

Oracle® Mobile Application Framework

Developing Mobile Applications with Oracle Mobile Application
Framework

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Documentation that describes how to use Oracle JDeveloper to
create mobile applications that run natively on devices.

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Preface

Welcome to the *Developing Mobile Applications with Oracle Mobile Application Framework*.

Audience

This document is intended for developers tasked with creating cross-platform mobile applications that run as natively on the device.

Related Documents

For more information, see the following documents:

- *Installing Oracle Mobile Application Framework*
- *Installing Oracle JDeveloper*
- *Developing Applications with Oracle JDeveloper*
- *Developing Extensions for Oracle JDeveloper*
- *Securing Applications with Oracle Platform Security Services*
- *Understanding Oracle Web Services Manager*
- *Administering Web Services*
- *Securing Web Services and Managing Policies with Oracle Web Services Manager*
- *Java API Reference for Oracle Mobile Application Framework*
- *Tag Reference for Oracle Mobile Application Framework*
- *JSDoc Reference for Oracle Mobile Application Framework*
- *Java API Reference for Oracle Web Services Manager*
- *Oracle JDeveloper 12c Online Help*
- *Oracle JDeveloper 12c Release Notes* (link included with your Oracle JDeveloper 12c installation and on Oracle Technology Network)

Conventions

The following text conventions are used in this document:

Convention	Meaning
boldface	Boldface type indicates graphical user interface elements associated with an action, or terms defined in text or the glossary.
<i>italic</i>	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.

What's New in This Guide for MAF Release 2.3.0

The following topics introduce the new and changed features of Oracle Mobile Application Development Framework (Oracle MAF) and other significant changes, which are described in this guide.

New and Changed Features for MAF Release 2.3.0

Oracle MAF Release 2.3.0 includes the following new and changed development features, which are described in this guide.

- Support for deployment of MAF applications to the Universal Windows Platform (UWP). For more information, see:
 - The Installation Requirements for MAF Applications to be Deployed to the Universal Windows Platform section in *Installing Oracle Mobile Application Framework*.
 - The Setting Up Development Tools for the Universal Windows Platform section in *Installing Oracle Mobile Application Framework*.
 - Deploy your application to your local machine or to an installation package that you use to install the application on a supported UWP device. For more information, see [Deploying a MAF Application to the Universal Windows Platform](#).
 - Debug your application’s Java and user interface code on UWP. For more information, see [How to Debug Java Code on the Universal Windows Platform](#).
- This release of MAF uses newer versions of Cordova (4.x). The Plugins page of the `maf-application.xml` file’s overview editor has been enhanced to include a Cordova Engine Versions field that shows the version of Cordova that MAF uses for each platform it supports. For more information, see [Using Plugins in MAF Applications](#).
- New version of the mobileAlta skin (`mobileAlta-1.5`) that is the default for MAF applications created using this release. For more information, see [Skinning MAF Applications](#).
- `RestServiceAdapter`. A new factory class (`RestServiceAdapterFactory`) has been introduced to create REST web service adapters. Use the `RestServiceAdapterFactory.createRestServiceAdapter()` API to create a REST web service adapter. The `RestServiceAdapter` interface has a new package location (`oracle.maf.api.dc.ws.rest`). The functionality that

this interface specifies remains unchanged. For more information about creating a REST web service adapter, see [Creating a Rest Service Adapter to Access Web Services](#).

- Data visualization components
 - A new chart (range) that can be rendered using the `areaChart` or `barChart` components. For more information, see [How to Create a Range Chart](#).
 - For a `geographicMap` component to render an Oracle map when you deploy your application to a device using iOS 9, you must configure an entry in your application's `adf-config.xml` file so that the component uses HTTPS. For more information, see [Configuring Geographic Map Components With the Map Provider Information](#).
 - Gauge components have been enhanced in a number of ways in this release. Examples include support for human shapes, vertical orientation for the `ratingGauge` component plus the introduction of a range of other attributes to customize these components. For more information, see the implementations of the gauge components in the `CompGallery` sample application, described in [MAF Sample Applications](#), the *Tag Reference for Oracle Mobile Application Framework*, and [How to Create a Rating Gauge](#).
- Properties in your application's `logging.properties` file can be configured to monitor the performance of your application. MAF also provides a number of APIs to assist with this task. For more information, see [Measuring MAF Application Performance](#).
- MAF applications can send diagnostic and analytics information to Oracle Mobile Cloud Service for analysis by this service.
 - Send diagnostic information (device ID, session ID, and request time) to Mobile Cloud Service by using an adapter (`McsRestServiceAdapter`) that MAF introduced for this purpose. For more information, see [Sending Diagnostic Information to Oracle Mobile Cloud Service](#).
 - Send analytics information by configuring the `logging.properties` file or by using the APIs that MAF introduced for this purpose. For more information, see [Sending Analytics Information to Oracle Mobile Cloud Service](#).
- MAF provides a number of new APIs to assist you with authentication-related tasks. For more information, see [Using MAF Authentication APIs](#).
- End users can now automatically install digital certificates (client certificates) in a MAF application's keystore to establish two-way SSL sessions for authentication with servers that require client certificates. For information about how to configure your MAF application to enable the automatic install of a client certificate, see [Configuring a MAF Application to Enable Two-Way SSL for Authentication](#).
- The `AdfmfContainerUtilities.resetApplication()` API now applies all customizations downloaded from the Configuration Service without restarting the application. For more information, see *Java API Reference for Oracle Mobile Application Framework* and [Configuring End Points Used in MAF Applications](#).
- Whitelisting for remote URL application features that access container services

Application developers who want to implement whitelists in their MAF application can use Cordova plugins, as described in [Whitelisting Remote URLs in Your MAF Application](#).

This release of MAF has removed the design-time support that JDeveloper provided in previous releases. For example, the Remote URL Whitelist input field has been removed from the `maf-application.xml` file's overview editor. Use of the `AdfmfJavaUtilities.addWhiteList` APIs has been deprecated.

Other Significant Changes in this Document for MAF Release 2.3.0

This document has been updated in several ways for this release. Following are the sections that have been added or changed.

- Removed the "Accessing Data on Oracle Cloud" chapter. For information about how to access Oracle Mobile Cloud Services (MCS) from a mobile application that you build with MAF, see the *Oracle Mobile Application Framework MCS Utility Developer Guide* that you can download from the [MAF Documentation page](#) on Oracle Technology Network.
- Consolidated information about the sample applications that MAF provides to demonstrate a range of use case implementations into [MAF Sample Applications](#).
- Added information about how you debug the UI code (JavaScript, HTML, and CSS) of MAF applications on Android. For more information, see [Debugging UI Code in MAF Applications Deployed on Android Devices](#).
- Removed content describing how to use the Mobile-Social authentication server type. This authentication server type was deprecated in a previous release of MAF and is no longer supported.
- Removed content describing how to use SOAP web service data controls. This feature was deprecated in a previous release of MAF and is no longer supported. Customers are recommended to use REST web services with JSON objects. For more information, see [Using Web Services in a MAF Application](#).
- Added information describing the languages that MAF supports. For more information, see [MAF Support of Languages](#).

Introduction to Oracle Mobile Application Framework

This chapter introduces Oracle Mobile Application Framework (MAF), a solution that enables you to create mobile applications that run natively on both iOS and Android phones and tablets.

This chapter includes the following sections:

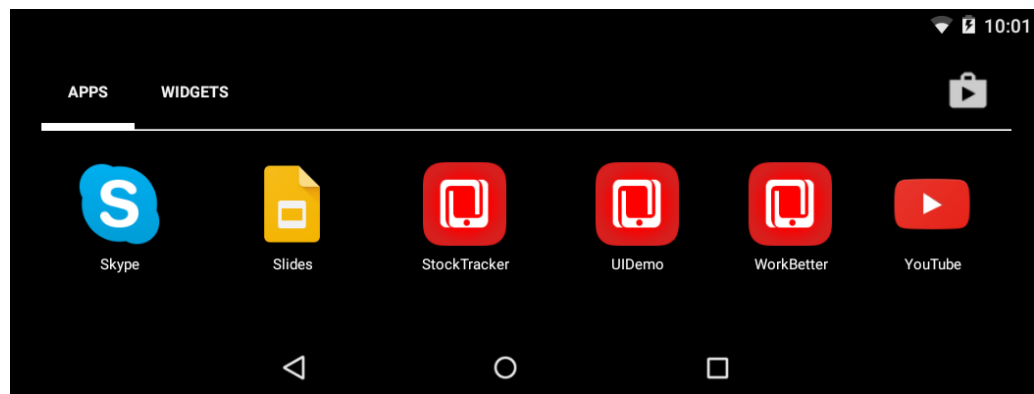
- [Introduction to Mobile Application Framework](#)
- [About the MAF Runtime Architecture](#)
- [About Developing Applications with MAF](#)
- [MAF Sample Applications](#)

1.1 Introduction to Mobile Application Framework

MAF is a hybrid mobile architecture, one that uses HTML5 and CSS to render the user interface, Java for the application business logic, and Apache Cordova to access device features such as GPS activities and e-mail. Because MAF uses these cross-platform technologies, you can build an application that runs on both Android and iOS devices without having to use any platform-specific tools. After deploying a MAF application to a device, the application behaves similarly to applications that are created using platform-specific tools, such as Objective C or Android SDK. Further, MAF enables you to build the same application for smartphones or for tablets, thereby allowing you to reuse the business logic in the same application and target various types of devices, screen sizes, and capabilities.

A MAF application installs on a user's device like any other application on the device.

Figure 1-1 MAF Applications Installed on a Device



MAF applications consist of one or more application features. An application feature is a reusable, self-contained module of application functionality. Each application feature performs a specific set of tasks, and application features can be grouped together to complement each other's functionality. For example, you can pair an application feature that provides customer contacts together with one for product inventory. Because each application feature has its own class loader and web view (essentially a native UI component that behaves as a browser), features are independent of one another; a single MAF application can be assembled from application features created by several different development teams. Application features can also be reused in other MAF applications. The MAF application itself can be reused as the base for another application, allowing ISVs (independent software vendors) to create applications that can be configured by specific customers.

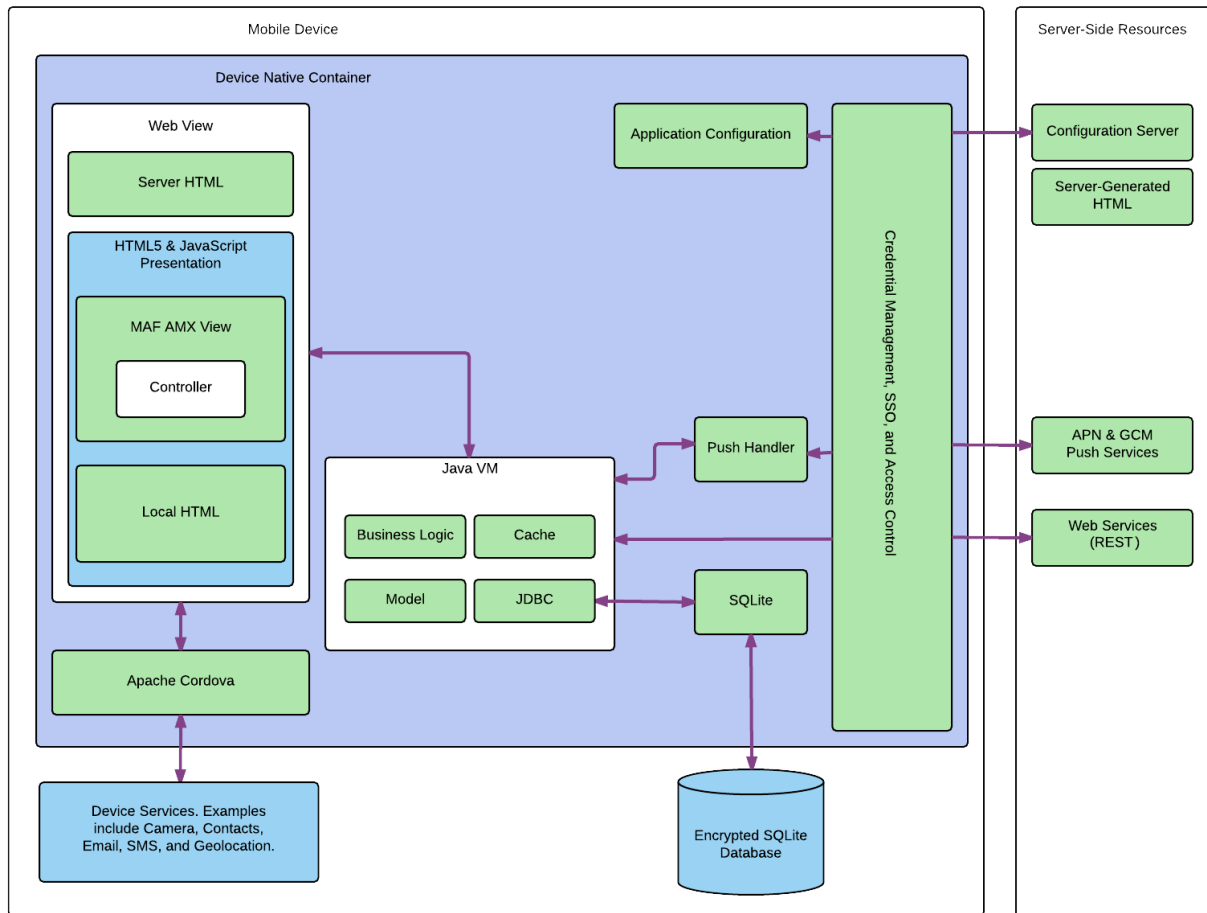
In addition to hybrid mobile applications that run locally on the device, you can implement application features as any of the following mobile application types, depending on the requirements of a mobile application and available resources:

- Mobile web applications—These applications are hosted on a server. Although the code can be portable between platforms, their access to device features and local storage can be limited, as these applications are governed by the device's browser.
- Native applications—These applications are authored in either Xcode or through the Android SDK and are therefore limited in terms of serving both platforms. Reuse of code is likewise limited.

1.2 About the MAF Runtime Architecture

As illustrated in [Figure 1-2](#), MAF is a thin native container that is deployed to a device. MAF follows the model-view-controller (MVC) development approach, which separates the presentation from the model layer and the controller logic. The native container allows the MAF application to function as a native application on both platforms (iOS, Android). It also enables push notifications.

Figure 1-2 The MAF Runtime Architecture



- **Web View**—Uses a mobile web engine of the device to display and process web-based content. In a MAF application, the web view delivers the user interface by rendering the application markup as HTML 5. You can create the user interface for a MAF application feature by implementing any of the following content types. Application features implemented from various content types can coexist within the same MAF application and can also interact with one another.
 - **MAF AMX Views**—Like an application authored in the language specific to the platform of the device, applications whose contents are implemented as MAF Application Mobile XML (AMX) views reside on the device and provide the most authentic device-native user experience. MAF provides a set of code editors that enable you to declaratively create a user interface from components that are tailored to the form factors of mobile devices. You can use these components to create the page layout, such as List View, as well as input components, such as Input Text. When you develop MAF AMX views, you can leverage data controls. These components enable you to declaratively create data-bound user interface components, access a web service, and the services of a mobile device (such as camera, GPS, or e-mail). At runtime, the JavaScript engine in the web view renders MAF AMX view definitions into HTML5 and JavaScript. For more information, see the following:
 - ◆ [Creating MAF AMX Pages](#)
 - ◆ [Creating the MAF AMX User Interface](#)

- ◆ [Using Bindings and Creating Data Controls in MAF AMX](#)
- ◆ [Using Web Services in MAF AMX](#)
- ◆ [Configuring End Points Used in MAF Applications](#)
- ◆ [Using the Local Database in MAF AMX](#)
- ◆ [Customizing MAF AMX Application Feature Artifacts](#)
- ◆ [Creating Custom MAF AMX UI Components](#)

Task Flow—The Controller governs the flow between pages in the MAF application, enabling you to break the application flow into smaller, reusable task flows and include non-visual components, such as method calls and decision points. For more information, see [Creating Task Flows](#).

- **Server HTML**— With this content type, the user interface is delivered from server-generated web pages that can open within the web view of the application feature. Within the context of MAF, this content type is referred to as *remote URL*. The resources for these browser-based pages do not reside on the device. Instead, the user interface, page flow logic, and business logic are delivered from a remote server. When one of these remotely hosted web pages is allowed to open within the web view, it can use the Cordova JavaScript APIs to access any designated device-native feature or service, such as the camera or GPS capabilities. When implementing a feature using the remote URL content, you can leverage an existing browser-based application that has been optimized for mobile use, or use one that has been written specifically for a specific type of mobile device. For applications that can run within a browser on either desktops or tablets, you can implement the remote URL content using applications created through Oracle ADF Faces rich client-based components. For more information, see [Implementing Application Feature Content Using Remote URLs](#).

Note:

Because the content is served remotely, a feature that uses a remote URL is available only as long as the server connection remains active.

- **Local HTML**—HTML pages that run on the device as a part of the MAF application. Local HTML files can access device-native features services through the Cordova and JavaScript APIs.
- **Cordova**—The Apache Cordova JavaScript APIs that integrate the native features of the device and services into a MAF application. Although you can access these APIs programmatically from Java code (or using JavaScript when implementing a MAF application as local HTML), you can add device integration declaratively when you create MAF AMX pages because MAF packages these APIs as data controls.
- **Java Virtual Machine**—Provides a Java runtime environment for a MAF application. This Java Virtual Machine (JVM) is implemented in device-native code, and is embedded (or compiled) into each instance of the MAF application as part of the native application binary. The JVM is based on the JavaME Connected Device Configuration (CDC) specification.

- **Business Logic**—Business logic in MAF application may be written in Java. Managed Beans are Java classes that can be created to extend the capabilities of MAF, such as providing additional business logic for processing data returned from the server. Managed beans are executed by the embedded Java support, and conform to the JavaME CDC specifications. For more information, see [Using Bindings and Creating Data Controls in MAF AMX](#).
- **Model**—Contains the binding layer that connects the business logic components with the user interface. In addition, the binding layer provides the execution logic to invoke REST-based web services. For more information, see [About Connected and Disconnected Applications](#).
- **JDBC**— The JDBC API enables access to the data in the encrypted SQLite database through CRUD (Create, Read, Update and Delete) operations.
- **Application Configuration** refers to services that allow application configurations to be downloaded and refreshed, such as URL endpoints for a web service or a remote URL connection. Application configuration services download the configuration information from a WebDav-based server-side service. For more information, see [Configuring End Points Used in MAF Applications](#).
- **Credential Management, Single Sign-on (SSO), and Access Control**—MAF handles user authentication and credential management through the Oracle Access Management Mobile and Social (OAMMS) IDM SDKs. MAF applications perform offline authentication, meaning that when users log in to the application while connected, MAF maintains the user name and password locally on the device, allowing users to continue access to the application even if the connection to the authentication server becomes unavailable. MAF encrypts the locally stored user information as well as the data stored in the local SQLite database. After authenticating against the login server, a user can access all of the application features secured by that connection. MAF also supports the concept of access control by restricting access to application features (or specific functions of application features) by applying user roles and privileges.
- **Push Handler**—Enables the MAF application to receive events from the iOS or Android notification servers. The Java layer handles the notification processing.

Resources that interact with the native container include:

- **Encrypted SQLite Database**—The embedded SQLite database is a lightweight, cross-platform relational database that protects locally stored data and is called using JDBC. Because this database is encrypted, it secures data if the device is lost or stolen. Only users who enter the correct user name and password can access the data in the local database. For more information, see [Using the Local Database in MAF AMX](#).
- **Device Services**—The services and features that are native to the device and integrated into application features through the Cordova APIs.

The device native container enables access to the following server-side resources:

- **Configuration Server** —A WebDav-based server that hosts configuration files that are used by the application configuration services. The configuration server is delivered as a reference implementation. Any common WebDav services that are hosted on a J2EE server can be used for this purpose. For more information, see [Configuring End Points Used in MAF Applications](#).

- **Server-Generated HTML**—Web content that is hosted on remote servers that are used for browser-based application features. For more information, see [Implementing Application Feature Content Using Remote URLs](#).
- **APNs and GCM Push Services**—Apple Push Notification Service (APNs) and Google Cloud Messaging (GCM) are the notification providers that send notification events to MAF applications.
- **REST Services**—Remotely hosted REST-based web services, which can be accessed through the Java layer or through data controls. For more information, see [Using Web Services in MAF AMX](#).

1.3 About Developing Applications with MAF

Although the components of a MAF application may be created by a single developer, an application may typically be built from resources provided by different development roles. An application *developer* builds the application data and the user interface logic either as an application or as a reusable program that can be used in an application feature. An application *assembler* gathers different application features into a single application and puts them in a user-friendly, navigable order. An application *deployer* ensures a controlled application deployment. For example, deployment of MAF applications may require certificates and uploads to public vendor sites such as the Apple App Store or GooglePlay.

Note:

Depending on the application development team size and your organization, one person may fill many different roles.

Typically, you perform the following activities when building a MAF application:

- Gathering requirements
- Designing
- Developing
- Deploying
- Testing and debugging
- Securing
- Enabling access to the server-side data
- Redeploying
- Retesting and debugging
- Publishing

The steps you take to build a MAF application may be similar to the following:

1. **Gathering requirements:** Create a mobile use case (or user scenario) by gathering user data that describes who the users are, their essential tasks, and the location or context in which they perform them. Consider such factors as the type of

information required to complete a task, the information that is available to the user, and how it is accessed or delivered.

- 2. Designing:** After you construct a use case, create a wireframe that illustrates all of the steps (and associated user views) in the application's task flow. When creating a task flow, consider how, and when, different users may interact. Does viewing data (such as a push notification) suffice to complete a task? If not, how much data entry does the task require? To frame these tasks within a mobile context, compare completing tasks using a desktop application to a mobile application. A single desktop application may enable multiple functions that might be partitioned into several different mobile applications (or in the context of MAF, several different application features embedded in a MAF application). Because mobile applications are generally used in short bursts (about two minutes at a time), they must be easily navigable and accommodate the limited data entry of a mobile device.

During the design and development phases, keep in mind that mobile applications may require a set of mobile-specific server-side resources, because the applications may not be able to consume large amounts of data delivered through complex web services. In addition, a mobile application may require extensive client side logic to process data returned by services. It's usually best to shape the data coming into a mobile application on the server side to avoid forcing the client to process too much data.

- 3. Developing:** Select the technology that is best suited for application. While the MAF web view supports remote content which may be authored using Apache Trinidad or ADF Faces Rich Client components, these applications do not support offline use. Applications authored in MAF AMX, which runs on the client, however, integrate with device services, enabling end users to not only view files and utilize GPS services, but also collaborate with one another by tapping a phone number to call or text. The MAF AMX component set includes data visualization tools (DVT) that enable you to add analytics that render appropriately on mobile screens. A MAF AMX application supports offline use by transferring data from remote source and storing it locally, enabling end users to view information when they are not connected.

MAF provides a set of wizards and editors that build not only the basic application itself, but also the application features that are implemented from MAF AMX and local HTML content. Using these tools provides such artifacts as descriptor files for configuring the MAF application and incorporating its application features, a set of default images for application icons, springboards, navigation bar items that are appropriate to the form-factors of the supported platforms.

For more information, see the following:

- [Getting Started with MAF Application Development](#)
 - [Configuring the Content of a MAF Application](#)
 - [Creating MAF AMX Pages](#)
 - [Creating the MAF AMX User Interface](#)
- 4. Deploying:** You deploy the MAF application not only in the context of publishing it to end users, but also for testing and debugging, because MAF applications cannot run until they have been deployed to a device or simulator. Depending on the phase of development, you designate the credential signing options (debug or

release). For testing, you deploy the application to a mobile device or simulator. For production, you package it for distribution to application markets such as the Apple App Store or Google Play.

To deploy an application you first create a deployment profile that describes the target platform and its devices and simulators. Creating a deployment profile includes selecting the launch icons used for the application in different orientations (landscape or portrait) and on different devices (phone or tablets). For more information, see [Deploying MAF Applications](#).

5. **Testing and debugging:** During the testing and debugging stage, you optimize the application by deploying it in debug mode to various simulators and devices and then review the debugging output provided through JDeveloper and platform-specific tools. For more information, see [Testing and Debugging MAF Applications](#).
6. **Securing:** Evaluate security risks throughout the application development process. While mobile applications have unique security concerns, they share the same vulnerabilities as any application that accesses remotely served data. To ensure client-side security, MAF provides such features as:
 - APIs that generate a strong password to secure access to the SQLite database and encrypt and decrypt its data.
 - A set of web service policies that support SSL.
 - A `cacerts` file of trusted Certificate Authorities to enforce deployment in SSLMAF's security configuration includes selecting a login server, such as the Oracle Access Mobile and Social server, or any web page protected by the basic HTTP authentication mechanism, configuring the session management (session and idle timeouts) and also setting the endpoint to the access control service web service, which hosts the application's user roles. For more information, see [Securing MAF Applications](#).
7. **Enabling access to the server-side data:** After ensuring that your application functions as expected at a basic level, you can implement the Java code or use data controls to access the server-side data. For more information, see [About Connected and Disconnected Applications](#).
8. **Redeploying:** During subsequent rounds of deployment, ensure that after adding security to your application and enabling access to the server-side data, the application deployment runs as expected and the application is ready for the final testing and debugging.
9. **Retesting and debugging:** During the final round of testing and debugging, focus on the security and the server-side data access functionality, ensuring that their integration into the application did not result in errors and unexpected behavior.
10. **Publishing:** Deploying the application to the production environment typically involves publishing to an enterprise server, the Apple App Store, or Google Play. After you publish the MAF application, end users can download it to their mobile devices and access it by touching the designated icon. The application features bear the designated display icons and display as appropriate to the end user and the user's device.

1.3.1 About Connected and Disconnected Applications

A MAF application can run while connected to a network, but can also work in a disconnected mode, such as when there is no cellular signal. Examples include:

- A basic connected application that includes a user interface backed directly by a web service data control that, in turn, invokes a web service hosted on a server.
- A connected application that uses moderate (or complex) data services. For this type of application, Java classes (POJOs) exposed through data controls can dispatch data queries between the user interface and the service data source.
- A disconnected application that manipulates data stored in the SQLite database, enabling application users to work offline. The application may need to get data from a web service, but if connectivity is lost, the data is stored locally and synchronized when connectivity is restored.

1.4 MAF Sample Applications

MAF provides an extensive set of sample applications that implement a range of use cases. You can open these sample applications in JDeveloper to explore the source code and/or deploy to a device or emulator/simulator to view the runtime behavior. Sample applications exist that demonstrate how you can implement a variety of functions in a MAF application, such as accessing device-native features, performing operations on a local database or implementing gestures, amongst other things.

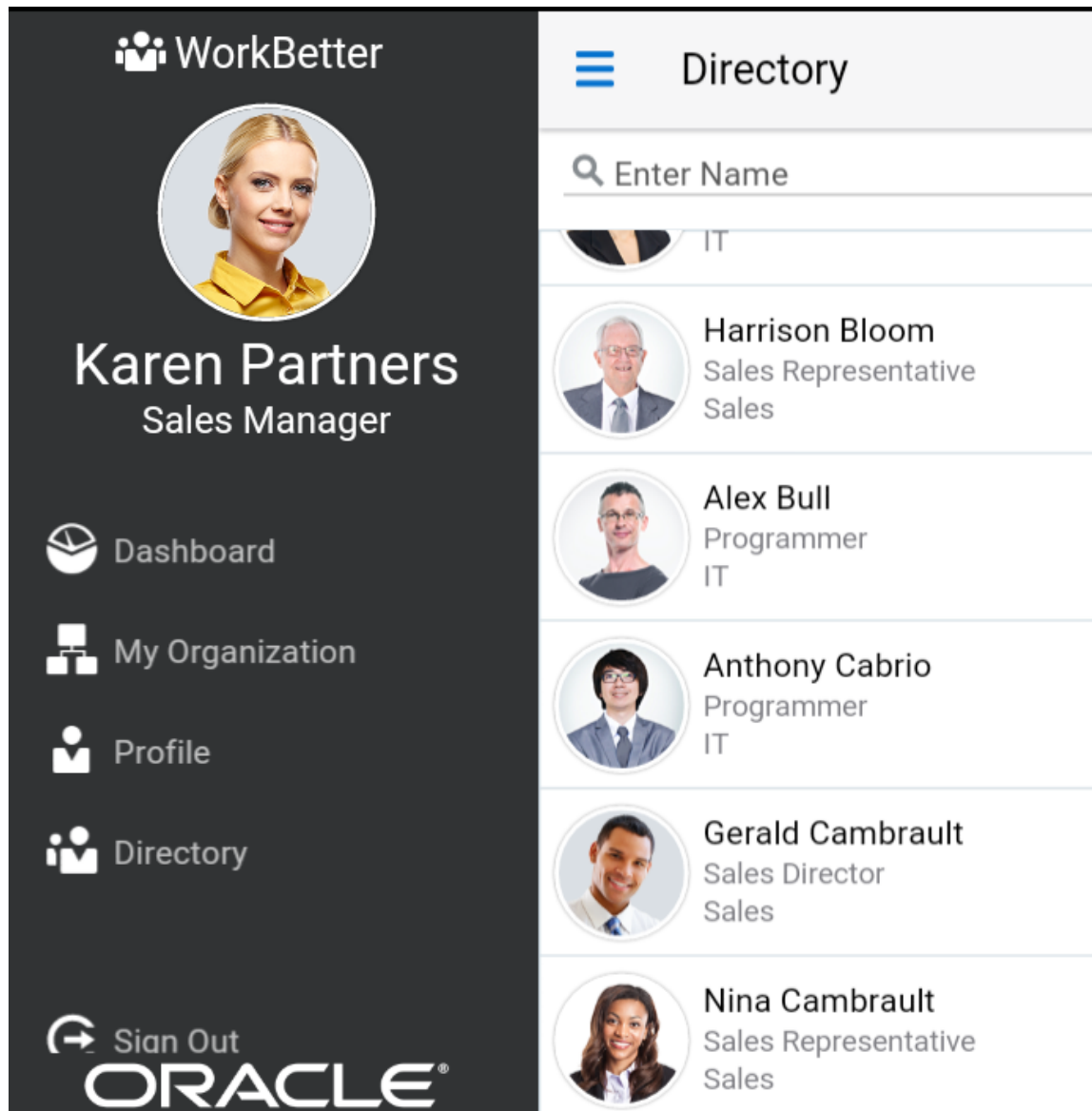
A `HelloWorld` sample application demonstrates how to implement a single application feature with a local HTML file. We suggest that you use the `HelloWorld` application to verify that your development environment is set up correctly to compile and deploy an application.

Other sample applications that may be of interest to you when getting started include the:

- `CompGallery` (component gallery) that serves as an introduction to the MAF AMX UI components by demonstrating all of these components. Using this application on a device or emulator/simulator, you can change the attributes of components and see the effects of these changes in real time.
- `WorkBetter` sample application, illustrated in [Figure 1-3](#), showcases the MAF AMX UI capabilities. It also demonstrates how you can programmatically access REST services.

After you install the MAF extension, you can extract the sample applications from the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory. In most cases, the name of the application's directory provides a good indicator as to its purpose. For example, the application in the `SkinningDemo` directory demonstrates how you can change the skin of the MAF application. Consult the `ReadMe.txt` file in the extracted directory for a description of each sample application. The Oracle Mobile Application Framework Samples page that you can access on the following Oracle Technology Network page also provides information about the sample applications. See <http://www.oracle.com/technetwork/developer-tools/maf/learnmore/mafsamples-2227357.html>.

Figure 1-3 WorkBetter Sample Application



Getting Started with MAF Application Development

This chapter describes how to create a MAF application in JDeveloper and introduces the files and other artifacts that JDeveloper generates when you create the application.

This chapter includes the following sections:

- [Introduction to Declarative Development for MAF Applications](#)
- [Creating a MAF Application](#)
- [Defining Application Features for a MAF Application](#)
- [Adding Content to an Application Feature](#)
- [Adding Application Features to a MAF Application](#)
- [Creating MAF AMX Pages and MAF Task Flows](#)
- [Containerizing a MAF Application for Enterprise Distribution](#)

2.1 Introduction to Declarative Development for MAF Applications

The Oracle Mobile Application Framework (MAF) extension in JDeveloper provides a number of overview editors and other wizards to facilitate the development, testing, and deployment of MAF applications. Using these wizards, you can create a MAF application, define one or more application features, add content to an application feature, and deploy the MAF application to a test environment or device in a relatively short amount of time.

[Figure 2-1](#) shows the WorkBetter sample application in JDeveloper's Applications window where a number of the items that you use to develop MAF applications are identified:

1. The overview editor for the `maf-features.xml` file opens by default when you create a new MAF application. Use this overview editor to define the application features that your MAF application contains.
2. Use the overview editor for the `maf-application.xml` file used to, among other things, specify the MAF application's name, the default navigation menus (navigation bar or springboard) that the application renders, security, and device access options for the application.
3. By default, JDeveloper creates a MAF application with two data controls (ApplicationFeatures and DeviceFeatures). These data controls expose operations that you can drag to a MAF AMX page where JDeveloper displays context menus to complete configuration of the operation when you drop it on the page. For example, dragging the `hideNavigationBar()` operation to a page prompts

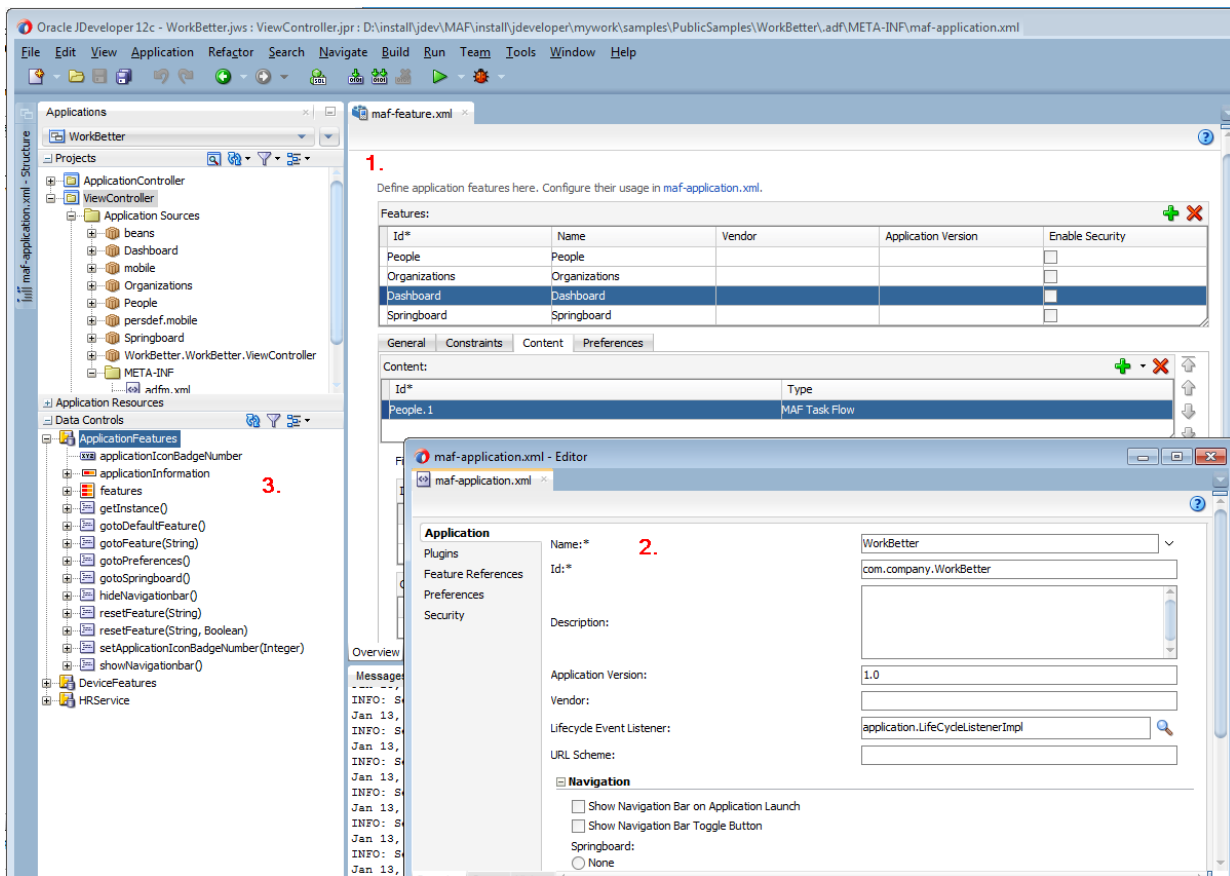
JDeveloper to display a context menu where you configure a control for end users to hide an application's navigation bar.

The WorkBetter sample application is one of a number of sample applications that MAF provides to demonstrate how to create mobile applications using MAF. For more information, see [MAF Sample Applications](#).

JDeveloper proposes default options in the wizards so that you can create a MAF application with one application feature displaying one MAF AMX page as follows:

1. Create a MAF application, as described in [Creating a MAF Application](#).
2. Define an application feature for the MAF application, as described in [Defining Application Features for a MAF Application](#).
3. Add content to the application feature, as described in [Adding Content to an Application Feature](#).

Figure 2-1 Overview Editors for Application Features and Application



2.2 Creating a MAF Application

Before you can create a MAF application, download, install, and configure the MAF extension in JDeveloper. For more information, see *Installing Oracle Mobile Application Framework*. Once you have completed this task, create a MAF application using the creation wizards in JDeveloper.

2.2.1 How to Create a MAF Application

You create a MAF application in JDeveloper using the application creation wizard.

To create a MAF application:

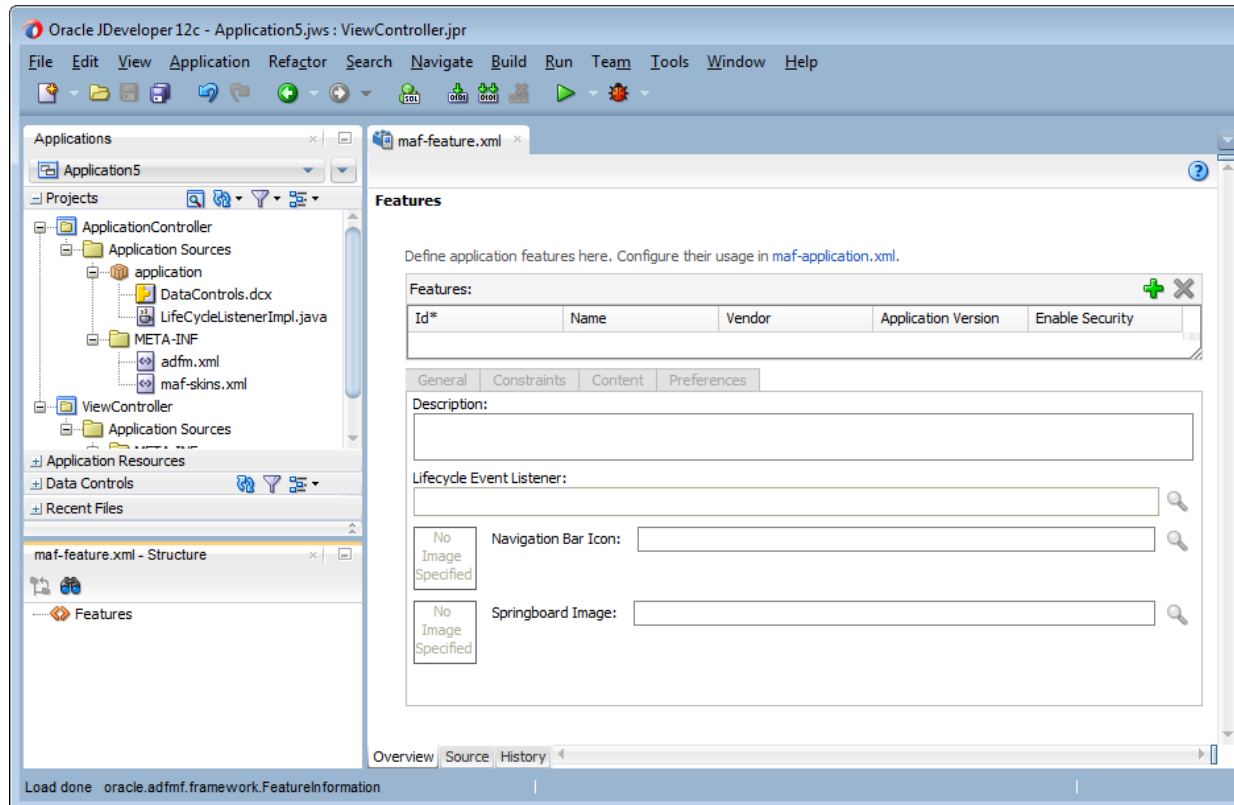
1. In the main menu, choose **File** and then **Application > New**.
2. In the New Gallery, in the **Items** list, double-click **Mobile Application Framework Application**.
3. In the Create Mobile Application Framework Application wizard, enter application and project details like name, directory, and default packages. For help with the wizard, press F1 or click **Help**.
4. Click **Finish**.

2.2.2 What Happens When You Create a MAF Application

JDeveloper creates a MAF application with two projects (ApplicationController and ViewController) and two data controls (ApplicationFeatures and DeviceFeatures). It also creates files that you use to configure your MAF application and files that your MAF application needs when you deploy it to the Android and/or iOS platform(s).

By default, JDeveloper opens the overview editor for the `maf-features.xml` file in the ViewController project of the newly-created MAF application, as shown in [Figure 2-2](#). Use this overview editor to add one or more application features to your MAF application. A MAF application must have at least one application feature. For more about adding application features to a MAF application, see [Defining Application Features for a MAF Application](#).

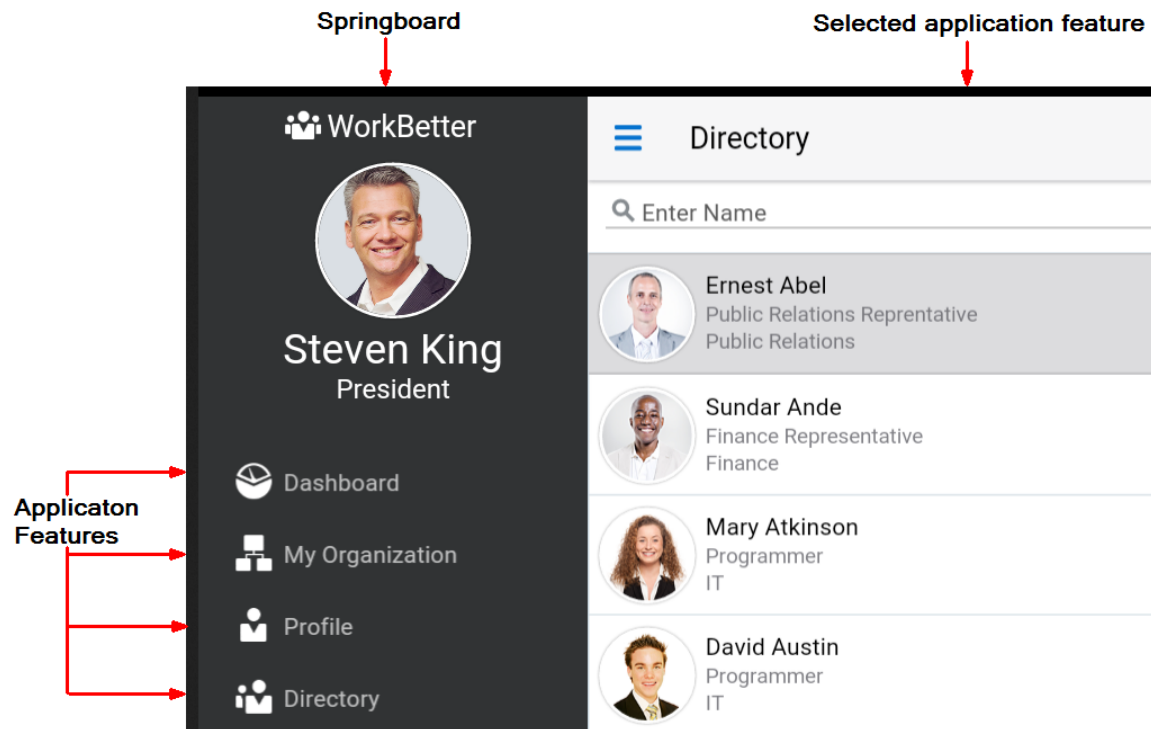
For more information about the files and artifacts that JDeveloper generates when you create a MAF application, see [MAF Application and Project Files](#).

Figure 2-2 Overview Editor for Application Features in Newly-Created MAF Application

2.3 Defining Application Features for a MAF Application

A MAF application must have at least one application feature. The WorkBetter sample application, for example, includes four application features (Dashboard, People, Organizations, and Springboard). [Figure 2-3](#) shows three of these application features displaying in that application's custom springboard.

Figure 2-3 Application Features in the WorkBetter Application's Springboard



2.3.1 How to Define an Application Feature

You define an application feature for a MAF application using the overview editor for the `maf-features.xml` file.

To define an application feature for a MAF application:

1. In the Applications window, expand the **ViewController** project and then **Application Sources** and **META-INF**.
2. Double-click the `maf-feature.xml` file.
3. In the Features page, click the **Add** icon.
4. Complete entries in the Create MAF Feature dialog as follows:
 - **Feature Name:** Enter the display name for the application feature.
 - **Feature ID:** Enter a unique ID for the application feature or accept the value that JDeveloper generates.
 - **Directory:** Specify the directory for the application feature or accept the value that JDeveloper generates.
 - Select the **Add a corresponding feature reference to maf-application.xml** checkbox to add the application feature to the MAF application. By default, JDeveloper selects this checkbox.
5. Click **OK**.

2.4 Adding Content to an Application Feature

One of the tasks to do after you define an application feature is to add content to the application feature. Choose among the following types to render content in your application feature:

- **MAF AMX Page:** Choose this content type if you want the application feature to render MAF AMX pages.
- **MAF Task Flow:** Choose this content type if you want the application feature to render a collection of activities that make up a task flow. Examples of activities that you can include in a task flow are views (to display MAF AMX pages), method calls (to invoke managed bean methods), and task flow calls (to call other task flows).
- **Local HTML:** Choose if you want the application feature to render HTML page.
- **Remote URL:** Choose if you want the application feature to render content from a remote URL.

The general steps to add a content type to an application feature are the same for all content types. That is, you choose the type of content to add to the application feature in the Content tab of the Features page of the `maf-features.xml` file's overview editor. For the specific steps for each content type, see [Defining the Content Type of MAF Application Features](#).

2.5 Adding Application Features to a MAF Application

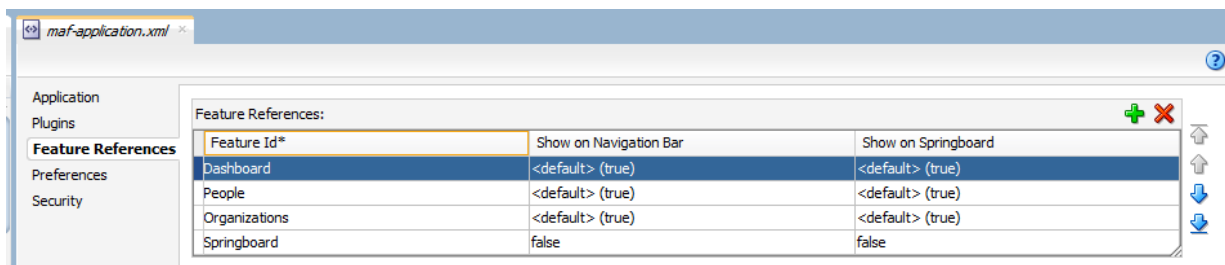
You can automatically add an application feature to a MAF application when you define it by selecting the **Add a corresponding feature reference to maf-application.xml** checkbox in the Create MAF Feature dialog, as described in [How to Define an Application Feature](#).

Use the Feature References page of the `maf-application.xml` file's overview editor if you want to add an application feature that you did not add to the MAF application when you created it, you use the Feature References page of the `maf-application.xml` file's overview editor.

You can also add application features to your MAF application that you import from Feature Archive (FAR) files. You must import the application feature into your MAF application before you can add an application feature to the MAF application. For more information about importing from FAR files, see [Reusing MAF Application Content](#).

[Figure 2-4](#) shows the Feature References page where you add application features to a MAF application.

Figure 2-4 Adding Application Features Using the Feature References Page



2.5.1 How to Add an Application Feature to a MAF Application

You use the Feature References page in the overview editor of the `maf-application.xml` file to add application features to a MAF application.

To add an application feature to a MAF application:

1. In the Applications window, expand the Application Resources panel.
2. In the Application Resources panel, expand **Descriptors** and then **ADF META-INF**.
3. Double-click the `maf-application.xml` file and in the overview editor that appears, click the **Feature References** navigation tab.
4. In the **Feature References** page, click the **Add** icon.
5. In the Insert Feature Reference dialog, select the ID of the application feature from the dropdown list.
6. Click **OK**.

2.5.2 What You May Need to Know About Feature Reference IDs and Feature IDs

JDeveloper writes an entry in the `maf-application.xml` file to reference the application feature that you add to the MAF application.

In the `maf-application.xml` file, the `refId` attribute of an `<adfmf:featureReference>` element identifies the corresponding application feature in the `maf-feature.xml` file. For this reason, the value of the `refId` attribute for a `<adfmf:featureReference>` element in the `maf-application.xml` file must match the value of the `id` attribute defined for the `<adfmf:feature>` element in the `maf-feature.xml` file.

Use a naming convention consistently to make sure that application feature IDs are unique. Application feature IDs must be unique across a MAF application.

[Example 2-1](#) shows the entries for the People application feature in the WorkBetter sample application's `maf-application.xml` and `maf-feature.xml` files.

Example 2-1 Feature Reference and Feature ID for an Application Feature in WorkBetter Application

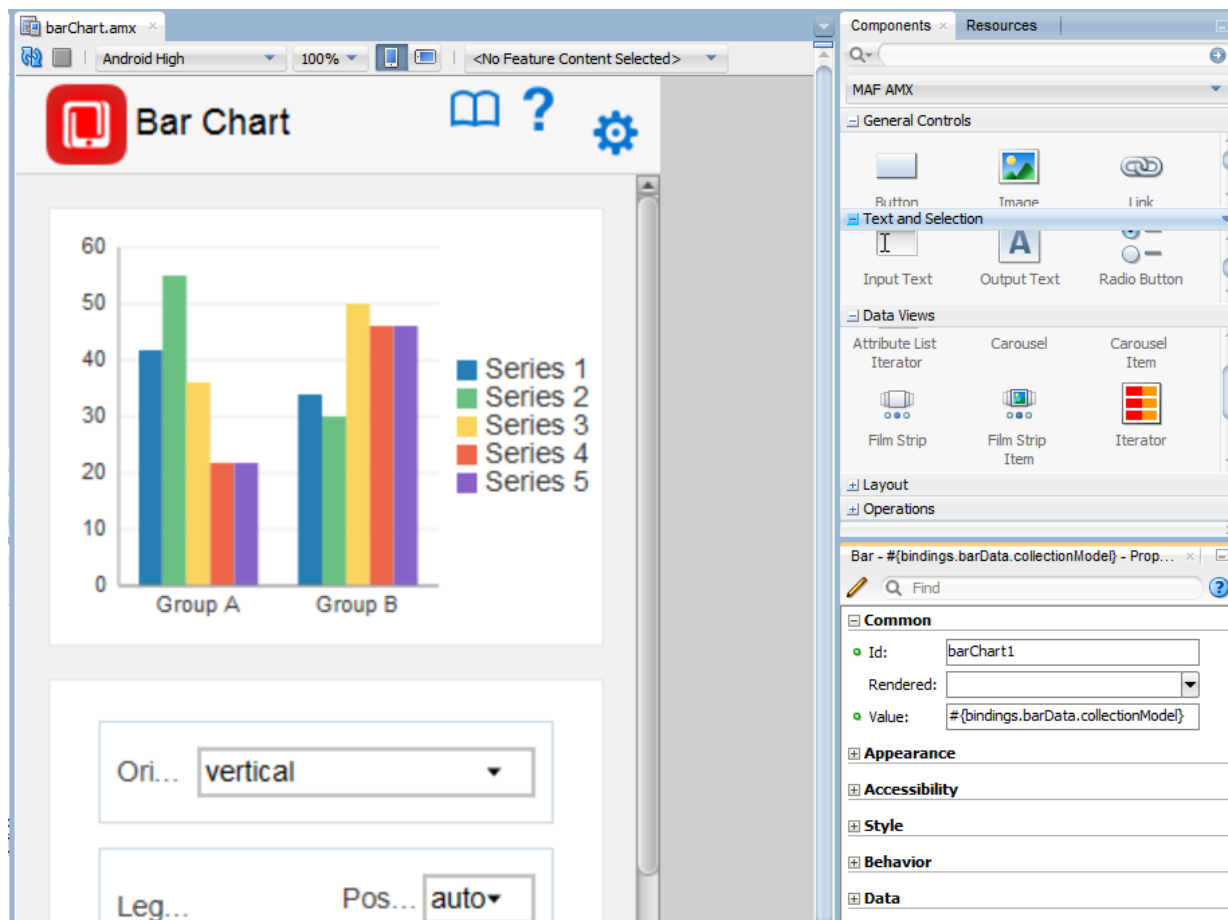
```
<!-- Feature Reference ID in maf-application.xml File -->
<adfmf:featureReference id="fr2" refId="People"/>
...
<!-- Feature ID in maf-feature.xml File -->
<adfmf:feature id="People" name="People" icon="images/people.png" image="images/people.png">
...

```

2.6 Creating MAF AMX Pages and MAF Task Flows

As described in [Creating MAF AMX Pages](#), the MAF AMX components enable you to build pages that run identically to those authored in a platform-specific language. MAF AMX pages enable you to declaratively create the user interface using a rich set of components. [Figure 2-5](#) illustrates the declarative development of a MAF AMX page.

Figure 2-5 Creating a MAF AMX Page



These pages may be created by the application assembler, who creates the MAF application and embeds application features within it, or they can be constructed by another developer and then incorporated into the MAF application either as an application feature or as a resource to a MAF application.

The project in which you create the MAF AMX page determines if the page is used to deliver the user interface content for a single application feature, or be used as a resource to the entire MAF application. For example, a page created within the application controller project, as shown in Figure 2-9, would be used as an application-wide resource.

Tip:

To make pages easier to maintain, you can break it down in to reusable segments known as page fragments. A MAF AMX page may be comprised one or more page fragments.

MAF enables you to arrange MAF AMX view pages and other activities into an appropriate sequence through the MAF task flow. As described in [Creating Task Flows](#), a MAF task flow is visual representation of the flow of the application. It can be comprised of MAF AMX-authored user interface pages (illustrated by such view activities, such as the WorkBetter sample application's default *List* page and the *Detail* page in Figure 2-6) and nonvisual activities that can call methods on managed beans. The non-visual elements of a task flow can be used to evaluate an EL expression or call another task flow. As illustrated by Figure 2-6, MAF enables you to declaratively

create the task flow by dragging task flow components onto a diagrammer. MAF provides two types of task flows: a bounded task flow, which has a single point of entry, such as the *List* page in the WorkBetter sample application, and an unbounded task flow, which may have multiple points of entry into the application flow. The WorkBetter sample application is located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

Figure 2-6 MAF Task Flow

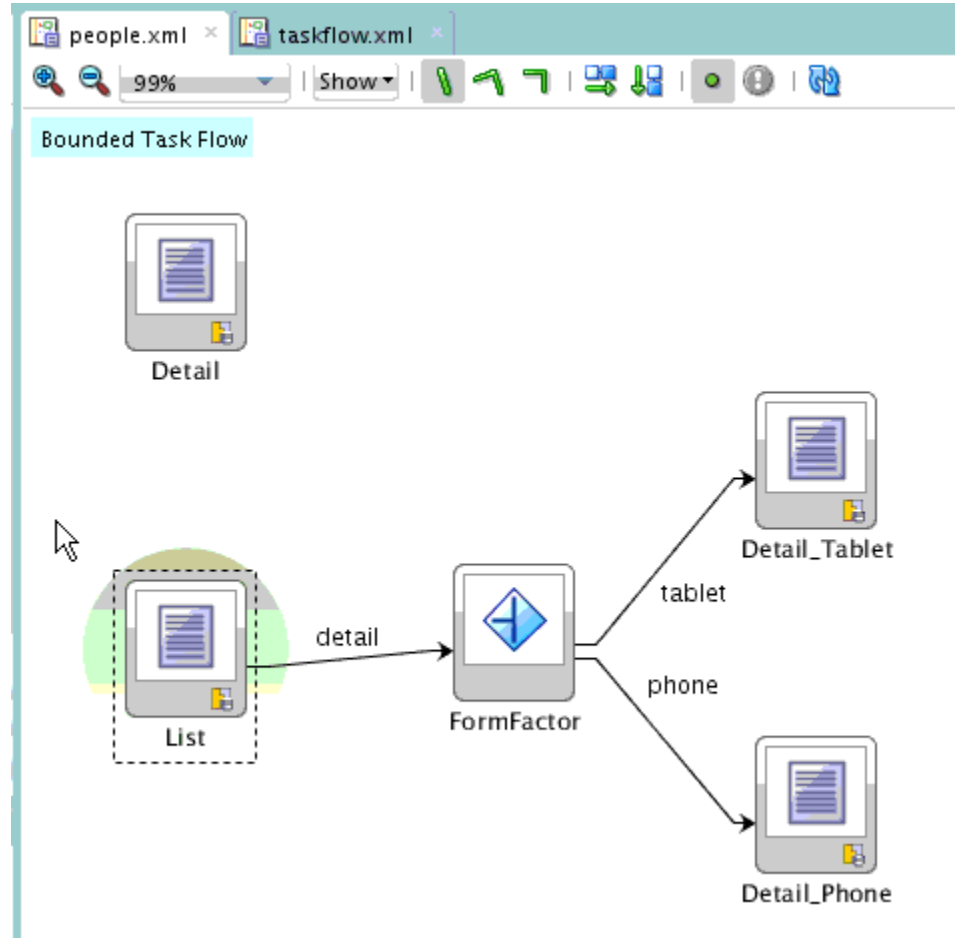
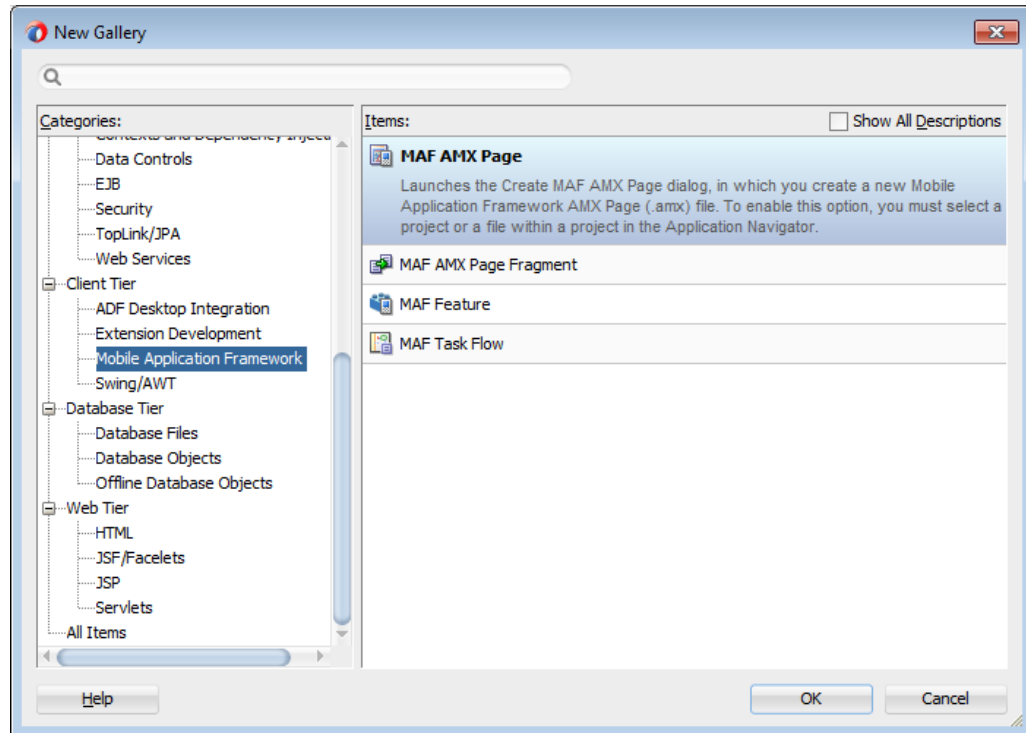


Figure 2-7 shows wizards that MAF provides to add MAF task flows, AMX pages, reusable portions of MAF AMX pages called MAF page fragments, and application features. To access these wizards, select a view controller or application controller project within the Applications window and choose **File > New**. Select one of the wizards after selecting **Mobile Application Framework** within the **Client Tier**.

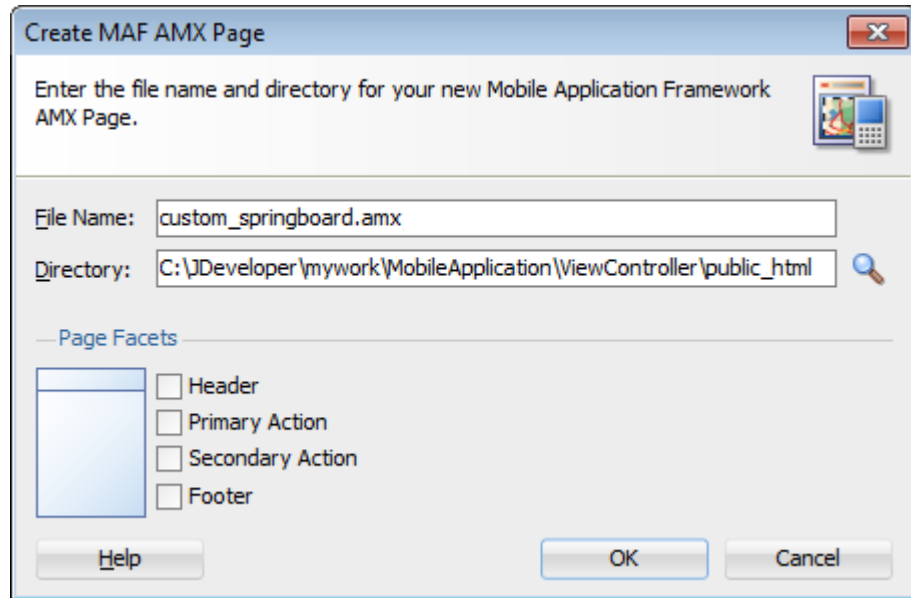
Figure 2-7 Wizards for Creating Resources for Application Features

2.6.1 How to Create a MAF AMX Page

You can use the MAF AMX Page wizard to create AMX pages used for the user interface for an application feature, or as an application-level resource (such as a login page) that can be shared by the application features that comprise the MAF application. For more information about application feature content, see [Defining the Content Type of MAF Application Features](#).

To create a MAF AMX page as content for an application feature:

1. In the Applications window, right-click the view controller project.
2. Choose **File** and then **New**.
3. From the Client Tier node in the New Gallery, choose **MAF AMX Page** and then click **OK**.
4. Complete the Create MAF AMX Page dialog, shown in [Figure 2-8](#), by entering a name in the **File Name** field. In the **Directory** field, enter the file location, which must be within the `public_html` folder of the view controller project.

Figure 2-8 Creating a MAF AMX Page in a View Controller Project

5. Select (or deselect) the Facets within the Panel Page that are used to create a header and footer. Click **OK**.

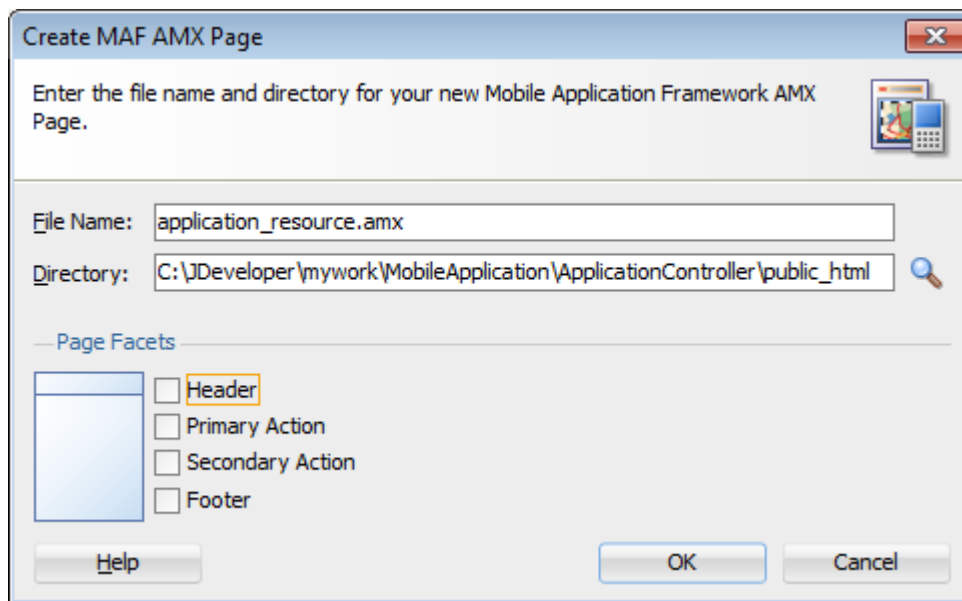
For more information, see [How to Use a Panel Page Component](#).

6. Build the MAF AMX page. For more information about using the AMX components, see [Creating MAF AMX Pages](#). See also [Defining the Application Feature Content as a MAF AMX Page or Task Flow](#).

To create a MAF AMX page as a resource to a MAF application:

1. In the Applications window, select the application controller project.
2. Choose **File** and then **New**.
3. From the Client Tier node in the New Gallery, select **MAF AMX Page**, and then click **OK**.
4. Complete the Create MAF AMX Page dialog, shown in [Figure 2-9](#), by entering a name in the **File Name** field. In the **Directory** field, enter the file location, which must be within the `public_html` folder of the application controller project. Click **OK**.

Figure 2-9 *Creating a MAF AMX Page in an Application Controller Project*



5. Build the MAF AMX page. For more information, see [Creating MAF AMX Pages](#).

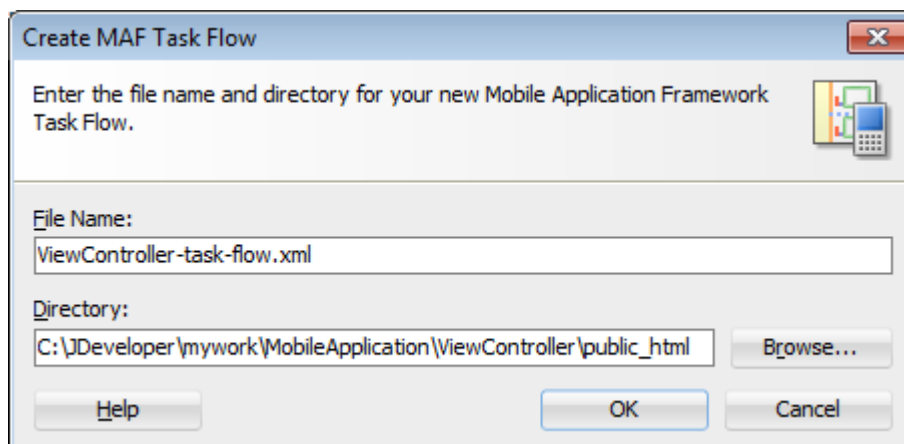
2.6.2 How to Create MAF Task Flows

You can deliver the content for an application feature as a MAF task flow.

To create a MAF Task Flow as content for an application feature:

1. In the Applications window, select the view controller project.
2. Choose **File** and then **New**.
3. From the Client Tier node in the New Gallery select **MAF Task Flow** and then click **OK**.
4. Complete the Create MAF Task Flow dialog, shown in [Figure 2-10](#), by entering a name in the **File Name** field. In the **Directory** field, enter the file location, which must be within the `public_html` folder of the view controller project. Click **OK**.

Figure 2-10 *Creating a MAF Task Flow in a View Controller Project*

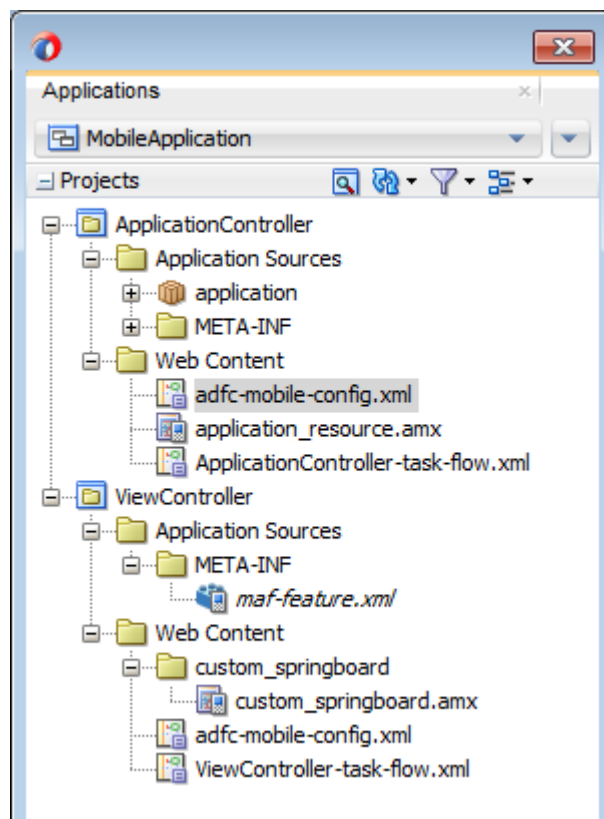


5. Build the task flow. See also [Creating Task Flows](#).

2.6.3 What Happens When You Create MAF AMX Pages and Task Flows

JDeveloper places the MAF AMX pages and task flows in the **Web Content** node of the view controller project, as shown by `custom_springboard.amx` and `ViewController-task-flow.xml` (the default name for a task flow created within this project) in [Figure 2-11](#). These artifacts are referenced in the `maf-feature.xml` file. To manage the unbounded task flows, JDeveloper generates the `adfc-mobile-config.xml` file. Using this file, you can declaratively create or update a task flow by adding the various task flow components, such as a view (a user interface page), the control rules that define the transitions between various activities, and the managed beans to manage the rendering logic of the task flow.

Figure 2-11 MAF AMX Pages and Task Flows within Application Controller and View Controller Projects



JDeveloper places the MAF AMX page and task flow as application resources to the MAF application in the **Web Content** node of the application controller project. As illustrated in [Figure 2-11](#), the file for the MAF AMX page is called `application_resource.amx` and the task flow file is called `ApplicationController-task-flow.xml` (the default name).

2.7 Containerizing a MAF Application for Enterprise Distribution

At the time of deployment, you can choose to wrap the MAF application with the Oracle Mobile Security Suite (OMSS) to take advantage of its enterprise mobile application management capabilities. OMSS allows secure access to corporate applications and data from mobile devices while preserving a rich user experience. Its Mobile Security Container creates the enterprise Workspace on any iOS or Android

device, corporate-owned or personal. Employees get seamless access to corporate data and applications with enterprise-grade security and single sign-on authentication.

With the Mobile Security App Containerization Tool, you can add a standardized security layer to native mobile applications. The containerization process is simple and injects the following security services into your application.

- **Secure data transport:** An encrypted AppTunnel through Mobile Security Access Server to application back-end resources behind an enterprise firewall.
- **Authentication:** Managed by the Secure Workspace application and provides single sign-on across applications in the secure workspace.
- **Secure data storage:** Encrypted storage of application data, including files, database, application cache and user preferences.
- **Data leakage controls:** The ability to restrict file sharing and copy paste to only other trusted applications. This enables you to control the sharing of data, including e-mail, messaging, printing and saving.
- **Dynamic policy engine:** More than 50 detailed application controls, including authentication frequency, geo and time fencing as well as remote lock and wipe.

The OMSS single sign-on authentication and user identity propagation to MAF application services is supported only for applications configured to use the Web SSO authentication server type for login connections. Applications using HTTP Basic and OAuth authentication will be required to log in to the MAF application after the Container authentication is successful. For details about these authentication types and the role they play in OMSS, see [What You May Need to Know About Login Connections and Containerized MAF Applications](#).

The containerization process is simple and does not change the way you develop the MAF application. In fact, you should not change application code specifically with containerization in mind. You develop the MAF application the same way whether or not you intend to deploy with OMSS containerization enabled.

When you deploy the application with OMSS containerization enabled, JDeveloper runs the Mobile Security App Containerization Tool provided by OMSS to containerize the MAF application.

After deployment, the MAF application developer works with the OMSS system administrator to get the application added to OMSS Mobile App Catalog and to configure appropriate policies. For details, see the Managing Mobile Apps chapter in *Administering Oracle Mobile Security Suite*.

When the user launches the containerized MAF application, the Secure Workspace application redirects to the Mobile Security Container, which performs SSO authentication before handing the session back to the MAF application. The containerized MAF application does not require VPN to connect to internal websites or services. Instead a secure AppTunnel is established between the application and Mobile Security Access Server (MSAS), which provides secure transport for accessing internal sites and services that have been registered for access by mobile device users.

For more information about how OMSS containerization affects MAF applications, see these sections:

- For the JDeveloper procedure to containerize the MAF application for OMSS, see [Deploying with Oracle Mobile Security Suite \(OMSS\)](#).

- For details about accessing secure web services behind the corporate firewall by the containerized MAF application, see [What You May Need to Know About Accessing Web Services and Containerized MAF Applications](#).
- For details about the authentication process of containerized MAF applications, see [Overview of the Authentication Process for Containerized MAF Applications](#).

In the OMSS documentation library, refer to the following list of resources for details about OMSS administration tasks related to mobile devices and workspace containers.

- For background information about OMSS, see the Understanding Oracle Mobile Security Suite chapter in *Administering Oracle Mobile Security Suite*.
- For details about how system administrators use the OMSS Mobile Security Manager console to enroll the MAF application user's mobile device and workspace, see the Enrolling Devices and Workspaces chapter in *Administering Oracle Mobile Security Suite*.
- For details about how system administrators use the OMSS Mobile App Catalog to manage the MAF application provisioned to devices and workspaces, see the Managing Mobile Apps chapter in *Administering Oracle Mobile Security Suite*.
- For details about how system administrators use the OMSS Mobile Security Manager console to manage access to a corporate file shared by MAF application capabilities, see the Managing Mobile Security Policies chapter in *Administering Oracle Mobile Security Suite*.

In the OMSS documentation library, refer to the following list of resources for details about MSAS administration tasks related to securing resources and authentication.

- For background information about MSAS, see the Getting Started with Mobile Security Access Server chapter in *Administering Oracle Mobile Security Access Server*.
- For details about how system administrators create a proxy application to define forward proxy URLs for protected resources accessed by MAF applications, see the Managing Mobile Security Access Server Applications chapter in *Administering Oracle Mobile Security Access Server*.
- For details about how system administrators attach predefined security policies to forward proxy URLs and secure access by the MAF application to protected web services, see the Securing Mobile Security Access Server Resources chapter in *Administering Oracle Mobile Security Access Server*.
- For details about how system administrators configure a MSAS authentication endpoint to handle authentication on the MAF application user's mobile device by the Secure Workspace application, see the Configuring a Mobile Security Access Server Instance chapter in *Administering Oracle Mobile Security Access Server*.

Configuring the Content of a MAF Application

This chapter describes how you configure the `maf-application.xml` and `maf-features.xml` files to define information such as the application name and application features to include for your MAF application.

This chapter includes the following sections:

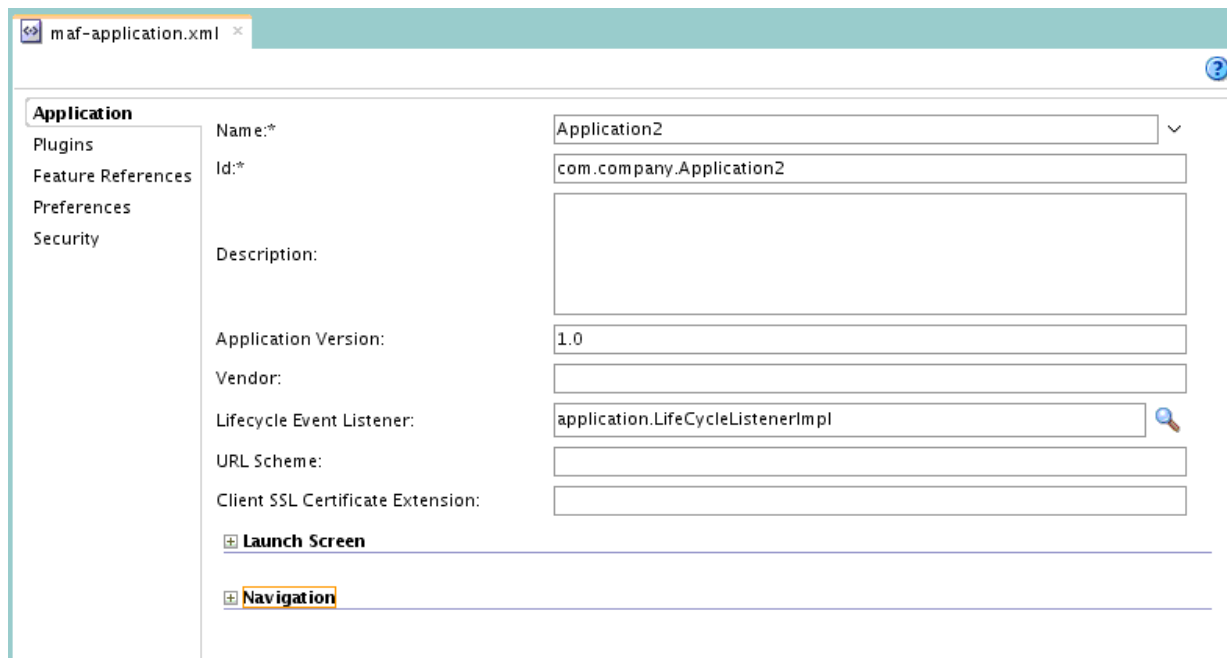
- [Introduction to Configuring MAF Application Display Information](#)
- [Setting Display Properties for a MAF Application](#)
- [Setting Display Properties for an Application Feature](#)

3.1 Introduction to Configuring MAF Application Display Information

You can configure the display information that appears to the end users of your MAF application by setting values in the overview editor of the `maf-application.xml` file. Examples of the type of information you enter for the application include the display name, a description of your application, and the application's version number. You can enter similar information for individual application features that you include in your MAF application or distribute for use in other MAF applications. Additionally, you can specify icons that an application feature displays when it renders in a MAF application's navigation bar or springboard.

3.2 Setting Display Properties for a MAF Application

[Figure 3-1](#) shows the Application page of the `maf-application.xml` file's overview editor where you set the display name and application ID of your MAF application.

Figure 3-1 Setting the Basic Information for the MAF Application

To set the basic information for a MAF application:

1. Choose the **Application** page.
2. In the Applications window, expand the Application Resources panel.
3. In the Application Resources panel, expand **Descriptors** and then **ADF META-INF**.
4. Double-click the **maf-application.xml** file and in the overview editor that appears, click the **Application** navigation tab.
5. Enter a display name for the application in the **Name** field.

You can select a value from a resource bundle if you intend to localize your application. For more information, see [Introduction to MAF Application Localization](#).

Note:

MAF uses the value entered in this field as the name for the iOS archive (.ipa or .app) file that it creates when you deploy the application to an iOS-powered device or simulator. For more information, see [How to Create an iOS Deployment Profile](#).

6. Enter a unique ID in the **Id** field.

To avoid naming conflicts, Android and iOS use reverse package names, such as *com.company.application*. JDeveloper prefixes *com.company* as a reverse package to the application name, but you can overwrite this value with another as long as it is unique and adheres to the ID guidelines for both iOS- and Android-powered devices. For iOS application, see the "Creating and Configuring App IDs" section in *iOS Team Administration Guide* (available from the iOS Developer Library at

<http://developer.apple.com/library/ios>). For Android, refer to the document entitled "The AndroidManifest.xml File," which is available from the Android Developers website (<http://developer.android.com/guide/topics/manifest/manifest-intro.html>). You can overwrite this ID in the deployment profiles described in [How to Create an Android Deployment Profile](#) and [How to Create an iOS Deployment Profile](#).

Note:

To make sure that an application deploys successfully to an Android-powered device or emulator, the ID must begin with a letter, not with a number or a period. For example, an ID comprised of a wholly numeric value, such as 925090 (*com.company.925090*) fails to deploy. An ID that begins with letters, such as hello925090 (*com.company.hello925090*) deploys successfully.

7. In the **Description** field, enter text that describes the application.
8. Enter the version in the **Version** field.
9. Enter the name of the vendor who originated this application in the **Vendor** field.
10. In the **Lifecycle Event Listener** field, enter a class with code that executes in response to lifecycle events in your MAF application. A newly-created MAF application specifies `application.LifecycleListenerImpl` by default.

For more information, see [Using Lifecycle Listeners in MAF Applications](#).

3.3 Changing the Launch Screen for Your MAF Application on iOS

MAF provides a HTML page to display the launch screen that appears to end users when your MAF application starts up on an iOS device.

This HTML page is designed to render responsively on the iOS device where the MAF application runs. That is, the page uses the available screen and displays the copyright information and logo in a size appropriate to the device.

You can create a custom HTML page where you define an alternative launch screen. You do this from the **Launch Screen** section of the Application page of the `maf-application.xml` file's overview editor. The HTML page you create is saved in the `ApplicationController/public_html` directory of your MAF application. The following XML entries appear in the `maf-application.xml` file's source if you create a HTML page to use as a launch screen:

```
...
<adfmf:configuration>
  <adfmf:launchScreen url="custom-launch-screen.html"/>
</adfmf:configuration>
...
```

The URL attribute defines the path, relative to the `ApplicationController/public_html` directory, that the application uses to find the HTML page you create as the launch screen.

View the HTML page that MAF renders as the default launch screen for iOS devices for ideas on how to create a custom HTML page to render as the launch screen. The default launch screen (`maf-launch-screen.html`) can be found in the following

sub-directory of the deployment profile that you use to first deploy the MAF application:

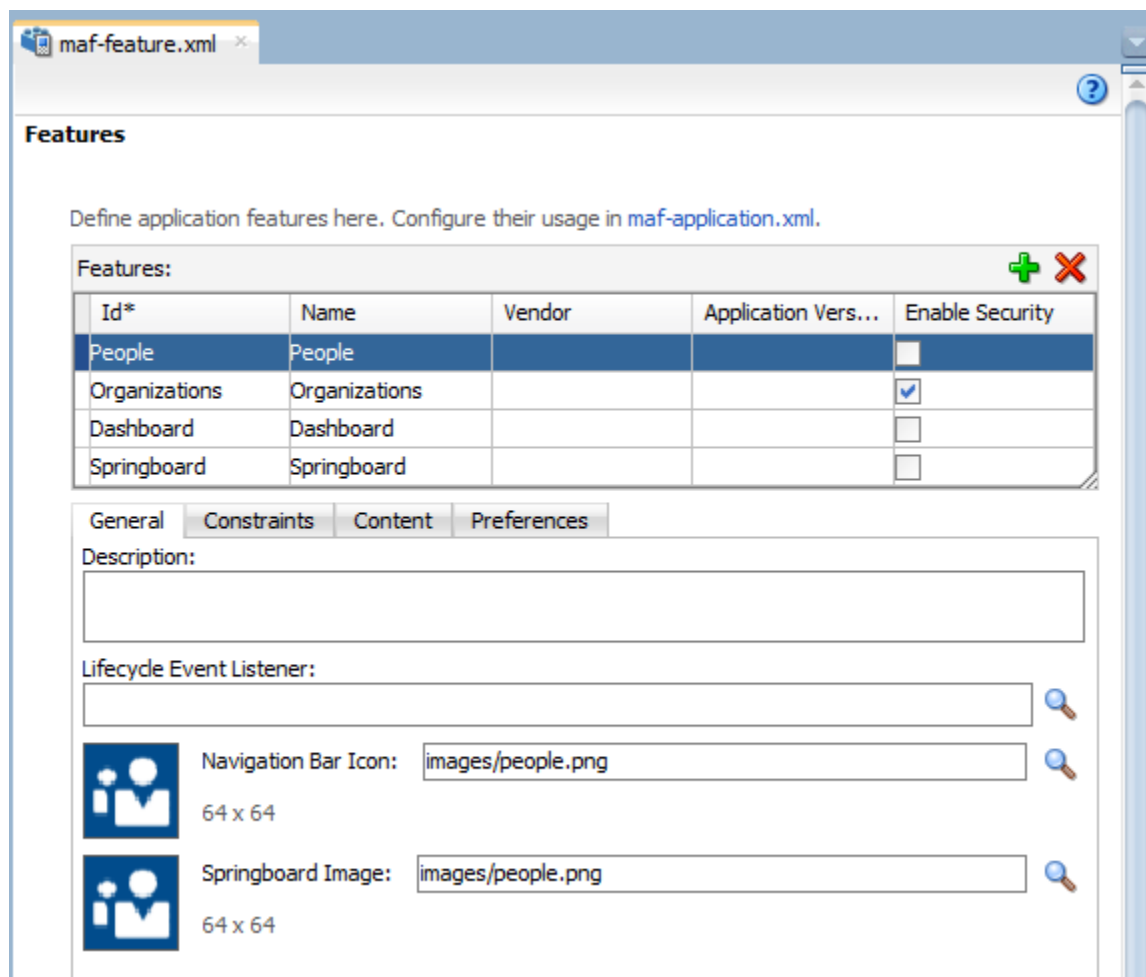
```
.../FARs/OracleStandardADFmfUiComponents/public_html/
```

3.4 Setting Display Properties for an Application Feature

Each MAF application must have at least one application feature. Application features can be developed independently of each other (and also from the MAF application itself). The overview editor for the `maf-feature.xml` file enables you to define the child elements of `<adfmf:features>` to differentiate the application features by assigning each application feature a name, an ID, and setting how their content can be implemented. Using the overview editor for application features, you can also control the runtime display of the application feature within MAF application and designate when an application feature requires user authentication.

Figure 3-2 shows the General tab of the overview editor for the People application feature in the WorkBetter sample application. Use this tab to specify information such as the name of the application feature and the icons that display in the springboard and navigation bar.

Figure 3-2 General Tab for Application Feature in `maf-feature.xml` File



Before you begin:

If an application feature uses custom images for the navigation bar and springboard rather than the default ones provided by MAF, you must create these images to the specifications described by the Android Developers website (<http://developer.android.com/design/style/iconography.html>) and in the "Custom Icon and Image Creation Guidelines" chapter in *iOS Human Interface Guidelines*, which is available from the iOS Developer Library (<http://developer.apple.com/library/ios/navigation/>).

You place these images in the view controller project's `public_html` directory. See also [What You May Need to Know About Selecting External Resources](#).

In addition, you must open the `maf-feature.xml` file and select the General tab.

To set the basic information for the application feature:

1. Choose the General tab.
2. Click the **Add** icon in the Features section.
3. Complete the Create MAF Feature dialog and click **OK**.

To complete the Create MAF Feature dialog:

- Enter a display name for the application feature in the **Feature Name** field.
 - Enter a unique identifier for the application feature in the **Feature ID** field.
 - If needed, change the location for the application feature to any directory within the `public_html` directory (the default parent directory). Enter this location in the **Directory** field.
 - Select the **Add a corresponding feature reference to maf-application.xml** checkbox to include the newly defined application feature in the MAF application.
4. (Optional) In the General tab of the overview editor, enter the originator of the application feature in the **Vendor** field.
 5. (Optional) Enter the version number of the application feature in the **Version** field.
 6. (Optional) Enter a brief description of the application's purpose in the **Description** field.
 7. (Optional) Enter the fully qualified class name (including the package, such as `oracle.adfmf.feature`) using the Class and Package Browser in the **Lifecycle Event Listener** field to enable runtime calls for start, stop, hibernate, and return to hibernate events. For more information, see [Using Lifecycle Listeners in MAF Applications](#).
 8. (Optional) In the Navigation Bar Icon and Springboard Image fields, browse to, and select, images from the project to use as the icon in the navigation bar and also an image used for the display icon in the springboard. You can also drag and drop the image files from the Applications window into the file location field.

Configuring the Application Navigation

This chapter describes how to configure application navigation in a MAF application.

This chapter includes the following sections:

- [Introduction to the Display Behavior of MAF Applications](#)
- [Configuring Application Navigation](#)
- [What Happens When You Configure the Navigation Options](#)
- [What Happens When You Set the Animation for the Springboard](#)
- [What You May Need to Know About Custom Springboard Application Features with HTML Content](#)
- [What You May Need to Know About Custom Springboard Application Features with MAF AMX Content](#)
- [What You May Need to Know About the Runtime Springboard Behavior](#)
- [Navigating a MAF Application Using Android's Back Button](#)
- [Creating a Sliding Window in a MAF Application](#)
- [Using Custom URL Schemes in MAF Applications](#)

4.1 Introduction to the Display Behavior of MAF Applications

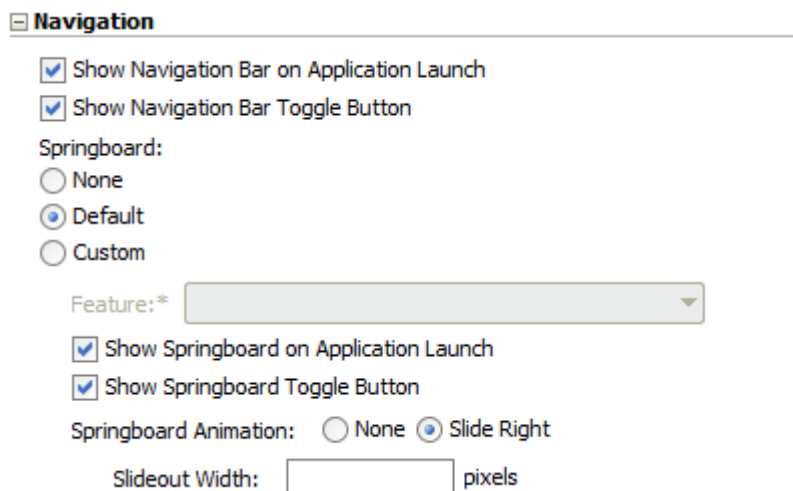
You can configure the MAF application to control the display behavior of the springboard and the navigation bar in the following ways:

- Hide or show the springboard and navigation bar to enable the optimal usage of the mobile device's interface. These options override the default display behavior for the navigation bar, which is shown by default unless otherwise specified by the application feature.
- Enable the springboard to slide from the right. By default, the springboard does not occupy the entire display, but instead slides from the left, pushing the active content (which includes the navigation bar's Home button and application features) to the right.

4.2 Configuring Application Navigation

The Navigation options of the Applications page, shown in [Figure 4-1](#), enable you to hide or show the navigation bar, select the type of springboard used by the application, and define how the springboard reacts when users page through applications.

Figure 4-1 The Navigation Options of the Application Page



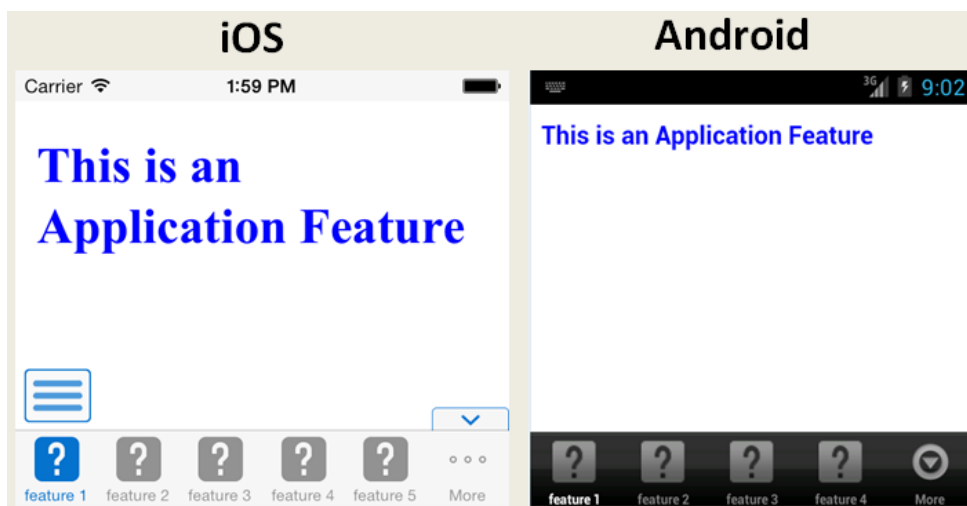
4.2.1 How to Set the Display Behavior for the Navigation Bar

The default behavior for a MAF application is to show the navigation bar on application launch. You can change this default behavior in the Application page of the `maf-application.xml` file's overview editor.

To set the display behavior for the navigation bar:

1. Select **Show Navigation Bar on Application Launch** to enable the MAF application to display its navigation bar (instead of the springboard), by default, as shown in [Figure 4-2](#).

Figure 4-2 The Navigation Bar, Shown By Default

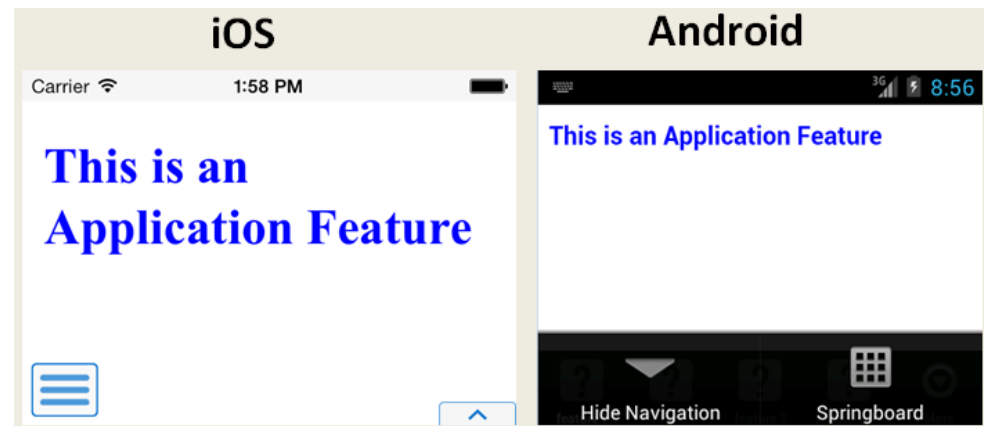


If you clear this option, then you hide the navigation bar when the application starts, presenting the user with the springboard as the only means of navigation. Because the navigation bar serves the same purpose as the springboard, hiding it can, in some cases, remove redundant functionality.

2. Select **Show Navigation Bar Toggle Button** to hide the navigation bar when the content of a selected application feature is visible. [Figure 4-3](#) illustrates this option,

showing how the navigation bar illustrated in [Figure 4-2](#) becomes hidden by the application feature content.

Figure 4-3 Hiding the Navigation Bar



This option is selected by default; the navigation bar is shown by default if the show or hide state is not specified by the application feature.

4.2.2 How to Set the Display Behavior for the Springboard

By default, a MAF application does not show a springboard on application launch. You can change this default behavior in the Application page of the `maf-application.xml` file's overview editor.

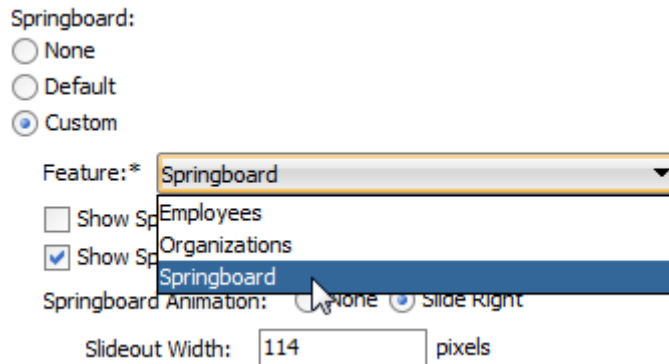
To set the display behavior for the springboard:

1. Select the type of springboard (if any):
 - **None**—Select this option if the springboard should not be displayed in the application.
 - **Default**—Select to display the default springboard provided by MAF. The default springboard is implemented as a MAF AMX page. For more information, see [What You May Need to Know About Custom Springboard Application Features with MAF AMX Content](#).
 - **Custom**—Select to use a customized springboard. You may, for example, create a custom springboard that arranges the embedded application features in a grid layout pattern, or includes a search function, or data, such as a list of common tasks (*My Reports*, or *My Leads*, for example). This application, which can be implemented either as an HTML page or as a MAF AMX page, is declared as an application feature in the `maf-feature.xml` file (which is located within a view controller project). For more information, see [Setting Display Properties for an Application Feature](#). For information on enabling navigation within a customized springboard written in HTML, see [Local HTML and Application Container APIs](#).
 - **Feature**—Select the application feature used as a springboard, as shown in [Figure 4-4](#).

Note:

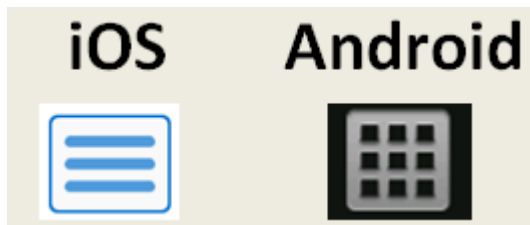
MAF's design time prompts you to set the **Show on Navigation Bar** and **Show on Springboard** options to `false` when you designate an application feature as a custom springboard. This makes sure that the page behaves as a custom springboard rather than as an application feature that users launch from a navigation bar or from a springboard.

Figure 4-4 Selecting an Application Feature as a Custom Springboard



2. Select **Show Springboard on Application Launch** to enable the MAF application to display the springboard to the end user after the MAF application has been launched. (This option is only available for the **Default** or **Custom** options.)
3. Select **Show Springboard Toggle Button** to enable the display of the springboard button, shown in [Figure 4-5](#), that displays within an application feature. [Figure 4-2](#) shows this button within the context of an application feature. This option is only available for the **Default** or **Custom** options.

Figure 4-5 The Springboard Toggle Button



4.2.3 How to Set the Slideout Behavior for the Springboard

If you configure your MAF application to use a springboard, you can set the slideout behavior of the springboard in the Application page of the `maf-application.xml` file's overview editor.

To set the slideout behavior for the springboard:

1. Select **Springboard Animation** and then choose **Slide Right**. The springboard occupies an area determined by the number of pixels (or the percent) entered for the **Slideout Width** option. If you select **None**, then the springboard cannot slide from the right (that is, MAF does not provide the animation to enable this action). The springboard takes the entire display area.

Note:

The slideout option is only applicable when you select either the **Custom** or **Default** springboard options.

2. Set the width (in pixels). The default width of a springboard on an iOS-powered device is 320 pixels. On Android-powered devices, the springboard occupies the entire screen by default, thereby taking up all of the available width.
-

Note:

If the springboard does not occupy the entire area of the display, then an active application feature occupies the remainder of the display. For more information, see [What Happens When You Set the Animation for the Springboard](#).

4.2.4 How to Set the Display Order for Application Features

You set the display order for application features in the Feature References page of the `maf-application.xml` overview editor.

To set the display order for application features:

1. Click the **Feature References** page of the `maf-application.xml` overview editor.
 2. Use the up- and down-arrows shown to arrange the display order of the feature references, or use the dropdown list in rows of the Feature ID column to reorder the feature references. The top-most application feature is the default application feature. Depending on the security configuration for this application, MAF can enable users to login anonymously to view unsecured content, or it can prompt users to provide their authentication credentials.
-

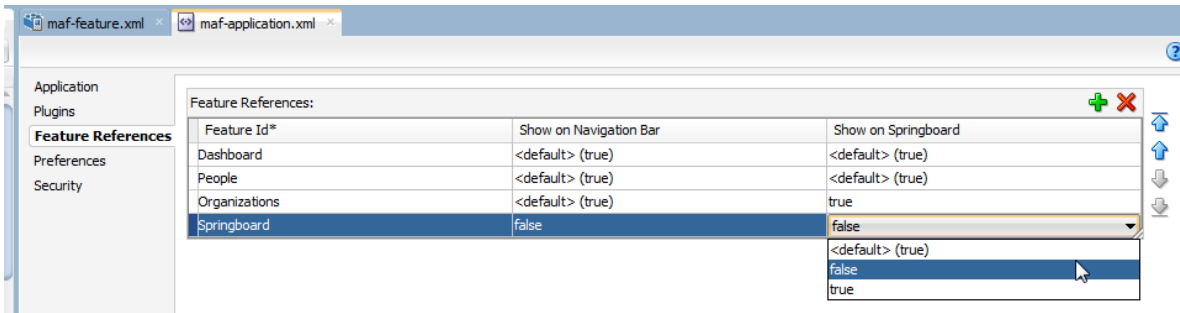
Note:

The top-most ID in the Feature References table is the first application feature to display within the MAF application. See, for example, the Dashboard application feature in the WorkBetter sample application.

3. Set the springboard and navigation bar display behavior for the application feature by selecting `true` or `false` from the dropdown lists in the rows of the **Show on Navigation Bar** and **Show on Springboard** columns. [Figure 4-6](#) shows selecting these options to prevent an application feature from displaying in the navigation bar.

Tip:

Set these options to `false` if the application uses a custom springboard or if the application feature displays as a sliding window.

Figure 4-6 Changing the Navigation Options

The springboard and the navigation bar display by default (that is, these attributes are set to `true`). If both the navigation bar and springboard attributes are set to `false`, then the application feature only displays if it is in the first position.

Note:

Because springboard applications do not display on the navigation bar or within the springboard of a MAF application, **Show on Navigation Bar** and **Show on Springboard** must both be set to `false` for feature references used as custom springboard application features.

4.3 What Happens When You Configure the Navigation Options

Setting the springboard and navigation bar options updates or adds elements to the `adf:application.xml` file's `<adf:navigation>` element. For example, selecting **None** results in the code updated with `<springboard enabled="false">` as illustrated in the following example.

```
<adf:application>
...
<adf:navigation>
  <adf:navigationBar enabled="true"/>
  <adf:springboard enabled="false"/>
</adf:navigation>
</adf:application>
```

Tip:

By default, the navigation bar is enabled, but the springboard is not. If you update the XML manually, you can enable the springboard as follows:

```
<adf:application>
...
<adf:navigation>
  <adf:springboard enabled="true"/>
</adf:navigation>
...
</adf:application>
```

[Example 4-1](#) illustrates how the `enabled` attribute is set to `true` when you select **Default**.

Note:

Because the springboard fills the entire screen of the device, the navigation bar and the springboard do not appear simultaneously.

If you select **Custom** and then select the application feature used as the springboard, the editor populates the `<admf:navigation>` element as illustrated in [Example 4-2](#). The `id` attribute refers to an application feature defined in the `maf-feature.xml` file that is used as a custom springboard.

Example 4-1 Enabling the Display of the Default Springboard

```
<admf:application>
  ...
  <admf:navigation>
    <admf:navigationBar enabled="true"/>
    <admf:springboard enabled="true"/>
  </admf:navigation>
</admf:application>
```

Example 4-2 Configuring a Custom Springboard

```
<admf:navigation>
  <admf:springboard enabled="true">
    <admf:springboardFeatureReference id="springboard"/>
  </admf:springboard>
</admf:navigation>
```

4.4 What Happens When You Set the Animation for the Springboard

[Example 4-3](#) shows the navigation block of the `maf-application.xml` file, where the springboard is set to slide out and occupy a specified area of the display (213 pixels).

The following line disables the animation:

```
<admf:springboard enabled="true" animation="none"/>
```

The following line sets the springboard to occupy 100 pixels from the left of the display area and also enables the active application feature to occupy the remaining portion of the display:

```
<admf:springboard enabled="true" animation="slideright" width="100px"/>
```

In addition to the animation, [Example 4-3](#) demonstrates the following:

- The use of the `showSpringboardAtStartup` attribute, which defines whether the springboard displays when the application starts. (By default, the springboard is displayed.)
- The use of the `navigationBar`'s `displayHideShowNavigationBarControl` attribute.

To prevent the springboard from displaying, set the `enabled` attribute to `false`.

Example 4-3 Configuring Springboard Animation

```
<admf:navigation>
  <admf:navigationBar enabled="true"
    displayHideShowNavigationBarControl="true"/>
```

```
<!-- default interpretation of width is pixels -->
<admf:springboard enabled="true"
                 animation="slideright"
                 width="213"
                 showSpringboardAtStartup="true"/>
</admf:navigation>
```

4.5 What You May Need to Know About Custom Springboard Application Features with HTML Content

The default HTML springboard page provided by MAF uses the following technologies, which you may also want to include in a customized login page:

- CSS—Defines the colors and layout.
- JavaScript—The `<script>` tag embedded within the springboard page contains references to the methods described in [Local HTML and Application Container APIs](#). that call the Apache Cordova APIs. In addition, the HTML page uses JavaScript to respond to the callbacks and to detect page swipes. When swipe events are detected, JavaScript enables the dynamic modification of the style sheets to animate the page motions.

A springboard authored in HTML (or any custom HTML page) can leverage the Apache Cordova APIs by including a `<script>` tag that references the `base.js` library. You can determine the location of this library (or other JavaScript libraries) by first deploying a MAF application and then locating the `www/js` directory within platform-specific artifacts in the `deploy` directory. For an Android application, the `www/js` directory is located within the Android application package (`.apk`) file at:

```
application workspace directory/deploy/deployment profile name/deployment profile
name.apk/assets/www/js
```

For iOS, this library is located at:

```
application workspace directory/deploy/deployment profile name/
temporary_xcode_project/www/js
```

For more information, see [Using MAF APIs to Create a Custom HTML Springboard Application Feature](#).

- WebKit—Provides smooth animation of the icons during transitions between layouts as well as between different springboard pages. For more information on the WebKit rendering engine, see <http://www.webkit.org/>.

Springboards written in HTML are application features declared in the `maf-feature.xml` file and referenced in the `maf-application.xml` file.

4.6 What You May Need to Know About Custom Springboard Application Features with MAF AMX Content

Like their HTML counterparts, springboards written using MAF AMX are application features that are referenced by the MAF application. Because a springboard is typically written as a single MAF AMX page rather than as a task flow, it uses the `gotoFeature` method to launch the embedded application features.

Note:

A custom springboard page (authored in either HTML or MAF AMX) must reside within a view controller project which also contains the `maf-feature.xml` file.

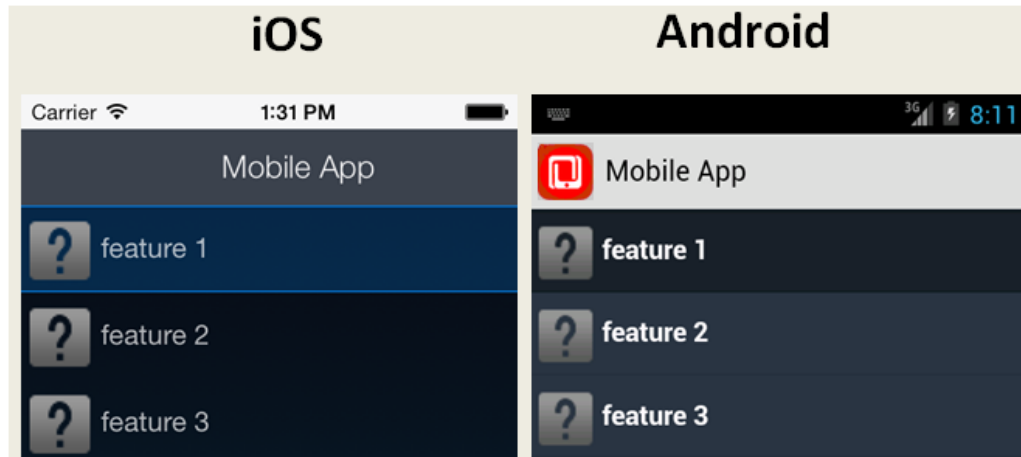
The default springboard (`adfmf.default.springboard.jar`, located in `jdev_install\jdeveloper\jdev\extensions\oracle.maf\lib`) is a MAF AMX page that is bundled in a Feature Archive (FAR) JAR file and deployed with other FARs that are included in the MAF application. This JAR file includes all of the artifacts associated with a springboard, such as the `DataBindings.cpx` and `PageDef.xml` files. This file is only available after you select **Default** as the springboard option in the `maf-application.xml` file. Selecting this option also adds this FAR to the application classpath. For more information, see [Deploying Feature Archive Files \(FARs\)](#).

The default springboard (`springboard.amx`, illustrated in the following example) is implemented as a MAF AMX application feature.

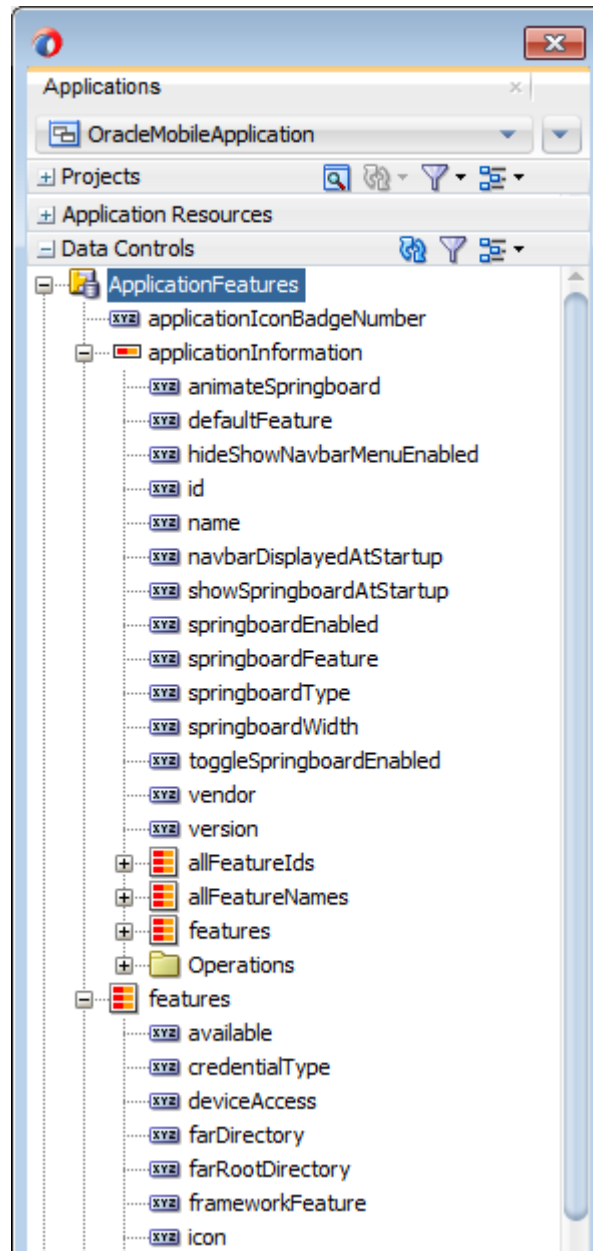
```
<?xml version="1.0" encoding="UTF-8" ?>
<amx:view xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:amx="http://xmlns.oracle.com/adf/mf/amx"
  xmlns:dvtm="http://xmlns.oracle.com/adf/mf/amx/dvt">
  <amx:panelPage id="ppl">
    <amx:facet name="header">
      <amx:outputText value="{bindings.name.inputValue}" id="ot3"/>
    </amx:facet>
    <amx:listView var="row"
      value="{bindings.features.collectionModel}"
      fetchSize="{bindings.features.rangeSize}"
      id="lv1"
      styleClass="amx-springboard">
      <amx:listItem showLinkIcon="false"
        id="lil"
        actionListener="{bindings.gotoFeature.execute}">
        <amx:tableLayout id="t11"
          width="100%">
          <amx:rowLayout id="r11">
            <amx:cellFormat id="cf11"
              width="46px"
              valign="center">
              <amx:image source="{row.image}"
                id="i1"
                inlineStyle="width:36px;height:36px"/>
            </amx:cellFormat>
            <amx:cellFormat id="cf12"
              width="100%"
              height="43px">
              <amx:outputText value="{row.name}"
                id="ot2"/>
            </amx:cellFormat>
          </amx:rowLayout>
        </amx:tableLayout>
        <amx:setPropertyListener from="{row.id}"
          to="{pageFlowScope.FeatureId}"/>
      </amx:listItem>
    </amx:listView>
  </amx:panelPage>
</amx:view>
```

As shown in [Figure 4-7](#), a MAF AMX file defines the springboard using a List View whose List Items are the MAF application's embedded application features. These application features, once deployed, are displayed by their names and associated icons. The `gotoFeature` method of the `AdfmfContainerUtilities` API provides the page's navigation functions. For a description of using this method to display a specific application feature, see [gotoFeature](#). See also [How to Use List View and List Item Components](#).

Figure 4-7 *The Default Springboard*



MAF provides the basic tools to create a custom springboard (or augment the default one) in the `ApplicationFeatures` data control. This data control, illustrated in [Figure 4-8](#), enables you to declaratively build a springboard page using its data collections of attributes that describe both the MAF application and its application features. For an example of a custom springboard page, see the `APIDemo` sample application. For more information on this application (and other samples that ship with MAF), see [MAF Sample Applications](#).

Figure 4-8 ApplicationFeatures Data Control

The ApplicationFeatures data control exposes methods that the AdfmfContainerUtilities class from the following package provides to implement navigation in a MAF application:

```
oracle.adfmf.framework.api
```

Table 4-1 describes some of the methods that you can drag from the ApplicationFeatures data control and drop on a MAF AMX page to navigate in your MAF application.

For more information about using data controls, see [Using Bindings and Creating Data Controls in MAF AMX](#). For more information about the AdfmfContainerUtilities class, see *Java API Reference for Oracle Mobile Application Framework*.

Table 4-1 Application Feature Methods

Method	Description
<code>gotoDefaultFeature</code>	Navigates to default application feature.
<code>gotoFeature</code>	Navigates to a specific application as designated by the parameter that is passed to this method.
<code>gotoPreferences</code>	Navigates to the preferences page.
<code>gotoSpringboard</code>	Navigates to the springboard.
<code>hideNavigationbar</code>	Hides the navigation bar.
<code>showNavigationbar</code>	Displays the navigation bar (if it is hidden).
<code>resetFeature</code>	Resets the application feature that is designated by the parameter passed to this method.
<code>hideSpringboard</code>	Hides the springboard.
<code>showSpringboard</code>	Shows the springboard.
<code>toggleSpringboard</code>	Toggles the display of the springboard.

4.7 What You May Need to Know About the Runtime Springboard Behavior

If you chose the **Show Springboard on Application Launch** option and defined the slideout width to full size of the screen, then MAF loads the default application feature in the background at startup. When the MAF application hibernates, MAF hides the springboard.

4.8 Navigating a MAF Application Using Android’s Back Button

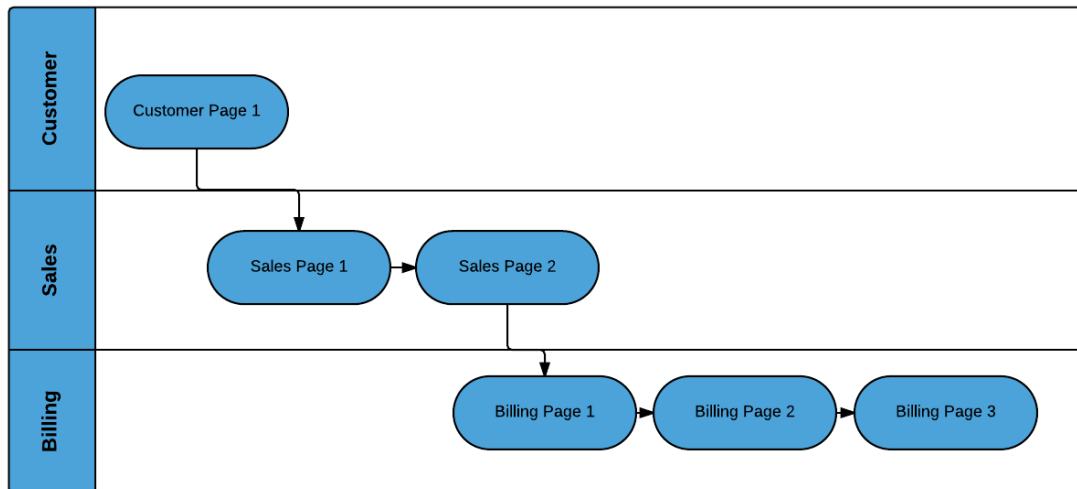
End users can navigate backwards on MAF applications using the Android system’s Back button.

[Figure 4-9](#) shows the Android system’s Back button that appears on the Android navigation bar or on the Android device itself. [Figure 4-9](#) shows the Android 4.x and Android 5.x versions of the navigation bar where this button appears.

Figure 4-9 Android’s Back Button



[Figure 4-10](#) shows a navigation flow on a MAF application where an end user has navigated between three application features (Customer, Sales, and Billing) to the **Billing Page 3** page of the Billing application feature.

Figure 4-10 Navigation Flow Between Application Features and Pages in a MAF Application


The default MAF application behavior in response to an end user tapping Android's system Back button on:

- Billing Page 3 is to navigate to Billing Page 2
- Billing Page 2 is to navigate to Billing Page 1
- Billing Page 1 is to hibernate the MAF application

An end user may choose to tap Android's system Back button instead of a MAF AMX button that you expose on the UI with a value of `__back` for the action attribute. The behavior is the same in both scenarios. Assume, for example, that all 3 pages in the Billing application feature expose a button component with an action attribute set to `__back`. The backward navigation flow in this scenario is from Page 3 to Page 2, Page 2 to Page 1, and for the MAF application to hibernate if the end user taps the command button on Page 1.

You can override the default MAF application behavior in response to an end user tapping the Android system Back button so that the MAF application navigates elsewhere or executes some logic prior to navigating backwards. MAF provides JavaScript APIs and the MAF AMX System Action Behavior (`systemActionBehavior`) component that you can use to override the default MAF application behavior. The `systemActionBehavior` component can only be used where your application feature's content is MAF AMX pages. JavaScript can be used to override the default behavior on application features that use MAF AMX pages, local HTML or remote URLs. You can use the `registerSystemActionOverride` JavaScript method to register a handler to be invoked when an end user taps the Android Back button. Use the `unregisterSystemActionOverride` JavaScript method to remove a handler from being invoked. Both methods are in the `adf.mf.api` namespace. For more information, see *JSDoc Reference for Oracle Mobile Application Framework*.

For more information about using the `systemActionBehavior` component, see [How to Configure Behavior of the Android System Back Button](#).

The default MAF application behavior in response to an end user tapping Android's system Back button in a MAF application created using a release prior to MAF 2.2.0 was to navigate back between application features. This meant that, for example in

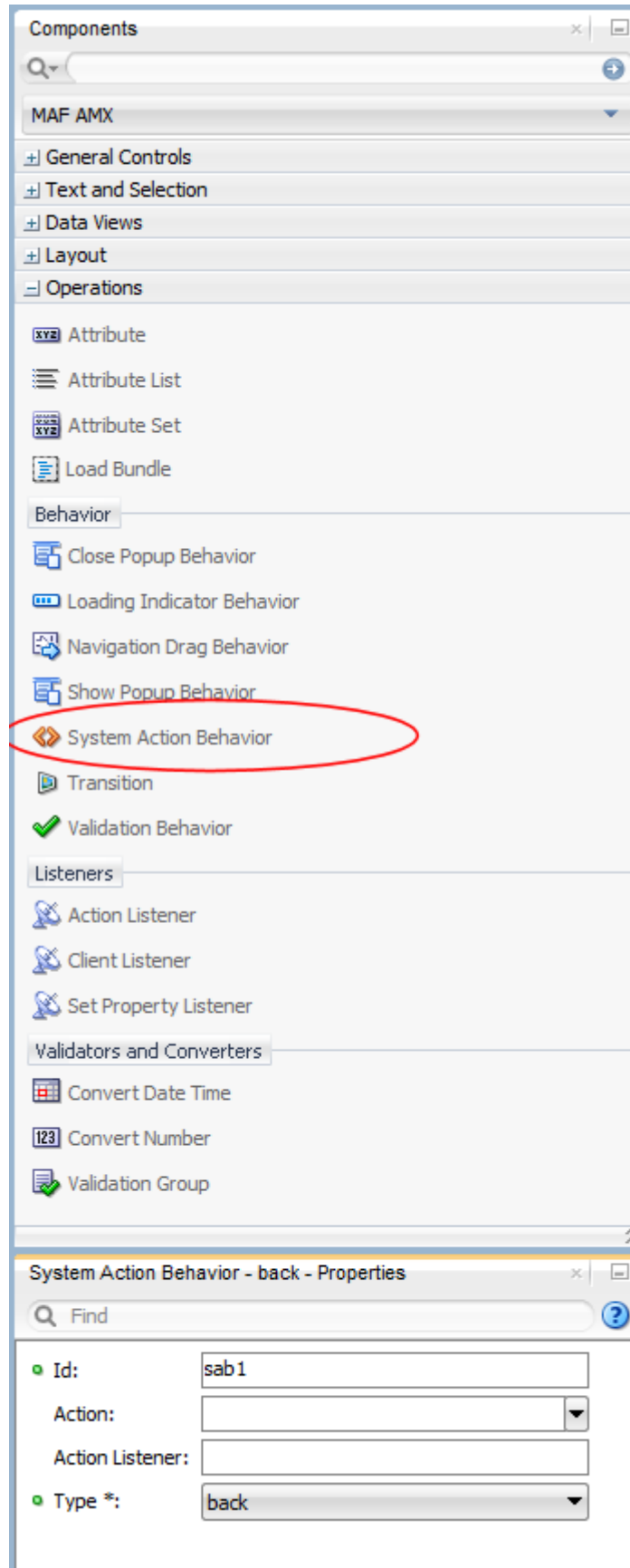
[Figure 4-9](#), an end user navigates from the Billing application feature to Sales application feature and finally Customer application feature before hibernating the MAF application. You can implement this legacy behavior in MAF applications created using this release of MAF by configuring a parameter in the `maf-config.xml` file, as described in the Retaining Legacy Behavior When Navigating a MAF Application Using Android's Back Button section of the *Installing Oracle Mobile Application Framework*. Implementing this legacy behavior causes the MAF application to ignore any usage of the `systemActionBehavior` component and the `registerSystemActionOverride` JavaScript method discussed here.

4.8.1 How to Configure Behavior of the Android System Back Button

The System Action Behavior (`systemActionBehavior`) operation allows you to override the default behavior of the Android-powered device Back button to perform processing of custom logic before the navigation proceeds to the previous page of the MAF AMX application feature as defined by the task flow.

In JDeveloper, the System Action Behavior is located under **Operations** in the Components window, as [Figure 4-11](#) shows.

Figure 4-11 System Action Behavior in the Components Window



The following example demonstrates the `systemActionBehavior` element defined in a MAF AMX file. This element can only be a child of the view element.

```
<amx:view xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:amx="http://xmlns.oracle.com/adf/mf/amx"
  xmlns:dvtm="http://xmlns.oracle.com/adf/mf/amx/dvt">
  <amx:systemActionBehavior id="sabl"
    type="back"
    actionListener="#{MyBean.onBackButton}"
    action="#{MyBean.getNavAction}"/>
    ...
</amx:view>
```

In the preceding example, the `actionListener` and `action` attributes of the `systemActionBehavior` invoke Java bean methods shown in the following example. The `onBackButton` method performs processing of custom logic before the back navigation occurs. The `getNavAction` method disables the back behavior.

```
public class MyBean {

    public void onBackButton() {
        // do processing
    }

    public String getNavAction() {
        return "";
    }
}
```

In the preceding example, the `getNavAction` method could return the `"__back"` String to enable the back navigation. In this case, the action would be resolved when the MAF AMX page is loaded; it would not be called every time the system back button on the Android-powered device is pressed.

In addition to the System Action Behavior MAF AMX component and Java beans, you can use JavaScript to configure behavior of the Android system back button. The following example demonstrates the `feature.js` file included with the application feature. It defines a handler for the Android system back button that enables some sort of processing to take place before the back navigation occurs.

```
handleSystemBack = function()
{
    // do some processing, invoke a Java bean
    adf.mf.api.amx.doNavigation("__back");
};
adf.mf.api.registerSystemActionOverride("back", handleSystemBack);
```

The handler demonstrated in the following example prevents the back navigation from occurring.

```
handleSystemBack = function()
{
    // do nothing
};
adf.mf.api.registerSystemActionOverride("back", handleSystemBack);
```

The handler demonstrated in the following example enables the standard back navigation.

```
handleSystemBack = function()
{
```

```

adf.mf.api.amx.doNavigation("__back");
};
adf.mf.api.registerSystemActionOverride("back", handleSystemBack);

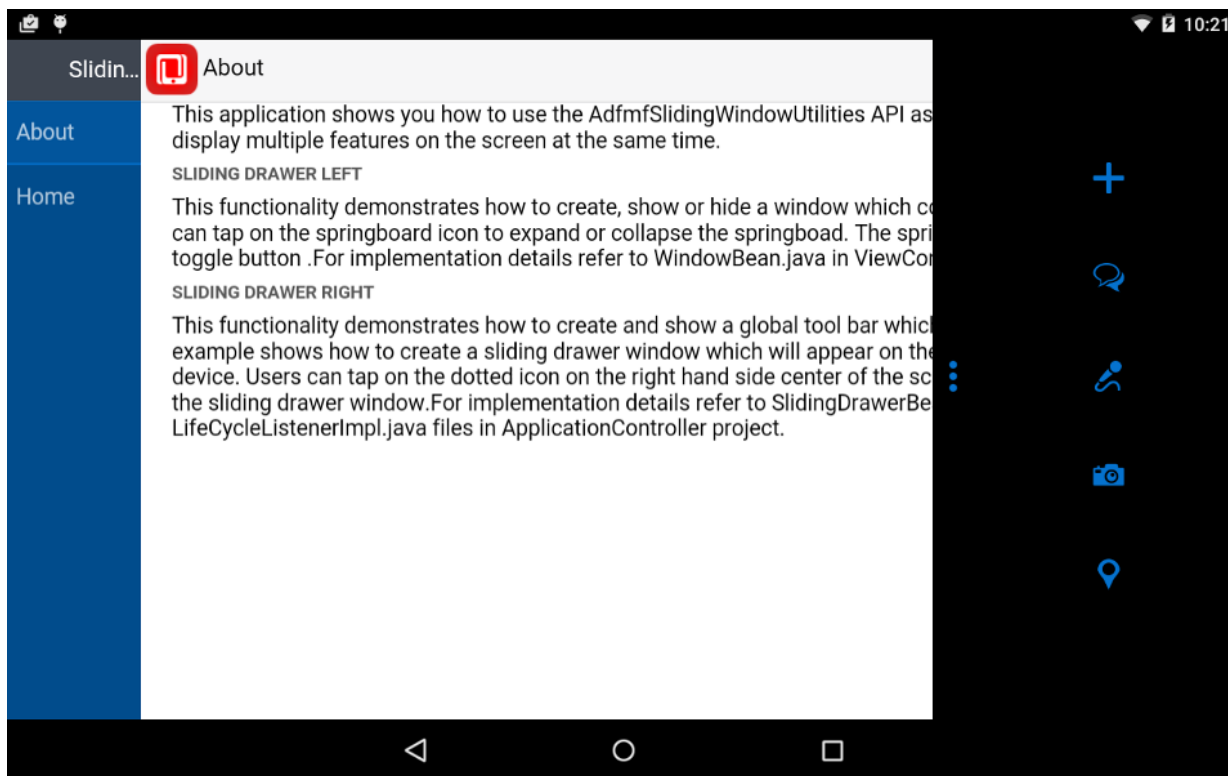
```

4.9 Creating a Sliding Window in a MAF Application

You can render an application feature as a sliding window. This makes the application feature display concurrently with the other application features that display within the navigation bar or springboard. You might use a sliding window to display content that is always present within the application, such as a global tool bar, or for temporary (pop-up) content, such as a help window.

Figure 4-12 shows the SlidingDrawer application feature from the SlidingWindow sample application, described in [MAF Sample Applications](#). This application feature appears on the right of an application screen while overlaying other application features.

Figure 4-12 Sliding Window Overlaying Other Application Features



If you choose to render an application feature as a sliding window, you must set its **Show on Navigation Bar** and **Show on Springboard** properties to `false`.

You create a sliding window by invoking a combination of the `oracle.adfmf.framework.api.AdfmfSlidingWindowOptions` and `AdfmfSlidingWindowUtilities` classes, either from a managed bean or lifecycle listener within your application.

The following example demonstrates how the `SlidingWindow` sample application creates the sliding window shown in [Figure 4-12](#) from the `activate` method of `LifeCycleListenerImpl.java`. After creating the sliding window, the `SlidingWindow` sample application uses `SlidingDrawerBean.java` to manage the display of the sliding window.

```
...
public void activate() {
    // The argument you pass to the create method is the refId of the
    // feature in the maf-application.xml. For example,
    // <adfmf:featureReference id="fr4" refId="SlidingDrawer"
showOnNavigationBar="false"
    // showOnSpringboard="false"/>
    String slidingWindowDrawer =
AdfmfSlidingWindowUtilities.create("SlidingDrawer");

    // Note also that both showOn... values must be set to false in the config
    // file for the sliding window to appear

    SlidingDrawerBean.slidingDrawerWindow=slidingWindowDrawer;
    AdfmfSlidingWindowOptions options = new AdfmfSlidingWindowOptions();
    options.setDirection(AdfmfSlidingWindowOptions.DIRECTION_RIGHT);
    options.setStyle(AdfmfSlidingWindowOptions.STYLE_OVERLAID);
    options.setSize("0");
}
}
```

For information about how to access the complete SlidingWindow sample application discussed here, see [MAF Sample Applications](#).

For more information about `AdfmfSlidingWindowUtilities` and `AdfmfSlidingWindowOptions`, see the *Java API Reference for Oracle Mobile Application Framework*. For more information about using lifecycle listeners, see [Using Lifecycle Listeners in MAF Applications](#).

4.10 Using Custom URL Schemes in MAF Applications

A custom URL scheme can be used to invoke a native application from other applications.

To invoke a MAF mobile application from another application, perform the following steps:

1. Register a custom URL scheme. You configure this URL scheme in the overview editor of the `maf-application.xml` file using the **URL Scheme** field. The URL with this scheme can then be used to invoke the MAF mobile application and pass data to it.
2. In the application controller project, create a custom URL event listener class (for example, `CustomURLEventListener`) that is notified of the URL. This class must implement the `oracle.adfmf.framework.event.EventListener` interface that defines an event listener. For more information on the `oracle.adfmf.framework.event.EventListener` interface, see *Java API Reference for Oracle Mobile Application Framework*.

Override and implement the `onMessage(Event e)` method that gets called with the URL that is used to invoke the MAF mobile application. The `Event` object can be used to retrieve useful information about URL payload and the application state. To get URL payload, use the `Event.getPayload` method. To get the application state at the time of URL event, use the `Event.getApplicationState` method. For more information, see the `Event` class in *Java API Reference for Oracle Mobile Application Framework*.

3. Register an application lifecycle event listener (ALCL) class.

For more information, see [Using Lifecycle Listeners in MAF Applications](#).

Get an `EventSource` object in the `start` method of the ALCL class that represents the source of the custom URL event:

```
EventSource openURLEventSource =
EventSourceFactory.getEventSource(EventSourceFactory.OPEN_URL_EVENT_SOURCE_NAME);
```

Create and add an object of the custom URL event listener class to the event source:

```
openURLEventSource.addListener(new CustomURLEventListener());
```

A MAF application can invoke another native application in the following ways:

- Using an `amx:goLink` on a MAF AMX page whose URL begins with the custom URL scheme registered by the native application. For example:

```
<amx:goLink text="Open App" id="gl1" url="mycustomurlscheme://somedata"/>
```

- Using an HTML link element on an HTML page whose `href` attribute value begins with the custom URL scheme registered by the native application. For example:

```
<a href="mycustomurlscheme://somedata">Open App</a>
```

Add any custom URL schemes that your MAF application uses to invoke a native application to the **Allowed Scheme** list in the Security page of the `maf-application.xml` file's overview editor. This change addresses iOS 9's requirement that applications declare any URL schemes they use to invoke other applications. Click the **Add** icon in the Allow Schemes section of the Security page to add the custom URL scheme, as shown in [Figure 4-13](#).

Figure 4-13 Registering a Custom URL Scheme that a MAF Applications Use to Invoke Another Application



Defining the Content Type of MAF Application Features

This chapter introduces the content types that you can use in the applications features of your MAF application and describes how to create each supported content type in an application feature.

This chapter includes the following sections:

- [Introduction to Content Types for an Application Feature](#)
- [Defining the Application Feature Content as Remote URL or Local HTML](#)
- [Defining the Application Feature Content as a MAF AMX Page or Task Flow](#)
- [What You May Need to Know About Selecting External Resources](#)

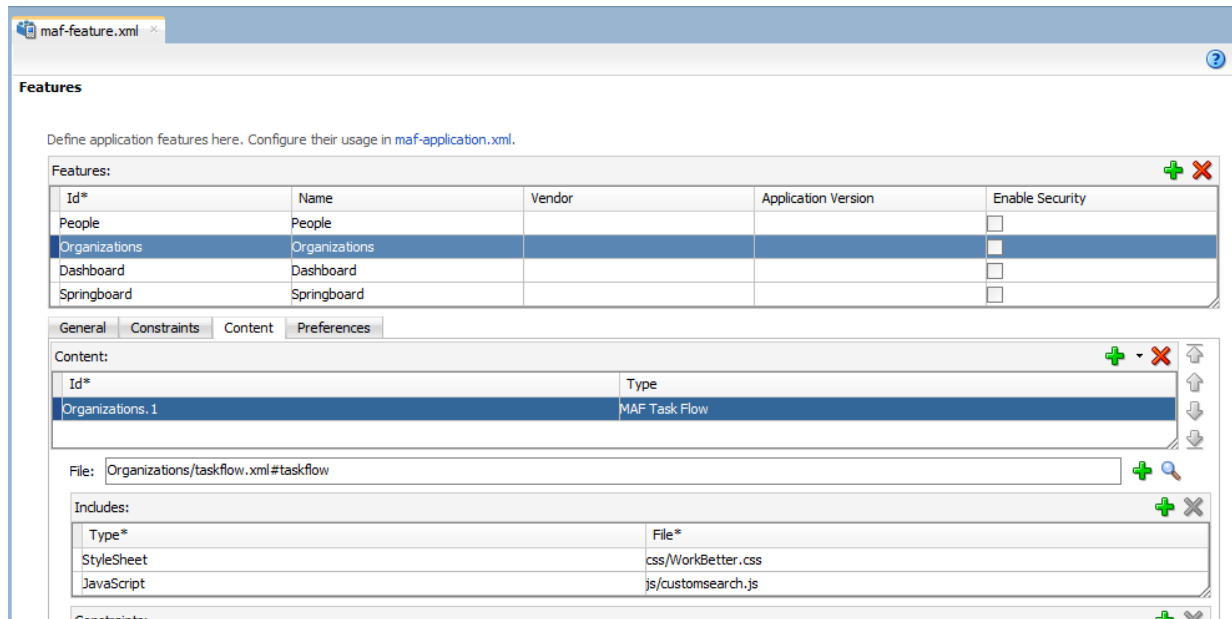
5.1 Introduction to Content Types for an Application Feature

The content type for an application feature describes the format of the user interface, which can be constructed using MAF AMX components or HTML(5) tags. An application feature can also derive its content from remotely hosted pages that contain content appropriate to a mobile context. These web pages might be a JavaServer page authored in Apache Trinidad for smartphones, or be comprised of ADF Faces components for applications that run on tablet devices. The application features embedded in a MAF application can each have different content types.

While a MAF application includes application features with different content types, applications features themselves may have different content types to respond to user- and device-specific requirements. For information on how the application feature delivers different content types, see [Setting Constraints on Application Features](#). Adding a child element to the `<adfmaf:content>` element, shown in [Example 5-1](#), enables you to define how the application feature implements its user interface.

The Content tab of the overview editor, shown in [Figure 5-1](#), provides you with dropdown lists and fields for defining the target content-related elements and attributes shown in [Example 5-1](#). The fields within this tab enable you to set constraints that can control the type of content delivered for an application feature as well as the navigation and springboard icon images that it uses.

Each content type has its own set of parameters. As shown in [Figure 5-1](#), for example, you specify the location of the MAF AMX page or task flow for the application features that you implement as MAF AMX content. In addition, you can optionally select a CSS file to give the application feature a look and feel that is distinct from other application features (or the MAF application itself), or select a JavaScript file that controls the actions of the MAF AMX components.

Figure 5-1 Defining the Implementation of the Application Feature**Example 5-1** The `<admf:content>` Element

```
<admf:content id="Feature1">
  <admf:amx file="FeatureContent.amx">
</admf:content>
```

5.2 Defining the Application Feature Content as Remote URL or Local HTML

The Content tab of the overview editor, shown in [Figure 5-1](#), provides you with dropdown lists and fields for defining the target content-related elements and attributes shown in [Example 5-1](#). The fields within this tab enable you to set constraints that can control the type of content delivered for an application feature as well as the navigation and springboard icon images that it uses.

Before you begin:

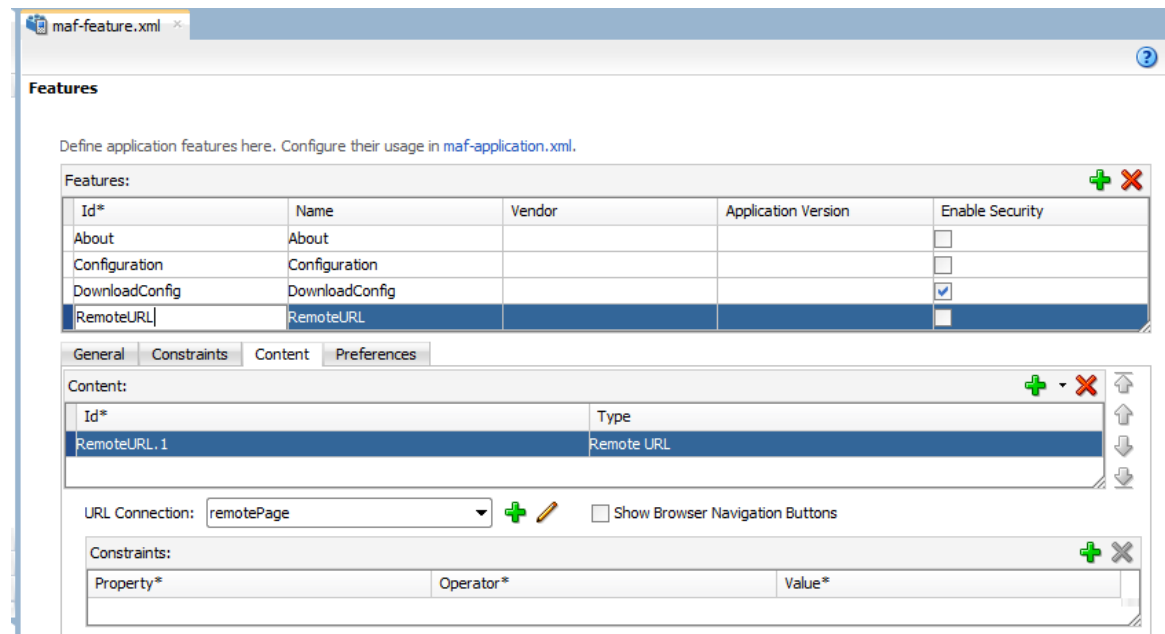
Each content type has its own prerequisites, as follows:

- **Remote URL**—A reference to a web application. You can enhance an existing web application for mobile usage and extend device services. Remote content can complement both MAF AMX and local HTML content by providing a local data cache and a full set of server-side data and functionality. The remote URL implementation requires a valid web address. For more information, see [Implementing Application Feature Content Using Remote URLs](#).
- **Local HTML**—Reference a HTML page that is packaged within your MAF application. Such HTML pages can reference JavaScript, as demonstrated by the HelloWorld sample application described in [MAF Sample Applications](#). Consider using this content type to implement application functionality through usage of the Cordova JavaScript APIs if the MAF is not best suited to implementing your application's functionality. For more information about JavaScript APIs and the MAF, see [Local HTML and Application Container APIs](#).

To define the application content as Remote URL or Local HTML:

1. Select an application feature listed in the Features table in the `maf-feature.xml` file.
2. Click **Content**.
3. Click **Add** to create a new row in the Content table.
4. Select one of the following content types to correspond with the generated ID:
 - **Remote URL**
 - **Local HTML**
5. Define the content-specific parameters:
 - For remote URL content, select the connection, as shown in [Figure 5-2](#), that represents address of the web pages on the server (and the location of the launch page).

Figure 5-2 *Selecting the Connection for the Hosted Application*



You can create this connection by first clicking **Add** and then completing the Create URL Connection dialog, shown in [Figure 5-3](#). For more information on this dialog, see the online help for Oracle JDeveloper. This connection is stored in the `connections.xml` file.

Note:

This connection can only be created as an application resource.

Figure 5-3 Creating a URL Connection

Create URL Connection

Configure a new URL connection. Choose Application Resources to add this connection to the current application. Choose Resource Palette if you don't want a single application to own it.

Create Connection in: Application Resources Resource Palette

Name:
Connection to Server for Remote Application

URL Endpoint:
http://www.example.com

Authentication Type:
None

Username:

Password:

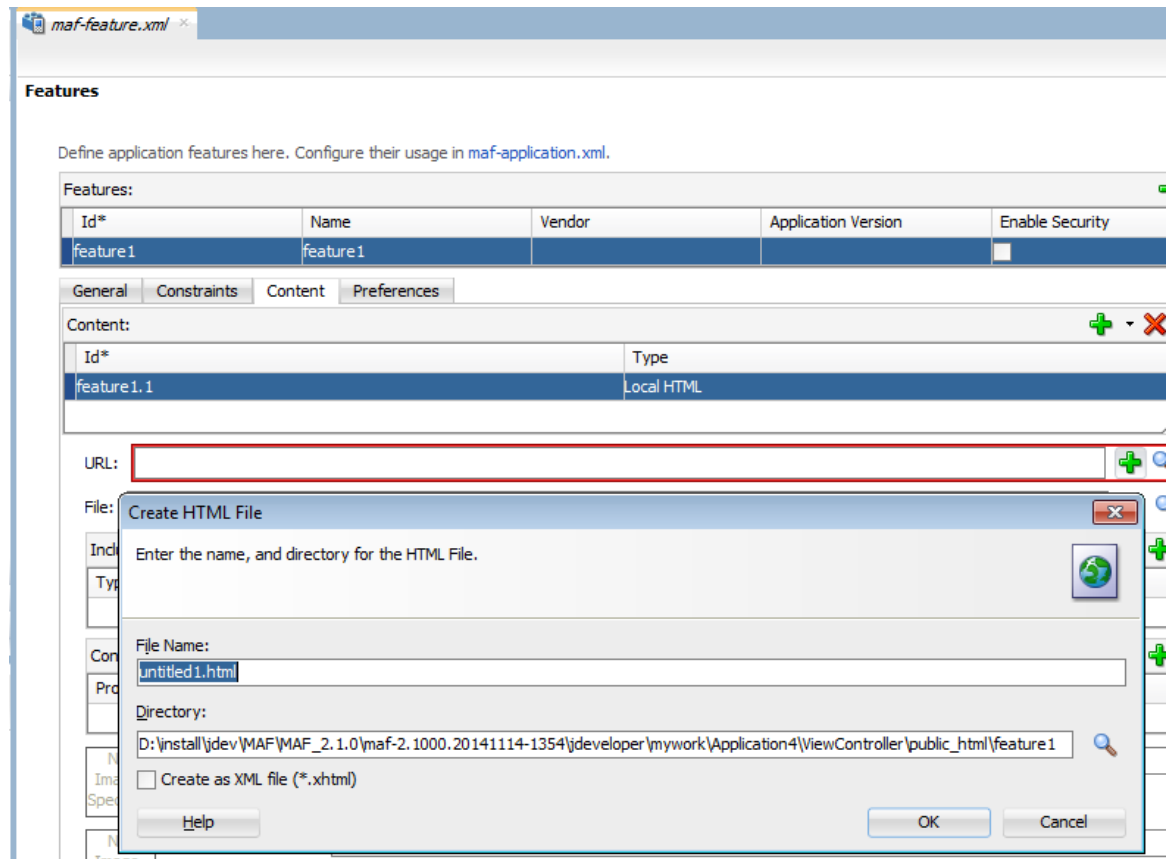
Realm:

Test Connection

Status:
The connection successfully established.

Help OK Cancel

- For local HTML content, enter the location of the local bundle or create the HTML page by clicking **Add** in the URL field, completing the dialog as shown in [Figure 5-4](#), and then building the page using JDeveloper's HTML editor. Because this is an application feature, this page is stored within the Web Content folder of the view controller project.

Figure 5-4 Creating the Local HTML Page as the Content for an Application Feature

6. If needed, do the following:

- Enter constraints that describe the conditions under which this content is available to users. For more information, see [Setting Constraints on Application Features](#).
- Select navigation bar and springboard images.

5.3 Defining the Application Feature Content as a MAF AMX Page or Task Flow

The Content tab of the Overview editor, shown in [Figure 5-1](#), provides you with dropdown lists and fields for defining the target content-related elements and attributes shown in [Example 5-1](#). The fields within this tab enable you to set constraints that can control the type of content delivered for an application feature as well as the navigation and springboard icon images that it uses.

Before you begin:

Each content type has its own prerequisites, as follows:

- **MAF AMX**—The default content type for application features. For more information about MAF AMX pages, see [Creating MAF AMX Pages](#).

An application feature implemented as MAF AMX requires a view (that is, a single MAF AMX page) or a bounded or unbounded task flow. Including a JavaScript file provides rendering logic to the MAF AMX components or overrides the existing

rendering logic. Including a style sheet (CSS) with selectors that specify a custom look and feel for the application feature, one that overrides the styles defined at the MAF application level that are used by default for application features. In other words, you ensure that the entire application feature has its own look and feel.

If you create the MAF AMX pages as well as the MAF application that contains them, you can create both using the wizards in the New Gallery. You access these wizards by first highlighting the view controller project in the Applications window and then by choosing **New**.

Note:

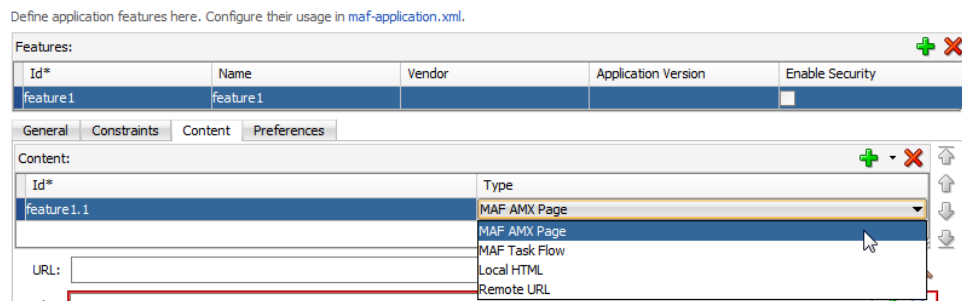
When manually editing references to task flows, MAF AMX pages, CSS and JavaScript files in the `maf-feature.xml` file, keep in mind that file systems used on devices may enforce case-sensitivity and may not allow special characters. To ensure that these files can be referenced, check the mobile device specification.

- **MAF Task Flow**— Provides a modular approach to defining control flow in your application feature. Use a task flow to define a collection of activities that make up a task. Examples of activities that you can include in a task flow are views (use to display MAF AMX pages), method calls (use to invoke managed bean methods), and task flow calls (use to call other task flows). For more information about task flows, see [Creating Task Flows](#).

To use a MAF AMX page or task flow as application feature content:

1. Select the application feature.
2. Click **Content**.
3. If needed, click **Add** to create a row in the Content table and choose **MAF AMX Page** or **MAF Task Flow** from the dropdown list in the Type column, as shown in the following figure.

Figure 5-5 Selecting MAF AMX Page or MAF Task Flow as the Content Type



4. In the File field, choose the appropriate option:
 - If you have already created a MAF AMX page or task flow, click the **Browse** icon and choose the location of the page or task.
 - If you want to create a new MAF AMX page, click the **Add** icon to invoke a dialog where you can create a new MAF AMX page or task flow.
5. If needed, do the following:

- Enter the JavaScript files by clicking **Add** in the Includes table, choose **JavaScript**, and then browse to the location of the file. For more information, see [Overriding the Default Skin Styles](#).
- Override the default style sheet designated in `maf-config.xml` by first clicking **Add** and then by choosing **Stylesheet**. Browse to the location of the file. For more information, see [Skinning MAF Applications](#).
- Enter the constraints, as described in [Setting Constraints on Application Features](#).
- Select navigation bar and springboard images.

Note:

The images, style sheet, and JavaScript files must reside within the `public_html` folder to enable deployment. See [What You May Need to Know About Selecting External Resources](#).

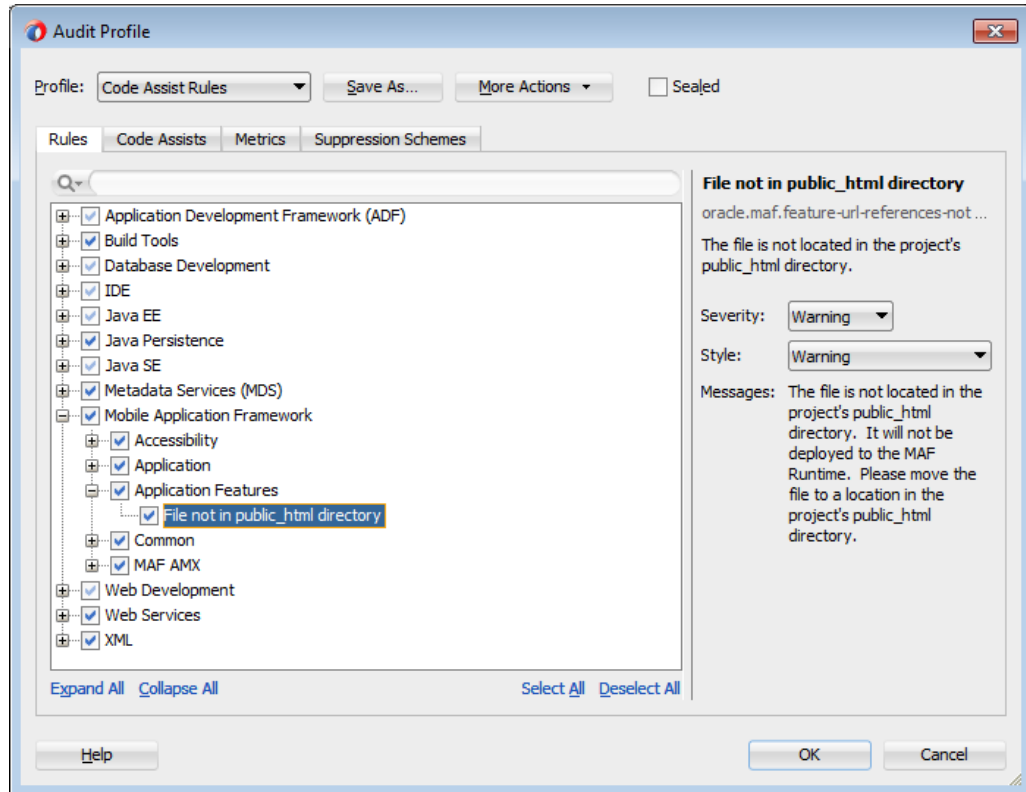
5.4 What You May Need to Know About Selecting External Resources

To enable deployment, all resources referenced by the following attributes must be located within the `public_html` directory of the view controller project.

- The `icon` and `image` attributes for `<adfmf:feature>` (for example, `<adfmf:feature id="PROD" name="Products" icon="feature_icon.png" image="springboard.png">`). See also [Setting Display Properties for an Application Feature](#).
- The `icon` and `image` attributes for `<adfmf:content>` (for example, `<adfmf:content id="PROD" icon="feature_icon.png" image="springboard_image.png">`). See also [Introduction to Content Types for an Application Feature](#).
- The `file` attribute for `<adfmf:amx>` (for example, `<adfmf:amx file="PRODUCT/home.amx" />`). See also [Introduction to Content Types for an Application Feature](#).
- The `url` attribute for `<adfmf:localHTML>` (for example, `<adfmf:localHTML url="oracle.hello/index.html"/>`). See also [Introduction to Content Types for an Application Feature](#) and [The Custom Login Page](#).
- The `file` attribute defined for `type=stylesheet` and `type=JavaScript` in `<adfmf:includes>` (for example, `<adfmf:include type="JavaScript" file="myotherfile.js"/>` or `<adfmf:include type="StyleSheet" file="resources/css/stylesheet.css" id="i3"/>`). See also [Skinning MAF Applications](#).

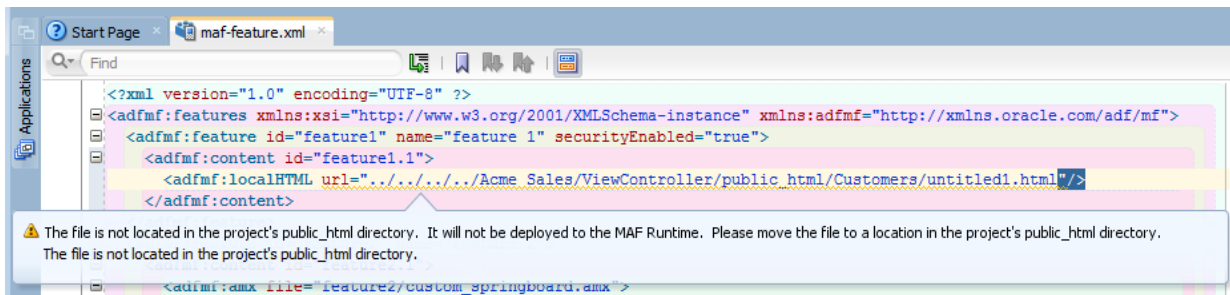
MAF does not support resources referenced from another location, meaning that you cannot, for example, enter a value outside of the `public_html` directory using `../` as a prefix. To safeguard against referencing resources outside of `public_html`, MAF includes an audit rule called *File not in public_html directory*. You can access the MAF audit profiles, shown in [Figure 5-6](#), from the Audit Profiles node in Preferences by choosing **Tools > Preferences > Audit > Profiles**.

Figure 5-6 MAF Audit Profiles



When this profile is selected, JDeveloper issues a warning if you change the location of a resource. As shown in Figure 5-7, JDeveloper displays such a warning when the default values are overridden. For information on auditing, see the "Auditing and Monitoring Java Projects" chapter in *Developing Applications with Oracle JDeveloper*.

Figure 5-7 The External Resource Warning



Localizing MAF Applications

This chapter describes how to use resource bundles where you can define text and image resources that render if your MAF application runs on devices that use multiple languages. The chapter also describes the design-time support that JDeveloper provides to create and edit resource bundles.

This chapter includes the following sections:

- [Introduction to MAF Application Localization](#)
- [Setting Resource Bundle Options for a MAF Application](#)
- [Defining Text Resources in a Base Resource Bundle](#)
- [Creating Locale-Specific Resource Bundles](#)
- [Editing Resources in Resource Bundles](#)
- [Localizing Image Files in a MAF Application](#)
- [MAF Support of Languages](#)
- [Localizable MAF Properties](#)

6.1 Introduction to MAF Application Localization

Localization is the process of adapting a product to a specific locale. With localization, a MAF application uses the same language as the mobile device on which it is deployed. For example, if French is set as the device language, the text resources of a localized MAF application appear in French.

MAF facilitates the localization process by providing design-time menus for the definition of text resources that appear on the user interface in one or more resource bundles. Define your MAF application's text resources in a base resource bundle. If your application does not include a locale-specific resource bundle for the locale of the device, these text resources are rendered on the user interface of the application on the user's device. Create locale-specific resource bundles for each locale to be supported. In these locale-specific resource bundles, provide translations of the text resources that you had defined in the base resource bundle.

[Figure 6-1](#) shows an example where an application renders `commandButton` and `outputText` components. The text and image resources that appears in the components vary depending on the language set on the mobile device. On the left, the components render a text resource in English because the base resource bundle contains text resources with English values and the device where the application runs uses English (or a language that is not French). On the right, the same components render text resources in French because the MAF application contains a locale-specific resource bundle (`_fr`) with translations of the values in the base resource bundle and the mobile device's language setting is French.

Figure 6-1 Localized Text Resources

Use the following steps to localize your MAF application:

1. Determine the number of resource bundles in your MAF application, as described in [Setting Resource Bundle Options for a MAF Application](#).
2. Define the text resources in your base resource bundle to be rendered when your MAF application runs in a locale for which you do not provide a locale-specific resource bundle.

For more information, see [Defining Text Resources in a Base Resource Bundle](#).

3. Create locale-specific resource bundles where you provide translations of the text resources that you had defined in the base resource bundle.

For more information, [Creating Locale-Specific Resource Bundles](#).

4. Create locale-specific versions of image files and other resources that are needed to complete the localization of your MAF application.

For more information, see [Localizing Image Files in a MAF Application](#).

6.2 Setting Resource Bundle Options for a MAF Application

A MAF application's resource bundles use the XML Localization File format (XLIFF). JDeveloper creates a `.xlf` file resource bundle the first time that you enter a display value in the Select Text Resource dialog. Invoke Select Text Resource for each property that supports a localized value.

By default, a MAF application has two resource bundles:

- A project-level resource bundle (default name `ViewControllerController.xlf`)
- An application-level resource bundle

The naming convention for the application-level resource bundle uses the application name and appends `Bundle.xlf`. So, a MAF application named `MyLocalizedMAFapp` has an application-level resource bundle named `MyLocalizedMAFappBundle.xlf`. The application-level resource bundle contains application-level text resources. For example, you specify the application name as a text resource in this resource bundle to translate the application name into different languages. Project-level resource bundles contain the text resources that render in the MAF AMX pages of a project, or the text resources of application feature properties. For more information about these properties, see [Localizable MAF Properties](#).

You can change the default behavior of a MAF application having one project-level resource bundle by setting the resource bundle options for the project. A MAF application can only have one application-level resource bundle.

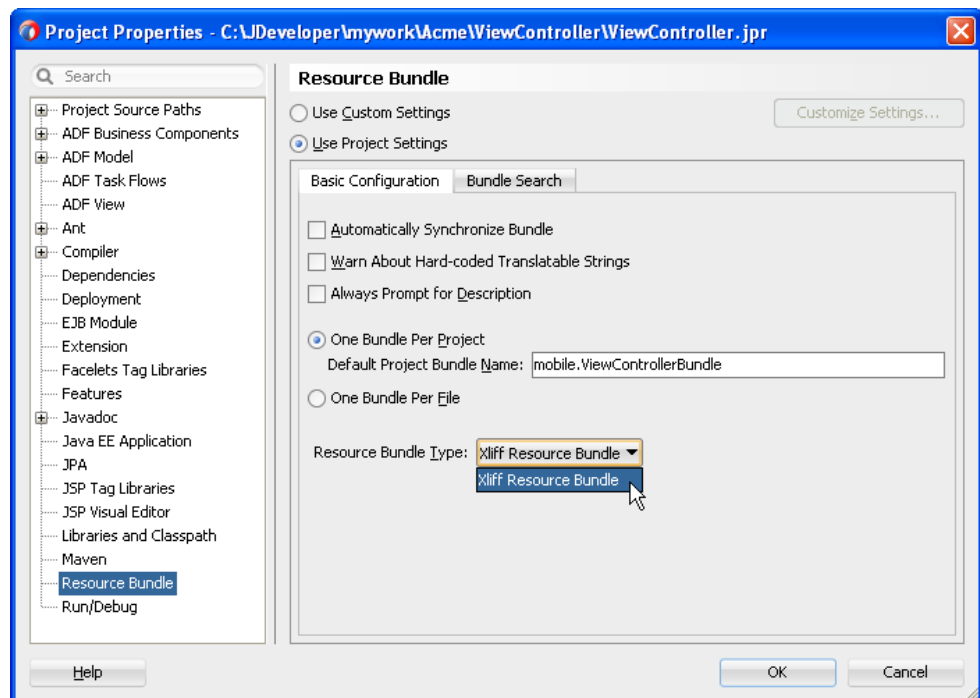
6.2.1 How to Set the Resource Bundle Options for a MAF Application

You set the resource bundle options for the view controller and application controller projects using the Resource Bundle page in the Project Properties dialog. Options that you can set include the number of project-level resource bundles that JDeveloper creates.

To set the resource bundle options for a project:

1. In the Applications window, double-click the project.
2. In the Project Properties dialog, select **Resource Bundle** to view the Resource Bundle page, as shown in [Figure 6-2](#).

Figure 6-2 Project Properties Resource Bundle Page



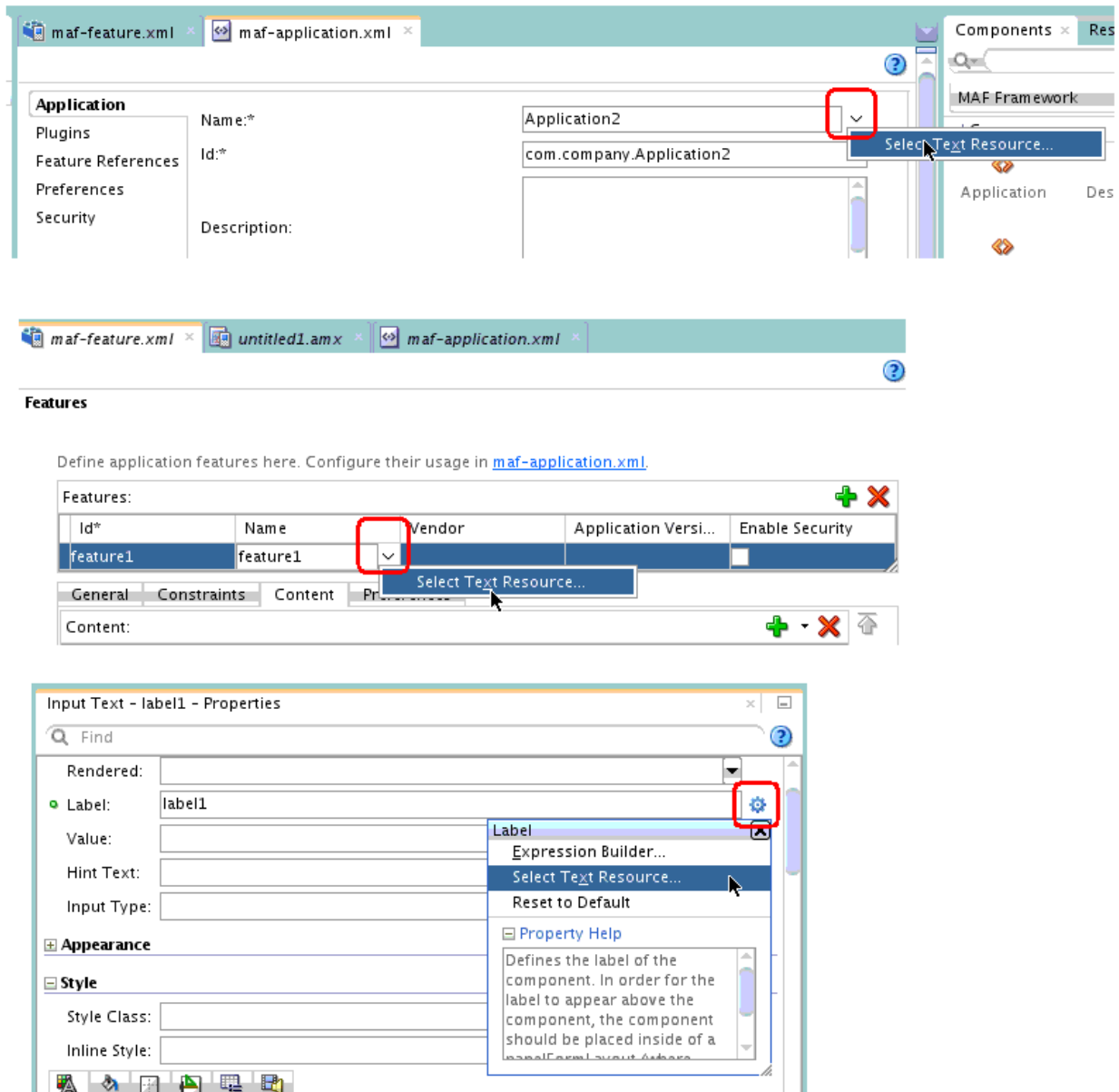
3. Select **Always Prompt for Description** if you want to prevent the Select Text Resource dialog from closing before you enter a description of the text resource in the dialog.
4. Select one of the following resource bundle file options:
 - **One Bundle Per Project**—JDeveloper creates one resource bundle in a file named `<ProjectName>.xlf`.
 - **One Bundle Per File**—Creates a resource bundle each time you define a text resource for a file (`maf-feature.xml`, `maf-application.xml`, or an `.amx` file). This option limits the number of resource bundles to one per file; if you select this option, JDeveloper prevents you from creating a second bundle.
5. Click **OK**.

