }
    }
}
```

```
res.status(error.statusCode).send(error.message)
      })
      .pipe(res);
  } else {
   // For streaming, send req instead of req.body
   req.oracleMobile.storage.storeById('attachments', req.params.id, req, {
      mobileName: 'Technician Notes',
      contentType: req.header('content-type'),
      inType: 'stream',
      outType: 'stream'
   })
      .on('error', function (error) {
        res.status(error.statusCode).send(error.message)
      })
      .pipe(res);
  }
});
```

Here's an example of a response body:

```
{
    "eTag":"\"2\"",
    "id":"incident412-notes",
    "createdBy":"jdoe",
    "name": "Technician Notes",
    "createdOn":"2014-11-20T15:57:04Z",
    "modifiedOn":"2014-11-20T15:58:09Z",
    "modifiedBy":"jdoe",
    "links":[
        {
            "rel":"canonical",
            "href":"/mobile/platform/storage/collections/attachments/
incident412-notes"},
        {
            "rel":"self",
            "href": "/mobile/platform/storage/collections/attachments/
incident412-notes"}
    ],
    "contentType":"application/json",
    "contentLength":9377
}
```

Call a Connector API from Custom Code

To use a connector, you must create a custom API and implement code that calls the SDK's connector methods.

The custom code SDK provides two namespaces for sending requests to connectors:

• oracleMobile.connectors.<connector>: To use the methods in this namespace, you must explicitly declare a connector dependency in package.json. The automatically generated implementations use this namespace.



• oracleMobile.connectors: To use the methods in this namespace, you don't need to explicitly declare a connector dependency in package.json.

There are several reasons for declaring the dependency in package.json, such as making it easier to track dependencies, and ensuring that dependent APIs are published when you publish your API. Here's an example:

```
{
  "name" : "incidentreports",
  "version" : "1.0.0",
  "description" : "FixItFast Incident Reports API",
  "main" : "incidentreports.js",
  "oracleMobile" : {
    "dependencies" : {
        "connectors" : {"/mobile/connector/geocoder": "1.0"}
    }
}
```

Both namespaces provide methods for each HTTP operation, as shown in this table:

HTTP Method	oracleMobile.connectors Signature	oracleMobile.connectors. <conne ctor> Signature</conne
GET	get(connector, resourceName, options, httpOptions)	get(resourceName, options, httpOptions)
PUT	<pre>put(connector, resourceName, object, options, httpOptions)</pre>	<pre>put(resourceName, object, options, httpOptions)</pre>
POST	<pre>post(connector, resourceName, object, options, httpOptions)</pre>	<pre>post(resourceName, object, options, httpOptions)</pre>
DELETE	del(connector, resourceName, options, httpOptions)	del(resourceName, options, httpOptions)
HEAD	head(connector, resourceName, options, httpOptions)	head(resourceName, options, httpOptions)
OPTIONS	options(connector, resourceName, options, httpOptions)	options(resourceName, options, httpOptions)
PATCH	patch(connector, resourceName, object, options, httpOptions)	<pre>patch(resourceName, object, options, httpOptions)</pre>

You use the Network_HttpPatch environment policy to control the behavior of PATCH requests.

• HEADER sends a POST request with an X-HTTP-Method-Override header set to PATCH. This enables you to send PATCH requests when the target server doesn't support the PATCH method.



- LEGACY sends a PATCH request with an X-HTTP-Method-Override header set to PATCH.
- METHOD sends a PATCH request without an X-HTTP-Method-Override header set to PATCH. This is the default.

Here's an example of using a policy setting to change the policy for MyRESTConnector:

*.connector/MyRESTConnector(1.0).Network HttpPatch=HEADER

The method's optional options argument can have the following connector properties in addition to the common options properties.

Property	Description	Туре	Default
externalAuthorization	If you haven't configured a security policy for the connector, then put the Authorization value for the external service in the options.externalAuthorization property. When this property is present, the connector sets the outgoing Authorization header with the value in options.externalAuthorization property before it sends the request to the external service.	String	None
versionToInvoke	The version of the connector. When you use the oracleMobile.connectors namespace, you must include this option if the API version is not declared in package.json. When you use the oracleMobile.connectors. <connec tor> namespace, the API version must be declared in package.json, and you optionally can use this property to override that version.</connec 	String	The version that is declared in the package.json file. When you use the oracleMobile.conne ctors. <connector> namespace, the API version must be declared in package.json.</connector>

Here's an example of calling the /mobile/connector/globalweather connector using the oracleMobile.connectors namespace:

```
req.oracleMobile.connectors.post('globalweather', 'GetWeather', body,
{inType: 'json', versionToInvoke: '1.0'}).then(
function (result) {
    console.info("result is: " + result.statusCode);
    res.status(result.statusCode).send(result.result);
    },
    function (error) {
        console.info("error is: " + error.statusCode);
        res.status(error.statusCode).send(error.error);
    }
);
```



Here's an example of calling the /mobile/connector/globalweather connector using the oracleMobile.connectors.<connector> namespace.

```
req.oracleMobile.connectors.globalweather.post('GetWeather', body,
{inType: 'json'}).then(
function (result) {
    res.status(result.statusCode).send(result.result);
    },
    function (error) {
    res.status(error.statusCode).send(error.error);
    }
);
```

If your connector is a REST API that you created using a valid descriptor, then you can create the custom API and its implementation automatically. From the Connectors page, select the connector, click **More** and then click **Generate Custom API**. If you use the automatic-generation feature, you typically don't need to know how to use the SDK's connector methods described here unless you are using the customizer method that is in the generated code. For example, you might need to use a customizer to pass options.externalAuthorization. Sometimes, you might need to replace a call to the callConnector method with your own code, such as when you need to send multipart form data or the http options object.

Call a REST Connector

You need the connector name and the resource name to call a REST API connector. You form the resource name by removing the base URI from the endpoint. Say, for example, that your git connector maps to https://example.com. To call https:// example.com/{owner}/{repo}/contents/{path}, set the resourceName to {owner}/ {repo}/contents/{path}.

You also need to pass the authorization in either <code>options.externalAuthorization or</code> <code>httpOptions.headers['oracle-mobile-external-authorization']</code>.

Here's an example of sending a PUT request to a REST connector:

```
service.put('/mobile/custom/incidentreport/connectors/git/:owner/:repo/
contents/:path',
  function (req, res) {
    req.oracleMobile.connectors.idmsamples.put(
      'repos/' + req.params.owner + '/' + req.params.repo + '/
contents/' + req.params.path,
      req.body,
      {externalAuthorization: req.header('external-authorization'),
inType: 'json'},
      null).then(
        function (result) {
          // include the target service's response headers
          res.set(result.headers);
          res.status(result.statusCode).send(result.result);
        },
        function (error) {
          res.status(error.statusCode).send(error.error);
        }
```

); });

You use the httpOptions object to pass headers and query parameters to a connector.

A connector to a REST web service can have rules that set default query parameters. If you specify values for those same parameters, then your values take precedence and override the default parameters in the connector rules.

Here's an example of passing query parameters and headers in the httpOptions object:

```
service.get('/mobile/custom/incidentreport/connectors/git/:owner/:repo/
contents/:path',
  function (req, res) {
    req.oracleMobile.connectors.idmsamples.get(
      'repos/' + req.params.owner + '/' + req.params.repo + '/contents/' +
req.params.path,
      {externalAuthorization: req.header('external-authorization')},
      {qs: {"branch": req.query.branch}, headers: {"accept":
req.header('accept') } }
       ).then(
        function (result) {
          res.status(result.statusCode).send(result.result);
        },
        function (error) {
          res.status(error.statusCode).send(error.error);
      );
});
     Tip:
      When you use httpOptions.gs to pass the query string, you can use
      encodeURIComponent (<string>) for the qs value to ensure that your code handles
      multibyte characters.
```

Call a SOAP Connector

The body for a message that you send to a SOAP connector must be in either the XML or JSON form of a SOAP envelope, with an optional Header, a required Body, and an optional Fault.

JSON requests are translated automatically to XML, and XML responses are translated to JSON. This means that you can interact with SOAP services without having to work with XML. If you choose to provide the message in XML, then remember to do the following:

- To request that the response body is in XML format, set options.accept to application/ xml.
- When the request body is in XML format, set options.contentType to application/xml; charset=utf-8.



 The XML in a request body must be wrapped in a SOAP envelope, which must include any necessary SOAP headers, as shown in this example. If you configured a security policy on a connector that requires a SOAP header to be sent in the message, That header is added automatically so you don't need to include it in your message.

```
<SOAP-ENV:Body>
<!-- Add the Body element here -->
</SOAP-ENV:Body>
```

</SOAP-ENV:Envelope>

To see a sample message for a connector's operation, go to the Test page for the connector, select the operation, and then click **Examples**.

Note that with SOAP connectors, if your <code>options.contentType</code> property doesn't specify the character set, then UTF-8 is assumed.

Here's an example of calling a connector to a SOAP service. In this example, the request body is in JSON format:

```
service.get('/mobile/custom/incidentreport/connectors/
numberConvert/:number/words',
function (req, res) {
  var body = {
    Header: null,
    Body: {
       "NumberToWords": {
          "ubiNum": req.params.number
      }
    }
  };
  req.oracleMobile.connectors.post('numberConvert', 'words', body,
  {inType: 'json', versionToInvoke: '1.0'}).then(
    function (result) {
      res.status(result.statusCode).send(result.result);
    },
    function (error) {
      res.status(error.statusCode).send(error.error);
    }
  );
});
```



Call a Connector that Requires Form Data

If a connector's operation requires a content type of multipart/form-data, use Multer to pass the form data to the connector. Multer is a library for Node.js that handles multipart form data.

To call a connector with a request body of type multipart/form-data:

 Add multer as a dependency in package.json, as shown in the following example, and then run npm install.

```
{
  "name": "sendformdata",
  "version": "1.0.0",
  "description": "Sends form data to a connector API.",
  "main": "sendformdata.js",
  "dependencies": {
    "multer": "latest"
    },
    ...
}
```

2. In the custom code, add the following statements:

```
var multer = require('multer');
var storage = multer.memoryStorage();
var upload = multer({storage: storage});
```

Multer adds the following objects to the incoming request body when it is of type multipart/form-data:

- body: Contains the text fields that are in the form.
- files: Contains the files that are uploaded using the form.
- 3. In the method for the operation, pass upload.array as the second argument and provide the name of the form's file parameter and the maximum number of uploaded files. For example:

```
service.post('/mobile/custom/SendFormData/upload', upload.array("avatar",
12), function (req, res)
```

4. Extract the content from the body and files objects and pass it to the connector via the httpOptions.formData object. Note that you must make the file object look like a stream.

Here's an example. In this example, the POST /mobile/custom/SendFormData/upload operation requires the following form parameters:

- username, which is of type text.
- avatar, which is of type file.

```
var multer = require('multer');
var storage = multer.memoryStorage();
var upload = multer({storage: storage});
```



```
module.exports = function (service) {
   service.post('/mobile/custom/SendFormData/upload',
upload.array("avatar", 12), function (req, res) {
    // Because the uploaded file is a buffer in memory, you must
modify it
    // to look like a stream before you send it to the connector.
    var uploadedFile = {
      value: req.files[0].buffer,
      options: {
        filename: req.files[0].originalname,
        contentType: req.files[0].mimetype
      }
    };
    var formData = {
      username: req.body.username,
      avatar: uploadedFile
    };
    // FormData is the name of the connector.
    // The formData object is passed in the httpOptions argument.
    // The options.contentType is set to multipart/form-data
automatically.
    req.oracleMobile.connectors.FormData.post("upload", null, null, {
      formData: formData
    }).then(
      function (result) {
        res.status(result.statusCode).send(result.result);
      },
      function (error) {
        res.status(error.statusCode).send(error.error);
      });
  });
};
```

For information about Multer, see https://www.npmjs.com/package/multer.

Pass Headers to the Target Service

With the exception of the following headers, you must use httpOptions.headers to pass headers and their values:

- Authorization: If the connector doesn't have a connector Authorization header rule, or if you don't want to use the rule's default value, then you must pass the authorization information in either the options.externalAuthorization property or the httpOptions.headers['oracle-mobile-external-authorization'] property, as shown here.
- Connection: Don't set this header.
- Content-Length: Don't set this header.



- Host: Don't set this header.
- User-Agent: Don't set this header.

The original request's Accept value isn't passed to the target service. To pass that value to the target service, use either the httpOptions.headers.accept property or the options.accept property.

The headers that you pass in your request override any related default values that are set by connector rules.

Here's an example that passes headers to the target service:

```
var httpOptions={ 'headers':{}};
  // You must pass the Accept header if you don't want to use the target
server's default.
  if (req.header('accept')) {
    // You can pass the accept value using options.accept or
httpOptions.header, as shown here:
    httpOptions.headers.accept = req.header('accept');
  };
  // If the connector doesn't have an Authorization rule,
  // or if you don't want to use the rule's default,
  // pass the authorization information using options.externalAuthorization
or
  // httpOptions.headers.oracle-mobile-external-authorization.
  // Note the ['']syntax to prevent the hyphen from being interpreted as a
minus.
  if (req.header('external-authorization')) {
      httpOptions.headers['oracle-mobile-external-authorization'] =
        req.header('external-authorization');
  };
  // Pass any custom headers
  if (req.header('if-none-match')) {
     httpOptions.headers['if-none-match'] = req.header('if-none-match');
  };
  req.oracleMobile.connectors.git.get('repos/fixItFast/incidentreport/
contents/README.md',
   null,
   httpOptions).then(
    function (result) {
      // include the target service's headers
      res.set(result.headers);
      res.status(result.statusCode).send(result.result);
    },
    function (error) {
      res.status(error.statusCode).send(error.error);
    }
  );
```

Override SSL Settings for Connectors

You might encounter issues with external services, such as the service has an invalid SSL certificate or it redirects the request but it doesn't preserve the cookies over the redirect.



To resolve these issues, you use the options argument to customize the outgoing HTTP requests, which go through a proxy. You can get the proxy from req.oracleMobile.proxy.httpProxy. Here's an example of how to override the strictSSL setting in order to ignore SSL validation issues.

```
var res = {};
var options = {
    uri: req.body.externalURI,
    strictSSL: false,
    proxy: 'http://' + req.oracleMobile.proxy.httpProxy
}
req(options).pipe(res);
```

To learn more about request options, see https://github.com/request/
request#requestoptions-callback.

Call a Custom API from Custom Code

The custom code SDK provides two namespaces for sending requests to other custom APIs:

- oracleMobile.custom.<apiName>: To use the methods in this namespace, you must explicitly declare in package.json a dependency on the custom API.
- oracleMobile.custom: To use the methods in this namespace, you don't need to explicitly declare in package.json a dependency on the custom API.

There are several reasons for declaring the dependency in package.json, such as making it easier to track dependencies, and ensuring that dependent APIs are published when you publish your API. Here's an example:

```
{
  "name" : "incidentreports",
  "version" : "1.0.0",
  "description" : "FixItFast Incident Reports API",
  "main" : "incidentreports.js",
  "oracleMobile" : {
    "dependencies" : {
        "apis" : {"/mobile/custom/motd" : "1.0"}
    }
}
```

Both namespaces provide methods for each HTTP operation, as shown in this table:

HTTP Operation	oracleMobile.custom Method	oracleMobile.custom. <apina me> Method</apina
GET	get(apiName, resourceName, options, httpOptions)	get(resourceName, options, httpOptions)



HTTP Operation	oracleMobile.custom Method	oracleMobile.custom. <apina me> Method</apina 	
PUT	put(apiName, resourceName, object, options, httpOptions)	<pre>put(resourceName, object, options, httpOptions)</pre>	
POST	post(apiName, resourceName, object, options, httpOptions)	post(resourceName, object, options, httpOptions)	
DELETE	del(apiName, resourceName, options, httpOptions)	del(resourceName, options, httpOptions)	
HEAD	head(apiName, resourceName, options, httpOptions)	head(resourceName, options, httpOptions)	
OPTIONS	options(apiName, resourceName, options, httpOptions)	options(resourceName, options, httpOptions)	
PATCH	patch(apiName, resourceName, object, options, httpOptions)	patch(resourceName, object, options, httpOptions)	

The optional ${\tt options}$ argument can have the ${\tt versionToInvoke}$ property in addition to the common ${\tt options}$ properties.

Property	Description	Туре	Default
versionToInvoke	The version of the custom API. When you use the oracleMobile.custom namespace, you must include this option if the API version is not declared in package.json.	String	The version that is declared in the package.json file.
	When you use the oracleMobile.custom . <apiname> namespace, the API version must be declared in package.json, and you optionally can use this property to override that version.</apiname>		



Here are examples of how to call another custom API from custom code using both namespaces . These examples call the motd custom API, and send a POST request to its $years/{year}/months/{month}/days$ resource.

```
/**
 *
   oracle.Mobile.custom.<apiName> namespace example:
 *
   <namespace>.post(<resource>, <body>, <options>)
 *
 * Note: Because it uses the
 *
   oracleMobile.custom.<apiName> namespace,
 * the dependency on the motd API must
 * be specified in package.json.
 * options.versionToInvoke isn't required. You can use
 *
   it to override the version that is declared in
 * package.json.
 */
req.oracleMobile.custom.motd.post(
  'years/2018/months/1/days',
  req.body,
  {inType: 'json'}).then(
  function (result) {
   res.status(result.statusCode).send(result.result);
  },
  function (error) {
    res.status(error.statusCode).send(error.error);
  }
);
/**
   oracle.Mobile.custom namespace example:
   post(<namespace>, <resource>, <body>, <options>)
 *
 * You must include the versionToInvoke option if
 *
   the API isn't declared in package.json.
 */
req.oracleMobile.custom.post(
  'motd',
  'years/2018/months/1/days',
  req.body,
  {versionToInvoke: '1.0', inType: 'json'}).then(
  function (result) {
    res.status(result.statusCode).send(result.result);
  },
  function (error) {
    res.status(error.statusCode).send(error.error);
  }
);
```



Specify the API Version in Calls to Custom and Connector APIs

When you call connector APIs or other custom APIs, you must always specify the API version. You can specify the API version in one of the following ways:

 Explicitly state the version dependency in the implementation's package.json file, as shown here. You must do this if you are using methods in the oracleMobile.connectors.<connector> Or oracleMobile.custom.<apiName> namespace.

```
{
  "name" : "incidentreports",
  "version" : "1.0.0",
  "description" : "FixItFast Incident Reports API",
  "main" : "incidentreports.js",
  "oracleMobile" : {
    "dependencies" : {
        "dependencies" : {
            "apis" : {"/mobile/custom/motd" : "1.0"},
            "connectors" : {"/mobile/connector/geocoder": "1.0"}
     }
}
```

In this example, a call to any method in the oracleMobile.custom.motd namespace uses version 1.0 by default.

• Include the options.versionToInvoke property in the request and set it to the version that you want to use (represented as a string). If you specify the version number this way, then it overrides what you may have specified in the package.json file.

```
req.oracleMobile.custom.post(
    'motd',
    'years/2018/months/1/days',
    req.body,
    {versionToInvoke: '1.0', inType: 'json'}).then(
    function (result) {
        res.status(result.statusCode).send(result.result);
    },
    function (error) {
        res.status(error.statusCode).send(error.error);
    }
    );
```

If you are using a method from the generic oracleMobile.rest namespace, put the version in the Oracle-Mobile-API-Version header instead of the options.versionToInvoke property.

When you declare dependencies using the package.json file, then it's easier to keep track of those dependencies than when you use the options.versionToInvoke property to declare dependencies. When you use package.json for this purpose, the API Designer displays the dependencies in a table below the list of implementations. When you prepare to publish your API, you're prompted to publish any unpublished dependent APIs.

However, if you use the options.versionToInvoke property to declare the version of a dependent API, the API Designer won't be aware of that dependency and won't prompt you with information when you publish the calling API. In this case, you'll need to remember to publish the dependent API yourself.

Legacy Generic REST Methods

Earlier versions of the custom code SDK used oracleMobile.rest methods to access custom, platform, and connector APIs. To ensure backwards compatibility, these methods continue to be available.

The legacy methods take two options: <code>optionsList</code>, which you use to pass request details, and <code>handler</code>, which is an optional function to be executed by the method. If you don't include the <code>handler</code> argument, then the method returns a promise. A promise represents the result of an asynchronous request. At the time it is issued, the request may or may not have completed. You typically use a promise with the then function.

If the handler function makes calls to other custom, platform, or connector APIs, then you must follow Request.js conventions as described at https://github.com/request/request.

This API has legacy and asynchronous methods for each HTTP operation, as shown in the next table. The difference between the legacy and asynchronous methods is that asynchronous methods don't have a handler argument. They always return a promise.

HTTP Operation	oracleMobile.rest Methods
GET	get(optionsList, handler) getAsync(optionsList)
PUT	put(optionsList, handler) putAsync(optionsList)
POST	<pre>post(optionsList, handler) postAsync(optionsList)</pre>
DELETE	del(optionsList, handler) delAsync(optionsList)
HEAD	head(optionsList, handler) headAsync(optionsList)
OPTIONS	options(optionsList, handler) optionsAsync(optionsList)
PATCH	patch(optionsList, handler) patchAsync(optionsList)

Here's an example of using an oracleMobile.rest method to access the Database Service API. Notice how it uses optionsList to pass in the URI and query string, and to convert the request body to JSON.

```
// The request body looks like this
// {title:'Water heater is leaking',
technician:'jwhite',customer:'Lynn Smith'}
service.post('/mobile/custom/incidentreport/incidents',
```



```
function (req, res) {
  var optionsList = {
    uri: '/mobile/platform/database/objects/FIF_Incidents',
    qs: req.query,
    json: req.body,
    headers: {
        'Oracle-Mobile-Extra-Fields': 'createdBy,createdOn'
     }
  };
  req.oracleMobile.rest.post(optionsList, function (error, response, body) {
     var message = error ? error.message : body;
     res.status(response.statusCode).send(message);
  });
});
```

optionsList Argument

You use the optionsList argument to pass request details in oracleMobile.rest calls, such as the URI, the body, and the headers. Here are some examples of the options that you can configure:

body

This option contains the body for a patch, post, or put request. The value must be a Buffer or a String unless OptionsList.json is set to true. If OptionsList.json is true, then the body must be a JSON-serializable object. See also the json option in this list.

headers

This option contains a list of HTTP headers. For example:

```
optionsList.headers=
{Content-Type : 'application/json;charset=UTF-8'};
```

Note:

When you use the json option, you do not need to provide the Content-Type header. For all other cases, when the request has a body, include this header and specify the charset.

json

This option can be used in two ways:

- To hold a JavaScript object. In this case, when the request is sent, the object is converted to JSON and put in the HTTP body, and the Content-Type: application/ json header is added automatically.
- To indicate, by setting the value to true, that the optionsList.body value is a JavaScript object. In this case, when the request is sent, the optionsList.body value is converted



to JSON and put in the HTTP body, and the Content-Type: application/ json;charset=UTF-8 header is added automatically.

timeout

This option specifies the number of milliseconds to wait for a request to respond before terminating the request. If you don't provide this option, then the timeout value defaults to the time out that's specified by the <code>Network_HttpRequestTimeout</code> environment policy.

The value shouldn't be greater than the <code>Network_HttpRequestTimeout</code> environment policy for the environment that the implementation is deployed to. Ask your cloud administrator for the value of this policy setting.

If the target URI is a connector, then the value should be greater than the Network_HttpConnectTimeout and Network_HttpReadTimeout policies for the connector. These values are displayed on the connector's configuration page.

uri

This required option contains the URL fragment that uniquely identifies the API to call. For example:

/mobile/platform/storage/collections/coll1/objects

In addition to the options listed here, you can provide any of the options that are specified by the Request.js API. Go to the API documentation at https://github.com/request/request and scroll down to the section entitled "request (options, callback)".

Learn About Your Instance's Custom, Platform, and Connector APIs

You can use the API catalog to learn about the platform, custom, and connector APIs.

To access the API catalog, click to open the side menu and then select **APIs**.

- To see the endpoints for a platform API, scroll to the bottom of the API Catalog, and then select the API.
- To see the endpoints for a custom API or connector API, open a custom API, click Implementations, and then click Custom Code API Catalog. From the Show list, select Connector APIs or select Mobile APIs depending on the API type, and then select the API to view its endpoints.

In addition to the API Catalog, *REST API Reference for Oracle Mobile Hub - Platform APIs* provides information about the platform APIs. For example, it provides cURL examples as well as details about request and response bodies and headers.



24 Connectors

In Oracle Mobile Hub, you use connectors to simplify calls to external services, such as enterprise systems and third-party APIs.

Mobile Hub provides connector types for REST, SOAP, Oracle Integration Cloud Service (ICS), and Oracle Fusion Applications.

What Is a Connector API?

A connector API is an interface for connecting to an external service. Connectors APIs give you a standard way to connect to external services and at the same time benefit from Mobile Hub's built-in security, diagnostics, and analytics features.

Each connector is based on a configuration where you define any connection details, security policies, and rules for things such as default parameter values and proxy path.

You can call a connector API with a simple REST call from the implementation code of a custom API.

REST Connector APIs

You can create connector APIs to connect to external REST services. You can then call these connector APIs from the implementations of your custom APIs.

How REST Connector APIs Work

A REST connector API is an intermediary API for calling REST endpoints in enterprise systems or third-part APIs. The connector API takes the form of a configuration that gives your apps a standard way to connect to these REST services and take advantage of the security, diagnostics, and other features provided by Mobile Hub.

The connector communicates and passes information between the client and the server using the HTTPS protocol. The information passed can be in the form of XML or JSON (but only in JSON for services based on Swagger descriptors).

The REST Connector API wizard walks you through creating REST Connector APIs, from specifying a remote service and setting security policies to testing your endpoints.

Why Use Connectors Instead of Direct Calls to External Resources?

Using a REST Connector API provides you with the following benefits over making direct calls from your app code to external resources:

- Allows for simplified declarative connection and policy configuration.
- With a Swagger descriptor, determines the available resources and creates endpoints for you.



- Provides you with extensive diagnostic information as its tightly integrated with the Mobile Hub diagnostics framework. Any outbound REST calls made through connector APIs are logged, which greatly helps with debugging.
- Allows for tracking and analytics on remote API usage.
- Lets you define interaction with the service at design time when you test the validity of your endpoints so that the terms of that interaction aren't dependent on user input at runtime. This protects both the end system and your mobile backend from harm.
- Provides a consistent design approach among multiple connector types for interacting with external services.
- With any change in the interface for a service, lets you can handle any necessary updates, testing, and migration in one place.

Create a REST Connector API

Use the REST Connector API wizard to create, configure, and test your connector API.

To get a basic working connector API, you can provide as little as a name for the connector API and a URL to the external service.

From there, you can:

- Define rules to form specific requests or responses for the data that you want to access.
- Configure client-side security policies for the service that you're accessing.
- Test the connection and test the results of calls made to the connection.

You must create a custom API and implementation to enable your apps to call the connector APIs.

Basic Connector Setup

You can create a functioning connector by completing the first two pages in the REST Connector API wizard.

- 1. Click and select **Development > APIs** from the side menu.
- 2. Click **REST** (if this is the first connector API to be created) or **New Connector** and from the drop-down list, select **REST**.
- 3. Identify your new REST Connector API by providing the following:
 - a. API Display Name: The name as it will appear in the list of connector APIs.
 - b. API Name: The unique name for your connector API.

By default, this name is appended to the relative base URI as the resource name for the connector API. You can see the base URI below the API Name field.

Other than a new version of this connector API, no other connector API can have the same resource name.

- c. Short Description: This description will be displayed on the Connectors page when this API is selected.
- 4. Click Create.



- 5. In the General page of the REST Connector API dialog, set the timeout values:
 - **HTTP Read Timeout:** The maximum time (in milliseconds) that can be spent on waiting to read the data. If you don't provide a value, the default value of 20 seconds is applied.
 - **HTTP Connection Timeout:** The time (in milliseconds) spent connecting to the remote URL. A value of 0mms means an infinite timeout is permitted.

The HTTP timeout values must be less than the <code>Network_HttpRequestTimeout</code> policy, which has a default value of 40,000 ms.

If you have a mobile cloud administrator role in addition to your service developer role, you can open the policies.properties file to see the value for the network policies for the current environment from the Administrator view. Otherwise, ask your mobile cloud administrator for the values.

6. Click **Descriptor** and enter the connection info for the service.

If you provide a Swagger descriptor URL, the available resources are identified and displayed, and you can select which ones you want.

Note:

Only standard internet access ports 80 and 443 are supported. Connection to a service can't be made using a custom port.

- 7. Click Save.
- 8. Optionally, click **Test**, select authentication credentials, and make test calls to the service.

From there, you can further configure the connector in the following ways:

- (If you have provided a descriptor on the Descriptor page) navigate to the Resources
 page and select the methods for the exposed resources.
- Define rules.
- Set security policies.

To be sure your connector API configuration is valid, you should test it thoroughly (not just from the Connector API Test page) before publishing it. That is, you should also test the custom API (with its implementation) that uses this connector API. Essentially, if you're ready to publish the connector API, you should also be ready to publish the custom API that calls it.

Rules

You set rules to define the interactions between your mobile app and a service. Rules provide a way for you to add default parameter values for all calls to resources on the service, calls to a specific proxy path, and calls for certain types of operations (verbs). This helps enforce consistent syntax of the URL string, saves the custom code developer from having to insert these values, and makes it possible to track the different calls through analytics.

You can create one or more rules. Each rule can have one or more parameters of type $\ensuremath{\texttt{Query}}$ and $\ensuremath{\texttt{Header}}$.

If no rules are applied, all calls are passed through the proxy to the existing service.



- 1. (If the connector is not already open) click and select **Development > APIs** from the side menu.
- 2. Select the connector API that you want to edit and click **Open**.
- 3. Select Roles.
- 4. Click New Rule.
- 5. Click Add Parameter and select a Query or Header parameter type and enter the query or header name, and its value.

Note:

Although you can define rules to set certain headers by default, the rules aren't applied if the client that called the connector directly through custom code or indirectly, such as from a web browser or mobile app, has already set the same headers.

In particular, setting the format of the request body is usually done in the custom code with the Content-Type header, not as a REST Connector rule. Similarly, setting the format of the response body is also done in the custom code with the Accept header, not as a REST Connector rule.

You can add as many parameters to a rule as you want but it's better not to overload a rule with too many operations. A simpler rule construct is easier to troubleshoot.

6. Expand **Resources** and edit the remote URL to provide a resource for the rule to be applied to. The base URL value is what you entered in the setting basic information step and it can't be edited.

Resource			This rule will apply to all resources.		
	0	Remote URL	https://maps.googleapis.com/maps/api/directions/json	Resource URI	
			Do not apply to lower level resources		

- 7. Select **Do not apply to lower level resources** if you want the rules applied only to the resource level specified in the Remote URL.
- 8. (Optional) Unselect the HTTP methods that you don't want applied to rules that you just defined. By default, all methods are selected.
- 9. (Optional) Click **New Rule** to create another rule.

Note:

If you define a rule that conflicts with another rule, the first rule applied takes precedence and the conflicting rule is ignored.

When you're done, click **Save** and then **Next** (>) to go to the next step in configuring your connector API.



The description of the rule that you just defined is shown in the Rule banner just above the Default Parameters section. For example, let's say the following values have been provided:

- Remote URL = https://maps.googleapis.com/maps/api/directions/json? origin=los+angeles&destination=seattle
- Local URI = myMapAPI
- Rule with the following parameter: Query: key: A3FAEAJ903022
- GET and PUT HTTP methods

The rule description would read as follows:

```
For GET to https://maps.googleapis.com/maps/api/directions/json?
origin=los+angeles&destination=seattle available at myMapAPI/directions, Include
Query:key=A3FAEAJ903022.
```

If no rules were created, the description would simply read:

For ALL METHODS to https://maps.googleapis.com/maps/api/directions available at myMapAPI, No default parameters will be applied.

Now you have a base URI that maps to the existing service. Using our example:

mobile/connector/myMapAPI/directions/json?origin=los+angeles&destination=seattle
maps to https://maps.googleapis.com/maps/api/directions/json?
origin=los+angeles&destination=seattle

Security Policies and Overriding Properties

Before you finalize your connector API, you should consider how to handle its security. You can use either security policies or authorization headers. Selecting a security policy that describes the authentication scheme of the service to which you're connecting to is the recommended approach.

If you want to use headers, see Security and REST Connector APIs.

Every security policy has properties, called overrides, which you can configure. One reason to override a policy configuration property is to limit the number of policies that you have to maintain: rather than creating multiple policies with slightly varied configurations, you can use the same generic policy and override specific values to meet your requirements.

To select a security policy and set the policy overrides:

- (If the connector is not already open) click and select Development > APIs from the side menu.
- 2. Select the connector API that you want to edit and click **Open**.
- 3. Select Security.



< Cancel	General	Rules		Security	Test		Save	Save and Close	•
Security Configuration									
Optional Oracle Web Service Managemen override any policy defaults below. If you d	t policies can on't need se	be selecte urity polici	d and es, yo	l configured to ou can click "Ne	connect to xt" (or ">")	the external service to continue.	this API v	rill expose. You can	ał
Available Policies				Selected Pol	cies				
oracle/http_saml20_token_bearer_over_	ssl_client_po	licy		oracle/http_b	asic_auth_	over_ssl_client_poli	cy		
oracle/http_saml20_token_bearer_client	policy								
			>						
			»						
			<						
Policy Description				Policy Overri	des				
includes username and password in a Bas header.	ic Authorizati	on		oracle/http_b	asic_auth	_over_ssl_client_	policy		
					csf-key	(Default is basic.cl	edentials)	
				user.ter	ant name	(Default value [nul	17)		

4. Select the security policy from the list of available policies and click the right arrow to move it to the **Selected Policies** list.

Select only a single policy for your connector API. A description of a selected policy is displayed below the list. To find out more about the supported security policy types for the REST Connector API, see Security Policy Types for REST Connector APIs.

5. Specify overrides, if applicable, to the selected policy if you don't want to use the default values.

To override a property, enter or select a value other than the default. For a description of policy properties, see Security Policy Properties. To set a Credential Store Framework (CSF) Key value, see Setting a CSF Key. To learn about credential keys and certificates, see CSF Keys and Web Service Certificates.

- 6. Click **Save** to save your work or **Save and Close** to save your work and exit the REST Connector API wizard.
- Click Next (>) to go to the next step, testing the connector, Test in Advanced Mode.

Set a CSF Key

If you want to authenticate the user, you must set the csf-key property. You must set the csf-key property if you've selected http_basic_auth_over_ssl_client_policy, http_samle20_token_bearer_client_policy, or

Note:

If you set the csf-key and the security policy has a subject.precedence property, that property should be set to false. If you need to set subject.precedence to true, you must also set the propagate.identity.context property. In the latter case, don't set csf-key.



Click **Keys** \mathbb{X} in the **csf-key** field in the Security Overrides section to open the Select or Create a New API Key dialog.

Provide a CSF Key in one of the following ways:

• Select an existing key from the **Available Keys** list.

When you select the key, its name appears in the **Key Name** field. Click **Select** to add the key. The other fields in the CSF Key Details pane are used only when creating a key.

Create a new basic (CSF) credentials key.

To create a new CSF key:

- 1. Click New Key.
- 2. Enter a key name that is descriptive and easy-to-read. Note that after you create the key, you can't change the key name.
- 3. Enter a brief description of the key's purpose.
- Enter the user name and password (the user credentials) for the service to which you are connecting.

Repeat the password in the confirmation field.

5. Click **Save** to add the key to the Available Keys list.

The key name value will appear as the override value on the Security page.

If you want to edit some aspect of an existing CSF key, select it from the **Available Keys** list and modify the fields as needed.

Test in Advanced Mode

The advanced test page lets you manually set path parameters, add headers, and the request and response payloads.

To manually configure a connector test:

- 1. Click the **Test** navigation link.
- 2. If you provided a descriptor, turn **Test in Advanced Mode** to On.

The advanced test page displays automatically if you provided a remote service url.

- Select the HTTP method that you want to test from the drop-down list.
- Specify any resource path parameters in the Local URI field as needed for testing purposes. For example:

directions/json?origin=los+angeles&destination=seattle

The field is automatically prefixed with the local URI that you defined when you entered an API name. Following our example, the full contents of the field would look like this:

myMapAPI /directions/json?origin=los+angeles&destination=seattle

Notice that if you defined any rules, the Rules Applied field (below the Body field) displays numbers that correspond to the rules that are applicable for the selected



operation. The Remote URL field shows the exact string that will be passed to the service for the test.

5. Add one or more request or response HTTP headers as needed.

These headers are for testing purposes only and won't be added to your REST Connector API configuration.

6. Click in the **HTTP Body** field to create your message body (the payload) in the source editor.

For example:

```
{
   "status":"ZERO_RESULTS",
   "routes":[]
}
```

Keep the content of the message body relevant to the purpose of the connector, that is, don't bloat the message by adding extraneous data. Including only pertinent data in the message body facilitates quick transmission of the request or response.

 If the service that you're connecting to requires authentication, open the Authentication section and enter your mobile user credentials for each method you test. If you're using default test credentials, you can skip this step.

With SAML-based security policies, the identity of the user making the call is propagated to the external service. For other security policies such as HTTP Basic Authentication and username token, the credentials used to authenticate with the external service are provided in the policy overrides as CSF keys. Depending on the operation that you've defined, you may have to enter specific credentials for each operation or you might be able to use one set of credentials for all the methods to authenticate your connector with the service.

- 8. Click **Save as current mobile backend default credentials** to save the user name and password that you provide as the default.
- If you're in the design phase of creating your connector and you just want to see if your endpoints are valid, click Default API Designer Test Credentials and select a mobile backend that you're registered with and its version number.

Optionally, you can enter your mobile user credentials (user name and password). These default test credentials are persistent across all the methods that you test. They remain valid during the current Mobile Hub session.

10. Click Test Endpoint.

Test Endpoint toggles to **Cancel Test** when you click it. If you want to stop the test for any reason, click **Cancel Test**.

Click **Reset** to clear the fields and modify the test parameters.

11. Click **Done** when you've finished testing your endpoints.

Getting the Test Results

Test results are displayed at the bottom of the Test REST API page. The result indicator is the response status:

2xx: indicates a successful connection



- 3xx: indicates a redirection occurred
- 4*xx*: indicates a user error occurred
- 5xx: indicates a server error occurred

Here's a list of the more common status codes that you'll want to use:

Code	Description
200 OK	Successful connection.
201 CREATED	Successful creation through either a PUT or POST operation.
204 NO CONTENT	Successful connection but no response body (used for DELETE and UPDATE operations).
400 BAD REQUEST	General error when fulfilling the request, causing an invalid state, such as missing data or a validation error.
401 UNAUTHORIZED	Error due to missing or invalid authentication token.
403 FORBIDDEN	Error due to user not having authorization or if the resource is unavailable.
404 NOT FOUND	Error due to the resource not being found.
405 METHOD NOT ALLOWED	Error that although the requested URL exists, the HTTP method isn't applicable.
409 CONFLICT	Error due to potential resource conflict caused, for example, by duplicate entries
500 INTERNAL SERVER ERROR	General error when an exception is thrown on the server side.

Click **Request** to see the metadata for the transaction, such as header information and the body of the request.

Click **Response** to see the details of the response returned.

Test each of your operations and modify them as needed to validate your endpoints.

After your connector API is tested and published, you can go to the Connectors page to see analytical information about it, such as how often the connector is being called and what apps are using the connector.

Getting Diagnostic Information

You can view the response code and returned data to determine if your endpoints are valid. A response status other than 2xx doesn't necessarily mean the test failed. If the operation was supposed to return a null response, a response should show a 4xx code.

By examining multiple messages, you can more easily determine where issues occur. For every message that you send, Mobile Hub tags it with a correlation ID. A correlation ID associates your request with other logging data. The correlation ID includes an Execution Context ID (ECID) that's unique for each request. With the ECID and the Relationship ID (RID), you can use the log files to correlate messages across Oracle Fusion Middleware components. Click **Logs** on the Administration page to view logging data. You can also retrieve records from Oracle Fusion Middleware Logging using the call's ECID.

Depending on your Mobile Hub access permissions, you or your mobile cloud administrator can view the client and server HTTP error codes for your API's endpoints on the Request History page, allowing you to see the context of the message status when you're trying to trace the cause of an error. Every message sent has a set of attributes such as the time the



event occurred, the message ID, the Relationship ID (RID), and the Execution Context ID (ECID).

Security and REST Connector APIs

Mobile Hub gives you the flexibility to configure a secure connection to external services through the use of security policies or authorization headers.

Here are the different ways that you can configure a REST Connector API to communicate with a secured service:

• Configure a security policy.

On the Security tab of the REST Connector UI, decide which policies describe how the external service that you're communicating with is secured, and configure it as necessary. Configuring a security policy is the recommended practice and takes precedence over setting or configuring authorization headers.

• Set the Oracle-Mobile-External-Authorization header on each request.

If you decide not to configure a security policy, then the next best course of action is to set the Oracle-Mobile-External-Authorization header for every request that the connector makes. When calling a connector API through custom code, an Mobile Hub-specific authorization header is automatically set as the Authorization header. This original Authorization header that's set on the connector API request is used to pass only Mobile Hub authorization and is never passed through to the external service call. If you set Oracle-Mobile-External-Authorization on the request, the value of this header will be set as Authorization on the request to the external service. Set an Oracle-Mobile-External-Authorization header only when the service that you're connecting to is secured in a way that isn't described by an existing security policy. It won't take effect if one is configured. Passing the Oracle-Mobile-External-Authorization header in the connector request takes precedence over an Authorization header rule.

When setting this header, include BASIC to denote HTTP Basic Authorization or BEARER to denote OAuth. For OAuth, setting this header is applicable in cases where the OAuth token is passed by way of the Authorization header, such as in the following cases:

- A REST connector is used to call another Oracle Cloud service. The same access token that was used to authenticate with Mobile Hub is reused to authenticate with the other service.
- An access token generated by a service is passed to an Mobile Hub custom code call and set on a REST connector call to obtain the information about the individual who received the access token as part of an enterprise mashup.
- A person logs on to Facebook and obtains a Facebook access token. The token is passed to an Mobile Hub custom code call and set on a REST connector call to retrieve the person's friends list.
- Configure a rule for the Authorization header.

Lastly, when the Authorization header isn't already being set by other means, you can create a rule to apply a default Authorization header. On the Rules tab of the REST Connector UI, create a rule of type Header for Authorization and provide a value. This approach isn't recommended as usually the Authorization header is dynamic or contains sensitive information (passwords). All sensitive

information should be stored in a CSF key, which is why you should configure a security policy when possible.

Security Policy Types for REST Connector APIs

You'll need to set a security policy to protect the information you want to send or receive unless the service you're accessing isn't a secure service or doesn't support security policies, in which case, you can't set a security policy for the connector. When determining what policies to set, consider whether the connection to the service involves transmitting proprietary or sensitive information. Adding a security policy ensures the authentication and authorization of the data transmitted.

From the Security page, you can select one or more Oracle Web Services Manager (Oracle WSM) security policies, including OAuth2, SAML, and HTTP Basic Authentication.

Security Policy Type	Description
OAuth2 and the Client Credential Flow	Mobile Hub supports OAuth2, a system where an Authentication server acts as a broker between a resource owner and the client who wants to access that resources. Of the different flows (security protocols) offered by OAuth2, the Client Credentials Grant Flow is used in Mobile Hub to secure REST connections. This flow is used when the client owns the resources (that is, the client is the resource owner).
HTTP Basic Authentication	HTTP Basic authentication allows an HTTP user agent to pass a user name and password with a request. It's often used with stateless clients, which pass their credentials on each request. It isn't the strongest form of security though as basic authentication transmits the password as plain text so it should only be used over an encrypted transport layer such as HTTPS.
Security Assertion Markup Language (SAML)	SAML is an XML-based open standard data format that allows the exchange of authentication and authorization credentials among a client, an identity provider, and a service provider. The client makes a request of the service provider. The service provider verifies the identity of the client from the identity provider. The identity provider obtains credentials from the client and passes an authentication token to the client, which the client then passes to the service provider. The identity provider verifies the validity of the token for the service provider and the service provider responds to the client.

Ask yourself the following questions to determine what kinds of security policies you need:

- What are the basic requirements of your security policy? Do you need to only authenticate or authorize users, or do you need both?
- If you need only authentication, do you need a specific type of token and where will the token be inserted?



CSF Keys and Web Service Certificates

Depending on the security policy that you selected, you may be able to override a property that sets a CSF key or a Web Service Certificate. In Mobile Hub, the Oracle Credential Store Framework (CSF) is used to manage credentials in a secure form. A credential store is a repository of security data (credentials stored as keys) that certify the authority of users and system components. A credential can hold user name and password combinations, tickets, or public key certificates. This data is used during authentication and authorization.

CSF lets you store, retrieve, update, and delete credentials (security data) for a web service and other apps. A CSF key is a credentials key. It uses simple authentication (composed of the user name and the password for the system to which you're connecting) to generate a unique key value. You can select an existing CSF key or create one through the Select or Create a New API Key dialog.

A Web Service Certificate allows the app to securely communicate with the web service. It can be a trusted certificate (that is, a certificate containing only a public key) or a certificate that contains both public and private key information. You override a certificate key by selecting an alias from the drop-down list. The certificate key available in some security policies for a REST Connector API is the keystore.sig.csf.key, which is the alias for this property that's mapped to the alias of the key used for signing.

Important:

For security policies for REST Connector APIs, don't override the default value for the keystore.sig.csf.key property. Currently, orakey is the only valid value for all certificate keys.

Not all security policies contain the same properties. When you select a policy, you can see which properties are listed in the Policy Overrides. For example, if you selected http_basic_auth_over_ssl_client_policy, then you'll see that the policy contains the csf-key property but none of the certificate keys. However, if you selected http_saml20_token_bearer_over_ssl_client_policy, then you'll see both the csf-key and the keystore.sig.csf.key certificate key.

It isn't necessary to set all the overrides for a policy; however, you should be familiar enough with the security policies that you've selected to know which overrides to set for each policy.

CSF keys, certificates, and their respective values are specific to the environment in which they're defined. That is, if there are multiple environments, A and B, and you're working in environment A, then only the CSF keys and certificates for the security policies in use by artifacts in that environment are listed in the CSF Keys dialog. A different set of keys and certificates will be displayed in environment B. It's also possible for keys with the same key name but with different values to exist in multiple environments.

A CSF key can be deployed to another environment, however, because CSF keys are unique to an environment, only the key name and description are carried over to the target environment. You won't be able to use that key in the new environment until it's



been updated with user name and password credentials by the mobile cloud administrator.

Query and Header Parameters

A Query parameter is the most common type of parameter. Use it to filter, sort, and search for information. Add a question mark (?) to the end of the URL followed by a name-value pair. For example:

/directions/distance?origin=Los+Angeles&destination=Seattle

The query specifies that the information wanted is the distance from one location (origin=Los+Angeles) to another (destination=Seattle).

You can see in the example above that the space in the query parameter, Los Angeles, is encoded by a plus sign, (+). The Url_PercentEncodeQueryParameterSpaces policy determines how spaces in query parameters are encoded. If set to true, a space is encoded as a percent sign, (%). If set to false (the default value), a space is encoded as a plus sign (+).

For example, if Url_PercentEncodeQueryParameterSpaces is set to true, the outbound URL would be .../distance?origin=Los%Angeles&destination=Seattle.

Note:

If you specify a parameter in the custom code and you also specify that same parameter in a REST connector rule, the parameter in the custom code takes precedence and overrides the parameter's value defined in the rule.

Query parameters are usually set in rules, however, you can have query parameters in the remote URL. In such cases, there's a precedence order for how the parameters are combined at runtime. See Setting Query Parameters in Remote URLs.

Use a Header parameter for outgoing requests. REST headers are a means of providing HTTP metadata. For example, the header, Expires, can be used to specify the amount of time after which a response is considered stale.

Set Query Parameters in Remote URLs

You can add query parameters to the remote URL. If the remote URL contains a query parameter and you're adding query parameters to the runtime resource through rules, then there is a precedence order of how the parameters are combined:

1. If you're adding a remote URL that has a query parameter U?qp=a to a runtime resource /r, the query parameter should come after the runtime resource.

For example, if you have the remote URL directions?origin=Pasadena and want to specify the runtime resource /zones, the full URL should be directions/zones? origin=Pasadena. Note that a simple concatenation of the URL isn't done.

2. If you're combining a remote URL with a query parameter U?qp=a with a default rule qp=b, both query parameters should come after the URL.



For example, if you have a remote URL directions/zones?origin=Pasadena and you want to add the default rule destination=Anaheim, the resulting URL should be directions/zones?origin=Pasadena&destination=Anaheim. It's orthogonal to rules.

3. 3. If you're combining a remote URL U?qp=a with a runtime request /r?qp=c, the request parameter is appended to the URL.

For example, if you add the request /r?date=2015-04_07T14:30:00.000Z to the remote URL directions/zones?origin=Pasadena, the result isdirections/ zones?origin=Pasadena&date=2015-04_07T14:30:00.000Z.

About Adding Parameters

Parameters can be added as part of the URI path as a child (nested) resource or added as a query. There are no hard and fast rules as to whether to add parameters to the URI path or to add the parameters in a query. One possible consideration is whether the parameter is essential to the request. For example, you could use an identifier, id, to the directions resource in the URI path to get data for a specific area. If you're using the parameter as a filter to narrow down the data, then add it in the query. For example, you could define office as a query parameter, .../directions/ zones?office=Inglewood, to filter locations of offices only in the Inglewood area.

Besides the remote URL, you can set parameters in the following ways:

- Setting a rule
- Defining a request body
- Defining a test endpoint
- Creating custom code

The parameters are considered to be URL-encoded. If a parameter isn't already URLencoded, it will be encoded when sent to the external service.

Edit a REST Connector API

If you need to change some aspect of a connector API, you can as long as it's in the Draft state. After you publish an API, the API can't be changed. You'll have to create a new version of a published connector and make your changes to the new version.

To edit a REST Connector API:

- 1. Click and select **Development > APIs** from the side menu.
- 2. Select the draft connector API that you want to edit and click Open.
- 3. Click **Refresh** () if you're using the same descriptor and just want to get the latest resources.
- 4. Click **Save** to test your changes immediately or click **Save and Close** to save your current changes and finish the rest of your changes later.
- 5. Test your changes.



Use Your REST Connector API in an App

To use a connector in a mobile app, you need to have a custom API that can call the connector API. Such a custom API could also contain additional logic to process the data returned from the call to the connector.

You have two options for creating such a custom API for a REST connector API:

 Generate a custom API for the connector, as described in Generating Custom APIs for Connectors.

This only works for connector APIs that are based on a descriptor URL.

• Design a custom API and add calls to the connector in the custom API's implementation code as described in Call a Connector API from Custom Code.

When you implement a custom API, you can view the available connectors in the API Catalog tab in the API Designer. While creating your custom API, you might find it beneficial to open the Test page of the connector API so that you can refer to any headers, parameters, and schemas that you've configured for the connector API.

Troubleshoot REST Connector APIs

System message logs are great sources for getting debugging information. Depending on your role, you or your mobile cloud administrator can go to Administration in the side menu and click **Logs** to see any system error messages or click **Request History** to view the client (4xx) and server (5xx) HTTP error codes for the API's endpoints and the outbound connector calls made within a single mobile backend.

Sometimes a connection fails because the service URL provided is untrusted. You can add the URL to the list of trusted URLs at trustedsource.org. To learn more about what happens when you use an untrusted service URL and other common errors that can occur when configuring your connector API, see Common Custom Code Errors.

Issues can also arise when connecting to an external service such as when the service has an invalid SSL certificate or the request is redirected but the cookies aren't preserved over the redirect. You can resolve these issues by using the options argument in custom code to customize the outgoing HTTP requests. See Override SSL Settings for Connectors for details.

By default, only TLSv1.1 and TLSv1.2 protocols are used for outbound connections. If you need to use an older version of a SSL protocol to connect to an external system that doesn't support the latest versions of SSL, you can specify the SSL protocol to use for the connector by setting the Security_TransportSecurityProtocols environment policy. The policy takes a comma-separated list of TLS/SSL protocols, for example: TLSv1, TLSv1.1, TLSv1.2. Any extra space around the protocol names is ignored. You can use the SSLv2Hello protocol to debug connectivity issues with legacy systems that don't support any TLS protocol. Note that this policy can't be used to enable SSLv3 endpoints. See Mobile Hub Policies and Values for a description of the policy and the supported values. Be aware that this policy must be manually added to a policies.properties file that you intend to export.



Caution:

Be aware when setting the policy that older protocols are vulnerable to security exploits.

SOAP Connector APIs

You can create connector APIs to connect to SOAP services. You can call these connector APIs from the implementations of your custom APIs.

How SOAP Connector APIs Work

A SOAP connector API is an intermediary API for calling SOAP endpoints. The connector API takes the form of a configuration that gives your apps a standard way to connect to these SOAP endpoints and take advantage of the security, diagnostics, and other features provided by Mobile Hub.

The key steps to creating a SOAP connector API are establishing a connection to an external system, examining and selecting a set of possible interactions, and then modeling them into a reusable API.

The SOAP Connector API wizard walks you through creating SOAP connector APIs, from specifying the WSDL location of a remote service, setting a port, setting security policies, to testing your endpoints.

Why Use SOAP Connectors Instead of Direct Calls to External Resources?

- Allows for simplified declarative connection and policy configuration.
- Allows calls to an external service, along with security policy setup and credentials, to be encapsulated and used consistently across the mobile API.
- Provides automatic translation of JSON requests to XML and XML responses to JSON, enabling you to interact with SOAP services without having to work expressly with XML. In addition, it provides you with the ability to provide the SOAP envelope itself, giving you the choice of using XML or JSON.
- Lets you dynamically modify HTTP timeout properties via the user interface without having to bring down the service. This feature is particularly beneficial when the external SOAP service or network connectivity suffers a slowdown.
- Provides you with extensive diagnostic information as its tightly integrated with the Mobile Hub diagnostics framework. Any outbound calls made through connector APIs are logged, which greatly helps with debugging.
- Allows for tracking and analytics on remote API usage.
- Lets you define interaction with the service at design time when you test the validity of your endpoints so that the terms of that interaction aren't dependent on user input at runtime. This protects both the end system and your mobile backend from harm.
- Provides a consistent design approach among multiple connector types for interacting with external services.



• With any change in the interface for a service, lets you can handle any necessary updates, testing, and migration in one place.

Create a SOAP Connector API

Use the SOAP Connector API wizard to quickly configure your connector API by providing a name and description, specifying a port, setting security policies, and testing it.

Creating a connection to an existing SOAP service can be a simple two-step operation:

- 1. Name your connector API.
- 2. Provide the WSDL of the external service.

You also have the ability to configure client-side security policies for the service that you're accessing and testing and checking the results of your connection.

A timeout can occur when downloading a large WSDL file or when connecting to a WSDL over high latency networks, which prevents the creation of the SOAP Connector API. To ensure the WSDL is downloaded, set the following environment policies *before* you create the API:

- *.*.Network_HttpConnectTimeout
- *.*.Network_HttpReadTimeout

Set these policies in the development environment in which you're creating the SOAP Connector API. A mobile cloud administrator can export the policies file from the Administration view, edit these values, and import the modified file back to the development environment.

These policies affect only the connector APIs during design time. The timeout values that you set while configuring a connector API take effect during runtime.

As soon as it's created, your connector API appears in the list of connector APIs. When at least one connector API exists, you're taken directly to the Connector API landing page when you click **Connectors** from the side menu. From there, you can select the connector API you want and edit it, publish it, create a new version or update an existing version, or move it to the trash.

To call a connector API, you can create a custom API and configure the API's implementation to call the connector.

Set the Basic Information for Your SOAP Connector API

Before you begin configuring your connector, you must provide some initial basic information like the connector API name, the address to the remote service, and a brief description:

1. Click and select**Development > APIs** from the side menu.

The Connectors page appears. If no connector APIs have been created yet, you'll see icons for each of the connector APIs that you can create. If at least one connector API exists, you'll see the a list of all the connector APIs. You can filter the list to see only the connector APIs that you're interested in or click **Sort** to reorder the list.

2. Click SOAP or New Connector and select SOAP from the drop-down list.

Each time you create a SOAP Connector API, the New SOAP Connector API dialog appears. This is where you enter the basic information for your new connector API.



New SOAP Connector AP	l .		×
	tion for your new SOAP API, and a concrete WSDL that describ the name you choose and shown beneath the API Name field.	es it. The Local	
* API Display Name	My SOAP Connector API	1.0	
* API Namo	myeoapconnectorapi		
	/mobile/connector/		
WSDL URL	Provide a URL that describes this endpoint.		
* Short Description	Displayed in Custom Code API Catalog.		×
	100 characters left		
		Create	

- 3. Identify your new SOAP Connector API by providing the following:
 - a. API Display Name: Enter a descriptive name (an API with an easy-to-read name that qualifies the API makes it much simpler to locate in the list of connector APIs).

For example, myOrderApi.

The names you give to a connector API (the value you enter in the API name field) must be unique among connector APIs.

For new connectors, a default version of 1.0 is automatically applied when you save the configuration.

b. API Name: Enter a unique name for your connector API.

For example, myorderapi.

By default, this name is appended to the base URI as the resource name for the connector API. You can see the base URI below the API Name field.

The connector API name must consist only of lowercase alphanumeric characters. It can't include special characters, wildcards, slashes /, or curly braces {}. A validation error message is displayed if you enter a name that's already in use.

If you enter a different name for the API here, the change will automatically be made to the resource name in the base URI.

Other than a new version of this connector API, no other connector API can have the same resource name.

c. WSDL Location: Enter the address of the existing SOAP service that this connector API will call. For example: http://example.com/incidentreport/ reports.wsdl

You can also copy and paste a WSDL address into this field.

When specifying a port in the URL, only standard internet access ports 80 and 443 are supported. Connection to a service can't be made using a custom port.

You can save time by verifying that the URL you're providing is trusted at trustedsource.org, otherwise, even if you're connector API is configured correctly, the connection will fail.

d. Short Description: Provide a brief description, including the purpose of this API.

The character count below this field lets you know many characters you can add.



After you've filled in all the required fields, click **Create**, which displays the General page of the SOAP Connector API dialog.

4. Set the timeout values:

Remote Service Connection Settin	igs			
HTTP Read Timeout	25,000	~	^	Milliseconds
HTTP Connection Timeout	25,000	~	^	Milliseconds

- **HTTP Read Timeout:** The maximum time (in milliseconds) that can be spent on waiting to read the data. If you don't provide a value, the default value of 20 seconds is applied.
- **HTTP Connection Timeout:** The time (in milliseconds) spent connecting to the remote URL. A value of 0mms means an infinite timeout is permitted.

The HTTP timeout values must be less than the <code>Network_HttpRequestTimeout</code> policy, which has a default value of 40,000 ms.

If you have a mobile cloud administrator role in addition to your service developer role, you can open the policies.properties file to see the value for the network policies for the current environment from the Administrator view. Otherwise, ask your mobile cloud administrator for the values.

5. Click Save to save your current settings.

If you want to stop and come back later to finish the configuration, the click **Save and Close**. You can always click **Cancel** at the top of the General, Port, and Security wizard pages to cancel that particular configuration operation. You'll be taken back to the Connector APIs page.

6. Click Next (>) to go to the next step in configuring your connector API.

After the basic information is provided, you can specify the interaction details for your connector.

You can always edit your configuration when it's in a Draft state; however, after you publish your connector API, no changes can be made to it. You can make changes by creating a new version of an existing connector API.

Select a Port

The services and their associated ports that are available for the WSDL that you provided are listed on the Port page. A **port** is a set of actions that define the collaboration and interaction with a web service. A **service** defines the operations and structures of the WSDL and exposes those operations as explicit endpoints. Although a WSDL can contain multiple ports, the SOAP Connector API can only use a single port at a time. If you need to expose more than one port, you must create one SOAP Connector API for each port.

On the Port page, you select a single port that lists the available operations for that service. Optionally, you can provide alternate names for those operations to make them more meaningful or easier to read.

- 1. Click the **Port** navigation link at the top of the SOAP Connector API wizard.
- 2. Select a port from the service you want in the list.



You can select only one port. Filter the list by entering a string in the **Filter** field and click the **magnifying glass** \sim .

The endpoint field is populated with the service and port endpoint (URL) that are extracted from the WSDL. By default, the original operation name of the SOAP service is used to form the REST resource at which the functionality of the operation would be exposed by the SOAP Connector API.

For example, an operation, CreateIncident, of the service, IncidentReport and port, ReportPort, can be mapped to the REST resource: /mobile/connector/ myIncidentReportAPI/CreateIncident.

This is the resource path to which custom code would send requests to. You could expose it differently if you wanted to, for example as the REST resource: /mobile/ connector/myIncidentReportAPI/Create.

If you save the connector configuration without explicitly selecting a port, the first available port for the WSDL is selected for you by default. This action ensures your connector configuration is complete and valid for testing purposes. You can always change the port as long as the connector is in Draft state.

3. (Optional) Rename one or more operations to make them more meaningful.

All the operations available in the selected port are listed.

Each operation is mapped to the relative base URI that you entered. For example: the operation Create maps to Create resource.

Click Next (>) to go to the next step in configuring your connector API.

Set Security Policies and Overriding Properties for SOAP Connector APIs

Select one or more security policies that describe the authentication scheme of the service to which you're connecting. The security policies have properties, called overrides, which you can configure. One reason to override policy configuration properties is to limit the number of policies that you have to maintain: rather than creating multiple policies with slightly varied configurations, you can use the same generic policy and override specific values to meet your requirements.

You don't need to set all the overrides for a policy; however, you should be familiar enough with a security policy to know which overrides to set.

1. Click the **Security** navigation link at the top of the SOAP Connector API wizard.



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pracle/wss10_saml20_token_client_p			>			
pracle/wss11_saml20_token_with_me	essage_protectio		>			
oracle/wss10_saml20_token_with_me	essage_protectio	on_clik				
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ncludes credentials in the HTTP head equests. This policy also verifies that ITTPS. Requests over a non-HTTPS	the transport protoco	otocol Is ol are	oracle	/http_basic_aut	h_over_ssl_client_polic	cy
efused. This policy can be applied to ndpoint.	any n'i P-based	1		csf-key	(Default is basic creder	ntials) 🕅

2. Select one or more security policies from the list of available policies and click the right arrow to move them to the **Selected Policies** list.

For example, you might want to have wss10_message_protection_client_policy for
message protection and wss_username_token_client_policy for authentication.
Although you can move all the policies to the Selected Policies list, it's unlikely that all
policies are required for your connector API.

- 3. Select a policy to read its description.
- 4. Specify any other overrides, if applicable, to the selected policy if you don't want to use the default values.

To override a policy property, enter or select a value other than the default.

 Click Save to save your work or Save and Close to save your work and exit the SOAP Connector API wizard.

Before you can test your connection, you must save your configuration. If you proceed to the testing page without saving the API configuration, you'll see a dialog asking you to save it. You can check the **Always save before testing** option to automatically perform a save operation for you every time you go to the Testing page.

6. Click Next (>) to go to the next step, testing the connector API.

Set a CSF Key

Click Keys \Re in the csf-key field in the Security Overrides section to open the Select or Create a New API Key dialog.

Select an existi	ng API Key	CSF Key Details (Crea	ite a new Key)
Available Keys	New Key	* Key Name	Name of the CSF-Key
No key available		* Short Description	Brief description of the CSF-Key
		This CSF key type require	s a user name and password.
		[*] User Name	Enter User Name
Key Description Create a New CSF	Key by	* Password	Enter Password
providing details (r you're finished, clic use it as new CSF	k 'Save' to	* Confirm Password	Re-enter Password



Provide an CSF key in one of the following ways:

 Select an existing key from the Available Keys list (a description of the selected key is displayed below the list). The list displays only the basic credentials keys supported by the given policy property.

When you select the key, its name appears in the **Key Name** field. Click **Select** to add the key. The other fields in the CSF Key Details pane are used only when creating a key.

• Create a new CSF credentials key.

To create a new key:

- 1. Click New Key.
- 2. Enter a key name that is descriptive and easy-to-read. Note that after you create the key, you can't change the key name.
- 3. Enter a brief description of the key's purpose.
- 4. Enter the user name and the password (the user credentials) for the service to which you are connecting. Repeat the password in the confirmation field.
- Click Save to add the key to the Available Keys list. You can create another key by clicking New Key or edit an existing one. Save toggles to Select allowing you to select a key in the list. Click Cancel to quit the task.

The key name value will appear as the override value on the Security page. Note that the value of the key that you create pertains only to the environment in which it's set.

If you want to edit some aspect of an existing credentials (CSF) key, select it from the **Available Keys** list and modify the fields as needed.

Set a Web Service Certificate

Here the steps for setting the overrides for a Web Service certificate. However, for this release, don't override the values for keystore.sig.csf.key and keystore.enc.csf.key because orakey is the only valid value for all of these certificate keys.

1. Select a security policy.

The properties for the policy are displayed in the Policy Overrides section.

2. Select an alias from the drop-down list in the field for the certificate key (certificate keys are denoted by the keystore prefix) and select an alias.

Unlike CSF Keys, you can't modify a Web Service certificate. You can only select a different alias. Only mobile cloud administrators can create a new Web Service Certificate. If you don't know the alias for the certificate you want, ask your mobile cloud administrator for the alias.

Testing a SOAP Connector API

Now that you've defined your connector API, you might want to verify your endpoints and ensure that you're able to receive the expected results from the web service. Testing a connection is also an optional step but can save you time by identifying and fixing problems with your endpoints using the mock JSON body provided before you finalize the connector API.



Test Your Connector

Now its time to validate your connector. The Test page lets you test the connection to a service using sample response data. You'll see a list of all the operations that you defined for the port.

- 1. Click the Test navigation link.
- 2. Select the operation that you want to test.

The base URI is displayed below the operation name. If you provided an alternate name for the operation, that name appears, otherwise the default operation name is shown.

Click Examples to see Request, Response, and Fault payload examples (in JSON format).

These examples are generated based on the request and response definitions in the WSDL file and can't be edited. The request and response examples display a message body. Fault examples may show one or more faults depending on the operation. They display the error messages returned.

For example, here is what a sample GET request looks like:

```
{
    "Header": null,
    "Body": {
        "GetIncidentById" : {
            "IncidentId" : 2
            }
        }
}
```

Here is the request in XML:

 (Optional) Click Add HTTP Header to add one or more HTTP headers to apply to the operation.

You can select a predefined header or a custom header. For each header, select a header name and provide a value.

These headers are for testing purposes only and won't be added to your SOAP Connector API configuration.

The default format for the request body and the response body is JSON. You can set the format of one or both to XML if you prefer.



5. Use the sample JSON body provided to test your connector or create your XML body in the source editor. A JSON sample body that you can edit is generated for you from the operation that you've defined. For example:

```
"Body" : {
    "CreateIncident" : {
        "Title" : "new title",
        "EmailAddress" : "jack@oracle.com",
        "ImageLink" : "http://example.com/something"
    }
}
```

For comparison, here's what the body looks like in XML:

Click in the editor and enter your own body (in JSON or XML format) if you prefer.

6. If you've selected a SAML-based security policy, open the **Authentication** section and enter your mobile user credentials for each method that you test. If you're using default test credentials (Step 7), you can skip this step.

With SAML-based security policies, the identity of the user making the call is propagated to the external service. For other security policies such as HTTP Basic Authentication and username token, the credentials used to authenticate with the external service are provided in the policy overrides as CSF keys. Depending on the operation you've defined, you may have to enter specific credentials for each operation or you might be able to use these credentials for all the methods to authenticate your connector with the service.

- 7. Click **Save as current mobile backend default credentials** to save the user name and password you provide as the default.
- 8. If you're in the design phase of creating your connector and you just want to see if your endpoints are valid, click **Default API Designer Test Credentials** and select a mobile backend that you're registered with and its version number.

Optionally, you can enter your mobile user credentials (user name and password). These default test credentials are persistent across all the methods that you test. They remain valid during the current Mobile Hub session.

9. Click Test Endpoint.

Test Endpoint toggles to **Cancel Test** when you click it. If you want to stop the test for any reason, click **Cancel Test**.

Click **Reset** to clear the fields and to change the header types and values and test body.



- **10.** Repeat Steps 1 through 4 for each method.
- **11.** Click **Done** when you've finished testing your endpoints.

You're returned to the Connector APIs page.

Get the Test Results

After the test is run, the results are displayed at the bottom of the Test SOAP Connector API page. The result indicator is the response status:

- 2xx indicates a successful connection
- 3xx indicates a redirection occurred
- 4*xx* indicates a user error occurred
- 500 indicates an internal server error

Here's a list of the more common status codes that you'll want to use:

Code	Description
200 OK	Successful connection.
401 UNAUTHORIZED	Error due to missing or invalid authentication token.
403 FORBIDDEN	Error due to user not having authorization or if the resource is unavailable.
500 INTERNAL SERVER ERROR	General error when an exception is thrown on the server side or when the service returns a SOAP fault response.

Click **Request** to see the metadata for the transaction, such as header information and the body of the request.

Click **Response** to see the details of the response returned. The response code tells you whether the connection was successful.

Test each of your operations and modify them as needed to validate your endpoints. After your connector API is tested, published, and deployed, you can go to the Connectors page to see analytical information about it, such as how often the connector is being called and what apps are using the connector.

Get Diagnostic Information

You can view the response code and returned data to determine if your endpoints are valid. A response status other than 2xx doesn't necessarily mean the test failed. If the operation was supposed to return a null response, a response should show a 4xx code.

By examining multiple messages, you can more easily determine where issues occur. For every message that you send, Mobile Hub tags it with a correlation ID. A correlation ID associates your request with other logging data. The correlation ID include an Execution Context ID (ECID) that's unique for each request. With the ECID and the Relationship ID (RID), you can use the log files to correlate messages across Oracle Fusion Middleware components. By examining multiple messages, you can more easily determine where issues occur. For example, you can retrieve records from Oracle Fusion Middleware Logging using the call's ECID. From the Administration page, you can click **Logs** to view logging data: the connector API call received by a single MBE outbound connector API call.

Depending on your Mobile Hub access permissions, you or your mobile cloud administrator can view the client and server HTTP error codes for your API's endpoints on the Request



History page allowing you to see the context of the message status when you're trying to trace the cause of an error. Every message sent has a set of attributes such as the time the event occurred, the message ID, the Relationship ID (RID), and the Execution Context ID (ECID).

SOAP Connector API Design Tips

When you configure your SOAP Connector API, you want to ensure that you have a well-formed API. You want to make a valid SOAP Connector API but you should create an API that can be used and understood by others as well.

Here are some design recommendations to consider when you define a SOAP Connector API:

- Most important, test your connector using the Test page after it's created and at every update.
- When setting the read and connection timeouts for the connector API, you should set them for a shorter duration than the API timeout. See API Timeouts.
- Provide an HTTPS endpoint wherever possible.
- When calling SOAP services protected with HTTP Basic Authentication, you should configure the appropriate security policies on the Security page and store credentials in a CSF key instead of providing the credentials from custom code.
- While writing custom code to call SOAP Connector APIs, make use of the sample request and response payloads available in the Test page of the SOAP Connector API wizard. See API Timeouts.
- Keep the payload content relevant to the purpose of the connector, that is, don't bloat the payloads by adding extraneous data. Include only pertinent data in the message body to facilitate quick transmission of the request or response.
- When you're working with complex WSDLs, refer to How Does XML Get Translated into JSON? for a discussion of JSON translator limitations.
- Date formats should follow the ISO-8601 International Standard for date and time: YYYY-MM_DD[THH:mm:ss.sss]Z. For example: 2014-10-07T18:35:50.123Z (see Date and Time Formats for a description of the standard).

How Does XML Get Translated into JSON?

The WSDL file, which describes the service that you want to access, is an XML-based protocol. The WSDL contains the XML schemas that define the structure of the SOAP XML requests and responses.

While XML is a standard means of defining SOAP messages, it's cumbersome and not well-suited to data-interchange. JSON is the preferred format because it's a lightweight and easy-to-read and write data interchange format (compared to XML). It's much easier to handle JSON in (Node.js-based) custom code than XML. Here's a comparison of XML and JSON features:

XML	JSON
Human readable	Easier to read and write for developers and machines
Provides a structure to data making it more informative	Same as XML



XML	JSON
Easily processed due to simplicity of data structure	Even simpler structure making it even easier to process
Structure of the data must be translated into a document structure	Structure is based on arrays and records

To make the transmission of data via SOAP Connector APIs possible, Mobile Hub uses a JSON translator. The JSON translator uses a set of mapping conventions when converting a JSON request into XML prior to passing the information to a remote service and translates the XML response back into JSON to be passed on to the mobile app.

Mobile Hub provides sample JSON messages that you can use as a template to construct JSON requests and process JSON responses. A sample payload (body), which gets created for you based on the information in the WSDL, is also translated into JSON.

If you choose to provide your own XML sample payload, then you should adhere to the mapping conventions of XML to JSON to ensure a successful translation. The next section demonstrates those mapping conventions.

Using XML Instead of JSON

Using JSON isn't required. You might prefer to use XML instead or you might encounter XML schema constructs that aren't supported by the translator. You can still interact with the connector using XML requests and responses.

The response format is determined by the <code>Accept</code> header in custom code, which has a default value of <code>application/json</code>. To set the format of the request body, add the XML request body and set the <code>contentType</code> header in the custom code to <code>application/xml</code>; <code>charset=utf-8</code>. If you want the response in XML format, change the <code>accept</code> header value to <code>application/xml</code>. For example,