6.3 Defining Text Resources in a Base Resource Bundle

JDeveloper provides the Select Text Resource dialog where you can define values in resource bundles for a MAF application, application feature, and MAF AMX UI component text resources that appear to end users. Access the Select Text Resource dialog by clicking the icon beside the property for which you want to define a text resource in the Properties window, and selecting Select Text Resource. These properties are typically properties that display text which users can see. Examples include the name properties for the MAF application and application features, in addition to the label, text, and hintText properties that MAF AMX UI components such as button, link, and input text expose. For more information about these properties, see [Localizable MAF Properties](#).

[Figure 6-3](#) demonstrates how you display the Select Text Resource context menu for a MAF application's name, an application feature's name and an inputText component's Label property.

Figure 6-3 Context Menu to Display Select Text Resource Dialog



6.3.1 How to Define a Text Resource in a Base Resource Bundle

You define a text resource in a resource bundle using the Select Text Resource dialog which can be invoked for properties that reference text resources defined in resource bundles using EL expressions.

To define a text resource in a resource bundle:

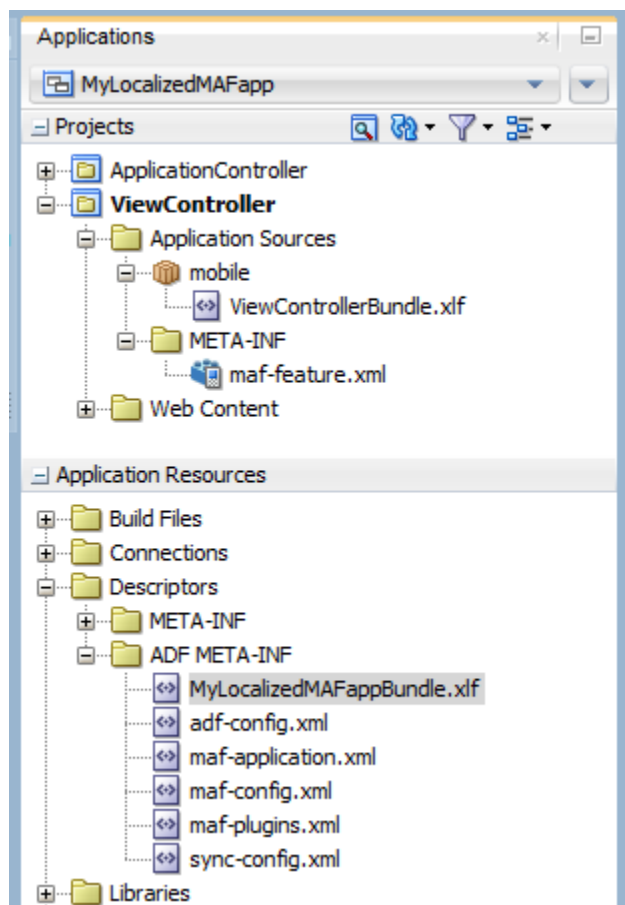
1. Choose the artifact that has a property for which you want to define a text resource. This could be the MAF application itself, an application feature or a MAF AMX UI component.
2. In the Properties window, click the icon beside the property for which you want to define a text resource and select **Select Text Resource** in the context menu that appears.

3. In the Select Text Resource dialog, define a text resource by entering a display name, key, and then clicking **Save and Select**.

6.3.2 What Happens When You Define a Text Resource in a Base Resource Bundle

JDeveloper writes the display value and key that you enter to a resource bundle. If this is the first time that you define a text resource for a MAF application or project, JDeveloper creates the resource bundle. If the text resource that you define is for an application-level property (for example, the MAF application's name property), JDeveloper creates an application-level resource bundle (*ApplicationNameBundle.xml*) that you can view in the Application Resources panel, as shown in [Figure 6-4](#). If the text resource that you define is for a project-level property (for example, an application feature's name property), JDeveloper creates a project-level resource bundle (*ViewControllerBundle.xml*) that you can view in the Projects panel, as shown in [Figure 6-4](#).

Figure 6-4 Newly-Created Resource Bundles



JDeveloper creates one application-level resource bundle per MAF application but may create additional project-level resource bundles depending on the options that you set, as described in [Setting Resource Bundle Options for a MAF Application](#).

The syntax of the XML that JDeveloper writes to the resource bundle for the key and display value is the same regardless of whether the resource bundle is an application or project-level resource bundle, as shown by the following example.

```
...
<!-- The value of the id attribute is the value you enter in the Key input field of the
```

```

    Select Text Resource Dialog -->
<trans-unit id="FEATURE_ONE">
<!-- The value of the source element is the value you enter in the Display Value input
    field of the Select Text Resource Dialog -->
    <source>Feature Name</source>
    <target/>
</trans-unit>
<trans-unit id="HEADER_VALUE_IN_PANEL">
    <source>Header Value in Panel Page</source>
    <target/>
</trans-unit>
<trans-unit id="COMMAND_BUTTON">
    <source>Text Display Value for a Command Button</source>
    <target/>
</trans-unit>
...

```

JDeveloper makes the changes shown in [Example 6-1](#) for files where you configure a property to reference a text resource that you define in a resource bundle.

- If an attribute has been localized for the first time, JDeveloper adds an `<admf:loadbundle>` element whose `basename` attribute refers to the newly created resource bundle.
- JDeveloper changes the localized attribute string to an EL expression that refers to the key of the text resource defined in the resource bundle.
- JDeveloper adds each additional string that you localize to the same resource bundle file because there is only one resource bundle file at the application level. At the project level, the behavior depends on the resource bundle settings you chose in [Setting Resource Bundle Options for a MAF Application](#).

Example 6-1 Resource Bundle References in MAF AMX Page and MAF Configuration Files

```

<!-- maf-application.xml where a text resource has been defined for the MAF application's name -->
<admf:application ...name="#{mylocalizedmafappBundle.MY_LOCALIZED_MAF_APPLICATION}"
...
    <admf:loadBundle basename="MyLocalizedMAFappBundle" var="mylocalizedmafappBundle"/>

<!-- maf-feature.xml where a text resource has been defined for the application feature's name -->
<admf:loadBundle basename="mobile.ViewControllerBundle" var="viewControllerBundle"/>
...
    <admf:feature id="feature1" name="#{viewControllerBundle.FEATURE_ONE}">

<!-- MAF AMX page where a text resource has been defined for a command button's text attribute -->
<amx:loadBundle basename="mobile.ViewControllerBundle" var="viewControllerBundle" id="lb1"/>
...
<amx:commandButton id="cb1" text="#{viewControllerBundle.COMMAND_BUTTON}"/>

```

6.4 Creating Locale-Specific Resource Bundles

You create a locale-specific resource bundle if you want your MAF application to render different text resources in a specific locale. For example, if you want to provide translations of the text resources in the base resource bundle when the MAF application runs on a device that has the language set to French or Arabic, you need to create a locale-specific resource bundle for both the French and Arabic languages.

[Figure 6-5](#) shows a MAF application where the locale-specific versions of the application-level (`MyLocalizedMAFappBundle.xlf`) and project-level (`ViewControllerBundle.xlf`) resource bundles have been created to support the

Arabic and French locales. You must create the locale-specific resource bundle in the same directory as the base resource bundle with a file name that uses the following format:

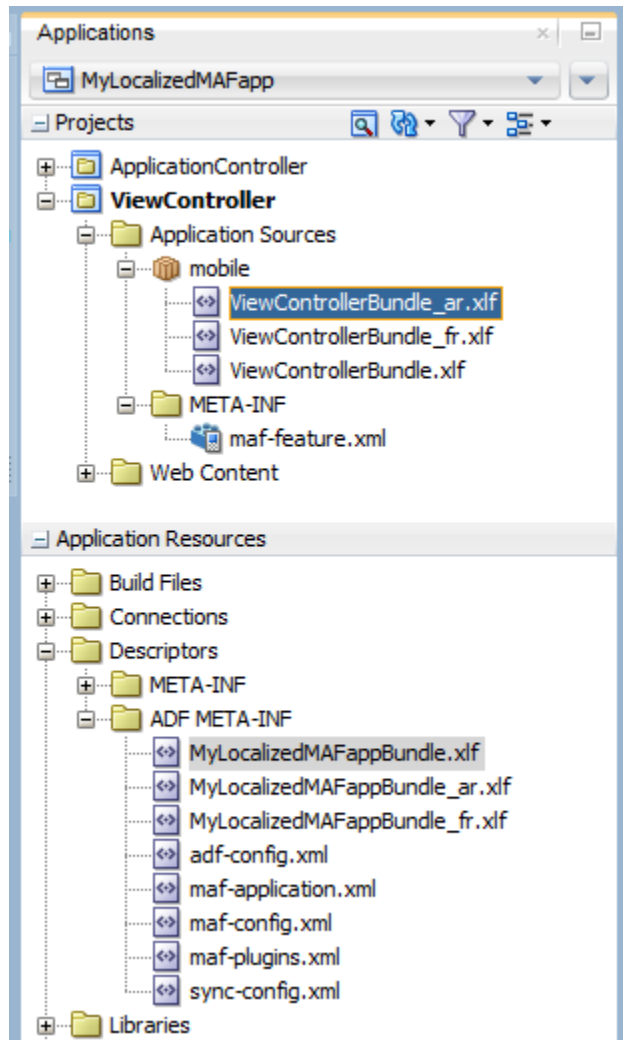
`<BASE_RESOURCE_BUNDLE_NAME>_<LANGUAGE_TOKEN>.xlf`

Where:

- `<BASE_RESOURCE_BUNDLE_NAME>` is the base resource bundle name
- `<LANGUAGE_TOKEN>` is in the following format: `<ISO-639-lowercase-language-code>`

For a list of the languages that MAF supports, see [MAF Support of Languages](#).

Figure 6-5 Base Resource Bundle and Locale-Specific Resource Bundles



6.4.1 How to Create a Locale-Specific Resource Bundle

JDeveloper facilitates the creation of project-level resource bundles by providing an option in the General > XML category of its New Gallery to create a new XML Localization File (XLIFF).

Alternatively, open the base bundle for which you want to create a locale-specific resource bundle and save a copy of the file with the appropriate language code in the file name. This latter option has the following benefits:

- You create the locale-specific resource bundle in the same directory as the base resource bundle which is a requirement.
- A copy of all text resources in the base resource bundle appear in the locale-specific resource base bundle where you can provide translated values.

To create a locale-specific resource bundle:

1. Open the base resource bundle for which you want to create a locale-specific version:
 - Application-level base resource bundle: double-click the `.xlf` file in the Descriptors > ADF META-INF node of the Application Resources panel.
 - Project-level base resource bundle: double-click the `.xlf` file in the ViewController > Application Sources node of the Projects panel.
2. In JDeveloper, click **File > Save As** and append the language code for the locale that you want to support.

For example, append `_fr` if you want your MAF application to support the French locale.

3. Edit the newly-created locale-specific resource bundle so that it includes the appropriate language codes.

The following example demonstrates edits you need to make to support the French locale for an application-level and project-level resource bundle.

```
<!-- Application-level French locale-specific resource bundle -->
<?xml version="1.0" encoding="UTF-8" ?>
<xliff version="1.1" xmlns="urn:oasis:names:tc:xliff:document:1.1">
  <file source-language="fr" original="this" datatype="x-oracle-adf">

<!-- Project-level French locale-specific resource bundle -->
<?xml version="1.0" encoding="UTF-8" ?>
<xliff version="1.1" xmlns="urn:oasis:names:tc:xliff:document:1.1">
  <file source-language="fr" original="mobile.ViewControllerBundle_fr"
      datatype="x-oracle-adf">
```

4. Edit the resource bundle to provide translations of each text resource that you want to appear in the target locale.

For more information about editing resource bundles, see [Editing Resources in Resource Bundles](#).

6.5 Editing Resources in Resource Bundles

JDeveloper provides an Edit Resources Bundle dialog where you can add, delete, or edit the resources in the resource bundles that a MAF application contains.

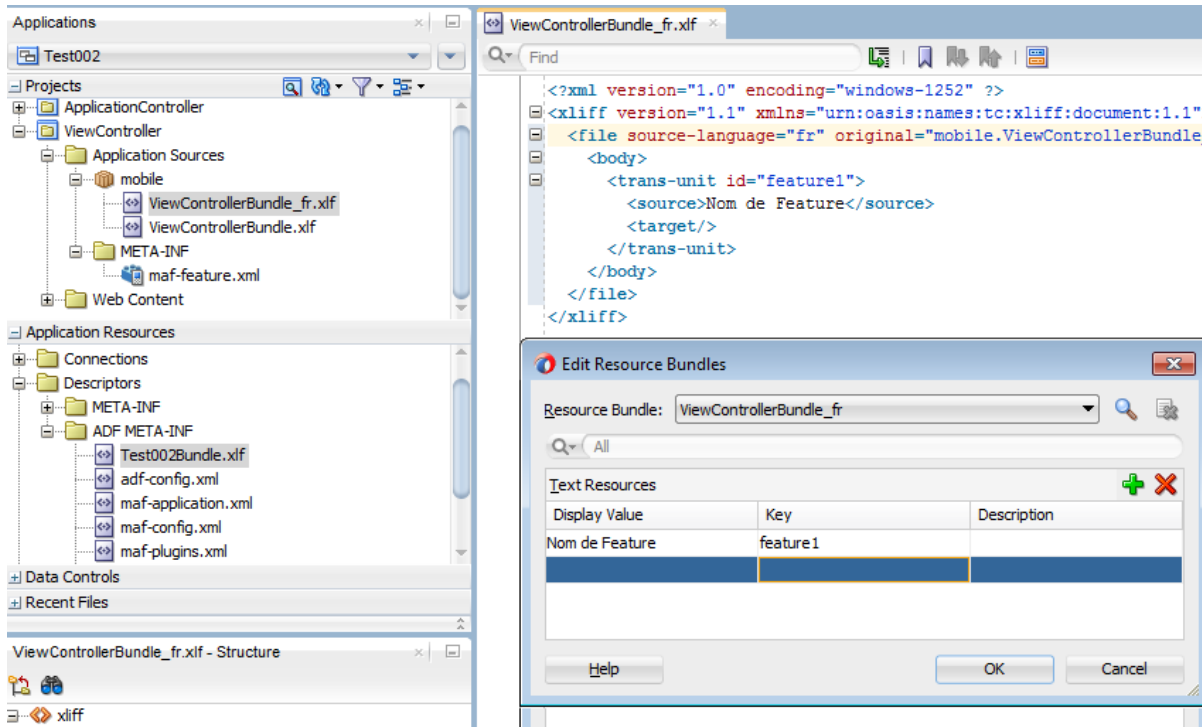
To edit text resources in a resource bundle:

1. In JDeveloper, double-click the resource bundle where you want to edit text resources.

- In JDeveloper's main menu, click **Application > Edit Resource Bundles**.

The Edit Resource Bundles dialog opens for the resource bundle that you selected in Step 1. Figure 6-6 shows the dialog that opens for a French locale-specific resource bundle. Double-click in the **Display Value** and **Description** fields to edit existing text resources. Use the controls (**Add**, **Delete**, and **Search**) to add and remove text resources, or to search for and open other resource bundles in the MAF application.

Figure 6-6 *Editing Text Resources in Resource Bundles*



- Click **OK** to close the dialog and save the changes.

6.6 Localizing Image Files in a MAF Application

You may want to render different image files in a MAF application depending on the locale. For example, an image may contain text or a picture of a flag, as shown in Figure 6-7.

Figure 6-7 *Rendering Different Images Based on Locale*



Write an EL expression for the component attribute that references the image to an entry in the resource bundle. The resource bundle entry contains the path to the image. For example, the `commandButton` components shown in Figure 6-7 define the following value for the `icon` attribute in the MAF AMX page that renders the components:

```
<amx:commandButton id="cb1" text="#{viewControllerBundle.YES}"
    icon="#{viewControllerBundle.IMAGE_PATH}"/>
```

The base resource bundle (`ViewControllerBundle.xlf`) contains the following entry with the path to the image to appear when the MAF application runs in a locale that is not French.

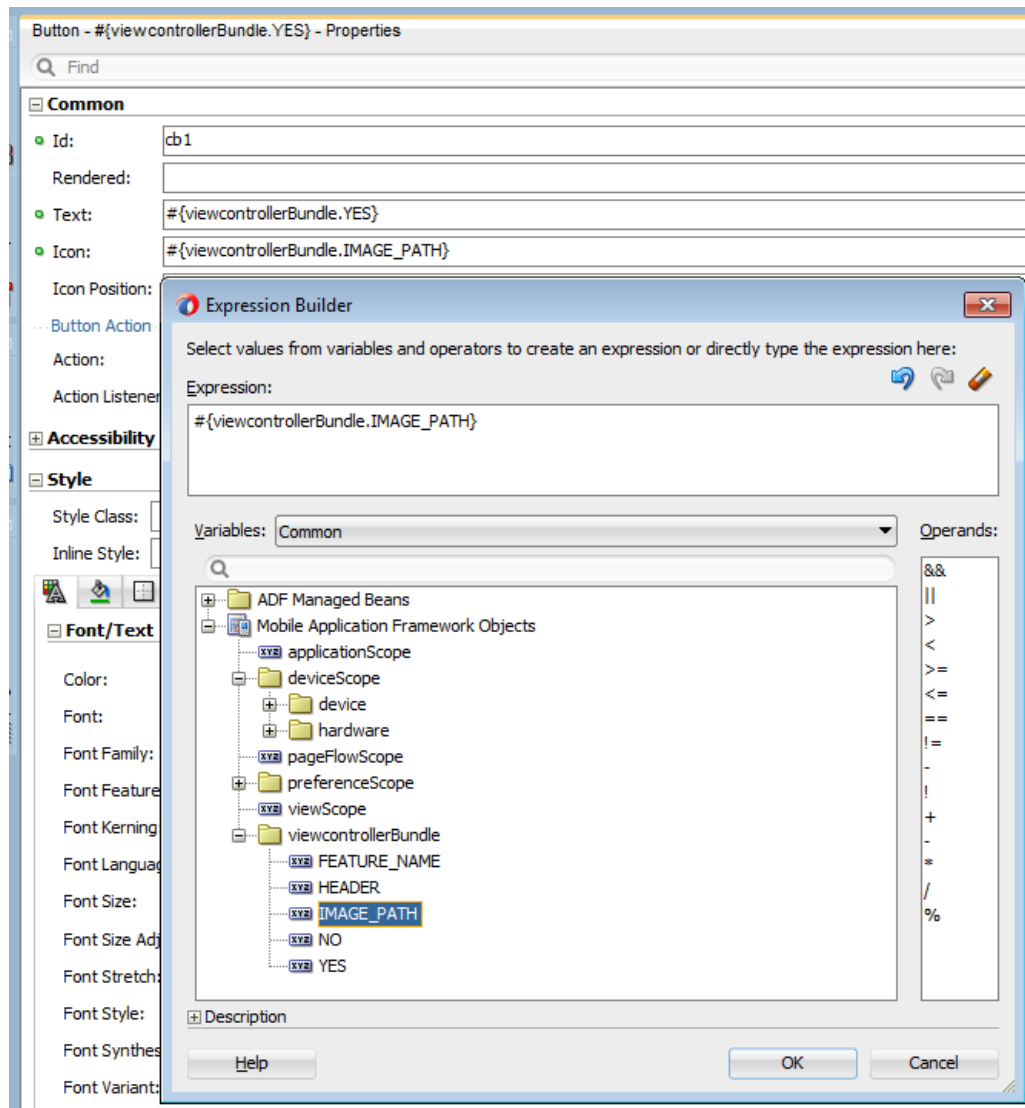
```
<trans-unit id="IMAGE_PATH">
  <source>/images/uk.png</source>
  <target/>
  <note>Path to image file</note>
</trans-unit>
```

The French resource bundle (`ViewControllerBundle_fr.xlf`) specifies a different image to render when the MAF application runs in a French locale, as shown in the following example.

```
<trans-unit id="IMAGE_PATH">
  <source>/images/fr.png</source>
  <target/>
```

Manually write the entries in the resource bundle that define the path to the image, or use the Edit Resource Bundle dialog, as described in [Editing Resources in Resource Bundles](#).

Once you have defined the path to the image in the source bundle, you can use the Expression Builder, as shown in [Figure 6-8](#), to write an EL expression that references the entry in the resource bundle.

Figure 6-8 EL Expression Referencing an Image in a Resource Bundle

6.7 MAF Support of Languages

Lists the languages supported by MAF and the resource bundle names that can be used to provide additional UI strings.

Table 6-1 lists the languages that are supported by MAF. System messages, such as error messages, appear in these languages if the user's device is configured to use one of these languages. MAF supports language tokens for countries and regions. However, full support is only available to the extent that they appear in the list of languages. Error messages from MAF use the closest of languages provided in the list. The language is usually English unless the device is configured to use one of the languages in the table, or a more specific variant of one of these languages.

If you want an application to render additional resource strings in these languages, you must define them. Create a locale-specific resource bundle using the language token listed in Table 6-1. For example, to define resource strings for Brazilian Portuguese, create a resource bundle named `BASE_RESOURCE_BUNDLE_NAME_pt_BR.xlf`. To create resource bundles for languages that are not included in the list, create resource bundles with the following

name format: `BASE_RESOURCE_BUNDLE_NAME_lowercase-ISO-639-1-language-code.xlf`. For more information about the naming convention, see [Creating Locale-Specific Resource Bundles](#).

During deployment, JDeveloper transforms the language tokens to the expected values on the platform on which the application is deployed. For example, a MAF application that you deploy on the iOS platform transforms the language token `pt_BR` to `pt`, the expected language ID on the iOS platform.

Table 6-1 Resource Bundle Names for Languages Supported by MAF

Language	Resource bundle name to provide additional UI strings
Arabic	<code>BASE_RESOURCE_BUNDLE_NAME_ar.xlf</code>
Brazilian Portuguese	<code>BASE_RESOURCE_BUNDLE_NAME_pt_BR.xlf</code>
Catalan	<code>BASE_RESOURCE_BUNDLE_NAME_ca.xlf</code>
Czech	<code>BASE_RESOURCE_BUNDLE_NAME_cs.xlf</code>
Danish	<code>BASE_RESOURCE_BUNDLE_NAME_da.xlf</code>
Dutch	<code>BASE_RESOURCE_BUNDLE_NAME_nl.xlf</code>
Finnish	<code>BASE_RESOURCE_BUNDLE_NAME_fit.xlf</code>
French	<code>BASE_RESOURCE_BUNDLE_NAME_fr.xlf</code>
German	<code>BASE_RESOURCE_BUNDLE_NAME_de.xlf</code>
Greek (Modern)	<code>BASE_RESOURCE_BUNDLE_NAME_el.xlf</code>
Hebrew	<code>BASE_RESOURCE_BUNDLE_NAME_iw.xlf</code>
Hungarian	<code>BASE_RESOURCE_BUNDLE_NAME_hu.xlf</code>
Italian	<code>BASE_RESOURCE_BUNDLE_NAME_it.xlf</code>
Japanese	<code>BASE_RESOURCE_BUNDLE_NAME_ja.xlf</code>
Korean	<code>BASE_RESOURCE_BUNDLE_NAME_ko.xlf</code>
Norwegian	<code>BASE_RESOURCE_BUNDLE_NAME_no.xlf</code>
Polish	<code>BASE_RESOURCE_BUNDLE_NAME_pl.xlf</code>
Portuguese	<code>BASE_RESOURCE_BUNDLE_NAME_pt.xlf</code>
Romanian	<code>BASE_RESOURCE_BUNDLE_NAME_ro.xlf</code>
Russian	<code>BASE_RESOURCE_BUNDLE_NAME_ru.xlf</code>
Simplified Chinese	<code>BASE_RESOURCE_BUNDLE_NAME_zh_CN.xlf</code>
Slovak	<code>BASE_RESOURCE_BUNDLE_NAME_sk.xlf</code>

Table 6-1 (Cont.) Resource Bundle Names for Languages Supported by MAF

Language	Resource bundle name to provide additional UI strings
Spanish	BASE_RESOURCE_BUNDLE_NAME_es.xlf
Swedish	BASE_RESOURCE_BUNDLE_NAME_sv.xlf
Traditional Chinese	BASE_RESOURCE_BUNDLE_NAME_zh_TW.xlf
Turkish	BASE_RESOURCE_BUNDLE_NAME_tr.xlf
Thai	BASE_RESOURCE_BUNDLE_NAME_th.xlf

6.8 Localizable MAF Properties

The `maf-application.xml` and `maf-feature.xml` files both expose properties that can reference text resources in resource bundles. [Table 6-2](#) and [Table 6-3](#) list these properties. Because these configuration files are read early in the application lifecycle, these strings are not evaluated as EL statements at runtime. Instead, these strings are taken as the full key for the translated string in the native device translation infrastructure.

[Table 6-4](#) lists the attributes of those MAF AMX UI components that can reference text resources.

At the application level, you can localize strings for such attributes as application name or preference page labels, which are listed in [Table 6-2](#).

Table 6-2 Localizable MAF Application Attributes

Element	Attribute
<code><adfmf:Application></code>	<code>name</code>
<code><adfmf:PreferenceGroup></code>	<code>label</code>
<code><adfmf:PreferencePage></code>	<code>label</code>
<code><adfmf:PreferenceBoolean></code>	<code>label</code>
<code><adfmf:PreferenceText></code>	<code>label</code>
<code><adfmf:PreferenceNumber></code>	<code>label</code>
<code><adfmf:PreferenceList></code>	<code>label</code>
<code><adfmf:PreferenceValue></code>	<code>name</code>

At the project (view controller) level, you can localize application feature-related attributes listed in [Table 6-3](#).

Table 6-3 Localizable Application Feature Attributes

Table 6-3 (Cont.) Localizable Application Feature Attributes

Element	Attribute
<adfmf:Feature>	name
<adfmf:Constraint>	value
<adfmf:Parameter>	value
<adfmf:PreferencePage>	label
<adfmf:PreferenceGroup>	label
<adfmf:PreferenceBoolean>	label
<adfmf:PreferenceText>	label
<adfmf:PreferenceNumber>	label
<adfmf:PreferenceList>	label
<adfmf:PreferenceValue>	name

You can create resource bundles for attributes of such MAF AMX UI components as the text attribute of the Button component (<amx:commandButton>). [Table 6-4](#) lists these MAF AMX UI components.

Table 6-4 Localizable Attributes of MAF AMX UI Components

Component	Attribute
<amx:inputDate>	label
<amx:inputNumberSlider>	label
<amx:panelLabelAndMessage>	label
<amx:selectBooleanCheckBox>	label
<amx:selectBooleanSwitch>	label
<amx:selectItem>	label
<amx:selectManyCheckBox>	label
<amx:selectManyChoice>	label
<amx:selectOneButton>	label
<amx:selectOneChoice>	label
<amx:selectOneRadio>	label
<amx:commandButton>	text
<amx:commandLink>	text
<amx:goLink>	text

Table 6-4 (Cont.) Localizable Attributes of MAF AMX UI Components

Component	Attribute
<code><amx:inputText></code>	label, value, hintText
<code><amx:outputText></code>	value

Skinning MAF Applications

This chapter describes how to customize the appearance of a MAF application by using skins.

This chapter includes the following sections:

- [Introduction to MAF Application Skins](#)
- [Adding a Custom Skin to an Application](#)
- [Specifying a Skin for an Application to Use](#)
- [Registering a Custom Skin](#)
- [Versioning MAF Skins](#)
- [What Happens When You Version Skins](#)
- [Overriding the Default Skin Styles](#)
- [What You May Need to Know About Skinning](#)
- [Adding a New Style Sheet to a Skin](#)
- [Enabling End Users Change an Application's Skin at Runtime](#)
- [What Happens at Runtime: How End Users Change an Application's Skin](#)

7.1 Introduction to MAF Application Skins

MAF uses cascading style sheet (CSS) language-based skins to make sure that all application components within a MAF application (including those used in its constituent application features) share a consistent look and feel. Rather than change how a MAF application looks by re-configuring MAF AMX or HTML components, you can create, or extend, a skin that changes how components display.

Creating or editing a skin to change the look and feel of your MAF application is an iterative process. You can create a skin and deploy it to a device to view the result. You can continue this process until your skin renders the result that you want. The developer tools that the Android and iOS platforms provide to inspect and debug user interface code like CSS, HTML, and JavaScript are an invaluable resource for this task. For more information about how you can use these tools with your MAF application, see [How to Debug UI Code on the Android Platform](#) and [How to Debug UI Code on the iOS Platform](#).

The following are the supported skin families and versions that MAF uses to define the selectors that determine the appearance of MAF AMX pages:

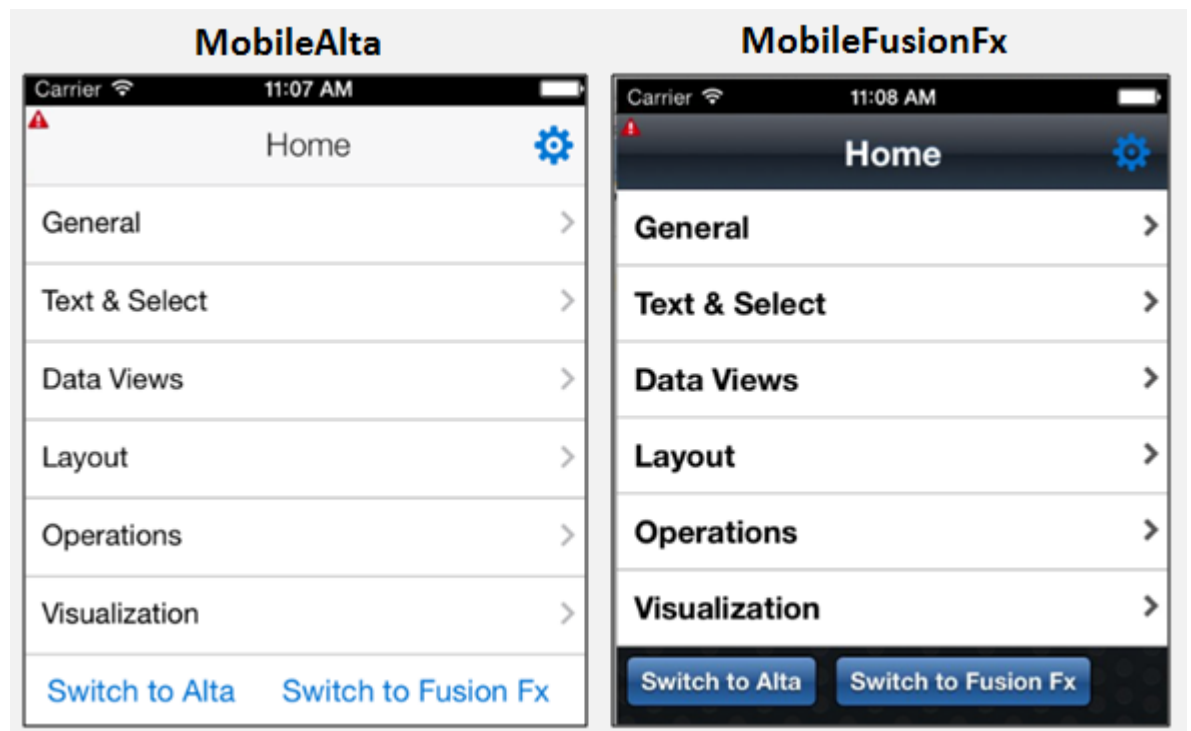
```
amx
  mobileAlta-1.0
```

```
mobileAlta-1.1
  mobileAlta-1.2
    mobileAlta-1.3
      mobileAlta-1.4
        mobileAlta-1.5
```

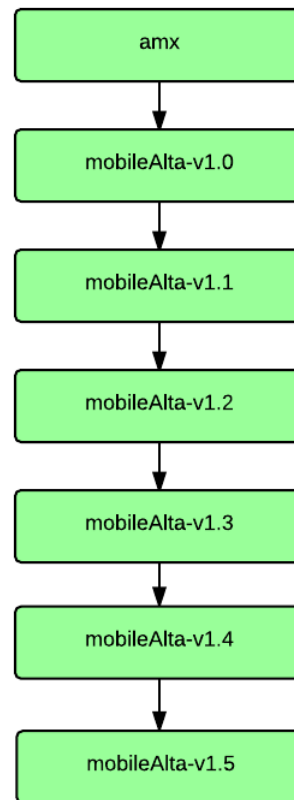
By default, a new MAF application that you create uses the latest version of the `mobileAlta` skin family. An application that you migrate from a previous release to the current release continues to use the skin that it was configured to use prior to migration. If you want the migrated application to use another skin (for example, the latest version of `mobileAlta`), you need to edit the `maf-config.xml` file, as described in [Specifying a Skin for an Application to Use](#).

[Figure 7-1](#) demonstrates the difference in look and feel between the `mobileAlta` and `mobileFusionFx` skin families by showing the same application screen rendering using the different skins.

Figure 7-1 Comparison of Look and Feel Provided by `mobileAlta` and `mobileFusionFx`



[Figure 7-3](#) illustrates the inheritance relationship between these skin families and versions.

Figure 7-2 Inheritance Relationship of Skin Families Provided by MAF

You can view all the resources (CSS files and images) that the skin for your MAF application uses by deploying your MAF application to a device, emulator or simulator. Deployment moves these resources to a `www\css` directory that it creates within the platform-specific artifacts that the deployment process generates. For iOS deployments, the `www\css` directory is located within the `temporary_xcode_project` directory. The iOS deployment packages these resources into an `Oracle_ADFmc_Container_Template.zip` file that is added to the created `.IPA` file. For Android deployments, the directory path is `%app%\deploy\Android1\framework\build\java_res\assets\www\css` where `Android1` is the name of the deployment profile. Android deployment packages these resources into an `assets.zip` file that is added to the created `.APK` file. Note that JDeveloper's **Build > Clean All** command removes the `deploy` directory and its sub-directories, including the `www\css` directory.

Caution:

Do not write styles that rely on the MAF DOM structures. Furthermore, some of the selectors defined in these files may not be supported.

You use the `maf-config.xml` file, described in [About the maf-config.xml File](#), and the `maf-skins.xml` file, described in [About the maf-skins.xml File](#), to control the skinning of the MAF application. The `maf-config.xml` file designates the default skin family used to render application components and the `maf-skins.xml` file enables you to customize the default skin family or to define a new skin family.

7.1.1 About the maf-config.xml File

After you create a MAF application, JDeveloper populates the `maf-config.xml` file to the MAF application's **META-INF** node. The file itself is populated with the base MAF skin family, `mobileAlta`, illustrated in the following example.

```
<?xml version="1.0" encoding="UTF-8" ?>
<adfmf-config xmlns="http://xmlns.oracle.com/adf/mf/config">
  <skin-family>mobileAlta</skin-family>
  <skin-version>v1.5</skin-version>
  ....
</adfmf-config>
```

Note:

You can determine the skin value at runtime using EL expressions. For more information, see [Enabling End Users Change an Application's Skin at Runtime](#).

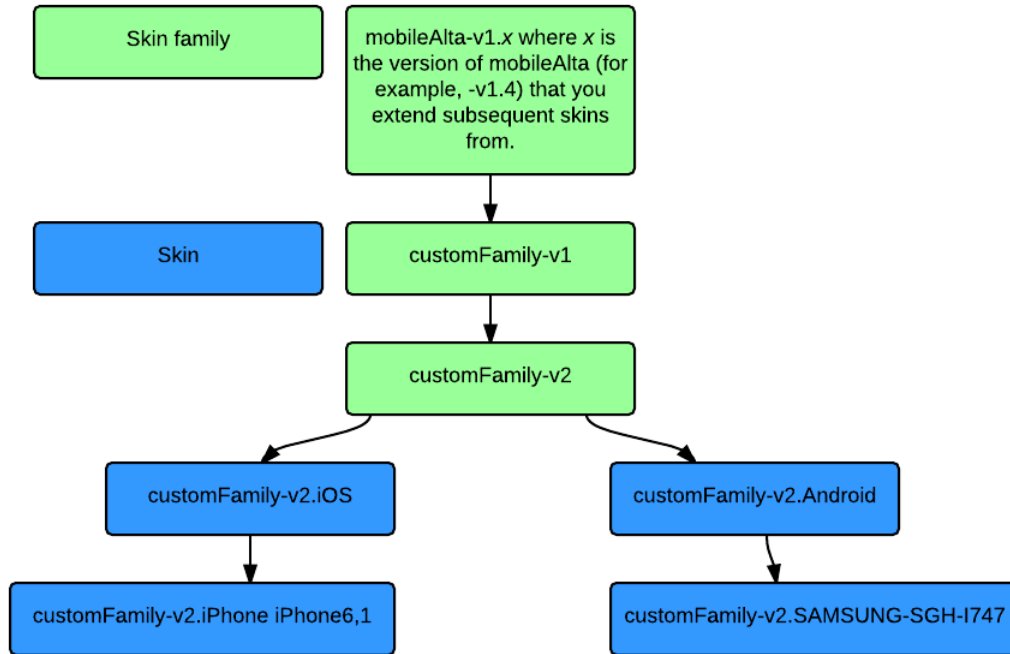
If you do not specify values for the `<skin-family>` or `<skin-version>` tags, the MAF application automatically uses the latest skin family or skin version.

MAF applies skins as a hierarchy, with device-specific skins being applied first, followed by platform-specific skins, and then the base skin, `mobileAlta`. In terms of MAF's `mobileAlta` skin family, this hierarchy is expressed as follows:

1. `mobileAlta.<DeviceModel>` (for example, `mobileAlta.iPhone5,3`)
2. `mobileAlta.iOS` or `mobileAlta.Android`
3. `mobileAlta`

[Figure 7-3](#) provides a visual illustration of how MAF applies this hierarchy of skins at runtime. Note also that the `SkinningDemo` sample application, described in [MAF Sample Applications](#), demonstrates this implementation.

MAF gives precedence to selectors defined at the device-specific level of this hierarchy. In other words, MAF overwrites a selector defined in `mobileAlta.iOS` with the `mobileAlta.iPhone5,3` definition for the same selector. The `<extends>` element, described in [About the maf-skins.xml File](#), defines this hierarchy for the MAF runtime. For more information on how skins are applied at various levels, see [What You May Need to Know About Skinning](#).

Figure 7-3 MAF Skin Hierarchy Application at Runtime

7.1.2 About the maf-skins.xml File

The `maf-skins.xml` file located in the **META-INF** node of the application controller project allows you to either define a new skin by extending an existing skin, or, add a new style sheet to an existing skin.

By default, this file is empty, but the elements listed in [Table 7-1](#) describe the child elements that you can use to populate this file to extend `mobileAlta` or to define the CSS files that are available to the application. You use the `<skin>` element to create new skins or to extend an existing skin.

Table 7-1 Child Elements of the <skin> Element

Elements	Description
<code><id></code>	<p>A required element that identifies the skin in the <code>maf-skins.xml</code> file. The value you specify must adhere to one of the following formats:</p> <ul style="list-style-type: none"> <code>skinFamily-version</code> <code>skinFamily-version.platform</code> <p>For example, specify <code>mySkin-v1.iOS</code> if you want to register a skin for your application that defines the appearance of your application when deployed to an Apple iPad or iPhone. Substitute <code>iOS</code> by <code>iPad</code> or <code>iPhone</code> if the skin that you register defines the appearance of your application on one or other of the latter devices. Specify <code>.android</code> if you want to register a skin that defines the appearance of your application when deployed to the Android platform.</p>
<code><family></code>	A required element that identifies the skin family.

Table 7-1 (Cont.) Child Elements of the <skin> Element

Elements	Description
<extends>	Use this element to extend an existing skin by specifying the skin id of the skin you want to extend. <pre><skin> <id>mySkin-v1</id> <family>mySkin</family> <extends>mobileAlta-v1.5</extends> <style-sheet-name>styles/myskin.css</style-sheet-name> <version> <name>v1</name> </version> </skin></pre>
<style-sheet-name>	Use a relative URL to specify the location of the CSS file within your MAF application's project. For example, the <code>maf-skins.xml</code> file in the <code>SkinningDemo</code> sample application contains the following reference to the <code>v1.css</code> style sheet in the <code>css</code> directory of the application controller project: <pre><style-sheet-name>css/v1.css</style-sheet-name></pre>
<version>	Specify different versions of a skin. For more information, see Versioning MAF Skins .

[Table 7-2](#) lists elements that you can use to define the `<skin-addition>` element in a MAF CSS when you integrate a style sheet into an existing skin.

Table 7-2 The <skin-addition> Child Elements

Element	Description
<skin-id>	Specify the ID of the skin that you need to add an additional style sheet to. Possible values include the skins provided by MAF (for example, <code>mobileAlta-v1.4.iOS</code>) or a custom skin that you create.
<style-sheet-name>	Use a relative URL to specify the location of the CSS file within your MAF application's project. For example, the <code>maf-skins.xml</code> file in the <code>SkinningDemo</code> sample application contains the following reference to the <code>v1.css</code> style sheet in the <code>css</code> directory of the application controller project: <pre><style-sheet-name>css/v1.css</style-sheet-name></pre>

The following example illustrates designating the location of the CSS file in the `<style-sheet-name>` element and the target skin family in `<skin-id>`.

```
<?xml version="1.0" encoding="UTF-8" ?>
<admf-f-skins xmlns="http://xmlns.oracle.com/adf/mf/config">
  <skin-addition>
    <skin-id>mobileAlta-v1.4.iOS</skin-id>
    <style-sheet-name>skins/mystyles.iphone.addition1.css</style-sheet-name>
  </skin-addition>
</admf-f-skins>
```

You can use the `<skin-id>` and `<style-sheet-name>` elements to render to a particular iOS or Android device, or alternatively, you can define these elements to

handle the styling for all of the devices of a platform. [Table 7-3](#) provides examples of using these elements to target all of the devices belonging to the iOS platform, as well as specific iOS device types (tablets, phones, and simulators).

Tip:

Consider using the DeviceDemo sample application, described in [MAF Sample Applications](#), to retrieve information about the device model.

Table 7-3 Platform- and Device-Specific Styling

Device	Example
iPhone	<pre><skin-addition> <skin-id>mobileAlta-v1.4.iPhone5,1</skin-id> <style-sheet-name>iPhoneStylesheet.css</style-sheet-name> </skin-addition></pre>
iPad	<pre><skin-addition> <skin-id>mobileAlta-v1.4.iPad4,2</skin-id> <style-sheet-name>iPadStylesheet.css</style-sheet-name> </skin-addition></pre>
iPhone Simulator	<pre><skin-addition> <skin-id>mobileAlta-v1.4.iPhone Simulator x86_64</skin-id> <style-sheet-name>iPhoneSimStylesheet.css</style-sheet-name> </skin-addition></pre>
All iOS Devices	<pre><skin-addition> <skin-id>mobileAlta-v1.4.iOS</skin-id> <style-sheet-name>iOSSimStylesheet.css</style-sheet-name> </skin-addition></pre>

7.2 Adding a Custom Skin to an Application

To add a custom skin to your application, create a CSS file within JDeveloper, which places the CSS in a project's source file for deployment with the application.

To add a custom skin to an application:

1. In the Applications window, right-click the **ApplicationController** project and choose **New > CSS File**.
2. In the Create Cascading Style Sheet dialog, specify a name and directory for the CSS file.
3. Click **OK**.

You can now open the CSS in the CSS editor and define styles for your application.

7.3 Specifying a Skin for an Application to Use

You configure values in the `maf-config.xml` file that determine what skin the application uses.

To specify a skin for an application to use:

1. In the Applications window, double-click the `maf-config.xml` file. By default, this is in the Application Resources pane under the **Descriptors** and **ADF META-INF** node.
2. In the `maf-config.xml` file, specify the value of the `<skin-family>` element for the skin you want to use and, optionally, the `<skin-version>` element.

[Example 7-1](#) shows the configuration required to make a MAF application use the `mobileAlta-v1.4` skin.

Example 7-1 Configuration to Specify a Skin for an Application

```
<adfmf-config xmlns="http://xmlns.oracle.com/adf/mf/config">
  <skin-family>mobileAlta</skin-family>
  <skin-version>v1.4</skin-version>
</adfmf-config>
```

Note:

Set an EL expression as the value for the `<skin-family>` element if you want to dynamically select the skin the application uses at runtime. For more information, see [Enabling End Users Change an Application's Skin at Runtime](#).

7.4 Registering a Custom Skin

You register a custom skin by adding the property values to the `maf-skins.xml` file that identify the custom skin to your application.

To register a custom skin:

1. In the Applications window, expand **ApplicationController > Application Sources > META-INF** and double-click **maf-skins.xml**.
2. In the Structure window, right-click the **adfmf-skins** node and choose **Insert Inside adfmf-skins > skin**.
3. In the Insert skin dialog, complete the fields as follows:

- **family**—Enter a value for the family name of your skin.

You can enter a new name or specify an existing family name. If you specify an existing family name, you need to version skins, as described in [Versioning MAF Skins](#), to distinguish between skins that have the same value for family.

The value you enter is set as the value for a `<family>` element in the `maf-skins.xml` where you register the skin that you create. At runtime, the `<skin-family>` element in the application's `maf-config.xml` uses this value to identify the skin that an application uses.

- **id**—Enter an ID for the skin that uses one of the following naming formats: `skinFamily-version` or `skinFamily-version.platform`. For example, `mySkinFamily-v1.2.android`.
- **extends**—Enter the name of the parent skin that you want to extend. For example, if you want your custom skin to extend the `mobileAlta-v1.4` skin, enter `mobileAlta-v1.4`.

- **style-sheet-name**—Enter or select the name of the style sheet.
4. Click **OK**.

7.5 Versioning MAF Skins

You can specify version numbers for your skins in the `maf-skins.xml` file using the `<version>` element. Use this optional capability if you want to distinguish between skins that have the same value for the `<family>` element in the `maf-skins.xml` file. This capability is useful in scenarios where you want to create a new version of an existing skin in order to change some existing behavior. Note that when you configure an application to use a particular skin, you do so by specifying values in the `maf-config.xml` file, as described in section [Specifying a Skin for an Application to Use](#).

You specify a version for your skin by entering a value for the `<version>` element in the `maf-skins.xml` file.

Best Practice:

Specify version information for each skin that you register in the application's `maf-skins.xml` file.

To version a MAF skin:

1. In the Applications window, double-click the `maf-skins.xml` file. By default, this is in the **META-INF** node of the application controller project.
2. In the Structure window, right-click the **skin** node for the skin that you want to version and choose **Insert inside skin > version**.
3. In the Insert version dialog, select **true** from the default list if you want your application to use this version of the skin when no value is specified in the `<skin-version>` element of the `maf-config.xml` file, as described in [Specifying a Skin for an Application to Use](#).
4. Enter a value in the name field. For example, enter `v1` if this is the first version of the skin.
5. Click **OK**.

7.6 What Happens When You Version Skins

The version information that you configure for skins takes precedence over platform and device values when an application applies a skin at runtime. At runtime, a MAF application applies a device-specific skin before it applies a platform-specific skin. If skin version information is specified, the application first searches for a skin that matches the specified skin version value. If the application finds a skin that matches the skin version and device values, it applies this skin. If the application cannot find a skin with the specified skin version in the device-specific skins, it searches for a skin with the specified version in the platform-specific skins. If it does not find a skin that matches the specified version in the available platform-specific skins, it searches the base skins.

[Example 7-2](#) shows an example `maf-skins.xml` that references three skins (`customFamily-v1.iphone5,3`, `customFamily-v2.iPhone5,3` and `customFamily-v3.iPhone5,3`). Each of these skins have the same value for the

<family> element (`customFamily`). The values for the child elements of the <version> elements distinguish between each of these skins.

At runtime, an application that specifies `customFamily` as the value for the <skin-family> element in the application's `maf-config.xml` file uses `customFamily-v1.iphone5,3` because this skin is configured as the default skin in the `maf-skins.xml` file. You can override this behavior by specifying a value for the <skin-version> element in the `maf-config.xml` file, as described in [Specifying a Skin for an Application to Use](#). For example, if you specify `v2` as a value for the <skin-version> element in the `maf-config.xml` file, the application uses `customFamily-v2.iPhone5,3` instead of `customFamily-v1.iphone5,3` that is defined as the default in the `maf-skins.xml` file.

If you do not specify the skin version to pick (using the <skin-version> element in the `maf-config.xml` file), then the application uses the skin that is defined as the default using the <default>true</default> element in the `maf-skins.xml` file. If you do not specify a default skin, the application uses the last skin defined in the `maf-skins.xml` file. In [Example 7-2](#), the last skin to be defined is `customFamily-v3.iPhone5,3`.

Example 7-2 *maf-skins.xml File with Versioned Skin Files*

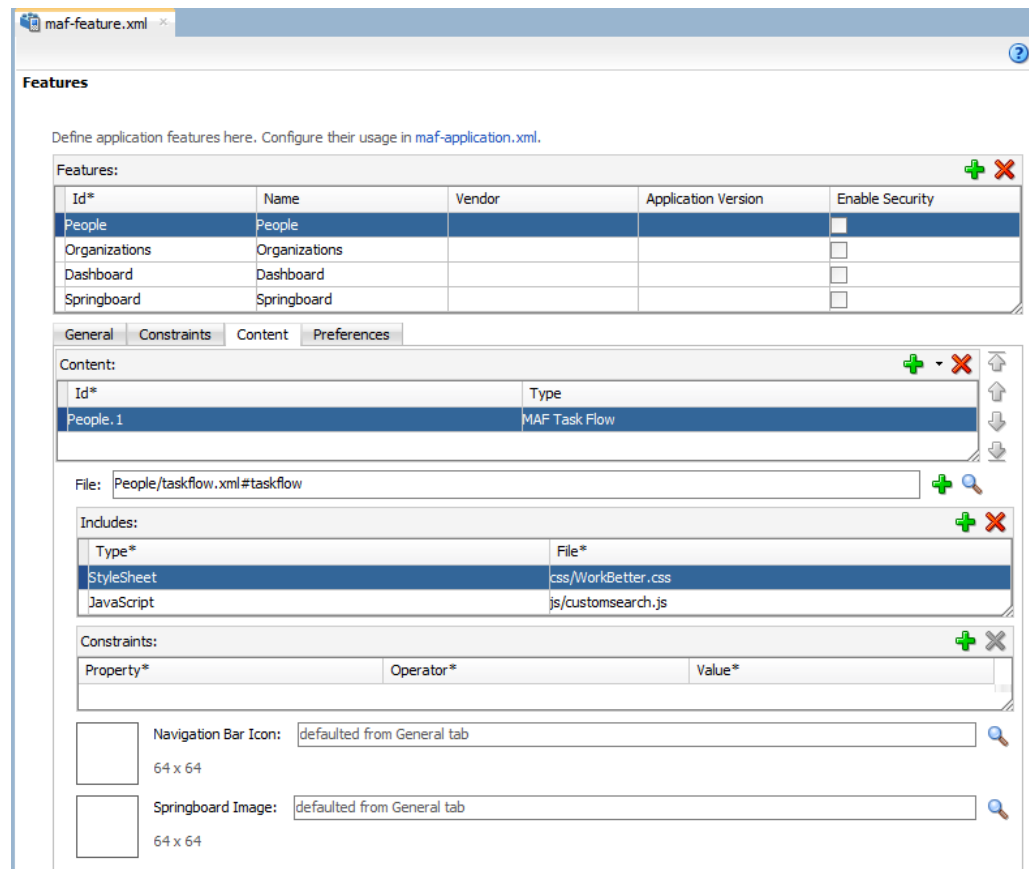
```
<?xml version="1.0" encoding="UTF-8" ?>
<admf-skins xmlns="http://xmlns.oracle.com/adf/mf/skin">
  <skin id="s1">
    <family>customFamily</family>
    <id>customFamily-v1.iphone5,3</id>
    <extends>customFamily-v1.iOS</extends>
    <style-sheet-name>iphone.css</style-sheet-name>
    <version>
      <default>true</default>
      <name>v1</name>
    </version>
  </skin>
  <skin id="s2">
    <family>customFamily</family>
    <id>customFamily-v2.iPhone5,3</id>
    <extends>customFamily-v1.iOS</extends>
    <style-sheet-name>iphone-v2.css</style-sheet-name>
    <version>
      <name>v2</name>
    </version>
  </skin>
  <skin id="s3">
    <family>customFamily</family>
    <id>customFamily-v3.iPhone5,3</id>
    <extends>customFamily-v1.iOS</extends>
    <style-sheet-name>iphone-v3.css</style-sheet-name>
    <version>
      <name>v3</name>
    </version>
  </skin>
</admf-skins>
```

7.7 Overriding the Default Skin Styles

For a MAF AMX application, you can designate a specific style for the application feature implemented as MAF AMX, thereby overriding the default skin styles set at the application-level within the `maf-config.xml` and `maf-skins.xml` files. You add individual styles to the application feature using a CSS file as the *Includes* file.

The Includes table in the overview editor for the `maf-feature.xml` file enables you to add a CSS to a MAF AMX application feature.

Figure 7-4 The Includes Table



Before you begin:

Create a MAF task flow as described in [Creating Task Flows](#). Create or add a CSS file for the skin. You can create the CSS file by selecting the view controller project and then choosing **New > CSS File**. Alternatively, you can package the CSS file in a JAR file as follows:

1. From the main menu, choose **Application > Project Properties**.
2. In the Project Properties dialog, select the **Libraries and Classpath** page and click **Add JAR/Directory**.
3. In the Add Archive or Directory dialog, navigate to the JAR file that contains the skin you want to import and click **Select**.

The JAR file appears in the Classpath Entries list.

4. Click **OK**.

How to add a style sheet to an application feature:

1. Click **Add** to create a new row in the Includes table.
2. In the Insert Include dialog, complete the following fields:
 - **File:** Browse to select the CSS style sheet to add.

- **Type:** Select **StyleSheet** from the dropdown list.
3. Click **OK**.

Note:

The .CSS file for the style sheet that you select must reside within the view controller project.

7.8 What You May Need to Know About Skinning

The CSS files defined in the `maf-skins.xml` file, illustrated in [Example 7-3](#), show how to extend a skin to accommodate the different display requirements of the Apple iPhone and iPad. These styles are applied in a descending fashion. The `SkinningDemo` sample application provides a demonstration of how customized styles can be applied when the application is deployed to different devices. This sample application is in the `PublicSamples.zip` file at the following location within the JDeveloper installation directory of your development computer:

```
jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples
```

For example, at the iOS level, the stylesheet (`mobileAlta` in [Example 7-3](#)) is applied to both an iPhone or an iPad. For device-specific styling, define the `<skin-id>` elements for the iPhone and iPad skins. The skinning demo application illustrates the use of custom skins defined through this element.

Example 7-3 Skinning Levels Defined in the `maf-skins.xml` File

```
<?xml version="1.0" encoding="UTF-8" ?>
<adfmf-skins xmlns="http://xmlns.oracle.com/adf/mf/skins">
  <skin>
    <id>mobileAlta-v1.4.iPhone5,3</id>
    <family>mobileAlta</family>
    <extends>mobileAlta-v1.4.iOS</extends>
    <style-sheet-name>skins/mobileAlta-v1.4.iphone.css</style-sheet-name>
  </skin>
  <skin>
    <id>mobileAlta-v1.4.iPad iPad4,1</id>
    <family>mobileAlta</family>
    <extends>mobileAlta-v1.4.iOS</extends>
    <style-sheet-name>skins/mobileAlta-v1.4.ipad.css</style-sheet-name>
  </skin>
  <!-- Skin Additions -->
  <skin-addition>
    <skin-id>mobileAlta-v1.4.iPhone5,3</skin-id>
    <style-sheet-name>skins/mystyles.iphone.addition1.css</style-sheet-name>
  </skin-addition>
  <skin-addition>
    <skin-id>mobileAlta-v1.4.iPhone5,3</skin-id>
    <style-sheet-name>skins/mystyles.iphone.addition2.css</style-sheet-name>
  </skin-addition>
  <skin-addition>
    <skin-id>mobileAlta-v1.4.iOS</skin-id>
    <style-sheet-name>skins/mystyles.ios.addition2.css</style-sheet-name>
  </skin-addition>
</adfmf-skins>
```

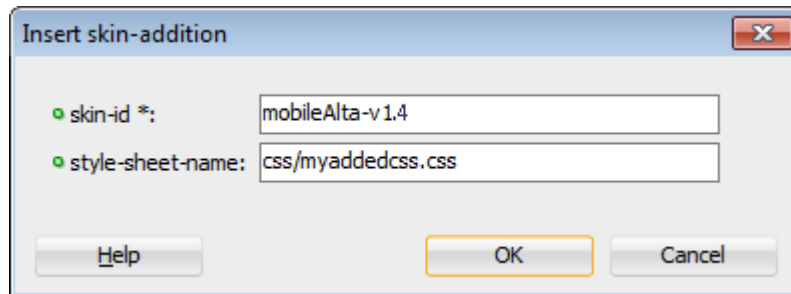
7.9 Adding a New Style Sheet to a Skin

You can add a CSS file to an existing skin instead of extending a skin.

To add a new style sheet to a skin

1. Drag and drop a `<skin-addition>` element from the Components window to the Structure window.
2. Populate the `<skin-addition>` element with the elements described in [Table 7-2](#) by completing the Insert skin-addition dialog, shown in [Figure 7-5](#).
 - Enter the identifier of the skin to which you want to add a new style.
 - Retrieve the location of the CSS file.

Figure 7-5 The Insert skin-addition Dialog



3. Click OK.

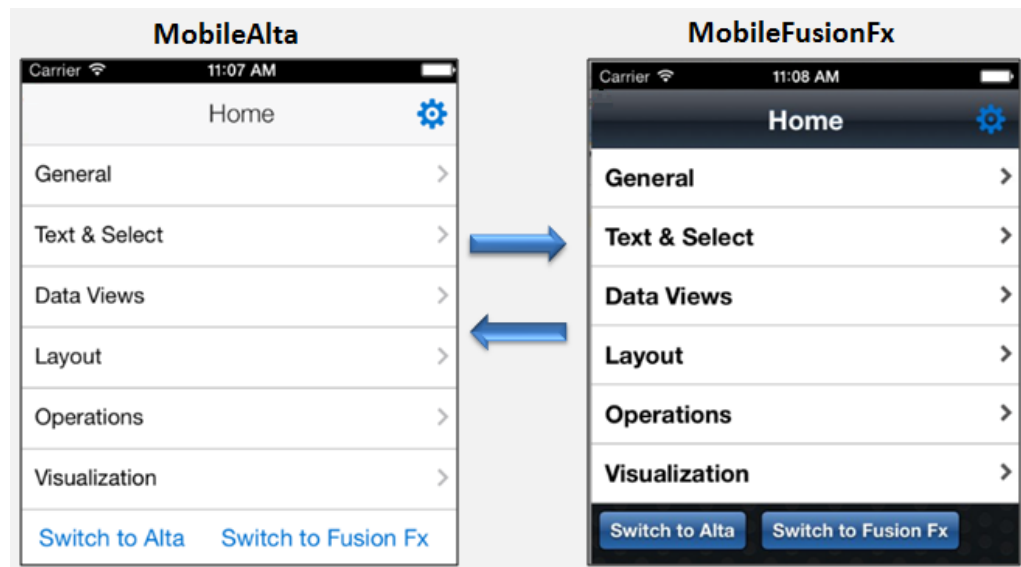
Caution:

Creating custom styles that use DOM-altering structures can cause MAF applications to hang. Specifically, the `display` property causes rendering problems in the HTML that is converted from MAF AMX. This property, which uses such values as `table`, `table-row`, and `table-cell` to convert components into a table, may result in table-related structures that are not contained within the appropriate parent table objects. Although this problem may not be visible within the application user interface itself, the logging console reports it through a Signal 10 exception.

7.10 Enabling End Users Change an Application's Skin at Runtime

You can configure your application to enable end users select an alternative skin at runtime. You might configure this functionality when you want end users to render the application using a skin that is more suitable for their needs.

[Figure 7-6](#) shows how you might implement this functionality by displaying buttons to allow end users to change the skin the application uses at runtime. Configure the buttons on the page to set a scope value that can later be evaluated by the `skin-family` property in the application's `maf-config.xml` file.

Figure 7-6 Changing an Application's Skin at Runtime (on iOS)

You enable end users change an application's skin by exposing a component that allows them to update the value of the `skin-family` property in the application's `maf-config.xml` file.

To enable end users change an application's skin at runtime:

1. Open the page where you want to configure the component(s) that you use to set the skin family property in the `maf-config.xml` file.
2. Configure a number of components (for example, button components) that allow end users to choose one of a number of available skins at runtime, as shown in [Figure 7-6](#).

The following example shows how you configure `amx:commandButton` components that allow end users to choose available skins at runtime, as shown in [Figure 7-6](#). Each `amx:commandButton` component specifies a value for the `actionListener` attribute. This attribute passes an `actionEvent` to a method (`skinMenuAction`) on a managed bean named `skins` if an end user clicks the button.

```
...
<amx:commandButton text="Switch to Alta"
    actionListener="#{applicationScope.SkinBean.switchToMobileAlta}" id="cb1"/>
<amx:commandButton text="Switch to Fusion Fx"
    actionListener="#{applicationScope.SkinBean.switchToMobileFusionFx}"
    id="cb2"/>
...
```

3. Write a managed bean in the application's view controller project to store the value of the skin selected by the end user. [Example 7-4](#) shows a method that takes the value the end user selected and uses it to set the value of `skinFamily` in the managed bean. [Example 7-4](#) also shows a method that resets all features in the application to use the new skin. [Example 7-4](#) also makes use of the `PropertyChangeSupport` and `PropertyChangeListener` objects described in [About Data Change Events](#).
4. In the Applications window, expand the **Application Resources** panel, expand **Descriptors > ADF Meta-INF** node and double-click the `maf.config.xml` file.

5. In the `maf-config.xml` file, write an EL expression to dynamically evaluate the skin family:

```
<skin-family>#{applicationScope.SkinBean.skinFamily}</skin-family>
```

Example 7-4 Managed Bean to Change an Application's Skin

```
package application;

import javax.el.ValueExpression;
import oracle.adfmf.amx.event.ActionEvent;
import oracle.adfmf.framework.FeatureInformation;
import oracle.adfmf.framework.api.AdfmfContainerUtilities;
import oracle.adfmf.framework.api.AdfmfJavaUtilities;
import oracle.adfmf.java.beans.PropertyChangeListener;
import oracle.adfmf.java.beans.PropertyChangeSupport;

public class SkinBean {

    private String skinFamily = "mobileAlta";
    private PropertyChangeSupport propertyChangeSupport = new
PropertyChangeSupport(this);

    public void setSkinFamily(String skinFamily) {
        String oldSkinFamily = this.skinFamily;
        this.skinFamily = skinFamily;
        propertyChangeSupport.firePropertyChange("skinFamily", oldSkinFamily,
skinFamily);
    }

    public String getSkinFamily() {
        return skinFamily;
    }

    public void addPropertyChangeListener(PropertyChangeListener l) {
        propertyChangeSupport.addPropertyChangeListener(l);
    }

    public void removePropertyChangeListener(PropertyChangeListener l) {
        propertyChangeSupport.removePropertyChangeListener(l);
    }

    public void switchToMobileAlta(ActionEvent ev){
        this.switchSkinFamily("mobileAlta");
    }

    public void switchToMobileFusionFx(ActionEvent ev) {
        this.switchSkinFamily("mobileFusionFx");
    }

    public void switchSkinFamily(String family) {
        this.setSkinFamily(family);
        // reset all the features individually as follows to load the new skin
        FeatureInformation[] features = AdfmfContainerUtilities.getFeatures();
        for (int i = 0; i < features.length; i++) {
            AdfmfContainerUtilities.resetFeature(features[i].getId());
        }
    }
}
```

7.11 What Happens at Runtime: How End Users Change an Application's Skin

At runtime, the end user uses the component that you exposed to select another skin. This component submits the value that the end user selected to a managed bean that, in turn, sets the value of a managed bean property (`skinFamily`). At runtime, the `<skin-family>` property in the `maf-config.xml` file reads the value from the managed bean using an EL expression. The managed bean in [Example 7-4](#) also reloads the features in the application to use the newly-specified skin.

Tip:

Similar to the `<skin-family>` property, you can use an EL expression to set the value of the `<skin-version>` property in the `maf-config.xml` file at runtime.

Reusing MAF Application Content

This chapter introduces Feature Archive (FAR) files and describes how you can package application feature content into these files for reuse in one or more MAF applications.

This chapter includes the following sections:

- [Introduction to Feature Archive Files](#)
- [Using FAR Content in a MAF Application](#)
- [What Happens When You Add a FAR as a Library](#)
- [What Happens When You Add a FAR as a View Controller Project](#)
- [What You May Need to Know About Enabling the Reuse of Feature Archive Resources](#)

8.1 Introduction to Feature Archive Files

Application features, when packaged into a JAR file known as a Feature Archive file (FAR), provide reusable content that can be consumed by other MAF applications. A MAF application can consume one or more FAR files. A FAR file contains everything that an application feature requires, such as icon images, resource bundles, HTML files, JavaScript files, and other implementation-specific files.

A FAR also contains one `maf-feature.xml` file, which identifies each of the packaged application features by a unique ID. You can edit this file to update application feature properties, such as content implementation (MAF AMX, Local HTML, Remote URL), display properties based on such factors as user roles and privileges, or device properties.

You can add a FAR as either an application library or as a view controller project. You cannot customize the FAR's contents when you add it as project library, nor can you reuse its individual artifacts. A MAF application consumes the FAR in its entirety when it is added as a library file. For example, a FAR's task flow cannot be the target of a task flow call activity. Adding a FAR as a view controller project, however, enables you to customize its artifacts, as described in [Customizing MAF Application Artifacts with MDS](#).

8.2 Using FAR Content in a MAF Application

An application feature is made available to a MAF application by adding it to the consuming application's class path.

Note:

You can only add the FAR to the application controller project; you cannot add a FAR to the view controller project.

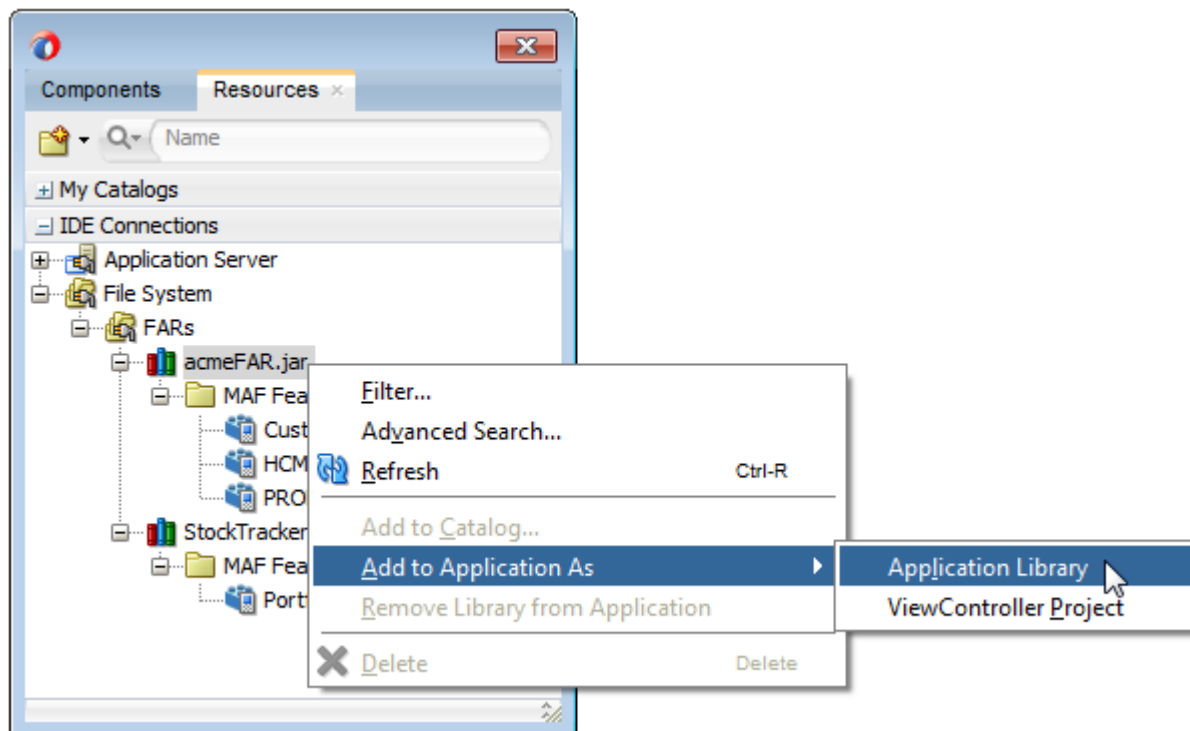
Before you begin:

Deploy the application feature as a Feature Archive file, as described in [How to Deploy the Feature Archive Deployment Profile](#).

How to add application feature content to a MAF application as a library:

1. Open the Resources window, and click **New > IDE Connections > File System**.
2. Complete the File Systems Connection dialog to create a file connection to the directory that contains the Feature Archive JAR file. For more information, refer to the Oracle JDeveloper Online help.
3. Right-click the Feature Archive file (which is noted as a JAR file) in the Resources window.
4. Click **Add to Application As > Library** to add the consuming application's classpath, as shown in [Figure 8-1](#).

Figure 8-1 Adding a FAR to a MAF Application as a Library

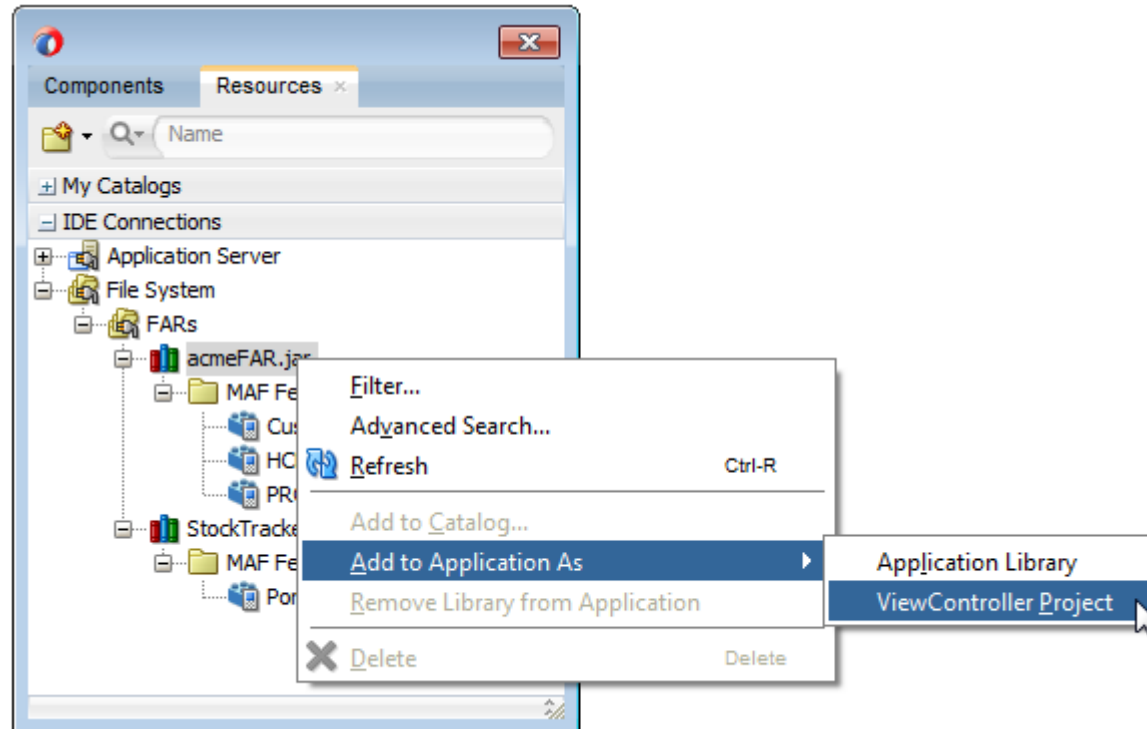
**Tip:**

Click **Remove Library from Application** to remove the feature archive JAR from the consuming application's classpath.

How to add a FAR as a view controller project:

1. Open the Resources window and click **New > IDE Connections > File System**.
2. Complete the File Systems Connection dialog to create a file connection to the directory that contains the Feature Archive JAR file. For more information, refer to the Oracle JDeveloper Online help.
3. Right-click the Feature Archive file (which is noted as a JAR file) in the Resources window.
4. Click **Add to Application As > ViewController Project** as shown in [Figure 8-2](#).

Figure 8-2 Adding a FAR to a MAF Application as a View Controller Project

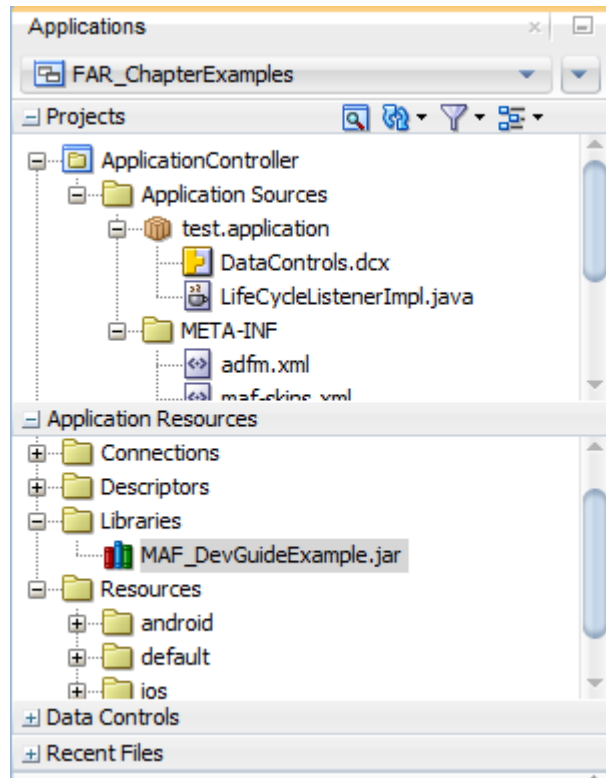


8.3 What Happens When You Add a FAR as a Library

After you add a FAR as a library (or manually to the application's classpath):

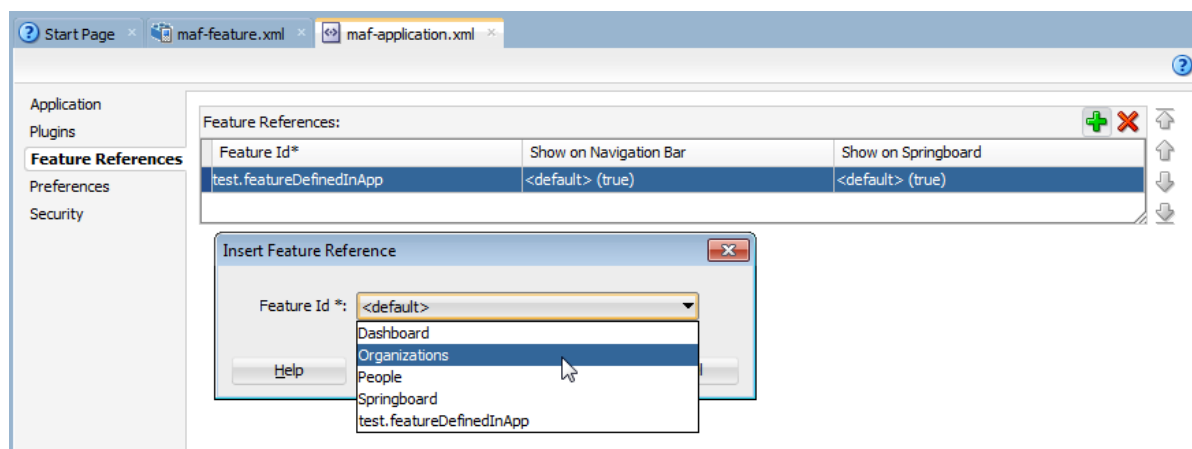
- The contents of the FAR display in the Application Resources under the **Libraries** node, as shown in [Figure 8-3](#).

Figure 8-3 The FAR JAR File in the Application Resources of the Consuming Application



- Every application feature declared in the `maf-feature.xml` files included in the JARs becomes available to the consuming application, as illustrated by [Figure 8-4](#) where the dropdown list IDs of the available application features in the JAR in addition to the one that has already been defined in the application.

Figure 8-4 Referencing the Application Features Defined in Various `maf-feature.xml` Files



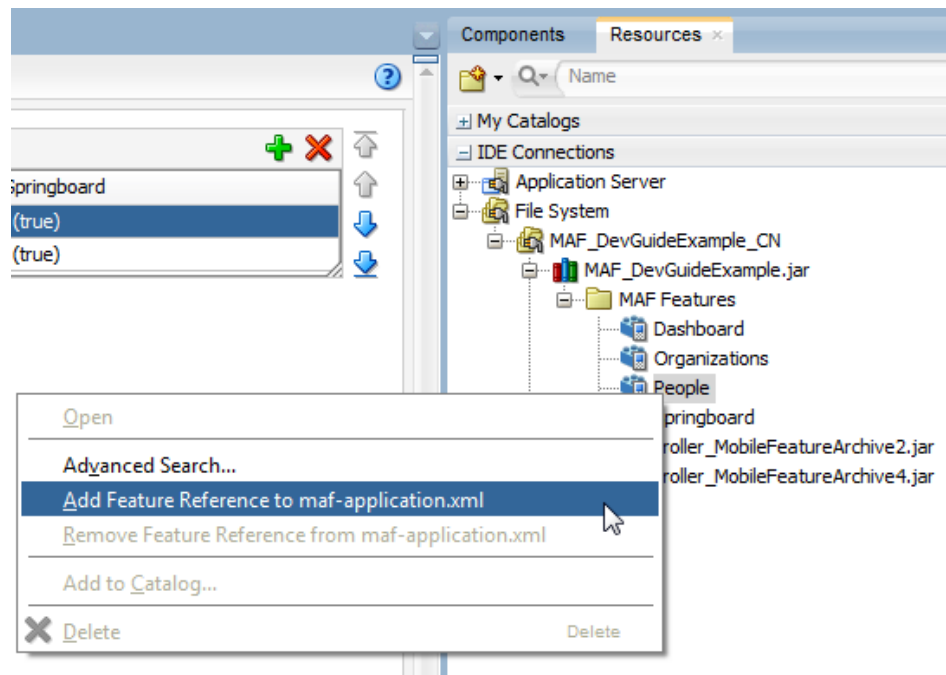
Tip:

Manually adding the Feature Archive JAR to the application classpath also results in the application features displaying in the Insert Feature Reference dialog.

Alternatively, you can add or remove an application feature from the Resources window as follows:

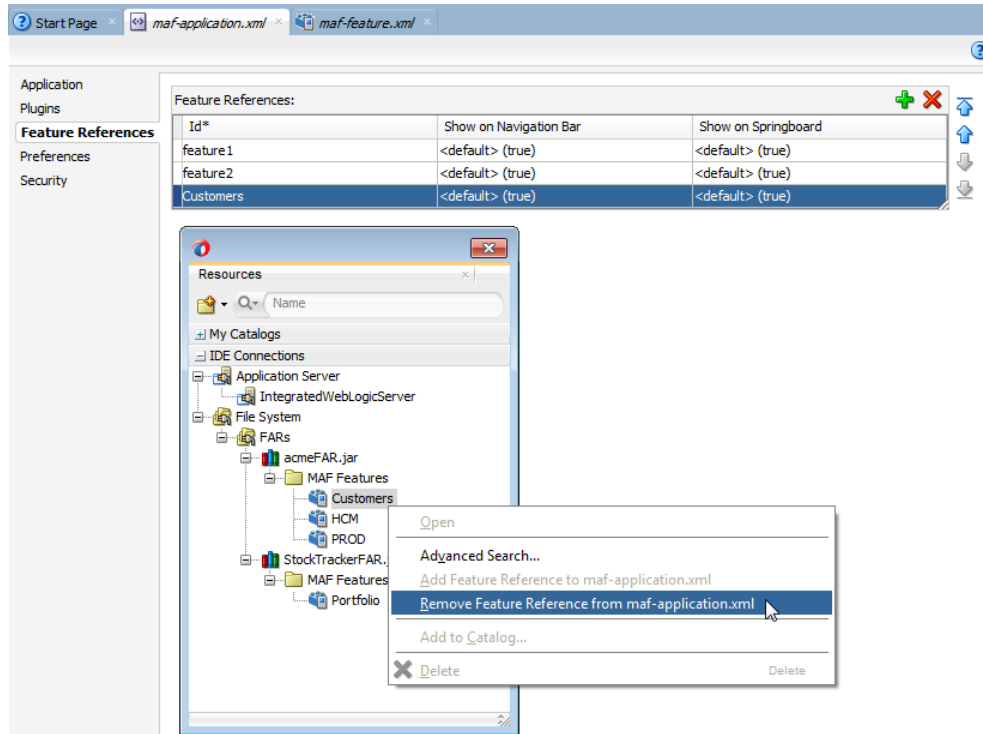
1. Expand the feature archive JAR in the Resources window.
2. From the MAF Features folder, right-click an application feature.
3. Choose **Add Feature Reference to maf-application.xml**, as shown in [Figure 8-5](#), or **Remove Feature Reference from maf-application.xml**, shown in [Figure 8-6](#). [Figure 8-5](#) illustrates adding an application feature called People from `MAF_DevGuideExample.jar`.

Figure 8-5 Adding a Feature Reference



[Figure 8-6](#) illustrates removing an application feature reference from the `maf-application.xml` file.

Figure 8-6 Removing a Feature Reference

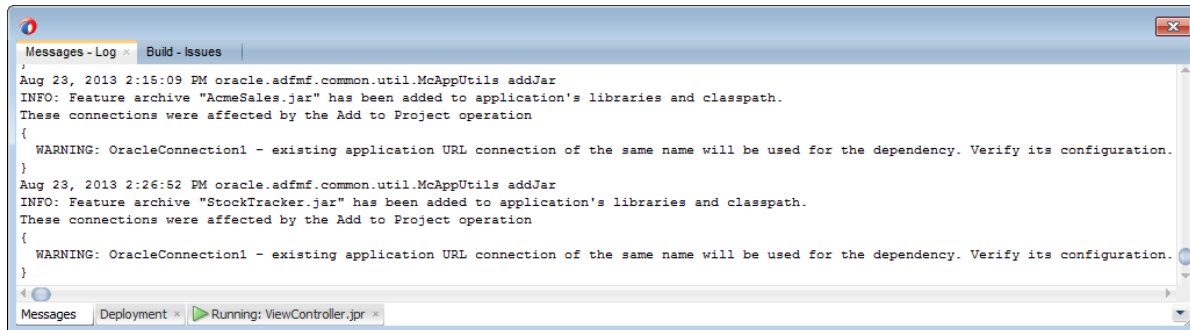


- The information in the `connections.xml` file located in the Feature Archive JAR is merged into the consuming application's `connections.xml` file. The Log window, shown in Figure 8-7, displays naming conflicts.

Note:

You must verify whether the connections are valid in the consuming application.

Figure 8-7 The Messages Log Window Showing Name Conflicts for Connections



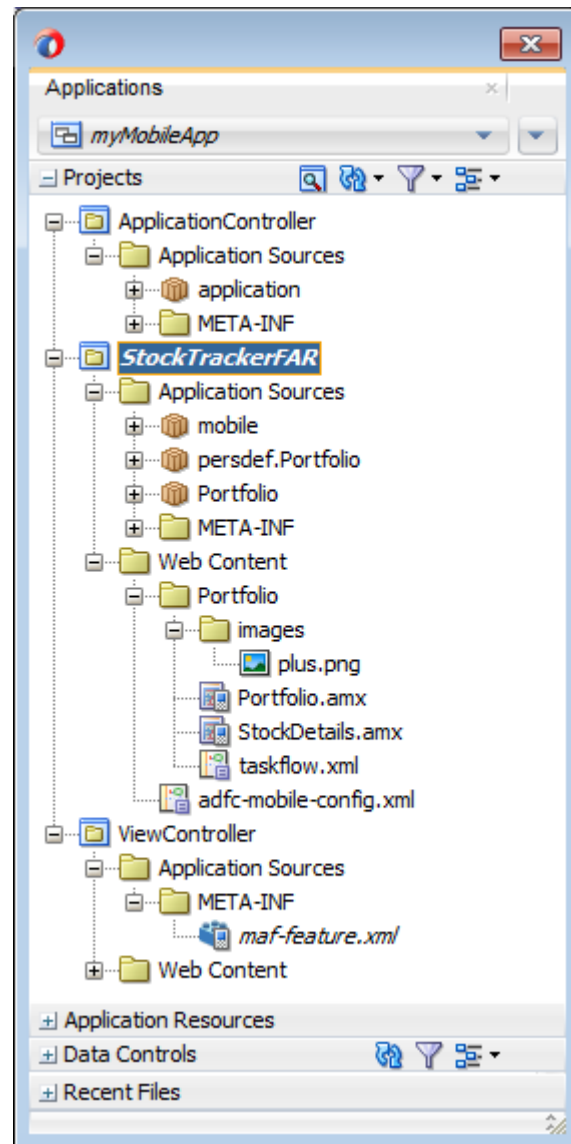
8.4 What Happens When You Add a FAR as a View Controller Project

When you add a FAR as a view controller project:

- MAF generates a view controller project that bears the same name as the imported FAR. Figure 8-8 illustrates how MAF creates a view controller project (a `.jpr` file) for an imported FAR file called *StockTracker* (which is illustrated as

StockTrackerFAR.jar in Figure 8-2). This view controller project contains the default structure and metadata files of a MAF view controller project, as described in [About the View Controller Project Resources](#). In particular, the FAR view controller project includes the `maf-feature.xml` file. If the MAF application contains other view controller projects, you must ensure that none of these projects include application features with the same ID. See also [What You May Need to Know About Enabling the Reuse of Feature Archive Resources](#).

Figure 8-8 *The Imported FAR as a View Controller Project within a MAF Application*



- As with a FAR imported as a library, the information in the `connections.xml` file located in the Feature Archive JAR is merged into the consuming application's `connections.xml` file. MAF will create a `connections.xml` file if one does not already exist in the target application.
- MAF makes any `.class` and JAR files included in the FAR available as a library to the view controller project by copying them into its `lib` directory (such as `C:`

`\jdeveloper\mywork\application\FAR view controller project
\lib`). MAF compiles these files into a file called `classesFromFar.jar`.

- Unlike a FAR imported as a library, you can customize the files of a view controller project.

Note:

Because the original resource bundles included in FAR might not be usable in the generated view controller project, you must create new resource bundles within the project as described in [Enabling Customizations in Resource Bundles](#).

- Like a FAR imported as a library, every application feature declared in the FAR's `maf-feature.xml` file becomes available to the consuming application.

8.5 What You May Need to Know About Enabling the Reuse of Feature Archive Resources

To ensure that the resources of a FAR can be used by an application, both the name of the FAR and its feature reference IDs must be globally unique. Ensure that there are no duplicate feature reference IDs in the `maf-application.xml` file. Within the FAR itself, the `DataControl.dcx` file must be in a unique package directory. Instead of accepting the default names for these package directories, create a unique package hierarchy for the project. Use a similar package naming system for the feature reference IDs too.

Using Plugins in MAF Applications

This chapter describes how to enable the core plugins that MAF provides for use in MAF applications, how to register additional plugins, how to import a plugin from a FAR, and how to package plugins in your MAF application for deployment.

This chapter includes the following sections:

- [Introduction to Using Plugins in MAF Applications](#)
- [Enabling a Core Plugin in Your MAF Application](#)
- [Registering Additional Plugins in Your MAF Application](#)
- [Deploying Plugins with Your MAF Application](#)
- [Importing Plugins from a Feature Archive File](#)
- [Using a Plugin in a MAF Application](#)

9.1 Introduction to Using Plugins in MAF Applications

MAF packages a number of Cordova plugins. A MAF application uses these plugins to interact with the device on which it is deployed. *Core plugins* are the plugins that MAF provides by default. View these plugins in the overview editor of `maf-application.xml`. Examples include the Email and Contacts plugins that MAF applications use to access email and contact functionality from a device.

View the Cordova versions used by the Android, iOS, and Windows platforms in the overview editor of the `maf-application.xml` file.

Select a plugin in the Core Plugins list, as shown in [Figure 9-1](#) to view a description of the plugin. By default, a newly-created MAF application enables only one core plugin, the Network Information plugin. Enable or disable these core plugins, as described in [Enabling a Core Plugin in Your MAF Application](#).

Note:

All applications on iOS devices have network access by default. You cannot change this behavior. If an application that is deployed to an Android device does not require network access, disable the Network Information plugin. The Network Information plugin must be enabled to facilitate remote debugging of an application running on an Android emulator or device.

You can register additional plugins if the core plugins that MAF provides by default do not meet the requirements of your MAF application. For more information, see “Introduction to custom Cordova plugin development” at http://blogs.oracle.com/mobile/entry/introduction_to_custom_cordova_plugin and [Registering Additional](#)

Plugins in Your MAF Application. Once you have either enabled the core plugin or registered any additional plugins for your MAF application, you create content in an application feature that accesses the functionality of the plugin. For more information, see [Using a Plugin in a MAF Application](#).

The deployment of a MAF application may fail, after the registration of additional plugins, for the following reasons:

- Filename conflicts between plugins that your MAF application uses.
- The additional plugins that were registered require dependent plugins for proper functioning.

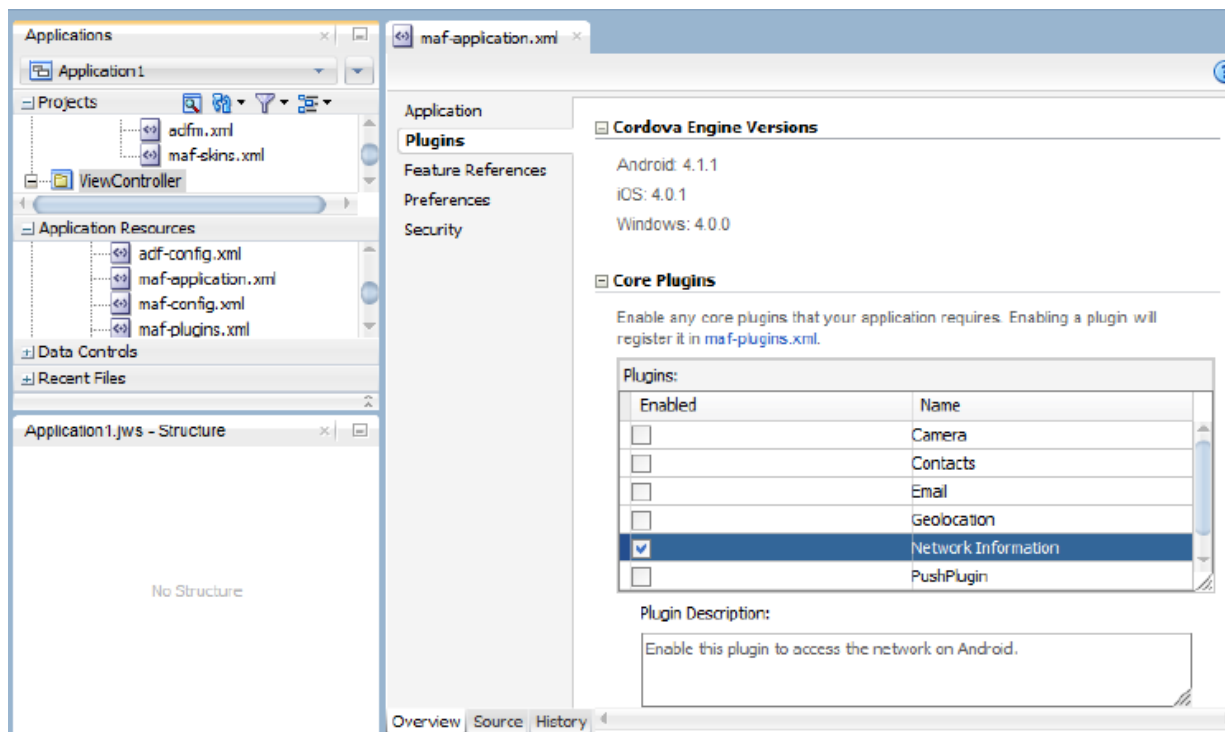
For more information, see [Deploying Plugins with Your MAF Application](#).

To migrate a MAF application created with an earlier release of MAF, see the “Migrating Cordova Plugins from Earlier Releases to MAF 2.3.0” section in *Installing Oracle Mobile Application Framework*.

Note:

Editing the `maf-application.xml` file to manage plugins in an application results in revisions to the `maf-plugins.xml` file. The **ADF-META-INF** node of the Application Resources pane from which both files are accessed, is shown in [Figure 9-1](#).

Figure 9-1 *Plugins in the Overview Editor of maf-application.xml*



9.2 Enabling a Core Plugin in Your MAF Application

By default, newly-created MAF applications enables only one core plugin (Network Information plugin). Enable or disable additional core plugins so that your MAF application can access the associated device functionality.

9.2.1 How to Enable a Core Plugin in Your MAF Application

You enable a core plugin using the overview editor for your MAF application's `maf-application.xml` file.

To enable a core plugin in your MAF application:

1. In the Applications window, expand the Application Resources panel.
2. In the Application Resources panel, expand **Descriptors** and then **ADF META-INF**.
3. Double-click the `maf-application.xml` file and in the overview editor that appears, click the **Plugins** navigation tab
4. Expand the Core Plugins section and select the plugin that allows your application access features.

For example, if you want your MAF application to be able to send an SMS message, select the checkbox for the SMS plugin.

9.2.2 What Happens When You Enable a Core Plugin in Your MAF Application

Once you enable a plugin in the overview editor, JDeveloper edits the application's `maf-plugins.xml` file with entries that identify the enabled plugins in your MAF application. [Example 9-1](#) shows the entries for a MAF application where the Email and Network Information plugins have been enabled. Enabling these plugins is a prerequisite to your MAF application using the device's email client and accessing the internet.

Example 9-1 Enabled Core Plugins in maf-plugins.xml File

```
<?xml version="1.0" encoding="UTF-8" ?>
<maf-plugins xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns="http://
xmlns.oracle.com/adf/mf">
  <cordova-plugins>
    <core-cordova-plugin id="c1" pluginId="cordova-plugin-network-information"/>
    <core-cordova-plugin id="c2" pluginId="com.oracle.maf.email"/>
  </cordova-plugins>
</maf-plugins>
```

9.3 Registering Additional Plugins in Your MAF Application

Register additional plugins in your MAF application when you require functionality in your MAF application not provided by the core plugins that MAF delivers.

9.3.1 How to Register an Additional Plugin

To register an additional plugin for a MAF application, use the overview editor of the `maf-application.xml` file of the application.

Before you begin, ensure that the application, and the plugin to be registered with the application, are stored on the same drive. If, for example, you store your application on the C: drive in a Windows environment, you must also store the plugin that you want to register with the application on the C: drive. This ensures that JDeveloper, using a relative path, successfully registers the plugin with your application.

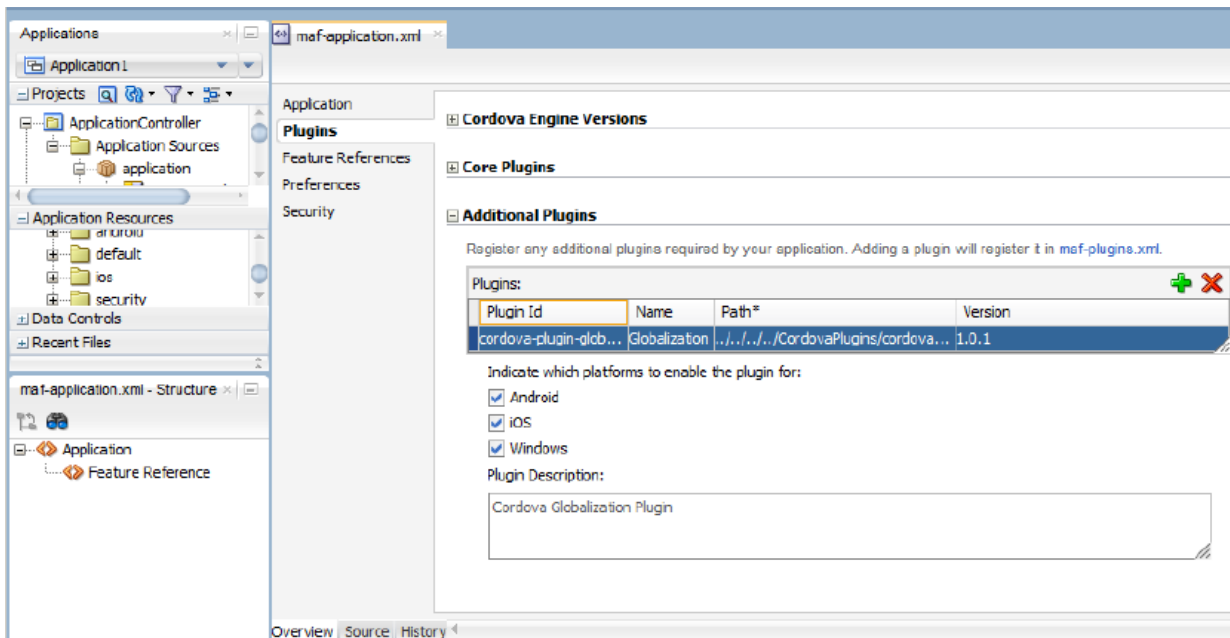
To register an additional plugin for a MAF application:

1. In the Applications window, expand the Application Resources panel.
2. In the Application Resources panel, expand **Descriptors** and then **ADF META-INF**.
3. Double-click the **maf-application.xml** file and in the overview editor that appears, click the **Plugins** navigation tab.
4. Expand the Additional Plugins section, and click the **Add** icon to display the dialog.
5. Browse to and select the directory that stores the plugin to be registered with your application.

9.3.2 What Happens When You Register an Additional Plugin for Your MAF Application

Once you select the source files for the plugin you want your MAF application to use, JDeveloper edits the application's `maf-plugins.xml` file with entries that identify the enabled plugins in your MAF application. [Example 9-2](#) shows the entries in a `maf-plugins.xml` file where the Globalization plugin shown in [Figure 9-2](#) has been registered with the MAF application.

Figure 9-2 Additional Plugins in the Overview Editor of maf-application.xml



Example 9-2 Additional Plugin in maf-plugins.xml File

```
<?xml version="1.0" encoding="UTF-8" ?>
<maf-plugins xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns="http://
xmlns.oracle.com/adf/mf">
  <cordova-plugins>
```

```

<core-cordova-plugin id="c1" pluginId="cordova-plugin-network-information"/>
<cordova-plugin id="c2" pluginId="cordova-plugin-globalization"
  path="../../../../../../CordovaPlugins/cordova-plugin-globalization/">
  <platform id="p1" name="android" enabled="true"/>
  <platform id="p2" name="ios" enabled="true"/>
  <platform id="p3" name="windows" enabled="true"/>
</cordova-plugin>
</cordova-plugins>
</maf-plugins>

```

9.4 Deploying Plugins with Your MAF Application

The deployment of a plugin with your MAF application depends on the chosen method of deployment.

Deployment to a FAR

A deployment to a FAR includes a copy of the `maf-plugins.xml` file of the application named `jar-maf-plugins.xml`. It is identical to the `maf-plugins.xml` file of the application with the exception that the `path` attribute value of each plugin is an empty string. A FAR deployment does not include the source files for the plugin.

Deployment to a Mobile Application Archive File

A deployment to a Mobile Application Archive File includes a copy of the `maf-plugins.xml` file of the application with all `path` attributes set to an empty string.

Deployment Using an Android, iOS, or Windows Deployment Profile

During deployments using an Android, iOS or Windows deployment profile, JDeveloper invokes tools that build and deploy the application. These tools, in turn, invoke the Cordova plugman tool to install the configured plugins from their source location to the deployment folder.

Resolving Naming Conflicts Between Plugins

Deployment can fail due to naming conflicts if more than one plugin used by your MAF application contains resource files with the same name. For example, deployment fails if a MAF application uses two plugins that both have a resource file name `arrays.xml`.

To resolve these naming conflicts, rename the resource file in the plugin that conflicts with the resource file name in the other plugin. Update the reference to the resource file in the `plugin.xml` file of the first plugin. In our example, this requires you to rename the `array.xml` resource file name of the first plugin to `pluginone_arrays.xml` and edit the `plugin.xml` file of the plugin as follows:

```

<source-file src="src/android/LibraryProject/res/values/pluginone_arrays.xml"
  target-dir="res/values"/>

```

Adding Missing Dependent Plugins

Deployment can fail if an additional plugin that your MAF application uses does not locate the plugins that it requires (dependent plugins). This scenario can arise if you work behind a firewall. At deployment time, JDeveloper invokes the tools of Apache Cordova to manage plugins dependencies. These tools may fail to download dependent plugins if their proxy settings are not configured to allow the download of dependent plugins. To work around this scenario, download the missing dependent plugin, and add it to your MAF application. You add the missing dependent plugin the same way as other plugins that you want to add to your MAF application. For more information, see [Registering Additional Plugins in Your MAF Application](#). After

you add the dependent plugin, make sure that it appears before the plugin that requires it in the `maf-plugins.xml` file, as demonstrated in [Example 9-3](#).

Example 9-3 Adding Dependent Plugins to the MAF Application

```
<maf-plugins xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns="http://xmlns.oracle.com/adf/mf">
  <cordova-plugins>
    ....
    <cordova-plugin id="c2" pluginId="com.example.dependent.dependentPlugin"
      path="../../../../../../plugins/Dependent-Plugin-Required-By-PluginWithID_c3/">
    ...
    <cordova-plugin id="c3" pluginId="com.example.plugin"
      path="../../../../../../plugins/AdditionalPlugin/">
    ...
  </cordova-plugins>
</maf-plugins>
```

9.5 Importing Plugins from a Feature Archive File

When you import a FAR that contains a `jar-maf-plugins.xml` file to your application, the content in the `jar-maf-plugins.xml` file merges with the `maf-plugins.xml` file of the consuming application. JDeveloper logs information about the merge to its Messages window.

If the plugin to import from the FAR already exists in the `maf-plugins.xml` file of the consumer application, JDeveloper logs a message that the plugin exists in the application, and will not be merged.

If the plugin to import from the FAR does not exist in the `maf-plugins.xml` file of the consumer application, JDeveloper adds the plugin to the `maf-plugins.xml` file of the application. In this scenario, you need to set the path to the newly-imported plugin, as described in [Registering Additional Plugins in Your MAF Application](#).

9.6 Using a Plugin in a MAF Application

Once you register a plugin or enable a core plugin in your MAF application, you can create content in the MAF application that uses the plugin.

See "Integrating a custom Cordova plugin into a MAF app" at http://blogs.oracle.com/mobile/entry/integrating_a_custom_cordova_plugin for information about how you can invoke a plugin from Java, from a MAF AMX page, and from local HTML.

The BarcodeDemo sample application also demonstrates how you can accomplish this task.

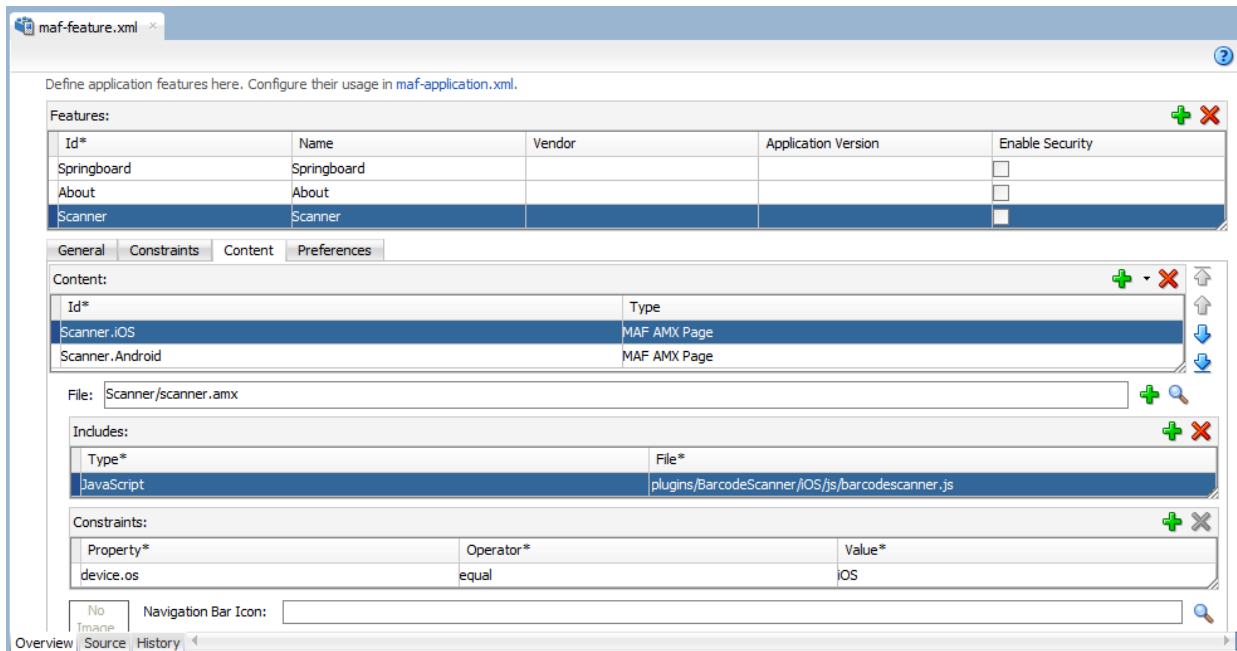
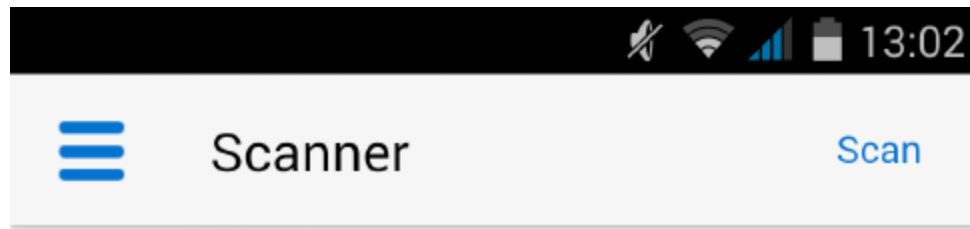
Figure 9-3 Platform-Specific Content and Constraint To Access a Plugin

Figure 9-4 shows a button (**Scan**) in the MAF AMX page that the BarcodeDemo sample application renders on the end user's device at runtime. This button invokes a managed bean method and the managed bean method invokes a JavaScript function that calls the BarcodeScanner plugin.

Figure 9-4 Command Button Invoking Managed Bean Method to Access Plugin

INSTRUCTIONS

1. Press the Scan button in the header to launch the barcode scanner.
2. Position the rear camera so that a barcode is displayed inside the view finder rectangle. The barcode will be automatically scanned.

SCAN DETAILS

NO BARCODE SCANNED YET

[Example 9-4](#) shows a number of code extracts from the BarcodeDemo sample application.

Other sample applications, apart from the BarcodeDemo sample application, that demonstrate how to use additional plugins in MAF applications are BeaconDemo, FakeBeacon, and DatePicker. For information about how to access and use these sample applications, see [MAF Sample Applications](#).

Example 9-4 Using the Barcode Scanner Plugin

```
<!-- The following code snippet from the scanner.amx file shows how the Scan button invokes the
scanBarcode method in the managed bean -->
<amx:commandButton text="Scan" id="c12" actionListener="#{viewScope.BarcodeBean.scanBarcode}"/>
```

```
<!-- The following code snippet from the BarcodeBean.java file shows how the scanBarcode managed
bean method invokes a JavaScript function -->
public void scanBarcode (ActionEvent event)
{
    // Invokes a JavaScript function named "scanBarcodeFromJavaBean"
    AdfmfContainerUtilities.invokeContainerJavaScriptFunction(AdfmfJavaUtilities.getFeatureId(),
                                                            "scanBarcodeFromJavaBean",
                                                            new Object[] { });
}
```

```
<!-- The following code snippet from the scanner.js file shows how the JavaScript function accesses
```


the barcode scanner and sets the resulting value in a managed bean field.-->

```
function scanBarcodeFromJavaBean(options)
{
    cordova.plugins.barcodeScanner.scan(
        function(result)
        function onSuccess(result) {
            adf.mf.api.setValue( { "name": "#{viewScope.BarcodeBean.barcodeError}",
                                "value": ""},
                                function() {},
                                function() {});

            adf.mf.api.setValue( { "name": "#{viewScope.BarcodeBean.barcodeResult}",
                                "value": result.text},
                                function() {},
                                function() {});

            adf.mf.api.setValue( { "name": "#{viewScope.BarcodeBean.barcodeFormat}",
                                "value": result.format},
                                function() {},
                                function() {});

            adf.mf.api.setValue( { "name": "#{viewScope.BarcodeBean.barcodeCancelled}",
                                "value": result.cancelled == 1 ? "Yes" : "No"},
                                function() {},
                                function() {});
        }
    )

    function onError(error) {
        adf.mf.api.setValue( { "name": "#{viewScope.BarcodeBean.barcodeError}",
                            "value": "ERROR: " + error.text},
                            function() {},
                            function() {});
    }

    // Callable externally
    scanBarcodeFromJavaBean = function() {
        cordova.plugins.barcodeScanner.scan(onSuccess, onError);
    }
}
```

Customizing MAF Application Artifacts with MDS

This chapter describes how to use Oracle Metadata Services (MDS) to preform customization of MAF application-level artifacts.

This chapter includes the following sections:

- [Introduction to Applying MDS Customizations to MAF Files](#)
- [Configuring Customization Layers](#)
- [Creating Customization Classes](#)
- [Consuming Customization Classes](#)
- [Understanding a Customization Developer Role](#)
- [Enabling Customizations in Resource Bundles](#)
- [Upgrading a MAF Application with Customizations](#)

10.1 Introduction to Applying MDS Customizations to MAF Files

You can use Oracle Metadata Services (MDS) to rebrand, customize, and personalize your MAF application at design time. MDS enables a single application to adapt to different industries, locations, or user groups. In the latter case, for example, you can use MDS to tailor the look and feel to a user group or user responsibility.

A customized application contains a base application along with one or more layers of customizations. An application can have multiple customization layers and each layer can have multiple layer values. You can apply these layer values in a specified order in terms of precedence on top of the base metadata.

MAF supports the MDS seeded customization pattern, in which you adapt a general application to a particular group, such as a specific industry or a site by defining layers of customization that are applied at design time. These seeded customizations exist as part of the deployed application and endure for the life of a given deployment.

You can customize the following artifacts of a MAF application using MDS:

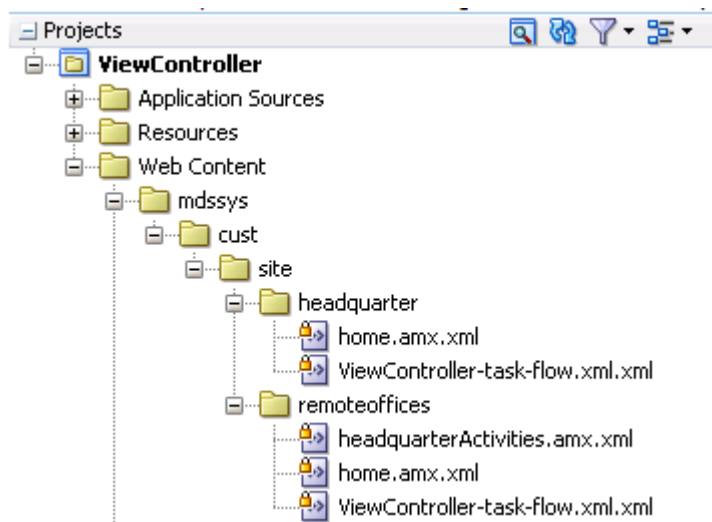
- The `maf-feature.xml` file
- The `maf-skins.xml` file
- The `maf-application.xml` file
- The `maf-config.xml` file

- MAF AMX files and metadata files (see [Customizing MAF AMX Application Feature Artifacts](#)).

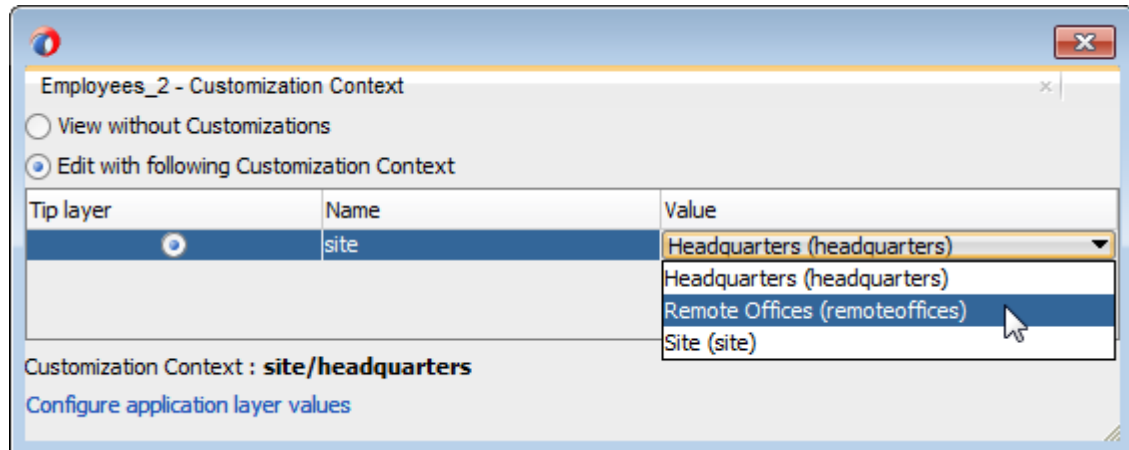
10.2 Customizing MAF Applications with MDS

You customize a MAF application using MDS by performing the following:

1. Defining one or more global or application-specific customization layers. For more information, see [Configuring Customization Layers](#).
2. Creating a customization class that MDS uses to determine which customization to apply to the base application. Each customization class defines a base customization layer. For more information, see [Creating Customization Classes](#).
3. Enabling the JDeveloper design time to access the customization by packaging the customization class (a . java file) as a JAR file and then adding this JAR file to one of the projects of the MAF application. For more information, see [Consuming Customization Classes](#).
4. Adding the customization class to the `cust-config` section of the `adf-config.xml` file to register the customization classes in the order of precedence.
5. Launching JDeveloper in the Customization Developer role (or switching to that role). For more information, see [Understanding a Customization Developer Role](#).
6. Performing the required modifications to the files. The changes are recorded by MDS in the `mdssys` directory of the ViewController project.



7. Selecting the customization layer from the Customization Context window, as shown in [Figure 10-1](#).

Figure 10-1 Selecting the Customization Layer (Tip Layer)**Note:**

When you work in the Customization Developer role, the layer and layer value that you select in the Customization Context window is called the tip layer. The changes you make while in the Customization Developer role are applied only to this layer.

8. Deploying the application to a device, emulator, or as a platform-specific application package. The Customization Developer role must be used to deploy a customized application, as follows:
 - a. Launch the application in the Customization Developer role.
 - b. In the Customization Context window, shown in [Figure 10-1](#), select the layer and value for which you want to implement customizations.
 - c. Select from among the deployment options (accessed by choosing **Application**, then **Deploy**, and then by selecting the deployment profile). For more information, see [Deploying MAF Applications](#).
 - d. Perform a separate deployment for each customization context.

During deployment, the base file and the delta files are merged to create the customized version of the application at runtime. The deployed application has no MDS dependencies.

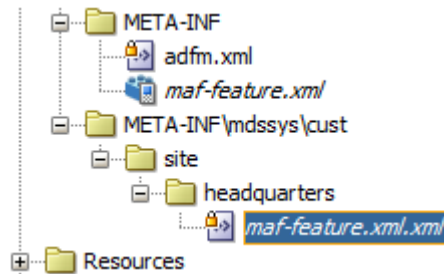
Tip:

You can deploy the customized application as a MAF Application Archive (.maa) file and then import it into an application to perform additional customization and upgrades. The delta files included in the .maa file are merged with the base files after deployment. For more information, see [Upgrading a MAF Application with Customizations](#).

When the customization process is completed, JDeveloper creates a metadata file for these customizations and a subpackage for storing them. The metadata file contains the customizations for the customized object, which are applied over the base metadata at runtime. JDeveloper gives the new metadata file the same name

as the base file for the object, but includes an additional `.xml` extension, as illustrated by `maf-feature.xml.xml` in [Figure 10-2](#).

Figure 10-2 *maf-feature.xml Metadata File*



10.3 Configuring Customization Layers

To customize an application, you must specify the customization layers and their values in the `CustomizationLayerValues.xml` file so that they are recognized by JDeveloper.

When you open a customizable application in the Customization Developer role, JDeveloper reads the `adf-config.xml` file to determine the customization classes to use and their order of precedence. JDeveloper also reads the `CustomizationLayerValues.xml` file to determine the layer values to make available in the Customization Context window. If there are layer values defined in the `CustomizationLayerValues.xml` file that are not defined in the customization classes listed in the `adf-config.xml` file, they are not displayed in the Customization Context window.

Therefore, you can have a comprehensive list of layer values for all of your customization projects in the `CustomizationLayerValues.xml` file, and only those appropriate for the current application are available in the Customization Context window. Conversely, you could have a comprehensive list of customization classes for a MAF application in the `adf-config.xml` file, and only the subset of layer values on which you would work in your `CustomizationLayerValues.xml` file.

Note:

At design time, JDeveloper retrieves customization layer values from the `CustomizationLayerValues.xml` file. However, at runtime the layer values are retrieved from the customization class.

The names of the layers and layer values that you enter in the `CustomizationLayerValues.xml` file must be consistent with those specified in your customization classes. The following example shows the contents of a sample `CustomizationLayerValues.xml` file.

```
<cust-layers xmlns="http://xmlns.oracle.com/mds/dt">
  <cust-layer name="industry" id-prefix="i">
    <cust-layer-value value="financial"
      display-name="Financial"
      id-prefix="f"/>
    <cust-layer-value value="healthcare"
      display-name="Healthcare"
      id-prefix="h"/>
  </cust-layer>
</cust-layers>
```

```

</cust-layer>
<cust-layer name="site" id-prefix="s">
  <cust-layer-value value="headquarters"
    display-name="HQ"
    id-prefix="hq"/>
  <cust-layer-value value="remoteoffices"
    display-name="Remote"
    id-prefix="rm"/>
</cust-layer>
</cust-layers>

```

For each layer and layer value, you can add an `id-prefix` token. This helps to ensure the uniqueness of the `id`, so that customizations are applied accurately: when you add a new element during customization, JDeveloper adds the `id-prefix` of the layer and layer value (determined by the selected tip layer) to the autogenerated identifier for the element to create an `id` for the newly added element in the customization metadata file. In the preceding example, the `site` layer has an `id-prefix` of `s` and the `headquarters` layer value has an `id-prefix` of `hq`. Therefore, when you select `site/headquarters` as the tip layer and add an element, that element's `id` will be set to `shqel` in the metadata customization file.

For each layer value, you can also add a `display-name` token to provide a human-readable name for the layer value. When you are working in the Customization Developer role, the value of the `display-name` token is shown in the Customization Context window for that layer value.

For each layer, you can optionally provide a `value-set-size` token that defines the size of the value set for the customization layer. This can be useful, for example, when using a design-time, application-specific `CustomizationLayerValues.xml` file. By setting `value-set-size` to `no_values` you can exclude runtime-only layers at design time.

```
<cust-layer name="runtime_only_layer" value-set-size="no_values"/>
```

You can define the customization layer values either globally for JDeveloper or in an application-specific file. If you use an application-specific file, it takes precedence over the global file. For more information on configuring layer values globally for JDeveloper, see [How to Configure the Layer Values Globally](#). For more information on configuring application-specific layer values, see [Using the Studio Developer Role](#).

10.3.1 How to Configure the Layer Values Globally

Before you begin:

- Create your customization classes, as described in [Creating Customization Classes](#)
- Make your classes available to JDeveloper, as described in [Consuming Customization Classes](#)

To configure design time customization layer values globally for JDeveloper:

1. Open the `CustomizationLayerValues.xml` file located in the `jdev` subdirectory of your JDeveloper installation directory (`jdev_install\jdev\CustomizationLayerValues.xml`).
2. For each layer, enter a `cust-layer` element, as shown in the following example:

```

<cust-layers xmlns="http://xmlns.oracle.com/mds/dt">
  <cust-layer name="industry" id-prefix="i">
    <cust-layer-value value="financial"

```

```

        display-name="Financial"
        id-prefix="f"/>
    <cust-layer-value value="healthcare"
        display-name="Healthcare"
        id-prefix="h"/>
</cust-layer>
<cust-layer name="site" id-prefix="s">
    <cust-layer-value value="headquarters"
        display-name="HQ"
        id-prefix="hq"/>
    <cust-layer-value value="remoteoffices"
        display-name="Remote"
        id-prefix="rm"/>
</cust-layer>
</cust-layers>

```

3. For each layer value, enter a `cust-layer-value` element, as shown in the preceding example.
4. Save and close the `CustomizationLayerValues.xml` file.
5. After you have made changes to the global `CustomizationLayerValues.xml` file, restart JDeveloper.

10.3.2 How to Configure the Application-Level Layer Values

When configuring layer values for an application, you can use either the Studio Developer role (see [Using the Studio Developer Role](#)) or the Customization Developer role (see [Using the Customization Developer Role](#)). Note that when you configure an application-specific `CustomizationLayerValues.xml` file, you can create and modify layer values, but you cannot create additional customization layers. It is not necessary to restart JDeveloper to pick up changes made to the application-specific layer values.

When you create an application-specific `CustomizationLayerValues.xml` file, JDeveloper stores it in an application-level directory (for example, `workspace-directory\.mds\dt\customizationLayerValues\CustomizationLayerValues.xml`). You can access this file in the Application Resources window of the Applications window, under the **MDS DT** node.

10.3.2.1 Using the Studio Developer Role

The following procedure describes how to configure the `CustomizationLayerValues.xml` file for a specific application from the Studio Developer role.

Before you begin:

- Create your customization classes, as described in [Creating Customization Classes](#)
- Make your classes available to JDeveloper, as described in [Consuming Customization Classes](#)

To configure design-time customization layer values at the workspace level from the Studio Developer role:

1. In the Application Resources window, expand the **Descriptors > ADF META-INF** node, and then double-click `adf-config.xml`.
2. In the Overview editor, click the **MDS Configuration** navigation tab.

3. On the MDS Configuration page, below the table of customization classes, click **Configure Design Time Customization Layer Values** to open the workspace-level `CustomizationLayerValues.xml` file in the Source editor.

Note:

If the override file does not exist, JDeveloper displays a confirmation dialog. Click **Yes** to create and open a copy of the global file.

4. In the file, specify layer values as necessary, as described in [Configuring Customization Layers](#).
5. Save your changes.

10.3.2.2 Using the Customization Developer Role

The following procedure describes how to configure the `CustomizationLayerValues.xml` file for a specific application from the Customization Developer role.

Before you begin:

- Create your customization classes, as described in [Creating Customization Classes](#)
- Make your classes available to JDeveloper, as described in [Consuming Customization Classes](#)

To configure design-time customization layer values at the workspace level from the Customization Developer role:

1. In the Customization Context window, click **Configure application layer values** to open the `CustomizationLayerValues.xml` file in the Source editor.

Note:

If the override file does not exist, JDeveloper displays a confirmation dialog. Click **Yes** to create and open a copy of the global file.

2. In the file, specify layer values as necessary, as described in [Configuring Customization Layers](#).
3. Save your changes.

After you make changes to the application-specific `CustomizationLayerValues.xml` file while you are in the Customization Developer role, any tip layer you have selected in the Customization Context window is deselected. You can then select the desired tip layer.

10.4 Creating Customization Classes

A customization class is a POJO class that extends `oracle.mds.cust.CustomizationClass`. It evaluates the current context and returns a String result. This String result is used to locate the customization layer.

The customization class provides the following information:

- A name that represents the name of the layer.

- An IDPrefix, for objects created in the layer. When new objects are created in a customization layer, they need a unique ID. The IDPrefix is added to the autogenerated identifier for the object to create an ID for the newly added object. Each layer needs a unique IDPrefix so that objects created at different customization layers have unique IDs.
- A cache hint (CacheHint), for the layer defined by the customization class. In MAF, the cache hint defines a static customization layer and the `getCacheHint` method always returns `ALL_USERS` which means the customization is applied globally (unconditionally) for a given deployment.

Note:

Since customization classes are likely to be executed frequently, once for each document being accessed to get the layer name and layer value, you should ensure their efficiency.

Customizations can be used to tailor a MAF application to suit a specific industry domain (verticalization). Each such domain denotes a customization layer and is depicted using a customization class.

Static customizations have only one layer value in effect for all executions of the application. A static customization has the same value for all users executing the application.

In the customization class used in a MAF application, the `getCacheHint` method always returns `ALL_USERS` meaning that the customization layer is always static.

All objects could have a static customization layer, depending on how the customization classes are implemented.

Do not create the customization file in the MAF application that you plan to customize. Instead, create a separate Java application for the customization class. After you complete the Java class, you import it into the MAF application that you plan to customize.

To create a customization class:

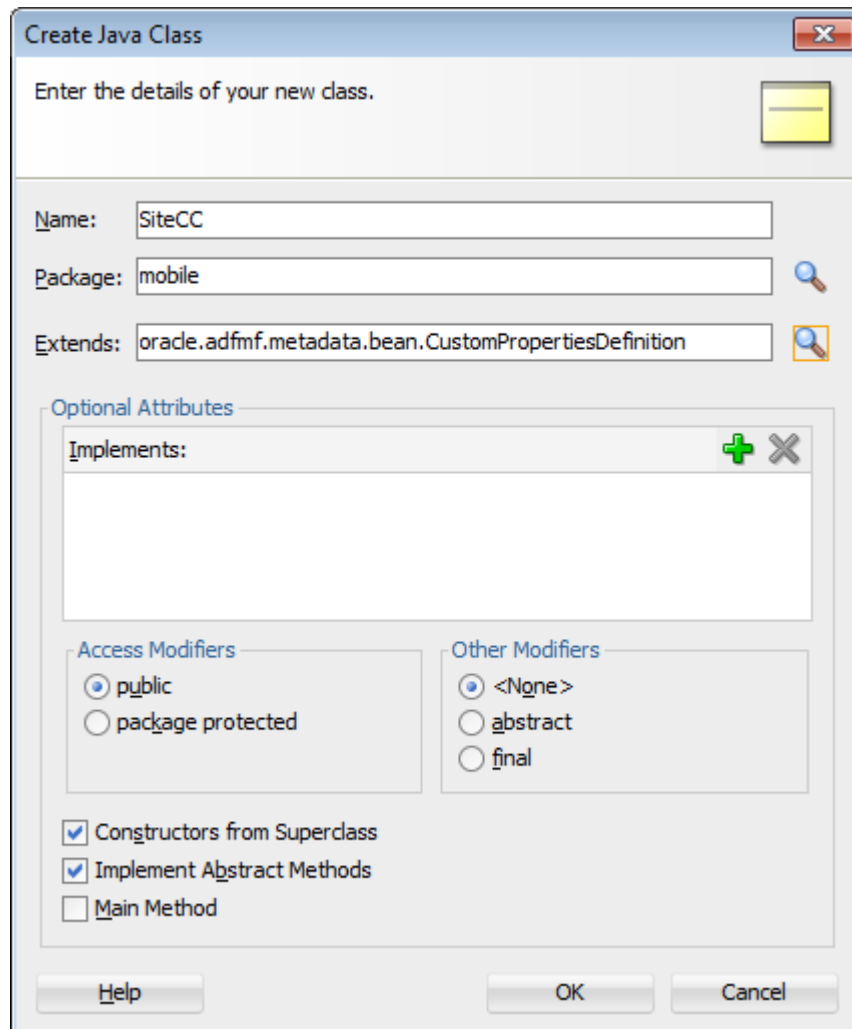
1. Create a Java application.
2. Click **File, New**, and then **Project**.
3. In the New Gallery, choose **Java Application Project**, and then complete the wizard.
4. In the Applications window, right-click the Java application project, and then choose **Project Properties**.
5. In the Project Properties dialog, select **Libraries and Classpath**, and then click **Add Library**.
6. In the Add Library dialog, select **MDS Runtime** and then click **OK**. Click **OK** to close the Project Properties dialog.
7. In the Applications window, right-click the Java application project and then choose **New** and then **Java Class**.
8. In the Create Java Class dialog, enter the class' name and package.

9. In the Extends field, browse the class hierarchy and retrieve `oracle.mds.cust.CustomizationClass`, as shown in [Figure 10-3](#), and then click **OK**.

Note:

Implement Abstract Methods (the default setting) must be selected in the Create Java Class dialog.

Figure 10-3 *Creating the Customization Class*



10. Update the stub file. The following example illustrates a customization class.

```
package mobile;
import java.io.IOException;
import java.io.InputStream;
import java.util.Properties;
import oracle.mds.core.MetadataObject;
import oracle.mds.core.RestrictedSession;
import oracle.mds.cust.CacheHint;
import oracle.mds.cust.CustomizationClass;

public class SiteCC extends CustomizationClass {
```

```

private static final String DEFAULT_LAYER_NAME = "site";
private String mLayerName = DEFAULT_LAYER_NAME;

public SiteCC() {}

public SiteCC (String layerName) {
    mLayerName = layerName;
}

public CacheHint getCacheHint() {
    return CacheHint.ALL_USERS;
}

public String getName() {
    return mLayerName;
}

public String[] getValue(RestrictedSession rs, MetadataObject mo) {
    // This needs to return the site value at runtime.
    // For now, it is always null.
    Properties properties = new Properties();
    String configuredValue = null;
    Class clazz = SiteCC.class;
    InputStream is = clazz.getResourceAsStream("/customization.properties");

    if (is != null){
        try {
            properties.load(is);
            String propValue = properties.getProperty(mLayerName);
            if (propValue != null){
                configuredValue = propValue;
            }
        }
        catch (IOException e) {
            e.printStackTrace();
        }
    }

    return new String[] {configuredValue};
}
}

```

11. Rebuild the Java application project.

10.5 Consuming Customization Classes

After you have created your customization classes, you can use them at design time in the Customization Developer role, as well as at runtime in the application. To be consumed in an application or in JDeveloper, the classes must be packaged appropriately.

Because the customization classes are reusable components, you can create a separate project to contain them and package them into their own JAR file. You can then import the JAR into the consuming application, which makes the customization classes available to JDeveloper.

You must first package the customization class as a JAR file and then register the class with the MAF application. To package the customization class and any related artifacts into a JAR file, you must create a deployment profile using the Create Deployment Profile wizard. For more information, see [About Automatically Generated Deployment Profiles](#).

To add customization classes to a JAR:

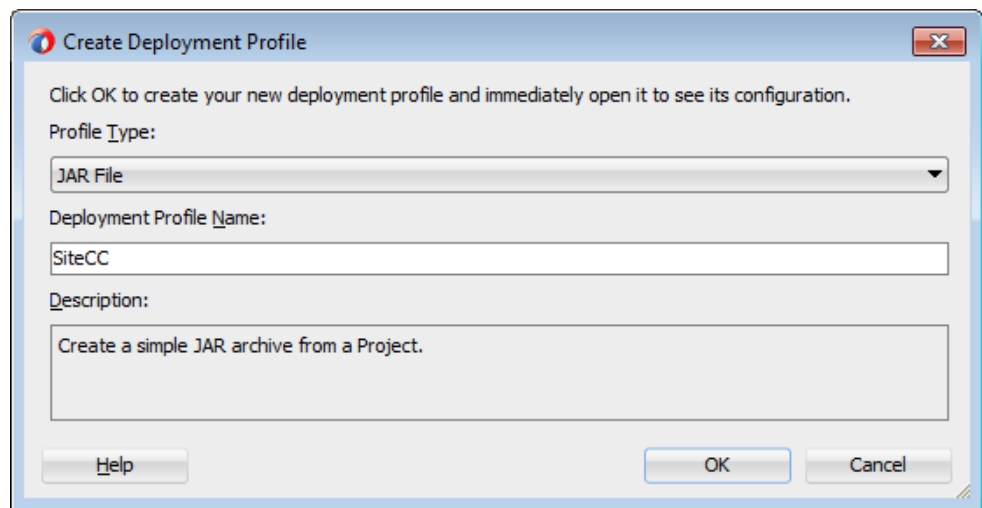
1. In the Applications window, right-click the Java application project and choose **New > From Gallery**.
2. In the New Gallery, expand **General**, select **Deployment Profiles** and then **JAR File**, and click **OK**.

Tip:

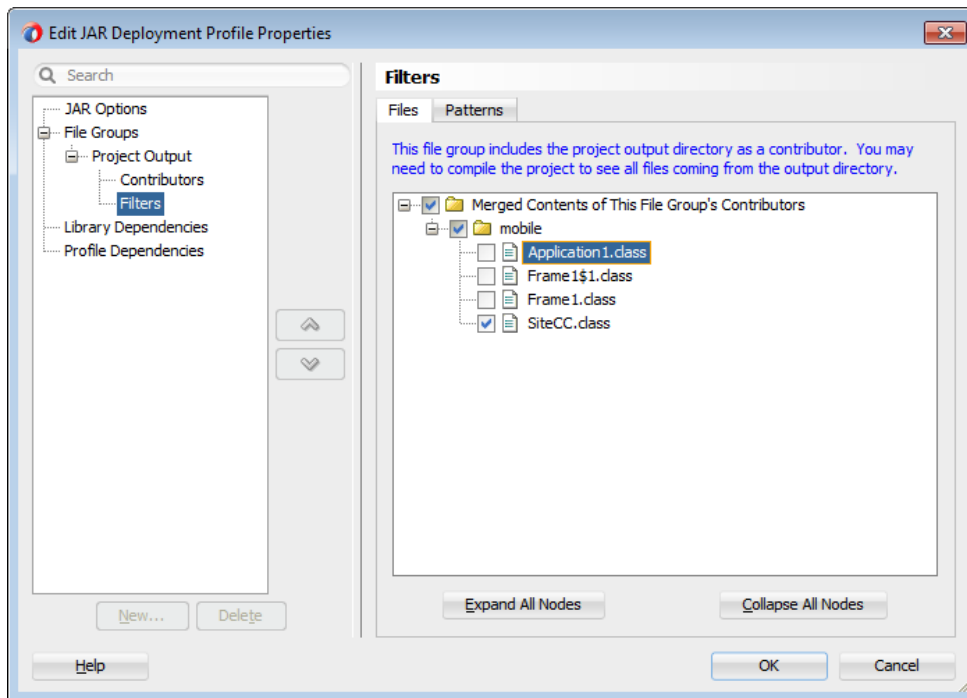
Click the **All Features** tab if the **Deployment Profiles** node does not appear in the **Categories** tree.

3. In the Create Deployment Profile -- JAR File dialog, enter a name for the project deployment profile (for example, `SiteCC` in [Figure 10-4](#)) and then click **OK**.

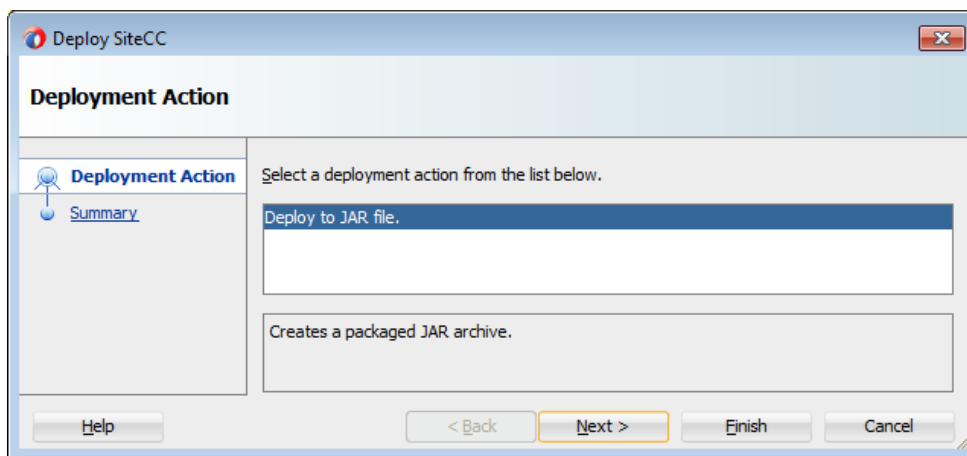
Figure 10-4 *Creating the Deployment Profile for the Customization Class*



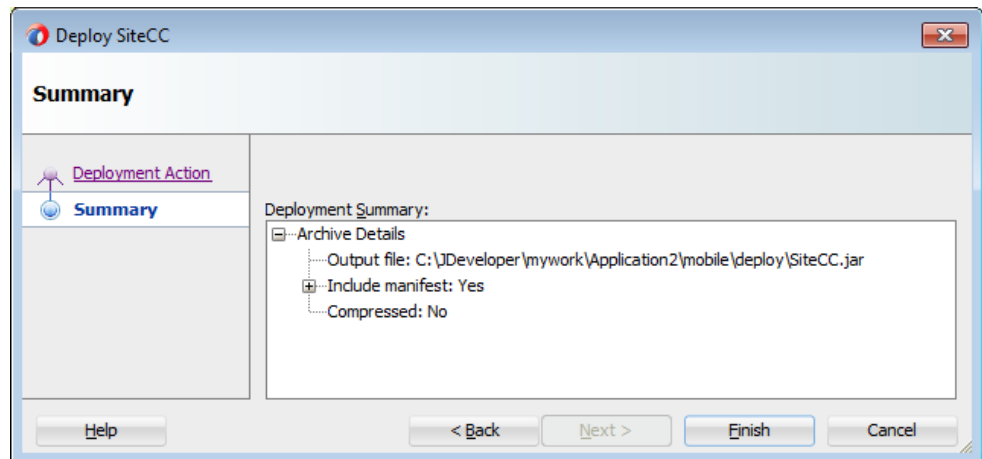
4. In the Edit JAR Deployment Profile Properties dialog, select **JAR Options**.
5. If needed, enter a location for the JAR file. Otherwise, accept the default location.
6. Expand **Files Groups > Project Output > Filters** to list the files that can be selected to be included in the JAR.
7. In Filters page, in the **Files** tab, select the customization classes you want to add to the JAR file, as illustrated in [Figure 10-5](#).

Figure 10-5 Including the Customization Class in the JAR File

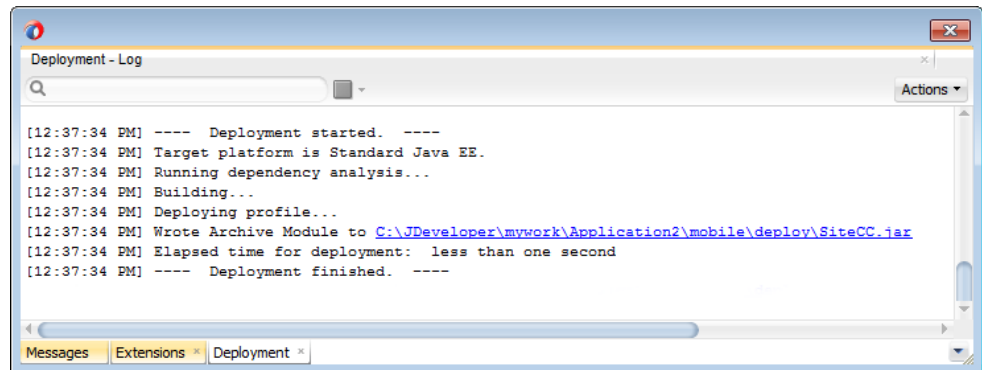
8. Click **OK** to exit the Edit JAR Deployment Profile Properties dialog.
9. Click **OK** again to exit the Project Properties dialog.
10. In the Applications window, right-click the Java application project and then choose the deployment profile. In the Deployment Action page, illustrated in [Figure 10-6](#), **Deploy to JAR** is selected by default. Click **Next**.

Figure 10-6 Deploying the Customization Class to a JAR File

11. Review the confirmation for the output location of the JAR file. Click **OK**.

Figure 10-7 Summary Page (Showing the Output Location for the JAR File)

The log file window, shown in [Figure 10-8](#), displays the status of the deployment.

Figure 10-8 Deployment Log

Use the following procedure to make the customization classes visible to the application, and then add the customization classes to the `cust-config` section of the `adf-config.xml` file.

Note:

The following procedure is not required if you created your customization classes in the data model project of the consuming application.

Before you begin:

- Create your customization classes in an external project.
- Create a JAR file that includes the customization classes.
- Launch JDeveloper using the Studio Developer role, and open the application that you want to customize.

To register the customization class with the MAF application:

1. In the Applications window, click the Application Menu icon and select **Application Properties**.

2. In the Application Properties dialog, select **Libraries and Classpath**, and click **Add JAR/Directory**.
3. In the **Add Archive or Directory** dialog, select the JAR file you created that contains the customization classes, and click **Open**.
4. Click **OK**.

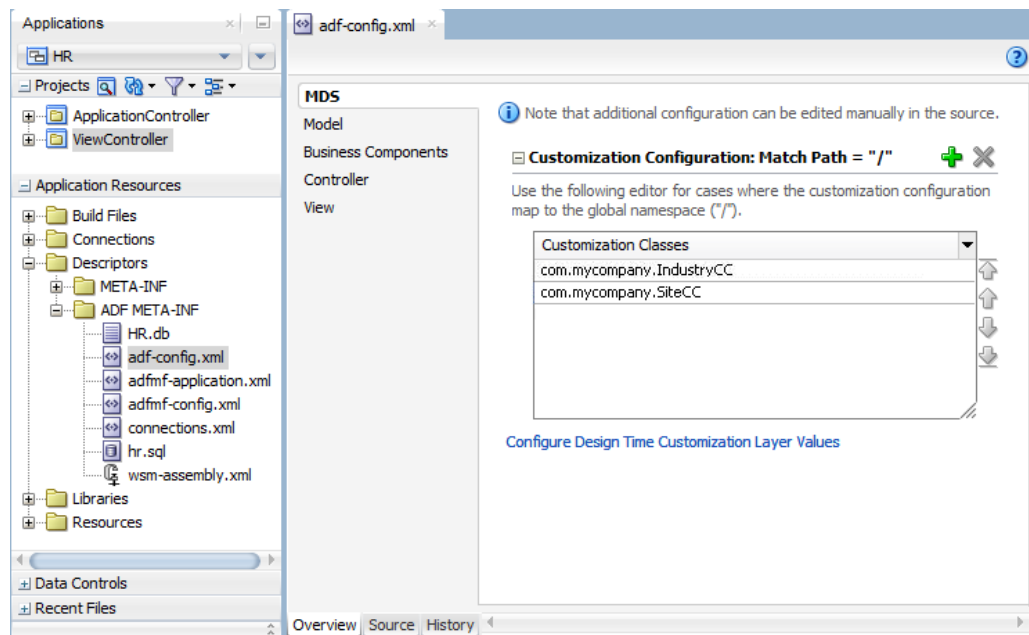
The next step is to add the customization class to the `adf-config.xml` file. The application's `adf-config.xml` file must have an appropriate `cust-config` element in the `mds-config` section. The `cust-config` element allows clients to define an ordered and named list of customization classes. You use the Overview editor for the `adf-config.xml` file to add customization classes (see [Figure 10-9](#)).

To identify customization classes in the `adf-config.xml` file:

1. In the Application Resources window, expand the **Descriptors > ADF META-INF** nodes, and then double-click **adf-config.xml**.
2. In the Overview editor, select **MDS** navigation tab and then click the **Add (+)**.
3. In the Edit Customization Class dialog, search for or navigate to the customization classes you have already created.
4. Select the appropriate classes and click **OK**.
5. After you have added all of the customization classes, you can use the arrow icons to arrange them in the appropriate order.

[Figure 10-9](#) shows the Overview editor for the `adf-config.xml` file with two customization classes added.

Figure 10-9 *adf-config.xml Overview Editor*



The order of the `customization-class` elements defines the precedence of customization layers. For example, in the following code that represents the customization class order in the `adf-config.xml` file, the `IndustryCC` class is listed before the `SiteCC` class. This means that customizations at the industry layer

are applied to the base application, and then customizations at the site layer are applied.

```
<adf-config xmlns="http://xmlns.oracle.com/adf/config">
  <adf-mds-config xmlns="http://xmlns.oracle.com/adf/mds/config">
    <mds-config xmlns="http://xmlns.oracle.com/mds/config" version="11.1.1.000">
      <cust-config>
        <match path="/">
          <customization-class name="com.mycompany.IndustryCC"/>
          <customization-class name="com.mycompany.SiteCC"/>
        </match>
      </cust-config>
    </mds-config>
  </adf-mds-config>
</adf-config>
```

Upon completion, the customization classes are available to JDeveloper for customization and for running your project locally in JDeveloper. They will also be packaged to the EAR class path when you package the application.

10.6 Understanding a Customization Developer Role

In JDeveloper, the Customization Developer role is used to customize the metadata in a project. Customization features are available only in this role. When working in a Customization Developer role, you can do the following:

- Create and update customizations.
- Select and edit the tip layer of a customized application.
- Remove existing customizations.

When you use JDeveloper in the Customization Developer role, the Source editor is read-only and the following JDeveloper features are disabled:

- Workspace migration.
- Creation, deletion, and modification of application and IDE connections. You must configure connections in Default role before opening an application in Customization Developer role.

When working with an application in the Customization Developer role, new objects and files cannot be created, and noncustomizable objects cannot be modified. In addition, you cannot edit noncustomizable files, such as Java classes, resource bundles, security policies, deployment descriptors, and configuration files.

Note:

Noncustomizable files are indicated by a lock icon when you are working in the Customization Developer role.

You are also restricted from modifying project settings, and you cannot refactor or make changes to customizable files that would, in turn, necessitate changes in noncustomizable files.

For more information, see the "Working with JDeveloper Roles" section in *Developing Applications with Oracle JDeveloper*.

10.6.1 How to Switch to the Customization Developer Role in JDeveloper

The customization features of JDeveloper are available to you in the Customization Developer role. To work in this role, you can either choose it when you start JDeveloper or, if JDeveloper is already running, you can use the Switch Roles menu to switch to the Customization Developer role.

To switch to the Customization Developer role in JDeveloper:

From the main menu in JDeveloper, choose **Tools > Switch Roles > Customization Developer**.

Optionally, you can toggle the **Tools > Switch Roles > Always Prompt for Role Selection at Startup** menu to specify whether or not you want to choose the role when JDeveloper is launched. If deselected, JDeveloper launches in the role in which it was when you last closed it.

10.6.2 What You May Need to Know About the Tip Layer

When working in the Customization Developer role, the layer and layer value combination that is selected in the Customization Context window is called the tip layer. The changes you make while in the Customization Developer role are applied to this layer.

Note:

When working in the Customization Developer role, if the Customization Context window is not displayed, you can access it from JDeveloper's Window menu.

The metadata displayed in the JDeveloper editors is a combination of the base metadata and the customization layers up to and including the tip layer, according to the precedence set in `adf-config.xml`, with the values specified in the Customization Context window for each layer.

When working in the Customization Developer role, you can also see the noncustomized state of the application. When you select **View without Customizations** in the Customization Context window, there is no current tip layer. Therefore, what you see is the noncustomized state. While you are in this view, all customizable files show the lock icon (in the Applications window), indicating that these files are read-only.

When you make customizations in a tip layer, these customizations are indicated by an orange icon in the Properties window. A green icon indicates non-tip layer customizations. When you see an orange icon beside a property, you have the option of deleting that customization by choosing Remove Customization from the dropdown menu for that property.

10.7 Enabling Customizations in Resource Bundles

To implement customization for resource keys, you must create additional resource bundle files (you cannot use the base resource bundle file).

In the Studio Developer role, create one of the following:

- An application resource bundle (see [How to Create an Application Resource Bundle](#)).
- A project resource bundle (see [How to Create a Project Resource Bundle](#)).

Edit the bundle that you create to define string values for resource keys.

Before you begin:

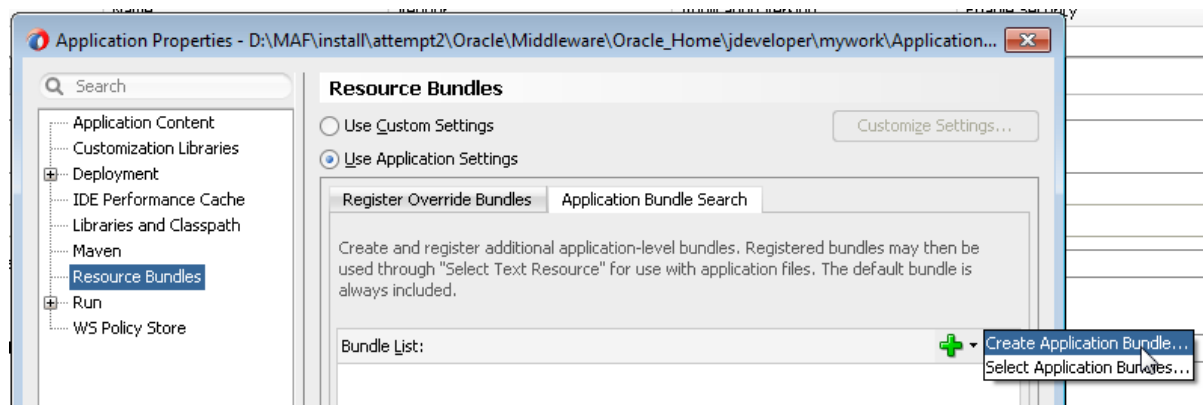
Familiarize yourself with the "How to Use Multiple Resource Bundles" section in *Developing Fusion Web Applications with Oracle Application Development Framework*.

10.7.1 How to Create an Application Resource Bundle

To create an application resource bundle:

1. In the Studio Developer role, click **Application > Application Properties > Resource Bundles**.
2. In the Resource Bundle page, click **Application Bundle Search**, then click the dropdown menu icon to the right of the **Add bundle** icon and choose **Create Application Bundle**, as shown in [Figure 10-10](#).

Figure 10-10 Creating an Application Resource Bundle



3. In the Create Xliff File dialog that appears, enter a name for the resource bundle and click **OK**.
4. Edit the resource bundle, as described in [Editing Resources in Resource Bundles](#).

Note:

MAF does not support the **Overridden** property in the application-level Resource Bundle page.

5. In the Customization Developer role, open the Select Text Resource dialog and choose from among the resource bundles that contain the appropriate string. Because you cannot change strings or create new ones in the Customization Developer role, you can only choose from the strings in the selected bundle.

Note:

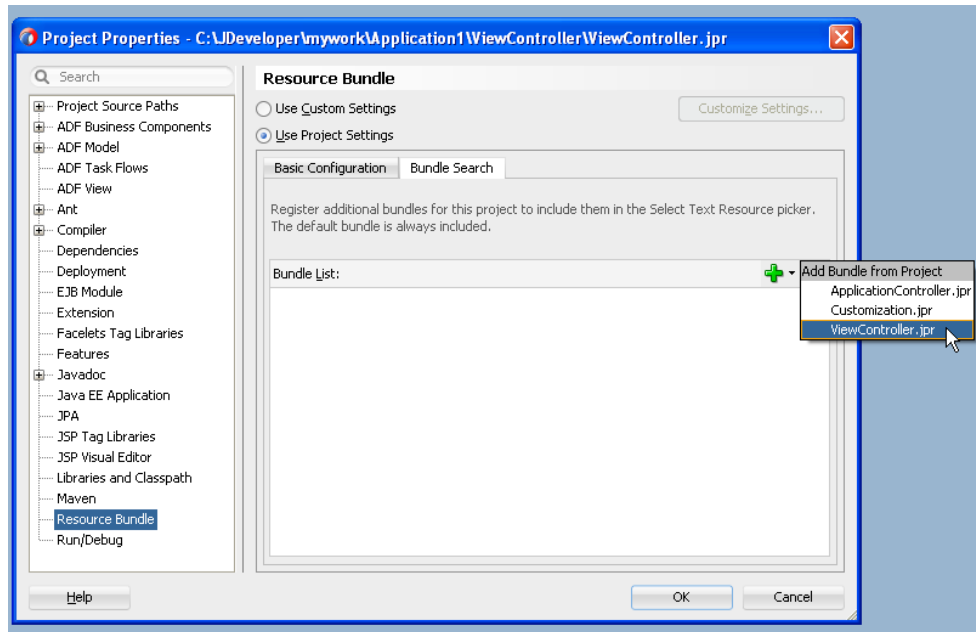
Do not select strings from the base resource bundle in the Customization Developer role, as doing so may cause problems when upgrading the application.

10.7.2 How to Create a Project Resource Bundle

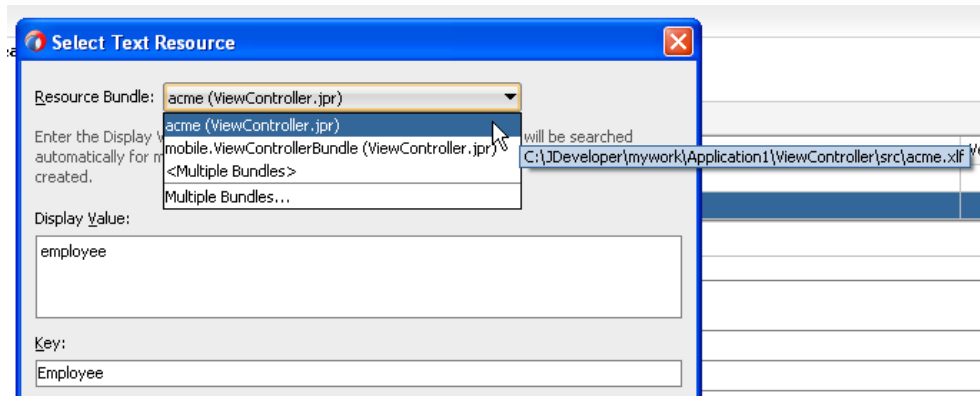
To create a project resource bundle:

1. In the Studio Developer role, right-click the project where you want to create the resource bundle and choose **New > From Gallery > General > XML > XML Localization File (XLIFF)**.
2. In the Create Xliff File dialog that appears, enter a name for the resource bundle and click **OK**.
3. Edit the resource bundle, as described in [Editing Resources in Resource Bundles](#).
4. In the Bundle Search tab of the Resource Bundle page, register the resource bundle by selecting a project (.jpr) file, as shown in [Figure 10-11](#).

Figure 10-11 *Selecting a Resource Bundle*



Registering a resource bundle includes it in the Select Text Resource dialog, shown in [Figure 10-12](#).

Figure 10-12 Selecting a Resource Bundle for a Text Resource

5. Use the Select Text Resource Dialog to define the key as follows:
 - a. Select the bundle from the **Resource Bundle** dropdown list.
The dialog displays the strings that are currently defined in the selected resource bundle.
 - b. Enter a new string and then click **Save and Select**.
JDeveloper writes the string to the selected resource bundle.
6. In the Customization Developer role, open the Select Text Resource dialog and choose from among the resource bundles that contain the appropriate string. Because you cannot change strings or create new ones in the Customization Developer role, you can only choose from the strings in the selected bundle.

Note:

Do not select strings from the base resource bundle in the Customization Developer role, as doing so may cause problems when upgrading the application.

10.8 Upgrading a MAF Application with Customizations

Customizations are upgrade-safe because they are saved separately from the base applications. Because customizations retain changes, they enable you to upgrade an application by applying these changes to newer versions of the application. The MAF Application Archive (.maa) file provides the mechanism for upgrading MAF applications. When you create an application from an .maa file, you can upgrade the application using an updated version of the .maa file.

Using the Upgrade Mobile Application from Archive wizard, you can upgrade an application to a higher version while retaining the customizations made prior to the upgrade.

Before you begin:

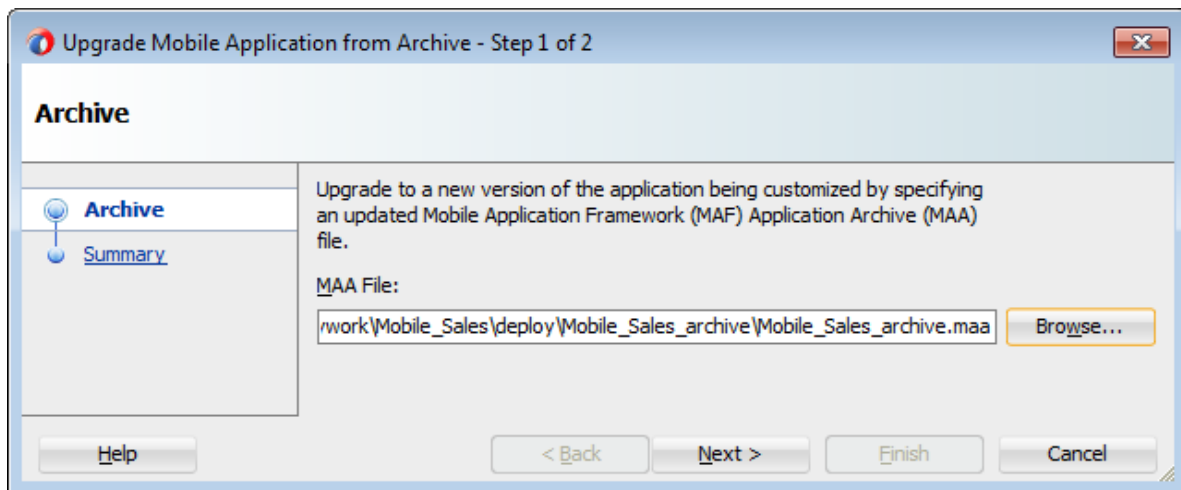
You may want to familiarize yourself with the MAF Application Archive (.maa) file. For more information, see [Creating a Mobile Application Archive File](#) and [Creating Unsigned Deployment Packages](#).

Ensure that the application that is packaged into the .maa file and used for the upgrade has the same application ID as the application to which it will be applied. It must also have a higher version number than the application targeted for the upgrade.

To upgrade a MAF application:

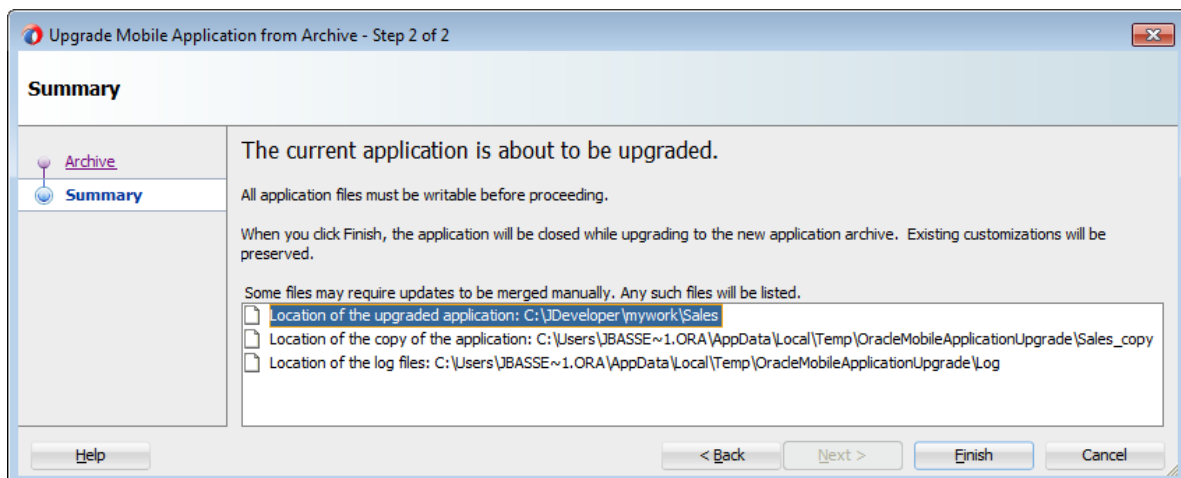
1. Create a MAF application from an .maa file.
2. Apply customization to the MAF application, as described in [Enabling Customizations in Resource Bundles](#).
3. Click **Application**, and then choose **Select Mobile Application from Archive**.
4. Browse to and select the .maa file. The wizard discontinues the upgrade if the application packaged in the .maa has the same (or lower) version number than the current application, or a different application ID.

Figure 10-13 *Selecting the .maa File*



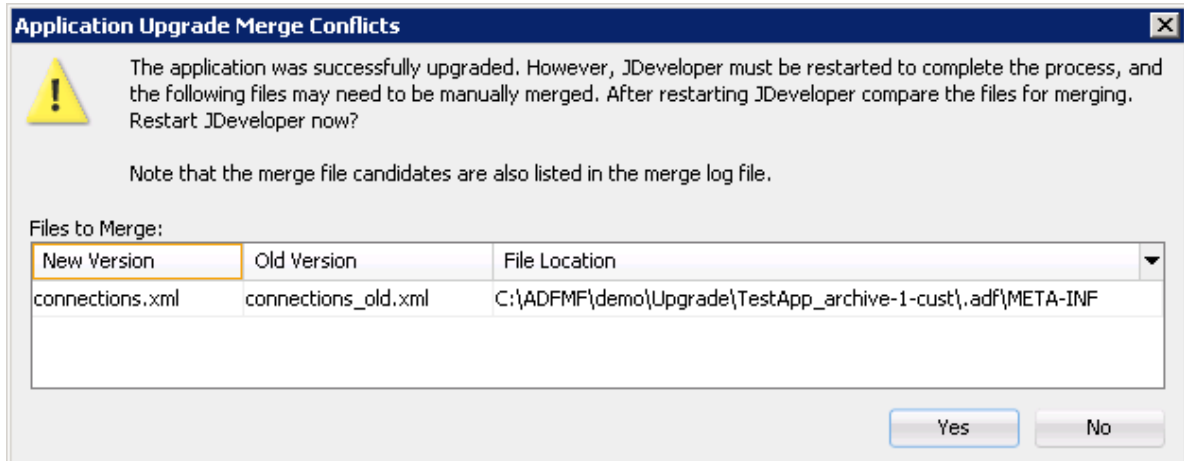
5. Review the Summary page for files that require a manual merge. As noted in [Figure 10-14](#), MAF saves the initial version (Version 1) of the application in the Temp directory. The Summary page also notes the temporary location of the log files.

Figure 10-14 *Application Upgrade Information*



- If the upgrade completes successfully, restart JDeveloper. JDeveloper notifies you if different versions of a configuration file require reconciliation, as illustrated by [Figure 10-15](#).

Figure 10-15 Manual Merge Notification



During the upgrade, MAF copies a set of files that cannot be customized for both Version 1 of the application and Version 2 (the upgraded version of the application). These files include the `connections.xml` and `adf-config.xml` files. If MAF detects differences between Version 1 and Version 2 `connections.xml` and `adf-config.xml` files, it retains both copies of these files and writes an entry to the merge log file. MAF differentiates Version 1 by appending a version number if version numbers exist to the file name. If version numbers do not exist, MAF adds `_old` to the file name, as illustrated by `connections_old.xml` in [Figure 10-15](#). If needed, you can manually merge the differences into the new version. As illustrated in [Figure 10-16](#), MAF places the merge file log in the temporary location noted in the Summary page. MAF names the files as `workspace_name_timestamp`.

Figure 10-16 The Merge Log File

```
Sun Nov 24 05:24:10 PST 2013
Please check the following files and manually merge the changes in the old version to the new version if needed
```

New Version	Old Version	File Location
connections.xml	connections_old.xml	C:\ADF\demo\Upgrade\TestApp_archive-1-cust\adf\META-INF

10.8.1 What Happens in JDeveloper When You Upgrade Applications

In addition to copying Version 1 to the Temp directory and creating Version 1 and Version 2 copies of the non-upgradable configuration files, MAF also performs the following when you upgrade an application using the Upgrade Mobile Application from Archive wizard:

- Saves the libraries and resource bundles settings for each project in a map keyed with the project file name.
- Saves the resource bundle settings for the workspace.
- Saves the registered customization class in the `adf-config.xml` file.
- Imports the Version 2 `.maa` file to the temporary directory.
- Copies the application from the `.maa` file used for the upgrade to Version 1.

- Updates each Version 2 project (.jpr) file with the registered resource bundle and library dependency map. The new version of the library overrides the previous version. However, the Version 1 library remains unchanged if it shares the same name as the library used in Version 1.
- Updates the Version 2 workspace (.jws) file with the registered resource bundle settings.
- Updates the Version 2 adf-config.xml file to register the customization class.

10.8.2 What You May Need to Know About Upgrading FARs

If the application includes a FAR file that was not packaged in the original .maa file that was used to create the application (or included in the .maa file that is used to upgrade the application), then you must upgrade the FAR file separately. For example, you can create an application from an .maa file, add a FAR file, and then perform customization. You can upgrade the application to use a newer version of the FAR by adding the updated FAR from the Resources window as described in [Using FAR Content in a MAF Application](#).

Using Lifecycle Listeners in MAF Applications

This chapter describes the lifecycle listeners that MAF provides for you to write code that can execute in response to events in your MAF application or application features.

This chapter includes the following sections:

- [Introduction to Lifecycle Listeners in MAF Applications](#)
- [Registering a Lifecycle Listener for a MAF Application or an Application Feature](#)
- [What Happens When You Register a Lifecycle Listener](#)

11.1 Introduction to Lifecycle Listeners in MAF Applications

Lifecycle listeners are useful locations to write code that executes in response to specific events in your application. MAF provides lifecycle listeners where you can write code in response to application or application feature events. A typical implementation of an application lifecycle listener method may be to write code that initializes your application's database when the application starts, as described in [Using the Local SQLite Database](#), or to update a security configuration from URL parameters, as described in [How to Update Connection Attributes of a Named Connection at Runtime](#).

MAF provides the following two interfaces that you can implement to communicate with event notifications:

- `oracle.adfmf.application.LifecycleListener`

This interface specifies the following methods that an application lifecycle listener must implement:

- `activate()`
- `deactivate()`
- `start()`
- `stop()`

- `oracle.adfmf.feature.LifecycleListener`

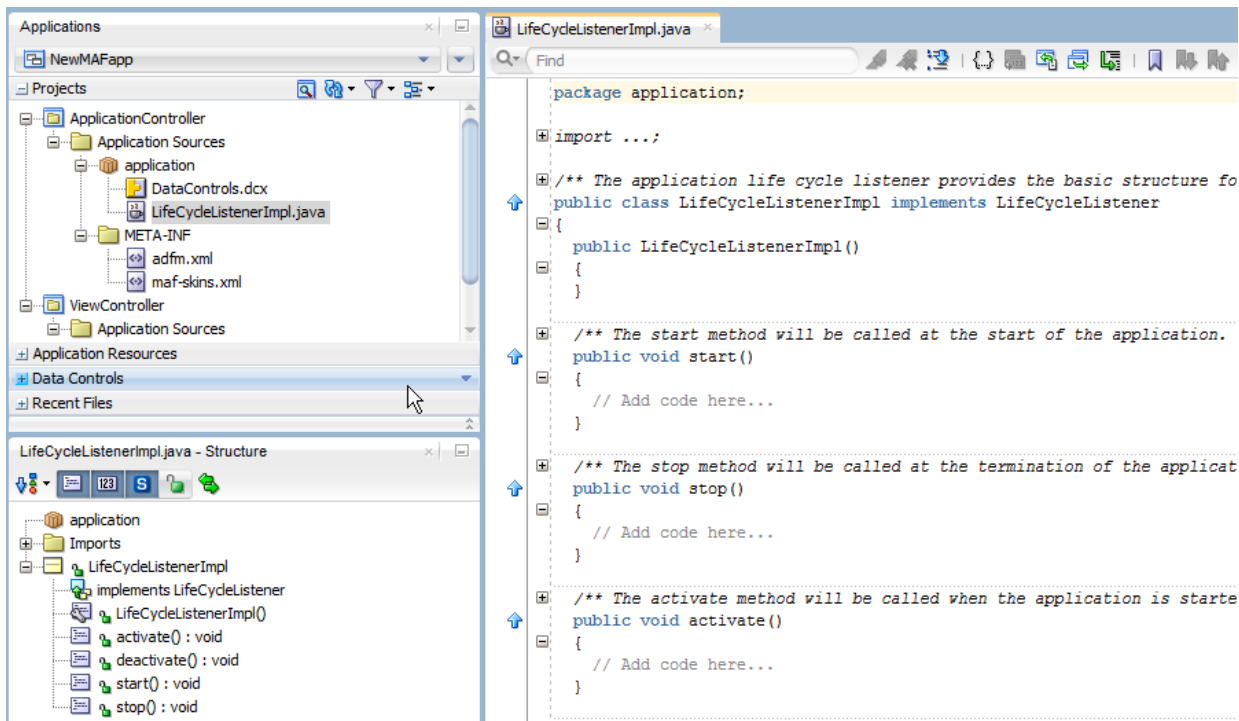
This interface specifies the following methods that a feature lifecycle listener must implement:

- `activate()`
- `deactivate()`

You create a lifecycle listener by creating a Java class that implements the appropriate interface and registering the implementation in your MAF application, as described in [Registering a Lifecycle Listener for a MAF Application or an Application Feature](#).

A new MAF application that you create implements the `oracle.adfmf.application.LifecycleListener` interface through the default creation of the `LifeCycleListenerImpl.java` class in your application's `ApplicationController` project, as shown in [Figure 11-1](#).

Figure 11-1 Implementation of Application Lifecycle Listener



Note that the application lifecycle listener is executed with an anonymous user (that is, there is no user associated with any of its methods and no secure web service is called).

[Table 11-1](#) describes the specific times that MAF invokes application lifecycle methods during an application's startup, shutdown, and hibernation.

Table 11-1 Timing of MAF's Invocation of Application Lifecycle Methods

Method	Timing	When Called	Usage
<code>start</code>	Called after the MAF application has completely loaded the application features and immediately before presenting the user with the initial application feature or the springboard. This is a blocking call.	When the application process starts.	Uses include: <ul style="list-style-type: none"> Determining if there are updates to the MAF application. Requesting a remote server to download data to the local database.

Table 11-1 (Cont.) Timing of MAF's Invocation of Application Lifecycle Methods

Method	Timing	When Called	Usage
<code>stop</code>	Called as the MAF application begins its shutdown.	When the application process terminates.	Uses include: <ul style="list-style-type: none"> Logging off from any remote services. Uploading any data change to the server before the application is closed.
<code>activate</code>	Called as the MAF application activates from being situated in the background (hibernating). This is a blocking call.	After the <code>start</code> method is called.	Uses include: <ul style="list-style-type: none"> Reading and re-populating cache stores. Processing web service requests. Obtaining required resources.
<code>deactivate</code>	Called as the MAF application deactivates and moves into the background (hibernating). This is a blocking call.	Before the <code>stop</code> method is called.	Uses include: <ul style="list-style-type: none"> Writing the restorable state. Closing the database cursor and the database connection.

[Table 11-2](#) describes the specific times that MAF invokes feature lifecycle methods during a feature's activation and deactivation.

Table 11-2 Timing of MAF's Invocation of Feature Lifecycle Methods

Method	Timing	When Called	Usage
<code>activate</code>	Called before the current application feature is activated.	Called when a user selects the application feature for the first time after launching a MAF application, or when the application has been re-selected (that is, brought back to the foreground).	Uses include: <ul style="list-style-type: none"> Reading the <code>applicationScope</code> variable. Setting the current row on the first MAF AMX view.
<code>deactivate</code>	Called before the next application feature is activated, or before the application feature exits.	Called when the user selects another application feature.	You can, for example, use the <code>deactivate</code> event to write the <code>applicationScope</code> variable, or any other state information, for the next application feature to consume.

For more information about the `oracle.adfmf.application.LifecycleListener` and

`oracle.adfmf.feature.LifecycleListener` interfaces, see the *Java API Reference for Oracle Mobile Application Framework*.

The `LifecycleEvents` sample application demonstrates declaring listener classes that implement both the application and feature interfaces. It registers these listener classes in the MAF application's `maf-application.xml` and `maf-feature.xml` files. For more information about this and other sample applications, see [MAF Sample Applications](#).

11.2 Registering a Lifecycle Listener for a MAF Application or an Application Feature

You register an application lifecycle listener using the overview editor for the `maf-application.xml` file and a feature lifecycle listener using the overview editor for the `maf-features.xml` file.

To register an application lifecycle listener:

1. In the Applications window, expand the Application Resources panel.
2. In the Application Resources panel, expand **Descriptors** and then **ADF META-INF**.
3. Double-click **maf-application.xml**.
4. In the **Application** navigation tab, specify the Java class that implements the `oracle.adfmf.application.LifecycleListener` interface in the **Lifecycle Event Listener** field. By default, this is set to `application.LifecycleListenerImpl`.

A scenario where you might use a custom class different to the default implementation provided by MAF is if you want to package the application lifecycle listener in a JAR library that will be distributed for use elsewhere.

To register an application feature lifecycle listener:

1. In the Applications window, expand the **ViewController** project and then **Application Sources** and **META-INF**.
2. Double-click the **maf-feature.xml** file.
3. Select the feature in the Features list for which you want to register a feature lifecycle listener.
4. In the **Lifecycle Event Listener** field, specify the Java class that implements the `oracle.adfmf.feature.LifecycleListener` interface.

11.3 What Happens When You Register a Lifecycle Listener

By default, a MAF application that you create implements an application lifecycle listener through the creation of the `application.LifecycleListenerImpl.java` class in your application's `ApplicationController` project. The `listener-class` attribute in the `maf-application.xml` file registers this class, as shown in the following example.

```
<adfmf:application xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
                  xmlns:adfmf="http://xmlns.oracle.com/adf/mf"
                  version="1.0" name="NewMAFapp" id="com.company.NewMAFapp"
                  appControllerFolder="ApplicationController" listener-
```

```
class="application.LifecycleListenerImpl">
...
</adfmf:application>
```

JDeveloper writes an entry to the `maf-feature.xml` file for the `listener-class` attribute when you register a feature lifecycle listener. The following example shows an entry in the LifecycleEvents sample application described in [MAF Sample Applications](#).

```
<?xml version="1.0" encoding="UTF-8" ?>
<adfmf:features xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:adfmf="http://xmlns.oracle.com/adf/mf">
  <adfmf:feature id="Feature1" name="Feature1" listener-
class="mobile.Feature1Handler">
    <adfmf:description>This is a sample feature to show the feature lifecycle
handlers.
    </adfmf:description>
    <adfmf:content id="Feature1.1">
      <adfmf:amx file="Feature1/feature1.amx"/>
    </adfmf:content>
  </adfmf:feature>
  ...
</adfmf:features>
```

Creating MAF AMX Pages

This chapter describes how to create the MAF AMX application feature, including views and task flows.

This chapter includes the following sections:

- [Introduction to the MAF AMX Application Feature](#)
- [Creating Task Flows](#)
- [Creating Views](#)

12.1 Introduction to the MAF AMX Application Feature

MAF AMX is a subframework within Mobile Application Framework (MAF) that provides a set of UI components that enable you to create an application feature whose behavior is identical on all supported platforms. MAF AMX allows you to use UI components declaratively by dragging them onto a page editor. A typical MAF AMX application feature includes several interconnected pages that can be navigated through various paths.

Note:

When developing interfaces for mobile devices, always be aware of the fact that the screen space is very limited. In addition, touchscreen support is not available on some mobile devices.

For more information, see the following:

- [Getting Started with MAF Application Development](#)
- [Creating the MAF AMX User Interface](#)
- [Using Bindings and Creating Data Controls in MAF AMX](#)

12.2 Creating Task Flows

Task flows allow you to define the navigation between MAF AMX pages. Using your application workspace in JDeveloper (see [Creating a MAF Application](#)), you can start creating the user interface for your MAF AMX application feature by designing task flows. MAF AMX uses navigation cases and rules to define the task flow. These definitions are stored in a file with the default name of `viewController-task-flow.xml` (see [What You May Need to Know About the ViewController-task-flow.xml File](#)).

A MAF sample application called Navigation (located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer) demonstrates how to use various navigation techniques, such as circular navigation, routers, and so on.

MAF enables you to create MAF AMX application features that have both bounded and unbounded task flows. As described in [What You May Need to Know About Bounded and Unbounded Task Flows](#), a bounded task flow is also known as a task flow definition and represents the reusable portion of an application. In MAF, bounded task flows have a single entry point and no exit points. They have their own collections of activities and control-flow rules, as well as their own memory scope and managed-bean life span. Other characteristics of bounded task flows include accepting input parameters (see [Passing Parameters to a Bounded Task Flow](#)) and generating return values (see [Configuring a Return Value from a Bounded Task Flow](#)).

You use the MAF AMX Task Flow Designer to create bounded task flows for your application feature. Like the overview editor for task flows, this tool includes a diagrammer (see [What You May Need to Know About the MAF Task Flow Diagrammer](#)) in which you build the task flow by dragging and dropping activities and control flows (see [What You May Need to Know About Task Flow Activities and Control Flows](#)) from the Components window. You then define these activities and the transitions between them using the Properties window.

Unless a task flow has already been created, MAF automatically generates a default unbounded task flow (`adfc-mobile-config.xml` file) when a new MAF AMX page is created.

You can add each task flow as an application feature to your MAF application. For more information, see [Defining the Application Feature Content as a MAF AMX Page or Task Flow](#).

12.2.1 How to Create a Task Flow

A task flow is composed of the task flow itself and a number of activities with control flow rules between those activities (see [What You May Need to Know About Task Flow Activities and Control Flows](#)). Typically, the majority of the activities are view activities which represent different pages in the flow. When a method or operation needs to be called (for example, before a page is rendered), you use a method call activity with a control flow case from that activity to the appropriate next activity. When you want to call another task flow, you use a task flow call activity. If the flow requires branching, you use a router activity. At the end of a bounded task flow, you use a return activity which allows the flow to exit and control is sent back to the flow that called this bounded task flow.

You use the navigation diagrammer to declaratively create a bounded task flow for your MAF AMX application feature. When you use the diagrammer, JDeveloper creates the XML metadata needed for navigation to work in your MAF AMX application feature in the `ViewController-task-flow.xml` file (default).

Before you begin:

To design a task flow, the MAF application must include a View Controller project file (see [Getting Started with MAF Application Development](#)).

There are two ways to create a task flow in MAF:

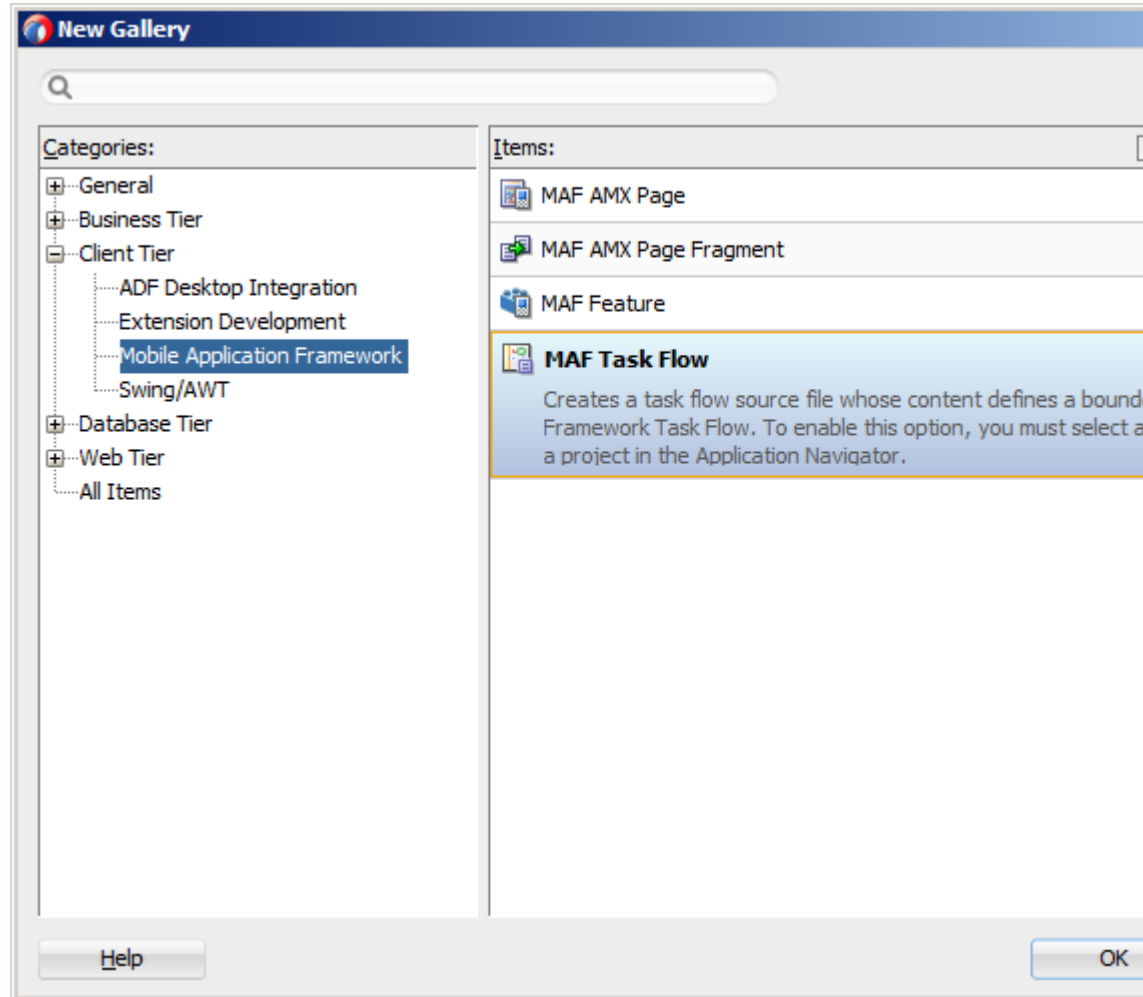
- You can create a bounded task flow from the `maf-feature.xml` file. For more information, see [Defining the Application Feature Content as a MAF AMX Page or Task Flow](#).

- You can use the New Gallery in JDeveloper. For more information, refer to the following procedure.

To create a task flow from the New Gallery:

1. From the top-level menu in JDeveloper, click **File**, and then select **New > From Gallery**.
2. In the **New Gallery**, expand the **Client Tier** node, select **Mobile Application Framework**, and then **MAF Task Flow** (see [Figure 12-1](#)). Click **OK**.

Figure 12-1 Creating New MAF Task Flow



3. In the **Create MAF Task Flow** dialog (see [Figure 12-2](#)), specify the file name and location for your new task flow, and then click **OK** to open the new `<Name>-flow.xml` file in the navigation diagrammer that [Figure 12-3](#) shows.

Note:

Task flows should be created within the HTML root of the View Controller project of your MAF application.

Note:

JDeveloper increments the number of the task flow according to the number of bounded task flows that already exist in the same pattern.

Figure 12-2 Create MAF Task Flow Dialog

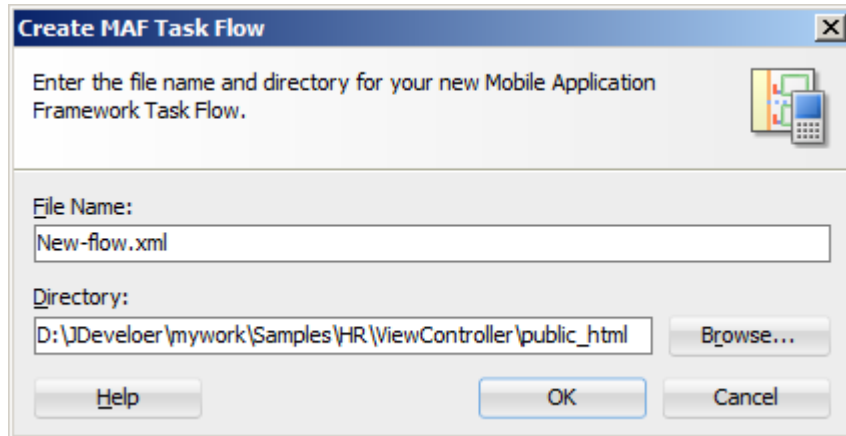
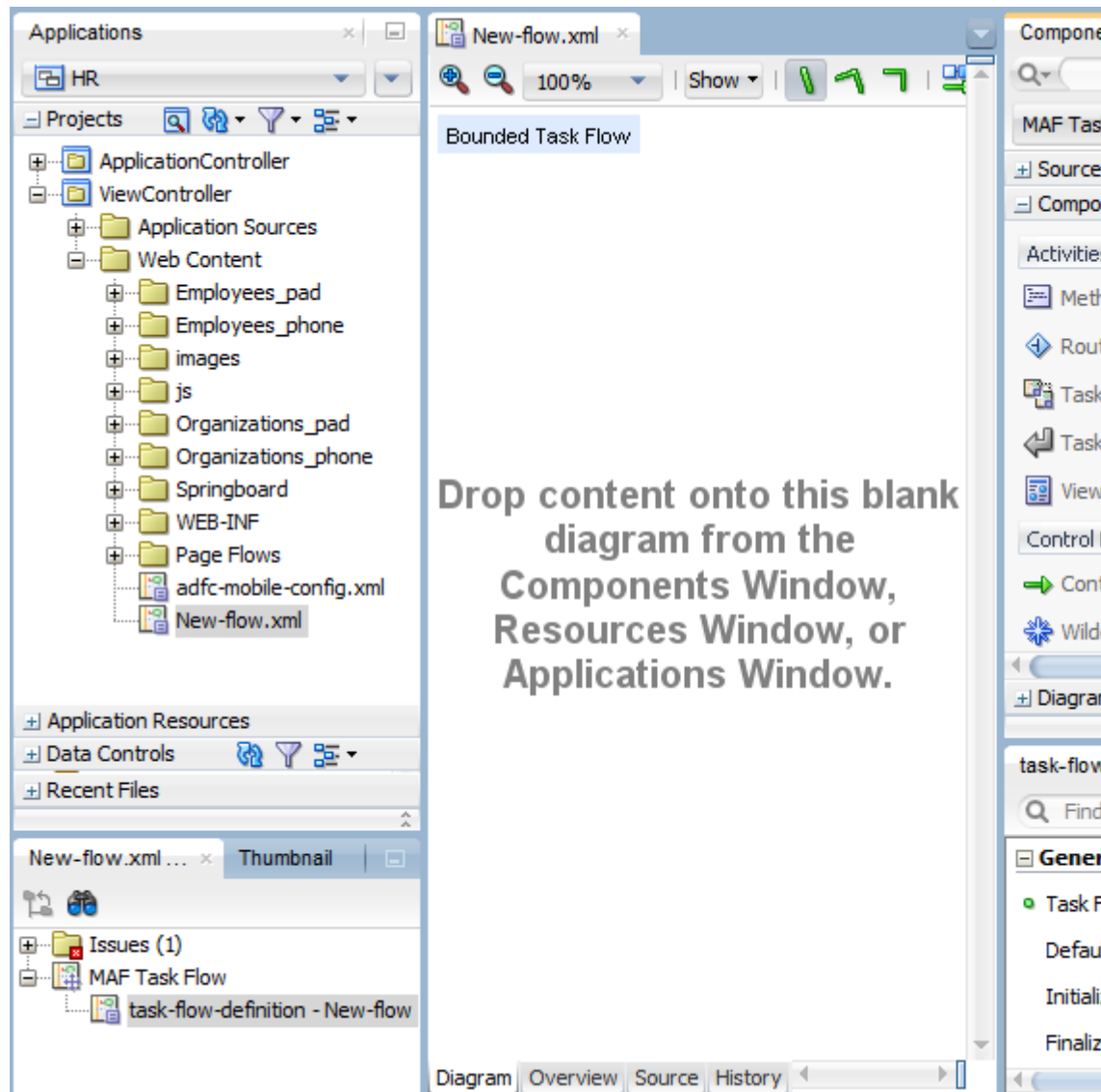


Figure 12-3 New Blank Task Flow

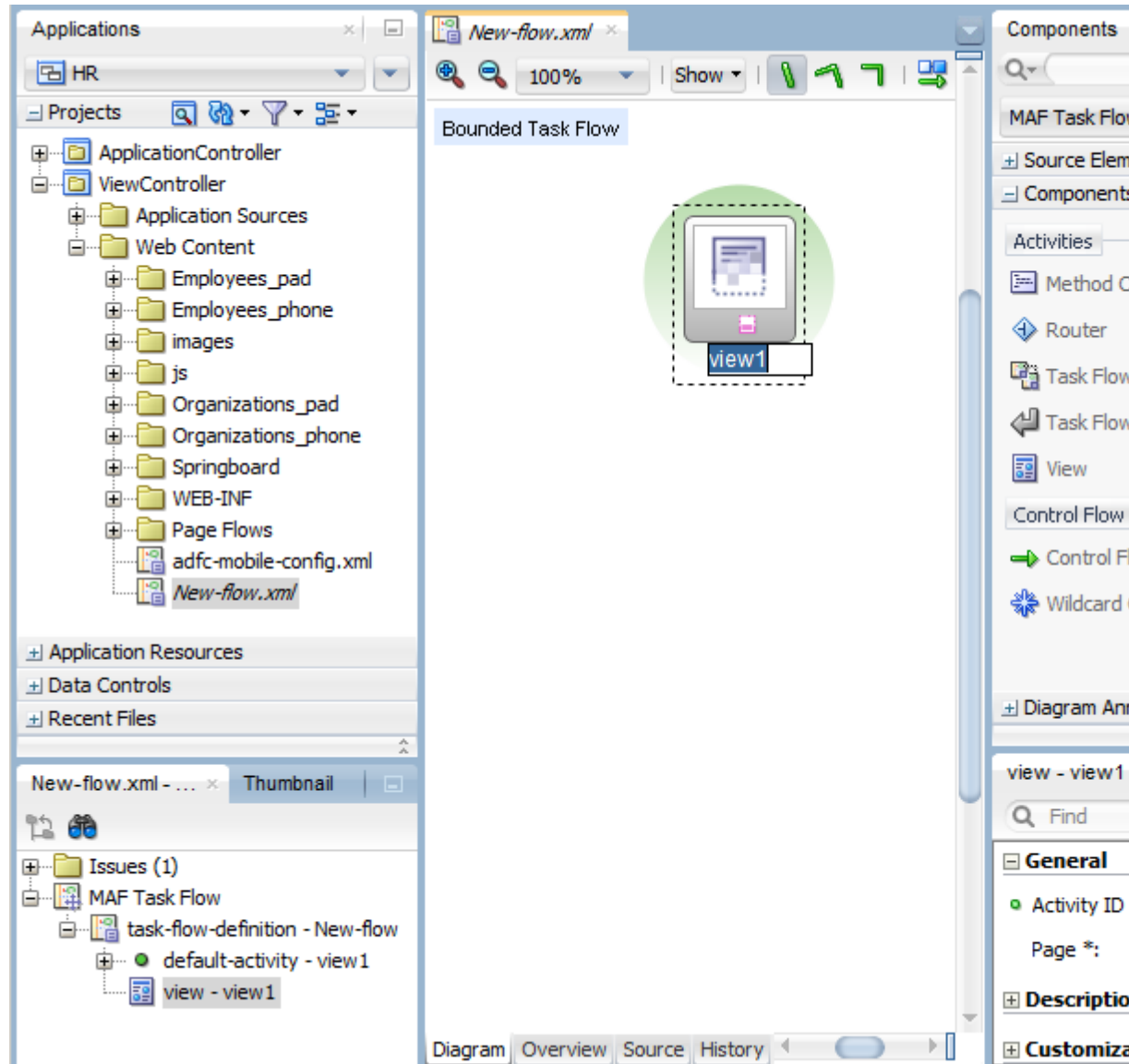


4. In the **Components** window, select **MAF Task Flow**.

Tip:

If the Components window is not displayed, choose **Window > Components** from the main menu. By default, the Components window is displayed in the upper right-hand corner of JDeveloper.

5. From **MAF Task Flow > Components**, select the component you wish to use and drag it onto the diagram. JDeveloper redraws the diagram with the newly added component, as [Figure 12-4](#) shows.

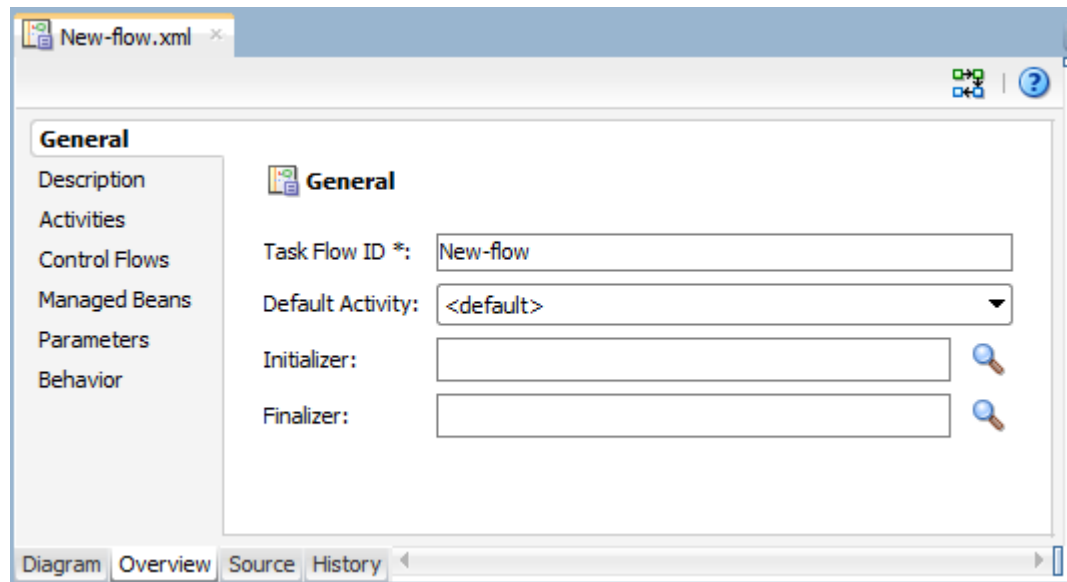
Figure 12-4 Adding Components to Task Flow

For information on how to add activities to a task flow, see [How to Add and Use Task Flow Activities](#).

For information on how to add control flows, see [How to Define Control Flows](#).

For information on how to define behavior of the new task flow, see [What You May Need to Know About Behavior of New Bounded Task Flows](#).

You can also open the **Overview** tab and use the overview editor to create navigation rules and navigation cases. Press F1 for details on using the overview editor to create navigation.



Additionally, you can manually add elements to the task flow file by directly editing the page in the Source editor. To open the file in the Source editor, click the **Source** tab.

Note:

When manually editing the task flow file, keep in mind that all the document file names referring to MAF AMX pages, JavaScript files, and CSS files are case-sensitive.

If special characters (such as an underscore, for example) are used in a file name, you should consult the mobile device specification to verify whether or not the usage of this character is supported.

Once the navigation for your MAF AMX application feature is defined, you can create the pages and add the components that will execute the navigation. For more information about using navigation components on a page, see [How to Define Control Flows](#).

After you define the task flow for the MAF AMX application feature, you can double-click a view file to access the MAF AMX view. For more information, see [Creating Views](#).

12.2.1.1 What You May Need to Know About Behavior of New Bounded Task Flows

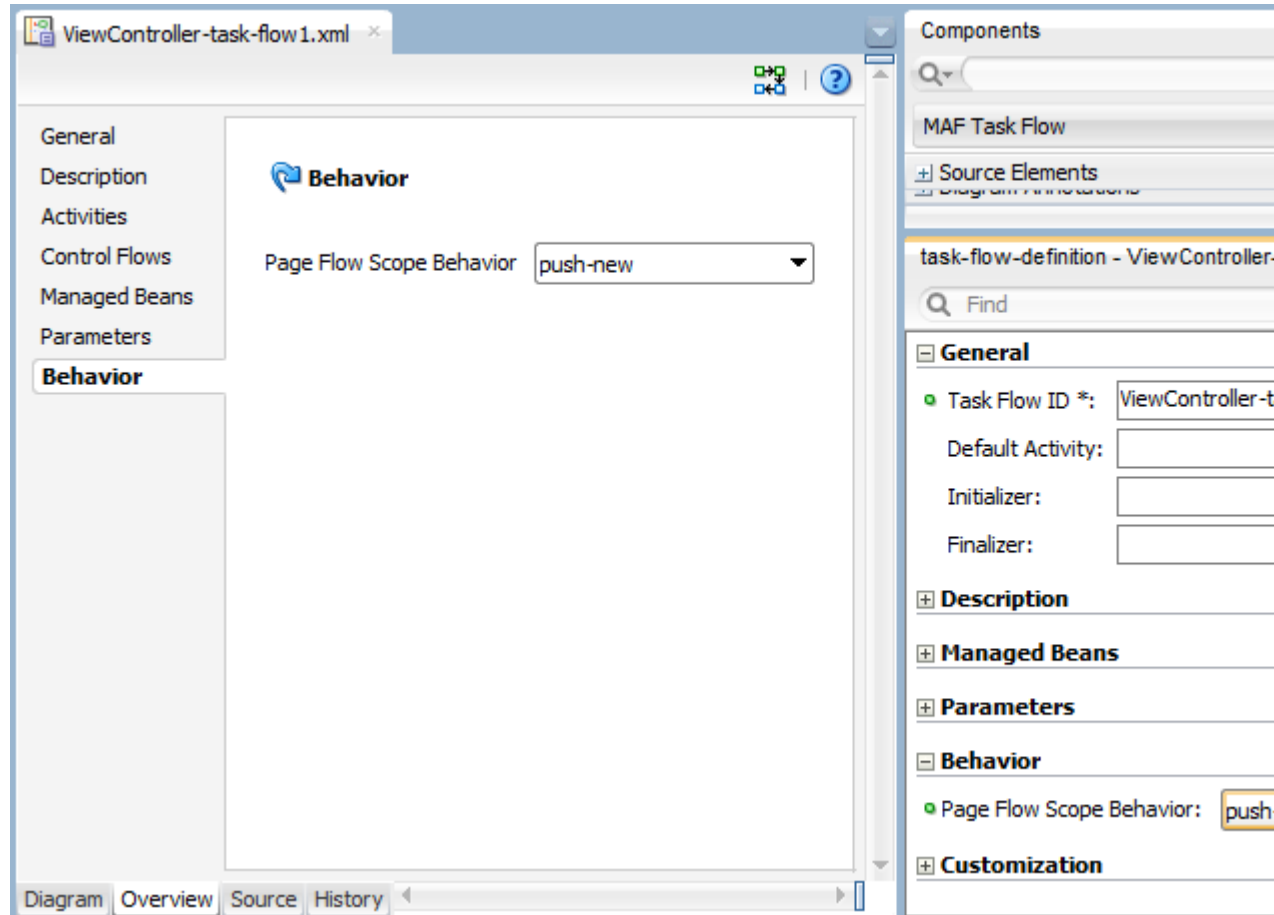
When a new bounded task flow is created, MAF automatically adds a `page-flow-scope-behavior` element to the `<Name>-flow.xml` file. This element is added as a child of the top-level `task-flow-definition` element.

Note:

The `page-flow-scope-behavior` element is appended to all newly created task flows, even if they are created in projects built using previous versions of MAF.

The value of the `page-flow-scope-behavior` element is set to `push-new` by default and is displayed in the Overview and Source editors for the new task flow, as well as the Properties window for the `task-flow-definition` element, as [Figure 12-5](#) shows.

Figure 12-5 Page Flow Scope Behavior for Task Flows



If the Page Flow Scope Behavior is set to `push-new`, a new page flow scope is created and the old `pageFlowScope` variables are saved and pushed on to a stack. This allows for the previous page flow scope to be restored upon the execution of a task flow return. If the Page Flow Scope Behavior is set to `preserve`, the `pageFlowScope` variables are not cleared when the task flow is entered upon execution of a task flow call resulting in the new task flow variables containing old values.

In existing task flows, if the `page-flow-scope-behavior` element is not present, then you should define it as either `push-new` or `preserve`.

For more information about the `pageFlowScope`, see [About the Managed Beans Category](#).

12.2.2 What You May Need to Know About Task Flow Activities and Control Flows

A task flow consists of activities and control flow cases that define the transitions between activities.

The MAF Task Flow designer supports activities listed in [Table 12-1](#).

Table 12-1 Task Flow Activities

Activity	Description
View	Displays a MAF AMX page. For more information, see Adding View Activities .
Method Call	<p>Invokes a method (typically a method on a managed bean). You can place a method call activity anywhere in the control flow of a MAF AMX application feature to invoke logic based on control flow rules. For additional information, see Adding Method Call Activities.</p> <p>You can also specify parameters that you pass into a method call that is included in a task flow. These include standard parameters for a method call action in a MAF AMX task flow. When you use the designer to generate a method, it adds the required arguments and type.</p> <p>At runtime, you can define parameters for a method call in a task flow and pass parameters into the method call itself for its usage. For more information, see How to Add and Use Task Flow Activities</p>
Router	Evaluates an Expression Language (EL) expression and returns an outcome based on the value of the expression. These outcomes can then be used to route control to other activities in the task flow. For more information, see Adding Router Activities .
Task Flow Call	<p>Calls a bounded task flow from either an unbounded or bounded task flow. While a task flow call activity allows you to call a bounded task flow located within the same MAF AMX application feature, you can also call a bounded task flow from a different MAF AMX application feature or from a Feature Archive file (FAR) that has been added to a library (see Reusing MAF Application Content).</p> <p>The task flow call activity supports task flow input parameters and return values.</p> <p>For more information, see Adding Task Flow Call Activities.</p>
Task Flow Return	Identifies the point in an application's control flow where a bounded task flow completes and sends control flow back to the caller. You can use a task flow return only within a bounded task flow. For more information, see Adding Task Flow Return Activities .

The MAF Task Flow designer supports control flows listed in [Table 12-2](#).

Table 12-2 Control Flows

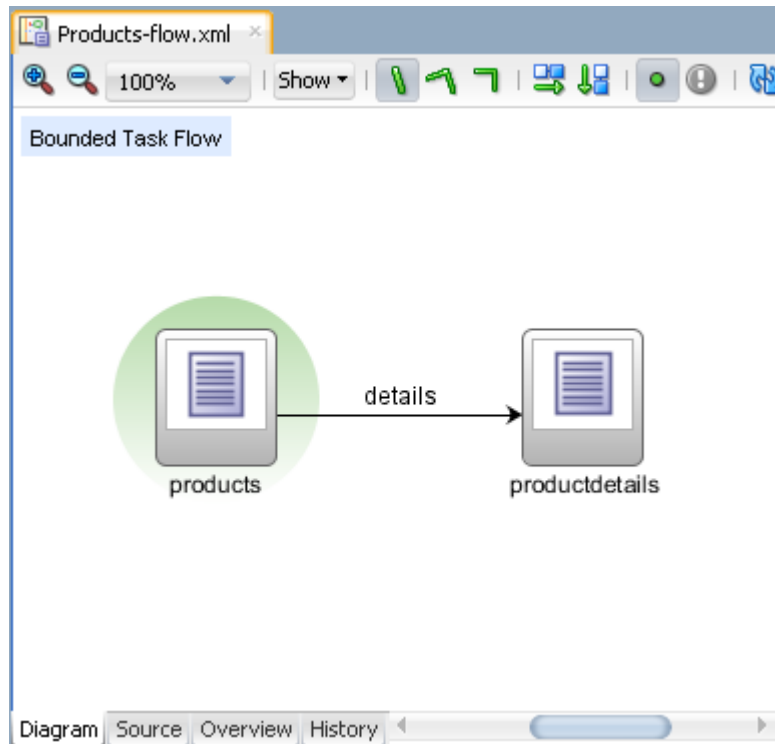
Control Flow	Description
Control Flow Case	Identifies how control passes from one activity to the next in the MAF AMX application feature. For more information, see Defining a Control Flow Case .
Wildcard Control Flow Rule	Represents a control flow case that can originate from any activities whose IDs match a wildcard expression. For more information, see Adding a Wildcard Control Flow Rule .

12.2.3 What You May Need to Know About the ViewController-task-flow.xml File

The `ViewController-task-flow.xml` file enables you to design the interactions between views (MAF AMX pages) by dragging and dropping MAF AMX task flow components from the Components window onto the diagrammer.

Figure 12-6 shows a sample task flow file called `Products-flow.xml`. In this file, the control flow is directed from the `products` page to the `productdetails` page. To return to the `products` page from the `productdetails` page, the built-in `__back` navigation is used (see [What You May Need to Know About MAF Support for Back Navigation](#)).

Figure 12-6 Task Flow File



12.2.4 What You May Need to Know About the MAF Task Flow Diagrammer

As illustrated in Figure 12-6, the task flow diagram and Components window display automatically after you create a task flow using the MAF Task Flow Creation utility. The task flow diagram is a visual editor onto which you can drag and drop activities and task flows from the Components window or from the Applications window. For more information, see [How to Add and Use Task Flow Activities](#).

12.2.5 How to Add and Use Task Flow Activities

You use the task flow diagrammer to drag and drop activities, views, and control flows.

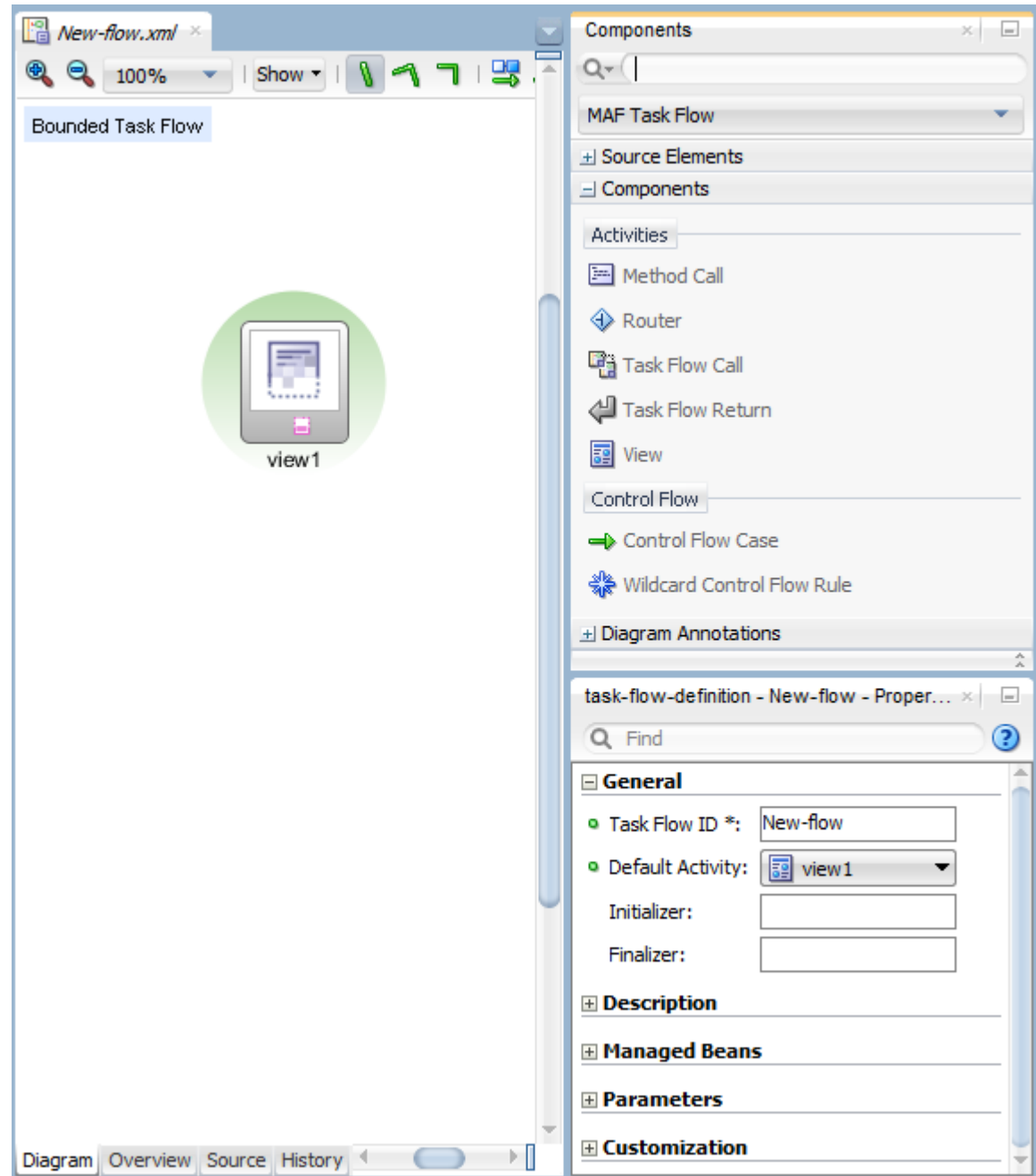
Before you begin:

You must select **MAF Task Flow** from the Components window, as Figure 12-7 shows.

To add an activity to a MAF task flow:

1. In the Applications window, double-click a task flow source file (such as `ViewController-task-flow.xml`) to display the task flow diagram and the Components window, as [Figure 12-7](#) shows. The diagrammer displays the task flow editor. The Components window automatically displays the components available for a MAF task flow.
2. Drag an activity from the Components window onto the diagram. If you drag a view activity onto the diagram and double-click on it, you can invoke the Create MAF AMX Page wizard (see [Adding View Activities](#)).

Figure 12-7 The Diagrammer for the Task Flow Editor



Note:

There is a default activity that is associated with each bounded task flow.

12.2.5.1 Adding View Activities

One of the primary types of task flow activity is the view activity which displays a MAF AMX page.

XML metadata in the source file of the task flow associates a view activity with a physical MAF AMX page. An `id` attribute identifies the view activity.

You can configure view activities in your task flow to pass control to each other at runtime. For example, to pass control from one view activity (view activity A) to a second view activity (view activity B), you could configure a command component, such as a Button or a Link on the page associated with view activity A. To do so, you set the command component's Action attribute to the control flow case `from-outcome` that corresponds to the task flow activity that you want to invoke (for example, view activity B). At runtime, the end user initiates the control flow case by invoking the command component. It is possible to navigate from a view activity to another activity using either a constant or dynamic value on the Action attribute of the UI component:

- A constant value of the component's Action attribute is an action outcome that always triggers the same control flow case. When an end user clicks the component, the activity specified in the control flow case is performed. There are no alternative control flows.
- A dynamic value of the component's Action attribute is bound to a managed bean or a method. The value returned by the method binding determines the next control flow case to invoke. For example, a method might verify user input on a page and return one value if the input is valid and another value if the input is invalid. Each of these different action values trigger different navigation cases, causing the application to navigate to one of two possible target pages.

For more information, see [How to Specify Action Outcomes Using UI Components](#).

You can also write an EL expression that must evaluate to `true` before control passes to the target view activity. You write the EL expression as a value for the `<if>` child element of the control flow case in the task flow.

The following two examples demonstrate what happens when you pass control between View activities:

1. This example shows a control flow case defined in the XML source file for a bounded or unbounded task flow.

```
<control-flow-rule>
  <from-activity-id>Start</from-activity-id>
  <control-flow-case>
    <from-outcome>toOffices</from-outcome>
    <to-activity-id>WesternOffices</to-activity-id>
  </control-flow-case>
</control-flow-rule>
```

2. In this example, a Button on a MAF AMX page associated with the Start view activity specifies `toOffices` as the `action` attribute. When the end user clicks the button, control flow passes to the `WesternOffices` activity specified as the `to-activity-id` in the control flow metadata.

```
<amx:commandButton text="Go" id="b1" action="toOffices">
```

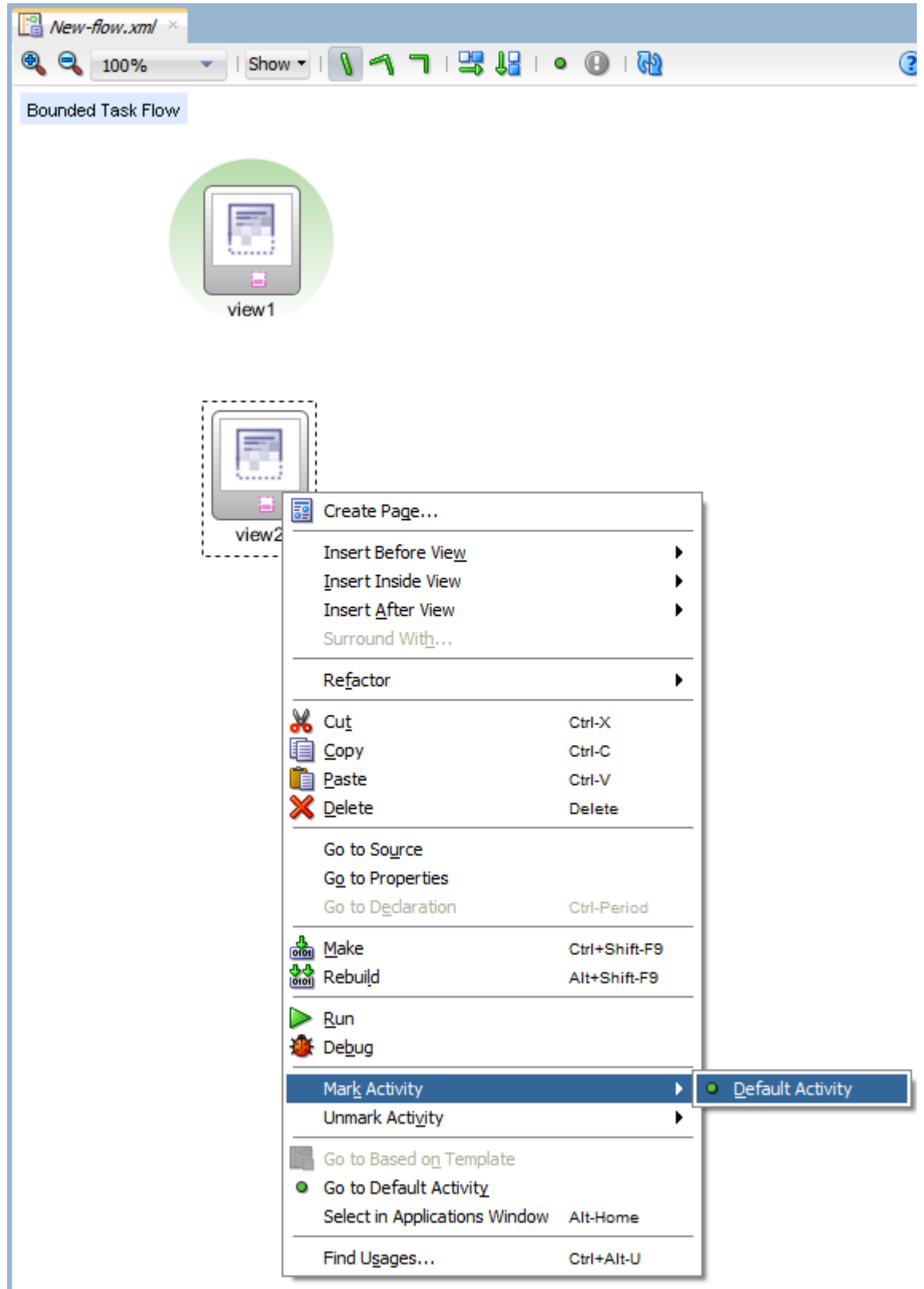
For more information, see the following:

- [Adding View Activities](#)
- [Creating MAF AMX Pages](#)

As previously stated, the view activity is associated in metadata with an actual MAF AMX page which it displays when added to a task flow. You add a view activity by dragging and dropping it from the Components window. You can create an actual MAF AMX page by double-clicking the View activity in the Diagram window and then define characteristics for the page through the displayed dialog (see [Figure 12-30](#)). You can also create a View activity by dragging and dropping a MAF AMX file in the Applications window onto the Overview editor's Diagram tab.

If you are creating a bounded task flow, you may want to designate a specific activity as the default activity (see [What You May Need to Know About Bounded and Unbounded Task Flows](#)). This allows the specific activity to execute first whenever the bounded task flow runs. By default, JDeveloper makes the first activity you add to the task flow the default. To change to a different activity, right-click the appropriate activity in the Diagram window and choose **Mark Activity > Default Activity** (see [Figure 12-8](#)).

Figure 12-8 Defining Default Activity



12.2.5.2 Adding Router Activities

Use a router activity to route control to activities based on the runtime evaluation of EL expressions.

Each control flow corresponds to a different router case. Each router case uses the following elements to choose the activity to which control is next routed:

- **expression:** an EL expression that evaluates to `true` or `false` at runtime.
The router activity returns the outcome that corresponds to the EL expression that returns `true`.
- **outcome:** a value returned by the router activity if the EL expression evaluates to `true`.
If the router case `outcome` matches a `from-outcome` on a control flow case, control passes to the activity that the control flow case points to. If none of the cases for the router activity evaluate to `true`, or if no router activity cases are specified, the `outcome` specified in the router Default Outcome field (if any) is used.

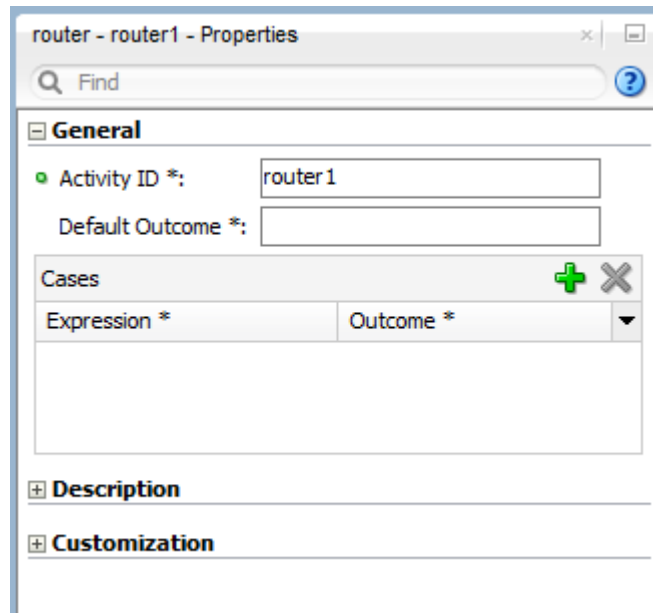
Consider using a router activity if your routing condition can be expressed in an EL expression: the router activity allows you to show more information about the condition on the task flow.

When you drag a Router activity onto the diagram, you can use the Properties window to create an expression whose evaluation determines which control flow rule to follow. Using the Properties window, you configure the **Activity ID** and **Default Outcome** properties of the router activity and add router cases to the router activity.

When defining the Activity ID attribute, write a value that identifies the router activity in the task flow's source file.

When defining the Default Outcome attribute, specify an activity that the router activity passes control to if no control flow cases evaluate to `true` or if no control flow case is specified.

For each router case that you add, specify values by clicking Add (+) in the **Cases** section that [Figure 12-49](#) shows.

Figure 12-9 Configuring Router Activity

- Expression:** An EL expression that evaluates to `true` or `false` at runtime.
 For example, to reference the value in an input text field of a view activity, write an EL expression similar to the following:


```
#{pageFlowScope.value=='view2'}
```

 If this EL expression returns `true`, the router activity invokes the outcome that you specify in the Outcome field.
- Outcome:** The outcome the router activity invokes if the EL expression specified by Expression returns `true`.
 Create a control flow case or a wildcard control flow rule for each outcome in the diagram of your task flow. For example, for each outcome in a control flow case, ensure that there is a corresponding `from-outcome`.

When you configure the control flow using a router activity, JDeveloper writes values to the source file of the task flow based on the values that you specify for the properties of the router activity.

12.2.5.3 Adding Method Call Activities

When you drag a Method Call activity onto the diagram, you can use the Properties window to configure the method to call.

Use a method call activity to call a custom or built-in method that invokes the MAF AMX application feature logic from anywhere within the application feature's control flow. You can specify methods to perform tasks such as initialization before displaying a page, cleanup after exiting a page, exception handling, and so on.

You can set an outcome for the method that specifies a control flow case to pass control to after the method finishes. You can specify the outcome as one of the following:

- fixed-outcome:** upon successful completion, the method always returns this single outcome, for example, `success`. If the method does not complete

successfully, an outcome is not returned. If the method type is void, you must specify a `fixed-outcome` and cannot specify `to-string`.

You define this outcome by setting the **Fixed Outcome** field in the Properties window (see [Figure 12-10](#)).

- `to-string`: if specified as `true`, the outcome is based on calling the `toString` method on the Java object returned by the method. For example, if the `toString` method returns `editBasicInfo`, navigation goes to a control flow case named `editBasicInfo`.

You define this outcome by setting the **toString()** field in the Properties window (see [Figure 12-10](#)).

You can associate the method call activity with an existing method by dropping a data control operation from the Data Controls window directly onto the method call activity in the task flow diagram. You can also drag methods and operations directly to the task flow diagram: a new method call activity is created automatically when you do so. You can specify an EL expression and other options for the method.

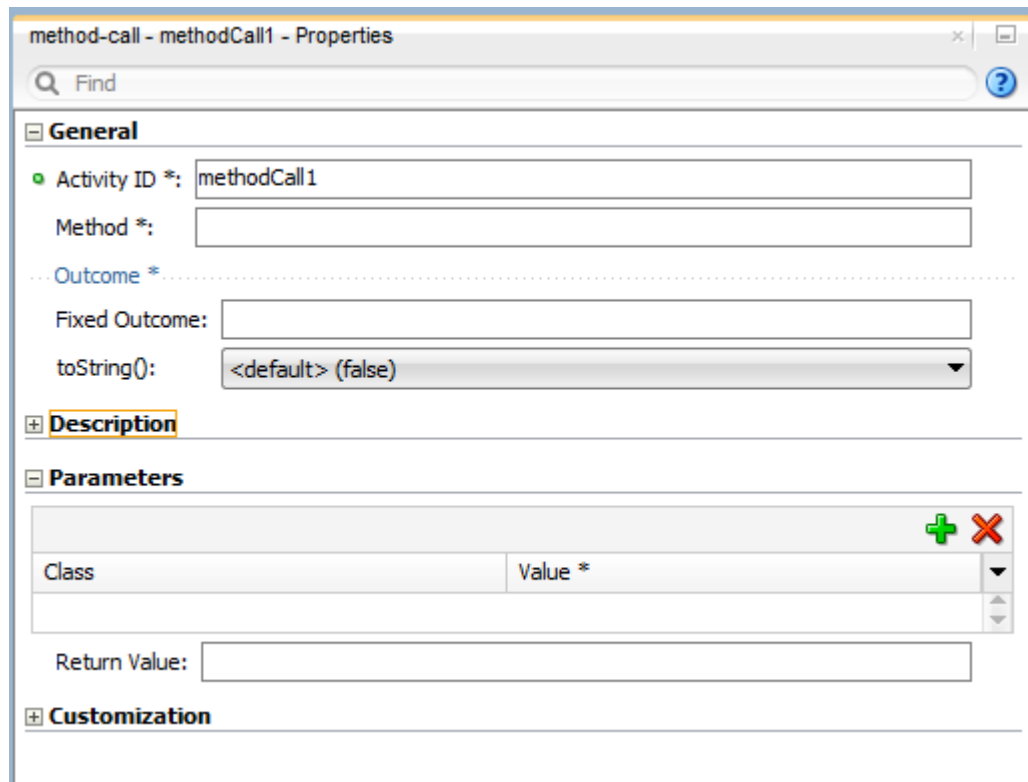
You configure the method call by modifying its activity identifier in the **Activity ID** field if you want to change the default value. If you enter a new value, the new value appears under the method call activity in the diagram.

In the **Method** field, enter an EL expression that identifies the method to call.

Note:

The `bindings` variable in the EL expression references a binding from the current binding container. In order to specify the `bindings` variable, you must specify a binding container definition or page definition. For more information, see [What You May Need to Know About Generated Drag and Drop Artifacts](#).

Figure 12-10 Configuring Method Call Activity



You can also use the Expression Builder to build the EL expression for the method:

- Choose Method Expression Builder from the Property Editor for the Method field.
- In the Expression Builder dialog, navigate to the method that you want to invoke and select it.

If the method call activity is to invoke a managed bean method, double-click the method call activity in the diagram. This invokes a dialog where you can specify the managed bean method you want to invoke.

You can specify parameters and return values for a method by using the **Parameters** section of the Properties window (see [Figure 12-10](#)). If parameters have not already been created by associating the method call activity to an existing method, add the parameters by clicking Add (+) and setting the following:

- **Class:** enter the parameter class. For example, `java.lang.Double`.
- **Value:** enter an EL expression that retrieves the value of the parameter. For example:

```
#{pageFlowScope.shoppingCart.totalPurchasePrice}
```
- **Return Value:** enter an EL expression that identifies where to store the method return value. For example:

```
#{pageFlowScope.Return}
```

12.2.5.4 Adding Task Flow Call Activities

You can use a task flow call activity to call a bounded task flow from either the unbounded task flow (see [Unbounded Task Flows](#)) or a bounded task flow (see

[Bounded Task Flows](#)). This activity allows you to call a bounded task flow located within the same or a different MAF AMX application feature.

The called bounded task flow executes its default activity first. There is no limit to the number of bounded task flows that can be called. For example, a called bounded task flow can call another bounded task flow, which can call another, and so on resulting in the creation of chained task flows where each task flow is a link in a chain of tasks.

To pass parameters into a bounded task flow, you must specify input parameter values on the task flow call activity. These values must correspond to the input parameter definitions on the called bounded task flow. For more information, see [Specifying Input Parameters on a Task Flow Call Activity](#).

Note:

The value on the task flow call activity input parameter specifies the location within the calling task flow from which the value is to be retrieved.

The value on the input parameter definition for the called task flow specifies where the value is to be stored within the called bounded task flow once it is passed.

Note:

When a bounded task flow is associated with a task flow call activity, input parameters are automatically inserted on the task flow call activity based on the input parameter definitions set on the bounded task flow. Therefore, you only need to assign values to the task flow call activity input parameters.

By default, all objects are passed by reference. Primitive types (for example, `int`, `long`, or `boolean`) are always passed by value.

The technique for passing return values out of the bounded task flow to the caller is similar to the way that input parameters are passed. For more information, see [Configuring a Return Value from a Bounded Task Flow](#).

To use a task flow call activity:

1. Call a bounded task flow using a task flow call activity (see [Calling a Bounded Task Flow Using a Task Flow Call Activity](#))
2. Specify input parameters on a task flow call activity if you want to pass parameters into the bounded task flow (see [Specifying Input Parameters on a Task Flow Call Activity](#)).

12.2.5.4.1 Calling a Bounded Task Flow Using a Task Flow Call Activity

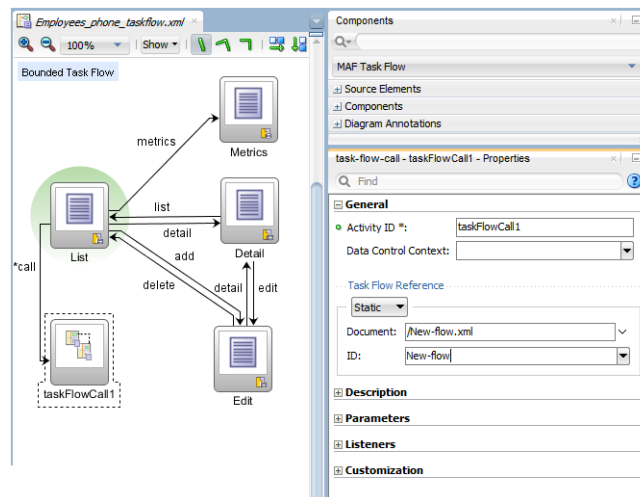
Add a task flow call activity to the calling bounded or unbounded task flow to call a bounded task flow.

To call a bounded task flow:

1. Open a bounded task flow file in the Diagram view.
2. From the Components window, select **Components > Activities**.
3. Drag and drop a Task Flow Call activity onto the diagram.

4. Choose one of the following options to identify the called task flow:
 - Double-click the newly-dropped task flow call activity to open the Create MAF Task Flow dialog (see [Figure 12-2](#)) where you define settings for a new bounded task flow.
 - Drag an existing bounded task flow from the Applications window and drop it on the task flow call activity.
 - If you know the name of the bounded task flow that you want to invoke, perform the following steps:
 - a. In the Diagram view, select the Task Flow Call activity.
 - b. In the Properties window shown in the following illustration, expand the General section, and then select **Static** from the **Task Flow Reference** list.
 - c. In the **Document** field, enter the name of the source file for the bounded task flow to call.
 - d. In the **ID** field, enter the bounded task flow ID contained in the XML source file for the called bounded task flow.

Figure 12-11 Task Flow Call Activity That Invokes a Bounded Task Flow



If you do not know the name of the bounded task flow to invoke and it is dependent on an end user selection at runtime, perform the following steps:

- a. In the Diagram view, select the Task Flow Call activity.
- b. In the Properties window, expand the General section, and select **Dynamic** from the **Task Flow Reference** list.
- c. Use the Expression Builder to set the value of the **Dynamic Task Flow Reference** property field: write an EL expression that identifies the ID of the bounded task flow to invoke at runtime.

12.2.5.4.2 Specifying Input Parameters on a Task Flow Call Activity

The suggested method for mapping parameters between a task flow call activity and its called bounded task flow is to first specify input parameter definitions for the called bounded task flow. Then you can drag the bounded task flow from the

Applications window and drop it on the task flow call activity. The task flow call activity input parameters are created automatically based on the bounded task flow's input parameter definition. For more information, see [Passing Parameters to a Bounded Task Flow](#).

You can, of course, first specify input parameters on the task flow call activity. Even if you have defined them first, they will automatically be replaced based on the input parameter definitions of the called bounded task flow, once it is associated with the task flow call activity.

If you have not yet created the called bounded task flow, you may still find it useful to specify input parameters on the task flow call activity. Doing so at this point allows you to identify any input parameters you expect the task flow call activity to eventually map when calling a bounded task flow.

To specify input parameters:

1. Open a task flow file in the Diagram view and select a Task Flow Call activity.
2. In the Properties window, expand the Parameters section, and click Add (+) to specify a new input parameter in the Input Parameters list as follows:
 - **Name:** enter a name to identify the input parameter.
 - **Value:** enter an EL expression that identifies the parameter value. The EL expression identifies the location within the calling task flow from which the parameter value is to be retrieved. For example, enter an EL expression similar to the following:


```
#{pageFlowScope.callingTaskflowParm}
```

By default, all objects are passed by reference. Primitive types (for example, `int`, `long`, or `boolean`) are always passed by value.
3. After you have specified an input parameter, you can specify a corresponding input parameter definition for the called bounded task flow. For more information, see [Passing Parameters to a Bounded Task Flow](#).

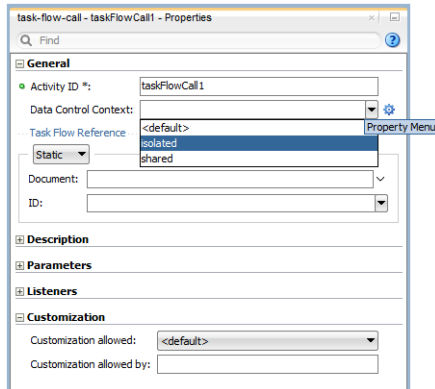
12.2.5.4.3 Specifying the Data Control Context

When one task flow calls another, the task flows can either share an instance of a data control or create separate instances of the same data control allowing the task flows to maintain independent state.

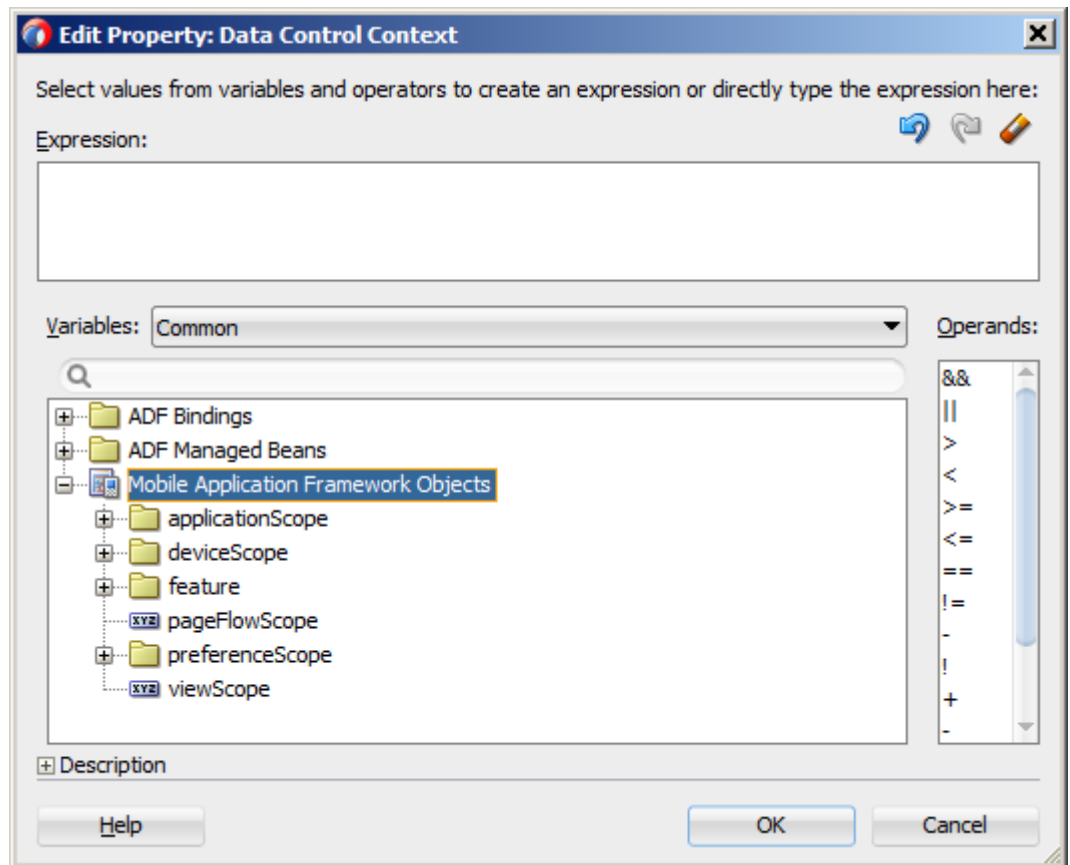
The internal object that task flows use to share their data controls or to store their own isolated data control is known as a data control context. When a task flow specifies a `data-control-context` value of `shared`, the called task flow uses the data control context of the calling task flow rather than creating its own. This allows the called task flow to share data control instances attached to the data control context. Alternatively, if a called task flow specifies a `data-control-context` value of `isolated`, a new data control context is created and a new instance of any data controls used by the task flow is attached to the newly-created data control context.

You can define a data control context for a task flow call activity as follows:

1. In the Diagram view, select a Task Flow Call activity.
2. In the Properties window, expand the General section, and then provide a value for the **Data Control Context** property:



- Select shared (default) from the drop-down field if the data control is to be shared with the calling task flow. For example, changes made to a called task flow are reflected when navigation back to the calling task flow occurs.
- Select isolated from the drop-down field if the task flow is to have its own set of data control instances.
- Define an EL expression that evaluates to either "shared" or "isolated". You set this value in the **Edit Property: Data Control Context** dialog (see the following illustration) that you can open by clicking the Property Menu icon located to the right of the Data Control Context field in the Properties window.



Note: To choose the correct value for the `data-control-context`, consider looking at your data model and decide how data should be shared across task flow boundaries.

For information on setting depth of the data control context, see [How to Define the Data Control Context Depth for Task Flows](#).

12.2.5.5 Adding Task Flow Return Activities

A task flow return activity identifies the point in a MAF AMX application feature's control flow where a bounded task flow completes and sends control flow back to the caller. You can use a task flow return activity only within a bounded task flow.

A gray circle around a task flow return activity icon indicates that the activity is an exit point for a bounded task flow. A bounded task flow can have zero or more task flow return activities.

Each task flow return activity specifies an `outcome` that it returns to the calling task flow.

The `outcome` returned to an invoking task flow depends on the end user action. You can configure control flow cases in the invoking task flow to determine the next action by the invoking task flow. Set the **From Outcome** property of a control flow case to the value returned by the task flow return activity's `outcome` to invoke an action based on that outcome. This determines control flow upon return from the called task flow.

To add a task flow return activity:

1. Open a bounded task flow file in the Diagram view.
2. From the Components window, select **Components > Activities**.
3. Drag and drop a Task Flow Return activity onto the diagram.
4. In the Properties window (see [Figure 12-12](#)), expand the General section and enter an outcome in the **Name** field.

The task flow return activity returns this outcome to the calling task flow when the current bounded task flow exits. You can specify only one outcome per task flow return activity. The calling task flow should define control flow rules to handle control flow upon return. For more information, see [How to Define Control Flows](#).

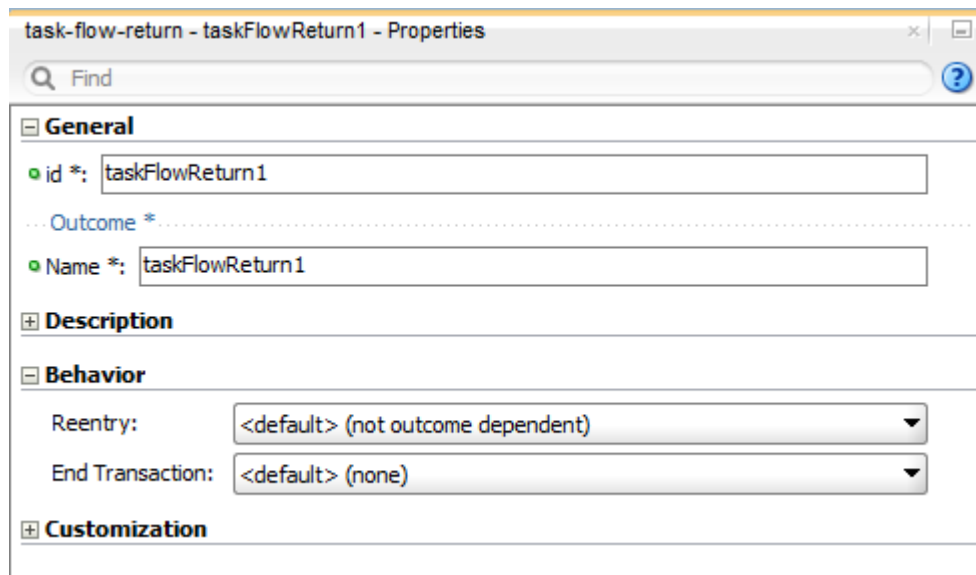
5. Expand the Behavior section and choose one of the options in the Reentry list.

If you specify **reentry-not-allowed** on a bounded task flow, an end user can still click the back button on the mobile device and return to a page within the bounded task flow. However, if the end user does anything on the page such as activating a button, an exception (for example, `InvalidTaskFlowReentry`) is thrown indicating the bounded task flow was reentered improperly.

6. From the End Transaction dropdown list, choose one of the following options:
 - **commit**: select to commit the existing transaction to the database.
 - **rollback**: select to roll back the transaction to what it was on entry of the called task flow. This has the same effect as canceling the transaction, since it rolls back a new transaction to its initial state when it was started on entry of the bounded task flow.

If you do not specify commit or rollback, the transaction is left open to be closed by the calling bounded task flow.

Figure 12-12 Configuring Task Flow Return Activity



12.2.5.6 Using Task Flow Activities with Page Definition Files

Page definition files define the binding objects that populate data at runtime. They are typically used in a MAF AMX application feature to bind page UI components to data controls. The following task flow activities can also use page definition files to bind to data controls:

- **Method call:** You can drag and drop a data control operation from the Data Controls window onto a task flow to create a method call activity or onto an existing method call activity. In both cases, the method call activity binds to the data control operation.
- **Router:** associating a page definition file with a router activity creates a binding container. At runtime, this binding container makes sure that the router activity references the correct binding values when it evaluates the router activity cases' EL expressions. Each router activity case specifies an outcome to return if its EL expression evaluates to `true`. For this reason, only add data control operations to the page definition file that evaluate to `true` or `false`.
- **Task flow call:** associating a page definition file with a task flow call activity creates a binding container. At runtime, the binding container is in context when the task flow call activity passes input parameters. The binding container makes sure that the task flow call activity references the correct values if it references binding values when passing input parameters from a calling task flow to a called task flow.
- **View:** you cannot directly associate a view activity with a page definition file. Instead, you associate the page that the view activity references.

If you right-click any of the preceding task flow activities, except view activity, in the Diagram window for a task flow, JDeveloper displays an option on the context menu that enables you to create a page definition file if one does not yet exist. If a page definition file does exist, JDeveloper displays a context menu option for all task flow activities to go to the page definition file (see [Accessing the Page Definition File](#)).

JDeveloper also displays the Edit Binding context menu option when you right-click a method call activity that is associated with a page definition file.

A task flow activity that is associated with a page definition file displays an icon in the lower-right section of the task flow activity icon.

To associate a page definition file with a task flow activity:

1. In the Diagram view, right-click the task flow activity for which you want to create a page definition file and select Create Page Definition from the context menu.
2. In the resulting page definition file, add the bindings that you want your task flow activity to reference at runtime.

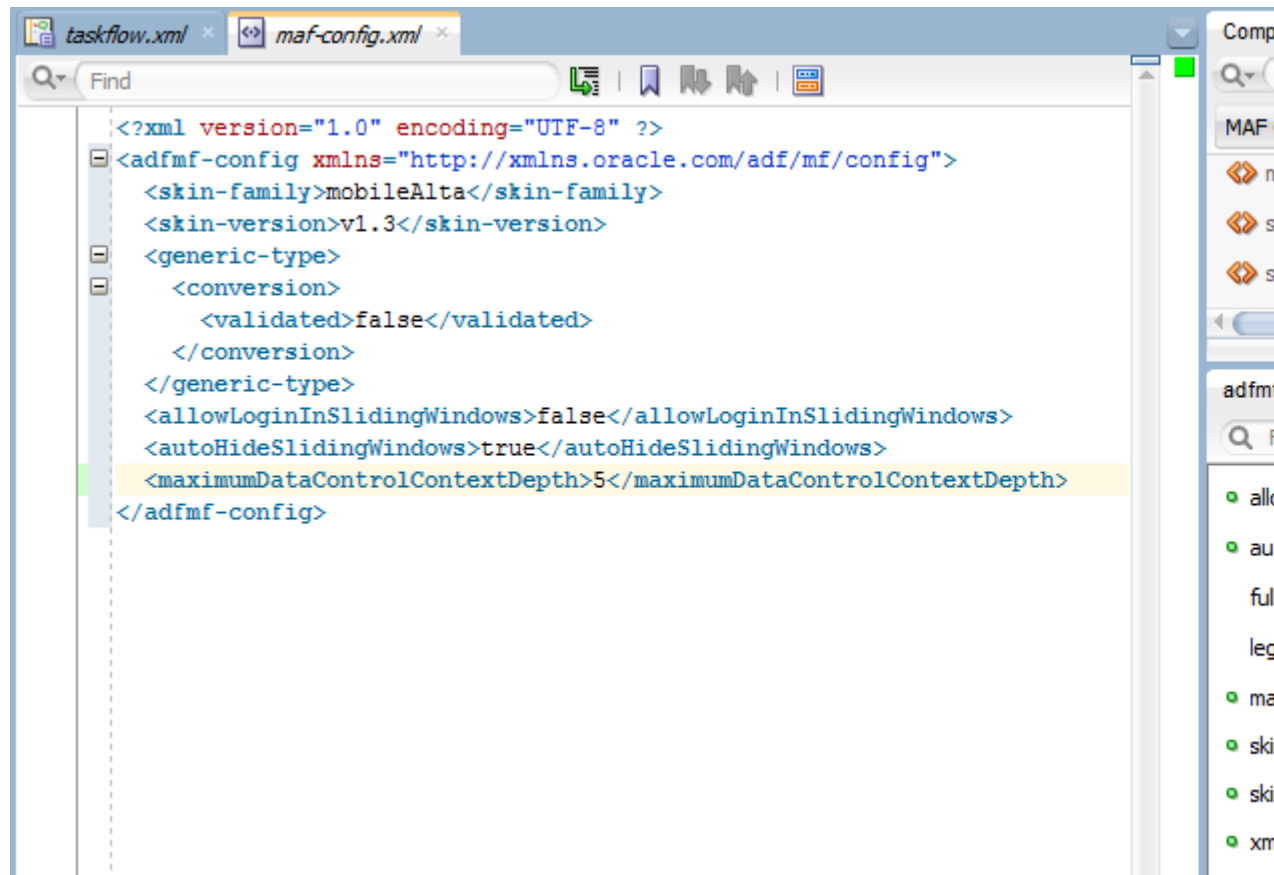
For more information about page definition files, see [What You May Need to Know About Generated Drag and Drop Artifacts](#).

When the preceding steps are completed, JDeveloper generates a page definition file for the task flow activity at design time. The file name of the page definition file comprises the originating task flow and either the name of the task flow activity or the data control operation to invoke. JDeveloper also generates an EL expression from the task flow activity to the binding in the created page definition file. At runtime, a binding container ensures that a task flow activity's EL expressions reference the correct value.

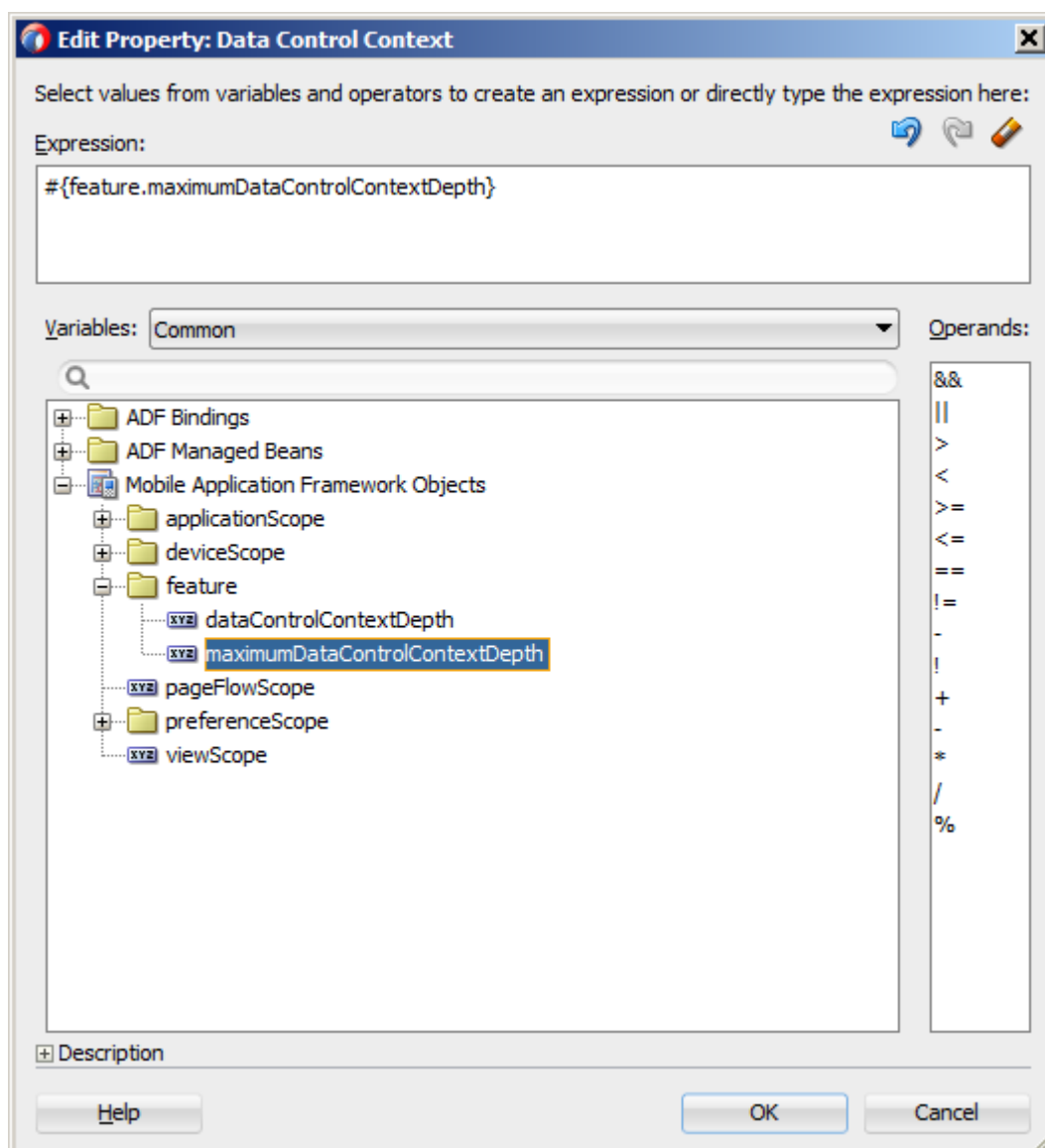
12.2.6 How to Define the Data Control Context Depth for Task Flows

Configuring the data control context depth allows you to avoid an infinite drill into a task flow by disabling certain functionality. For example, you can disable drilling into nested task flow when a particular data control context stack depth is reached.

You can modify the maximum depth of the data control context (see [Specifying the Data Control Context](#)) by setting the `maximumDataControlContextDepth` property in your application's `maf-config.xml` file, as the following illustration shows. The default value is 10.



You can also define an EL expression of either `#{feature.dataControlContextDepth}` or `#{feature.maximumDataControlContextDepth}` using the Mobile Application Framework feature object, as the following illustration shows.



In addition, you can use methods of the `EmbeddedFeatureContext` class that provide access to the current data control context stack depth as well as the maximum stack depth. For more information, see *Java API Reference for Oracle Mobile Application Framework*.

For more information about the `maf-config.xml` file, see [Table C-1](#).

For more information about EL expressions, see [Creating EL Expressions](#).

12.2.7 How to Define Control Flows

You use the following task flow components to define the control flow in your MAF AMX application feature:

- Control Flow Case (see [Defining a Control Flow Case](#))
- Wildcard Control Flow Rule (see [Adding a Wildcard Control Flow Rule](#))

12.2.7.1 Defining a Control Flow Case

You can create navigation using the Control Flow Case component, which identifies how control passes from one activity to the next. To create a control flow, select **Control Flow Case** from the Components window. Next, connect the Control Flow Case to the source activity, and then to the destination activity.

JDeveloper creates the following after you connect a source and target activity:

- `control-flow-rule`: Identifies the source activity using a `from-activity-id`.
- `control-flow-case`: Identifies the destination activity using a `to-activity-id`.

To define a control flow case directly in the MAF task flow diagram:

1. Open the task flow source file in the Diagram view.
2. Select **Control Flow Case** from the Components window.
3. On the diagram, click a source activity and then a destination activity. JDeveloper adds the control flow case to the diagram. Each line that JDeveloper adds between an activity represents a control flow case. The `from-outcome` contains a value that can be matched against values specified in the action attribute of the MAF AMX UI components.
4. To change the `from-outcome`, select the text next to the control flow in the diagram. By default, this is a wildcard character.
5. To change the `from-activity-id` (the identifier of the source activity), or the `to-activity-id` (the identifier for the destination activity), drag either end of the arrow in the diagram to a new activity.

12.2.7.2 Adding a Wildcard Control Flow Rule

MAF task flows support the wildcard control flow rule, which represents a control flow `from-activity-id` that contains a trailing wildcard (`foo*`) or a single wildcard character. You can add a wildcard control flow rule to an unbounded or bounded task flow by dragging and dropping it from the Components window. To configure your wildcard control flow rule, use the Properties window.

To add a wildcard control flow rule:

1. Open the task flow source file in the Diagram view.
2. Select **Wildcard Control Flow Rule** in the Components window and drop it onto the diagram.
3. Select **Control Flow Case** in the Components window.
4. In the task flow diagram, drag the control flow case from the wildcard control flow rule to the target activity, which can be any activity type.
5. By default, the label below the wildcard control flow rule is `*`. This is the value for the **From Activity ID** element. To change this value, select the wildcard control flow rule in the diagram. In the Properties window for the wildcard control flow rule, enter a new value in the **From Activity ID** field. A useful convention is to cast the wildcard control flow rule in a form that describes its purpose. For example, enter `project*`. The wildcard must be a trailing character in the new label.

Tip:

You can also change the From Activity ID value in the Overview editor for the task flow diagram.

- Optionally, in the Properties window expand the **Behavior** section and write an EL expression in the **If** field that must evaluate to `true` before control can pass to the activity identified by **To Activity ID**.

12.2.7.3 What You May Need to Know About Control Flow Rule Metadata

The following example shows the general syntax of a control flow rule element in the task flow source file.

```
<control-flow-rule>
  <from-activity-id>from-view-activity</from-activity-id>
  <control-flow-case>
    <from-action>actionmethod</from-action>
    <from-outcome>outcome</from-outcome>
    <to-activity-id>destinationActivity</to-activity-id>
    <if>#{myBean.someCondition}</if>
  </control-flow-case>
  <control-flow-case>
    ...
  </control_flow-case>
</control-flow-rule>
```

Control flow rules can consist of the following metadata:

- `control-flow-rule`: a mandatory wrapper element for control flow case elements.
- `from-activity-id`: the identifier of the activity where the control flow rule originates (for example, `source`).
A trailing wildcard (`*`) character in `from-activity-id` is supported. The rule applies to all activities that match the wildcard pattern. For example, `login*` matches any logical activity ID name beginning with the literal `login`. If you specify a single wildcard character in the metadata (not a trailing wildcard), the control flow automatically converts to a wildcard control flow rule activity in the diagram. For more information, see [Adding a Wildcard Control Flow Rule](#).
- `control-flow-case`: a mandatory wrapper element for each case in the control flow rule. Each case defines a different control flow for the same source activity. A control flow rule must have at least one control flow case.
- `from-action`: an optional element that limits the application of the rule to outcomes from the specified action method. The action method is specified as an EL binding expression, such as, for example, `#{backing_bean.cancelButton_action}`.

In the preceding example, control passes to `destinationActivity` only if outcome is returned from `actionmethod`.

The value in `from-action` applies only to a control flow originating from a view activity, not from any other activity types. Wildcards are not supported in `from-action`.

- `from-outcome`: identifies a control flow case that will be followed based on a specific originating activity outcome. All possible originating activity outcomes should be accommodated with control flow cases.

If you leave both the `from-action` and the `from-outcome` elements empty, the case applies to all outcomes not identified in any other control flow cases defined for the activity, thus creating a default case for the activity. Wildcards are not supported in `from-outcome`.

- `to-activity-id`: a mandatory element that contains the complete identifier of the activity to which the navigation is routed if the control flow case is performed. Each control flow case can specify a different `to-activity-id`.
- `if`: an optional element that accepts an EL expression as a value. If the EL expression evaluates to `true` at runtime, control flow passes to the activity identified by the `to-activity-id` element.

12.2.7.4 What You May Need to Know About Control Flow Rule Evaluation

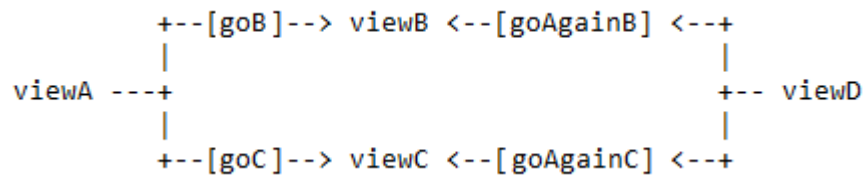
At runtime, task flows evaluate control flow rules from the most specific to the least specific match to determine the next transition between activities. Evaluation is based on the following priority:

1. `from-activity-id`, `from-action`, `from-outcome`: first, searches for a match in all three elements is performed.
2. `from-activity-id`, `from-outcome`: the search is performed in these elements if no match in all three elements is found.
3. `from-activity-id`: if search in the preceding combinations did not result in a match, search is performed in this element only.

12.2.8 What You May Need to Know About MAF Support for Back Navigation

In the task flow example that [Figure 12-13](#) shows, it is possible to take two separate paths to reach `viewD` based on the action outcome value (see [How to Specify Action Outcomes Using UI Components](#)): either from `viewA` to `viewB` to `viewD`, or from `viewA` to `viewC` to `viewD`.

Figure 12-13 Task Flow with Back Navigation



While you could theoretically keep track of which navigation paths had been followed and then directly implement the `__back` navigation flow, it would be tedious and error-prone, especially considering the fact that due to the limited screen space on mobile devices transitions out of the navigation sequences occur very frequently. MAF provides support for a built-in `__back` navigation that enables moving back through optional paths across a task flow: by applying its "knowledge" of the path taken, MAF performs the navigation back through the same path. For example, if the initial navigation occurred from `viewA` to `viewC` to `viewD`, on exercising the `__back` option on `viewD` MAF would automatically take the end user back to `viewA` through `viewC` rather than through `viewB`.

For additional information, see the following:

- [What You May Need to Know About the ViewController-task-flow.xml File](#)

- [How to Create and Reference Managed Beans](#)
- [Enabling the Back Button Navigation](#)

12.2.9 How to Enable Page Navigation by Dragging

You can enable navigation from one MAF AMX page to another through the use of the Navigation Drag Behavior operation. For more information, see [How to Enable Drag Navigation](#).

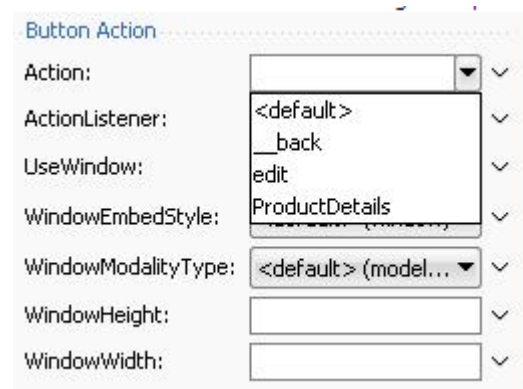
12.2.10 How to Specify Action Outcomes Using UI Components

Using the Properties window, you can specify an action outcome by setting the `action` attribute of one of the following UI components to the corresponding control flow case `from-outcome` leading to the next task flow activity:

- Command Button (see [How to Use Buttons](#))
- Command Link (see [How to Use Links](#))
- List Item

You use the UI component's **Action** field (see [Figure 12-14](#)) to make a selection from a list of possible action outcomes defined in one or more task flow for a specific MAF AMX page.

Figure 12-14 *Setting Actions*



A **Back** action (`__back`) is automatically added to every list to enable navigation to the previously visited page.

Note:

A MAF AMX page can be referenced in both bounded and unbounded task flows, in which case actions outcomes from both task flows are included in the Action selection list.

12.2.11 How to Create and Reference Managed Beans

You can create and use managed beans in your MAF application to store additional data or execute custom code. You can use JDeveloper's usual editing mechanism to reference managed beans and create references to them for applicable fields. For more information, see [Creating and Using Managed Beans](#).

Figure 12-15 shows the **Edit** option for an action property in the Properties window. You click this option to invoke the **Edit Property** dialog that Figure 12-16 shows.

Figure 12-15 Edit Dialog

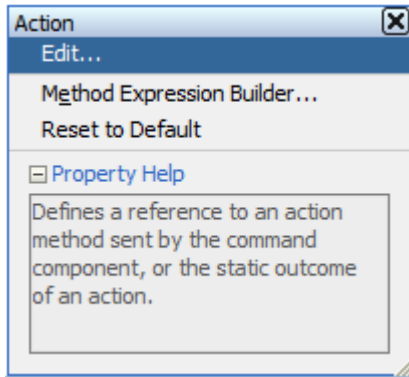


Figure 12-16 Edit Property Dialog for Action

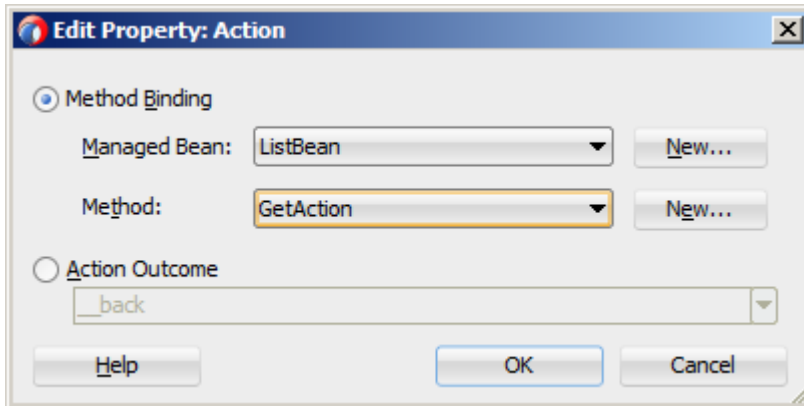


Table 12-7 lists MAF AMX attributes for which the Edit option in the Properties window is available.

Table 12-3 Editable Attributes

Property	Element
action	amx:commandButton
action	amx:commandLink
action	amx:listItem
action	amx:navigationDragBehavior
action	dvtm:chartDataItem
action	dvtm:ieDataItem
action	dvtm:timelineItem
action	dvtm:area
action	dvtm:marker

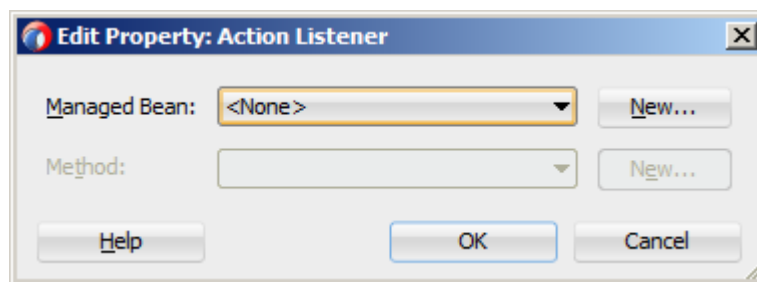
Table 12-3 (Cont.) Editable Attributes

Property	Element
actionListener	amx:listItem
actionListener	amx:commandButton
actionListener	amx:commandLink
binding	amx:actionListener
mapBoundsChangeListener	dvtm:geographicMap
mapInputListener	dvtm:geographicMap
moveListener	amx:listView
rangeChangeListener	amx:listView
selectionListener	amx:listView
selectionListener	amx:filmStrip
selectionListener	dvtm:areaDataLayer
selectionListener	dvtm:pointDataLayer
selectionListener	dvtm:treemap
selectionListener	dvtm:sunburst
selectionListener	dvtm:timelineSeries
selectionListener	dvtm:nBox
selectionListener	dvtm:areaChart
selectionListener	dvtm:barChart
selectionListener	dvtm:bubbleChart
selectionListener	dvtm:comboChart
selectionListener	dvtm:lineChart
selectionListener	dvtm:funnelChart
selectionListener	dvtm:pieChart
selectionListener	dvtm:scatterChart
valueChangeListener	amx:inputDate
valueChangeListener	amx:inputNumberSlider
valueChangeListener	amx:inputText
valueChangeListener	amx:selectBooleanCheckbox

Table 12-3 (Cont.) Editable Attributes

Property	Element
valueChangeListener	amx:selectBooleanSwitch
valueChangeListener	amx:selectManyCheckbox
valueChangeListener	amx:selectManyChoice
valueChangeListener	amx:selectOneButton
valueChangeListener	amx:selectOneChoice
valueChangeListener	amx:selectOneRadio
valueChangeListener	dvtm:statusMeterGauge
valueChangeListener	dvtm:dialGauge
valueChangeListener	dvtm:ratingGauge
viewportChangeListener	dvtm:areaChart
viewportChangeListener	dvtm:barChart
viewportChangeListener	dvtm:comboChart
viewportChangeListener	dvtm:lineChart

Clicking **Edit** for all other properties invokes a similar dialog, but without the Action Outcome option, as [Figure 12-17](#) shows.

Figure 12-17 Edit Property Dialog for Action Listener

The preceding dialogs demonstrate that you can either create a managed bean, or select an available action outcome for the action property.

The **Action Outcome** list shown in [Figure 12-16](#) contains the action outcomes from all task flows to which a specific MAF AMX page belongs. In addition, this list contains a `__back` navigation outcome to go back to the previously visited page (see [How to Specify Action Outcomes Using UI Components](#) for more information). If a page is not part of any task flow, the only available outcome in the Action Outcome list is `__back`. When you select one of the available action outcomes and click OK, the action property value is updated with the appropriate EL expression, such as the following for a `commandButton`:

```
<amx:commandButton action="goHome" />
```


The **Method Binding** option (see [Figure 12-16](#)) allows you to either create a new managed bean class or select an existing one.

To create a new managed bean class:

1. Click **New** next to the Managed Bean field to open the Create Managed Bean dialog that [Figure 12-18](#) shows.

Figure 12-18 Create Managed Bean Dialog

MAF supports the following scopes:

- application
- view
- pageFlow

When you declare a managed bean to a MAF application or the MAF AMX application feature, the managed bean is instantiated and identified in the proper scope, and the bean's properties are resolved and its methods are called through EL. For more information, see [Creating EL Expressions](#).

2. Provide the managed bean and class names (see [Figure 12-19](#)), and then click **OK**.

Figure 12-19 Setting Managed Bean Name and Class

The following example shows the newly created managed bean class. The task flow that this MAF AMX page is part of is updated to reference the bean.

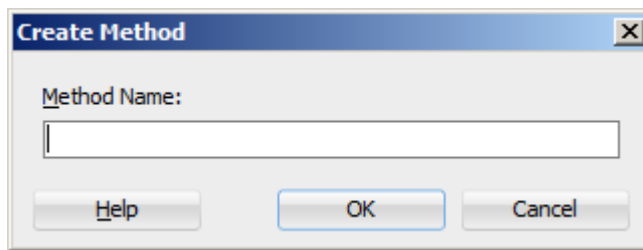
```
<managed-bean id="__3">
  <managed-bean-name>MyBean</managed-bean-name>
  <managed-bean-class>mobile.MyBean</managed-bean-class>
  <managed-bean-scope>application</managed-bean-scope>
</managed-bean>
```

Note:

If a given MAF AMX page is part of bounded as well as unbounded task flows, both of these task flows are updated with the managed bean entry.

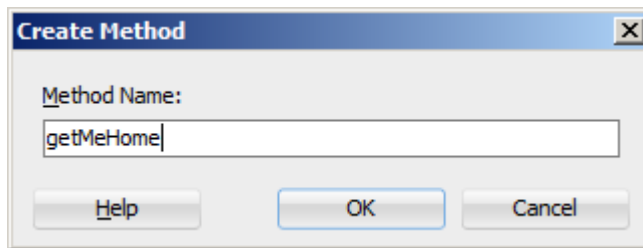
3. Click **New** next to the **Method** field (see [Figure 12-16](#) and [Figure 12-17](#)) to open the **Create Method** dialog that [Figure 12-20](#) shows.

Figure 12-20 Create Method Dialog



Use this dialog to provide the managed bean method name (see [Figure 12-21](#)).

Figure 12-21 Naming Managed Bean Method



Upon completion, the selected property value is updated with the appropriate EL expression, such as the following for a `commandButton`:

```
<amx:commandButton action="#{MyBean.getMeHome}" />
```

The managed bean class is also updated to contain the newly created method, as the following example shows.

```
package mobile;

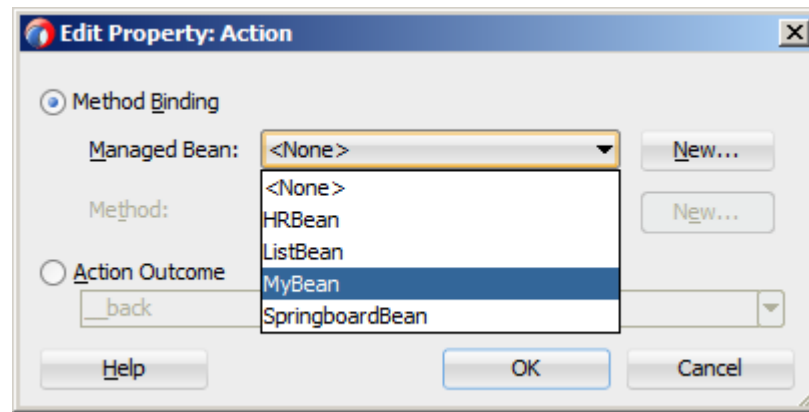
public class MyBean {
  public MyBean() {
  }

  public String getMeHome() {
    // Add event code here...
    return null;
  }
}
```

To select an existing managed bean:

1. Make a selection from the **Managed Bean** list that [Figure 12-22](#) shows.

Figure 12-22 *Selecting Managed Bean*



Similar to the action outcomes, the Managed Bean list is populated with managed beans from all task flows that this MAF AMX page is part of.

Note:

If the MAF AMX page is not part of any task flow, you can still create a managed bean.

For more information, see the following:

- [About the Managed Beans Category](#)
- APIDemo, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

12.2.12 How to Specify the Page Transition Style

By defining the page transition style on the task flow, you can specify how MAF AMX pages transition from one view to another. The behavior of your MAF AMX page at transition can be as follows:

- fading in
- sliding in from left
- sliding in from right
- sliding up from bottom
- sliding down from top
- sliding in from start
- sliding in from end
- flipping up from bottom
- flipping down from top

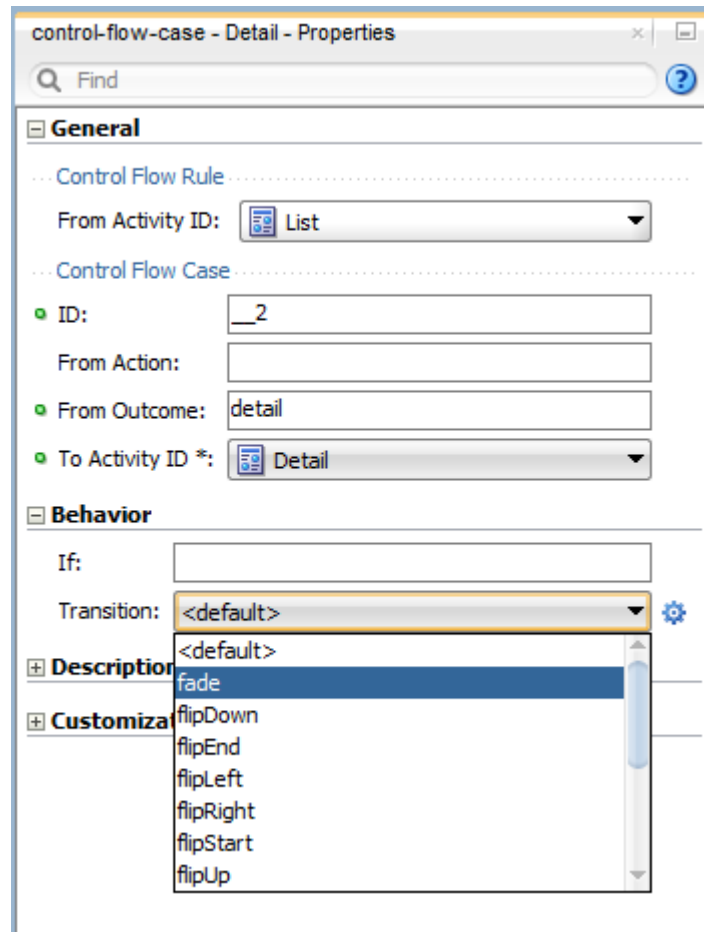
- flipping from left
- flipping from right
- flipping from start
- flipping from end
- none

Sliding in from start and end, as well as flipping from start and end are used on the iOS platform and Android 4.2 or later platform to accommodate the right-to-left (RTL) text direction. It is generally recommended to use the start and end transition style as opposed to left and right.

You set the transition style by modifying the `transition` attribute of the `control-flow-case` (Control Flow Case component), as the following example shows.

```
<control-flow-rule id="__1">
  <from-activity-id>products</from-activity-id>
  <control-flow-case id="__2">
    <from-outcome>details</from-outcome>
    <to-activity-id>productdetails</to-activity-id>
    <transition>fade</transition>
  </control-flow-case>
</control-flow-rule>
```

In the Properties window, the `transition` attribute is located under **Behavior**, as [Figure 12-23](#) shows. The default transition style is `slideLeft`.

Figure 12-23 Setting Transition Style in Properties Window**Tip:**

When defining the task flow, you should specify the `control-flow-case`'s transition value such that it is logical. For example, if the transition occurs from left to right with the purpose of navigating back, then the transition should return to the previous page by sliding right.

12.2.13 What You May Need to Know About Bounded and Unbounded Task Flows

Task flows provide a modular approach for defining control flow in a MAF AMX application feature. Instead of representing an application feature as a single large page flow, you can divide it into a collection of reusable task flows. Each task flow contains a portion of the application feature's navigational graph. The nodes in the task flows represent activities. An activity node represents a simple logical operation such as displaying a page, executing application logic, or calling another task flow. The transitions between the activities are called control flow cases.

There are two types of task flows in MAF AMX:

1. **Unbounded Task Flows:** a set of activities, control flow rules, and managed beans that interact to allow the end user to complete a task. The unbounded task flow consists of all activities and control flows in a MAF AMX application feature that are not included within a bounded task flow.

2. **Bounded Task Flows:** a specialized form of task flow that, in contrast to the unbounded task flow, has a single entry point and no exit points. It contains its own collections of activities and control-flow rules, as well as their own memory scope and managed-bean life span.

For a description of the activity types that you can add to unbounded or bounded task flows, see [What You May Need to Know About Task Flow Activities and Control Flows](#).

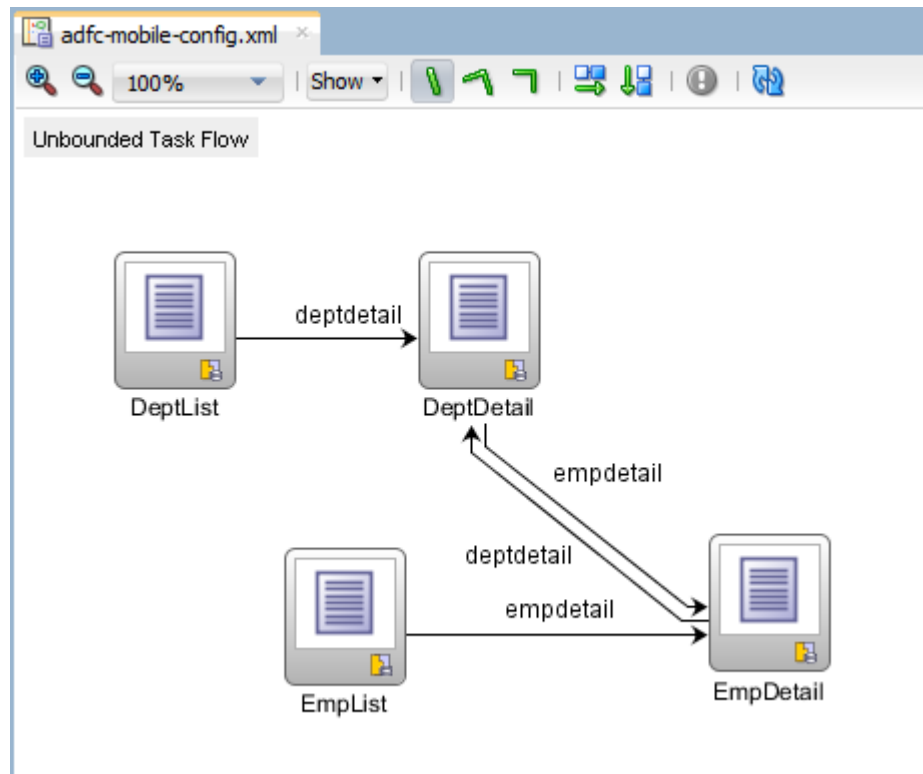
A typical MAF AMX application feature contains a combination of one unbounded task flow created at the time when the application feature is created and one or more bounded task flows. At runtime, the MAF application can call bounded task flows from activities that you added to the unbounded task flow.

12.2.13.1 Unbounded Task Flows

A MAF AMX application feature always contains one unbounded task flow, which provides one or more entry points to that application feature. An entry point is represented by a view activity. By default, the source file for the unbounded task flow is the `adfc-mobile-config.xml` file.

[Figure 12-24](#) displays the diagram for an unbounded task flow from a MAF AMX application feature. This task flow contains a number of view activities that are all entry points to the application feature.

Figure 12-24 Unbounded Task Flow Diagram



Consider using an unbounded task flow if the following applies:

- There is no need for the task flow to be called by another task flow.
- The MAF AMX application feature has multiple points of entry.

- There is no need for a specifically designated activity to run first in the task flow (default activity).

An unbounded task flow can call a bounded task flow, but cannot be called by another task flow.

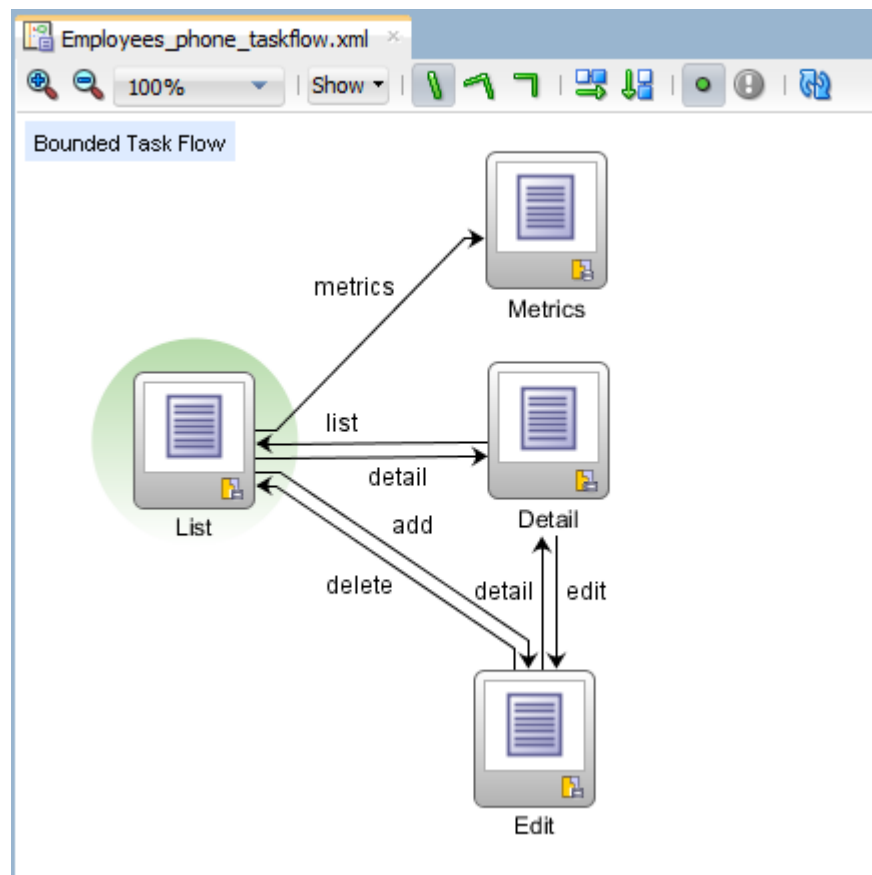
12.2.13.2 Bounded Task Flows

By default, the IDE proposes a file name for the source file of a bounded task flow (see [How to Create a Task Flow](#)). You can modify this file name to reflect the purpose of the task to be performed.

A bounded task flow can call another bounded task flow, which can call another, and so on. There is no limit to the depth of the calls.

[Figure 12-25](#) displays the diagram for a bounded task flow from a MAF AMX application feature.

Figure 12-25 Bounded Task Flow Diagram



The following are reasons for creating a bounded task flow:

- The bounded task flow always specifies a default activity, which is a single point of entry that must execute immediately upon entry of the bounded task flow.
- It is reusable within the same or other MAF AMX application features.
- Any managed beans you use within a bounded task flow can be specified in a page flow scope, making them isolated from the rest of the MAF AMX application

feature. These managed beans (with page flow scope) are automatically released when the task flow completes.

The following is a summary of the main characteristics of a bounded task flow:

- **Well-defined boundary:** a bounded task flow consists of its own set of private control flow rules, activities, and managed beans. A caller requires no internal knowledge of page names, method calls, child bounded task flows, managed beans, and control flow rules within the bounded task flow boundary. Data controls can be shared between task flows.
- **Single point of entry:** a bounded task flow has a single point of entry—a default activity that executes before all other activities in the task flow.
- **Page flow memory scope:** you can specify page flow scope as the memory scope for passing data between activities within the bounded task flow. Page flow scope defines a unique storage area for each instance of a bounded task flow. Its lifespan is the bounded task flow, which is longer than request scope and shorter than session scope.
- **Addressable:** you can access a bounded task flow by specifying its unique identifier within the XML source file for the bounded task flow and the file name of the XML source file.
- **Reusable:** you can identify an entire group of activities as a single entity, a bounded task flow, and reuse the bounded task flow in another MAF AMX application feature within a MAF application.

You can also reuse an existing bounded task flow by calling it.

In addition, you can use task flow templates to capture common behaviors for reuse across different bounded task flows.

- **Parameters and return values:** a caller can pass input parameters to a bounded task flow and accept return values from it (see [Passing Parameters to a Bounded Task Flow](#) and [Configuring a Return Value from a Bounded Task Flow](#)).

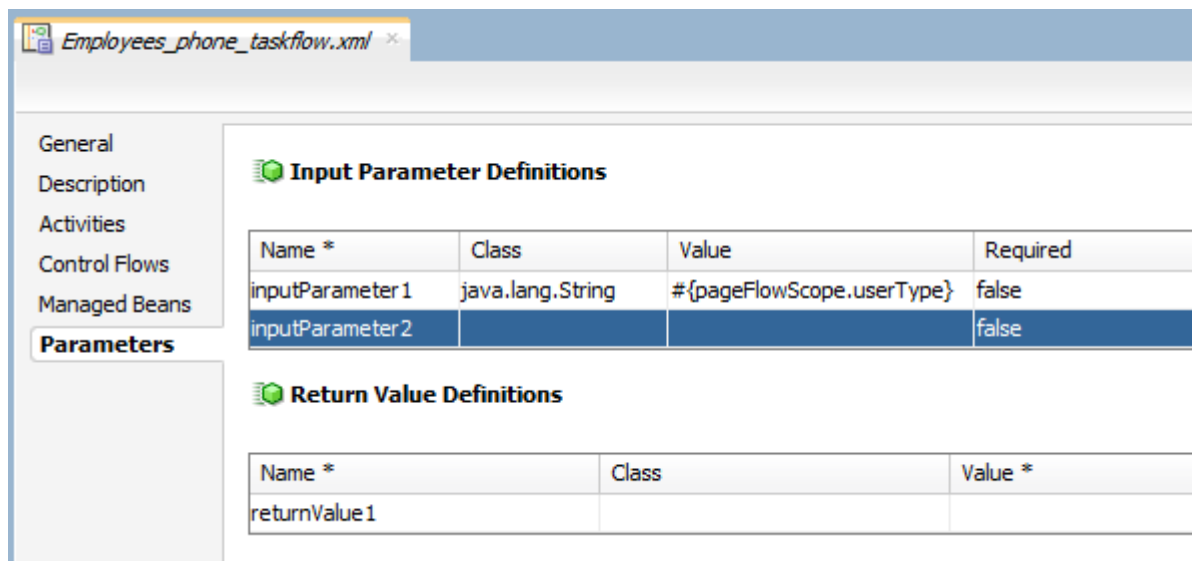
In addition, you can share data controls between bounded task flows.

- **On-demand loading of metadata:** bounded task flow metadata is loaded on demand when entering a bounded task flow.

12.2.13.3 Using Parameters in Task Flows

A task flow's ability to accept input parameters and return parameter values allows you to manipulate data in task flows and share data between task flows. Using these abilities, you can optimize the reuse of task flows in your MAF AMX application feature.

[Figure 12-26](#) shows a task flow that specifies an input parameter definition to hold information about a user in a pageFlow scope.

Figure 12-26 Input Parameters in Task Flow

You can specify parameter values using standard EL expressions if you call a bounded task flow using a task flow call activity. For example, you can specify parameters using the following syntax for EL expressions:

- `#{bindings.bindingId.inputValue}`
- `#{CustomerBean.zipCode}`

Appending `inputValue` to the EL expression ensures that you assign to the parameter the value of the binding rather than the actual binding object.

12.2.13.3.1 Passing Parameters to a Bounded Task Flow

A called bounded task flow can accept input parameters from the task flow that calls it or from a task flow binding.

To pass an input parameter to a bounded task flow, you specify one or more of the following:

- Input parameters on the task flow call activity in the calling task flow: input parameters specify where the calling task flow stores parameter values.
- Input parameter definitions on the called bounded task flow: input parameter definitions specify where the called bounded task flow can retrieve parameter values at runtime.

Specify the same name for the input parameter that you define on the task flow call activity in the calling task flow and the input parameter definition on the called bounded task flow. Do this so you can map input parameter values to the called bounded task flow.

If you do not specify an EL expression to reference the value of the input parameter, the EL expression for value defaults to the following at runtime:

```
#{pageFlowScope.parmName}
```

where *parmName* is the value you entered for the input parameter name.

In an input parameter definition for a called bounded task flow, you can specify an input parameter as required. If the input parameter does not receive a value at

runtime or design time, the task flow raises a warning in a log file of the MAF application that contains the task flow. An input parameter that you do not specify as required can be ignored during task flow call activity creation.

Task flow call activity input parameters can be passed by reference or passed by value when calling a task flow using a task flow call activity (see [Specifying Input Parameters on a Task Flow Call Activity](#)). By default, primitive types (for example, `int`, `long`, or `boolean`) are passed by value (`pass-by-value`).

A called task flow can return values to the task flow that called it when it exits. For more information, see [Configuring a Return Value from a Bounded Task Flow](#).

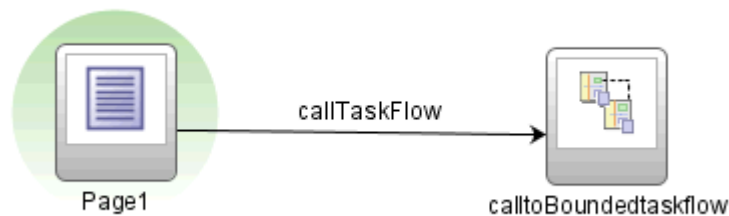
When passing an input parameter to a bounded task flow, you define values on both the calling task flow and the called task flow.

Before you begin:

- Create a calling and called task flow: the calling task flow can be bounded or unbounded. The called task flow must be bounded. For more information about creating task flows, see [How to Create a Task Flow](#).
- Add a task flow call activity to the calling task flow.

[Figure 12-27](#) shows an example where the view activity passes control to the task flow call activity.

Figure 12-27 Calling Task Flow



To pass an input parameter to a bounded task flow:

1. Open a MAF AMX page that contains an input component where the end user enters a value that is passed to a bounded task flow as a parameter at runtime.

Note:

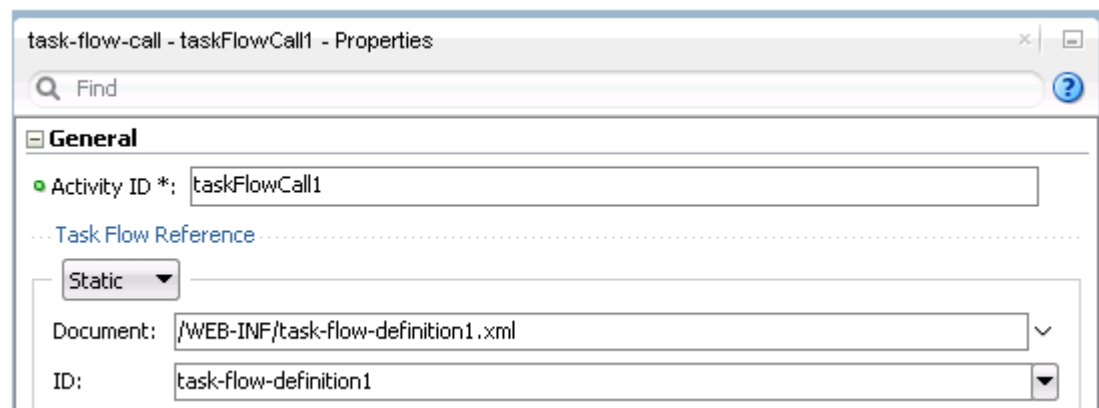
The MAF AMX page that you open should be referenced by a view activity in the calling task flow.

2. Select an input text component on the MAF AMX page where the end user enters a value at runtime.
3. In the Properties window, expand the Common section and enter a value for the input text component in the **Value** field.

You can specify the value as an EL expression (for example, `#{pageFlowScope.inputValue}`), either manually or using the Expression Builder.

4. Open the task flow that is to be called by double-clicking it in the Applications window, then switch the view to the Overview tab and select the **Parameters** navigation tab.
5. In the **Input Parameter Definition** section, click Add (+) to specify a new entry (see [Figure 12-26](#)):
 - In the **Name** field, enter a name for the parameter (for example, `inputParm1`).
 - In the **Value** field, enter an EL expression where the parameter value is stored and referenced (for example, `#{pageFlowScope.inputValue}`), either manually or using the Expression Builder.
6. In the Applications window, double-click the calling task flow that contains the task flow call activity to invoke the called bounded task flow.
7. In the Applications window, drag the called bounded task flow and drop it on top of the task flow call activity that is located in the diagram of the calling task flow. This automatically creates a task flow reference to the bounded task flow. As shown in [Figure 12-28](#), the task flow reference contains the following:
 - The bounded task flow ID (`id`): an attribute of the bounded task flow's `task-flow-definition` element.
 - The document name that points to the source file for the task flow that contains the ID.

Figure 12-28 Task Flow Reference



8. In the Properties window for the task flow call activity, expand the **Parameters** section to view the **Input Parameters** section.
 - Enter a name that identifies the input parameter: since you dropped the bounded task flow on a task flow call activity having defined input parameters, the name should already be specified. You must keep the same input parameter name.
 - Enter a parameter value (for example, `#{pageFlowScope.param1}`): the value on the task flow call activity input parameter specifies where the calling task flow stores parameter values. The value on the input parameter definition for the called task flow specifies the location from which the value is to be retrieved for use within the called bounded task flow once it is passed.

At runtime, the called task flow can use the input parameter. If you specified `pageFlowScope` as the value in the input parameter definition for the called task flow, you can use the parameter value anywhere in the called bounded task flow. For example, you can pass it to a view activity on the called bounded task flow.

Upon completion, JDeveloper writes entries to the source files for the calling task flow and called task flow based on the values that you select.

The following example shows an input parameter definition specified on a bounded task flow.

```
<task-flow-definition id="sourceTaskflow">
...
  <input-parameter-definition>
    <name>inputParameter1</name>
    <value>#{pageFlowScope.parmValue1}</value>
    <class>java.lang.String</class>
  </input-parameter-definition>
...
</task-flow-definition>
```

The following example shows the input parameter metadata for the task flow call activity that calls the bounded task flow shown in the preceding example.

```
<task-flow-call id="taskFlowCall1">
...
  <input-parameter>
    <name>inputParameter1</name>
    <value>#{pageFlowScope.newCustomer}</value>
    <pass-by-value/>
  </input-parameter>
...
</task-flow-call>
```

At runtime, the task flow call activity calls the bounded task flow and passes it the value specified by its value element.

12.2.13.3.2 Configuring a Return Value from a Bounded Task Flow

You configure a return value definition on the called task flow and add a parameter to the task flow call activity in the calling task flow that retrieves the return value at runtime.

Before you begin:

Create a bounded or unbounded task flow (calling task flow) and a bounded task flow (called task flow). For more information, see [How to Create a Task Flow](#).

To configure a return value from a called bounded task flow:

1. Open the task flow that is to be called by double-clicking it in the Applications window, then switch the view to the Overview tab and select the **Parameters** navigation tab.
2. In the **Return Value Definitions** section, click Add (+) to define a return value (see [Figure 12-26](#)):
 - In the **Name** field, enter a name to identify the return value (for example, `returnValue1`).
 - In the **Class** field, enter a Java class that defines the data type of the return value. The default value is `java.lang.String`.

- In the **Value** field, enter an EL expression that specifies from where to read the return value (for example, `#{pageFlowScope.ReturnValueDefinition}`), either manually or using the Expression Builder.
3. In the Applications window, double-click the calling task flow.
 4. With the task flow page open in the Diagram view, select **Components > Activities** from the Components window, and then drag and drop a task flow call activity onto the diagram.
 5. In the Properties window for the task flow call activity, expand the **Parameters** section, click Add (+) for the Return Values entry, and then add values as follows to define a return value:
 - A name to identify the return value (for example, `returnValue1`). It must match the value you entered for the Name field when you defined the return value definition in step 2.
 - A value as an EL expression that specifies where to store the return value (for example, `#{pageFlowScope.ReturnValueDefinition}`).

Upon completion, JDeveloper writes entries to the source files for the calling task flows that you configured.

The following example shows a sample entry that JDeveloper writes to the source file for the calling task flow.

```
<task-flow-call id="taskFlowCall1">
  <return-value id="__3">
    <name id="__4">returnValue1</name>
    <value id="__2">#{pageFlowScope.ReturnValueDefinition}</value>
  </return-value>
</task-flow-call>
```

The following example shows a sample entry that JDeveloper writes to the source file for the called task flow.

```
<return-value-definition id="__2">
  <name id="__3">returnValue1</name>
  <value>#{pageFlowScope.ReturnValueDefinition}</value>
  <class>java.lang.String</class>
</return-value-definition>
```

At runtime, the called task flow returns a value. If configured to do so, the task flow call activity in the calling task flow retrieves this value.

12.3 Creating Views

You can start creating a MAF AMX view by doing the following:

- Getting familiar with the MAF AMX page structure (see [Interpreting the MAF AMX Page Structure](#))
- Editing and previewing a MAF AMX page (see [Using UI Editors](#))
- Dragging and dropping components onto a MAF AMX page (see [How to Add UI Components to a MAF AMX Page](#))
- Adding data controls to a view (see [How to Add Data Controls to a MAF AMX Page](#))

12.3.1 How to Work with MAF AMX Pages

A MAF AMX page is represented by an XML file whose structure consists of layered elements defining the page's presentation and functionality.

12.3.1.1 Interpreting the MAF AMX Page Structure

The following is a basic structure of the MAF AMX file:

```
<amx:view>
  <amx:panelPage id="pp1">
    <amx:facet name="header">
      <amx:outputText id="ot1" value="Welcome" />
      ...
    </amx:facet>
  </amx:panelPage>
</amx:view>
```

With the exception of data visualization components (see [Providing Data Visualization](#)), UI elements are declared under the <amx> namespace.

For more information, see [What Happens When You Create a MAF AMX Page](#).

12.3.1.2 Creating MAF AMX Pages

MAF AMX files are contained in the View Controller project of the MAF application. You create these files using the Create MAF AMX Page dialog.

MAF offers two alternative ways of creating a MAF AMX page:

- From the New Gallery
- From an existing task flow

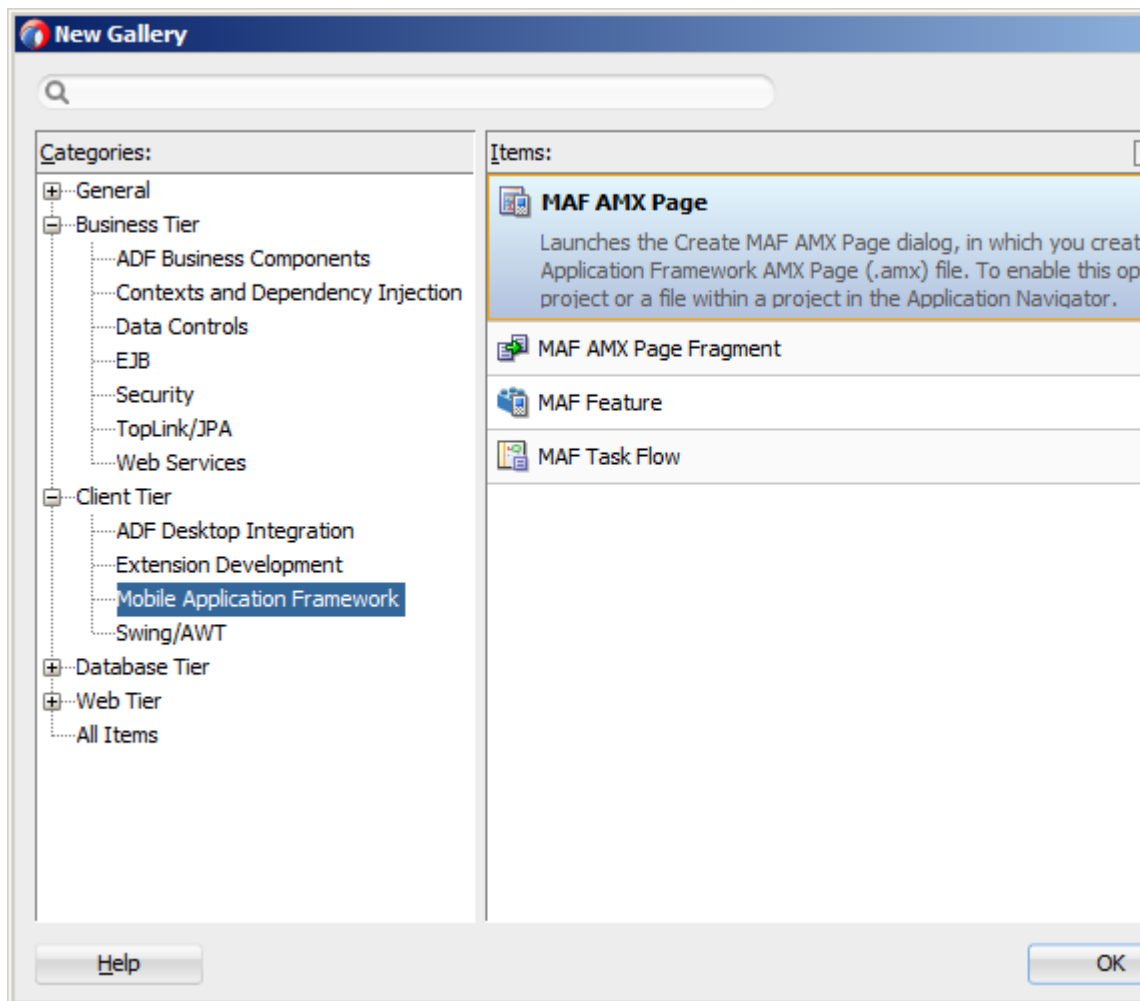
Before you begin:

To create a MAF AMX page, the MAF application must include a View Controller project file (see [Getting Started with MAF Application Development](#)).

To create a MAF AMX page from the New Gallery:

1. From the top-level menu in JDeveloper, click **File**, and then select **New > From Gallery**.
2. In the **New Gallery**, expand the **Client Tier** node, select **Mobile Application Framework**, and then **MAF AMX Page** (see [Figure 12-29](#)). Click **OK**.

Figure 12-29 Creating MAF AMX Page

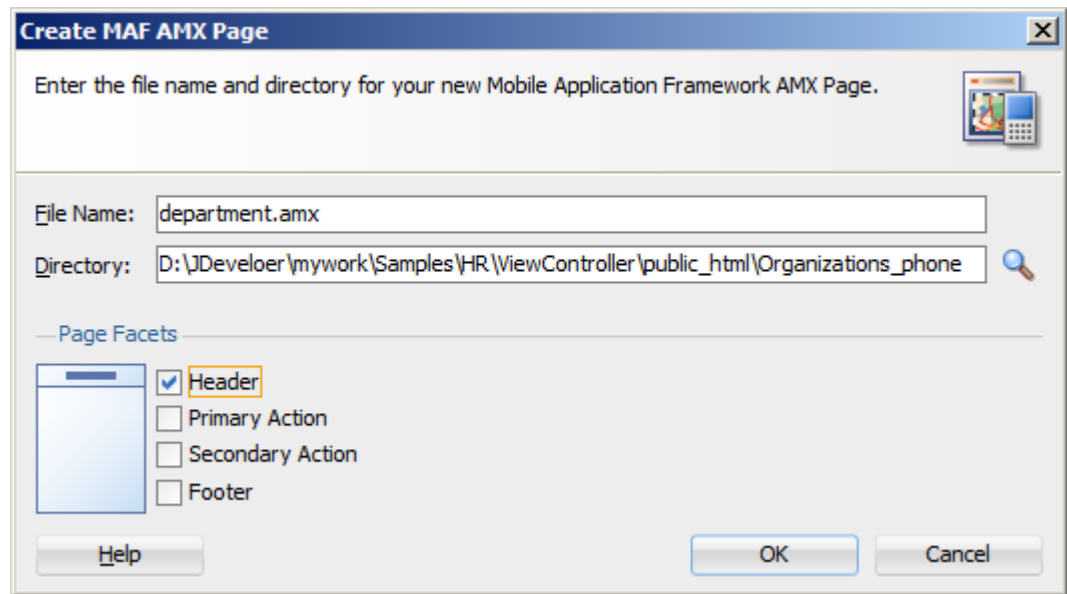


3. In the Create MAF AMX Page dialog, enter a name and, if needed, a location for your new file, as [Figure 12-30](#) shows.
4. Optionally, you may select which facets your new MAF AMX page will include as a part of the page layout:
 - Header
 - Primary
 - Secondary
 - Footer

For more information, see [What Happens When You Create a MAF AMX Page](#) and [How to Use a Facet Component](#).

Note:

When you select or deselect a facet, the image representing the page changes dynamically to reflect the changing appearance of the page.

Figure 12-30 Create MAF AMX Page Dialog**Note:**

MAF persists your facet selection and applies it to each subsequent invocation of the Create MAF AMX Page dialog.

5. Click **OK** on the Create MAF AMX Page dialog.

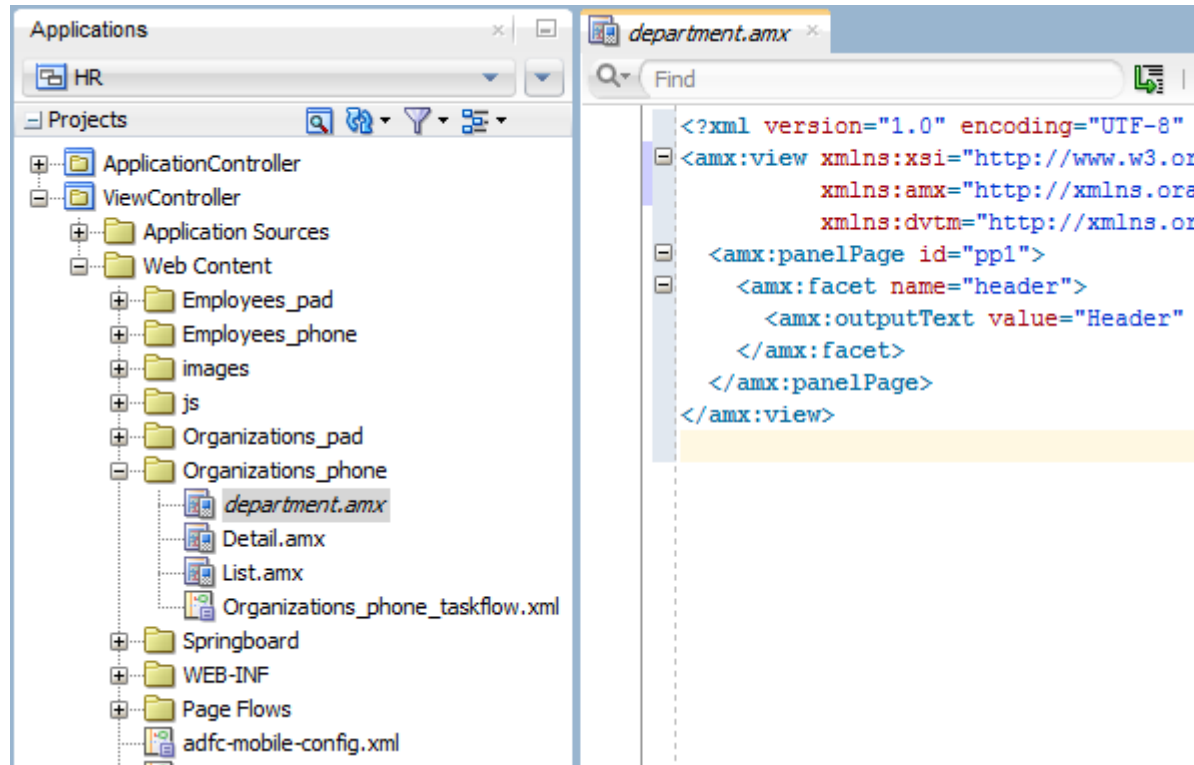
To create a MAF AMX page from a View component of the task flow:

1. Open a task flow file in the diagrammer (see [Figure 12-7, How to Create a Task Flow](#) and [What You May Need to Know About the MAF Task Flow Diagrammer](#))
2. Double-click a View component of the task flow to open the Create MAF AMX Page dialog that [Figure 12-30](#) shows, and then enter a name and, if needed, a location for your new file. Click **OK**.

12.3.1.3 What Happens When You Create a MAF AMX Page

When you use the Create MAF AMX Page dialog to create a MAF AMX page, JDeveloper creates the physical file and adds it to the `Web Content` directory of the View Controller project.

In the Applications window that [Figure 12-31](#) shows, the `Web Content` node contains a newly created MAF AMX file called `department.amx`.

Figure 12-31 MAF AMX File in Applications Window

JDeveloper also adds the code necessary to import the component libraries and display a page. This code is illustrated in the Source editor shown in [Figure 12-31](#).

[Figure 12-33](#) shows how the Preview pane and the generated MAF AMX code would look like if you selected all facet types listed in the Page Facet section of the Create MAF AMX Page dialog when creating the page (see [Figure 12-32](#)).

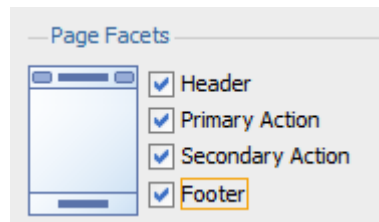
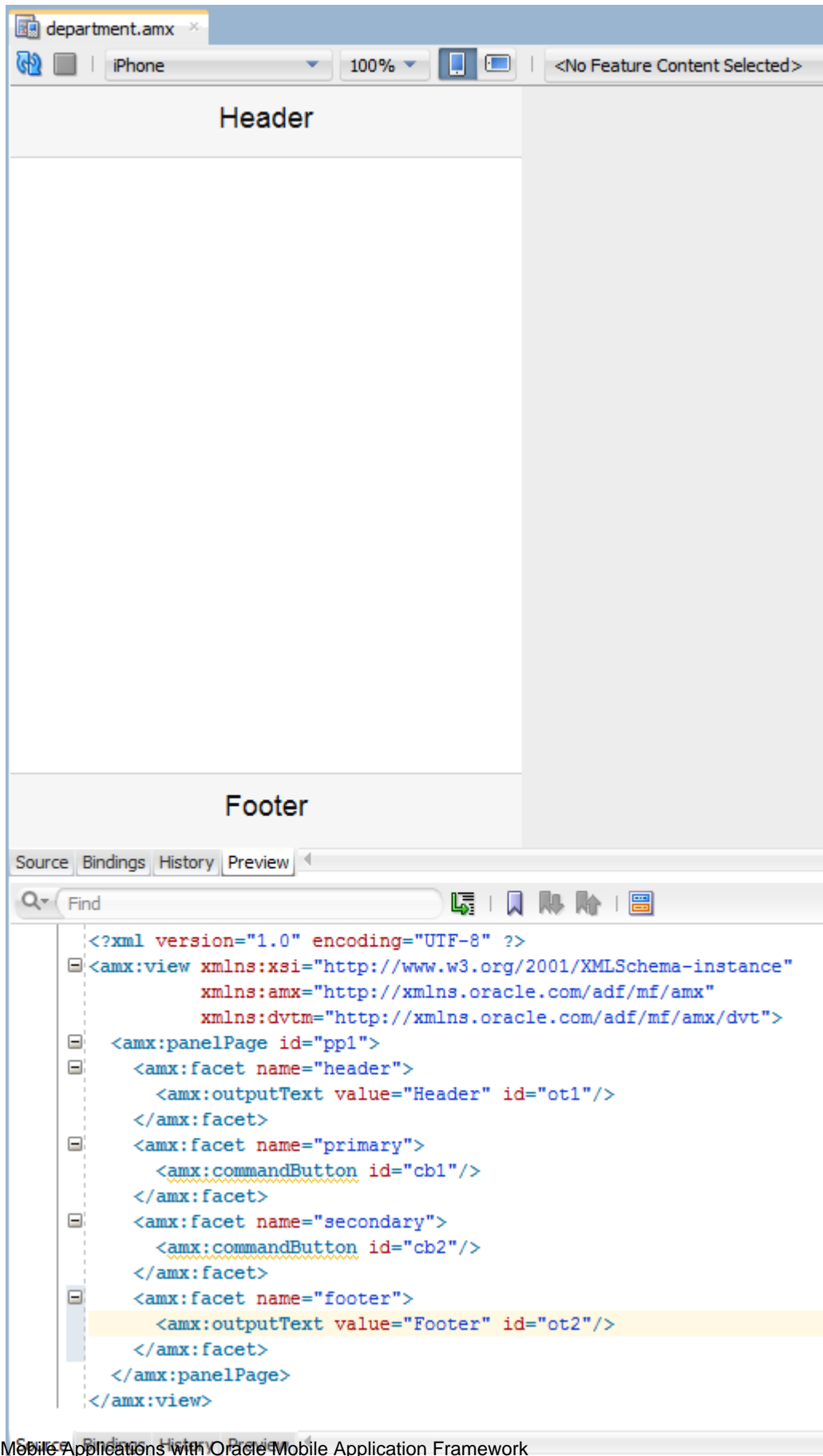
Figure 12-32 Creating MAF AMX Page with All Facets

Figure 12-33 MAF AMX Page With All Facets



In the page created with all the facets selected (see [Figure 12-32](#) and [Figure 12-33](#)), note the following:

- The header is created with an Output Text component because this component is typically used for the page title.
- The primary and secondary actions are created with Button components because it is a typical pattern.
- Since there is no single dominant pattern for the footer, it is created with an Output Text component by default because that component is used in some patterns and it prevents JDeveloper from generating the initial code with audit violation.
- Adding either the primary or secondary action without adding the header facet still causes the header section to appear in the Page Facets section of Create MAF AMX Page dialog.

[Figure 12-34](#) shows the Page Facet section of the Create MAF AMX Page dialog without any facets selected and [Figure 12-35](#) shows the Preview pane with the generated MAF AMX code.

Figure 12-34 *Creating MAF AMX Page Without Selected Facets*

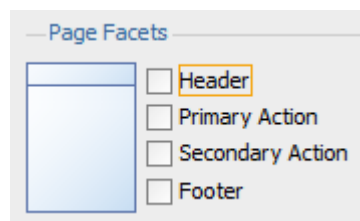
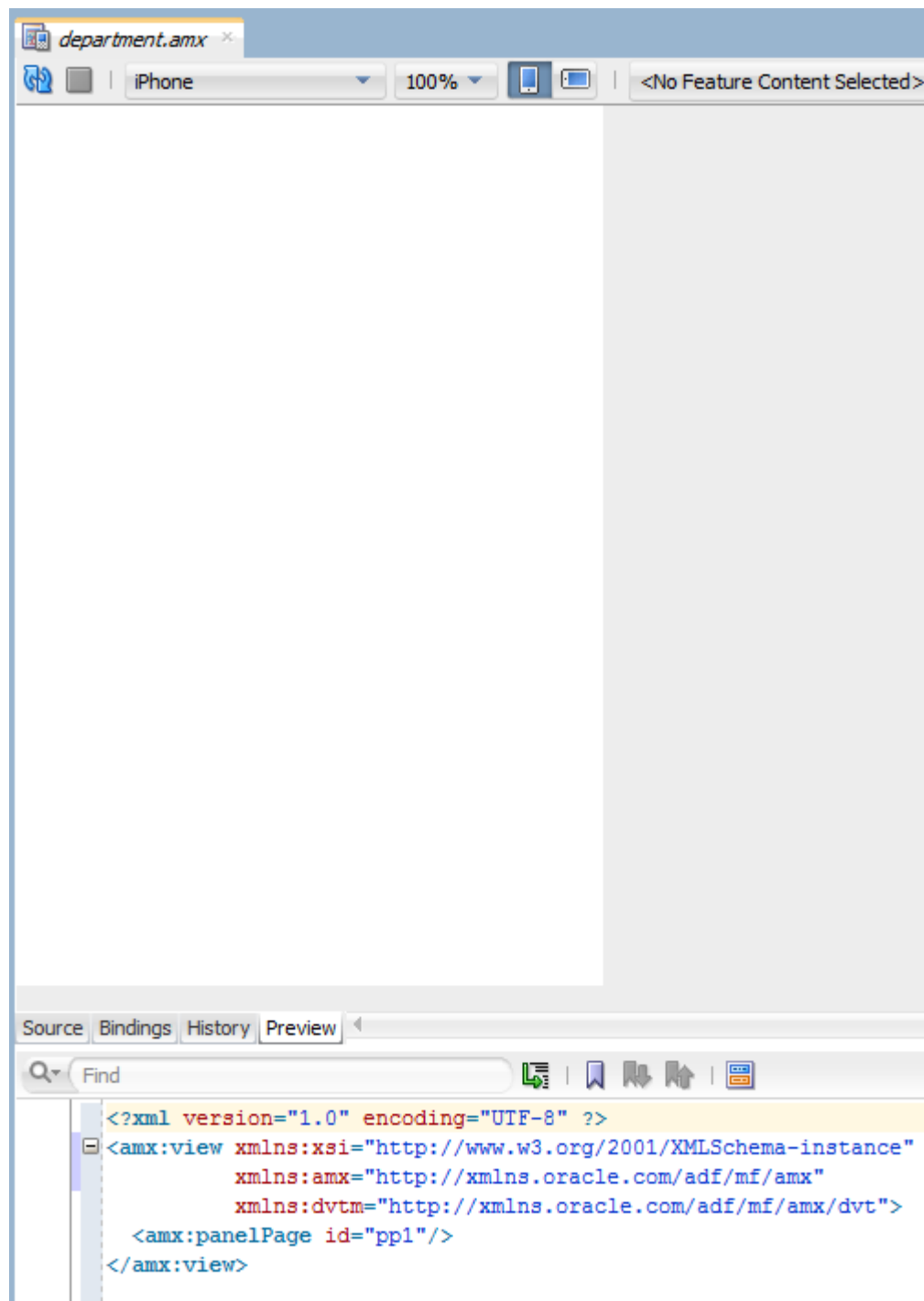
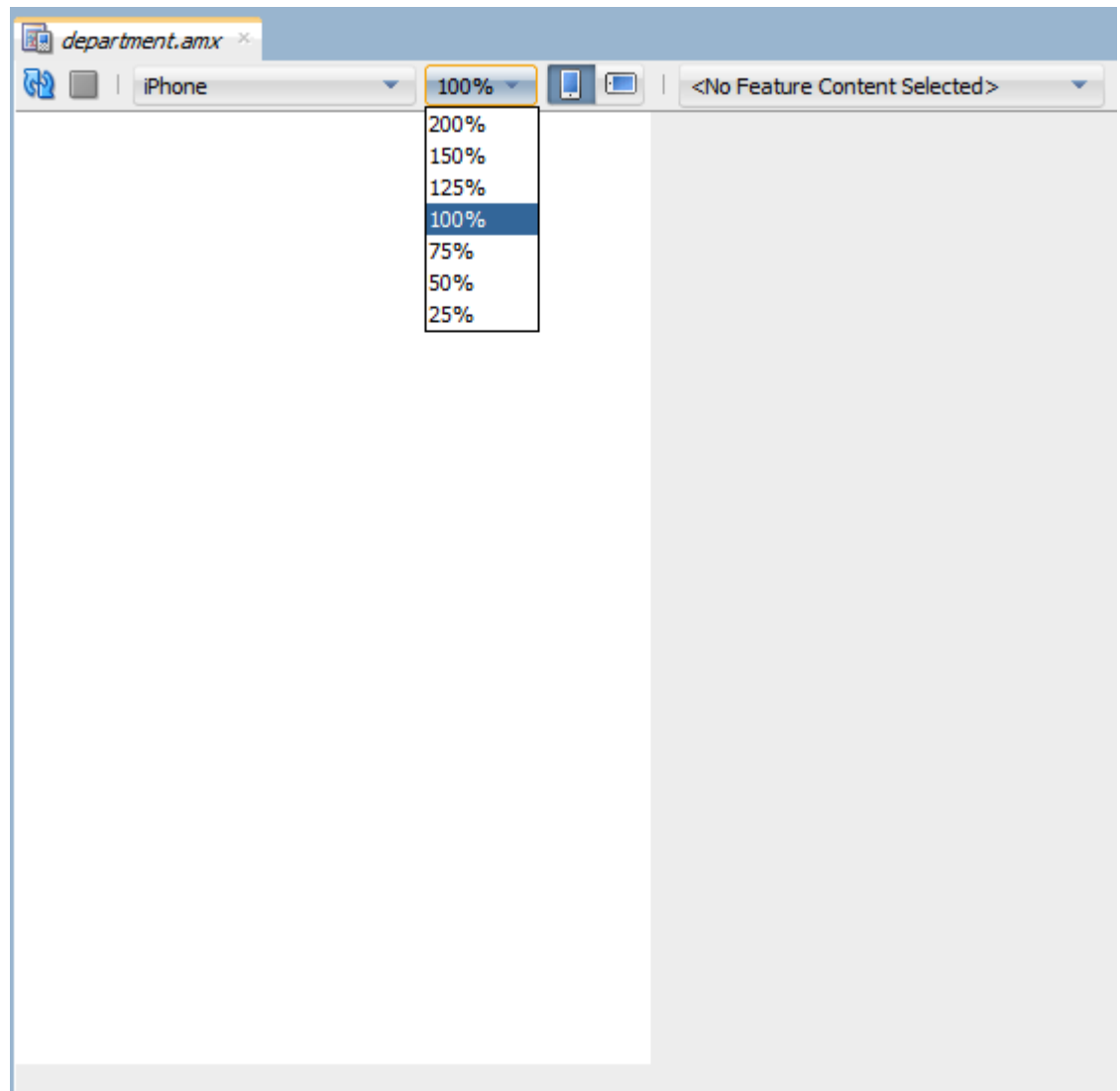


Figure 12-35 MAF AMX Page Without Facets

12.3.1.4 Using UI Editors

When the page is first displayed in JDeveloper, it is displayed in the Source editor. To view the page in a WYSIWYG environment, use the Preview pane (accessed by clicking the **Preview** tab).

[Figure 12-36](#) shows the Preview tab selected for a newly created MAF AMX page called `department.amx`. This page is blank because it has not yet been populated with MAF AMX UI components or data controls.

Figure 12-36 The Preview Pane for Newly Created Page

Using the Preview pane's tool bar that [Figure 12-36](#) shows, you can do the following:

- Refresh the display of the MAF AMX page by clicking **Refresh Page**.
- Stop loading of the page by clicking **Stop Loading Page**.
- Modify the form factor for the page by selecting a different form factor from the dropdown list. For more information on form factors, see the "Configuring the Development Environment for Form Factors" section in *Installing Oracle Mobile Application Framework*.
- Modify the scaling of the display by selecting a different percentage value from the dropdown list. Since mobile device displays can be of various sizes and densities, the Preview pane allows you to see the effect of scaling on your MAF AMX pages.

Note:

Scaling is available for both Portrait and Landscape mode.

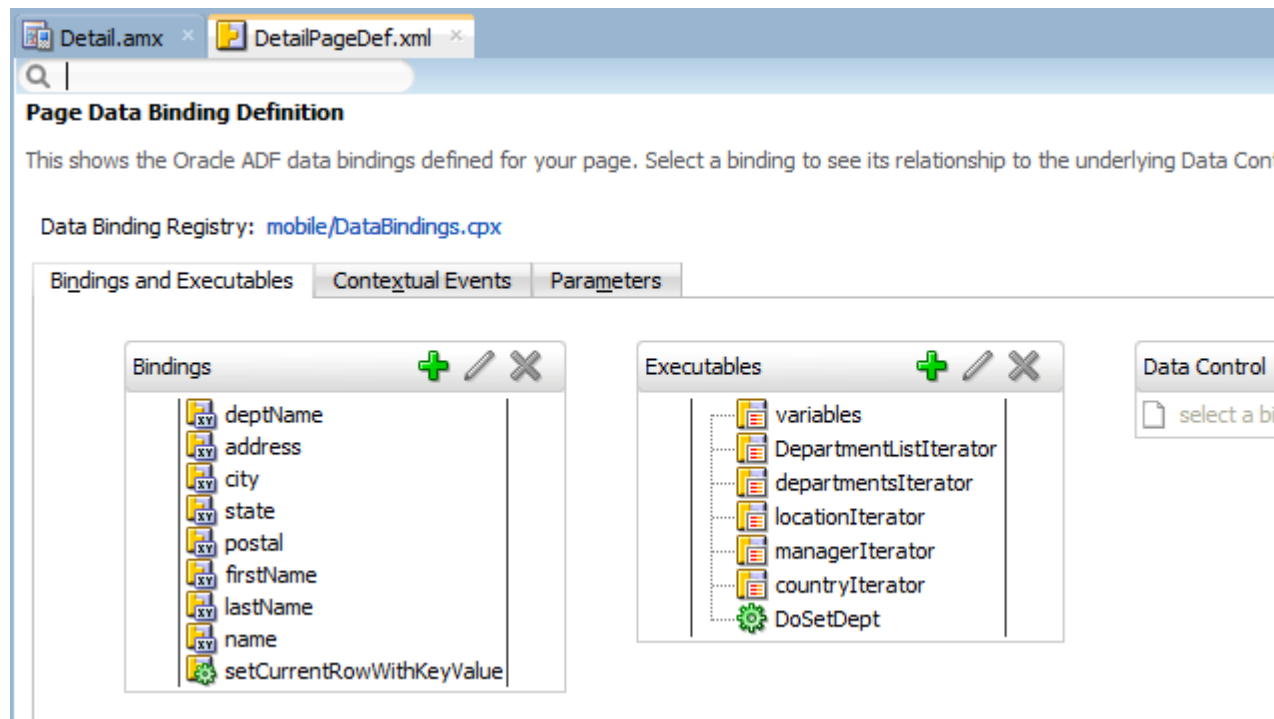
- Change orientation for the display to portrait and landscape by selecting **Show Portrait Orientation** or **Show Landscape Orientation** respectively.
- Select the feature content for your MAF AMX page from the dropdown list of available application features. By default, <No Feature Content Selected> is displayed.

To view the source for the page in the Source editor, click the **Source** tab that [Figure 12-31](#) shows. The Structure window, located in the lower left-hand corner of JDeveloper (shown in [Figure 12-31](#) and [Figure 12-36](#)), provides a hierarchical view of the page. For more information, see [Using the Preview](#).

12.3.1.5 Accessing the Page Definition File

MAF AMX supports JDeveloper's Go to Page Definition functionality that enables you to navigate to the MAF AMX page definition (see [Figure 12-37](#) and [What You May Need to Know About Generated Drag and Drop Artifacts](#)) by using a context menu that allows you to locate and edit the binding information quickly.

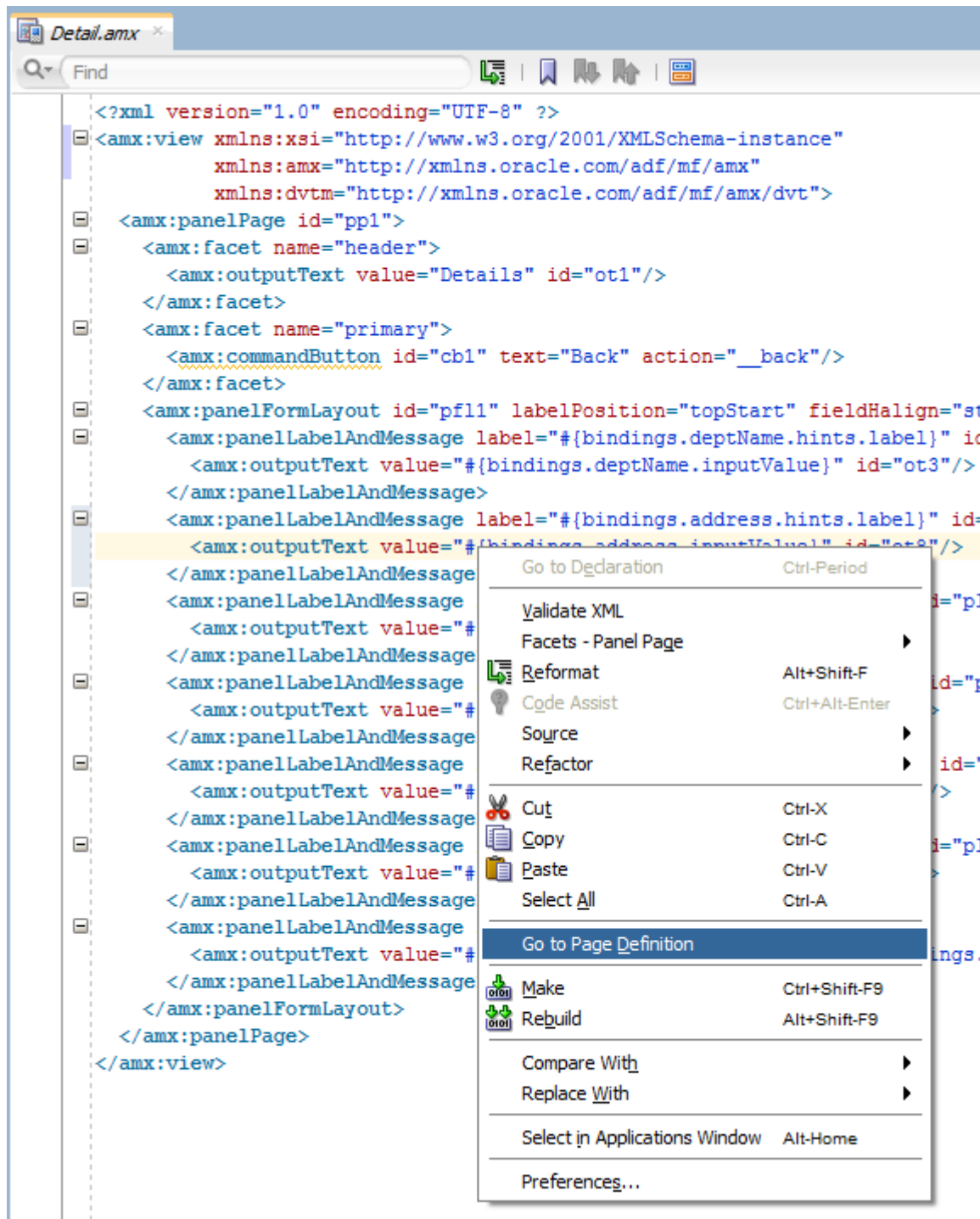
Figure 12-37 Page Definition File Accessed Through Go To Page Definition



You can invoke the context menu that contains the Go to Page Definition option from the following:

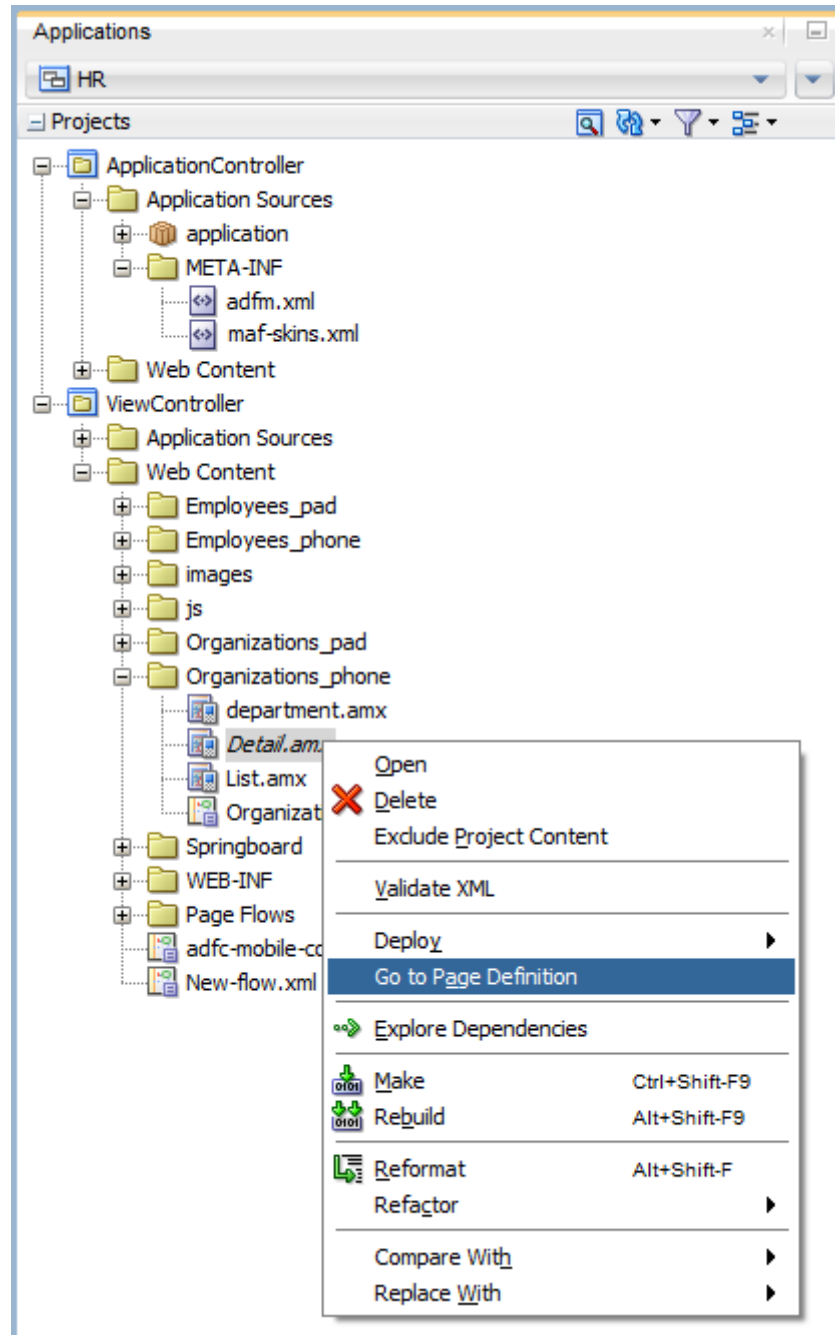
- Source editor, as [Figure 12-38](#) shows.