```
/**
 * The following example calls the 'CreateIncident' resource
   on a SOAP connector named '/mobile/connector/RightNow'.
 ^{\star}\, The request and response are in XML and not JSON.
 */
var options = {
    contentType: 'appplication/xml;charset=UTF-8',
    accept: 'application/xml'
};
//Here we suppose an XML message has been
//stored in the XML variable
var body = xml;
req.oracleMobile.connectors.RightNow.post('CreateIncident', body,
options).then(
  function(result) {
    //result.result contains the response XML
    res.status(result.statusCode, result.result);
  },
```



```
function(error){
    res.status(500, error.error);
}
);
```

Remember to wrap your XML in a SOAP envelope. Your XML request must contain the entire SOAP envelope (including any SOAP headers):

```
<!-- Add any SOAP headers here -->
</SOAP-ENV>
```

```
<SOAP-ENV:Body>
<!-- Add the Body element here -->
</SOAP-ENV:Body>
```

```
</SOAP-ENV:Envelope>
```

If you configured a security policy on the connector that requires a SOAP header to be sent in the message, that header is added automatically to the envelope you provide so you don't need to include it in your message. You can see an example of an XML request wrapped in a SOAP envelope in Test Your Connector.

Security Policy Types for SOAP Connector APIs

You'll need to set a security policy to protect the information you want to send or receive unless the service you're accessing isn't a secure service or doesn't support security policies, in which case, you can't set a security policy for the connector.

When determining what policies to set, consider whether connection to the service involves transmitting proprietary or sensitive information. A few reasons for adding security policies are:

- Ensuring confidentiality by encrypting messages
- Ensuring the integrity of the data transmitted by using digital signatures
- Authenticating the source or destination

From the Security section, you can select one or more Oracle Web Services Manager (Oracle WSM) security policies, including SAML, Username Token, and HTTP Basic Authentication. Oracle WSM supports a wide range of security standards, including Authentication Policies and Authorization.

Security Policy Type	Description
HTTP Basic Authentication	HTTP Basic authentication allows an HTTP user agent to pass a user name and password with a request. It's often used with stateless clients, which pass their credentials on each request. It isn't the strongest form of security though because basic authentication transmits the password as plain text so it should be used only over an encrypted transport layer such as HTTPS.



Security Policy Type	Description
Security Assertion Markup Language (SAML)	SAML is an XML-based open standard data format that allows the exchange of authentication and authorization credentials among a client, an identity provider, and a service provider. The client makes a request of the service provider. The service provider verifies the identity of the client from the identity provider. The identity provider obtains credentials from the client and passes an authentication token to the client, which the client then passes to the service provider. The identity provider verifies the validity of the token for the service provider and the service provider responds to the client.
Username Token	A username token is supplied by a web services client as a means of identifying the requestor by using a user name, and optionally by using a password or password-equivalent to the web services provider.

Ask yourself the following questions to determine what kinds of security policies you need:

- What are the basic requirements of your security policy? Do you need to authenticate or authorize users? Do you require only message protection, do you need both?
- If you need only authentication, do you need a specific type of token and where will the token be inserted?
- If you need both authentication and message protection, will message protection be handled in the transport layer?

For a list of supported security policies, see Security Policies for SOAP Connector APIs.

For descriptions of security policy properties that you can override, see Security Policy Properties.

CSF Keys and Web Service Certificates

Depending on the security policy that you selected, you may be able to override a property that sets a CSF key or a Web Service Certificate. In Mobile Hub, the Oracle Credential Store Framework (CSF) is used to manage credentials in a secure form. A credential store is a repository of security data (credentials stored as keys) that certify the authority of users and system components. A credential can hold user name and password combinations, tickets, or public key certificates. This data is used during authentication and authorization.

CSF lets you store, retrieve, update, and delete credentials (security data) for a web service and other apps. A CSF key is a credentials key. It uses simple authentication (composed of the user name and the password for the system to which you're connecting) to generate a unique key value. You can select an existing CSF key or create one through the Select or Create a New API Key dialog.

A Web Service Certificate allows the client to securely communicate with the web service. It can be a trusted certificate (that is, a certificate containing only a public key) or a certificate that contains both public and private key information. Web Service Certificates are stored in the Oracle WSM keystore. You set the overrides by selecting an alias from the drop-down list for the following properties:

 keystore.recipient.alias: The alias for this property is used to identify the certificate in the keystore.



- keystore.sig.csf.key: The alias for this property is mapped to the alias of the key used for signing. If no value is selected, the default value, orakey, is used (for this release, the only valid value for this property is orakey).
- keystore.enc.csf.key: The alias for this property is mapped to the alias of the private key used for decryption. If no value is selected, the default value, orakey, is used (for this release, the only valid value for this property is orakey).

Not all security policies contain all three properties. When you select a policy, you can see which properties are listed in the Policy Overrides. For example, if you selected wssl1_username_token_with_message_protection_client_policy, you'll see that
you need to set only keystore.recipient.alias . However, if you selected
wssl0_username_token_with_message_protection_client_policy, you'll need to set
all three properties.

It isn't necessary to set all the overrides for a policy; however, you should be familiar enough with the security policies that you've selected to know which overrides to set for each policy.

CSF keys, certificates, and their respective values are specific to the environment in which they're defined. That is, if there are multiple environments, A and B, and you're working in environment A, then only the CSF keys and certificates for the security policies in use by artifacts in that environment are listed in the CSF Keys dialog. A different set of keys and certificates will be displayed in environment B. It is also possible for keys with the same key name but with different values to exist in multiple environments.

A CSF key can be deployed to another environment, however, because CSF keys are unique to an environment, only the key name and description are carried over to the target environment. You won't be able to use that key in the new environment until it's been updated with user name and password credentials by the mobile cloud administrator.

Editing a SOAP Connector API

If you need to change some aspect of a connector API, you can as long as it's in the Draft state. After you publish an API, the API can't be changed.

To edit a SOAP Connector API:

1. Click and select**Development > Connectors** from the side menu.

Since at least one connector API exists, the Connectors page is displayed.

2. Select the draft SOAP Connector API that you want to edit and click Open.

You can filter the list by version number or status. You can also sort the list alphabetically by name or by last modified date.

3. Edit the fields for general information, ports, and security policies as needed.

Remember you can always click **Save and Close** to save your current changes and finish the rest of your changes later.

- 4. Save your changes if you didn't select the option to always save the configuration before testing when you created the API.
- 5. Test your changes.

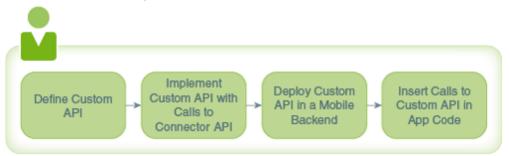


Your edited version is still in a Draft state and you can continue to edit your connector API until you're satisfied with the configuration. At that point, you're ready to publish your connector API. A published connector API can't be changed. If you need to make changes, you can create a new version of the connector API.

Use Your Connector API in an App

To use a connector in a mobile app, you need to have a custom API that can call the connector API. Such a custom API could also contain additional logic to process the data returned from the call to the connector.

The syntax for a call to a connector API is the same as you would use when calling any other API from custom API implementation code.



When you implement a custom API, you can view the available connectors in the API Catalog tab in the API Designer. While creating your custom API, you might find it beneficial to open the Test page of the connector API so that you can refer to any headers, parameters, and schemas that you've configured for the connector API.

Troubleshoot SOAP Connector APIs

System message logs are great sources for getting debugging information. Depending on your role, you or your mobile cloud administrator can go to Administration in the side menu and click **Logs** to see any system error messages or click **Request History** to view the client (4xx) and server (5xx) HTTP error codes for the API's endpoints and the outbound connector calls made within a single mobile backend.

Sometimes a connection fails because the service URL provided is untrusted. You can add the URL to the list of trusted URLs at trustedsource.org.

By default, only TLSv1.1 and TLSv1.2 protocols are used for outbound connections. If you need to use an older version of a SSL protocol to connect to an external system that doesn't support the latest versions of SSL, you can specify the SSL protocol to use for the connector by setting the Security_TransportSecurityProtocols environment policy. The policy takes a comma-separated list of TLS/SSL protocols, for example: TLSv1, TLSv1.1, TLSv1.2. Any extra space around the protocol names is ignored. You can use the SSLv2Hello protocol to debug connectivity issues with legacy systems that don't support any TLS protocol. Note that this policy can't be used to enable SSLv3 endpoints. Be aware that this policy must be manually added to a policies.properties file that you intend to export.

Be aware when setting the policy that older protocols are vulnerable to security exploits.



SOAP Connector API Scope

To be sure you're creating a valid SOAP Connector API in Mobile Hub, keep in mind the following WSDL constraints:

- Only SOAP version 1.1 and WSDL version 1.2 are supported.
- Only the WS-Security standard is supported. Other WS-* standards, such as WS-RM or WS-AT, aren't supported.
- Only document style and literal encoding are supported.
- Attachments aren't supported.
- Of the possible combinations of input and output message operations, only inputoutput operations and input-only operations are supported. These operations are described in the Web Services Description Language (WSDL) Version 1.2 specification.

ICS Connector APIs

Oracle Mobile Hub (Mobile Hub) enables you to create Integration Cloud Service (ICS) connector APIs to access on-premises and cloud services through ICS. You can then call these connector APIs from the implementations of your custom APIs.

You can also use SOAP connector APIs to connect to enterprise services. However, using ICS together with ICS connector APIs has the following advantages:

- You write far less code.
- You connect to services more because the integrations are done for you.
- You let the connector API handle the details of interacting with Oracle Integration Cloud Service.

ICS also makes it easy to map business objects from one application to another. For example, a service can be created that synchronizes data from a purchase order between Oracle Sales Cloud to an Oracle CPQ (Configure, Price, and Quote) Cloud application.

How ICS Connector APIs Work

ICS connector APIS enable you to access services that you have exposed in Integration Cloud Service (ICS).

ICS itself is a service designed to simplify connectivity between your services and applications, both cloud-based and on premises. When you work with ICS, you work with *integrations* that connect applications and map data between them.

You create an ICS connector API with the ICS Connector wizard, in which you enter the SOAP proxy for the integration. Once you have done so, you are shown a list of integrations that correspond with that proxy and can select one. For each ICS integration, there is a single operation per endpoint. After you select the integration, you can proceed to test the endpoint.

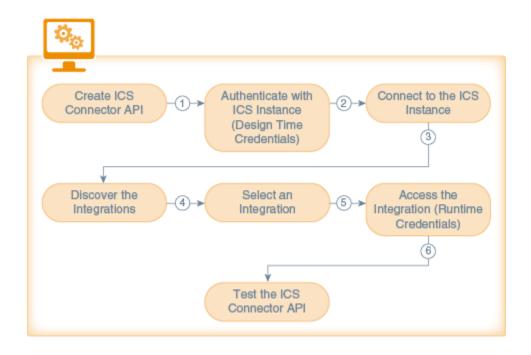
Once you have created an ICS connector API, you can call it from the implementation of a custom API.





ICS Connector API Flow

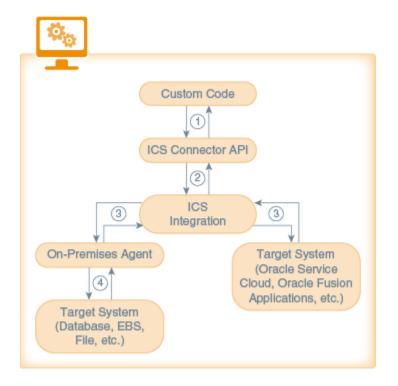
Here's the process for designing an ICS connector API:



- 1. Create ICS Connector API. You create an unbound ICS connector API with the Integration Cloud Service Connector API wizard.
- 2. Authenticate with ICS Instance (Design Time Credentials). You pass design time credentials to connect to the ICS instance. These credentials are the username and password received when you subscribe to the Oracle Integration Cloud Service.
- 3. Connect to the ICS Instance. Mobile Hub locates the ICS instance via the service URL provided.
- 4. **Discover the Integrations**. When authentication is confirmed, a list of active integrations in the ICS instance is displayed.
- 5. Select an Integration. You select an integration instance from a list of the integrations.
- 6. Access the Integration (Runtime Credentials). You pass credentials to allow access to the runtime instance of the integration. Runtime credentials are the username and password you received from the ICS administrator that allow you to run the integration.
- 7. Test the ICS Connector API. You test the endpoint using mobile user credentials.

Here's how the connector API works at runtime:





- The custom code implementation of one of your custom APIs calls the connector API. Information is then passed to the connector implementation, and the implementation extracts the payload from the request.
- 2. A connection is made to the ICS service via the service URL. The service verifies the design-time credentials passed to it and the active integrations are exposed.
- 3. Runtime credentials are passed from ICS to either the on-premises agent or to a single cloud service to access the selected service integration.
- 4. Information is passed back through the integration (and, for on-premises applications, via the on-premises agent) to the connector API and back to the custom API.

Create an ICS Connector API

Creating an ICS Connector API consists of four stages:

- **1. Creation:** You've named the API and provided a description. Once created the API exists in a Draft state.
- 2. **Connection:** You've provided the URL to the ICS service and your design time credentials, which give you access to the ICS service.

Note:

The design time credentials can be saved so you only need to do it once per ICS instance. It's important to note that you can only use the credentials that you saved. That is, if other developers want to access this instance, they'll have to enter their own credentials at least once themselves.



- **3. Discovery:** Mobile Hub locates the ICS service and obtains instances of the active integrations available from the service.
- 4. **Configure:** You've selected (or created) a CSF key for the security policy and provided your runtime credentials.
- 5. Test: Now you can test your endpoint to validate the connection to the service.

Set the Basic Information for Your ICS Connector API

Before you begin configuring your connector, you must provide some initial basic information like the connector API name, a brief description, and connection timeout settings.

1. Click and select **Development > APIs**.

The Connectors page appears. If no connector APIs have been created yet, you'll see a REST Connector icon, a SOAP Connector icon, and an ICS Connector icon. If at least one connector API exists, you'll see a list of all the connector APIs. You can filter the list to see only the connector APIs that you're interested in or click Sort to reorder the list.

2. Click ICS (if this is the first connector API to be created) or New Connector and from the drop-down list, select ICS.

Each time you create an ICS Connector API, the New ICS Connector API dialog appears. This is where you enter the basic information for your new connector API.

New Integration Cloud Se	ervice Connector API	;	×
Provide a name and descri	ption for your Integration Cloud Service Connector API.		
* API Display Name	ICS_WeatherService	1.0	
* API Name	ICS_WeatherService		
	/mobile/connector/ICS_WeatherService		
* Short Description	get weather info		
	84 characters left		
		Create	

- 3. Identify your new ICS Connector API by providing the following:
 - **API Display Name:** Enter a descriptive name (an API with an easy-to-read name that qualifies the API makes it much simpler to locate in the list of connector APIs).

For example, myICSService.

For new connectors, a default version of 1.0 is automatically applied when you save the configuration.

• **API Name:** Enter a unique name for your connector API. The default value is a simplified form of the value that you entered for the API Display Name.



For example, myICSService.

By default, this name is appended to the relative base URI as the resource name for the connector API. You can see the base URI below the API Name field.

The connector API name must consist only of alphanumeric characters. It can't include special characters, wildcards, slashes /, or braces {}. A validation error message is displayed if you enter a name that is already in use.

If you enter a different name for the API here, the change is automatically made to the resource name in the base URI.

Other than a new version of this connector API, no other connector API can have the same resource name.

• **Short Description:** Provide a brief description, including the purpose of this API.

This is the description of the API that will be displayed on the Connectors page when this API is selected. The character count below this field lets you know many characters you can add.

4. Click Create.

Tthe General page of the ICS Connector API wizard is displayed.

5. Set the timeout values if needed.

Connecting to the ICS instance can take several minutes. You can increase the timeout values to reduce the chances of a connection time out but be aware that the values that you apply at design time are also applied at runtime when the connector calls on the instance. If you do set timeout values, be sure to save your edits to the General page before proceeding to the next step of the wizard.

Note:

If you're a mobile cloud administrator, you can open the policies.properties file to see the value for the network policies for the environment that you're working in from the Administrator page. Otherwise, ask your mobile cloud administrator for the values. To learn about environment policies, see Mobile Hub Policies and Values.

Remote Service Connection Settings

HTTP Read Timeout	26,000	~ ^	Milliseconds
HTTP Connection Timeout	26,000	~ ~	Milliseconds

- HTTP Read Timeout: The maximum time (in milliseconds) that can be spent on waiting to read the data. If you don't provide a value, the default value of 20 seconds is applied.
- HTTP Connection Timeout: The time (in milliseconds) spent connecting to the remote URL. A value of 0 mms means an infinite timeout is permitted.



6. Click Save to save your current settings.

If you want to stop and come back later to finish the configuration, click **Save and Close**. You can always click **Cancel** at the top of the General, Integration, and Runtime Security pages to cancel that particular configuration operation. You'll be taken back to the Connector APIs page.

7. Click Next (>) to go to the next step in configuring your connector API.

After the basic information is provided, you can specify the interaction details for your connector API.

You can always edit your configuration when it's in a Draft state. You can make changes to a connector API that's in the Published state by creating a new version of it. For information on creating a new version, see Creating a New Version of a Connector.

Connecting to an Integration Cloud Service Instance

This is where you select the Integration Cloud Service (ICS) instance that you want or create a connection to an ICS instance. If this is the first time that you're creating an ICS connector API, the Select Connection drop-down list won't be available and you'll have to create a connection to the instance.

Making a connection consists of the following phases:

- Selecting or creating an ICS instance and authentication
- Connecting to the server hosting the active integrations
- Selecting the active integration

You perform or observe these operations on the Integrations page of the Integration Cloud Service Connector API wizard.

Select or Create an ICS Instance Connection

1. If at least one integration instance exists, select an integration instance from the **Select Connection** drop-down list; otherwise, go to Step 2 to create an instance.

<	General	Integrations	Security	Test	Save	Save and Close
	General	integrations	Security	1031		Done
ntegrations						
elect an integration Cloud Service ins vill be saved so you can just select it i		te a new one by en	tering the instand	e information and cre	dentials below. A suc	cessfull connection
Select Connection	New Connec	tion		*		
		(or)				
* Connection Name	My_ICS_Inst	ance				
* Service URL	https://cloud	oracle.com/ics				
* User Name	icsdeveloper	r				
* Password	•••••					
	Remembe	r My Credentials				
	Connect					



2. Enter a name to identify this Integration Cloud Service instance in the **Connection Name** field.

This name will be added to the list of integration instances.

3. Enter the address of the server that hosts the integrations in the **Service URL** field.

You get the URL of the service from the service administrator of the Oracle Cloud Integration Service. The URL takes the form *hostname/ics*. You can save time by verifying that the URL you're providing is trusted at trustedsource.orgs, otherwise, even if you're connector API is configured correctly, the connection will fail. See Common Custom Code Errors.

4. Enter your user name and password that you were given to access the integration.

These are the design time credentials that enable you to access the Oracle Integration Cloud Service. These are the user name and password you received when you subscribed to the service.

5. Select **Remember My Credentials** so that the next time you select or create an integration instance, your credentials are already preloaded.

These credentials are specific to the individual Mobile Hub user and aren't provided if another Mobile Hub user tries to access the same integration instance.

6. Click Connect.

After you've created an integration instance, you'll be able to select it from the **Select Connection** drop-down list the next time you come back to the wizard.

Select an Active Integration

When the connection to the server hosting the integrations is made, the Integrations page of the wizard displays all the active integrations where a single cloud service or on-premises solution is exposed as an integration-friendly API. Non-active integrations or integrations that push events from one cloud service or on-premises solution to another aren't listed. Each integration is displayed with its name, version, and description.

1. Filter the list by entering part of its name, description, or integration type.

You can sort the list in either ascending or descending order based on name, creation date, last update, or type.

2. Select the integration you want.



General	Integrat	tions Security	Test	Save	Save and Clos
					Don
	te a new on	e by entering the instan	ce information and cre	dentials below. A succ	cessfull connection
just select a next time.					
٩	Sort by	Name Ascending	*		Refres
n to retrieve organization fr	om Service		anization id provided.		SOAP 0
		f.cdyne.com/Weather/W	S/Weather.asmx?WSD	L	30A7 🗸
k Service 01.00.0000					SOAP ()
teacher ausistes of astrony	service usin	ghttp://www.webservi	cex net/stockquote asn	nx?WSDL	
	d Service instance, or crea just select it next time. Q Organization From Svc C In to retrieve organization fr Weather Data Service 01. weather data by zipcode fr & Service 01.00.0000	d Service instance, or create a new on just select it next time. Q Sort by Organization From Svc Cloud 01.00. In to retrieve organization from Service Weather Data Service 01.00.0000 weather data by zipcode fromhttp://ws k Service 01.00.0000	d Service instance, or create a new one by entering the instan just select it next time. Sort by Name Ascending Organization From Svc Cloud 01.00.0000 In to retrieve organization from Service Cloud based on the organization from Service Cloud bas	d Service instance, or create a new one by entering the instance information and cre just select it next time. Sort by Name Ascending	General Integrations Security Test d Service instance, or create a new one by entering the instance information and credentials below. A succlust select it next time. Image: Comparization and credentials below. A succlust select it next time. Image: Comparization From Svc Cloud 01.00.0000 Image: Cloud 01.00.0000 In to retrieve organization from Service Cloud based on the organization id provided. Weather Data Service 01.00.0000 weather data by zipcode fromhttp://wsf.cdyne.com/Weather/WS/Weather.asmx?WSDL k Service 01.00.0000

Click the information icon to see details about the integration including a link to the WSDL for the integration.





- 3. Click Save.
- 4. Click Next (>) to go to the next step in configuring your connector API.

Edit the ICS Connector API

If you go to the RunTime Security page and change your mind about the integration you selected, you can go back and select a different integration. The list of integrations you see might not be the latest available though. If you do go back, be sure to refresh the page before selecting another integration. Also, you'll have to re-authenticate yourself to access the list of integrations if you didn't save your credentials previously.

Once you've moved on to the Test page, you won't be able to go back to the Integrations page to select a different integration. If you return to the Integrations page from the Test page, you'll see only the integration that you've selected.



1. Click **Integrations** in the navigation links at the top of the wizard.

The page displays only the integration you originally selected.

- 2. Click **Refresh** on the Integration page of the wizard.
- 3. Confirm the refresh action.

The Integrations page is displayed at the authentication phase. The connection name and service URL you provided previously are shown as information only.

4. If you previously selected the Remember My Credentials option, click Connect.

If you didn't select that option, enter your design time user credentials and click **Connect**.

Credentials are saved securely in the Mobile Hub backend. You only need to save them once for that user's devices and browsers. Note that no sensitive information is stored locally.

- 5. Select the active integration you want from the list after the connection is completed.
- 6. Click Save.
- 7. Click **Next** (>) to go to the next step in configuring your connector API.

Set Runtime Security for the ICS Connector API

You must set the **csf-key** property with your runtime credentials to allow you access and test the active integration.

< Cancel	General	Integrations	Security	Test		Save and Close	•)
							Save
Runtime security							
This Integration Cloud Service Connector A you credentials below, or select an existin		sic_auth_over_	ssI for runtime se	curity and will	create CSF key to store	e you credentials. Pr	rovide
Ке	y Name	CS_CSFKey			Select existing	Clear	
* Short Des	cription I	CS csf key					
* Use	r Name	csdeveloper					
Par	ssword						
* Confirm Pa	ssword						

Provide a CSF Key in one of the following ways:

 Click Select Existing and select an existing key from the Available Keys list in the Select or Create a New API Key dialog. A description of the selected key is displayed below the list. The list displays only the keys supported by the client policy, which could be http_basic_auth_over_ssl_client_policy, wss_http_token_over_ssl_client_policy,Or wss_username token over ssl_client_policy.



When you select the key, its name appears in the **Key Name** field. Click **Select** to add the key. The other fields in the CSF Key Details pane are used only when creating a key.

• Create a new basic (CSF) credentials key directly on the Security page.

You can create a new key, or you can click **Select Existing** and create the key in the Select or Create a New API Key dialog.

Regardless of which security policy is used, the ICS adapter API determines the correct authentication mode. Once you've configured the ICS Connector API for a given ICS instance, the runtime credentials that you provided for that instance are remembered the next time you configure an ICS Connector API.

Create a New CSF Key

- 1. Click the Security navigation link.
- 2. Enter a key name that is descriptive and easy-to-read. Note that after you create the key, you can't change the key name.
- 3. Enter a brief description of the key's purpose.
- 4. Enter your runtime credentials for the service to which you are connecting.

Contact your ICS administrator to obtain the credentials used to call the Oracle Integration Cloud Service at runtime. Most likely, you'll only need to do this once per ICS instance (all integrations are called with the same app credentials).

- 5. Repeat the password in the confirmation field.
- 6. Click **Save** to continue working in the dialog.

Click **Save and Close** to save your actions and return to the Security page. Click **Cancel** to quit the task.

The key name value will appear as the override value on the Security page. Note that the value of the key that you create pertains only to the environment in which it's set. If you want to edit some aspect of an existing CSF key, select it from the Available Keys list and modify the fields as needed.

If you've already selected a key but then decide to create a new key, click **Clear Selected** to clear all the fields.

Test the ICS Connector API

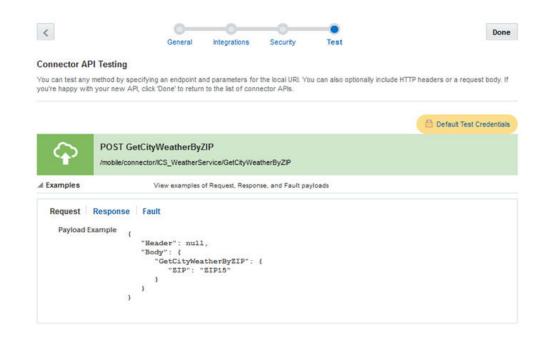
When you've finished configuring your ICS Connector API, test the endpoint:

1. Click the **Test** navigation link.

There is only one endpoint per integration. The resource banner displays the method, the resource name, and the URI of service.

2. Expand **Examples** to see examples of a request, response, and fault payloads that were obtained from the WSDL.





When you select a connection, all the fields on the page are populated with data for that connection with the exception of credentials.

If this is the first time a connection is being created, skip this step and go to Step 3.

3. Add one or more request or response HTTP headers as needed.

							Add HTTP Header
>	(5	Standard	٠	Content-Type	×	application/json;charset=UTF-8	
HTTP Message B HTTP Bo	2	{ "schema "title"	":"htt	p://json-scher	na.org	le JSON provided. Learn about XML to JS /draft-04/schema#",	ON translation
			ption" :"obje	:"An object fo ct"	or thi	s service",	

4. Click in the HTTP Body field to create your message body (the payload) in the source editor. For example:

```
{
   "$schema":"http://json-schema.org/draft-04/schema#",
   "title":"Object",
   "description":"An object for this service",
   "type":"object"
}
```

- 5. Provide your runtime credentials for testing this endpoint:
 - a. Enter the name of the mobile backend associated with this connector API.



- **b.** Enter the version of the mobile backend.
- c. (Optional) Enter your mobile user credentials, that is, your runtime credentials.
- 6. (Optional) Click **Save as current mobile backend default credentials** to allow the ICS Connection API to remember your credentials. Only your credentials will be stored. These credentials are applied when you test another ICS Connector API, REST or SOAP Connector API, or a custom API.
- 7. Click Test Endpoint.

4	Test Response Status: 200
	Request Response
	HTTP/1.1 200 CK X-CMCLE-076-SCID: 0055gp101_D8_04_LVJF/f00004Q000266 Date: Fri, 23 Oct 2015 22:59:59 GHT Content-Length: 856 concle=roble=runtime-version: 16.1.3-201510201228 Content-Type: application/json
	<pre>{ "Body": { "Body": { "GetCityWatherByIIPResult": { "GetCityWatherByIIPResult": { "GetCityWatherByIIPResult": { "GetCityWatherByIIPResult": { "GetCityWatherByIIPResult": { "GetCityWatherByIIPResult": { "GetCityWatherByIIPResult": { "GetCityWatherByIIPResult": { "GetCityWatherByIIPResult": { "GetCityWatherByIIPResult": { "GetCityWatherByIIPResult": { "GetCityWatherByIIPResult": { "GetCityWatherByIIPResult": { "GetCityWatherByIIPResult": { "GetCityWatherByIIPResult": Tell "GetCityWatherByIIPResult": Tell "GetCityWatherByIIPResult": Tell "GetCityWatherByIIPResult": Tell "GetCityWatherByIIPResult": Tell "GetCityWatherByIIPResult": GetCity": Tell "GetCityWatherByIIPResult": GetCity": Tell "GetCityWatherByIIPResult": GetCity "GetCityWatherByIIPResult": GetCity": Tell "GetCityWatherByIIPResult": GetCity": Tell "GetCityWatherByIIPResult": GetCity": Tell "GetCityWatherByIIPResult": GetCity": Tell "GetCityWatherByIIPResult: GetCity": Tell "GetCityWatherByIIPResult: GetCity": Tell "GetCityWatherByIIPResult: GetCityWatherByIIPResult: GetCityResult: GetCityWatherByIIPResult: GetCityResult: GetCit</pre>

Test Endpoint toggles to **Cancel Test**. If you want to stop the test for any reason, click **Cancel Test**.

8. Click **Done** when you've finished testing your endpoint.

You're returned to the Connectors APIs page.

If you want to make changes to the testing parameters, click **Reset** to clear all the fields.

Getting the Test Results

Test results are displayed at the bottom of the Test ICS API page. The result indicator is the response status:

- 2xx: indicates a successful connection
- 4xx: indicates a user error occurred
- 5*xx*: indicates a server error occurred

The following table lists the most common status messages you'll see:

Status Code	Description
200 OK	Successful connection.



Status Code	Description
400 BAD REQUEST	General error when fulfilling the request, causing an invalid state, such as missing data or a validation error.
401 UNAUTHORIZED	Error due to missing or invalid authentication token.
403 FORBIDDEN	Error due to user not having authorization or if the resource is unavailable.
500 INTERNAL SERVER ERROR	General error when an exception is thrown on the server side.

Click **Request** to see the metadata for the transaction, such as header information and the body of the request.

Click **Response** to see the details of the response returned. The response code tells you whether or not the connection was successful.

After your connector API is tested, published, and deployed, you can go to the Connectors page to see analytical information about it, such as how often the connector is being called and what apps are using the connector.

Getting Diagnostic Information

You can view the response code and returned data to determine if your endpoints are valid. A response status other than 2xx doesn't necessarily mean the test failed. If the operation was supposed to return a null response, a response should show a 4xx code.

For every message that you send, Mobile Hub tags it with a correlation ID. A correlation ID associates your request with other logging data. The correlation ID includes an Execution Context ID (ECID) that's unique for each request. With the ECID and the Relationship ID (RID), you can use the log files to correlate messages across Oracle Fusion Middleware components. By examining multiple messages, you can more easily determine where issues occur. For example, you can retrieve records from Oracle Fusion Middleware Logging using the call's ECID. From the Administration page, you can click Logs to view logging data: the connector API call received by a single MBE outbound connector API call.

Depending on your Mobile Hub access permissions, you or your mobile cloud administrator can view the client and server HTTP error codes for your API's endpoints on the Request History page allowing you to see the context of the message status when you're trying to trace the cause of an error. Every message sent has a set of attributes such as the time the event occurred, the message ID, the Relationship ID (RID), and the Execution Context ID (ECID).

Security and ICS Connector APIs

HTTP Basic Authentication is used for runtime security. Basic authentication allows an HTTP user agent to pass a user name and password with a request and is often used with stateless clients, which pass their credentials on each request.

ICS Connector APIs use one of the following security policies:

- http_basic_auth_over_ssl_client_policy. It includes the username and password credentials in the HTTP header for outbound client requests. This policy verifies that the transport protocol is HTTPS.
- wss_http_token_over_ssl_client_policy. The username and password credentials are
 included in the HTTP header for outbound client requests. Also a timestamp is sent to the
 SOAP security header. If the connector detects that the ICS integration that's being
 connected to is protected by the wss_http_token_over_ssl_service_policy, the
 connector uses the corresponding client policy. This policy verifies that the transport
 protocol is HTTPS.
- wss_username_token_over_ssl_client_policy. The username and password credentials are passed as SOAP headers and are added automatically by the connector. If the security policy is defined in the WSDL for a SOAP-based integration, this is the policy that's used. This policy verifies that the transport protocol is HTTPS.

Although you can set the Oracle-Mobile-External-Authorization header in custom code to configure a secure connection, it isn't necessary since authorization to connect to a service is set when configuring the ICS Connector API.

CSF Keys

In Mobile Hub, the Oracle Credential Store Framework (CSF) is used to manage credentials in a secure form. A credential store is a repository of security data (credentials stored as keys) that certify the authority of users and system components. CSF lets you store, retrieve, update, and delete credentials (security data) for a web service and other apps.

A CSF key is a credentials key. It uses simple authentication (composed of the user name and the password for the system to which you're connecting) to generate a unique key value. You can select an existing CSF key or create one through the Select or Create a New API Key dialog.

CSF keys and their values are specific to the environment in which they're defined. That is, if the Development environment is selected, then only the CSF keys and certificates for the security policies in use by artifacts in that environment are listed in the CSF Keys dialog. A different set of keys and certificates will be displayed in another environment, such as Staging. It's also possible for keys with the same key name but with different values to exist in multiple environments.

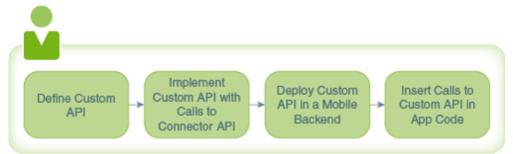
A CSF key can be deployed to another environment, however, because CSF keys are unique to an environment, only the key name and description are carried over to the target environment. You won't be able to use that key in the new environment until it's been updated with user name and password credentials by the mobile cloud administrator.

Use Your Connector API in an App

To use a connector in a mobile app, you need to have a custom API that can call the connector API. Such a custom API could also contain additional logic to process the data returned from the call to the connector.



The syntax for a call to a connector API is the same as you would use when calling any other API from custom API implementation code.



When you implement a custom API, you can view the available connectors in the API Catalog tab in the API Designer. While creating your custom API, you might find it beneficial to open the Test page of the connector API so that you can refer to any headers, parameters, and schemas that you've configured for the connector API.

Troubleshoot ICS Connector APIs

System message logs are great sources for getting debugging information. Depending on your role, you or your mobile cloud administrator can go to the Administration view and click **Logs** to see any system error messages or click **Request History** to view the client (4*xx*) and server (5*xx*) HTTP error codes for the API's endpoints and the outbound connector calls made within a single mobile backend.

Here are some areas of particular interest when troubleshooting:

Security Errors are Occurring

Take a look at the integration WSDL and see if you can determine what security policy is being used. Use the SOAP connector directly to create a connector API and test with different security policies.

An Integration Isn't Showing Up

Go to Oracle Integration Cloud Service and look at your integrations there. The status must be activated, and the source connection type should be SOAP.

Constructing a Valid ICS Instance URI

Your instance URI must begin with https:// and should end in /ics. Look for the Email that you received when your user account was provisioned for the ICS instance. From there, you can find the URI to reach the ICS UI. The same URI should be used to create the connection in Mobile Hub.

Identifying Where the Failure Is Occurring

As with other connectors generally finding where a fault was thrown can be difficult. A 401 or 404 for instance could be returned by the test endpoint, Mobile Hub itself, the ICS instance that Mobile Hub is connecting to, or the system to which ICS is connecting.

401 and 404 errors are difficult because they return no message body that might indicate where the error occurred. However, the headers associated with a 401 and 404 error can sometimes act as a signature to indicate where it originated from. Likewise, trace the end-to-end flow by searching for corresponding log entries at each step in the flow.

Can't Make a Connection Using Default Protocols



By default, only TLSv1.1 and TLSv1.2 protocols are used for outbound connections. If you need to use an older version of a SSL protocol to connect to an external system that doesn't support the latest versions of SSL, you can specify the SSL protocol to use for the connector by setting the Security_TransportSecurityProtocols environment policy. The policy takes a comma-separated list of TLS/SSL protocols, for example: TLSv1, TLSv1.1, TLSv1.2. Any extra space around the protocol names is ignored. You can use the SSLv2Hello protocol to debug connectivity issues with legacy systems that don't support any TLS protocol. Note that this policy can't be used to enable SSLv3 endpoints. Be aware that this policy must be manually added to a policies.properties file that you intend to export.

Caution:

Be aware when setting the policy that older protocols are vulnerable to security exploits.

Fusion Applications Connector APIs

Oracle Mobile Hub (Mobile Hub) enables you to create Fusion Applications (FA) Connector APIs to connect to Oracle Fusion Applications. As a service developer, you can create connector APIs to make it easier to call these external services from the implementations of your custom APIs.

A Fusion Applications Connector API enables a mobile backend to use and expose data from one or more resources available from an Oracle Fusion Applications instance.

How Fusion Applications Connector APIs Work

A Fusion Applications Connector API enables a mobile backend to use and expose data from resources available from Fusion-based software-as-a-service (SaaS) instances, such as Oracle Human Capital Management Solution (HCM), Oracle Supply Chain Management (SCM), and Oracle Customer Relationship Management Solution (CRM). These suites of modular services help you with customer and employee management, sales and supply chain management, and more.

Use the Fusion Applications Connector API wizard to quickly and easily create a connector API with a customized selection of resources from a Fusion Applications service or Fusion-based service.

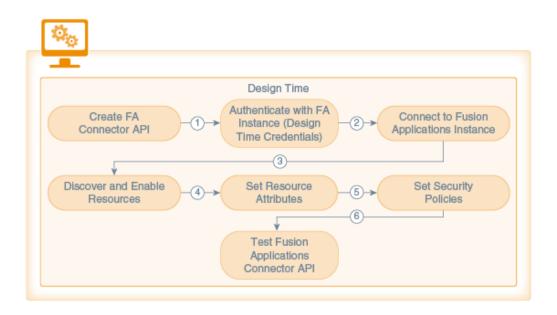
Here are the some of the advantages to using a Fusion Applications Connector API:

- Makes it easier for customer to explore Fusion-based services through resource discovery.
- Makes it easier for you to see all the resources, child resources, and resource attributes available in a given resource instance.
- Lets you provide easy to identify and comprehend user-friendly names and descriptions for the resources and their attributes in the connector.
- Provides a rich test client that lets you test with Fusion Applications query parameters.



Fusion Applications Connector API Flow

Here's how the design-time flow for a Fusion Applications Connector API design-time goes:



- 1. **Connector Creation phase.** An unbound Fusion Applications Connector API is created with the Fusion Applications Connector API wizard.
- 2. Connection phase. Design time credentials are passed and a connection to the Fusion Applications instance is made. The design time credentials are saved in the Credentials Store Framework (CSF) in Mobile Hub. The Fusion Applications service description, the Fusion Applications Describe, is retrieved from the external service.
- 3. **Resource Discovery phase**. Mobile Hub locates the Fusion Applications instance via the Describe URL provided. When authentication is confirmed, Mobile Hub downloads and parses the Describe resource and displays the list of resources exposed by the Fusion Applications service. The resources list is examined and the desired resources to access from the custom code are enabled.

In addition, descriptions for each attribute may be provided. Attribute values are available only at runtime and can't be changed during design time.

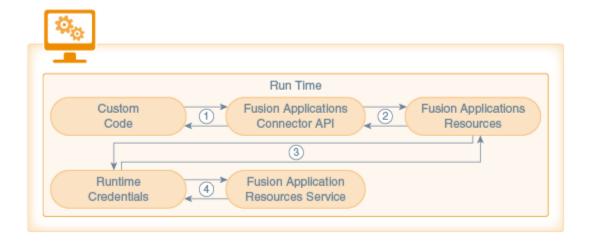
Whenever you enable or disable resources or refresh the list of available resources, the changes are time stamped and tracked in a *work area*. Each instance of the connector API has one work area and the contents of that work area are saved as part of the configuration when the connector API is saved.

- 4. Attribute Setting phase. Attributes are selected or de-selected based on the requirements for the connector. Values for resource attributes are modified as needed.
- 5. Runtime Security phase. The Oracle Web Services Manager (Oracle WSM) security policy to be used at runtime is configured.



6. **Testing phase**. The configuration is saved. The enabled resources are displayed on the Test page and tested. Mobile user credentials are provided to test the connector API.

Here's how the runtime flow goes:



- **1.** Custom code calls the Fusion Applications Connector API. Information is then passed to the connector implementation. The implementation extracts the payload from the request.
- 2. The connector implementation checks whether or not the resource is enabled. If the endpoint is a GET request, a fields query parameter is added to the request so that the attributes returned by the Fusion Applications service are limited to only those attributes that were enabled for the resource at design time.
- 3. Runtime credentials (which are based on the security policies selected during design time) are added to the request and the request is sent to the Fusion Applications service.
- 4. Information is passed back from the Fusion Applications service to the connector API and finally back to the custom code.

Create a Fusion Applications Connector API

The Fusion Applications Connector API wizard will walk you through the following stages of creating the connector API:

- 1. Setting Up the Basics. Name the API and provide a description. When you click Create, the API exists in a Draft state.
- Connecting To and Selecting Resources. Locate the Fusion Applications service through the Describe URL that you provide and select the resources available from the service.
- 3. Selecting Attributes. Choose the attributes for each resource and child resource.
- 4. Setting the Runtime Security. Select the runtime security policies you need to connect to the runtime Fusion Applications instance.
- 5. Testing the Connector API. Test your endpoint to validate the connection to the service.



Set the Basic Information for Your Fusion Applications Connector API

Before you begin configuring your connector, you must provide some initial basic information like the connector API name, a brief description, and a local URI (from which the connector API will available to the custom code):

1. Click and select**Development > Connectors** from the side menu.

The Connectors page appears. If no connector APIs have been created yet, you'll see icons for REST, SOAP, ICS, and Fusion Applications. When at least one connector API exists, you'll see the connector landing page where existing connector APIs are listed. You can filter the list to see only the connector APIs that you're interested in or click **Sort** to reorder the list.

2. Click Fusion Applications if this is the first connector API to be created or New Connector and select Fusion Applications.

Each time you create a Fusion Applications Connector API, the New Fusion Applications Connector API dialog appears. This is where you enter the basic information for your new connector API.

New Fusion Applications	5 Connector API	×
Provide a name and descr	iption for your new Fusion Applications Connector API.	
* API Display Name	SalesAPI	1.0
* API Name	SalesAPI	
	/mobile/connector/SalesAPI	
* Short Description	Manage sales information	
	76 characters left	
		Create

- 3. Identify your new Fusion Applications Connector API by providing the following:
 - a. API Display Name: Enter a descriptive name (an API with an easy-to-read name that qualifies the API makes it much simpler to locate in the list of connector APIs).

For example, myFAServiceAPI. For new connectors, a default version of 1.0 is automatically applied when you save the configuration.

b. API Name: Enter a unique name for your connector API. The default value is a simplified form of the value that you entered for the API Display Name.

For example, myFAServiceAPI.

By default, this name is appended to the relative base URI as the resource name for the connector API. You can see the base URI below the API Name field.



The connector API name must consist only of alphanumeric characters. It can't include special characters, wildcards, slashes /, or braces {}. A validation error message is displayed if you enter a name that is already in use.

If you enter a different name for the API here, the change is automatically made to the resource name in the base URI.

Other than a new version of this connector API, no other connector API can have the same resource name.

c. Short Description: Provide a brief description, including the purpose of this API.

This is the description of the API that will be displayed on the Connectors page when this API is selected. The character count below this field lets you know many characters you can add.

After you've filled in all the required fields, click **Create**. The connector API is created and the General page of the Fusion Applications Connector API wizard is displayed.

4. Set the timeout values if needed.

Connecting to the Fusion Applications instance can take several minutes. You can increase the timeout values to reduce the chances of a connection time out but be aware that the values that you apply at design time are also applied at runtime when the connector calls on the instance. If you do set timeout values, be sure to save your edits to the General page before proceeding to the next step of the wizard.

If you're a mobile cloud administrator, you can open the policies.properties file to see the value of the network policies for the environment that you're working in from the Administration page. Otherwise, ask your mobile cloud administrator for the values.

Remote Service Connection Settin	igs			
HTTP Read Timeout	25,000	~	^	Milliseconds
HTTP Connection Timeout	25,000	~	^	Milliseconds

- **HTTP Read Timeout**: The maximum time (in milliseconds) that can be spent on waiting to read the data. If you don't provide a value, then the default value (20 seconds) of the environment-level HTTP Read Timeout policy is applied.
- **HTTP Connection Timeout**: The time (in milliseconds) spent connecting to the remote URL. A value of 0mms means an infinite timeout is permitted.
- 5. Click **Save** to save your current settings.

If you want to stop and come back later to finish the configuration, click **Save and Close**. You can always edit your configuration when it's in a Draft state. You can always click **Cancel** at the top of the General, Rules, and Security wizard pages to cancel that particular configuration operation. You'll be taken back to the Connector APIs page.

6. Click Next (>) to go to the next step in configuring your connector API.

Connect to a Fusion Applications Instance

This is where you specify the Oracle Fusion Applications instance that you want to create a connection to via the Describe resource.

Making a connection consists of the following actions:



- Providing the Describe URL to access the metadata of the Fusion Applications instance that you want
- Providing access authentication (that is, your design time credentials)
- Connecting to the server hosting the resources

You perform these operations on the Resources page of the Fusion Applications Connector API wizard.

Create a Fusion Applications Instance Connection

1. Click the **Resources** navigation link.

13	General	Resources	Attributes	Runtime Sec	Test	Done	Save	Save and Close
esources								
nter the Metadata URL and credentials noose to expose from this Connector A				ance. Once connect	ed, we'll dis	splay a list	or Resourc	ces which you can
oose to expose nom this connector A	FI. Resources are i	not selected by	y derault.					
* D - 11 - 11D1	1.0. 11							
* Describe URL	https://my-saasp	paas-host.ora	icle.com/sale	sApi/resources/1	l.1.10/de:	scribe		
	https://my-saasp mary.jane-p1crm1		icle.com/sale	sApi/resources/1	l.1.10/des	scribe		
	mary.jane-p1crm1		icle.com/sale	sApi/resources/1	l.1.10/de:	scribe		

2. In the **Describe URL** field, enter the address of the describe resource where the Oracle Fusion Applications instance can be accessed.

Use the describe resource to retrieve the metadata of a resource, which includes the fields and attribute values in the resource, the resource operations, and any child resources.

You get the Describe URL from the administrator of the Oracle Fusion Applications.

The URL takes the form http://host:port/api-name/resources/version/ resource-path/describe.

For example: https://myhost:8080/CommonAPI/resources/1.1/incidents/
describe.

You can save time by verifying that the URL you're providing is trusted at trustedsource.org, otherwise, even if you're connector API is configured correctly, the connection will fail.

3. Enter the user name and password that you were given to access the resource.

These are the design time credentials that enable you to access the Oracle Fusion Applications instance. You should've received these credentials when you registered with Oracle Fusion Applications.

4. Click Connect.

The resources in the Fusion Applications instance are retrieved. Making the connection can take a few minutes. You can stop the connection by clicking **Abort** in the Connecting dialog to stop the process. You'll be returned to the Resources page.

After the connection is made, the Describe URL and your design time credentials are preserved for this connector API.



Select Fusion Applications Resources

When the connection to the server hosting the resources is made, the Resources page of the wizard displays a list of all the resources in the given Oracle Fusion Applications resource instance. You create a custom configuration by selecting a combination of top-level resources and child resources. You can see the address of the server hosting the fusion application services (http://host:port/api-name/resources/version) in the **Service Root** field along with the design time credentials user name above the resources.

A list of resources is displayed on one side of the Resources page. All the resources are unselected by default. Select at least one resource to include it in your Fusion Applications Connector API configuration. When you select a resources, its description, resource paths, and any child resources are displayed in the right panel.

1. Select a resource to enable it and add it to the connector API configuration.

If the list is long, enter a resource name or its description in the **Search** field to locate a resource.

When you perform a search and the resource is a child of another resource, it's displayed at the same level as the parent resource in the list. Child resources are displayed in the form cparent_resource</child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></child_resource></c

If you change your mind about a selection, you can disable a resource to exclude it by selecting it again. If the resource has child resources, the parent resource and all of its child resources are removed

2. Select a resource to see its details, including any child (nested) resources in the right panel of the page.

Cancel O	Resources Attributes Ru	ntime Sec T	0 fest	Save	Save and Close	>
Resources Enter the Metadata URL and credentials to connect to an expose from this Connector API. Resources are not sele		ice connected, we'l	ll display a list or Res	ources w	hich you can choose	to
· · · · · · · · · · · · · · · · · · ·	oracle.com/salesApi/resources/11.1	.10			Refr	resh
Search by resource name or description Q	Forecast Territory Details					
VewObject	* Name Description	Forecast Territory	r Details			
▼ Forecast Territor	Resource Paths Collection Path	/territoryForecasts	5			
Currencies	Single Item Path	/territoryForecasts	i/{id}			
nearbyLeads	/territoryForecasts/{id}/child/Fore		Forecast Item Sales Lookup SDO			
Test Object	/territoryForecasts/{id}/child/Loo		LookupPVO			
Descendant Pro	 nemory-orecasts/(d)/child/fore 	CastFrodUCIS	forecastProducts			



The details panel always shows the top-level resource and all of its child resources even if the resource you currently have selected in the resources list is not a toplevel resource.

Click **Refresh** to get the most up-to-date list of resources. When you click **Refresh**, the current list of resources is discarded. To get the latest set of resources, Mobile Hub must make a connection to the Describe resource again. You'll get a confirmation dialog asking you to confirm that you want to discard the current set of resources. If you click **Confirm**, you'll be taken back to the initial display of the **Resources** page where you'll have to re-enter the Describe URL and your design time credentials.

3. (Optional) Provide a friendly name for the resource or a description in the **Name** field in the Details section.

Friendly names for resources are displayed on the following Attributes page.

The Collection and Single Item paths for the top-level resource, which you can see just above the child objects are the relative paths at which the resource collection and the single item resource are available. These paths are relative to the service root shown at the top of the page.

4. (Optional) Select individual child resources to include in your configuration.

Click **Child Objects** to include all the child resources of the selected top-level resource in your configuration

All child resources are displayed at the same level. That is, nested child resources are not visibly distinct in the list.

Each child resource is listed in the form of a relative path of the collection containing the child resource.

Click **Remove** in the dialog box to continue or **Cancel** to stop the removal.

- 5. (Optional) Provide a friendly (identifiable) name for the child resource in the **Name** field.
- 6. Click Next (>) to go to the next step in configuring your connector API.

Set Resource Attributes

On the Attributes page, you can select the optional attributes you want for each of your selected resources. Any required attributes are automatically added to the configuration. Select a resource from the Resources list, view the available attributes for the resource in the next column, and then select the specific attributes you want to include in the connector configuration:

1. Click the Attributes navigation link.



General	Resources Attributes Runtime Se.	Test		
ttributes	the second second planted Demind or	d automated attributes are a	leads aslasted from	Variana add area
	rom the resources you selected. Required an e Available Attributes list. * Marked attributes		aiready selected for you.	. You can add any
Resources	Attributes	Select All Select	ted Attributes	Remove
NewObject	A LastUpdateLogin	# R	ecord ID*	
	# CpdrfVerSor	A R	owType [*]	
ViewAccessor_CurrencyC	A UserLastUpdateDate	A N	ewObject Name*	
	A CpdrfLastUpd	Ac	reated By	
Forecast Territory Details	# CpdrfVerPillar	Ac	reation Date*	
Forecast Item	A JobDefinitionPackage	A La	ast Updated By	
	# RequestId	A La	ast Update Date*	
Sales Lookup SDO	A JobDefinitionName			
	A Currency Code			
LookupPVO	A CurcyConvRateType			
	A CorpCurrencyCode	× *		
forecastProducts	A SourceType	13		

On the **Attributes** page, you'll see three columns. The first column, **Resources**, is the list of resources you previously selected. The second column, **Attributes**, lists all the attributes that you can select for a particular resource. The last column, **Selected Attributes**, lists required and optional attributes that are pre-selected for you. When you select an attribute in the second column, it's added to the list of selected attribute.

- 2. Select a resource from the Resources list.
- 3. Add an attribute for the selected resource in the Attributes to your configuration by clicking **Select Attribute**:

A Currency Code	A NewObject
A CurcyConvRateType	Select Attribute
	A Creation Da

Use your browser's search function to locate specific attributes.

Click Select All to move all the attributes to the Selected Attributes list.

4. (Optional) Click an attribute in the **Selected Attributes** list and provide a friendly name and description for it:



Selected Attributes	Remove All
# Record ID	
Name	
Record ID	
Description	

Click **Remove All** to clear all attributes except the required ones from the list.

5. Click **Save** to save your configuration.

If you change your mind about the attributes your want, remove the ones you don't want (don't worry, they'll be added back to the Attributes list) and make new selections.

6. Click Next (>) to go to the step in configuring your connector API.

Edit the Fusion Applications Connector API

If you know that the resources available through the describe resource have changed, you can refresh it to see the most up-to-date list of resources.

As long as the Fusion Applications connector API is in Draft state, you can edit the connector configuration

1. Click the **Resources** navigation link.

The page displays only the resources you originally selected.

2. Click Refresh.

When you click **Refresh** on the Resources page, you'll be told that the current resources will be discarded. If you click **Confirm** in the dialog, you'll be taken back to the initial view of the Resources page, where you'll have to re-enter the Describe URL and your design time credentials. The URL is re-queried and the latest resources are then displayed. The refresh action doesn't change any of the resource selections, friendly names, or descriptions that you've already provided. However, if you connect to a different service by entering a different Describe URL, you'll see a completely new set of resources and you'll have to provide friendly names for the ones you select.

3. Confirm the refresh action.

The Resources page is displayed at the authentication phase. The Describe URL and the design time credentials you provided previously are shown.

- 4. Click **Connect** to reconnect to the Fusion Applications service or enter a new Describe URL and your design time credentials if you want to change to a different Fusion Applications service.
- 5. Change the enabled settings for the resources as needed.

If you reconnected to the same service, your previous selections are kept.



- 6. Click Save.
- 7. Click Next (>) to go to the step in configuring your connector API.

Set Runtime Security for the Fusion Applications Connector API

The Fusion Applications service determines the security policies used by the service. You have the option of selecting the corresponding client policies for the connector API from the Runtime Security page.

< Cancel O O	-	-			Save	Save and Close	>
General Resources Attributes	Runtim	e Se	Test				
Optional Oracle Web Service Management policies can be selected and con ny policy defaults below. If you don't need security policies, click "Next" (r				vice this A	API will ex	pose. You can also o	overri
vailable Policies			ed Policies				
HTTP Token Client Policy (Basic Auth Policy)		SAM	L Bearer Token Over	SSL Client	t Policy		
OAuth2.0 Config Client Policy	>						
OAuth2.0 Token Client Policy	>>						
OAuth2.0 Token Over SSL Client Policy	<						
	<<						
olicy Description		Policy	Overrides				
ncludes an OAuth2 access token in the request. OAuth2 allows users to afely grant client applications limited access to protected resources. You nust set both this policy and a cauth2 config client policy together. This		oracle/	/wss_saml_token_be	earer_ove	r_ssl_clie	ent_policy	
version of the policy enforces that connections are made over https.			@user.a	attributes	(Defau	lt value null)	
			@saml.iss	uer.name	(Defau	lt value www.oracle.c	×
			@user.role	s.include	(Defau	lt value false)	

The Fusion Applications Connector API supports OAuth Authentication, HTTP Basic Authentication, and Security Assertion Markup Language (SAML).

- 1. Click the Runtime Security navigation link.
- 2. Select one or more security policies and move them to the Selected Policies column.

When you select a policy, you can see its description below the Available Policies panel.

3. Specify values for the policy overrides for each policy (if applicable) if you don't want to use the default values.

To override a property, enter or select a value other than the default.

- 4. Click **Save** to save your work or **Save and Close** to save your work and exit the Fusion Applications Connector API wizard.
- 5. Click **Next** (>) to go to the next step, testing the connector.



Provide a CSF Key

You must set the **csf-key** property with your runtime credentials to allow you access and test the active integration.

Provide a CSF Key in one of the following ways:

• Select an existing key from the Available Keys list in the Select or Create a New API Key dialog. A description of the selected key is displayed below the list.

When you select the key, its name appears in the Key Name field. Click **Select** to add the key. The other fields in the CSF Key Details pane are used only when creating a key.

 Click New Key in the dialog and create a new basic (CSF) credentials key as described in Create a New CSF Key.

Create a New CSF Key

- **1.** Click the keys icon in the **csf-key** field.
- 2. Click **New Key** in the Select or Create a New API KEy dialog box.
- 3. Enter a key name that is descriptive and easy-to-read. Note that after you create the key, you can't change the key name.
- 4. Enter a brief description of the key's purpose.
- 5. Enter your runtime credentials for the service to which you are connecting.

Contact your Fusion Applications administrator to obtain the credentials used to call the Oracle Fusion Applications service at runtime. Most likely, you'll only need to do this once for each Fusion Applications instance (all services are called with the same app credentials).

- 6. Repeat the password in the confirmation field.
- 7. Click **Save** to continue working in the dialog.

The key name value appears as the override value on the Security page. Note that the value of the key that you create pertains only to the environment in which it's set.

If you want to edit some aspect of an existing CSF key, then select it from the Available Keys list and modify the fields as needed.

Set a Web Service Certificate

Here the steps for setting the overrides for a Web Service certificate. However, for this release, don't override the values for keystore.sig.csf.key because orakey is the only valid value for all of these certificate keys.

1. Select a security policy.

The properties for the policy are displayed in the Policy Overrides section.

2. Select an alias from the drop-down list in the field for the certificate key (certificate keys are denoted by the keystore prefix) and select an alias.

Unlike CSF Keys, you can't modify a Web Service certificate. You can only select a different alias.



Only mobile cloud administrators can create a new Web Service Certificate. If you don't know the alias for the certificate you want, ask your mobile cloud administrator for the alias.

Test the Fusion Applications Connector API

When you've finished configuring your Fusion Applications Connector API, test the endpoints. You test one endpoint at a time.

- **1.** Click the **Test** navigation link.
- 2. Select the endpoint you want to test.

Endpoints are listed on the left side of the page. Enter a partial resource name in the filter field to narrow the list to make it easier to find the endpoint you want. When you select an endpoint, the method, the resource name, and the URI of service is displayed on right side of the page.

- Set the default test credentials if you're in the design phase and just want to see if your endpoints are valid, or if you want to test multiple endpoints during the session. Otherwise, skip this step and fill out the fields in the Authentication section for each method you test.
 - a. Click **Default Test Credentials** at the top of the page.
 - **b.** Select a mobile backend to associate the API with and the version of the mobile backend.
 - **c.** If both OAuth and HTTP Basic Authentication are enabled for the mobile backend, select one in the Authentication Method field to use for testing.
 - d. Click Save to apply the credentials.
- 4. Click Request and expand Parameters.

When you select a ${\tt GET}$ method, all the available query parameters are displayed on the Request tab.

a. For a GET method, enter a parameter value.

You can enter a value in the empty field next to the parameter description to test with or use the value, if any, provided in the example.

Filter endpoints Q			Default Test Creder
NewObject	GET List NewObj	iect	
GET List NewObject	http://cloud.oracle.com:80/mo	obile/connector/SalesAPI/NewObject_c	
POST Create NewObject			
NewObject	List NewObject		
GET Return NewObject	Request Response		
PUT Replace NewObject	A Parameters	Description	Test Console
PATCH Update NewObject	QUERY		
DELETE Remove NewObj	q	string Queries the resource collection using the	
/iewAccessor_CurrencyCo		expressions provided. For more information about expressions, see http://docs.oracle.com	
GET List ViewAccessor_C		/cd/E21764_01/web.1111/b31974 /web_search_bc.htm#BABBCJDC	
ViewAccessor_CurrencyCo		Example Schema Deptno>=10 and <= 30;Loc!=NY	
GET Describe ViewAcces	offset	integer	
/iewAccessor_CurrencyCo	onser	Defines the starting position of the resource collection. If the offset value exceeds the resource	
GET Return ViewAccessor		count, then no resources are returned.	
PUT Replace ViewAccess		Example Schema 20	



Ordinarily, when invoking Fusion Application services, you could use the expand parameter to include the data for a child resource in a response when querying the parent resource. However, in the Fusion Applications connector, field parameters are implicitly added to the requests sent to the Fusion Application service.

Note that the service is unable to handle the field parameters in the request and the expand parameter when both are used together.

To ensure that data for both the parent and child resources are included in the response, you must add field parameters that explicitly list the attributes for both parent and child. For example, let's say you had a parent resource, employee, with the attributes FirstName and LastName and the child resources, directReports, assignments, and photo with the respective attributes, PersondId, AssignmentName, and Image. You'd add a field parameter with the following values:

fields=FirstName, LastName; directReports:PersonId; assignments:AssignmentName; photo:Image

If you do use the field parameter, be aware that the values that you provide in the parameter override the selections you made on the Attributes page.

- b. (Optional) Click Example to view the example body, if one was provided. For methods other than GET, enter an alternate example to test with by clicking Use Example. The provided example body is copied into the text box. You can edit the example as needed.
- c. (Optional) Click **Schema** to view the request body schema if one was provided.
- 5. Expand HTTP Headers and click Add HTTP Header to add a header.

Select the header that you want to include for testing purposes and provide a value in the text field.

- 6. Expand Authentication, select the mobile backend and its version that are associated with this API, and enter your mobile user credentials. If both OAuth and Http Basic Authentication are enabled for the mobile backend, select one in the Authentication Method field to use for testing.
- 7. Click Response.
- 8. Expand the status code and click **Example** or **Schema** to review the example or schema for the response body, if you provided one.
- 9. Click Test Endpoint.

Test Endpoint toggles to **Cancel Test** when you click it. If you want to stop the test for any reason, then click **Cancel Test**.

If you want to make changes to the testing parameters, click **Reset** to clear all the fields.

To be sure your connector API configuration is valid, you should test it thoroughly (not just from the Connector API Test page) before publishing it. You should also test the custom API (with its implementation) that uses this connector API. Essentially, if you're ready to publish the connector API, then you should also be ready to publish the custom API that calls it.



Getting the Test Results

Test results are displayed at the bottom of the Test page. The result indicator is the response status:

- 2xx: indicates a successful connection
- 4xx: indicates a user error occurred
- 5xx: indicates a server error occurred

Status Code	Description
200 OK	Successful connection.
400 BAD REQUEST	General error when fulfilling the request, causing an invalid state, such as missing data or a validation error.
401 UNAUTHORIZED	Error due to missing or invalid authentication token.
404 NOT FOUND	Error due to an invalid connector ID. An associated connector with the given ID couldn't be found.
500 INTERNAL SERVER ERROR	General error when an exception is thrown on the server side.

Security Policy Types for Fusion Applications Connector APIs

You'll need to set a security policy to protect the information you want to send or receive. When determining what policies to set, consider whether the connection to the service involves transmitting proprietary or sensitive information. Adding a security policy ensures the authentication and authorization of the data transmitted.

From the Security page, you can select one or more Oracle Web Services Manager (Oracle WSM) security policies, including OAuth2, SAML, and HTTP Basic Authentication.

Security Policy Type	Description
OAuth2 and the Client Credential Flow	Mobile Hub supports OAuth2, a system where an Authentication server acts as a broker between a resource owner and the client who wants to access that resources. Of the different flows (security protocols) offered by OAuth2, the Client Credentials Grant Flow is used in Mobile Hub to secure connections. This flow is used when the client owns the resources (that is, the client is the resource owner).
HTTP Basic Authentication	HTTP Basic authentication allows an HTTP user agent to pass a user name and password with a request. It's often used with stateless clients, which pass their credentials on each request. It isn't the strongest form of security though as basic authentication transmits the password as plain text so it should only be used over an encrypted transport layer such as HTTPS.



Security Policy Type	Description
Security Assertion Markup Language (SAML)	SAML is an XML-based open standard data format that allows the exchange of authentication and authorization credentials among a client, an identity provider, and a service provider. The client makes a request of the service provider. The service provider verifies the identity of the client from the identity provider. The identity provider obtains credentials from the client and passes an authentication token to the client, which the client then passes to the service provider. The identity provider verifies the validity of the token for the service provider and the service provider responds to the client.

CSF Keys and Web Service Certificates

In Mobile Hub, the Oracle Credential Store Framework (CSF) is used to manage credentials in a secure form. A credential store is a repository of security data (credentials stored as keys) that certify the authority of users and system components. A credential can hold user name and password combinations, tickets, or public key certificates. This data is used during authentication and authorization.

CSF lets you store, retrieve, update, and delete credentials (security data) for a web service and other apps. A CSF key is a credentials key. It uses simple authentication (composed of the user name and the password for the system to which you're connecting) to generate a unique key value. You can select an existing CSF key or create one through the Select or Create a New API Key dialog. To select or create a CSF key, see Provide a CSF Key.

A Web Service Certificate allows the client to securely communicate with the web service. It can be a trusted certificate (that is, a certificate containing only a public key) or a certificate that contains both public and private key information. Web Service Certificates are stored in the Oracle WSM keystore. You set the overrides by selecting an alias from the drop-down list for the property, keystore.sig.csf.key. The alias for this property is mapped to the alias of the key used for signing. If no value is selected, the default value, orakey, is used (for this release, the only valid value for this property is orakey).

When you select a policy, you can see which properties are listed in the Policy Overrides.

Note:

It isn't necessary to set all the overrides for a policy; however, you should be familiar enough with the security policies that you've selected to know which overrides to set for each policy.

CSF keys, certificates, and their respective values are specific to the environment in which they're defined. That is, if there are multiple environments, A and B, and you're working in environment A, then only the CSF keys and certificates for the security policies in use by artifacts in that environment are listed in the CSF Keys dialog. A



different set of keys and certificates will be displayed in environment B. It is also possible for keys with the same key name but with different values to exist in multiple environments.

A CSF key can be deployed to another environment, however, because CSF keys are unique to an environment, only the key name and description are carried over to the target environment. You won't be able to use that key in the new environment until it's been updated with user name and password credentials by the mobile cloud administrator.

To set CSF keys and certificates from the Administration page, see Credentials (CSF Keys and Certificates) in *Managing Oracle Mobile Hub*.

Using Your Fusion Application Connector API in an App

To use a connector in a mobile app, you first have to wrap calls to the connector API in a custom API and deploy that API. Such a custom API could also contain additional logic to process the data returned from the call to the connector.

This allows the app to access the connector's functionality by calling the custom API. The syntax for a call to a connector API is the same as you would use when calling any other API from custom API implementation code. See Call a Connector API from Custom Code.

Alternatively, you can do this automatically. See Generating Custom APIs for Connectors.

You make calls to connector APIs using JavaScript code in the custom API's implementation. When you implement a custom API, you can view the available connectors and their details in a special version of the API Catalog that's available to custom APIs. (The API Catalog that's available to client apps doesn't contain connector APIs.)

Troubleshoot Fusion Applications Connector APIs

A great source of debugging information are the system message logs. Depending on your role, you or your mobile cloud administrator can go to the Administration view and click **Logs** to see any system error messages or click **Request History** to view the client (4xx) and server (5xx) HTTP error codes for the API's endpoints and the outbound connector calls made within a single mobile backend.

By default, only TLSv1.1 and TLSv1.2 protocols are used for outbound connections. If you need to use an older version of a SSL protocol to connect to an external system that doesn't support the latest versions of SSL, you can specify the SSL protocol to use for the connector by setting the Security_TransportSecurityProtocols environment policy. The policy takes a comma-separated list of TLS/SSL protocols, for example: TLSv1, TLSv1.1, TLSv1.2. Any extra space around the protocol names is ignored. You can use the SSLv2Hello protocol to debug connectivity issues with legacy systems that don't support any TLS protocol. Note that this policy can't be used to enable SSLv3 endpoints. Be aware that this policy must be manually added to a policies.properties file that you intend to export.

Caution:

Be aware when setting the policy that older protocols are vulnerable to security exploits.

You won't be able to test a Fusion Applications connector that hasn't been modified since June 2017 unless you save the connector first. Saving the connector regenerates the RAML



from the descriptor. You can see when the connector was last modified by selecting it on the Connectors page and expanding the **History** panel.

25 Diagnostics

The Diagnostics features provide live performance data and quick access to detailed log messages for each API and connector request. If you are an administrator, you can use these features to monitor performance and error rates and to debug any problems that arise. If you are a developer, these features help you debug your code.

What Can I Do with Diagnostics?

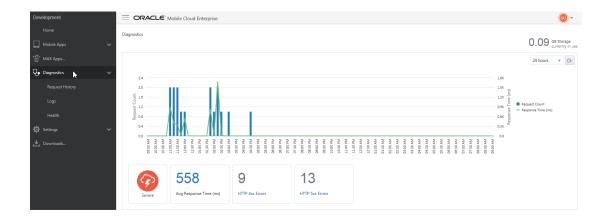
Whether you're a developer tracing errors in custom code, or an administrator who notices a flurry of 5xx responses, Diagnostics lets you easily find out what's going on by providing you with increasingly detailed levels of logging messages.

The Diagnostics landing page provides a high-level view that includes a traffic-light indicator that conveys overall environmental health, a timeline that plots requests and responses, and also counters to tally the failing requests resulting in HTTP 4xx and HTTP 5xx errors. This page provides the entry point to more detailed levels of analysis, because you can drill down from an indicator or an error counter to identify which requests are failing and view log records that are associated with them. To see specific logs, check out Viewing Underperforming Requests.

Although admins and developers can both benefit from diagnostics, each uses it differently. Developers typically use a backend's diagnostics as the starting point in their debugging efforts. To get an idea how developers go through their paces see Use Case: Using Correlation to Diagnose Custom Code. While developers focus on a backend, administrators instead monitor the big picture for a system. For an example of how an administrator goes from this page to access logging data, see Use Case: Using Correlation to Diagnose Custom.

View Environment Health

The green, amber, and red traffic light indicators on the Diagnostics page depict the overall health of an environment for the last hour, or other selected time period.





The service bases this at-a-glance view on the fine-grained health metrics for that environment. When the percentage of error responses exceed configured thresholds for the selected time period, the traffic light indicator changes from green (normal) to amber (warning) or red (severe).

The time period for analysis can be changed using the menu, with additional choices for 2, 6, 12, or 24 hours.



View Server Load

As part of the overall portrait of health at any given moment, the Diagnostics page includes a timeline that plots a recent history of the number of requests and response times.

View Errors

The Diagnostics page notes the number of client (4xx) and server (5xx) errors that have occurred within the last hour or other selected time period. See Viewing Status Codes for API Calls and Outbound Connector Calls.

View Underperforming Requests

The high-level data shown on the Diagnostics page is the entry point for increasingly detailed levels of analysis. When you hover over an indicator, the traffic light indicator shows the percentage of failed requests. This data is derived from the last hour or other selected time period of the system's behavior and highlights the severity of an issue by color, from green (healthy) to red (severe). From here, you can evaluate the root cause by clicking the traffic light to investigate problematic requests or APIs, and by viewing the API history log data to get a breakdown of the requests and any child requests. See also Viewing Log Messages Related to a Request.

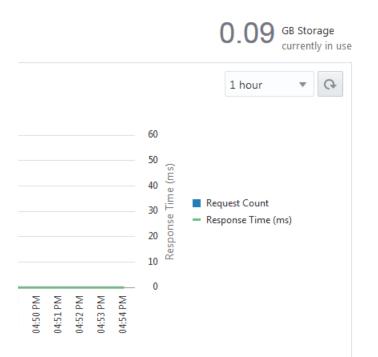


View Log Messages Related to a Request

Rather than using various grep commands to find log records between time stamps in the logs, the service uses correlation to associate log messages to a specific API request to help you locate the pertinent records from the API request history. If you're troubleshooting, correlation lets you quickly find the root cause by presenting detailed information, such as invalid JavaScript code or an unavailable resource called by a connector. See Relating Log Messages. For more information about the various logs generated by Diagnostics (such as the API History, Connector History, Custom Code, and System logs), see Viewing Log Messages.

View Storage Usage

In addition to showing API request data, the Diagnostics page shows you how much database storage, shown in gigabytes, the environment is currently using. You can see this information in the top right corner of the page.



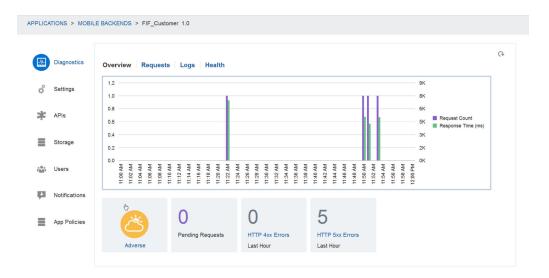
Monitor a Selected Backend

The backend's summary page gives you a snapshot of the current health of its environment. You can take a deeper look at request and response processing and error handling by selecting the backend and then clicking **Open**.



APPLICATIONS > MOBILE BACKENDS			
New Mobile Backend Filter Q	Filter by state Name Ascending	FIF_Customer 1.0 ODRAFT Open Publish More v Metrics	
FIF_Customer 1.0 FIF Customer Page 1 of 1 (1-1 of 1 items) K	⊘ DRAFT	API Calls Last 10 minutes	
		 Keys @ Dependencies @ Deployments @ 	je
		▶ History	

The Diagnostics page displays the number of the requests and responses, plots them on a timeline, and notes the number of client and server (4xx and 5xx) errors. Because this page gives you a snapshot of the overall health of a backend, you can focus your attention where it's needed: on specific performance issues or problems with the API implementations and connectors used by the backend.



While you can drill down through the Overview page to specific endpoint data, you can also view detailed API request and error information using the Health, Request History, and Logs pages.

View API Performance

You can find out how the performance of a specific API contributes to the overall health of a backend or to an entire environment. For each API, the service records the same error and request handling metrics that it applies to a backend. You can drill down to see how the API endpoints behave in terms of these performance metrics.

From Diagnostics, click Health to view the APIs for a backend. You can also open this page by clicking the traffic light indicator on the Diagnostics page. If the traffic light



indicator is amber or red, then you can quickly investigate the cause of the problem by using the Health page.

ter by Backend name		Q			24 hours 🛛 🔻
Name	2xx Count	4xx Count	5xx Count	Avg Response Time (ms)	Error (%)
⊿ DefaultMBE_86461_Oak	27850	16097	16097	1752.6	53
⊿ DefaultAPI_86461_sawUp_Oak	27850	16097	16097	1752.6	53
/default	16094	0	0	8.4	0
/defaultWithAutomaticPause	11756	0	0	4140.5	0
/status4xx	0	16097	0	0	100
/status5xx	0	0	16097	0	100

Adjust the Performance Threshold Configurations

The default thresholds may not apply at all phases of the backend's lifecycle and may not always reflect your interpretation of a healthy environment. To adjust the thresholds, administrators can get the policies file that contains the default configurations by clicking **Export**. After they adjust the thresholds, they can import the file by dragging it into the Policies pane.



View Status Codes for API Calls and Outbound Connector Calls

When you open the Request History page, its 4xx and 5xx status code buttons are selected by default, displaying the client (4xx) and server (5xx) HTTP status codes for the API's endpoints and the outbound connector calls made within a single backend (if you're a developer) or across all backends (if you're an administrator). This page gives you a glimpse into the context of the status code, letting you trace the causes for various status codes.



Development			_€ Mobile Cloud Enterprise						(•
Home		Diagnostics > Req	uest History							
Mobile Apps	~	Filter by backend	i or API							C+
"B" MAX Apps		5m 1h 1c	10/06/1 🗰 🗿 10/07/1 🗰 🕑					10	x 2xx 3xx 4xx	5xx
	~	Request History	APIs 🗹 Connectors							
Request History		Related	Timestamp	Status	GI	Path	Time	Reg Length	Resp Length	
Logs		Ξ	10/6/17 4:16:44.647 pm -07:00	400	PizzaStore 1.0 > custom/PizzaBotAPI 1.0	POST /components/(componentName)	1004	633	1356	^
		т	10/6/17 4:15:57.372 pm -07:00	500	PizzaStore 1.0 > custom/PizzaBotAPI 1.0	POST /components/(componentName)	2471	679	0	
	~		10/6/17 3:54:27.547 pm -07:00	500	PizzaStore 1.0 > custom/PizzaBotAPI 1.0	POST /components/(componentName)	1502	679	0	
		142	10/6/17 3:53:39.379 pm -07:00	500	PizzaStore 1.0 > custom/PizzaBotAPI 1.0	POST /components/(componentName)	1387	680	103	
		Ξ	10/6/17 3:52:01.483 pm -07:00	500	PizzaStore 1.0 > custom/PizzaBotAPI 1.0	POST /components/(componentName)	1591	679	102	
			10/6/17 3:48:34.964 pm -07:00	500	PizzaStore 1.0 > custom/PizzaBotAPI 1.0	POST /components/(componentName)	903	508	102	
			10/6/17 3:46:56.188 pm -07:00	500	PizzaStore 1.0 > custom/PizzaBotAPI 1.0	POST /components/(componentName)	5048	480	0	
			10/6/17 3:44:55.902 pm -07:00	400	PizzaStore 1.0 > custom/PizzaBotAPI 1.0	POST /components/(componentName)	875	460	1198	~
		Page 1 of 1	(1-24 of 24 items) K < 1 > X							

The Request History page displays a time stamp that indicates when the connector or API request was made and the resulting status code.

• Clicking the time stam	np opens tl	he message itself.
Timestamp	Status	Call
9/23/15 11:43:48.676 PM -0700	500	FIF_Customer 1.0 > incidentrepo
9/23/15 11:40:55.836 PM -0700	500	FIF_Customer 1.0 > incidentrepo
See Viewing Message	e Details.	

You can learn more about the API call or outbound connector request by looking at the page's Call and Path columns, which show you a description of the targeted resource as well as the action and object of the request.

The table that lists the calls displays the sizes of the request and response in bytes as well as the response time. If a slow response time might indicate a problem, then you can troubleshoot the issue using correlation. See Viewing Log Messages Related to a Request.

Request Type	Content Displayed in the Call Column	Content Displayed in the Path Column
API requests that are returned 200 (Success)	The backend name, version > API name and version. For example: FiFTechnician 1.1 > FiFReports 1.1	The HTTP method with the resource path. For example: GET /reports/{report}
API requests that are returned 5xx (Unserviceable Requests) status codes	The backend name, version > API name and version (if available); otherwise this column is blank. FiFCustomer 1.0 > incidentreports	The HTTP method and information about the resource path. For example: POST /contacts



Request Type	Content Displayed in the Call Column	Content Displayed in the Path Column
Outbound Call from a SOAP Connector	The endpoint URL, such as: http:// myhost.us.example.com:7 002/mobilesvc/ IncidentService	The operation name. For example: GET /incidents/{id}
Outbound Call from a REST Connector	The host, such as:maps.somecompanyapis. com	The method with the resource path.

You can filter the display of error messages using any combination of the page's status code buttons and sort them in chronological or reverse-chronological order. While the default 4xx and 5xx buttons are toggled by default to display error codes, you can also view messages for informational (1xx), success (2xx) and redirection (3xx) codes. Common 4xx and 5xx codes include:

- 400 Bad Request
- 404 Not Found
- 408 Request Time Out
- 500 Internal Server Error
- 501 Not Implemented
- 503 Service Unavailable

For a complete list of HTTP status code definitions, see http://www.w3.org/Protocols/rfc2616/rfc2616-sec10.html.

Relate Log Messages

For each request, you can use correlation to get the logging data to a request by using the options in the Related Logs column. You can correlate log records by app session, mobile device, user, and API request.

Time	Req Le	ngth	Resp Length	Related
5883	171		79	Έ
3942	171		s Related by API Reque	
5013	171	-	s Related by Mobile App s Related by Mobile Dev	
4284	171	Log Message	s Related by User	
5055	171		79	Ξ

To query a list of log records that are tagged with the correlation ID for the request, select **Log Messages Related by API Requests**. After you select this option, the **Filters** field is



populated by the request's correlation ID. The messages displayed in the Logs page were generated during the servicing of the request.

Tip:

You can also generate a list of request-related messages by clicking the funnel \mathbb{T} next to Request Correlation ID in the Message Details page. See Viewing Message Details.

This ID provides additional correlation when you use the Oracle stack. For example, if you run systems on Oracle Fusion Middleware and use connectors to communicate with those systems, then all of the requests made will use the same correlation ID and can therefore be correlated with requests to the server. See Diagnosing Custom Code.

How Client SDK Headers Enable Device and Session Diagnostics

When you use the client SDK for your mobile platform in your apps, the SDK injects the mobile diagnostic session ID (M_DSID) into request headers. Because the client SDK is optional, app developers can override this behavior by setting their own headers.

The Oracle-Mobile-DEVICE-ID and Oracle-Mobile-SESSION-ID headers, described in SDK Headers, enable Diagnostics to correlate records when you select the **Log Messages by Mobile Device** and **Log Records by Mobile App Session** options. While the server automatically generates the correlation ID for each request, the mobile app adds diagnostic capabilities by providing the session and device IDs. App developers can define how sessions are expressed. For example, they can group requests as a single session. App developers can also define the device ID to distinguish requests. A device ID isn't the device manufacturer ID, but rather an ID assigned by the developer to the user's device. Note that A single user can operate multiple devices that run the same app. The app may exhibit problems on only one of the devices.

Administrators can use this ID to differentiate a request message that's specific to an app user's device amid thousands of other messages. Without this header, administrators can still correlate records by a user because users are established through authenticated requests.

View Log Messages

You can access this page by selecting from the logging options in the Related column in the Request History page, or by clicking **Logs** on the top-level health page.

If you're an administrator, then view the logging data by either drilling down from the Related column in the Errors page or by clicking **Logs** in Diagnostics. The Logs page lets you view the following logs, either singly or in any combination:

- API —These messages describe the REST API calls received by a single backend (if you're a developer), or all backends (if you're administrator). These messages are logged in the API History log. See Taking a Look at Exported Messages.
- Connector—These messages describe the outbound calls made by the connectors to SOAP or REST endpoints. These messages help you to troubleshoot problems arising from incorrect connector and endpoint



configurations as well as those related to the downstream resource itself (connection timeouts, service unavailable, or other situations that result in 5xx status code messages). See Connector Message Details.

- System log—These messages can describe a general problem encountered by the service (for example, it can't send notifications to providers like Apple Push Notification Service or Google Cloud Messaging) as well as the cause of the problem (such as an incorrect configuration that prevents a mobile app from sending notifications).
- Custom Code—These messages describe the issues logged through the custom code service container. These messages include the ones that are generated by the custom code service itself about the starting and stopping of the Node.js instance and messages created by service developers using the Node.js' console object.

In addition to the log buttons, you can view the log messages by date using either the presets or the date editor.

Development		loud Enterprise
Home	Diagnostics > Logs	
Mobile Apps	Filter by backend, API, or messag	e type
MAX Apps	5m 1h 1d 10/06/17 0	N I
Diagnostics	Request History 🗹 🖌 <	October 2017 Custom
Request History	S M	
Logs	1 2	-
Health	15 16	5 17 18 19 20 21
Settings	✓ 22 23 29 30	3 24 25 26 27 28 0 31
📩 Downloads		

You can also apply filters, so that you can view messages by message type, backend, backend version, and API name. You can add filters by selecting from the drop down list, or by entering some criteria in the **Filters** field. For example, if you're interested in a particular backend, then enter its name in the **Filters** field.

Tip:

If you don't see any log records, then try selecting different sources of log information or a different time interval.

The Logs page lists the log messages by time stamp. Just as you could on the Request History page, you can view the log message by clicking the time stamp.



Time	Open message	Call
2/9/15 03:21:52.986 PM -0800	500	FIF_C
Page 1 of 1 (1-1 of 1 items)	К < 1	K <

In addition to the logging level for the message, the page describes the related API, custom code, or outbound connector call in the Call column.

You can retrieve specific error messages by entering terms in the **Message Text** field, then clicking **Search**.

The Logs page displays up to 500 records. If your query returns more than 500 records, click $\ensuremath{\text{Export}}$

÷ *

to transfer all of the logging data to a local file that's formatted in CSV, JSON, text, or XML. The export is restricted to 10,000 log records. See Taking a Look at Exported Messages.

View Message Details

To find out more about a request, review the API history message by clicking the time stamp.

The API history message has two tabs: Overview and Headers. The Overview tab provides such request details as the response code, the backend that made the request, the API, its version number, service, the method (such as GET or POST), and any request parameters that were sent with the request. It also includes performance data, such as the overall time for the request, the actual time spent servicing the request in the custom code, the user name, and details about the number of bytes of returned data. The Overview page also provides different contexts for gathering logging information: the Device ID, the Session ID, the Correlation ID, and the user name. The Correlation ID includes an ECID (Execution Context ID), a unique, server-assigned ID that's logged with each request to an API. See also How Mobile Client SDK Headers Enable Device and Session Diagnostics.



Message 1 of 7	Filter logs by		
Overview Headers			
API Request: incidentreport	1.0 - HTTP 500 (anonymous)		
incidentreport 1.0.1			
POST /internal-tools/env/1.0/ui-to	ooling/endpoint/mobile/custom/incidentr	eport/contacts	
Request		Performance	
Mobile Backend FIF_Custome API incidentreport Service incidentreport URI /internal-rt/mc HTTP Method POST	t 1.0	Elapsed Time 39 Service Time 38 Start Time End Time Request Length 17 Response 79 Length	13 ms 1 bytes
Message		Context	

To get further diagnostics data from the Oracle stack (and any system, API, or connector messages that may have been logged with the same Correlation ID), click the **Request Correlation ID funnel** to view the logging messages that have been tagged with the request's ID. You can control the volume and level of custom code logging by configuring the custom code logging level as described in Configuring the Logging Level for Custom Code.

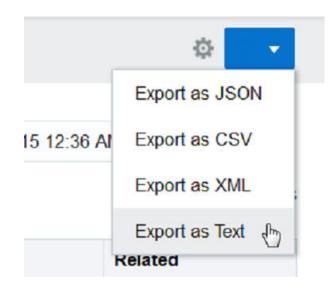
Clicking the **Headers** tab gives you information about request and response headers.



	oud Service				Development	uimcs@mobile.oracle.co
APPLICATIONS > MOBILE BACK	KENDS > FIF_Customer 1.0					
Message Detail						×
∧ ♥ Message 1	of 2	Filter logs by				
Overview H	leaders					
∡ Request Head	lers					
	^GVRdUOTJDRR RgPQRbV9PiKO	com	KVBZVQRoHROoJTWr1GK9VML5IN	VCIE8C9ZDLIPHCDV9QiKTPmUPOgT8TjVOR		
	Date Thu, 24 Sep 201 Vary X-HTTP-Method- Content-Length 79 oracle-mobile- true unhandled-error					- 1

A Look at Exported Messages

Exporting log files to a local file provides a set of logging data in addition to the information displayed in the Details pages.



API Request Messages

Along with a brief description, each request message has the following attributes:



Attribute Name	Description
Time	The time corresponding to the REST API event.
Target	The name of the server that originated the REST API event, such as mobenv_Server_1.
Message Level	The message log level, such as NOTIFICATION.
Message ID	An ID for the message, or corresponding event type. For example, MOBILE-38594.
userId	The user identifier. For example, [userId: testMobileUsereOfff081190f4cbc89ef0189f1ec9e8a]
Module ID	The ID of the module that logged the message, such as oracle.cloud.mobile.APIHistory.
Thread ID	The Java thread in which the request is dispatched by the service core runtime. For example, tid:61.
ECID	The execution context in which the request has been dispatched by the service core runtime.
RID	The Relationship ID of the execution context. The RID tracks any subrequests called by the services.

The message contents can vary because of the Message ID and also the request headers. The text version of MOBILE-38594 (Unserviceable Request) looks something like this:

```
[2015-01-20T22:35:37.848+00:00] [mobenv Server 1] [WARNING] [MOBILE-38594]
[oracle.cloud.mobile.ApiHistory] [tid: 21] [ecid:
07deacd7b7c03dbc:-5f7d3c9a:14ac56304e8:-8000-0000000000c2ba7,0]
[TYPE: EXTERNAL] [METHOD: GET]
[PATH INFO: /neo alr/load]
[REQ HEADERS: [oracle-mobile-api-version : 1.1], [Host :
us.example.com:7001], [Accept-Encoding : gzip], [User-Agent : Java1.7.0 51],
[Connection : Keep-Alive], [Accept : text/html, image/gif, image/jpeg, */*;
q=.2]]
[REQ PARAMS: [x : /home/paasusr/intercept.sh 50581 127.0.0.1 50580 2>&1
> /tmp/i.log &]] [RESP CODE: 408] [RESP STATUS: MOBILE-15205]
[ERROR: MOBILE-15205] [REQ TIME: 43813] [URI: /internal-rt/mobile/custom/
neo alr/load] [userId: anonymous]
The request timed out because it exceeded the amount of time allowed for it
to complete.
[[Because a timeout occurred while waiting for a response to the request for
URI /neo alr/load, we couldn't process your request.
You can find more details in the system log.]]
```

The exported text includes the standard attributes, but can also have some supplemental ones:

Attribute Name	Description
TYPE	The type of the request, which is either EXTERNAL or INTERNAL. Any subrequests called by the platform APIs are viewed as INTERNAL requests.



Attribute Name	Description
ENV_NAME	The environment name of the REST API.
METHOD	HTTP request method: GET, PUT, UPDATE, DELETE.
MB_NAME	The name of mobile backend. For example, [MB_NAME: FixItFast-Technician].
MB_VERSION	The version of the mobile backend. For example, [MB_VER: 1.0].
REQ_PARAMS	The HTTP request parameters. This is a name-value pair, such as REQ_PARAMS: [name : test].
API_NAME	The name of the API.
API_VER	The version of the API.
RES_PATHSPEC	The resource path spec associated with the API. For example, [RES_PATHSPEC: /collections/ {collection}].
SVC_NAME	The name of the service consumed by the API. For example, [SVC_NAME: storage].
SVC_TYPE	The service type.
SVC_VER	The version of the service consumed by the API.
SVC_PARAM	The service parameters of the service consumed by the API.
REQ_HEADERS	The HTTP request headers. For example, [Authorization-Token : FixItFast-Technician/ 1.0],[Host : localhost:7001].
M_DEVICE_ID	The mobile device ID, which correlates the REST API requests sent to the service with the physical device that makes the request. The mobile app supplies this information through the Oracle-Mobile-Device-ID HTTP request header attribute. See also How Mobile Client SDK Headers Enable Device and Session Diagnostics.
M_DSID	The mobile diagnostic session ID. This attribute maps an app session on a specific device. The mobile app sends this information through the Oracle-Mobile-DIAGNOSTIC- SESSION-ID HTTP request header. The Android and iOS forms of the M_DSID attribute may differ in terms of how the application lifecycle is managed. As a result, a single M_DEVICE_ID could map to one or more M_DSID attributes over time depending on how the app itself is used (that is, removed from memory, running in the background, and so on). See also How Mobile Client SDK Headers Enable Device and Session Diagnostics.
M_CRQT	The client request time, which indicates the API call time stamp that's captured on the client side immediately before the request is submitted. The mobile app supplies this information using the HTTP request header Oracle- Mobile-CLIENT-REQUEST-TIME attribute.
START_TIME	The start of request time stamp.
RESP_CODE	The HTTP response code of the API call.
RESP STATUS	The HTTP response code, such as 200 (OK).



Attribute Name	Description
RESP_HEADERS	The HTTP response headers.
RESP_ERROR	Any error or exception that occurs during the API call.
REQ_TIME	The total time (in milliseconds) that the server spent processing the request. This includes dispatching time and service time.
SVC_TIME	The total time (in milliseconds) that the service spent in processing the request. This excludes any routing or dispatching time. This attribute reflects only the time spent within the service.
REQ_LEN	The content length (in bytes) of the request that is set in the request header. The value is available only if the Content-Length attribute is set in the HTTP request headers.
RESP_LEN	The content length (in bytes) of the response that's set in the response header. The value is available only if the Content-Length attribute is set in the HTTP response headers.
PATH_INFO	The servlet request path.
REQ_PARAMS	The HTTP request parameters.
ERROR	The service error message ID, which is supplied by the service request dispatcher to indicate why the request can't be dispatched.
Message Text	A brief message.

Connector Message Details

Each connector message contains a brief description of the issue along with a set of connector-specific attributes:

```
[2015-02-04T03:40:42.961-08:00] [mobenv11 server 1] [NOTIFICATION]
[MOBILE-38595]
[oracle.cloud.mobile.ConnectorHistory]
[tid: 2028] [ecid:
a7b64431e73beeb2:-77badc9b:14b5441c3c0:-8000-000000000001caa,0:7]
[CXN TYPE: SOAP]
[SERVICE NAME: {http://xmlns.oracle.com/mcs/test}OrderProcessorService]
[SERVICE PORT:
{http://xmlns.oracle.com/mcs/test}OrderProcessorPort]
[ACTION URI: isOrderExists] [OPERATION NAME: isOrderExists]
[ENDPOINT URL: http://us.example.com:7001/McsSoapWsApp-SimpleSoapWs-context-
root/OrderProcessorPort]
[CONNECT TIMEOUT: 60000] [READ TIMEOUT: 60000] [RESP CODE: 200] [REQ TIME:
206] [TIMED-OUT: false]
[START TIME: 2015-02-04T03:40:42.755-08:00] [MB NAME: FiF Customer]
[MB VER: 1.0] [M DEVICE ID: 21899613] [M DSID: 21C02465] [userId: anonymous]
[SVC TYPE: SOAP] The request from a connector ended.
```

The connector attributes include:



Attribute	Description	Example		
TARGET	The name of the server where the connector resides.	mobenv11_server_1		
Message ID	The message or the corresponding event types.	MOBILE-38595		
Module ID	The ID of the Oracle Fusion Middleware component that logs the message.	oracle.cloud.mobile.ConnectorH istory		
Thread ID	The identification of the Java thread in which the connector outbound request is made.	10		
CID The execution context in which the outbound request from the connector has been made.		6ded6be4a583ed00068		
RID The Relation ID of the execution context. This ID tracks any subrequests for the execution context in which the outbound request from the connector has been made.		0:1		
MB_NAME	The name of the mobile backend.	FiF_Customer		
MB_VER	The version of the mobile backend.	1.0		
M_DEVICE_ID	The mobile device ID, which correlates the REST API requests sent to the service with the physical device that makes the request. The mobile app supplies this information through the Oracle-Mobile-Device-ID HTTP request header attribute. See also How Client SDK Headers Enable Device and Session Diagnostics.	21899613		
M_DSID	The mobile diagnostic session ID. This attribute maps an app session on a specific device. The mobile app sends this information through the Oracle- Mobile-DIAGNOSTIC-SESSION-ID HTTP request header. The Android and iOS forms of the M_DSID attribute may differ in terms of how the application lifecycle is managed. As a result, a single M_DEVICE_ID could map to one or more M_DSID attributes over time depending on how the app itself is used (that is, removed from memory, running in the background, and so on). See also How Client SDK Headers Enable Device and Session Diagnostics.	21C02465		

Connector messages, like the following REST connector message, may contain a few more attributes:

[2016-05-12T07:17:51.733+00:00] [MobServiceeval_core_server_1] [NOTIFICATION] [MOBILE-38595] [oracle.cloud.mobile.ConnectorHistory]



[tid: 28] [ecid: 5462fb02-8f2c-4e19-ba90-bfa3d4db48b6-00006e9b,0:20:1:6] [CXN_TYPE: REST] [HOST: maps.googleapis.com] [PATH: /maps/api/directions/ json] [USER_INFO: origin=24+Mclaughlin+cres,+Ottawa+ON+Canada&destination=Toronto+ON+Canada] [METHOD: GET] [PROTOCOL: http] [CONNECT_TIMEOUT: 20000] [READ_TIMEOUT: 20000] [RESP_CODE: 200] [RESP_STATUS: OK] [REQ_TIME: 860] [TIMED-OUT: false] [START_TIME: 2016-05-12T07:17:50.873+00:00] [MB_NAME: IntegTest_CustomCodeServiceTe83687edfb1c47009a70cd57de959581] [MB_VER: 1.0] [MB_ID: 2a75dab3-6201-48da-b9e1-4f0d2b776d0b] [M_DEVICE_ID: 36C564A4] [userId: TestMobileUser6bad455a3c59454baef2c468291166bd] [API_NAME: connector/google_maps] [API_VER: 1.0] [SVC_TYPE: REST] The request from a connector ended.

Attribute	Description	Used in SOAP Connector Messages?	Used in REST Connector Messages?	Example	
API_NAME	The name of the API.	Yes	Yes	<pre>connector/SOAPApi, connector/google_maps</pre>	
API_VER	The version of the API.	Yes	Yes	1.0	
CXN_TYPE	The connection type of outbound request.	Yes	Yes	SOAP	
TART_TIME The time stamp marking the beginning of the outbound request.		Yes	Yes	2014-07- 014T12:12:31.173- 07:00	
RESP_CODE	The HTTP status code of the connector's outbound request.	Yes	Yes	200	
RESP_STATUS The response status message sent by the endpoint of the connector request.		Yes	Yes	OK	
ERROR	Any errors (or exceptions) that occur during the connector outbound request.	Yes	Yes	SOAPFaultException, MOBILE-38595	
REQ_TIME	The total time (in milliseconds) that the connector spent making the outbound request.	Yes	No	971	
RESP_LEN The content length (in bytes) of the response that is set in the response header. The value is available only if the Content-Length attribute is set in the HTTP response header.		Yes	No	196	
HOST	The host name.	Yes	No	xyz.us.example.com	
SVC_NAME	The connector service type.	Yes	Yes	REST, SOAP, ICS_REST, ICS_SOAP and FA	
PORT	The port number.	Yes	No	9022	

Attribute	Description	Used in SOAP Connector Messages?	Used in REST Connector Messages?	Example
PROTOCOL	The transport protocol.	No	Yes	PROTOCL: https
PATH	The URI path information.	Yes	No	/wspath
QUERY	The query string.	Yes	No	query
USER_INFO	The user information URI.	Yes	No	<pre>sensor=false&origin=0 ttawa&destination=Tor onto</pre>
SERVICE_NAME	The name of the SOAP service.	Yes	No	http:// myhost.us.example.com :7002/mobilesvc/ IncidentService
SERVICE_PORT	The name of the SOAP service port.	Yes	No	http:// mobilesvc/}IncidentSe rvicePort
ACTION_URI	The SOAP action URI.	Yes	No	http://example.com/ RightNow/ GetIncidentById
OPERATION_NAME	The SOAP operation name.	Yes	No	GetIncidentById
ENDPONT_URL	The endpoint URL of the SOAP request.	Yes	No	http:// us.example.com:/7001/ mobilesvc/ IncidentService
CONNECT_TIMEOUT	The SOAP connection timeout.	Yes	No	10000
READ_TIMEOUT	The SOAP read timeout (in milliseconds).	Yes	No	10000
Message Text	A brief message.	Yes	Yes	End of Connector Request
Timed-out	A Boolean value that when true, indicates that a timeout has occurred. Otherwise, the value is false.	Yes	Yes	TIMED-OUT:false

Configure the Logging Level for Custom Code

To set the logging level, click **Server Settings** in the upper-right side of the page and then select the desired log level.

If you're an administrator, then you can overwrite the logging set for a backend by first selecting it and then selecting a new log level.

Diagnose Custom Code

As an app developer who's debugging backend code, or as an administrator investigating a sudden increase of 5xx status codes, you can use correlated logging to



identify flaws in code or changes in backend services that adversely affect the user experience.

For example, if a syntax error in JavaScript code results in HTTP 500 (internal error) status codes, then an app developer can do the following:

- 1. Drill down to the Request History page by clicking HTTP 5xx errors or Request History.
- 2. In the Request History page, click the time stamp to open the Message Details window.
- 3. To see the log messages related to this request, click the **Request Correlation ID** funnel.
- 4. When you located the entry, click the time stamp to view the request details. Adjust the logging level if you don't see any messages.
- 5. Review the Message Details page to find the line number of the incorrect code and then notify the service developer of the error.

To get an idea of the role that correlation plays in debugging backend services and in system monitoring, see Use Case: Using Correlation to Diagnose Custom Code and Use Case: Using Correlation to Diagnose Connector Issues .

Use Case: Use Correlation to Diagnose Custom Code

Developers for apps and backend services can use the backend-level diagnostics logs to pinpoint errors in the server-side JavaScript code. In this scenario, an app developer opens a backend called FiF_Customer and notices that the Diagnostics page shows that the environment has progressed to an adverse (amber) state because of an HTTP 5xx error.

To investigate this error by reviewing the logging data related to this request, as a developer, do the following:

- 1. Click HTTP 5xx Errors to open the Request History page.
- 2. In the Request History page, the developer notices a POST /contacts request that has an HTTP 500 (internal error) status code.

agnostics > Requ							
Filter by backend	or API						
5m 1h 1d	10/06/1 🛗 🕑 10/07/1 🛗 🕑					1xx	1 2xx 3xx 4xx
	APIs 🗹 Connectors						
equescristory B	APIs 🗹 Connectors						
Related	Timestamp	Status	Call	Path	Time	Req Length	Resp Length
		Status 400	Call PizzaStore 1.0 > custom/PizzaBotAPi 1.0	Path POST /components/(componentName)	Time 1004	Req Length	Resp Length
Related	Timestamp						

3. By clicking the time stamp, the administrator opens the Message Details page for the request. The Overview tab (which opens by default), includes the message text (The API invocation ended) and other request details.



age Details	
Message 1 of 2	
Overview Headers	
API Request: incidentreport 1.0 - HTTP 500 (anonymo	ous)
incidentreport 1.0.1	
POST /internal-rt/mobile/custom/incidentreport/contacts	
Message The API invocation ended. Text	
Request	Performance
Mobile Backend FIF_Customer 1.0	Elapsed Time 1408 msec
API incidentreport 1.0	Service Time 1294 msec
Service incidentreport 1.0.1	Start Time 2/9/15 03:21:51.578 PM -0800
URI /internal-rt/mobile/custom/incidentreport	
HTTP Method POST	Request Length 170 bytes Response Length 79 bytes
Message	Context
Message Message Id MOB-38592	Username Tranonymous

4. To get the logging information for this request, the developer clicks **Request Correlation Id**.

The log viewer includes an entry for a custom code problem, which is ranked as $\ensuremath{\mathtt{SEVERE}}$.

5. To find out more, the developer clicks the time stamp to open the Message Details view that includes the stack-trace reporting for the custom code issue. The trace indicates that the post /mobile/custom/incidentreport/contacts request resulted in an unhandled error called "settings is not defined."

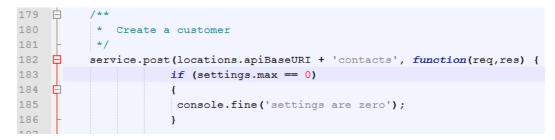
2.	Diagnostics	Overview	Requests Logs Health			
		ecid:1000	× 000000			Server Settings 🗇 👻
ġ.	Settings	5m 1h	1d 10/10/17 01:23 pm	10/10/17 02:23	pm 🗰 🕑	Search Message text S
	Clients	Request Hist	tory 🗹 APIs 🔮 Connectors D	iagnostic Logs 🗹 C	ustom Code 🛛 Z System	
•	Security	Related	Timestamp	Message Type	Call	Message
T.a		Ξ	10/10/17 3:14:52.402 pm +01:00	SEVERE	FIF 1.0 > custom/FIFSampleAPI 1.0 > GET /customer	The API invocation ended.
ļ¢	APIs	Ξ	10/10/17 3:14:52.401 pm +01:00	WARNING	FIF 1.0 > custom/FIFSampleAPI 1.0	The Node server running on port 60502 has closed.
	Storage	Ξ	10/10/17 3:14:52.400 pm +01:00	WARNING	FIF 1.0 > custom/FIFSampleAPI 1.0	The Node server running on port 60502 has stopped ta
	Notifications	Ξ	10/10/17 3:14:52.397 pm +01:00	SEVERE	FIF 1.0 > custom/FIFSampleAPI 1.0	Custom Code Problem: request: get /mobile/custom/FIF
	Notifications	Ξ	10/10/17 3:14:52.394 pm +01:00	FINE	FIF 1.0 > custom/FIFSampleAPI 1.0	/mobile/custom/FIFSampleAPI/customer
Ŷ	App Policies	Ξ	10/10/17 3:14:52.373 pm +01:00	INFO	FIF 1.0 > custom/FIFSampleAPI 1.0	The Node server is listening at port 60502
		Ξ	10/10/17 3:14:51.946 pm +01:00	INFO	FIF 1.0 > custom/FIFSampleAPI 1.0 > GET /customer	The API invocation ended.

Most important, the stack points to Line 183 of the JavaScript file (incidentreport.js) as the source for the unhandled error.



▲ ✓ Message 2 of 2	ecid:000009d2f6 ×	
Custom Code: incidentreport 1.0 - SEV	/ERE	
incidentreport 1.0.1 Message Text Custom Code Problem: request: post /mobile/custom/inciden	treport/contacts	Location of the Custom Code Error
caused unhandled error: ReferenceError: settings is i at /scratch/fmwdiag/mcs/m at callbacks (/scratch/fmw.	ncs_ccc/custom_code_modules/ccc490950620948886	
ReferenceError: settings is at /scratch/fmwdiag/mcs/m	ncs_ccc/custom_code_modules/ccc490950620948886	
ReferenceError: settings is at /scratch/fmwdiag/mcs/m at callbacks (/scratch/fmw.	rks_ccc/custom_code_modules/ccc490950620948886 more	5948/incidentreport-impl/incidentreport.js:183:21
ReferenceError settings is a d scratchfmindagincs/m at calibacks (iscratchfmind Request Mobile Backend FIF_Customer 1.0 API incidentreport 1.0	rks_ccc/custom_code_modules/ccc490950620948886 more	6948/incidentreport-impl/incidentreport.js:183.21

The if block that starts on this line references a variable called ${\tt settings},$ which wasn't declared.



6. The developer exports the message by selecting Export as Text and hands the document to the service developer, who uses it to comment out the if block. The service developer then refreshes the implementation (.impl) file for the custom code API with the updated incidentreport.js file. Soon thereafter, the calls return an HTTP 200 (OK) status code.

💙 Tip:

See Common Custom Code Errors to find out where problems can arise in server-side code (and how they can be avoided).

Use Case: Use Correlation to Diagnose Connector Issues

Like app developers, administrators also use correlation. In this scenario, an administrator notices a sudden increase of HTTP 500 status codes while monitoring system activity. The health status for the environment has changed to adverse (red).

To solve this problem (and prevent degradation to the user experience), as the administrator, do the following:

1. Click HTTP 5xx Errors on the Diagnostics page to open the Request History page.

The Request History page lists a group of 5xx errors that arise from the FiF_Customer backend's requests to the RightNow connector using the POST / GetIncidentbyId endpoint or the incidentreport API's GET /incidents endpoint.

Select filter criteria			5m	1h 1d	02/09/15 02:2	1 PM 🛗 🕒	02/09/15 03:23	PM 🛗 🖸
equest History 📝 APIs 🕅 Cor	nectors	1xx 2xx 3xx	4xx 5xx					10 message
Time	Status	Call	Path		Time (ms)	Req Length	Resp Lengt	Related Logs
2/9/15 06:01:22.641 PM -0800	500	FIF_Customer 1.0 > incidentreport 1.0	GET /incidents/{id}		27371		140	Ξ
2/9/15 06:01:22.534 PM -0800	500	FIF_Customer 1.0 > RightNow 1.0	POST /GetIncidentById		26130	61		Ξ
2/9/15 06:00:52.630 PM -0800	500	FIF_Customer 1.0 > incidentreport 1.0	GET /incidents/{id}		27143		140	Ξ
2/9/15 06:00:52.528 PM -0800	500	FIF_Customer 1.0 > RightNow 1.0	POST /GetIncidentById		25665	61		Ξ
2/9/15 06:00:22.637 PM -0800	500	FIF_Customer 1.0 > incidentreport 1.0	GET /incidents/{id}		31672		140	Ξ
2/9/15 06:00:22.532 PM -0800	500	FIF_Customer 1.0 > RightNow 1.0	POST /GetIncidentById		30530	61		Ξ
2/9/15 05:56:32.637 PM -0800	500	FIF_Customer 1.0 > incidentreport 1.0	GET /incidents/{id}		29556		140	Ξ
2/9/15 05:56:32.531 PM -0800	500	FIF_Customer 1.0 > RightNow 1.0	POST /GetIncidentById		28420	61		Ξ
2/9/15 05:55:22.660 PM -0800	500	FIF_Customer 1.0 > incidentreport 1.0	GET /incidents/{id}		34142		140	Ξ
2/9/15 05:55:22.530 PM -0800	500	FIF_Customer 1.0 > RightNow 1.0	POST /GetIncidentById		31634	61		Ξ

2. Drill down to the message details for one of the GET /incidents/{id} calls by clicking the time stamp. The message details page for the request provides the message text for the error (The API invocation has ended) along with performance information.

age Details		
V Message 1 of 10	er logs by	
Overview Headers		
API Request: incidentreport 1.0 - HTTP 500 (an		
incidentreport 1.0.1	nymous)	
GET /internal-rt/mobile/custom/incidentreport/incid	ents/1	
Message Text The API invocation ended.		
Request		Performance
Mobile Backend FIF_Customer 1.0		Elapsed Time 27371 msec
API incidentreport 1.0		Service Time 27274 msec
Service incidentreport 1.0.1		Start Time 2/9/15 06:00:55.270 PM -0800
URI /internal-rt/mobile/custom/inc	lentreport/incidents/1	End Time 2/9/15 06:01:22.641 PM -0800
HTTP Method GET		Response Length 140 bytes
HTTP Parameters		
Message		Context
Message Id MOB-38592		Username Tanonymous
Message Level SEVERE		Request Correlation Id Tce737488d3b695ff:610dbf10:14b3a999c9a:-8000-00000000009ee92

3. To find out more, the administrator clicks the **Request Correlation Id** to view the logging data.

Because the APIs are correlated to the connector calls, the Logs page shows SEVERE messages for both the incidentreport API and the RightNow Connector.

4. Open the Message Detail page for the RightNow connector by clicking the time stamp.

The message details page identifies the error as a problem with the SOAP service (per error message MOBILE 16006) and provides the service name (incidentService) and port (7002) along with a tip: Check the validity of the SOAP connector configuration.

ils		
∧ ∨ Message 3 of 4	ecid:000009ee92 ×	
Overview Headers		
API Request: RightNow 1.0 - HT	TP 500 (anonymous)	
RightNow 1.0		
POST /internal-rt/mobile/connecto	r/RightNow/GetIncidentById	
MCS Error MOB-16006		
/mcs/abc}IncidentSe	nded. We encountered a problem when calling the SOA rvicePort, Operation: GetIncidentByld, Endpoint URL: h intent-Type: application/octet-stream. Check the validity	AP service (Service Name: http://xmlins.example.com/incs/abc)incidentService, Port/(http://xmlins.example.com http://myhostus.example.com/702/incbilesvc-RightNowService-context-root/incidentServicePort?WSDL). Reason by of the SOAP Connector configuration Performance Problematic
Mobile Backend FIF_Custo API RightNow Service RightNow URI /internal-rt/ HTTP Method POST HTTP Parameters	1.0	Elapsed Time 26130 m Service Time 26031 m Start Time 2/9/15 06 End Time 2/9/15 06 01/22 534 PMI-0800 Request Length 61 bytes
Message		Context
Message Id MOB-3859 Message Level SEVERE	2	Username "∳anonymous Request Correlation Id "te?13/488d36695ff.610db/10.14b3a999c9a=8000-00000000009ee92

5. Confer with the RightNow service provider. After finding out that the service's port number is now 7001, the administrator updates the RightNow connectors Endpoint with the correct port number.

eral Port	Security	Test	Save	Save and Close >
by the API in your custor	m code. You can al	so provide alternate operation	n names for invoking them.	
Port IncidentServio	cePort			
* Endpoint	:7002/McsBetaSo	apApp-MockRightNowService	e-context-root/Incide	
Service	{http://xmlns.oracle	e.com/mcs/beta}IncidentServio	се	
	by the API in your custo Port IncidentServi * Endpoint	by the API in your custom code. You can al Port IncidentServicePort * Endpoint 7002/McsBetaSc	by the API in your custom code. You can also provide alternate operation Port IncidentServicePort * Endpoint :7002/McsBetaSoapApp-MockRightNowService	eral Port Security Test by the API in your custom code. You can also provide alternate operation names for invoking them. Port IncidentServicePort

6. Test the GET /Incidents/{id} endpoint for the incidentreport API.

After seeing the 200 (OK) response, the administrator confirms that the connector configuration is now correct.



\odot	GET /incide https://fif.ora	ents/{id} acle.com/{version}/mobile/custom/incidentreport	/incidents/{id}	
Retrieves the	incident report w	ith the specified id.		
HTTP 200 HTTP 400		resource could not be found but may be available ag	noin in the future	
11116 404	+ The requested i	resource could not be lound but may be available au		
Paramet	ters	Description	Test Console	
PATH				
id Required		integer the unique id of the incident report	1	
required		the unique to or the incluent report		
	e Status: 200			Test Endpoin
X-ORACLE Date: Tur Transfer Content-I oracle-mu Connectic Content- X-Powered	200 OK obile-Sync-Res -DMS-ECID: ce7 e, 10 Feb 2015 -Encoding: chu Length: 225	nked version: 14.2.0.0.0 ion/json	3000000009f985	
"create "statu: "prior: "imagel	": "Title1", edon": "2015-0 s": "New", ity": "Medium" Link": "ImageL ician": "jill@	ink3",		

Crash Diagnostics

You can configure your apps to report crash data and then later analyze this data in the UI.

Viewing Crash Data in the UI

Click to open the side menu and select **Diagnostics > Crashes**.

On that page you can view summaries of crash data (based on time range) as well as drill down into the details of individual crashes.

Sending Crash Data From Your App to the Analytic Collector

Crash data from your apps can be sent in the form of a REST call to the analytics collector endpoint (/mobile/platform/analytics/events). The REST call might look something like this:

```
curl -i \
-X POST \
-d @events.json \
-u mobile.user@example.com:password \
-H "Content-Type: application/json" \
-H "Oracle-Mobile-Application-Key: e25b7dce-d392-403d-b5c6-
bf06c0fd3586" \
```



```
-H "Oracle-Mobile-Backend-ID: 7fd145da-5807-46a5-b9da-783ba20885cc" \
-H "Oracle-Mobile-Device-ID: ABC-123-45-67890" \
https://fif.cloud.oracle.com/mobile/platform/analytics/events
```

The request body takes the form of a JSON array containing:

- a context event, which contains info about the user and the device.
- a crash event, which contains details on the crash itself.

Here's an example payload, including the required attributes:

```
[
  {
    "name":"context",
    "type":"system",
    "timestamp":"2018-04-12T23:20:54.345Z",
      "properties":{
          "latitude":"37.35687",
          "longitude":"-122.11663",
          "timezone":"-14400",
          "carrier":"AT&T",
        "model":"iPhone5,1",
          "manufacturer":"Apple",
          "osName":"iPhone OS",
          "osVersion":"7.1",
          "osBuild":"13E28"
    }
  },
  {
    "name":"crash",
    "type":"system",
    "timestamp":"2018-04-12T23:20:54.345Z",
    "properties":{
      "crashReporterKey":"234503AE-960M-4732-9E48-6CFE6A59A111",
      "crashTypeKey":"128E03AE-960E-4732-9E48-6CFE6A59A3CE",
      "architecture":"X86-64",
      "appId":"com.example.myapp",
      "appVersion":"1.0",
      "appBuild":"19",
      "exceptionName":"NSRangeException",
      "processName":"CrashReportSDK-i"
      "exceptionReason":"-[ NSArray0 objectAtIndex:]: index 23 beyond
bounds for empty NSArray",
      "appStartDate":"2018-04-12T23:20:54.345Z",
      "crashLog":"stack trace....."
  }
1
```

See Enable Your Mobile Apps to Report Event Data for more details on the mechanics of sending analytics data to Mobile Hub.



26 Packages

Oracle Mobile Hub (Mobile Hub) lets you share and move bundles of related artifacts built in Mobile Hub to another instance of Mobile Hub. You do this by exporting artifacts along with their dependencies, which creates a package, and importing that package to other instances of Mobile Hub.

The export process creates a package file (package-name.zip) containing a copy of the artifact, its dependencies, and their local policies. You can also use the package file as an archive for a set of related artifacts and store it outside of Mobile Hub. If artifacts in the current instance of Mobile Hub are changed or accidentally deleted, you can retrieve their original state from the package.

If you're a mobile or service developer, you can export artifacts such as mobile backends, collections, APIs and API implementations. You or another developer can then import the artifacts into the target environment.

What's a Package?

A package is a container for one or more artifacts. If an artifact has dependencies, they're also included in the package. For example, when you export a mobile backend, a package is created that contains the mobile backend and its dependencies, such as an API and its implementation, the connectors that the implementation calls, and collections. If the artifact you export is an API that has only one dependency, its implementation, then the package would contain just the API and its implementation.

Note:

While you can't explicitly add roles to a package, if an artifact has roles associated with it, they'll be included in the package

Artifacts can be in Draft or Published states. When an artifact is imported, it retains the state it had when the package was created (the source environment). That is, when an artifact in Draft state is imported, it's still in the Draft state in the new instance. The same is true for artifacts in the Published state.

For information on exporting a package, see Add Artifacts to the Package. For information on importing a package, see Upload the Package.

Why Do I Want a Package?

With packages, you can easily share artifacts across different instances of Mobile Hub. For example, you might find that you can use the same set of configured artifacts for different apps. Instead of having to recreate the same set of artifacts with the same configurations in another instance of Mobile Hub, you can *export* the artifacts (that is, create a package) in the current instance and import them into the target instance of Mobile Hub where work on the other app is being done.



Lets say Jeff, the service developer for Fix It Fast, has created a mobile backend that lets a technician look up the latest service requests and find the location and contact details for each customer. Fix It Fast has a subsidiary business called Restore It Fast, which provides restoration services to customers with fire or water damage. It would be helpful if the team at Restore It Fast could use that same mobile backend.

Jeff exports the mobile backend and all of its dependencies. He then notifies Jane, the service developer at Restore It Fast, that the package is ready to import. Jane locates and imports the package. She edits the environment policies for her Mobile Hub environment. She saves significant time by having the essentials of the mobile backend completed. She can begin testing right away and have the app ready to use by Restore It Fast technicians.

Export a Package

Use the Export Package wizard to easily create a packaged set of artifacts that you can export to other instances of Mobile Hub. The wizard shows you the dependencies associated with artifacts and includes those dependencies in the package for you. In addition to adding artifacts to the package, you'll have the opportunity to modify local environment policies.

The Export Package wizard walks you through the following steps to export a package:

- Add Artifacts to the Package
- Review Dependencies During Export
- Set Environment Policies During Export
- Complete the Export

Add Artifacts to the Package

1. Click and select **Applications > Packages** from the side menu.

If there are existing import and export packages, you'll see a list of packages.

APPLICATIONS > PACKAGES	Í
New Import New Export	Open Re-export More ▼ ✓ Details
C Name Ascending	Package Name Reports Version 1.0 MCS Version 16.2.1-201602160038
Reports 1.0	Documentation Contents
Inventory West1 1.0	Mobile Backend Reports 1.0 ORAFT
Supplies 1.0	User Realm Default 1.0 PUBLISHED
Page 1 of 1 (1-4 of 4 items) K < 1 > <td>▶ History</td>	▶ History



Uup arrow icons denote export packages. Down arrow icons denote import packages.

Alternatively, you can go to an artifact's landing page, select an artifact and choose **More** > **Export**. That artifact is automatically added to the list of selected artifacts. You can add more artifacts on the Content page of the Export wizard.

- 2. Click New Export.
- 3. On the Contents page of the Export wizard, click in the artifact **Search** field and select an artifact from drop-down list to add it to the package.

You can also enter a name in the field. All artifacts with that character string are displayed in the Selected Artifacts list. Click **X** to remove an artifact that you don't want included in the package.

Cancel	Content	Dependenci	es	Policies	Finish	Next
xport Content						
	ncies of the artifacts are	automatically included	and list	ed on the next page. You o	can't remove individual dependencies from the	e package file.
Type name or description		4				
Beleoted Artifaots			FixIt	Fast_Technician 1	1.5	
FixitFast_Technician 1.5		×	Depe	ndencies		
FIF_Images 1.0		×		TYPE	NAME	
mygooglemaps 1.0		×	0	Mobile Backend	FixitFast_Technician 1.5	
- mygoogiemaps 1.0		<u>^</u>	0	API	FIFIncidentReports 1.3	
RightNow 1.0		×	0	API Implementation	Incidentreport 1.0.1	
			0	Connector	RightNow 1.0	
Slebel 1.0		×	0	Connector	Slevol 1.0	
incidentreport 1.0.1		×	0	Connector	mygooglemaps 1.0	
			0	Realm	Default 1.0	
incidentreport 1.3		×	0	Collection	FIF_Images 1.0	
			0	Role	Customer/XXXX 1.0	
				Role	TechnicianXXXXX 1.0	

4. Select an artifact to see its dependencies in the right panel.

If you're exporting a client, the mobile backend that it references and any dependencies of the mobile backend are automatically added. However, if you export a mobile backend, the client that references it isn't automatically added. Because a mobile backend can be referenced by multiple clients, you'll have to manually add the client you want by entering its name in the Search and selecting it.

Also be aware that notification profiles associated with the client are not included in the export or import package. You'll have to manually create the profiles in the target environment and associate them with the client.

5. Click **Next** (>) to go to the next step.

Review Dependencies During Export

Here's where you can examine everything that's included in the export package. You can expand the view of each artifact type to see all the artifacts and their status. All artifacts are displayed under their respective types and top-level (root) artifacts are not distinguished. That is, a custom API that's listed could be a dependency of a mobile backend or a top-level artifact itself.

1. Click **Dependencies** in the navigation links.



< Canoel	Content	Dependencies	Policies	Finish	Next
Export Dependencies The artifacts and their dependencie	s are added to the package file in	the same state (Draft or Pu	blished) that they have in the sou	rce environment. Duolicate artifacts	are created only when th
ackage file is imported.	•				
Mobile Baokend					
FixitFast_Technician 1.5	Ø DRAFT				
í Realm					
Default 1.0	PUBLISHED				
(API					
Incidentreport 1.3	O PUBLISHED		Implementation incidentreport 1	.0.1	
(API Implementation					
Incidentreport 1.0.1	O PUBLISHED				
í Connector					
RightNow 1.0	PUBLISHED				
Slebel 1.0	PUBLISHED				
mygooglemaps 1.0	PUBLISHED				
i Collection					
FIF_images 1.0	O DRAFT				
í Role					
Customer/000X	PUBLISHED				
Technician/XXXX	PUBLISHED				

If the call to the mobile backend that's being exported is rerouted, the name and version of the target mobile backend (as defined in the Routing_RouteToBackend policy for the mobile backend being exported) is shown. The target mobile backend isn't a dependency of the original mobile backend and won't be automatically exported. You must manually export the target mobile backend to the target environment if it doesn't exist there already.

- 2. If you're exporting APIs, expand **API** to see the associated API implementation for each custom API.
- Click Expand All or Collapse All to see the full list of artifacts or just the artifact types.
- 4. Click Next (>) to go to the next step.

The Draft or Published state of the artifact and its dependencies are retained when the package is imported to the target environment.

Set Environment Policies During Export

Setting or changing policy values is an optional step during export. You don't have to change policy values here. Policies can be modified during import or from the Administration page afterwards.

You can save some time by setting values now if you know what values will be required. For example, if a connector API is in the package, you may want to change the security policy. If a mobile backend is being exported, you may want to reset the Sync_CollectionTimeoutToLive policy. Another example is if the call to the mobile backend that's being exported is rerouted to another mobile backend and you want to ensure the rerouting occurs, you should set the Routing_RouteToBackend policy here and specify the name and version of the original and target mobile backends. You'll also want to check if the intended target mobile backend exists; otherwise, you'll need to export it.

If a policy in the export package doesn't already exist in the target, it will be added during the import.



1. Click **Policies** in the navigation links and review the current policy values for the artifacts in the package.

(Cancel	Content	Dependencies	Polloles	Finish	Ne
port Policies u can review and optional vironment policies	ly edit the values of the policie	s being added to the package he	re. The policies can also be	edited when the package is imported.	Tell me more at
Edit					Res
Polloy Name			New	Value	
*.RightNow(1.0).Connect	tor_Endpoint		http://	cmis.alfresco.com/cmisws/N	
*.RightNow(1.0).Network	HttpConnectTimeout		2000	0	
*.RightNow(1.0).Network	HttpReadTimeout		2000	D	
*.RightNow(1.0).Routing	_BindApiToImpi		Right	Now(1.0)	
*.RightNow(1.0).Security	_OwsmPolicy		(Char	ne":"oracle/http_basic_auth_o	
*Slevo(1.0).Connector_	Endpoint		http://	wsf.cdyne.com/weatherws/we	
1.Slevol(1.0).Network_Ht	tpConnectTimeout		2000	D	
1.(Slevol(1.0).Network_Ht	1.Sievo(1.0).Network_HttpReadTimeout			D	
*Sleve(1.0).Routing_Bi	ind Api Toimpi		Sieve	al (1.0)	
*.Slevol (1.0).Security_O	- Delley		17	ne": "oracle/http_basic_auth_o	

Policies values with a cloud icon indicate the value is taken from source environment. Pencil icons denote custom values.

- 2. (Optional) Select a policy and edit its value in one of the following ways:
 - Click Edit above the policy table. In the Edit Policy dialog, you can select the value that the policy currently has (Package file value) or enter a custom value (Custom value). Click Null to set the custom value to null. Click Save to enact the change.
 - Right-click a policy in the table and select Set custom value to null or Edit to enter a value in the Custom value field in the Edit Policy dialog.

Click **Reset** to revert back to the original value for that policy.

If you change your mind or make a mistake after modifying the policy values, click **Reset All** to revert back to the original policy values.

3. Click **Next** (>) to go to the next step.

Complete the Export

Now that you've selected all the artifacts you want to export (and optionally, set any environment policies), it's time to create the package.

When you click **Export**, artifacts are added to the package in their current state at that time. For example, if someone publishes an artifact while you're creating the export package, the package will contain the published instance of that artifact.

1. Click **Finish** in the navigation links.



Canoel	0	0	0	•	
	Content	Dependencies	Policies	Finish	
ort Finish					
wish, write some documentation	on, then press Export to do	whiload the package file.			
Paokage Name Fix	ltFast				
Version 1.0	1				
Documentation Ch	eck the connector timeout	values and modify as needed.			

2. Enter a name for your package.

The default name is the name of the top-level artifact. The package name and version must be a unique combination. No other package name can have the same name and version number.

3. Enter a version number.

For example, enter 1.0 to designate it as the first version of this package.

4. Enter documentation about this package.

Add documentation that informs whoever is importing the package about what it contains and what tasks need to be performed before and after the package is imported. The Export wizard automatically enters information about which roles must exist in the target environment before the package can be imported.

You can manually write documentation for your export package using Markdown syntax in the **Documentation** field or copy and paste your documentation into the field. Markdown syntax lets you write an easy to-read plain text that can easily be converted to structurally valid XHTML for viewing in a browser.

Click **Preview** below the field to see the formatted output.

- 5. Click Export.
- 6. Select the location to place the package from the file chooser.

You can edit the name of the package here. The file name has the format package name.zip.

Re-export a Package

Re-exporting lets you create a new package based on an existing package. Select a package and select **Re-export**, which takes you through the Export Package wizard where you can select more artifacts to include or remove some of the current artifacts.

- 1. Click and select **Applications > Packages** from the side menu.
- 2. Select an export package and click **Re-export**.
- **3.** Follow the steps for exporting a package: selecting artifacts, reviewing dependencies, optionally setting environment polices, naming the package and providing documentation about the package.

Remember that the new package must have a unique package name and version combination. That is, if the original package is MyPackage 1.0, the new package must have either a different name or version number.



Import a Package

Importing a package puts copies of the artifacts from the source environment into the target environment. Before you proceed with the import, make sure the package name and version are unique in the target environment. You won't be able to import it if a package with the same name and version already exists. During the import, you'll be able to verify the contents of the package, read the package documentation, and you'll also be able to set the values for policies being added to the target environment or modify existing policies.

The Import Package wizard walks you through the following steps for importing a package:

- Upload the Package
- Examine the Contents of the Import Package
- Set Environment Policies During Import

Upload the Package

When you upload the package, the contents of the package are immediately installed in the target environment unless a conflict or some other error occurs during the import. You can view the contents of the package and whether or not all of the contents were successfully imported on the next page of the Import wizard.

- 1. Go to the environment where you want to import the package.
- 2. Click and select **Applications > Packages** from the side menu.

If there are existing packages, you'll see them listed here. Packages with a green up arrow denote export packages. Packages with a blue down arrow denote import packages.

- 3. Click New Import.
- 4. Copy and paste (or drag) the package to the Upload page of the Import wizard.

After the package is uploaded, you can see the package name, version, and information about the package. If you've uploaded the wrong package, click **Cancel** to exit the import operation.

Canoel	Upload	Confirm	Import Results	Policies	Next
bload					
load a package file to begin. Pre	ss Next to review the contents of the	package before they are created in	the target system.		
			<u></u>		
		Choose a packa	sge file or drag it here.		
0		paokage-F	ixitFast.zip is loaded.		
Paokage Name	EldEast				
-					
Version	1.0				
	Check the connector timeout value	and modify as passied			

5. Click Next (>) to go to the next step.



Examine the Contents of the Import Package

On the confirmation page, you can see a list of the artifacts being imported and which artifacts already exist in the target environment. You can also see what dependencies are also being imported.

The notification profiles associated with a client are not included in the import package. If you're importing a client, you'll have to re-create the notification profiles in the target environment and associate them with the client.

- 1. Click **Confirm** in the navigation links.
- 2. Review artifacts the list of artifacts to be installed. Remember if there are roles in the package that will be created in the target environment, you must have Oracle Cloud identity domain administrator permissions to do the import. Only team members with Oracle Cloud identity domain administrator permissions can create roles.

If you don't want the listed artifacts imported to the target environment, click **Cancel** now. No changes will be made to the target environment. If the call to the mobile backend that's being imported is rerouted, the name and version of the target mobile backend (as defined in the Routing_RouteToBackend policy for the mobile backend being imported) is shown. The target mobile backend isn't a dependency of the original mobile backend and isn't included in the package. You must manually import the target mobile backend to the target environment if it doesn't exist there already.

3. Click Next.

The process of installing the contents of the package in the target environment begins.

A conflict occurs when an artifact with the same name and version (but with a different Universally Unique Identifier (UUID) value) exists in both the import package and in the target environment. The import process can't proceed if an error occurs. Close the import wizard and resolve the issue by moving the existing artifact in the target environment to the trash, changing its name or version, and then try importing the package again. Alternatively, you can import the package to a different instance of Mobile Hub.

The Import Results page shows the artifacts that have been installed.



Close	Upload	Confirm	Import Results	Policies	Next
import Results					
Summary of Import.					
Mobile Baokend					
FixitFast_Technician 1.5	S IMPORTED				
í User Realm					
Default 1.0	EXISTS				
API					
Incidentreport 1.3	IMPORTED		Implementation incident/report 1.0.1		
API Implementation					
Incidentreport 1.0.1	S IMPORTED				
d Connector					
RightNow 1.0	S IMPORTED				
Slebel 1.0	S IMPORTED				
mygooglemaps 1.0	MPORTED				
é Collection					
FIF_Images 1.0	S IMPORTED				
á Role					
CustomerXXXXX	S IMPORTED				
Technician/XXXX	MPORTED				

When an artifact in the package has the same name, version, and UUID value as one in the target environment, the artifact is marked as EXISTS on the results page and is not imported.

Set Environment Policies During Import

Here is where you can set or modify the environment policies in the target environment for the packaged artifacts. Although the mobile cloud administrator can modify these policies later, to ensure that operations can be performed correctly in the target environment, you should update the policies here.

Even if you don't modify values for existing environment policies, any policies associated with the artifacts in the package that are new to the target environment are added for you when you update.

Check the documentation included in the package to see if any recommended values or policies are described. For descriptions of policies, see Mobile Hub Policies and Values.

1. Click the **Policies** navigation link.

If you really don't want to modify environment policies, click **Skip**. Be aware though that the import operation completes without updating any policy values or adding any policies to the target environment.

2. Filter the policies displayed by selecting **Mobile Backends** or **API/Implementations** from the selection list, or enter a policy name in the Search field.

Select **All Policies** (the default value) to list all the environment policies associated with the artifacts.

- 3. (Optional) Select a policy and edit its value in one of the following ways:
 - Click Edit above the policy table. In the Edit Policy dialog, select Package file value, Target system, or Custom value. If you want to set the value to null, click Null next to the Custom value field.



Close	Upload	Confirm	Import P		Polloles	Skip U
port Policies u can assign values to any of the	e policies brought over from the expor	ted artifacts. If you skip this step	, or want to change	values later, you can a	lways adjust policies (on the target system in Administrati
Edit						Re
Polloy Name				New Value		Current Value (Target System)
*.connector/RightNow(1.0).Con	nector_Endpoint			http://wsf.cdyne.com	n/weatherws/we	None
*.connector/RightNow(1.0).Net	work_HttpConnectTimeout			26000	Ĩ	None
*.connector/RightNow(1.0).Net	work_HttpReadTimeout			26000	Ĩ	None
*.connector/RightNow(1.0).Rou	ting_BindApiToImpi			connector/RightNov	v(1.0)	connector/RightNow(1.0)
*.connector/RightNow(1.0).Sec	curity_OwsmPolicy			[("name":"oracle/http	_basic_auth_o	None
Edit Policy			×	http://www.webservi	icex.com/global🎬	None
				26000	Ĩ	None
Polloy Name *.connecto	r/RightNow(1.0).Network_HttpReadTit	meout		26000	Ť	None
New Value				connector/slaval (1.		connector/slevel (1.0)
C Package file	value (26000)			[["name":"oracle/http	_basic_auth_o	None
C Target system	n value ()					
Custom Value	26000	Null				

Click **Save** to enact the change.

 Right-click a policy in the table and select Use value from target system, Set custom value to null or Edit to enter a value in the Custom value field in the Edit Policy dialog.

Click **Reset** to revert back to the original policy value.

If you change your mind or make a mistake, click **Reset** above the table to revert all the policies to their original values. A package icon indicates the policy takes the value it has in the package, a pencil icon indicates the policy has a custom value, and a target icon indicates the policy takes its value from the target environment.

 Click Update to apply the changes to the policies and add any new policies to the target environment.

Any policies in the policies list that don't already exist in the target environment are added. If you need to change any of the policy values after the import, your mobile cloud administrator can change them through the Administration view.

A blue dot by a policy name indicates that it has been modified. Icons in the Update Value column indicate if the value is taken from the package or if it was manually changed. You can the values of existing policies in the Current Value column.

What Happens When You Import a Package

Similar to deploying an artifact from one environment to another, when importing artifacts from one instance of Mobile Hub to another, conflicts or errors can occur.

Some situations in which you can have a successful import:

 If all the artifacts being imported to the target environment in the new instance of Mobile Hub are unique in name and version from any existing artifacts in that environment, the import will be successful.



For example, a package contains the MyIncidentReports 1.1 API. The target environment has a MyIncidentReports 1.5 API. There is no conflict because the two APIs are different and MyIncidentReports 1.1 is successfully imported.

 Another successful import occurs even if some of the artifacts in the package already exist in the target environment. That is, duplicate artifacts are in the target environment.

For example, a package contains RightNow 1.1 connector. During the import process, it's determined that a duplicate connector already exists in the target environment. It has the same name, version, and UUID values. The connector is skipped and the rest of the artifacts are successfully imported

Here are instances where potential problems can occur:

- If a role associated with the artifacts in the package doesn't exist in the target environment, then it is added when the package is imported, but to do so requires that you are a team member with Oracle Cloud identity domain administrator permissions. If you don't have Oracle Cloud identity domain administrator permissions, the import will fail.
- If some of the artifacts in the package are similar to existing artifacts in the target environment, that is they have the same name, version, but different UUID values, the import process can't complete.

For example, the package contains the published RightNow 2.0 connector and the target environment also has a published RightNow 2.0 connector. They both have the same name, version, but have different UUID values. You see a CONFLICT message by the artifact and the import operation fails. When an import fails, all changes made to the target environment are rolled back. All artifact attributes and policy values are returned to their original values prior to the import.

You have two choices. You can create a new version of the connector in the source environment, resolve any dependency issues, export the connector, and then import it to the target environment. Otherwise, you can move the RightNow 2.0 connector that's in the target environment to the trash and then proceed with the import.

Import Results

The import results that can occur are described here:

Import State	Descriptions
Imported	The artifact didn't exist in the target environment and was imported successfully.
Not Imported	The artifact wasn't imported because of conflict occurred or a missing artifact was detected.
	The import process was stopped and any changes made prior to the error were rolled back. The target environment is back to its original state before the import.
Exists	A duplicate artifact already exists in the target environment, therefore, the artifact in the package was skipped.



Import State	Descriptions
Privileges	A required role or realm didn't exist in the target environment and the current user doesn't have Oracle Cloud identity domain administrator permissions to create the role or realm automatically during import.
Conflict	A similar artifact (same name and version but different UUID) exists in the target environment.
	The import process was stopped and any changes made prior to the conflict were rolled back. The target environment is back to its original state before the import.

Export Updated Artifacts

What happens if you make upgrades to artifacts in your instance of Mobile Hub and you want those upgrades in another instance of Mobile Hub? Lets say Jeff, at Fix it Fast, makes some changes to MyIncidentReports1.1 API, which is in Draft state. Samir, who works at Restore It Fast, would like to get the improved API.

When you import updated artifacts, you need to take steps to prevent a conflict. The actions you take depend on the Draft or Published state of the artifacts. That could mean you'll have to move existing artifacts to the trash in the target environment or create a new version of the artifact to export and then resolve any resulting dependency issues with the new version of the artifact.

Following our example, Jeff exports MyIncidentReports1.1 API and its implementation. However, before Samir can import the package, he moves his Draft instance of MyIncidentReports1.1 to the trash to avoid a conflict during import.

Examine a Package

You can view the contents of a package from the Packages page. You can also reexport a package, create a new version of an existing package, or move an export package to the trash or the contents of an import.

- 1. Click and select **Applications > Packages** from the side menu.
- 2. Select a package and click View.

From the View page, you can look at the details, contents, and policies of a package. You can also see the package details and content information on the packages landing page.

3. Click **Details** to see the package metadata. the contents, policy settings, and the version of Mobile Hub that contains the package.

You can only view the policy settings. You can't change them.

- 4. Click **Contents** to see the package contents.
- 5. Click **Policies** to view the environment policies and associated with the package contents and the policy values.
- 6. On the packages landing page, click **History** to see who created the selected package and when.



Move a Package to the Trash

When you move an *export* package to the trash, you're moving just the record of the package, to the trash. The artifacts remain in the source environment. However, when you move an *import* package to the trash, what you're actually doing is moving the package (that is, the record of the package) and all the artifacts in the package to the trash. Even artifacts in the Published state are moved to the trash. You can manually restore each artifact if you need them.

- 1. Click and select **Applications > Packages** from the side menu.
- 2. Select a package and then select **More > Move to Trash**.

Roles can't be deleted. Any roles associated with artifacts in the package are revoked and remain in the target system.

3. Review the information in the confirmation dialog.

If an artifact is a dependency of several other artifacts, click **More** in the dialog to see the full list.

You won't be able to deploy any artifacts that have dependencies on an artifact in the package that was moved to the trash.

Also if an artifact that's in the package is a dependency of a published artifact that's not in the package, the move to the trash operation will fail.

4. Click **Yes** to move the package to the trash.

If you decide you need some or all of the artifacts that you've moved to the trash, you can restore them as needed. Just go to the artifact's landing page (for example, to restore a

mobile backend, go to the Mobile Backends page), click on **Trash** (**1**) and select the item you want to restore. Select **Restore** from the Trash menu. Your mobile cloud administrator can also restore these items from the Administration view.

Environment Policy Settings for Packaged Artifacts

When you export artifacts, you save their configurations in a portable file (the package) that can be sent to various instances. Only local policies are included in the package. That is, only policies scoped for an artifact are available for editing and exporting. For example, if you're exporting a mobile backend called FIF_Technician 1.0 and an environment policy has been defined for it that's called FIF_Technician(1.0).*.Logging_Level. That policy will be available for editing. Environment-wide policies are not included in the package file. For example, if the mobile backend uses *.*.Logging_Level, that policy won't appear on the Policies page. The mobile backend will be subject to the Logging_Level policy in the target environment.

The environment policy settings for the artifacts are the values they have in the current instance. Because environment policies are specific to each environment in each instance, you might need to edit some of the policies before they can be used in their new location.

During export and import, you'll have the option to edit these values for the target environment. If someone other than you is performing the import, you should document which policies might need to be modified, and which might be overwritten, and which might need to be added. You might also want to alert them to any roles or realms that are required. To ensure the required policies are added to the target environment.



If a policy that you set during export or import doesn't exist in the target environment, it's added when you import the package.

Any required roles or realms that don't exist in the target environment are automatically created during the import but only if the person performing the import operation is a team member that has been granted an Oracle Cloud identity domain administrator role.

For descriptions of policies, see Mobile Hub Policies and Values.



A HTTP Headers

You use headers to provide information (metadata) about the request or response or about the data contained in the message body. Oracle Mobile Hub provides custom request and response headers that you can use with the connector APIs and in custom code. The HTTP headers, their descriptions, and the services that use them are described in this chapter.

For detailed descriptions of standard HTTP headers, see Header Field Definitions.

API Headers

The following table lists the custom HTTP headers listed used by Mobile Hub custom APIs and connector APIs.

Header	Description	API
Oracle-Mobile-API-Version	The version of the connector or custom API that is called from a custom API implementation.	Custom API REST and SOAP Connector APIs
	Use this header when the dependency isn't declared in package.json or when you need to override the dependency declared in package.json. See package.json Contents.	
Oracle-Mobile-Backend-ID	The ID of the mobile backend issued by Mobile Hub, which enables a mobile application to access APIs associated with that mobile backend.	Custom API
	This header is required when you are using the HTTP Basic Authentication. The value of the ID (for the given environment) is displayed in the Keys section of the Mobile Backends page.	



Header	Description	API
Oracle-Mobile-External- Authorization	The request header used when a security policy isn't configured for the connector. When this header is set, the value of the header is set as Authorization on the request to the external service.	REST Connector API
	Set the Oracle-Mobile- External-Authorization header only when the service you're connecting to is secured in a way that isn't described by an existing security policy. The header won't take effect if a security policy is configured. Setting this header takes precedence over setting an Authorization header and creating a rule for it.	

SDK Headers

The public HTTP headers listed in the following table are used in the iOS and Android SDKs to write calls in your app to mobile backend services.

Header names are case-insensitive and used the same way on both platforms. If you choose to write custom headers, then they must begin with <code>Oracle-Mobile-</code>.

Header	Description	Service
Authorization	For OAuth and SSO, contains the OAuth token downloaded from the OAuth Server. For HTTP Basic and Facebook, contains the Base64 encoding of the user name and password.	Security
Oracle-Mobile-Analytics- Session-ID	The current session to track events.	Analytics
Oracle-Mobile- Application-Key	The Application ID that's used to differentiate various applications.	Analytics and Others
Oracle-Mobile-Backend-ID	The ID of the mobile backend issued by Mobile Hub, which enables a mobile application to access APIs associated with that mobile backend.	Security
	This header is required when you're using the HTTP Basic authentication or Facebook login. The value of the ID (for the given environment) is displayed in the Keys section of the Mobile Backends page.	

Header	Description	Service
Oracle-Mobile-Canonical- Link	The canonical link for the object.	Storage
Oracle-Mobile-Client- Request-Time	The client timestamp at which the request is made. The timestamp is in UTC in the format yyyy'-'MM'-'dd'- T'HH':'mm':'ss':SSS'Z.	Diagnostics
Oracle-Mobile-Content- Disposition	Arequest for the value of the Content-Disposition HTTP response header.	Storage
Oracle-Mobile-Created-By	The user who initially created the object. Corresponds to the createdBy property in the JSON representation of an object.	Storage
Oracle-Mobile-Created-On	The dateTime when the object was initially created. Corresponds to the createdOn property in the JSON representation of an object.	Storage
Oracle-Mobile-Device-ID	The Device ID that's used to differentiate various mobile devices.	Storage and Others
Oracle-Mobile-Diagnostic- Session-ID	A unique ID to represent a user app session. This is different from an Analytics session in terms of lifetime. The SDK uses the process ID	Diagnostics
	(OS PID) for the header value.	
Oracle-Mobile-Extra- Fields	Addition of a set of predefined columns like createdBy, createdOn, and modifiedBy, which you can use to audit mobile users' interactions with the database. See Create a Table Explicitly.	Database
Oracle-Mobile-Modified-By	The user who last modified the object. Corresponds to the modifiedBy property in the JSON representation of an object.	Storage
Oracle-Mobile-Modified-On	The dateTime when the object was last modified. Corresponds to the modifiedOn property in the JSON representation of an object.	Storage
Oracle-Mobile-Name	The display name for the object. Corresponds to the name property in the JSON representation of an object.	Storage



Header	Description	Service
Oracle-Mobile-Primary- Keys	Addition of a primary key to implicitly created schema.	Database
Oracle-Mobile-Self-Link	The self link for the object.	Storage
Oracle-Mobile-Social- Access-Token	For Facebook login, contains the Facebook access token.	Security
Oracle-Mobile-Social- Identity-Provider	For Facebook login, contains the value facebook.	Security
Oracle-Mobile-Sync-Evict	Optional. The specification of when a returned resource should be evicted from the cache, if set. Uses RFC 1123 SimpleDateFormat, for example "EEE, dd MMM yyyy HH:mm:ss z"	Synchronization
Oracle-Mobile-Sync- Expires	Optional. The specification of when a returned resource should expire in the cache, if set. Uses RFC 1123 SimpleDateFormat, for example "EEE, dd MMM yyyy	Synchronization
Oracle-Mobile-Sync-No- Store	HH:mm:ss z" If set to true, the device doesn't cache the returned resource.	Synchronization
Oracle-Mobile-Sync- Resource-Type	An item for items or a collection for collections; omitted for files. When set to item or collection, the Content-Type header must be application/json.	Synchronization
	For collections, the JSON must conform to the collection envelope structure. This is the custom header defined by the Synchronization service.	
	See Define Synchronization Policies and Cache Settings in a Response Header for details.	
Oracle-Mobile-Sync-Agent	Optional. Informs a sync- compatible service (like Storage) to generate compatible collection formats. The value of the header is not critical but the client will set it to true.	Synchronization

B Oracle Mobile Hub Policies

This chapter lists the policies that you can configure in Oracle Mobile Hub (Mobile Hub). Policies control a variety of things, including logging level, password expiration times, means for restricting user access, and proxies. Policies can affect all artifacts of a specific type, or they can affect an individual artifact.

Note:

The scope value shown is the narrowest level at which the property can be set.

Mobile Hub Policies and Values

Policies determine the behavior of various aspects of Mobile Hub. As Mobile Hub administrator, you can view and modify the policies in the policies.properties file by exporting the file from the Administration page.

Policy	Type / Description	Default Value	Scope / Affects
Analytics_ApplicationG uid	String. Stores an association between the backend and the Analytics application. The value is the Application ID.	There is no default value for this policy.	Scope: Backend Affects: Backend
Analytics_BaiduMapCsfK eyName	String. Stores the name of the CSF key that stores the Baidu application key (ak).	There is no default value for this policy.	Scope: Backend Affects: Backend
Asset_AllowPurge	String. Controls whether or not Draft and Published artifacts in the trash can be purged (deleted permanently). Valid values are: • All • None • Draft • Published	All	Scope: Instance Affects: Backend, Custom API, API Implementation, Connector, and Collection
Asset_AllowTrash	String. Controls whether or not Draft and Published artifacts can be moved to the trash. Valid values are: • All • None • Draft • Published	All	Scope: Instance Affects: Backend, Custom API, API Implementation, Connector, and Collection

Policy	Type / Description	Default Value	Scope / Affects
Asset_AllowUntrash	String. Controls whether or not Draft and Published artifacts can be restored from the trash. Valid values are: • All • None • Draft • Published	All	Scope: Instance Affects: Backend, Custom API, API Implementation, Connector, and Collection
Asset_DefaultInitialVe rsion	String. Sets the default version for all newly created artifacts.	1.0 Note : Generally, the default value should be used.	Scope: Instance Affects: All artifacts that have versions
CCC_DefaultNodeConfigu ration	 String. Sets the default node.js configuration used by the API implementation (custom code). The custom code implementation can override the default node configuration in its package.json. The default node version is a policy value: whatever customer has there before the upgrade to the new OMH release will be unchanged.A new customer (of the new OMH release) would be defaulted to 12.16 Valid values are: 12.16: The service uses node.js 12.16.1. 8.9: The service uses 	 For customers up to Oracle Mobile Hub 19.4.3, the default is 8.9. For customers from Oracle Mobile Hub 20.1.3 onwards, the default is 12.16. 	Scope: Instance Affects: Custom Code
	 node.js 8.9.4. 6.10: The service uses node.js 6.10.10. 0.10: The service uses node.js 0.10.25. For the related JavaScript library versions, see What's the Foundation for the Custom Code Service? 		
CCC_LogBody	 Boolean. Determines whether to log the body of a request in custom code. Bodies will be logged in the following circumstances: Logging level == FINEST or there is an uncaught exception. This property is set to true. 	false	Scope: Backend Affects: Custom Code

Policy		Type / Description	Default Value	Scope / Affects
-	gBodyMaxLength	Integer. Sets the maximum number of characters to log if the custom code is logging the request body.	512	Scope: Backend Affects: Custom Code
CCC_Ser Error	ndStackTraceWith	Boolean. Determines whether or not to send the stack trace from node.js with the REST response from the custom code container indicating that there is a code problem.	false	Scope: Backend Affects: Custom Code
Connect	cors_Endpoint	String. Stores the endpoint URL of the particular connector instance.	There is no default value for this policy.	Scope: Connector Affects: Connectors
		Set this policy by uncommenting the policy.	The initial value is set when the connector is created.	
Connect ons	cor_Ics_Connecti	String. Identifies the JSON document representing connections to each configured ICS instance.	null	Scope: Instance Affects: ICS Connector
Databas olicy	se_CreateTablesP	String. Controls whether the Database API can create, alter, or drop tables from custom code or SQL. The default value (allow) enables calls from custom code that perform implicit operations and also explicit query operations from raw SQL.	allow	Scope: Instance Affects: Database Service
		Setting this policy to implicitOnly enables these operations and JSON from custom code calls, and prohibits SQL operations. Setting the policy to explicitOnly enables these operations using the Database Management Service API, and prohibits non-SQL operations from custom code. Setting the policy to none curtails implicit and explicit table creation, deletion, and updates.		
Databas	se_MaxRows	Integer. Sets the maximum number of rows that can be returned by a single database query.	1000	Scope: Instance Affects: Database Service

Policy	Type / Description	Default Value	Scope / Affects
Database_QueryTimeout	Integer. Sets the number of seconds to wait for a database query to return before canceling it.	20	Scope: Instance Affects: Database Service
Diagnostics_ExcludedHt tpHeadersInLogs	String. Creates a list of headers that shouldn't be logged with each API request in the API History log file.	Authorization header, cookie name	Scope: Instance Affects: Administration
Diagnostics_RequestPer centageErrorThreshold	Double. Sets the percentage of requests returning error codes compared with total request above which the service will report an error condition.	10	Scope: Instance Affects: Administration
	Set this value higher than the one set for the Diagnostics_RequestPer centageWarningThreshol d policy, which sets the adverse level of system health.		
Diagnostics_RequestPer centageWarningThreshol d	Double. Sets the percentage of requests returning error codes compared with total request above which the service will report a warning condition.	1	Scope: Instance Affects: Administration
Logging_Level	Integer. Sets the logging level.	800	Scope: Backend Affects: Custom APIs, Storage
Network_HttpConnectTim eout	Integer. Sets the amount of time spent in milliseconds (ms) connecting to the remote URL. The value should be less	There is no default value for this policy. The initial value is set when the	Scope: Instance, Backend, Connector, Fully-Qualified Connector Affects: Connectors
	than the value of Network_HttpRequestTim eout.	connector is created.	
Network_HttpReadTimeou t	Integer. Sets the maximum time (in milliseconds) spent waiting to read data. The value should be less than the value of Network_HttpRequestTim eout.	There is no default value for this policy. The initial value is set when the connector is created.	Scope: Instance, Backend, Connector, Fully-Qualified Connector Affects: Connectors

Policy	Type / Description	Default Value	Scope / Affects
Network_HttpRequestTim eout	Integer. Sets the amount of time in milliseconds (ms) on an HTTP request before it times out. Set this policy when deploying to another environment.	40,000 ms	Scope: Instance Affects: Custom APIs
Notifications_DeviceCo untWarningThreshold	Double. Defines the threshold level (percentage) of messages sent successfully without returning an error. If the proportion of messages accepted by the service provider is below the threshold, then a warning is displayed. The default value is 70.0 (70%). Set this policy as needed.	70.0 Note: For testing purposes only, consider setting this value to 100.0 (100%).	Scope: Instance Affects: Notifications
Routing_BindAPIToImpl	String. Determines which core service to use to resolve the API request.	There is no default value for this policy.	Scope: API Affects: Custom APIs, Connectors
Routing_BindAPIToMock	Boolean. Resolves the API request to a mock service instead of the implementation that's bound to the API.	false Note: Do not modify this policy.	Scope: Fully-Qualified API Affects: Backend, Custom APIs
Routing_DefaultImpleme ntation	String. Specifies the default implementation for the initially created API (that is, the mock service).	MockService/1.0 Note: Do not modify this policy.	Scope: Instance Affects: Custom APIs
Routing_RouteToBackend	String. Reroutes mobile API calls made to a backend to the target backend specified.	There is no default value for this policy.	Scope: Backend Affects: Dispatcher

Policy	Type / Description	Default Value	Scope / Affects
Security_AllowOrigin	 String. Enables Cross Origin Resource Sharing (CORS) from HTML5 clients on an external domain. Supported values are: disallow url1, url2, url3 - specifies a whitelist of URLs from which cross-site requests to APIs can be made. If the origin of the cross-site request matches one of the patterns in the whitelist, the request is allowed. Otherwise, access is restricted. The wildcard character, *, can be used when providing URL values but doesn't apply across dot (.), forward slash (/), or colon (:) characters. 	that cross-site access to APIs either be	Scope: Instance Affects: All cross origin calls to a given instance
Security_AuthTokenConf iguration	JSON Object. Provides a configuration to integrate with third-party identity providers that support JWT, which mobile app users can use to authenticate.	No default value	Scope: Environment Affects: Security
Security_CollectionsAn onymousAccess	A comma-separated list of storage collections following this pattern: <collection1_name>[(< version> *)] [,<collection2_name>[(<version> *)]] [,]</version></collection2_name></collection1_name>	No default value	Scope: Storage Collections Affects: Only the listed Collections
	Sets a storage collection to allow anonymous access. For each storage collection listed in the policy, anonymous read and write access will be allowed, provided that the correct anonymous access key is defined in the request headers. Specifying '*' as the version allows anonymous access to all versions of the collection.		

Policy	Type / Description	Default Value	Scope / Affects