Figure 12-38 Go to Page Definition from Source Editor



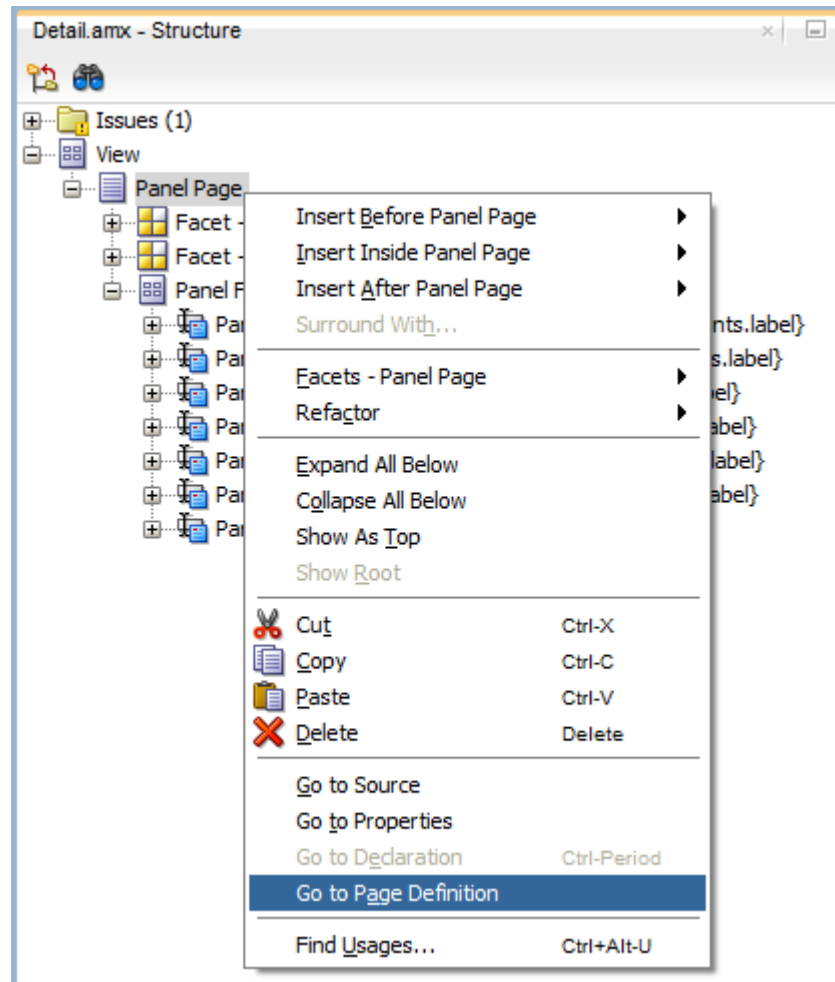
- Applications window, as Figure 12-39 shows.

Figure 12-39 Go to Page Definition from Applications Window



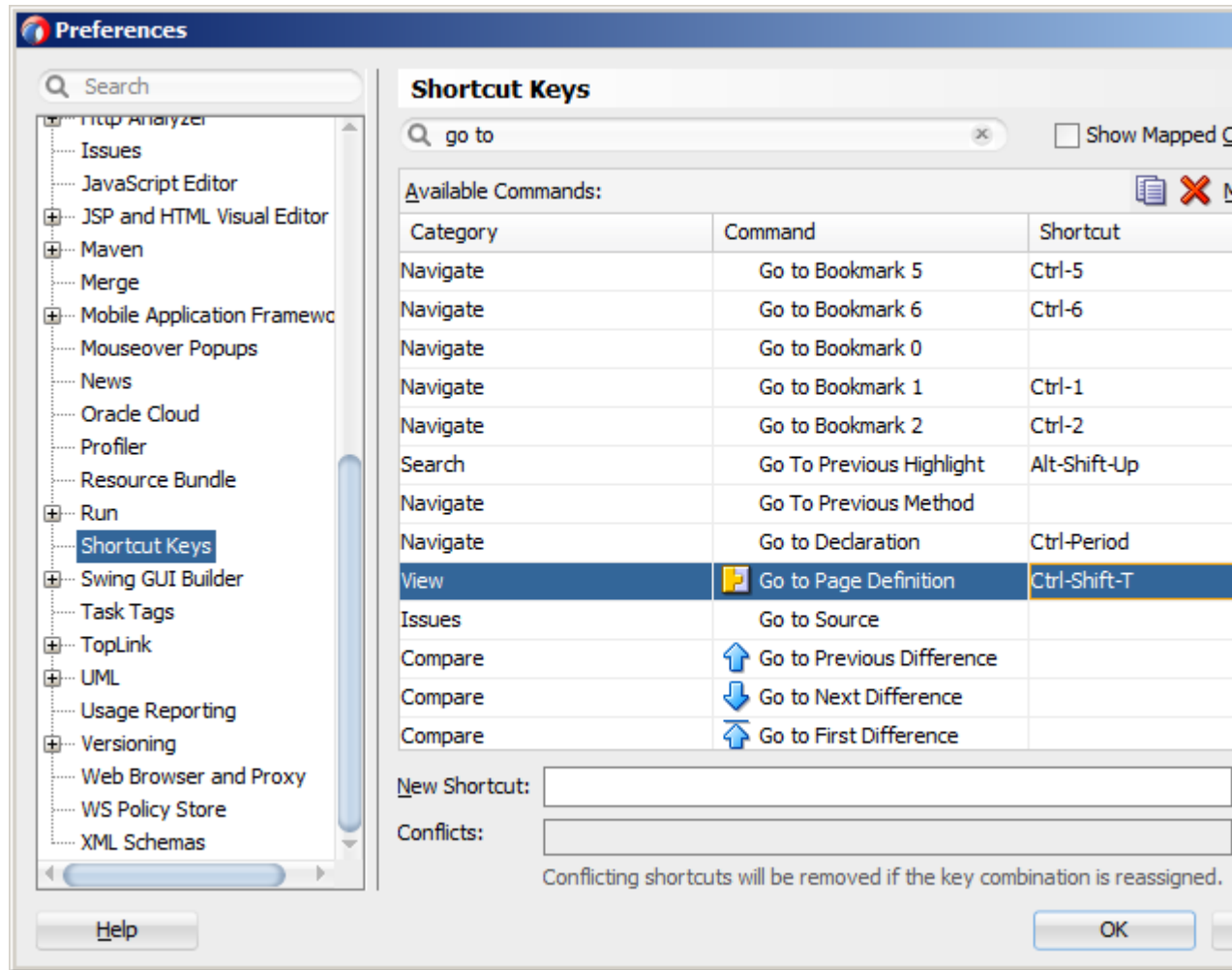
- Structure window, as [Figure 12-40](#) shows.

Figure 12-40 Go to Page Definition from Structure Pane



In addition, you can open the Page Definition file using the **Go to Page Definition** shortcut key defined under **Tools > Preferences** on the main menu, as [Figure 12-41](#) shows.

Figure 12-41 Opening Page Definition from Preferences



12.3.1.6 Sharing the Page Contents

You can enable sharing of contents of MAF AMX pages. Fragment (`fragment`) is a dynamic declarative component that allows for reusable parts of a MAF AMX page elements, including attributes and facets, to be inserted into the content represented by a template. This enables you to standardize the look and feel of your application by reusing the Fragment template across various pages within the application.

You can drag and drop a MAF AMX fragment file (`.amxf`) onto a MAF AMX page or another fragment file to create a reference to the fragment and to define its attributes (see [Configuring the Fragment Content](#)). The fragment file resides inside your project and you can drop it from the Applications window.

Before you begin:

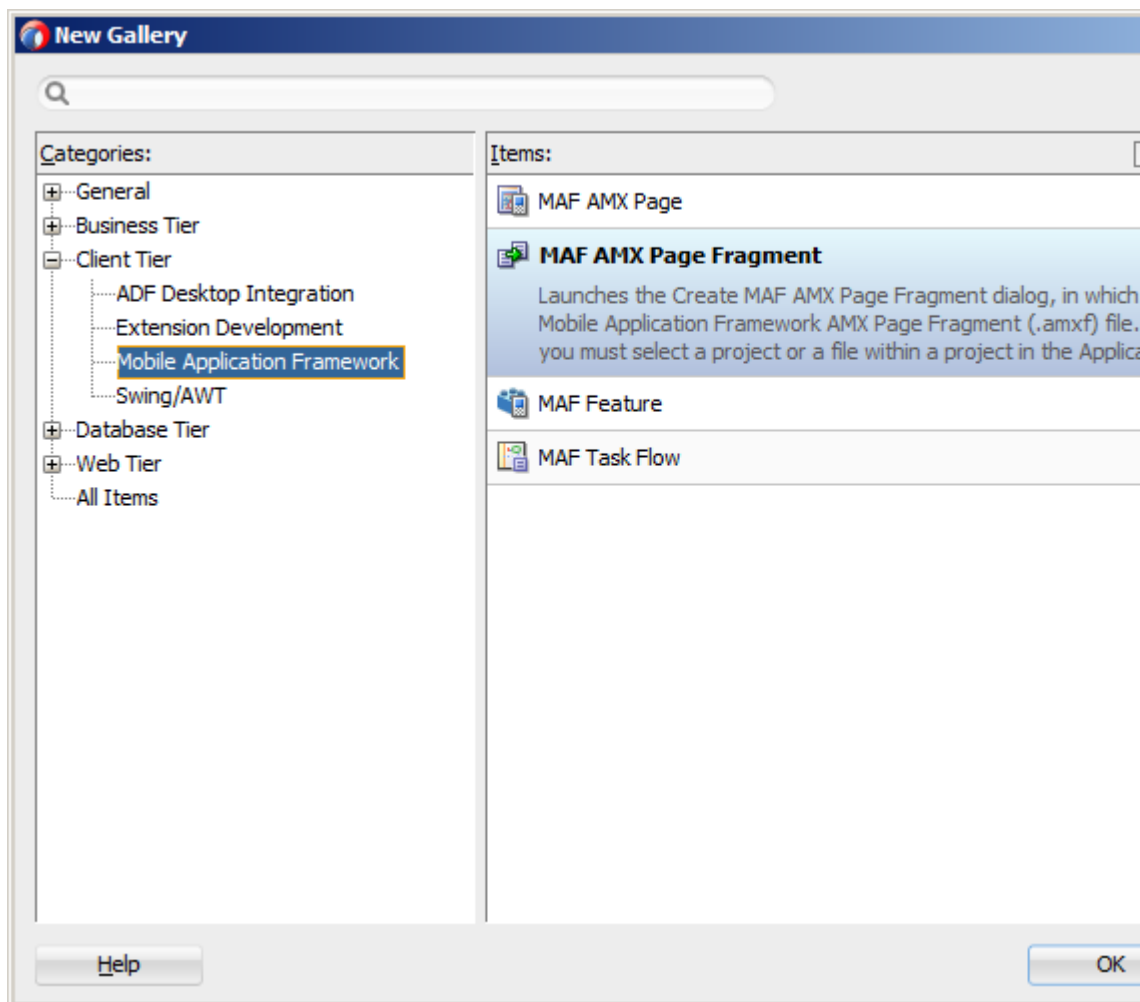
Ensure that the MAF application includes a View Controller project.

If the View Controller project does not contain a MAF AMX page or MAF AMX page task flow from which to create a page, you can invoke the Create MAF AMX Page dialog by double-clicking a view icon in a task flow diagram or by selecting **Client Tier > Mobile Application Framework > MAF AMX Page** from the New Gallery (see [Creating MAF AMX Pages](#)).

To create a Fragment from the New Gallery:

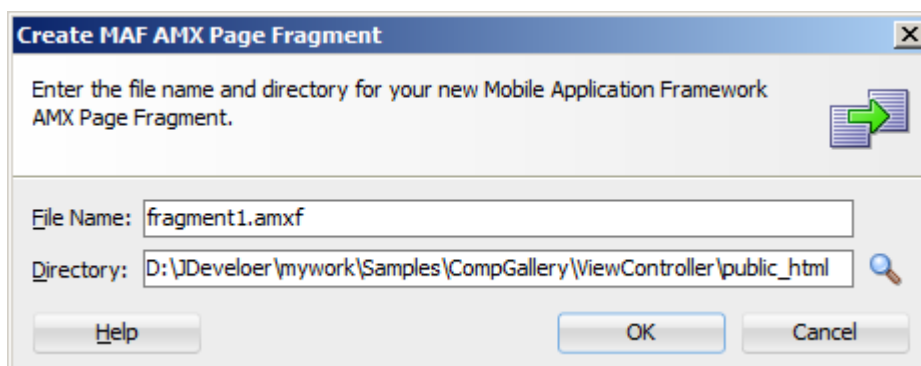
1. From the top-level menu in JDeveloper, click **File**, and then select **New > From Gallery**.
2. In the **New Gallery**, expand the **Client Tier** node, select **Mobile Application Framework**, and then **MAF AMX Page Fragment** (see [Figure 12-42](#)). Click **OK**.

Figure 12-42 Creating New Fragment



3. Complete the **Create MAF AMX Page Fragment** dialog by entering the file name and location of the new fragment, as [Figure 12-43](#) shows. Click **OK**.

Figure 12-43 Create MAF AMX Page Fragment Dialog



Upon completion of the dialog, a newly created file opens in the Source editor of JDeveloper (see [Figure 12-44](#)).

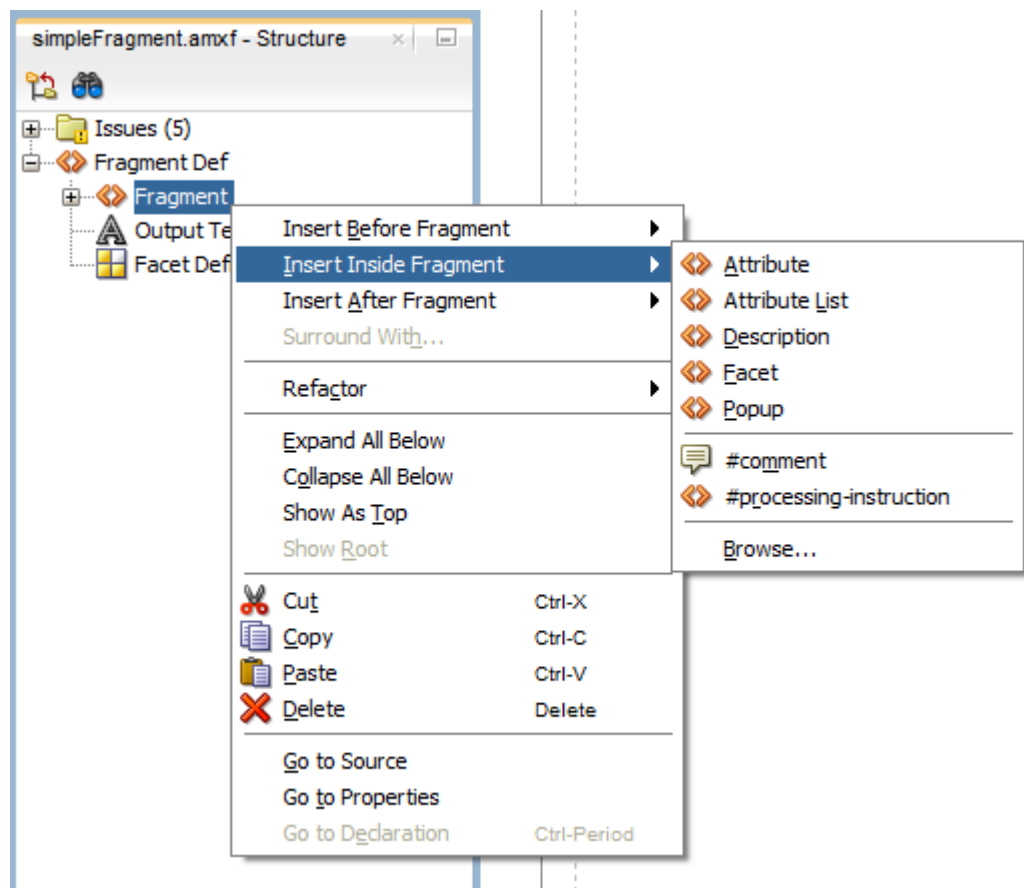
Figure 12-44 *Fragment File*

```

<?xml version="1.0" encoding="UTF-8" ?>
<amx:fragmentDef xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
                 xmlns:amx="http://xmlns.oracle.com/adf/mf/amx"
                 xmlns:dvtm="http://xmlns.oracle.com/adf/mf/amx/dvt">
  <fragment xmlns="http://xmlns.oracle.com/adf/mf/amx/fragment" id="f1"/>
</amx:fragmentDef>
  
```

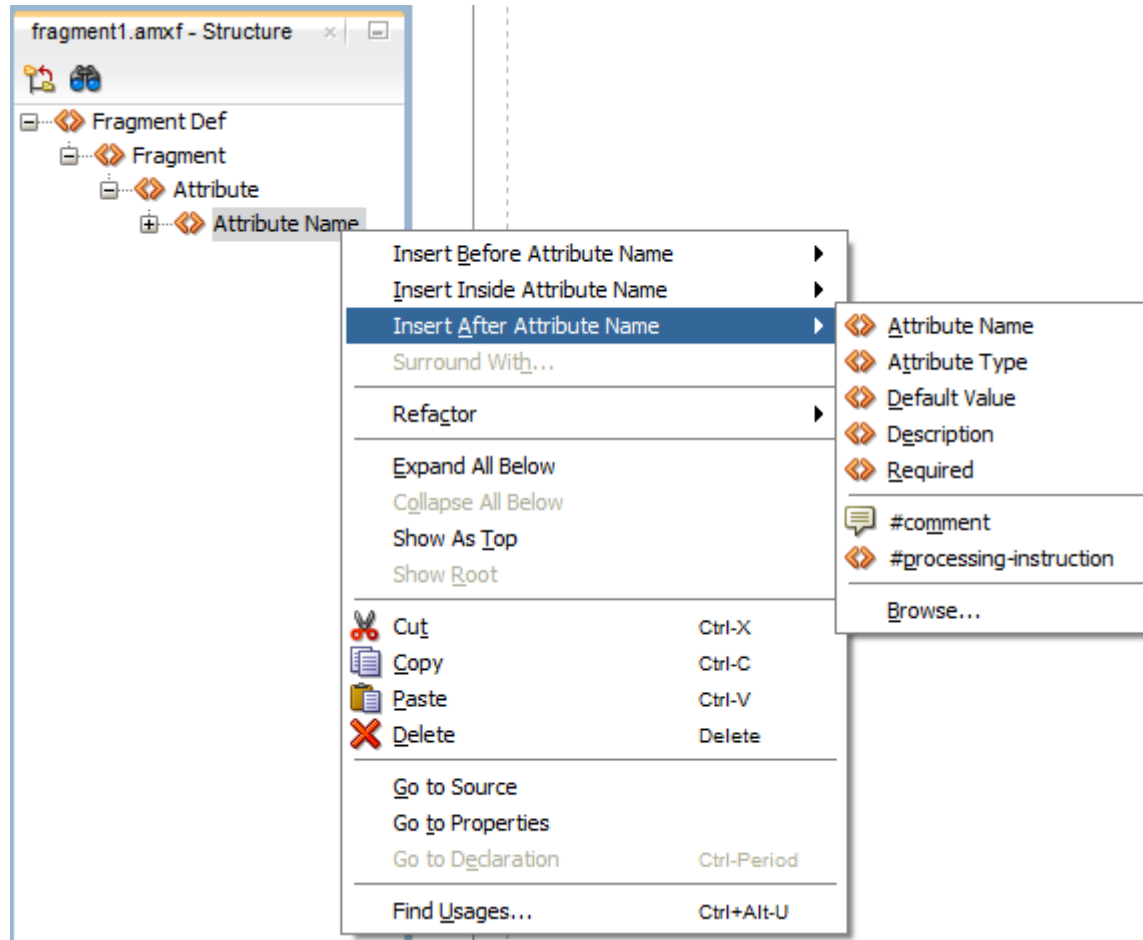
4. Right-click **Fragment** in the Structure window and select **Insert Inside Fragment**. Choose elements with which to populate the new fragment (see [Figure 12-45](#)): **Attribute**, **Attribute List**, **Description**, **Facet**, or **Popup**.

Figure 12-45 *Populating Fragment*

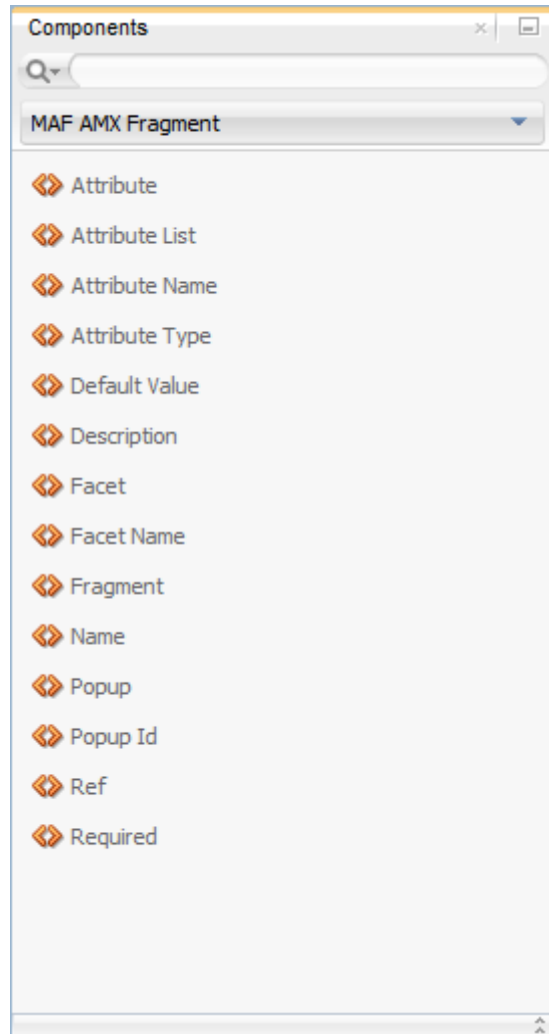


5. Proceed by defining the Fragment's **Attribute** and other children by right-clicking that child in the Structure view and selecting appropriate values (see [Figure 12-46](#)).

Figure 12-46 Defining Fragment's Attribute



You can also define the Fragment by dragging and dropping its elements onto the MAF AMX fragment file by selecting **MAF AMX Fragment** in the Components window (see [Figure 12-47](#)).

Figure 12-47 Dragging and Dropping Fragment Elements

The following example shows a MAF AMX fragment file called `fragment1.amxf`.

```
<amx:fragmentDef
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:amx="http://xmlns.oracle.com/adf/mf/amx"
  xmlns:dvtm="http://xmlns.oracle.com/adf/mf/amx/dvt">
  <fragment xmlns="http://xmlns.oracle.com/adf/mf/amx/fragment" id="f1">
    <description id="d1">Description of the fragment</description>
    <facet id="f2">
      <description id="d4">Description of the facet</description>
      <facet-name id="f3">facet1</facet-name>
    </facet>
    <attribute id="a1">
      <description id="d2">Description of an attribute</description>
      <attribute-name id="a2">text</attribute-name>
      <attribute-type id="at1">String</attribute-type>
      <default-value id="d3">defaultValue</default-value>
    </attribute>
  </fragment>
  <amx:panelGroupLayout id="pgl1">
    <amx:facetRef facetName="facet1" id="fr1"/>
    <amx:outputText value="#{text}" id="ot1"/>
  </panelGroupLayout>
</amx:fragmentDef>
```

```

    </amx:panelGroupLayout>
</amx:fragmentDef>

```

To include the contents of the fragment in the MAF AMX page, you create a Fragment component (see [How to Use the Fragment Component](#)) and set its `src` attribute to the fragment file of your choice. The following example shows a fragment element added to a MAF AMX page. This element points to the `fragment1.amxf` as its page contents. At the same time, the `facetRef` element, which corresponds to the Facet Definition MAF AMX component, points to `facet1` as its facet (MAF AMX Facet component). The `facetRef` element can only be specified in the `.amxf` file within the `fragmentDef`. You can pass attributes to the `facetRef` by specifying the MAF AMX attribute element as its child, which allows you to pass an EL variable from the Fragment to a Facet through the attribute's value.

```

<?xml version="1.0" encoding="UTF-8" ?>
<amx:view xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:amx="http://xmlns.oracle.com/adf/mf/amx"
  xmlns:dvtm="http://xmlns.oracle.com/adf/mf/amx/dvt">
  <amx:panelPage id="ppl">
    <amx:panelGroupLayout layout="vertical"
      id="itemPgl"
      styleClass="amx-style-groupbox">
      <amx:fragment id="f1"
        src="/simpleFragment.amxf"
        <amx:attribute id="a1"
          name="text"
          value="defaultValue" />
        <amx:facet name="facet">
          <amx:outputText id="ot5" value="Fragment"/>
        </amx:facet>
      </amx:fragment>
    </amx:panelGroupLayout>
  </amx:panelPage>
</amx:view>

```

The Fragment receives all the information through its attributes. In addition to defining individual attributes, you can define a set of attributes to be passed to the Fragment as a list which could be iterated through in the Fragment definition. For more information, see [Passing List of Attributes with Metadata to a Fragment](#).

Note:

EL expressions used within the Fragment file (`.amxf`) are not validated.

The Fragment supports the following:

- Embedded popups (see [How to Use a Popup Component](#)).
- Reusable user interface that can be placed on one or more other parent pages or fragments. This allows you to create a component that is composed of other components without bindings.
- Definition of its own facets. This allows you to create a component such as a layout component that defines a header facet, summary facet, and detail facet, with each facet having its own style class as well as look and feel.
- Data model with both attributes and collections.

MAF sample applications called FragmentDemo and CompGallery demonstrate how to create and use the fragment. These sample applications are located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

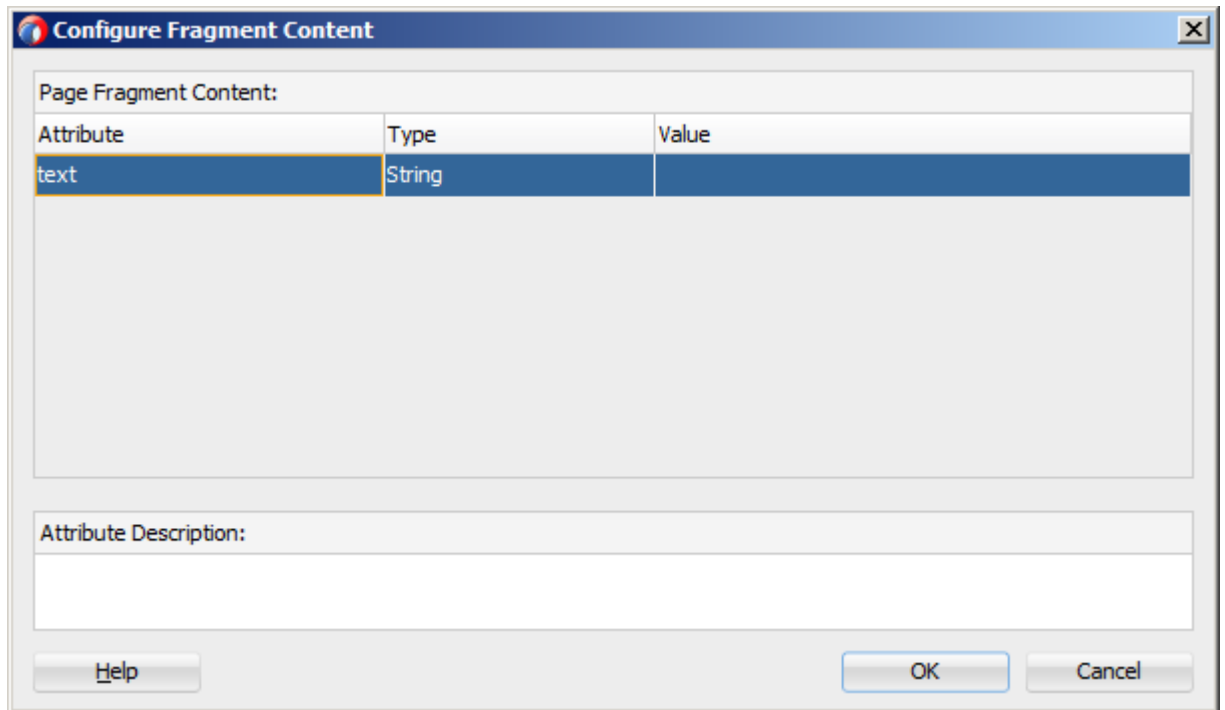
12.3.1.6.1 Configuring the Fragment Content

When you drag and drop a MAF AMX fragment file (`.amxf`) onto a MAF AMX page or another fragment file, the Configure Fragment Content dialog (see [Figure 12-48](#)) appears. This dialog displays and allows you to specify all Fragment attributes that are defined as direct children of the Fragment.

Note:

Facets, Popup components, Attribute Lists and their artifacts are not available through the Configure Fragment Content dialog.

Figure 12-48 Configure Fragment Content Dialog



[Figure 12-49](#) demonstrates the Configure Fragment Content dialog that appears when you drag and drop the MAF AMX fragment file whose contents is shown in the following example onto a MAF AMX file.

```
<amx:fragmentDef
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:amx="http://xmlns.oracle.com/adf/mf/amx"
  xmlns:dvtm="http://xmlns.oracle.com/adf/mf/amx/dvt">
  <fragment xmlns="http://xmlns.oracle.com/adf/mf/amx/fragment" id="f1">
    <description id="d1">Description of the fragment</description>
    <facet id="f2">
      <description id="d4">Description of the facet</description>
      <facet-name id="f3">facet1</facet-name>
    </facet>
    <attribute id="a1">
```

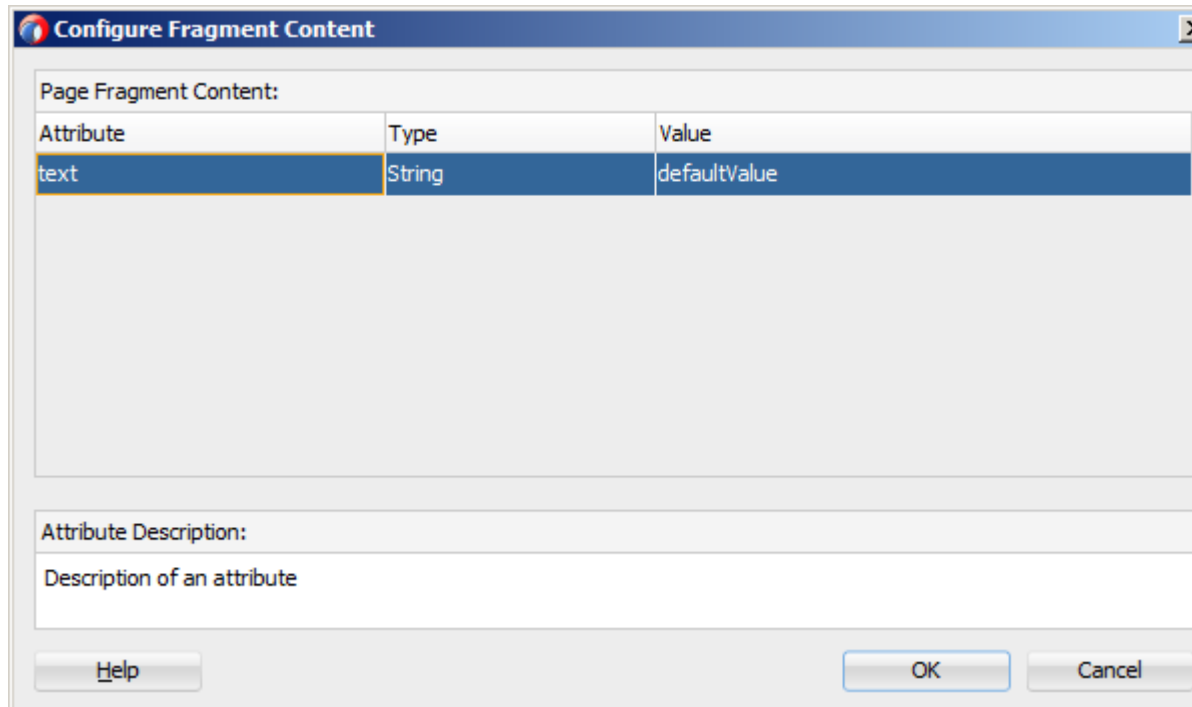


```

        <description id="d2">Description of an attribute</description>
        <attribute-name id="a2">text</attribute-name>
        <attribute-type id="at1">String</attribute-type>
        <default-value id="d3">defaultValue</default-value>
    </attribute>
</fragment>
<amx:panelGroupLayout id="pgl1">
    <amx:facetRef facetName="facet1" id="fr1"/>
    <amx:outputText value="#{text}" id="ot1"/>
</amx:panelGroupLayout>
</amx:fragmentDef>

```

Figure 12-49 Configure Fragment Content Dialog with Values



When completing the dialog, consider the following:

- If you are configuring an attribute defined as required in the Fragment, an asterisks (*) is displayed at the end of the attribute name.
- The OK button of the dialog is disabled until all of the required attribute values have been defined.
- If the Fragment attribute's default value is specified and at the same time the required property is defined and set to true, this attribute is not treated as required (the default value takes precedence). In this case, the following occurs:
 - An audit warning is displayed in the Fragment.
 - The Configure Fragment Content dialog does not add the asterisk to the attribute's name and does not treat this attribute as required.
- The Type column displays the value of the attribute-type element from the Fragment. It is used as a description of the attribute type (as opposed to the Java class).

Note:

Even though the `attribute-type` is a required element in the Fragment, it might appear unspecified in the Fragment being dropped if you failed to define its value. In this case the dialog displays String as a default value.

- The Value column allows you to specify the value to pass to the Fragment's attribute. You can enter the value by typing it or clicking on the ellipsis (...) to invoke the EL Builder and specify an EL expression. If the `default` element is present for the given attribute in the Fragment, this default value is specified in the Value column for the attribute. You can override the default value.
- If the `description` element is present in the Fragment for this attribute, the bottom portion of the dialog displays the Attribute Description field when you switch between rows of different attributes. If the description element is not defined, the Attribute Description field is blank.
- You cannot add, remove, or reorder attributes using the Configure Fragment Content dialog.

12.3.1.6.2 Passing List of Attributes with Metadata to a Fragment

When defining the Fragment attributes, MAF allows you to do the following:

- Pass in dynamic attributes.
- Have metadata associated with each attribute (see [Passing List of Attributes with Metadata to a Fragment](#)).
- Loop over attributes in the Fragment definition.
- Nest dynamic attributes in an attribute.
- Pass dynamic attributes from one Fragment to an embedded Fragment.

[Table 12-4](#) lists direct and indirect child elements of the MAF AMX fragment that enable you to pass lists of attributes.

Table 12-4 Attribute-Related Child Elements of the Fragment

Child Attribute Name	Description
<code>attributeList</code>	<p>Defines an attribute list to pass to a Fragment. Can be a direct child of the MAF AMX fragment or <code>attributeSet</code> element.</p> <p>There can be any number of the child <code>attributeList</code> elements defined for a parent element.</p> <p>The <code>attributeList</code> element may be referenced by another <code>attributeList</code> through its <code>ref</code> attribute.</p> <p>An attribute list may be passed from one Fragment to another by reference, in which case both attribute lists must have the same metadata.</p>

Table 12-4 (Cont.) Attribute-Related Child Elements of the Fragment

Child Attribute Name	Description
attributeSet	<p>Can be specified as a child of the MAF AMX <code>attributeList</code>.</p> <p>Defines one set of attributes to be used during an iteration of the MAF AMX <code>attributeListIterator</code>. May be thought of as one item in an array.</p> <p>There can be any number of the child <code>attributeSet</code> elements defined for a parent <code>attributeList</code> element.</p>
attributeListIterator	<p>Consumes a MAF AMX <code>attributeList</code>. Behaves similarly to the MAF AMX <code>Iterator</code> in terms of stamping, but exposes attributes differently, with its name attribute tying the iterator to the <code>attributeList</code>.</p> <p>When one <code>attributeListIterator</code> is nested inside another, the name must point to the <code>attributeList</code> which is a child of the <code>attributeSet</code> currently being processed by the <code>attributeListIterator</code>.</p> <p>During the iteration, the defined attribute names are exposed as EL variables. For attributes that are not provided by the caller and in cases when the attribute has no default value, the value <code>adf.mf.api.OptionalFragmentArgument</code> is used as an EL variable. You may test for this condition by using the empty EL keyword (for example, <code>rendered="#{not (empty myAttribute)}"</code>).</p>

For information on attributes and their values, see *Tag Reference for Oracle Mobile Application Framework*.

The following example demonstrates the basic case of passing an Attribute List to a MAF AMX Fragment.

```
<amx:fragment src="something.amxf">
  <amx:attributeList name="attributeToPass" ref="nameOfAnOuterAttributeList" />
</amx:fragment>
```

The following example shows the `fragment` element with the child `attributeList` defined in the MAF AMX file.

```
<amx:fragment src="summaryView.amxf">
  <amx:attributeList name="attrs">
    <amx:attributeSet>
      <amx:attribute name="attribute" value="#{bindings.firstName}" />
      <amx:attribute name="displayType" value="string" />
    </amx:attributeSet>
    <amx:attributeSet>
      <amx:attribute name="attribute" value="#{bindings.lastName}" />
      <amx:attribute name="displayType" value="string" />
    </amx:attributeSet>
    <amx:attributeSet>
      <amx:attribute name="attribute" value="#{bindings.homePhone}" />
      <amx:attribute name="displayType" value="phone" />
    </amx:attributeSet>
  </amx:attributeList>
</amx:fragment>
```

The following example shows nested `attributeList` elements defined within the `fragment` element in the MAF AMX file.

```

<amx:fragment src="summaryView.amxf">
  <amx:attributeList name="attrs">
    <amx:attributeSet>
      <amx:attribute name="attribute" value="#{bindings.firstName}"/>
      <amx:attribute name="displayType" value="string" />
    </amx:attributeSet>
    <amx:attributeSet>
      <amx:attribute name="attribute" value="#{bindings.lastName}"/>
      <amx:attribute name="displayType" value="string" />
    </amx:attributeSet>
    <amx:attributeSet>
      <amx:attribute name="attribute" value="#{bindings.homePhone}"/>
      <amx:attribute name="displayType" value="phone" />
    </amx:attributeSet>
    <amx:attributeSet>
      <amx:attributeList name="subAttributes">
        <amx:attributeSet>
          <amx:attribute name="attribute"
            value="#{bindings.spouseFirstName}"/>
          <amx:attribute name="displayType"
            value="string" />
        </amx:attributeSet>
        <amx:attributeSet>
          <amx:attribute name="attribute"
            value="#{bindings.spouseLastName}"/>
          <amx:attribute name="displayType"
            value="string" />
        </amx:attributeSet>
      </amx:attributeList>
      <amx:attribute name="label" value="Spouse"/>
    </amx:attributeSet>
  </amx:attributeList>
</amx:fragment>

```

The following example shows how a Fragment with defined Attribute List components is used within the Fragment Definition. The `amxf:attribute-list` tag defines the metadata for an Attribute List. This tag must be declared as a child of the `amxf:fragment` or another `amxf:attribute-list` tag and its valid child tags are `amxf:name`, `amxf:description`, `amxf:attribute-list`, and `amxf:attribute`. The name child is required and must be unique within the current XML node. Even though the name could be identical to the `amxf:attribute` that is declared on the same level, such naming practice is not recommended.

```

<amx:fragmentDef
  xmlns:amx="http://xmlns.oracle.com/adf/mf/amx"
  xmlns:dvtm="http://xmlns.oracle.com/adf/mf/amx/dvt">
  <fragment xmlns="http://xmlns.oracle.com/adf/mf/amx/fragment">
    <attribute-list>
      <name>attributes</name>
      <attribute>
        <attribute-name>attribute</attribute-name>
      </attribute>
      <attribute>
        <attribute-name>displayType</attribute-name>
      </attribute>
      <attribute>
        <attribute-name>label</attribute-name>
      </attribute>
    </attribute-list>
    <name>subAttributes</name>
    <attribute>

```

```

        <attribute-name>attribute</attribute-name>
    </attribute>
    <attribute>
        <attribute-name>displayType</attribute-name>
    </attribute>
</attribute-list>
</attribute-list>
</fragment>
...
<amx:attributeListIterator name="attributes">
    <amx:panelLabelAndMessage label="#{attribute.hints.label}"
        id="plam1"
        rendered="#{not (empty attribute)}">
        <amx:outputText value="#{attribute.inputValue}" id="ot1"/>
    </amx:panelLabelAndMessage>
    <amx:outputText value="#{label}"
        id="ot2"
        rendered="#{not (empty label)}"/>
    <amx:attributeListIterator name="subAttributes"
        rendered="#{not (empty subAttributes)}">
        <amx:panelLabelAndMessage label="#{attribute.hints.label}"
            id="plam2"
            rendered="#{not (empty attribute)}">
            <amx:outputText value="#{attribute.inputValue}" id="ot3"/>
        </amx:panelLabelAndMessage>
    </amx:attributeListIterator>
</amx:attributeListIterator>
...
</amx:fragmentDef>

```

The `attribute-list`, `attribute-set`, and `attribute` tags could be used in the fragment node to define the following:

- Attribute List components that are allowed.
- The information necessary to validate the page that is calling the Fragment.

12.3.2 How to Add UI Components to a MAF AMX Page

After you create a MAF AMX page, you can start adding MAF AMX UI components to your page.

You can use the Components window to drag and drop MAF AMX components and MAF AMX data visualization components onto the page. JDeveloper then adds the necessary declarative page code and sets certain values for component attributes.

The Components window displays MAF AMX components by categories (see [Figure 12-50](#)):

- General Controls
- Text and Selection
- Data Views
- Layout, with the following subcategories:
 - Interactive Containers and Headers
 - Secondary Windows

- Core Structure
- Operations, with the following subcategories:
 - Behavior
 - Listeners
 - Validators and Converters

For information on adding and using specific components, see [Creating and Using UI Components](#).

The Components window also displays MAF AMX data visualization components by categories (see [Figure 12-50](#)):

- Common, with the following subcategories:
 - Chart
 - Gauge
 - Map
 - Miscellaneous
- Shared Child Tags
- Other Type-Specific Child Tags, with the following subcategories:
 - Chart
 - Gauge
 - NBox
 - Thematic Map
 - Timeline
 - Sunburst and Treemap

Before you begin:

The MAF application must include a View Controller project, which may or may not contain a MAF AMX page or MAF AMX page task flow from which to create a page.

As described in [Creating MAF AMX Pages](#), you can invoke the Create MAF AMX Page dialog by double-clicking a view icon in a task flow diagram or by selecting **Client Tier > Mobile Application Framework > MAF AMX Page** from the New Gallery.

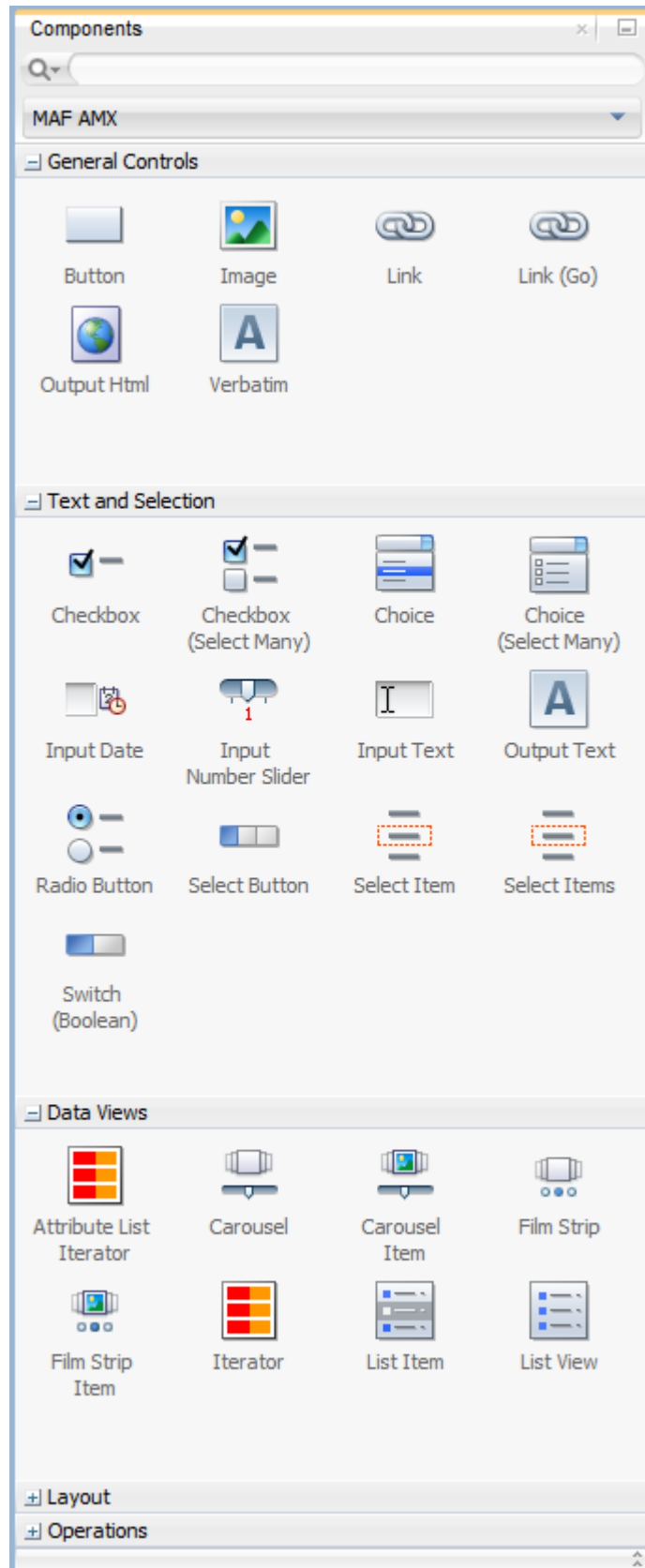
To add a UI component to a page:

1. Open a MAF AMX page in the Source editor (default).
2. In the Components window, use the menu to choose **MAF AMX**, as [Figure 12-50](#) shows.

Tip:

If the Components window is not displayed, choose **Window > Components** from the main JDeveloper menu. By default, the Components is displayed in the upper right-hand corner of JDeveloper.

Figure 12-50 MAF AMX Components Window



3. Select the component you wish to use, and then drag and drop it onto the Source editor or Structure window. You cannot drop components onto the Preview pane.

Note:

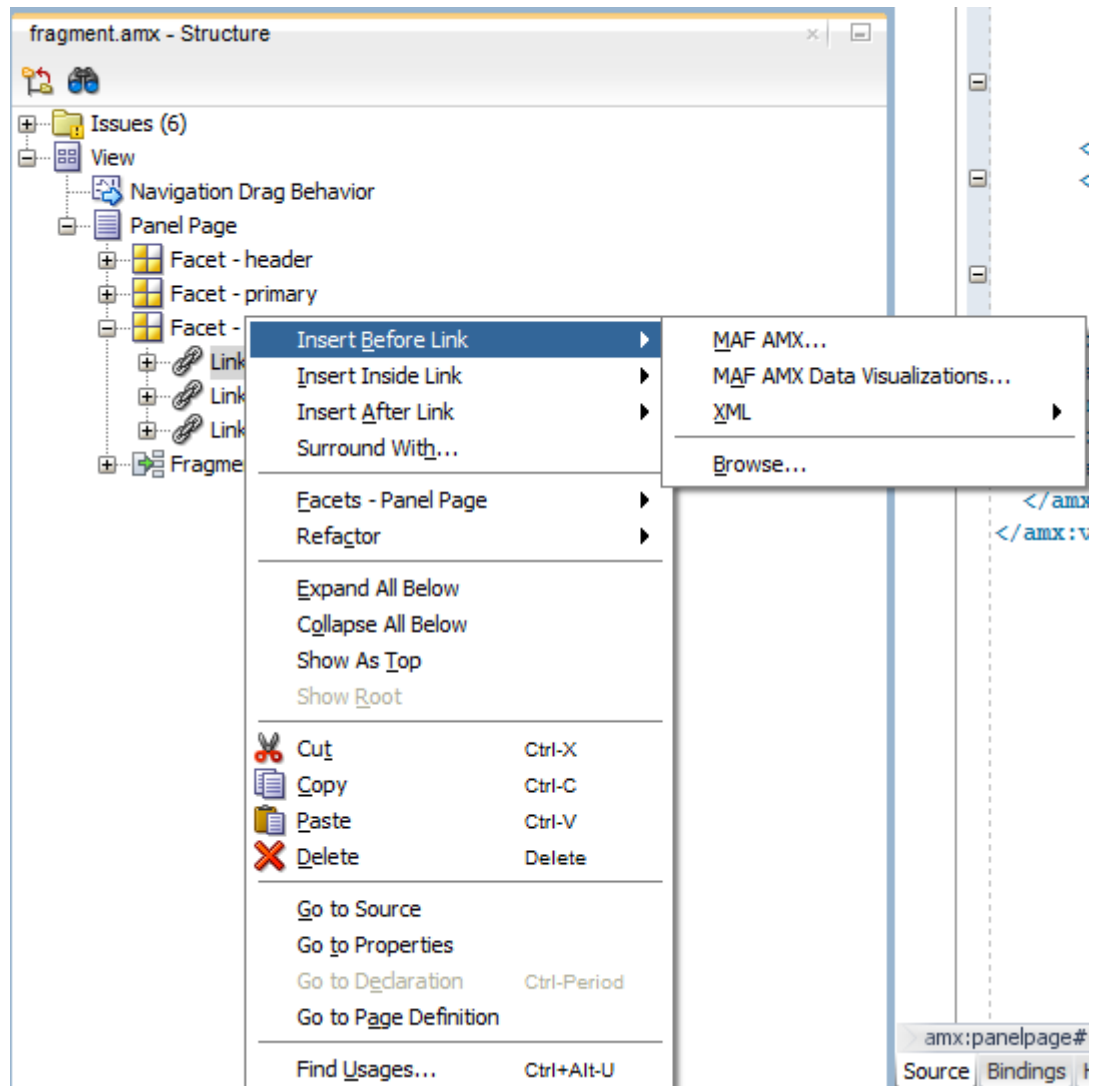
When building a MAF AMX page, you can only drop UI components into UI containers such as, for example, a Panel Group Layout.

JDeveloper redraws the page in the Preview pane with the newly added component.

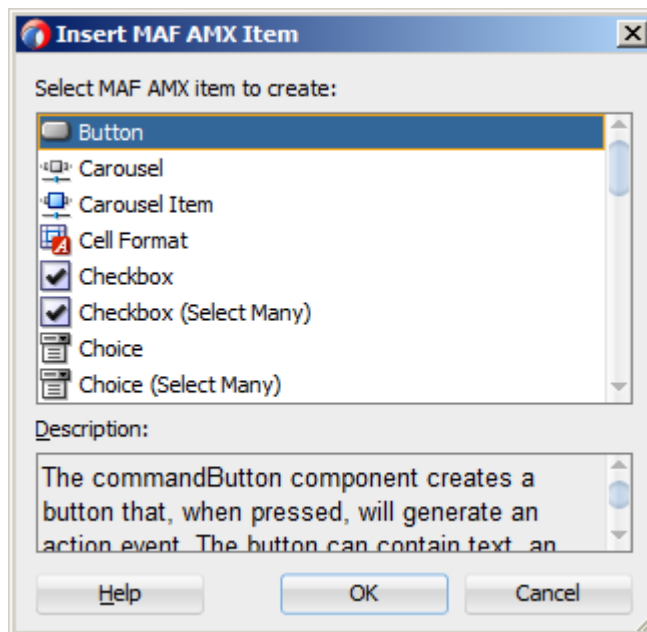
Alternatively, you can add UI components and data visualization components from the Structure window as follows:

1. On the Structure window, select an existing component that you want to use as a starting point for inserting another component.
2. Right-click the selected component and choose one of the options: **Insert Before <component>**, **Insert Inside <component>**, or **Insert After <component>**, as [Figure 12-51](#) shows.

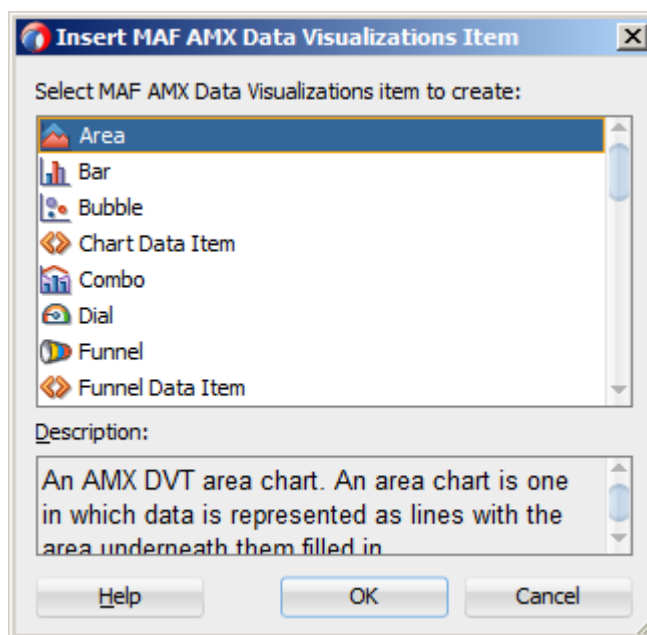
Figure 12-51 Inserting Components from Structure Window



3. From the context menu, select either **MAF AMX** or **MAF AMX Data Visualizations**:
 - If you select **MAF AMX**, the **Insert MAF AMX Item** dialog opens allowing you to choose the UI component to add to the page, as [Figure 12-52](#) shows.

Figure 12-52 Inserting MAF AMX Component

- If you select **MAF AMX Data Visualizations**, the **Insert MAF AMX Data Visualizations Item** dialog opens allowing you to choose the data visualization component to add to the page, as [Figure 12-53](#) shows.

Figure 12-53 Inserting MAF AMX Data Visualization Component

JDeveloper redraws the page in the Preview pane with the newly added component.

12.3.2.1 Using the Preview

JDeveloper's Preview provides WYSIWYG support for both the iOS and Android platforms when you build the user interface using MAF AMX files. As illustrated in [Figure 12-54](#), splitting a view while adding the MAF AMX components to the MAF

AMX file enables you to see both the code view through the Source editor and a UI view through the Preview pane. As a result, you can modify the source and get instant feedback in terms of the look and feel of that application on both the iOS and Android platforms.

Figure 12-54 Splitting Design and Source Views

The screenshot displays a development environment with a split view. The top half shows a design view of a bar chart titled "Bar Chart" on an iPhone device. The chart has two groups, "Group A" and "Group B", and five data series. The y-axis ranges from 0 to 60. The legend identifies the series as follows:

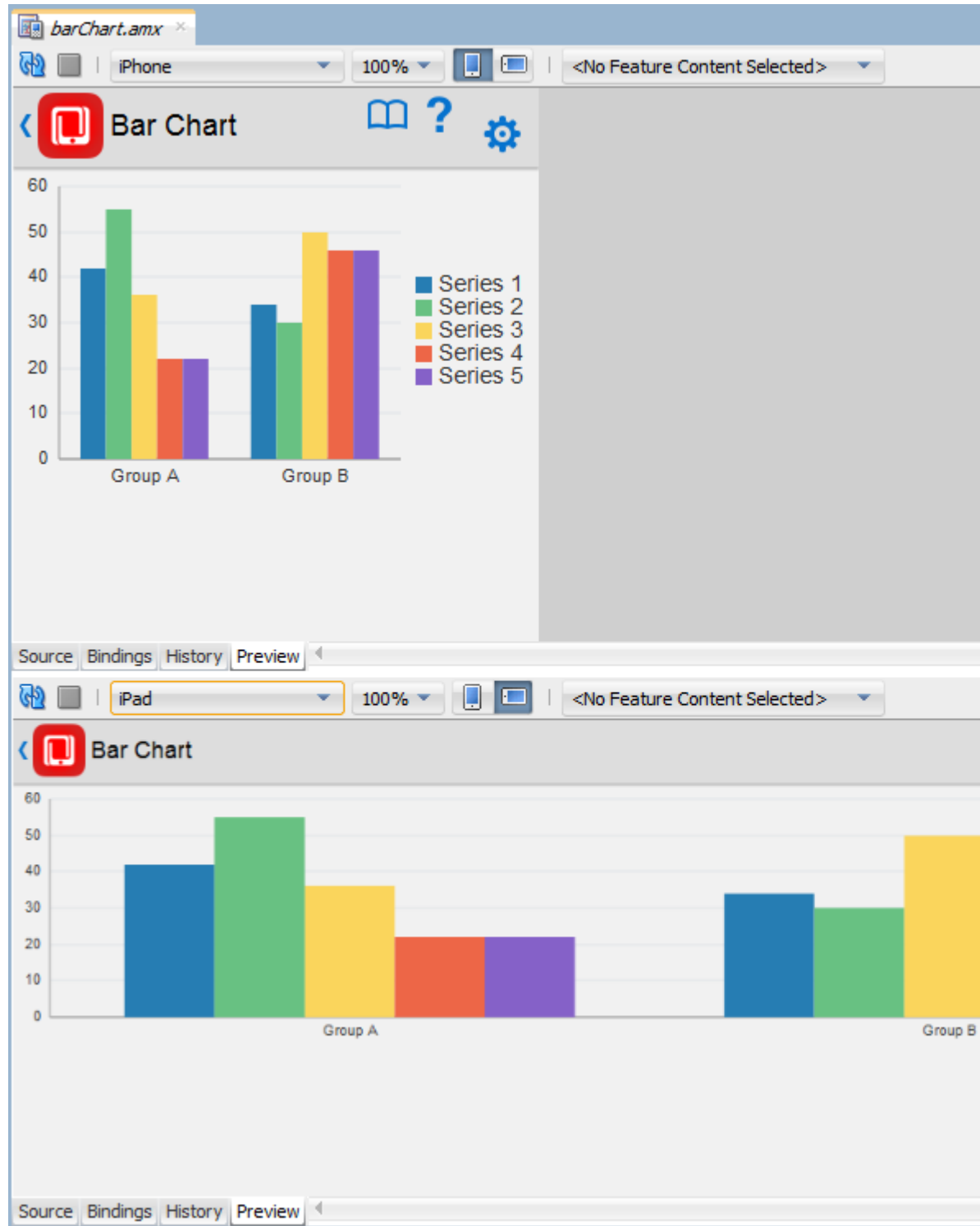
- Series 1: Blue
- Series 2: Green
- Series 3: Yellow
- Series 4: Orange
- Series 5: Purple

The bottom half shows the source code for the chart component. The code is as follows:

```
<amx:panelGroupLayout id="pglComponentPanel"
    styleClass="dvtm-gallery-component-container">
  <dvtm:barChart var="row"
    value="#{bindings.barData.collectionModel}"
    id="barChart1"
    styleClass=" dvtm-gallery-component"
    dataCursor="#{pageFlowScope.dataCursor}"
    dataCursorBehavior="#{pageFlowScope.dataCursorBehavior}"
    dataLabelPosition="#{pageFlowScope.labelPosition}"
    dataSelection="#{pageFlowScope.dataSelection}"
    footnote="#{pageFlowScope.footnote}"
    footnoteHalign="#{pageFlowScope.footnoteHalign}"
    hideAndShowBehavior="#{pageFlowScope.hideAndShowBehavior}"
    rolloverBehavior="#{pageFlowScope.rolloverBehavior}"
    seriesEffect="#{pageFlowScope.seriesEffect}"
    stack="#{pageFlowScope.stacked ? 'on' : 'off'}"
    subtitle="#{pageFlowScope.titleDisplay ? pageFlowScope.titleDisplay : ''}"
    title="#{pageFlowScope.titleDisplay ? pageFlowScope.titleDisplay : ''}"
    titleHalign="#{pageFlowScope.titleHalign}"
    animationOnDataChange="#{pageFlowScope.animationOnDataChange}"
    animationIndicators="#{pageFlowScope.animationIndicators}"
    animationDuration="#{pageFlowScope.animationDuration}"
    animationOnDisplay="#{pageFlowScope.animationOnDisplay}"
    animationUpColor="#{pageFlowScope.animationUpColor}"
    animationDownColor="#{pageFlowScope.animationDownColor}"
    shortDesc="#{pageFlowScope.shortDesc}">
    <amx:facet name="dataStamp">
      <dvtm:chartDataItem id="cdi1" group="#{row.group}" value="#{row.value}">
    </dvtm:chartDataItem>
  </dvtm:barChart>
</amx:panelGroupLayout>
```

In addition to being able to see the design and source views simultaneously, you can also open and work with multiple design views at the same time, as well as set each one to a different platform and screen size. By opening a combination of design views for different devices, you can develop applications simultaneously for different platforms and form factors using different orientation. [Figure 12-55](#) shows a split screen with iPhone on the top and iPad with 75% scaling on the bottom. You can split the Preview pane using the default split functionality of JDeveloper.

Figure 12-55 Multiple Design Views



Note:

A MAF AMX page is rendered even for an invalid MAF AMX file. Errors are indicated by the error icon on a component. By moving the mouse over the error icon, you can view the error details.

12.3.2.2 Configuring UI Components

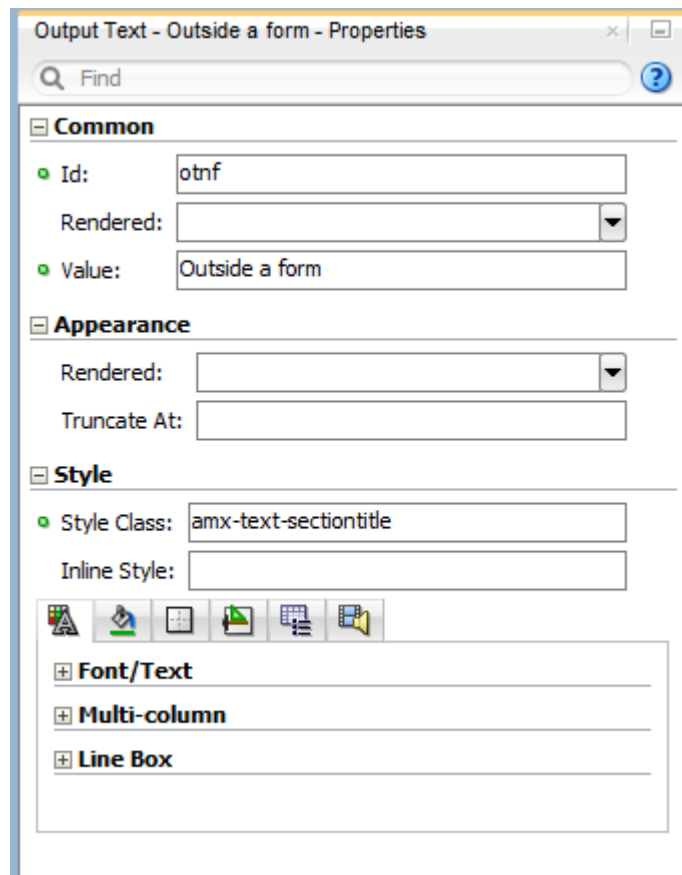
Once you drop UI components onto a page, you can use the Properties window (displayed by default at the bottom right of JDeveloper) to set attribute values for each component.

Tip:

If the Properties window is not displayed, choose **Window > Properties** from JDeveloper's main menu.

Figure 12-56 shows the Properties window displaying the attributes for an Output Text component.

Figure 12-56 *The Properties Window*



To set component attributes:

1. Select the component for which you want to set attributes. You can select the component in the Structure window or you can select its tag directly in the Source editor.
2. In the Properties window, expand the section that contains the attribute you wish to set.

Tip:

Some attributes are displayed in more than one section. Entering or changing the value in one section will also change it in any other sections. You can search for an attribute by entering the attribute name in the search field at the top of the Properties window.

3. In the Properties window, either enter values directly into the fields, or if the field contains a list, use that list to select a value. You can also use the list to the right of the field, which launches a popup containing tools you can use to set the value. These tools are either specific property editors (opened by choosing **Edit**) or the Expression Builder, which you can use to create EL expressions for the value (opened by choosing **Expression Builder** or Method Expression Builder where applicable). For more information about using the Expression Builder, see [How to Create an EL Expression](#).

When you use the Properties window to set or change attribute values, JDeveloper automatically changes the page source for the attribute to match the entered value.

Tip:

You can always change attribute values by directly editing the page in the Source editor. To view the page in the Source editor, click the **Source** tab at the bottom of the page.

12.3.2.3 What You May Need to Know About Element Identifiers and Their Audit

MAF generates a unique element identifier (`id`) and automatically inserts it into the MAF AMX page when an element is added by dropping a component from the Components window, or by dragging and dropping a data control. This results in a valid identifier in the MAF AMX page that differentiates each component from others, possibly similar components within the same page.

MAF provides an identifier audit utility that does the following:

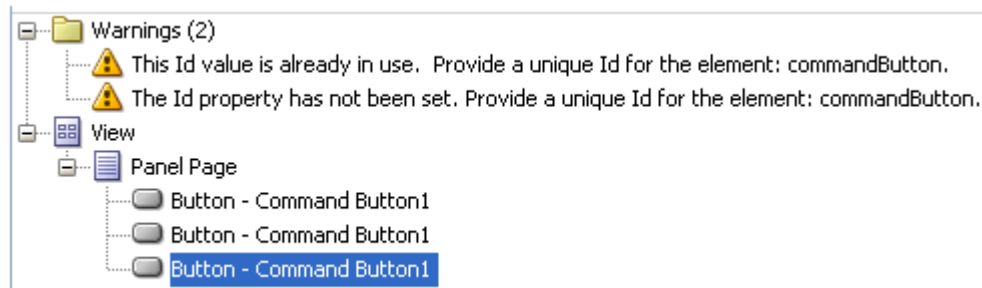
- Checks the presence and uniqueness of identifiers in a MAF AMX page.
- If the identifier is not present or not unique, an error is reported for each required `id` attribute of an element.
- Provides an automatic fix to generate a unique `id` for the element when a problem with the identifier is reported.

[Figure 12-57](#) and [Figure 12-58](#) show the identifier error reporting in the Source editor and Structure pane respectively.

Figure 12-57 Element Identifier Audit in Source Editor



Figure 12-58 Element Identifier Audit in Structure Pane



In addition to the `id`, the audit utility checks the `popupId` and `alignId` attributes of the Show Popup Behavior operation (see [How to Use a Popup Component](#)).

Figure 12-59 and Figure 12-60 show the Show Popup Behavior's Popup Id and Align Id attributes error reporting in the Source Editor respectively.

Figure 12-59 Popup Id Attribute Audit in Source Editor

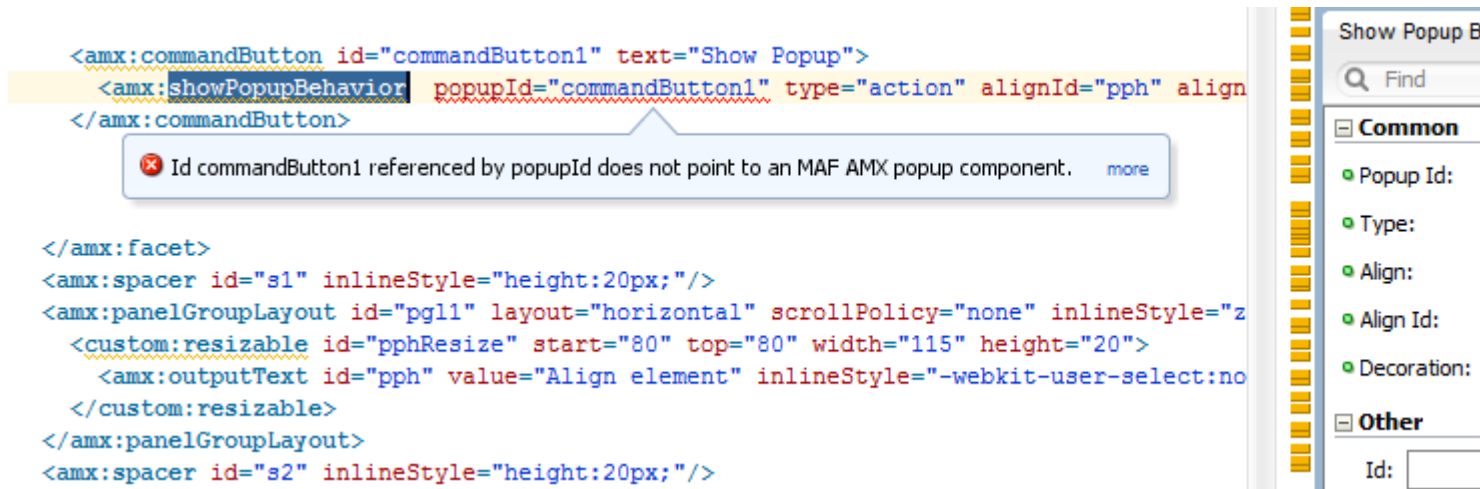


Figure 12-60 Align Id Attribute Audit in Source Editor



For more information, see "Auditing and Monitoring Java Projects" in *Developing Applications with Oracle JDeveloper*.

12.3.3 How to Add Data Controls to a MAF AMX Page

After you create a MAF AMX page, you can start adding data controls to your page.

You can create databound UI components in a MAF AMX view by dragging data control elements from the Data Controls window and dropping them into either the Structure window or the Source editor. When you drag an item from the Data Controls window to either of these places, JDeveloper invokes a context menu of default UI components available for the item that you dropped. When you select the desired UI component, JDeveloper inserts it into a MAF AMX page. In addition, JDeveloper creates the binding information in the associated page definition file. If such file does not exist, then JDeveloper creates one. MAF provides a visual indicator for dropping data controls to inform you of the location of the new data control

Note:

A data control can only be dropped at a location allowed by the underlying XML schema.

Depending on the approach you take, you can insert different types of data controls into the Structure window of a MAF AMX page.

Dropping an attribute of a collection lets you create various input and output components. You can also create Button and Link components by dropping a data control operation on a page.

The respective action listener is added in the MAF AMX Button for each of these operations.

The data control attributes and operations can be dropped as one or more of the following MAF AMX UI components (see [Creating and Using UI Components](#)):

- Button
- Link
- Input Date
- Input Date with Label
- Input Text
- Input Text with Label
- Output Text
- Output Text with Label
- Iterator
- List Item
- List View
- Select Boolean Checkbox
- Select Boolean Switch

- Select One Button
- Select One Choice
- Select One Radio
- Select Many Checkbox
- Select Many Choice
- Convert Date Time
- Convert Number
- Form
- Read Only Form
- Parameter Form

The following Date and Number types are supported:

- `java.util.Date`
- `java.sql.Timestamp`
- `java.sql.Date`
- `java.sql.Time`
- `java.lang.Number`
- `java.lang.Integer`
- `java.lang.Long`
- `java.lang.Float`
- `java.lang.Double`

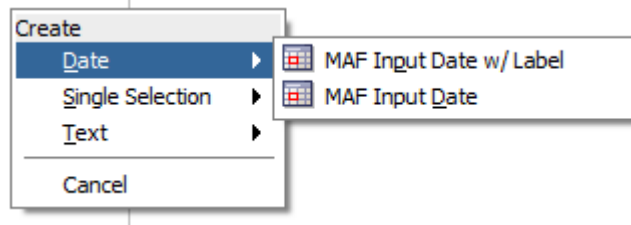
For information on how to use the Data Controls window in JDeveloper, see [Creating Databound UI Components from the Data Controls Panel](#).

12.3.3.1 Dragging and Dropping Attributes

If your MAF AMX page already contains a Panel Form Layout component or does not require to have all the fields added, you can drop individual attributes from a data control. Depending on the attributes types, different data binding menu options are provided as follows:

12.3.3.1.1 Date

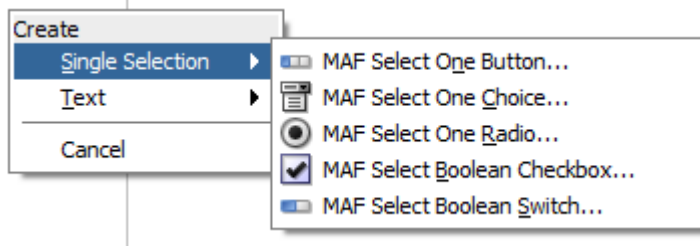
This category provides options for creating MAF Input Date and MAF Input Date with Label controls. [Figure 12-61](#) shows the context menu for adding date controls that appears when you drag an attribute from the Data Controls window onto the Source editor or Structure window of a MAF AMX page.

Figure 12-61 Context Menu for Date Controls**12.3.3.1.2 Single Selection**

This category provides options for creating the following controls:

- MAF Select One Button
- MAF Select One Choice
- MAF Select One Radio
- MAF Select Boolean Checkbox
- MAF Select Boolean Switch

Figure 12-62 shows the context menu for adding selection controls that appears when you drag an attribute from the Data Controls window onto the Source editor or Structure window of a MAF AMX page.

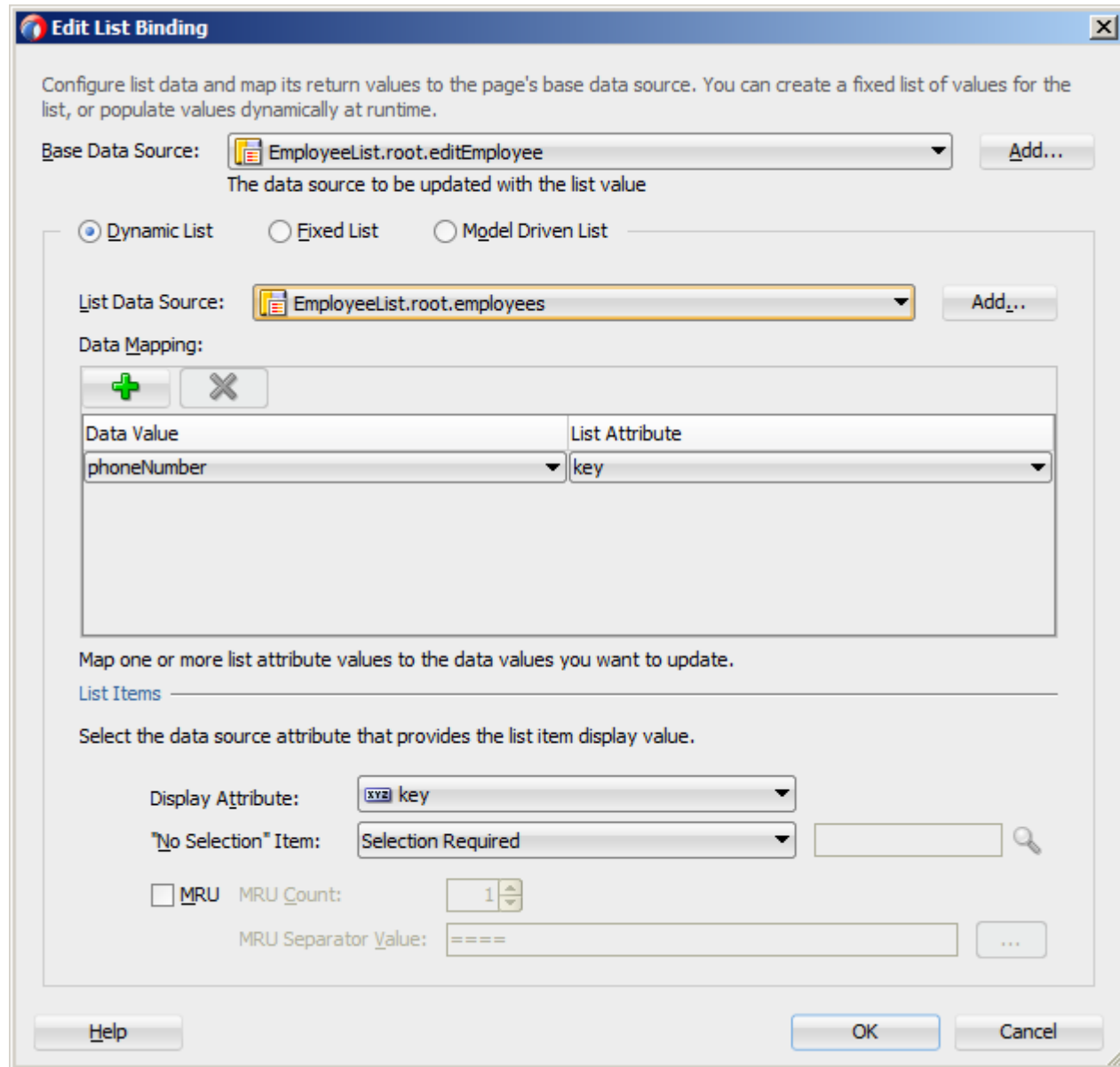
Figure 12-62 Context Menu for Selection Controls

If you are working with an existing MAF AMX page and you select **MAF Select One Button** or **MAF Select One Choice** option, an appropriate version of the Edit List Binding dialog is displayed (see Figure 12-63). If you drop a control onto a completely new MAF AMX page, the Edit Action Binding dialog opens instead. After you click OK, the Edit List Binding dialog opens.

Note:

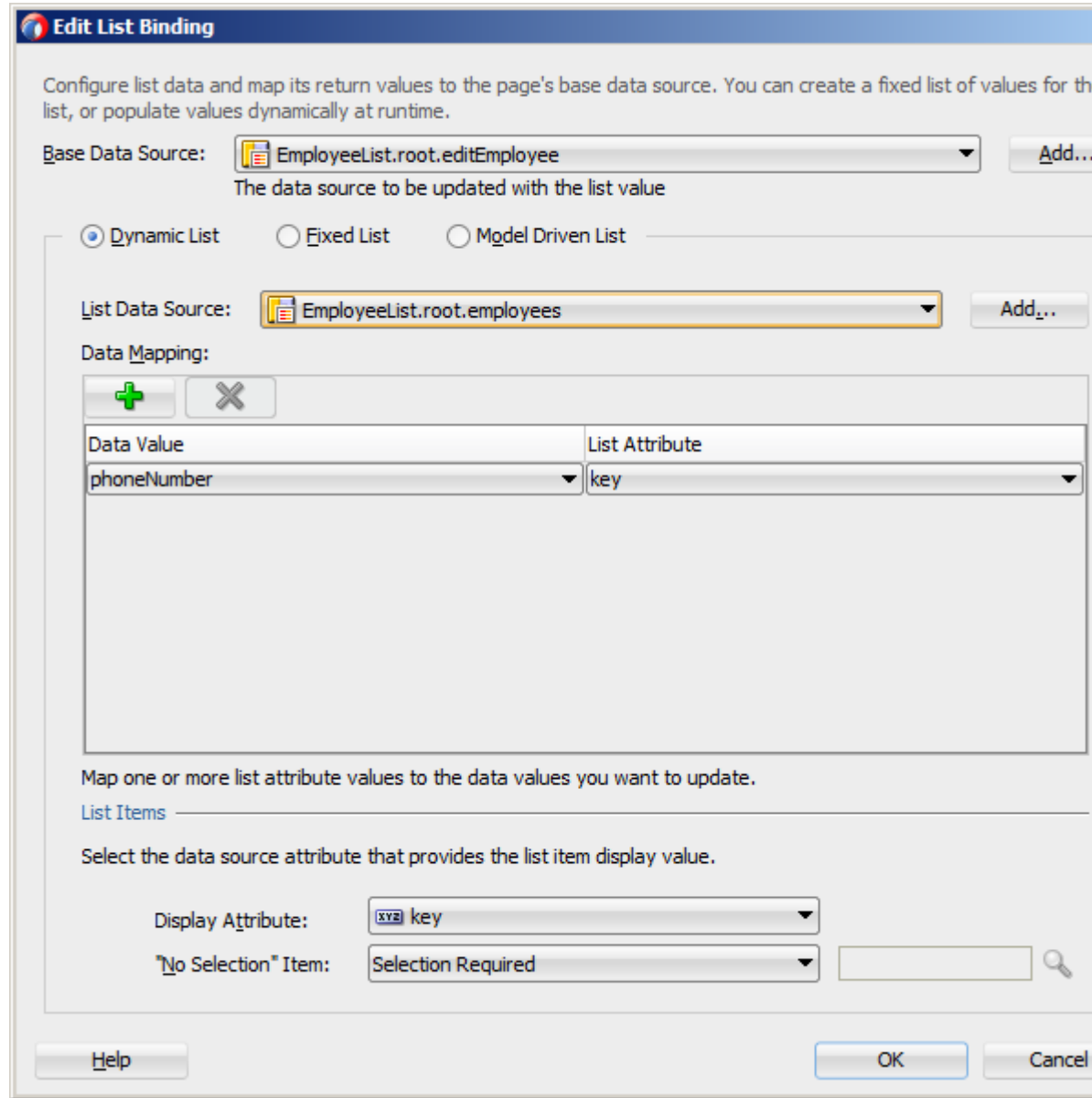
The Edit List Binding or Edit Boolean Binding dialog appears every time you drop any data control attributes as any of the single selection or boolean selection components, respectively.

Figure 12-63 Edit List Binding Dialog for Select One Button and Choice Controls



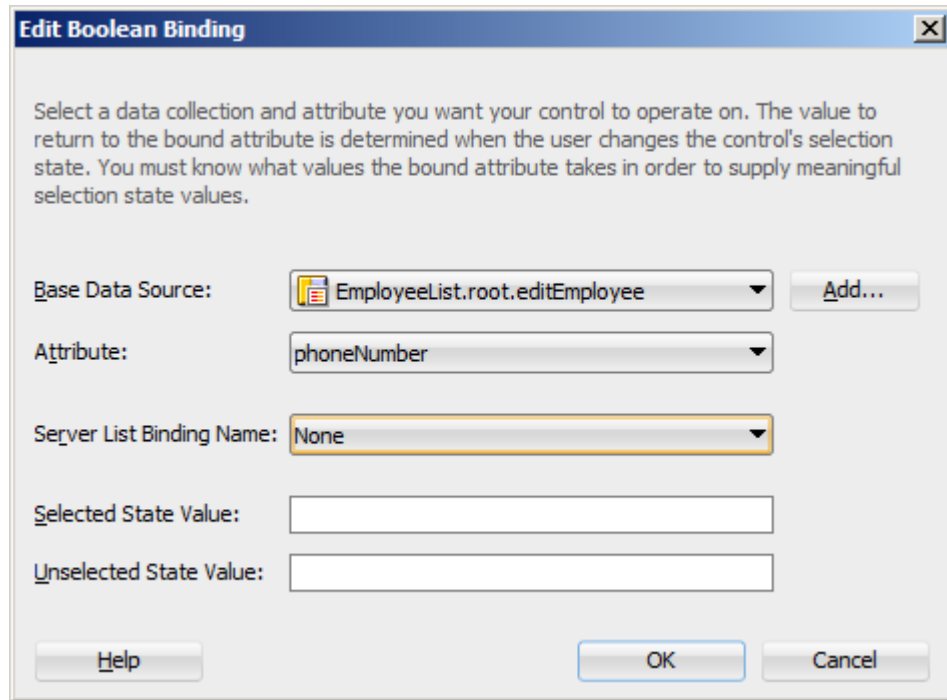
If you select **MAF Select One Radio** option, another version of the Edit List Binding dialog is displayed, as shown in [Figure 12-64](#).

Figure 12-64 Edit List Binding Dialog for Select One Radio Control



If you select **MAF Select Boolean Checkbox** or **MAF Select Boolean Switch** option, another version of the Edit List Binding dialog is displayed, as shown in [Figure 12-65](#).

Figure 12-65 *Edit List Binding Dialog for Select Boolean Checkbox and Switch Controls*



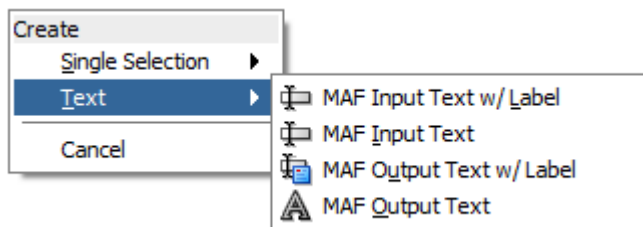
12.3.3.1.3 Text

This category provides options for creating the following controls:

- MAF Input Text
- MAF Input Text with Label
- MAF Output Text
- MAF Output Text with Label

Figure 12-66 shows the context menu for adding text controls that appears when you drag an attribute from the Data Controls window onto the Source editor or Structure window of a MAF AMX page.

Figure 12-66 *Context Menu for Text Controls*



12.3.3.2 Dragging and Dropping Operations

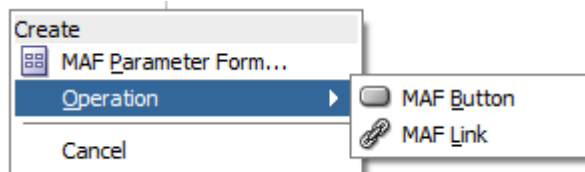
In addition to attributes, you can drag and drop operations and custom methods. Depending on the type of operation or method, different data binding menu options are provided, as follows:

12.3.3.2.1 Operation

This category is for data control operations. It provides the following options (see [Figure 12-67](#)):

- MAF Button
- MAF Link
- MAF Parameter Form

Figure 12-67 Context Menu for Operations



Note:

If you drop an operation or a method as a child of the List View control, the context menu does not appear and the List Item is created automatically because no other valid control can be dropped as a direct child of the List View control. JDeveloper creates a binding similar to the following for the generated List Item:

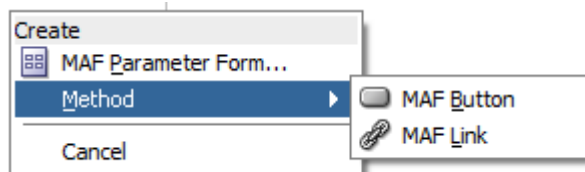
```
<amx:listItem actionListener="#{bindings.getLocation.execute}"/>
```

12.3.3.2.2 Method

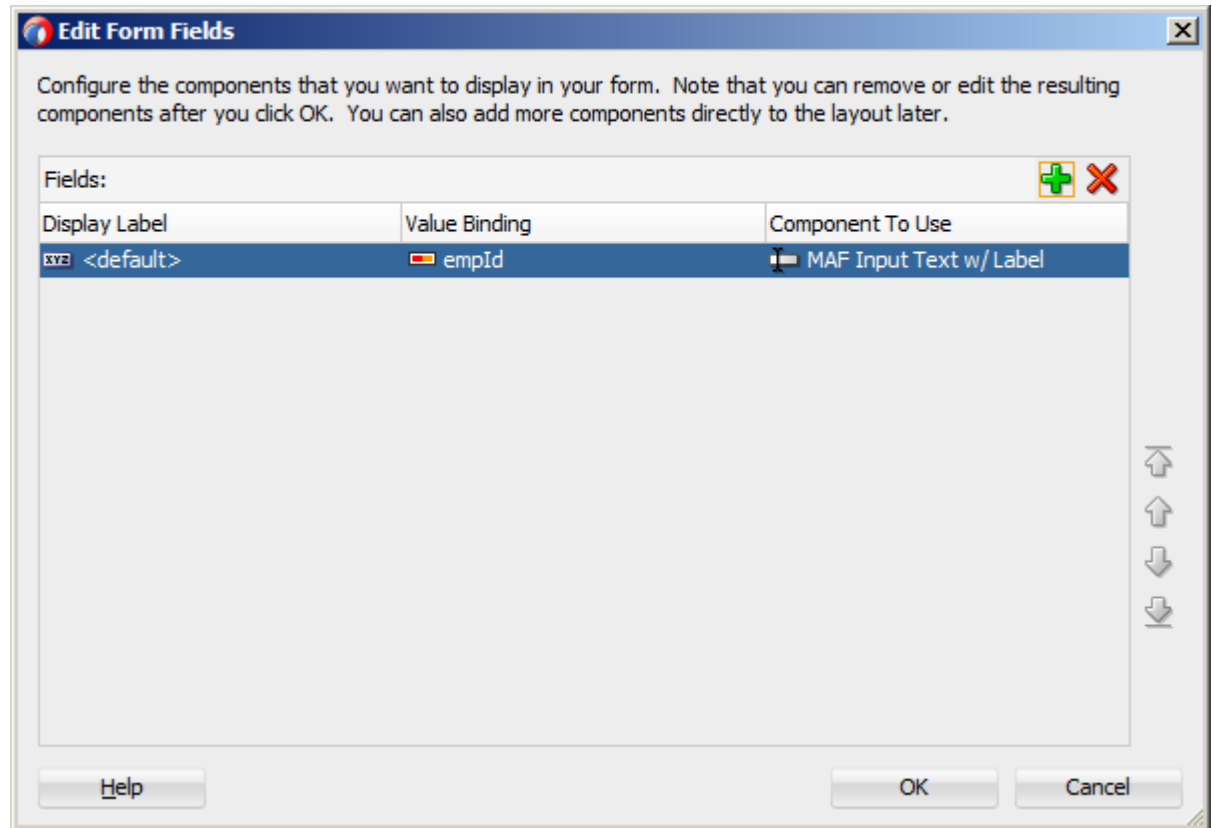
This category is for custom methods. It provides the following options (see [Figure 12-68](#)):

- MAF Button
- MAF Link
- MAF Parameter Form

Figure 12-68 Context Menu for Methods



The MAF Parameter Form option allows you to choose the method or operation arguments to be inserted in the form, as well as the respective controls for each of the arguments (see [Figure 12-69](#)).

Figure 12-69 *Edit Form Fields Dialog*

The following data bindings are generated after you select the appropriate options in the Edit Form Fields dialog:

```
<amx:panelFormLayout id="pf11">
  <amx:inputText id="it1"
    value="#{bindings.empId.inputValue}"
    label="#{bindings.empId.hints.label}" />
</amx:panelFormLayout>
<amx:commandButton id="cb1"
  actionListener="#{bindings.ExecuteWithParams1.execute}"
  text="ExecuteWithParams1"
  disabled="#{!bindings.ExecuteWithParams1.enabled}" />
```

For more information about generated bindings, see [What You May Need to Know About Generated Bindings](#).

The following are supported control types for the MAF Parameter Form:

- MAF Input Date
- MAF Input Date with Label
- MAF Input Text
- MAF Input Text with Label
- MAF Output Text with Label

12.3.3.3 Dragging and Dropping Collections

You can drag and drop collections onto a MAF AMX page. Depending on the type of collection, different data binding menu options are provided, as follows:

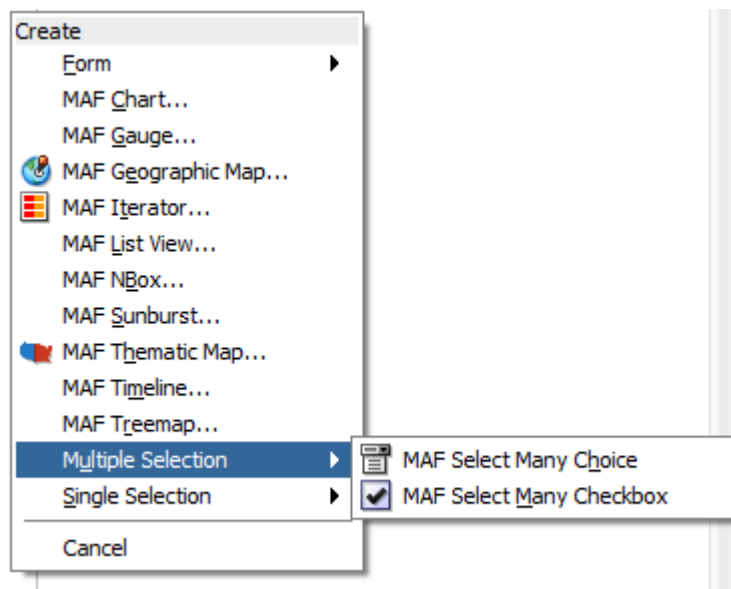
- [Multiple Selection](#)
- [Form](#)
- [Iterator](#)
- [List View](#)

12.3.3.3.1 Multiple Selection

This category provides options for creating multiple selection controls. The following controls can be created under this category (see [Figure 12-70](#)):

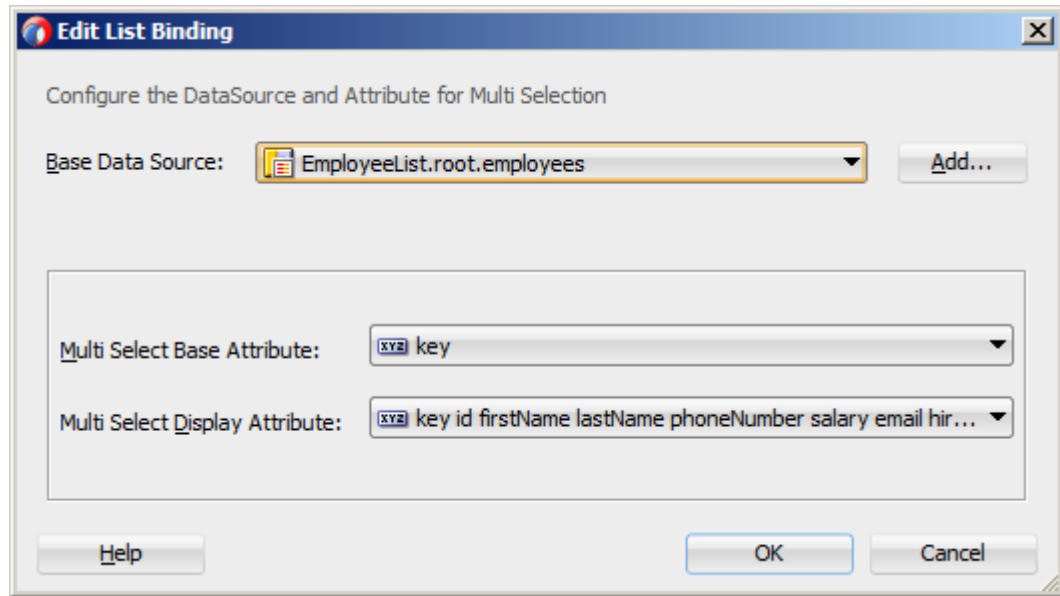
- MAF Select Many Checkbox
- MAF Select Many Choice

Figure 12-70 Context Menu for Multiple Selection Controls



If you select either **MAF Select Many Choice** or **MAF Select Many Checkbox** as the type of the control you want to create, the Edit List Binding dialog is displayed (see [Figure 12-71](#)).

Figure 12-71 *Edit List Binding Dialog for Multiple Selection Controls*



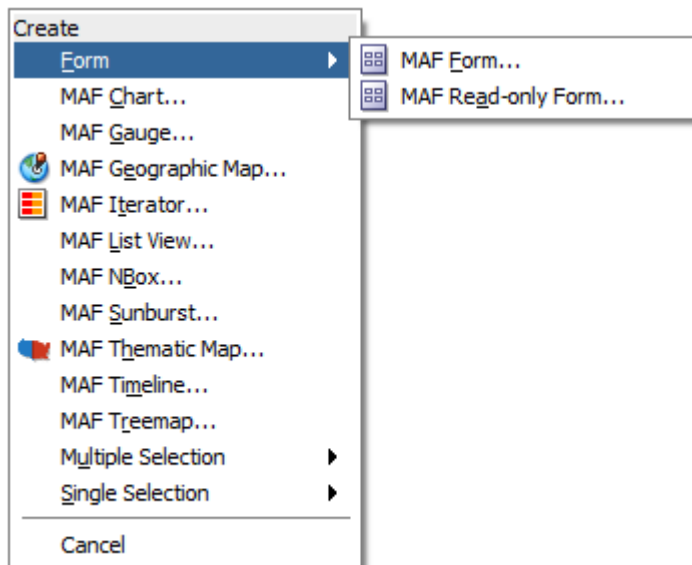
12.3.3.3.2 Form

This category is used to create the MAF AMX Panel Form controls.

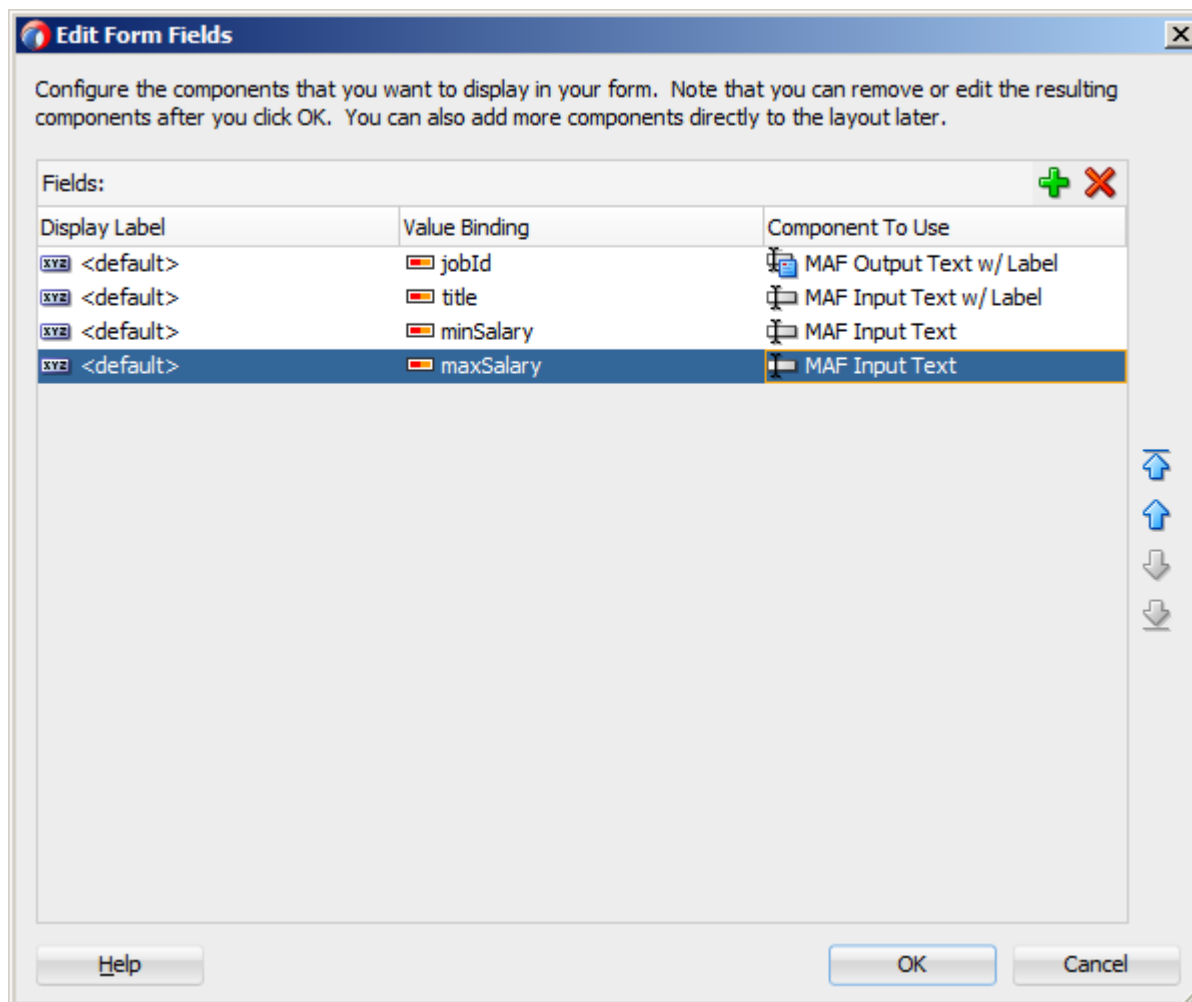
The following controls can be created under the Form category (see [Figure 12-72](#)):

- MAF Form
- MAF Read-only Form

Figure 12-72 *Context Menu for Form Controls*



If you select **MAF Form** as the type of the form you want to create, a JDeveloper wizard is invoked that lets you choose the fields to be inserted in the form, as well as the respective controls for each of the fields (see [Figure 12-73](#)).

Figure 12-73 Edit Form Fields Dialog for MAF Form

The following data bindings are generated after you select the appropriate options in the Edit Form Fields dialog:

```
<amx:panelFormLayout id="pf11">
  <amx:panelLabelAndMessage id="plam1" label="#{bindings.jobId.hints.label}">
    <amx:outputText id="ot1" value="#{bindings.jobId.inputValue}" />
  </amx:panelLabelAndMessage>
  <amx:inputText id="it4"
    value="#{bindings.title.inputValue}"
    label="#{bindings.title.hints.label}" />
  <amx:inputText id="it5"
    value="#{bindings.minSalary.inputValue}"
    simple="true" />
  <amx:inputText id="it3"
    value="#{bindings.maxSalary.inputValue}"
    simple="true" />
</amx:panelFormLayout>
```

For more information about generated bindings, see [What You May Need to Know About Generated Bindings](#).

The following are supported controls for MAF Form:

- MAF Input Date

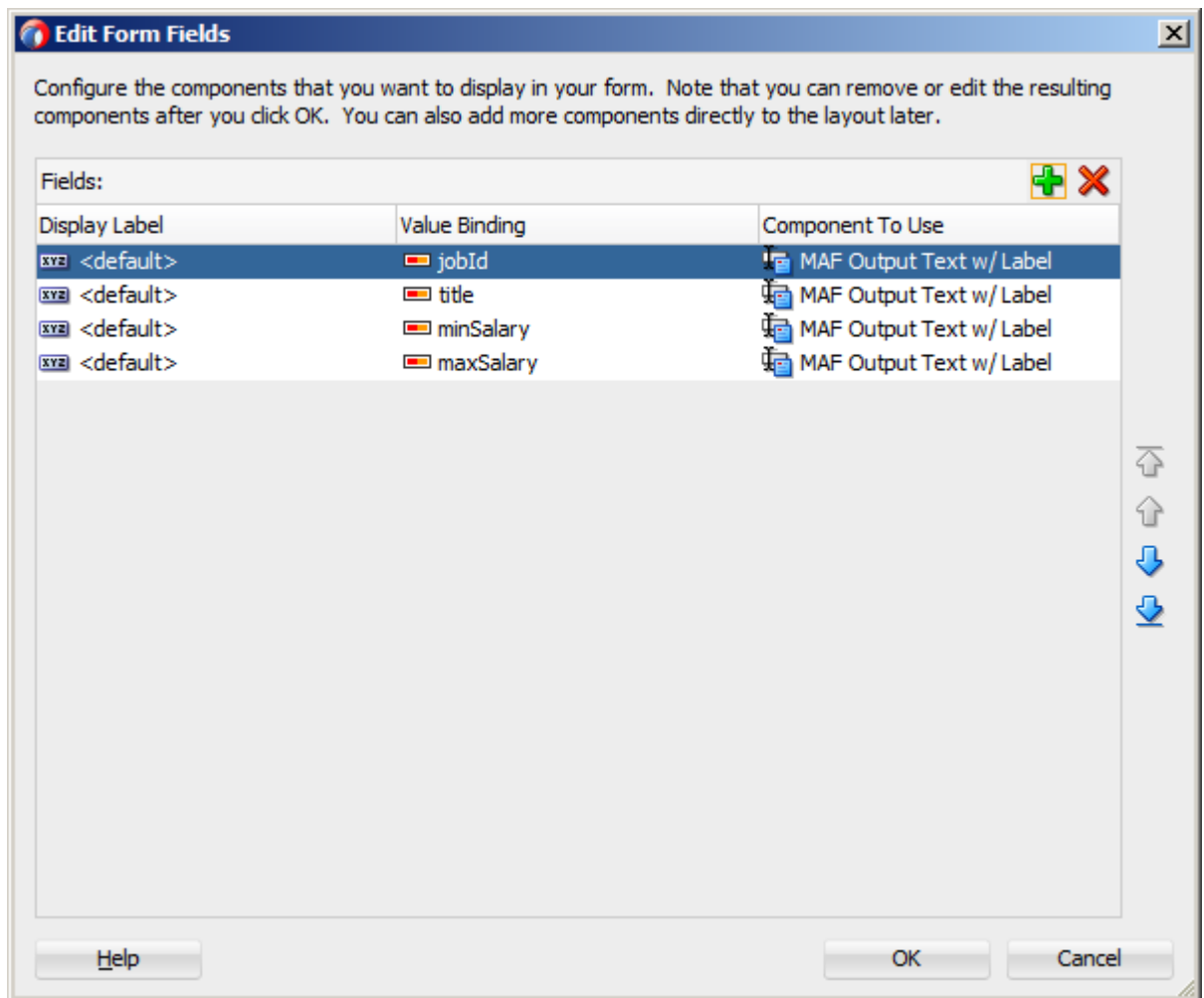
- MAF Input Date with Label
- MAF Input Text
- MAF Input Text with Label
- MAF Output Text with Label

Note:

Since MAF Output Text is not a valid Panel Form Layout child element as defined by the MAF schema, it is not supported.

If you select **MAF Read-only Form** as the type of the form you want to create, a JDeveloper wizard is invoked that lets you choose the fields to be inserted in the form, as well as the respective controls for each of the fields (see [Figure 12-74](#)).

Figure 12-74 *Edit Form Fields Dialog for MAF Read-only Form*



The following data bindings are generated after you select the appropriate options in the Edit Form Fields dialog:

```
<amx:panelFormLayout id="pf11">
  <amx:panelLabelAndMessage id="plam4"
```

```

                                label="#{bindings.jobId.hints.label}">
    <amx:outputText id="ot4" value="#{bindings.jobId.inputValue}" />
</amx:panelLabelAndMessage>
<amx:panelLabelAndMessage id="plam1"
                                label="#{bindings.title.hints.label}">
    <amx:outputText id="ot1" value="#{bindings.title.inputValue}" />
</amx:panelLabelAndMessage>
<amx:panelLabelAndMessage id="plam3"
                                label="#{bindings.minSalary.hints.label}">
    <amx:outputText id="ot3" value="#{bindings.minSalary.inputValue}" />
</amx:panelLabelAndMessage>
<amx:panelLabelAndMessage id="plam2"
                                label="#{bindings.maxSalary.hints.label}">
    <amx:outputText id="ot2" value="#{bindings.maxSalary.inputValue}" />
</amx:panelLabelAndMessage>
</amx:panelFormLayout>

```

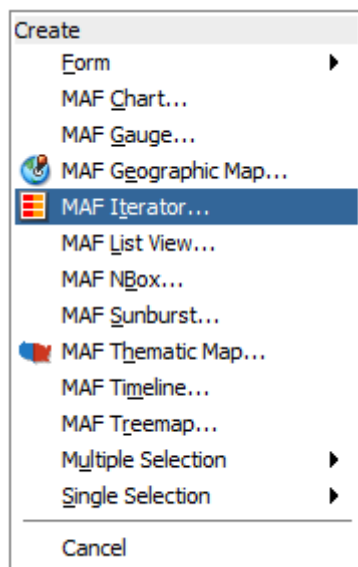
For more information about generated bindings, see [What You May Need to Know About Generated Bindings](#).

The MAF Read-only Form only supports the MAF Output Text with Label control.

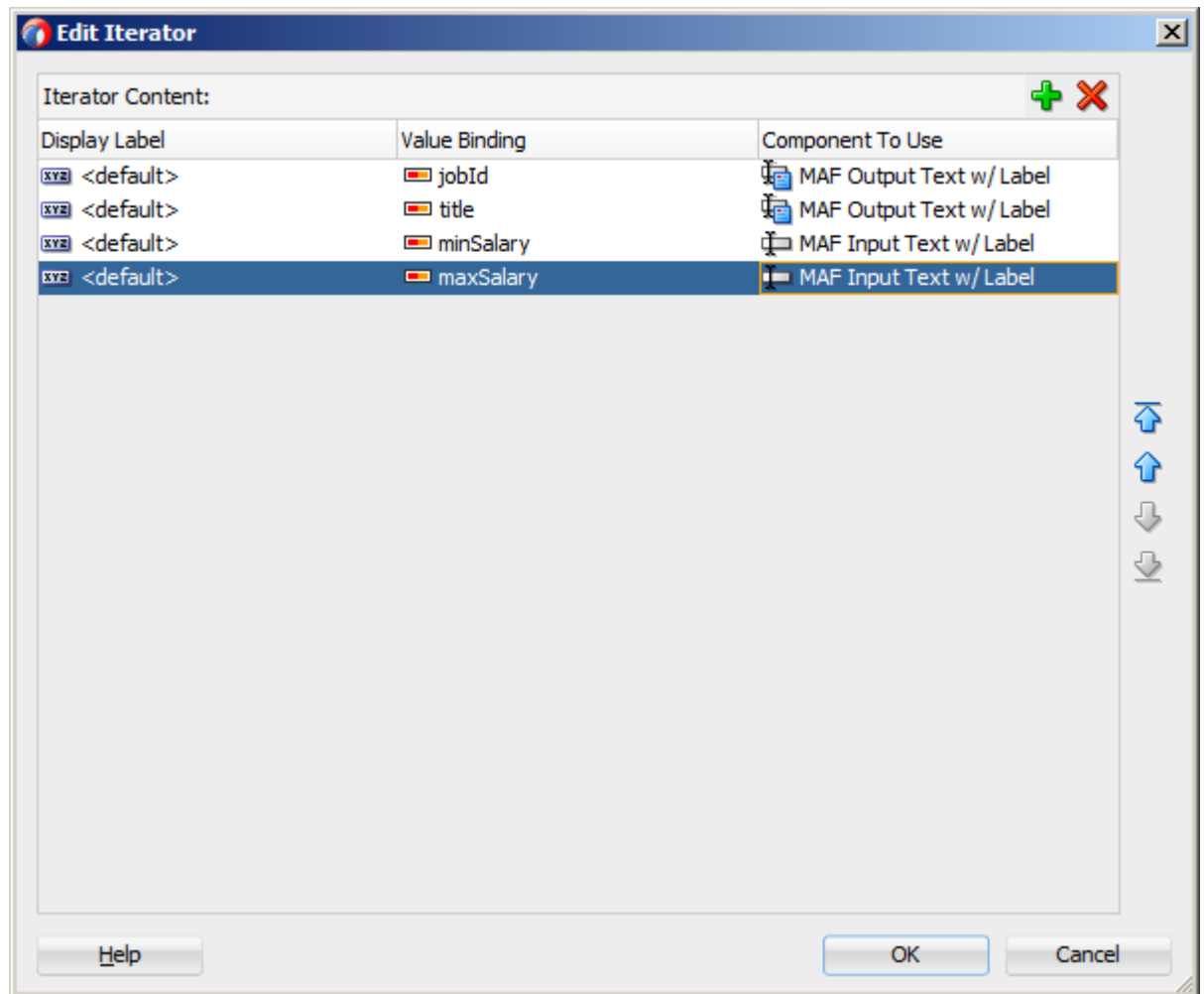
12.3.3.3.3 Iterator

This provides an option for creating the MAF AMX Iterator with child components (see [Figure 12-75](#)).

Figure 12-75 Context Menu for Iterator Control



If you select **MAF Iterator** as the type of the control to create, a JDeveloper wizard is invoked that lets you choose the fields to be inserted in the iterator, as well as the respective controls for each of the fields, with **MAF Output Text w/Label** being a default selection (see [Figure 12-76](#)).

Figure 12-76 Edit Dialog for MAF Iterator

The following data bindings are generated after you select the appropriate options in the Edit Iterator dialog:

```
<amx:iterator id="i1"
    var="row"
    value="#{bindings.jobs.collectionModel}">
    <amx:panelLabelAndMessage id="plam6"
        label="#{bindings.jobs.hints.jobId.label}">
        <amx:outputText id="ot6" value="#{row.jobId}" />
    </amx:panelLabelAndMessage>
    <amx:panelLabelAndMessage id="plam5"
        label="#{bindings.jobs.hints.title.label}">
        <amx:outputText id="ot5" value="#{row.title}" />
    </amx:panelLabelAndMessage>
    <amx:inputText id="it1"
        value="#{row.bindings.minSalary.inputValue}"
        label="#{bindings.jobs.hints.minSalary.label}" />
    <amx:inputText id="it2"
        value="#{row.bindings.maxSalary.inputValue}"
        label="#{bindings.jobs.hints.maxSalary.label}" />
</amx:iterator>
```

For more information about generated bindings, see [What You May Need to Know About Generated Bindings](#).

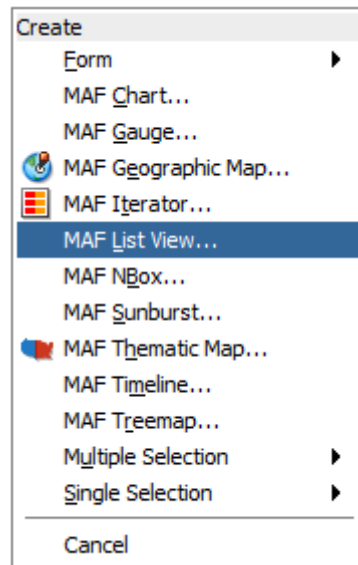
The following are supported controls for MAF Iterator:

- MAF Input Text
- MAF Input Text with Label
- MAF Output Text
- MAF Output Text with Label

12.3.3.3.4 List View

This provides an option for creating the MAF AMX List View with child components (see [Figure 12-77](#)).

Figure 12-77 Context Menu for List View Control



If you select **MAF List View** as the type of the control to create, the **List View Gallery** opens that allows you to choose a specific layout for the List View, as [Figure 12-78](#) shows.

Figure 12-78 *ListView Gallery*

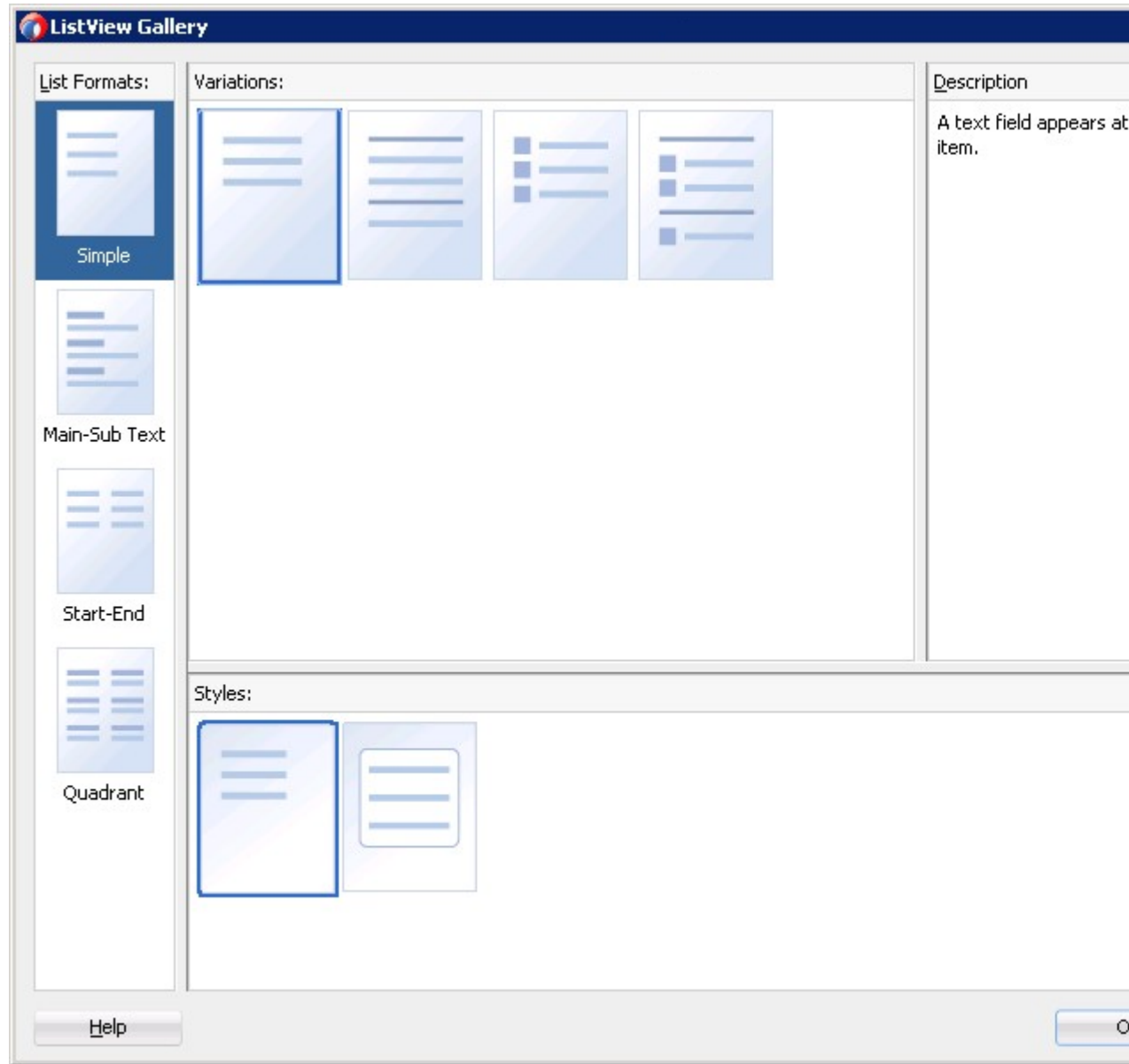


Table 12-5 lists the supported **List Formats** that are displayed in the ListView Gallery.

Table 12-5 *List Formats*

Format	Element Row Values
Simple	<ul style="list-style-type: none"> Text
Main-Sub Text	<ul style="list-style-type: none"> Main Text Subordinate Text
Start-End	<ul style="list-style-type: none"> Start Text End Text

Table 12-5 (Cont.) List Formats

Format	Element Row Values
Quadrant	<ul style="list-style-type: none"> • Upper Start Text • Upper End Text • Lower Start Text • Lower End Text

The **Variations** presented in the ListView Gallery (see [Figure 12-78](#)) for a selected list format consist of options to add either dividers, a leading image, or both:

- Selecting a variation with a leading image adds an Image row to the List Item Content table (see [Figure 12-79](#)).
- Selecting a variation with a divider defaults the Divider Attribute field to the first attribute in its list rather than the default No Divider value, and populates the Divider Mode field with its default value of All.

The **Styles** options presented in the ListView Gallery (see [Figure 12-78](#)) allow you to suppress chevrons, use an inset style list, or both:

- The selections do not modify any state in the Edit List View dialog (see [Figure 12-79](#)). They only affect the generated MAF AMX markup.
- Selecting a style with the inset list sets the `admf-listView-insetList` style class on the `listView` element in the generated MAF AMX markup.

The following is an example of the Simple format with the inset list:

```
<amx:listView var="row"
    value="#{bindings.employees.collectionModel}"
    fetchSize="#{bindings.employees.rangeSize}"
    styleClass="admf-listView-insetList"
    showMoreStrategy="autoScroll"
    bufferStrategy="viewport"
    id="listView2">
  <amx:listItem id="li2">
    <amx:outputText value="#{row.employeename}" id="ot3"/>
  </amx:listItem>
</amx:listView>
```

The ListView Gallery's **Description** pane is updated based on the currently selected Variation. The format will include a brief description of the main style, followed by the details of the selected variation. Four list formats with four variations on each provide sixteen unique descriptions detailed in [Table 12-6](#).

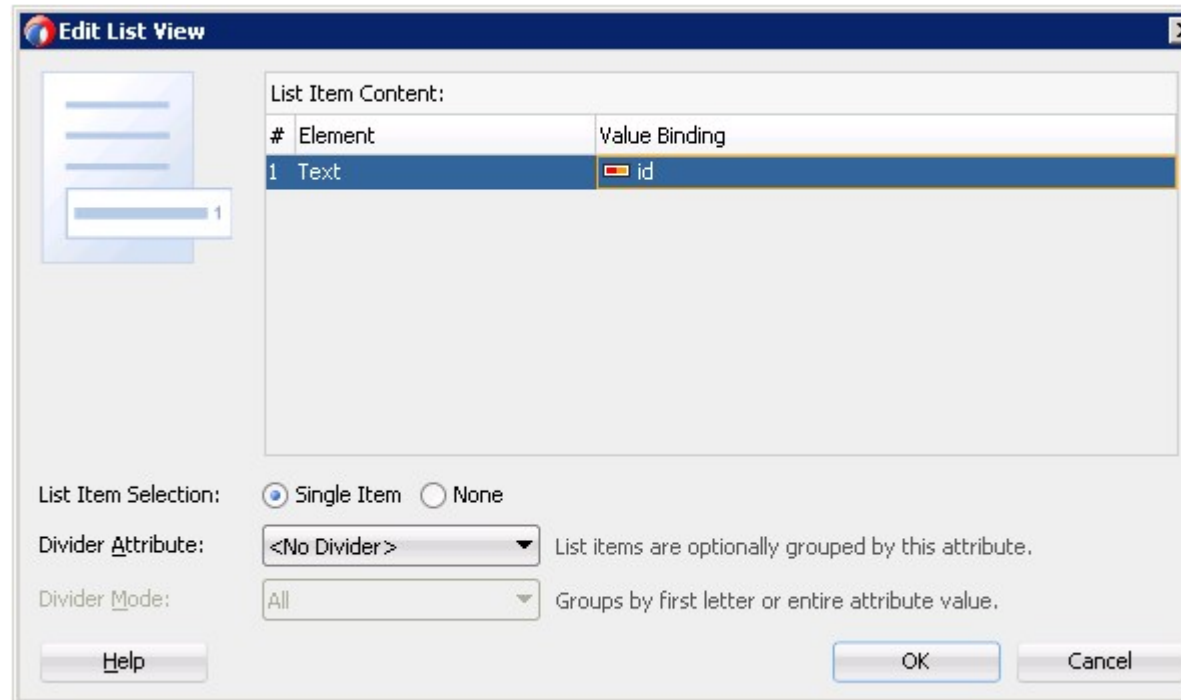
Table 12-6 List View Formats and Variations

List Format	Variation	Description
Simple	Basic	A text field appears at the start side of the list item."
Simple	Dividers	A text field appears at the start side of the list item, with items grouped by dividers."
Simple	Images	A text field appears at the start side of the list item, following a leading image.

Table 12-6 (Cont.) List View Formats and Variations

List Format	Variation	Description
Simple	Dividers and Images	A text field appears at the start side of the list item, following a leading image. The list items are grouped by dividers.
Main-Sub Text	Basic	A prominent main text field appears at the start side of the list item with subordinate text below.
Main-Sub Text	Dividers	A prominent main text field appears at the start side of the list item with subordinate text below. The list items are grouped by dividers.
Main-Sub Text	Images	A prominent main text field appears at the start side of the list item with subordinate text below, following a leading image.
Main-Sub Text	Dividers and Images	A prominent main text field appears at the start side of the list item with subordinate text below, following a leading image. The list items are grouped by dividers.
Start-End	Basic	Text fields appear on each side of the list item
Start-End	Dividers	Text fields appear on each side of the list item, with the items grouped by dividers.
Start-End	Images	Text fields appear on each side of the list item, following a leading image.
Start-End	Dividers and Images	Text fields appear on each side of the list item, following a leading image. The list items are grouped by dividers.
Quadrant	Basic	Text fields appear in the four corners of the list item.
Quadrant	Dividers	Text fields appear in the four corners of the list item, with items grouped by dividers.
Quadrant	Images	Text fields appear in the four corners of the list item, following a leading image.
Quadrant	Dividers and Images	Text fields appear in the four corners of the list item, following a leading image. The list items are grouped by dividers.

After you make your selection from the ListView Gallery and click **OK**, the **Edit List View** wizard is invoked that lets you create the contents of a List Item by mapping binding attributes to the elements of the selected List View format, as [Figure 12-79](#) shows.

Figure 12-79 Edit Dialog for MAF AMX List View

When completing the dialog that [Figure 12-79](#) shows, consider the following:

- The image at the start reflects the main content elements from the selected List View format and provides a mapping from the schematic representation to the named elements in the underlying table.
- The read-only cells in the **Element** column derive from the selected List View format.
- The editable cells in the **Value Binding** column are based on the data control node that was dropped.
- The List Item is generated as either an Output Text or Image component, depending on whichever is appropriate for the particular element.
- Since the number of elements (rows) is predetermined by the selected List View format, rows cannot be added or removed.
- The order of elements cannot be modified.
- The **List Item Selection** indicates the selection mode, which can be either a single item selection (default) or no selection. The `showLinkIcon` attribute of the List View is updated based on the selection mode: if the selection mode is set to **None**, `showLinkIcon` attribute is set to `false`; otherwise `showLinkIcon` attribute is not modified (for example, defaulted to `true`).

The following attributes of the `listView` enable the functioning of the selection mode:

- `selectionListener`: defines a method reference to a selection listener.
- `selectedRowKeys`: indicates the selection state for this component.

If the **Single Item** option is chosen, the Edit List View dialog automatically sets these attributes as follows:

- selectionListener is set to `"bindings.treebinding.collectionModel.makeCurrent"`
- selectedRowKeys is set to `"bindings.treebinding.collectionModel.selectedRow"`

The selectionListener attribute has the **Edit** option available from the Properties window which allows you to create a managed bean class, as well as an appropriate managed bean method, similar to any other listener attributes (see [Figure 12-80](#) and [Figure 12-81](#)).

Figure 12-80 Editing Selection Listener Attribute

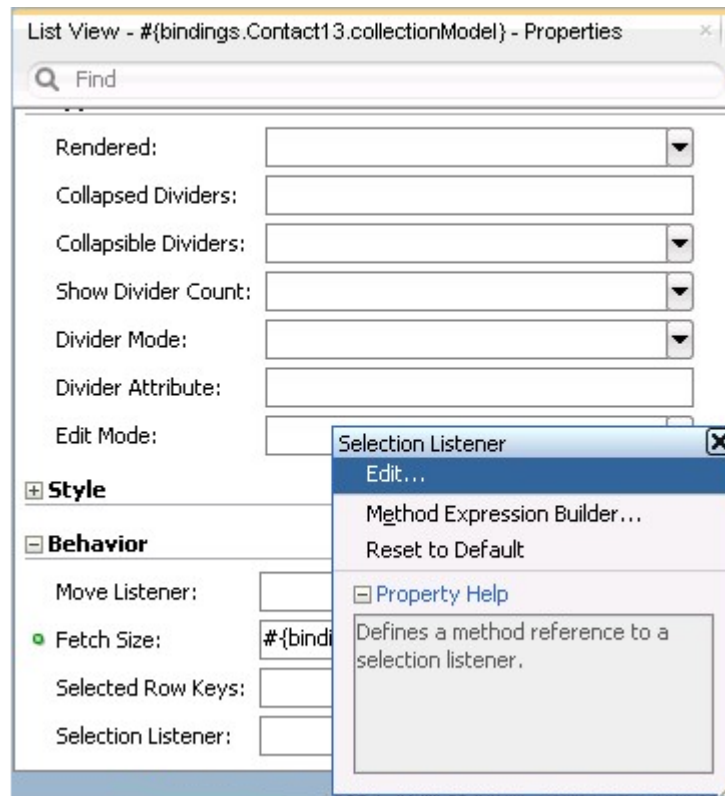
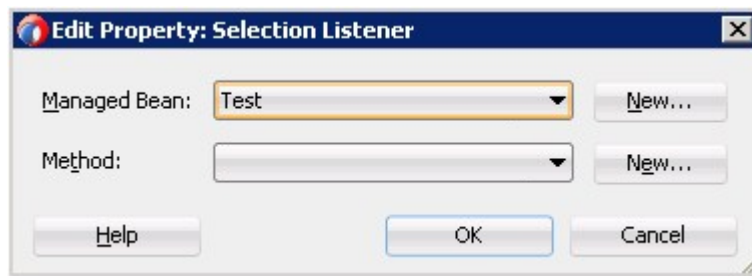


Figure 12-81 Edit Selection Listener Dialog



The following example shows the selection-related attributes of the listView element in the MAF AMX file. This declaration is generated when **Single Item** is chosen in the Edit List View dialog (see [Figure 12-79](#)).

```

<amx:listView id="listView1"
  var="row"
  value="#{bindings.employees.collectionModel}"
  fetchSize="#{bindings.employees.rangeSize}"
  showMoreStrategy="autoScroll"
  bufferStrategy="viewport"
  selectionListener=
    "#{bindings.employees.collectionModel.makeCurrent}"
  selectedRowKeys=
    "#{bindings.employees.collectionModel.selectedRow}">
<amx:listItem id="listItem1">
  ...
</amx:listItem>
</amx:listView>

```

If **None** was chosen as the **List Item Selection** option in the Edit List View dialog, then the `selectionListener` and `selectedRowKeys` attributes are not set as they do not have default values and do not appear in the MAF AMX file. At the same time, the List Item's `showLinkIcon` attribute is set to `false`. The following example demonstrates omitting selection attributes in a List View.

```

<amx:listView id="listView1"
  var="row"
  value="#{bindings.employees.collectionModel}"
  fetchSize="#{bindings.employees.rangeSize}"
  showMoreStrategy="autoScroll"
  bufferStrategy="viewport">
<amx:listItem id="listItem1" showLinkIcon="false">
  ...
</amx:listItem>
</amx:listView>

```

The List View selection state is preserved when navigation occurs to or from a MAF AMX page.

Note:

The selected row is respected if there is the same iterator ID across MAF AMX pages. For example, if you drag an `Employees` collection onto a page as a List View with `employeesIterator` as its iterator and then add a `Details` page, the selected row will only be respected if the `Details` page's `employees` iterator has its ID set to `employeesIterator`.

- The default value of the **Divider Attribute** field is `No Divider`, in which case the **Divider Mode** field is disabled. If you select value other than the default, then you need to specify `Divider Mode` parameters, as [Figure 12-82](#) and [Figure 12-83](#) show.

Figure 12-82 Specifying Divider Attribute

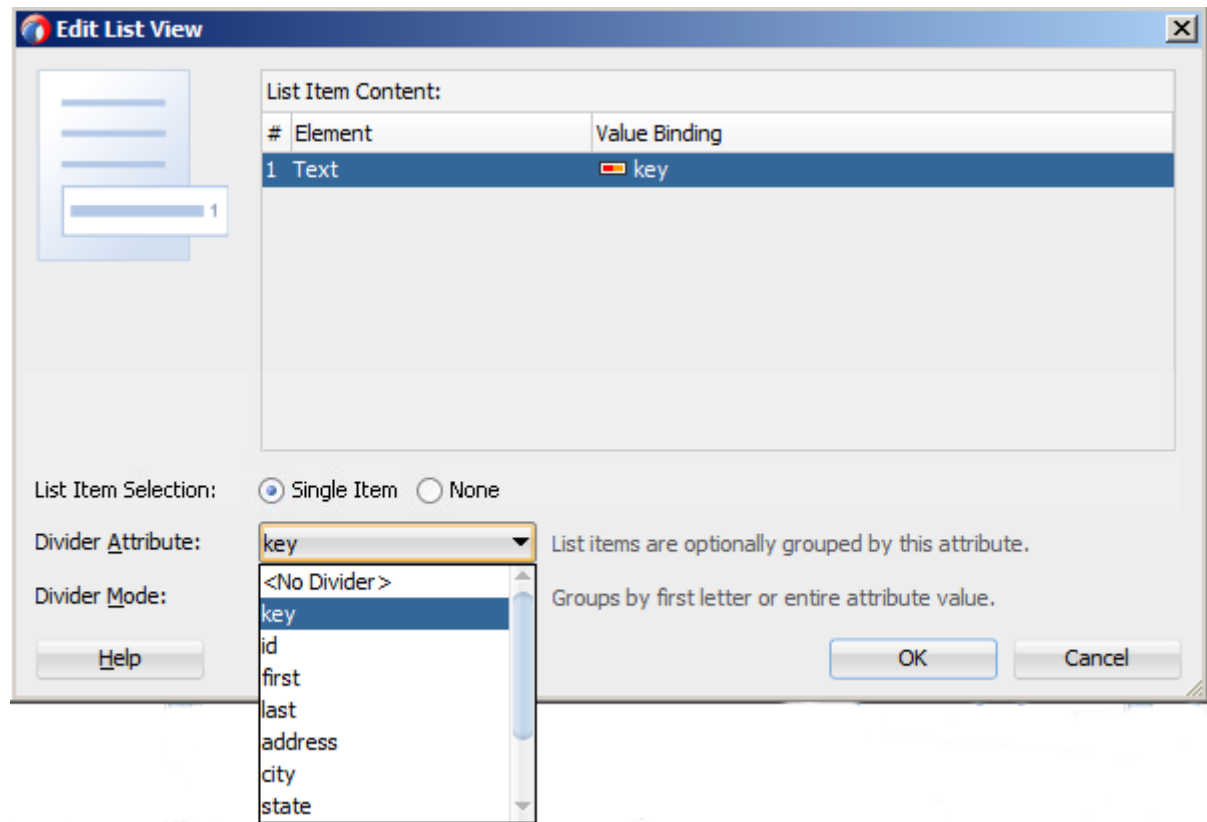
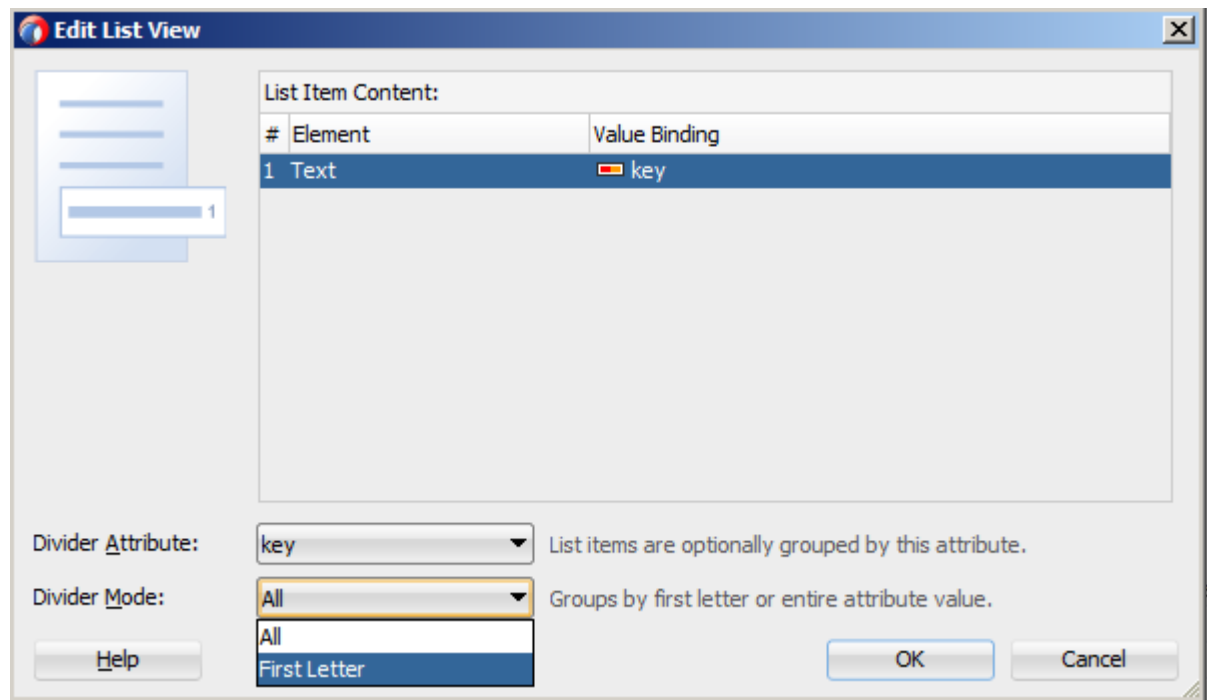


Figure 12-83 Specifying Divider Mode



For more information on List View dividers, see [How to Use List View and List Item Components](#).

The following MAF AMX markup and data bindings are generated after you select the appropriate options in the Edit List View dialog:

```
<amx:listView id="listView1"
  var="row"
  value="#{bindings.employees.collectionModel}"
  fetchSize="#{bindings.employees.rangeSize}"
  showMoreStrategy="autoScroll"
  bufferStrategy="viewport"
  dividerAttribute="key"
  dividerMode="firstLetter"
  selectionListener=
    "#{bindings.employees.collectionModel.makeCurrent}"
  selectedRowKeys=
    "#{bindings.employees.collectionModel.selectedRow}">
  <amx:listItem id="listItem1" >
    <amx:outputText value="#{row.key}"
      styleClass="adfmf-listItem-subtext"
      id="outputText1"/>
  </amx:listItem>
</amx:listView>
```

For more information about generated bindings, see [What You May Need to Know About Generated Bindings](#).

The following are supported controls for MAF List View:

- MAF Output Text
- MAF Image

12.3.3.4 What You May Need to Know About Generated Bindings

Table 12-7 shows sample bindings that are added to a MAF AMX page when components are dropped.

Table 12-7 Sample Data Bindings

Component	Data Bindings
Button	<pre><amx:commandButton id="commandButton1" actionListener="#{bindings.FindContacts.execute}" text="FindContacts" disabled="#{!bindings.FindContacts.enabled}"> </amx:commandButton></pre>
Link	<pre><amx:commandLink id="commandLink1" actionListener="#{bindings.FindContacts.execute}" text="FindContacts" disabled="#{!bindings.FindContacts.enabled}"> </amx:commandLink></pre>
Input Date with Label	<pre><amx:inputDate id="inputDate1" value="#{bindings.timeStamp.inputValue}" label="#{bindings.timeStamp.hints.label}"> </amx:inputDate></pre>

Table 12-7 (Cont.) Sample Data Bindings

Component	Data Bindings
Input Date	<pre><amx:inputDate id="inputDate1" value="#{bindings.timeStamp.inputValue}"> </amx:inputDate></pre>
Input Text with Label	<pre><amx:inputText id="inputText1" value="#{bindings.contactData.inputValue}" label="#{bindings.contactData.hints.label}"> </amx:inputText></pre>
Input Text	<pre><amx:inputText id="inputText1" value="#{bindings.contactData.inputValue}" simple="true"> </amx:inputText></pre>
Output Text	<pre><amx:outputText id="outputText1" value="#{bindings.contactData.inputValue}"> </amx:outputText></pre>
Output Text with Label	<pre><amx:panelLabelAndMessage id="panelLabelAndMessage1" label="#{bindings.contactData.hints.label}"> <amx:outputText id="outputText1" value="#{bindings.contactData.inputValue}" /> </amx:panelLabelAndMessage></pre>
Select Boolean Checkbox	<pre><amx:selectBooleanCheckbox id="selectBooleanCheckbox1" value="#{bindings.contactData.inputValue}" label="#{bindings.contactData.label}"> </amx:selectBooleanCheckbox></pre>
Select Boolean Switch	<pre><amx:selectBooleanSwitch id="selectBooleanSwitch" value="#{bindings.contactData.inputValue}" label="#{bindings.contactData.label}"> </amx:selectBooleanSwitch></pre>
Select One Button	<pre><amx:selectOneButton id="selectOneButton1" value="#{bindings.contactData.inputValue}" label="#{bindings.contactData.label}" required="#{bindings.contactData.hints.mandatory}"> <amx:selectItems value="#{bindings.contactData.items}" /> </amx:selectOneButton></pre>

Table 12-7 (Cont.) Sample Data Bindings

Component	Data Bindings
Select One Choice	<pre><amx:selectOneChoice id="selectOneChoice1" value="#{bindings.contactData.inputValue}" label="#{bindings.contactData.label}"> <amx:selectItems id="selectItems1" value="#{bindings.contactData.items}"/> </amx:selectOneChoice></pre>
Select Many Checkbox	<pre><amx:selectManyCheckbox id="selectManyCheckbox1" value="#{bindings.AssetView.inputValue}" label="#{bindings.AssetView.label}"> <amx:selectItems id="selectItems1" value="#{bindings.AssetView.items}"/> </amx:selectManyCheckbox></pre>
Select One Radio	<pre><amx:selectOneRadio id="selectOneRadio1" value="#{bindings.contactData.inputValue}" label="#{bindings.contactData.label}" <amx:selectItems id="selectItems1" value="#{bindings.contactData.items}"/> </amx:selectOneRadio></pre>
Select Many Choice	<pre><amx:selectManyChoice id="selectManyChoice1" value="#{bindings.AssetView.inputValue}" label="#{bindings.AssetView.label}"> <amx:selectItems id="selectItems1" value="#{bindings.AssetView.items}"/> </amx:selectManyChoice></pre>

12.3.3.5 What You May Need to Know About Generated Drag and Drop Artifacts

The first drag and drop event generates the following directories and files:

- \Application\ViewController\adfmsrc\
 - \mobile
 - \pageDefs
 - view1PageDef.xml
 - view2PageDef.xml
 - ...
 - DataBindings.cpx

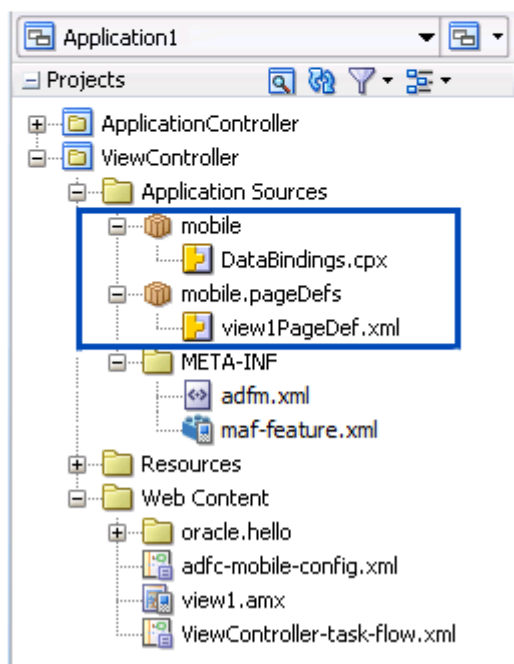


Figure 12-84 shows a sample `DataBindings.cpx` file generated upon drag and drop.

Figure 12-84 *DataBindings.cpx File in Source View*

```

<?xml version="1.0" encoding="UTF-8" ?>
<Application xmlns="http://xmlns.oracle.com/adfm/application"
  version="12.1.1.60.73" id="DataBindings"
  SeparateXMLFiles="false" Package="mobile" ClientType="Generic">
  <pageMap>
    <page path="/view1.amx" usageId="mobile_view1PageDef"/>
  </pageMap>
  <pageDefinitionUsages>
    <page id="mobile_view1PageDef" path="mobile.pageDefs.view1PageDef"/>
  </pageDefinitionUsages>
  <dataControlUsages>
    <dc id="DeviceDataControl" path="model.DeviceDataControl"/>
  </dataControlUsages>
</Application>

```

The `DataBindings.cpx` files define the binding context for the entire MAF AMX application feature and provide the metadata from which the binding objects are created at runtime. A MAF AMX application feature may have more than one `DataBindings.cpx` file if a component was created outside of the project and then imported. These files map individual MAF AMX pages to page definition files and declare which data controls are being used by the MAF AMX application feature. At runtime, only the data controls listed in the `DataBindings.cpx` files are available to the current MAF AMX application feature.

JDeveloper automatically creates a `DataBindings.cpx` file in the default package of the ViewController project when you for the first time use the Data Controls window to add a component to a page or an operation to an activity. Once the `DataBindings.cpx` file is created, JDeveloper adds an entry for the first page or task flow activity. Each subsequent time you use the Data Controls window, JDeveloper adds an entry to the `DataBindings.cpx` for that page or activity, if one does not already exist.

Once JDeveloper creates a `DataBindings.cpx` file, you can open it in the Source view (see [Figure 12-84](#)) or the Overview editor.

The Page Mappings (`pageMap`) section of the file maps each MAF AMX page or task flow activity to its corresponding page definition file using an ID. The Page Definition Usages (`pageDefinitionUsages`) section maps the page definition ID to the absolute path for page definition file in the MAF AMX application feature. The Data Control Usages (`dataControlUsages`) section identifies the data controls being used by the binding objects defined in the page definition files. These mappings allow the binding container to be initialized when the page is invoked.

You can use the Overview editor to change the ID name for page definition files or data controls by double-clicking the current ID name and editing inline. Doing so will update all references in the MAF AMX application feature. Note, however, that JDeveloper updates only the ID name and not the file name. Ensure that you do not change a data control name to a reserved word.

You can also click the `DataBindings.cpx` file's element in the Structure window and then use the Properties window to change property values.

[Figure 12-85](#) shows a sample `PageDef` file generated upon drag and drop.

Figure 12-85 PageDef File

```

<?xml version="1.0" encoding="UTF-8" ?>
<pageDefinition xmlns="http://xmlns.oracle.com/adfm/uimodel" version="12.1.1.60.73" id="
    Package="mobile.pageDefs">
  <parameters/>
  <executables>
    <variableIterator id="variables"/>
    <methodIterator Binds="GetContacts.result" DataControl="DeviceDataControl" RangeSiz
      BeanClass="oracle.adfmf.model.datacontrols.device.Contact" id="GetC
  </executables>
  <bindings>
    <methodAction id="GetContacts" RequiresUpdateModel="true" Action="invokeMethod" Met
      IsViewObjectMethod="false" DataControl="DeviceDataControl"
      InstanceName="data.DeviceDataControl.dataProvider"
      ReturnName="data.DeviceDataControl.methodResults.
        GetContacts_DeviceDataControl_dataProvider_GetContacts_re
    <attributeValues IterBinding="GetContactsIterator" id="contactData">
      <AttrNames>
        <Item Value="contactData"/>
      </AttrNames>
    </attributeValues>
  </bindings>
</pageDefinition>

```

Page definition files define the binding objects that populate the data in MAF AMX UI components at runtime. For every MAF AMX page that has bindings, there must be a corresponding page definition file that defines the binding objects used by that page. Page definition files provide design-time access to all the bindings. At runtime, the binding objects defined by a page definition file are instantiated in a binding container, which is the runtime instance of the page definition file.

The first time you use the Data Controls window to add a component to a page, JDeveloper automatically creates a page definition file for that page and adds definitions for each binding object referenced by the component. For each subsequent databound component you add to the page, JDeveloper automatically adds the necessary binding object definitions to the page definition file.

By default, the page definition files are located in the `mobile.PageDefs` package in the Application Sources node of the ViewController project. If the corresponding MAF AMX page is saved to a directory other than the default, or to a subdirectory of the default, then the page definition is also saved to a package of the same name.

For information on how to open a page definition file, see [Accessing the Page Definition File](#). When you open a page definition file in the Overview editor, you can view and configure bindings, contextual events, and parameters for a MAF AMX page using the following tabs:

- Bindings and Executables: this tab shows three different types of objects: bindings, executables, and the associated data controls.

Note:

Data controls do not display unless you select a binding or executable.

By default, the model binding objects are named after the data control object that was used to create them. If a data control object is used more than once on a page, JDeveloper adds a number to the default binding object names to keep them unique.

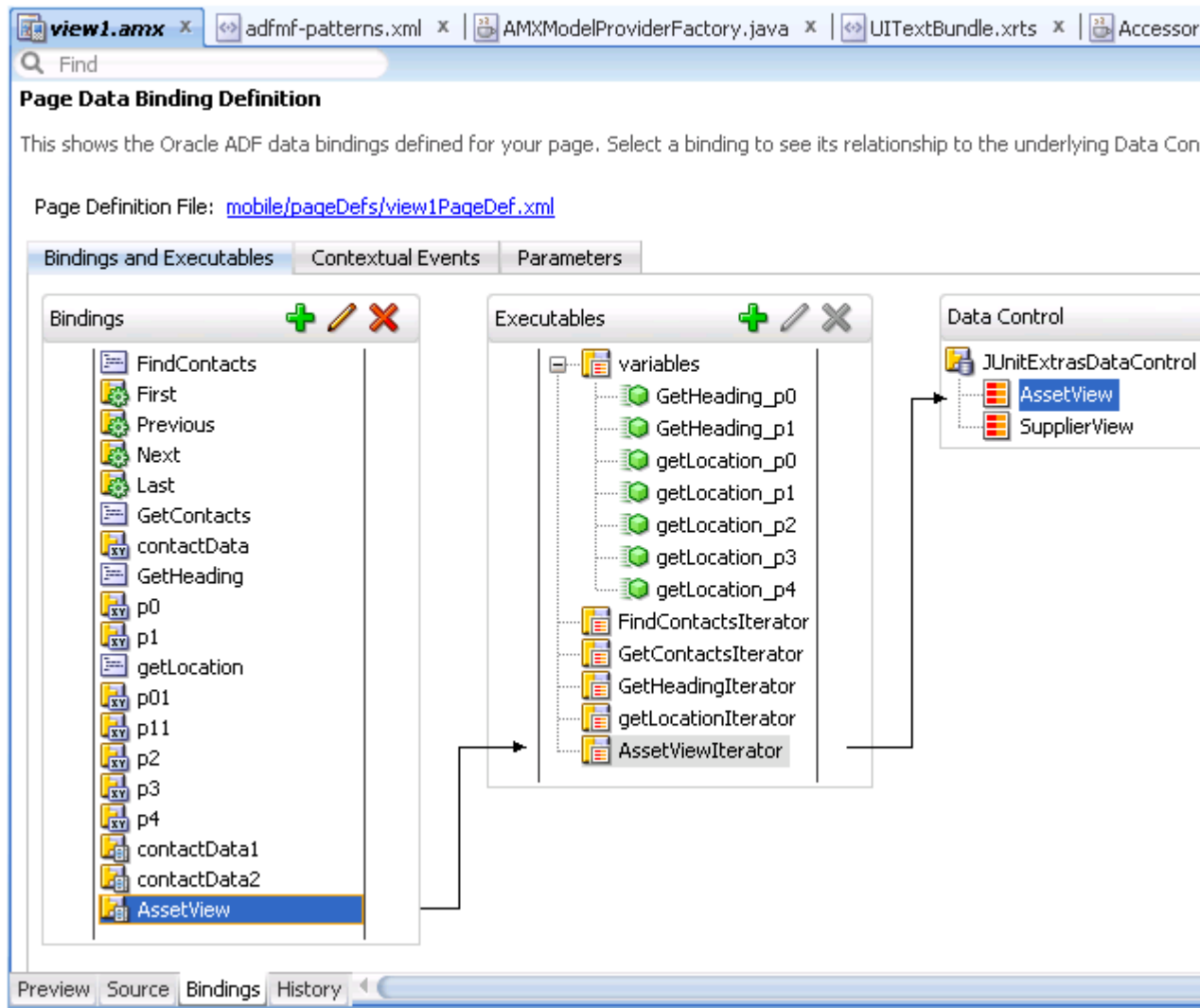
- **Contextual Events:** you can create contextual events to which artifacts in a MAF AMX application feature can subscribe.
- **Parameters:** parameter binding objects declare the parameters that the page evaluates at the beginning of a request. You can define the value of a parameter in the page definition file using static values or EL expressions that assign a static value.

When you click an item in the Overview editor (or the associated node in the Structure window), you can use the Properties window to view and edit the attribute values for the item, or you can edit the XML source directly by clicking the Source tab.

12.3.3.6 Using the MAF AMX Editor Bindings Tab

JDeveloper's Bindings tab (see [Figure 12-86](#)) is available in the MAF AMX Editor. It displays the data bindings defined for a specific MAF AMX page. If you select a binding, its relationship to the underlying Data Control are shown and the link to the PageDef file is provided.

Figure 12-86 Bindings Tab



12.3.3.7 What You May Need to Know About Removal of Unused Bindings

When you delete or cut a MAF AMX component from the Structure window, unused bindings are automatically removed from your page.

Note:

Deleting a component from the Source editor does not trigger the removal of bindings.

Figure 12-87 demonstrates the deletion of a List View component that references bindings. Upon deletion, the related binding entry is automatically removed from the corresponding PageDef.xml file.

Figure 12-87 Deleting Bound Components from Page

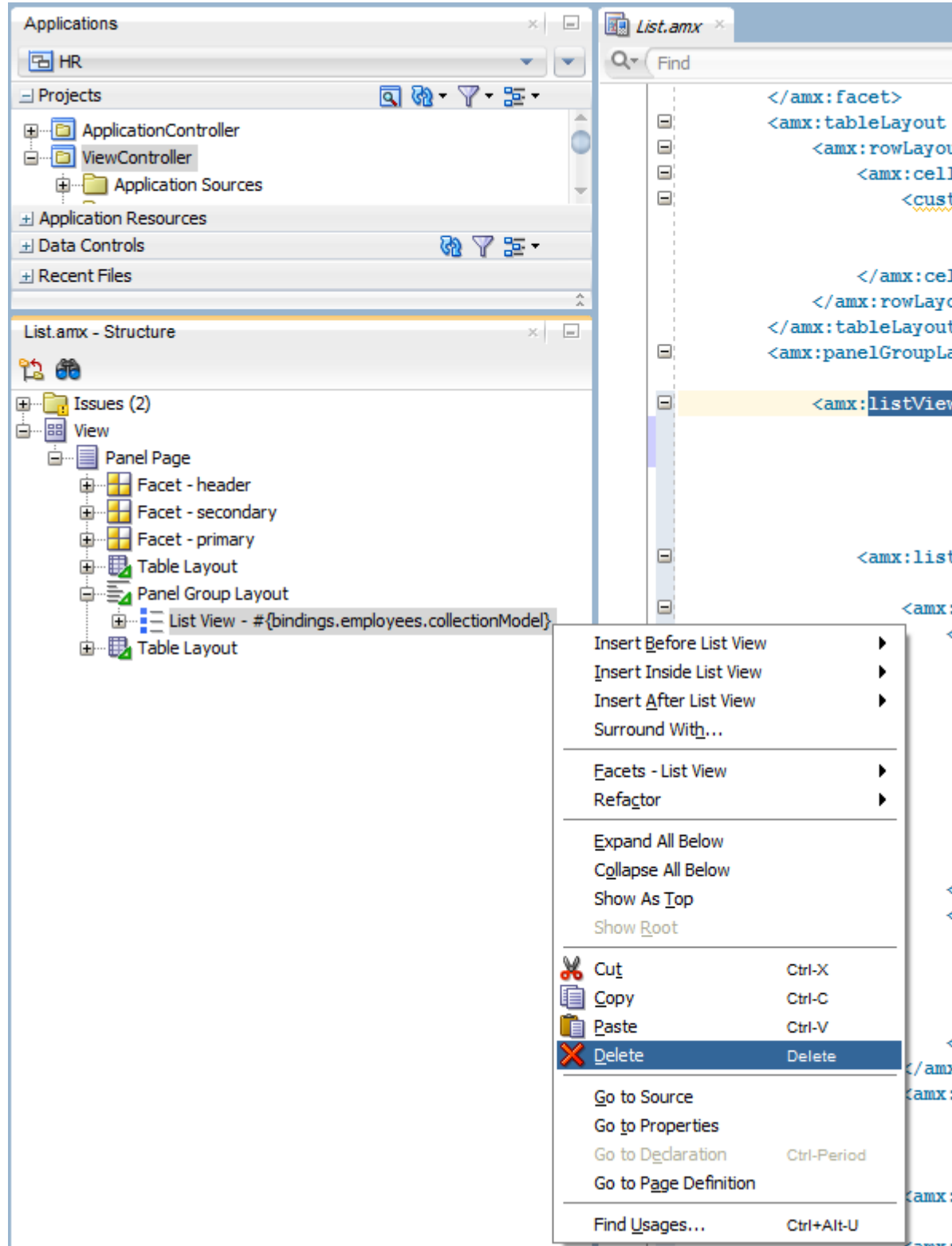
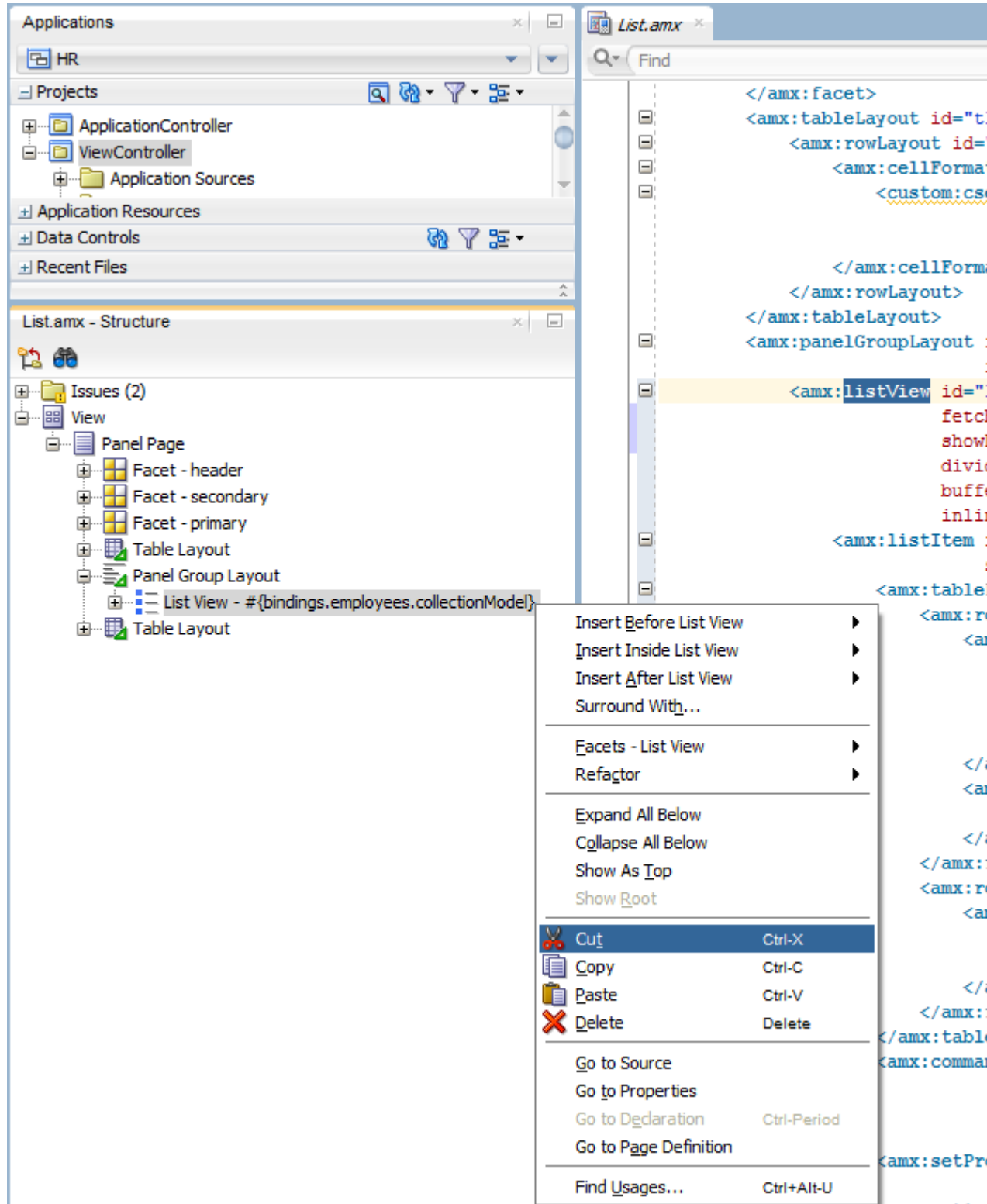
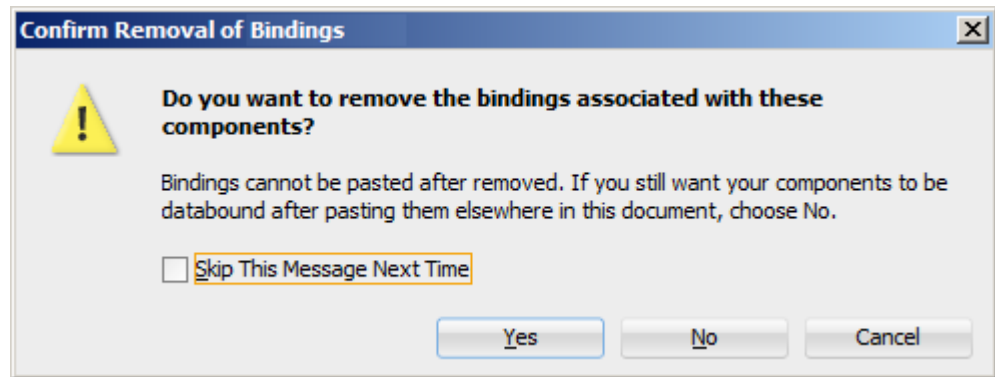


Figure 12-88 demonstrates the removal of the List View component by cutting it from the page.

Figure 12-88 Cutting Bound Components from Page



After clicking **Cut**, you are presented with the Confirm Removal of Bindings dialog that prompts you to choose whether or not to delete the corresponding bindings, as shown in [Figure 12-89](#).

Figure 12-89 Confirm Removal of Bindings Dialog

12.3.4 What You May Need to Know About the Server Communication

The security architecture used by MAF guarantees that the browser hosting a MAF AMX page does not have access to the security information needed to make connections to a secure server to obtain its resources. This has a direct impact on AJAX calls made from MAF AMX pages: these calls are not supported, which poses limitations on the use of JavaScript from within MAF AMX UI components. Communication with the server must occur from the embedded Java code layer.

Creating the MAF AMX User Interface

This chapter describes how to create the user interface for MAF AMX pages.

This chapter includes the following sections:

- [Introduction to Creating the User Interface for MAF AMX Pages](#)
- [Designing the Page Layout](#)
- [Creating and Using UI Components](#)
- [Enabling Gestures](#)
- [Providing Data Visualization](#)
- [Styling UI Components](#)
- [Localizing UI Components](#)
- [Understanding MAF Support for Accessibility](#)
- [Validating Input](#)
- [Using Event Listeners](#)

13.1 Introduction to Creating the User Interface for MAF AMX Pages

MAF provides a set of UI components and operations that enable you to create MAF AMX pages which behave appropriately for both the iOS and Android user experience.

MAF AMX adheres to the typical JDeveloper development experience by allowing you to drag UI components and operations onto a Source editor or Structure window from either the Components window or the Data Controls window. In essence, MAF AMX UI components render HTML equivalents of the native components on the iOS and Android platforms, with their design-time behavior in JDeveloper being similar to components used by other technologies. In addition, the UI components are integrated with MAF's controller and model for declarative navigation and data binding.

Note:

When developing interfaces for mobile devices, always be aware of the fact that screen space is very limited. In addition, touchscreen support is not available on some mobile devices.

For more information, see the following:

- [Creating MAF AMX Pages](#)

- [Using Bindings and Creating Data Controls in MAF AMX](#)
- [Creating Custom MAF AMX UI Components](#)

13.2 Designing the Page Layout

MAF AMX provides layout components (listed in [Table 13-1](#)) that let you arrange UI components in a page. Usually, you begin building pages with these components, and then add other components that provide other functionality either inside these containers, or as child components to the layout components. Some of these components provide geometry management functionality, such as the capability to stretch when placed inside a component that stretches.

Table 13-1 MAF AMX Page Management, Layout, and Spacing Components

Component	Type	Description
View	Core Page Structure Component	Creates a <code>view</code> element in a MAF AMX file. Automatically inserted into the file when the file is created. For more information, see How to Use a View Component .
Panel Page	Core Page Structure Component	Creates a <code>panelPage</code> element in a MAF AMX file. Defines the central area in a page that scrolls vertically between the header and footer areas. For more information, see How to Use a Panel Page Component . For more information about MAF AMX files, see Creating MAF AMX Pages .
Facet	Core Page Structure Component	Creates a <code>facet</code> element in a MAF AMX file. Defines an arbitrarily named facet on the parent component. For more information, see How to Use a Facet Component .
Fragment	Core Page Structure Component	Creates a <code>fragment</code> element in a MAF AMX file. Enables sharing of the page contents. For more information, see How to Use the Fragment Component .
Facet Definition	Core Page Structure Component	Creates a <code>facetRef</code> element in a MAF AMX Fragment file. Used inside a page fragment definition (<code>fragmentDef</code>) to reference a facet defined in the page fragment usage. For more information, see How to Use a Facet Component .
Panel Group Layout	Page Layout Component	Creates a <code>panelGroupLayout</code> element in a MAF AMX file. Groups child components either vertically or horizontally. For more information, see How to Use a Panel Group Layout Component .
Panel Form Layout	Page Layout Component	Creates a <code>panelFormLayout</code> element in a MAF AMX file. Positions components, such as Input Text, so that their labels and fields line up horizontally or above each component. For more information, see How to Use a Panel Form Layout Component .

Table 13-1 (Cont.) MAF AMX Page Management, Layout, and Spacing Components

Component	Type	Description
Panel Label And Message	Page Layout Component	Creates a <code>panelLabelAndMessage</code> element in a MAF AMX file. Lays out a label and its children. For more information, see How to Use a Panel Label And Message Component .
Panel Stretch Layout	Page Layout Component	Creates a <code>panelStretchLayout</code> element in a MAF AMX file. Allows placement of a panel on each side of another panel. For more information, see How to Use a Panel Stretch Layout Component .
Popup	Secondary Window	Creates a <code>popup</code> element in a MAF AMX file. Displays a popup window. For more information, see How to Use a Popup Component .
Panel Splitter	Interactive Page Layout Container	Creates a <code>panelSplitter</code> element in a MAF AMX file. Allows to display multiple content areas that may be controlled by a left-side navigation pane. For more information, see How to Use a Panel Splitter Component .
Panel Item	Interactive Page Layout Component	Creates a <code>panelItem</code> element in a MAF AMX file. Represents the content area of a Panel Splitter. For more information, see How to Use a Panel Splitter Component .
Deck	Page Layout Component	Creates a <code>deck</code> element in a MAF AMX file. Shows one of its child components at a time. For more information, see How to Use a Deck Component .
Flex Layout	Page Layout Component	Creates a <code>flexLayout</code> element in a MAF AMX file. Provides flexible flow for components depending on the available space. For more information, see How to Use a Flex Layout Component .
Spacer	Page Layout Component	Creates a <code>spacer</code> element in a MAF AMX file. Creates an area of blank space represented by a <code>spacer</code> element in a MAF AMX file. For more information, see How to Use a Spacer Component .
Table Layout	Page Layout Component	Creates a <code>tableLayout</code> element in a MAF AMX file. Represents a table consisting of rows. For more information, see How to Use a Table Layout Component .
Row Layout	Page Layout Component	Creates a <code>rowLayout</code> element in a MAF AMX file. Represents a row consisting of cells in a Table Layout component. For more information, see How to Use a Table Layout Component .

Table 13-1 (Cont.) MAF AMX Page Management, Layout, and Spacing Components

Component	Type	Description
Cell Format	Page Layout Component	Creates a <code>cellFormat</code> element in a MAF AMX file. Represents a cell in a Row Layout component. For more information, see How to Use a Table Layout Component .
Masonry Layout	Page Layout Container	Creates a <code>masonryLayout</code> element in a MAF AMX file. Presents its child components as tiles arranged in columns and rows. For more information, see How to Use a Masonry Layout Component .
Accessory Layout	Page Layout Component	Creates an <code>accessoryLayout</code> element in a MAF AMX file. Used within List View component to enable dragging of the content left or right to reveal optional content areas. For more information, see How to Use an Accessory Layout Component .

You add a layout component by dragging and dropping it onto a MAF AMX page from the Components window (see [How to Add UI Components to a MAF AMX Page](#)). Then you use the Properties window to set the component's attributes (see [Configuring UI Components](#)). For information on attributes of each particular component, see *Tag Reference for Oracle Mobile Application Framework*.

The following example demonstrates several page layout elements defined in a MAF AMX file.

Note:

You declare the page layout elements under the `<amx>` namespace.

```
<amx:panelPage id="pp1">
  <amx:outputText id="outputText1"
    value="Sub-Section Title 1"
    styleClass="adfmf-text-sectiontitle"/>
  <amx:panelFormLayout id="panelFormLayout1" labelPosition="start">
    <amx:panelLabelAndMessage id="panelLabelAndMessage1" label="Name">
      <amx:commandLink id="commandLink1" text="Jane Don" action="editname" />
    </amx:panelLabelAndMessage>
    <amx:panelLabelAndMessage id="panelLabelAndMessage2" label="Street Address">
      <amx:commandLink id="commandLink2"
        text="123 Main Street"
        action="editaddr" />
    </amx:panelLabelAndMessage>
    <amx:panelLabelAndMessage id="panelLabelAndMessage3" label="Phone">
      <amx:outputText id="outputText2" value="212-555-0123" />
    </amx:panelLabelAndMessage>
  </amx:panelFormLayout>
  <amx:outputText id="outputText3"
    value="Sub-Section Title 2"
    styleClass="adfmf-text-sectiontitle" />
  <amx:panelFormLayout id="panelFormLayout2" labelPosition="start">
    <amx:panelLabelAndMessage id="panelLabelAndMessage4" label="Type">
```



```

        <amx:commandLink id="commandLink3" text="Personal" action="editttype" />
    </amx:panelLabelAndMessage>
    <amx:panelLabelAndMessage label="Anniversary">
        <amx:outputText id="outputText4" value="November 22, 2005" />
    </amx:panelLabelAndMessage>
</amx:panelFormLayout>
<amx:panelFormLayout id="panelFormLayout3" labelPosition="start">
    <amx:panelLabelAndMessage id="panelLabelAndMessage5" label="Date Created">
        <amx:outputText id="outputText5" value="June 20, 2011" />
    </amx:panelLabelAndMessage>
</amx:panelFormLayout>
</amx:panelPage>

```

Figure 13-1 Page Layout Components at Design Time

Sub-Section Title 1

Name	Jane Don >
Street Address	123 Main Street >
Phone	212-555-0123

Sub-Section Title 2

Type	Personal >
Anniversary	November 22, 2005
Date Created	June 20, 2011

You use the standard Cascading Style Sheets (CSS) to manage visual presentation of your layout components. CSS are located in the `Web Content/css` directory of your ViewController project, with default CSS provided by MAF. For more information, see [How to Use Component Attributes to Define Style](#).

The user interface created using MAF AMX displays correctly in both the left-to-right (LTR) and right-to-left (RTL) language environments. In the latter case, the components originate on the right-hand side of the screen instead of on the left-hand side. Some of the MAF AMX layout components, such as the Popup (see [How to Use a Popup Component](#)), Panel Item, and Panel Splitter (see [How to Use a Panel Splitter Component](#)) can be configured to enable specific RTL behavior. For more information

about the RTL configuration of MAF AMX pages, see [Enabling Gestures](#) and [How to Specify the Page Transition Style](#).

Note:

The right-to-left text direction is not supported on Android prior to version 4.2.

A MAF sample application called `UILayoutDemo` demonstrates how to use layout components in conjunction with such MAF AMX UI components as a `Button`, to achieve some of the typical layouts that follow common patterns. In addition, this sample application shows how to work with styles to adjust the page layout to a specific pattern. The `UILayoutDemo` application is located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

13.2.1 How to Use a View Component

A `View` (`view` element in a MAF AMX file) is a core page structure component that is automatically inserted into a MAF AMX file when the file is created. This component provides a hierarchical representation of the page and its structure and represents a single MAF AMX page.

For more information, see *Tag Reference for Oracle Mobile Application Framework*.

13.2.2 How to Use a Panel Page Component

A `Panel Page` (`panelPage` element in a MAF AMX file) is a component that allows you to define a scrollable area of the screen for laying out other components.

By default, when you create a MAF AMX page, `JDeveloper` automatically creates and inserts a `Panel Page` component into the page. When you add components to the page, they will be inserted inside the `Panel Page` component.

To prevent scrolling of certain areas (such as a header and footer of the page) and enable stretching when orientation changes, you can specify a `Facet` component for your `Panel Page`. The `Panel Page`'s header `Facet` includes the title placed in the `Navigation Bar` of each page. For information about other types of `Facet` components that the `Panel Page` can contain, see [How to Use a Facet Component](#).

The following example shows the `panelPage` element defined in a MAF AMX file. This `Panel Page` contains a header `Facet`.

```
<amx:panelPage id="pp1">
  <amx:facet name="header">
    <amx:outputText id="ot1" value="Welcome"/>
  </amx:facet>
</amx:panelPage>
```

For more information, see *Tag Reference for Oracle Mobile Application Framework*.

13.2.3 How to Use a Panel Group Layout Component

The `Panel Group Layout` component is a basic layout component that lays out its children horizontally or vertically. In addition, there is a wrapping layout option that enables child components to flow across and down the page.

To create the `Panel Group Layout` component, use the `Components` window:

1. In the **Components** window, select **MAF AMX > Layout**, and then drag and drop a Panel Group Layout to the MAF AMX page.
2. Insert the desired child components into the Panel Group Layout component.
3. To add spacing between adjacent child components, insert the Spacer (`spacer`) component.
4. Use the Properties window to set the component attributes. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

The following example shows the `panelGroupLayout` element defined in a MAF AMX file.

```
<amx:panelGroupLayout styleClass="prod" id="pgl1">
  <amx:outputText styleClass="prod-label" value="Screen Size:" id="ot1"/>
</amx:panelGroupLayout>
```

13.2.3.1 Customizing the Scrolling Behavior

Scrolling behavior of the Panel Group Layout component is defined by its `scrollPolicy` attribute which can be set to `auto` (default), `none`, or `scroll`. By default, this behavior matches the one defined in the active skin.

To disable scrolling regardless of the behavior defined in the active skin, you set the `scrollPolicy` attribute to `none`. When the Panel Group Layout component is not scrollable, its content is not constrained.

To enable scrolling regardless of the behavior defined in the active skin, you set the `scrollPolicy` attribute to `scroll`. If the Panel Group Layout component is scrollable, the scrolling is provided when the component's dimensions are constrained.

Since scrolling consumes a lot of memory and may lead to the application crashing, you should minimize its use. In the `mobileAlta` skin (see [What You May Need to Know About Skinning](#)), scrolling of the Panel Group Layout, Panel Form Layout (see [How to Use a Panel Form Layout Component](#)), and Table Layout (see [How to Use a Table Layout Component](#)) is disabled. It is recommended that you use the `mobileAlta` skin for your application and limit instances of setting the `scrollPolicy` to `scroll` to when it is necessary. To simulate the scrolling behavior for the Panel Form Layout and Table Layout, you can enclose them within a scrollable Panel Group Layout component when scrolling is required.

For more information, see [What You May Need to Know About Memory Consumption by MAF AMX UI Components](#).

13.2.4 How to Use a Panel Form Layout Component

The Panel Form Layout (`panelFormLayout`) component positions components so that their labels and fields align horizontally. In general, the main content of the Panel Form Layout component is comprised of input components (such as Input Text) and selection components (such as Choice). If a child component with a `label` attribute defined is placed inside the Panel Form Layout component, the child component's label and field are aligned and sized based on the Panel Form Layout definitions. Within the Panel Form Layout, the label area can either be displayed on the start side of the field area or on a separate line above the field area. Separate lines are used if the `labelPosition` attribute of the Panel Form Layout is set to `topStart`, `topCenter`, or `topEnd`. Otherwise the label area appears on the start side of the field area. Within the label area, the `labelPosition` attribute controls where the label text can be aligned:

- to the start side (`labelPosition="start"` or `labelPosition="topStart"`)
- to the center (`labelPosition="center"` or `labelPosition="topCenter"`)
- to the end side (`labelPosition="end"` or `labelPosition="topEnd"`)

Within the field area, the `fieldHalign` attribute controls where the field content can be aligned:

- to the start side (`fieldHalign="start"`)
- to the center (`fieldHalign="center"`)
- to the end side (`fieldHalign="end"`)

Within the Panel Form Layout, the child components can be placed in one or more columns using `maxColumns` and `rows` attributes. These attributes should be used in conjunction with `labelWidth`, `fieldWidth`, `labelPosition`, and `showHorizontalDividers` attributes to obtain the optimal multi-column layout.

Note:

To switch from a single-column to multi-column layout, the value of the `rows` attribute must be greater than 1, regardless of the value to which the `maxColumns` attribute is set. When the `rows` attribute is specified, the `maxColumns` attribute restricts the layout to that number of columns as a maximum; however, there are as many rows as are required to lay out the child components.

To add the Panel Form Layout component:

1. In the **Components** window, select **MAF AMX > Layout**, and then drag and drop a Panel Form Layout component to the MAF AMX page.
2. In the Properties window, set the component's attributes. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

The following example shows the `panelFormLayout` element defined in a MAF AMX file.

```
<amx:panelFormLayout styleClass="prod" id="pf11">
  <amx:panelLabelAndMessage label="Type" id="plm1">
    <amx:commandLink text="Personal" action="edittype" id="cl1"/>
  </amx:panelLabelAndMessage>
</amx:panelFormLayout>
```

13.2.5 How to Use a Panel Stretch Layout Component

The Panel Stretch Layout (`panelStretchLayout`) component manages three child Facet components: top, bottom, and center, as shown in the following example. You can use any number and combination of these facets.

```
<amx:panelStretchLayout id="ps11">
  <amx:facet name="top">
  </amx:facet>
  <amx:facet name="center">
  </amx:facet>
  <amx:facet name="bottom">
```

```
</amx:facet>
</amx:panelStretchLayout>
```

If an attempt is made to represent the Panel Stretch Layout component as a set of three rectangles stacked one on top of another, the following would apply:

- The height of the top rectangle is defined by the natural height of the top facet.
- The height of the bottom rectangle is defined by the natural height of the bottom facet.
- The rest of the vertical space is distributed to the rectangle in the middle. If the height of this rectangle is smaller than the value defined for `Center.height` and the `scrollPolicy` attribute of the `panelStretchLayout` is set to either `scroll` or `auto`, then scroll bars are added.

To add the Panel Stretch Layout component:

1. In the **Components** window, select **MAF AMX > Layout**, and then drag and drop a Panel Stretch Layout onto the MAF AMX page.
2. Review the created child Facet components and, if necessary, remove some of them.
3. Use the Properties window to set the component attributes. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

13.2.6 How to Use a Panel Label And Message Component

Use the Panel Label And Message (`panelLabelAndMessage`) component to place a component which does not have a `label` attribute. These components usually include an Output Text, Button, or Link.

To add the Panel Label And Message component:

1. In the **Components** window, select **MAF AMX > Layout**, and then drag and drop a Panel Label And Message component into a Panel Group Layout component.
2. In the Properties window, set the component's attributes. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

The following example shows the `panelLabelAndMessage` element defined in a MAF AMX file. The `label` attribute is used for the child component.

```
<amx:panelLabelAndMessage label="Phone" id="plm1">
  <amx:outputText value="212-555-0123" id="ot1"/>
</amx:panelLabelAndMessage>
```

13.2.7 How to Use a Facet Component

You use the Facet (`facet`) component to define an arbitrarily named facet, such as a header or footer, on the parent layout component. The position and rendering of the Facet are determined by the parent component.

The MAF AMX page header is typically represented by the Panel Page component (see [How to Use a Panel Page Component](#)) in combination with the Header, Primary, and Secondary facets:

- Header facet: contains the page title.

- Primary Action facet: represents an area that appears in the left corner of the header bar and typically hosts Button or Link components, but can contain any component type.
- Secondary Action facet: represents an area that appears in the right corner of the header bar and typically hosts Button or Link components, but can contain any component type.

The MAF AMX page footer is represented by the Panel Page component (see [How to Use a Panel Page Component](#)) in combination with the footer facet:

- Footer facet: represents an area that appears below the content area and typically hosts Button or Link components, but can contain any component type.

The following example shows the `facet` element declared inside the Panel Page container. The type of the facet is always defined by its name attribute (see [Table 13-2](#)).

```
<amx:panelPage id="pp1">
  <amx:facet name="footer">
    <amx:commandButton id="cb2" icon="folder.png"
      text="Move ({myBean.mailcount})"
      action="move"/>
  </amx:facet>
</amx:panelPage>
```

[Table 13-2](#) lists predefined Facet types that you can use with specific parent components.

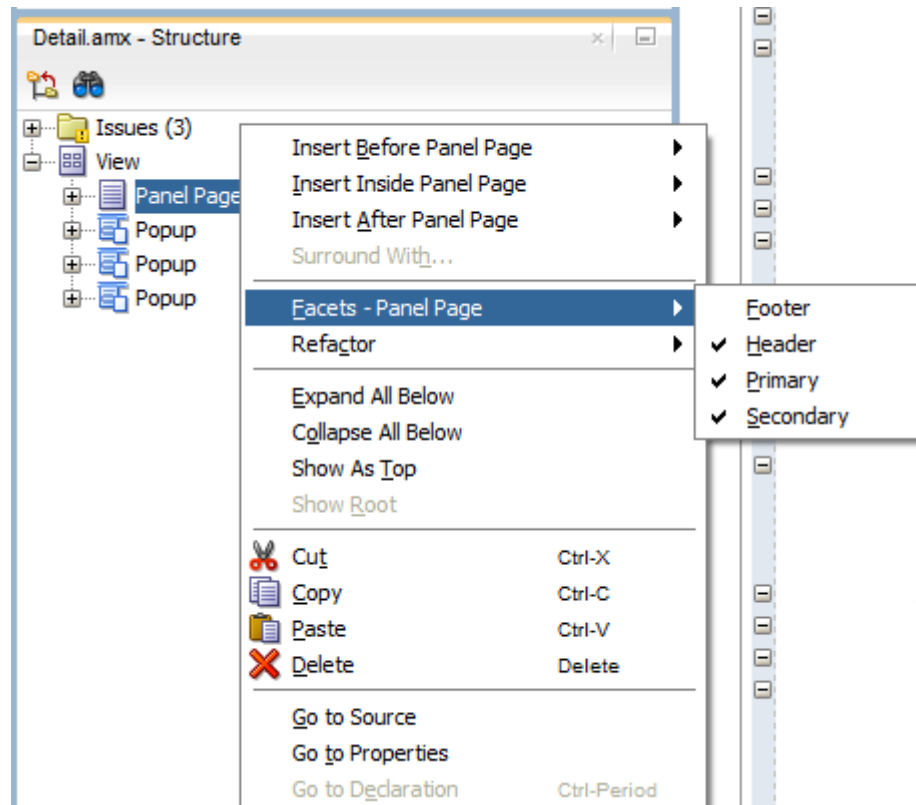
Table 13-2 Facet Types and Parent Components

Parent Component	Facet Type (name)
Panel Page (<code>panelPage</code>)	header, footer, primary, secondary
List View (<code>listView</code>)	header, footer
Carousel (<code>carousel</code>)	nodeStamp
Panel Splitter (<code>panelSplitter</code>)	navigator
Panel Stretch Layout (<code>panelStretchLayout</code>)	top, center, bottom
Data Visualization Components. For more information, see Providing Data Visualization .	dataStamp, seriesStamp, overview, rows (applicable to NBox), columns (applicable to NBox), cells (applicable to NBox), icon (applicable to NBox Node), indicator (applicable to NBox Node)

To add the Facet component:

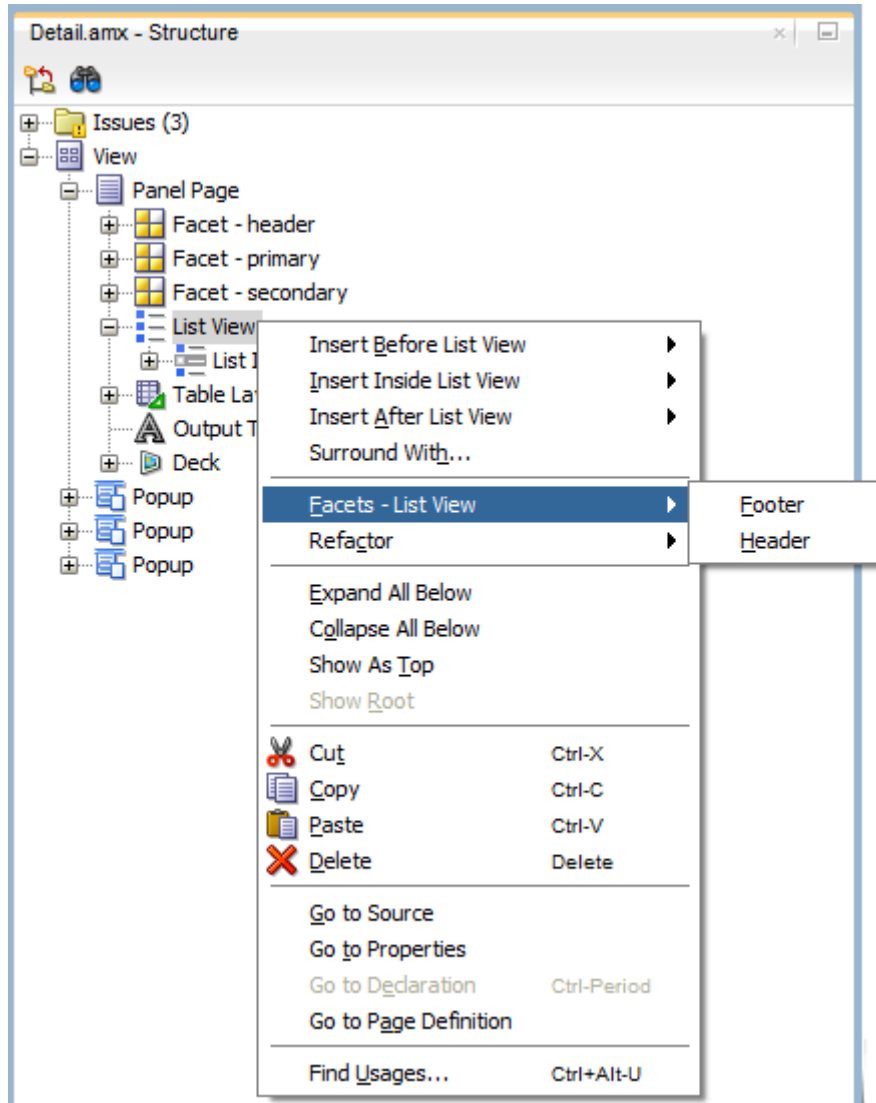
You can use the context menu displayed on the Structure window or Source editor to add a Facet component as a child of another component. The context menu displays only facets that are valid for your selected parent component. To add a Facet, first select and then right-click the parent component in the Structure window or Source editor, and then select one of the following:

- If the parent component is a Panel Page, select **Facets - Panel Page** and then choose the type of Facet from the list, as [Figure 13-2](#) shows.

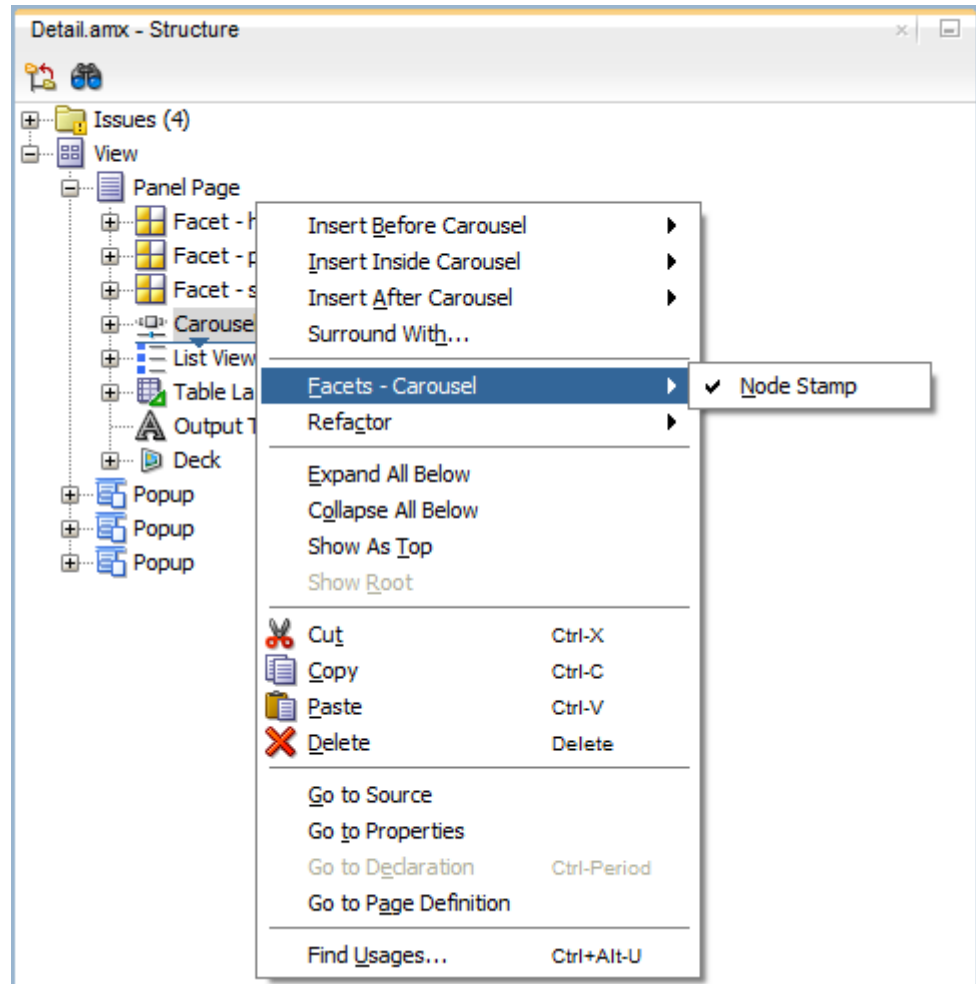
Figure 13-2 Using Context Menu to Add Facet to Panel Page

- If the parent component is a List View, select **Facets - List View** and then choose the type of Facet from the list, as [Figure 13-3](#) shows.

Figure 13-3 Using Context Menu to Add Facet to List View

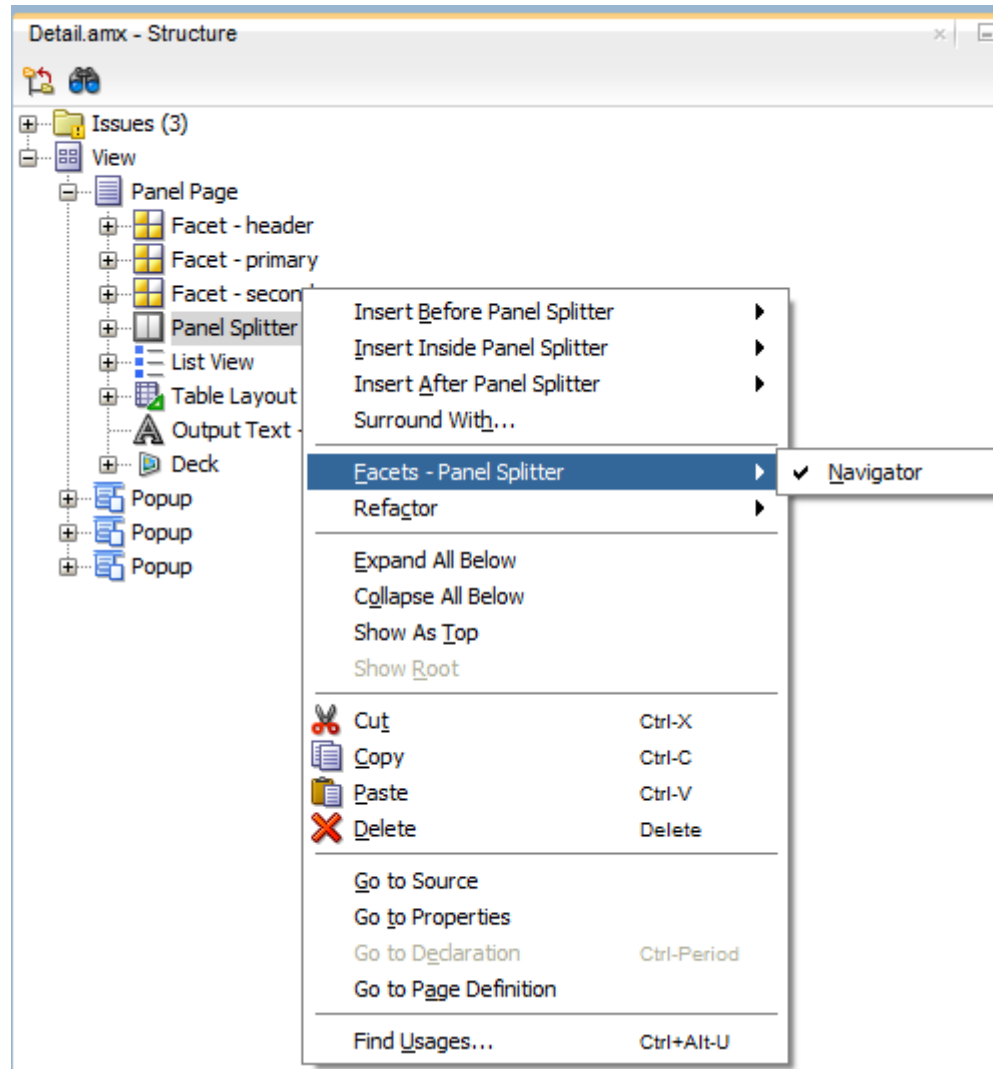


- If the parent component is a Carousel, select **Facets - Carousel > Node Stamp**, as [Figure 13-4](#) shows.

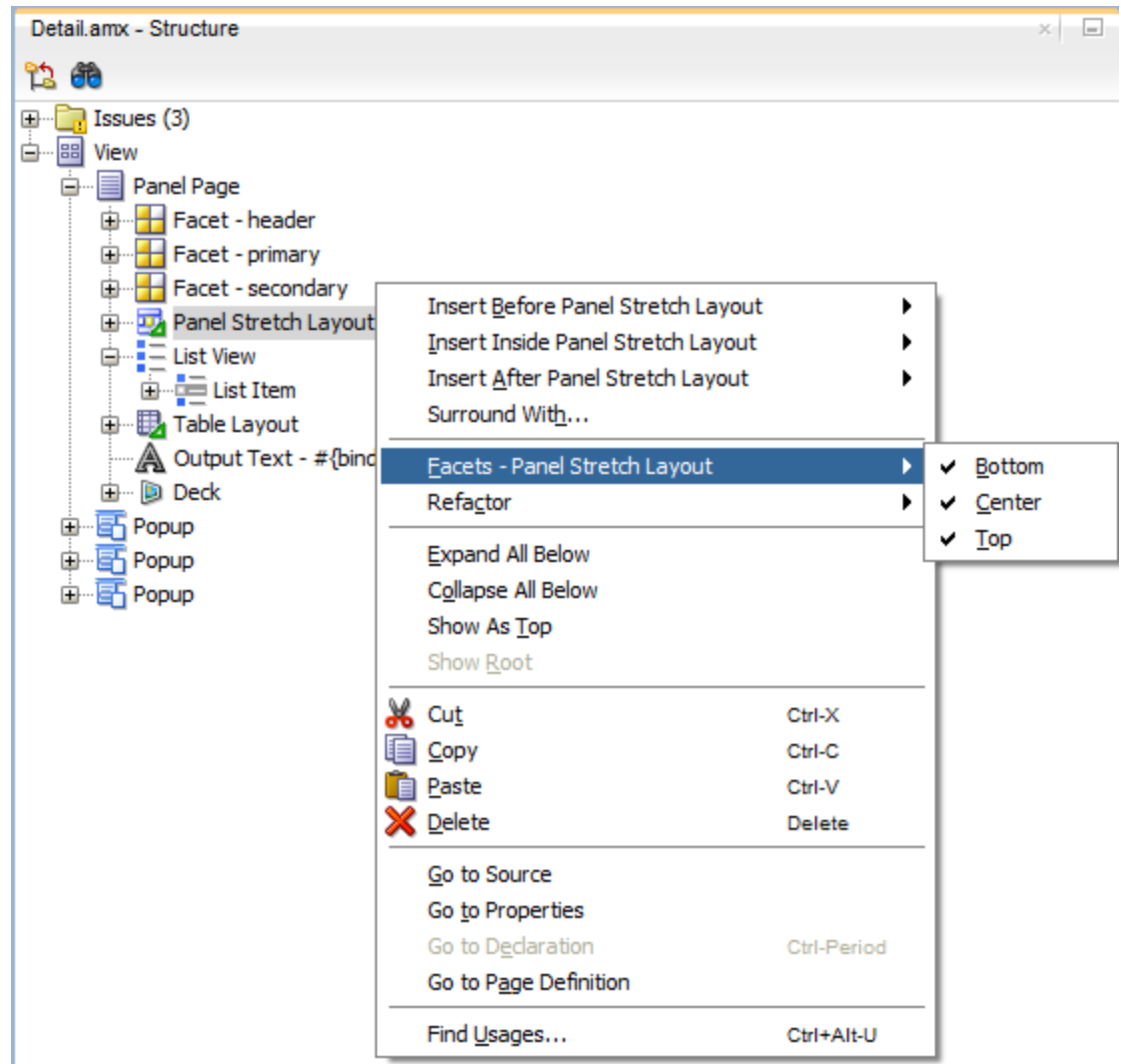
Figure 13-4 Using Context Menu to Add Facet to Carousel

- If the parent component is a Panel Splitter, select **Facets - Panel Splitter > Navigator**, as [Figure 13-5](#) shows.

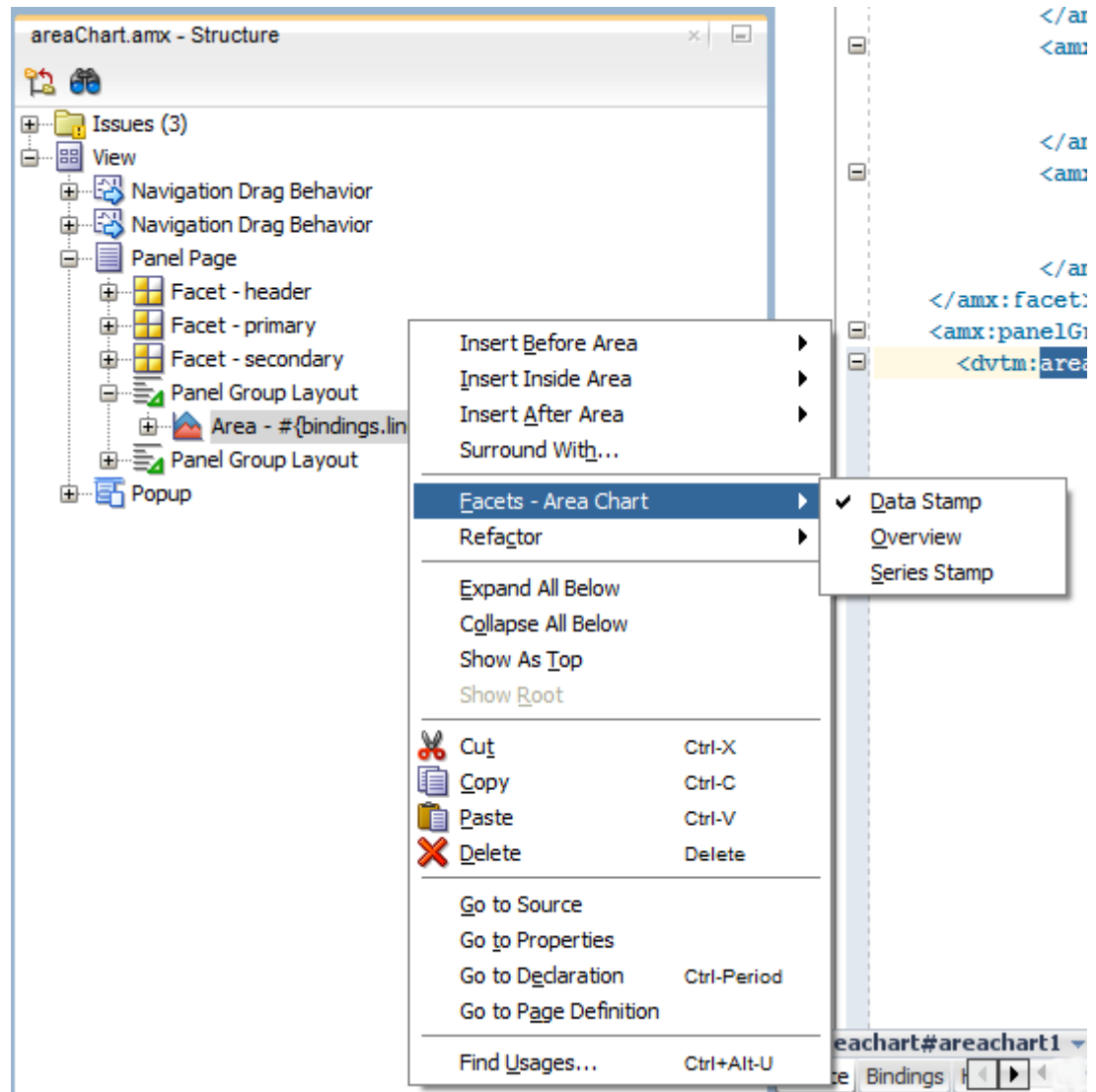
Figure 13-5 Using Context Menu to Add Facet to Panel Splitter



- If the parent component is a Panel Stretch Layout, select **Facets - Panel Stretch Layout** and then choose the type of Facet from the list, as [Figure 13-6](#) shows.

Figure 13-6 Using Context Menu to Add Facet to Panel Stretch Layout

- If the parent component is one of the data visualization components, select **Facets > <MAF AMX Data Visualizations Component Name>** and then choose the type of Facet from the list, as [Figure 13-7](#) shows.

Figure 13-7 Using Context Menu to Add Facet to Data Visualization Component

For more information about data visualization components and their attributes, see [Providing Data Visualization](#).

Alternatively:

1. In the **Components** window, select **MAF AMX > Layout > Core Structure**, and then drag and drop a Facet component into another component listed in [Table 13-2](#).
2. In the Properties window, set the component's attributes. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

13.2.8 How to Use a Popup Component

Use the Popup (`popup`) component to display a popup window. You can declare this component as a child of the View component.

You can use the following operations in conjunction with the Popup component:

- Close Popup Behavior (`closePopupBehavior`) operation represents a declarative way to close the Popup in response to a client-triggered event specified using the `type` attribute of the Close Popup Behavior.

For more information about the Close Popup Behavior component's attributes and their values, see *Tag Reference for Oracle Mobile Application Framework*.

- Show Popup Behavior (`showPopupBehavior`) operation represents a declarative way to show the Popup in response to a client-triggered event specified using the `type` attribute of the Show Popup Behavior.

The `popupId` attribute of the Show Popup Behavior specifies the unique identifier of the Popup component relative to its parent component. The `alignId` attribute of the Show Popup Behavior specifies the unique identifier of the UI component relative to which the Popup is to be aligned. Since setting identifiers manually is tedious and can lead to invalid references, you set values for these two attributes using an editor that is integrated with the standard Properties window (see [Figure 13-9](#)). There is an Audit rule that is specifically defined to validate these identifiers (see [What You May Need to Know About Element Identifiers and Their Audit](#)).

The `decoration` attribute of the Show Popup Behavior allows you to configure the Popup to have an anchor pointing to the component that matches the specified `alignId`. You do so by setting the `decoration` attribute to `anchor` (the default value is `simple`).

Note:

There is no need to define `decoration="anchor"` to use the `alignId` attribute. When using `decoration="anchor"`, if the `alignId` attribute is not specified or a match is not found for the `alignId`, the `decoration` defaults to `simple` resulting in minimal ornamentation of the Popup component.

Values you set for the `align` attribute of the Show Popup Behavior indicate where the alignment of the Popup component is to be positioned if there is enough space to satisfy that positioning. When there is not enough space, alternate positioning is chosen by MAF.

Tip:

To center a Popup on the screen, you should set the `alignId` attribute of the Panel Page component, and then use the `align="center"`.

For more information on the Show Popup Behavior component's attributes and their values, see *Tag Reference for Oracle Mobile Application Framework*.

The following example shows `popup` as well as its `showPopupBehavior` and `closePopupBehavior` elements defined in a MAF AMX file.

```
<amx:view>
  <amx:panelPage id="panelPage1">
    <amx:commandButton id="commandButton1" text="Show Popup">
      <amx:showPopupBehavior popupId="popup1" type="action"
        align="topStart" alignId="panelPage1"
        decoration="anchor"/>
    </amx:commandButton>
  </amx:panelPage>
</amx:popup id="popup1"
```

```

        animation="slideUp"
        autoDismiss="true"
        backgroundDimming="off">
<amx:panelGroupLayout id="pg12" layout="vertical">
    <amx:commandButton id="commandButton3" text="Close Popup">
        <amx:closePopupBehavior type="action" popupId="popup1"/>
    </amx:commandButton>
</amx:panelGroupLayout>
</amx:popup>
</amx:view>

```

Popup components can display validation messages when the user input errors occur. For more information, see [Validating Input](#).

To set a Popup Id attribute:

1. Select either the `showPopupBehavior` or `closepopupBehavior` element in the Source editor or Structure window.
2. Click the down arrow to the right of the **Popup Id** field to make a selection from a list of available Popup components (see [Figure 13-8](#)), or click the Property Menu icon to the right of the **Popup Id** field to open the **Popup Id** property editor (see [Figure 13-9](#)).

Figure 13-8 Selecting Popup Id from List

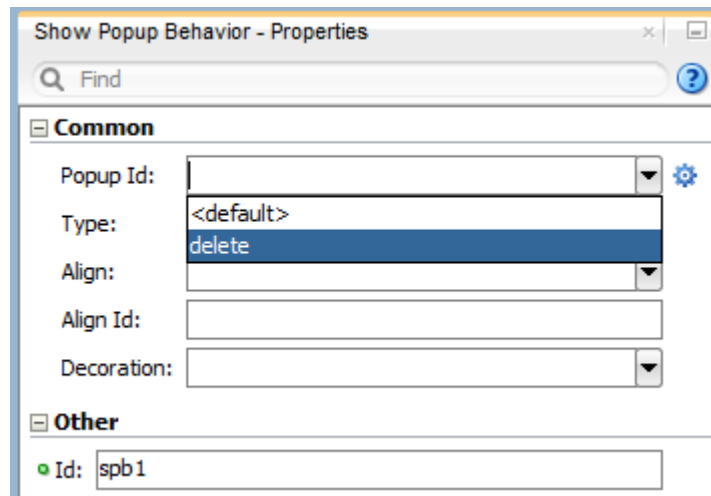
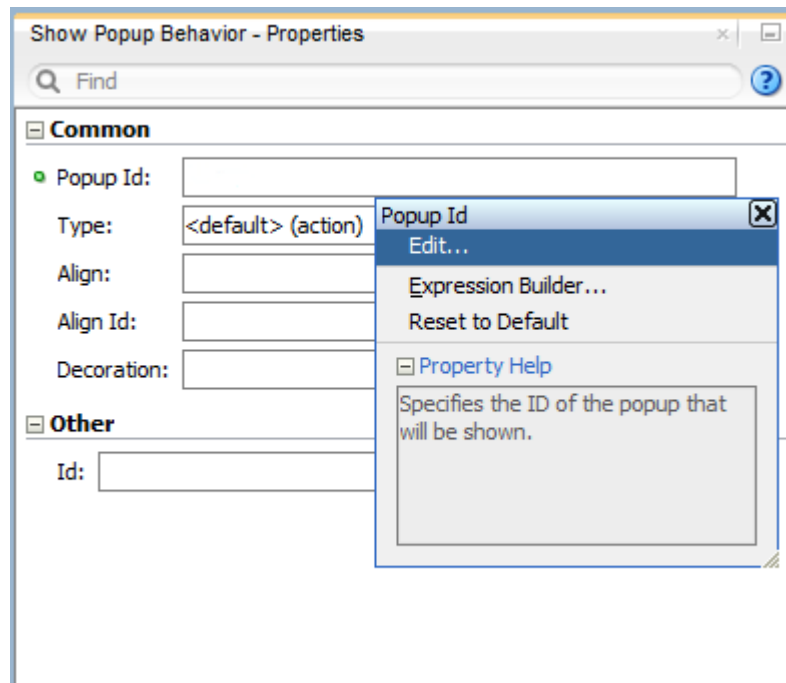
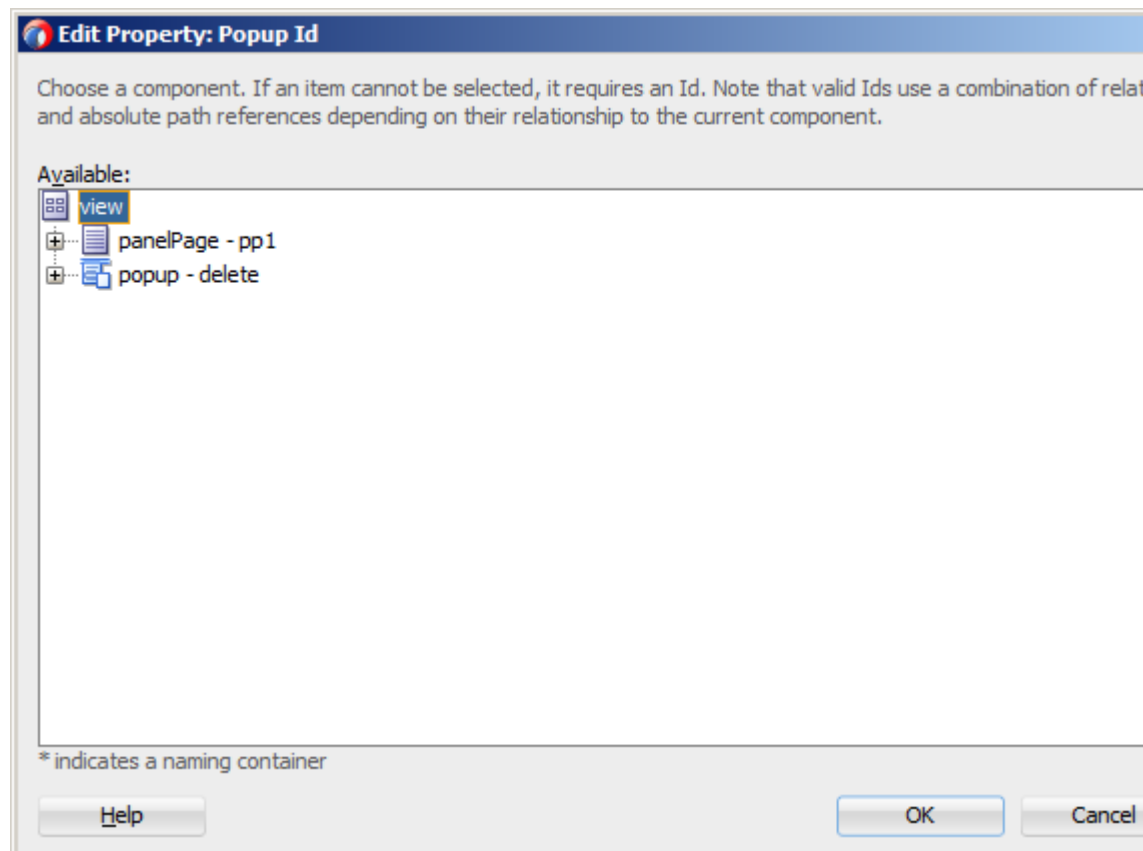


Figure 13-9 Setting Popup Id Attribute

3. If you use the property editor, select **Edit** on the **Popup Id** property editor to open the **Edit Property: Popup Id** dialog that [Figure 13-10](#) shows.

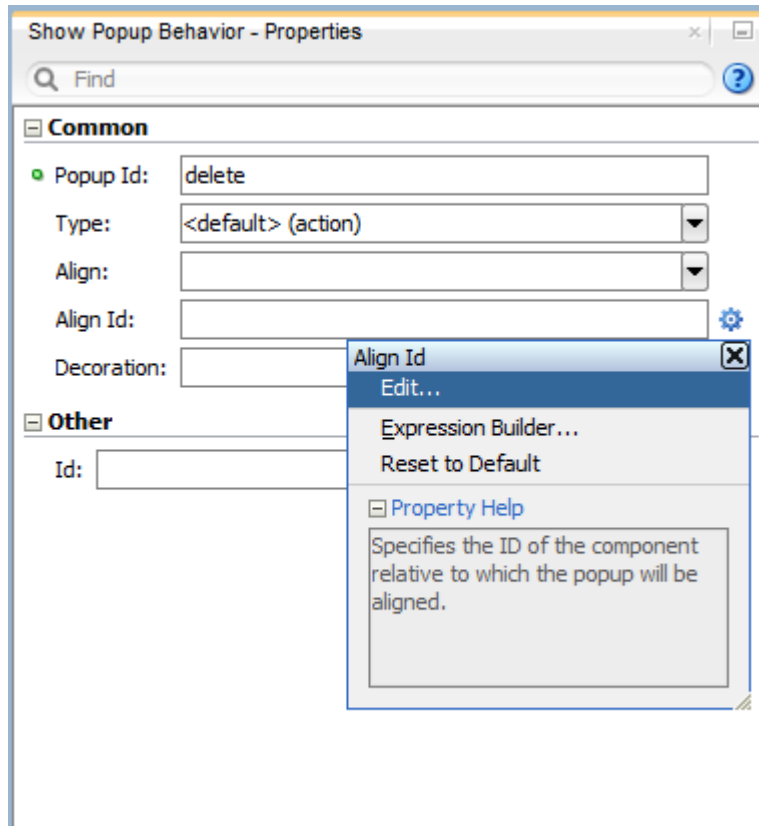
Figure 13-10 Edit Property for Popup Id Dialog

4. Select the Popup component to be displayed or the Popup component to be closed when this Show Popup Behavior or Close Popup Behavior is invoked.

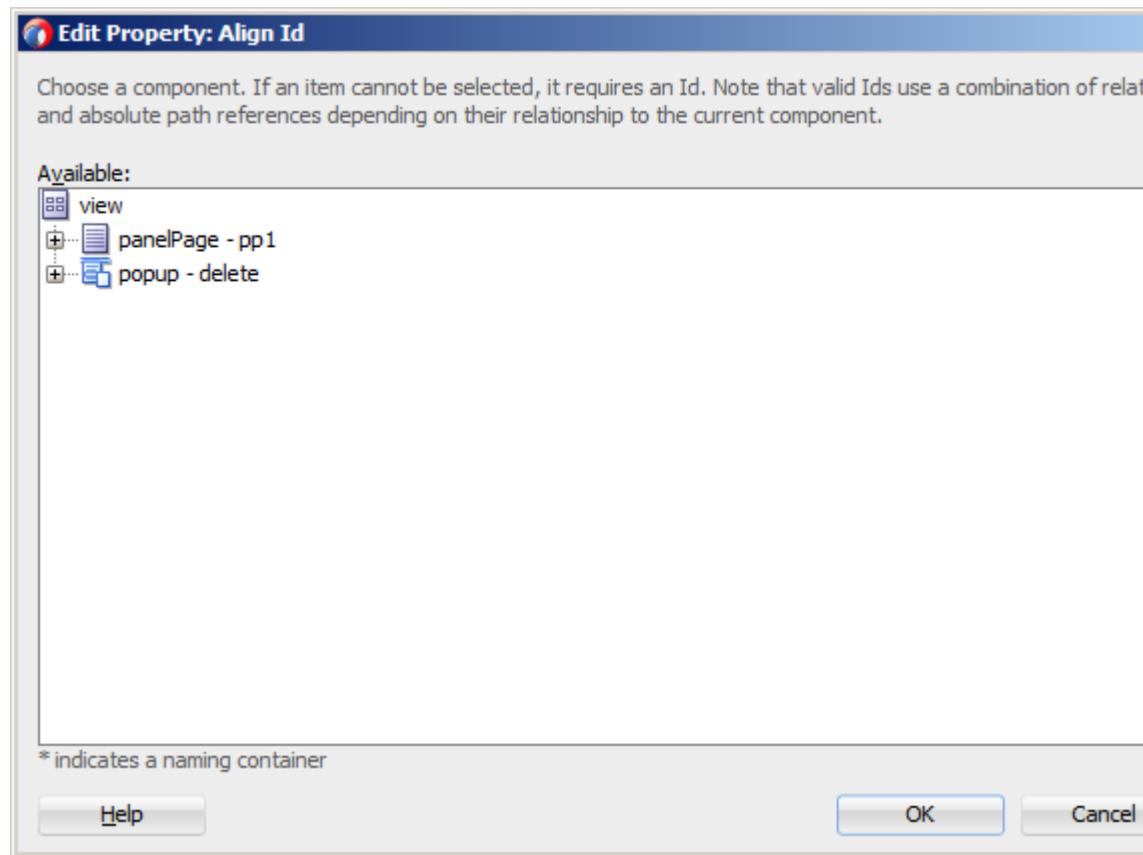
To set an Align Id attribute:

1. Select the showPopupBehavior element in the Source editor or Structure window.
2. Click the Property Menu icon to the right of the **Align Id** field to open the **Align Id** property editor, as [Figure 13-11](#) shows.

Figure 13-11 Setting Align Id Attribute



3. Select **Edit** on the **Align Id** property editor to open the **Edit Property: Align Id** dialog that [Figure 13-12](#) shows.

Figure 13-12 Edit Property for Align Id Dialog

4. Select the parent component of the Show Popup Behavior operation.

When developing for both iOS platform and Android 4.2 or later platform, you can configure the Popup to accommodate the right-to-left (RTL) language environment by setting its `animation` attribute to either `slideStart` or `slideEnd`.

By setting the `animation` attribute to `zoom`, you can enable the Popup to zoom in and out of its originating component.

A MAF sample application called `UILayoutDemo` demonstrates how to use the Popup component and how to apply styles to adjust the page layout to a specific pattern. The `UIDemo` application is located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

13.2.9 How to Use a Panel Splitter Component

Use the Panel Splitter (`panelSplitter`) component to display multiple content areas that may be controlled by a left-side navigation pane. Panel Splitter components are commonly used on tablet devices that have larger display size. These components are typically used with a list on the left and the content on the right side of the display area.

A Panel Splitter can contain a navigator Facet (see [How to Use a Facet Component](#)) which is generated automatically when you drag and drop the Panel Splitter onto a MAF AMX page, and a Panel Item component. The Panel Item (`panelItem`) component represents the content area of a Panel Splitter. Since each Panel Splitter component must have a least one Panel Item, the Panel Item is automatically added to

the Panel Splitter when the Panel Splitter is created. Each Panel Item component can contain any component that a Panel Group Layout can contain (see [How to Use a Panel Group Layout Component](#)).

The left side of the Panel Splitter is represented by a navigator facet (`navigator`), which is optional in cases where only multiple content with animations is desired (for example, drawing a multicontent area with a Select Button that requires animation when selecting different buttons to switch content). When in landscape mode, this facet is rendered; in portrait mode, a button is placed above the content area and when clicked, the content of the facet is launched in a popup.

When developing for both iOS platform and Android 4.2 or later platform, you can configure the Panel Splitter and Panel Item to accommodate the right-to-left (RTL) language environment by setting their `animation` attribute to either `slideStart`, `slideEnd`, `flipStart`, or `flipEnd`. The `animation` attribute of the Panel Item components overrides the Panel Splitter's `animation` attribute. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

The following example shows the `panelSplitter` element defined in a MAF AMX file, with the `navigator` facet used as a child component.

```
<amx:panelSplitter id="ps1"
    selectedItem="#{bindings.display.inputValue}"
    animation="flipEnd">
  <amx:facet name="navigator">
    <amx:listView id="lv1"
        value="#{bindings.data.collectionModel}"
        var="row"
        showMoreStrategy="autoScroll"
        bufferStrategy="viewport">
      ...
    </listView>
  </facet>
  <amx:panelItem id="x">
    <amx:panelGroupLayout>
      ...
    </panelGroupLayout>
  </panelItem>
  <amx:panelItem id="y">
    <amx:panelGroupLayout>
      ...
    </panelGroupLayout>
  </panelItem>
</panelSplitter>
```

For more examples, see the `CompGallery` application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

For more information, see *Tag Reference for Oracle Mobile Application Framework*.

13.2.10 How to Use a Spacer Component

Use the `Spacer` (`spacer`) component to create an area of blank space with a purpose to separate components on a MAF AMX page. You can include vertical and horizontal spaces in a page using the `height` (for vertical spacing) and `width` (for horizontal spacing) attributes of the `spacer`.

To add the `Spacer` component:

1. In the **Components** window, select **MAF AMX > Layout**, and then drag and drop a **Spacer** onto the MAF AMX page.
2. Use the **Properties** window to set the attributes of the component. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

The following example shows the `spacer` element and its children defined in a MAF AMX file.

```
<amx:outputText id="ot1" value="This is a long piece of text for this page..." />
<amx:spacer id="s1" height="10" />
<amx:outputText id="ot2" value="This is some more lengthy text..." />
```

13.2.11 How to Use a Table Layout Component

Use the Table Layout (`tableLayout`) component to display data in a typical table format that consists of rows containing cells.

The Row Layout (`rowLayout`) component represents a single row in the Table Layout. The Table Layout component must contain either one or more Row Layout components or Iterator components that can produce Row Layout components.

The CellFormat (`cellFormat`) component represents a cell in the Row Layout. The Row Layout component must contain either one or more CellFormat components, Iterator components, Attribute List Iterator components, or Facet Definition components that can produce CellFormat components.

The Table Layout structure does not allow cell contents to use percentage heights nor can a height be assigned to the overall table structure as a whole. For details, see the description of the following attributes in the *Tag Reference for Oracle Mobile Application Framework*:

- `layout` and `width` attributes of the Table Layout component
- `width` and `height` attributes of the Row Layout component

To add the Table Layout component:

1. In the **Components** window, select **MAF AMX > Layout**, and then drag and drop a **Table Layout** onto the MAF AMX page.
2. Insert the desired number of Row Layout, Iterator, Attribute List Iterator, or Facet Definition child components into the Table Layout component.
3. Insert Cell Format, Iterator, Attribute List Iterator, or Facet Definition child components into each Row Layout component.
4. Use the **Properties** window to set the attributes of all added components. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

The following example shows the `tableLayout` element and its children defined in a MAF AMX file.

```
<amx:tableLayout id="tableLayout1"
  rendered="{pageFlowScope.pRendered}"
  styleClass="{pageFlowScope.pStyleClass}"
  inlineStyle="{pageFlowScope.pInlineStyle}"
  borderWidth="{pageFlowScope.pBorderWidth}"
  cellPadding="{pageFlowScope.pCellPadding}"
  cellSpacing="{pageFlowScope.pCellSpacing}"
  halign="{pageFlowScope.pHalign}"
  layout="{pageFlowScope.pLayoutTL}"
```

```

        shortDesc="{pageFlowScope.pShortDesc}"
        summary="{pageFlowScope.pSummary}"
        width="{pageFlowScope.pWidth}">
<amx:rowLayout id="rowLayout1">
  <amx:cellFormat id="cellFormatA" rowSpan="2" halign="center">
    <amx:outputText id="otA" value="Cell A"/>
  </amx:cellFormat>
  <amx:cellFormat id="cellFormatB" rowSpan="2" halign="center">
    <amx:outputText id="otB" value="Cell B (wide content)"/>
  </amx:cellFormat>
  <amx:cellFormat id="cellFormatC" rowSpan="2" halign="center">
    <amx:outputText id="otC" value="Cell C"/>
  </amx:cellFormat>
</amx:rowLayout>
<amx:rowLayout id="rowLayout2">
  <amx:cellFormat id="cellFormatD" halign="end">
    <amx:outputText id="otD" value="Cell D"/>
  </amx:cellFormat>
  <amx:cellFormat id="cellFormatE">
    <amx:outputText id="otE" value="Cell E"/>
  </amx:cellFormat>
</amx:rowLayout>
</amx:tableLayout>

```

13.2.12 How to Use a Masonry Layout Component

The Masonry Layout (`masonryLayout`) is a container-type component that presents its child components as tiles arranged in columns and rows similar to a dashboard. The size of each column and row is fixed and defined in CSS. This size is independent of the size of the Masonry Layout component itself: the number of displayed columns may change depending on the Masonry Layout size, but the tile size does not change. In addition, the tile size is independent of its content.

A tile is represented by the Masonry Layout Item (`masonryLayoutItem`) component whose content is provided by various MAF AMX UI components. A tile can occupy more than one column and row (for example, a tile can occupy three columns and one row). MAF AMX provides the following predefined set of tile sizes available through the `dimension` attribute of the `masonryLayoutItem`:

- 1x1: one column and one row.
- 1x2: one column and two rows.
- 1x3: one column and three rows.
- 2x1: two columns and one row.
- 2x2: two columns and two rows.
- 2x3: two columns and three rows.
- 3x1: three columns and one row.
- 3x2: three columns and two rows.

You can redefine the appearance of the Masonry Layout component by creating additional sizes in the `.amx-masonryLayoutItem` section of the CSS.

The space between rows and columns is also specified in the CSS.

The Masonry Layout component always attempts to make the best use of available space by positioning tiles where they fit via filling gaps left earlier in the layout. When the end user rotates the mobile device, the tiles rearrange themselves to fill the space optimally. This functionality is enabled via the `MasonryReorderEvent` that is fired by the Masonry Layout component every time the arrangement of the Masonry Layout Item changes.

To add the Masonry Layout component:

1. In the **Components** window, select **MAF AMX > Layout**, and then drag and drop a **Masonry Layout** onto the MAF AMX page.
2. Insert the desired number of **Masonry Layout Item** components and their child UI components into the Masonry Layout component.
3. Use the **Properties** window to set the attributes of all added components. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

The following example shows the `masonryLayout` element and `masonryLayoutItem` elements as well as their children defined in a MAF AMX file.

```
<amx:masonryLayout id="ml1"
    initialOrder="{pageFlowScope.componentProperties.order}">
  <amx:masonryLayoutItem id="mt1"
    dimension="{pageFlowScope.componentProperties.myTeamExpanded ? '3x1' : '1x1'}"
    rendered="{pageFlowScope.componentProperties.myTeam}">
    <amx:panelGroupLayout id="pgl9"
      layout="vertical"
      inlineStyle="margin: 6px; padding: 0px; border: none">
      <amx:outputText value="My Team"
        id="ot4"
        inlineStyle="color: gray"/>
      <amx:panelGroupLayout id="pgl1"
        layout="horizontal"
        scrollPolicy="scroll"
        inlineStyle="margin: 0px; padding: 2px; border: none">
        <amx:panelGroupLayout id="pgl10"
          inlineStyle="margin: 0px; padding: 2px; border: none">
          <amx:image id="i8"
            source="/images/people/TerryLuca.png"
            shortDesc="Terry Luca"/>
          <amx:outputText value="Terry Luca"
            id="ot9"
            inlineStyle="font-size: 12px; color: gray"/>
        </amx:panelGroupLayout>
        <amx:panelGroupLayout id="pgl11"
          inlineStyle="margin: 0px; padding: 2px; border: none">
          <amx:image id="i9"
            source="/images/people/SusanWong.png"
            shortDesc="Susan Wong"/>
          <amx:outputText value="Susan Wong"
            id="ot12"
            inlineStyle="font-size: 12px; color: gray"/>
        </amx:panelGroupLayout>
        <amx:panelGroupLayout id="pgl12"
          inlineStyle="margin: 0px; padding: 2px; border: none">
          <amx:image id="i10"
            source="/images/people/RaviChouhan.png"
            shortDesc="Ravi Chouhan"/>
          <amx:outputText value="Ravi Chouhan"
            id="ot11"
            inlineStyle="font-size: 12px; color: gray"/>
        </amx:panelGroupLayout>
      </amx:panelGroupLayout>
    </amx:masonryLayoutItem>
  </amx:masonryLayout>
```

```

        inlineStyle="font-size: 12px; color: gray"/>
</amx:panelGroupLayout>
<amx:panelGroupLayout id="pgl13"
    inlineStyle="margin: 0px; padding: 2px; border: none">
    <amx:image id="i11"
        source="/images/people/KathyGreen.png"
        shortDesc="Kathy Green"/>
    <amx:outputText value="Kathy Green"
        id="ot10"
        inlineStyle="font-size: 12px; color: gray"/>
</amx:panelGroupLayout>
<amx:panelGroupLayout id="pgl16"
    inlineStyle="margin: 0px; padding: 2px; border: none">
    <amx:image id="i5"
        source="/images/people/StellaBaumgardner.png"
        shortDesc="Stella Baum"/>
    <amx:outputText value="Stella Baum"
        id="ot3"
        inlineStyle="font-size: 12px; color: gray"/>
</amx:panelGroupLayout>
</amx:panelGroupLayout>
</amx:panelGroupLayout>
</amx:masonryLayoutItem>
<amx:masonryLayoutItem id="mt2"
    dimension="{pageFlowScope.componentProperties.socialExpanded ? '3x1' : '1x1'}"
    rendered="{pageFlowScope.componentProperties.social}">
<amx:panelGroupLayout id="pgl2"
    inlineStyle="margin: 6px; padding: 0px; border: none">
<amx:panelGroupLayout id="pgl22"
    layout="vertical"
    inlineStyle="margin: 0px; padding: 0px; border: none">
<amx:outputText value="Social"
    id="ot2"
    inlineStyle="color: gray"/>
<amx:spacer id="s5" height="6"/>
<amx:outputText value="New Conversations"
    id="ot14"
    inlineStyle="color: gray; font-size: 15px"/>
<amx:outputText value="6"
    id="ot15"
    inlineStyle="font-size:34px; color: #EE8A11"/>
<amx:outputText value="New Followers"
    id="ot17"
    inlineStyle="color: gray; font-size: 15px"/>
<amx:outputText value="5"
    id="ot16"
    inlineStyle="font-size:34px; color: #EE8A11"/>
</amx:panelGroupLayout>
</amx:panelGroupLayout>
</amx:masonryLayoutItem>
<amx:masonryLayoutItem id="mt3"
    ...
</amx:masonryLayoutItem>
</amx:masonryLayout>

```

For more information, see *Tag Reference for Oracle Mobile Application Framework*.

13.2.13 How to Use an Accessory Layout Component

You use the Accessory Layout (`accessoryLayout`) component in a List View within its List Item child component to enable dragging of the content left or right to reveal optional content areas.

Typically, the Accessory Layout contains two child Facet components: start and end. If the drag gesture exceeds sufficiently beyond the facet's width, you may allow such a gesture to trigger a tap on one of the child components in that content area. The revealed facet content is usually hidden when either another Accessory Layout's content is revealed or when focus moves to some other component. However, if the content was revealed using an accessibility trigger, it would not be hidden when the focus moves; otherwise, the end user would not be able to use links in that content area.

To add an Accessory Layout component:

1. In the **Components** window, select **MAF AMX > Layout**, and then drag and drop an Accessory Layout onto the MAF AMX page.
2. Optionally, add child Facet components and populate them with other MAF AMX UI components.
3. Use the Properties window to set the component attributes. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

The following example shows the `accessoryLayout` element defined in a MAF AMX file, with a start and an end facet used as child components.

```
<amx:.listView id="lv1">
  <amx:listItem id="liSimple">
    <amx:showPopupBehavior popupId="itemPopup"
      type="action"
      alignId="ppl"
      align="overlapMiddleCenter" />
    <amx:accessoryLayout id="alSimple"
      rendered="{pageFlowScope.componentProperties.rendered}"
      inlineStyle="{pageFlowScope.componentProperties.inlineStyle}"
      styleClass="{pageFlowScope.componentProperties.styleClass}"
      contentStyle="{pageFlowScope.componentProperties.contentStyle}"
      contentClass="{pageFlowScope.componentProperties.contentClass}"
      startDesc="{pageFlowScope.componentProperties.startDesc}"
      startWidth="{pageFlowScope.componentProperties.startWidth}"
      startStyle="{pageFlowScope.componentProperties.startStyle}"
      startClass="{pageFlowScope.componentProperties.startClass}"
      startFullTriggerSelector="{pageFlowScope.componentProperties.
        startFullTriggerSelector}"
      endDesc="{pageFlowScope.componentProperties.endDesc}"
      endWidth="{pageFlowScope.componentProperties.endWidth}"
      endStyle="{pageFlowScope.componentProperties.endStyle}"
      endClass="{pageFlowScope.componentProperties.endClass}"
      endFullTriggerSelector="{pageFlowScope.componentProperties.
        endFullTriggerSelector}">
      <amx:facet name="start">
        <amx:commandLink id="clStartSimple"
          text="Start"
          styleClass="full-trigger">
          <amx:showPopupBehavior popupId="startPopup"
            type="action"
            alignId="ppl"
            align="overlapMiddleCenter" />
        </amx:facet>
      </amx:accessoryLayout>
    </amx:listItem>
  </amx:.listView>
```

```

align="overlapMiddleCenter"/>
    </amx:commandLink>
</amx:facet>
<amx:facet name="end">
    <amx:commandLink id="clEndSimple"
        text="End"
        styleClass="full-trigger">
        <amx:showPopupBehavior popupId="endPopup"
            type="action"
            alignId="ppl"
            align="overlapMiddleCenter"/>
    </amx:commandLink>
</amx:facet>
<outputText id="otContentSimple" value="Simple example"/>
</amx:accessoryLayout>
</amx:listItem>
...
</amx:listView>

```

If your goal is to have some of the links hidden when in a full gesture, you can set the `styleClass` attribute of `commandLink` elements to `adfmf-accessoryLayout-hideWhenFull`.

For more examples, see the `CompGallery` application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

For more information, see *Tag Reference for Oracle Mobile Application Framework*.

13.2.14 How to Use a Deck Component

The Deck (`deck`) component represents a container that shows one of its child components at a time. The transition from one displayed child component (defined by the `displayedChild` attribute) to another is enabled by the `Transition` (`transition`) operation, which can take a form of animation. Transition occurs by means of fading in, sliding and flipping from different directions, as well as covering and revealing child components.

The Deck can be navigated forward and backward.

To add the Deck component:

1. In the **Components** window, select **MAF AMX > Layout**, and then drag and drop a **Deck** onto the MAF AMX page.
2. Insert the desired number of `Transition` operations and child UI components into the Deck component.
3. Use the **Properties** window to set the attributes of all added components. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

The following example shows the `deck` element and its children defined in a MAF AMX file. The Deck component's `displayedChild` attribute is to define which child component ID should be displayed. Typically, this is controlled by a component such as a `Select One Button` or other selection component.

```

<amx:deck id="deck1"
    rendered="{pageFlowScope.pRendered}"
    styleClass="{pageFlowScope.pStyleClass}"
    inlineStyle="width:95px;height:137px;overflow:hidden;
        #{pageFlowScope.pInlineStyle}"

```



```

        landmark="{pageFlowScope.pLandmark}"
        shortDesc="{pageFlowScope.pShortDesc}"
        displayedChild="{pageFlowScope.pDisplayedChild}">

<amx:transition triggerType="{pageFlowScope.pTriggerType}"
    transition="{pageFlowScope.pTransition}"/>
<amx:transition triggerType="{pageFlowScope.pTriggerType2}"
    transition="{pageFlowScope.pTransition2}"/>
<amx:commandLink id="linkCardBack1" text="Card Back">>
    <amx:setPropertyListener from="linkCardA"
        to="{pageFlowScope.pDisplayedChild}"/>
</amx:commandLink>
<amx:commandLink id="linkCardA1" text="Card Front A">
<amx:setPropertyListener id="setPL1"
    from="linkCardB"
    to="{pageFlowScope.pDisplayedChild}"/>
</amx:commandLink>
<amx:commandLink id="linkCardB1" text="Card Front B">
    <amx:setPropertyListener id="setPL2"
        from="linkCardC"
        to="{pageFlowScope.pDisplayedChild}"/>
</amx:commandLink>
<amx:commandLink id="linkCardC1" text="Card Front C">
    <amx:setPropertyListener id="setPL3"
        from="linkCardD"
        to="{pageFlowScope.pDisplayedChild}"/>
</amx:commandLink>
<amx:commandLink id="linkCardD1" text="Card Front D">
    <amx:setPropertyListener id="setPL4"
        from="linkCardE"
        to="{pageFlowScope.pDisplayedChild}"/>
</amx:commandLink>
<amx:commandLink id="linkCardE1" text="Card Front E">
    <amx:setPropertyListener id="setPL5"
        from="linkCardBack"
        to="{pageFlowScope.pDisplayedChild}"/>
</amx:commandLink>
</amx:deck>

```

For more information, see *Tag Reference for Oracle Mobile Application Framework*.

13.2.15 How to Use a Flex Layout Component

The Flex Layout (`flexLayout`) component provides either horizontal or vertical flexible flow for its child components that are allowed to grow, shrink, and wrap depending on the available space. You can create nested Flex Layout components.

This component is based on the Flexible Box Layout defined by CSS and supports a subset of its properties. For more information, see the W3C website at <http://www.w3.org/TR/css-flexbox-1/>.

To add the Flex Layout component:

1. In the **Components** window, navigate to **MAF AMX > Layout**, and then drag and drop a **Flex Layout** onto the MAF AMX page.
2. Insert the desired number of child UI components, including other Flex Layout components, into the Flex Layout component.
3. Use the **Properties** window to set the attributes of all added components. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

The following example shows the `flexLayout` element and its children defined in a MAF AMX file.

```
<amx:flexLayout id="f11"
  itemFlexibility="equal"
  orientation="{pageFlowScope.componentProperties.layoutOrientation}"
  rendered="{pageFlowScope.componentProperties.f11Rendered}">

  <amx:panelStretchLayout inlineStyle="background-color: #ff0000; text-align: center;"
    rendered="{pageFlowScope.componentProperties.p1Rendered}">
    <amx:facet name="center">
      <amx:outputText value="1" inlineStyle="font-size: 36px"/>
    </amx:facet>
  </amx:panelStretchLayout>

  <amx:panelStretchLayout inlineStyle="background-color: #00ff00; text-align: center;"
    rendered="{pageFlowScope.componentProperties.p2Rendered}">
    <amx:facet name="center">
      <amx:outputText value="2" inlineStyle="font-size: 36px"/>
    </amx:facet>
  </amx:panelStretchLayout>
</amx:flexLayout>
```

For more information, see *Tag Reference for Oracle Mobile Application Framework*.

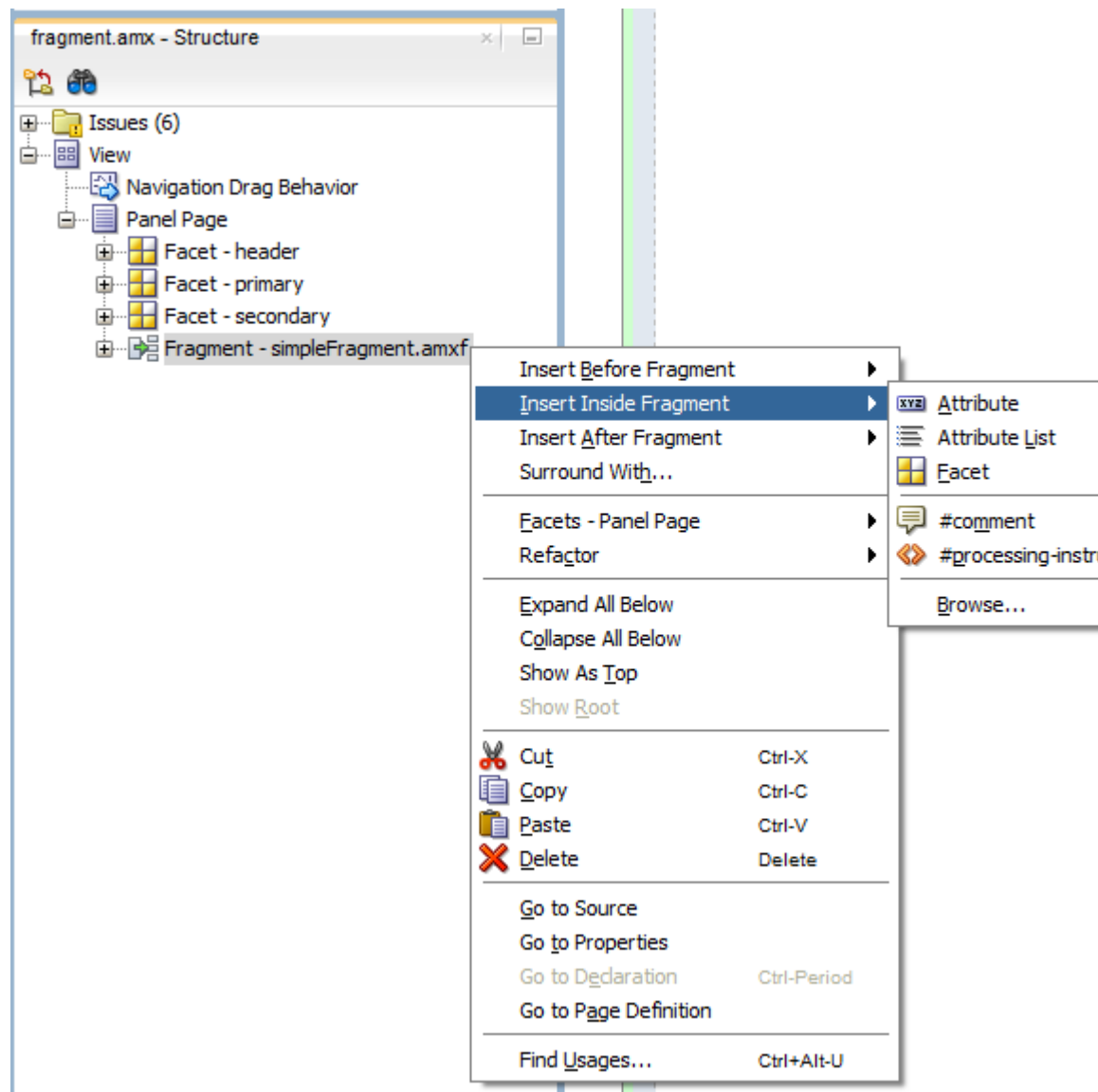
13.2.16 How to Use the Fragment Component

The `Fragment` (`fragment`) component enables sharing of MAF AMX page contents. This component is used in conjunction with a MAF AMX fragment file. For more information, see [Sharing the Page Contents](#).

To add a `Fragment` component:

1. In the **Components** window, drag and drop a **Fragment** to the MAF AMX page.
2. Use the **Insert Fragment** dialog to set the **Src** attribute of the `Fragment` to a fragment file (`.amxf`).
3. Optionally, use the **Structure** view to add child components, such as an **Attribute**, **Attribute List**, or **Facet**.

Figure 13-13 Populating Fragment



4. Use the **Properties** window to set the attributes of all added components. For more information, see *Tag Reference for Oracle Mobile Application Framework*.
5. Add the **Facet Definition** (`facetRef`) to the MAF AMX fragment file whose contents is to be included in the Fragment and set the `facetRef`'s `facetName` attribute to the name of a facet.

The following example shows a fragment element added to a MAF AMX page.

```
<?xml version="1.0" encoding="UTF-8" ?>
<amx:view xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:amx="http://xmlns.oracle.com/adf/mf/amx"
  xmlns:dvtm="http://xmlns.oracle.com/adf/mf/amx/dvt">
  <amx:panelPage id="pp1">
    <amx:panelGroupLayout layout="vertical"
      id="itemPgl"
      styleClass="amx-style-groupbox">
      <amx:fragment id="f1">
```

```

        src="/simpleFragment.amxf"
    <amx:attribute id="a1"
        name="text"
        value="defaultValue" />
    <amx:facet name="facet">
        <amx:outputText id="ot5" value="Fragment"/>
    </amx:facet>
</amx:fragment>
</amx:panelGroupLayout>
</amx:panelPage>
</amx:view>

```

The following example shows the corresponding MAF AMX fragment file.

```

<amx:fragmentDef
    xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
    xmlns:amx="http://xmlns.oracle.com/adf/mf/amx"
    xmlns:dvtm="http://xmlns.oracle.com/adf/mf/amx/dvt">
    <fragment xmlns="http://xmlns.oracle.com/adf/mf/amx/fragment" id="f1">
        <description id="d1">Description of the fragment</description>
        <facet id="f2">
            <description id="d4">Description of the facet</description>
            <facet-name id="f3">facet1</facet-name>
        </facet>
        <attribute id="a1">
            <description id="d2">Description of an attribute</description>
            <attribute-name id="a2">text</attribute-name>
            <attribute-type id="at1">String</attribute-type>
            <default-value id="d3">defaultValue</default-value>
        </attribute>
    </fragment>
    <amx:panelGroupLayout id="pgl1">
        <amx:facetRef facetName="facet1" id="fr1"/>
        <amx:outputText value="#{text}" id="ot1"/>
    </amx:panelGroupLayout>
</amx:fragmentDef>

```

A MAF sample application called `FragmentDemo` demonstrates how to create and use the `Fragment`. This sample application is located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

13.3 Creating and Using UI Components

You can use the following UI components when developing your MAF AMX application feature:

- Input Text (see [How to Use the Input Text Component](#))
- Input Number Slider (see [How to Use the Input Number Slider Component](#))
- Input Date (see [How to Use the Input Date Component](#))
- Output Text (see [How to Use the Output Text Component](#))
- Button (see [How to Use Buttons](#))
- Link (see [How to Use Links](#))
- Image (see [How to Display Images](#))

- [Checkbox](#) (see [How to Use the Checkbox Component](#))
- [Select Many Checkbox](#) (see [How to Use the Select Many Checkbox Component](#))
- [Select Many Choice](#) (see [How to Use the Select Many Choice Component](#))
- [Boolean Switch](#) (see [How to Use the Boolean Switch Component](#))
- [Choice](#) (see [How to Use the Choice Component](#))
- [Select Button](#) (see [How to Use the Select Button Component](#))
- [Radio Button](#) (see [How to Use the Radio Button Component](#))
- [List View](#) (see [How to Use List View and List Item Components](#))
- [Carousel](#) (see [How to Use a Carousel Component](#))
- [Film Strip](#) (see [How to Use the Film Strip Component](#))
- [Verbatim](#) (see [How to Use Verbatim Component](#))
- [Output HTML](#) (see [How to Use an Output HTML Component](#))
- [Iterator](#) (see [How to Enable Iteration](#))
- [Refresh Container](#) (see [How to Refresh Contents of UI Components](#))

You can also use the following miscellaneous components that include operations, listener-type components, and converters as children of the UI components when developing your MAF AMX application feature:

- [Load Bundle](#) (see [How to Load a Resource Bundle](#))
- [Action Listener](#) (see [How to Use the Action Listener](#))
- [Set Property Listener](#) (see [How to Use the Set Property Listener](#))
- [Client Listener](#) (see [How to Use the Client Listener](#))
- [Convert Date Time](#) (see [How to Convert Date and Time Values](#))
- [Convert Number](#) (see [How to Convert Numeric Values](#))
- [Navigation Drag Behavior](#) (see [How to Enable Drag Navigation](#))
- [Loading Indicator Behavior](#) (see [How to Use the Loading Indicator](#))
- [System Action Behavior](#) (see [How to Configure Behavior of the Android System Back Button](#))

You add a UI component by dragging and dropping it onto a MAF AMX page from the Components window (see [How to Add UI Components to a MAF AMX Page](#)). Then you use the Properties window to set the component's attributes (see [Configuring UI Components](#)). For information on attributes of each particular component, see *Tag Reference for Oracle Mobile Application Framework*.

Note:

On a MAF AMX page, you place UI components within layout components (see [Designing the Page Layout](#)). UI elements are declared under the `<amx>` namespace, except data visualization components that are declared under the `<dvtm>` namespace.

You can add event listeners to some UI components. For more information, see [Using Event Listeners](#). Event listeners are applicable to components for the MAF AMX runtime description on both iOS and Android-powered devices, but the listeners do not have any effect at design time.

For information on the UI components' support for accessibility, see [Understanding MAF Support for Accessibility](#).

Note:

MAF does not evaluate EL expressions at design time. If the value of a component's attribute is set to an expression, this value appears as such in JDeveloper's Preview and the component may look different at runtime.

The user interface created for both the iOS platform and Android 4.2 or later platform using MAF AMX displays correctly in both the left-to-right (LTR) and right-to-left (RTL) language environments. In the latter case, the components originate on the right-hand side of the screen instead of on the left-hand side.

A MAF sample application called `CompGallery` demonstrates how to create and configure MAF AMX UI components. Another sample application called `UILayoutDemo` shows how to lay out components on a MAF AMX page. These sample applications are located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

13.3.1 How to Use the Input Text Component

The Input Text (`inputText`) component represents an editable text field. The following types of Input Text components are available:

- Standard single-line Input Text, which is declared as an `inputText` element in a MAF AMX file:

```
<amx:inputText id="text1"
               label="Text Input:"
               value="#{myBean.text}" />
```

- Password Input Text:

```
<amx:inputText id="text1"
               label="Password Input:"
               value="#{myBean.text}"
               secret="true" />
```

- Multiline Input Text (also known as text area):

```
<amx:inputText id="text1"
               label="Textarea:"
               value="#{myBean.text}" />
```

```

    simple="true"
    rows="4" />

```

Figure 13-14 shows the Input Text component displayed in the Preview pane. This component has its parameters set as follows:

```

<amx:inputText id="inputText1"
    label="Input Text"
    value="text" />

```

Figure 13-14 *Input Text at Design Time*

Input Text text

The `inputType` attribute lets you define how the component interprets the user input: as a text (default), email address, number, telephone number, or URL. These input types are based on the values allowed by HTML5.

To enable conversion of numbers, as well as date and time values that are entered in the Input Text component, you use the Convert Number (see [How to Convert Numeric Values](#)) and Convert Date Time (see [How to Convert Date and Time Values](#)) components.

For more information, illustrations, and examples, see the following: [olink:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*
- CompGallery, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

On some mobile devices, when the end user taps an Input Text field, the keyboard is displayed (slides up). If an Input Text is the only component on a MAF AMX page, the input focus is on this field and the keyboard is displayed by default when the page loads.

A multiline Input Text may be displayed on a secondary page where it is the only component, in which case the multiline Input Text receives focus when the page loads and the keyboard becomes visible.

Input Text components render and behave differently on iOS and Android-powered devices: on iPhone and iPad, Input Text components may be displayed with or without a border.

When creating an Input Text component, consider the following:

- To input or edit content, the end user has to tap in the field, which triggers a blinking insertion cursor to be displayed at the point of the tap, allowing the end user to edit the content. If the field does not contain content, the insertion cursor is positioned at the start of the field.
- Fields represented by Input Text components may contain default text, typically used as a prompt. When the end user taps a key on the keyboard in such a field, the default text clears when Edit mode is entered. This behavior is enabled and configured through the Input Text's `hintText` attribute.
- Fields represented by Input Text components do not have a selected appearance. Selection is indicated by the blinking insertion cursor within the field.

- If the end user enters more text than fits in the field, the text content shifts left one character at a time as the typing continues.
- A multiline Input Text component is rendered as a rectangle of any height. This component supports scrolling when the content is too large to fit within the boundaries of the field: rows of text scroll up as the text area fills and new rows of text are added. The end user may flick up or down to scroll rows of text if there are more rows than can be displayed in the given display space. A scroll bar is displayed within the component to indicate the area is being scrolled.
- Password field briefly echoes each typed character, and then reverts the character to a dot to protect the password.
- The appearance and behavior of the Input Text component on iOS can be customized (see [Customizing the Input Text Component](#)).

13.3.1.1 Customizing the Input Text Component

MAF AMX provides support for the input capitalization and correction on iOS-powered devices. It also allows you to indicate whether the field is to be used for navigating or for searching. Depending on the version of the operating system and keyboard used, the return button located at the bottom right of the mobile devices's soft keypad (see [Figure 13-15](#)) might visually change to a Go or Search button (see [Figure 13-16](#)). In addition, upon activation the button triggers a `DataChangeEvent` for a single-line Input Text component.

Figure 13-15 Return Button on iOS-Powered Device at Runtime

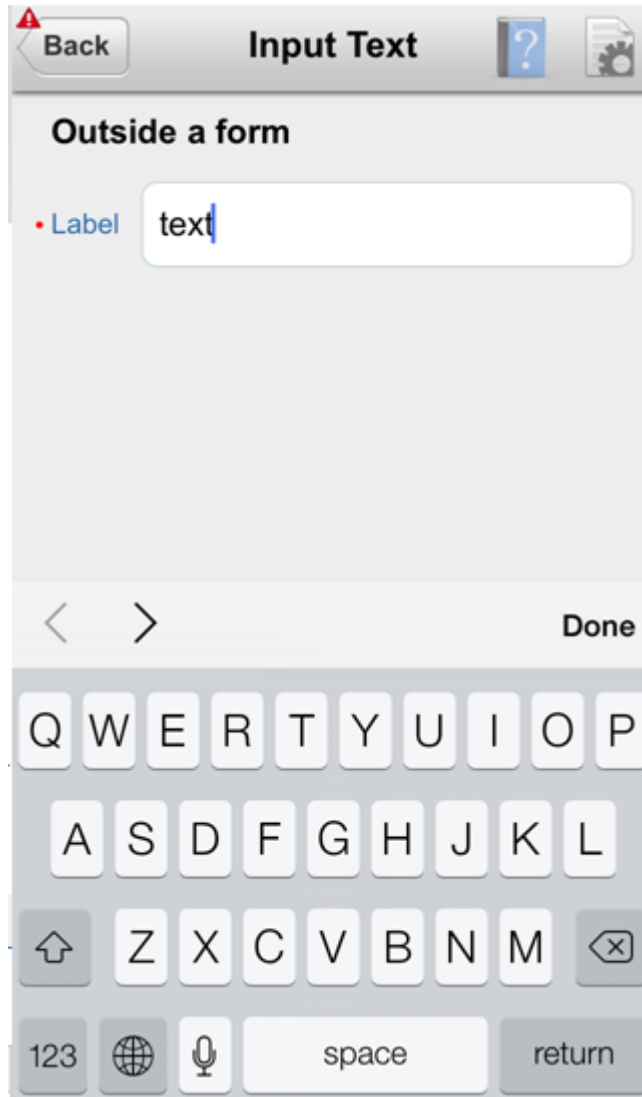


Figure 13-16 Go and Search Buttons on iOS 7 at Runtime

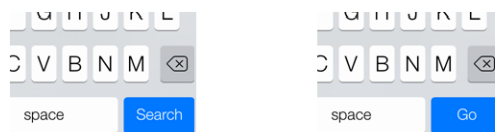
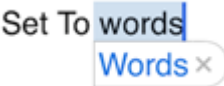



Table 13-3 lists attributes of the Input Text component that allow you to customize the appearance and behavior of that component and the soft keypad that is used to enter values into fields represented by the Input Text.

Table 13-3 *Input-Customizing Attributes of the Input Text Component*

Table 13-3 (Cont.) Input-Customizing Attributes of the Input Text Component

Attribute	Values	Description
<code>keyboardDismiss</code>	<ul style="list-style-type: none"> <code>normal</code>: use the operating system's default. <code>go</code>: request the field to act like a trigger for behavior. <code>search</code>: request the field to act like a search field that triggers a lookup. 	<p>Indicates how the text field is to be used.</p> <p>If <code>go</code> or <code>search</code> is specified, dismissing the keyboard will cause the input to blur.</p> <p>Some operating systems or keyboards might give special treatment to the keyboard, whereas others show no visual distinction. For example, instead of displaying a Return button on a single-line input text field, that button is replaced with a Go or a Search button. Depending on the skin, this may also alter the appearance of the input field.</p>
<code>autoCapitalize</code>	<ul style="list-style-type: none"> <code>auto</code>: use the operating system's default. <code>sentences</code>: request that sentences comprising the input start with a capital letter. <code>none</code>: request that no capitalization be applied automatically to the input. <code>words</code>: request that words comprising the input start with capital letters. <code>characters</code>: request that each character typed as an input become capitalized. 	<p>Requests special treatment by iOS for capitalization of values while the field represented by the Input Text is being edited.</p>  <p>Note that setting this property has no impact on Android.</p>
<code>autoCorrect</code>	<ul style="list-style-type: none"> <code>auto</code>: use the operating system's default. <code>on</code>: request auto-correct support for the input. <code>off</code>: request auto-correct of the input be disabled. 	<p>Requests special treatment by iOS for correcting values while the field represented by the Input Text is being edited.</p>  <p>Note that setting this property has no impact on Android.</p>

Since iOS provides limited support for auto-capitalization and auto-correction on its device simulator, you must test this functionality on an iOS device.

13.3.2 How to Use the Input Number Slider Component

The Input Number Slider (`inputNumberSlider`) component enables selection of numeric values from a range of values by using a slider instead of entering the value

by using keys. The filled portion of the trough or track of the slider visually represents the current value.

The Input Number Slider may be used in conjunction with the Output or Input Text component to numerically show the value of the slider. The Input Text component also allows direct entry of a slider value: when the end user taps the Input Text field, the keyboard in numeric mode slides up; the keyboard can be dismissed by either using the slide-down button or by tapping away from the slider component.

The Input Number Slider component always shows the minimum and maximum values within the defined range of the component.

Note:

The Input Number Slider component should not be used in cases where a precise numeric entry is required or where there is a wide range of values (for example, 0 to 1000).

The following example demonstrates the `inputNumberSlider` element defined in a MAF AMX file.

```
<amx:inputNumberSlider id="slider1" value="{myBean.count}"/>
```

Figure 13-17 shows the Input Number Slider component displayed in the Preview pane. This component has its parameters set as follows:

```
<amx:inputNumberSlider id="inputNumberSlider1"
    label="Input Number"
    minimum="0"
    maximum="20"
    stepSize="1"
    value="10"/>
```

Figure 13-17 *Input Number Slider at Design Time*



To enable conversion of numbers that are entered in the Input Number Slider component, you use the Convert Number component (see [How to Convert Numeric Values](#)).

For more information, illustrations, and examples, see the following: [olink:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*
- CompGallery, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

Similar to other MAF AMX UI components, the Input Number Slider component has a normal and selected state. The component is in its selected state at any time it is touched. To change the slider value, the end user touches, and then interacts with the slider button.

The Input Number Slider component has optional `imageLeft` and `imageRight` attributes which point to images that can be displayed on either side of the slider to provide the end user with additional information.

13.3.3 How to Use the Input Date Component

The Input Date (`inputDate`) component presents a popup input field for entering dates. The default date format is the short date format appropriate for the current locale. For example, the default format in American English (ENU) is `mm/dd/yy`. The `inputType` attribute defines if the component accepts date, time, or date and time as an input. The time zone depends on the time zone configured for the mobile device, and, therefore, it is relative to the device. At runtime, the Input Date component has the device's native look and feel.

The following example demonstrates the `inputDate` element defined in a MAF AMX file. The `inputType` attribute of this component is set to the default value of `date`. If the `value` attribute is read-only, it can be set to either an EL expression or any other type of value; if `value` is not a read-only attribute, it can be specified only as an EL expression.

```
<amx:inputDate id="inputDate1" label="Input Date" value="{myBean.date}"/>
```

For more information, see the following:

- *Tag Reference for Oracle Mobile Application Framework*
- HTML5 global dates and times defined by [W3C](#)
- CompGallery, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.4 How to Use the Output Text Component

MAF AMX provides the Output Text (`outputText`) component for you to use as a label to display text.

The following example demonstrates the `outputText` element defined in a MAF AMX file.

```
<amx:outputText id="ot1"
  value="output"
  styleClass="{pageFlowScope.pStyleClass}"/>
```

[Figure 13-18](#) shows the Output Text component displayed in the Preview pane.

Figure 13-18 *Output Text at Design Time*

output

You use the Convert Number (see [How to Convert Numeric Values](#)) and Convert Date Time (see [How to Convert Date and Time Values](#)) converters to facilitate the conversion of numeric and date-and-time-related data for the Output Text components.

For more information and examples, see the following:

- *Tag Reference for Oracle Mobile Application Framework*
- CompGallery, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

13.3.5 How to Use Buttons

The Button (`commandButton`) component is used to trigger actions (for example, Save, Cancel, Send) and to enable navigation to other pages within the application (for example, Back: see [Enabling the Back Button Navigation](#) for more information).

You may use the Button in one of the following ways:

- Button with a text label.
- Button with a text label and an image icon.

Note:

You may define the icon image and placement as left or right of the text label.

- Button with an image icon only (for example, the "+" and "-" buttons for adding or deleting records).

MAF supports one default Button type for the following three display areas:

1. Buttons that appear in the top header bar: in MAF AMX pages, the header is represented by the Panel Page component (see [How to Use a Panel Page Component](#)) in combination with the header, primary, and secondary facets, which is typical on iPhones:
 - Header Facet contains the page title.
 - Primary Action Facet represents an area that appears in the left corner of the header bar and typically hosts Button or Link components, but can contain any component type.
 - Secondary Action Facet represents an area that appears in the right corner of the header bar and typically hosts Button or Link components, but can contain any component type.
2. Buttons that appear in the content area of a page.
3. Buttons that appear in the footer bar of a page. In MAF AMX pages, the footer is represented by the Panel Page component (see [How to Use a Panel Page Component](#)) in combination with the footer facet:
 - Footer Facet represents an area that appears below the content area and typically hosts Button or Link components, but can contain any component type.

All Button components of any type have three states:

1. Normal.
2. Activated: represents appearance when the Button is tapped or touched by the end user. When a button is tapped (touch and release), the button action is performed. Upon touch, the activated appearance is displayed; upon release, the action is performed. If the end user touches the button and then drags their finger away from the button, the action is not performed. However, for the period of time the button is touched, the activated appearance is displayed.

3. Disabled.

The appearance of a Button component is defined by its `styleClass` attribute that you set to an `adfmf-commandButton-<style>`. You can apply any of the styles detailed in [Table 13-4](#) to a Button placed in any valid location within the MAF AMX page.

Table 13-4 Main Button Styles

Button Style Name	Description
Default	The default style of a Button placed: <ul style="list-style-type: none"> • In any of the Panel Page facets (Primary, Secondary, Header, Footer). For more information, see Displaying Default Style Buttons. • Anywhere in the content area of a MAF AMX page. This style is used for buttons that are to perform specific actions within a page, typically based on their location or context within the page.
Back	The back style of a Button placed in any of the Panel Page facets (Primary, Secondary, Header, Footer). This style may be applied to the default Button to give the "back to page" appearance. This button style is typical for "Back to Springboard" or any "Back to Page" buttons. For more information, see Displaying Back Style Buttons .
Highlight	The highlight style of a Button placed in any of the Panel Page facets (Primary, Secondary, Header, Footer) or the content area of a MAF AMX page. This style may be added to a Button to provide the iPhone button appearance typical of Save (or Done) buttons. For more information, see Displaying Highlight Style Buttons .
Alert	The Alert style adds the delete appearance to a button. For more information, see Displaying Alert Style Buttons .

There is a Rounded style (`adfmf-commandButton-rounded`) that you can apply to a Button to decorate it with a thick rounded border (see [Figure 13-19](#)). You can define this style in combination with any other style.

Figure 13-19 Rounded Button at Design Time



MAF AMX provides a number of additional decorative styles (see [Using Additional Button Styles](#)).

There is a particular order in which MAF AMX processes the Button component's child operations and attributes. For more information, see [What You May Need to Know About the Order of Processing Operations and Attributes](#).

13.3.5.1 Displaying Default Style Buttons

The following are various types of default style buttons that can be placed within Panel Page facets or content area:

- Normal, activated, or disabled Button with a text label only.
- Normal, activated, or disabled Button with an image icon only.

The following example demonstrates the `commandButton` element declared in a MAF AMX file. This element represents a default Button with a text label.

```

<amx:panelPage id="pp1">
  <amx:facet name="primary">
    <amx:commandButton id="cb1"
      text="Cancel"
      action="cancel"
      actionListener="#{myBean.rollback}"/>
  </amx:facet>
</amx:panelPage>

```

The following example also demonstrates the `commandButton` element declared in a MAF AMX file. This element represents a default Button with an image icon.

```

<amx:panelPage id="pp1">
  <amx:facet name="primary">
    <amx:commandButton id="cb1"
      icon="plus.png"
      action="add"
      actionListener="#{myBean.AddItem}"/>
  </amx:facet>
</amx:panelPage>

```

The following example shows a `commandButton` element declared inside the Panel Page's footer facet. This element represent a default Button with a text label and an image icon.

```

<amx:panelPage id="pp1">
  <amx:facet name="footer">
    <amx:commandButton id="cb2"
      icon="folder.png"
      text="Move ({myBean.mailcount})"
      action="move"/>
  </amx:facet>
</amx:panelPage>

```

The following example demonstrates a `commandButton` element declared as part of the Panel Page content area. This element represent a default Button with a text label.

```

<amx:panelPage id="pp1">
  <amx:commandButton id="cb1"
    text="Reply"
    actionListener="#{myBean.share}"/>
</amx:panelPage>

```

For more information, illustrations, and examples, see the following: [olink:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*
- *CompGallery*, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.5.2 Displaying Back Style Buttons

The following are various types of back style buttons that are placed within Panel Page facets or content area:

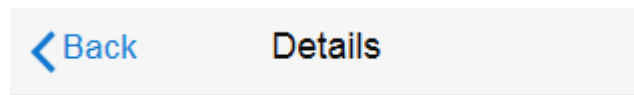
- Normal, activated, or disabled Button with a text label only.
- Normal, activated, or disabled Button with an image icon only:

The following example demonstrates the `commandButton` element declared in a MAF AMX file. This element represent a Back Button with a text label.

```
<amx:panelPage id="pp1">
  <amx:facet name="header">
    <amx:outputText value="Details" id="ot1"/>
  </amx:facet>
  <amx:facet name="primary">
    <amx:commandButton id="cb1"
      text="Back"
      action="__back"/>
  </amx:facet>
  ...
</amx:panelPage>
```

Every time you place a Button component within the primary facet and set its `action` attribute to `__back`, MAF AMX automatically applies the back arrow styling to it, as [Figure 13-20](#)

Figure 13-20 Back Button an Design Time



For more information, illustrations, and examples, see the following: [olink:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*
- *CompGallery*, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

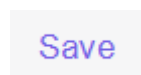
13.3.5.3 Displaying Highlight Style Buttons

Similar to other types of Buttons, highlight style buttons that are placed within Panel Page facets or content area can have their state as normal, activated, or disabled.

The following example demonstrates the `commandButton` element declared in a MAF AMX file. This element represent a highlight Button with a text label.

```
<amx:panelPage id="pp1">
  <amx:facet name="secondary">
    <amx:commandButton id="cb2"
      text="Save"
      action="save"
      styleClass="adfmf-commandButton-highlight"/>
  </amx:facet>
</amx:panelPage>
```

Figure 13-21 Highlight Button at Design Time



For more information, illustrations, and examples, see the following: [olink:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*

- CompGallery, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.5.4 Displaying Alert Style Buttons

Alert style buttons placed within the Panel Page can have normal, activated, or disabled state.

The following example demonstrates the `commandButton` element declared in a MAF AMX file. This element represent an Alert Button with a text label.

```
<amx:commandButton id="cb1"
    text="Delete"
    actionListener="{myBean.delete}"
    styleClass="adfmf-commandButton-alert" />
```

Figure 13-22 Alert Button at Design Time

Delete

For more information, illustrations, and examples, see the following: [olink:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*
- CompGallery, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.5.5 Using Additional Button Styles

MAF AMX provides the following additional Button styles:

- Dark style
- Bright style
- Small style
- Large style
- Highlight style
- Confirm style
- Two varieties of the Alternate style

Figure 13-23 Additional Button Styles



13.3.5.6 Using Buttons Within the Application

In your MAF application, you can use the Button component within the following contexts:

- [Navigation Bar](#)
- The [Content Area](#) to perform specific actions
- [Action Sheets](#)
- Popup-style [Alert Messages](#)

13.3.5.6.1 Navigation Bar

MAF lets you create standard buttons for use on a navigation bar:

- Edit button allows the end user to enter an editing or content-manipulation mode.
- Cancel button allows the end user to exit the editing or content-manipulation mode without saving changes.
- Save button allows the end user to exit the editing or content-manipulation mode by saving changes.
- Done button allows the end user to exit the current mode and save changes, if any.
- Undo button allows the end user to undo the most recent action.
- Redo button allows the end user to redo the most recent undone action.
- Back button allows the end user to navigate back to the springboard.
- Back to Page button allows the end user to navigate back to the page identified by the button text label.

- Add button allows the end user to add or create a new object.

13.3.5.6.2 Content Area

Buttons that are positioned within the content area of a page perform a specific action given the location and context of the button within the page. These buttons may have a different visual appearance than buttons positioned with the navigation bar:

13.3.5.6.3 Action Sheets

An example of buttons placed within an action sheet is a group of Delete Note and Cancel buttons.

An action sheet button expands to the width of the display.

13.3.5.6.4 Alert Messages

An OK button can be placed within a validation message, such as a login validation after a failed password input.

13.3.5.7 Enabling the Back Button Navigation

MAF AMX supports navigation using the back button, with the default behavior of going back to the previously visited page. For more information, see [How to Specify Action Outcomes Using UI Components](#).

If any Button component is added to the primary facet of a Panel Page that is equipped with the `__back` navigation, this Button is automatically given the back arrow visual styling (see [Displaying Back Style Buttons](#)). To disable the styling, set the `styleClass` attribute to `amx-commandButton-normal`.

For more information, illustrations, and examples, see the following:

- *Tag Reference for Oracle Mobile Application Framework*
- CompGallery, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.5.8 What You May Need to Know About the Order of Processing Operations and Attributes

The following is the order in which MAF AMX processes operations and attributes when such components as a Button, Link, and List Item are activated:

1. The following child operations are processed in the order they appear in the XML file:
 - Set Property Listener
 - Action Listener
 - Show Popup Behavior
 - Close Popup Behavior
2. The Action Listener (`actionListener`) attribute is processed and the associated Java method is invoked.
3. The Action (`action`) attribute is processed and any navigation case is followed.

13.3.6 How to Use Links

You use the Link (`commandLink`) component to trigger actions and enable navigation to other views.

The Link component can have any type of component defined as its child. By using such components as Set Property Listener (see [How to Use the Set Property Listener](#)), Action Listener (see [How to Use the Action Listener](#)), Show Popup Behavior, Close Popup Behavior (see [How to Use a Popup Component](#)), and Validation Behavior (see [Validating Input](#)) as children of the Link component, you can create an actionable area within which clicks and gestures can be performed.

By placing an Image component (see [How to Display Images](#)) inside a Link you can create a clickable image.

The following example demonstrates a basic `commandLink` element declared in a MAF AMX file.

```
<amx:commandLink id="c11"
    text="linked"
    action="gotolink"
    actionListener="#{myBean.doSomething}" />
```

[Figure 13-24](#) shows the basic Link component displayed in the Preview pane.

Figure 13-24 Link at Design Time



linked

The following example demonstrates a `commandLink` element declared in a MAF AMX file. This component is placed within the `panelFormLayout` and `panelLabelAndMessage` components.

```
<amx:panelPage id="ppl">
    <amx:panelFormLayout id="form">
        <amx:panelLabelAndMessage id="panelLabelAndMessage1" label="Label">
            <amx:commandLink id="c11"
                text="linked"
                action="gotolink"
                actionListener="#{myBean.doSomething}" />
        </amx:panelLabelAndMessage>
    </amx:panelFormLayout>
</amx:panelPage>
```

[Figure 13-25](#) shows the Link component placed within a form and displayed in the Preview pane.

Figure 13-25 Link Within Form at Design Time

There is a particular order in which MAF AMX processes the Link component's child operations and attributes. For more information, see [What You May Need to Know About the Order of Processing Operations and Attributes](#).

MAF AMX provides another component which is similar to the Link, but which does not allow for navigation between pages: Link Go (`goLink`) component. You use this component to enable linking to external pages. [Figure 13-26](#) shows the Link Go component displayed in the Preview pane. This component has its parameters set as follows:

```
<amx:goLink id="goLink1"
            text="Go Link"
            url="http://example.com"/>
```

Figure 13-26 Link Go at Design Time

[Go Link](#)

Image is the only component that you can specify as a child of the Link Go component.

For more information, illustrations, and examples, see the following: `olink:ADFMT`

- *Tag Reference for Oracle Mobile Application Framework*
- CompGallery, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.7 How to Display Images

MAF AMX enables the display of images on iOS and Android-powered devices using the Image (`image`) component represented by a bitmap.

In addition to placing an Image in a Button and List View, you can place it inside a Link component (see [How to Use Links](#)) to create a clickable image.

The following example demonstrates the `image` element definition in a MAF AMX file.

```
<amx:image id="i1"
           styleClass="prod-thumb"
           source="images/img-big-#{pageFlowScope.product.uid}.png" />
```

In addition to a URI to an image file, the source can contain a base 64 encoded image data which is required for images loaded from REST web services. You use the

`data:image/gif;base64`, prefix to define the source of such images and set the source attribute of the image element similar to the following:

```
<amx:image id="i2" source="data:image/gif;base64,#{row.ImageBase64}" />
```

where values supplied for the GIF file vary depending on the image type.

The following are supported formats on the Android platform:

- GIF
- JPEG
- PNG
- BMP

The following are supported formats on iOS platform:

- PNG

For more information and examples, see the following:

- *Tag Reference for Oracle Mobile Application Framework*
- *CompGallery*, a MAF sample applications located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.8 How to Use the Checkbox Component

The `Checkbox` (`selectBooleanCheckbox`) component represents a check box that you create to enable single selection of `true` or `false` values, which allows toggling between selected and deselected states.

You can use the `label` attribute of the `Checkbox` component to place text to the left of the checkbox, and the `text` attribute places text on the right.

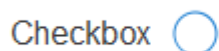
The following example demonstrates the `selectBooleanCheckbox` element declared in a MAF AMX file.

```
<amx:selectBooleanCheckbox id="check1"
    label="Agree to the terms:"
    value="{myBean.bool1}"
    valueChangeListener=
        "#{PropertyBean.ValueChangeHandler}" />
```

[Figure 13-27](#) shows the unchecked `Checkbox` component displayed in the Preview pane. This component has its parameters set as follows:

```
<amx:selectBooleanCheckbox id="selectBooleanCheckbox1"
    label="Checkbox"
    value="false"
    valueChangeListener=
        "#{PropertyBean.ValueChangeHandler}" />
```


Figure 13-27 Unchecked Checkbox at Design Time



shows the checked Checkbox component displayed in the Preview pane. This component has its parameters set as follows:

```
<amx:selectBooleanCheckbox id="selectBooleanCheckbox1"
    label="Checkbox"
    value="true"
    valueChangeListener=
        "#{PropertyBean.ValueChangeHandler}"/>
```

Figure 13-28 Checked Checkbox Definition

Checkbox Selected 

For more information, illustrations, and examples, see the following: [olink:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*
- CompGallery, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.8.1 Support for Checkbox Components on the iOS Platform

iOS does not support a native Checkbox component. The Boolean Switch is usually used in Properties pages to enable a boolean selection (see [How to Use the Boolean Switch Component](#)).

13.3.8.2 Support for Checkbox Components on the Android Platform

Android provides support for a native Checkbox component. This component is used extensively on Settings pages to turn on or off individual setting values.

13.3.9 How to Use the Select Many Checkbox Component

The Select Many Checkbox (`selectManyCheckbox`) component represents a group of check boxes that you use to enable multiple selection of `true` or `false` values, which allows toggling between selected and deselected states of each check box in the group. The selection mechanism is provided by the Select Items or Select Item component (see [What You May Need to Know About Differences Between Select Items and Select Item Components](#)) contained by the Select Many Checkbox component.

Note:

The Select Many Checkbox component can contain more than one Select Item or Select Items components.

The following example demonstrates a `selectManyCheckbox` element declared in a MAF AMX file.

```
<amx:selectManyCheckbox id="selectManyCheckbox1"
    label="Select shipping options"
    value="{myBean.shipping}"
    valueChangeListener="#{PropertyBean.ValueChangeHandler}">
    <amx:selectItem id="selectItem1"
        label="Air"
```

```

        value="#{myBean.shipping.air}"/>
<amx:selectItem id="selectItem2"
    label="Rail"
    value="#{myBean.shipping.rail}"/>
<amx:selectItem id="selectItem3"
    label="Water"
    value="#{myBean.shipping.water}"/>
</amx:selectManyCheckbox>

```

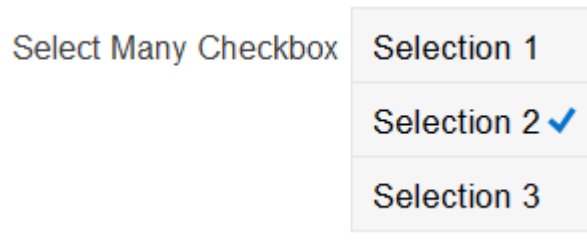
Figure 13-29 shows the Select Many Checkbox component displayed in the Preview pane. This component has its parameters set as follows:

```

<amx:selectManyCheckbox id="selectManyCheckbox1"
    label="Select Many Checkbox"
    value="value2"
    valueChangeListener="#{PropertyBean.ValueChangeHandler}">
    <amx:selectItem id="selectItem1" label="Selection 1" value="value1"/>
    <amx:selectItem id="selectItem2" label="Selection 2" value="value2"/>
    <amx:selectItem id="selectItem3" label="Selection 3" value="value3"/>
</amx:selectManyCheckbox>

```

Figure 13-29 Select Many Checkbox at Design Time



For more information, illustrations, and examples, see the following: [olink:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*
- *CompGallery*, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.9.1 What You May Need to Know About the User Interaction with Select Many Checkbox Component

MAF AMX provides two alternative ways for displaying the Select Many Checkbox component: pop-up style (default) and list style that is used when the number of available choices exceeds the device screen size.

The end user interaction with a pop-up style Select Many Checkbox component on both iPhone and iPad occurs as follows: when the end user taps the component, the list of choices is displayed in a popup. To make a choice, the end user taps one or more choices. To save the selections, the end user either taps outside the popup or closes the popup using the close ("x") button.

Upon closing of the popup, the value displayed in the component is updated with the selected value.

When the number of choices exceed the dimensions of the device, a full-page popup containing a scrollable List View (see [How to Use List View and List Item Components](#)) is generated.

The end user interaction with a list-style Select Many Checkbox component on both iPhone and iPad occurs as follows: when the end user taps the component, the list of choices is displayed. To make a choice, the end user scrolls up or down to browse available choices, and then taps one or more choices. To save the selections, the end user taps the close (" x ") button.

Upon closing of the list, the value displayed in the component is updated with the selected value.

Note:

In both cases, there is no mechanism provided to cancel the selection.

13.3.10 How to Use the Choice Component

The Choice (`selectOneChoice`) component represents a combo box that is used to enable selection of a single value from a list. The selection mechanism is provided by the Select Items or Select Item component (see [What You May Need to Know About Differences Between Select Items and Select Item Components](#)) contained by the Choice component.

Note:

The Choice component can contain more than one Select Items or Select Item components.

The following example demonstrates the `selectOneChoice` element definition with the `selectItems` subelement in a MAF AMX file.

```
<amx:selectOneChoice id="choice1"
    label="Your state:"
    value="{myBean.myState}"
    valueChangeListener="{PropertyBean.ValueChangeListener}">
    <amx:selectItem id="selectItem1" label="Alaska" value="AK"/>
    <amx:selectItem id="selectItem2" label="Alabama" value="AL"/>
    <amx:selectItem id="selectItem3" label="California" value="CA"/>
    <amx:selectItem id="selectItem4" label="Connecticut" value="CT"/>
</amx:selectOneChoice>

<amx:selectOneChoice id="choice1"
    label="Your state:"
    value="{myBean.myState}"
    valueChangeListener="{PropertyBean.ValueChangeListener}">
    <amx:selectItems id="selectItems1" value="myBean.allStates"/>
</amx:selectOneChoice>
```

[Figure 13-30](#) shows the Choice component displayed in the Preview pane. This component has its parameters set as follows:

```
<amx:selectOneChoice id="selectOneChoice1"
    label="Choice"
    value="value1"
    valueChangeListener="{PropertyBean.ValueChangeListener}">
    <amx:selectItem id="selectItem1" label="Value 1" value="value1"/>
    <amx:selectItem id="selectItem2" label="Value 2" value="value2"/>
```

```
<amx:selectItem id="selectItem3" label="Value 3" value="value3"/>
</amx:selectOneChoice>
```

Figure 13-30 Choice at Design Time



The initial value of the `selectOneChoice` element cannot be `null`. Instead, it must be set to the value displayed in the Select One Choice component. To accomplish this, you must ensure that the value in the model (in the bean or binding) is identical to the default value displayed in JDeveloper at design time.

For more information, illustrations, and examples, see the following: [olink:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*
- *CompGallery*, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.10.1 What You May Need to Know About the User Interaction with Choice Component on iOS Platform

MAF AMX provides two alternative ways for displaying the Choice component: pop-up style and drop-down style.

On an iPhone, the end user interaction with a native Choice component occurs as follows: when the end user taps the components list of choices is displayed, with the first option selected by default. To make a choice, the end user scrolls up or down to browse available choices. To save the selection, the end user taps Done in the tool bar.

On an iPad, the user interaction is similar to the interaction on an iPhone, except the following:

- The list of choices is displayed in a popup dialog.
- iPad styling is implemented around the list of choices, with a notch used to indicate the source of the list.

To close the list of choices without selecting an item, the end user must tap outside the popup dialog.

Note:

The UI to display the list of choices and the tool bar are native to the browser and cannot be styled using CSS.

List values within the Choice component may be displayed as disabled.

When the number of choices exceeds the dimensions of the device display, a list page is generated that may be scrolled in a native way.

13.3.10.2 What You May Need to Know About the User Interaction with Choice Component on the Android Platform

The end user interaction with a native Choice component on an Android-powered device occurs as follows: when the end user taps the component, the list of choices in

the form of a popup dialog is displayed. A simple popup is displayed if the number of choices fits within the dimensions of the device, in which case:

- A single tap on an item from the selection list selects that item and closes the popup; the selection is reflected in the Choice component label.
- A single tap outside the popup or a click on the Back key closes the popup with no changes applied.

If the number of choices to be displayed does not fit within the device dimensions, the popup contains a scrollable list, in which case:

- A single tap on an item from the selection list selects that item and closes the popup; the selection is reflected in the Choice component label.
- A click on the Back key closes the popup with no changes applied.

13.3.10.3 What You May Need to Know About Differences Between Select Items and Select Item Components

The Select Items (`selectItems`) component provides a list of objects that can be selected in both multiple-selection and single-selection components.

The Select Item (`selectItem`) component represents a single selectable item of selection components.

13.3.11 How to Use the Select Many Choice Component

The Select Many Choice (`selectManyChoice`) component allows selection of multiple values from a list. The selection mechanism is provided by the Select Items or Select Item component (see [What You May Need to Know About Differences Between Select Items and Select Item Components](#)) contained by the Select Many Checkbox component.

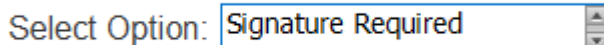
Note:

The Select Many Checkbox component can contain more than one Select Items or Select Item components.

The following example demonstrates a `selectManyChoice` element declared in a MAF AMX file. This component uses a Select Item (`selectItem`) component as a child.

```
<amx:selectManyChoice id="check1"
    label="Select Option:"
    value="{myBean.shipping}"
    valueChangeListener="{PropertyBean.ValueChangeHandler}">
    <amx:selectItem id="selectItem1"
        label="Signature Required"
        value="signature" />
    <amx:selectItem id="selectItem2"
        label="Insurance"
        value="insurance" />
    <amx:selectItem id="selectItem3"
        label="Delivery Confirmation"
        value="deliveryconfirm" />
</amx:selectManyChoice>
```

Figure 13-31 Select Many Choice at Design Time



```
<amx:selectManyChoice id="check1"
    label="Select Shipping Options:"
    value="#{myBean.shipping}">
    <amx:selectItems id="selectItems1" value="#{myBean.shippingOptions}"/>
</amx:selectManyChoice>
```

For more information, illustrations, and examples, see the following: [olink:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*
- *CompGallery*, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

The look and behavior of the Select Many Choice component on all supported devices is almost identical to the Select Many Checkbox component (see [How to Use the Select Many Checkbox Component](#) for more information).

13.3.12 How to Use the Boolean Switch Component

The Boolean Switch (`selectBooleanSwitch`) component allows editing of boolean values as a switch metaphor instead of a checkbox.

Similar to other MAF AMX UI components, this component has a normal and selected state. To toggle the value, the end user taps (touches and releases) the switch once. Each tap toggles the switch.

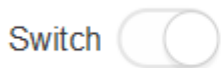
The following example demonstrates a `selectBooleanSwitch` element defined in a MAF AMX file.

```
<amx:selectBooleanSwitch id="switch1"
    label="Flip switch:"
    onLabel="On"
    offLabel="Off"
    value="#{myBean.bool1}"
    valueChangeListener=
        "#{PropertyBean.ValueChangeHandler}"/>
```

[Figure 13-32](#) shows the Boolean Switch component displayed in the Preview pane. This component has its parameters set as follows:

```
<amx:selectBooleanSwitch id="selectBooleanSwitch1"
    label="Switch"
    value="value1"
    valueChangeListener=
        "#{PropertyBean.ValueChangeHandler}"/>
```

Figure 13-32 Boolean Switch at Design Time



For more information, illustrations, and examples, see the following: [olink:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*
- CompGallery, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.12.1 What You May Need to Know About Support for Boolean Switch Components on iOS Platform

On iOS, Boolean Switch components are often used on Settings pages to enable or disable an attribute value.

13.3.12.2 What You May Need to Know About Support for Boolean Switch Components on the Android Platform

The Android platform does not directly support a Boolean Switch component. Instead, Android provides a toggle button that allows tapping to switch between selected and deselected states.

13.3.13 How to Use the Select Button Component

The Select Button (`selectOneButton`) component represents a button group that lists actions, with a single button active at any given time. The selection mechanism is provided by the Select Items or Select Item component (see [What You May Need to Know About Differences Between Select Items and Select Item Components](#)) contained by the Select Button component.

Note:

The Select Button component can contain more than one Select Items or Select Item components.

The following example demonstrates the `selectOneButton` element defined in a MAF AMX file.

```
<amx:selectOneButton id="bg1"
    value="{myBean.myState}"
    valueChangeListener="{PropertyBean.ValueChangeHandler}">
  <amx:selectItem id="selectItem1" label="Yes" value="yes"/>
  <amx:selectItem id="selectItem2" label="No" value="no"/>
  <amx:selectItem id="selectItem3" label="Maybe" value="maybe"/>
</amx:selectOneButton>
```

[Figure 13-33](#) shows the Select Button component displayed in the Preview pane. This component has its parameters set as follows:

```
<amx:selectOneButton id="selectOneButton1"
    label="Select Button"
    value="value1"
    valueChangeListener="{PropertyBean.ValueChangeHandler}">
  <amx:selectItem id="selectItem1" label="Value 1" value="value1"/>
  <amx:selectItem id="selectItem2" label="Value 2" value="value2"/>
  <amx:selectItem id="selectItem3" label="Value 3" value="value3"/>
</amx:selectOneButton>
```

Figure 13-33 Select Button at Design Time

For more information, illustrations, and examples, see the following: [olink:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*
- *CompGallery*, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.14 How to Use the Radio Button Component

The Radio Button (`selectOneRadio`) component represents a group of radio buttons that lists available choices. The selection mechanism is provided by the Select Items or Select Item component (see [What You May Need to Know About Differences Between Select Items and Select Item Components](#)) contained by the Radio Button component.

Note:

The Radio Button component can contain more than one Select Items or Select Item components.

The following example demonstrate the `selectOneRadio` element definition in a MAF AMX file. This component uses a Select Item (`selectItem`) component as its child.

```
<amx:selectOneRadio id="radiol"
    label="Choose a pet:"
    value="#{myBean.myPet}"
    valueChangeListener="#{PropertyBean.ValueChangeHandler}">
    <amx:selectItem id="selectItem1" label="Cat" value="cat"/>
    <amx:selectItem id="selectItem2" label="Dog" value="dog"/>
    <amx:selectItem id="selectItem3" label="Hamster" value="hamster"/>
    <amx:selectItem id="selectItem4" label="Lizard" value="lizard"/>
</amx:selectOneRadio>
```

The following example also demonstrate the `selectOneRadio` element definition in a MAF AMX file. This component uses a Select Items (`selectItems`) component as its child.

```
<amx:selectOneRadio id="radiol"
    label="Choose a pet:"
    value="#{myBean.myPet}"
    valueChangeListener="#{PropertyBean.ValueChangeHandler}">
    <amx:selectItems id="selectItems1" value="myBean.allPets"/>
</amx:selectOneRadio>
```

[Figure 13-34](#) shows the Boolean Switch component displayed in the Preview pane. This component has its parameters set as follows:

```
<amx:selectOneRadio id="selectOneRadio1"
    label="Radio Button"
    value="value1"
    valueChangeListener="#{PropertyBean.ValueChangeHandler}">
```

```

<amx:selectItem id="selectItem1" label="Value 1" value="value1" />
<amx:selectItem id="selectItem2" label="Value 2" value="value2" />
<amx:selectItem id="selectItem3" label="Value 3" value="value3" />
</amx:selectOneRadio>

```

Figure 13-34 Radio Button at Design Time



For more information, illustrations, and examples, see the following: [olink:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*
- *CompGallery*, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.15 How to Use List View and List Item Components

Use the List View (`listView`) component to display data as a list of choices where the end user can select one option.

Typically, the List Item (`listItem`) component represents a single item in the List View component, where you place a List Item component inside the List View to lay out and style a list of data items. Each item can contain more than one List Item component, in which case List Item components fill the item (line) and excess List Item components wrap onto the subsequent lines. You configure this by setting the List View's `layout` attribute to `cards` (the default layout is `rows` and displays one List Item component per item within the list). For more information, see [Configuring the List View Layout](#).

The List View allows you to define one of the following:

- A selectable item that is replicated based on the number of items in the list (collection).
- A static item that is produced by adding a child List Item component without specifying the List View's `var` and `value` attributes. You can add as many of these static items as necessary, which is useful when you know the contents of the list at design time. In this case, the list is not editable and behaves like a set of menu items.

At runtime, List Item components respond to swipe gestures (see [Enabling Gestures](#)).

You can create the following types of List View components:

- Basic List

The following example shows the `listView` element defined in a MAF AMX file. This definition corresponds to the basic component.

```

<amx:listView id="listView1"
  showMoreStrategy="autoScroll"

```

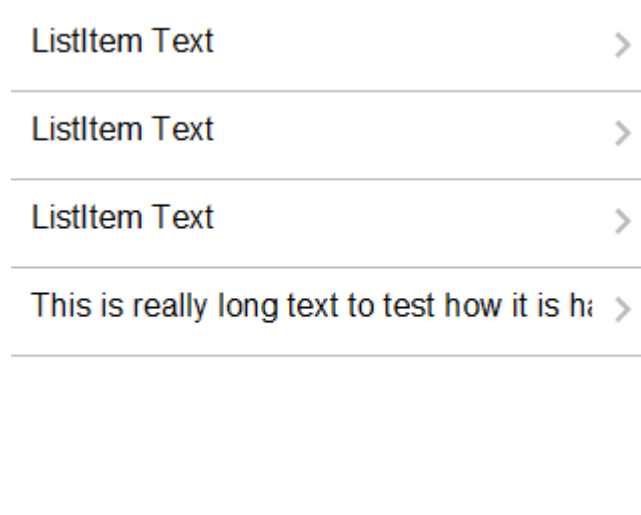
```

        bufferStrategy="viewport">
<amx:listItem id="listItem1">
    <amx:outputText id="outputText1" value="ListItem Text"/>
</amx:listItem>
<amx:listItem id="listItem2">
    <amx:outputText id="outputText3" value="ListItem Text"/>
</amx:listItem>
<amx:listItem id="listItem3">
    <amx:outputText id="outputText5" value="ListItem Text"/>
</amx:listItem>
<amx:listItem id="listItem4">
    <amx:outputText id="outputText7"
        value="This is really long text to test how it is handled"/>
</amx:listItem>
</amx:.listView>

```

Figure 13-35 demonstrates a basic List View component at design time.

Figure 13-35 Basic List View at Design Time



The following example shows another definition of the `listView` element in a MAF AMX file. This definition also corresponds to the basic component; however, the value of this List View is provided by a collection.

```

<amx:.listView id="list1"
    value="#{myBean.listCollection}"
    var="row"
    showMoreStrategy="autoScroll"
    bufferStrategy="viewport">
    <amx:listItem actionListener="#{myBean.selectRow}"
        showLinkIcon="false"
        id="listItem1">
        <amx:outputText value="#{row.name}" id="outputText1"/>
    </amx:listItem>
</amx:.listView>

```


Note:

Currently, when a text string in an Output Text inside a List Item is too long to fit on one line, the text does not wrap at the end of the line. You can prevent this by adding "white-space: normal;" to the `inlineStyle` attribute of the subject Output Text child component.

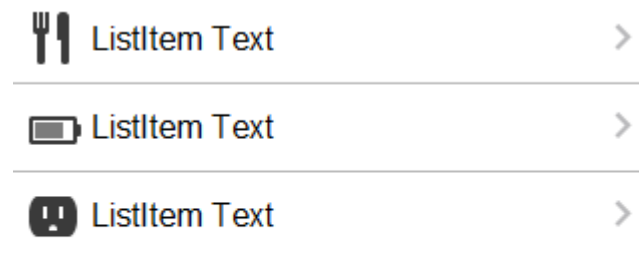
- List with icons

The following example shows the `listView` element defined in a MAF AMX file. This definition corresponds to the component with icons.

```
<amx:listView id="list1"
    value="#{myBean.listCollection}"
    var="row"
    showMoreStrategy="autoScroll"
    bufferStrategy="viewport">
  <amx:listItem id="listItem1">
    <amx:tableLayout id="t11" width="100%">
      <amx:rowLayout id="r11">
        <amx:cellFormat id="cf11" width="40px" halign="center">
          <amx:image id="image1" source="#{row.image}"/>
        </amx:cellFormat>
        <amx:cellFormat id="cf12" width="100%" height="43px">
          <amx:outputText id="outputText1" value="#{row.desc}"/>
        </amx:cellFormat>
      </amx:rowLayout>
    </amx:tableLayout>
  </amx:listItem>
</amx:listView>
```

Figure 13-36 demonstrates a List View component with icons and text at design time.

Figure 13-36 List View with Icons at Design Time



- List with search
- List with dividers. This type of list allows you to group data and show order. Attributes of the List View component define characteristics of each divider. For information about attributes, see *Tag Reference for Oracle Mobile Application Framework*.

MAF AMX provides a list divider that can do the following:

- Collapse its contents independently.

- Show a count of items in each divider.
- Collapse at the same time.

The following example shows the `listView` element defined in a MAF AMX file. This definition corresponds to the component with collapsible dividers and item counts.

```
<amx:listView id="list1"
    value="{bindings.data.collectionModel}"
    var="row"
    collapsibleDividers="true"
    collapsedDividers="{pageFlowScope.mylistDisclosedDividers}"
    dividerMode="all"
    dividerAttribute="type"
    showDividerCount="true"
    showMoreStrategy="autoScroll"
    bufferStrategy="viewport"
    fetchSize="10">
  <amx:listItem>
    <amx:outputText id="ot1" value="{row.name}">
  </amx:listItem>
</amx:listView>
```

Note:

Data in the list with dividers must be sorted by the `dividerAttribute` because this type of list does not sort the data; instead, it expects the data it receives to be already sorted.

Note:

Dividers are not displayed when a List View component is in edit mode (that is, its `editMode` attribute is specified).

When dividers are visible, the end user can quickly navigate to a specific divider using the List View's localized alphabetical index utility, which is available for List View components whose `dividerMode` attribute is set to `firstLetter`. You can disable this utility by setting the `sectionIndex` attribute to `off`.

The index utility (indexer) consists of an index bar and index item and has the following characteristics:

- If the list contains unsorted data or duplicate dividers, the index item points to the first occurrence in the list.
- Only available letters are highlighted in the index, and only those highlighted become active. This is triggered by the change in the data model (for example, when the end user taps on More row item).
- The index is not case-sensitive.
- Unknown characters are hidden under the hash (#) sign.

The indexer letters can only be activated (tapped) on rows that have been loaded into the list. For example, if the List View, using its `fetchSize` attribute, has

loaded rows up to the letter C, the indexer enables letters from A to C. Other letters appear on the indexer when more rows are loaded into it.

Table 13-5 describes styles that you can define for the index utility.

Table 13-5 The List View Index Styles

styleClass name	Description
adfmf-listView-index	Defines style of the index bar.
adfmf-listView-indexItem	Defines style of one item in the index bar.
adfmf-listView-indexItem-active	Defines style of the item in the index bar which has link to a related divider.
adfmf-listView-indexCharacter	Defines style of a character in the index bar.
adfmf-listView-indexBullet	Defines style of a bullet between two characters in index bar.
adfmf-listView-indexOther	Defines style of a character that represents all unknown characters in the index bar.

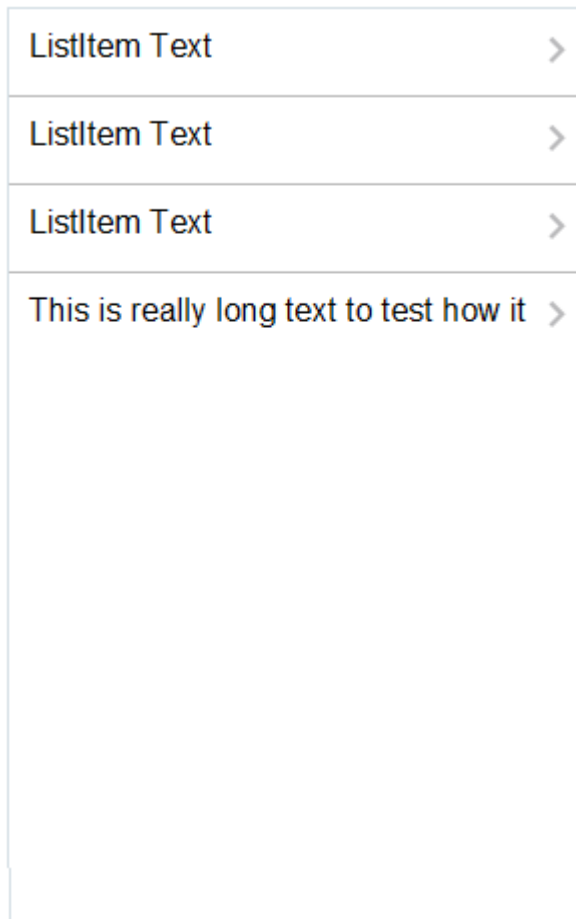
When the List View component with visible dividers functions as a container that provides scrolling and it becomes a subject to scrolling, the dividers are pinned at the top of the view. If this is the case, you must explicitly set the height of the List View component. In all other cases, when the List View does not perform any scrolling itself but instead uses the scrolling of its parent container (such as the Panel Page), the List View does not have any height constraint set and its height is determined by its child components. This absence of the defined height constraint effectively disables the animated transition and pinning of dividers.

- Inset List

The following example shows the `listView` element defined in a MAF AMX file. This definition corresponds to the inset component.

```
<amx:listView id="listView1"
    styleClass="adfmf-listView-insetList"
    showMoreStrategy="autoScroll"
    bufferStrategy="viewport">
  <amx:listItem id="listItem1">
    <amx:outputText id="outputText1" value="ListItem Text"/>
  </amx:listItem>
  <amx:listItem id="listItem2">
    <amx:outputText id="outputText3" value="ListItem Text"/>
  </amx:listItem>
  <amx:listItem id="listItem3">
    <amx:outputText id="outputText5" value="ListItem Text"/>
  </amx:listItem>
  <amx:listItem id="listItem4">
    <amx:outputText id="outputText7"
      value="This is really long text to test how it is handled"/>
  </amx:listItem>
</amx:listView>
```

Figure 13-37 demonstrates an inset List View component at design time.

Figure 13-37 *Inset List View at Design Time*

The following example shows another definition of the `listView` element in a MAF AMX file. This definition also corresponds to the inset component, however, the value of this List View is provided by a collection.

```
<amx:listView id="list1"
    value="#{CarBean.carCollection}"
    var="row"
    styleClass="admf-listView-insetList"
    showMoreStrategy="autoScroll"
    bufferStrategy="viewport"
    fetchSize="10">
    <amx:listItem id="lil1" action="go">
        <amx:outputText id="ot1" value="#{row.name}"/>
    </amx:listItem>
</amx:listView>
```

There is a particular order in which MAF AMX processes the List Item component's child operations and attributes. For more information, see [What You May Need to Know About the Order of Processing Operations and Attributes](#).

Unlike other MAF AMX components, when you drag and drop a List View onto a MAF AMX page, a dialog called **List View Gallery** appears (see [Figure 13-38](#)). This dialog allows you to choose a specific layout for the List View.

Figure 13-38 *ListView Gallery Dialog*

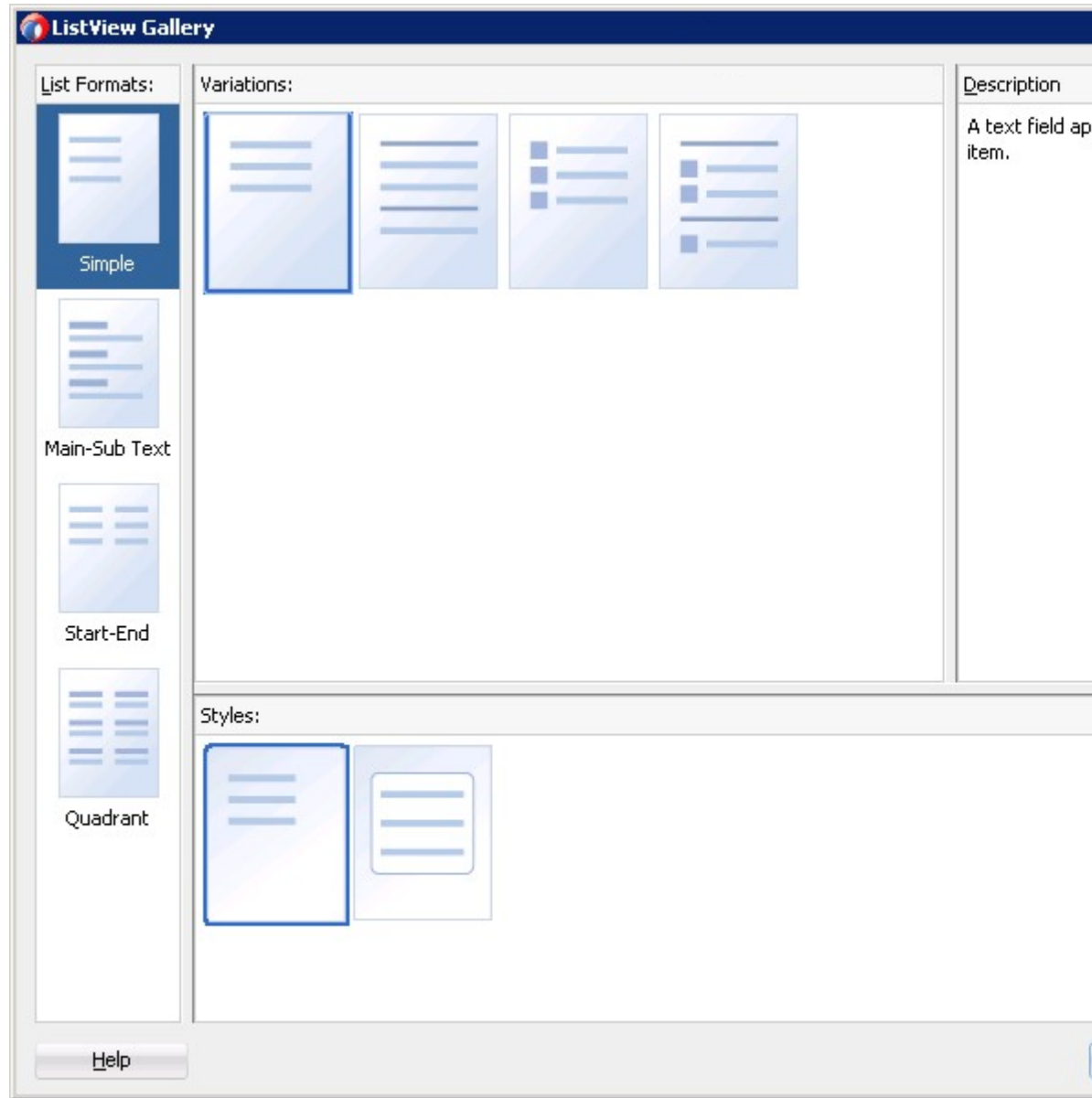


Table 13-6 lists the supported **List Formats** that are displayed in the ListView Gallery.

Table 13-6 *List View Formats*

Format	Element Row Values
Simple	<ul style="list-style-type: none"> Text
Main-Sub Text	<ul style="list-style-type: none"> Main Text Subordinate Text
Start-End	<ul style="list-style-type: none"> Start Text End Text

Table 13-6 (Cont.) List View Formats

Format	Element Row Values
Quadrant	<ul style="list-style-type: none"> • Upper Start Text • Upper End Text • Lower Start Text • Lower End Text

The **Variations** presented in the ListView Gallery (see [Figure 13-38](#)) for a selected list format consist of options to add either dividers, a leading image, or both:

- Selecting a variation with a leading image adds an Image row to the List Item Content table (see [Figure 13-39](#)).
- Selecting a variation with a divider defaults the Divider Attribute field to the first attribute in its list rather than the default No Divider value, and populates the Divider Mode field with its default value of All.

The **Styles** options presented in the ListView Gallery (see [Figure 13-38](#)) allow you to suppress chevrons, use an inset style list, or both:

- The selections do not modify any state in the Edit List View dialog (see [Figure 13-39](#)). They only affect the generated MAF AMX markup.
- Selecting a style with the inset list sets the `adfmf-listView-insetList` style class on the `listView` element in the generated MAF AMX markup.

The following is an example of the Simple format with the inset list:

```
<amx:listView var="row"
    value="#{bindings.employees.collectionModel}"
    fetchSize="#{bindings.employees.rangeSize}"
    styleClass="adfmf-listView-insetList"
    id="listView2"
    showMoreStrategy="autoScroll"
    bufferStrategy="viewport">
  <amx:listItem id="li2">
    <amx:outputText value="#{row.employeename}" id="ot3"/>
  </amx:listItem>
</amx:listView>
```

The ListView Gallery's **Description** pane is updated based on the currently selected Variation. The format includes a brief description of the main style, followed by the details of the selected variation. Four main styles with four variations on each provide sixteen unique descriptions detailed in [Table 13-7](#).

Table 13-7 List View Variations and Styles

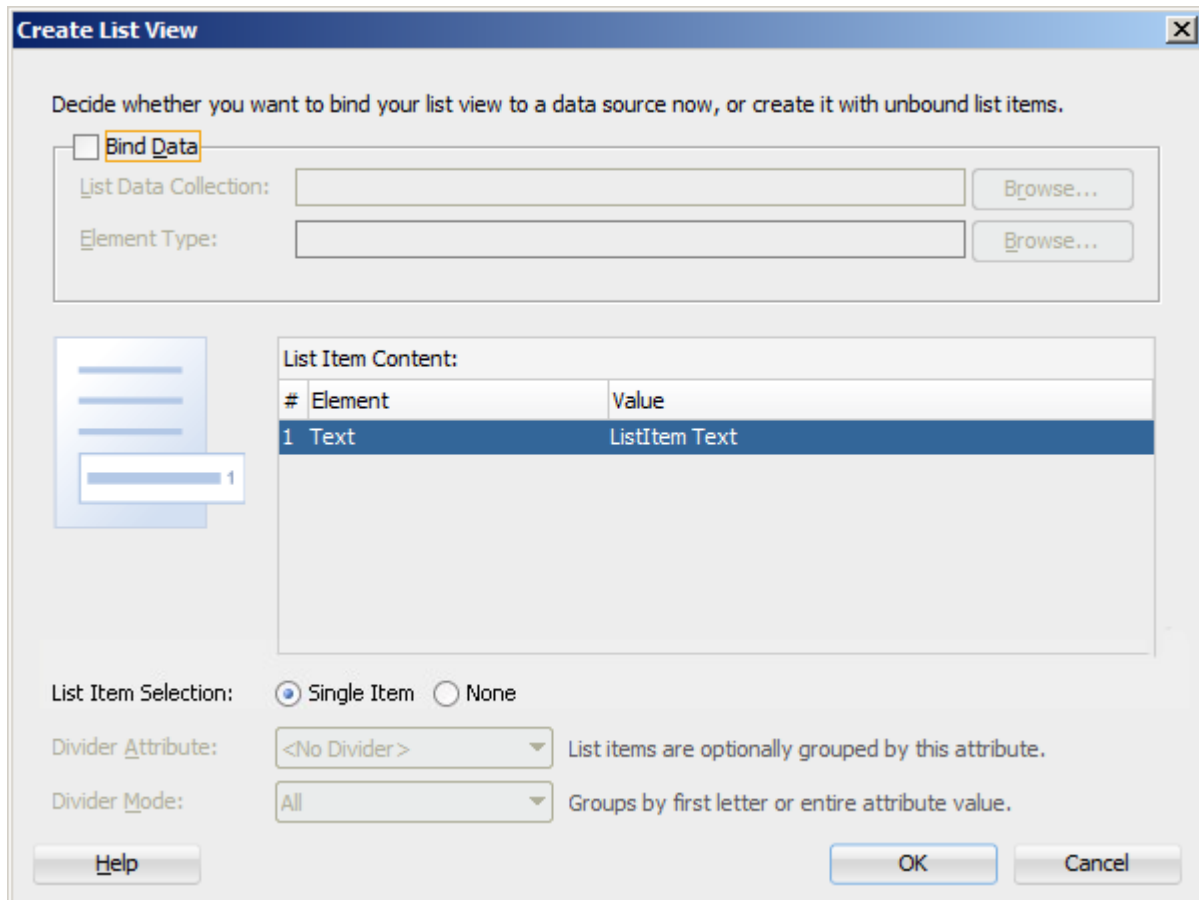
List Format	Variation	Description
Simple	Basic	A text field appears at the start side of the list item.
Simple	Dividers	A text field appears at the start side of the list item, with items grouped by dividers.
Simple	Images	A text field appears at the start side of the list item, following a leading image.

Table 13-7 (Cont.) List View Variations and Styles

List Format	Variation	Description
Simple	Dividers and Images	A text field appears at the start side of the list item, following a leading image. The list items are grouped by dividers.
Main-Sub Text	Basic	A prominent main text field appears at the start side of the list item with subordinate text below.
Main-Sub Text	Dividers	A prominent main text field appears at the start side of the list item with subordinate text below. The list items are grouped by dividers.
Main-Sub Text	Images	A prominent main text field appears at the start side of the list item with subordinate text below, following a leading image.
Main-Sub Text	Dividers and Images	A prominent main text field appears at the start side of the list item with subordinate text below, following a leading image. The list items are grouped by dividers.
Start-End	Basic	Text fields appear on each side of the list item.
Start-End	Dividers	Text fields appear on each side of the list item, with the items grouped by dividers.
Start-End	Images	Text fields appear on each side of the list item, following a leading image.
Start-End	Dividers and Images	Text fields appear on each side of the list item, following a leading image. The list items are grouped by dividers.
Quadrant	Basic	Text fields appear in the four corners of the list item.
Quadrant	Dividers	Text fields appear in the four corners of the list item, with items grouped by dividers.
Quadrant	Images	Text fields appear in the four corners of the list item, following a leading image.
Quadrant	Dividers and Images	Text fields appear in the four corners of the list item, following a leading image. The list items are grouped by dividers.

After you make your selection from the ListView Gallery and click **OK**, the **Edit List View** wizard is invoked that lets you create either an unbound List View component that displays static text in the List Item child components (see [Figure 13-39](#)), or choose a data source for the dynamic binding (see [Figure 13-40](#)).

Figure 13-39 *Creating Unbound List View*



When completing the dialog that [Figure 13-39](#) shows, consider the following:

- The **List Data Collection** and **Element Type** fields are disabled when the **Bind Data** checkbox is in the deselected state.
- The image on the left reflects the main content elements from the selected List View format
- The editable cells of the **Value** column are populated with static text strings (see [Table 13-8](#)).
- If the **List Item Content** cell contains an Image, the Value cell is defaulted to the <add path to your image> string. If this is the case, you must replace it with the path to the image.
- The **List Item Selection** indicates the selection mode. For details, see the description of this option following [Figure 12-79](#).
- Since you cannot set the divider attribute when the List View contains List Item child components, rather than being data bound, both the Divider Attribute and the Divider Mode fields are disabled.

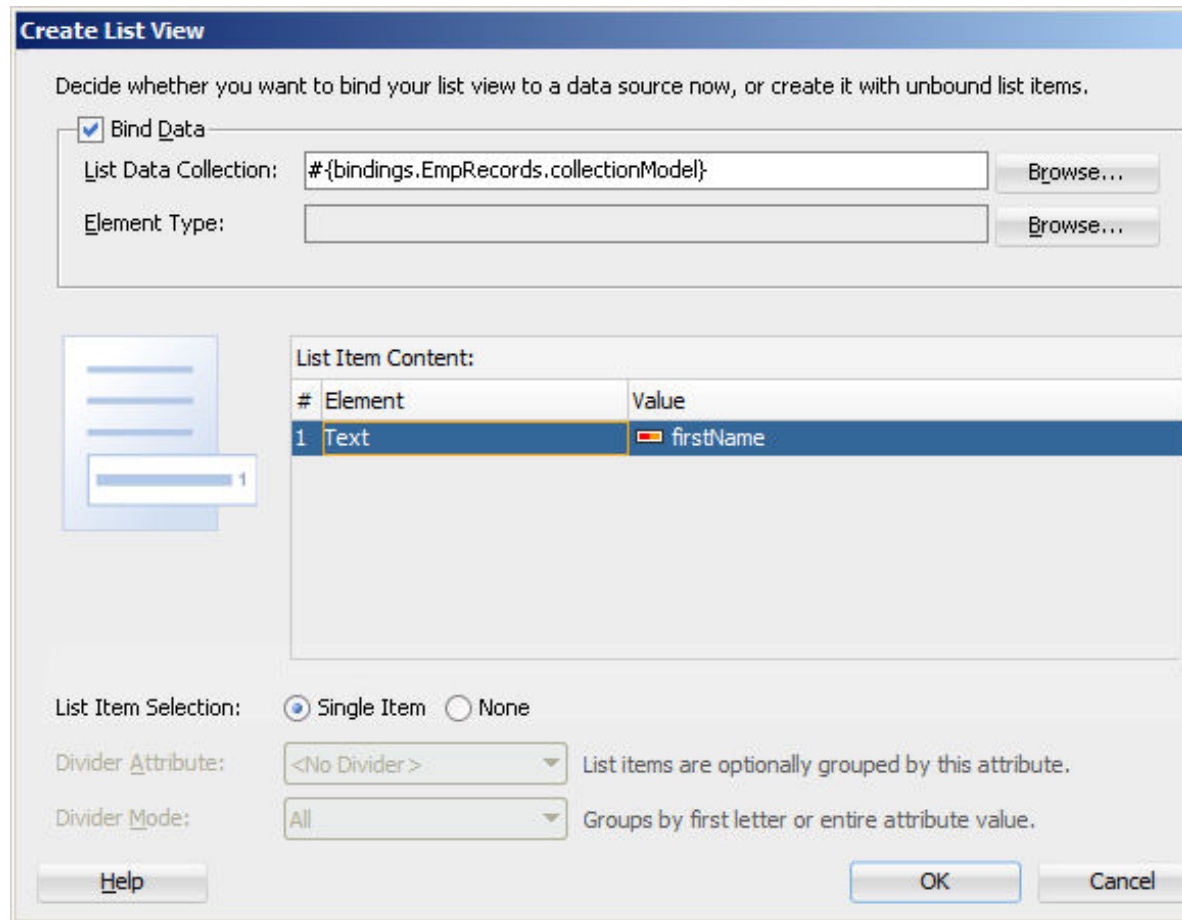
Table 13-8 *Static Text Strings for List View*

Table 13-8 (Cont.) Static Text Strings for List View

List Format	Element Row Values	Values for the Output Text
Simple	<ul style="list-style-type: none"> Text 	<ul style="list-style-type: none"> 'ListItem Text'
Main-Sub Text	<ul style="list-style-type: none"> Main Text Subordinate Text 	<ul style="list-style-type: none"> 'Main Text' 'This is the subordinate text.'
Start-End	<ul style="list-style-type: none"> Start Text End Text 	<ul style="list-style-type: none"> 'Start Text' 'End Text'
Quadrant	<ul style="list-style-type: none"> Upper Start Text Upper End Text Lower Start Text Lower End Text 	<ul style="list-style-type: none"> 'Upper Start Text' 'Upper End Text' 'Lower Start Text' 'Lower End Text'

Figure 13-40 shows the Create List View dialog when you choose to bind the List View component to data.

Figure 13-40 Creating Bound List View



When completing the dialog that Figure 13-40 shows, consider the following:

- When you select the **Bind Data** checkbox, the List Data Collection field becomes enabled. The Element Type field becomes enabled if you set the List Data

Collection field to an EL expression by using the Expression Builder. If you choose a data control from the Data Control Definitions tab, the Element Type field will continue to be disabled.

- To select a data source, click Browse. This opens the Select List View Data Collection dialog that enables you to either choose a data control definition (see [Figure 13-41](#)) or to use the EL Builder to select an appropriate EL expression (see [Figure 13-42](#)).

Figure 13-41 *Selecting Data Control Definition*

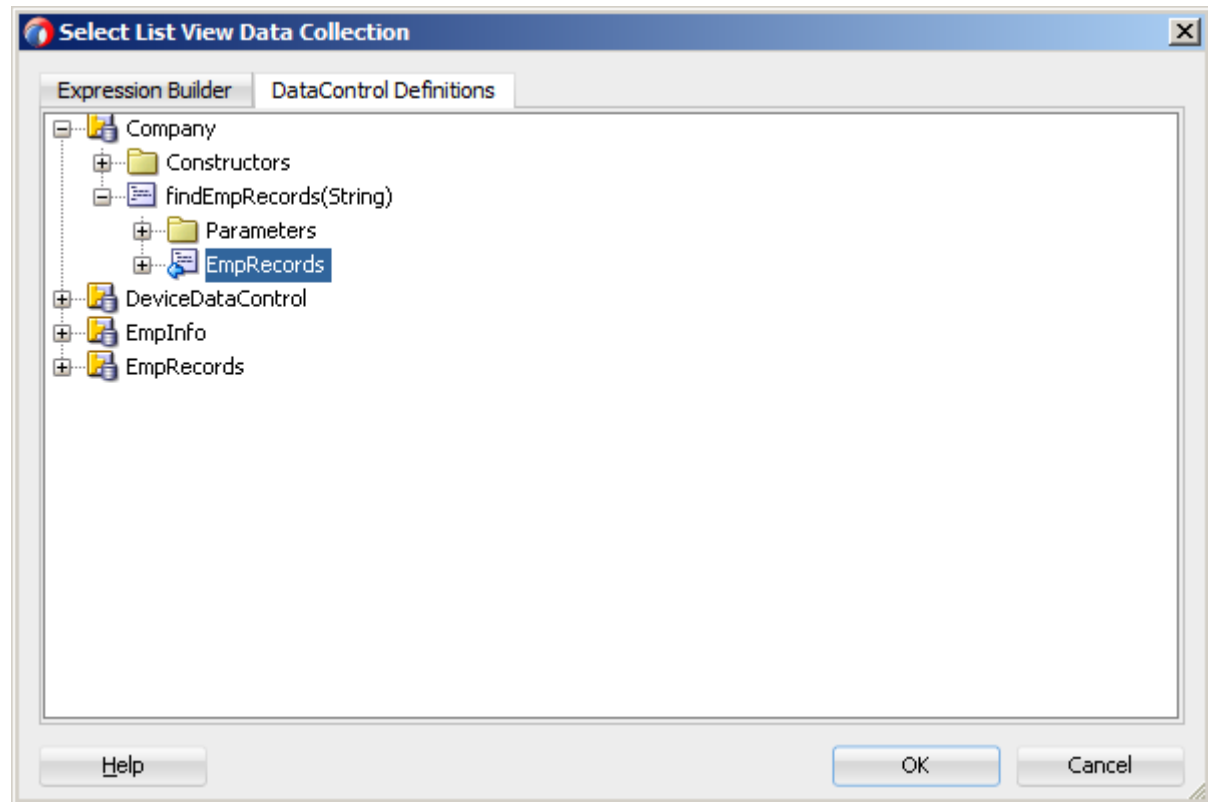
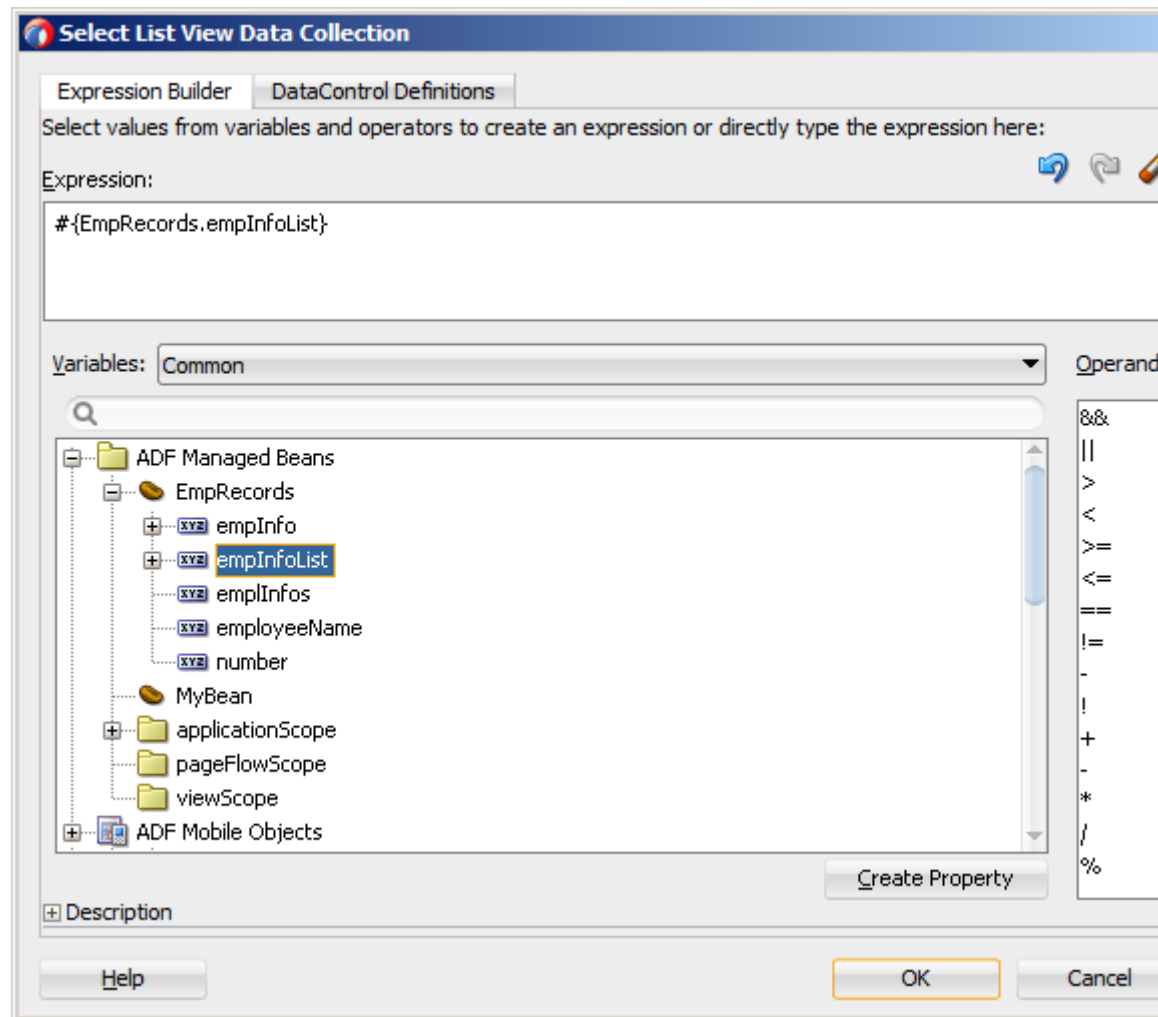


Figure 13-42 *Selecting EL Expression*

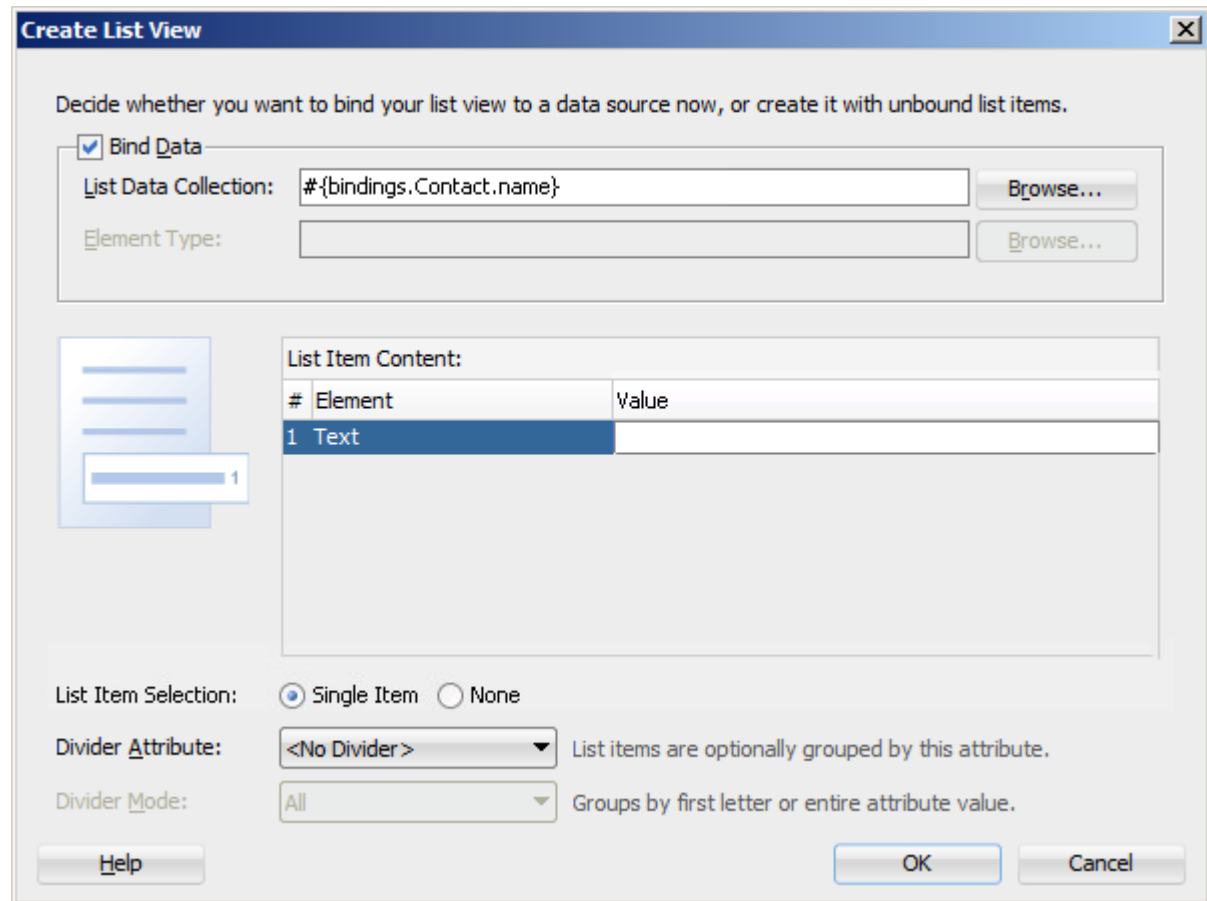
- You may declare the type of the data collection using the Element Type field (see [Figure 13-40](#)).
- After you have selected a valid data collection, the Value column in the List Item Content table changes to Value Bindings whose editable cells are populated with lists of attributes from the data collection. For a description of a special case setting, refer to [Figure 13-43](#).
- The image on the left reflects the main content elements from the selected List View format and provides a mapping from the schematic representation to the named elements in the underlying table.
- The List Item is generated as either an Output Text or Image component, depending on whichever is appropriate for the particular element.
- Since the number of elements (rows) is predetermined by the selected List View format, rows cannot be added or removed.
- The order of elements cannot be modified.
- The default value of the Divider Attribute field is No Divider, in which case the Divider Mode field is disabled. If you select value other than the default, then you

need to specify Divider Mode parameters. In addition, if you chose a Variation in the ListView Gallery that includes dividers, the default value will be set to the first attribute in the list.