Security_ExposeHeaders	String. Provides a means for browsers to access the server whitelist headers. By default, Cross Origin Resource Sharing (CORS) disallows accessing returned headers by the browser.	"" Indicates that no response headers are to be exposed to the browser.	Scope: Instance Affects: All cross origin calls to a given instance
	Applies to HTML5 clients accessing a given resource from an external domain.		
Security_IdentityProvi ders	String. Stores identity providers configuration.	Facebook identity provider configuration	Scope: Instance Affects: Security
Security_IgnoreHostnam eVerification	Boolean. Disables the SSL host name verification.	false	Scope: Instance Affects: REST, SOAP,
	To be applied to connectors (in development) that call outbound services using SSL certificates with an invalid or incomplete hostname.		ICS, and Fusion Applications Connectors
Security_OwsmPolicy	Object. Sets the security policy used for outbound security.	There is no default value for this policy.	Scope: Connector Affects: Connectors
		The initial value is set when the connector is created.	
Security_SsoRedirectWh itelist	String. Lists the URL patterns for the SSO	disallow	Scope: Instance, Backend
	redirect_uri parameter values that are permitted.		Affects: SSO Token Relay

Policy	Type / Description	Default Value	Scope / Affects
Security_TokenExchange TimeoutPolicy	String. Defines the policy that governs the expiration time for tokens generated and issued as a result of token exchange. Valid values are: • FromTimeoutSecs - token expiry time is	FromTimeoutSe cs	Scope: Instance Affects: SSO Token Exchange
	 governed by the Security_TokenExcha ngeTimeoutSecs policy. FromExternalToken - token expiry time is set to the same time as the external token expiry time. FromExternalTokenLimit edByTimeoutSecs - token expiry time is set to the value determined from the Security_TokenExcha ngeTimeoutSecs policy or the external token expiry time, whichever comes first. 		
Security_TokenExchange TimeoutSecs	Integer. Sets the token expiration time for SSO login.	216000 s	Scope: Instance Affects: SSO Token Relay

Policy	Type / Description	Default Value	Scope / Affects
Security_TransportSecu rityProtocols	String. Specifies a list of the TLS/SSL protocols that should be used for the outbound connection for the specific connector. By default, only TLSv1.2 protocols are used for outbound connections. This property can be used to override the system defaults so that connections can be established to legacy systems that don't support new versions of TLS/SSL.	No default value	Scope: Connectors, Fully-qualified Connectors Affects: All Connectors
	Caution: Use this property carefully as older protocols are more vulnerable to security exploits.		
	Valid value is a comma separated list of the TLS/SSL protocols. Note that extra spaces around the protocol names are ignored. For example, TLSv1, TLSv1.1, TLSv1.2.		
	Supported protocols are: SSLv2Hello, TLSv1, TLSv1.1, TLSv1.2.		
Sync_CollectionTimeToL ive	Integer. Sets the default amount of time that data requested by a mobile app from a storage collection remains in the local cache that's used by the Synchronization library.	86400 s Set this policy as needed.	Scope: Instance Affects: Storage
Url_PercentEncodeQuery ParameterSpaces	Boolean. Controls how spaces in query parameters of a URL are encoded. If set to true encodes spaces as %20; and encodes them as + otherwise. Spaces in other parts of the URL are always encoded as %20.	false	Scope: Connector Affects: REST Connector

C Security Policies for Connector APIs

Connecting to external services usually requires some degree of authentication and authorization. When you configure a connector API, you have the option of specifying the security policies to use when communicating with an external service (except for ICS Connector APIs where the security policy is determined by the WSDL for SOAP-based integrations).

Descriptions of the supported Oracle Web Services Manager (Oracle WSM) security policies for the REST, SOAP, ICS, and Fusion Applications Connector APIs are provided here. Additionally, the policy properties that you can override are also described along with a mapping of policy properties to the policies that contain them.

Note that for connector APIs, only client policies are valid.

Security Policies for REST Connector APIs

The supported Oracle Web Services Manager (Oracle WSM) security policies for REST Connector APIs are described in the following table:

Security Policy	Description
http_basic_auth_over_ssl_client_policy	Includes user name and password in an HTTP Basic Authorization header.
http_jwt_token_client_policy	Includes a JWT token in the HTTP header. A JSON Web Token represents claims and is generally used in Federated Identity systems where the source and target have mutual trust and a shared identity realm. The JWT token is create automatically. The issuer name and subject name are provided either programmatically or declaratively through the policy. You can specify the audience restriction condition for this policy.
<pre>http_jwt_token_identity_switch_client_p olicy</pre>	Includes JWT token in the HTTP header. Similar to http_jwt_token_client_policy but this policy also performs dynamic identity switching by propagating a different identity than the one based on authenticated Subject (mobile user).
http_jwt_token_over_ssl_client_policy	Includes a JWT token in the HTTP header. A JSON Web Token represents claims and is generally used in Federated Identity systems where the source and target have mutual trust and a shared identity realm. The JWT token is created automatically. The issuer name and subject name are provided either programmatically or declaratively through the policy. You can specify the audience restriction condition for this policy. This version of the policy enforces that connections are made over https.



Security Policy	Description
http_saml20_token_bearer_client_policy	Includes SAML 2.0 tokens in the HTTP header. SAML provides single sign-on in that multiple services can redirect a user to a single identity provider, which supplies signed assertion tokens. The SAML token with confirmation method Bearer is created automatically.
<pre>http_saml20_token_bearer_over_ssl_clien t_policy</pre>	Includes SAML 2.0 tokens in the HTTP header. SAML provides single sign-on in that multiple services can redirect a user to a single identity provider, which supplies signed assertion tokens. The SAML token with confirmation method Bearer is created automatically. This version of the policy enforces that connections are made over https.
oauth2_config_client_policy	Provides information about the OAuth2 server, which preforms authorization and issues the access tokens.
	You must set both this policy and oracle/ http_oauth2_token_client_policy together.
http_oauth2_token_client_policy	Includes OAuth2 access token in the request. OAuth2 allows users to safely grant client applications limited access to protected resources
	You must set both this policy and oracle/ oauth2_config_client_policy together.
<pre>http_oauth2_token_over_ssl_client_polic y</pre>	Includes OAuth2 access token in the request. OAuth2 allows users to safely grant client applications limited access to protected resources.
	You must set both this policy and <code>oracle/</code> <code>oauth2_config_client_policy</code> together. This version of the policy enforces that connections are made over https.

Security Policies for SOAP Connector APIs

The supported Oracle Web Services Manager (Oracle WSM) security polices for SOAP connectors are described in the following table:

Security Policy	Description
<pre>http_basic_auth_over_ssl_client_poli cy</pre>	Includes credentials in the HTTP header for outbound client requests. This policy also verifies that the transport protocol is HTTPS. Requests over a non-HTTPS transport protocol are refused. This policy can be applied to any HTTP-based endpoint.



Security Policy	Description
wss_http_token_client_policy	Includes credentials in the HTTP header for outbound client requests. The credentials can be provided either programmatically or through the current Java Authentication and Authorization Service (JAAS) subject. This policy can be applied to any HTTP-based client. Note: Currently only HTTP Basic Authentication is supported.
<pre>wss_http_token_over_ssl_client_polic y</pre>	Includes credentials in the HTTP header for outbound client requests. The credentials are provided either programmatically or through the Java Authentication and Authorization Service (JAAS) subject. It also verifies that the outbound transport protocol is HTTPS. If a non-HTTPS transport protocol is used, then the request is refused. This policy can be applied to any HTTP-based client.
wss_saml_token_bearer_client_policy	Includes the SAML Bearer token in outbound SOAP request messages. The SAML token is automatically created and is by default signed with an enveloped signature. The issuer name and subject name are provided either programmatically or through the current Java Authentication and Authorization Service (JAAS) subject.
<pre>wss_saml_token_bearer_over_ssl_clien t_policy</pre>	Includes SAML tokens in outbound SOAP request messages. The SAML token with confirmation method Bearer is automatically created. The issuer name and subject name are provided either programmatically or through the current Java Authentication and Authorization Service (JAAS) subject. The policy also verifies that the transport protocol provides SSL message protection. This policy can be attached to any SOAP-based client
wss_saml20_token_bearer_over_ssl_cli ent_policy	

Security Policy	Description
<pre>wss_saml20_token_bearer_over_ssl_not imestamp_client_policy</pre>	Includes SAML V2.0 tokens in outbound SOAP request messages. The SAML token with confirmation method Bearer is automatically created. The issuer name and subject name are provided either programmatically or through the current Java Authentication and Authorization Service (JAAS) subject. The SOAP header contains no timestamp. Optionally, attesting entity and audience restriction condition can be specified. The policy also verifies that the transport protocol provides SSL message protection. This policy can be attached to any SOAP- based client.
<pre>wss_saml20_token_over_ssl_client_pol icy</pre>	Includes SAML V2.0 tokens in outbound SOAP request messages. The SAML token is automatically created. The issuer name and subject name are provided either programmatically or through the current Java Authentication and Authorization Service (JAAS) subject. Optionally, attesting entity and audience restriction condition can be specified. The policy also verifies that the transport protocol provides SSL message protection. This policy can be attached to any SOAP- based client.
wss_username_token_client_policy	Includes credentials in the WS-Security UsernameToken header for all outbound SOAP request messages. Only the plain text mechanism is supported. The credentials can be provided either programmatically, through the Java Authentication and Authorization Service (JAAS), or by a reference in the policy to the configured credential store. This policy can be attached to any SOAP-based client.
<pre>wss_username_token_over_ssl_client_p olicy</pre>	Includes credentials in the HTTP header for outbound client requests. The credentials are provided either programmatically or through the Java Authentication and Authorization Service (JAAS) subject. It also verifies that the outbound transport protocol is HTTPS. If a non-HTTPS transport protocol is used, then the request is refused. This policy can be applied to any HTTP-based client.
<pre>wss10_message_protection_client_poli cy</pre>	Provides message integrity and confidentiality for outbound SOAP requests in accordance with the WS-Security v1.0 standard. It uses WS-Security's Basic 128 suite of asymmetric key technologies, specifically RSA key mechanism for message confidentiality, SHA-1 hashing algorithm for message integrity, and AES-128 bit encryption. The keystore on the client side is configured either on a per- request basis or through the security configuration. This policy doesn't authenticate or authorize the requestor.

Security Policy	Description
<pre>wss10_saml_hok_token_with_message_pr otection_client_policy</pre>	Provides message-level protection and a SAML holder of key based authentication for outbound SOAP messages in accordance with the WS-Security 1.0 standard. It uses WS- Security's Basic 128 suite of asymmetric key technologies, specifically RSA key mechanisms for message confidentiality, SHA-1 hashing algorithm for message integrity, and AES-128 bit encryption. The keystore on the client side is configured either on a per-request basis or through the security configuration. A SAML token, included in the SOAP message, is used in SAML-based authentication with sender vouchers confirmation. These credentials are provided either programmatically or through the security configuration.
wss10_saml_token_client_policy	Includes SAML tokens in outbound SOAP request messages. The SAML token is automatically created. The issuer name and subject name are provided either programmatically or through the current Java Authentication and Authorization Service (JAAS) subject.
<pre>wss10_saml_token_with_message_protec tion_client_policy</pre>	Provides message-level protection and SAML- based authentication for outbound SOAP messages in accordance with the WS-Security 1.0 standard. It uses WS-Security's Basic 128 suite of asymmetric key technologies, specifically RSA key mechanisms for message confidentiality, SHA-1 hashing algorithm for message integrity, and AES-128 bit encryption. The keystore on the client is configured either on a per-request basis or through the security configuration. A SAML token, included in the SOAP message, is used in SAML-based authentication with sender vouchers confirmation. These credentials are provided either programmatically or through the security configuration.
wss10_saml20_token_client_policy	Includes SAML V2.0 tokens in outbound SOAP request messages. The SAML token is automatically created. The issuer name and subject name are provided either programmatically or through the current Java Authentication and Authorization Service (JAAS) subject. Optionally, attesting entity and audience restriction can be specified.

Security Policy	Description
<pre>wss10_saml20_token_with_message_prot ection_client_policy</pre>	Provides message-level protection and SAML V2.0 based authentication for outbound SOAP messages in accordance with the WS-Security 1.0 and SAML Token profile 1.1 standards. It uses WS-Security's Basic 128 suite of asymmetric key technologies, specifically RSA key mechanisms for message confidentiality, SHA-1 hashing algorithm for message integrity, and AES-128 bit encryption. The keystore on the client is configured either on a per-request basis or through the security configuration. A SAML V2.0 token, included in the SOAP message, is used in SAML-based authentication with sender vouches confirmation. These credentials are provided either programmatically or through the security configuration.
<pre>wss10_x509_token_with_message_protec tion_client_policy</pre>	Provides message-level protection and certificate credential population for outbound SOAP requests in accordance with the WS- Security 1.0 standard. It uses WS-Security's Basic 128 suite of asymmetric key technologies, specifically RSA key mechanisms for message confidentiality, SHA-1 hashing algorithm for message integrity, and AES-128 bit encryption. The keystore on the client side is configured either on a per-request basis or through the security configuration. Authentication credentials are included in the SOAP message through the WS-Security binary security token. These credentials are provided either programmatically or through the security configuration
<pre>wss10_saml_token_with_message_protec tion_ski_basic256_client_policy</pre>	Provides message-level protection and SAML- based authentication for outbound SOAP messages in accordance with the WS-Security 1.0 standard. It uses WS-Security's Basic 256 suite of asymmetric key technologies, specifically RSA key mechanisms for message confidentiality, SHA-1 hashing algorithm for message integrity, and AES-256 bit encryption This policy uses the Subject Key Identifier (ski reference mechanism for an encryption key in the request and for both signature and encryption keys in the response. The keystore on the client is configured either on a per- request basis or through the security configuration. A SAML token, included in the SOAP message, is used in SAML-based authentication with sender vouches confirmation. These credentials are provided either programmatically or through the security configuration.

Security Policy	Description
<pre>wssl0_username_id_propagation_with_m sg_protection_client_policy</pre>	Enables message-level protection (that is, integrity and confidentiality) and identity propagation for outbound SOAP requests using mechanisms described in WS-Security 1.0. Message protection is provided using WS- Security's Basic 128 suite of asymmetric key technologies, specifically RSA key mechanisms for confidentiality, SHA-1 hashing algorithm for integrity and AES-128 bit encryption. The keystore on the client side is configured either on a per request basis or through the security configuration. Credentials (only user name) are included in outbound SOAP request messages via a WS-Security UsernameToken header. No password is included. The user name included can be provided either programmatically, via the current JAAS Subject or by a reference in the policy itself to the configured credential store. This policy can be applied to any SOAP-based client.
<pre>wss10_username_token_with_message_pr otection_client_policy</pre>	Provides message-level protection (message integrity and confidentiality) and authentication for outbound SOAP requests in accordance with the WS-Security v1.0 standard. It uses WS-Security's Basic 128 suite of asymmetric key technologies, specifically RSA key mechanism for message confidentiality, SHA-1 hashing algorithm for message integrity, and AES-128 bit encryption. The keystore on the client side is configured either on a per- request basis or through the security configuration. Credentials are included in the WS-Security UsernameToken header in the outbound SOAP message. Only plain text mechanism is supported. Credentials can be provided either programmatically through the current Java Authentication and Authorization Service (JAAS) subject, or by a reference in the policy to the configured credential store. This policy can be attached to any SOAP- based client.

Security Policy	Description
wss10_username_token_with_message_pr otection_ski_basic256_client_policy	Provides message-level protection and SAML based authentication for outbound SOAP messages in accordance with the WS-Security 1.0 standard. It uses WS-Security's Basic 256 suite of asymmetric key technologies, specifically RSA key mechanisms for message confidentiality, SHA-1 hashing algorithm for message integrity, and AES-256 bit encryption This policy uses the Subject Key Identifier (ski reference mechanism for encryption key in the request and for both signature and encryption keys in the response. The keystore on the client is configured either on a per-request basis or through the security configuration. A SAML token, included in the SOAP message, is used in SAML-based authentication with sender vouches confirmation. These credentials are provided either programmatically or through the security configuration.
wss11_x509_username_token_with_messa ge_protection_client_policy	Provides message-level protection and certificate-based authentication for outbound SOAP requests in accordance with the WS- Security 1.1 standard. Messages are protecte using WS-Security's Basic 128 suite of symmetric key technologies, specifically RSA key mechanisms for message confidentiality, SHA-1 hashing algorithm for message integrity, and AES-128 bit encryption. The keystore on the client side is configured either on a per-request basis or through the security configuration. Credentials are included in the WS-Security binary security token of the SOAP message. These credentials are provided either programmatically or through the security configuration.
<pre>wss11_saml_token_identity_switch_wit h_message_protection_client_policy</pre>	Provides message-level protection and SAML based authentication for outbound SOAP requests in accordance with the WS-Security 1.1 standard. Messages are protected using WS-Security's Basic 128 suite of symmetric key technologies, specifically RSA key mechanisms for message confidentiality, SHA-1 hashing algorithm for message integrity, and AES-128 bit encryption. The keystore on the client is configured either on a per-request basis or through the security configuration. A SAML token, included in the SOAP message, is used in SAML-based authentication with sender vouches confirmation. These credentials are provided either programmatically or through the securit configuration. This policy performs dynamic identity switching by propagating a different identity than the one based on an authenticated Subject. This policy can be attached to any SOAP-based client.

Security Policy	Description
<pre>wss11_message_protection_client_poli cy</pre>	Provides message integrity and confidentiality for outbound SOAP requests in accordance with the WS-Security 1.1 standard. It uses WS-Security's Basic 128 suite of symmetric key technologies, specifically RSA key mechanisms for message confidentiality, SHA-1 hashing algorithm for message integrity, and AES-128 bit encryption. The keystore on the client side is configured either on a per-request basis or through the security configuration. This policy doesn't authenticate or authorize the requestor.
<pre>wss11_saml_token_with_message_protec tion_client_policy</pre>	Provides message-level protection and SAML- based authentication for outbound SOAP requests in accordance with the WS-Security 1.1 standard. Messages are protected using WS-Security's Basic 128 suite of symmetric key technologies, specifically RSA key mechanisms for message confidentiality, SHA-1 hashing algorithm for message integrity, and AES-128 bit encryption. The keystore on the client is configured either on a per-request basis or through the security configuration. A SAML token, included in the SOAP message, is used in SAML-based authentication with sender vouches confirmation. These credentials are provided either programmatically or through the security configuration. This policy can be attached to any SOAP-based client.
<pre>wssl1_username_token_with_message_pr otection_client_policy</pre>	Provides message-level protection and authentication for outbound SOAP requests in accordance with the WS-Security 1.1 standard. Messages are protected using WS- Security's Basic 128 suite of symmetric key technologies, specifically RSA key mechanisms for message confidentiality, SHA-1 hashing algorithm for message integrity, and AES-128 bit encryption. The keystore on the client side is configured either on a per-request basis or through the security configuration. Credentials are included in the WS-Security UsernameToken header of outbound SOAP request messages. Only the plain text mechanism is supported. Credentials are provided either programmatically through the current Java Authentication and Authorization Service (JAAS) subject or by a reference in the policy to the configured credential store. This policy can be attached to any SOAP-based client.

Security Policies for ICS Connector APIs

The supported Oracle Web Services Manager (Oracle WSM) security policies for ICS Connector APIs are described in the following table:

Security Policy	Description
<pre>http_basic_auth_over_ssl_client_poli cy</pre>	Includes credentials in the HTTP header for outbound client requests. This policy also verifies that the transport protocol is HTTPS. Requests over a non-HTTPS transport protocol are refused. This policy can be applied to any HTTP-based endpoint.
wss_http_token_over_ssl_client_polic Y	Includes credentials in the HTTP header for outbound client requests. The credentials are provided either programmatically or through the Java Authentication and Authorization Service (JAAS) subject. This policy also verifies that the transport protocol is HTTPS. Requests over a non-HTTPS transport protocol are refused. This policy can be applied to any HTTP-based endpoint.
<pre>wss_username_token_over_ssl_client_p olicy</pre>	Includes credentials in the HTTP header for outbound client requests. The credentials are provided either programmatically or through the Java Authentication and Authorization Service (JAAS) subject. It also verifies that the outbound transport protocol is HTTPS. If a non-HTTPS transport protocol is used, then the request is refused. This policy can be applied to any HTTP-based client.

Security Policies for Fusion Applications Connector APIs

The supported Oracle Web Services Manager (Oracle WSM) security policies for REST Connector APIs are described in the following table:

Security Policy	Description
wss_http_token_client_policy	Includes credentials in the HTTP header for outbound client requests. The credentials can be provided either programmatically or through the current Java Authentication and Authorization Service (JAAS) subject. This policy can be applied to any HTTP-based client. Note: Currently only HTTP Basic Authentication is supported.



Security Policy	Description
<pre>wss_saml_token_bearer_over_ssl_clien t_policy</pre>	Includes SAML tokens in outbound SOAP request messages. The SAML token with confirmation method Bearer is automatically created. The issuer name and subject name are provided either programmatically or through the current Java Authentication and Authorization Service (JAAS) subject. The policy also verifies that the transport protocol provides SSL message protection. This policy can be attached to any SOAP-based client
<pre>oauth2_config_client_policy</pre>	Provides information about the OAuth2 server, which preforms authorization and issues the access tokens.
	You must set both this policy and oracle/ http_oauth2_token_client_policy together.
http_oauth2_token_client_policy	Includes OAuth2 access token in the request. OAuth2 allows users to safely grant client applications limited access to protected resources.
	You must set both this policy and oracle/ oauth2_config_client_policy together.
<pre>http_oauth2_token_over_ssl_client_po licy</pre>	Includes OAuth2 access token in the request. OAuth2 allows users to safely grant client applications limited access to protected resources.
	You must set both this policy and oracle/ oauth2_config_client_policy together. This version of the policy enforces that connections are made over https.

Security Policy Properties

Every security policy has a set of attributes that defines it. Some of these attributes can be overridden (see Setting Security Policies and Policy Overrides for REST Connector APIs and Setting Security Policies and Policy Overrides for SOAP Connector APIs). The following table lists the attributes that you can modify and their descriptions:

Property	Description
attesting.mapping.structure	The mapping attribute used to represent the attesting entity. Only the DN (distinguished name) is currently supported. This attribute is applicable only to sender vouches and then only to message protection use cases. It isn't applicable to SAML over SSL policies.



Property	Description
audience.uri	Audience restriction. The following conditions are supported:
	 If not set, the service URL is used as the audience URI
	 If set to NONE (case insensitive), the audience UR is set to null
	 If set to a value other than NONE, the audience URI is set to this value
authz.code	The previously obtained OAuth2 authorization code.
csf.key	Credential Store key that maps to a user name and password in the Oracle Platform Security Services identity store.
csf.map	Oracle WSM map in the credential store that contains the CSF aliases.
federated.client.token	The federated identity that enables you to consolidate the multiple local identities that you've configured among multiple service providers. Allows you to log on at one service provider site without having to re- authenticate or re-establish your identity.
include.certificate	The signer's certificate.
issuer.name	Name of the JWT issuer. The default value is <pre>www.oracle.com</pre>
keystore.enc.csf.key	The alias and password used for storing the decryption key password in the keystore. If you set this value, then you can override it. If you do override this value, then the key for the new value must be in the keystore. That is, overriding the value doesn't free you from the requirement of configuring the key in the keystore.
keystore.recipient.alias	Keystore alias associated with the peer certificate. The security runtime uses this alias to extract the peer certificate from the configured keystore and to encrypt messages to the peer. Valid value is orakey.
keystore.sig.csf.key	The alias and password used for storing the signature key password in the keystore. This property allows you to specify the signature key on a per-attachment level instead of at the domain level.
oauth2.client.csf.key	The Credential Store Framework key to the OAuth2 client username and password. The client credentials are the same on every request.
propagate.identity.context	Propagation of the identity context from the web service client to the web service, and then makes it available ("publishes it") to other components for authentication and authorization purposes. This is applicable to both SAML and OAuth, but not to HTTP Basic Authentication.
redirect.uri	The redirect URI specified when obtaining the authorization code (set this property if setting authz.code).
role	SOAP role



Property	Description
saml.audience.uri	Representation of the relying party, as a comma- separated URI. This field accepts the following wildcards:
	* in any location
	 /* at the end of the URI
	• .* at the end of the URI
saml.enveloped.signature.required	Flag that specifies whether the Bearer token is signed using the domain signature key. You can override the domain signature key using the private signature key configured using keystore.sig.csf.key. Set this flag to false (in both the client and service policy) to have the Bearer token be unsigned.
saml.issuer.name	Name identifier for the issuer of the SAML token.
scope	Ability for a user to grant the client application access to specific resources rather than a blanket authorizationPassed to the OAuth2 server token request
subject.precedence	Identification of the authenticated principal. If set to false, then allows use of a client-specific user name rather than the authenticated subject. If set to true, then the user name to create the SAML assertion is obtained only from the Subject. Similarly, if set to false, the user name to create the SAML assertion is obtained only from the csf-key user name property.
token.uri	The OAuth2 server's token endpoint URI, which issues the access tokens.
user.attributes	User attributes related to the principal of the SAML token. Attributes are added as a comma-separated list. The attribute names that you specify must exactly match valid attributes in the configured identity store. The Oracle WSM runtime reads the values for these attributes from the configured identity store, and then includes the attributes and their values in the SAML assertion.
user.roles.include	(SOAP) Flag that specifies whether to include SOAP roles.
	(REST) User roles to be included in the token. If set to true, then the authenticated user roles are included in the token as private claims. The default is false.
user.tenant.name	Reserved for use with Oracle Cloud.

The following table shows which security policies have these attributes:

Property	Security Policies Containing the Property
attesting.mapping.structure	SOAP security policies:
	<pre>wss10_saml20_token_with_message_protection_clien t_policy</pre>
	wss11_saml20_token_with_message_protection_clien t_policy



Property	Security Policies Containing the Property
audience.uri	REST security policies:
	http_jwt_token_client_policy
	http_jwt_token_identity_switch_client_policy
	http_jwt_token_over_ssl_client_policy
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy
	Fusion Applications security policies:
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy
authz.code	REST security policies:
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy
	Fusion Applications security policies:
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy

Property	Security Policies Containing the Property
csf.key	REST security policies:
	<pre>http_basic_auth_over_ssl_client_policy</pre>
	http_jwt_token_client_policy
	<pre>http_jwt_token_identity_switch_client_policy</pre>
	<pre>http_jwt_token_over_ssl_client_policy</pre>
	http_saml20_token_bearer_client_policy
	http_saml20_token_bearer_over_ssl_client_policy
	SOAP security policies:
	http basic auth over ssl client policy
	wss http token client policy
	wss http token over ssl client policy
	wss saml token bearer client policy
	wss saml token bearer over ssl client policy
	wss saml20 token bearer over ssl client policy
	wss_saml20_token_over_ssl_client_policy
	wss username token client policy
	wss username token over ssl client policy
	wss10 saml token client policy
	wss10_saml_token_with_message_integrity_client olicy
	wss10_saml_token_with_message_protection_clien policy
	wss10 saml20 token client policy
	wss10_saml20_token_with_message_protection_cl nt_policy
	wss10_saml_token_with_message_protection_ski_b ic256 client policy
	wss10_username_token_with_message_protection_c ent policy
	wss10_username_token_with_message_protection_s _basic256_client_policy
	<pre>wss11_saml_token_identity_switch_with_message_ otection client policy</pre>
	wss11_saml_token_with_message_protection_clien policy
	wss11_saml20_token_with_message_protection_cliv t_policy
	wss11_username_token_with_message_protection_c. ent_policy
	Fusion Applications security policies:
	wss_http_token_client_policy
	wss_saml_token_bearer_over_ssl_client_policy
	ICS security policies:
	<pre>http_basic_auth_over_ssl_client_policy</pre>
	ICS security policies:

Property	Security Policies Containing the Property
	http_basic_auth_over_ssl_client_policy
	Fusion Applications security policies:
	wss_http_token_client_policy
	wss_saml_token_bearer_over_ssl_client_policy
csf.map	REST security policy:
	http_jwt_token_identity_switch_client_policy
federated.client.token	REST security policies:
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy
	Fusion Applications security policies:
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy
include.certificate	REST security policies:
	http_jwt_token_client_policy
	http_jwt_token_identity_switch_client_policy
	http_jwt_token_over_ssl_client_policy
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy
	Fusion Applications security policies:
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy
issuer.name	REST security policies:
	http_jwt_token_client_policy
	http_jwt_token_identity_switch_client_policy
	http_jwt_token_over_ssl_client_policy
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy
	Fusion Applications security policies:
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy

Property	Security Policies Containing the Property
keystore.enc.csf.key	SOAP security policies:
	wss10_message_protection_client_policy
	<pre>wss10_saml_hok_token_with_message_protection_cli ent_policy</pre>
	wss10_saml_token_with_message_integrity_client_p olicy
	wss10_saml_token_with_message_protection_client_ policy
	wss10_saml20_token_with_message_protection_clien t_policy
	wss10_x509_token_with_message_protection_client_ policy
	wss10_saml_token_with_message_protection_ski_bas ic256_client_policy
	wss10_username_id_propagation_with_msg_protectio n_client_policy
	<pre>wss10_username_token_with_message_protection_cli ent_policy</pre>
	wss10_username_token_with_message_protection_ski _basic256_client_policy
	wss11_x509_token_with_message_protection_client_ policy
	<pre>wss11_saml_token_identity_switch_with_message_pr otection client policy</pre>
	wss11 message protection client policy
	wss11_saml_token_with_message_protection_client_ policy
	wss11_saml20_token_with_message_protection_clien t policy
	wss11_username_token_with_message_protection_cli ent_policy



Property	Security Policies Containing the Property
keystore.recipient.alias	SOAP security policies:
	wss10_message_protection_client_policy
	wss10_saml_hok_token_with_message_protection_cli ent_policy
	wss10_saml_token_with_message_protection_client_ policy
	wss10_saml20_token_with_message_protection_clien t_policy
	<pre>wss10_x509_token_with_message_protection_client_ policy</pre>
	wss10_saml_token_with_message_protection_ski_bas ic256_client_policy
	<pre>wss10_username_id_propagation_with_msg_protectio n_client_policy</pre>
	<pre>wss10_username_token_with_message_protection_cli ent_policy</pre>
	wss10_username_token_with_message_protection_ski _basic256_client_policy
	<pre>wss11_x509_token_with_message_protection_client_ policy</pre>
	<pre>wss11_saml_token_identity_switch_with_message_pr otection_client_policy</pre>
	wss11_message_protection_client_policy
	<pre>wss11_saml_token_with_message_protection_client_ policy</pre>
	<pre>wss11_saml20_token_with_message_protection_clien t_policy</pre>
	wss11_username_token_with_message_protection_cli ent_policy

Property	Security Policies Containing the Property
keystore.sig.csf.key	REST security policies:
	http_jwt_token_client_policy
	http_jwt_token_identity_switch_client_policy
	<pre>http_jwt_token_over_ssl_client_policy</pre>
	http_saml20_token_bearer_client_policy
	http_saml20_token_bearer_over_ssl_client_policy
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy
	SOAP security policies:
	wss saml token bearer client policy
	wss saml token bearer over ssl client policy
	wss saml20 token bearer over ssl client policy
	wss10 message protection client policy
	wss10_saml_hok_token_with_message_protection_cl ent policy
	wss10_saml_token_with_message_integrity_client_ olicy
	wss10_saml_token_with_message_protection_client policy
	wss10_saml20_token_with_message_protection_clie t policy
	wss10_saml_token_with_message_protection_ski_ba ic256 client policy
	wss10_username_id_propagation_with_msg_protectind n client policy
	wss10_username_token_with_message_protection_cl ent_policy
	wss10_username_token_with_message_protection_s} _basic256_client_policy
	wss11_x509_token_with_message_protection_client policy
	wss11_saml_token_identity_switch_with_message_p otection_client_policy
	wss11_saml_token_with_message_protection_client policy
	wss11_saml20_token_with_message_protection_clie t_policy
	Fusion Applications security policies:
	http oauth2 token client policy
	http oauth2 token over ssl client policy

Property	Security Policies Containing the Property
oauth2.client.csf.key	REST security policies:
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy
	Fusion Applications security policies:
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy
propagate.identity.context	REST security policies:
	http_jwt_token_client_policy
	http_jwt_token_identity_switch_client_policy
	<pre>http_jwt_token_over_ssl_client_policy</pre>
	http_saml20_token_bearer_client_policy
	http_saml20_token_bearer_over_ssl_client_policy
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy
	SOAP security policies:
	wss_saml_token_bearer_client_policy
	wss_saml_token_bearer_over_ssl_client_policy
	wss_saml20_token_bearer_over_ssl_client_policy
	wss_saml20_token_over_ssl_client_policy
	wss10_saml_token_client_policy
	wss10_saml_token_with_message_integrity_client_p olicy
	wss10_saml_token_with_message_protection_client_ policy
	wss10_saml20_token_client_policy
	wss10_saml20_token_with_message_protection_clien t_policy
	wss10_saml_token_with_message_protection_ski_bas ic256_client_policy
	wss11_saml_token_with_message_protection_client_ policy
	wss11_saml20_token_with_message_protection_clien t_policy
	Fusion Applications security policies:
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy
	wss_saml_token_bearer_over_ssl_client_policy
redirect.uri	REST security policies:
	http oauth2 token client policy
	http_oauth2_token_over_ssl_client_policy
	Fusion Applications security policies:
	http oauth2 token client policy
	http oauth2 token over ssl client policy

Property	Security Policies Containing the Property
role	REST security policy:
	<pre>oauth2_config_client_policy</pre>
	SOAP security policies:
	wss_http_token_client_policy
	wss_http_token_over_ssl_client_policy
	wss_username_token_client_policy
	wss_username_token_over_ssl_client_policy
	wss10_message_protection_client_policy
	wss10_x509_token_with_message_protection_client_ policy
	wss10_username_id_propagation_with_msg_protectio n_client_policy
	wss10_username_token_with_message_protection_cli ent policy
	wss10_username_token_with_message_protection_ski _basic256_client_policy
	wss11_message_protection_client_policy
	ICS security policies:
	wss_username_token_over_ssl_client_policy
	Fusion Applications security policies:
	wss http token client policy
	http_oauth2_config_client_policy
saml.assertion.filename	SOAP security policy:
Sami asser cron. III chance	<pre>wss10_saml_hok_token_with_message_protection_cli ent_policy</pre>

Property	Security Policies Containing the Property
saml.audience.uri	REST security policies:
	http_saml20_token_bearer_client_policy
	http_saml20_token_bearer_over_ssl_client_policy
	SOAP security policies:
	wss_saml_token_bearer_client_policy
	wss_saml_token_bearer_over_ssl_client_policy wss saml20 token bearer over ssl client policy
	wss saml20 token over ssl client policy
	wss10 saml token client policy
	<pre>wss10_saml_token_with_message_integrity_client_p olicy</pre>
	<pre>wss10_saml_token_with_message_protection_client_ policy</pre>
	<pre>wss10_saml20_token_client_policy</pre>
	<pre>wss10_saml20_token_with_message_protection_clien t_policy</pre>
	wss10_saml_token_with_message_protection_ski_bas ic256_client_policy
	<pre>wss11_saml_token_identity_switch_with_message_pr otection_client_policy</pre>
	<pre>wss11_saml_token_with_message_protection_client_ policy</pre>
	<pre>wss11_saml20_token_with_message_protection_clien t_policy</pre>
	Fusion Applications security policies:
	wss_saml_token_bearer_over_ssl_client_policy
saml.enveloped.signature.required	REST security policies:
	http_saml20_token_bearer_client_policy
	http_saml20_token_bearer_over_ssl_client_policy
	SOAP security policies:
	wss_saml_token_bearer_client_policy
	wss_saml_token_bearer_over_ssl_client_policy
	wss_saml20_token_bearer_over_ssl_client_policy
	Fusion Applications security policies:
	wss_saml_token_bearer_over_ssl_client_policy

Property	Security Policies Containing the Property
<pre>saml.issuer.name</pre>	REST security policies:
	<pre>http_saml20_token_bearer_client_policy</pre>
	<pre>http_saml20_token_bearer_over_ssl_client_policy</pre>
	SOAP security policies:
	wss_saml_token_bearer_client_policy
	wss_saml_token_bearer_over_ssl_client_policy
	wss_saml20_token_bearer_over_ssl_client_policy
	wss_saml20_token_over_ssl_client_policy
	wss10_saml_hok_token_with_message_protection_cli ent_policy
	wss10_saml_token_client_policy
	wss10_saml_token_with_message_integrity_client_p olicy
	wss10_saml_token_with_message_protection_client_ policy
	<pre>wss10_saml20_token_client_policy</pre>
	wss10_saml20_token_with_message_protection_clier t_policy
	wss10_saml_token_with_message_protection_ski_bas ic256_client_policy
	wss11_saml_token_identity_switch_with_message_p otection_client_policy
	wss11_saml_token_with_message_protection_client_ policy
	wss11_saml20_token_with_message_protection_clier t_policy
	Fusion Applications security policies:
	wss saml token bearer over ssl client policy
scope	REST security policies:
	http oauth2 token client policy
	http_oauth2_token_over_ssl_client_policy
	Fusion Applications security policies:
	http oauth2 token client policy
	http oauth2 token over ssl client policy



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Property	Security Policies Containing the Property
subject.precedence	REST security policies:
	http_jwt_token_client_policy
	http_jwt_token_identity_switch_client_policy
	http_jwt_token_over_ssl_client_policy
	http_saml20_token_bearer_client_policy
	http_saml20_token_bearer_over_ssl_client_policy
	SOAP security policies:
	wss_saml_token_bearer_client_policy
	wss_saml_token_bearer_over_ssl_client_policy
	wss_saml20_token_bearer_over_ssl_client_policy
	wss_saml20_token_over_ssl_client_policy
	wss10_saml_token_client_policy
	wss10_saml_token_with_message_integrity_client_ olicy
	wss10_saml_token_with_message_protection_client policy
	wss10_saml20_token_client_policy
	wss10_saml20_token_with_message_protection_clie t_policy
	wss10_saml_token_with_message_protection_ski_ba ic256 client policy
	wss11_saml_token_identity_switch_with_message_p otection client policy
	wss11_saml_token_with_message_protection_client policy
	wss11_saml20_token_with_message_protection_clie t_policy
	Fusion Applications security policies:
	wss saml token bearer over ssl client policy
token.uri	REST security policy:
	oauth2_config_client_policy
	Fusion Applications security policies:
	http oauth2 config client policy

Property	Security Policies Containing the Property
user.attributes	REST security policies:
	http_jwt_token_client_policy
	<pre>http_jwt_token_identity_switch_client_policy</pre>
	http_jwt_token_over_ssl_client_policy
	http_saml20_token_bearer_client_policy
	http_saml20_token_bearer_over_ssl_client_policy
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy
	SOAP security policies:
	wss_saml_token_bearer_client_policy
	wss_saml_token_bearer_over_ssl_client_policy
	wss_saml20_token_bearer_over_ssl_client_policy
	wss_saml20_token_over_ssl_client_policy
	wss10_saml_hok_token_with_message_protection_c ent_policy
	wss10_saml_token_client_policy
	wss10_saml_token_with_message_integrity_client_ olicy
	wss10_saml_token_with_message_protection_clien policy
	wss10 saml20 token client policy
	wss10_saml20_token_with_message_protection_cli t policy
	wss11_saml_token_with_message_protection_clien policy
	wss11_saml20_token_with_message_protection_cliv t_policy
	Fusion Applications security policies:
	http oauth2 token client policy
	http oauth2 token over ssl client policy
	wss saml token bearer over ssl client policy

Property	Security Policies Containing the Property
user.roles.include	REST security policies:
	<pre>http_jwt_token_client_policy</pre>
	<pre>http_jwt_token_identity_switch_client_policy</pre>
	<pre>http_jwt_token_over_ssl_client_policy</pre>
	<pre>http_saml20_token_bearer_client_policy</pre>
	<pre>http_saml20_token_bearer_over_ssl_client_policy</pre>
	http_oauth2_token_client_policy
	http_oauth2_token_over_ssl_client_policy
	SOAP security policies:
	wss_saml_token_bearer_client_policy
	wss_saml_token_bearer_over_ssl_client_policy
	wss_saml20_token_bearer_over_ssl_client_policy
	wss_saml20_token_over_ssl_client_policy
	wss10_saml_hok_token_with_message_protection_cli ent_policy
	wss10_saml_token_client_policy
	wss10_saml_token_with_message_integrity_client_p olicy
	wss10_saml_token_with_message_protection_client_ policy
	wss10_saml20_token_client_policy
	wss10_saml20_token_with_message_protection_clier t_policy
	wss10_saml_token_with_message_protection_ski_bas ic256_client_policy
	wss11_saml_token_identity_switch_with_message_pr otection client policy
	wss11_saml_token_with_message_protection_client_ policy
	wss11_saml20_token_with_message_protection_clier t_policy
	Fusion Applications security policies:
	http oauth2 token client policy
	http oauth2 token over ssl client policy

wss_saml_token_bearer_over_ssl_client_policy

Property	Security Policies Containing the Property
user.tenant.name	REST security policies:
	<pre>http_basic_auth_over_ssl_client_policy</pre>
	<pre>http_jwt_token_client_policy</pre>
	<pre>http_jwt_token_identity_switch_client_policy</pre>
	<pre>http_jwt_token_over_ssl_client_policy</pre>
	http_saml20_token_bearer_client_policy
	http_saml20_token_bearer_over_ssl_client_polic
	http oauth2 token client policy
	http_oauth2_token_over_ssl_client_policy
	SOAP security policies:
	http basic auth over ssl client policy
	wss http token client policy
	wss saml token bearer client policy
	wss saml token bearer over ssl client policy
	wss sam120 token bearer over ssl client policy
	wss sam120 token over ssl client policy
	wss username token client policy
	wss username token over ssl client policy
	wss10_saml_hok_token_with_message_protection_o ent_policy
	wss10 saml token client policy
	wss10_saml_token_with_message_integrity_client
	wss10_saml_token_with_message_protection_clien policy
	wss10 sam120 token client policy
	wss10_sam120_token_with_message_protection_cl: t policy
	wss10_saml_token_with_message_protection_ski_} ic256 client policy
	wss11_saml_token_identity_switch_with_message_ otection client policy
	<pre>wss11_saml_token_with_message_protection_clien policy</pre>
	wss11_saml20_token_with_message_protection_cl: t policy
	wssll_username_token_with_message_protection_c ent_policy
	ICS security policies:
	http basic auth token over ssl client policy
	http username token over ssl client policy
	Fusion Applications security policies:
	wss http token client policy

wss_http_token_client_policy
http_oauth2_token_client_policy

Property	Security Policies Containing the Property
	<pre>http_oauth2_token_over_ssl_client_policy</pre>
	wss_saml_token_bearer_over_ssl_client_policy

D Write Swift Applications Using the iOS Client SDK

You can also use the Mobile Hub iOS client SDK with Swift applications.

Here are the general steps you take to work with Swift and the client SDK, using Xcode as your IDE:

- 1. Add the bridging header files.
- 2. Add the SDK header files and libraries.
- 3. Add the Objective-C linker flag.
- Compile and link your app using the iOS client SDK as you would any other iOS project in Xcode.

Note:

Using the SDK with Swift has all the same dependencies as using the SDK with Objective-C. For the list of dependencies, see Libraries and Dependencies.

For more information on how to work effectively with Swift and Objective-C, see Apple's documentation: https://developer.apple.com/library/content/documentation/Swift/Conceptual/BuildingCocoaApps/InteractingWithObjective-CAPIs.html.

Add the Bridging Header File

You need to use a bridging header file to import the header files of the Objective-C public classes that your Swift app calls. All of the available public classes in the Oracle Mobile Hub client SDK can be found in the SDK's include folder.

To create a bridging header file in Xcode:

Select File > New... > File... and then from iOS/Source choose Header file using the .h icon. You can give the bridging header file any name you choose.

Depending on the SDK classes that your app uses, the contents should look something like the following:

```
#ifndef GettingStartedSwift_Bridging_Header_h
#define GettingStartedSwift_Bridging_Header_h
#import "OMCCore.h"
#import "OMCAuthorization.h"
#import "OMCMobileBackend.h"
#import "OMCMobileManager.h"
#import "OMCServiceProxy.h"
#import "OMCUser.h"
```



```
#import "OMCStorage.h"
#import "OMCMobileBackend+OMC Storage.h"
#import "OMCStorageCollection.h"
#import "OMCStorageObject.h"
#import "OMCSynchronization.h"
#import "OMCMobileBackend+OMC Synchronization.h"
#import "OMCFetchObjectCollectionBuilder.h"
#import "OMCMobileResource.h"
#import "OMCSyncGlobals.h"
#import "OMCAnalytics.h"
#import "OMCMobileBackend+OMC Analytics.h"
#import "OMCNotifications.h"
#import "OMCMobileBackend+OMC Notifications.h"
#import "OMCLocation.h"
#import "OMCMobileBackend+OMC Location.h"
#endif /* GettingStartedSwift Bridging Header h */
```

2. After you have created the header file, note the location of the file in the Build Settings for the Objective-C Bridging Header setting.

It's best to keep the header location specified relative to the project, rather than as an absolute path, in case the project is shared.

Add the SDK Headers and Libraries to a Swift App

The set of headers and libraries you add depends upon which of the client SDK's static libraries you include in your app. At a minimum, you need the libOMCCore.a and libIDMMobileSDK.a libraries.

To add the SDK headers and libraries:

- 1. Download and unzip the Oracle Mobile Hub SDK.
- 2. From the location where you've unzipped the SDK files, drag the libraries and header files you want into your Swift project in Xcode.

The contents of the SDK libraries are hierarchically arranged by category, so you'll need to drag over entire folders to preserve the includes of other headers.

- Under the Build Phases settings, add the static libraries plus the iOS frameworks required by the IDM library to the Link with Binary Libraries phase.
- 4. Add the header files to your search path. Under the project settings, configure the Header Search Paths to include the location of the parent directory of the SDK folders, that is, the parent directory of libOMCCore.a, libIDMMobileSDK.a, and so on. Be sure to use a relative path to the project.
- Edit the bridging header file to include the header files you'll actually need for your code.



This means that you'll also need to add headers that are used by the class you wish to use.

For example, to make sure that all the methods of OMCAuthorization.h are accessible, you'd also need to add OMAuthView.h, OMCUser.h and OMDefinitions.h. Without these files in the bridging header file, some methods and properties of OMCAuthorization won't be visible, and the compiler won't warn you with errors.

Use SDK Objects in Swift Apps

The rules for converting from Objective-C to Swift are well described in the Apple documentation. For general information on the relationship and usage of these two languages together, be sure you look there.

Watch out for the following:

- The auto-complete feature of the Code Editor in Xcode generally works well enough to get you the mappings. However, sometimes it puts the a label in the first parameter that isn't supposed to be there. Watch for it if you're using auto-complete.
- When Objective-C init methods come over to Swift, they take on native Swift initializer syntax. This means the init prefix is sliced off and becomes a keyword to indicate that the method is an initializer. See the Apple documentation for complete details.
- Pay special attention to the ! and ? optional parameter specifications, as well as any parametrized types in the declarations. The optional types are auto-determined by the compiler when mapping Objective-C to Swift.

You should be able to compile and run your mobile app using Swift and the Oracle Mobile Hub client SDK on both the Xcode Simulator and an actual device.

Here's an example of Objective-C and the comparable Swift code that uses the Oracle Mobile Hub client SDK.

The following Objective-C code to register a device token for Push notifications:

```
// Get notifications sdk object
OMCNotifications* notifications = [[appDelegate myMobileBackend]
notificationsl;
// Register device token with MCS server using notifications sdk
[notifications registerForNotifications: [appDelegate getDeviceTokenData]
onSuccess:^(NSHTTPURLResponse *response) {
    NSLog(@"Device token registered successfully on MCS
server");
    dispatch async(dispatch get main queue(), ^{
    // Update UI here
    });
}
onError:^(NSError *error) {
    NSLog(@"Error: %@",
error.localizedDescription);
    dispatch async(dispatch get main queue(), ^{
    // Update UI here
```



```
});
```

might be written in the following way in Swift:

```
@IBAction func registerForPushNotifications() {
    // Get notifications sdk object
    let notifications = appDelegate.myMobileBackend().notifications();
   // Get device token first, and assign it here
   let deviceTokenData:NSData! = nil;
    // Register device token with MCS server using notifications sdk
    notifications.registerForNotifications(deviceTokenData, onSuccess:
{ (response:NSHTTPURLResponse!) in
       NSLog("Device token registered successfully on MCS server");
        dispatch_async(dispatch_get_main_queue()) {
           // Update UI here
        }
    }) { (error) in
       print("Error: %@", error.localizedDescription);
   };
}
```

E Supported Browsers and Languages

Supported Browsers

This table describes the minimum requirements for web browsers that Oracle Mobile Hub supports.

Web Browser	Version
Microsoft Internet Explorer	11
Google Chrome	43
Mozilla Firefox	37, 38
Apple Safari	8.0

Supported Languages

Oracle Mobile Hub supports the following languages in its web interface:

- German (de)
- English (en)
- Spanish (es)
- French (fr)
- Italian (it)
- Japanese (ja)
- Korean (ko)
- Portuguese (pt)
- Chinese Simplified (zh_CN)
- Chinese Traditional (zh_TW)



F Identity Provider Integration

Here are the steps you need to follow to integrate various third-party identity providers with Mobile Hub.

Use Case: Configuring OKTA to Obtain a SAML Token

Here are the required fields that you must fill-in if you're configuring a SAML 2.0 app from OKTA.

Assuming that you have a user role with administrator privileges in OKTA:

- 1. Log in to OKTA.
- 2. Click Admin.
- 3. Go to the Directory tab and specify the users to have access privileges to the application:
 - Select **People** to specify individual users.
 - Select **Group** to specify a group of users.

By setting a group, you can later map a group of individuals to specific Mobile Hub roles by setting Role Attribute rules in the Keys and Certificates dialog.

- Select Directory Integration, then Add Active Directory to include all the users in the directory server or, alternatively, select LDAP to include all the users in an LDAP directory server
- Go to the Applications tab and click Add Application to create a new SAML 2.0 application.
- 5. On the General Settings page, configure the SAML application.

You'll see several fields to fill in. For the token to be viable with Mobile Hub, you must fillin the following fields:

 Single Sign-On URL. This is the redirect URL where the response from the thirdparty IdP is sent. For example:

https://hostname:####/saml

• Audience URI. This is the intended audience of the SAML assertion and ensures that you can exchange an externally-issued SAML token that you need to call Mobile Hub APIs. Set this value to the Mobile Hub SSO token exchange endpoint.

You construct this endpoint by appending /mobile/platform/sso/exchange-token to your instance's base URL. You can determine the base URL by opening any mobile backend in Mobile Hub, clicking its **Settings** tab, and looking in the Environment URLs section. For example:

https://hostname:443/mobile/platform/sso/exchange-token

• **Group Statement**. This is where you can add additional group attributes to the token. In this field, you can filter which groups to add. There are different types of filtering options that you can choose from. For instance, if you used a naming



convention for your group names, you can set an option (**Regex** or **Start with**) to filter groups that begin with a specific prefix.

For example, say you defined several group of users, two groups for FixItFast employees, FIF-group1 and FIF-group2, and a group for RepairItFast employees, RIF-group1. If you enter FIF* as a value, only the users in the FixItFast group are added to the token.

6. Once you've configured the app, go to the Single Sign-On page.

This is where you'll get the token issuer name that you'll enter into the Token Issuer panel of the token issuer in **Settings > Credentials** in Mobile Hub. See Adding a Token Issuer in *Managing Oracle Mobile Hub*.

You'll also want to get token certificate contents from this page and paste them in the Certificate panel for the certificate in **Settings > Credentials**. See Configuring a Web Service or Token Certificate in the same guide.

Use Case: Configuring AD FS to Obtain a SAML Token

Configuring Active Directory Federation Services (AD FS) to obtain a SAML token involves providing similar information as you would for configuring another identity provider to obtain the token. You'll configure an audience, provide a redirect URL to obtain the token, and configure some rules.

In addition to having access to the AD FS server, you'll need the following items:

- A defined set of users and groups.
- A Certificate Authority (CA) root certificate and a Signing Certificate from a valid certificate authority. You'll import these certificates into your AD FS instance.

These are the token certificates and corresponding private key that are imported into AD FS so that it can generate and sign SAML tokens. These certificates must also be added to the Token Certificates panel of the CSF Keys and Certificate dialog in Mobile Hub so that Mobile Hub can validate the token. These are the token certificates that will be associated with the token issuer in Mobile Hub.

For testing purposes, you can create a root certificate and a self-signing certificate as shown in the following examples but don't use them in a production environment.

Here's an example of how to create a root certificate:

```
$ openssl req -x509 -nodes -days 3650 -subj "/C=US/ST=CA/L=Local/
O=SampleCA/OU=Self-Signed/CN=ca.test.local" -newkey rsa:2048 -keyout
testCARootPrivateKey.key -out testCARootCertificate.crt
```

Here's an example of how to create a new key pair and the corresponding certificate:

```
$ openssl req -nodes -days 3650 -subj "/C=US/ST=CA/L=Local/O=SampleCA/
OU=Self-Signed/CN=sts-signing.test.local" -newkey rsa:2048 -keyout
testSigningPrivateKey.key -out testSigningCertificate.csr
```

```
$ openssl x509 -req -days 3650 -in testSigningCertificate.csr -
CA ../ca/testCARootCertificate.crt -CAkey ../ca/
testCARootPrivateKey.key -CAcreateserial -out
testSigningCertificate.crt
```



```
$ openssl pkcs12 -export -out testSigningCertificate.pfx -inkey
testSigningPrivateKey.key -in testSigningCertificate.crt
```

Creat Users and Groups

You need to create users and assign them to groups in AD FS. In Mobile Hub, these user groups are mapped to existing Mobile Hub roles. This assumes that you have the AD FS server installed.

Start AD and add users:

- 1. Select Tools > Active Directory Users and Computers.
- 2. Open the Active Directory and Users and Computers folder.

This is the directory where you'll add users and groups.

- 3. Right-click the Users folder and select New > User.
- 4. In the New Object User dialog, provide a first and last name for each user you add and the user logon name. The logon name must match the user email address for that user in Mobile Hub.

For example, if the user is John Smith, and his address is jsmith@local.domain, the address must match the email address for user John Smith in Mobile Hub.

5. Click Next and then OK to add the user.

Repeat these steps for each user you want to add.

To add a group and assign a user to it:

- Right-click the Users folder in the Active Directory and Users and Computers directory and select New > Group.
- 2. In the New Object Group dialog, enter a name for the group.
- 3. Leave the default settings of Global and Security, for **Group Scope** and **Group Type** and click **OK**.
- 4. Right-click on the user name in the Active Directory and Users and Computers directory and select Add to a group....
- 5. In the Select Group dialog, click Advanced.
- 6. In the advanced version of the Select Groups dialog, click Find Now.
- 7. Locate the group name from the Search results list, select it, and click OK.
- 8. Click OK in the Select Group dialog to complete the group assignment.

To verify that you've added the user to the correct group:

- 1. Click on the group name in the Active Directory and Users and Computers directory to open the group's properties dialog.
- 2. In the properties dialog, click Members and look to see if the user you added is listed.

A group should have a corresponding role in Mobile Hub. The user assigned to the group would then be assigned to the corresponding Mobile Hub role.



Configure the SAML App

After you've added your users and groups and have a valid root certificate and signing certificate, you can configure the SAML token. You'll begin by adding and configuring a relying party trust. The relying party defines the way in which AD FS recognizes the relying party application and issues claims to it.

- 1. From the Server Manager, select **Tools > AD FS Management**.
- 2. In the AD FS window, select Action > Add Relying Party Trust....
- 3. Click **Start** in the Add Relying Trust wizard.
- 4. On the Select Data Source panel, select Enter data about the relying party trust manually option.
- 5. Click Next to go to the Specify Display Name panel.
- 6. Enter the name of your SAML app in the **Display Name** field.

This app name will be listed in the Trust Relationships > Relying Party Trust directory after you add it.

- 7. Click Next to go to the Choose Profile panel.
- 8. Select AD FS profile (the default value).

This is the profile type that supports the SAML 2.0 protocol.

9. Click Next and Next again to go to the Configure URL panel.

You can upload the signing certificate on the **Configure Certificate** panel now or upload it later. You don't need to upload an encryption certificate unless you want the SAML assertion encrypted as well as signed. Having an encrypted SAML assertion can be useful in cases where sensitive data is added to the SAML assertion claims.

10. Select Enable support for the SAML 2.0 Web SSO protocol and enter the redirect URL in the Relying party SAML 2.0 SSO service URL field.

The redirect URL is the address where you want the request to post back to so you can intercept the token.

- 11. Click Next to go to the Configure Identifiers panel.
- 12. Enter the SSO token endpoint in the **Relying party trust identifier** field and click **Add**.

You construct this endpoint by appending /mobile/platform/sso/exchange-token to your instance's base URL. You can determine the base URL by opening any mobile backend in Mobile Hub, clicking its **Settings** tab, and looking in the Environment URLs section. For example:

https://hostname:443/mobile/platform/sso/exchange-token

This is how you specify the audience for the SAML assertion.

13. Click Next to go to the Configure Multi-factor Authentication Now panel.

Use the default setting, I do not want to configure multi-factor authentication settings for this relying party trust.

14. Click Next to go to the Choose Issuance Authorization Rules panel.



Use the default setting, Permit all users to access this relying party.

- 15. Click Next to go to the Ready to Add Trust panel, click Next again.
- 16. Click Finish.

Leave the default setting, **Open the Edit Claim Rules dialog for this relying party trust** to continue configuring your SAML app.

17. Click **Close** to exit the wizard.

The Edit Claim Rules dialog opens when you exit the wizard.

Configure Claim Rules

The next step to configure your SAML app is setting the claim rules. The claim rule specifies how the values for LDAP attributes are mapped to the outgoing claim type. You'll use the Add Transform Claim Rule wizard available from the **Edit Claim Rules** dialog to add AD claims and transform NameID transform rule which specify the claims that are sent to the relying party.

1. Open the Relying Party Trust folder under the Trust Relationships directory and right-click your app name. Then select Edit Claim Rules.

If you're continuing on from the previous section, the **Edit Claim Rules** dialog opens automatically when you exit the Add Relying Trust wizard.

- 2. Make sure the **Issuance Transform Rules** tab is open and click **Add Rule** to open the Add Transform Claim Rule wizard.
- In the Choose Rule Type tab, select the Send LDAP Attributes as Claims template from the drop-down list.
- 4. Click Next to go to the Configure Claim Rule tab.
- 5. Enter a claim rule name. For example, AD Claims.
- 6. Select Active Directory as the Attribute store.

In the next set of steps, you'll map the LDAP attributes to the outgoing claim types:

LDAP Attributes	Outgoing Claim Type	
E-Mail Addresses	E-Mail Address	
Token-Groups-Unqualified Name	Group	
User-Principal-Name	Common Name	

- 7. Open the LDAP Attributes list and select E-Mail Addresses.
- 8. Open the Outgoing Claim Type list and select E-Mail Address.
- 9. Repeat steps 7 and 8 to map Token-Groups-Unqualified Name to Group and to map User-Principal-Name to Common Name.
- 10. Click Finish.

Configure Transform Rules

You set transform rules to map incoming claim types to outgoing claim types and specify the action that determines what output should occur based on the values from the incoming claim.



- 1. Open the Edit Claim Rules dialog and open the Issuance Transform Rules tab.
- 2. Click Add Rule to open the Add Transform Claim Rule wizard.
- 3. In the Choose Rule Type tab, select Transform an Incoming Claim.
- 4. Click Next to go to the Configure Claim Rule tab.
- 5. Perform the following actions on this tab:
 - Enter Transform NameID for the transform claim rule.
 - Select **EMAIL ADDRESS** for the incoming claim type.
 - Select Name ID for the outgoing claim type.
 - Leave as unspecified the ingoing and outgoing nameID formats.
 - Select the **Pass through all claim values** option.
- 6. Click Finish.
- 7. Click Apply and OK in the Edit Claim Rules dialog.

Specify the Signature Verification Certificate

You must specify the signature verification certificates for requests from the relying party trust.

- 1. Open the Relying Party Trusts folder, right-click your app name, and select **Properties**.
- 2. In the properties dialog for your app, select Signature and click Add.
- 3. In the Select a Request Signature Verification Certificate dialog, navigate to the directory where you stored (or created) the signing certificate and select the certificate.
- 4. Click Open.
- 5. (Optional) Click the **Endpoints** tab in the app properties dialog and review the SAML assertion endpoints.

Click the endpoint URL to view its details in the **Edit Endpoint** dialog. The endpoint type should be SAML Assertion Consume. Set the **Binding** field for the type of SAML response to receive:

- If the client expects a POST, set Binding to POST.
- If the client expects to receive the SAML Response as a GET parameter, set **Binding** to Redirect.

Note:

There can be issues using a redirect in the case of long assertions because some browsers have limits to the length of the URL.