The following are special cases to consider when creating a bound List View:

- If a Java bean method returns a list without generics, you should use the Element Type field to create the List Item content, as [Figure 13-40](#) shows.
- If the list data collection value provided is not collection-based, a Value column replaces the Value Bindings column with blank values, as [Figure 13-43](#) shows.

Figure 13-43 Providing Non-Collection-Based Values



For more information, see the following:

- [Tag Reference for Oracle Mobile Application Framework](#)
- [Configuring the List View Layout](#)
- [Dragging and Dropping Collections](#)
- CompGallery and UILayoutDemo, MAF sample applications located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer. These samples demonstrate how to use various types of the List View component and how to apply styles to adjust the page layout to a specific pattern.

13.3.15.1 Configuring Paging and Dynamic Scrolling

You can configure the List View component to display data in a list that is arbitrarily long by appending data to the bottom of the list as requested by a user gesture.

The `fetchSize` attribute determines how many rows the List View component should initially load. If there are more rows available than defined by the `fetchSize`, the List View waits for a specific user gesture before loading and displaying more rows (see [List View Scrolling Strategies](#)). The `fetchSize` attribute is then used to determine how many rows will be loaded and displayed each time the user gestures for more rows to be displayed.

If the `fetchSize` attribute is set to `-1`, all records are retrieved and displayed, in which case neither paging nor dynamic scrolling behavior occurs.

When the List View component is created by dragging a collection from the Data Controls window onto a MAF AMX page, the `fetchSize` attribute is by default set to use an EL expression that points to the `rangeSize` of the `PageDef` iterator and should not be modified. For more information, see the following:

- [How to Reference Binding Containers](#)
- [What You May Need to Know About Generated Drag and Drop Artifacts](#)
- [Figure 12-85](#)

The following example shows the `listView` element that was created from a collection called `testResults` of a data control (see [How to Add Data Controls to a MAF AMX Page](#)).

```
<amx:listView var="row"
    value="{bindings.testResults.collectionModel}"
    fetchSize="{bindings.testResults.rangeSize}">
```

In the preceding example, the `fetchSize` attribute points to the `rangeSize` on `bindings.testResults`. The following example shows a line from the `PageDef` file for this MAF AMX page. This `PageDef` file contains an `accessorIterator` element called `testResultsIterator` to which the `testResults` is bound.

```
<accessorIterator MasterBinding="ClassIterator"
    Binds="testResults"
    RangeSize="25"
    DataControl="Class1"
    BeanClass="mobile.Test"
    id="testResultsIterator"/>
```

You can specify the initial scroll position of a self-scrollable List View (that is, the List View provides its own scrolling; see [List View's Own Scrolling](#)) using its `initialScrollRowKeys` attribute. For convenience, the value of this attribute can be set to the same EL expression as value of the `selectedRowKeys` attribute, as the following example shows.

```
<amx:listView id="lv1"
    var="row"
    value="{bindings.departments.collectionModel}"
    fetchSize="25"
    inlineStyle="height: 200px"
    selectedRowKeys="{bindings.departments.collectionModel.selectedRow}"
    selectionListener="{bindings.departments.collectionModel.makeCurrent}">
```

```

initialScrollRowKeys="{bindings.departments.collectionModel.selectedRow}">
  <amx:listItem id="li1">
    <amx:outputText id="ot1" value="{row.name} #{row.id}"/>
  </amx:listItem>
</amx:listView>

```

Since MAF AMX assigns the scroll position when the first set of rows is rendered, you must ensure that the specified row key is a part of the initial set of fetched rows.

For more information, see *Tag Reference for Oracle Mobile Application Framework*.

13.3.15.1.1 List View Scrolling Strategies

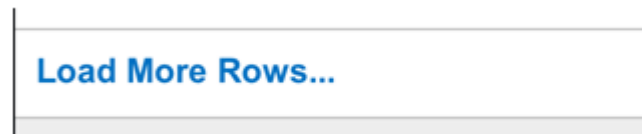
The following attributes of the List View component enable its scrolling behavior:

- `showMoreStrategy`: defines the List View component's strategy for loading more rows when required.

When a List View component provides its own scrolling (see [List View's Own Scrolling](#)) and that List View is scrolled to the end, it automatically invokes the `showMoreStrategy` based on the attribute's value, as follows:

- `autoLink`: If more rows are available from the model, the List View displays a Load More Rows link at the bottom of the displayed list, as [Figure 13-44](#) shows.

Figure 13-44 Loading More Rows in List View



The end user must tap on this link to cause the List View to load and display more rows.

- `autoScroll`: If more rows are available from the model, the List View displays a load indicator while it loads more rows for display.
- `forceLink`: A Load More Rows link is displayed (see [Figure 13-44](#)). When the end user taps on the link, the List View attempts to load and display more rows.
- `off`: The List View does not perform any actions. Only the initially loaded rows are displayed.
- `bufferStrategy`: defines the List View component's strategy for buffering displayed rows.

When the List View's height is constrained allowing it to provide its own scrolling (see [List View's Own Scrolling](#)), it retains rows in the rendering engine's buffer based on the `bufferStrategy` attribute's value, as follows:

- `additive`: New rows are added to the rendering engine's buffer and all rows are retained in the buffer. This option is useful for short lists where you are not concerned about memory consumption.
- `viewport`: Rows are added to the rendering engine's buffer only when they become visible within the List View's viewport. Rows are removed from the buffer when they are no longer visible, based on the List View's `bufferSize`

attribute. This option is useful for reducing the amount of memory consumption when displaying long lists.

- `bufferSize`: when the `bufferStrategy` attribute is set to `viewport`, the `bufferSize` attribute defines the distance (in pixels) at which the row must be located from the viewport to become hidden.

For more information, see *Tag Reference for Oracle Mobile Application Framework*.

13.3.15.1.2 List View's Own Scrolling

By default, the scrolling behavior of the List View component is controlled by its parent container (which, in turn, may default to its parent container, and so forth).

To force the List View component to provide its own scrolling, you can do one of the following

- Make the List View the only non-Facet child of a Panel Page.
- Set a fixed height for the List View. For example:

```
inlineStyle="height: 200px;"
```

13.3.15.1.3 Server-Side Paging

The List View component supports server-side paging through events such as the `oracle.adfmf.amx.event.RangeChangeEvent`.

When the List View component is created by dragging a collection from the Data Controls window onto a MAF AMX page, the List View component retrieves the rows from the binding iterator (see [Configuring Paging and Dynamic Scrolling](#)). The binding iterator retrieves rows from the data control's collection in batches defined by the `AttributeIterator`'s `RangeSize` attribute. When all the available data has been exhausted, a `RangeChangeEvent` is fired. To catch this event, the data control's provider code must implement the

`oracle.adfmf.amx.event.RangeChangeListener` and provide a `rangeChange` method. Within this method, you can load more data from the server and append it to the collection. You must call the `addDataControlProviders` method of the `AdfmfJavaUtilities` class to inform the data control framework of the newly added rows so these rows can be displayed by the List View component.

```
public class Departments implements RangeChangeListener {
    public void rangeChange(RangeChangeEvent rce) {
        List newRows = null;
        if (rangeChangeEvent.isDataExhausted()) {
            newRows = loadMoreData(rangeChangeEvent.getFetchSize());
            AdfmfJavaUtilities.addDataControlProviders("Departments",
                rangeChangeEvent.getProviderKey(),
                rangeChangeEvent.getKeyAttribute(),
                newRows,
                newRows.size() > 0);
        }
    }
    ...
}
```

Note:

When instantiating the data control's provider class, the initial load of data from the server should request the same number of rows as defined by the binding iterator's `RangeSize` attribute.

When using a managed bean to provide the model for a List View, the `rangeChangeListener` attribute (see [Using Event Listeners](#)) of the List View component allows you to bind a Java handler method that is called when the end user gestures for more rows to be loaded. This method uses the `oracle.adfmf.amx.event.RangeChangeEvent` object as its parameter and is created when you invoke the **Edit Property: Range Change Listener** dialog from the Properties window, as [Figure 13-45](#) and [Figure 13-46](#) show.

Figure 13-45 *Editing Range Change Listener Attribute*

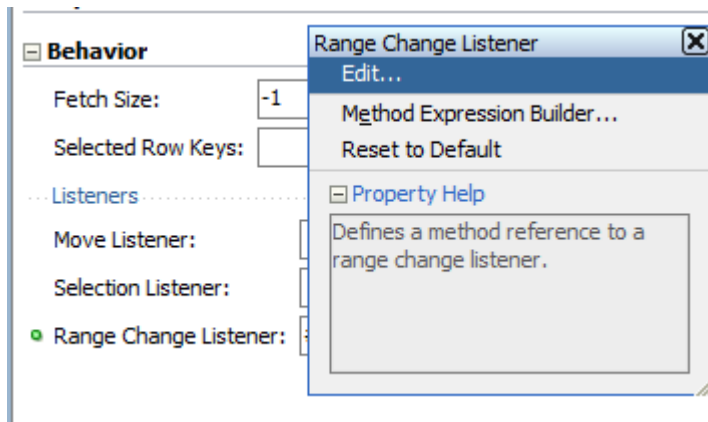
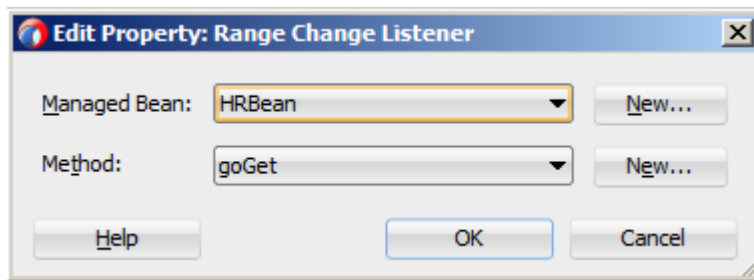


Figure 13-46 *Edit Property Dialog*



When you click **OK** on the dialog, the following setting is added to the `listView` element definition in the MAF AMX page:

```
<amx:listView id="listView1" rangeChangeListener="#{pageFlowScope.HRBean.goGet}" >
```

In addition, the Java method shown in the following example is added to a sample `HRBean` class:

```
public void goGet(RangeChangeEvent rangeChangeEvent) {
    // Add event code here
    ...
}
```


Note:

When using the `RangeChangeEvent` to support server-side paging, you should not set the `ListView`'s `fetchSize` attribute to `-1`.

For additional examples, see a MAF sample application called `RangeChangeDemo` located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

13.3.15.2 What You May Need to Know About Memory Consumption by MAF AMX UI Components

All scrollable MAF AMX UI components, including the List View, are optimized to conserve resources when a mobile device is running low on memory. These components lose their flickability (that is, the end user cannot flick the component with their finger in order for that component to continue to scroll after the end user has stopped touching the screen) and scrolling is powered by inertia.

13.3.15.3 Rearranging List View Items

Items in a List View can be rearranged. This functionality is similar on iOS and Android platforms: both show a Rearrange icon aligned along the right margin for each list item. The Rearrange operation is initiated when the end user touches and drags a list item using the Rearrange affordance as a handle. The operation is completed when the end user lifts their finger from the display screen.

Note:

If the end user touches and drags anywhere else on the list item, the list scrolls up or down.

The Rearrange Drag operation "undocks" the list item and allows the end user to move the list item up or down in the list.

For its items to be rearrangeable, the List View must not be static, must be in an edit mode, and must be able to listen to moves.

The following example shows the `listView` element defined in a MAF AMX file. This definition presents a list with an Edit and Stop Editing buttons at the top that allow switching between editable and read-only list mode.

```
<amx:panelPage id="pp1">
  <amx:commandButton id="edit"
    text="Edit"
    rendered="#{!bindings.inEditMode.inputValue}">
    <amx:setPropertyListener id="spl1"
      from="true"
      to="#{bindings.inEditMode.inputValue}"
      type="action"/>
  </amx:commandButton>
  <amx:commandButton id="stop"
    text="Stop Editing"
    rendered="#{bindings.inEditMode.inputValue}">
    <amx:setPropertyListener id="spl2"
      from="false"
```

```

                                to="{bindings.inEditMode.inputValue}"
                                type="action"/>
</amx:commandButton>
<amx:listView id="lv1"
              value="{bindings.data.collectionModel}"
              var="row"
              editMode="{bindings.inEditMode.inputValue}"
              moveListener="{MyBean.Reorder}">
  <amx:listItem id="lil">
    <amx:outputText id="ot1" value="{row.description}">
  </amx:listItem>
</amx:listView>
</amx:panelPage>

```

For more information, see *Tag Reference for Oracle Mobile Application Framework*.

13.3.15.4 Configuring the List View Layout

The List View component can be laid out as either a set of rows, with each row containing one List Item component (default), or a set of cards, with each card containing one or more List Item components.

To define the layout, you use the List View's `layout` attribute and set it to either `rows` or `cards`. When using the `cards` layout, consider the following:

- Each List Item component is presented as a card in a group of horizontally arranged cards.
- If all available space is consumed, the next card wraps onto a new line.
- To control horizontal alignment of List Item components (cards) within the List View, set the `halign` attribute of the List View to either `start`, `center`, or `end`.
- To generally customize the appearance of the List View:
 - To override the card size defined by default in the skin, specify a new width using the List Item's `inlineStyle` attribute. For more information, see [How to Use Component Attributes to Define Style](#).

Note:

You cannot set the value to `auto` or use percent units.

Alternatively, you can use skinning to override the width from the `.amx-listView-cards .amx-listItem` selector (see [What You May Need to Know About Skinning](#)).

- To override spacing around the cards defined by default in the skin, you can specify new `margin-top` and `margin-left` using the List Item's `inlineStyle` attribute (see [How to Use Component Attributes to Define Style](#)), as well as new `padding-bottom` and `padding-right` using the List View's `contentStyle` attribute.

Alternatively, you can use skinning to override the `margin-top` and `margin-left` from the `.amx-listView-cards .amx-listItem` selector, as well as `padding-bottom` and `padding-right` from the `.amx-listView-cards .amx-listView-content` selector (see [What You May Need to Know About Skinning](#)).

For the rows layout, you can use the `halign` attribute to change the alignment of trivial List Item content. However, the use of this attribute might not have a visual effect.

When the List View component with cards layout is in edit mode, its layout switches to rows mode.

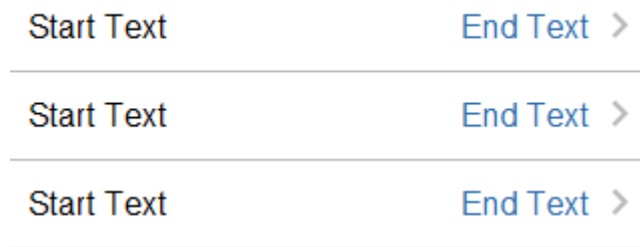
To adjust the MAF AMX page layout to a specific pattern, you can combine the use of the various types of List View components and styles that are defined through the `styleClass` attribute (see [Styling UI Components](#)) that uses a set of predefined styles.

A MAF sample application called `UILayoutDemo` demonstrates all the optional styles for each component and their associated rendering. This application is located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

The following example shows the `listView` element and its child elements defined in a MAF AMX file. The way each `outputText` child element is laid out in the list is specified by the `tableLayout` child element of the `listItem`. Alternatively, you may use the `styleClass` attribute to lay out and style `outputText` elements: setting this attribute to `adfmf-listItem-startText` places the Output Text component to the start (left side) of the row and applies a black font to its text; setting this attribute to `adfmf-listItem-endText` places the Output Text component to the end (right side) of the row and applies a blue font to its text. Whether or not the arrow pointing to the right is visible is configured by the `showLinkIcon` attribute of the `listItem` element. Since the default value of this attribute is `true`, the example does not contain this setting.

```
<amx:listView id="listView1" value="{myBean.listCollection}" var="row">
  <amx:listItem id="listItem1">
    <amx:tableLayout id="t11" width="100%">
      <amx:rowLayout id="r11">
        <amx:cellFormat id="cf1s1" width="10px"/>
        <amx:cellFormat id="cf11" width="60%" height="43px">
          <amx:outputText id="outputText11" value="{row.name}"/>
        </amx:cellFormat>
        <amx:cellFormat id="cf1s2" width="10px"/>
        <amx:cellFormat id="cf12" halign="end" width="40%">
          <amx:outputText id="outputText12"
            value="{row.status}"
            styleClass="adfmf-listItem-highlightText"/>
        </amx:cellFormat>
      </amx:rowLayout>
    </amx:tableLayout>
  </amx:listItem>
</amx:listView>
```

[Figure 13-47](#) shows a List View component with differently styled text added to the start (left side) and end (right side) of each row. Besides the text, rows are equipped with a right-pointing arrow representing a link that expands each list item.

Figure 13-47 List View with Start and End Text at Design Time

The following example shows the `listView` element and its child elements defined in a MAF AMX file. The way each `outputText` child element is laid out in the list is specified by the `tableLayout` child element of the `listItem`. Alternatively, you may use the `styleClass` attribute to lay out and style `outputText` elements: setting this attribute to `adfmf-listItem-startText` places the Output Text component to the start of the row and applies a black font to its text; setting this attribute to `adfmf-listItem-endText` places the Output Text component to the end of the row and applies a blue font to its text. Whether or not the arrow pointing to the right is visible on each particular row is configured by the `showLinkIcon` attribute of the `listItem` element. Since in this example this attribute is set to `false` for every `listItem` element, arrows pointing to the right are not displayed.

```
<amx:listView id="listView1" value="{myBean.listCollection}" var="row">
  <amx:listItem id="listItem1" showLinkIcon="false">
    <amx:tableLayout id="t11" width="100%">
      <amx:rowLayout id="r11">
        <amx:cellFormat id="cf1s1" width="10px"/>
        <amx:cellFormat id="cf11" width="60%" height="43px">
          <amx:outputText id="outputText11" value="{row.name}"/>
        </amx:cellFormat>
        <amx:cellFormat id="cf1s2" width="10px"/>
        <amx:cellFormat id="cf12" valign="end" width="40%">
          <amx:outputText id="outputText12"
            value="{row.status}"
            styleClass="adfmf-listItem-highlightText"/>
        </amx:cellFormat>
      </amx:rowLayout>
    </amx:tableLayout>
  </amx:listItem>
</amx:listView>
```

Figure 13-48 shows a List View component with differently styled text added to the start and end of each row. The rows do not contain right-pointing arrows representing links.

Figure 13-48 List View with Start and End Text Without Expansion Links at Design Time

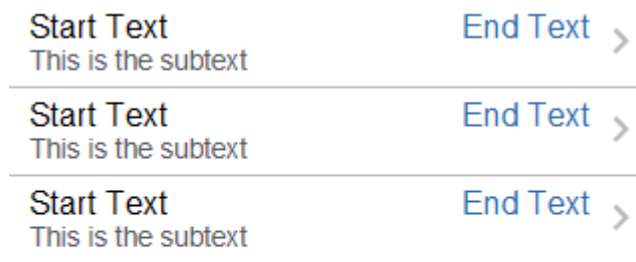
Start Text	End Text
Start Text	End Text
Start Text	End Text

The following example shows the `listView` element and its child elements defined in a MAF AMX file. In addition to the text displayed at the start and end of each row, this List View contains subtext placed under the end text. The way each `outputText` child element is laid out in the list is specified by the `tableLayout` child element of the `listItem`. Alternatively, you may use the `styleClass` attribute to lay out and style `outputText` elements: setting this attribute to `adfmf-listItem-upperStartText` places the Output Text component to the left side of the row and applies a black font to its text; setting this attribute to `adfmf-listItem-upperEndText` places the Output Text component to the right side of the row and applies a smaller gray font to its text; setting this attribute to `adfmf-listItem-captionText` places the Output Text component under the Output Text component whose `styleClass` attribute is set to `adfmf-listItem-upperStartText` and applies a smaller gray font to its text.

```
<amx:listView id="listView1" value="#{myBean.listCollection}" var="row">
  <amx:listItem id="listItem1">
    <amx:tableLayout id="tl1" width="100%">
      <amx:rowLayout id="rl11">
        <amx:cellFormat id="cfls1" width="10px" rowSpan="2"/>
        <amx:cellFormat id="cfl1" width="60%" height="28px">
          <amx:outputText id="outputTexta1" value="#{row.name}"/>
        </amx:cellFormat>
        <amx:cellFormat id="cfls2" width="10px"/>
        <amx:cellFormat id="cfl2" valign="end" width="40%">
          <amx:outputText id="outputTexta2"
            value="#{row.status}"
            styleClass="adfmf-listItem-highlightText"/>
        </amx:cellFormat>
      </amx:rowLayout>
      <amx:rowLayout id="rl12">
        <amx:cellFormat id="cfl3" columnSpan="3" width="100%" height="12px">
          <amx:outputText id="outputTexta3"
            value="#{row.desc}"
            styleClass="adfmf-listItem-captionText"/>
        </amx:cellFormat>
      </amx:rowLayout>
    </amx:tableLayout>
  </amx:listItem>
</amx:listView>
```

Figure 13-49 shows a List View component with differently styled text added to the start and end of each row, and with a subtext added below the end text on the left.

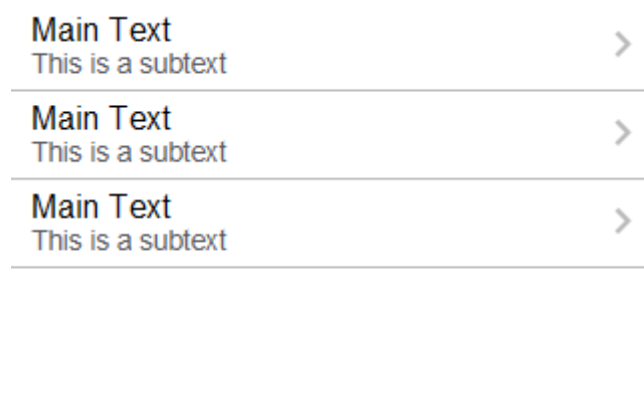
Figure 13-49 List View with Start and End Text and Subtext at Design Time



The following example shows the `listView` element and its child elements defined in a MAF AMX file. This List View is populated with rows containing a main text and subtext. The way each `outputText` child element is laid out in the list is specified by the `tableLayout` child element of the `listItem`. Alternatively, you may use the `styleClass` attribute to lay out and style `outputText` elements: setting this attribute to `adfmf-listItem-mainText` places the Output Text component to the start of the row and applies a large black font to its text; setting this attribute to `adfmf-listItem-captionText` places the Output Text component under the Output Text component whose `styleClass` attribute is set to `adfmf-listItem-mainText` and applies a smaller gray font to its text.

```
<amx:listView id="listView1" value="{myBean.listCollection}" var="row">
  <amx:listItem id="listItem1">
    <amx:tableLayout id="tl1" width="100%">
      <amx:rowLayout id="rl1">
        <amx:cellFormat id="cf1s1" width="10px" rowSpan="2"/>
        <amx:cellFormat id="cf1" width="100%" height="28px">
          <amx:outputText id="outputText1" value="{row.name}"/>
        </amx:cellFormat>
      </amx:rowLayout>
      <amx:rowLayout id="rla2">
        <amx:cellFormat id="cfa2" width="100%" height="12px" >
          <amx:outputText id="outputTexta2"
            value="{row.desc}"
            styleClass="adfmf-listItem-captionText"/>
        </amx:cellFormat>
      </amx:rowLayout>
    </amx:tableLayout>
  </amx:listItem>
</amx:listView>
```

Figure 13-50 shows a List View component with differently styled text added as a main text and subtext to each row.

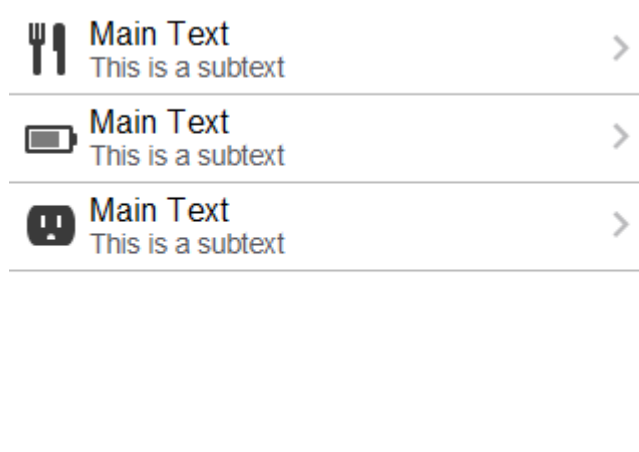
Figure 13-50 List View with Main Text and Subtext at Design Time

The following example shows the `listView` element and its child elements defined in a MAF AMX file. This List View is populated with cells containing an icon, main text, and subtext. The way each `outputText` child element is laid out in the list is specified by the `tableLayout` child element of the `listItem`. Alternatively, you may use the `styleClass` attribute to lay out and style `outputText` elements: setting this attribute to `adfmf-listItem-mainText` places the Output Text component to the left side of the row and applies a large black font to its text; setting this attribute to `adfmf-listItem-captionText` places the Output Text component under the Output Text component whose `styleClass` attribute is set to `adfmf-listItem-mainText` and applies a smaller gray font to its text. The position of the image element is defined by its enclosing `cellFormat`.

```
<amx:listView id="lv1" value="{myBean.listCollection}" var="row">
  <amx:listItem id="li1">
    <amx:tableLayout id="tl1" width="100%">
      <amx:rowLayout id="rl1">
        <amx:cellFormat id="cf1" rowSpan="2" width="40px" haligh="center">
          <amx:image id="i1" source="{row.image}"/>
        </amx:cellFormat>
        <amx:cellFormat id="cf2" width="100%" height="28px">
          <amx:outputText id="ot1" value="{row.name}"/>
        </amx:cellFormat>
      </amx:rowLayout>
      <amx:rowLayout id="rl2">
        <amx:cellFormat id="cf3" width="100%" height="12px">
          <amx:outputText id="ot2"
            value="{row.desc}"
            styleClass="adfmf-listItem-captionText"/>
        </amx:cellFormat>
      </amx:rowLayout>
    </amx:tableLayout>
  </amx:listItem>
</amx:listView>
```

Figure 13-51 shows a List View component with icons and differently styled text added as a main text and subtext to each row.

Figure 13-51 List View with Icons, Main Text and Subtext at Design Time



The following example shows the `listView` element and its child elements defined in a MAF AMX file. In addition to the text displayed at the start and end of each row, this List View contains two different types of text placed on each side of each row. The way each `outputText` child element is laid out in the list is specified by the `tableLayout` child element of the `listItem`. Alternatively, you may use the `styleClass` attribute to lay out and style `outputText` elements: setting this attribute to `adfmf-listItem-upperStartText` places the Output Text component at the top left corner of the row and applies a large black font to its text; setting this attribute to `adfmf-listItem-upperEndText` places the Output Text component at the top right corner of the row and applies a large gray font to its text; setting this attribute to `adfmf-listItem-lowerStartText` places the Output Text component at the bottom left corner of the row and applies a smaller gray font to its text; setting this attribute to `adfmf-listItem-lowerEndText` places the Output Text component at the bottom right corner of the row and applies a smaller gray font to its text. Whether or not the arrow pointing to the right is visible is configured by the `showLinkIcon` attribute of the `listItem` element. Since the default value of this attribute is `true`, the example does not contain this setting.

```
<amx:listView id="lv1" value="#{myBean.listCollection}" var="row">
  <amx:listItem id="li1">
    <amx:tableLayout id="t11" width="100%">
      <amx:rowLayout id="r11">
        <amx:cellFormat id="cf1" width="10px" rowSpan="2"/>
        <amx:cellFormat id="cf2" width="60%" height="28px">
          <amx:outputText id="ot1" value="#{row.name}"/>
        </amx:cellFormat>
        <amx:cellFormat id="cf3" width="10px" rowSpan="2"/>
        <amx:cellFormat id="cf4" width="40%" haligh="end">
          <amx:outputText id="ot2"
            value="#{row.status}"
            styleClass="adfmf-listItem-highlightText"/>
        </amx:cellFormat>
      </amx:rowLayout>
      <amx:rowLayout id="r1a2">
        <amx:cellFormat id="cf5" width="60%" height="12px">
          <amx:outputText id="ot3"
            value="#{row.desc}"
            styleClass="adfmf-listItem-captionText"/>
        </amx:cellFormat>
        <amx:cellFormat id="cf6" width="40%" haligh="end">
          <amx:outputText id="ot4"
            value="#{row.priority}"
```



```

                                styleClass="adfmf-listItem-captionText" />
                            </amx:cellFormat>
                        </amx:rowLayout>
                    </amx:tableLayout>
                </amx:listItem>
            </amx:listView>

```

Figure 13-52 shows a List View component with two types of differently styled text added to the start and end of each row. Besides the text, rows are equipped with a right-pointing arrow representing a link that expands each list item.

Figure 13-52 List View with Four Types of Text at Design Time



The following example shows the `listView` element and its child elements defined in a MAF AMX file. In addition to the text displayed at the start and end of each row, this List View contains two different types of text placed on each side of each row. The way each `outputText` child element is laid out in the list is specified by the `tableLayout` child element of the `listItem`. Alternatively, you may use the `styleClass` attribute to lay out and style `outputText` elements: setting this attribute to `adfmf-listItem-upperStartText` places the Output Text component at the top left corner of the row and applies a large black font to its text; setting this attribute to `adfmf-listItem-upperEndText` places the Output Text component at the top right corner of the row and applies a large gray font to its text; setting this attribute to `adfmf-listItem-lowerStartTextNoChevron` places the Output Text component at the bottom left corner of the row and applies a smaller gray font to its text; setting this attribute to `adfmf-listItem-lowerEndTextNoChevron` places the Output Text component at the bottom right corner of the row and applies a smaller gray font to its text. Whether or not the arrow pointing to the right is visible on each particular row is configured by the `showLinkIcon` attribute of the `listItem` element. Since in this example this attribute is set to `false` for every `listItem` element, arrows pointing to the right are not displayed.

```

<amx:listView id="lv1" value="{myBean.listCollection}" var="row">
    <amx:listItem id="li1" showLinkIcon="false">
        <amx:tableLayout id="tl1" width="100%">
            <amx:rowLayout id="rl1">
                <amx:cellFormat id="cf1" width="10px" rowSpan="2"/>
                <amx:cellFormat id="cf2" width="60%" height="28px">
                    <amx:outputText id="ot1" value="{row.name}"/>
                </amx:cellFormat>
                <amx:cellFormat id="cf3" width="10px" rowSpan="2"/>
                <amx:cellFormat id="cf4" width="40%" valign="end">
                    <amx:outputText id="ot2"
                        value="{row.status}"

```

```

                styleClass="adfmf-listItem-highlightText"/>
            </amx:cellFormat>
        </amx:rowLayout>
        <amx:rowLayout id="rl2">
            <amx:cellFormat id="cf5" width="60%" height="12px">
                <amx:outputText id="ot3"
                    value="{row.desc}"
                    styleClass="adfmf-listItem-captionText"/>
            </amx:cellFormat>
            <amx:cellFormat id="cf6" width="40%" valign="end">
                <amx:outputText id="ot4"
                    value="{row.priority}"
                    styleClass="adfmf-listItem-captionText"/>
            </amx:cellFormat>
        </amx:rowLayout>
    </amx:tableLayout>
</amx:listItem>
</amx:listView>

```

Figure 13-53 shows a List View component with two types of differently styled text added to the start and end of each row.

Figure 13-53 List View with Four Types of Text and Without Expansion Links at Design Time

Start Text Lower start text	End Text Lower end text
Start Text Lower start text	End Text Lower end text
Start Text Lower start text	End Text Lower end text

13.3.15.5 What You May Need to Know About Using Static List View

If you create a List View component that is not populated from the model but by hard-coded values, this List View becomes static resulting in some of its properties that you set at design time (for example, `dividerAttribute`, `dividerMode`, `fetchSize`, `moveListener`) ignored at run time.

MAF AMX treats a List View component as static if its `value` attribute is not set. Such lists cannot be editable (that is, you cannot specify its `editMode` attribute).

13.3.16 How to Use a Carousel Component

You use the Carousel (`carousel`) component to display other components, such as images, in a revolving carousel. The end user can change the active item by using either the slider or by dragging another image to the front.

The Carousel component contains a Carousel Item (`carouselItem`) component, whose text represented by the `text` attribute is displayed when it is the active item of the Carousel. Although typically the Carousel Item contains an Image component, other components may be used. For example, you can use a Link as a child that surrounds an image. Instead of creating a Carousel Item component for each object to

be displayed and then binding these components to the individual object, you bind the Carousel component to a complete collection. The component then repeatedly renders one Carousel Item component by stamping the value for each item. As each item is stamped, the data for the current item is copied into a property that can be addressed using an EL expression using the Carousel component's `var` attribute. Once the Carousel has completed rendering, this property is removed or reverted back to its previous value. Carousel components contain a Facet named `nodeStamp`, which is both a holder for the Carousel Item used to display the text and short description for each item, and also the parent component to the Image displayed for each item.

The Carousel Item stretches its sole child component. If you place a single Image component inside of the Carousel Item, the Image stretches to fit within the square allocated for the item (as the end user spins the carousel, these dimensions shrink or grow).

Tip:

To minimize any negative effect on performance of your application, you should avoid using heavy-weight components as children: a complex structure creates a multiplied effect because several Carousel Items stamps are displayed simultaneously.

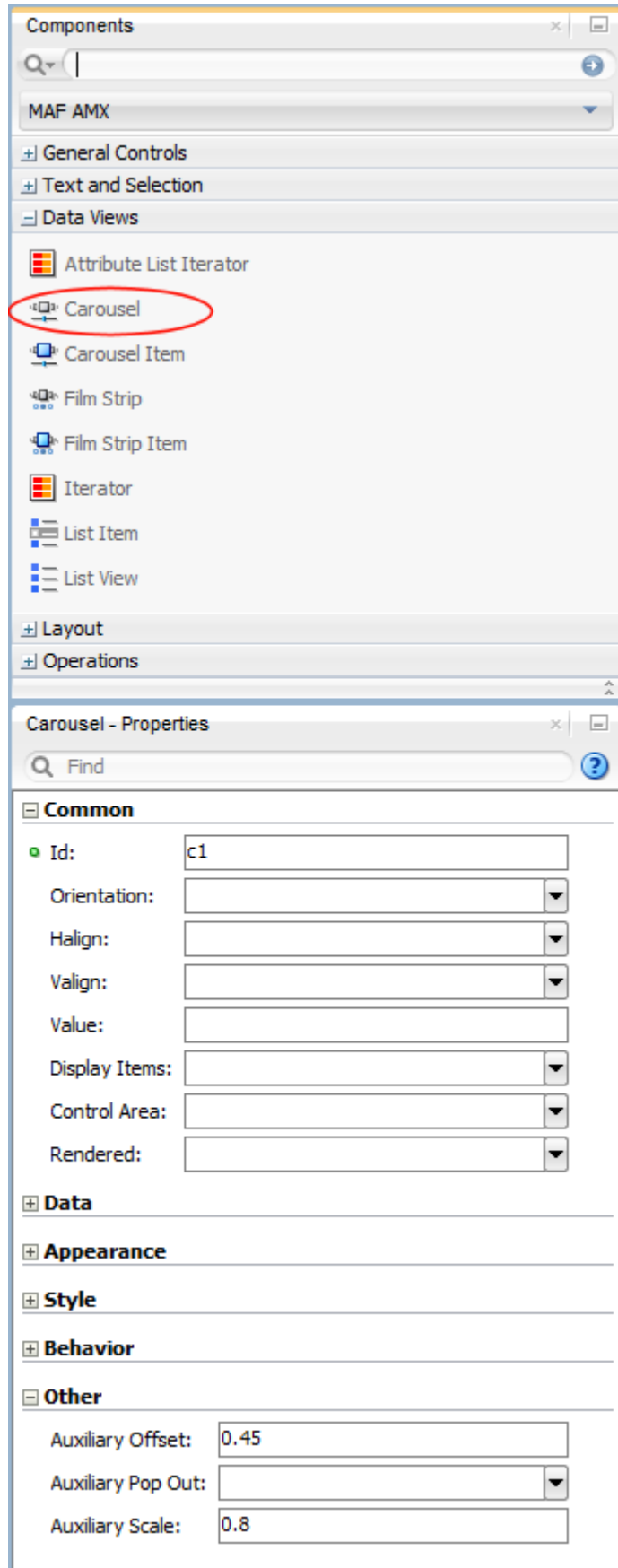
By default, the Carousel displays horizontally. The objects within the horizontal orientation of the Carousel are vertically-aligned to the middle and the Carousel itself is horizontally-aligned to the center of its container. You can configure the Carousel so that it can be displayed vertically, as you might want for a reference rolodex. By default, the objects within the vertical orientation of the Carousel are horizontally-aligned to the center and the Carousel itself is vertically aligned middle. You can change the alignments using the Carousel's `orientation` attribute.

Instead of partially displaying the previous and next images, you can configure your Carousel to display images in a filmstrip or circular design using the `displayItems` attribute.

By default, if the Carousel is configured to display in the circular mode, when the end user hovers over an auxiliary item (that is, an item that is not the current item at the center), the item is outlined to show that it can be selected. Using the `auxiliaryPopOut` attribute, you can configure the Carousel so that instead the item pops out and displays at full size.

In JDeveloper, the Carousel is located under Data Views in the Components window (see [Figure 13-54](#)).

Figure 13-54 Carousel in Components Window



To create a Carousel component, you must first create the data model that contains images to display, then bind the Carousel to that model and insert a Carousel Item component into the `nodeStamp` facet of the Carousel. Lastly, you insert an Image component (or other components that contain an Image component) as a child to the Carousel Item component.

The following example demonstrates the `carousel` element definition in a MAF AMX file. When defining the `carousel` element, you must place the `carouselItem` element inside of a `carousel` element's `nodeStamp` facet.

```
<amx:carousel id="carousel1"
    value="#{bindings.products.collectionModel}"
    var="item"
    auxiliaryOffset="0.9"
    auxiliaryPopOut="hover"
    auxiliaryScale="0.8"
    controlArea="full"
    displayItems="circular"
    halign="center"
    valign="middle"
    disabled="false"
    shortDesc="spin"
    orientation="horizontal"
    styleClass="AMXStretchWidth"
    inlineStyle="height:250px;background-color:#E0E0E0;">
  <amx:facet name="nodeStamp">
    <amx:carouselItem id="item1" text="{item.name}"
        shortDesc="Product: {item.name}">
      <amx:commandLink id="link1" action="goto-productDetails"
          actionListener="{someMethod()}">
        <amx:image id="image1" styleClass="prod-thumb"
            source="images/img-big-#{item.uid}.png"/>
        <amx:setPropertyListener id="spl1"
            from="{item}"
            to="{pageFlowScope.product}"
            type="action"/>
      </amx:commandLink>
    </amx:carouselItem>
  </amx:facet>
</amx:carousel>
```

The Carousel component uses the `CollectionModel` class to access the data in the underlying collection. You may also use other model classes, such as `java.util.List` or `array`, in which case the Carousel automatically converts the instance into a `CollectionModel` class, but without any additional functionality.

A slider allows the end user to navigate through the Carousel collection. Typically, the thumb on the slider displays the current object number out of the total number of objects. When the total number of objects is too great to calculate, the thumb on the slider shows only the current object number.

For more information and examples, see the following: [olink:ADFMT](#)

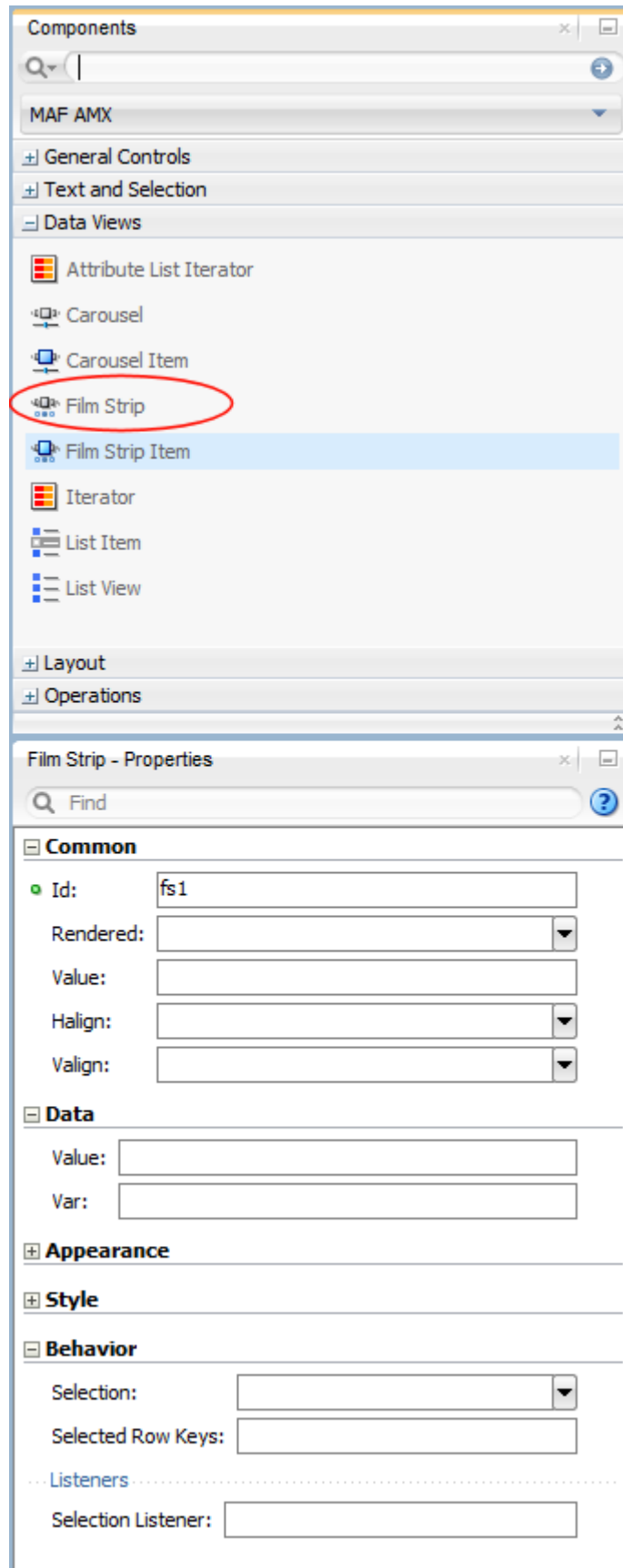
- *Tag Reference for Oracle Mobile Application Framework*
- *CompGallery*, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.17 How to Use the Film Strip Component

A Film Strip (`filmStrip`) is a container that visualizes data distributed among a set of groups (pages) in a form of a vertical or horizontal strip. The UI components that represent display items (`filmStripItem`) included in a group must be of the same size and type, and only one group visible at a time. The end user can navigate pages of the Film Strip, select an item and generate actions by tapping it.

In JDeveloper, the Film Strip is located under Data Views in the Components window (see [Figure 13-55](#)).

Figure 13-55 *Film Strip in Components Window*



The following example demonstrates the `filmStrip` element definition in a MAF AMX file.

```
<amx:filmStrip id="fsl"
    var="item"
    value="#{bindings.contacts.collectionModel}"
    rendered="#{pageFlowScope.pRendered}"
    styleClass="#{pageFlowScope.pStyleClass}"
    inlineStyle="#{pageFlowScope.pInlineStyle}"
    shortDesc="#{pageFlowScope.pShortDesc}"
    halign="#{pageFlowScope.pFsHalign}"
    valign="#{pageFlowScope.pFsValign}"
    itemsPerPage="#{pageFlowScope.pMaxItems}"
    orientation="#{pageFlowScope.pOrientation}"
    pageControlPosition="#{pageFlowScope.pageControlPosition}">
  <amx:filmStripItem id="fsil"
    inlineStyle="text-align:center; width:200px;">
    <amx:commandLink id="ciLink"
      action="details"
      shortDesc="Navigate to details">
      <amx:image id="ciImage" source="images/people/#{item.first}.png"/>
      <amx:setPropertyListener id="spl1"
        from="#{item.rowKey}"
        to="#{pageFlowScope.currentContact}"
        type="action"/>
      <amx:setPropertyListener id="spl2"
        from="#{item.first}"
        to="#{pageFlowScope.currentContactFirst}"
        type="action"/>
      <amx:setPropertyListener id="spl3"
        from="#{item.last}"
        to="#{pageFlowScope.currentContactLast}"
        type="action"/>
    </amx:commandLink>
  </amx:filmStripItem>
</amx:filmStrip>
```

For more information and examples, see the following: [olink:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*
- *CompGallery*, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.17.1 What You May Need to Know About the Film Strip Layout

In a vertically laid out Film Strip, the display items are placed in a top-down manner. Depending on the text direction, the page control is located as follows:

- For the left-to-right text direction, the page control is on the right side;
- For the right-to-left text direction, the page control is on the left side.

A horizontally laid out Film Strip should reflect the text direction mode: in the left-to-right mode, the first item is located on the left; in the right-to-left mode, the first item is located on the right. In both cases, the page control is at the bottom.

Using the `pageControlPosition` attribute of the Film Strip component, you can configure the location of the page control to be either inside or outside of a Film Strip Item.

13.3.17.2 What You May Need to Know About the Film Strip Navigation

The navigation of the Film Strip component is similar to the Deck (see [How to Use a Deck Component](#)) and Panel Splitter component (see [How to Use a Panel Splitter Component](#)): one page at a time is displayed and the page change is triggered by selection of the page ID or number.

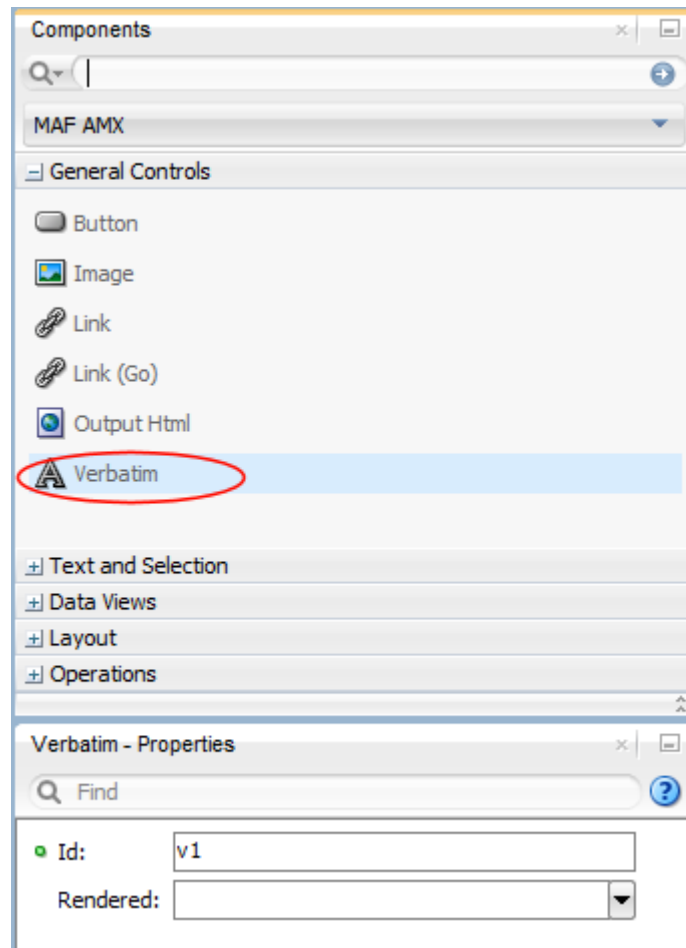
Since the child Film Strip Item component is not meant to be used for navigation to other MAF AMX pages, it does not support the `action` attribute. When required, you can enable navigation through the nested Command Link component.

13.3.18 How to Use Verbatim Component

You use the Verbatim (`verbatim`) operation to insert your own HTML into a page in cases where such a component does not exist or you prefer laying it out yourself using HTML.

In JDeveloper, Verbatim is located under **General Controls** in the Components window (see [Figure 13-58](#)).

Figure 13-56 Verbatim in Components Window



For more information and examples, see the following: [link:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*

- CompGallery, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.18.1 What You May Need to Know About Using JavaScript and AJAX with Verbatim Component

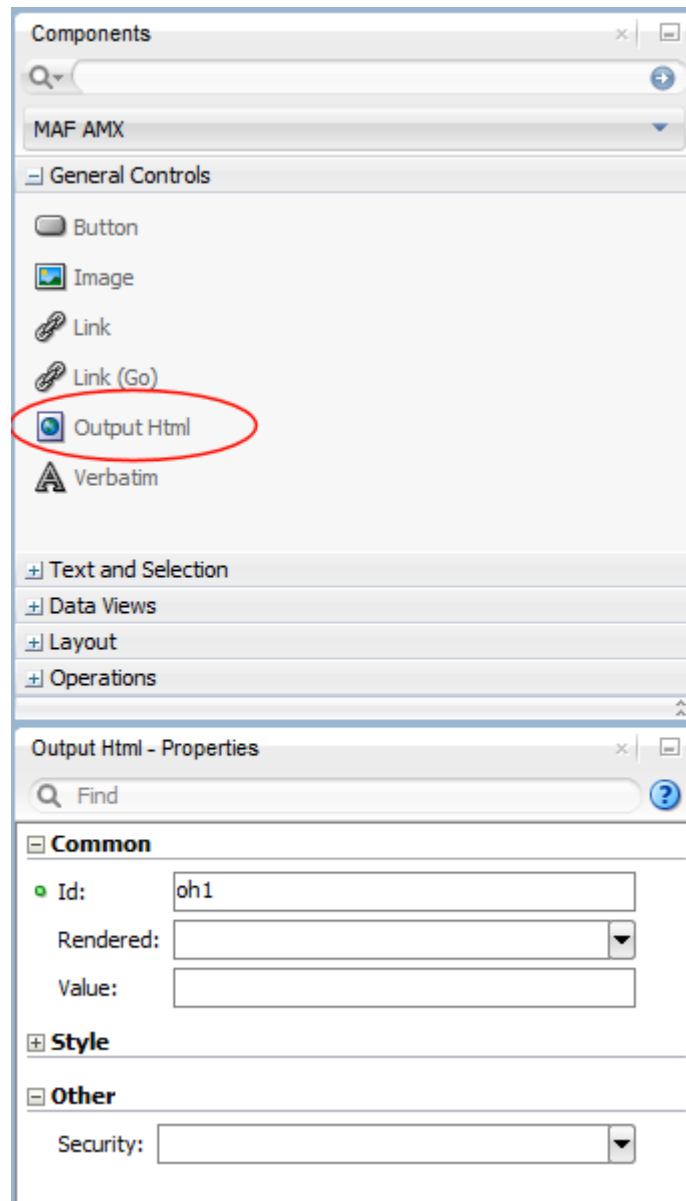
Inserting JavaScript directly into the verbatim content (within the `amx:verbatim` element) is not a recommended practice as it may not execute properly on future versions of the currently supported platforms or on other platforms that MAF might support in the future. Instead, JavaScript and CSS inclusions should be done through the existing `adfmf:include` elements in the `maf-feature.xml` file, which ensures injection of the script into the page at the startup of the MAF AMX application feature.

In addition, the use of JavaScript with the Verbatim component is affected by the fact that AJAX calls from an AMX page to a server are not supported. This is due to the security architecture that guarantees that the browser hosting the MAF AMX page does not have access to the security information needed to make connections to a secure server to obtain its resources. Instead, communication with the server must occur from the embedded Java code layer.

13.3.19 How to Use an Output HTML Component

The Output HTML (`outputHtml`) component allows you to dynamically and securely obtain HTML content from an EL-bound property or method with the purpose of displaying it on a MAF AMX page. The Output HTML component behaves similarly to the Verbatim component (see [How to Use Verbatim Component](#)) and the same restrictions with regards to JavaScript and AJAX usage apply to it (see [What You May Need to Know About Using JavaScript and AJAX with Verbatim Component](#)).

In JDeveloper, Output HTML is located under **General Controls** in the Components window (see [Figure 13-57](#)).

Figure 13-57 Output HTML in Components Window

The following example demonstrates the `outputHtml` element definition in a MAF AMX file. The `value` attribute provides an EL binding to a String property that is used to obtain the HTML content to be displayed as the `outputHTML` in the final rendering of the MAF AMX page.

```
<amx:tableLayout id="t1" width="100%">
  <amx:rowLayout id="r1">
    <amx:cellFormat id="cf1" width="100%">
      <amx:outputHtml id="ReceiptView"
        value="#{pageFlowScope.purchaseBean.htmlReceiptView}"/>
    </amx:cellFormat>
  </amx:rowLayout>
  <amx:rowLayout id="r2">
    <amx:cellFormat id="cf2" width="100%">
      <amx:outputHtml id="CheckView"
        value="#{pageFlowScope.purchaseBean.htmlCheckView}"/>
    </amx:cellFormat>
  </amx:rowLayout>
</amx:tableLayout>
```

```
</amx:rowLayout>  
</amx:tableLayout>
```

The following example shows the code from the Java bean called `MyPurchaseBean` that provides HTML for the Output HTML component shown in the preceding example.

```
// The property accessor that gets the receipt view HTML  
public String getHtmlReceiptView() {  
    // Perform some URL remote call to get the HTML to be  
    // inserted as a view of the Receipt and return that value  
    return obtainReceiptHTMLFromServer();  
}  
// The property accessor that gets the check view HTML  
public String getHtmlCheckView() {  
    // Perform some URL remote call to get the HTML to be  
    // inserted as a view of the Check and return that value  
    return obtainCheckHTMLFromServer();  
}
```

Since the Output HTML component obtains its HTML content from a Java bean property as opposed to downloading it directly from a remote source, consider using the existing MAF security features when coding the retrieval or generation of the dynamically provided HTML. For more information, see [Securing MAF Applications](#) and [About Injection Attack Risks from Custom HTML Components](#). In addition, ensure that the HTML being provided comes from a trusted source and is free of threats.

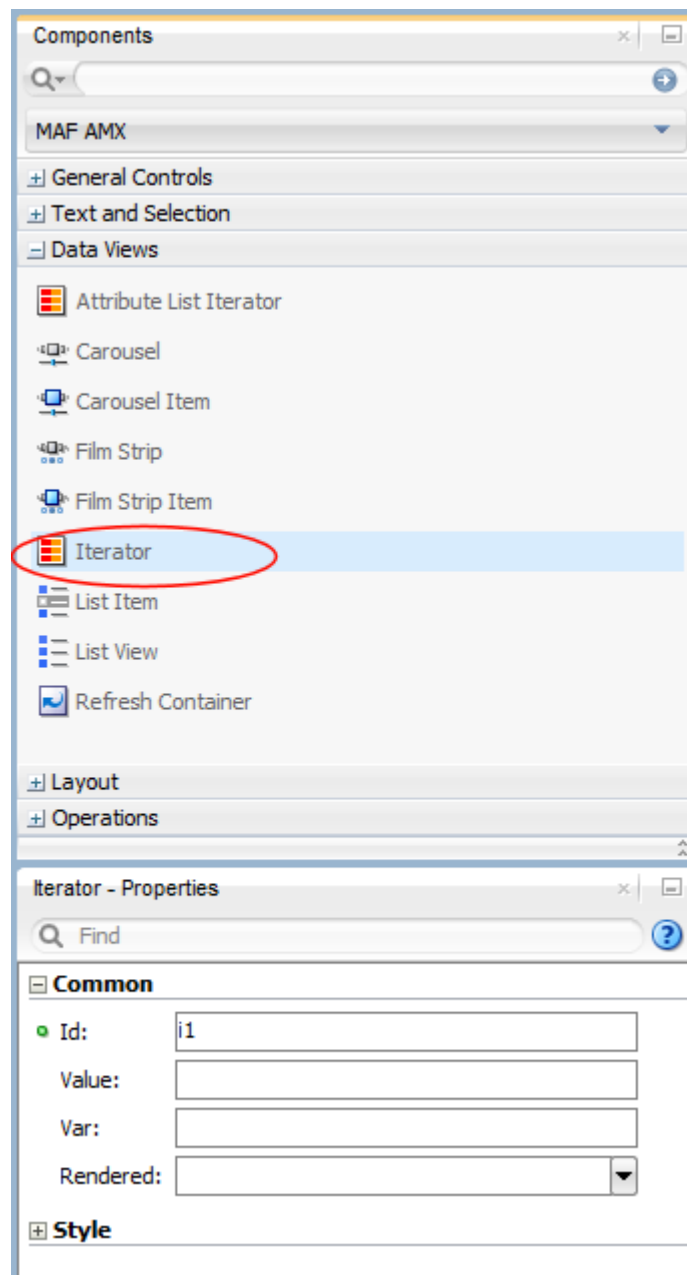
For more information and examples, see the following: [olink:ADFMT](#)

- *Tag Reference for Oracle Mobile Application Framework*
- `CompGallery`, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.20 How to Enable Iteration

You use the Iterator (`iterator`) operation to stamp an arbitrary number of items with the same kind of data, which allows you to iterate through the data and produce UI for each element.

In JDeveloper, the Iterator is located under Data Views in the Components window (see [Figure 13-58](#)).

Figure 13-58 *Iterator in Components Window*

For more information, see *Tag Reference for Oracle Mobile Application Framework*.

13.3.21 How to Refresh Contents of UI Components

The Refresh Container (`refreshContainer`) component houses contents that can be refreshed by the end user through a pull down gesture resulting in display of a status indicator.

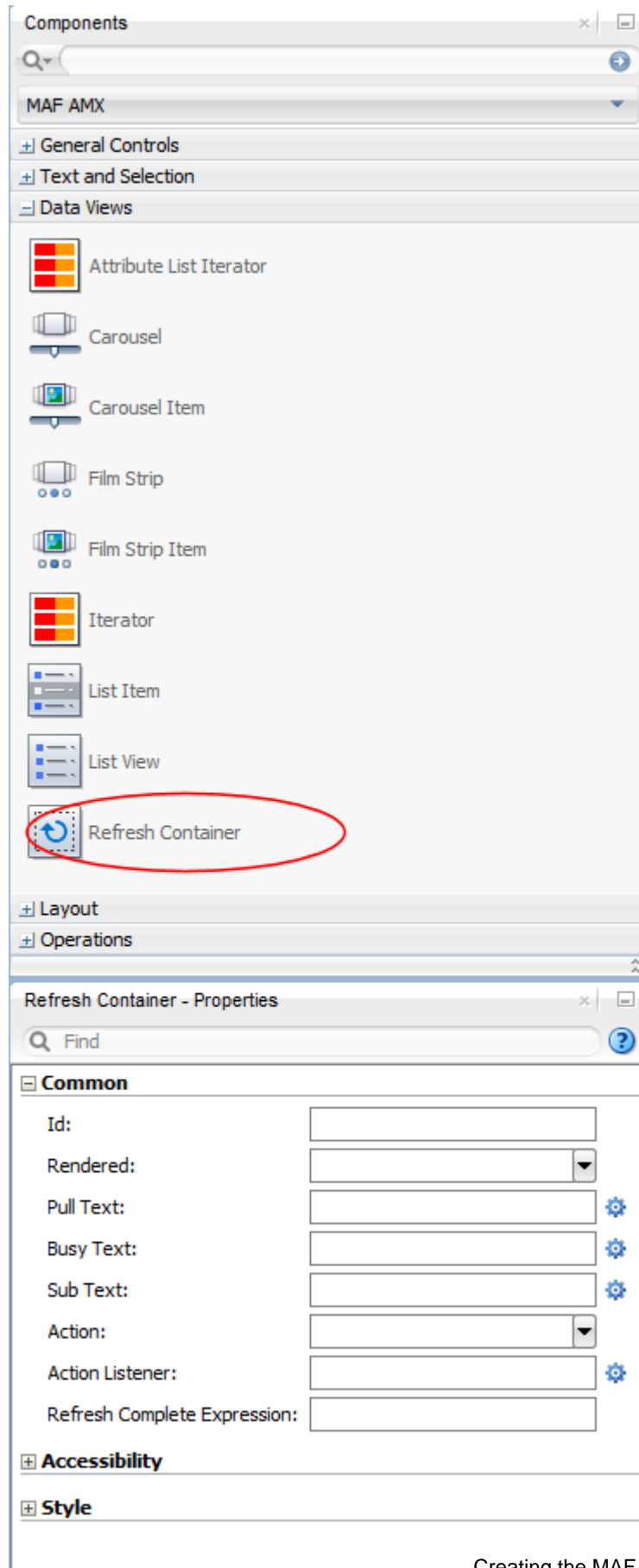
Upon release of a pull down gesture or reaching threshold, the contents' update begins and the status indicator changes until the contents, such as List Item instances, are refreshed.

In other words, the Refresh Container component allows you to expose refresh as a gesture thus eliminating the need of adding a refresh button to a MAF AMX page.

Note that Refresh Container should not be placed within a scrollable parent component as it would result in an undesirable scrolling experience for the end user. Instead, you may place a scrollable component, such as a List View, inside of the Refresh Container. When the end user performs a pull down gesture anywhere within the Refresh Container, MAF AMX determines if any UI component between the Refresh Container and the finger of the end user is not scrolled to its top: if any of these components are not scrolled to their tops, this Refresh Container ignores the gesture so the end user can scroll the contents as usual; if all of the components are scrolled to their tops, then the Refresh Container allows the end user to pull down the content to reveal a previously-hidden informational pocket at the top of the Refresh Container; if the finger is lifted prior to reaching a required threshold (a height specified in the skin), the pocket becomes hidden again; when the end user drags the finger down past that threshold, an action event is fired allowing the application to perform operations that would result in data being refreshed. The pocket remains open until the processing completes or, if specified, until a data change event is triggered on the optional `refreshCompleteExpression` attribute of the Refresh Container.

In JDeveloper, the Refresh Container is located under Data Views in the Components window.

Figure 13-59 Refresh Container in Components Window



The following example demonstrates the `refreshContainer` element definition in a MAF AMX file. This component refreshes the contents of a List View. The `pullText`, `busyText`, and `subText` attributes define text that appears at various stages of the activated Refresh Container.

```
<amx:refreshContainer id="rc1"
    refreshDesc="#{pageFlowScope.componentProperties.refreshDesc}"
    pullText="#{pageFlowScope.componentProperties.pullText}"
    busyText="#{pageFlowScope.componentProperties.busyText}"
    subText="#{pageFlowScope.componentProperties.subText}"
    actionListener="#{PropertyBean.RefreshActionHandler}">
<amx:setPropertyListener type="action"
    from="Last updated: Recently"
    to="#{pageFlowScope.componentProperties.subText}"/>
<amx:listView id="listView1"
    var="row"
    value="#{bindings.contacts.collectionModel}"
    bufferStrategy="viewport"
    collapsibleDividers="true"
    dividerAttribute="last"
    dividerMode="firstLetter"
    rendered="#{pageFlowScope.componentProperties.rendered}"
    showDividerCount="true"
    showMoreStrategy="autoScroll">
<amx:listItem id="listItem1" action="details">
    <amx:outputText id="outputText1"
        value="#{row.first} #{row.last}"/>
    <amx:setPropertyListener from="#{row.rowKey}"
        to="#{pageFlowScope.currentContact}"
        type="action"/>
    <amx:setPropertyListener from="#{row.first}"
        to="#{pageFlowScope.currentContactFirst}"
        type="action"/>
    <amx:setPropertyListener from="#{row.last}"
        to="#{pageFlowScope.currentContactLast}"
        type="action"/>
    <amx:setPropertyListener from="#{row.address}"
        to="#{pageFlowScope.currentContactAddress}"
        type="action"/>
    <amx:setPropertyListener from="#{row.city}"
        to="#{pageFlowScope.currentContactCity}"
        type="action"/>
    <amx:setPropertyListener from="#{row.state}"
        to="#{pageFlowScope.currentContactState}"
        type="action"/>
    <amx:setPropertyListener from="#{row.zip}"
        to="#{pageFlowScope.currentContactZip}"
        type="action"/>
    <amx:setPropertyListener from="#{row.phone}"
        to="#{pageFlowScope.currentContactPhone}"
        type="action"/>
    <amx:setPropertyListener from="#{row.mobile}"
        to="#{pageFlowScope.currentContactMobile}"
        type="action"/>
    </amx:listItem>
</amx:listView>
</amx:refreshContainer>
```

For more information and examples, see the following:

- *Tag Reference for Oracle Mobile Application Framework*

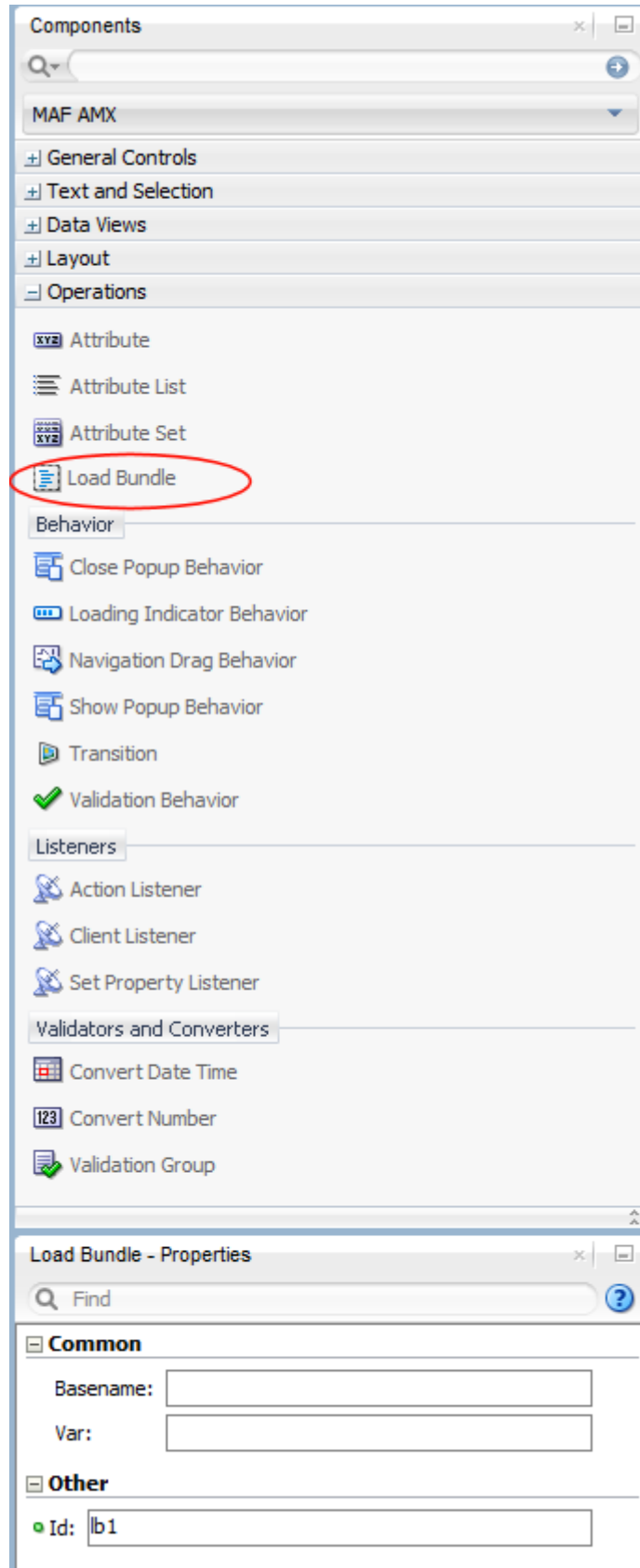
- CompGallery, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.22 How to Load a Resource Bundle

The Load Bundle (`loadBundle`) operation allows you to specify the resource bundle that provides localized text for the MAF AMX UI components on a page. For more information, see [Localizing UI Components](#).

In JDeveloper, the Load Bundle is located under Operations in the Components window (see [Figure 13-60](#)).

Figure 13-60 Load Bundle in Components Window



In your MAF AMX file, you declare the `loadBundle` element as a child of the `view` element.

For more information, see *Tag Reference for Oracle Mobile Application Framework*.

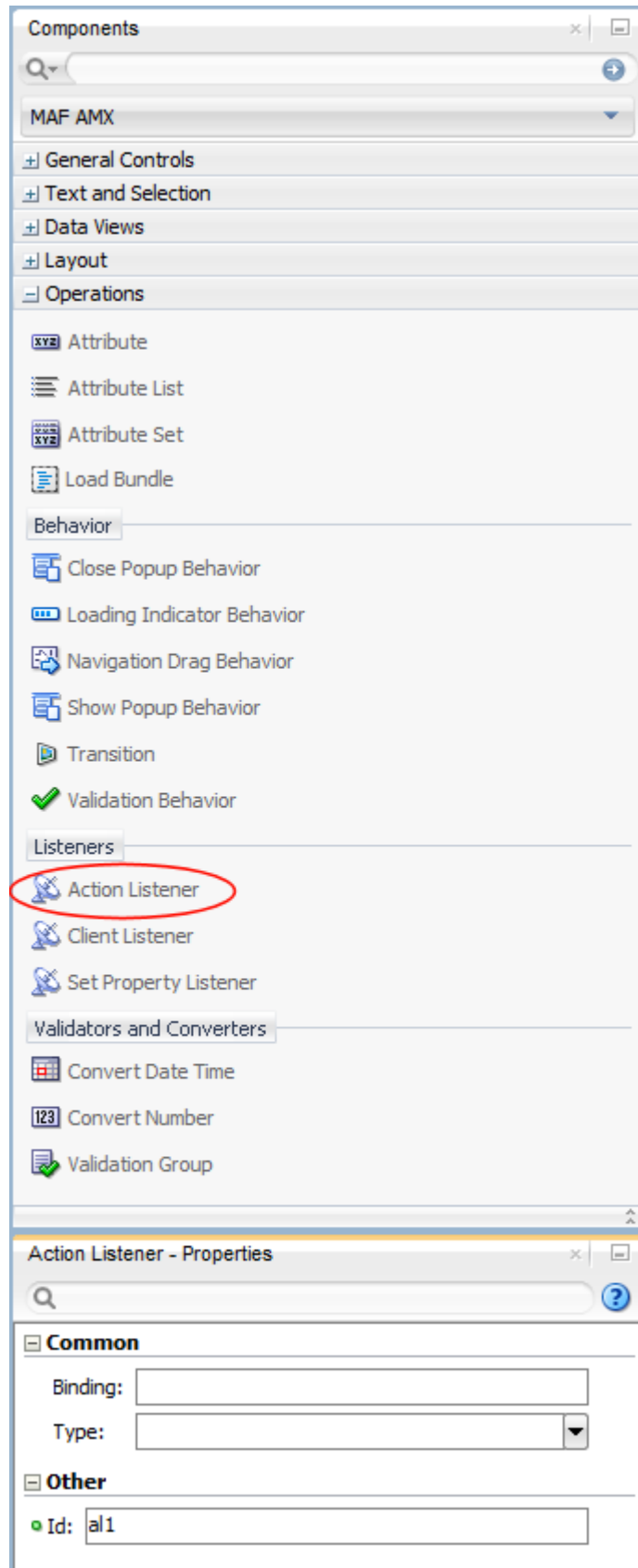
13.3.23 How to Use the Action Listener

The Action Listener (`actionListener`) component allows you to declaratively invoke commands through EL based on the type of the parent component's usage.

The predominate reason for using the Action Listener component is to add gesture-supported actions to its parent components, as well as ability to perform multiple operations for a single gesture, including tap. For more information, see [What You May Need to Know About Differences Between the Action Listener Component and Attribute](#).

In JDeveloper, the Action Listener component is located under **Operations -> Listeners** in the Components window (see [Figure 13-61](#)).

Figure 13-61 Action Listener in Components Window



You can add zero or more Action Listener components as children of any command component (Button, Link, List Item, Film Strip Item). The `type` attribute of the Action Listener component defines which gesture, such as `swipeLeft`, `swipeRight`, `tapHold`, and so on, causes the `ActionEvent` to fire.

For more information, see the following:

- [Using Event Listeners](#)
- [How to Use the Set Property Listener](#)
- [Enabling Gestures](#)
- [What You May Need to Know About Differences Between the Action Listener Component and Attribute](#)
- *Tag Reference for Oracle Mobile Application Framework*

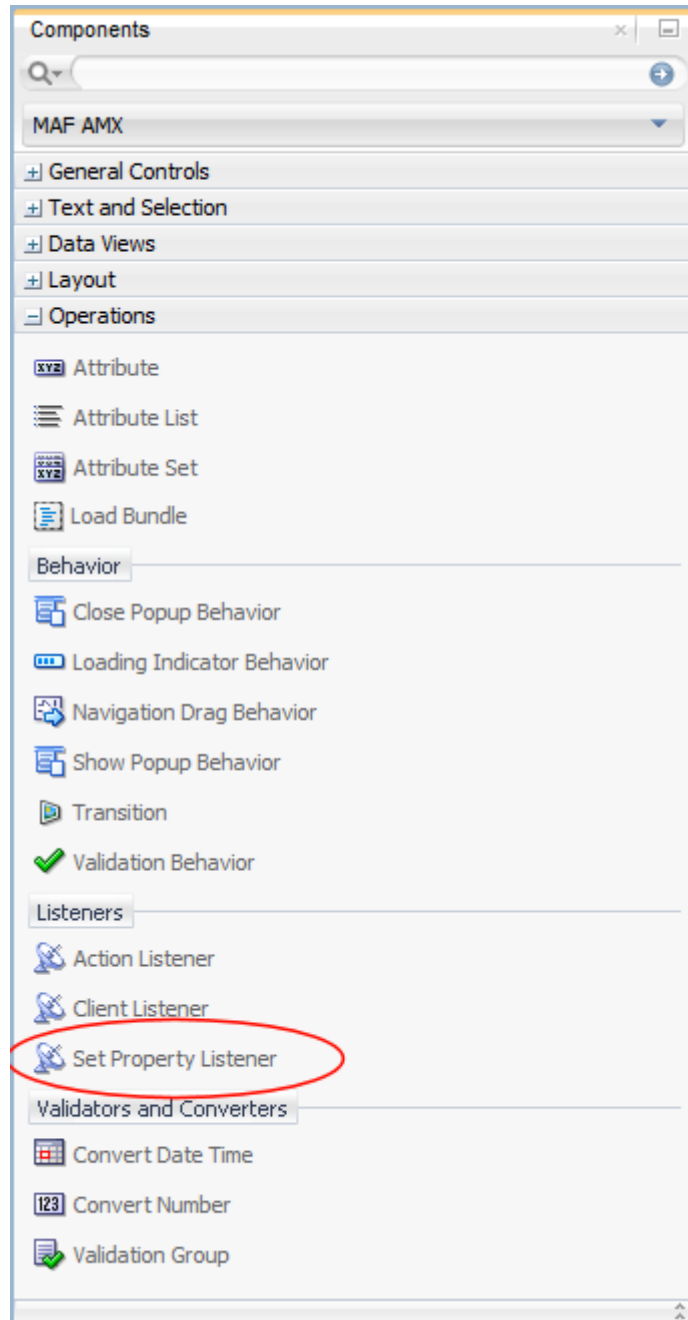
13.3.23.1 What You May Need to Know About Differences Between the Action Listener Component and Attribute

Components such as the Button, Link, and List Item have an `actionListener` attribute, which by inference seems to make the Action Listener component redundant. However, unlike the Action Listener component, these components do not have the `type` attribute that supports gestures, which is the reason MAF provides the Action Listener component in addition to the `actionListener` attribute of the parent components.

13.3.24 How to Use the Set Property Listener

The Set Property Listener (`setPropertyListener`) component allows you to declaratively copy values from one location (defined by the component's `from` attribute) to another (defined by the component's `to` attribute) as a result of an end-user action on a component, thus freeing you from the need to write Java code to achieve the same result.

In JDeveloper, the Set Property Listener component is located under **Operations -> Listeners** in the Components window (see [Figure 13-62](#)).

Figure 13-62 Set Property Listener in Components Window

The following example demonstrates the `setPropertyListener` element definition in a MAF AMX file.

```
<amx:listView value="{bindings.products.collectionModel}" var="row" id="lv1">
  <amx:listItem id="li1" action="details">
    <amx:outputText value="{row.name}" id="ot1" />
    <amx:setPropertyListener id="spl1"
                          from="{row}"
                          to="{pageFlowScope.product}"
                          type="action"/>
  </amx:listItem>
</amx:listView>
```

You can add zero or more Set Property Listener components as children of any command component (Button, Link, List Item, Film Strip Item, as well as a subset of data visualization components and their child components). The `type` attribute of the Set Property Listener component defines which gesture, such as `swipeLeft`, `swipeRight`, `tapHold`, and so on, causes the `ActionEvent` to fire.

For more information, see the following:

- [Using Event Listeners](#)
- [How to Use the Action Listener](#)
- [Enabling Gestures](#)
- *Tag Reference for Oracle Mobile Application Framework*

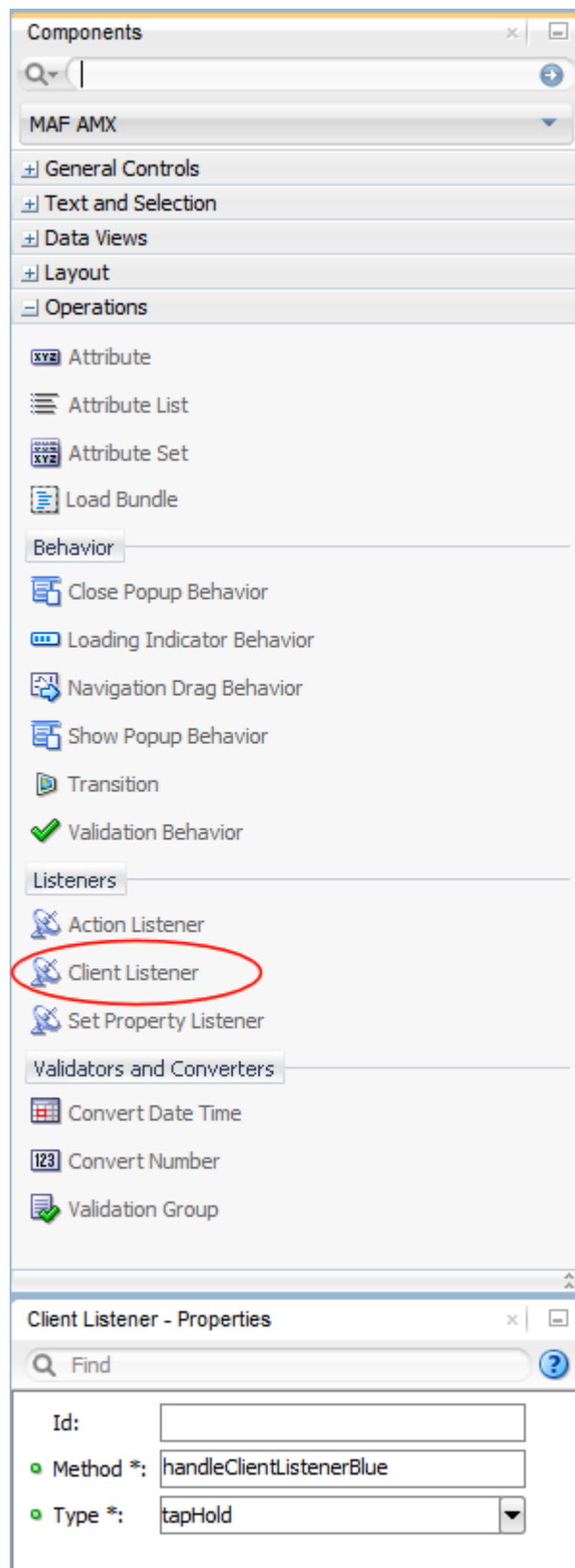
13.3.25 How to Use the Client Listener

The Client Listener (`clientListener`) component allows you to declaratively register a JavaScript listener script that is to be executed when a specific event type is fired.

Before using the Client Listener component, you should check whether or not the MAF AMX page contains any existing behavior components, such as the Navigation Drag Behavior or Show Popup Behavior, because these components might eliminate the need for scripts.

In JDeveloper, the Client Listener component is located under **Operations -> Listeners** in the Components window (see [Figure 13-63](#)).

Figure 13-63 Client Listener in Components Window



The following example demonstrates the `clientListener` element definition in a MAF AMX file. Both attributes are required and should be specified as follows:

- **method**: defines the client-side JavaScript method name to invoke when triggered by an event of the specified type.
- **type**: defines the type of the client-side component event for which to listen. Note that not all events exist for all components and not all events behave consistently across platforms or versions of the same platform. Examples of events include `action` if the parent component is a Button; `valueChange` if the parent component is an Input Text. Depending on the parent component, there might be some DOM events that you can use, such as `touchstart`, `touchend`, `tap`, `taphold`, and so on. In addition, some components might have special DOM events, such as the View component's `showpagecomplete`, `mafviewvisible`, `mafviewhidden`, `amxnavigatestart`, and `amxnavigateend` (see [What You May Need to Know About Device Properties](#) for more information on these events).

The `type` attribute supports EL for its initial declaration, but it does not support updates to that EL value—the value associated with the expression must not change unless actions are taken that cause the parent component to rerender.

```
<amx:view xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:amx="http://xmlns.oracle.com/adf/mf/amx"
  xmlns:dvtm="http://xmlns.oracle.com/adf/mf/amx/dvtm">
  <amx:clientListener type="showpagecomplete" method="handleClientListenerBlue"/>
  <amx:clientListener type="mafviewvisible" method="handleClientListenerBlue"/>
  <amx:clientListener type="mafviewhidden" method="handleClientListenerBlue"/>
  <amx:clientListener type="amxnavigatestart" method="handleClientListenerBlue"/>
  <amx:clientListener type="amxnavigateend" method="handleClientListenerBlue"/>
  <amx:panelPage id="ppl">
    <amx:facet name="header">
      <amx:outputText id="header" value="clientListener"/>
    </amx:facet>
    <amx:facet name="primary">
      <amx:commandButton id="back" action="__back" text="Back"/>
    </amx:facet>
    <amx:facet name="secondary">
      <amx:commandButton id="props" text="Properties" action="properties"/>
    </amx:facet>
    <amx:commandButton id="button1" text="Click Me">
      <amx:clientListener type="{bindings.pType}"
        method="{bindings.pMethod}"/>
    </amx:commandButton>
    <amx:verbatim id="v1"><![CDATA[
      <script type="text/javascript">
        function handleClientListenerGray(clientEvent) {
          _handleClientListener(clientEvent, "gray");
        }
        function handleClientListenerBlue(clientEvent) {
          _handleClientListener(clientEvent, "blue");
        }
        function handleClientListenerOrange(clientEvent) {
          _handleClientListener(clientEvent, "orange");
        }
        function clearRecentEvents(clientEvent) {
          for (var i=9; i>=0; --i) {
            var row = document.getElementsByClassName("recent"+i)[0];
            row.textContent = "n/a";
            row.style.color = "";
          }
        }
        function _handleClientListener(clientEvent, color) {
```

```

try {
    for (var i=9; i>0; --i) {
        var currentRow = document.getElementsByClassName("recent"+i)[0];
        var olderRow = document.getElementsByClassName
            ("recent"+(i-1))[0];
        currentRow.textContent = olderRow.textContent;
        currentRow.style.color = olderRow.style.color;
    }
    document.getElementsByClassName("recent0")[0].
        textContent = clientEvent;
    document.getElementsByClassName("recent0")[0].style.color = color;
    console.log("Handled clientListener: " + clientEvent, clientEvent);
}
catch (problem) {
    console.log("Error in verbatim code: " +
        clientEvent, clientEvent, problem);
    alert("Error in verbatim code: " + clientEvent + "\n\n" + problem);
}
}
</script>
<style type="text/css">
.recentLine {
    white-space: normal;
    word-wrap: break-word;
    font-size: 12px;
    color: gray;
}
</style>
<fieldset style="min-width: 50px;">
    <legend style="color: gray;">Recent Events</legend>
    <div id="recent0" class="recent0 recentLine">n/a</div>
    <div id="recent1" class="recent1 recentLine">n/a</div>
    <div id="recent2" class="recent2 recentLine">n/a</div>
    <div id="recent3" class="recent3 recentLine">n/a</div>
    <div id="recent4" class="recent4 recentLine">n/a</div>
    <div id="recent5" class="recent5 recentLine">n/a</div>
    <div id="recent6" class="recent6 recentLine">n/a</div>
    <div id="recent7" class="recent7 recentLine">n/a</div>
    <div id="recent8" class="recent8 recentLine">n/a</div>
    <div id="recent9" class="recent9 recentLine">n/a</div>
</fieldset>
]]</amx:verbatim>
</amx:panelPage>
</amx:view>

```

For more information, see the following:

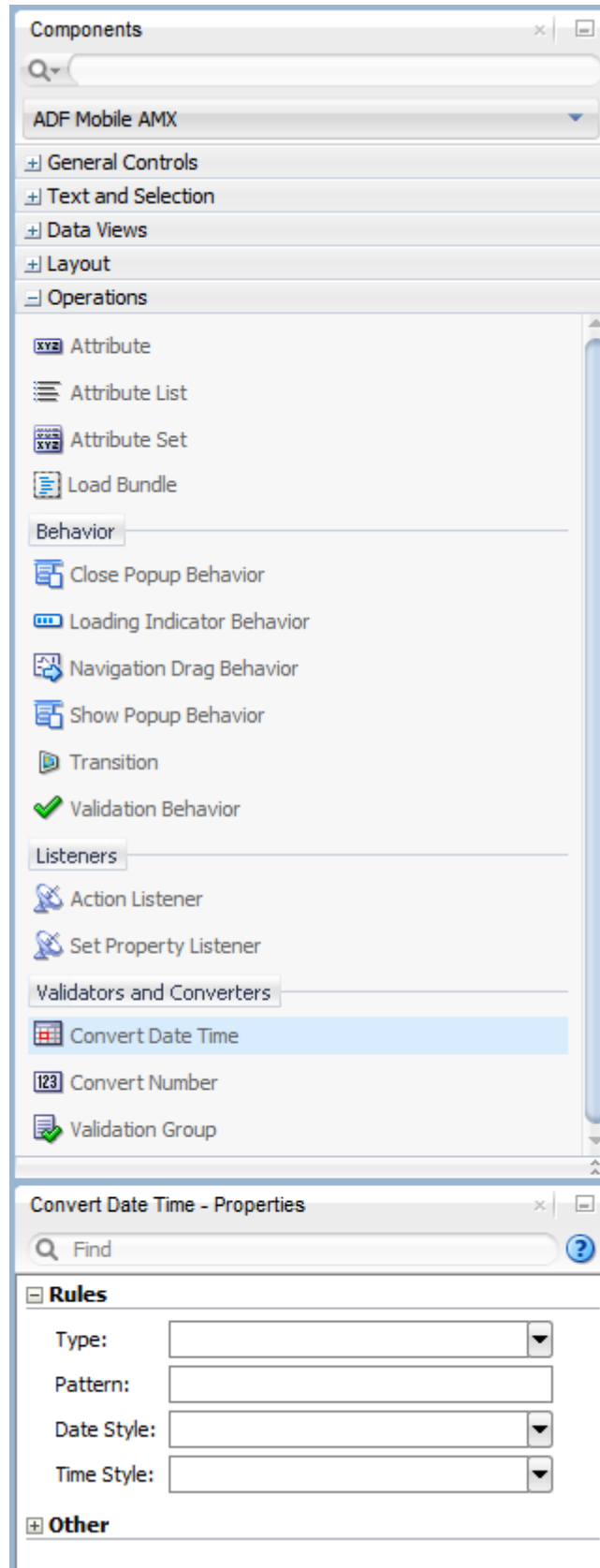
- [Using Event Listeners](#)
- *Tag Reference for Oracle Mobile Application Framework*

13.3.26 How to Convert Date and Time Values

The Convert Date Time (`convertDateTime`) is not an independent UI component: it is a converter operation that you use in conjunction with an Output Text and Input Text component to display converted date, time, or a combination of date and time in a variety of formats following the specified pattern.

In JDeveloper, the Convert Date Time is located under Validators and Converters in the Components window (see [Figure 13-64](#)).

Figure 13-64 Convert Date Time in Components Window



The following example demonstrates the `convertDateTime` element declared in a MAF AMX file.

```
<amx:panelPage id="pp1">
  <amx:inputText styleClass="ui-text" value="Order Date" id="it1" >
    <amx:convertDateTime id="cdt1" type="both"/>
  </amx:inputText>
</amx:panelPage>
```

To convert date and time values:

1. From the **Components** window, drag a **Convert Date Time** component and insert it within an Output Text or Input Text component, making it a child element of that component.
2. Open the **Properties** window for the Convert Date Time component and define its attributes. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

Note:

The Convert Date Time component does not produce any effect at design time.

The Convert Date Time component allows a level of leniency while converting an input value string to date:

- A converter with associated pattern `MMM` for month, when attached to any value holder, accepts values with month specified in the form `MM` or `M` as valid.
- Allows use of such separators as dash (`-`) or period (`.`) or slash (`/`), irrespective of the separator specified in the associated pattern.
- Leniency in pattern definition set by the `pattern` attribute.

For example, when a pattern on the converter is set to `"MMM/d/yyyy"`, the following inputs are accepted as valid by the converter:

```
Jan/4/2004
Jan-4-2004
Jan.4.2004
01/4/2004
01-4-2004
01.4.2004
1/4/2004
1-4-2004
1.4.2004
```

The converter supports the same parsing and formatting conventions as the `java.text.SimpleDateFormat` (specified using the `dateStyle`, `timeStyle`, and `pattern` attributes), except the case when the time zone is specified to have a long display, such as `timeStyle=full` or a pattern set with `zzzz`. Instead of a long descriptive string, such as "Pacific Standard Time", the time zone is displayed in the General Time zone format (GMT +/- offset) or RFC-822 time zones.

The exact result of the conversion depends on the locale, but typically the following rules apply:

- SHORT is completely numeric, such as 12.13.52 or 3:30pm
- MEDIUM is longer, such as Jan 12, 1952
- LONG is longer, such as January 12, 1952 or 3:30:32pm
- FULL is completely specified, such as Tuesday, April 12, 1952 AD or 3:30:42pm PST

13.3.26.1 What You May Need to Know About Date and Time Patterns

As per `java.text.SimpleDateFormat` definition, date and time formats are specified by date and time pattern strings. Within date and time pattern strings, unquoted letters from A to Z and from a to z are interpreted as pattern letters representing the components of a date or time string. Text can be quoted using single quotes (') to avoid interpretation. " ' ' " represents a single quote. All other characters are not interpreted; instead, they are simply copied into the output string during formatting, or matched against the input string during parsing.

[Table 13-9](#) lists the defined pattern letters (all other characters from A to Z and from a to z are reserved).

Table 13-9 *Date and Time Pattern Letters*

Letter	Date or Time Component	Presentation	Examples
G	Era designator	Text	<ul style="list-style-type: none"> • AD
y	Year	Year	<ul style="list-style-type: none"> • 1996 • 96
M	Month in year	Month	<ul style="list-style-type: none"> • July • Jul • 07
w	Week in year	Number	<ul style="list-style-type: none"> • 27
W	Week in month	Number	<ul style="list-style-type: none"> • 2
D	Day in year	Number	<ul style="list-style-type: none"> • 189
d	Day in month	Number	<ul style="list-style-type: none"> • 10
F	Day of week in month	Number	<ul style="list-style-type: none"> • 2
E	Day in week	Text	<ul style="list-style-type: none"> • Tuesday • Tue
a	Am/pm marker	Text	<ul style="list-style-type: none"> • PM
H	Hour in day (0-23)	Number	<ul style="list-style-type: none"> • 0
k	Hour in day (1-24)	Number	<ul style="list-style-type: none"> • 24
K	Hour in am/pm (0-11)	Number	<ul style="list-style-type: none"> • 0
h	Hour in am/pm (1-12)	Number	<ul style="list-style-type: none"> • 12
m	Minute in hour	Number	<ul style="list-style-type: none"> • 30
s	Second in minute	Number	<ul style="list-style-type: none"> • 55

Table 13-9 (Cont.) Date and Time Pattern Letters

Letter	Date or Time Component	Presentation	Examples
S	Millisecond	Number	<ul style="list-style-type: none"> • 978
z	Time zone	General time zone	<ul style="list-style-type: none"> • Pacific Standard Time • PST • GMT-08:00
Z	Time zone	RFC 822 time zone	<ul style="list-style-type: none"> • -0800

Pattern letters are usually repeated, as their number determines the exact presentation.

13.3.27 How to Convert Numeric Values

The Convert Number (`convertNumber`) is not an independent UI component: it is a converter operation that you use in conjunction with an Output Text, Input Text, and Input Number Slider components to display converted number or currency figures in a variety of formats following a specified pattern.

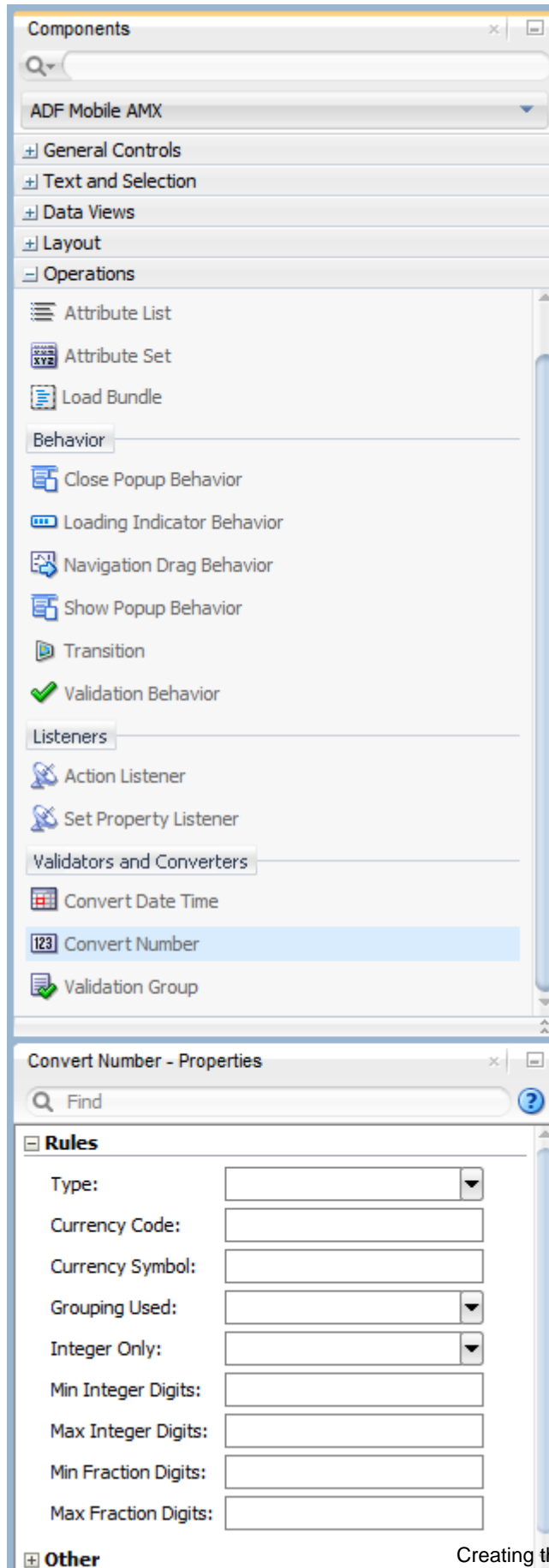
The Convert Number component provides the following types of conversion:

- From value to string, for display purposes.
- From formatted string to value, when formatted input value is parsed into its underlying value.

When the Convert Number is specified as a child of an Input Text component, the numeric keyboard is displayed on a mobile device by default.

In JDeveloper, the Convert Number is located under Validators and Converters in the Components window (see [Figure 13-65](#)).

Figure 13-65 Convert Number in Components Window



The following example demonstrates the `convertNumber` element defined in a MAF AMX file.

```
<amx:panelPage id="pp1">
  <amx:inputText styleClass="ui-text" value="Product Price" id="it1" >
    <amx:convertNumber id="cn1"
      type="percent"
      groupingUsed="false"
      integerOnly="true" />
  </amx:inputText>
</amx:panelPage>
```

To convert numeric values:

1. From the **Components** window, drag a **Convert Number** component and insert it within an Output Text, Input Text, or Input Number Slider component, making it a child element of that component.
2. Open the **Properties** window for the Convert Number component and define its attributes. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

Note:

The Convert Number component does not produce any effect at design time.

13.3.28 How to Enable Drag Navigation

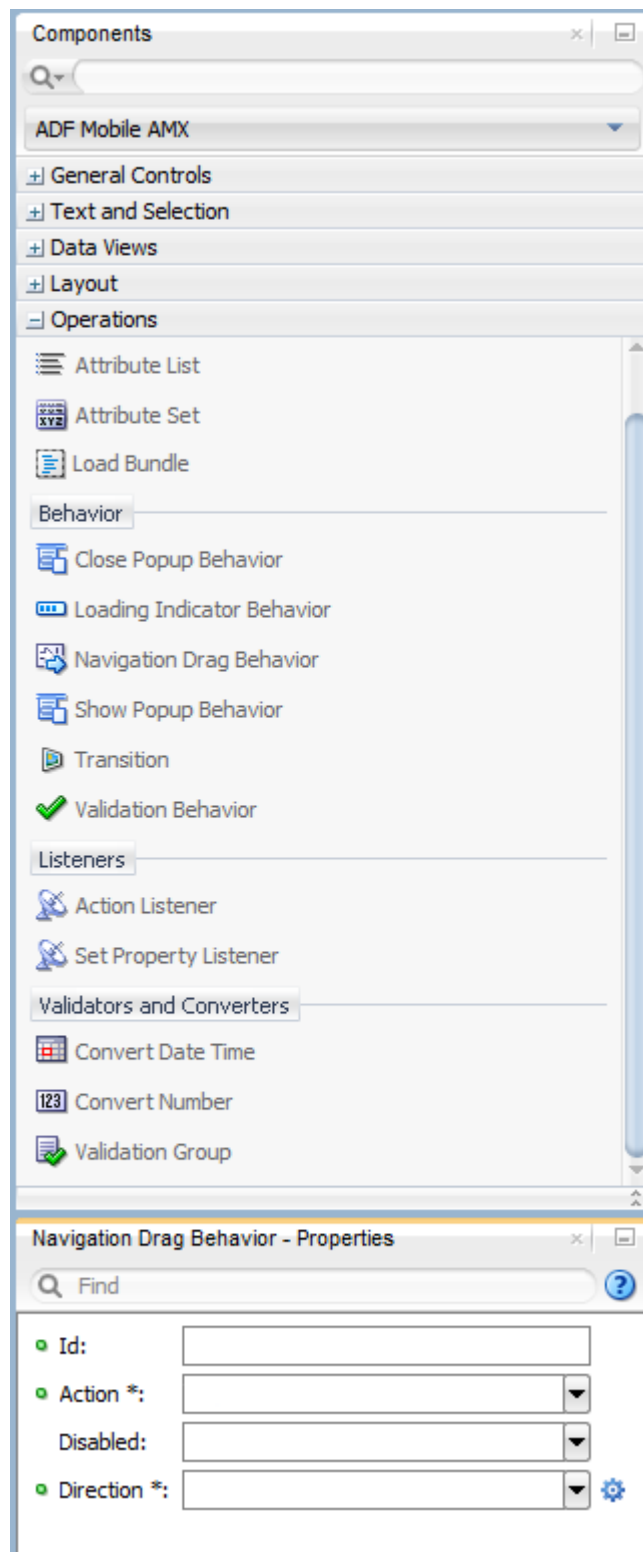
The Navigation Drag Behavior (`navigationDragBehavior`) operation allows you to invoke the action of navigating to the next or previous MAF AMX page by dragging a portion of the mobile device screen in a specified direction (left or right). As the drag in the specified direction occurs, an indicator is displayed on the appropriate side of the screen to hint that an action will be performed if the dragging continues and then stops as soon as the indicator is fully revealed. If the drag is released before the indicator is fully revealed, the indicator slides away and no action is invoked.

Note:

This behavior does not occur if another, closer container consumes the drag gesture.

A MAF AMX page cannot contain more than two instances of the `navigationDragBehavior` element: one with its `direction` attribute set to `back` and one set to `forward`.

In JDeveloper, the Navigation Drag Behavior is located under **Operations** in the Components window (see [Figure 13-66](#)).

Figure 13-66 Navigation Drag Behavior in Components Window

The following example demonstrates the `navigationDragBehavior` element defined in a MAF AMX file. This element can only be a child of the view element.

```
<amx:view xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
          xmlns:amx="http://xmlns.oracle.com/adf/mf/amx"
```

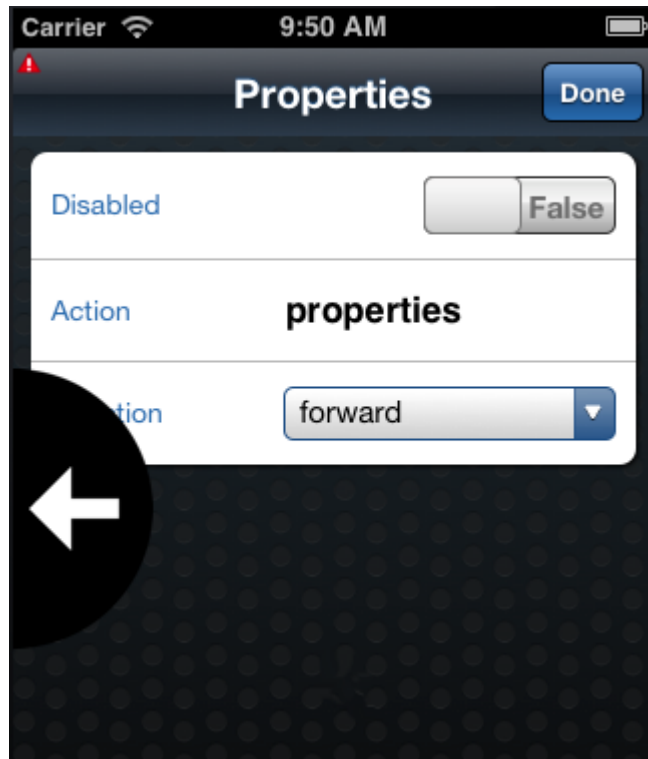
```

        xmlns:dvtm="http://xmlns.oracle.com/adf/mf/amx/dvt">
<amx:navigationDragBehavior id="ndbl"
                            direction="forward"
                            action="gotoDetail"/> 1
<amx:panelPage id="pp1">
    <amx:facet name="header">
        ...
    </amx:panelPage>
</amx:view>

```

Figure 13-67 shows the Navigation Drag Behavior at runtime (displayed using the mobileFusionFx skin).

Figure 13-67 Navigation Drag Behavior Operation at Runtime



For more information and examples, see the following:

- *Tag Reference for Oracle Mobile Application Framework*
- *CompGallery*, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.3.28.1 What You May Need to Know About the disabled Attribute

The value of the `disabled` attribute is calculated when one of the following occurs:

- A MAF AMX page is rendered.
- A `PropertyChangeListener` updates the component: If you wish to dynamically enable or disable the end user's ability to invoke the Navigation Drag

¹ See [What You May Need to Know About the disabled Attribute](#) for details.

Behavior, you use the `PropertyChangeListener` (similarly to how it is used with other components that require updates from a bean).

The following example shows a MAF AMX page containing the `navigationDragBehavior` element with a defined `disabled` attribute. The functionality is driven by the `Button` (`commandButton`) that, when activated, changes the backing bean boolean value (`navDisabled` in the `MyBean` example) from which the `disabled` attribute reads its value. The backing bean, in turn, uses the `Property Change Listener`.

```
<amx:view xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:amx="http://xmlns.oracle.com/adf/mf/amx"
  xmlns:dvtm="http://xmlns.oracle.com/adf/mf/amx/dvt">
  <amx:panelPage id="pp1">
    <amx:facet name="header">
      <amx:outputText value="Header1" id="ot1"/>
    </amx:facet>
    <amx:commandButton id="cbl"
      text="commandButton1"
      actionListener="#{pageFlowScope.myBean.doSomething}"/>
  </amx:panelPage>
  <amx:navigationDragBehavior id="ndbl"
    direction="forward"
    action="goView2"
    disabled="#{pageFlowScope.myBean.navDisabled}"/>
</amx:view>
```

The following example shows the backing bean (`myBean` in the `navigationDragBehavior` example) that provides value for the `navigationDragBehavior`'s `disabled` attribute.

```
public class MyBean {
  boolean navDisabled = true;
  private PropertyChangeSupport propertyChangeSupport =
    new PropertyChangeSupport(this);

  public void setNavDisabled(boolean navDisabled) {
    boolean oldNavDisabled = this.navDisabled;
    this.navDisabled = navDisabled;
    propertyChangeSupport.firePropertyChange("navDisabled",
      oldNavDisabled,
      navDisabled);
  }

  public boolean isNavDisabled() {
    return navDisabled;
  }

  public void doSomething(ActionEvent actionEvent) {
    setNavDisabled(!navDisabled);
  }

  public void addPropertyChangeListener(PropertyChangeListener l) {
    propertyChangeSupport.addPropertyChangeListener(l);
  }

  public void removePropertyChangeListener(PropertyChangeListener l) {
    propertyChangeSupport.removePropertyChangeListener(l);
  }
}
```

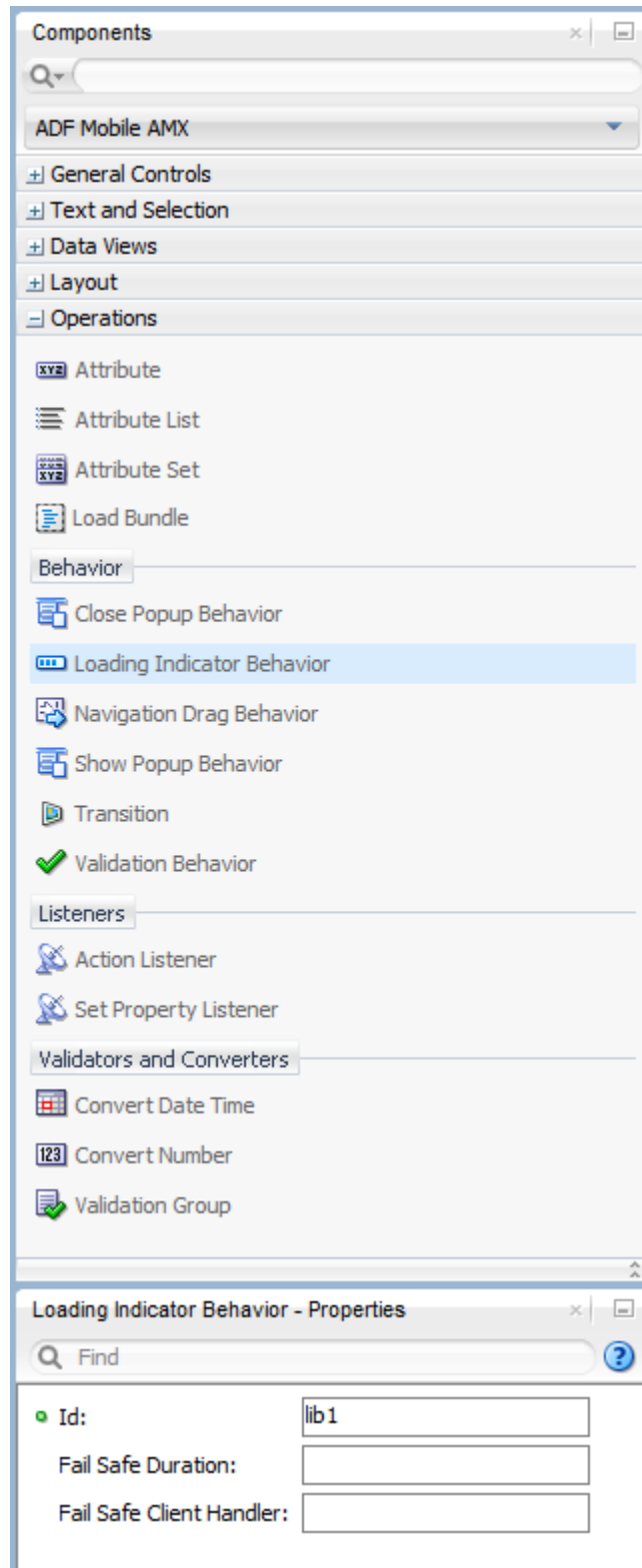
13.3.29 How to Use the Loading Indicator

The Loading Indicator Behavior (`loadingIndicatorBehavior`) operation allows you to define the behavior of the loading indicator by overriding the following:

- The duration of the fail-safe timer (in milliseconds).
- An optional JavaScript function name that can be invoked to decide on the course of action when the fail-safe threshold is reached.

For additional information, see the `adf.mf.api.amx.showLoadingIndicator` in [Table 19-1](#).

In JDeveloper, the Loading Indicator Behavior is located under **Operations** in the Components window (see [Figure 13-68](#)).

Figure 13-68 Loading Indicator Behavior in the Components Window

The following example demonstrates the `loadingIndicatorBehavior` element defined in a MAF AMX file. This element can only be a child of the `view` element.

```

<amx:view xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:amx="http://xmlns.oracle.com/adf/mf/amx"
  xmlns:dvtm="http://xmlns.oracle.com/adf/mf/amx/dvt">
  <amx:loadingIndicatorBehavior id="lib1"
    failSafeDuration="3000"
    failSafeClientHandler="window.customFailSafeHandler"/>
  <amx:panelPage id="pp1">
    <amx:facet name="header">
      <!-- The loading indicator custom fail safe handler will appear
        if the long running operation runs longer than 3 seconds -->
      <amx:commandButton id="cb1"
        text="longRunningOperation"
        actionListener=
          "#{pageFlowScope.myBean.longRunningOperation} />
    </amx:panelPage>
  </amx:view>

```

In the preceding example, the `commandButton` is bound to a long-running method to illustrate that the loading indicator applies to long running operations once the page is loaded (not when the page itself takes a long time to load).

The following example demonstrates the `custom.js` file included with the application feature. It defines the client handler for the `failSafeClientHandler` in the `loadingIndicatorBehavior` page. As per the API requirement, this function returns a `String` of either `hide`, `repeat`, or `freeze`. For more information, see the `adf.mf.api.amx.showLoadingIndicator` in [Table 19-1](#).

```

window.customFailSafeHandler = function() {
  var answer =
    prompt(
      "This is taking a long time.\n\n" +
      "Use \"a\" to hide the indicator.\n\n" +
      "Use \"z\" to wait for it.\n\n" +
      "Otherwise, give it more time.");

  if (answer == "a")
    return "hide"; // don't ask again; hide the indicator
  else if (answer == "z")
    return "freeze" // don't ask again; wait for it to finish
  else
    return "repeat"; // ask again after another duration
};

```

For more information and examples, see the following:

- *Tag Reference for Oracle Mobile Application Framework*
- *CompGallery*, a MAF sample application located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer

13.4 Enabling Gestures

You can configure `Button`, `Link`, `List Item`, as well as a number of data visualization components to react to the following gestures:

- Swipe to the right
- Swipe to the left

- Swipe up
- Swipe down
- Tap-and-hold
- Action: as a gesture, Action represents a basic tap.
- Swipe to the start: this gesture is used for accommodating the right-to-left (RTL) text direction. This gesture resolves as follows:
 - Swipe to the left for the left-to-right text direction.
 - Swipe to the right for the right-to-left text direction.
- Swipe to the end: this gesture is used for accommodating the right-to-left (RTL) text direction. This gesture resolves as follows:
 - Swipe to the right for the left-to-right text direction.
 - Swipe to the left for the right-to-left text direction.

You can define `swipeRight`, `swipeLeft`, `swipeUp`, `swipeDown`, `swipeStart`, `swipeEnd`, `action`, and `tapHold` values for the `type` attribute of the following operations:

- Set Property Listener (see [How to Use the Set Property Listener](#))
- Action Listener (see [How to Use the Action Listener](#))
- Show Popup Behavior (see [How to Use a Popup Component](#))
- Close Popup Behavior (see [How to Use a Popup Component](#))

The values of the `type` attribute are restricted based on the parent component and are supported only for `Link` (`commandLink`) and `List Item` (`listItem`) components.

Note:

There is no gesture support for the `Link Go` (`linkGo`) component.

Swiping from start and end is used for accommodating the right-to-left (RTL) text direction. It is generally recommended to set the start and end swipe style as opposed to left and right.

The following example demonstrates use of the `tapHold` value of the `type` attribute in a MAF AMX file. In this example, the tap-and-hold gesture triggers the display of a Popup component.

```
<amx:panelPage id="pp1">
  <amx:listView id="lv1"
    value="{bindings.data.collectionModel}"
    var="row">
    <amx:listItem id="lil" action="gosomewhere">
      <amx:outputText id="ot1" value="{row.description}"/>
      <amx:setPropertyListener id="spl1"
        from="{row.rowKey}"
        to="{mybean.currentRow}"
        type="tapHold"/>
      <amx:showPopupBehavior id="spb1"
```

```

                                type="tapHold"
                                alignid="pp1"
                                popupid="pop1"
                                align="startAfter"/>
        </amx:listItem>
    </amx:.listView>>
</amx:panelPage>
<amx:popup id="pop1">
    <amx:panelGroupLayout id="pgl1" layout="horizontal">
        <amx:commandLink id="cm1" actionListener="#{mybean.doX}">
            <amx:image id="i1" source="images/x.png"/>
            <amx:closePopupBehavior id="cpb1" type="action" popupid="pop1"/>
        </amx:commandLink>
        <amx:commandLink id="cm2" actionListener="#{mybean.doY}">
            <amx:image id="i2" source="images/y.png"/>
            <amx:closePopupBehavior id="cpb2" type="action" popupid="pop1"/>
        </amx:commandLink>
        <amx:commandLink id="cm3" actionListener="#{mybean.doZ}">
            <amx:image id="i3" source="images/y.png"/>
            <amx:closePopupBehavior id="cpb3" type="action" popupid="pop1"/>
        </amx:commandLink>
    </amx:panelGroupLayout>
</amx:popup>

```

The following example demonstrates use of the `swipeRight` gesture in a MAF AMX file.

```

<amx:panelPage id="pp1">
    <amx:.listView id="lv1"
        value="#{bindings.data.collectionModel}"
        var="row">
        <amx:listItem id="li1" action="gosomewhere">
            <amx:outputText id="ot1" value="#{row.description}"/>
            <amx:setPropertyListener id="spl1"
                from="#{row.rowKey}"
                to="#{mybean.currentRow}"
                type="swipeRight"/>
            <actionListener id="all" binding="#{mybean.DoX}" type="swipeRight"/>
        </amx:listItem>
    </amx:.listView>>
</amx:panelPage>

```

For more information, see *Tag Reference for Oracle Mobile Application Framework*.

A MAF sample application called `GestureDemo` demonstrates how to use gestures with a variety of MAF AMX UI components. This sample application is located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

13.5 Providing Data Visualization

MAF employs a set of data visualization components that you can use to create various charts, gauges, and maps to represent data in your MAF AMX application feature. You can declare the following elements under the `<dvtm>` namespace in a MAF AMX file:

- `areaChart` (see [How to Create an Area Chart](#))
- `barChart` (see [How to Create a Bar Chart](#))

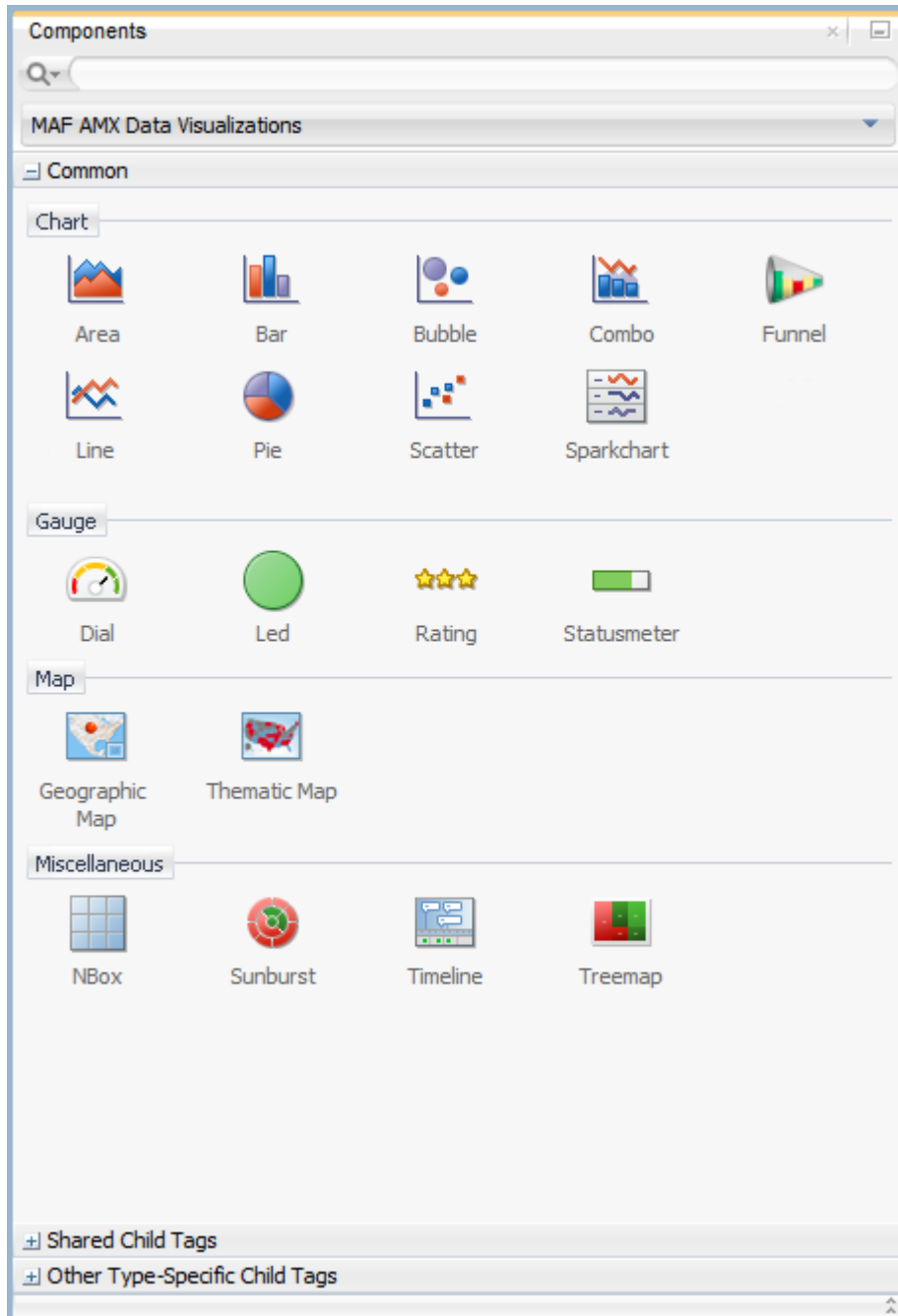
- `bubbleChart` (see [How to Create a Bubble Chart](#))
- `comboChart` (see [How to Create a Combo Chart](#))
- `lineChart` (see [How to Create a Line Chart](#))
- `pieChart` (see [How to Create a Pie Chart](#))
- `scatterChart` (see [How to Create a Scatter Chart](#))
- `sparkChart` (see [How to Create a Spark Chart](#))
- `funnelChart` (see [How to Create a Funnel Chart](#))
- `stockChart` (see [How to Create a Stock Chart](#))
- `ledGauge` (see [How to Create a LED Gauge](#))
- `statusMeterGauge` (see [How to Create a Status Meter Gauge](#))
- `dialGauge` (see [How to Create a Dial Gauge](#))
- `ratingGauge` (see [How to Create a Rating Gauge](#))
- `geographicMap` (see [How to Create a Geographic Map Component](#))
- `thematicMap` (see [How to Create a Thematic Map Component](#))
- `treemap` (see [How to Create a Treemap Component](#))
- `sunburst` (see [How to Create a Sunburst Component](#))
- `timeline` (see [How to Create a Timeline Component](#))
- `nBox` (see [How to Create an NBox Component](#))

Chart, gauge, map, and advanced components' elements have a number of attributes that are common to all or most of them. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

In JDeveloper, data visualization components are located as follows in the Components window:

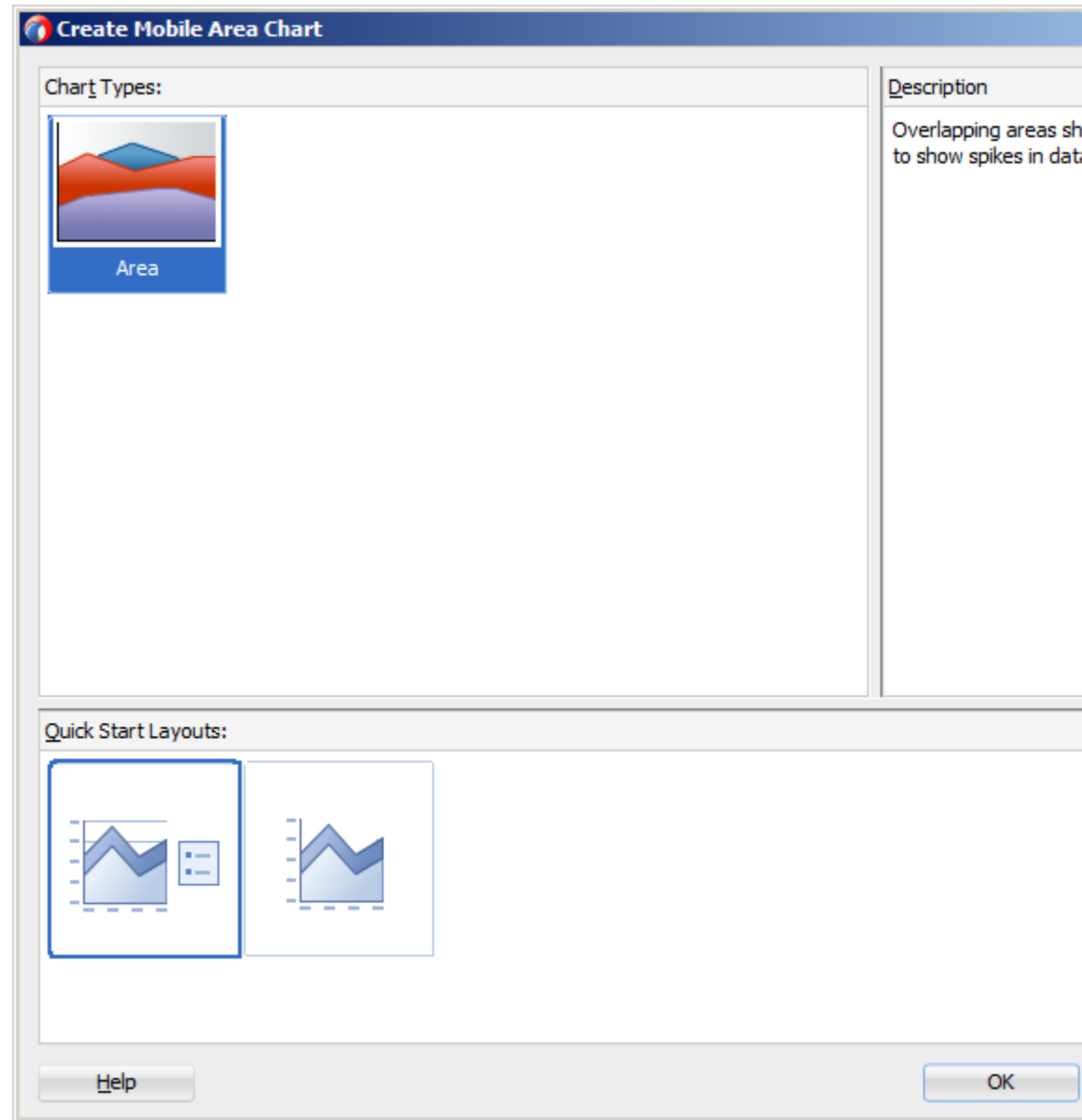
- Chart components are located under **MAF AMX Data Visualizations > Common > Chart**
- Gauge components are located under **MAF AMX Data Visualizations > Common > Gauge**
- Map components are located under **MAF AMX Data Visualizations > Common > Map**
- Treemap, Sunburst, Timeline, and NBox are located under **MAF AMX Data Visualizations > Common > Miscellaneous**

Figure 13-69 Data Visualization Components in the Components Window



When you drag and drop a data visualization component, a dialog similar to one of the following opens to display the information about the type of component you are creating:

- **Create Mobile Chart** (see [Figure 13-70](#))

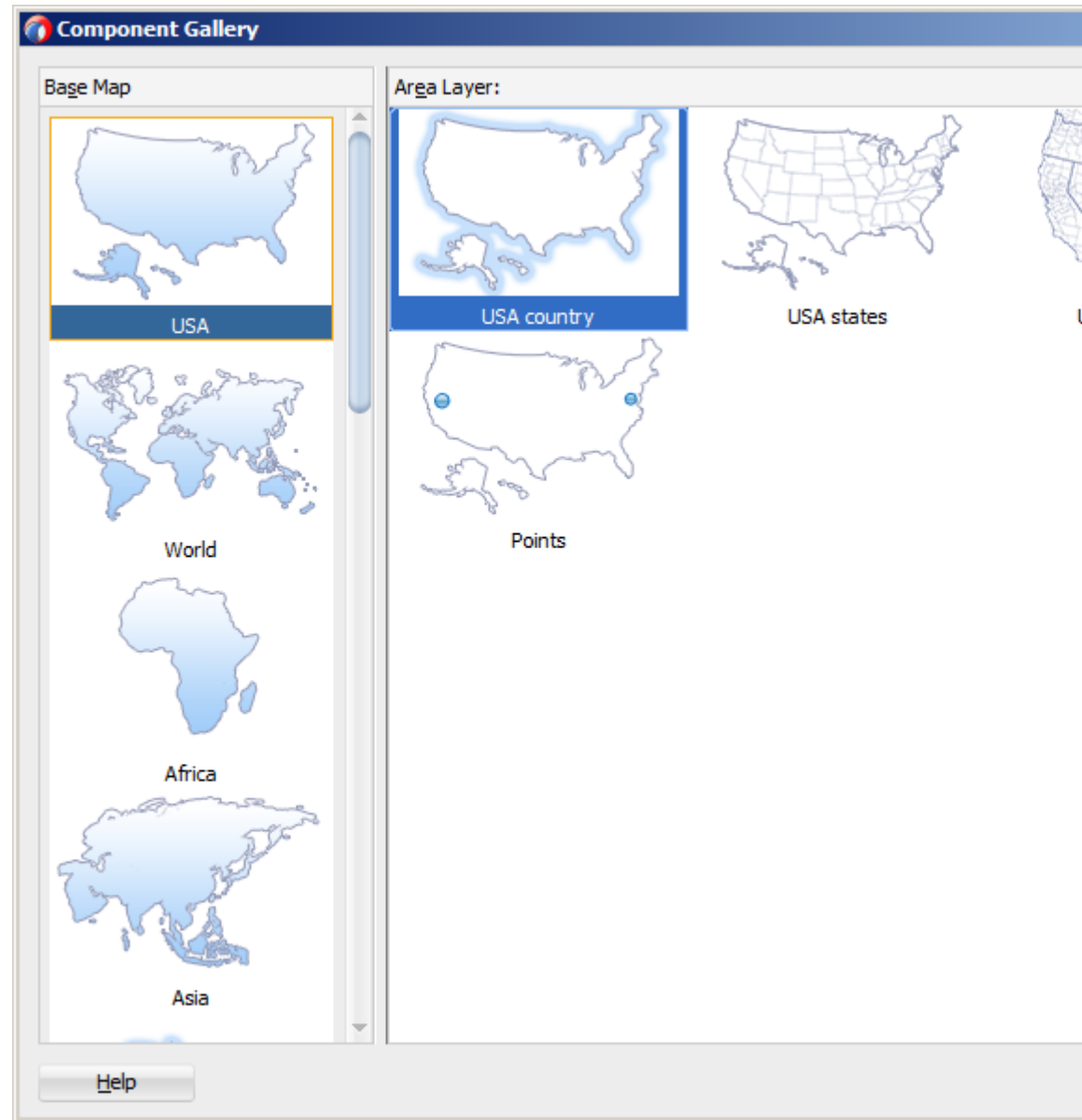
Figure 13-70 *Creating Chart Components*

- **Create Mobile Gauge** (see [Figure 13-71](#))

Figure 13-71 *Creating Gauge Components*

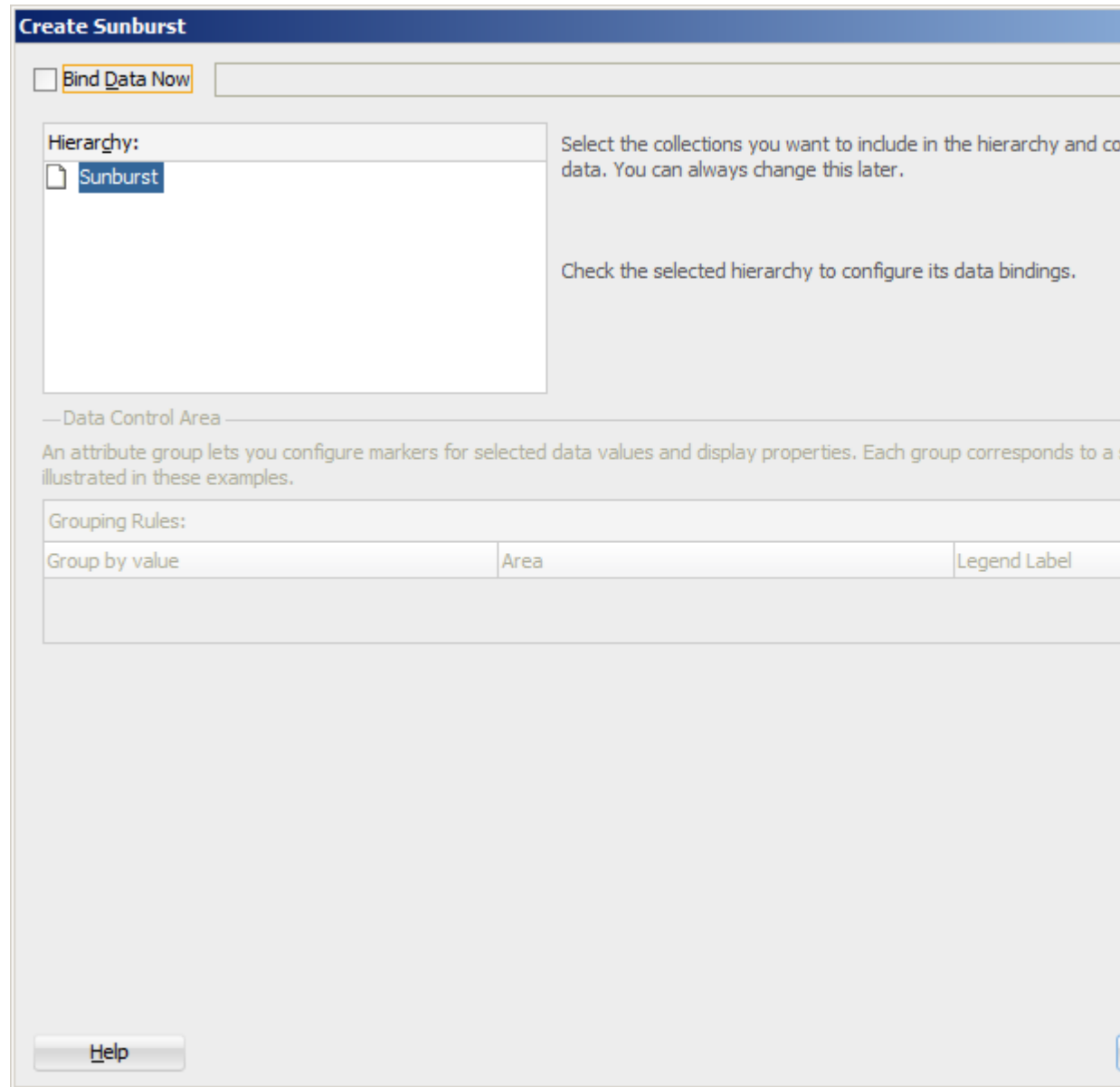


- **Component Gallery** (see [Figure 13-72](#))

Figure 13-72 *Creating Map Components*

- Create Sunburst or Treemap (see [Figure 13-71](#))

Figure 13-73 Creating Sunburst



Note:

After you created the component, you can relaunch the creation dialog by selecting the component in the Source editor or Structure view, and then clicking Edit Component Definition in the Properties window.

You can use the same editing functionality available from the Properties window to edit child components (for example, the Data Point Layer) of some data visualization components.

A MAF sample application called CompGallery demonstrates how to use various data visualization components in your MAF AMX application feature. This sample application is located in the `PublicSamples.zip` file within the `jdev_install/`

`jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

For more information on MAF AMX data visualization components, see the following:

- For information on how to add event listeners to data visualization components, see [Using Event Listeners](#). Event listeners are applicable to components for the MAF AMX run-time description on both iOS and Android-powered devices, but the listeners do not have any effect at design time.
- For information on databound data visualization components that are created from the Data Controls window, see [How to Create Databound Data Visualization Components](#).
- For information on providing static data for charts and other data visualization components, see [How to Create Data Visualization Components Based on Static Data](#).
- For information on chart components' interactivity, see [How to Enable Interactivity in Chart Components](#).
- For information on creating polar charts, see [How to Create Polar Charts](#).
- For information on data visualization components' support for accessibility, see [Understanding MAF Support for Accessibility](#).

13.5.1 How to Create an Area Chart

You use the Area Chart (`areaChart`) to visually represent data where sets of data items are related and categorized into groups and series. The series are visualized using graphical elements with some common style properties (such as, for example, an area color or pattern). Those properties have to be applied at the series level instead of per each individual data item. You have an option to use the default or custom series styles. For information about defining custom series styles, see [How to Create a Line Chart](#).

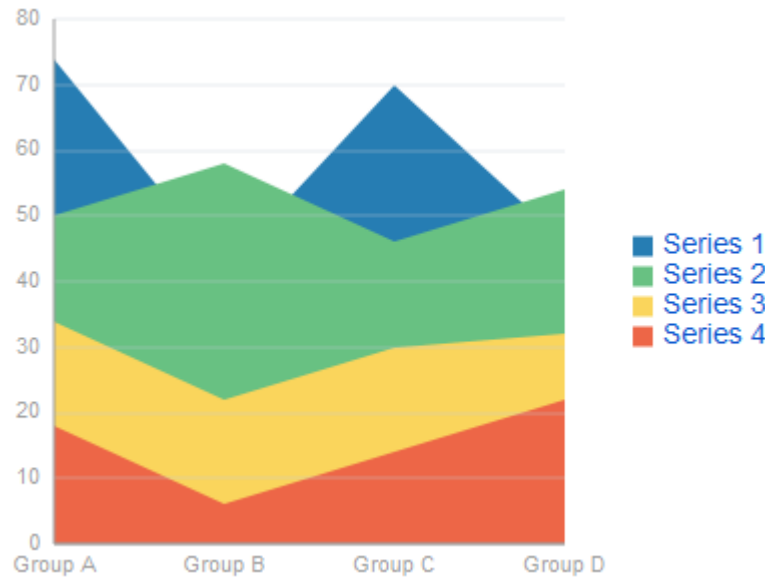
The Area Chart can be zoomed and scrolled along its X Axis. This is enabled through the use of the `zoomAndScroll` attribute.

The following example shows the `areaChart` element defined in a MAF AMX file. To create a basic area chart with default series style, you pass it a collection and specify the `dataStamp` facet with a nested `chartDataItem` element.

```
<dvtm:areaChart id="areaChart1"
    value="#{bindings.lineData.collectionModel}"
    var="row"
    inlineStyle="width: 400px; height: 300px;"
    animationOnDisplay="auto"
    animationDuration="1500" >
  <amx:facet name="dataStamp">
    <dvtm:chartDataItem
      id="areaChartItem1"
      series="#{row.series}"
      group="#{row.group}"
      value="#{row.value}" />
    </amx:facet>
  <dvtm:yAxis id="yAxis1"
    axisMaxValue="80.0"
    majorIncrement="20.0"
    title="yAxis Title" />
```

```
<dvtm:legend id="l1" position="end" />
</dvtm:areaChart>
```

Figure 13-74 Area Chart at Design Time



Data items are initialized in the collection model and equipped with the stamping mechanism. At a minimum, each collection row must include the following properties:

- `series`: name of the series to which this data item belongs;
- `group`: name of the group to which this data item belongs;
- `value`: the data item value.

The collection row might also include other properties, such as `color` or `markerShape`, applicable to individual data items.

You can use Attribute Groups (`attributeGroups` element) to set style properties for a group of data items based on some grouping criteria, as the following example shows. In this case, the `chartDataItem`'s `color` and `markerShape` attributes are set based on the additional grouping expression.

The `attributeGroups` settings can be shared between data visualization components and attribute values can be automatically applied across these components. You enable this functionality by setting the `discriminant` attribute of the `attributeGroups`: components with the same `discriminant` value share their settings, including value of the `attributeMatchRule` child element of their `attributeGroups`.

The `attributeGroups` can have the following child elements:

- `attributeExceptionRule` from the `dvtm` namespace: replaces an attribute value with another when a particular boolean condition is met.
- `attributeMatchRule` from the `dvtm` namespace: replaces an attribute when the data matches a certain value.
- `attribute` from the `amx` namespace.


```

<dvtm:areaChart id="areaChart1"
    value="#{bindings.lineData.collectionModel}"
    var="row"
    inlineStyle="width: 400px; height: 300px;"
    title="Chart Title"
    animationOnDisplay="auto"
    animationDuration="1500" >
  <amx:facet name="dataStamp">
    <dvtm:chartDataItem id="chartDataItem1"
        series="#{row.series}"
        group="#{row.group}"
        value="#{row.value}" />
    <dvtm:attributeGroups id="agl"
        type="color"
        value="#{row.brand}" />
  </amx:facet>
  <dvtm:yAxis id="yAxis1"
    axisMaxValue="80.0"
    majorIncrement="20.0"
    title="yAxis Title" />
  <dvtm:legend id="l1" position="end" />
</dvtm:areaChart>

```

Note:

As the preceding example and [Figure 13-74](#) show, since custom styles are not set at the series level, series are displayed with the colors based on the default color ramp.

The `orientation` attribute allows you to define the Area Chart as either horizontal or vertical.

For information on attributes of the `areaChart` and `dvtm` child elements that you can define for this component, see *Tag Reference for Oracle Mobile Application Framework*.

You can define a `facet` child element from the `amx` namespace. The `facet` can have a `chartDataItem` as its child (see [Defining Chart Data Item](#)).

You can style the Area Chart component's top-level element by overwriting the default CSS settings defined in the following class:

```

.dvtm-areaChart
  - supported properties: all

```

For more information on chart styling, see [How to Style Chart Components](#).

For information on how to extend CSS files, see [How to Style Data Visualization Components](#).

13.5.2 How to Create a Bar Chart

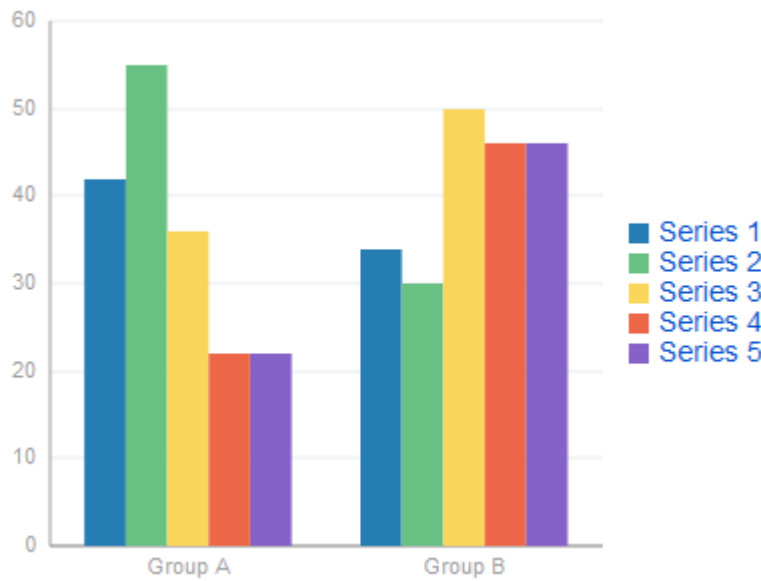
You use a Bar Chart (`barChart`) to visually display data as vertical bars, where sets of data items are related and categorized into groups and series. The series are visualized using graphical elements with some common style properties that you have to apply at the series level instead of per each individual data item.

The Bar Chart can be zoomed and scrolled along its X Axis. This is enabled through the use of the `zoomAndScroll` attribute.

The following example shows the `barChart` element defined in a MAF AMX file. The `dataStamp` facet is specified with a nested `chartDataItem` element.

```
<dvtm:barChart id="barChart1"
  value="#{bindings.barData.collectionModel}"
  var="row"
  inlineStyle="width: 400px; height: 300px;"
  animationOnDisplay="zoom"
  animationDuration="3000" >
  <amx:facet name="dataStamp">
    <dvtm:chartDataItem id="chartDataItem1"
      series="#{row.series}"
      group="#{row.group}"
      value="#{row.value}" />
  </amx:facet>
  <dvtm:yAxis id="yAxis1"
    axisMaxValue="80.0"
    majorIncrement="20.0"
    title="yAxis Title" />
  <dvtm:legend id="l1" position="start" />
</dvtm:barChart>
```

Figure 13-75 Bar Chart at Design Time



The data model for a bar chart is represented by a collection of items (rows) that describe individual bars. Typically, properties of each bar include the following:

- `series`: name of the series to which this bar belongs;
- `group`: name of the group to which this bar belongs;
- `value`: the data item value (required).

Data must include the same number of groups per series. If any of the series or data pairs are missing, it is passed to the API as `null`.

The `orientation` attribute allows you to define the Bar Chart as either horizontal or vertical.

By setting the `z` attribute in addition to the `x` and `y` attributes of the `chartDataItem`, you can enable the bar widths to behave as a third dimension. This is useful when describing discrete data points where each bar carries a different weight.

For information on attributes of the `barChart` and `dvtm` child elements that you can define for this component, see *Tag Reference for Oracle Mobile Application Framework*.

You can define a `facet` child element from the `amx` namespace. The `facet` can have a `chartDataItem` as its child (see [Defining Chart Data Item](#)).

You can style the Bar Chart component's top-level element by overwriting the default CSS settings defined in the following class:

```
.dvtm-barChart
  - supported properties: all
```

For more information on chart styling, see [How to Style Chart Components](#).

For information on how to extend CSS files, see [How to Style Data Visualization Components](#).

13.5.3 How to Create a Range Chart

A range chart allows you to display the low and high values for a data item in a chart.

You can configure an area chart or bar chart to render as a range chart by specifying values for the `low` and `high` attributes that the `<dvtm:chartDataItem>` child component supports. The following example shows how you configure an area chart to render a range chart. [Figure 13-76](#) shows an example of a range chart rendered by the bar chart component.

```
<dvtm:areaChart var="row" value="{bindings.rangeData.collectionModel}" id="ac1">
  <amx:facet name="dataStamp">
    <dvtm:chartDataItem group="{row.group}" series="{row.series}"
low="{row.low}" high="{row.high}" id="cdil"/>
  </amx:facet>
  <dvtm:legend position="end" id="l1"/>
</dvtm:areaChart>
```

Figure 13-76 Range Chart Rendering in a Bar Chart



MAF treats the data item as null and does not render it on the chart if you only specify a value for one range attribute (low or high). You must specify values for both the low and high attribute in order to render a range chart. Tool tips and data cursors display the high and low values for the data.

For more information, see:

- [How to Create a Bar Chart](#)
- [How to Create an Area Chart](#)
- *Tag Reference for Oracle Mobile Application Framework*

13.5.4 How to Create a Bubble Chart

A Bubble Chart (`bubbleChart`) displays a set of data items where each data item has *x*, *y* coordinates and size (bubble). In addition, each data item can have various style attributes, such as *color* and *markerShape*. You can either set properties of each data item individually, or categorize the data items into groups based on various criteria. You may use multiple grouping criteria at the same time, and may also use different style attributes to visualize the relationships of the data items. However, unlike line charts (see [How to Create a Line Chart](#)) or area charts (see [How to Create an Area Chart](#)), bubble charts do not have a strict notion of the series and groups.

The Bubble Chart can be zoomed and scrolled along its X and Y Axis. This is enabled through the use of the `zoomAndScroll` attribute.

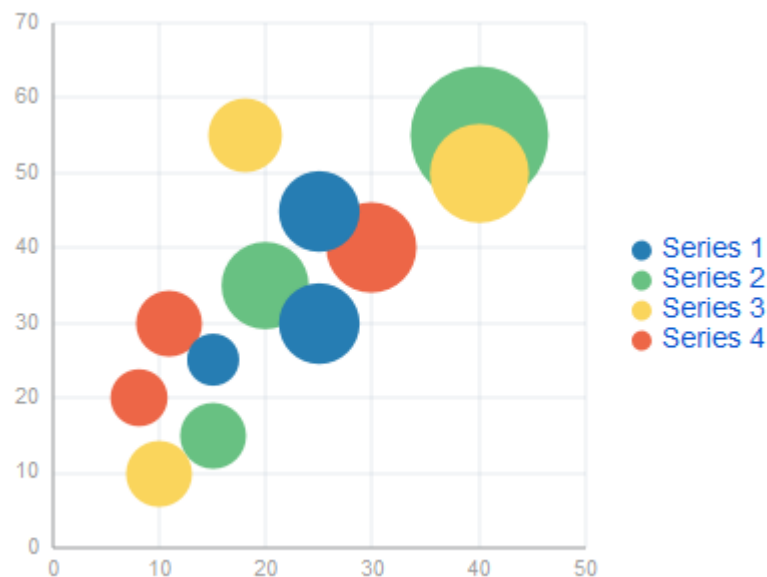
The following example shows the `bubbleChart` element defined in a MAF AMX file. The `dataStamp` facet is specified with a nested `chartDataItem` element. The `color` and `markerShape` attributes of each data item are set individually based on the values supplied in the data model. In addition, the underlying data control must support the respective variable references of `row.label`, `row.size`, and `row.shape`.

```

<dvtm:bubbleChart id="bubbleChart1"
  value="#{bindings.bubbleData.collectionModel}"
  inlineStyle="width: 400px; height: 300px;"
  dataSelection="multiple"
  rolloverBehavior="dim"
  animationOnDisplay="auto"
  var="row">
  <amx:facet name="dataStamp">
    <dvtm:chartDataItem id="chartDataItem1"
      group="#{row.group}"
      x="#{row.x}"
      y="#{row.y}"
      markerSize="#{row.size}"
      color="#{row.color}"
      markerShape="#{row.shape}" />
  </amx:facet>
</dvtm:bubbleChart>

```

Figure 13-77 Bubble Chart at Design Time



In the following example, the `attributeGroups` element is used to set common style attributes for a related group of data items.

```

<dvtm:bubbleChart id="bubbleChart1"
  value="#{bindings.bubbleData.collectionModel}"
  dataSelection="multiple"
  rolloverBehavior="dim"
  animationOnDisplay="auto"
  title="Bubble Chart"
  var="row">
  <amx:facet name="dataStamp">
    <dvtm:chartDataItem id="chartDataItem1"
      group="#{row.label}"
      x="#{row.x}"
      y="#{row.y}" >
      <dvtm:attributeGroups id="ag1" type="color" value="#{row.category}" />
      <dvtm:attributeGroups id="ag2" type="shape" value="#{row.brand}" />
    </dvtm:chartDataItem>
  </amx:facet>
</dvtm:bubbleChart>

```

The data model for a bubble chart is represented by a collection of items (rows) that describe individual data items. Typically, properties of each bar include the following:

- `label`: data item label (optional);
- `x`, `y`: value coordinates (required);
- `z`: the size of data item (required).

The data must include the same number of groups per series. If any of the series or data pairs are missing, it is passed to the API as `null`.

For information on attributes of the `bubbleChart` and `dvtm` child elements that you can define for this component, see *Tag Reference for Oracle Mobile Application Framework*.

You can define a `facet` child element from the `amx` namespace. The facet can have a `chartDataItem` as its child (see [Defining Chart Data Item](#)).

You can style the Bubble Chart component's top-level element by overwriting the default CSS settings defined in the following class:

```
.dvtm-bubbleChart
- supported properties: all
```

For more information on chart styling, see [How to Style Chart Components](#).

For information on how to extend CSS files, see [How to Style Data Visualization Components](#).

13.5.5 How to Create a Combo Chart

A Combo Chart (`comboChart`) represents an overlay of two or more different charts, such as a line and bar chart.

The following example shows the `comboChart` element defined in a MAF AMX file. The `dataStamp` facet is specified with a nested `chartDataItem` element. The `seriesStamp` facet overrides the default style properties for the series and sets custom series styles using the `seriesStyle` elements.

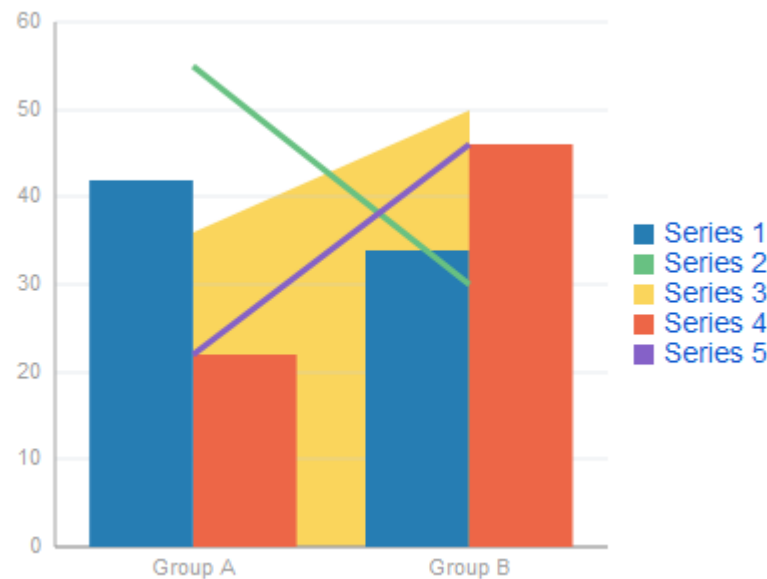
```
<dvtm:comboChart id="comboChart1"
    value="#{bindings.barData.collectionModel}"
    var="row"
    inlineStyle="width: 400px; height: 300px;"
    animationOnDisplay="auto"
    animationDuration="1500" >
  <amx:facet name="dataStamp">
    <dvtm:chartDataItem id="chartDataItem1"
      series="#{row.series}"
      group="#{row.group}"
      value="#{row.value}" />
  </amx:facet>
  <amx:facet name="seriesStamp">
    <dvtm:seriesStyle id="seriesStyle1"
      series="#{row.series}"
      type="bar"
      rendered="#{(row.series eq 'Series 1') or
        (row.series eq 'Series 2') or
        (row.series eq 'Series 3')}" />
    <dvtm:seriesStyle id="seriesStyle2"
      series="#{row.series}"
      type="line"
      lineWidth="5"
```

```

                                rendered="#{(row.series eq 'Series 4') or
                                (row.series eq 'Series 5')}" />
</amx:facet>
<dvtm:yAxis id="yAxis1"
            axisMaxValue="80.0"
            majorIncrement="20.0"
            title="yAxis Title" />
<dvtm:legend position="start" id="11" />
</dvtm:comboChart>

```

Figure 13-78 Combo Chart at Design Time



The `orientation` attribute allows you to define the Combo Chart as either horizontal or vertical.

For information on attributes of the `comboChart` and `dvtm` child elements that you can define for this component, see *Tag Reference for Oracle Mobile Application Framework*.

You can define a `facet` child element from the `amx` namespace. The `facet` can have a `chartDataItem` as its child (see [Defining Chart Data Item](#)).

You can style the Combo Chart component's top-level element by overwriting the default CSS settings defined in the following class:

```

.dvtm-comboChart
  - supported properties: all

```

For more information on chart styling, see [How to Style Chart Components](#).

For information on how to extend CSS files, see [How to Style Data Visualization Components](#).

13.5.6 How to Create a Line Chart

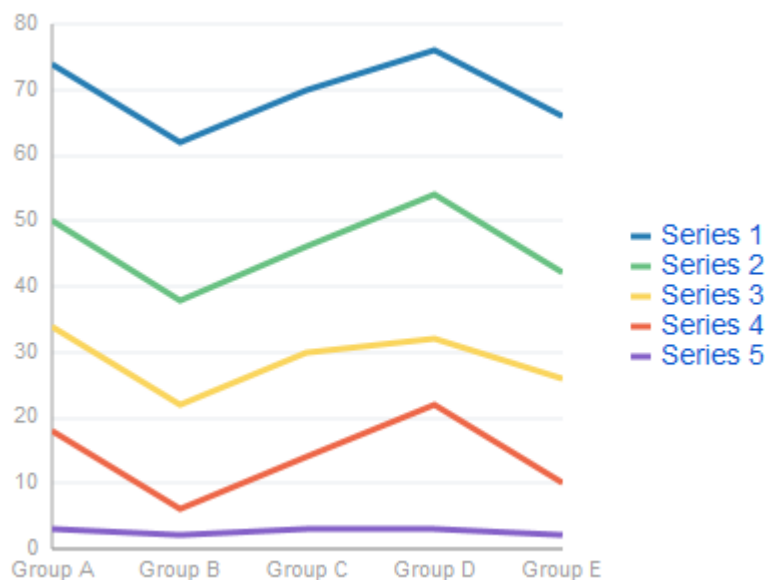
You use the Line Chart (`lineChart`) to visually represent data where sets of data items are related and categorized into groups and series. The series are visualized using graphical elements with some common style properties (such as, for example, a line color, width, or style). Those properties have to be applied at the series level instead of per each individual data item. You have an option to use the default or custom series styles.

The Line Chart can be zoomed and scrolled along its X Axis. This is enabled through the use of the `zoomAndScroll` attribute.

The following example shows the `lineChart` element defined in a MAF AMX file. To create a basic line chart with default series style, you pass it a collection and specify the `dataStamp` facet with a nested `chartDataItem` element.

```
<dvtm:lineChart id="lineChart1"
    inlineStyle="width: 400px; height: 300px;"
    rolloverBehavior="dim"
    animationOnDisplay="auto"
    value="{bindings.lineData1.collectionModel}"
    var="row" >
  <amx:facet name="dataStamp">
    <dvtm:chartDataItem id="chartDataItem1"
      series="{row.series}"
      group="{row.group}"
      value="{row.value}"
      color="{row.color}" />
  </amx:facet>
</dvtm:lineChart>
```

Figure 13-79 Line Chart at Design Time



Data items are initialized in the collection model and equipped with the stamping mechanism. At a minimum, each collection row must include the following properties:

- `series`: name of the series to which this line belongs;
- `group`: name of the group to which this line belongs;
- `value`: the data item value.

The collection row might also include other properties, such as `color` or `markerShape`, applicable to individual data items.

You can use attribute groups (`attributeGroups` element) to set style properties for a group of data items based on some grouping criteria, as the following example shows. In this case, the data item `color` and `shape` attributes are set based on the

additional grouping expression. The `attributeGroups` can have the following child elements:

- `attributeExceptionRule` from the `dvtm` namespace: replaces an attribute value with another when a particular boolean condition is met.
- `attributeMatchRule` from the `dvtm` namespace: replaces an attribute when the data matches a certain value.
- `attribute` from the `amx` namespace.

```
<dvtm:lineChart id="lineChart1"
  inlineStyle="width: 400px; height: 300px;"
  rolloverBehavior="dim"
  animationOnDisplay="auto"
  title="Line Chart"
  value="#{bindings.lineData1.collectionModel}"
  var="row" >
  <amx:facet name="dataStamp">
    <dvtm:chartDataItem id="chartDataItem1"
      series="#{row.series}"
      group="#{row.group}"
      value="#{row.value}" />
    <dvtm:attributeGroups id="ag1"
      type="color"
      value="#{row.brand}" />
  </dvtm:chartDataItem>
</amx:facet>
</dvtm:lineChart>
```

Note:

In the two preceding examples, since custom styles are not set at the series level, series are displayed with the colors based on the default color ramp.

To override the default style properties for the series, you can define an optional `seriesStamp` facet and set custom series styles using the `seriesStyle` elements, as the following example shows.

```
<dvtm:lineChart id="lineChart1"
  inlineStyle="width: 400px; height: 300px;"
  rolloverBehavior="dim"
  animationOnDisplay="auto"
  title="Line Chart"
  value="#{bindings.lineData1.collectionModel}"
  var="row" >
  <amx:facet name="dataStamp">
    <dvtm:chartDataItem id="chartDataItem1"
      series="#{row.series}"
      group="#{row.group}"
      value="#{row.value}" />
  </amx:facet>
  <amx:facet name="seriesStamp">
    <dvtm:seriesStyle series="#{row.series}"
      lineStyle="#{row.lineStyle}"
      lineWidth="#{row.lineWidth}" />
  </amx:facet>
</dvtm:lineChart>
```

In the preceding example, the `seriesStyle` elements are grouped based on the value of the `series` attribute. Series with the same name are supposed to share the same set of properties defined by other attributes of the `seriesStyle`, such as `color`, `lineStyle`, `lineWidth`, and so on. When MAF AMX encounters different attribute values for the same series name, it applies the value which was processed last.

Alternatively, you can control the series styles in a MAF AMX charts using the rendered attribute of the `seriesStyle` element, as the following example shows.

```
<dvtm:lineChart id="lineChart1"
  inlineStyle="width: 400px; height: 300px;"
  rolloverBehavior="dim"
  animationOnDisplay="auto"
  title="Line Chart"
  value="{bindings.lineData1.collectionModel}"
  var="row" >
  <amx:facet name="dataStamp">
    <dvtm:chartDataItem id="chartDataItem1"
      series="{row.series}"
      group="{row.group}"
      value="{row.value}"
      color="{row.color}" />
  </amx:facet>
  <amx:facet name="seriesStamp">
    <dvtm:seriesStyle series="{row.series}"
      color="red"
      lineWidth="3"
      lineStyle="solid"
      rendered="{row.series == 'Coke'}" />
    <dvtm:seriesStyle series="{row.series}"
      color="blue"
      lineWidth="2"
      lineStyle="dotted"
      rendered="{row.series == 'Pepsi'}" />
  </amx:facet>
</dvtm:lineChart>
```

The `orientation` attribute allows you to define the Line Chart as either horizontal or vertical.

For information on attributes of the `lineChart` and `dvtm` child elements that you can define for this component, see *Tag Reference for Oracle Mobile Application Framework*.

You can define a `facet` child element from the `amx` namespace. The `facet` can have a `chartDataItem` as its child (see [Defining Chart Data Item](#)).

You can style the Line Chart component's top-level element by overwriting the default CSS settings defined in the following class:

```
.dvtm-lineChart
- supported properties: all
```

For more information on chart styling, see [How to Style Chart Components](#).

For information on how to extend CSS files, see [How to Style Data Visualization Components](#).

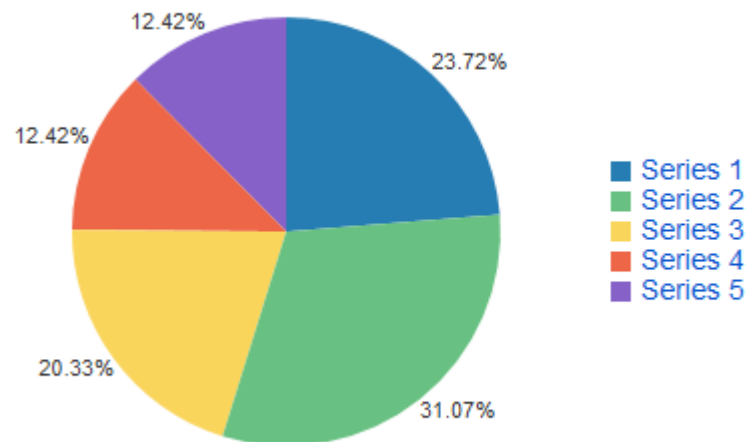
13.5.7 How to Create a Pie Chart

You use a Pie Chart (`pieChart`) to illustrate proportional division of data, with each data item represented by a pie segment (slice). Slices can be sorted by size (from largest to smallest), and small slices can be aggregated into a single "other" slice.

The following example shows the `pieChart` element defined in a MAF AMX file. The `dataStamp` facet is specified with a nested `pieDataItem` element.

```
<dvtm:pieChart id="pieChart1"
  inlineStyle="width: 400px; height: 300px;"
  value="{bindings.pieData.collectionModel}"
  var="row"
  animationOnDisplay="zoom"
  animationDuration="3000" >
  <amx:facet name="dataStamp">
    <dvtm:pieDataItem id="pieDataItem1"
      label="{row.name}"
      value="{row.data}" />
  </amx:facet>
  <dvtm:legend position="bottom" id="l1" />
</dvtm:pieChart>
```

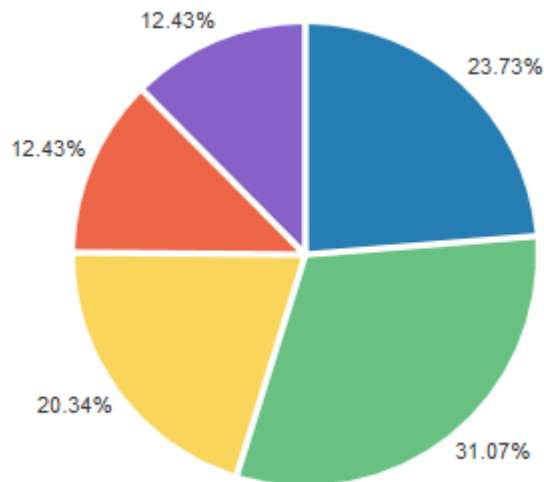
Figure 13-80 Pie Chart at Design Time



You can configure the positioning of the pie slice labels using the `sliceLabelPosition` attribute. By default (`auto`), labels are placed inside of a slice if the slice is big enough to accommodate the label; otherwise the labels are placed outside the slice.

You can also define the explosion (slice separation) effect for a Pie Chart component by setting the `selectionEffect` attribute.

Using the `sliceGaps` attribute, you can create a Pie Chart component that contains gaps between adjacent slices, as the following illustration show. The values of the `sliceGaps` attribute range from 0 (default) for charts with no gaps to 1 for maximum gaps allowed.



The data model for a pie chart is represented by a collection of items that define individual pie data items. Typically, properties of each data item include the following:

- `label`: slice label;
- `value`: slice value.

The model might also define other properties of the data item, such as the following:

- `borderColor`: slice border color;
- `color`: slice color;
- `explode`: slice explosion offset.

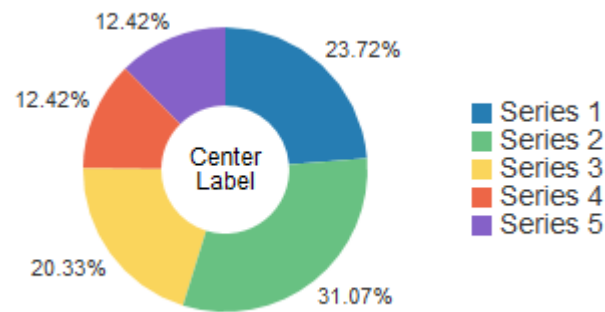
For information on attributes of the `pieChart` and `dvtm` child elements that you can define for this component, see *Tag Reference for Oracle Mobile Application Framework*.

You can define a `facet` child element from the `amx` namespace. The `facet` can have a `pieDataItem` as its child (see [Defining Pie Data Item](#)).

13.5.7.1 Configuring the Pie Chart as a Ring Chart

You can create a Pie Chart component with an empty center so it looks like a ring.

The size of the empty space (and, subsequently, the width of the ring) is configured using the `innerRadius` attribute of the `pieChart`. You may also specify text for the center of the ring by setting the `centerLabel` attribute.

Figure 13-81 Ring Chart at Design Time

13.5.7.2 Styling the Pie Chart

You can style the Pie Chart component by overwriting the default CSS settings defined in `dvtm-pieChart`, `dvtm-chartPieLabel`, `dvtm-chartPieCenterLabel`, and `dvtm-chartSliceLabel` classes:

- The top-level element can be styled using

```
.dvtm-pieChart
  - supported properties: all
```

- The pie labels can be styled using

```
.dvtm-chartPieLabel
  - supported properties:
    font-family, font-size, font-weight, color, font-style
```

- The pie slice labels can be styled using

```
.dvtm-chartSliceLabel
  - supported properties:
    font-family, font-size, font-weight, color, font-style
```

- The ring center label can be styled using

```
.dvtm-chartPieCenterLabel
  - supported properties:
    font-family, font-size, font-weight, color, font-style
```

For more information on chart styling, see [How to Style Chart Components](#).

For more information on how to extend CSS files, see [How to Style Data Visualization Components](#).

13.5.8 How to Create a Scatter Chart

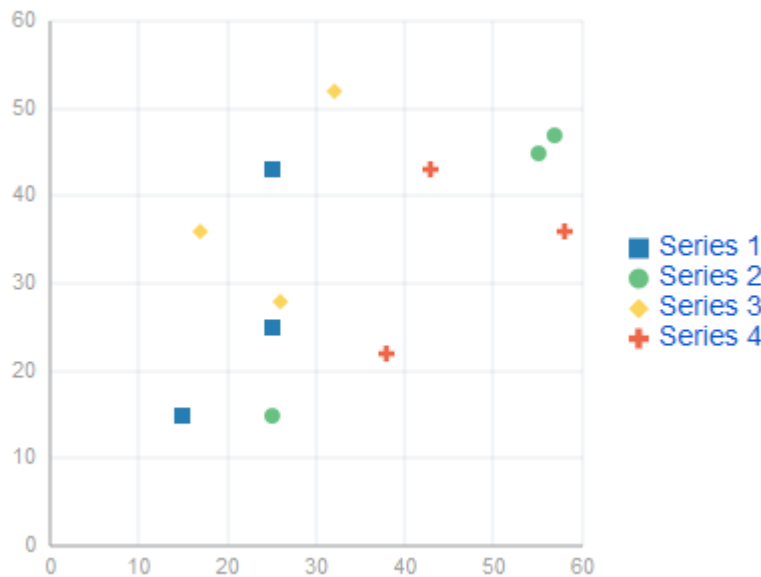
A Scatter Chart (`scatterChart`) displays data as unconnected dots that represent data items, where each item has x , y coordinates and size. In addition, each data item can have various style attributes, such as `color` and `markerShape`. You can either set properties of each data item individually, or categorize the data items into groups based on various criteria. You may use multiple grouping criteria at the same time, and may also use different style attributes to visualize the data items relationships. However, unlike line charts (see [How to Create a Line Chart](#)) or area charts (see [How to Create an Area Chart](#)), scatter charts do not have a strict notion of the series and groups.

The Scatter Chart can be zoomed and scrolled along its X and Y Axis. This is enabled through the use of the `zoomAndScroll` attribute.

The following example shows the `scatterChart` element defined in a MAF AMX file. The `dataStamp` facet is specified with a nested `chartDataItem` element. The `color` and `markerShape` attributes of each data item are set individually based on the values supplied in the data model.

```
<dvtm:scatterChart id="scatterChart1"
    inlineStyle="width: 400px; height: 300px;"
    animationOnDisplay="zoom"
    animationDuration="3000"
    value="#{bindings.scatterData.collectionModel}"
    var="row" >
  <amx:facet name="dataStamp">
    <dvtm:chartDataItem id="chartDataItem1"
      group="#{row.group}"
      color="#{row.color}"
      markerShape="auto"
      x="#{row.data.x}"
      y="#{row.data.y}">
      <dvtm:attributeGroups type="color"
        value="#{row.series}"
        id="ag1" />
    </dvtm:chartDataItem>
  </amx:facet>
  <dvtm:xAxis id="xAxis1" title="X Axis Title" />
  <dvtm:yAxis id="yAxis2" title="Y Axis Title" />
  <dvtm:legend position="bottom" id="l1" />
</dvtm:scatterChart>
```

Figure 13-82 Scatter Chart at Design Time



The data model for a scatter chart is represented by a collection of items (rows) that describe individual data items. Attributes of each data item are defined by stamping (`dataStamp`) and usually include the following:

- `x`, `y`: value coordinates (required);
- `markerSize`: the size of the marker (optional).

The model might also define other properties of the data item, such as the following:

- `borderColor`: data item border color;
- `color`: data item color.

For information on attributes of the `scatterChart` and `dvtm` child elements that you can define for this component, see *Tag Reference for Oracle Mobile Application Framework*.

You can define a `facet` child element from the `amx` namespace. The `facet` can have a `chartDataItem` as its child (see [Defining Chart Data Item](#)).

You can style the Scatter Chart component's top-level element by overwriting the default CSS settings defined in the following class:

```
.dvtm-scatterChart
  - supported properties: all
```

For more information on chart styling, see [How to Style Chart Components](#).

For information on how to extend CSS files, see [How to Style Data Visualization Components](#).

13.5.9 How to Create a Spark Chart

A Spark Chart (`sparkChart`) is a simple, condensed chart that displays trends or variations, often in the column of a table. The charts are often used in a dashboard to provide additional context to a data-dense display.

The following example shows the `sparkChart` element defined in a MAF AMX file. The `dataStamp` facet is specified with a nested `sparkDataItem` element.

```
<dvtm:sparkChart id="sparkChart1"
  value="#{bindings.sparkData.collectionModel}"
  var="row"
  type="line"
  inlineStyle="width:400px; height:300px; float:left;">
  <amx:facet name="dataStamp">
    <dvtm:sparkDataItem id="sparkDataItem1" value="#{row.value}" />
  </amx:facet>
</dvtm:sparkChart>
```

Figure 13-83 Spark Chart at Design Time

The data model for a spark chart is represented by a collection of items (rows) that describe individual spark data items. Typically, properties of each data item include the following:

- `value`: spark value.

For information on attributes and `dvtm` child elements of the `sparkChart`, see *Tag Reference for Oracle Mobile Application Framework*.

You can define a `facet` child element from the `amx` namespace. The `facet` can have a `sparkDataItem` as its child (see [Defining Spark Data Item](#)).

You can style the Spark Chart component's top-level element by overwriting the default CSS settings defined in the following class:

```
.dvtm-sparkChart
  - supported properties: all
```

For more information on chart styling, see [How to Style Chart Components](#).

For information on how to extend CSS files, see [How to Style Data Visualization Components](#).

13.5.10 How to Create a Funnel Chart

A Funnel Chart (`funnelChart`) component provides a visual representation of data related to steps in a process. The steps appear as vertical slices across a horizontal cylinder. As the actual value for a given step or slice approaches the quota for that slice, the slice fills. Typically, a Funnel Chart requires actual values and target values against a stage value, which might be time.

The following example shows the `funnelChart` element defined in a MAF AMX file. The `dataStamp` facet is specified with a nested `funnelDataItem` element.

```
<dvtm:funnelChart id="funnelChart1"
  var="row"
  value="#{bindings.funnelData.collectionModel}"
```

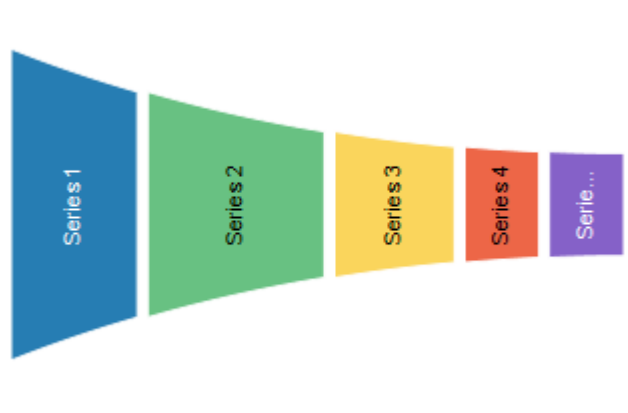


```

styleClass="dvtm-gallery-component"
sliceGaps="on"
threeDEffect="{pageFlowScope.threeD ? 'on' : 'off'}"
orientation="{pageFlowScope.orientation}"
dataSelection="{pageFlowScope.dataSelection}"
footnote="{pageFlowScope.footnote}"
footnoteHalign="{pageFlowScope.footnoteHalign}"
hideAndShowBehavior="{pageFlowScope.hideAndShowBehavior}"
rolloverBehavior="{pageFlowScope.rolloverBehavior}"
seriesEffect="{pageFlowScope.seriesEffect}"
subtitle="{pageFlowScope.titleDisplay ?
    pageFlowScope.subtitle : ''}"
title="{pageFlowScope.titleDisplay ? pageFlowScope.title : ''}"
titleHalign="{pageFlowScope.titleHalign}"
animationOnDataChange="{pageFlowScope.animationOnDataChange}"
animationDuration="{pageFlowScope.animationDuration}"
animationOnDisplay="{pageFlowScope.animationOnDisplay}"
shortDesc="{pageFlowScope.shortDesc}"
<amx:facet name="dataStamp">
  <dvtm:funnelDataItem id="funnelDataItem1"
    label="{row.label}"
    value="{row.value}"
    targetValue="{row.targetValue}"
    color="{row.color}"
    shortDesc="This is a tooltip">
  </dvtm:funnelDataItem>
</amx:facet>
<dvtm:legend id="l1"
  position="{pageFlowScope.legendPosition}"
  rendered="{pageFlowScope.legendDisplay}"/>
</dvtm:funnelChart>

```

Figure 13-84 Funnel Chart at Design Time



The data model for a funnel chart is represented by a collection of items (rows) that describe individual funnel data items. Typically, properties of each data item include the following:

- value: funnel value
- label: funnel slice label

For information on attributes and `dvtm` child elements of the `funnelChart`, see *Tag Reference for Oracle Mobile Application Framework*.

You can define a `facet` child element from the `amx` namespace. The `facet` can have a `funnelDataItem` as its child (see [Defining Funnel Data Item](#)).

You can style the Funnel Chart component by overwriting the default CSS settings defined in `dvtm-funnelChart` and `dvtm-funnelDataItem` classes:

- The top-level element can be styled using

```
.dvtm-funnelChart
  - supported properties: all
```

- The Funnel Chart data items can be styled using

```
.dvtm-funnelDataItem
  - supported properties: border-color, background-color
```

For more information on chart styling, see [How to Style Chart Components](#).

For more information on how to extend CSS files, see [How to Style Data Visualization Components](#).

13.5.11 How to Create a Stock Chart

A Stock Chart (`stockChart`) component displays open, close, minimum, and maximum value for a stock at different points in time during a specific day. The candle bars displaying opening and closing prices for a stock are typically colored green when the price of the stock has risen during the day, and red when the closing price is lower than the opening price.

The following example shows the `stockChart` element defined in a MAF AMX file. The `dataStamp` facet contains a `stockDataItem` element.

```
<dvtm:stockChart id="stockChart1"
  dataCursor="#{pageFlowScope.dataCursor}"
  dataCursorBehavior="#{pageFlowScope.dataCursorBehavior}"
  dataSelection="#{pageFlowScope.dataSelection}"
  emptyText="No data found"
  footnote=""
  footnoteHalign="#{pageFlowScope.footnoteHalign}"
  inlineStyle="width: 100%; height:#{DvtProperties.hostedMode ?
    '400px' :
deviceScope.hardware.screen.availableHeight-200}px"
  shortDesc="Stock Chart"
  styleClass="dvtm-gallery-component"
  subtitle="#{pageFlowScope.subtitle}"
  title="#{pageFlowScope.title}"
  titleHalign="#{pageFlowScope.titleHalign}"
  value="#{bindings.stockChartData.collectionModel}"
  var="row"
  volumeColor="#{pageFlowScope.volumeColor}"
  zoomAndScroll="#{pageFlowScope.zoomAndScroll}"
  timeAxisType="mixedFrequency"
  animationOnDataChange="auto"
  animationOnDisplay="auto"
  viewportChangeListener="#{StockChartDataList.ViewportListener}">
<amx:facet name="dataStamp">
  <dvtm:stockDataItem id="cdil
    close="#{row.close}"
    high="#{row.high}"
    low="#{row.low}"
    open="#{row.open}"
    volume="#{row.volume}"
    x="#{row.x}"
    series="BTC"
    shortDesc="Stock Data Item">
```

```

    </dvtm:stockDataItem>
</amx:facet>
<amx:facet name="seriesStamp">
    <dvtm:seriesStyle series="BTC"
        type="{pageFlowScope.seriesType}"
        id="ssl">
    </dvtm:seriesStyle>
</amx:facet>
<amx:facet name="overview">
    <dvtm:overview id="ovw" rendered="{pageFlowScope.overview}">
    </dvtm:overview>
</amx:facet>
<dvtm:xAxis id="xAxis"
    viewportMinValue="{pageFlowScope.viewportMinValue}"
    viewportMaxValue="{pageFlowScope.viewportMaxValue}">
</dvtm:xAxis>
<dvtm:y2Axis id="y2Axis">
    <dvtm:tickLabel id="y2TickLabel"
        rendered="{pageFlowScope.showY2}"
        scaling="none">
        <amx:convertNumber id="cn5"
            type="number"
            minFractionDigits="1"
            maxFractionDigits="1"/>
    </dvtm:tickLabel>
</dvtm:y2Axis>
<dvtm:chartValueFormat id="cvf2label"
    type="close">
    <amx:convertNumber id="closeConvertNumber"
        type="currency"
        minFractionDigits="1"
        maxFractionDigits="1"
        currencySymbol="$"/>
</dvtm:chartValueFormat>
<dvtm:chartValueFormat id="cvf2label1"
    type="high"
    scaling="none">
    <amx:convertNumber id="highConvertNumber"
        type="currency"
        minFractionDigits="1"
        maxFractionDigits="1"
        currencySymbol="$"/>
</dvtm:chartValueFormat>
<dvtm:chartValueFormat id="cvf2label2"
    type="low"
    scaling="none">
    <amx:convertNumber id="lowConvertNumber"
        type="currency"
        minFractionDigits="1"
        maxFractionDigits="1"
        currencySymbol="$"/>
</dvtm:chartValueFormat>
<dvtm:chartValueFormat id="cvf2label3"
    type="open"
    scaling="none">
    <amx:convertNumber id="openConvertNumber"
        type="currency"
        minFractionDigits="1"
        maxFractionDigits="1"
        currencySymbol="$"/>
</dvtm:chartValueFormat>

```

```

<dvtm:chartValueFormat id="cvf2label4"
    type="volume"
    scaling="none">
    <amx:convertNumber id="cn6"
        type="number"
        minFractionDigits="1"
        maxFractionDigits="1"/>
</dvtm:chartValueFormat>
<dvtm:yAxis id="yAxis">
    <dvtm:tickLabel id="tc1" scaling="none">
        <amx:convertNumber id="yAxisConvertNumber"
            type="currency"
            minFractionDigits="1"
            maxFractionDigits="1"
            currencySymbol="$"/>
    </dvtm:tickLabel>
    <dvtm:referenceLine id="rl2"
        color="rgb(255,128,0)"
        lineWidth="1"
        lineStyle="solid"
        location="front"
        lineType="straight"
        text="Technical analysis"
        shortDesc="Technical Analysis"
        displayInLegend="off"
        rendered="#{pageFlowScope.technicalAnalysis}">
        <amx:iterator var="ref"
            value="#{bindings.stockReferenceData2.collectionModel}"
            id="i2">
            <dvtm:referenceLineItem value="#{ref.value}" x="#{ref.x}" id="rli2"/>
        </amx:iterator>
    </dvtm:referenceLine>
    <dvtm:referenceLine id="rl1"
        color="#008000"
        lineWidth="1"
        lineStyle="solid"
        location="front"
        lineType="straight"
        text=""
        shortDesc="Total Transaction Fees"
        displayInLegend="off"
        rendered="#{pageFlowScope.transactionFees}">
        <amx:iterator var="ref"
            value="#{bindings.stockReferenceData.collectionModel}"
            id="i1">
            <dvtm:referenceLineItem value="#{ref.value}" x="#{ref.x}" id="rli1"/>
        </amx:iterator>
    </dvtm:referenceLine>
</dvtm:yAxis>
<dvtm:chartValueFormat id="cvf1"
    type="y"
    scaling="none"/>
</dvtm:stockChart>
    
```

Figure 13-85 Stock Chart at Design Time

The data model for a stock chart is represented by a collection of items (rows) that describe individual stock data items.

For information on attributes and `dvtm` child elements of the `stockChart`, see *Tag Reference for Oracle Mobile Application Framework*.

You can define a facet child element from the `amx` namespace. The facet can have a `stockDataItem` as its child (see [Defining Stock Data Item](#)).

You can style the Stock Chart component by overwriting the default CSS settings defined in the the following classes:

- `dvtm-stockChart-rising`
- `dvtm-stockChart-falling`
- `dvtm-stockChart-range`

For more information on chart styling, see [How to Style Chart Components](#).

For more information on how to extend CSS files, see [How to Style Data Visualization Components](#).

13.5.12 How to Style Chart Components

With the exception of the Spark Chart, you can style chart components by overwriting the default CSS settings defined in the following classes:

- A chart component's legend can be styled using

```
.dvtm-legend
- supported properties used for text styling:
    font-family, font-size, font-weight, color, font-style
- supported properties used for background styling: background-color
- supported properties used for border styling:
    border-color (used when border width > 0)
```

```
.dvtm-legendTitle
- supported properties:
    font-family, font-size, font-weight, color, font-style
```

```
.dvtm-legendSectionTitle
- supported properties:
    font-family, font-size, font-weight, color, font-style
```

- A chart component's title, subtitle, and so on, can be styled using

```
.dvtm-chartTitle
- supported properties:
    font-family, font-size, font-weight, color, font-style

.dvtm-chartSubtitle
- supported properties:
    font-family, font-size, font-weight, color, font-style

.dvtm-chartFootnote
- supported properties:
    font-family, font-size, font-weight, color, font-style

.dvtm-chartTitleSeparator
- supported properties:
    visibility (is title separator rendered),
    border-top-color, border-bottom-color
```

- A chart component's axes can be styled using

```
.dvtm-chartXAxisTitle
- supported properties:
    font-family, font-size, font-weight, color, font-style

.dvtm-chartYAxisTitle
- supported properties:
    font-family, font-size, font-weight, color, font-style

.dvtm-chartY2AxisTitle
- supported properties:
    font-family, font-size, font-weight, color, font-style

.dvtm-chartXAxisTickLabel
- supported properties:
    font-family, font-size, font-weight, color, font-style

.dvtm-chartYAxisTickLabel
- supported properties:
    font-family, font-size, font-weight, color, font-style

.dvtm-chartY2AxisTickLabel
- supported properties:
    font-family, font-size, font-weight, color, font-style
```

In addition to styling the chart component's top-level element, you can style specific child elements of some charts.

13.5.13 How to Use Events with Chart Components

You can use the `ViewportChangeEvent` to handle zooming and scrolling of chart components. When either zooming or scrolling occurs, the component fires an event loaded with information that defines the new viewport.

You can specify the `viewportChangeListener` as an attribute of Area Chart, Bar Chart, Combo Chart, and Line Chart components.

You can use the `DrillEvent` to handle drilling of chart components. When drilling occurs, the component fires this event.

You can specify the `drillListener` as an attribute of any chart component. In addition, you can use the `drilling` attribute of the `chartDataItem`,

`funnelDataItem`, `pieDataItem`, and `seriesStyle` to provide a fine-grained drilling control.

For more information, see the following:

- [Using Event Listeners](#)
- *Java API Reference for Oracle Mobile Application Framework*
- *Tag Reference for Oracle Mobile Application Framework*

13.5.14 What You May Need to Know About Customization of Chart Tooltips

The Chart Value Format (`chartValueFormat`) child component of MAF AMX charts allows you to customize a chart component's tooltip by specifying labels and disabling the display of values within the tooltip, as the following example shows.

```
<dvtm:barChart id="bc1" var="row" value="bindings.Data.collectionModel">
  <amx:facet name="dataStamp">
    <dvtm:chartDataItem id="cd1"
      series="row.series"
      group="row.group"
      value="row.value"/>
  </amx:facet>
  <dvtm:chartValueFormat id="cvf1" type="value" tooltipLabel="Revenue">
    <amx:convertNumber ... />
  </dvtm:chartValueFormat>
  <dvtm:chartValueFormat id="cvf2" type="series" tooltipLabel="Region"/>
  <dvtm:chartValueFormat id="cvf3" type="groups" tooltipLabel="Product Type"/>
</dvtm:barChart>
```

For more information, see *Tag Reference for Oracle Mobile Application Framework*.

13.5.15 How to Enable Sorting of Charts with Categorical Axis

You can use the `sorting` attribute of the Bar Chart, Line Chart, Area Chart, and Combo Chart components to enable sorting of chart categories by their values. For example, countries represented by bars in a Bar Chart can be sorted by their GDP and displayed in either ascending or descending order. By default, sorting is disabled.

13.5.16 How to Define the Initial Zooming of Charts

You can use the `initialZooming` attribute of the Bar Chart, Line Chart, Area Chart, and Combo Chart components to specify whether the chart should initially display the first or the last data points while the chart's zoom level is automatically set to be usable at the current chart size. By default, the initial zooming is disabled.

13.5.17 How to Define Stacking of Specific Chart Series

Bar Chart, Horizontal Bar Chart, Line Chart, Area Chart, and Combo Chart components support a `stack` attribute that allows the data series to be rendered stacked. If this attribute is used by its own, series stacking only allows for stacking to be applied to all of the data series in a chart or none. To enable stacking of some series within the chart and not others, you can use the `stackCategory` attribute of the Series Style (`seriesStyle`) child component in conjunction with the `stack` attribute of the parent chart: when the chart's `stack` attribute is set to `on`, you specify the `stackCategory` attribute of the Series Style to define how specific series within the chart are to be stacked.

13.5.18 How to Enable Split Dual-Y Axis in Charts

You can use the `splitDualY` attribute of the Bar Chart, Line Chart, Area Chart, and Combo Chart components to allow charts that use Y2 axis to render two data sets separately in stacked plot areas that share the same X axis. By default, this functionality is disabled.

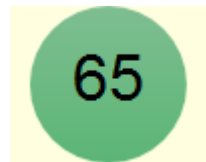
13.5.19 How to Create a LED Gauge

Unlike charts, gauges focus on a single data point and examine that point relative to minimum, maximum, and threshold indicators to identify problem areas. A LED (lighted electronic display) gauge (`ledGauge`) graphically depicts a measurement, such as key performance indicator (KPI). There are several styles of LED gauges. The ones with arrows are used to indicate good (up arrow), fair (left- or right-pointing arrow), or poor (down arrow). You can specify any number of thresholds for a gauge. However, some LED gauges (such as those with arrow or triangle indicators) support a limited number of thresholds because there is a limited number of meaningful directions for them to point. For arrow or triangle indicators, the threshold limit is three.

The following example shows the `ledGauge` element defined in a MAF AMX file.

```
<dvtm:ledGauge id="ledGauge1"
  value="65"
  type="circle"
  inlineStyle="width: 100px; height: 80px; float: left;
  border-color: navy; background-color: lightyellow;">
  <dvtm:threshold id="threshold1" text="Low" maxValue="40" />
  <dvtm:threshold id="threshold2" text="Medium" maxValue="60" />
  <dvtm:threshold id="threshold3" text="High" maxValue="80" />
</dvtm:ledGauge>
```

Figure 13-86 LED Gauge at Design Time



The data model for a LED gauge is represented by a single metric value which is specified by the `value` attribute.

For information on attributes of the `ledGauge` and `dvtm` child elements that you can define for this component, see *Tag Reference for Oracle Mobile Application Framework*.

You can define the following `amx` child elements:

- `showPopupBehavior` (see [How to Use a Popup Component](#))
- `closePopupBehavior` (see [How to Use a Popup Component](#))
- `validationBehavior` (see [Validating Input](#))

13.5.20 How to Create a Status Meter Gauge

A Status Meter Gauge (`statusMeterGauge`) indicates the progress of a task or the level of some measurement along a horizontal rectangular bar or a circle. One part of the component shows the current level of a measurement against the ranges marked

on another part. In addition, thresholds can be displayed behind the indicator whose size can be changed.

MAF AMX data visualization provides support for the reference line (`referenceLine`) on its status meter gauge component. You can use this line to produce a bullet graph.

The following example shows the `statusMeterGauge` element defined in a MAF AMX file.

```
<dvtm:statusMeterGauge id="meterGauge1"
    value="65"
    animationOnDisplay="auto"
    animationDuration="1000"
    inlineStyle="width: 300px;
        height: 30px;
        float: left;
        border-color: black;
        background-color: lightyellow;"
    minValue="0"
    maxValue="100">
    <dvtm:metricLabel/>
    <dvtm:threshold id="threshold1" text="Low" maxValue="40" />
    <dvtm:threshold id="threshold2" text="Medium" maxValue="60" />
    <dvtm:threshold id="threshold3" text="High" maxValue="80" />
</dvtm:statusMeterGauge>
```

Figure 13-87 Rectangular Status Meter Gauge at Design Time



To create a Status Meter Gauge represented by a vertical rectangle, you set its `orientation` attribute to `vertical`. By default, this attribute is set to `horizontal` resulting in a horizontal rectangle.

To create a Status Meter Gauge represented by a circle (see [Figure 13-88](#)), you set its `orientation` attribute to `circular`.

Figure 13-88 Circular Status Meter Gauge at Design Time



The data model for a status meter gauge is a single metric value which is specified by the `value` attribute. In addition, the minimum and maximum values can also be specified by the `minValue` and `maxValue` attributes.

For information on attributes of the `statusMeterGauge` and `dvtm` child elements that you can define for this component, see *Tag Reference for Oracle Mobile Application Framework*.

You can define the following `amx` child elements:

- `showPopupBehavior` (see [How to Use a Popup Component](#))
- `closePopupBehavior` (see [How to Use a Popup Component](#))
- `validationBehavior` (see [Validating Input](#))

13.5.21 How to Create a Dial Gauge

A Dial Gauge (`dialGauge`) specifies ranges of values (thresholds) that vary from poor to excellent. The gauge indicator specifies the current value of the metric while the graphic allows for evaluation of the status of that value.

The following example shows the `dialGauge` element defined in a MAF AMX file.

```
<dvtm:dialGauge id="dialGauge1"
  background="#{pageFlowScope.background}"
  indicator="#{pageFlowScope.indicator}"
  value="#{pageFlowScope.value}"
  minValue="#{pageFlowScope.minValue}"
  maxValue="#{pageFlowScope.maxValue}"
  animationDuration="1000"
  animationOnDataChange="auto"
  animationOnDisplay="auto"
  shortDesc="#{pageFlowScope.shortDesc}"
  inlineStyle="#{pageFlowScope.inlineStyle}"
  styleClass="#{pageFlowScope.styleClass}"
  readOnly="true">
</dvtm:dialGauge>
```

Figure 13-89 *Dial Gauge at Design Time*



The data model for a dial gauge is a single metric value which is specified by the `value` attribute. In addition, the minimum and maximum values can be specified by the `minValue` and `maxValue` attributes.

For information on attributes of the `dialGauge` and `dvtm` child elements that you can define for this component, see *Tag Reference for Oracle Mobile Application Framework*.

The following example shows the definition of `dialGauge` element with the dark background theme and custom tick labels setting a range from -5000 to 5000.

```
<dvtm:dialGauge id="dialGauge1"
  background="circleDark"
  indicator="needleDark"
  value="#{pageFlowScope.value}"
  minValue="-5000"
  maxValue="5000"
  readOnly="false">
  <dvtm:metricLabel id="metricLabel1"
    scaling="thousand">
```

```

        labelStyle="font-family: Arial, Helvetica;
                font-size: 20; color: white;"/>
<dvtm:tickLabel id="tickLabel1"
    scaling="thousand"
    labelStyle="font-family: Arial, Helvetica;
                font-size: 18; color: white;"/>
</dvtm:dialGauge>

```

Figure 13-90 *Dial Gauge with Metric and Tick Labels at Design Time*



You can define the following amx child elements for the dialGauge:

- `showPopupBehavior` (see [How to Use a Popup Component](#))
- `closePopupBehavior` (see [How to Use a Popup Component](#))
- `validationBehavior` (see [Validating Input](#))

13.5.22 How to Create a Rating Gauge

A Rating Gauge (`ratingGauge`) provides means to view and modify ratings on a predefined visual scale. By default, a rating unit is represented by a star. You can configure it as a circle, human, rectangle, star, triangle, or diamond by setting the `shape` attribute of the `ratingGauge`. You can also configure it to render vertically or horizontally by setting a value for its `orientation` property. By default, it renders horizontally.

The following example shows the `ratingGauge` element defined in a MAF AMX file.

```

<dvtm:ratingGauge id="ratingGauge1"
    value="#{pageFlowScope.value}"
    minValue="0"
    maxValue="5"
    inputIncrement="full"
    shortDesc="#{pageFlowScope.shortDesc}"
    inlineStyle="#{pageFlowScope.inlineStyle}"
    readOnly="true"
    shape="circle"
    unselectedShape="circle">
</dvtm:ratingGauge>

```

Figure 13-91 Rating Gauge at Design Time

The data model for a rating gauge is a single metric value which is specified by the `value` attribute. In addition, the minimum and maximum values can be specified by the `minValue` and `maxValue` attributes.

For information on attributes of the `ratingGauge` and `dvtm` child elements that you can define for this component, see *Tag Reference for Oracle Mobile Application Framework*.

You can define the following `amx` child elements for the `ratingGauge`:

- `showPopupBehavior` (see [How to Use a Popup Component](#))
- `closePopupBehavior` (see [How to Use a Popup Component](#))
- `validationBehavior` (see [Validating Input](#))

13.5.22.1 Overwriting the `shortDesc` Attribute

You can overwrite the value of the `ratingGauge`'s `shortDesc` attribute by setting the `shortDesc` attribute of the `threshold` child element. If provided, the `threshold`'s `shortDesc` replaces its parent's `shortDesc` every time the `ratingGauge`'s `value` attribute falls within the specified threshold.

The following example shows how to overwrite the `shortDesc` attribute of the Rating Gauge component.

```
<dvtm:ratingGauge id="ratingGauge1"
    value="#{pageFlowScope.value}"
    minValue="#{pageFlowScope.minValue}"
    maxValue="#{pageFlowScope.maxValue}"
    shortDesc="#{pageFlowScope.shortDesc}"
    inputIncrement="#{pageFlowScope.inputIncrement}"
    inlineStyle="#{pageFlowScope.inlineStyle}"
    <dvtm:threshold id="tr1" maxValue="2" shortDesc="Performance: Poor" />
    <dvtm:threshold id="tr2" maxValue="3" shortDesc="Performance: Average" />
    <dvtm:threshold id="tr3" maxValue="4" shortDesc="Performance: Good" />
    <dvtm:threshold id="tr4" maxValue="5" shortDesc="Performance: Excellent" />
</dvtm:ratingGauge>
```

13.5.22.2 Applying Custom Styling to the Rating Gauge Component

Depending on the action performed by the end user on a rating gauge component, its units (images) can acquire one of the following states:

- `selected`: the unit is selected.
- `unselected`: the unit is not selected.
- `changed`: the unit has been changed.
- `hover`: the unit is being hovered over.

Note:

On mobile devices with touch interface, the hover state is invoked through the tap-and-hold gesture.

Each state can be represented by its own array of images, as well as properties that define color and border color.

By default, the `shape` attribute of the `ratingGauge` determines the selection of the hover and changed states. The unselected state can be set separately using the `unselectedShape` attribute of the `ratingGauge`.

You can style the Rating Gauge component by overwriting the default CSS settings. For more information on how to extend CSS files, see [How to Style Data Visualization Components](#).

The following shows the default CSS style definitions for the `color` and `borderColor` of each state of the rating gauge unit.

```
.dvtm-ratingGauge {
}

.dvtm-ratingGauge .dvtm-ratingGaugeSelected {
  border-width: 1px;
  border-style: solid;
  border-color: #FFC61A;
  color: #FFBB00;
}

.dvtm-ratingGauge .dvtm-ratingGaugeUnselected {
  border-width: 1px;
  border-style: solid;
  border-color: #D3D3D3;
  color: #F4F4F4;
}

.dvtm-ratingGauge .dvtm-ratingGaugeHover {
  border-width: 1px;
  border-style: solid;
  border-color: #6F97CF;
  color: #7097CF;
}

.dvtm-ratingGauge .dvtm-ratingGaugeChanged {
  border-width: 1px;
  border-style: solid;
  border-color: #A8A8A8;
  color: #FFBB00;
}
```

13.5.23 How to Define Child Elements for Chart and Gauge Components

You can define a variety of child elements for charts and gauges. The following are some of these child elements:

- `chartDataItem` (see [Defining Chart Data Item](#))
- `xAxis`, `yAxis`, and `y2Axis` (see [Defining and Configuring X Axis_YAxis_ and Y2Axis](#))

- `legend` (see [Defining and Configuring Legend](#))
- `pieDataItem` (see [Defining Pie Data Item](#))
- `sparkDataItem` (see [Defining Spark Data Item](#))
- `threshold` (see [Defining Threshold](#))
- `funnelDataItem` (see [Defining Funnel Data Item](#))
- `stockDataItem` (see [Defining Stock Data Item](#))

For more information on these and other child elements, see *Tag Reference for Oracle Mobile Application Framework*.

In JDeveloper, child components of data visualization components are located under **MAF AMX Data Visualization > Shared Child Tags** and **MAF AMX Data Visualization > Other Type-Specific Child Tags** in the Components window (see [Figure 13-69](#)).

Figure 13-92 *Creating Chart and Gauge Child Components*



13.5.23.1 Defining Chart Data Item

The Chart Data Item (`chartDataItem`) element specifies the parameters that chart data items use in all supported charts, except the pie chart.

You can enable the text display on Chart Data Items and control its label, the label position, and the label style by setting relevant attributes of the `chartDataItem` element, as well as the `dataLabelPosition` attribute of the chart itself to specify the position of all data labels in a given chart.

Note:

The Spark Chart, Pie Chart, and Funnel Chart components do not support the `dataLabelPosition` attribute.

For information on attributes of the `chartDataItem` element, see *Tag Reference for Oracle Mobile Application Framework*.

13.5.23.2 Defining and Configuring Legend

The Legend (`legend`) element specifies the legend parameters.

You can customize sizes of chart areas dedicated to legend using the Legend component's `size` and `maxSize` attributes.

For more information on attributes of the `legend` element, see *Tag Reference for Oracle Mobile Application Framework*.

13.5.23.3 Defining and Configuring X Axis, YAxis, and Y2Axis

X Axis (`xAxis`) and Y Axis (`yAxis`) elements define the X and Y axis for a chart. Y2Axis (`y2Axis`) defines an optional Y2 axis. These elements are declared as follows in a MAF AMX file:

```
<dvtm:xAxis id="xAxis1" scrolling="on" axisMinValue="0.0" axisMaxValue="50.0" />
```

You can customize sizes of chart areas dedicated to axis using the `size` and `maxSize` attributes of the X Axis, Y Axis, and Y2Axis components. In addition, you can customize color, width, and style of the axis baseline by configuring its Major Tick child element.

For more information on attributes and child elements of `xAxis`, `yAxis`, and `y2Axis` elements, see *Tag Reference for Oracle Mobile Application Framework*.

13.5.23.4 Defining Pie Data Item

The Pie Data Item (`pieDataItem`) element specifies the parameters of the pie chart slices (see [How to Create a Pie Chart](#)).

For information on attributes of the `pieDataItem` element, see *Tag Reference for Oracle Mobile Application Framework*.

13.5.23.5 Defining Spark Data Item

The Spark Data Item (`sparkDataItem`) element specifies the parameters of the spark chart items (see [How to Create a Spark Chart](#)).

For information on attributes of the `sparkDataItem` element, see *Tag Reference for Oracle Mobile Application Framework*.

13.5.23.6 Defining Funnel Data Item

The Funnel Data Item (`funnelDataItem`) element specifies the parameters of the funnel chart items (see [How to Create a Funnel Chart](#)).

For information on attributes of the `funnelDataItem` element, see *Tag Reference for Oracle Mobile Application Framework*.

13.5.23.7 Defining Stock Data Item

The Stock Data Item (`stockDataItem`) element specifies the parameters of the stock chart items (see [How to Create a Stock Chart](#)).

For information on attributes of the `stockDataItem` element, see *Tag Reference for Oracle Mobile Application Framework*.

13.5.23.8 Defining Threshold

The Threshold (`threshold`) element specifies the threshold ranges of a gauge (see [How to Create a LED Gauge](#) and [How to Create a Status Meter Gauge](#)).

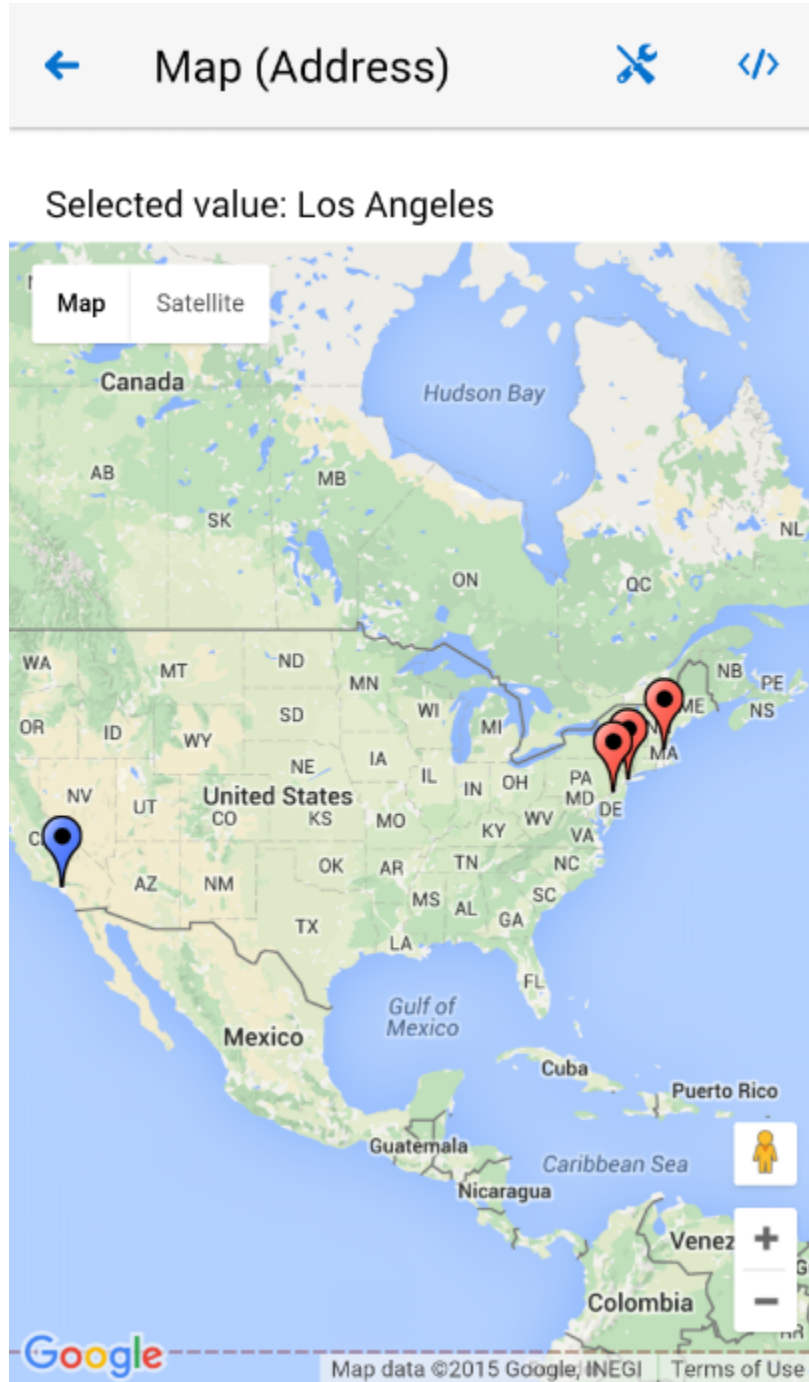
For information on attributes of the `threshold` element, see *Tag Reference for Oracle Mobile Application Framework*.

13.5.24 How to Create a Geographic Map Component

A Geographic Map (`geographicMap`) represents data in one or more interactive layers of information superimposed on a single map. You configure this component to use either Google Maps or the Oracle Maps Cloud service (Oracle maps) as the underlying map provider. If you do not specify a map provider, the component uses Google Maps.

[Figure 13-93](#) shows the `geographicMap` component in the `CompGallery` sample application.

Figure 13-93 Geographic Map in CompGallery Sample Application



The `geographicMap` component uses the latest stable v3 version of the Google Maps JavaScript API.

You can define a `pointDataLayer` child element for the `geographicMap`. The `pointDataLayer` allows you to display data associated with a point on the map. The `pointDataLayer` can have a `pointLocation` as a child element. The `pointLocation` specifies the columns in the data layer's model that determine the location of the data points. These locations can be represented either by address or by X and Y coordinates.

The `pointLocation` can have a `marker` as a child element. The `marker` is used to stamp out predefined or custom shapes associated with data points on the map. The `marker` supports a set of properties for specifying a URI to an image that is to be rendered as a marker. The `marker` can have a `convertNumber` as its child element (see [How to Convert Numeric Values](#)). In addition, you can enable a `Popup` (see [How to Use a Popup Component](#)) to be displayed on a `geographicMap`'s marker. To do so, you declare the `showPopupBehavior` element as a child of the `marker` element, and then set the `showPopupBehavior`'s `alignId` attribute to the value of the `marker`'s `id` attribute, as the following example shows.

```
<dvtm:geographicMap id="geographicMap_1" shortDesc="#{pageFlowScope.shortDesc}">
  <dvtm:pointDataLayer id="pd11"
    var="row"
    value=
      "#{bindings.geographicMapPointData.collectionModel}">
  <dvtm:pointLocation id="pl1"
    pointX="#{row.pointX}"
    pointY="#{row.pointY}">
    <dvtm:marker id="marker1"
      shortDesc="#{row.shortDesc}"
      rendered="true">
      <amx:showPopupBehavior id="spbl"
        popupId="popup1"
        alignId="marker1"
        align="topCenter"
        decoration="anchor"/>
      <amx:setPropertyListener from="#{row.shortDesc}"
        to="#{pageFlowScope.currentCity}"
        type="action"/>
    </dvtm:marker>
  </dvtm:pointLocation>
</dvtm:pointDataLayer>
</dvtm:geographicMap>
...
<amx:popup id="popup1" backgroundDimming="off" autoDismiss="true">
  <amx:outputText id="otTest" value="City: #{pageFlowScope.currentCity}"/>
  ...
</amx:popup>
```

For information on attributes of the `geographicMap` element and its child elements, see *Tag Reference for Oracle Mobile Application Framework*.

The `geographicMap` component allows for insertion of a pin (creation of a point on the map) using a touch gesture. You can configure this functionality by using the `mapInputListener`. For more information, see [How to Use Events with Map Components](#).

For more information about related tasks with the `geographicMap` component, see:

- [Configuring Geographic Map Components With the Map Provider Information](#)
- [Displaying Route in Geographic Map Components](#)

13.5.24.1 Configuring Geographic Map Components With the Map Provider Information

To configure a `geographicMap` component to use a specific provider for the underlying map (Google or Oracle), you can set the following properties as name-value pairs in the application's `adf-config.xml` file:

- `mapProvider`: specify either `oraclemaps` or `googlemaps`.
- `geoMapKey`: specify the license key if the `mapProvider` is set to `googlemaps`.
- `geoMapClientId`: if the `mapProvider` is set to `googlemaps`, specify the client ID for Google Maps business license.
- `mapViewerUrl`: if the `mapProvider` is set to `oraclemaps`, specify the map viewer URL for Oracle maps.
- `baseMap`: if the `mapProvider` is set to `oraclemaps`, specify the base map to use with Oracle maps.

Note:

To configure the `geographicMap` component to use Google Maps, you must obtain an appropriate license from Google.

The following example shows the configuration for Google Maps.

```
<adf-properties-child xmlns="http://xmlns.oracle.com/adf/config/properties">
  <adf-property name="mapProvider" value="googlemaps"/>
  <adf-property name="geoMapKey" value="your key"/>
</adf-properties-child>
```

Without a license for Google Maps, you have limited access to the geocoding service that enables address resolution. MAF provides a handler for error messages produced by the geocoding service when you exceed the permitted limit. These messages are displayed at runtime if the maximum allowed number of address points is exceeded. The number of requests is limited to 10 requests per second and redundant requests are not sent to the geocoding API.

Monitor the error messages listed in the following table.

Table 13-10

Error ID	Message	Description
OVER_QUERY_LIMIT	GeoCoder quota has been exceeded.	Indicates that you are over your quota.
REQUEST_DENIED	Request denied! Check your API key and client ID.	Indicates that the request was denied, possibly because the request includes a <code>result_type</code> or <code>location_type</code> parameter but does not include an API key or client ID.

Note:

To use Oracle maps, you must abide by the [Terms of Use](#) and also abide by the [Supplier Notices](#). Applications developed using Oracle maps must present the [Terms of Use](#) and the [Supplier Notices](#) to end users either in documentation or through links accessible from your application.

The following example shows the configuration for Oracle maps.

```
<adf-properties-child xmlns="http://xmlns.oracle.com/adf/config/properties">
  <adf-property name="mapProvider" value="oraclemaps"/>
  <adf-property name="mapViewerUrl" value="your-mapviewer-server-url"/>
  <adf-property name="baseMap" value="your-basemap-id"/>
</adf-properties-child>
```

MAF applications that run on devices using iOS 9 or later must use HTTPS for all connections from the application to services to meet the requirements of Apple iOS's App Transport Security (ATS) policy. If you deploy your MAF application to iOS 9 or later, configure your application using one of the following options, so that the `geographicMap` component can render Oracle maps on an iOS 9 device:

1. Disable ATS when you deploy the MAF application. For more information, see [Defining the iOS Build Options](#). This option is not recommended.
2. Configure the Oracle maps service to accept HTTPS requests and configure the MAF application so that the `geographicMap` component uses HTTPS. You perform the latter configuration in the application's `adf-config.xml` file. The following example demonstrates how you configure the application's `adf-config.xml` file so that the `geographicMap` component can render Oracle maps on an iOS 9 device.

```
<adf:adf-properties-child xmlns="http://xmlns.oracle.com/adf/config/properties">
  <adf-property name="mapProvider" value="oracleMaps"/>
  <adf-property name="mapViewerUrl" value="https://elocation.myserver.com/
mapviewer"/>
  <adf-property name="eLocationUrl" value="https://elocation.myserver.com/
elocation"/>
</adf:adf-properties-child>
. . .
</adf-config>
```

For information on the `adf-config.xml` file, see [About the Application Controller Project-Level Resources](#).

13.5.24.2 Displaying Route in Geographic Map Components

When using Google Maps as a provider for the `geographicMap` component, you can specify route between two points with possible waypoints by adding a `Route` (`route`) child component.

Each `geographicMap` component can have multiple `Route` child components, with each specifying a single route. Route origin, destination and optional waypoints can be specified using the Geographic Map's Point Location child component. By convention, the first Point Location in the set defines the origin and the last defines the destination. All points between these two Point Locations represent route waypoints.

You can define the color, width, and opacity of the line used for visualizing the route in the map. In addition, you can specify a hint indicating whether the route should preferably follow driving routes, bicycling tracks, or walking paths.

The following example shows how to define a `route` element in a MAF AMX page.

```
<dvtm:geographicMap id="gml">

  <!-- route defined using a collection model -->
  <dvtm:route travelMode="driving" id="dl">
    <amx:iterator value="#{el.collectionModel}" var="row">
      <dvtm:pointLocation address="#{row.address}" type="address"/>
    </amx:iterator>
  </dvtm:route>
```

```

<!-- route with explicitly defined start and destination -->
<dvtm:route travelMode="driving|walking|bicycling" id="d2">
  <!-- route origin -->
  <dvtm:pointLocation address="#{pageFlowScope.origin}" type="address">
  <!-- route destination -->
  <dvtm:pointLocation address="#{pageFlowScope.destination}" type="address"/>
</dvtm:route/>

<dvtm:pointDataLayer id="pdl1">
  ...
</dvtm:pointDataLayer>

<dvtm:pointDataLayer id="pdl2">
  ...
</dvtm:pointDataLayer>

</dvtm:geographicMap>

```

When the end user clicks or taps on the line representing the route, an `ActionEvent` is fired. The event can be used to either drive navigation through the `action` attribute or to invoke a handler in the Java layer using the `actionListener` attribute. The action can also be used to trigger event listeners and behaviors specified in child `setPropertyListener`, `actionListener`, `showPopupBehavior`, and `showPopupBehavior` elements. For more information, see [Using Event Listeners](#).

13.5.25 How to Create a Thematic Map Component

A Thematic Map (`thematicMap`) represents business data as patterns in stylized areas or associated markers. Thematic maps focus on data without the geographic details.

The following example shows the `thematicMap` element and its children defined in a MAF AMX file.

```

<dvtm:thematicMap id="tml"
  animationOnDisplay="#{pageFlowScope.animationOnDisplay}"
  animationOnMapChange="#{pageFlowScope.animationOnMapChange}"
  animationDuration="#{pageFlowScope.animationDuration}"
  basemap="#{pageFlowScope.basemap}"
  tooltipDisplay="#{pageFlowScope.tooltipDisplay}"
  inlineStyle="#{pageFlowScope.inlineStyle}"
  zooming="#{pageFlowScope.zooming}"
  panning="#{pageFlowScope.panning}"
  initialZooming="#{pageFlowScope.initialZooming}">
  <dvtm:areaLayer id="areaLayer1"
    layer="#{pageFlowScope.layer}"
    animationOnLayerChange=
      "#{pageFlowScope.animationOnLayerChange}"
    areaLabelDisplay="#{pageFlowScope.areaLabelDisplay}"
    labelType="#{pageFlowScope.labelType}"
    areaStyle="background-color"
    rendered="#{pageFlowScope.rendered}">
    <dvtm:areaDataLayer id="areaDataLayer1"
      animationOnDataChange=
        "#{pageFlowScope.dataAnimationOnDataChange}"
      animationDuration=
        "#{pageFlowScope.dataAnimationDuration}"
      dataSelection="#{pageFlowScope.dataSelection}"
      var="row"
      value="#{bindings.thematicMapData.collectionModel}">

```

```

<dvtm:areaLocation id="areaLoc1" name="{row.name}">
  <dvtm:area action="sales" id="area1" shortDesc="{row.name}">
    <amx:setPropertyListener id="spl1"
      to=
        "{DvtProperties.areaChartProperties.dataSelection}"
      from="{row.name}"
      type="action"/>
    <dvtm:attributeGroups id="agl" type="color" value="{row.cat1}" />
  </dvtm:area>
</dvtm:areaLocation>
</dvtm:areaDataLayer>
</dvtm:areaLayer>
<dvtm:legend id="l1" position="end">
  <dvtm:legendSection id="ls1" source="agl"/>
</dvtm:legend>
</dvtm:thematicMap>

```

Figure 13-94 Thematic Map at Design Time



Using the `markerZoomBehavior` attribute, you can enable scaling of the Thematic Map's markers when the map experiences zooming. You can enable the Marker rotation by setting its `rotation` attribute, whose value represents the angle at which the marker rotates in clockwise degrees around the center of the image.

MAF AMX Thematic Map supports the following advanced functionality:

- Custom markers (see [Defining Custom Markers](#))
- Area isolation (see [Defining Isolated Areas](#))
- Initial zooming (see [Enabling Initial Zooming](#))
- Custom base maps (see [Defining a Custom Base Map](#))

For information on attributes of the `thematicMap` element and its child elements, see *Tag Reference for Oracle Mobile Application Framework*.

13.5.25.1 Defining Custom Markers

MAF AMX Thematic Map does not support MAF AMX Image component. To use an image in the map's `pointLocation`, you can specify an image within the `pointLocation`'s `marker` child element by using its `source` attribute. If the `source` attribute is set on the Marker, its `shape` attribute is ignored by MAF AMX.

The `sourceHover`, `sourceSelected`, and `sourceHoverSelected` attributes allow you to specify images for hover and selection effects. If one of these is not

specified, the image specified by the `source` attribute is used for that particular marker state. If `sourceSelected` is specified, then its value is used if `sourceHoverSelected` is not specified. The image can be of any format supported by the mobile device's browser, including PNG, JPG, SVG, and so on.

13.5.25.2 Defining Isolated Area Layers

A region outline is not always needed to convey the geographic location of data. Instead, since the Thematic Map component has the option of centering an image or marker within an area, you have the option of defining invisible area layers where region outlines are not drawn.

To define an invisible area layer, you use the `areaStyle` attribute of the `areaLayer` which accepts the CSS values of `background-color` and `border-color` as follows:

```
<dvtm:areaLayer id="areaLayer1"
    ...
    areaStyle="background-color:transparent;border-color:transparent">
```

This attribute allows you to override the default area layer color and border treatments without using the `dvtm-area` skinning key.

13.5.25.3 Defining Isolated Areas

You can configure the MAF AMX Thematic Map component to render and zoom to fit on a single isolated area of the map by using the `isolatedRowKey` attribute of the `areaDataLayer`, in which case the rest of the areas in the area or area data layers is not rendered.

Note:

You can isolate only one area on a map.

13.5.25.4 Enabling Initial Zooming

The initial zooming allows the map component to be rendered as usual, and then zoom to fit on the data objects which includes both markers and areas. To enable this functionality, you use the `initialZooming` attribute of the Thematic Map.

13.5.25.5 Defining a Custom Base Map

As part of the custom base map support, MAF AMX allows you to specify the following for the Thematic Map component:

- Layers with images for different resolutions.
- Point layers with named points that can be referenced from the Point Location (`pointLocation`).
- The Thematic Map's `source` attribute that points to the custom base map metadata XML file.

Note:

MAF AMX does not support the following for custom base maps:

- Stylized areas: since area layers cannot be defined for custom base maps, use point layers.
- Resource bundles: to add locale-specific tool tips, you can use EL in the `shortDesc` attribute of the Marker (`marker`).

To create a custom base map, you specify an area layer which points to a definition in the metadata file (see the following example). To define a basic custom base map, you specify a background layer and a pointer data layer. In the metadata file, you can specify different images for different screen resolutions and display directions, similar to MAF AMX gauge components. Just like a gauge-type component, the Thematic Map chooses the correct image for the layer based on the screen resolution and direction. The display direction is left-to-right.

You can define any number of layers. All named points are accessible in all the layers. The X and Y positions of the named points are mapped to the image dimensions of the first image. The Thematic Map component calculates the position of the points when one of the following occurs:

- Zooming in is performed.
- A different image is displayed in a different resolution.

```
<basemap id="car" >
  <layer id="exterior" >
    <image source="/maps/car-800x800.png"
      width="2560"
      height="1920" />
    <image source="/maps/car-200x200.png"
      width="640"
      height="480" />
  </layer>
</basemap>
```

The following example shows a MAF AMX file that declares a custom area layer with points. The MAF AMX file points to the metadata file shown in the preceding example containing a list of possible images, which are, in fact, scaled versions of the same image.

```
<dvtm:thematicMap id="tml" basemap="car" source="customBasemaps/map1.xml" >
  <dvtm:areaLayer id="all" layer="exterior" >
    <dvtm:pointDataLayer id="pd11"
      var="row"
      value="{bindings.thematicMapData.collectionModel}" >
      <dvtm:pointLocation id="pl1"
        type="pointXY"
        pointX="{row.x}"
        pointY="{row.y}" >
        <dvtm:marker id="m1" fillColor="#FFFFFF" shape="circle" />
      </dvtm:pointLocation>
    </dvtm:pointDataLayer>
  </dvtm:areaLayer>
</dvtm:thematicMap>
```

In the preceding example, the base map ID is matched with the `basemap` attribute of the `thematicMap`, and the layer ID is matched with the `layer` attribute of the `areaLayer`. The points are defined through the X and Y coordinates (just like for a predefined base map) to accommodate dynamic points that can change at the time the data are updated.

The following example shows an alternative way to declare a custom area layer with points. In this example, the `pointDataLayer` is a direct child of the `thematicMap`. Despite this variation, it renders the same result as the declaration demonstrated in preceding example.

```
<dvtm:thematicMap id="demo1" basemap="car" source="customBasemaps/map1.xml" >
  <dvtm:areaLayer id="all" layer="exterior" />
  <dvtm:pointDataLayer id="pd11"
    var="row"
    value="{bindings.thematicMapData.collectionModel}" >
    <dvtm:pointLocation id="pl1"
      type="pointXY"
      pointX="{row.x}"
      pointY="{row.y}" >
      <dvtm:marker id="m1" fillColor="#FFFFFF" shape="circle" />
    </dvtm:pointLocation>
  </dvtm:pointDataLayer>
</dvtm:thematicMap>
```

To create a custom base map with static points, you specify the points by name in the metadata file shown in the following example. This process is similar to adding city markers for a predefined base map.

```
<basemap id="car" >
  <layer id="exterior" >
    <image source="/maps/car-800x800.png"
      width="2560"
      height="1920" />
    <image source="/maps/car-800x800-rtl.png"
      width="2560"
      height="1920"
      dir="rtl" />
    <image source="/maps/car-200x200.png"
      width="640"
      height="480" />
    <image source="/maps/car-200x200-rtl.png"
      width="640"
      height="480"
      dir="rtl" />
  </layer>
  <points >
    <point name="hood" x="219.911" y="329.663" />
    <point name="frontLeftTire" x="32.975" y="32.456" />
    <point name="frontRightTire" x="10.334" y="97.982" />
  </points>
</basemap>
```

The X and Y positions of the named points are assumed to be mapped to the image dimensions of the first image element in the layer.

Note:

Since the points are global in scope within the base map and apply to all layers, you cannot define points for a specific layer and its images.

The following example shows a MAF AMX file that declares a custom area layer with named points.

```
<dvtm:thematicMap id="demo1" basemap="car" source="customBasemaps/map1.xml" >
  <dvtm:areaLayer id="all" layer="exterior" />
  <dvtm:pointDataLayer id="pd11"
    var="row"
    value="{bindings.thematicMapData.collectionModel}" >
    <dvtm:pointLocation id="pl1" type="pointName" pointName="{row.name}" >
      <dvtm:marker id="m1" fillColor="#FFFFFF" shape="circle" />
    </dvtm:pointLocation>
  </dvtm:pointDataLayer>
</dvtm:thematicMap>
```

The preceding MAF AMX file refers to the metadata file shown in the following example containing a list of points and their names.

```
<basemap id="car" >
  <layer id="exterior" >
    <image source="/maps/car-800x800.png"
      width="2560"
      height="1920" />
    <image source="/maps/car-200x200.png"
      width="640"
      height="480" />
  </layer>
</basemap>
```

13.5.25.6 What You May Need to Know About the Marker Support for Event Listeners

MAF AMX data visualization does not support the `addListener` attribute for the marker. Instead, the same functionality can be achieved by using the `action` attribute.

13.5.25.7 Applying Custom Styling to the Thematic Map Component

You can style the Thematic Map component by overwriting the default CSS settings or using a custom JavaScript file. For more information on how to extend these files, see [How to Style Data Visualization Components](#).

The following example shows the default CSS styles for the Thematic Map component.

```
.dvtm-thematicMap {
  background-color: #FFFFFF;
  -webkit-user-select: none;
  -webkit-touch-callout: none;
  -webkit-tap-highlight-color: rgba(0,0,0,0);
}

.dvtm-areaLayer {
  background-color: #B8CDEC;
  border-color: #FFFFFF;
  border-width: 0.5px;
  /* border style and color must be set when setting border width */
  border-style: solid;
```

```
        color: #000000;
        font-family: tahoma, sans-serif;
        font-size: 13px;
        font-weight: bold;
        font-style: normal;
    }

    .dvtm-area {
        border-color: #FFFFFF;
        border-width: 0.5px;
        /* border style and color must be set when setting border width */
        border-style: solid;
    }

    .dvtm-marker {
        background-color: #61719F;
        opacity: 0.7;
        color: #FFFFFF;
        font-family: tahoma, sans-serif;
        font-size: 13px;
        font-weight: bold;
        font-style: normal;
        border-style: solid;
        border-color: #FFCC33;
        border-width: 12px;
    }
}
```

Some of the style settings cannot be specified using CSS. Instead, you must define them using a custom JavaScript file. The following example shows how to apply custom styling to the Thematic Map component without using CSS.

my-custom.js:

```
CustomThematicMapStyle = {
    // selected area properties
    'areaSelected': {
        // selected area border color
        'borderColor': "#000000",
        // selected area border width
        'borderWidth': '1.5px'
    },

    // area properties on mouse hover
    'areaHover': {
        // area border color on hover
        'borderColor': "#FFFFFF",
        // area border width on hover
        'borderWidth': '2.0px'
    },

    // marker properties
    'marker': {
        // separator upper color
        'scaleX': 1.0,
        // separator lower color
        'scaleY': 1.0,
        // should display title separator
        'type': 'circle'
    },

    // thematic map legend properties
```

```

    'legend': {
      // legend position, such as none, auto, start, end, top, bottom
      'position': "auto"
    }
  };
}());

```

Note:

You cannot change the name and the property names of the `CustomThematicMapStyle` object. Instead, you can modify specific property values to suit the needs of your application. For information on how to add custom CSS and JavaScript files to your application, see [Defining the Application Feature Content as a MAF AMX Page or Task Flow](#).

When the `attributeGroups` attribute is defined for the Thematic Map component, you can use the `CustomThematicMapStyle` to define a default set of shapes and colors for that component. In this case, the `CustomThematicMapStyle` object must have the structure that the following example shows, where `styleDefaults` is a nested object containing the following fields:

- `colors`: represents a set of colors to be used for areas and markers.
- `shapes`: represents a set of shapes to be used for markers.

```

window['CustomThematicMapStyle'] =
{
  // custom style values
  'styleDefaults': {
    // custom color palette
    'colors': ["#000000", "#ffffff"],
    // custom marker shapes
    'shapes' : ['circle', 'square']
  }
};

```

13.5.26 How to Use Events with Map Components

You can use the `MapBoundsChangeEvent` to handle the following map view property changes in the Geographic Map component:

- Changes to the zoom level.
- Changes to the map bounds.
- Changes to the map center.

When these changes occur, the component fires an event loaded with new map view property values.

You can define the `mapBoundsChangeListener` as an attribute of the Geographic Map.

You can use the `MapInputEvent` to handle the end user actions, such as taps and mouse clicks, in the Geographic Map component. When these actions occur, the component fires an event loaded with the information on the latitude and longitude for the map, as well as the type of the action (for example, mouse down, mouse up, click, and so on).

You can define the `mapInputListener` as an attribute of the Geographic Map component.

For more information, see the following:

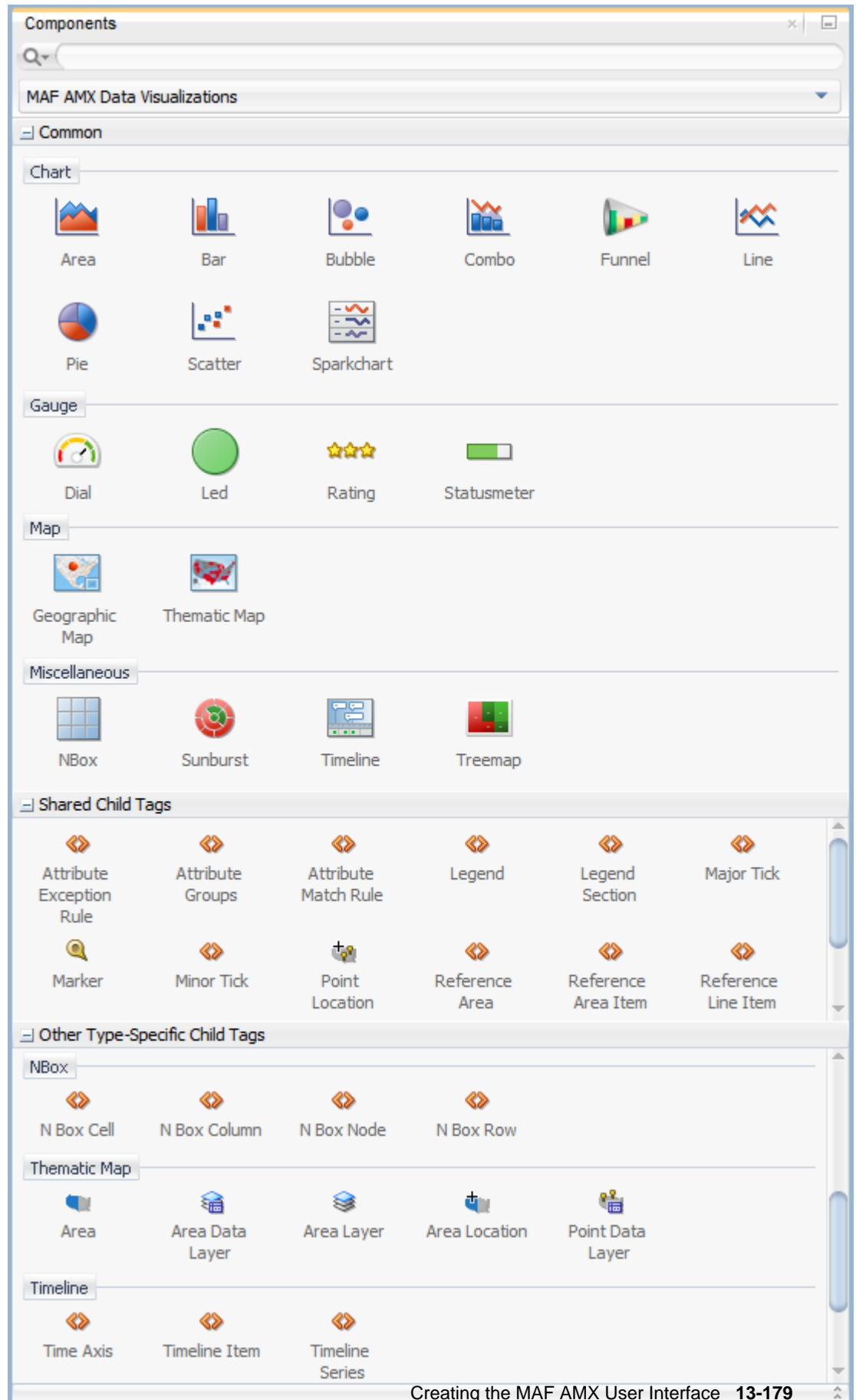
- [Using Event Listeners](#)
- *Java API Reference for Oracle Mobile Application Framework*
- *Tag Reference for Oracle Mobile Application Framework*

13.5.27 How to Create a Treemap Component

A Treemap (`treemap`) displays hierarchical data across two dimensions represented by the size and color of its nodes (`treemapNode`).

In the Components window, the Treemap is located under **MAF AMX Data Visualizations > Common > Miscellaneous**, and its child components are located under **MAF AMX Data Visualizations > Other Type-Specific Child Tags > Sunburst and Treemap** and **MAF AMX Data Visualizations > Shared Child Tags** (see [Figure 13-95](#)).

Figure 13-95 *Treemap and Other Advanced Components in Components Window*

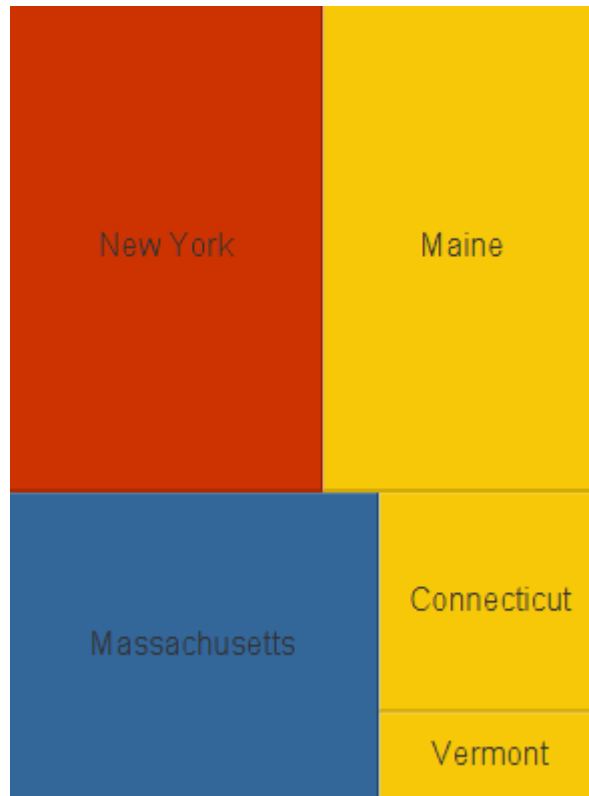


The following example shows the treemap element and its children defined in a MAF AMX file.

```

<dvtm:treemap id="treemap1"
    value="{bindings.treemapData.collectionModel}"
    var="row"
    animationDuration="{pageFlowScope.animationDuration}"
    animationOnDataChange="{pageFlowScope.animationOnDataChange}"
    animationOnDisplay="{pageFlowScope.animationOnDisplay}"
    layout="{pageFlowScope.layout}"
    nodeSelection="{pageFlowScope.nodeSelection}"
    rendered="{pageFlowScope.rendered}"
    emptyText="{pageFlowScope.emptyText}"
    inlineStyle="{pageFlowScope.inlineStyle}"
    sizeLabel="{pageFlowScope.sizeLabel}"
    styleClass="dvtm-gallery-component"
    colorLabel="{pageFlowScope.colorLabel}"
    sorting="{pageFlowScope.sorting}"
    selectedRowKeys="{pageFlowScope.selectedRowKeys}"
    isolatedRowKey="{pageFlowScope.isolatedRowKey}"
    legendSource="ag1">
  <dvtm:treemapNode id="node1"
    fillPattern="{pageFlowScope.fillPattern}"
    label="{row.label}"
    labelDisplay="{pageFlowScope.labelDisplay}"
    value="{row.marketShare}"
    labelHalign="{pageFlowScope.labelHalign}"
    labelValign="{pageFlowScope.labelValign}">
    <dvtm:attributeGroups id="ag1"
      type="color"
      value="{row.deltaInPosition}"
      attributeType="continuous"
      minLabel="-1.5%"
      maxLabel="+1.5%"
      minValue="-1.5"
      maxValue="1.5" >
      <amx:attribute id="a1" name="color1" value="#ed6647" />
      <amx:attribute id="a2" name="color2" value="#f7f37b" />
      <amx:attribute id="a3" name="color3" value="#68c182" />
    </dvtm:attributeGroups>
  </dvtm:treemapNode>
</dvtm:treemap>

```


Figure 13-96 Treemap at Design Time

By setting the `attributeType` attribute of the `attributeGroups` element to `continuous`, you can enable visualization of a value associated with the Treemap item using a gradient color where the color intensity represents the relative value within a specified range.

For information on attributes of the `treemap` element and its child elements, see *Tag Reference for Oracle Mobile Application Framework*.

13.5.27.1 Applying Custom Styling to the Treemap Component

You can style the Treemap component by overwriting the default CSS settings or using a custom JavaScript file. For more information on how to extend these files, see [How to Style Data Visualization Components](#).

The following example shows the Treemap component's default CSS styles that you can override.

```
.dvtm-treemap {
  border-style: solid;
  border-color: #E2E8EE;
  border-radius: 3px;
  background-color: #EDF2F7;
  ...
}
```

The following example shows the Treemap Node's default CSS styles that you can override.

```
.dvtm-treemapNodeSelected {
  // Selected node outer border color
  border-top-color: #E2E8EE;
  // Selected node inner border color
```

```
border-bottom-color: #EDF2F7;
}
```

The following example shows the Treemap Node's label text CSS properties that you can style using custom CSS.

```
.dvtm-treemapNodeLabel {
  font-family: Helvetica, sans-serif;
  font-size: 14px;
  font-style: normal;
  font-weight: normal;
  color: #7097CF;
  ...
}
```

Some of the style settings cannot be specified using CSS. Instead, you must define them using a custom JavaScript file. The following example shows how to apply custom styling to the Treemap component without using CSS.

my-custom.js:

```
window["CustomTreemapStyle"] = {

  // treemap properties
  "treemap" : {
    // Specifies the animation effect when the data changes - none, auto
    "animationOnDataChange": "auto",

    // Specifies the animation that is shown on initial display - none, auto
    "animationOnDisplay": "auto",

    // Specifies the animation duration in milliseconds
    "animationDuration": "500",

    // The text of the component when empty
    "emptyText": "No data to display",

    // Specifies the layout of the treemap -
    // squarified, sliceAndDiceHorizontal, sliceAndDiceVertical
    "layout": "squarified",

    // Specifies the selection mode - none, single, multiple
    "nodeSelection": "multiple",

    // Specifies whether or not the nodes are sorted by size - on, off
    "sorting": "on"
  },

  // treemap node properties
  "node" : {
    // Specifies the label display behavior for nodes - node, off
    "labelDisplay": "off",

    // Specifies the horizontal alignment for labels displayed
    // within the node - center, start, end
    "labelHalign": "end",

    // Specifies the vertical alignment for labels displayed
    // within the node - center, top, bottom
    "labelValign": "center"
  },
}
```

}

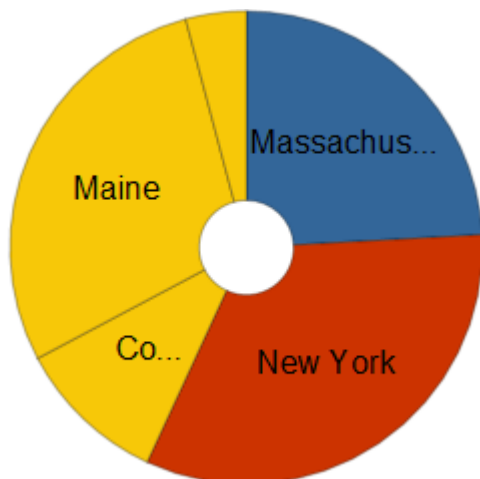
13.5.28 How to Create a Sunburst Component

A Sunburst (`sunburst`) displays hierarchical data across two dimensions represented by the size and color of its nodes (`sunburstNode`).

In the Components window, the Sunburst is located under **MAF AMX Data Visualizations > Common > Miscellaneous**, and its child components are located under **MAF AMX Data Visualizations > Other Type-Specific Child Tags > Sunburst and Treemap** and **MAF AMX Data Visualizations > Shared Child Tags** (see [Figure 13-95](#)).

The following example shows the `sunburst` element and its children defined in a MAF AMX file.

```
<dvtm:sunburst id="sunburst1"
  value="#{bindings.sunburstData.collectionModel}"
  var="row"
  animationDuration="#{pageFlowScope.animationDuration}"
  animationOnDataChange="#{pageFlowScope.animationOnDataChange}"
  animationOnDisplay="#{pageFlowScope.animationOnDisplay}"
  colorLabel="#{pageFlowScope.colorLabel}"
  emptyText="#{pageFlowScope.emptyText}"
  inlineStyle="#{pageFlowScope.inlineStyle}"
  nodeSelection="#{pageFlowScope.nodeSelection}"
  rendered="#{pageFlowScope.rendered}"
  rotation="#{pageFlowScope.rotation}"
  shortDesc="#{pageFlowScope.shortDesc}"
  sizeLabel="#{pageFlowScope.sizeLabel}"
  sorting="#{pageFlowScope.sorting}"
  rotationAngle="#{pageFlowScope.startAngle}"
  styleClass="#{pageFlowScope.styleClass}"
  legendSource="ag1">
  <dvtm:sunburstNode id="node1"
    fillPattern="#{pageFlowScope.fillPattern}"
    label="#{row.label}"
    labelDisplay="#{pageFlowScope.labelDisplay}"
    value="#{pageFlowScope.showRadius ? 1 : row.marketShare}"
    labelHalign="#{pageFlowScope.labelHalign}"
    radius="#{pageFlowScope.showRadius ? row.booksCount : 1}">
    <dvtm:attributeGroups id="ag1"
      type="color"
      value="#{row.deltaInPosition}"
      attributeType="continuous"
      minLabel="-1.5%"
      maxLabel="+1.5%"
      minValue="-1.5"
      maxValue="1.5">
      <amx:attribute id="a1" name="color1" value="#ed6647" />
      <amx:attribute id="a2" name="color2" value="#f7f37b" />
      <amx:attribute id="a3" name="color3" value="#68c182" />
    </dvtm:attributeGroups>
  </dvtm:sunburstNode>
</dvtm:sunburst>
```

Figure 13-97 Sunburst at Design Time

By setting the `attributeType` attribute of the `attributeGroups` element to `continuous`, you can enable visualization of a value associated with the Sunburst item using a gradient color where the color intensity represents the relative value within a specified range.

For information on attributes of the `sunburst` element and its child elements, see *Tag Reference for Oracle Mobile Application Framework*.

13.5.28.1 Applying Custom Styling to the Sunburst Component

You can style the Sunburst component by overwriting the default CSS settings or using a custom JavaScript file. For more information on how to extend these files, see [How to Style Data Visualization Components](#).

The following example shows the Sunburst component's default CSS styles that you can override.

```
.dvtm-sunburst {
  border-style: solid;
  border-color: #E2E8EE;
  border-radius: 3px;
  background-color: #EDF2F7;
  ...
}
```

The following example shows the Sunburst Node's default CSS styles that you can override.

```
.dvtm-sunburstNode {
  // Node border color
  border-color: "#000000";
}

.dvtm-sunburstNodeSelected {
  // Selected node border color
  border-color: "#000000";
}
```

The following example shows the Sunburst Node's `label` text CSS properties that you can style using custom CSS.

```
.dvtm-sunburstNodeLabel {
  font-family: Helvetica, sans-serif;
```

```

font-size: 14px;
font-style: normal;
font-style: normal;
color: #7097CF;
...
}

```

Some of the style settings cannot be specified using CSS. Instead, you must define them using a custom JavaScript file. The following example shows how to apply custom styling to the Sunburst component without using CSS.

my-custom.js:

```

window["CustomSunburstStyle"] = {
  // sunburst properties
  "sunburst" : {
    // Specifies whether or not the client side rotation is enabled - on, off
    "rotation": "off",

    // The text of the component when empty
    "emptyText": "No data to display",

    // Specifies the selection mode - none, single, multiple
    "nodeSelection": "multiple",

    // Animation effect when the data changes - none, auto
    "animationOnDataChange": "auto",

    // Specifies the animation that is shown on initial display - none, auto
    "animationOnDisplay": "auto",

    // Specifies the animation duration in milliseconds
    "animationDuration": "500",

    // Specifies the starting angle of the sunburst
    "startAngle": "90",

    // Specifies whether or not the nodes are sorted by size - on, off
    "sorting": "on"
  },

  // sunburst node properties
  "node" : {
    // Specifies whether or not the label is displayed - on, off
    "labelDisplay": "off"
  }
}

```

13.5.29 How to Create a Timeline Component

A Timeline (`timeline`) is an interactive component that allows viewing of events in chronological order, as well as navigating forward and backward within a defined yet adjustable time range that can be used for zooming.

Events are represented by Timeline Item components (`timelineItem`) that include the title, description, and duration fill color. You can configure the Timeline component to display an overview window (`overview` child element) showing all available events. The end user can zoom in and out of the events using pinch and spread gestures on a mobile device. In addition, you can configure a dual timeline to display two series of events for a side-by-side comparison of related information.

You can define the Timeline component as either horizontal or vertical using its `orientation` attribute.

Note:

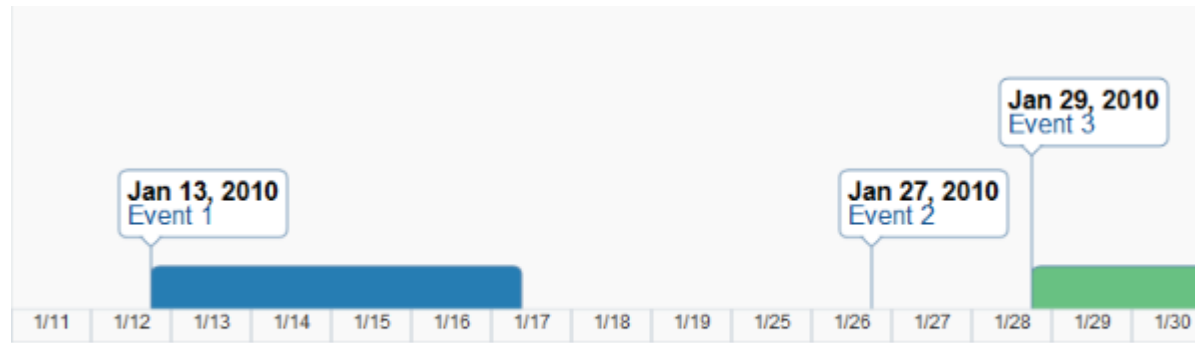
MAF AMX does not support the following functionality, child elements, and properties that are often available in components similar to the Timeline:

- Nested UI components
 - Animation
 - Attribute and time range change awareness
 - Time fetching
 - Custom time scales
 - Time currency
 - Partial triggers
 - Data sorting
 - Formatted time ranges
 - Time zone
 - Visibility
-
-

In the Components window, the Timeline is located under **MAF AMX Data Visualizations > Common > Miscellaneous**, and its child components are located under **MAF AMX Data Visualizations > Other Type-Specific Child Tags > Timeline** and **MAF AMX Data Visualizations > Shared Child Tags** (see [Figure 13-95](#)).

The following example shows the `timeline` element and its children defined in a MAF AMX file.

```
<dvtm:timeline id="tl"
    itemSelection="#{pageFlowScope.itemSelection}"
    startTime="#{pageFlowScope.startTime}"
    endTime="#{pageFlowScope.endTime}">
  <dvtm:timelineSeries id="ts1"
    label="#{pageFlowScope.s1Label}"
    value="#{bindings.series1Data.collectionModel}"
    var="row"
    selectionListener=
      "#{PropertyBean.timelineSeries1SelectionHandler}">
    <dvtm:timelineItem id="til"
      startTime="#{row.startDate}"
      endTime="#{row.endDate}"
      title="#{row.title}"
      description="#{row.description}"
      durationFillColor="#AAAAAA"/>
    </dvtm:timelineSeries>
  <dvtm:timeAxis id="ta1" scale="#{pageFlowScope.scale}"/>
</dvtm:timeline>
```

Figure 13-98 *Timeline at Design Time*

You can control the fill color of a specific Timeline Item's duration bar using its `durationFillColor` attribute.

To display two time scales at the same time on the Timeline, use the Time Axis' `scale` attribute that determines the scale of the second axis.

The Timeline can be scrolled horizontally as well as vertically. When the component is scrollable (that is, contains data outside of the visible display area), it is indicated by arrows pointing in the direction of the scroll.

Tip:

If the Timeline start time is set to the same value as the start time of the first Timeline Item, the bubbles of corresponding Timeline Item components might appear truncated. In addition, if the Timeline end time is set to the same value as the end time of the last Timeline Item, the bubbles of corresponding Timeline Item components might appear truncated. You should set the start and end time of the Timeline component such that it ensures full visibility of all Timeline Item bubbles.

For information on attributes of the `timeline` element and its child elements, see *Tag Reference for Oracle Mobile Application Framework*.

13.5.29.1 Applying Custom Styling to the Timeline Component

You can style the Timeline component by overwriting the default CSS settings or using a custom JavaScript file. For more information on how to extend these files, see [How to Style Data Visualization Components](#).

The following CSS style classes that you can override are defined for the Timeline and its child components:

- `.dvtm-timeline`
supported properties: all
- `.timelineSeries-backgroundColor`
supported properties: color
- `.timelineSeries-labelStyle`

supported properties: font-family, font-size, font-weight, color, font-style

.timelineSeries-emptyTextStyle

supported properties: font-family, font-size, font-weight, color, font-style

- .timelineItem-backgroundColor

supported properties: color

.timelineItem-selectedBackgroundColor

supported properties: color

.timelineItem-borderColor

supported properties: color

.timelineItem-selectedBorderColor

supported properties: color

.timelineItem-borderWidth

supported properties: width

.timelineItem-selectedBorderWidth

supported properties: width

.timelineItem-feelerColor

supported properties: color

.timelineItem-selectedFeelerColor

supported properties: color

.timelineItem-feelerWidth

supported properties: width

.timelineItem-selectedFeelerWidth

supported properties: width

.timelineItem-descriptionStyle

- supported properties: font-family, font-size, font-weight, color, font-style

.timelineItem-titleStyle

- supported properties: font-family, font-size, font-weight, color, font-style

- .timeAxis-separatorColor

supported properties: color

.timeAxis-backgroundColor

supported properties: color

.timeAxis-borderColor

supported properties: color

.timeAxis-borderWidth

supported properties: width

.timeAxis-labelStyle

- supported properties: font-family, font-size, font-weight, color, font-style

The following example shows a custom JavaScript file that you could use to override the default styles of the Timeline component.

```
// Custom timeline style definition with listing
// of all properties that can be overridden
window["CustomTimelineStyle"] = {
  // Determines if items in the timeline are selectable
  "itemSelection": none

  // Timeline properties
  "timelineSeries" : {
    // Duration bars color palette
    "colors" : [comma separated list of hex colors]
  }
}
```

13.5.30 How to Create an NBox Component

An NBox (nBox) component presents data across two dimensions, with each dimension split into a number of ranges whose intersections form distinct cells into which each data item is placed.

In the Components window, the NBox is located under **MAF AMX Data Visualizations > Common > Miscellaneous**, and its child components are located under **MAF AMX Data Visualizations > Other Type-Specific Child Tags > NBox** and **MAF AMX Data Visualizations > Shared Child Tags** (see [Figure 13-95](#)).

The following example shows the nBox element and its children defined in a MAF AMX file.

```
<dvtm:nBox id="nBox1"
  var="item"
  value="{bindings.NBoxNodesDataList.collectionModel}"
  columnsTitle="{pageFlowScope.columnsTitle}"
  emptyText="{pageFlowScope.emptyText}"
  groupBy="{pageFlowScope.groupBy}"
  groupBehavior="{pageFlowScope.groupBehavior}"
  highlightedRowKeys="{pageFlowScope.showHighlightedNodes ?
    pageFlowScope.highlightedRowKeys : ''}"
  inlineStyle="{pageFlowScope.inlineStyle}"
  legendDisplay="{pageFlowScope.legendDisplay}"
  maximizedColumn="{pageFlowScope.maximizedColumn}"
  maximizedRow="{pageFlowScope.maximizedRow}"
  nodeSelection="{pageFlowScope.nodeSelection}"
  rowsTitle="{pageFlowScope.rowsTitle}"
  selectedRowKeys="{pageFlowScope.selectedRowKeys}"
  shortDesc="{pageFlowScope.shortDesc}">
  <amx:facet name="rows">
    <dvtm:nBoxRow value="low" label="Low" id="nbr1"/>
    <dvtm:nBoxRow value="medium" label="Med" id="nbr2"/>
    <dvtm:nBoxRow value="high" label="High" id="nbr3"/>
  </amx:facet>
  <amx:facet name="columns">
    <dvtm:nBoxColumn value="low" label="Low" id="nbc2"/>
    <dvtm:nBoxColumn value="medium" label="Med" id="nbc1"/>
  </amx:facet>
```

```

        <dvtm:nBoxColumn value="high" label="High" id="nbc3"/>
    </amx:facet>
    <amx:facet name="cells">
        <dvtm:nBoxCell row="low"
            column="low"
            label=""
            background="rgb(234,153,153)"
            id="nbc4"/>
        <dvtm:nBoxCell row="medium"
            column="low"
            label=""
            background="rgb(234,153,153)"
            id="nbc5"/>
        <dvtm:nBoxCell row="high"
            column="low"
            label=""
            background="rgb(159,197,248)"
            id="nbc6"/>
        <dvtm:nBoxCell row="low"
            column="medium"
            label=""
            background="rgb(255,229,153)"
            id="nbc7"/>
        <dvtm:nBoxCell row="medium"
            column="medium"
            label=""
            background="rgb(255,229,153)"
            id="nbc8"/>
        <dvtm:nBoxCell row="high"
            column="medium"
            label=""
            background="rgb(147,196,125)"
            id="nbc9"/>
        <dvtm:nBoxCell row="low"
            column="high"
            label=""
            background="rgb(255,229,153)"
            id="nbc10"/>
        <dvtm:nBoxCell row="medium"
            column="high"
            label=""
            background="rgb(147,196,125)"
            id="nbc11"/>
        <dvtm:nBoxCell row="high"
            column="high"
            label=""
            background="rgb(147,196,125)"
            id="nbc12"/>
    </amx:facet>
    <dvtm:nBoxNode id="nbn1"
        row="{item.row}"
        column="{item.column}"
        label="{item.name}"
        labelStyle="font-style:italic"
        secondaryLabel="{item.job}"
        secondaryLabelStyle="font-style:italic"
        shortDesc="{item.name + ': ' + item.job}">
        <dvtm:attributeGroups id="agl"
            type="indicatorShape"
            value="{item.indicator1}"
            rendered="{pageFlowScope.showIndicator}"/>

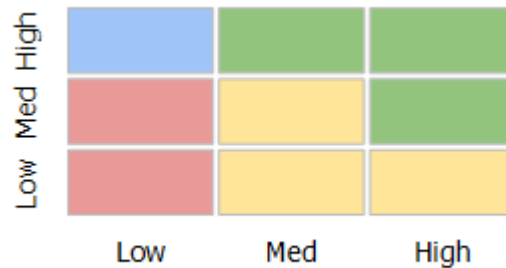
```

```

<dvtm:attributeGroups id="ag2"
  type="indicatorColor"
  value="{item.indicator2}"
  rendered="{pageFlowScope.showIndicator}"/>
<dvtm:attributeGroups id="ag3"
  type="color"
  value="{item.group}"
  rendered="{pageFlowScope.showColors}"/>
</dvtm:nBoxNode>
</dvtm:nBox>

```

Figure 13-99 NBox at Design Time



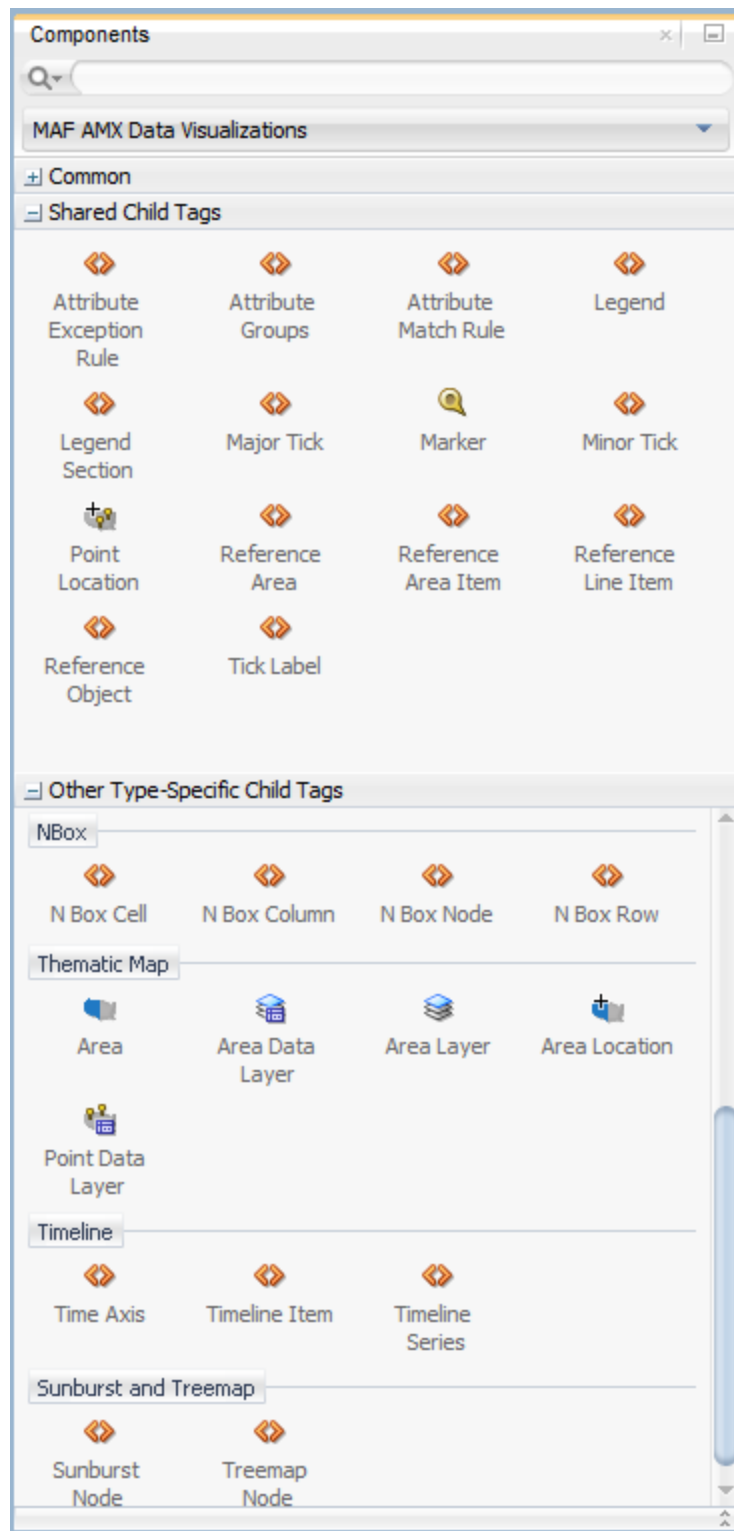
For information on attributes of the `nBox` element and its child elements, see *Tag Reference for Oracle Mobile Application Framework*.

13.5.31 How to Define Child Elements for Map Components, Sunburst, Treemap, Timeline, and NBox

You can define a variety of child elements for map components, Sunburst, Treemap, Timeline, and NBox. For information on available child elements and their attributes, see *Tag Reference for Oracle Mobile Application Framework*.

In JDeveloper, the Map, Sunburst, Treemap, Timeline, and NBox child components are located under **MAF AMX Data Visualizations > Other Type-Specific Child Tags** and **MAF AMX Data Visualizations > Shared Child Tags** in the Components window (see [Figure 13-100](#)).

Figure 13-100 *Creating Map, Sunburst, Treemap, Timeline, and NBox Child Components*



13.5.32 How to Create Databound Data Visualization Components

You can declaratively create a databound data visualization component using a data collection inserted from the Data Controls window (see [How to Add Data Controls to](#)

a MAF AMX Page). The **Component Gallery** dialog that [Figure 13-114](#) shows allows you to choose from a number of data visualization component categories, types, and layout options.

Figure 13-101 Component Gallery to Create Chart Components

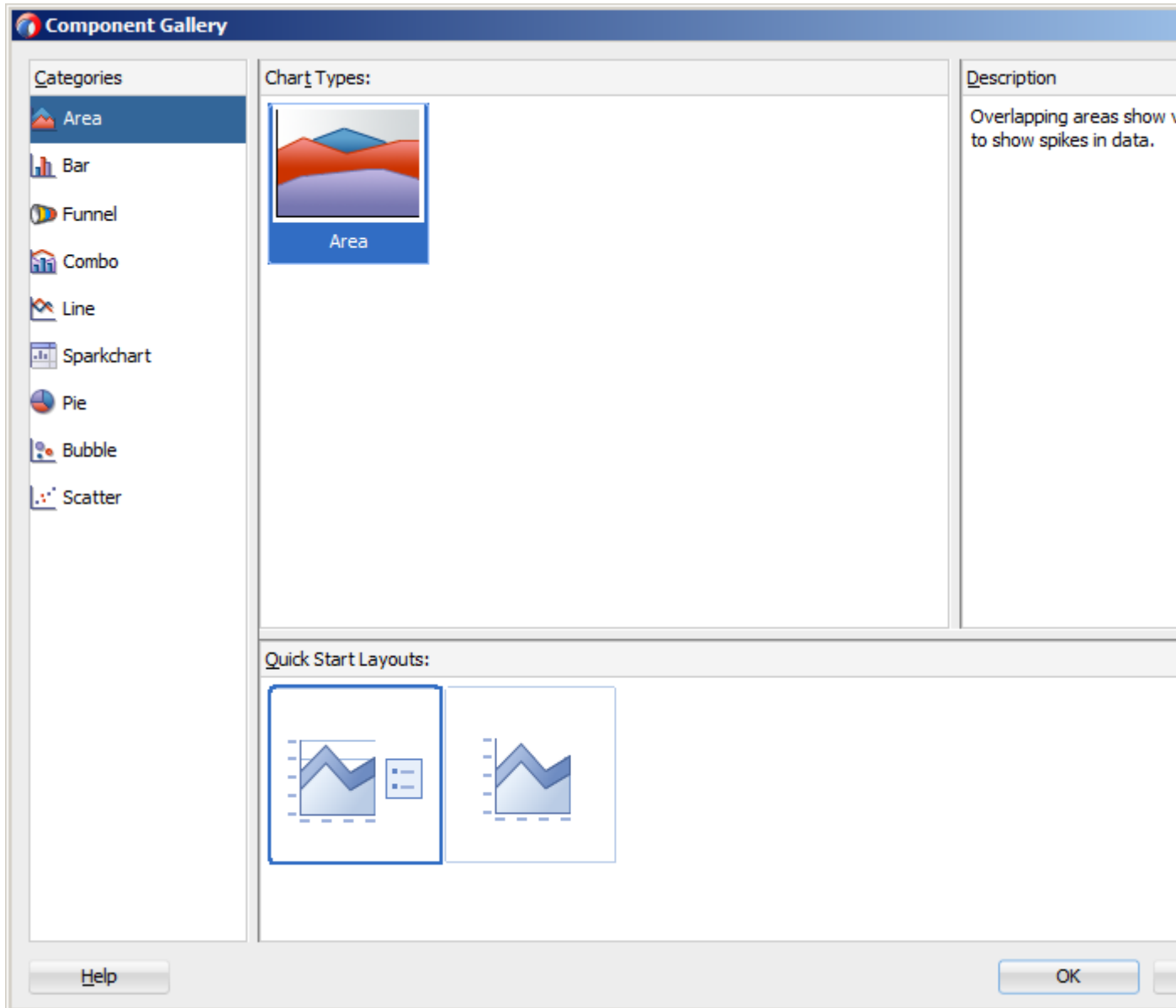


Figure 13-102 Component Gallery to Create Gauge Components

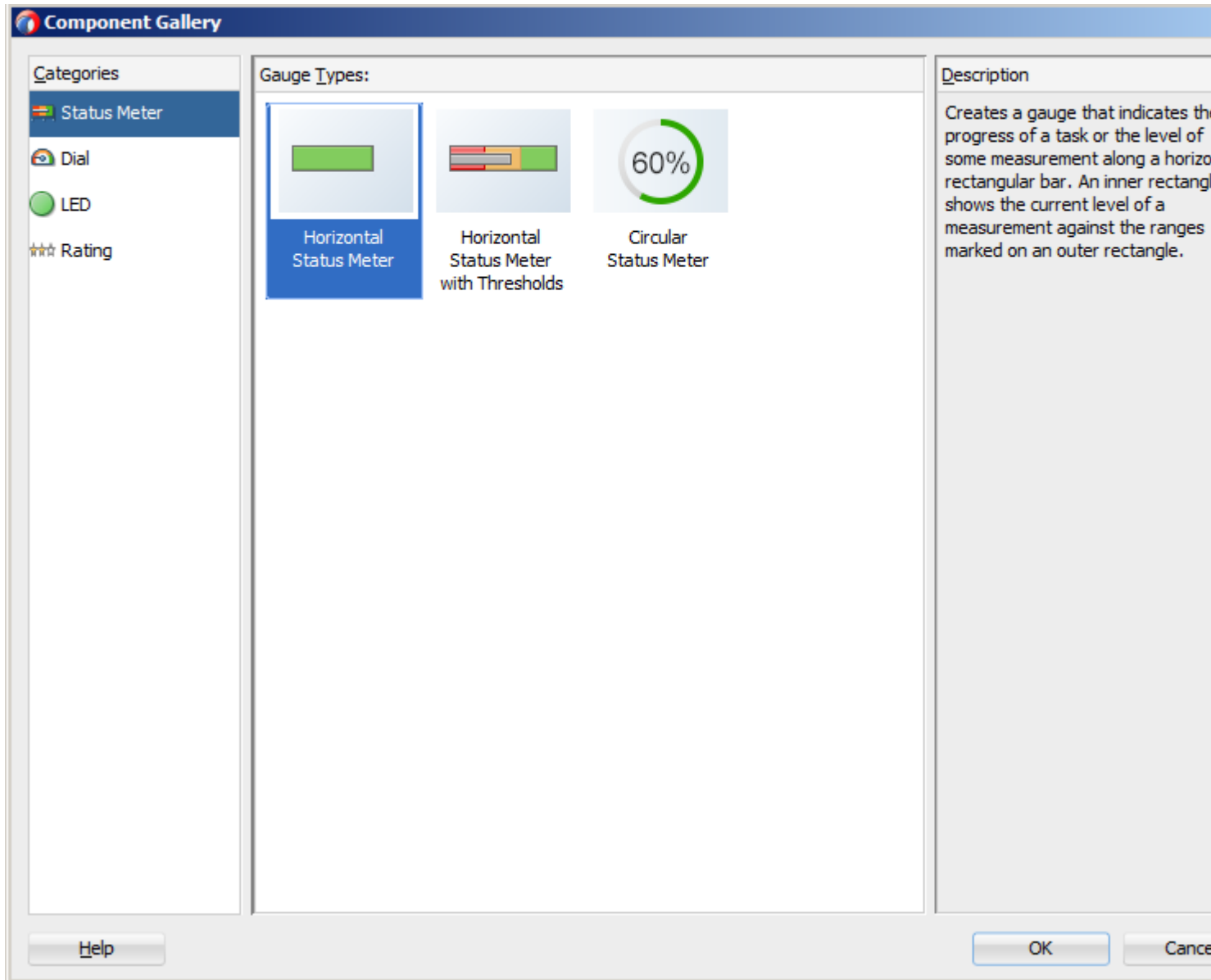
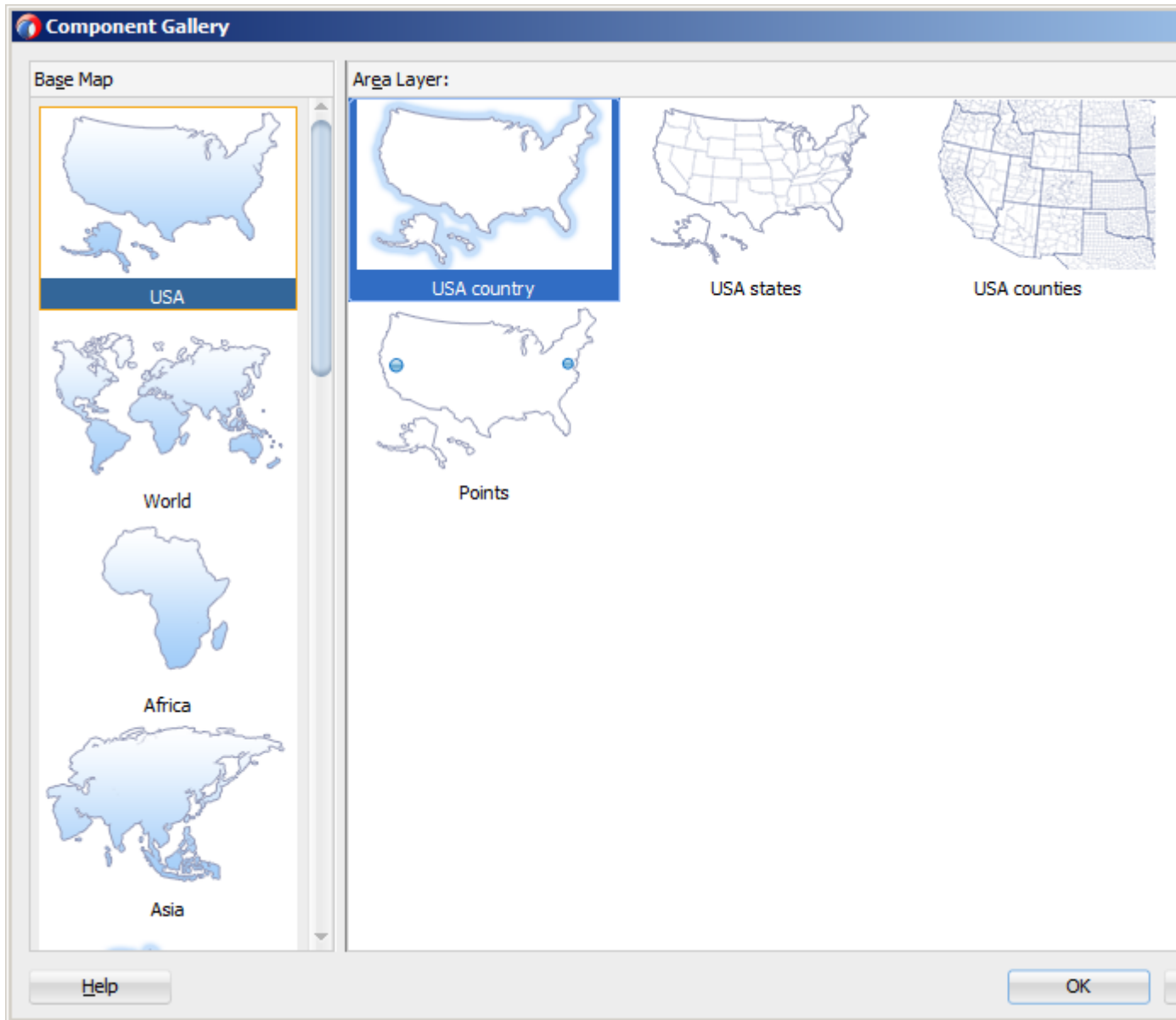


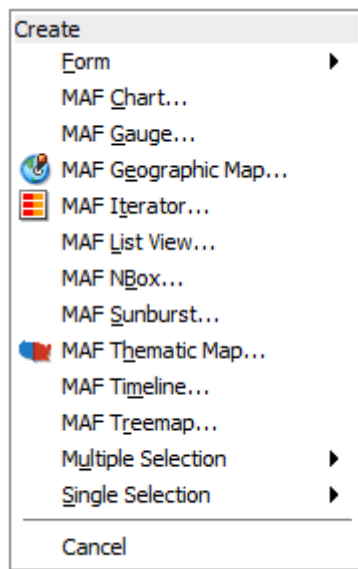
Figure 13-103 Component Gallery to Create Thematic Map Component



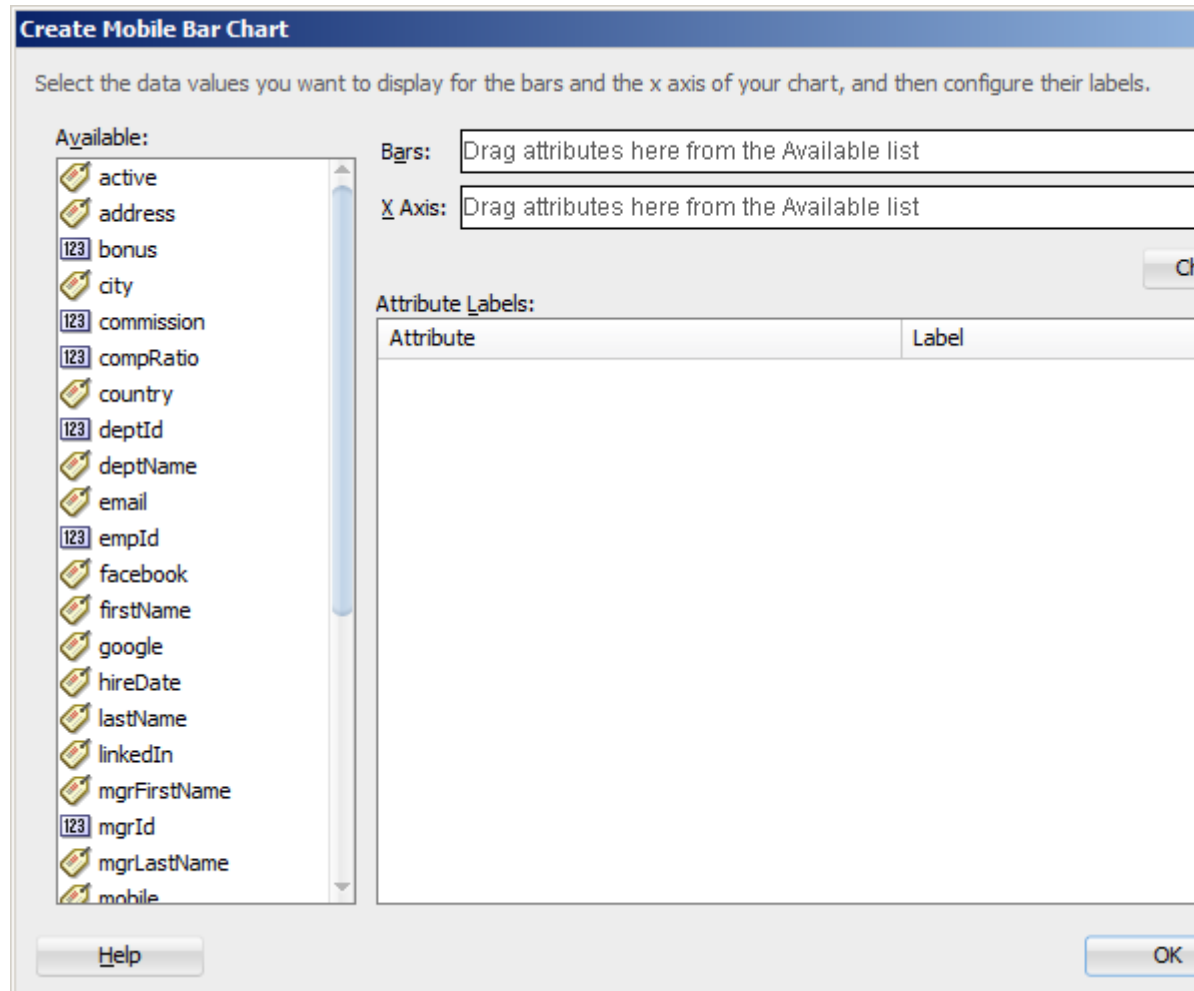
Note:

Some data visualization component types require very specific kinds of data. If you bind a component to a data collection that does not contain sufficient data to display the component type requested, then the component is not displayed and a message about insufficient data appears.

To trigger the display of the **Component Gallery**, you drag and drop a collection from the Data Controls window onto a MAF AMX page, and then select either **MAF Chart**, **MAF Gauge**, or **MAF Thematic Map** from the context menu that appears (see [Figure 13-104](#)).

Figure 13-104 *Creating Databound Data Visualization Components*

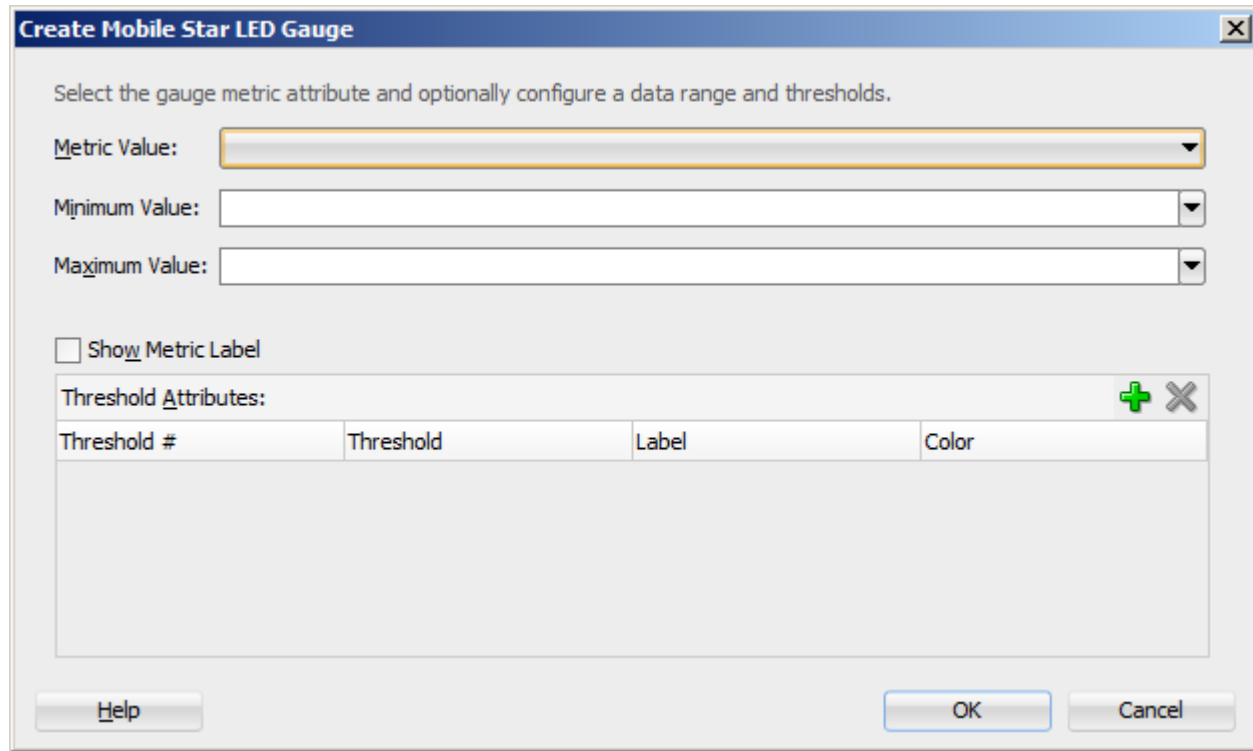
After you select the category, type, and layout for your new databound component from the Component Gallery and click **OK**, you can start binding the data collection attributes in the data visualization component using data binding dialogs. The name of the dialog and the input field labels depend on the category and type of the data visualization component that you selected. For example, if you select Bar as the category and Bar as the type, then the name of the dialog that appears is Create Mobile Bar Chart, and the input field is labeled Bars, as [Figure 13-105](#) shows.

Figure 13-105 Specifying Data Values for Databound Chart

The attributes in a data collection can be data values or categories of data values. Data values are numbers represented by markers, like bar height, or points in a scatter chart. Categories of data values are members represented as axis labels. The role that an attribute plays in the bindings (either data values or identifiers) is determined by both its data type (chart requires numeric data values) and where it is mapped (for example, Bars or X Axis).

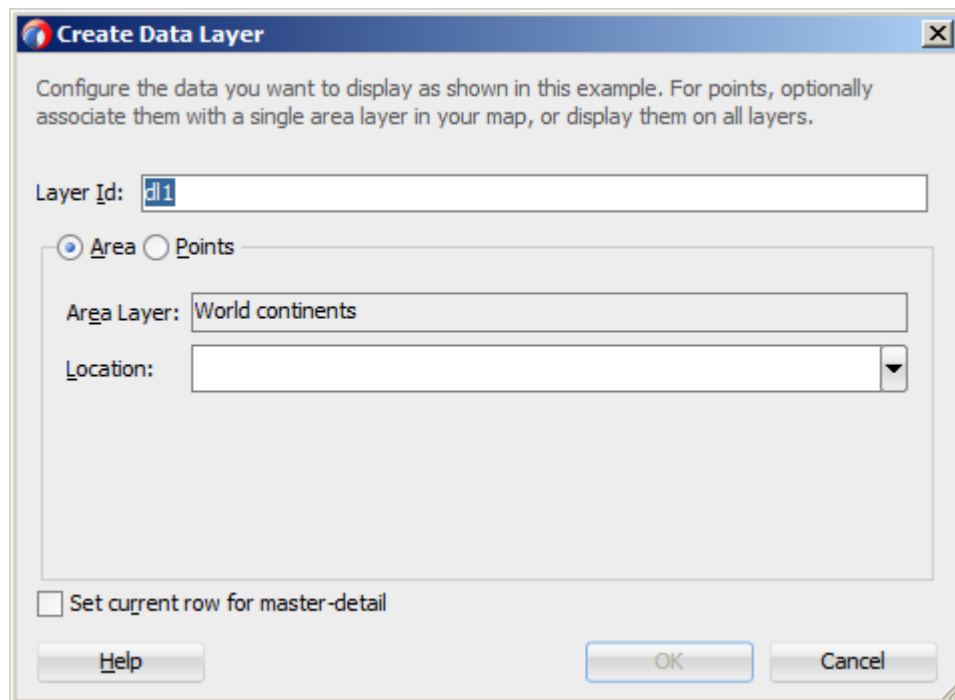
If you use the Component Gallery to create a databound gauge component, and then you select LED as the category and Star LED as the type, then the name of the dialog that appears is Create Mobile Star LED Gauge, as [Figure 13-106](#) shows.

Figure 13-106 Specifying Data Values for Databound Gauge



If you use the Component Gallery to create a databound thematic map component, then regardless of your selection, the name of the dialog that appears is Create Data Layer, but the fields that are displayed depend on the selection you made in the Component Gallery. For example, if you select World as the base map and World continents as the area layer, the dialog show in [Figure 13-106](#) opens.

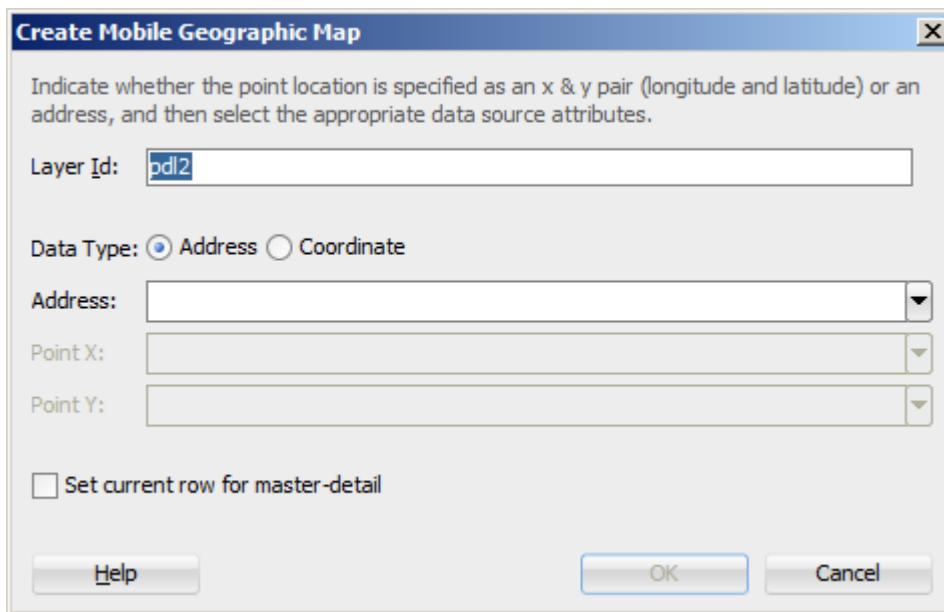
Figure 13-107 Create Data Layer Dialog



After completing one or more data binding dialogs, you can use the Properties window to specify settings for the component attributes. You can also use the child elements associated with the component to further customize it (see [How to Define Child Elements for Chart and Gauge Components](#)).

When you select **MAF Geographic Map**, **MAF Sunburst**, **MAF NBox**, **MAF Timeline**, or **MAF Treemap** from the context menu upon dropping a collection onto a MAF AMX page, one of the following dialogs appear:

Figure 13-108 *Creating Databound Geographic Map*



The screenshot shows a dialog box titled "Create Mobile Geographic Map" with a close button (X) in the top right corner. The dialog contains the following elements:

- Instructional text: "Indicate whether the point location is specified as an x & y pair (longitude and latitude) or an address, and then select the appropriate data source attributes."
- Text field: "Layer Id:" with the value "pdl2" entered.
- Radio buttons: "Data Type:" with "Address" selected and "Coordinate" unselected.
- Dropdown menu: "Address:" with a downward arrow.
- Dropdown menu: "Point X:" with a downward arrow.
- Dropdown menu: "Point Y:" with a downward arrow.
- Checkbox: "Set current row for master-detail" (unchecked).
- Buttons: "Help", "OK", and "Cancel" at the bottom.

Figure 13-109 *Creating Databound Sunburst*

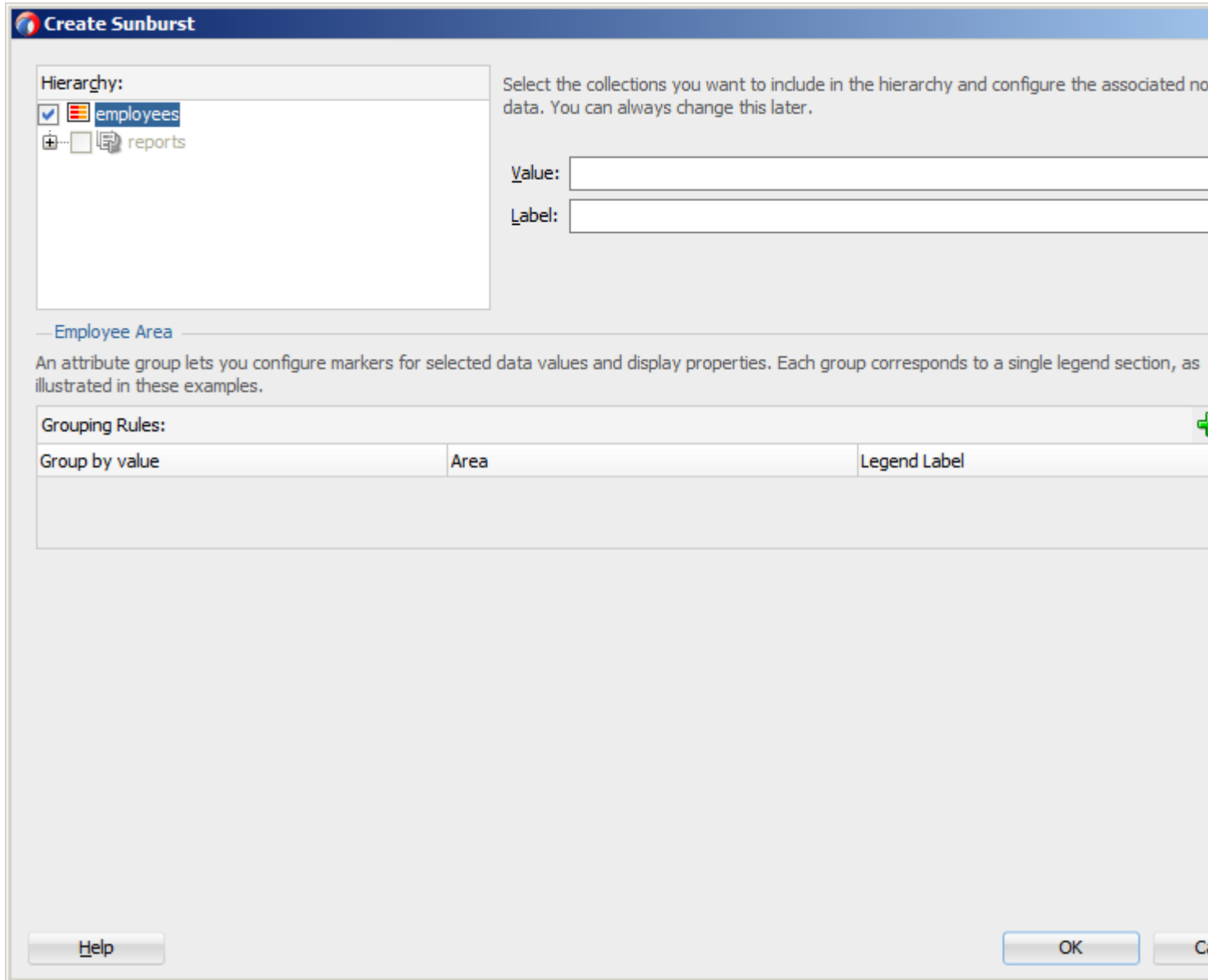


Figure 13-110 *Creating Databound Timeline*

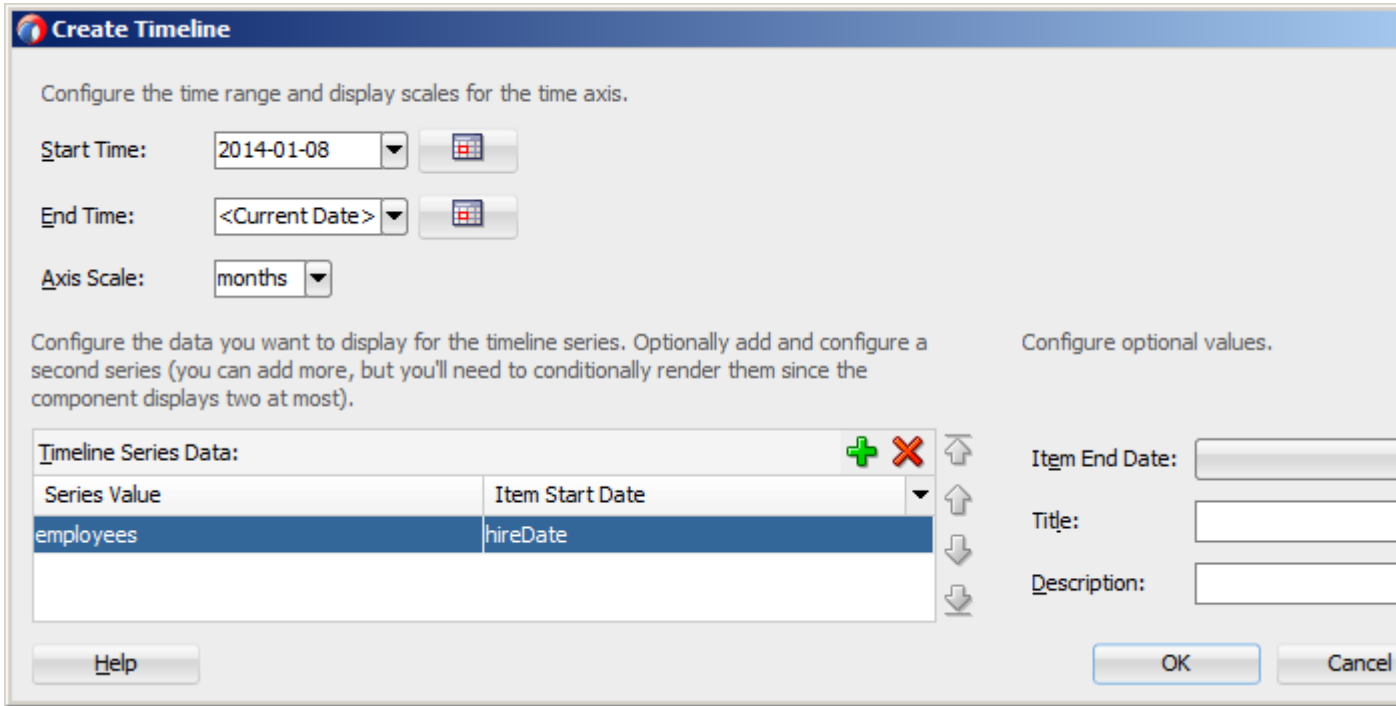


Figure 13-111 *Creating Databound Treemap*

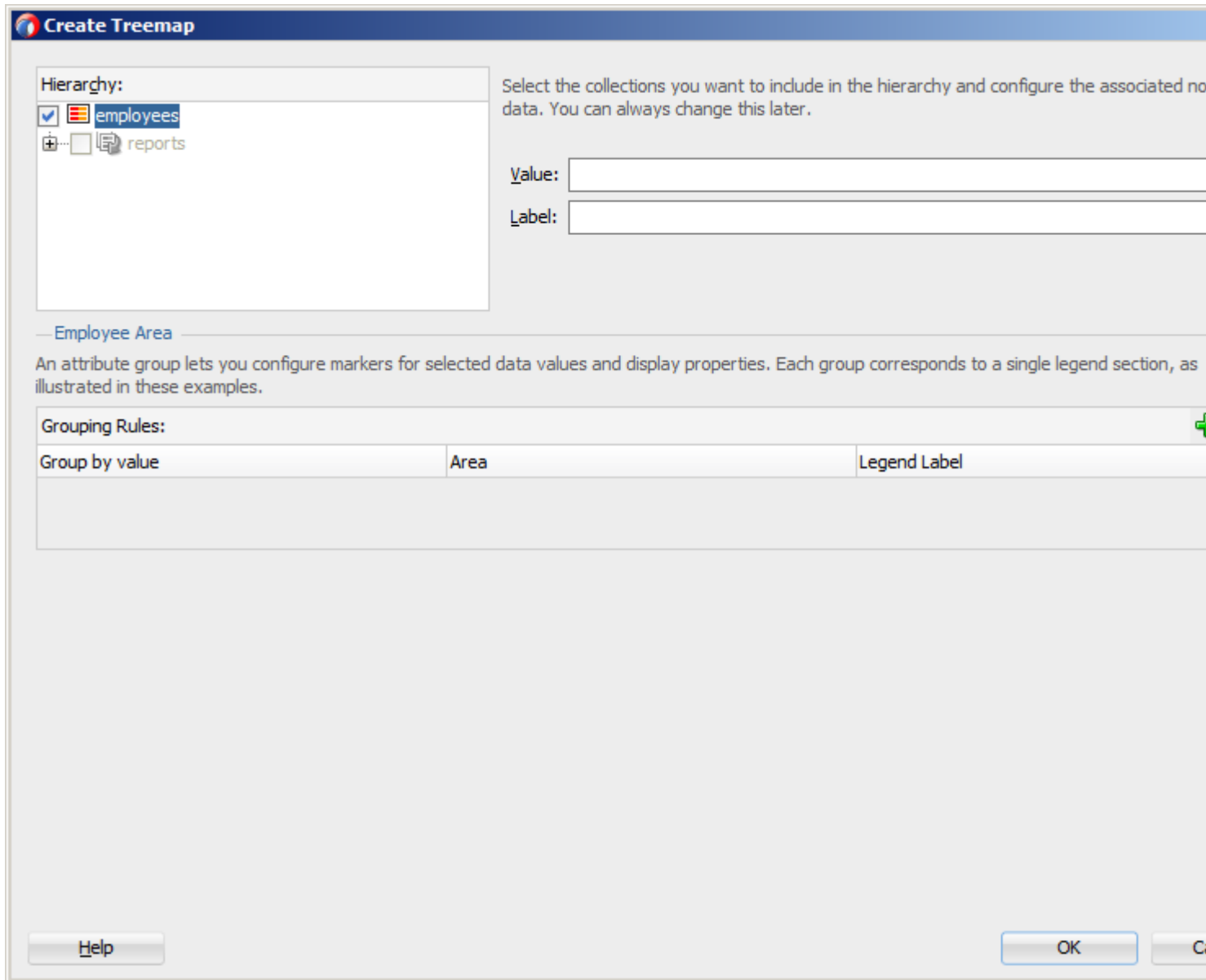


Figure 13-112 *Creating Databound NBox*

Configure the N Box grid by specifying the number of boxes along each dimension, assigning values and optional text labels.

Rows: * Columns: *

Rows Title: Columns Title:

Row Value: * Column Value: *

Row Label: Column Label:

Next Row Next Column

Help Back Next Finish Cancel

To complete the Create NBox dialog, you start by defining the number of rows and columns. Then you can select a cell on the box and specify values for the whole row or column in the bottom portion of the dialog, as [Figure 13-113](#) shows.

Figure 13-113 Setting Row and Column Values for Databound NBox



The NBox component is created when you complete all pages of the series of dialogs by clicking **Next**.

For details on values for each field of each dialog, consult the online help by clicking **Help** or pressing F1.

13.5.32.1 What You May Need to Know About Setting Series Style for Databound Chart Components

When creating databound chart components from the Data Controls window, you can declaratively specify styling information for the chart series data by adding `seriesStyle` elements, and then using the Properties window to open a list for the series attribute of the `seriesStyle` element. This list is already populated with the values of the series attribute based on the values of the `chartDataItem` elements within the `dataStamp` facet.

13.5.33 How to Create Data Visualization Components Based on Static Data

For charts, as well as Treemap, Sunburst, and Timeline, you may choose not to specify their `var` and `value` attributes. Instead, you can define the component structure statically by enumerating elements that correspond to data items (for example, `ChartDataItem` elements for charts, or `TimelineItems` for Timeline Series). You can add as many of these static items as necessary, which is useful when you know the data at design time.

The following example shows a Pie Chart component that uses static data defined through its `pieDataItem` child components.

```
<dvtm:pieChart id="pieChart1" >
  <amx:facet name="dataStamp">
    <dvtm:pieDataItem id="di1" value="80000" label="Salary"/>
    <dvtm:pieDataItem id="di2" value="7500" label="Bonus"/>
    <dvtm:pieDataItem id="di3" value="12000" label="Commision"/>
  </amx:facet>
  <dvtm:legend position="none" id="l1"/>
</dvtm:pieChart>
```

The following example shows the `pieDataItem` child component whose value is specified based on an attribute binding instead of a collection.

```
<dvtm:pieDataItem id="di1" value="#{bindings.Salary.inputValue}" label="Salary"/>
```

13.5.34 How to Enable Interactivity in Chart Components

You can enable the end user interaction through tap with some chart components by defining event-driven triggers for the following child components of charts:

- Chart Data Item
- Pie Data Item
- Series Style

In addition to using the supported operations, such as Set Property Listener and Show Popup Behavior (see [Table 13-17](#) for complete list), you can set the `action` attribute to define the type of action to be fired.

```
<amx:panelPage id="pp1" styleClass="dvtm-gallery-panelPage">
...
  <dvtm:lineChart id="lineChart1"
    var="row"
    value="#{bindings.lineData1.collectionModel}"
    ... >
    <amx:facet name="dataStamp">
      <dvtm:chartDataItem group="#{row.group}"
        value="#{row.value}"
        series="#{row.series}"
        label="#{pageFlowScope.labelDisplay ?
          row.value : ''}" >
        <amx:showPopupBehavior popupId="pAdvancedOptions"
          type="action"
          align="overlapTopCenter"
          alignId="pflOptionsForm"
          decoration="anchor"/>
      </dvtm:chartDataItem>
    </amx:facet>
```

```
...
    </dvtm:lineChart>
    ...
</amx:panelPage>
<amx:popup id="pAdvancedOptions" styleClass="dvtm-gallery-options-dialog">
...

```

For information, see *Tag Reference for Oracle Mobile Application Framework*.

13.5.35 How to Create Polar Charts

You can enable the polar view for the following chart components by setting their `coordinateSystem` attribute to `polar`:

- Area Chart
- Bar Chart
- Combo Chart
- Bubble Chart
- Line Chart
- Scatter Chart

When the polar setting is applied to any of the preceding charts except the Bar Chart, you can define its polar grid as either circular or polygonal by using the `polarGridShape` attribute.

The polar chart's radial axis can be customized through its Y Axis child component, and the tangential axis are customized through the X Axis child component.

For information, see *Tag Reference for Oracle Mobile Application Framework*.

13.6 Styling UI Components

MAF enables you to employ CSS to apply style to UI components.

13.6.1 How to Use Component Attributes to Define Style

You style your UI components by setting the following attributes:

- `styleClass` attribute defines a CSS style class to use for your layout component:

```
<amx:panelPage styleClass="#{pageFlowScope.pStyleClass}">
```

You can define the style class for layout, command, and input components in a MAF AMX page or in a skinning CSS file, in which case a certain style is applied to all components within the MAF AMX application feature (see [What You May Need to Know About Skinning](#)). Alternatively, you can use the public style classes provided by MAF.

Note:

The CSS file is not accessible from JDeveloper. Instead, MAF injects this file into the package at build or deploy time, upon which the CSS file appears in the `css` directory under the `Web Content` root directory.

- `inlineStyle` attribute defines a CSS style to use for any UI component and represents a set of CSS styles that are applied to the root DOM element of the component:

```
<amx:outputText inlineStyle="color:red;">
```

You should use this attribute when basic style changes are required.

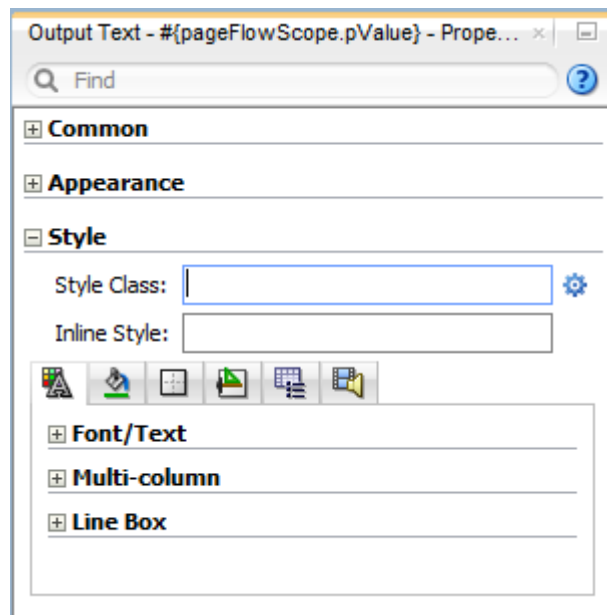
Note:

Some UI components are rendered with such subelements as HTML `div` elements and more complex markup. As a result, setting the `inlineStyle` attribute on the parent component may not produce the desired effect. In such cases, you should examine the generated markup and, instead of defining the `inlineStyle` attribute, apply a CSS class that would propagate the style to the subelement.

For information on how to configure JavaScript debugging, see [How to Enable Debugging of Java Code and JavaScript](#).

These attributes are displayed in the **Style** section in the Properties window, as [Figure 13-114](#) shows.

Figure 13-114 *Style Section of the Properties Window*



Within the Properties window MAF AMX provides a drop-down editor that you can use to set various properties of the `inlineStyle` attribute (see [Figure 13-115](#)).

Figure 13-115 *Inline Style Editor*

The screenshot displays the 'Style' editor interface. At the top, there is a 'Style Class' field and an 'Inline Style' field containing the text 'color:Aqua; font-size:small;'. Below these fields is a toolbar with icons for undo, redo, and other editing functions. The main section is titled 'Font/Text' and contains a list of styling properties, each with a corresponding input field or dropdown menu. The 'Color' property is set to 'Aqua'. The 'Font' property is set to 'normal medium/normal'. The 'Font Size' property is set to 'small' with a percentage dropdown set to '%'. Other properties like 'Font Family', 'Font Feature Settings', 'Font Kerning', 'Font Language Override', 'Font Size Adjust', 'Font Stretch', 'Font Style', 'Font Synthesis', 'Font Variant', 'Font Variant Caps', 'Font Variant East Asian', 'Font Variant Ligatures', 'Font Variant Numeric', 'Font Variant Position', 'Font Weight', 'Line Height', 'Overflow Wrap', 'Src', 'Text Align', 'Text Decoration', 'Text Indent', 'Text Justify', 'Text Replace', and 'Text Wrap' are all set to their default values.

Property	Value
Style Class	
Inline Style	color:Aqua; font-size:small;
Color	Aqua
Font	normal medium/normal
Font Family	
Font Feature Settings	normal
Font Kerning	auto
Font Language Override	normal
Font Size	small %
Font Size Adjust	none
Font Stretch	normal
Font Style	normal
Font Synthesis	weight style
Font Variant	normal
Font Variant Caps	normal
Font Variant East Asian	normal
Font Variant Ligatures	normal
Font Variant Numeric	normal
Font Variant Position	normal
Font Weight	normal
Line Height	normal %
Overflow Wrap	normal
Src	
Text Align	
Text Decoration	none solid currentColor
Text Indent	0pt
Text Justify	auto
Text Replace	none
Text Wrap	normal

For more information, see *Tag Reference for Oracle Mobile Application Framework*.

13.6.2 What You May Need to Know About Skinning

Skinning allows you to define and apply a uniform style to all UI components within a MAF AMX application feature to create a theme for the entire feature.

The default skin family for MAF is called `mobileAlta` and the default version is the latest version of that skin. For more information, see [Skinning MAF Applications](#).

13.6.3 What You May Need to Know About Using CSS ID Selectors for Skinning

MAF AMX does not support the use of CSS ID selectors in skinning elements. As a result, a markup such as the following would cause rough MAF AMX page transitions:

```
#tbl {
  position:absolute;
  overflow:hidden;
  width: 300px;
  background-color: rgb(90,148,0);
}
```

The reason for this condition is that when a transition between MAF AMX pages occurs, two pages are rendered on the screen at the same time, and therefore, to prevent ID collisions, the page from which the transition occurs is stripped of all its IDs just before the transition.

Instead of using CSS ID selectors, you must use class names. The following example shows a MAF AMX UI component defined in a MAF AMX page, with its `styleClass` attribute set to a specific custom class.

```
<amx:panelPage styleClass="MySpecialClassName"/>
```

The following example show how to use the custom class for skinning.

```
.MySpecialClassName {
  height: 420px;
}
```

13.6.4 How to Style Data Visualization Components

Most of the style properties of MAF AMX data visualization components are defined in the `dvtm.css` file located in the `css` directory. You can override the default values by adding a custom CSS file with custom style definitions at the application feature level (see [Overriding the Default Skin Styles](#)).

Some of the style properties cannot be mapped to CSS and have to be defined in custom JavaScript files. These properties include the following:

- Background and needle images for the Dial Gauge component (see [How to Create a Dial Gauge](#)).
- Duration bars color palette for the Timeline component (see [How to Create a Timeline Component](#)).
- Base maps for the Thematic Map component (see [Defining a Custom Base Map](#)).
- Style properties of the Geographic Map component (see [How to Create a Geographic Map Component](#)).

- Style properties of the Thematic Map component (see [Applying Custom Styling to the Thematic Map Component](#)).
- Selected and unselected states of the Rating Gauge component (see [Applying Custom Styling to the Rating Gauge Component](#)).

You should specify these custom JavaScript files in the Includes section at the application feature level (see [Defining the Application Feature Content as a MAF AMX Page or Task Flow](#)). By doing so, you override the default style values defined in the XML style template. The following example shows a JavaScript file similar to the one you would add to your MAF project that includes the MAF AMX application feature with data visualization components which require custom styling of properties that cannot be styled using CSS.

my-custom.js:

```
CustomChartStyle = {

    // common chart properties
    'chart': {
        // text to be displayed, if no data is provided
        'emptyText': null,
        // animation effect when the data changes
        'animationOnDataChange': "none",
        // animation effect when the chart is displayed
        'animationOnDisplay': "none",
        // time axis type - disabled, enabled, mixedFrequency
        'timeAxisType': "disabled"
    },

    // chart title separator properties
    'titleSeparator': {
        // separator upper color
        'upperColor': "#74779A",
        // separator lower color
        'lowerColor': "#FFFFFF",
        // should display title separator
        'rendered': false
    },

    // chart legend properties
    'legend': {
        // legend position - none, auto, start, end, top, bottom
        'position': "auto"
    },

    // default style values
    'styleDefaults': {
        // default color palette
        'colors': ["#003366", "#CC3300", "#666699", "#006666", "#FF9900",
            "#993366", "#99CC33", "#624390", "#669933", "#FFCC33",
            "#006699", "#EBEA79"],
        // default shapes palette
        'shapes': ["circle", "square", "plus", "diamond",
            "triangleUp", "triangleDown", "human"],
        // series effect
        'seriesEffect': "gradient",
        // animation duration in ms
        'animationDuration': 1000,
        // animation indicators - all, none
        'animationIndicators': "all",
```

```

        // animation up color
        'animationUpColor': "#0099FF",
        // animation down color
        'animationDownColor': "#FF3300",
        // default line width for line chart
        'lineWidth': 3,
        // default line style for line chart - solid, dotted, dashed
        'lineStyle': "solid",
        // should markers be displayed for line and area charts
        'markerDisplayed': false,
        // default marker color
        'markerColor': null,
        // default marker shape
        'markerShape': "auto",
        // default marker size
        'markerSize': 8,
        // pie feeler color for pie chart
        'pieFeelerColor': "#BAC5D6",
        // slice label position and text type for pie chart
        'sliceLabel': {
            'position': "outside",
            'textType': "percent" }
    }
};

CustomGaugeStyle = {
    // default animation duration in milliseconds
    'animationDuration': 1000,
    // default animation effect on data change
    'animationOnDataChange': "none",
    // default animation effect on gauge display
    'animationOnDisplay': "none",
    // default visual effect
    'visualEffects': "auto"
};

CustomTimelineStyle = {
    'timelineSeries' : {
        // duration bars color palette
        'colors' : ["#267db3", "#68c182", "#fad55c", "#ed6647"]
    }
};
...
}

```

After the JavaScript file has been defined, you can uncomment and modify any values. You add this file as an included feature in the `maf-feature.xml` file, as the following example shows.

```

<?xml version="1.0" encoding="UTF-8" ?>
<adfmf:features xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
    xmlns:adfmf="http://xmlns.oracle.com/adf/mf">
    <adfmf:feature id="feature1" name="feature1">
        <adfmf:content id="feature1.1">
            <adfmf:amx file="feature1/untitled1.amx">
                <adfmf:includes>
                    <adfmf:include type="StyleSheet" file="css/custom.css"/>
                    <adfmf:include type="JavaScript" file="feature1/js/my-custom.js"/>
                </adfmf:includes>
            </adfmf:amx>
        </adfmf:content>
    </adfmf:feature>
</adfmf:features>

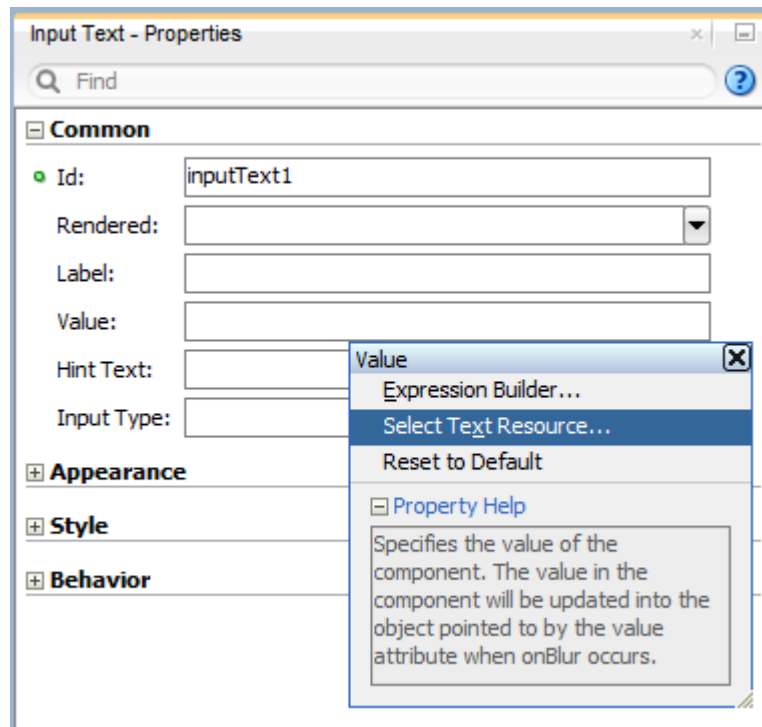
```

```
</admf:feature>  
</admf:features>
```

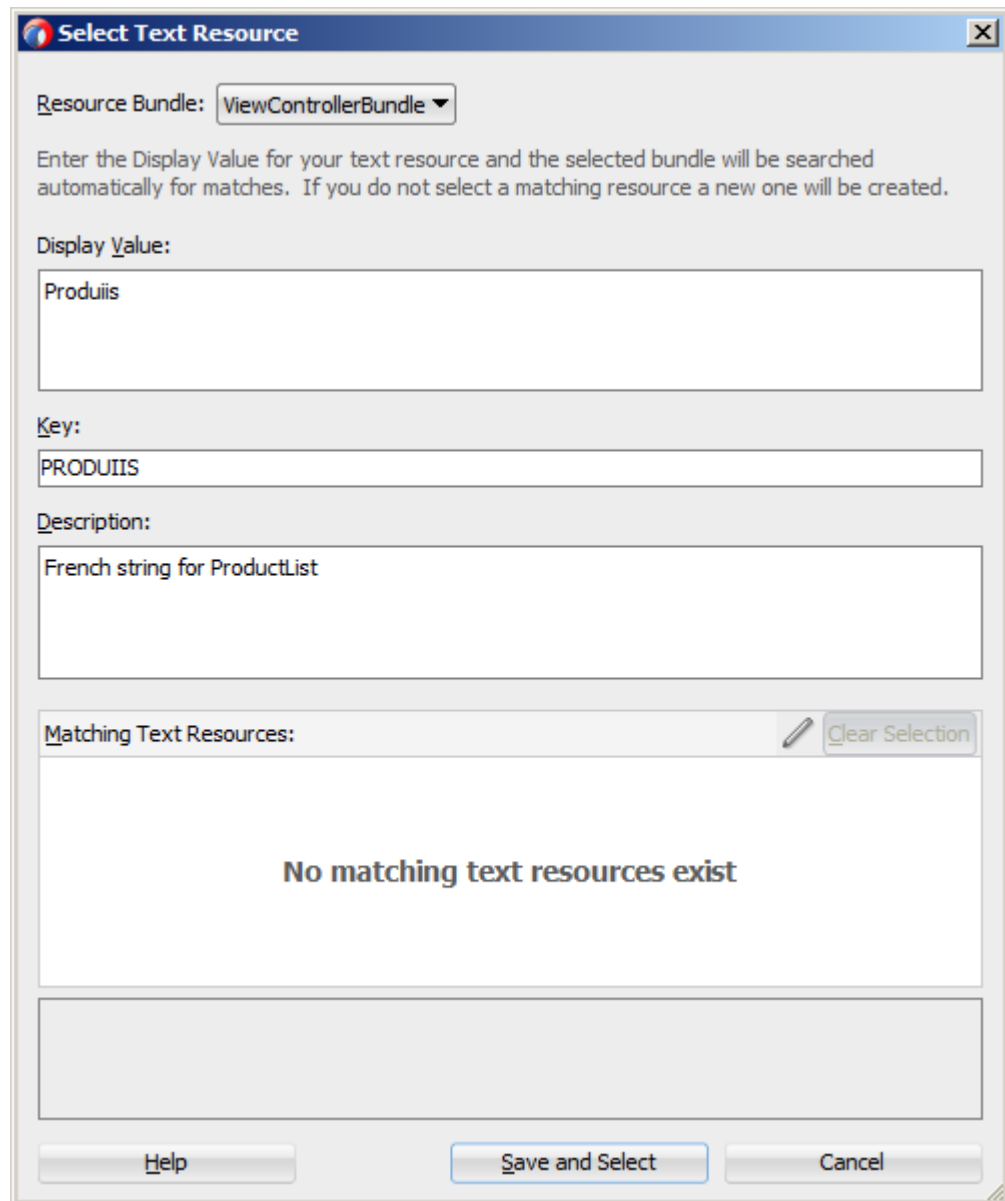
13.7 Localizing UI Components

In your MAF AMX page, you can localize the text that UI components display by using the standard resource bundle provided by JDeveloper. You do so by selecting a component and one of its text-presenting properties whose value you intend to localize, and then choosing **Select Text Resource** in the appropriate box in the Properties window (see [Figure 13-116](#)).

Figure 13-116 Selecting Text Resource



This displays the standard **Select Text Resource** dialog that [Figure 13-117](#) shows. You use this dialog to enter or find a string reference for the property you are modifying.

Figure 13-117 *Select Text Resource Dialog*

After you have defined a localized string resource, the EL for that reference is automatically placed in the property from which the Select Text Resource dialog was launched. An XLIFF (XML Localization Interchange File Format) file is created, if it is not already present. If it is present, the new entry is added to the existing XLIFF file. In addition, a corresponding Load Bundle (`loadBundle`) component is created as a child of the View component that points to the `ViewControllerBundle.xlf` file (default name, but basically it would match the name of the project).

Note:

The `ViewControllerBundle.xlf` is a default file name. This name matches the name of the project.

Figure 13-118 shows the changes in the MAF AMX file.

Figure 13-118 Localized String in MAF AMX File

```

<?xml version="1.0" encoding="UTF-8" ?>
<amx:view xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:amx="http://xmlns.oracle.com/jdev/amx"
  xmlns:dvtm="http://xmlns.oracle.com/jdev/dvtm">
  <amx:panelPage id="ppl">
    <amx:facet name="header">
      <amx:outputText styleClass="amx-header-title"
        value="#{viewControllerBundle.PRODUITS}"
        id="outputText1"/>
    </amx:facet>
    <amx:listView value="#{ProductListBean.products}"
      var="row"
      id="listView1">
      <amx:listItem action="details" id="listItem1">
        <amx:outputText value="#{row.name}++"
          id="outputText2"/>
        <amx:setPropertyListener from="#{row}"
          to="#{pageFlowScope.product}"
          type="action"/>
      </amx:listItem>
    </amx:listView>
    <amx:facet name="footer">
      <amx:outputText styleClass="ui-title"
        value="Acme Inc"
        id="outputText3"/>
    </amx:facet>
  </amx:panelPage>
  <amx:loadBundle basename="mobile.ViewControllerBundle"
    var="viewControllerBundle"/>
</amx:view>

```

For more information, see [Localizing MAF Applications](#) .

13.8 Understanding MAF Support for Accessibility

When developing MAF applications, you may need to accommodate visually and physically impaired users by addressing accessibility issues. User agents, such as web browsers rendering to nonvisual media (for example, a screen reader) can read text descriptions of UI components to provide useful information to impaired users. MAF AMX UI and data visualization components are designed to be compliant with the following accessibility standards:

- The Accessible Rich Internet Applications (WAI-ARIA) 1.0 specification.

For more information, see the following:

- "Introduction" to WAI-ARIA 1.0 specification at <http://www.w3.org/TR/wai-aria/introduction>
- "Using WAI-ARIA" at <http://www.w3.org/TR/wai-aria/usage>

– [What You May Need to Know About the Basic WAI-ARIA Terms](#)

- The Oracle Global HTML Accessibility Guidelines (OGHAG).
For more information, see [What You May Need to Know About the Oracle Global HTML Accessibility Guidelines](#).
- iOS Accessibility guidelines.
For more information, see the [Accessibility Programming Guide for iOS](#).

Accessible components do not change their appearance nor is the application logic affected by the introduction of such components.

To enable the proper functioning of the accessibility in your MAF AMX application feature, follow these guidelines:

- The navigation must not be more than three levels deep and it must be easy for the user to traverse back to the home screen.
- Keep scripting to a minimum.
- Do not provide direct interaction with the DOM.
- Do not use JavaScript time-outs.
- Avoid unnecessary focus changes
- Provide explicit popup triggers
- If needed, use the WAI-ARIA live region (see [What You May Need to Know About the Basic WAI-ARIA Terms](#)).
- Keep CSS use to a minimum.
- Try not to override the default component appearance.
- Choose scalable size units.
- Do not use CSS positioning.

For more information, see the following:

- "Mobile Accessibility" at <http://www.w3.org/WAI/mobile>
- "Web Content Accessibility and Mobile Web: Making a Web Site Accessible Both for People with Disabilities and for Mobile Devices" at <http://www.w3.org/WAI/mobile/overlap.html>

13.8.1 How to Configure UI and Data Visualization Components for Accessibility

MAF AMX UI and data visualization components have a built-in accessibility support, with most components being subject to the accessibility audit (see [Figure 13-121](#)).

[Table 13-11](#) lists components and their attributes that you can set through the Accessibility section of the Properties window.

Table 13-11 UI Components with Configurable Accessibility Attributes

Table 13-11 (Cont.) UI Components with Configurable Accessibility Attributes

Component	Accessibility Attribute	Accessibility Audit Message
Button (commandButton)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Select Button (selectOneButton)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Link (commandLink)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Link Go (goLink)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Carousel (carousel)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
CarouselItem (carouselItem)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
List Item (listItem)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Popup (popup)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Image (image)	Short Desc (shortDesc)	The shortDesc attribute should be specified. If the image is used for decorative purposes, it can be empty.
Input Text (inputText)	Hint Text (hintText)	The hintText attribute should be present and describe what the field should contain.
Panel Group Layout (panelGroupLayout)	Landmark (landmark)	NA ¹
Deck (deck)	Landmark (landmark)	NA (see footnote 1)
Flex Layout (flexLayout)	Landmark (landmark)	NA (see footnote 1)
Table Layout (tableLayout)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Cell Format (cellFormat)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.

Table 13-11 (Cont.) UI Components with Configurable Accessibility Attributes

Component	Accessibility Attribute	Accessibility Audit Message
Film Strip (filmStrip)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Film Strip Item (filmStripItem)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Area Chart (areaChart)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Bar Chart (barChart)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Bubble Chart (bubbleChart)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Combo Chart (comboChart)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Line Chart (lineChart)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Scatter Chart (scatterChart)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Spark Chart (sparkChart)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Pie Chart (pieChart)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
NBox Node (nBoxNode)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Reference Object (referenceObject)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Reference Area (referenceArea)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Reference Line (referenceLine)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.

Table 13-11 (Cont.) UI Components with Configurable Accessibility Attributes

Component	Accessibility Attribute	Accessibility Audit Message
Chart Data Item (chartDataItem)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Pie Data Item (pieDataItem)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Funnel Data Item (funnelDataItem)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Area (area)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Marker (marker)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Threshold (threshold)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Treemap Node (treemapNode)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Sunburst Node (sunburstNode)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Led Gauge (ledGauge)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Status Meter Gauge (statusMeterGauge)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Dial Gauge (dialGauge)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Rating Gauge (ratingGauge)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Geographic Map (geographicMap)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Thematic Map (thematicMap)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.

Table 13-11 (Cont.) UI Components with Configurable Accessibility Attributes

Component	Accessibility Attribute	Accessibility Audit Message
Funnel Chart (funnelChart)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
NBox (nBox)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Sunburst (sunburst)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Timeline (timeline)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.
Treemap (treemap)	Short Desc (shortDesc)	The shortDesc attribute should be present and describe the action that will take place.

¹ The landmark attribute has a default value (none) and is not subject to the accessibility audit.

You use the shortDesc attribute for different purposes for different components. For example, if you set the shortDesc attribute for the Image component, in the MAF AMX file it will appear as a value of the alt attribute of the image element.

The value of the shortDesc attribute can be localized.

For the Panel Group Layout and Deck components, you define the landmark role type (see [Table 13-16](#)) that is applicable as per the context of the page. You can set one of the following values for the landmark attribute:

- default (none)
- application
- banner
- complementary
- contentinfo
- form
- main
- navigation
- search

[Table 13-12](#) lists UI components whose accessible attributes defined by WAI-ARIA specification are automatically applied at run time and that you cannot modify.

Table 13-12 UI Components with Static Accessibility Attributes

Table 13-12 (Cont.) UI Components with Static Accessibility Attributes

Component	Accessibility Attribute	Accessibility Audit Message
Input Date (inputDate)	Label (label)	inputDate is not labeled. The label attribute of inputDate should be specified.
Input Number Slider (inputNumberSlider)	Label (label)	inputNumberSlider is not labeled. The label attribute of inputNumberSlider should be specified.
Panel Label and Message (panelLabelAndMessage)	Label (label)	panelLabelAndMessage is not labeled. The label attribute of panelLabelAndMessage should be specified.
Select Item (selectItem)	Label (label)	selectItem is not labeled. The label attribute of selectItem should be specified.
Checkbox (selectBooleanCheckbox)	Label (label)	selectBooleanCheckbox is not labeled. The label attribute of selectBooleanCheckbox should be specified.
Boolean Switch (selectBooleanSwitch)	Label (label)	selectBooleanSwitch is not labeled. The label attribute of selectBooleanSwitch should be specified.
Radio Button (selectOneRadio)	Label (label)	selectOneRadio is not labeled. The label attribute of selectOneRadio should be specified.
Select Many Checkbox (selectManyCheckbox)	Label (label)	selectManyCheckbox is not labeled. The label attribute of selectManyCheckbox should be specified.
Select Many Choice (selectManyChoice)	Label (label)	selectManyChoice is not labeled. The label attribute of selectManyChoice should be specified.
Choice (selectOneChoice)	Label (label)	selectOneChoice is not labeled. The label attribute of selectOneChoice should be specified.
Output Text (outputText)	Value (value)	NA ¹

¹ The value attribute is not subject to the accessibility audit.

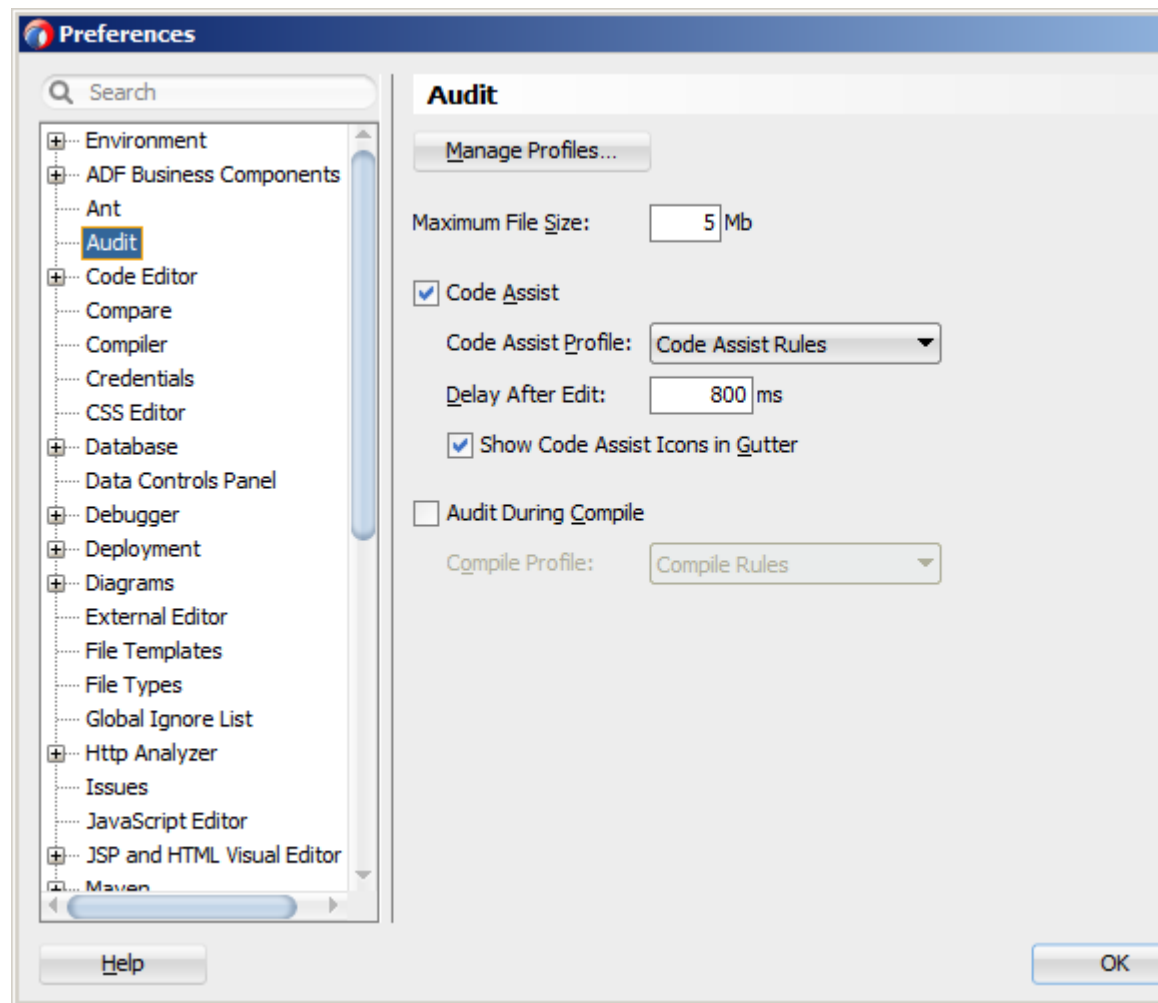
For information on how to configure the accessibility audit rules, see [Configuring the Accessibility Audit Rules](#).

13.8.1.1 Configuring the Accessibility Audit Rules

You can configure the accessibility audit rules using JDeveloper's Preferences dialog as follows:

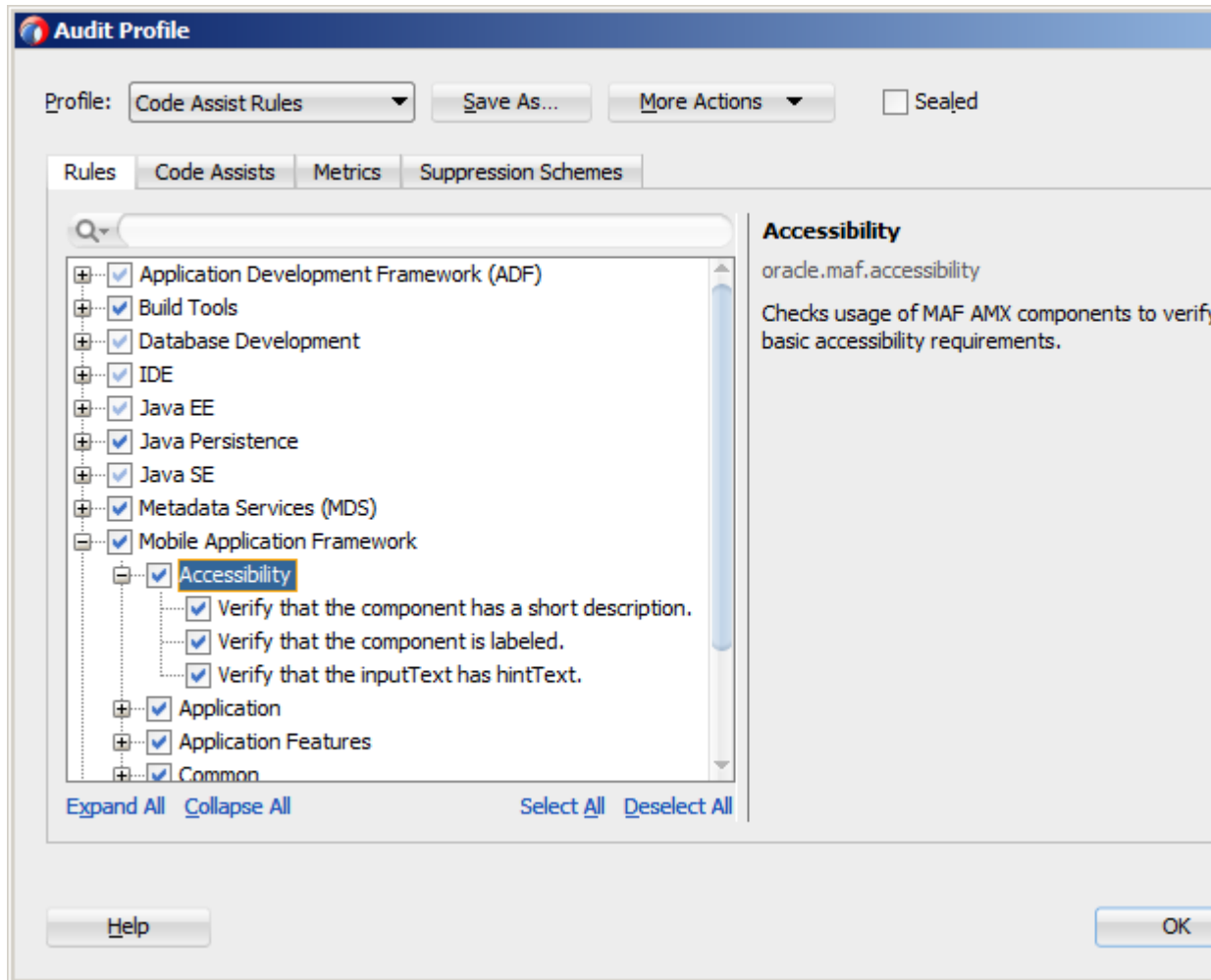
1. In JDeveloper, select **Tools > Preferences** from the main menu (on a Windows computer).
2. From the list of preferences, select **Audit** (see [Figure 13-119](#)).
3. On the **Audit** pane that [Figure 13-119](#) shows, click **Manage Profiles** to open the **Audit Profile** dialog.

Figure 13-119 Setting Accessibility Audit Rules



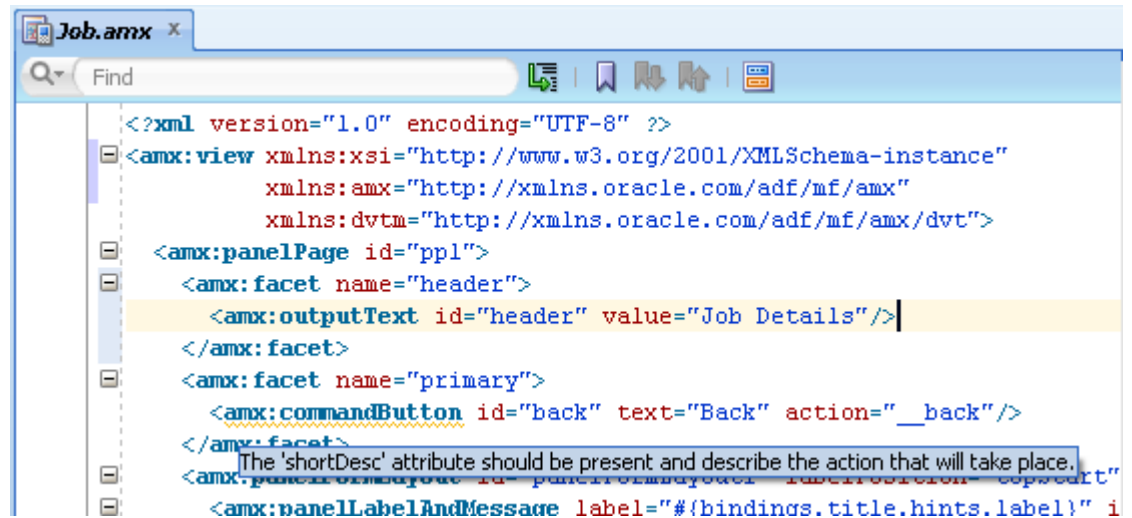
4. In the **Audit Profile** dialog that [Figure 13-120](#) shows, expand the **Mobile Application Framework** node from the tree of rules, and then expand **Accessibility**.

Figure 13-120 Audit Profile Dialog



5. Select the accessibility audit rules to apply to your application, as [Figure 13-120](#) shows.

[Figure 13-121](#) shows the accessibility audit warning displayed in JDeveloper.

Figure 13-121 Accessibility Audit Warning

For information on how to test your accessible MAF AMX application feature, see [How to Perform Accessibility Testing on iOS-Powered Devices](#).

Note:

WAI-ARIA accessibility functionality is not supported on Android for data visualization components.

Other MAF AMX UI components might not perform as expected when the application is run in the Android screen reader mode.

13.8.2 What You May Need to Know About the Basic WAI-ARIA Terms

As stated in the WAI-ARIA 1.0 specification, complex web applications become inaccessible when assistive technologies cannot determine the semantics behind portions of a document or when the user cannot effectively navigate to all parts of it in a usable way. WAI-ARIA divides the semantics into roles (the type defining a user interface element), and states and properties supported by the roles. The following semantic associations form the base for the WAI-ARIA terms:

- Role
- Landmark
- Live region

For more information, see "Important Terms" at <http://www.w3.org/TR/wai-aria/terms>.

The following tables list role categories (as defined in the WAI-ARIA 1.0 specification) that are applicable to MAF.

[Table 13-13](#) lists abstract roles that are used to support the WAI-ARIA role taxonomy for the purpose of defining general role concepts.

Table 13-13 Abstract Roles

Table 13-13 (Cont.) Abstract Roles

Abstract Role	Description
input	A generic type of widget that allows the user input.
landmark	A region of the page intended as a navigational landmark.
select	A form widget that allows the user to make selections from a set of choices.
widget	An interactive component of a graphical user interface.

Table 13-14 lists widget roles that act as standalone user interface widgets or as part of larger, composite widgets.

Table 13-14 Widget Roles

Widget Role	Description	Widget Required States
alertdialog	A type of dialog that contains an alert message, where initial focus moves to an element within the dialog.	aria-labelledby, aria-describedby
button	An input that allows for user-triggered actions when clicked or pressed.	aria-expanded (state), aria-pressed (state)
checkbox	A checkable input that has three possible values: true, false, or mixed.	aria-checked (state)
dialog	A dialog represented by an application window that is designed to interrupt the current processing of an application in order to prompt the user to enter information or require a response.	aria-labelledby, aria-describedby
link	An interactive reference to an internal or external resource that, when activated, causes the user agent to navigate to that resource.	aria-disabled (state), aria-describedby
option	A selectable item in a select list.	aria-labelledby, aria-checked (state), aria-selected (state)
radio	A checkable input in a group of radio roles, only one of which can be checked at a time.	aria-checked (state), aria-disabled (state)
slider	A user input where the user selects a value from within a given range.	aria-valuemax, aria-valuemin, aria-valuenow, aria-disabled (state)
listbox	A widget that allows the user to select one or more items from a list of choices.	aria-live
radiogroup	A group of radio buttons.	aria-disabled (state)
listitem	A single item in a list or directory.	aria-describedby

Table 13-14 (Cont.) Widget Roles

Widget Role	Description	Widget Required States
textbox	Input that allows free-form text as its value.	aria-labelledby, aria-readonly, aria-required, aria-multiline, aria-disabled (state)

[Table 13-15](#) lists document structure roles that describe structures that organize content in a page. Typically, document structures are not interactive.

Table 13-15 Document Structure Roles

Document Structure Role	Description
img	A container for a collection of elements that form an image.
list	A group of non-interactive list items.
listitem	A single item in a list or directory.

[Table 13-16](#) lists landmark roles that represent regions of the page intended as navigational landmarks.

Table 13-16 Landmark Roles

Landmark Role	Description
application	A region declared as a web application (as opposed to a web document).
banner	A region that contains mostly site-oriented content (rather than page-specific content).
complementary	A supporting section of a document designed to be complementary to the main content at a similar level in the DOM hierarchy, but that remains meaningful when separated from the main content.
contentinfo	A large perceivable region that contains information about the parent document.
form	A region that contains a collection of items and objects that, as a whole, combine to create a form.
main	The main content of a document.
navigation	A collection of navigational elements (usually links) for navigating the document or related documents.
search	A region that contains a collection of items and objects that, as a whole, combine to create a search facility.

For the majority of MAF UI components, you cannot modify accessible WAI-ARIA attributes. For some components, you can set special accessible attributes at design time, and for the Panel Group Layout and Deck, you can use the WAI-ARIA landmark

role type. For more information, see [How to Configure UI and Data Visualization Components for Accessibility](#).

13.8.3 What You May Need to Know About the Oracle Global HTML Accessibility Guidelines

The Oracle Global HTML Accessibility Guidelines (OGHAG) is a set of scripting standards for HTML that Oracle follows. These standards represent a combination of Section 508 (see <http://www.section508.gov>) and Web Content Accessibility Guidelines (WCAG) 1.0 level AA (see <http://www.w3.org/TR/WCAG10>), with improved wording and checkpoint measurements.

For more information, see *Oracle's Accessibility Philosophy and Policies* at <http://www.oracle.com/us/corporate/accessibility/policies/index.html>.

13.9 Validating Input

MAF allows you to inform the end user about data input errors and other conditions that occur during data input. Depending on their type (error or warning), validation messages have a different look and feel.

The user input validation is triggered when an input is submitted: Input Text components are automatically validated when the end user leaves the field; for selection components, such as a Checkbox or Choice, the validation occurs when the end user makes a selection. For validation purposes, UI components on a MAF AMX page are grouped together within a Validation Group operation (`validationGroup`) to define components whose input is to be validated when the submit operation takes place. A Validation Behavior (`validationBehavior`) component defines which Validation Group is to be validated before a command component's action is taken. A command component can have multiple child Validation Behavior components. Validation does not occur if a component does not have a Validation Behavior defined for it.

Note:

You cannot define nested Validation Group operations.

The following is an invalid definition of a Validation Group:

```
<amx:view>
  <amx:panelPage>
    <amx:validationGroup>
      <amx:panelGroupLayout>
        <amx:validationGroup/>
      <amx:panelGroupLayout/>
    </amx:validationGroup>
  </amx:panelPage>
</amx:view>
```

The following is a valid definition:

```
<amx:view>
  <amx:panelPage>
    <amx:validationGroup>
  </amx:panelPage>
  <amx:popup>
    <amx:validationGroup>
  </amx:popup>
</amx:view>
```

If a MAF AMX page contains any validation error messages, you can use command components, such as List Item, Link, and Button, to prevent the end user from navigating off the page. Messages containing warnings do not halt the navigation.

The following example shows how to define validation elements, including multiple Validation Group and Validation Behavior operations, in a MAF AMX file.

```
<amx:panelPage id="pp1">
  <amx:facet name="header">
    <amx:outputText id="outputText1" value="Validate"/>
  </amx:facet>
  <amx:facet name="secondary">
    <amx:commandButton id="commandButton2" action="go" text="Save">
      <amx:validationBehavior id="vb1"
        disabled="{pageFlowScope.myPanel ne 'panel1'}"
        group="group1"/>
      <amx:validationBehavior id="vb2"
        disabled="{pageFlowScope.myPanel ne 'panel2'}"
        group="group2"/>
      <!-- invalid, should be caught by audit rule but for any reason
      if group not found at run time, this validate is ignored -->
      <amx:validationBehavior id="vb3" disabled="false" group="groupxxx"/>
      <!-- group is not found at run time, this validate is ignored -->
      <amx:validationBehavior id="vb4" disabled="false" group="group3"/>
    </amx:commandButton>
  </amx:facet>
  <amx:panelSplitter id="ps1" selectedItem="{pageFlowScope.myPanel}">
    <amx:panelItem id="pil">
      <amx:validationGroup id="group1">
        <amx:panelFormLayout id="pfl1">
          <amx:inputText value="{bindings.first.inputValue}"
            required="true"
            label="{bindings.first.hints.label}"
```

```

                id="inputText1"/>
                <amx:inputText value="#{bindings.last.inputValue}"
                    label="#{bindings.last.hints.label}"
                    id="inputText2"/>
            </amx:panelFormLayout>
        </amx:validationGroup>
    </amx:panelItem>
    <amx:panelItem id="pi2">
        <amx:validationGroup id="group2">
            <amx:panelFormLayout id="pfl2">
                <amx:inputText value="#{bindings.salary.inputValue}"
                    label="#{bindings.first.hints.label}"
                    id="inputText3"/>
                <amx:inputText value="#{bindings.last.inputValue}"
                    label="#{bindings.last.hints.label}"
                    id="inputText4"/>
            </amx:panelFormLayout>
        </amx:validationGroup>
    </amx:panelItem>
</amx:panelSplitter>
<amx:panelGroupLayout id="pgl1" rendered="false">
    <amx:validationGroup id="group3">
        <amx:panelFormLayout id="pfl4">
            <amx:inputText value="#{bindings.salary.inputValue}"
                label="#{bindings.first.hints.label}"
                id="inputText5"/>
            <amx:inputText value="#{bindings.last.inputValue}"
                label="#{bindings.last.hints.label}"
                id="inputText6"/>
        </amx:panelFormLayout>
    </amx:validationGroup>
</amx:panelGroupLayout>
</amx:panelPage>

```

The following example shows how to define a validation message displayed in a popup in a MAF AMX file.

```

<amx:panelPage id="ppl">
    <amx:facet name="header">
        <amx:outputText id="outputText1" value="Login Demo"/>
    </amx:facet>
    <amx:facet name="secondary">
        <amx:commandButton id="btnBack" action="__back" text="Back"/>
    </amx:facet>
    <amx:panelGroupLayout id="panelGroupLayout1">
        <amx:validationGroup id="group1">
            <amx:panelGroupLayout id="panelGroupLayout2">
                <amx:inputText value="#{bindings.userName.inputValue}"
                    label="#{bindings.userName.hints.label}"
                    id="inputText1"
                    showRequired="true"
                    required="true"/>
                <amx:inputText value="#{bindings.password.inputValue}"
                    label="#{bindings.password.hints.label}"
                    id="inputText2"
                    required="true"
                    showRequired="true"
                    secret="true"/>
                <amx:outputText id="outputText2"
                    value="#{bindings.timeToStayLoggedIn.hints.label}:
                    #{bindings.timeToStayLoggedIn.inputValue} minutes"/>
            </amx:panelGroupLayout>
        </amx:validationGroup>
    </amx:panelGroupLayout>
</amx:panelPage>

```



```

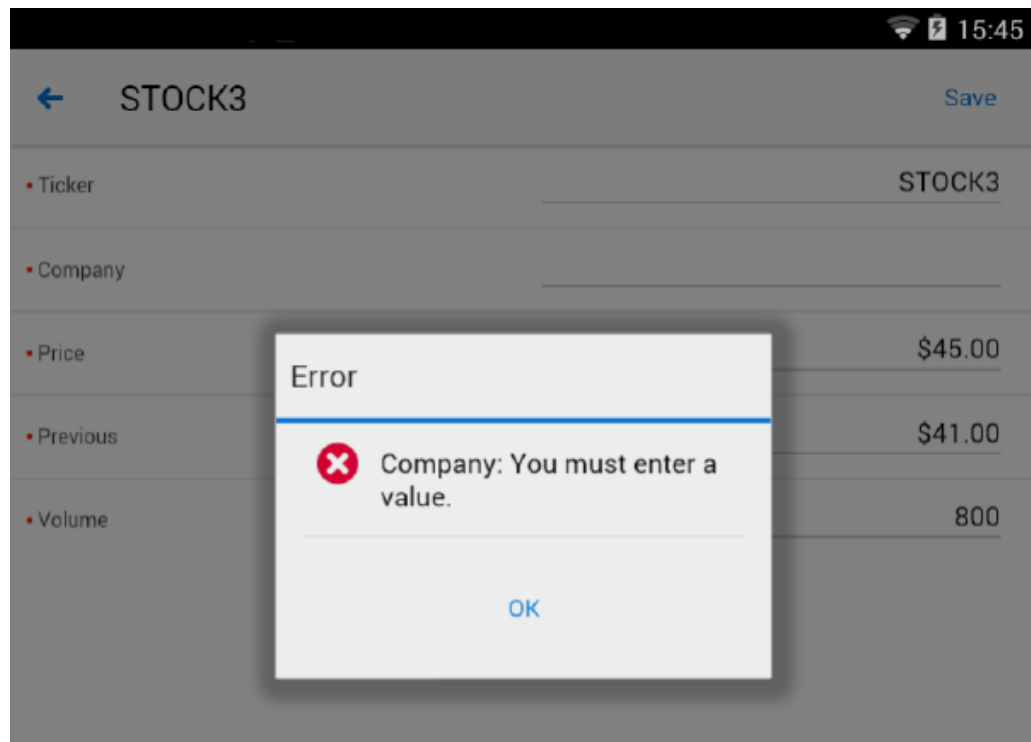
        </amx:panelGroupLayout>
    </amx:validationGroup>
    <amx:commandButton id="commandButton2"
        text="Login"
        action="navigationSuccess">
        <amx:validationBehavior id="validationBehavior2" group="group1"/>
    </amx:commandButton>
</amx:panelGroupLayout>
</amx:panelPage>

```

Validation messages are displayed in a Popup component (see [How to Use a Popup Component](#)). You cannot configure the title of a validation popup, which is automatically determined by the relative message severity: the most severe of all of the current messages becomes the title of the validation popup. That is, if all validation messages are of type `WARNING`, then the title is "Warning"; if some of the messages are of type `WARNING` and others are of type `ERROR`, then the title is set to "Error".

[Figure 13-122](#) shows a popup validation message that appears in the `StockTracker` sample application when you fail to enter a company name. For more information about this and other sample applications, see [MAF Sample Applications](#).

Figure 13-122 Validation Message in StockTracker Sample Application



13.10 Using Event Listeners

To invoke Java code from your MAF AMX pages and perform the application logic, you define listeners as attributes of UI components in one of the following ways:

- Manually in the source of your MAF AMX file.
- From the **Properties** window for the selected component. For more information, see *Tag Reference for Oracle Mobile Application Framework*

You may use the following listeners to add awareness of the UI-triggered events to your MAF AMX page:

- `valueChangeListener`: listens to `ValueChangeEvent` that is constructed with the following parameters:
 - `java.lang.Object` representing an old value
 - `java.lang.Object` representing a new changed value
- `actionListener`: listens to `ActionEvent` that is constructed without parameters;
- `selectionListener`: listens to `SelectionEvent` that is constructed with the following parameters:
 - `java.lang.Object` representing an old row key
 - `java.lang.String[]` representing selected row keys
- `moveListener`: listens to `MoveEvent` that is constructed with the following parameters: of the `RowKey` type representing an old row key;
 - `java.lang.Object` representing the moved row key
 - `java.lang.String[]` representing the row key before which the moved row key was inserted
- `rangeChangeListener`: listens to `RangeChangeEvent` that is constructed without parameters.
- `mapBoundsChangeListener`: listens to `MapBoundsChangeEvent` that is constructed with the following parameters:
 - `java.lang.Object` representing the X coordinate (longitude) of minimum map bounds
 - `java.lang.Object` representing the Y coordinate (latitude) of minimum map bounds
 - `java.lang.Object` representing the X coordinate (longitude) of maximum map bounds
 - `java.lang.Object` representing the Y coordinate (latitude) of maximum map bounds
 - `java.lang.Object` representing the X coordinate (longitude) of the map center
 - `java.lang.Object` representing the Y coordinate (latitude) of the map center
 - `int` representing the current zoom level
- `mapInputListener`: listens to `MapInputEvent` that is constructed with the following parameters:
 - `java.lang.String` representing the event type
 - `java.lang.Object` representing the X coordinate of the event point

- `java.lang.Object` representing the Y coordinate of the event point
- `viewportChangeListener`: listens to `ViewportChangeEvent` that is constructed with the following parameters:
 - `java.lang.Object` representing the minimum X coordinate
 - `java.lang.Object` representing the maximum X coordinate
 - `java.lang.Object` representing the minimum Y coordinate
 - `java.lang.Object` representing the maximum Y coordinate
 - `java.lang.Object` representing the first visible group
 - `java.lang.Object` representing the last visible group
- `drillListener`: listens to `DrillEvent` that is constructed with the following parameters:
 - `java.lang.String` representing the ID of the drilled object
 - `java.lang.String` representing the rowkey of the drill data item
 - `java.lang.String` representing the group name of the drilled object
 - `java.lang.String` representing the series name of the drilled object

The value for your listener must match the pattern `{*}` and conform to the following requirements:

- Type name: EL Expression
- Base type: string
- Primitive type: string

For information on EL events, see [About EL Events](#).

Most MAF AMX event classes extend the `oracle.adfmf.amx.event.AMXEvent` class. When defining event listeners in your Java code, you need to pass the `oracle.adfmf.amx.event.AMXEvent` class.

For more information, see the following:

- *Java API Reference for Oracle Mobile Application Framework*
- *Tag Reference for Oracle Mobile Application Framework*
- [How to Use AmxEvent Classes](#)

MAF allows you to create managed bean methods for listeners so that your managed bean methods use MAF AMX-specific event classes. The following three examples demonstrate a Button and a Link component calling the same managed bean method. The source value of the `AMXEvent` determines which object invoked the event by showing a message box with the component's ID.

The following example shows how to call a bean method from a MAF AMX File.

```
<amx:commandButton text="commandButton1"
                  id="commandButton1"
                  actionListener="#{applicationScope.Bean.actionListenerMethod}">
</amx:commandButton>
```

```
<amx:commandLink text="commandLink1"
    id="commandLink1"
    actionListener="#{applicationScope.Bean.actionListenerMethod}">
</amx:commandLink>
```

The following example shows how to use the `AMXEvent`.

```
private void actionListenerMethod(AMXEvent amxEvent) {
    // Some Java handling
}
```

The following example shows how to invoke the event method.

```
public Object invokeMethod(String methodName, Object[] params) {
    if (methodName.equals("actionListenerMethod")) {
        actionListenerMethod((AMXEvent) params[0]);
    }
    return null;
}
```

For additional examples, see a MAF sample application called `APIDemo` located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer. This sample demonstrates how to call listeners from Java beans.

13.10.1 What You May Need to Know About Constrained Type Attributes for Event Listeners

You can define event listeners as children of some MAF AMX UI components. The listeners' `type` attribute identifies which event they are to be registered to handle. Since each parent UI component supports only a subset of the events (suitable for that particular component), these supported events are presented in a constrained list of types that you can select for a listener.

[Table 13-17](#) lists parent UI components, event listeners they can have as children, and event types they support.

Table 13-17 Supported Event Listeners and Event Types

UI Component (parent)	Action Listener (child component)	Set Property Listener (child component)	Client Listener (child component)	Show Pop Behavior (child component)	Close Pop Behavior (child component)	Validation Behavior (child component)	action Listener (attribute)	valueChangeListener (attribute)	move Listener (attribute)	selectionListener (attribute)	map Bounds Change Listener (attribute)	mapInputListener (attribute)	viewportChangeListener (attribute)	rangeChangeListener (attribute)	drillListener (attribute)
Button	Supported	Supported	Supported	Supported	Supported	Supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported

Table 13-17 (Cont.) Supported Event Listeners and Event Types

UI Component (parent)	Action Listener (child component)	Set Property Listener (child component)	Client Listener (child component)	Show Popup Behavior (child component)	Close Popup Behavior (child component)	Validation Behavior (child component)	Action Listener (attribute)	valueChangeListener (attribute)	moveListener (attribute)	selectionListener (attribute)	mapBoundsChangeListener (attribute)	mapInputListener (attribute)	viewportChangeListener (attribute)	rangeChangeListener (attribute)	drillListener (attribute)
Link	Supported	Supported	Supported	Supported	Supported	Supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
List Item	Supported	Supported	Supported	Supported	Supported	Supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Input Date	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Input Number Slider	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Input Text	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Output Text	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported

Table 13-17 (Cont.) Supported Event Listeners and Event Types

UI Component (parent)	Action Listener (child component)	Set Property Listener (child component)	Client Listener (child component)	Show Popup Behavior (child component)	Close Popup Behavior (child component)	Validation Behavior (child component)	Action Listener (attribute)	ValueChangeListener (attribute)	Move Listener (attribute)	SelectionListener (attribute)	Map Bounds Change Listener (attribute)	mapInputListener (attribute)	viewportChangeListener (attribute)	rangeChangeListener (attribute)	drillListener (attribute)
List View	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Supported	Not supported	Not supported	Not supported	Supported	Not supported
Checkbox	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Switch	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Checkbox (Select Many)	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Choice (Select Many)	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Choice	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported

Table 13-17 (Cont.) Supported Event Listeners and Event Types

UI Component (parent)	Action Listener (child component)	Set Property Listener (child component)	Client Listener (child component)	Show Popup Behavior (child component)	Close Popup Behavior (child component)	Validation Behavior (child component)	Action Listener (attribute)	valueChangeListener (attribute)	moveListener (attribute)	selectionListener (attribute)	mapBoundsChangeListener (attribute)	mapInputListener (attribute)	viewportChangeListener (attribute)	rangeChangeListener (attribute)	drillListener (attribute)
Select Button	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Radio Button	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Link (Go)	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Carousel	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Carousel Item	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Image	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported

Table 13-17 (Cont.) Supported Event Listeners and Event Types

UI Component (parent)	Action Listener (child component)	Set Property Listener (child component)	Client Listener (child component)	Show Popup Behavior (child component)	Close Popup Behavior (child component)	Validation Behavior (child component)	Action Listener (attribute)	ValueChangeListener (attribute)	Move Listener (attribute)	SelectListener (attribute)	Map Bounds Change Listener (attribute)	MapInputListener (attribute)	ViewportChangeListener (attribute)	RangeChangeListener (attribute)	DrillListener (attribute)
View	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Film Strip	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported
Film Strip Item	Supported	Supported	Supported	Supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Area Chart	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Supported	Not supported	Supported
Bar Chart	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Supported	Not supported	Supported
Bubble Chart	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Supported

Table 13-17 (Cont.) Supported Event Listeners and Event Types

UI Component (parent)	Action Listener (child component)	Set Property Listener (child component)	Client Listener (child component)	Show Popup Behavior (child component)	Close Popup Behavior (child component)	Validation Behavior (child component)	Action Listener (attribute)	valueChangeListener (attribute)	move Listener (attribute)	selectionListener (attribute)	mapBoundsChangeListener (attribute)	mapInputListener (attribute)	viewportChangeListener (attribute)	rangeChangeListener (attribute)	drillListener (attribute)
Combo Chart	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Supported	Not supported	Supported
Line Chart	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Supported	Not supported	Supported
Pie Chart	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Supported
Pie Data Item	Not supported	Supported	Not supported	Supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Scatter Chart	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Supported
Spark Chart	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported

Table 13-17 (Cont.) Supported Event Listeners and Event Types

UI Component (parent)	Action Listener (child component)	Set Property Listener (child component)	Client Listener (child component)	Show Popup Behavior (child component)	Close Popup Behavior (child component)	Validation Behavior (child component)	action Listener (attribute)	valueChangeListener (attribute)	move Listener (attribute)	selectionListener (attribute)	mapBoundsChangeListener (attribute)	mapInputListener (attribute)	viewportChangeListener (attribute)	rangeChangeListener (attribute)	drillListener (attribute)
Funnel Chart	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Supported
Stock Chart	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Supported	Not supported	Not supported
Funnel Data Item	Not supported	Supported	Not supported	Supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Stock Data Item	Supported	Supported	Not supported	Supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Chart Data Item	Not supported	Supported	Not supported	Supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Series Style	Not supported	Supported	Not supported	Supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported

Table 13-17 (Cont.) Supported Event Listeners and Event Types

UI Component (parent)	Action Listener (child component)	Set Property Listener (child component)	Client Listener (child component)	Show Popup Behavior (child component)	Close Popup Behavior (child component)	Validation Behavior (child component)	Action Listener (attribute)	valueChangeListener (attribute)	move Listener (attribute)	selectionListener (attribute)	mapBoundsChangeListener (attribute)	mapInputListener (attribute)	viewportChangeListener (attribute)	rangeChangeListener (attribute)	drillListener (attribute)
LED Gauge	Not supported	Not supported	Not supported	Supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Dial Gauge	Not supported	Not supported	Not supported	Supported	Supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Rating Gauge	Not supported	Not supported	Not supported	Supported	Supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Status Meter Gauge	Not supported	Not supported	Not supported	Supported	Supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Geographic Map	Not supported	Supported ¹	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported ²	Supported	Supported	Not supported	Not supported	Not supported
Thematic Map	Not supported	Supported ³	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported ⁴	Not supported	Not supported	Not supported	Not supported	Not supported

Table 13-17 (Cont.) Supported Event Listeners and Event Types

UI Component (parent)	Action Listener (child component)	Set Property Listener (child component)	Client Listener (child component)	Show Popup Behavior (child component)	Close Popup Behavior (child component)	Validation Behavior (child component)	action Listener (attribute)	valueChangeListener (attribute)	move Listener (attribute)	selectionListener (attribute)	mapBoundsChangeListener (attribute)	mapInputListener (attribute)	viewportChangeListener (attribute)	rangeChangeListener (attribute)	drillListener (attribute)
Area	Not supported	Supported	Not supported	Supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Route	Supported	Supported	Not supported	Supported	Supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Marker	Not supported	Supported	Not supported	Supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Area Data Layer	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported
Point Data Layer	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported
Sunburst	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported

Table 13-17 (Cont.) Supported Event Listeners and Event Types

UI Component (parent)	Action Listener (child component)	Set Property Listener (child component)	Client Listener (child component)	Show Population Behavior (child component)	Close Population Behavior (child component)	Validation Behavior (child component)	Action Listener (attribute)	valueChangeListener (attribute)	moveListener (attribute)	selectionListener (attribute)	mapBoundsChangeListener (attribute)	mapInputListener (attribute)	viewportChangeListener (attribute)	rangeChangeListener (attribute)	drillListener (attribute)
Treemap	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported
Timeline	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
Timeline Series	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported
Timeline Item	Not supported	Supported	Not supported	Supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported
NBox	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Not supported	Supported	Not supported	Not supported	Not supported	Not supported	Not supported

¹ The Set Property Listener can be specified as a child of the Geographic Map's Marker of Area.

² The selectionListener attribute can be set on the Geographic Map's Area Data Layer or Point Data Layer.

³ The Set Property Listener can be specified as a child of the Thematic Map's Marker of Area.

⁴ The selectionListener attribute can be set on the Thematic Map's Area Data Layer or Point Data Layer.

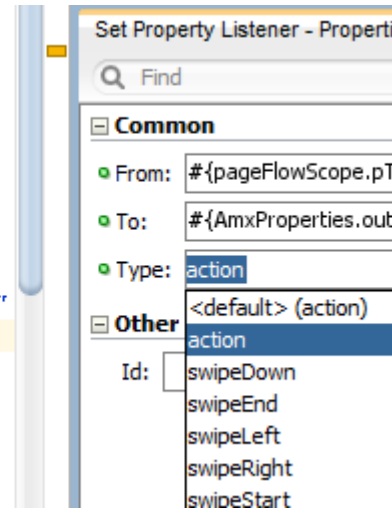
The type attribute (see [Figure 13-123](#)) of each of the child event listeners has a base set of values that match the listener events. These values are filtered based on the information presented in [Table 13-17](#) such that when the child event listener is within the context of the identified parent UI component, only the events that the parent supports are shown. For example, under a Button component, the Action Listener or

Set Property Listener child would show only the action Type value, as well as gestures.

Figure 13-123 shows values available in the constrained Type list of the Set Property Listener for a parent List Item component.

Figure 13-123 Selecting Event Type

```
<amx:listView id="listView1"
    value="#{ProductListBean.products}"
    var="row">
    <amx:listItem id="listItem1" action="details">
        <amx:outputText id="outputText1"
            value="{#row.name}++">
        </amx:outputText>
        <amx:setPropertyListener from="#{row}" id="l1"
            to="#{pageFlowScope.product}"
            type="action">
        </amx:setPropertyListener>
    </amx:listItem>
</amx:listView>
```



Using Bindings and Creating Data Controls in MAF AMX

This chapter describes how to use data bindings, data controls, and the data binding expression language (EL) within a MAF AMX application feature. In addition, object scope lifecycles, managed beans, UI hints, validation, and data change events are also discussed.

This chapter includes the following sections:

- [Introduction to Bindings and Data Controls](#)
- [About Object Scope Lifecycles](#)
- [Creating EL Expressions](#)
- [Creating and Using Managed Beans](#)
- [Exposing Business Services with Data Controls](#)
- [Creating Databound UI Components from the Data Controls Panel](#)
- [What Happens at Runtime: How the Binding Context Works](#)
- [Configuring Data Controls](#)
- [Working with Attributes](#)
- [Creating and Using Bean Data Controls](#)
- [Using the DeviceFeatures Data Control](#)
- [Validating Attributes](#)
- [About Data Change Events](#)

14.1 Introduction to Bindings and Data Controls

Mobile Application Framework implements two concepts that enable the decoupling of the user interface (UI) technology from the business service implementation: *data controls* and *declarative bindings*. Data controls abstract the implementation technology of a business service by using standard metadata interfaces to describe the service's operations and data collections, including information about the properties, methods, and types involved. Using JDeveloper, you can view that information as icons that you can drag and drop onto a page. Declarative bindings abstract the details of accessing data from data collections in a data control and invoking its operations. At runtime, the model layer reads the information describing the data controls and bindings from the appropriate XML files and then implements the two-way connection between the user interface and the business service.

The group of bindings supporting the user interface components on a page are described in a page-specific XML file called the page definition file. The model layer uses this file at runtime to instantiate the page's bindings. These bindings are held in a request-scoped map called the binding container, accessible during each page request using the EL expression `#{bindings}`. This expression always evaluates to the binding container for the current page. You can design a databound user interface by dragging an item from the Data Controls panel and dropping it on a page as a specific UI component. When you use data controls to create a UI component, JDeveloper automatically creates the code and objects needed to bind the component to the data control you selected.

The Mobile Application Framework comes with two out-of-the box data controls: the DeviceFeatures data control and the ApplicationFeatures data control. The DeviceFeatures data control appears within the Data Controls panel in JDeveloper, enabling you to drag and drop the primary data attributes of data controls to your application as (text) fields, and the operations of data controls as command objects (buttons). These drag and drop actions will generate EL bindings in your application and the appropriate properties for the controls that are created. The bindings are represented in a `DataControls.dcx` file, which points at the data control source, and the page bindings link the specific page's reference to the data control. For information about the ApplicationFeatures data control, see [What You May Need to Know About Custom Springboard Application Features with MAF AMX Content](#).

For more information about data controls and bindings, see the following:

- [Exposing Business Services with Data Controls](#)
- [Creating Databound UI Components from the Data Controls Panel](#)
- [What Happens at Runtime: How the Binding Context Works](#)
- [Configuring Data Controls](#)
- [Working with Attributes](#)
- [Creating and Using Bean Data Controls](#)
- [Using the DeviceFeatures Data Control](#)

14.2 About Object Scope Lifecycles

At runtime, you pass data to pages by storing the needed data in an object scope where the page can access it. The scope determines the lifespan of an object. Once you place an object in a scope, it can be accessed from the scope using an EL expression. For example, you might create a managed bean named `foo`, and define the bean to live in the view scope. To access that bean, you would use the expression `#{viewScope.foo}`.

Mobile Application Framework variables and managed bean references are defined within different object scopes that determine the variable's lifetime and visibility. MAF supports the following scopes, listed in order of decreasing visibility:

- Application scope—The object is available for the duration of the application (across features).
- Page flow scope—The object is available for the duration of a feature (single feature boundary) or task flow, depending on where the page flow-scoped managed bean

is defined. If the bean is defined in an unbounded task flow, its scope is the feature. If the bean is defined in a bounded task flow, its scope is limited to the task flow.

- View scope—The object is available for the duration of the view (single page of a feature).

Object scopes are analogous to global and local variable scopes in programming languages. The wider the scope, the higher the availability of an object. During their lifespan, these objects may expose certain interfaces, hold information, or pass variables and parameters to other objects. For example, a managed bean defined in application scope will be available for use during multiple page requests for the duration of the application. However, a managed bean defined in view scope will be available only for the duration of one page request within a feature.

EL expressions defined in the application scope namespace are available for the life of the application, across feature boundaries. You can define an application scope in one view of an application, and then reference it in another. EL expressions defined in the page flow scope namespace are available for the duration of a feature, within the bounds of a single feature. EL expressions defined in the view scope namespace are available for the duration of the view, within the bounds of a single page of a feature. In addition to these variable-containing scopes, MAF defines scopes that can expose information about device properties and application preferences. These scopes have application-level lifetime and visibility. For more information, see [About the Managed Beans Category](#) and [About the Mobile Application Framework Objects Category](#).

When determining what scope to register a managed bean with or to store a value in, always try to use the narrowest scope possible. Use the application scope only for information that is relevant to the whole application, such as user or context information. Avoid using the application scope to pass values from one page to another.

Note:

Every object you put in a memory scope is serialized to a JSON `DataChangeEvent`, and objects returned by any getter method inside this object are also serialized. This can lead to deeply nested object trees that are serialized, which will decrease performance. To avoid serialization of a chain of nested objects, you should define them as transient. See [What You May Need to Know About Serialization of Bean Class Variables](#) for more information.

14.2.1 What You May Need to Know About Object Scopes and Task Flows

When determining what scope to use for variables within a task flow, you should use only view or page flow scopes. The application scope will persist objects in memory beyond the life of the task flow and therefore compromise the encapsulation and reusable aspects of a task flow. In addition, application scope may keep objects in memory longer than needed, causing unneeded overhead.

When you need to pass data values between activities within a task flow, you should use page flow scope. View scope should be used for variables that are needed only within the current view activity, not across view activities.

14.3 Creating EL Expressions

You use EL expressions in MAF applications to bind attributes to object values determined at runtime. For example, `#{UserList.selectedUsers}` might reference a set of selected users, `#{user.name}` might reference a particular user's name, while `#{user.role == 'manager'}` would evaluate whether a user is a manager or not. At runtime, a generic expression evaluator returns the `List`, `String`, and `boolean` values of these respective expressions, automating access to the individual objects and their properties without requiring code.

Expressions are not evaluated until they are needed for rendering a value. Because MAF AMX supports only deferred evaluation, an expression using the immediate construction expression ("`#{ }`") still parses, but behaves the same as a deferred expression ("`#{ }`"). At runtime, the value of certain UI components (such as an `inputText` component or an `outputText` component) is determined by its `value` attribute. While a component can have static text as its value, typically the value attribute will contain an EL expression that the runtime infrastructure evaluates to determine what data to display. For example, an `outputText` component that displays the name of the currently logged-in user might have its `value` attribute set to the expression `#{UserInfo.name}`. Since any attribute of a component (and not just the `value` attribute) can be assigned a value using an EL expression, it's easy to build dynamic, data-driven user interfaces. For example, you could hide a component when a set of objects you need to display is empty by using a boolean-valued expression like `#{not empty UserList.selectedUsers}` in the UI component's `rendered` attribute. If the list of selected users in the object named `UserList` is empty, the `rendered` attribute evaluates to `false` and the component disappears from the page.

In a typical application, you would create objects like `UserList` as a managed bean. The runtime manages instantiating these beans on demand when any EL expression references them for the first time. When displaying a value, the runtime evaluates the EL expression and pulls the value from the managed bean to populate the component with data when the page is displayed. If the user updates data in the UI component, the runtime pushes the value back into the corresponding managed bean based on the same EL expression. For more information about creating and using managed beans, see [Creating and Using Managed Beans](#). For more information about EL expressions, see the Java EE tutorial at <http://www.oracle.com/technetwork/java/index.html>.

Note:

When using an EL expression for the `value` attribute of an editable component, you must have a corresponding `set` method for that component, or else the EL expression will evaluate to read-only, and no updates to the value will be allowed.

For example, say you have an `inputText` component (whose ID is `it1`) on a page, and you have its value set to `#{myBean.inputValue}`. The `myBean` managed bean would have to have `get` and `set` methods as follows, in order for the `inputText` value to be updated:

```
public void setIt1(RichInputText it1) {
    this.it1 = it1;
}

public RichInputText getIt1() {
    return it1;
}
```

14.3.1 About Data Binding EL Expressions

When you use the Data Controls panel to create a component, the MAF data binding expressions are created for you. The expressions are added to every component attribute that will either display data from or reference properties of a binding object. Each prebuilt expression references the appropriate binding objects defined in the page definition file. You can edit these binding expressions or create your own, as long as you adhere to the basic MAF binding expression syntax. MAF data binding expressions can be added to any component attribute that you want to populate with data from a binding object, if the attribute supports EL.

A typical MAF data binding EL expression uses the following syntax to reference any of the different types of binding objects in the binding container:

```
#{bindings.BindingObject.propertyName}
```

where:

- *bindings* is a variable that identifies that the binding object being referenced by the expression is located in the binding container of the current page. All MAF data binding EL expressions must start with the `bindings` variable.
- *BindingObject* is the ID, or for attributes the name, of the binding object as it is defined in the page definition file. The binding object ID or name is unique to that page definition file. An EL expression can reference any binding object in the page definition file, including parameters, executables, or value bindings.
- *propertyName* is a variable that determines the default display characteristics of each databound UI component and sets properties for the binding object at runtime. There are different binding properties for each type of binding object. For more information about binding properties, see [What You May Need to Know About MAF Binding Properties](#).

For example, in the following expression:

```
#{bindings.ProductName.inputValue}
```

the `bindings` variable references a bound value in the current page's binding container. The binding object being referenced is `productName`, which is an attribute binding object. The binding property is `inputValue`, which returns the value of the first `productName` attribute.

Tip:

While the binding expressions in the page definition file can use either a dollar sign (\$) or hash sign (#) prefix, the EL expressions in MAF pages can only use the hash sign (#) prefix.

As stated previously, when you use the Data Controls panel to create UI components, these expressions are built for you. However, you can also manually create them if you need to. The JDeveloper Expression Builder is a dialog that helps you build EL expressions by providing lists of binding objects defined in the page definition files, as well as other valid objects to which a UI component may be bound. It is particularly useful when creating or editing MAF databound expressions because it provides a hierarchical list of MAF binding objects and their most commonly used properties. For information about binding properties, see [What You May Need to Know About MAF Binding Properties](#).

14.3.2 How to Create an EL Expression

You can create EL expressions declaratively using the JDeveloper Expression Builder. You can access the Expression Builder from the Properties window.

Before you begin:

It may be helpful to have an understanding of EL expressions. For more information, see [Creating EL Expressions](#).

To use the Expression Builder:

1. In the Properties window, locate the attribute you wish to modify and use the rightmost dropdown menu to choose **Expression Builder**.
2. Create expressions using the following features:
 - Use the **Variables** dropdown to select items that you want to include in the expression. These items are displayed in a tree that is a hierarchical representation of the binding objects. Each icon in the tree represents various types of binding objects that you can use in an expression.

To narrow down the tree, you can either use the dropdown filter or enter search criteria in the search field. The EL accessible objects exposed by MAF are located under the **Mobile Application Framework Objects** node, which is under the **ADF Managed Beans** node.

Tip:

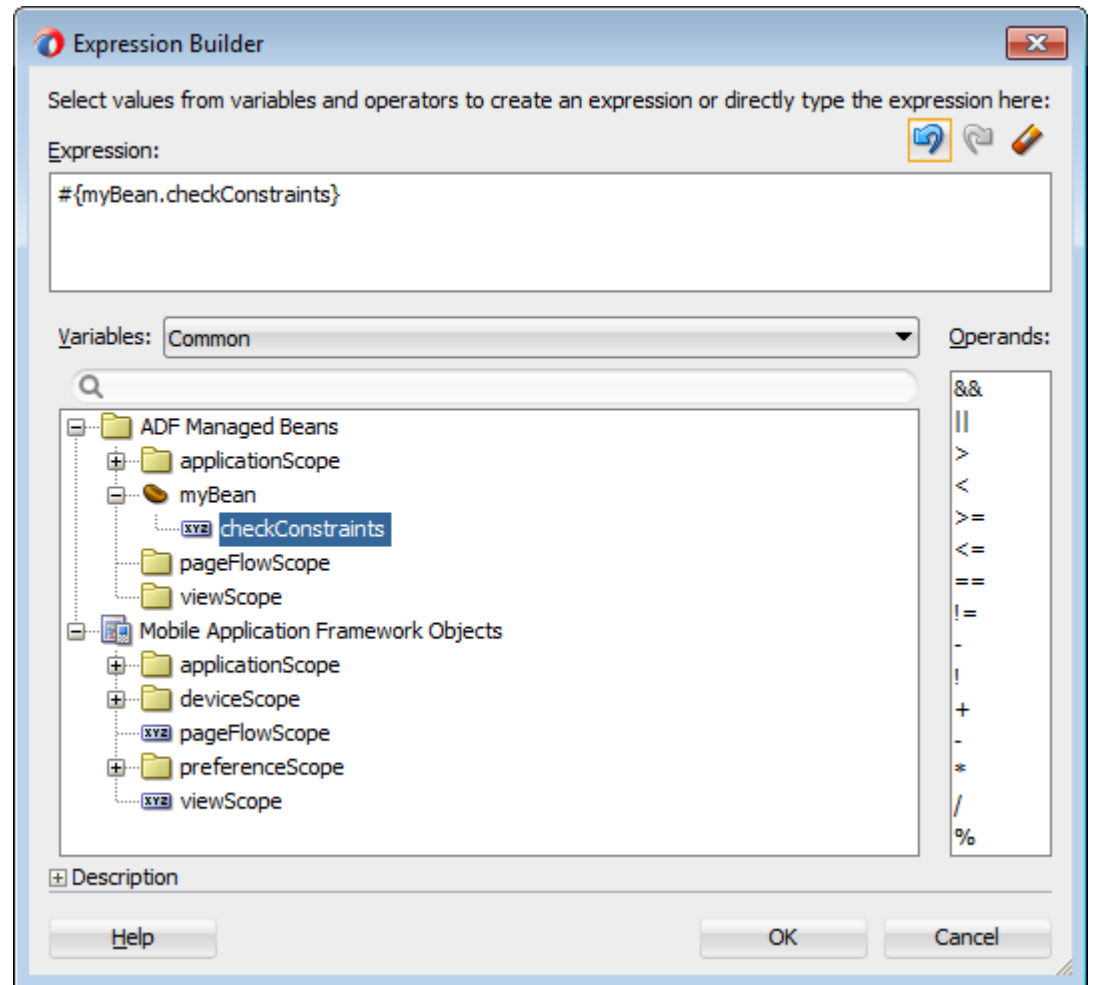
For more information about these objects, see the MAF Javadoc. See also [About the Categories in the Expression Builder](#).

Selecting an item in the tree causes it to be moved to the **Expression** box within an EL expression. You can also type the expression directly in the **Expression** box.

- Use the operator buttons to add logical or mathematical operators to the expression.

Figure 14-1 shows an example of how to create an EL expression from the ADF Managed Beans category. However, you can create EL expressions from any of the categories described in [About the Categories in the Expression Builder](#).

Figure 14-1 *The Expression Builder Dialog*



Tip:

For information about using proper syntax to create EL expressions, see the Java EE tutorial at <http://www.oracle.com/technetwork/java/index.html>.

Table 14-1 *Icons Under the Bindings Node of the Expression Builder*












Icon	Description
 bindings	Represents the bindings container variable, which references the binding container of the current page. Opening the bindings node exposes all the binding objects for the current page.

Table 14-1 (Cont.) Icons Under the Bindings Node of the Expression Builder

Icon	Description
 data	Represents the data binding variable, which references the entire binding context (created from all the .cpx files in the application). Opening the data node exposes all the page definition files in the application.
	Represents an action binding object. Opening a node that uses this icon exposes a list of valid action binding properties.
	Represents an iterator binding object. Opening a node that uses this icon exposes a list of valid iterator binding properties.
	Represents an attribute binding object. Opening a node that uses this icon exposes a list of valid attribute binding properties.
	Represents a list binding object. Opening a node that uses this icon exposes a list of valid list binding properties.
	Represents a table or tree binding object. Opening a node that uses this icon exposes a list of valid table and tree binding properties.
	Represents a MAF binding object property. For more information about MAF properties, see What You May Need to Know About MAF Binding Properties .
	Represents a parameter binding object.
	Represents a bean class.
	Represents a method.

14.3.2.1 About the Method Expression Builder

Table 14-2 shows properties that have the Method Expression Builder option available in the Properties window instead of the Expression Builder option. The only difference between them is that the Method Expression Builder filters out the managed beans depending on the selected property.

Table 14-2 Properties for the Method Expression Builder

Property	Element
action	amx:commandButton

Table 14-2 (Cont.) Properties for the Method Expression Builder

Property	Element
action	amx:commandLink
action	amx:listItem
action	amx:navigationDragBehavior
action	dvtm:chartDataItem
action	dvtm:ieDataItem
action	dvtm:timelineItem
action	dvtm:area
action	dvtm:marker
actionListener	amx:listItem
actionListener	amx:commandButton
actionListener	amx:commandLink
binding	amx:actionListener
mapBoundsChangeListener	dvtm:geographicMap
mapInputListener	dvtm:geographicMap
moveListener	amx:listView
rangeChangeListener	amx:listView
selectionListener	amx:listView
selectionListener	amx:filmStrip
selectionListener	dvtm:areaDataLayer
selectionListener	dvtm:pointDataLayer
selectionListener	dvtm:treemap
selectionListener	dvtm:sunburst
selectionListener	dvtm:timelineSeries
selectionListener	dvtm:nBox
selectionListener	dvtm:areaChart
selectionListener	dvtm:barChart
selectionListener	dvtm:bubbleChart
selectionListener	dvtm:comboChart

Table 14-2 (Cont.) Properties for the Method Expression Builder

Property	Element
selectionListener	dvtm:horizontalBarChart
selectionListener	dvtm:lineChart
selectionListener	dvtm:funnelChart
selectionListener	dvtm:pieChart
selectionListener	dvtm:scatterChart
valueChangeListener	amx:inputDate
valueChangeListener	amx:inputNumberSlider
valueChangeListener	amx:inputText
valueChangeListener	amx:selectBooleanCheckbox
valueChangeListener	amx:selectBooleanSwitch
valueChangeListener	amx:selectManyCheckbox
valueChangeListener	amx:selectManyChoice
valueChangeListener	amx:selectOneButton
valueChangeListener	amx:selectOneChoice
valueChangeListener	amx:selectOneRadio
valueChangeListener	dvtm:statusMeterGauge
valueChangeListener	dvtm:dialGauge
valueChangeListener	dvtm:ratingGauge
viewportChangeListener	dvtm:areaChart
viewportChangeListener	dvtm:barChart
viewportChangeListener	dvtm:comboChart
viewportChangeListener	dvtm:horizontalBarChart
viewportChangeListener	dvtm:lineChart

14.3.2.2 About Non EL-Properties

Table 14-3 shows the properties that do not have the EL Expression Builder option available in the Properties window, because they are not EL-enabled.

Table 14-3 Non EL-Properties

Table 14-3 (Cont.) Non EL-Properties

Property	Element
id	all elements
facetName	amx:facetRef
failSafeClientHandler	amx:loadingIndicatorBehavior
failSafeDuration	amx:loadingIndicatorBehavior
group	amx:validationBehavior
name	amx:attribute
name	amx:attributeList
name	amx:attributeListIterator
name	amx:facet
ref	amx:attributeList
type	dvtm:attributeGroups
var	amx:carousel
var	amx:filmStrip
var	amx:iterator
var	amx:listView
var	amx:loadBundle
var	dvtm:areaChart
var	dvtm:barChart
var	dvtm:bubbleChart
var	dvtm:comboChart
var	dvtm:funnelChart
var	dvtm:horizontalBarChart
var	dvtm:lineChart
var	dvtm:pieChart
var	dvtm:scatterChart
var	dvtm:sparkChart
var	dvtm:geographicMap
varStatus	amx:attributeListIterator

14.3.3 What You May Need to Know About MAF Binding Properties

When you create a databound component using the Expression Builder, the EL expression might reference specific MAF binding properties. At runtime, these binding properties can define such things as the default display characteristics of a databound UI component or specific parameters for iterator bindings. The binding properties are defined by Oracle APIs. For a full list of the available properties for each binding type, see [Table 14-4](#)

Values assigned to certain properties are defined in the page definition file. For example, iterator bindings have a property called `RangeSize`, which specifies the number of rows the iterator should display at one time. The value assigned to `RangeSize` is specified in the page definition file, as shown in the following example.

```
<iterator Binds="ItemsForOrder" RangeSize="25"
          DataControl="BackOfficeAppModuleDataControl"
          id="ItemsForOrderIterator" ChangeEventPolicy="ppr" />
```

14.3.4 How to Enable Retention of Data Provider State Across Iterators

You can create multiple instances of a data provider for the same data control. You define the data provider instance to be used by a specific iterator. The new data provider instance exists for the scope of the data control as the default data provider instance does. This allows you to perform such operations as, for example, filter a main list on a page and at the same time have another collection that contains an unfiltered list.

To use this functionality, you specify the same `RSIName` attribute on the top-level iterator (`iterator`) of each page that is to access the same data collection instance.

The following example shows a hierarchy of iterators in a `pageDef` file. The last two accessor iterators enable iteration over a second collection of `Employee` objects as well as the phone numbers of those employees.

```
<iterator Binds="root"
          RangeSize="25"
          DataControl="BusinessManager"
          id="BusinessManagerIterator"
          RSIName="secondCollection" />
<accessorIterator id="companyIterator" /
                 MasterBinding="BusinessManagerIterator"
                 Binds="company"
                 RangeSize="25"
                 DataControl="BusinessManager"
                 BeanClass="mobile.Company" />
<accessorIterator id="employeesIterator"
                 MasterBinding="companyIterator"
                 Binds="employees"
                 RangeSize="25"
                 DataControl="BusinessManager"
                 BeanClass="mobile.Employee" />
<accessorIterator id="phoneNumbersIterator"
                 MasterBinding="employeesIterator"
                 Binds="phoneNumbers"
                 RangeSize="25"
                 DataControl="BusinessManager"
                 BeanClass="mobile.PhoneNumber" />
<accessorIterator id="employeesIterator2"
                 MasterBinding="companyIterator"
                 Binds="employees"
```

```

RangeSize="25"
DataControl="BusinessManager"
BeanClass="mobile.Employee"
RSIName="secondCollection" />
<accessorIterator id="phoneNumbersIterator2"
MasterBinding="employeesIterator2"
Binds="phoneNumbers"
RangeSize="25"
DataControl="BusinessManager"
BeanClass="mobile.PhoneNumber" />

```

14.3.5 How to Reference Binding Containers

You can reference the active screen's binding container by the root EL expression `"#{bindings}"` and you can reference another screen's binding container through the expression `"#{data.PageDefName}"`. The MAF AMX binding objects are referenced by name from the binding container `"#{bindings.Name}"`.

[Table 14-4](#) shows a partial list of the properties that you can use in EL expressions to access values of the MAF AMX binding objects at runtime. The properties appear in alphabetical order.

Table 14-4 Runtime EL Properties of MAF Bindings

Runtime Property	Description	Iterator	Action	attributeValues	Tree
<code>class</code>	Returns the Java class object for the runtime binding.	Yes	Yes	Yes	Yes
<code>collectionModel</code>	Exposes a collection of data. EL expressions used within a component that is bound to a <code>collectionModel</code> can be referenced with a row variable ¹ , which will resolve the expression for each element in the collection.	No	No	No	Yes
<code>collectionModel.makeCurrent</code>	Causes the selected row to become the current row in the iterator for this binding.	No	No	No	Yes
<code>collectionModel.selectedRow</code>	Returns a reference to the selected row.	No	No	No	Yes
<code>currentRow</code>	Returns a reference to the current row or data object pointed to by the iterator (for example, built-in navigation actions).	Yes	No	No	No
<code>currentRow.dataProvider</code>	Returns a reference to the current row or data object pointed to by the iterator. (This is the same object returned by <code>currentRow</code> , just with a different syntax).	Yes	No	No	No

Table 14-4 (Cont.) Runtime EL Properties of MAF Bindings

Runtime Property	Description	Iterator	Action	attributeValues	Tree
enabled	Returns <code>true</code> or <code>false</code> , depending on the state of the action binding. For example, the action binding may be enabled (<code>true</code>) or disabled (<code>false</code>) based on the currency (as determined, for example, when the user clicks the First, Next, Previous, or Last navigation buttons).	No	Yes	No	No
execute	Invokes the named action or <code>methodAction</code> binding when resolved.	No	Yes	No	No
format	This is a shortcut for <code>hints.format</code> .	No	No	Yes	Yes
hints	Returns a list of name-value pairs for UI hints for all display attributes to which the binding is associated.	No	No	Yes	Yes
inputValue	Returns the value of the first attribute to which the binding is associated.	No	No	Yes	No
items	Returns the list of values associated with the current list-enabled attribute.	No	No	Yes	No
label	Available as a child of <code>hints</code> or direct child of an attribute. Returns the label (if supplied by control <code>hints</code>) for the first attribute of the binding.	No	No	Yes	Yes
name	Returns the <code>id</code> of the binding as declared in the <code>PageDef.xml</code> file.	Yes	Yes	Yes	Yes
rangeSize	Returns the range size of the iterator binding's row set. This allows you to determine the number of data objects to bind from the data source.	Yes	No	No	Yes
result	Returns the result of a method that is bound and invoked by a method action binding.	No	Yes	No	No
updateable	Available as a child of <code>hints</code> or direct child of an attribute. Returns <code>true</code> if the first attribute to which the binding is associated is updateable. Otherwise, returns <code>false</code> .	No	No	Yes	Yes

Table 14-4 (Cont.) Runtime EL Properties of MAF Bindings

Runtime Property	Description	Iterator	Action	attributeValues	Tree
viewable	Available as a child of <code>Tree</code> . Resolves at runtime whether this binding and the associated component should be rendered or not.	No	No	No	Yes

¹ The EL term `row` is used within the context of a collection component; `row` simply acts as an iteration variable over each element in the collection whose attributes can be accessed by a MAF AMX binding object when the collection is rendered. Attribute and list bindings can be accessed through the `row` variable. The syntax for such expressions will be the same as those used for accessing binding objects outside of a collection, with the `row` variable prepended as the first term: `#{row.bindings.Name.property}`.

14.3.6 About the Categories in the Expression Builder

The following categories are available in the Expression Builder for MAF AMX pages:

- [About the Bindings Category](#)
- [About the Managed Beans Category](#)
- [About the Mobile Application Framework Objects Category](#)

14.3.6.1 About the Bindings Category

This section lists the options available under the Bindings category. The `bindings` and `data` nodes display the same set of supported bindings and properties. [Table 14-5](#) lists available binding types along with the properties that are supported for each binding type. The `securityContext` node supports the following properties:

- `authenticated`
- `userGrantedPrivilege`
- `userInRole`
- `userName`

For example:

```
#{securityContext.authenticated}
#{securityContext.userGrantedPrivilege['submit_privilege']}
#{securityContext.userInRole['manager_role']}
#{securityContext.userName}
```

Table 14-5 Supported Binding Types

Binding Type	Properties
<code>accessorIterator</code>	<code>class</code> <code>currentRow: dataProvider</code> <code>name</code> <code>rangeSize</code>

Table 14-5 (Cont.) Supported Binding Types

Binding Type	Properties
action	class enabled execute name
attributeValues	autoSubmit category class controlType displayHeight displayHint displayWidth filedorder format hints: allows.read, allows.update, autoSubmit, category, controlType, displayHeight, displayHint, displayWidth, filedorder, format, label, mandatory, precision, tooltip, updateable inputValue items iteratorBinding label mandatory name precision tooltip updateable

Table 14-5 (Cont.) Supported Binding Types

Binding Type	Properties
button	autoSubmit category class controlType displayHeight displayHint displayWidth filedorder format hints: allows.read, allows.update, autoSubmit, category, controlType, displayHeight, displayHint, displayWidth, filedorder, format, label, mandatory, precision, tooltip, updateable inputValue items iteratorBinding label mandatory name precision tooltip updateable
invokeAction	always deferred
iterator	class currentRow: dataProvider name rangeSize

Table 14-5 (Cont.) Supported Binding Types

Binding Type	Properties
list	autoSubmit category class controlType displayHeight displayHint displayWidth filedorder format hints: format, allows.read, allows.update, autoSubmit, category, controlType, displayHeight, displayHint, displayWidth, filedorder, format, label, mandatory, precision, tooltip, updateable inputValue items iteratorBinding label mandatory name precision tooltip updateable
methodAction	class enabled execute name operationEnabled operationInfo paramsMap result
methodIterator	class currentRow: dataProvider name rangeSize
searchAction	class enabled execute name operationEnabled operationInfo paramsMap result

Table 14-5 (Cont.) Supported Binding Types

Binding Type	Properties
tree	category class collectionModel: bindings, makeCurrent, selectedRow, <AttrName> displayHeight displayHint displayWidth filedorder format hints: category, displayHeight, displayHint, displayWidth, filedorder, format, label, mandatory, precision, tooltip, updateable, <AttrName> iteratorBinding label mandatory name precision rangeSize tooltip updateable viewable
variable	class currentRow: dataProvider name
variableIterator	class currentRow: dataProvider name

14.3.6.2 About the Managed Beans Category

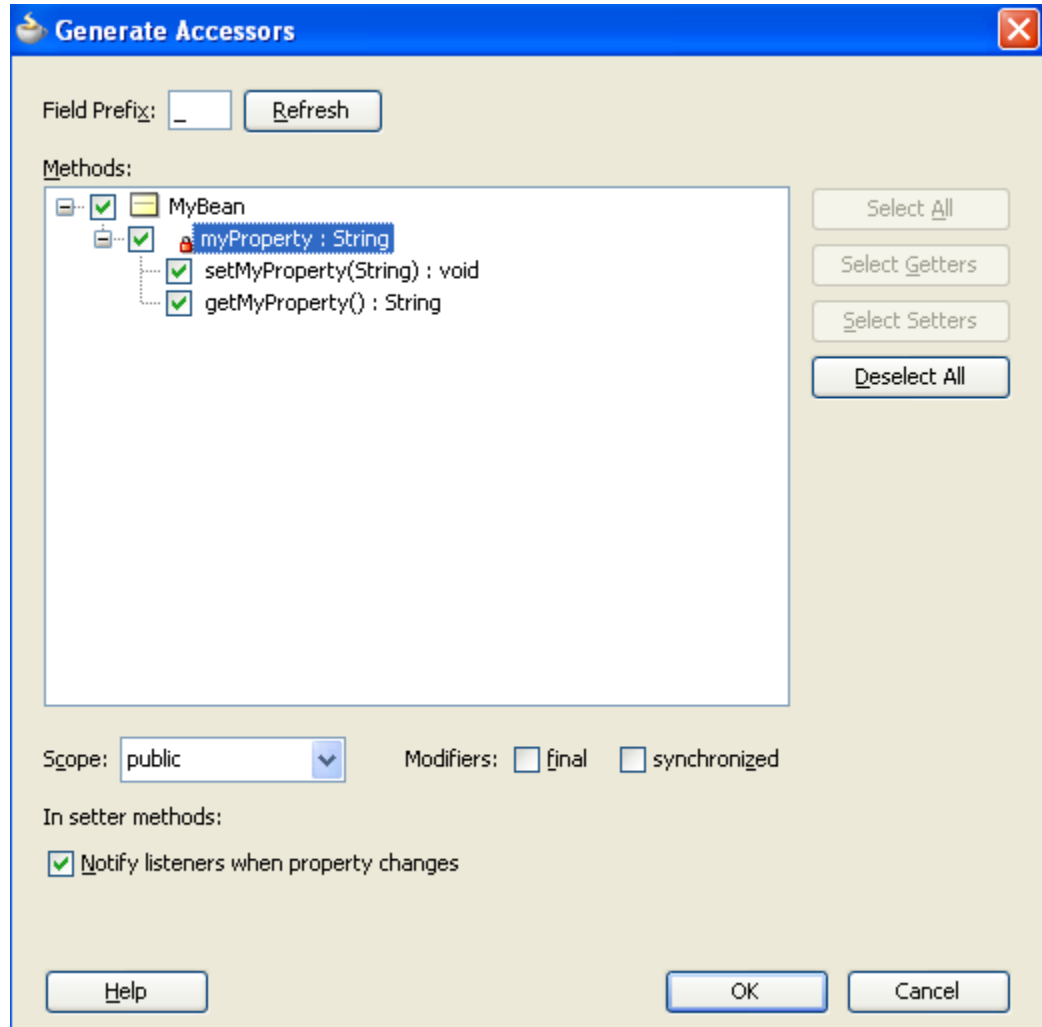
This section lists the options available under the Managed Beans category.

- `applicationScope: Managed Beans > applicationScope` node contains everything that is defined at the application level (for example, application-scoped managed beans).
- `pageFlowScope: Managed Beans > pageFlowScope` node contains everything that is defined at the page flow level (for example, page flow-scoped managed beans).
- `viewScope: Managed Beans > viewScope` node contains everything that is defined at the view level (for example, view-scoped managed beans).

The MAF runtime will register itself as a listener on managed bean property change notifications so that EL expressions bound to UI components that reference bean properties will update automatically if the value of the property changes. Sourcing

these notifications requires some additional code in the beans' property accessors. To automatically generate the necessary code to source notifications from your beans' property accessors, select the **Notify listeners when property changes** checkbox in the Generate Accessors dialog (see [Figure 14-2](#)).

Figure 14-2 *Notify Listeners When Property Changes*



It is not necessary to add this code to simply reference bean methods or properties through EL, but it is necessary to keep the rendering of any EL expressions in the active form that depend on values stored in the bean current if those values change, especially if the change is indirect, such as a side effect of executing a bean method that changes one or more property values. For information about property changes and the `PropertyChangeSupport` class, see [About Data Change Events](#).

The following example illustrates how to retrieve a value bound to another managed bean attribute programmatically.

```
public void someMethod() {
    Object value = AdfmfJavaUtilities.evaluateELExpression(
        "#{applicationScope.MyManagedBean.someProperty}");
    ...
}
```

The following example illustrates how to execute bindings programmatically from a managed bean.

```
public void someMethod() {
    Object value = AdfmfJavaUtilities.evaluateELExpression(
        "#{bindings.someDataControlMethod.execute}");
    ...
}
```

Note:

If you declare a managed bean within the `applicationScope` of a feature but then try to reference that bean through EL in another feature at design time, you will see a warning in the design time about invalid EL. This warning is due to the fact that the design time cannot find a reference in the current project for that bean. You can reference that bean at runtime only if you first visit the initial feature where you declared the bean and the bean is instantiated before you access it through EL in another feature. This is not the case for the `PreferenceValue` element as it uses the `Name` attribute value as the node label.

14.3.6.3 About the Mobile Application Framework Objects Category

The Mobile Application Framework Objects category lists various objects defined in MAF that can be referenced using EL, such as object scopes.

MAF variables and managed bean references are defined within different object scopes that determine the variable's lifetime and visibility. In order of decreasing visibility, they are application scope, page flow scope, and view scope. For more information about the different object scopes, see [About Object Scope Lifecycles](#).

In addition to these variable-containing scopes, MAF defines scopes that can expose information about device properties and application preferences. These scopes have application-level lifetime and visibility.

The following are available under the Mobile Application Framework Objects category:

- `applicationScope`: The `applicationScope` node contains everything that is defined at the application level (for example, application-scoped managed beans). EL variables defined in the application scope are available for the life of the application, across feature boundaries.
- `deviceScope`: The `deviceScope` node exposes information about device properties. The `deviceScope` has application-level lifetime and visibility.
- `feature`: The `feature` node exposes feature-level data. The feature object exposes the `dataControlContextDepth` and `maximumDataControlContextDepth` properties. You can obtain values for these properties using `#{feature.dataControlContextDepth}` and `#{feature.maximumDataControlContextDepth}`. These two properties are read only.
- `pageFlowScope`: The `pageFlowScope` node contains everything that is defined at the page flow level (for example, page flow-scoped managed beans). EL variables defined in the page flow scope namespace are available for the duration of a feature, within the bounds of a single feature.

- `preferenceScope`: The `preferenceScope` node contains all the application and feature preferences.

Preference elements use the `Id` attribute value as the node label in the Expression Builder, except for the `PreferenceValue` element. The `PreferenceValue` element uses the `Name` attribute value as the node label in the Expression Builder.

Note:

Where string tokens in EL expressions contain a dot (".") or any special character, or a reserved word like `default`, the Expression Builder surrounds such string tokens with a single quote and bracket. When the feature ID or preference component ID contains a dot, the Expression Builder displays each part of the ID that is separated by a dot as a separate property in the `preferenceScope` hierarchy. The expression generated also takes each part of the ID separated by a dot as a separate property.

Following are some sample `preferenceScope` EL expressions:

```
"#{preferenceScope.feature.oracle.hello.SampleGroup1.label}"
```

```
"#{preferenceScope.application.OracleMobileApp.Edition['default']}"
```

- `viewScope`: This node contains everything that is defined at the view level (for example, view-scoped managed beans). EL variables defined in the view scope namespace are available for the duration of the view, within the bounds of a single page of a feature.
- `row`: The `row` object is an intermediate variable that is a shortcut to a single provider in the `collectionModel`. Its name is the value of the `var` attribute of the parent component (such as List View or Carousel).

Note:

It is not possible to evaluate `#{row}` or properties of `row` using `AdfmfJavaUtilities.evaluateELExpression`. These expressions will return a null value.

- `viewControllerBundle`

This is the name of the resource bundle variable that points to a resource bundle defined at the project level. This node is shown only after the `amx:loadBundle` element has been dropped and a resource bundle has been created. The name of this node will vary as it depends on the variable name of `amx:loadBundle`. This node will display all strings declared in the bundle.

The following example shows an example of AMX code for `viewControllerBundle`.

```
<amx:loadBundle basename="mobile.ViewControllerBundle"  
var="viewControllerBundle"/>
```

14.3.7 About EL Events

EL events play a significant role in the functioning of the MAF AMX UI, enabling expressions with common terms to update in sync with each other.

EL expressions can refer to values in various contexts. The following example shows the creation of two Input Number Slider components, with each component tied to an `applicationScope` value. The output text then uses EL to display a simple addition equation along with the calculated results. When the framework parses the EL expression in the output text labels, it determines that the expression contains references to two values and creates event listeners (see [Using Event Listeners](#)) for the output text on those two values. When the value of the underlying expression changes, an event is generated to all listeners for that value.

Note:

If you are referencing properties on a managed bean (as opposed to scope objects) you have to add the listeners. For more information, see [About the Managed Beans Category](#).

```
<amx:inputNumberSlider id="slider1" label="X" value="#{applicationScope.X}"/>
<amx:inputNumberSlider id="slider2" label="Y" value="#{applicationScope.Y}"/>
<amx:outputText id="ot1" value="#{applicationScope.X} +
    #{applicationScope.Y} = #{applicationScope.X + applicationScope.Y}"/>
```

In the example above, two components are updating one value each, and one component is consuming both values. The following example shows that the behavior would be identical if a third Input Number Slider component is added that references one of the existing values.

```
<amx:inputNumberSlider id="slider1" label="X" value="#{applicationScope.X}"/>
<amx:inputNumberSlider id="slider2" label="Y" value="#{applicationScope.Y}"/>
<amx:outputText id="ot1" value="#{applicationScope.X} +
    #{applicationScope.Y} = #{applicationScope.X + applicationScope.Y}"/>
<amx:inputNumberSlider id="slider3" label="X" value="#{applicationScope.X}"/>
```

In the example above, when either Input Number Slider component updates `#{applicationScope.X}`, the other is automatically updated along with the Output Text.

14.3.8 How to Use EL Expressions Within Managed Beans

While JDeveloper creates many needed EL expressions for you, and you can use the Expression Builder to create those not built for you, there may be times when you need to access, set, or invoke EL expressions within a managed bean.

The following example shows how you can get a reference to an EL expression and return (or create) the matching object.

```
public static Object resolveExpression(String expression) {
    return AdfmfJavaUtilities.evaluateELExpression(expression);
}
```

The following example shows how you can resolve a method expression.

```
public static Object resolveMethodExpression(String expression,
                                           Class returnType,
                                           Class[] argTypes,
                                           Object[] argValues) {
    MethodExpression methodExpression =
        AdfmfJavaUtilities.getMethodExpression(expression,
                                           returnType,
                                           argTypes,
                                           argValues);
    return methodExpression.evaluate();
}
```

```

                                                                    argTypes
    );
    return methodExpression.invoke(AdfmfJavaUtilities.getAdfELContext(), argValues);
}

```

The following example shows how you can set a new object on a managed bean.

```

public static void setObject(String expression, Object newValue) {
    AdfmfJavaUtilities.setELValue(expression, newValue);
}

```

14.4 Creating and Using Managed Beans

Managed beans are Java classes that you register with the application using various configuration files. When the MAF application starts up, it parses these configuration files and the beans are made available and can be referenced in an EL expression, allowing access to the beans' properties and methods. Whenever a managed bean is referenced for the first time and it does not already exist, the Managed Bean Creation Facility instantiates the bean by calling the default constructor method on the bean. If any properties are also declared, they are populated with the declared default values.

Often, managed beans handle events or some manipulation of data that is best handled at the front end. For a more complete description of how to use managed beans, see the Java EE tutorial at <http://www.oracle.com/technetwork/java/index.html>.

Best Practice:

Use managed beans to store only bookkeeping information, for example the current user. All application data and processing should be handled by logic in the business layer of the application.

Note:

EL expressions must explicitly include the scope to reference the bean. For example, to reference the `MyBean` managed bean from the `pageFlowScope` scope, your expression would be `#{pageFlowScope.MyBean}`.

14.4.1 How to Create a Managed Bean in JDeveloper

You can create a managed bean and register it with the MAF application at the same time using the overview editor for the `adfc-mobile-config.xml` file.

Before you begin:

It may be helpful to have an understanding of managed beans. For more information, see [Creating and Using Managed Beans](#).

To create and register a managed bean:

1. In the Applications window, double-click **adfc-mobile-config.xml**.
2. In the editor window, click the **Overview** tab.
3. In the overview editor, click the **Managed Beans** navigation tab.

[Figure 14-3](#) shows the editor for the `adfc-mobile-config.xml` file.

Figure 14-3 Managed Beans in the *adfc-mobile-config.xml* File

The screenshot shows the 'Managed Beans' configuration window. On the left is a navigation pane with options: Managed Beans, Navigation Rules, Validators, Converters, Application, Referenced Beans, Render Kits, Life Cycle, Factory, Components, Behaviors, and Artifact Ordering. The main area is titled 'Managed Beans' and contains a table with the following data:

Name	Class	Scope	Eager
outputLabelBean	oracle.adfdemo.view.co...	request	
personBean	oracle.adfdemo.view.co...	application	
editor	oracle.adfdemo.view.co...	request	
demoIndex	oracle.adfdemo.view.na...	session	
demoBranding	oracle.adfdemo.view.lay...	request	
aboutBean	oracle.adfdemo.view.we...	session	
demoFind	oracle.adfdemo.view.we...	session	
demoCarousel	oracle.adfdemo.view.tab...	session	

Below the table is a section titled 'Managed Properties: outputLabelBean' with a sub-table:

Name	Class

The label 'Managed Property' is centered below the sub-table.

- Click the **Add** icon to add a row to the Managed Bean table.
- In the Create Managed Bean dialog, enter values. Click **Help** for more information about using the dialog. Select the **Generate Class If It Does Not Exist** option if you want JDeveloper to create the class file for you. You can also open the Create Managed Bean dialog from the Properties window, by selecting one of the listener properties and clicking the Edit button. From there you can create a new managed bean and corresponding method.

Note:

When determining what scope to register a managed bean with or to store a value in, always try to use the narrowest scope possible. For more information about the different object scopes, see [About Object Scope Lifecycles](#).

- You can optionally add managed properties for the bean. When the bean is instantiated, any managed properties will be set with the provided value. With the bean selected in the Managed Bean table, click the **New** icon to add a row to the Managed Properties table. In the Properties window, enter a property name (other fields are optional).

Note:

While you can declare managed properties using this editor, the corresponding code is not generated on the Java class. You must add that code by creating private member fields of the appropriate type, and then by choosing the **Generate Accessors** menu item on the context menu of the code editor to generate the corresponding `get` and `set` methods for these bean properties.

14.4.2 What Happens When You Use JDeveloper to Create a Managed Bean

When you create a managed bean and elect to generate the Java file, JDeveloper creates a stub class with the given name and a default constructor. The following example shows the code added to the `MyBean` class stored in the `view` package.

```
package view;

public class MyBean {
    public MyBean() {
    }
}
```

You now must add the logic required by your page. You can then refer to that logic using an EL expression that refers to the `managed-bean-name` given to the managed bean. For example, to access the `myInfo` property on the `my_bean` managed bean, the EL expression would be:

```
#{my_bean.myInfo}
```

JDeveloper also adds a `managed-bean` element to the `adfc-mobile-config.xml` file (or to the task flow file that is being edited). The following example shows the `managed-bean` element created for the `MyBean` class.

```
<managed-bean>
  <managed-bean-name>my_bean</managed-bean-name>
  <managed-bean-class>view.MyBean</managed-bean-class>
  <managed-bean-scope>application</managed-bean-scope>
</managed-bean>
```

14.5 Exposing Business Services with Data Controls

Once you have your application's services in place, you can use JDeveloper to create data controls that provide the information needed to declaratively bind UI components to those services.

You generate data controls with the **Create Data Control** menu item. Data controls consist of one or more XML metadata files that define the capabilities of the services that the bindings can work with at runtime. The data controls work in conjunction with the underlying services.

14.5.1 How to Create Data Controls

You create adapter-based data controls from within the Applications window of JDeveloper.

Before you begin:

It may be helpful to have a general understanding of using data controls. For more information, see [Exposing Business Services with Data Controls](#).

You will need to complete this task:

Create an application workspace and add the business services on which you want to base your data control. For information on creating an application workspace, see [Creating a MAF Application](#).

To create a data control:

1. Right-click the top-level node for the data model project in the application workspace and choose **New** and then **From Gallery**.
2. In the New Gallery, expand **Business Tier**, select **Data Controls**, select the type of data control that you want to create, and click **OK**.
3. Complete the remaining steps of the wizard.

Note:

In some cases, you can create a data control by right-clicking the class or object on which the data control will be based and choosing Create Data Control.

14.5.2 What Happens in Your Project When You Create a Data Control

When you create a data control, JDeveloper creates the data control definition file (`DataControls.dcx`), opens the file in the overview editor, and displays the file's hierarchy in the Data Controls panel. This file enables the data control to work directly with the services and the bindings.

You can see the code from the corresponding XML file by clicking the Source tab in the editor window.

14.5.2.1 DataControls.dcx Overview Editor

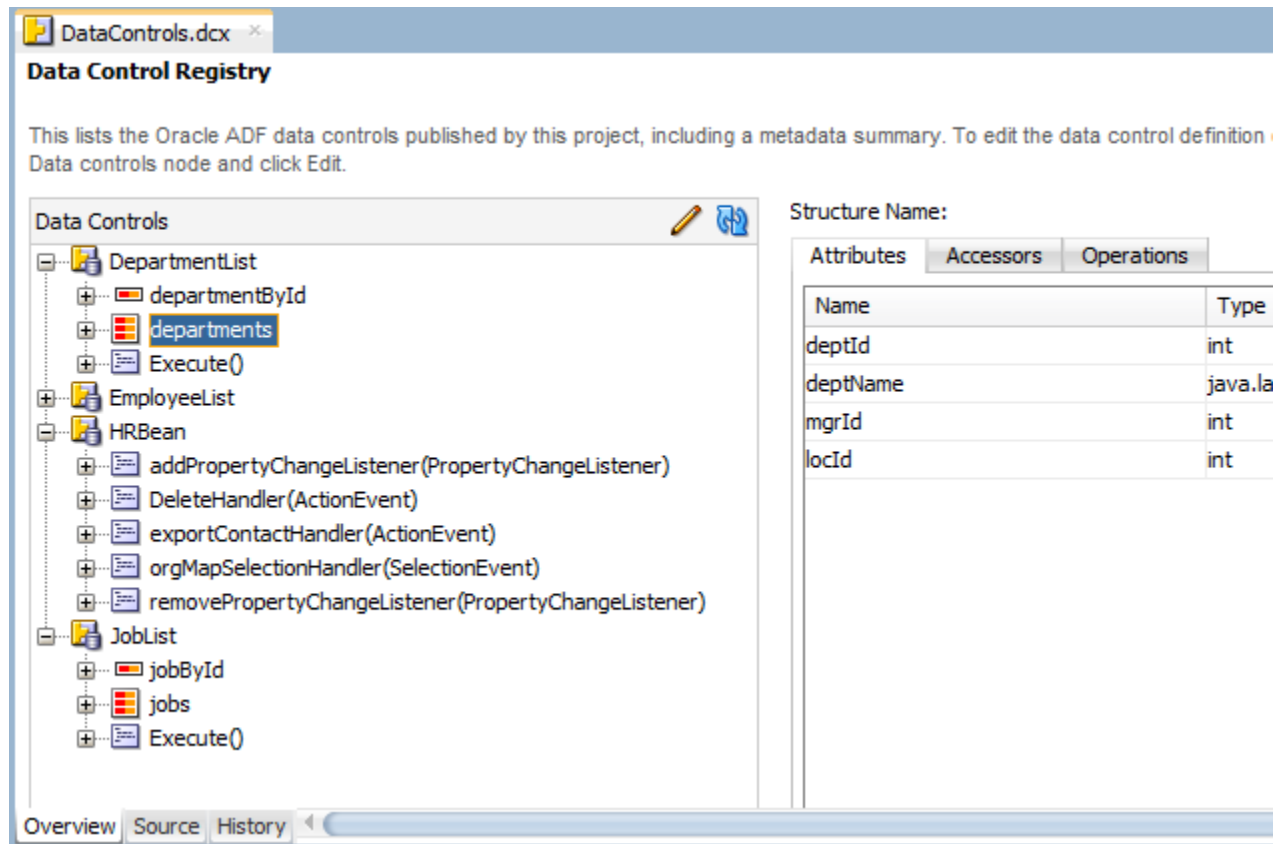
The overview editor for the `DataControls.dcx` file provides a view of the hierarchies of data control objects and exposed methods of your data model.

See [Table 14-6](#) for a description of the icons that are used in the overview editor and Data Controls panel.

You can change the settings for a data control object by selecting the object and clicking the **Edit** icon. For more information about editing a data control, see [How to Edit a Data Control](#).

[Figure 14-4](#) shows the `DataControls.dcx` file in the overview editor.

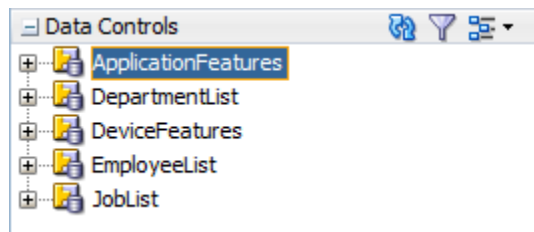
Figure 14-4 *DataControls.dcx File in the Overview Editor*



14.5.2.2 Data Controls Panel

The Data Controls panel serves as a palette, from which you can create databound UI components by dragging nodes from the Data Controls panel to the design editor for a page. The Data Controls panel appears in the Applications window once you have created a data control. Figure 14-5 shows the Data Controls panel for a sample application.

Figure 14-5 *Data Controls Panel*



14.5.3 Data Control Built-in Operations

The data control framework defines a standard set of operations for data controls. These operations are implemented using functionality of the underlying business service. At runtime, when one of these data collection operations is invoked by name by the data binding layer, the data control delegates the call to an appropriate service method to handle the built-in functionality. For example, in bean data controls, the `next` operation relies on the bean collection's iterator.

Most of the built-in operations affect the current row. However, the `execute` operation refreshes the data control itself.

The operations available vary by data control type and the functionality of the underlying business service. Here is the full list of built-in operations:

- `Create`: Creates a new row that becomes the current row. This new row is also added to the row set.
- `CreateInsert`: Creates a new row that becomes the current row and inserts it into the row set.
- `Create With Parameters`: Uses named parameters to create a new row that becomes the current row and inserts it into the row set.
- `Delete`: Deletes the current row.
- `Execute`: Refreshes the data collection by executing or reexecuting the accessor method.
- `ExecuteWithParams`: Refreshes the data collection by first assigning new values to variables that passed as parameters, then executing or reexecuting the associated query. This operation is only available for data control collection objects that are based on parameterized queries.
- `First`: Sets the first row in the row set to be the current row.
- `Last`: Sets the last row in the row set to be the current row.
- `Next`: Sets the next row in the row set to be the current row.
- `Next Set`: Navigates forward one full set of rows.
- `Previous`: Sets the previous row in the row set to be the current row.
- `Previous Set`: Navigates backward one full set of rows.
- `removeRowWithKey`: Tries to find a row using the serialized string representation of the row key passed as a parameter. If found, the row is removed.
- `setCurrentRowWithKey`: Tries to find a row using the serialized string representation of the row key passed as a parameter. If found, that row becomes the current row.
- `setCurrentRowWithKeyValue`: Tries to find a row using the primary key attribute value passed as a parameter. If found, that row becomes the current row.

14.6 Creating Databound UI Components from the Data Controls Panel

You can design a databound user interface by dragging an item from the Data Controls panel and dropping it on a page as a specific UI component. When you use data controls to create a UI component, JDeveloper automatically creates the various code and objects needed to bind the component to the data control you selected.

In the Data Controls panel, each data control object is represented by a specific icon. [Table 14-6](#) describes what each icon represents, where it appears in the Data Controls panel hierarchy, and what components it can be used to create.

Table 14-6 Data Controls Panel Icons and Object Hierarchy

Table 14-6 (Cont.) Data Controls Panel Icons and Object Hierarchy










Icon	Name	Description	Used to Create...
	Data Control	Represents a data control.	Serves as a container for the other objects and is not used to create anything.
	Collection	Represents a named data collection returned by an accessor method or operation.	Forms, tables, graphs, trees, range navigation components, master-detail components, and selection list components
	Structure Attribute	Represents a returned object that is neither a Java primitive type (represented as an attribute) nor a collection of any type.	Forms, label, text field, date, list of values, and selection list components.
	Attribute	Represents a discrete data element in an object (for example, an attribute in a row).	Label, text field, date, list of values, and selection list components.
	Key Attribute	Represents an object attribute that has been declared as a primary key attribute, either in data control structure file or in the business service itself.	Label, text field, date, list of values, and selection list components.
	Method	Represents a method or operation in the data control or one of its exposed structures that may accept parameters, perform some business logic and optionally return single value, a structure, or a collection.	Command components. For methods that accept parameters: command components and parameterized forms.

Table 14-6 (Cont.) Data Controls Panel Icons and Object Hierarchy

Icon	Name	Description	Used to Create...
	Method Return	<p>Represents an object that is returned by a method or other operation. The returned object can be a single value or a collection.</p> <p>A method return appears as a child under the method that returns it. The objects that appear as children under a method return can be attributes of the collection, other methods that perform actions related to the parent collection, or operations that can be performed on the parent collection.</p>	<p>For single values: text fields and selection lists.</p> <p>For collections: forms, tables, trees, and range navigation components.</p> <p>When a single-value method return is dropped, the method is not invoked automatically by the framework. To invoke the method, you can drop the corresponding method as a button. If the form is part of a task flow, you can create a method activity to invoke the method.</p>
	Operation	<p>Represents a built-in data control operation that performs actions on the parent object.</p>	<p>UI command components, such as buttons and links.</p>
	Parameter	<p>Represents a parameter value that is declared by the method or operation under which it appears.</p>	<p>Label, text, and selection list components.</p>

14.6.1 How to Use the Data Controls Panel

JDeveloper provides you with a predefined set of UI components from which to choose for each data control item you can drop.

Before you begin:

It may be helpful to have an understanding of the different objects in the Data Controls panel. For more information, see [Creating Databound UI Components from the Data Controls Panel](#).

You will need to complete these tasks:

- Create a data control as described in [How to Create Data Controls](#).
- Create a a MAF AMX page as described in [Creating MAF AMX Pages](#).

To use the Data Controls panel to create UI components:

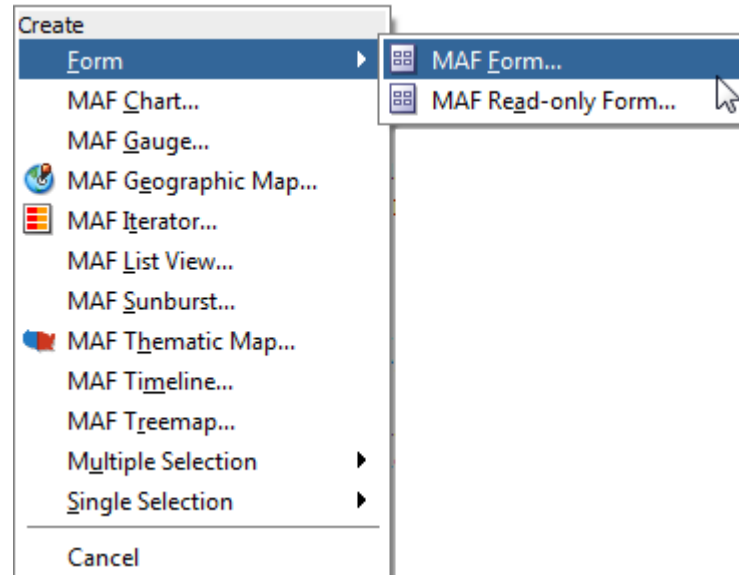
1. Select an item in the Data Controls panel and drag it onto the visual editor for your page. For a definition of each item in the panel, see [Table 14-6](#).
2. From the ensuing context menu, choose a UI component.

When you drag an item from the Data Controls panel and drop it on a page, JDeveloper displays a context menu of all the default UI components available for

the item you dropped. The components displayed are based on the libraries in your project.

Figure 14-6 shows the context menu displayed when a data collection from the Data Controls panel is dropped on a page.

Figure 14-6 Dropping Component From Data Controls Panel



Depending on the component you select from the context menu, JDeveloper may display a dialog that enables you to define how you want the component to look. For example, if you select **Form** from the context menu, the Edit Form Fields dialog opens. Once you select a component, JDeveloper inserts the UI component on the page in the visual editor.

The UI components selected by default are determined first by any UI hints set on the corresponding business object. If no UI hints have been set, then JDeveloper uses input components for standard forms and tables, and output components for read-only forms and tables. Components for lists are determined based on the type of list you chose when dropping the data control object.

By default, the UI components created when you use the Data Controls are bound to attributes in the MAF data control and may have built-in features, such as:

- Databound labels
- Tooltips
- Formatting
- Basic navigation buttons
- Validation, if validation rules are attached to a particular attribute.

The default components are fully functional without any further modifications. However, you can modify them to suit your particular needs.

Tip:

If you want to change the type of MAF databound component used on a page, the easiest method is to use either the visual editor or the structure window to delete the component, and then drag and drop a new one from the Data Controls panel. When you use the visual editor or the structure window to delete a databound component from a page, if the related binding objects in the page definition file are not referenced by any other component, JDeveloper automatically deletes those binding objects for you (automatic deletion of binding objects will not happen if you use the source editor).

14.6.2 What Happens When You Use the Data Controls Panel

When an application is built using the Data Controls panel, JDeveloper does the following:

- Creates a `DataBindings.cpx` file in the default package for the project (if one does not already exist), and adds an entry for the page.

A `DataBindings.cpx` file defines the *binding context* for the application. The binding context is a container object that holds a list of available data controls and data binding objects. The `DataBindings.cpx` file maps individual pages to the binding definitions in the page definition file and registers the data controls used by those pages. For more information, see [What You May Need to Know About Generated Drag and Drop Artifacts](#).

- Creates the `adf.m.xml` file in the META-INF directory. This file creates a registry for the `DataBindings.cpx` file, which allows the application to locate it at runtime so that the binding context can be created.
- Adds a page definition file (if one does not already exist for the page) to the page definition subpackage. The default subpackage is `mobile.pageDefs` in the `adfmsrc` directory.

Tip:

You can set the package configuration (such as name and location) in the ADF Model settings page of the Project Properties dialog (accessible by double-clicking the project node).

The page definition file (`pageNamePageDef.xml`) defines the binding container for each page in an application's view layer. The binding container provides runtime access to all the binding objects for a page. For more information about the page definition file, see [What You May Need to Know About Generated Drag and Drop Artifacts](#).

Tip:

The current binding container is also available from `AdfContext` for programmatic access.

- Configures the page definition file, which includes adding definitions of the binding objects referenced by the page.
- Adds the given component to the page.

These prebuilt components include the data binding expression language (EL) expressions that reference the binding objects in the page definition file. For more information, see [About Data Binding EL Expressions](#).

- Adds all the libraries, files, and configuration elements required by the UI components. For more information on the artifacts required for databound components, see [What Happens When You Create a MAF Application](#).

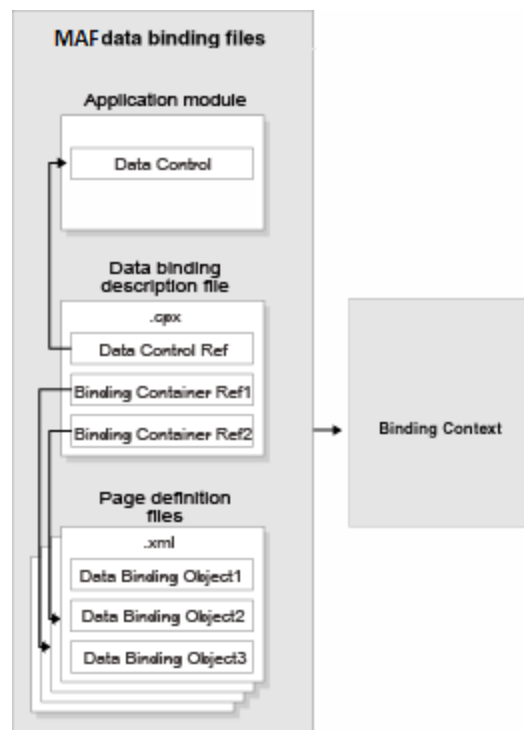
14.7 What Happens at Runtime: How the Binding Context Works

When a page contains MAF bindings, at runtime the interaction with the business services initiated from the client or controller is managed by the application through a single object known as the **binding context**. The binding context is a runtime map (named *data* and accessible through the EL expression `#{data}`) of all data controls and page definitions within the application.

The MAF creates the binding context from the application, `DataBindings.cpx`, and page definition files, as shown in [Figure 14-7](#). The union of all the `DataControls.dcx` files and any application modules in the workspace define the available data controls at design time, but the `DataBindings.cpx` file defines what data controls are available to the application at runtime. The `DataBindings.cpx` file lists all the data controls that are being used by pages in the application and maps the binding containers, which contain the binding objects defined in the page definition files, to web page URLs. The page definition files define the binding objects used by the application pages. There is one page definition file for each page.

The binding context does not contain live instances of these objects. Instead, it is a map that contains references that become data control or binding container objects on demand. When the object (such as a page definition) is released from the application (for example when a task flow ends or when the binding container or data control is released at the end of the request), data controls and binding containers turn back into reference objects. For more information about the `DataBindings.cpx` file, see [What You May Need to Know About Generated Drag and Drop Artifacts](#).

Figure 14-7 File Binding Context Runtime Usage



Note:

Carefully consider the binding styles you use when configuring components. More specifically, combining standard bindings with managed bean bindings will frequently result in misunderstood behaviors because the class instances are unlikely to be the same between the binding infrastructure and the managed bean infrastructure. If you mix bindings, you may end up calling behavior on an instance that isn't directly linked to the UI.

For more information on working with bindings in MAF, see the following:

- [What You May Need to Know About Generated Bindings](#)
- [Using the MAF AMX Editor Bindings Tab](#)
- [What You May Need to Know About Removal of Unused Bindings](#)

14.8 Configuring Data Controls

When you create a data control, a standard set of values and behaviors are assumed for the data control. For example, the data control determines how the label for an attribute will display in a client. You can configure these values and behaviors by creating and modifying data control structure files that correspond to the elements of the data control. You first generate a data control structure file using the overview editor for the .dcx file.

14.8.1 How to Edit a Data Control

You can make a data control configurable by using the overview editor for the `DataControls.dcx` file to create data control structure files that correspond to objects encompassed by the data control. You can then edit the individual data control structure files.

Before you begin:

It may be helpful to have a general understanding of data control configuration. For more information, see [Configuring Data Controls](#).

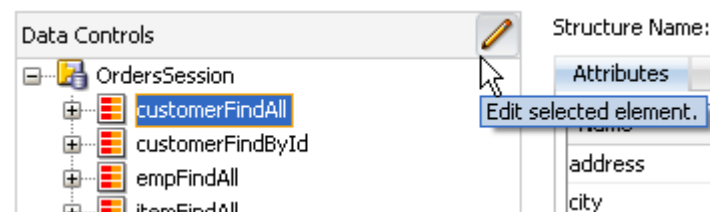
You will need to complete this task:

Create a data control, as described in [How to Create Data Controls](#).

To edit a data control:

1. In the Applications window, double-click **DataControls.dcx**.
2. In the overview editor, select the object that you would like to configure and click the **Edit** icon to generate a data control structure file, as shown in [Figure 14-8](#).

Figure 14-8 Edit Button in Data Controls Registry



3. In the overview editor of the data control structure file, make the desired modifications.

14.8.2 What Happens When You Edit a Data Control

When you edit a data control, JDeveloper creates a data control structure file that contains metadata for the affected collection and opens that file in the overview editor. This file stores configuration data for the data control that is specific to that collection, such as any UI hints or validators that you have specified for the data object.

A data control structure file has the same base name as the data object with which it corresponds. For example, if you click the **Edit** icon when you have a collection node selected that corresponds with the `Customer.java` entity bean, the data control structure file is named `Customer.xml`. The data control structure file is generated in a package that corresponds to the package of the bean class, but with `persdef` prepended to the package name. For example, if the `Customer.java` bean is in the `model` package, the `Customer.xml` data control definition file is generated in the `persdef.model` package. Once a data control structure file has been generated, you can use the overview editor for that file to make further configurations.

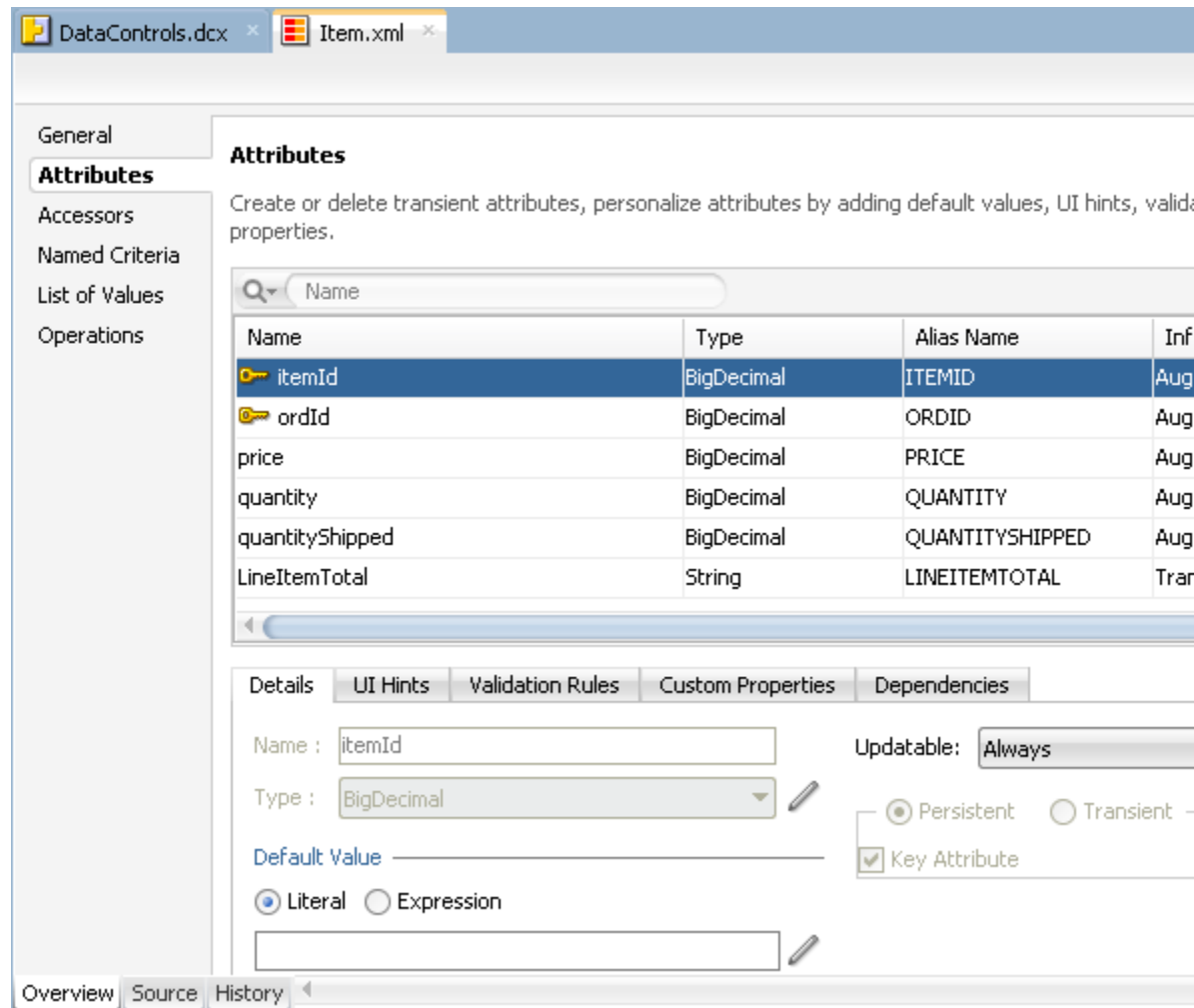
A data control structure file contains the following information:

- **Attributes:** Describes all of the attributes on the service. For example, for entity beans, there is an attribute for each bean property that is mapped to a database column. You can also add transient attributes. You can set UI hints that define how these attributes will display in the UI. You can also set other properties, such as whether the attribute value is required, whether it must be unique, and whether it is visible. For more information, see [Working with Attributes](#).

You can also set validation for an attribute and create custom properties. For more information on validation, see [Validating Attributes](#).

- **Accessors:** Describes data control elements that return result sets.
- **Operations:** Describes methods on the data object that are used by the data control's built-in operations, such as `add` and `remove` methods, which are used by the `Create` and `Delete` built-in operations, respectively.

[Figure 14-9](#) shows the data control structure file for the `Item` bean.

Figure 14-9 Data Control Structure File in the Overview Editor**Note:**

The overview editor of a data control structure file shows all of the attributes, accessors, and operations that are associated with the data object. However, the data control structure file's XML source only contains definitions for elements that you have edited. The base elements are introspected from the data object. Also, when you make changes to the underlying data object, the data control inherits those changes.

14.8.3 What You May Need to Know About MDS Customization of Data Controls

If you wish for all of the objects that are encompassed by the data control to be available for Oracle Metadata Services (MDS) customization, the packaged application must contain data control structure files for those objects.

When you create a data control based on the adapter framework, data control structure files are not generated by default, since they are not needed by the data control if you do not add metadata to a given object. Typically, a data control structure file is only generated for a data control object once you edit the data control to add declarative metadata (such as UI hints or validators) to that object, as described in

[How to Edit a Data Control](#). To create data control structure files for each data control object, you need to repeat that procedure for each data control object.

For more information on MDS, see [Customizing MAF Application Artifacts with MDS](#).

14.9 Working with Attributes

When you create a data control for your business services, you can create a data control structure file for an individual data object in which you can declaratively augment the functionality of the data object's persistent attributes. For example, you can create validation rules and set UI hints to control the default presentation of attributes in UI components.

You set these properties on the Attributes page of the overview editor of the data control structure file. For information on creating a data control structure file, see [How to Edit a Data Control](#).

14.9.1 How to Designate an Attribute as Primary Key

In the overview editor for a data object's data control structure file, you can designate an attribute as a primary key for that data object if you have not already done so in the data object's underlying class.

Before you begin:

It may be helpful to have an understanding of how you set attribute properties. For more information, see [Working with Attributes](#).

You will need to complete this task:

Create the desired data control structure files as described in [How to Edit a Data Control](#).

To set an attribute as a primary key:

1. In the Applications window, double-click the desired data control structure file.
2. In the overview editor, click the **Attributes** navigation tab.
3. On the Attributes page, select the attribute you want to designate as the primary key and then click the **Details** tab.
4. On the Details page, set the **Key Attribute** property.

Note:

If the attribute has already been designated as the primary key in the class, the data control inherits that setting and the **Key Attribute** checkbox will be selected. However, in this case, you can not deselect the **Key Attribute** option.

14.9.2 How to Define a Static Default Value for an Attribute

The **Value** field in the **Details** section allows you to specify a static default value for the attribute when the value type is set to **Literal**. For example, you might set the default value of a `ServiceRequest` entity bean's `Status` attribute to `Open`, or set the default value of a `User` bean's `UserRole` attribute to `user`.

Before you begin:

It may be helpful to have an understanding of how you set attribute properties. For more information, see [Working with Attributes](#).

To define a static default value for an attribute:

1. In the Applications window, double-click the desired data control structure file.
2. In the overview editor, click the **Attributes** navigation tab.
3. On the Attributes page, select the attribute you want to edit, and then click the **Details** tab.
4. On the Details page, select the **Literal** option.
5. In the text field below the **Literal** option, enter the default value for the attribute.

14.9.3 How to Set UI Hints on Attributes

You can set UI hints on attributes so that those attributes are displayed and labeled in a consistent and localizable way by any UI components that use those attributes. UI hints determine things such as the type of UI component to use to display the attribute, the label, the tooltip, and whether the field should be automatically submitted. You can also determine whether a given attribute is displayed or hidden. To create UI hints for attributes, use the overview editor for the data object's data control structure file, which is accessible from the Applications window.

Before you begin:

It may be helpful to have an understanding of how you set attribute properties. For more information, see [Working with Attributes](#).

You will need to complete this task:

Create the desired data control structure files as described in [How to Edit a Data Control](#).

To set a UI hint:

1. In the Applications window, double-click the desired data control structure file.
2. In the overview editor, click the **Attributes** navigation tab.
3. On the Attributes page, select the attribute you want to edit, and then click the **UI Hints** tab.
4. In the **UI Hints** section, set the desired UI hints.

14.9.4 What Happens When You Set UI Hints on Attributes

When you set UI hints on an attribute, those hints are stored as properties. Tags for the properties are added to the data object's data control structure file and the values for the properties are stored in a resource bundle file. If the resource bundle file does not already exist, it is generated in the data control's package and named according to the project name when you first set a UI hint.

The following example shows the code for the `price` attribute in the `Item.xml` data control structure file, including tags for the Label and Format Type hints which have been set for the attribute.

```
<PDefAttribute
  Name="price">
  <Properties>
```

```

<SchemaBasedProperties>
  <LABEL
    ResId="{adfBundle['model.ModelBundle']['model.Item.price_LABEL']}" />
  <FMT_FORMATTER ResId="{adfBundle['model.ModelBundle']
    ['model.Item.price_FMT_FORMATTER']}" />
</SchemaBasedProperties>
</Properties>
</PDefAttribute>

```

The following example shows the corresponding entries for the Label and Format Type hints in the `ModelBundle.properties` resource bundle file, which contains the values for all of the project's localizable properties.

```

model.Item.price_LABEL=Price
. . .
model.Item.price_FMT_FORMATTER=oracle.jbo.format.DefaultCurrencyFormatter

```

14.9.5 How to Access UI Hints Using EL Expressions

You can access UI hints using EL expressions to display the hint values as data in a page. You access UI hints through the binding instances that you create after dropping databound components onto your pages.

The following example was produced using the `DeviceFeatures` data control. It shows the EL expression that is produced by dragging and dropping `Contact` as a MAF form and only keeping the `displayName` and `nickname` fields. The labels in bold are examples of the retrieval of UI hints using EL.

```

<amx:panelFormLayout id="pf12">
  <amx:inputText value="{row.bindings.displayName.inputValue}"
    label="{bindings.Contact.hints.displayName.label}"
id="it9"/>
  <amx:inputText value="{row.bindings.nickname.inputValue}"
    label="{bindings.Contact.hints.nickname.label}"
    id="it10"/>
</amx:panelFormLayout>af:panelHeader id="ph1"

```

14.10 Creating and Using Bean Data Controls

A bean data control serves as a metadata wrapper for a bean class and exposes the bean's code elements as data control objects, which can then be used to bind those code elements to UI components. Java bean data controls obtain their data structure from POJOs (plain old Java objects). To create a Java bean data control, right-click a Java class file (in the Applications window), and choose `Create Data Control`. You create Java bean data controls from within the Applications window of JDeveloper.

Before you begin:

It may be helpful to have a general understanding of data controls. For more information, see [How to Create Data Controls](#).

Note:

If the Java bean is using a background thread to update data in the UI, you need to manually call `oracle.adfmf.framework.api.AdfmfJavaUtilities.flushDataChangeEvent`. For information about the `flushDataChangeEvent` method, see [About Data Change Events](#).

For a sample of to build CRUD operations using the local SQLite database and Java bean data controls, see the MAF sample application called CRUDDemo located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

14.10.1 What You May Need to Know About Serialization of Bean Class Variables

MAF does not serialize to JavaScript Object Notation (JSON) data bean class variables that are declared as transient. To avoid serialization of a chain of nested objects, you should define them as transient. This strategy also helps to prevent the creation of cyclic objects due to object nesting.

Consider the following scenario: you have an `Employee` object that has a child `Employee` object representing the employee's manager. If you do not declare the child object transient, a chain of serialized nested objects will be created when you attempt to calculate the child `Employee` object at runtime.

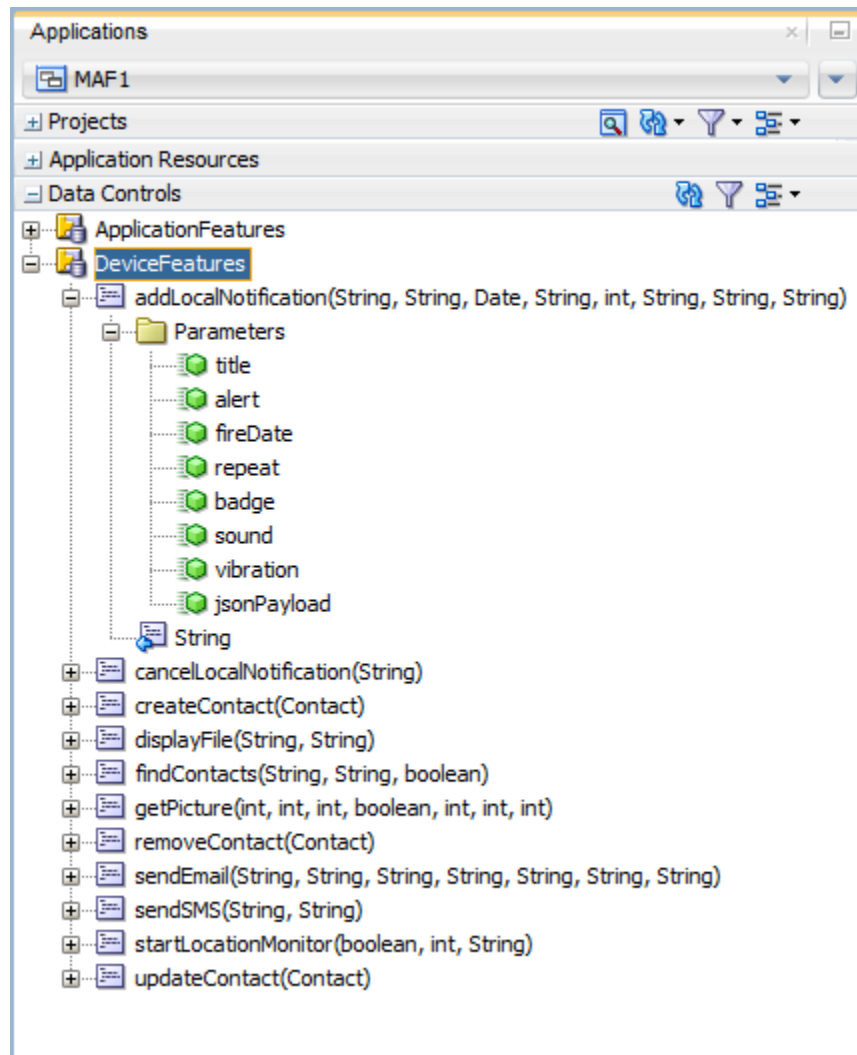
To serialize and deserialize Java objects into JSON objects, use the `JSONBeanSerializationHelper` class. The `JSONBeanSerializationHelper` class enables you to implement your own custom JSON serialization and deserialization, and it provides a hook to alter the JSON object after the JSON serialization (and deserialization) process. For more information, see the `oracle.adfmf.framework.api.JSONBeanSerializationHelper` class in *Java API Reference for Oracle Mobile Application Framework*.

MAF does not support serializing objects of the `GregorianCalendar` class. The `JSONBeanSerializationHelper` class cannot serialize objects of the `GregorianCalendar` class because the `GregorianCalendar` class has cyclical references in it. Instead, use `java.util.Date` or `java.sql.Date` for date manipulation. The following example shows how to convert a `GregorianCalendar` object using `java.util.Date`:

```
Calendar calDate = new GregorianCalendar();
calDate.set(1985, 12, 1); // "January 1, 1986"
Date date = calDate.getTime();
```

14.11 Using the DeviceFeatures Data Control

MAF exposes device-specific features that you can use in your application through the DeviceFeatures data control, a component that appears in the Data Controls panel when you create a new MAF application. The Cordova Java API is abstracted through this data control, enabling the application features implemented as MAF AMX to access various services embedded on a device. By dragging and dropping the operations provided by the DeviceFeatures data control into a MAF AMX page, you can add functions to manage the user contacts stored on a device, create and send both email and SMS text messages, ascertain the location of a device, use a device's camera, and retrieve images stored in a device's file system. The following sections describe each of these operations in detail, including how to use them declaratively and how to implement them with Java code and JavaScript.

Figure 14-10 MAF DeviceFeatures Data Control in the Overview Editor

The DeviceFeatures data control appears in the Data Controls panel automatically when you create an application using the MAF application template. [Figure 14-10](#) shows the DeviceFeatures data control in the overview editor. The following methods are available:

- addLocalNotification
- cancelLocalNotification
- createContact
- displayFile
- findContacts
- getPicture
- removeContact
- sendEmail
- sendSMS

- `startLocationMonitor`
- `updateContact`

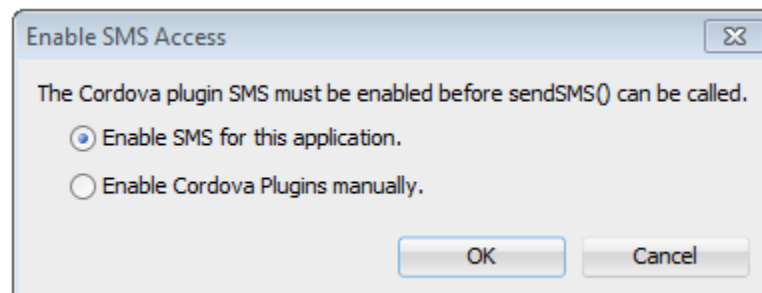
After you create a page, you can drag DeviceFeatures data control methods (or other objects nested within those methods) from the Data Controls panel to a MAF AMX view to create command buttons and other components that are bound to the associated functionality. You can accept the default bindings or modify the bindings using EL. You can also use JavaScript or Java to implement or configure functionality. For information on how to include data controls in your MAF application, see [How to Add Data Controls to a MAF AMX Page](#).

The `DeviceManager` is the object that enables you to access device functionality. You can get a handle on this object by calling `DeviceManagerFactory.getDeviceManager`. The following sections describe how you can invoke methods like `getPicture` or `createContact` using the `DeviceManager` object.

[[dev ER 19938192 addressed below]]

With the exception of network access, access to all of the Apache Cordova-enabled device capabilities is not enabled by default for MAF applications. The operations that the DeviceFeatures data control expose require that the associated plugin be enabled in the MAF application for the operation to function correctly at runtime. If, for example, you want to use the `sendSMS` operation from the DeviceFeatures data control, you must enable the SMS plugin in the MAF application. You can enable plugins manually or you can choose the appropriate option in the dialog that JDeveloper displays when you drag and drop an operation that does not have the associated plugin enabled in the MAF application. For example, JDeveloper displays the dialog in [Figure 14-11](#) when you drag and drop the `sendSMS` operation to a MAF AMX page in a MAF application that has yet to enable the SMS plugin.

Figure 14-11 Enabling Plugin for a DeviceFeatures Data Control Operation



If the plugin that an operation requires is not enabled, a warning message appears in the source file of the MAF AMX page. Assume, for example, that the MAF application does not enable the SMS plugin. The warning message shown in [Figure 14-12](#) appears in MAF AMX pages where the application attempts to invoke the `sendSMS` operation. You resolve this issue by manually enabling the plugin, as described in [Using Plugins in MAF Applications](#).

Figure 14-12 DeviceFeatures Data Control Operation Requires Plugin

14.11.1 How to Use the getPicture Method to Enable Taking Pictures

The DeviceFeatures data control includes the `getPicture` method, which enables MAF applications to leverage a device's camera and photo library so end users can take a photo or retrieve an existing image. At the end of this section there are examples that show:

- JavaScript code that enables an end user to take a picture with a device's camera.
- Java code that allows the user to retrieve a previously-saved image.

For information about the `getPicture` method, see the `DeviceDataControl` class in the MAF Javadoc and refer to the Cordova documentation (<http://cordova.apache.org/>).

The following parameters control where the image is taken from and how it is returned:

Note:

If you do not specify a `targetWidth`, `targetHeight`, and `quality` for the picture being taken, the default values used are maximum values, and this can cause memory failures.

- `quality`: Set the quality of the saved image. Range is 0 to 100, inclusive. A higher number indicates higher quality, but also increases the file size. Only applicable to JPEG images (specified by `encodingType`).
- `destinationType`: Choose the format of the return value:
 - `DeviceManager.CAMERA_DESTINATIONTYPE_DATA_URL` (0)—Returns the image as a Base64-encoded string. This value is also specified as an enum using `DeviceManager.CAMERA_DESTINATION_DATA_URL` when used programmatically. You need to prefix the value returned with "data:image/gif;base64," in order to see the image in an image component.
 - `DeviceManager.CAMERA_DESTINATIONTYPE_FILE_URI` (1)—Returns the image file path. This value is also specified as an enum using

DeviceManager.CAMERA_DESTINATION_FILE_URI when used programmatically.

Note:

If a file URI is returned by the `getPicture` method, it should be stripped of any query parameters before being used to determine the size of the file. For example:

```
String fileURI = ...getPicture(...);
fileURI = fileURI.substring(0, result.lastIndexOf("?"));
```

- `sourceType`: Set the source of the picture:
 - `DeviceManager.CAMERA_SOURCETYPE_PHOTOLIBRARY (0)`—Enables the user to choose from a previously saved image. This value is also specified as an enum using `DeviceManager.CAMERA_SOURCETYPE_PHOTOLIBRARY` when used programmatically.
 - `DeviceManager.CAMERA_SOURCETYPE_CAMERA (1)`—Enables the user to take a picture with device's camera. This value is also specified as an enum using `DeviceManager.CAMERA_SOURCETYPE_CAMERA` when used programmatically.
 - `DeviceManager.CAMERA_SOURCETYPE_SAVEDPHOTOALBUM (2)`—Allows the user to choose from an existing photo album. This value is also specified as an enum using `DeviceManager.CAMERA_SOURCETYPE_SAVEDPHOTOALBUM` when used programmatically.
- `allowEdit`: Choose whether to allow simple editing of the image before selection (boolean).
- `encodingType`: Choose the encoding of the returned image file:
 - `DeviceManager.CAMERA_ENCODINGTYPE_JPEG (0)`—Encodes the returned image as a JPEG file. This value is also specified as an enum using `DeviceManager.CAMERA_ENCODINGTYPE_JPEG` when used programmatically.
 - `DeviceManager.CAMERA_ENCODINGTYPE_PNG (1)`—Encodes the returned image as a PNG file. This value is also specified as an enum using `DeviceManager.CAMERA_ENCODINGTYPE_PNG` when used programmatically.
- `targetWidth`: Set the width in pixels to scale the image. Aspect ratio is maintained. A negative or zero value indicates that the original dimensions of the image will be used.
- `targetHeight`: Set the height in pixels to scale the image. Aspect ratio is maintained. A negative or zero value indicates that the original dimensions of the image will be used.

To customize a `getPicture` operation using the DeviceFeatures data control:

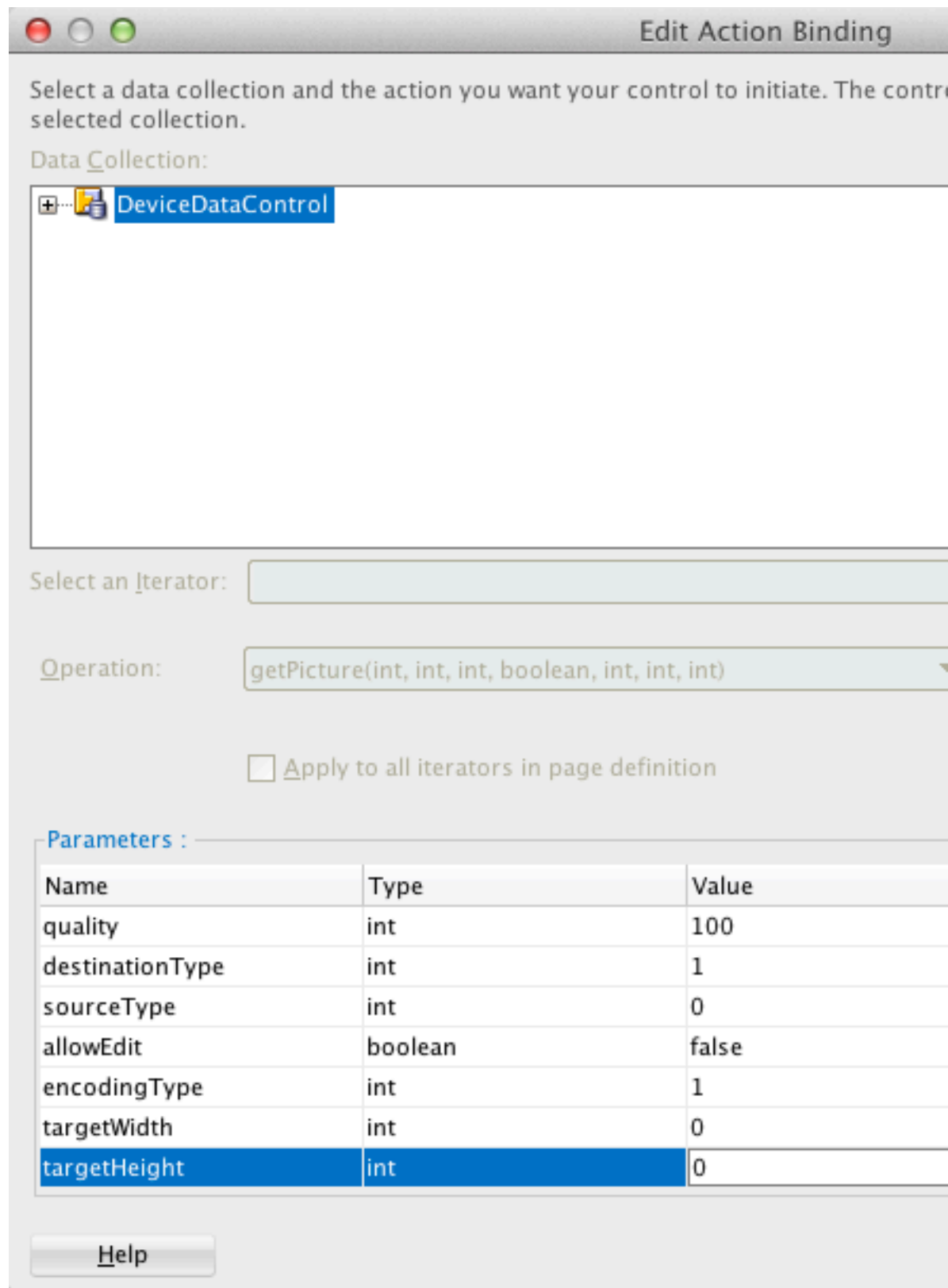
1. Drag the **getPicture** operation from the DeviceFeatures data control in the Data Controls panel and drop it on the page as a **Button**.

If you want to provide more control to the user, drop the **getPicture** operation as a **Parameter Form**. This allows the end user to specify settings before taking a picture or choosing an existing image.

2. In the Edit Action dialog, set the values for all parameters described above. Be sure to specify `destinationType = 1` so that the image is returned as a filename.
3. Drag the return value of **getPicture** and drop it on the page as an **Output Text**.
4. From the Common Components panel, drag an **Image** from the Component Palette and drop it on the page.
5. Set the `source` attribute of the Image to the return value of the `getPicture` operation. The bindings expression should be:
`{bindings.Return.inputValue}`.

Figure 14-13 shows the bindings for displaying an image from the end user's photo library:

Figure 14-13 Bindings for Displaying an Image from the Photo Library at Design Time



When this application is run, the image chooser will automatically be displayed and the end user can select an image to display. The image chooser is displayed automatically because the Image control is bound to the return value of the `getPicture` operation, which in turn causes the `getPicture` operation to be invoked.

Note:

The timeout value for the `getPicture` method is set to 5 minutes. If the device operation takes longer than the timeout allowed, a timeout error is displayed.

Keep in mind the following platform-specific issues:

- iOS
 - Set quality below 50 to avoid memory error on some devices.
 - When `destinationType FILE_URI` is used, photos are saved in the application's temporary directory.
 - The contents of the application's temporary directory are deleted when the application ends. You may also delete the contents of this directory using the `navigator.fileMgr` APIs if storage space is a concern.
 - `targetWidth` and `targetHeight` must both be specified to be used. If one or both parameters have a negative or zero value, the original dimensions of the image will be used.
- Android
 - Ignores the `allowEdit` parameter.
 - `Camera.PictureSourceType.PHOTOLIBRARY` and `Camera.PictureSourceType.SAVEDPHOTOALBUM` both display the same photo album.
 - `Camera.EncodingType` is not supported. The parameter is ignored, and will always produce JPEG images.
 - `targetWidth` and `targetHeight` can be specified independently. If one parameter has a positive value and the other uses a negative or zero value to represent the original size, the positive value will be used for that dimension, and the other dimension will be scaled to maintain the original aspect ratio.
 - When `destinationType DATA_URL` is used, large images can exhaust available memory, producing an out-of-memory error, and will typically do so if the default image size is used. Set the `targetWidth` and `targetHeight` to constrain the image size.

The following example shows JavaScript code that allows the user to take a picture with a device's camera. The result will be the full path to the saved image.

```
// The camera, like many other device-specific features, is accessed
// from the global 'navigator' object in JavaScript.
// Note that in the Cordova JavaScript APIs, the parameters are passed
// in as a dictionary, so it is only necessary to provide key-value pairs
// for the parameters you want to specify.
```

```

navigator.camera.getPicture(onSuccess, onFail, { quality: 50 });

function onSuccess(imageURI) {
    var image = document.getElementById('myImage');
    image.src = imageURI;
}

function onFail(message) {
    alert('Failed because: ' + message);
}

```

The following example shows Java code that allows the user to take a picture with a device's camera. The result will be the full path to the saved image.

```

import oracle.adf.model.datacontrols.device;

// Access device features in Java code by acquiring an instance of the
// DeviceManager from the DeviceManagerFactory.
// Take a picture with the device's camera.
// The result will be the full path to the saved PNG image.
String imageFilename = DeviceManagerFactory.getDeviceManager().getPicture(100,
    DeviceManager.CAMERA_DESTINATIONTYPE_FILE_URI,
    DeviceManager.CAMERA_SOURCETYPE_CAMERA, false,
    DeviceManager.CAMERA_ENCODINGTYPE_PNG, 0, 0);

```

The following example shows Java code that allows the user to retrieve a previously-saved image. The result will be a base64-encoded JPEG.

```

import oracle.adf.model.datacontrols.device;

// Retrieve a previously-saved image. The result will be a base64-encoded JPEG.
String imageData = DeviceManagerFactory.getDeviceManager().getPicture(100,
    DeviceManager.CAMERA_DESTINATIONTYPE_FILE_URL,
    DeviceManager.CAMERA_SOURCETYPE__PHOTOLIBRARY, false,
    DeviceManager.CAMERA_ENCODINGTYPE_JPEG, 0, 0);

```

14.11.2 How to Use the SendSMS Method to Enable Text Messaging

The DeviceFeatures data control includes the `sendSMS` method, which enables MAF applications to leverage a device's Short Message Service (SMS) text messaging interface so end users can send and receive SMS messages. MAF enables you to display a device's SMS interface and optionally pre-populate the following fields:

- `to`: List recipients (comma-separated).
- `body`: Add message body.

After the SMS text messaging interface is displayed, the end user can choose to either send the SMS or discard it. It is not possible to automatically send the SMS due to device and carrier restrictions; only the end user can actually send the SMS.

The timeout value for the `sendSMS` method is set to 5 minutes. If the device's operation takes longer than the timeout allowed, a timeout error appears.

In Android, if an end user switches away from their application while editing an SMS message and then subsequently returns to it, they will no longer be in the SMS editing screen. Instead, that message will have been saved as a draft that can then manually be selected for continued editing.

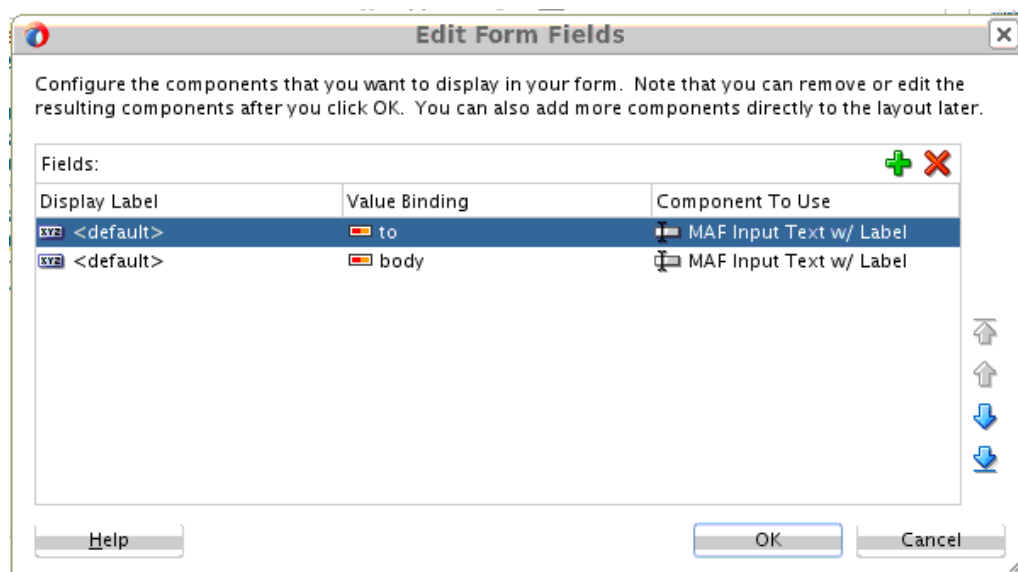
MAF applications on the Universal Windows Platform do not support the use of SMS text messaging at present.

To customize a sendSMS operation using the DeviceFeatures data control:

To display an interactive form on the page for sending SMS, drag the sendSMS operation from the DeviceFeatures data control in the Data Controls panel and drop it on the page designer as a **Parameter Form**. You can then customize the form in the **Edit Form Fields** dialog. At runtime, an editable form will be displayed on the page, which enables the application user to enter values for the various fields described above. Below this form will be a button to display the device's SMS interface, which will display an SMS that is ready to send with all of the specified fields pre-populated.

Figure 14-14 shows the bindings for sending an SMS using an editable form on the page.

Figure 14-14 Bindings for Sending an SMS Using an Editable Form at Design Time



The following examples show code examples that allow the end user to send an SMS message with a device's text messaging interface.

For information about the sendSMS method, see the DeviceDataControl class in the MAF Javadoc and refer to the Cordova documentation (<http://cordova.apache.org/>).

The following example shows JavaScript code that allows the end user to send an SMS message:

```
adf.mf.api.sendSMS({to: "5551234567", body: "This is a test message"});
```

The following example shows Java code that allows the end user to send an SMS message:

```
import oracle.adf.model.datacontrols.device.DeviceManagerFactory;

// Access device features in Java code by acquiring an instance of the
// DeviceManager from the DeviceManagerFactory.
// Send an SMS to the phone number "5551234567"
DeviceManagerFactory.getDeviceManager().sendSMS("5551234567", "This is a test
message");
```


14.11.3 How to Use the sendEmail Method to Enable Email

The DeviceFeatures data control includes the `sendEmail` method, which enables MAF applications to leverage a device's email messaging interface so end users can send and receive email messages. MAF enables you to display a device's email interface and optionally pre-populate the following fields:

- `to`: List recipients (comma-separated).
- `cc`: List CC recipients (comma-separated).
- `subject`: Add message subject.
- `body`: Add message body.
- `bcc`: List BCC recipients (comma-separated).
- `attachments`: List file names to attach to the email (comma-separated).
- `mimeType`: List MIME types to use for the attachments (comma-separated). Specify null to let MAF automatically determine the MIME types. It is also possible to specify only the MIME types for selected attachments as shown in the examples at the end of this section.

After the device's email interface is displayed, the user can choose to either send the email or discard it. It is not possible to automatically send the email due to device and carrier restrictions; only the end user can actually send the email. The device must also have at least one email account configured to send email or an error will be displayed indicating that no email accounts could be found.

Note:

The timeout value for the `sendEmail` method is set to 5 minutes. If the device's operation takes longer than the timeout allowed, a timeout error is displayed.

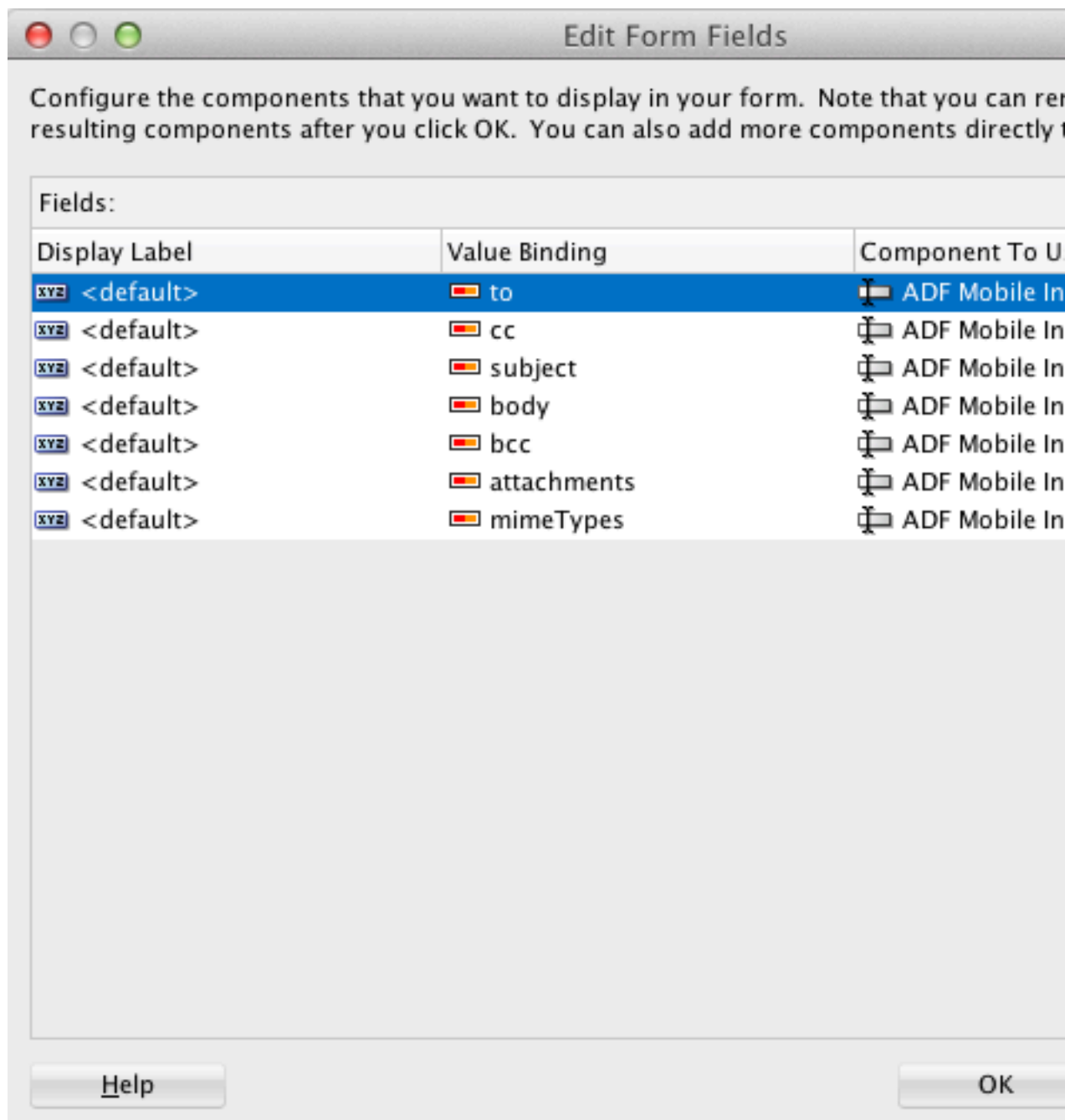
Note:

In Android, if an end user switches away from their application while editing an email and then subsequently returns to it, they will no longer be in the email editing screen. Instead, the message will be saved as a draft that can then be manually selected for continued editing.

To customize a `sendEmail` operation using the DeviceFeatures data control:

In JDeveloper, drag the `sendEmail` operation from the DeviceFeatures data control in the Data Controls panel to the page designer and drop it as a **Parameter Form**. You can then customize the form in the **Edit Form Fields** dialog. At runtime, an editable form will be displayed on the page, which enables the application user to enter values for the various fields described above. Below this form will be a button to display the device's email interface, which will display an email ready to send with all of the specified fields pre-populated.

[Figure 14-15](#) shows the bindings for sending an email using an editable form on the page.

Figure 14-15 Bindings for Sending an Email Using an Editable Form at Design Time

Following are code examples that allow the end user to send an email message with the device's email interface

For information about the `sendEmail` method, see the `DeviceDataControl` class in the MAF Javadoc and refer to the Cordova documentation (<http://cordova.apache.org/>).

The following example shows JavaScript code that allows the end user to send an email message:

```
// Populate an email to 'ann.li@example.com',
// copy 'joe.jones@example.com', with the
// subject 'Test message', and the body 'This is a test message'
```

```

// No BCC recipients or attachments
adf.mf.api.sendEmail({to: "ann.li@example.com",
                    cc: "joe.jones@example.com",
                    subject: "Test message",
                    body: "This is a test message"});

// Populate the same email as before, but this time, also BCC
// 'john.smith@example.com' & 'jane.smith@example.com' and attach two files.
// By not specifying a value for the mimeType parameter, you are telling
// ADFMobile to automatically determine the MIME type for each of the attachments.
adf.mf.api.sendEmail({to: "ann.li@example.com",
                    cc: "joe.jones@example.com",
                    subject: "Test message",
                    body: "This is a test message"});
                    bcc: "john.smith@example.com,jane.smith@example.com",
                    attachments: "path/to/file1.txt,path/to/file2.png"});

// For iOS only: Same as previous email, but this time, explicitly specify
// all the MIME types.
adf.mf.api.sendEmail({to: "ann.li@example.com",
                    cc: "joe.jones@example.com",
                    subject: "Test message",
                    body: "This is a test message"});
                    bcc: "john.smith@example.com,jane.smith@example.com",
                    attachments: "path/to/file1.txt,path/to/file2.png"});
                    mimeType: "text/plain,image/png"});

// For iOS only: Same as previous email, but this time, only specify
// the MIME type for the second attachment and let the system determine
// the MIME type for the first one.
adf.mf.api.sendEmail({to: "ann.li@example.com",
                    cc: "joe.jones@example.com",
                    subject: "Test message",
                    body: "This is a test message"});
                    bcc: "john.smith@example.com,jane.smith@example.com",
                    attachments: "path/to/file1.txt,path/to/file2.png"});
                    mimeType: ",image/png"});

// For Android only: Same as previous e-mail, but this time, explicitly specify
// the MIME type.
adf.mf.api.sendEmail({to: "ann.li@example.com",
                    cc: "joe.jones@example.com",
                    subject: "Test message",
                    body: "This is a test message"});
                    bcc: "john.smith@example.com,jane.smith@example.com",
                    attachments: "path/to/file1.txt,path/to/file2.png"});
                    mimeType: "image/*"});

// You can also use "plain/text" as the MIME type as it just determines the type
// of applications to be filtered in the application chooser dialog.

```

The following example shows Java code that allows the end user to send an email message:

```

import oracle.adf.model.datacontrols.device.DeviceManagerFactory;

// Access device features in Java code by acquiring an instance of the
// DeviceManager from the DeviceManagerFactory.
// Populate an email to 'ann.li@example.com', copy 'joe.jones@example.com', with the
// subject 'Test message', and the body 'This is a test message'.
// No BCC recipients or attachments.
DeviceManagerFactory.getDeviceManager().sendEmail(

```

```

        "ann.li@example.com",
        "joe.jones@example.com",
        "Test message",
        "This is a test message",
        null,
        null,
        null);

// Populate the same email as before, but this time, also BCC
// 'john.smith@example.com' & 'jane.smith@example.com' and attach two files.
// By specifying null for the mimeType parameter, you are telling
// ADFMobile to automatically determine the MIME type for each of the attachments.
DeviceManagerFactory.getDeviceManager().sendEmail(
    "ann.li@example.com",
    "joe.jones@example.com",
    "Test message",
    "This is a test message",
    "john.smith@example.com,jane.smith@example.co
m",
    "path/to/file1.txt,path/to/file2.png",
    null);

// Same as previous email, but this time, explicitly specify all the MIME types.
DeviceManagerFactory.getDeviceManager().sendEmail(
    "ann.li@example.com",
    "joe.jones@example.com",
    "Test message",
    "This is a test message",
    "john.smith@example.com,jane.smith@example.co
m",
    "path/to/file1.txt,path/to/file2.png",
    "text/plain,image/png");

// Same as previous email, but this time, only specify the MIME type for the
// second attachment and let the system determine the MIME type for the first one.
DeviceManagerFactory.getDeviceManager().sendEmail(
    "ann.li@example.com",
    "joe.jones@example.com",
    "Test message",
    "This is a test message",
    "john.smith@example.com,jane.smith@example.co
m",
    "path/to/file1.txt,path/to/file2.png",
    ",image/png");

```

14.11.4 How to Use the createContact Method to Enable Creating Contacts

The DeviceFeatures data control includes the `createContact` method, which enables MAF applications to leverage a device's interface and file system for managing contacts so end users can create new contacts to save in the device's address book. MAF enables you to display the device's interface and optionally pre-populate the Contact fields. The `createContact` method takes in a Contact object as a parameter and returns the created Contact object, as shown in the examples at the end of this section.

For more information about the `createContact` method and the Contact object, see the `DeviceDataControl` class in the MAF Javadoc and refer to the Cordova documentation (<http://cordova.apache.org/>). Also see [How to Use the](#)

[findContacts Method to Enable Finding Contacts](#) for a description of Contact properties.

Note:

The timeout value for the `createContact` method is set to 1 minute. If the device's operation takes longer than the timeout allowed, a timeout error is displayed.

Note:

If a null Contact object is passed in to the method, an exception is thrown.

To customize a `createContact` operation using the DeviceFeatures data control:

1. In JDeveloper, drag the `createContact` operation from the DeviceFeatures data control in the Data Controls panel and drop it on the page designer as a **Link** or **Button**.

Link or Button: You will be prompted with the Edit Action Binding dialog to enter the Contact object parameter to the `createContact` operation. This parameter must be an EL expression that refers to the property of a managed bean that is used to return the Contact from a Java bean class. Assuming a managed bean already exists with a getter for a Contact object, you can use the EL Expression Builder to set the value of the parameter. At runtime, a button or link will be displayed on the page, which will use the entered values to perform a `createContact` operation when pressed. The following code example shows an example of managed bean code for creating a Contact object.

2. You can also drag a Contact return object from under the `createContact` operation in the Data Controls panel and drop it on to the page as a **Form**. You can then customize the form in the **Edit Form Fields** dialog. When the `createContact` operation is performed, the results will be displayed in this form.

```
private Contact contactToBeCreated;

public void setContactToBeCreated(Contact contactToBeCreated) {
    this.contactToBeCreated = contactToBeCreated;
}

public Contact getContactToBeCreated() {
    String givenName = "Mary";
    String familyName = "Jones";
    String note = "Just a Note";
    String phoneNumberType = "mobile";
    String phoneNumberValue = "650-555-0111";
    String phoneNumberNewValue = "650-555-0199";
    String emailType = "home";
    String emailTypeNew = "work";
    String emailValue = "Mary.Jones@example.com";
    String addressType = "home";
    String addressStreet = "500 Barnacle Pkwy";
    String addressLocality = "Redwood Shores";
    String addressCountry = "USA";
    String addressPostalCode = "94065";
    ContactField[] phoneNumbers = null;
```

```
ContactField[] emails = null;
ContactAddresses[] addresses = null;

/*
 * Create contact
 */
this.contactToBeCreated = new Contact();

ContactName name = new ContactName();
name.setFamilyName(familyName);
name.setGivenName(givenName);
this.contactToBeCreated.setName(name);

ContactField phoneNumber = new ContactField();
phoneNumber.setType(phoneNumberType);
phoneNumber.setValue(phoneNumberValue);

phoneNumbers = new ContactField[] { phoneNumber };

ContactField email = new ContactField();
email.setType(emailType);
email.setValue(emailValue);

emails = new ContactField[] { email };

ContactAddresses address = new ContactAddresses();
address.setType(addressType);
address.setStreetAddress(addressStreet);
address.setLocality(addressLocality);
address.setCountry(addressCountry);

addresses = new ContactAddresses[] { address };

this.contactToBeCreated.setNote(note);
this.contactToBeCreated.setPhoneNumbers(phoneNumbers);
this.contactToBeCreated.setEmails(emails);
this.contactToBeCreated.setAddresses(addresses);

return this.contactToBeCreated;
}
```

The following examples show code examples that allow the end user to create contacts on devices.

The following example shows JavaScript code for createContact.

```
// Contacts, like many other device-specific features,
// are accessed from the global 'navigator' object in JavaScript
var contact = navigator.contacts.create();

var name = new ContactName();
name.givenName = "Mary";
name.familyName = "Jones";

contact.name = name;

// Store contact phone numbers in ContactField[]
var phoneNumbers = [1];
phoneNumbers[0] = new ContactField('home', '650-555-0123', true);

contact.phoneNumbers = phoneNumbers;
```

```

// Store contact email addresses in ContactField[]
var emails = [1];
emails[0] = new ContactField('work', 'Mary.Jones@example.com');

contact.emails = emails;

// Save
contact.save(onSuccess, onFailure);

function onSuccess()
{
    alert("Create Contact successful.");
}

function onFailure(Error)
{
    alert("Create Contact failed: " + Error.code);
}

```

The following example shows Java code for `createContact`.

```

import oracle.adf.model.datacontrols.device.DeviceManagerFactory;

import oracle.adf.model.datacontrols.device.ContactAddresses;
import oracle.adf.model.datacontrols.device.ContactField;
import oracle.adf.model.datacontrols.device.ContactName;

String givenName = "Mary";
String familyName = "Jones";
String note = "Just a Note";
String phoneNumberType = "mobile";
String phoneNumberValue = "650-555-0111";
String phoneNumberNewValue = "650-555-0199";
String emailType = "home";
String emailTypeNew = "work";
String emailValue = "Mary.Jones@example.com";
String addressType = "home";
String addressStreet = "500 Barnacle Pkwy";
String addressLocality = "Redwood Shores";
String addressCountry = "USA";
String addressPostalCode = "91234";
ContactField[] phoneNumbers = null;
ContactField[] emails = null;
ContactAddresses[] addresses = null;
ContactField[] emails = null;

/*
 * Create contact
 */
Contact aContact = new Contact();

ContactName name = new ContactName();
name.setFamilyName(familyName);
name.setGivenName(givenName);
aContact.setName(name);

ContactField phoneNumber = new ContactField();
phoneNumber.setType(phoneNumberType);
phoneNumber.setValue(phoneNumberValue);

```

```
phoneNumbers = new ContactField[] { phoneNumber };

ContactField email = new ContactField();
email.setType(emailType);
email.setValue(emailValue);

emails = new ContactField[] { email };

ContactAddresses address = new ContactAddresses();
address.setType(addressType);
address.setStreetAddress(addressStreet);
address.setLocality(addressLocality);
address.setCountry(addressCountry);

addresses = new ContactAddresses[] { address };

aContact.setNote(note);
aContact.setPhoneNumbers(phoneNumbers);
aContact.setEmails(emails);
aContact.setAddresses(addresses);

// Access device features in Java code by acquiring an instance of the
// DeviceManager from the DeviceManagerFactory.
// Invoking the createContact method, using the DeviceDataControl object.
Contact createdContact = DeviceManagerFactory.getDeviceManager()
    .findContacts.createContact(aContact);
```

14.11.5 How to Use the findContacts Method to Enable Finding Contacts

The DeviceFeatures data control includes the `findContacts` method, which enables MAF applications to leverage a device's interface and file system for managing contacts so end users can find one or more contacts from the device's address book. MAF enables you to display the device's interface and optionally pre-populate the `findContacts` fields. The `findContacts` method takes in a filter string and a list of field names to look through (and return as part of the found contacts). The filter string can be anything to look for in the contacts. For more information about the `findContacts` method, see the `DeviceDataControl` class in the MAF Javadoc and refer to the Cordova documentation (<http://cordova.apache.org/>).

The `findContacts` operation takes the following arguments:

- `contactFields`: *Required parameter*. Use this parameter to specify which fields should be included in the `Contact` objects resulting from a `findContacts` operation. Separate fields with a comma (spacing does not matter).
- `filter`: The search string used to filter contacts. (String) (Default: " ")
- `multiple`: Determines if the `findContacts` operation should return multiple contacts. (Boolean) (Default: `false`)

Note:

Passing in a field name that is not in the following list may result in a null return value for the `findContacts` operation. Also, only the fields specified in the `Contact` fields argument will be returned as part of the `Contact` object.

The following list shows the possible `Contact` properties that can be passed in to look through and be returned as part of the found contacts:

- `id`: A globally unique identifier
- `displayName`: The name of this contact, suitable for display to end-users
- `name`: An object containing all components of a person's name
- `nickname`: A casual name for the contact. If you set this field to null, it will be stored as an empty string.
- `phoneNumbers`: An array of all the contact's phone numbers
- `emails`: An array of all the contact's email addresses
- `addresses`: An array of all the contact's addresses
- `ims`: An array of all the contact's instant messaging (IM) addresses (The `ims` property is not supported in this release.)

Note:

MAF does not support the `Contact` property `ims` in this release. If you create a contact with the `ims` property, MAF will save the contact without the `ims` property. As a result, if a user tries to perform a search based on `ims`, the user will not be able to find the contact. Also, if a user tries to enter `ims` in a search field, the `ims` will be returned as null.

- `organizations`: An array of all the contact's organizations
- `birthday`: The birthday of the contact. Although you cannot programmatically set a contact's birthday field and persist it to the address book, you can still use the operating system's address book application to manually set this field.
- `note`: A note about the contact. If you set this field to null, it will be stored as an empty string.
- `photos`: An array of the contact's photos
- `categories`: An array of all the contact's user-defined categories.
- `urls`: An array of web pages associated to the contact

Note:

The timeout value for the `findContacts` method is set to 1 minute. If the device's operation takes longer than the timeout allowed, a timeout error is displayed.

To customize a `findContacts` operation using the DeviceFeatures data control:

1. In JDeveloper, drag the `findContacts` operation from the DeviceFeatures data control in the Data Controls panel and drop it on the page designer as a **Link**, **Button**, or **Parameter Form**.

Link or Button: You will be prompted with the Edit Action Binding dialog to enter values for arguments to the `findContacts` operation. At runtime, a button or link will be displayed on the page, which will use the entered values to perform a `findContacts` operation when pressed.

Parameter Form: Customize the form in the Edit Form Fields dialog. At runtime, an editable form will be displayed on the page, which enables the application user to enter values for the various Contact fields described above. Below this form will be a button, which will use the entered values to perform a `findContacts` operation when pressed.

2. You can also drag a Contact return object from under the `findContacts` operation in the Data Controls panel and drop it on to the page as a **Form**. You can then customize the form in the Edit Form Fields dialog. When the `findContacts` operation is performed, the results will be displayed in this form.

The following example shows possible argument values for the `findContacts` method.

```
// This will return just one contact with only the ID field:
Contact[] foundContacts = DeviceManagerFactory.getDeviceManager().findContacts("",
"", false);

// This will return all contacts with only ID fields:
Contact[] foundContacts = DeviceManagerFactory.getDeviceManager().findContacts("",
"", true);

// This will return just one contact with all fields:
Contact[] foundContacts = DeviceManagerFactory.getDeviceManager().findContacts("*",
"", false);

// This will return all contacts with all fields:
Contact[] foundContacts = DeviceManagerFactory.getDeviceManager().findContacts("*",
"", true);

// These will throw an exception as contactFields is a required argument and cannot
be null:
DeviceManagerFactory.getDeviceManager().findContacts(null, "", false);
DeviceManagerFactory.getDeviceManager().findContacts(null, "", true);

// These will throw an exception as the filter argument cannot be null:
DeviceManagerFactory.getDeviceManager().findContacts("", null, false);
DeviceManagerFactory.getDeviceManager().findContacts("", null, true);
```

Note:

The Contact fields passed are strings (containing the comma-delimited fields). If any arguments are passed as null to the method, an exception is thrown.

The following JavaScript example shows how to find a contact by family name and get the contact's name, phone numbers, email, addresses, and note.

```
var filter = ["name", "phoneNumbers", "emails", "addresses", "note"];

var options = new ContactFindOptions();
options.filter="FamilyName";

// Contacts, like many other device-specific features, are accessed from
```

```
// the global 'navigator' object in JavaScript.
navigator.contacts.find(filter, onSuccess, onFail, options);

function onSuccess(contacts)
{
    alert ("Find Contact call succeeded! Number of contacts found = " +
contacts.length);
}

function onFail(Error)
{
    alert("Find Contact failed: " + Error.code);
}
```

The following Java example shows how to find a contact by family name and get the contact's name, phone numbers, email, addresses, and note.

```
import oracle.adf.model.datacontrols.device.DeviceManagerFactory;

/*
 * Find Contact - Find contact by family name.
 *
 * See if we can find the contact that we just created.
 */

String familyName = "FamilyName"

// Access device features in Java code by acquiring an instance of the
// DeviceManager from the DeviceManagerFactory.
Contact[] foundContacts = DeviceManagerFactory.getDeviceManager().findContacts(
    "name,phoneNumbers,emails,addresses,note", familyName, true);
```

14.11.6 How to Use the updateContact Method to Enable Updating Contacts

The DeviceFeatures data control includes the `updateContact` method, which enables MAF applications to leverage a device's interface and file system for managing contacts so end users can update contacts in the device's address book. MAF enables you to display the device's interface and optionally pre-populate the `updateContact` fields. The `updateContact` method takes in a `Contact` object as a parameter and returns the updated `Contact` object, as shown in as shown in the example at the end of this section.

For more information about the `updateContact` method and the `Contact` object, see the `DeviceDataControl` class in the MAF Javadoc and refer to the Cordova documentation (<http://cordova.apache.org/>). Also see [How to Use the findContacts Method to Enable Finding Contacts](#) for a description of `Contact` properties.

Note:

The `Contact` object that is needed as the input parameter can be found using the `findContacts` method as described in [How to Use the findContacts Method to Enable Finding Contacts](#). If a null `Contact` object is passed in to the method, an exception is thrown.

To customize an `updateContact` operation using the DeviceFeatures data control:

1. In JDeveloper, drag the **updateContact** operation from the DeviceFeatures data control in the Data Controls panel and drop it on the page designer as a **Link** or **Button**.

Link or Button: You will be prompted with the Edit Action Binding dialog to enter the Contact object parameter to the updateContact operation. This parameter must be an EL expression that refers to the property of a managed bean that is used to return the Contact from a Java bean class. Assuming a managed bean already exists with a getter for a Contact object, you can use the EL Expression Builder to set the value of the parameter. At runtime, a button or link will be displayed on the page, which will use the entered values to perform a updateContact operation when pressed. [How to Use the createContact Method to Enable Creating Contacts](#) shows an example of managed bean code for creating a Contact object.

2. You can also drag a **Contact** return object from under the updateContact operation in the Data Controls panel and drop it on to the page as a **Form**. You can then customize the form in the Edit Form Fields dialog. When the updateContact operation is performed, the results will be displayed in this form.

The following examples show how to update and add a contact's phone number.

The following JavaScript example shows how to use updateContact.

```
function updateContact(contact)
{
    try
    {
        if (null != contact.phoneNumbers)
        {
            alert("Number of phone numbers = " + contact.phoneNumbers.length);
            var numPhoneNumbers = contact.phoneNumbers.length;
            for (var j = 0; j < numPhoneNumbers; j++)
            {
                alert("Type: " + contact.phoneNumbers[j].type + "\n" +
                    "Value: " + contact.phoneNumbers[j].value + "\n" +
                    "Preferred: " + contact.phoneNumbers[j].pref);

                contact.phoneNumbers[j].type = "mobile";
                contact.phoneNumbers[j].value = "408-555-0100";
            }

            // save
            contact.save(onSuccess, onFailure);
        }
        else
        {
            //alert ("No phone numbers found in the contact.");
        }
    }
    catch(e)
    {
        alert("updateContact - ERROR: " + e.description);
    }
}

function onSuccess()
{
    alert("Update Contact successful.");
}
```

```
function onFailure(Error)
{
    alert("Update Contact failed: " + Error.code);
}
```

The following JavaScript example shows how to use `updateContact` to add a phone number to existing phone numbers.

```
function updateContact(contact)
{
    try
    {
        var phoneNumbers = [1];
        phoneNumbers[0] = new ContactField('home', '650-555-0123', true);
        contact.phoneNumbers = phoneNumbers;

        // save
        contact.save(onSuccess, onFailure);
    }
    catch(e)
    {
        alert("updateContact - ERROR: " + e.description);
    }
}

function onSuccess()
{
    alert("Update Contact successful.");
}

function onFailure(Error)
{
    alert("Update Contact failed: " + Error.code);
}
```

The following Java code example shows how to use `updateContact` to update a contact's phone number, email type, and postal code.

```
import oracle.adf.model.datacontrols.device.DeviceManagerFactory;

/*
 * Update Contact - Updating phone number, email type, and adding address postal code
 */
String familyName = "FamilyName";
String phoneNewValue = "650-555-0123";
String emailTypeNew = "work";
String addressPostalCode = "91234";

Contact[] foundContacts = DeviceManagerFactory.getDeviceManager().findContacts(
    "name,phoneNumbers,emails,addresses,note", familyName, true);

// Assuming there was only one contact returned, we can use the first contact in the
// array.
// If more than one contact is returned then we have to filter more to find the
// exact contact
// we need to update.

foundContacts[0].getPhoneNumbers()[0].setValue(phoneNewValue);
foundContacts[0].getEmails()[0].setType(emailTypeNew);
foundContacts[0].getAddresses()[0].setPostalCode(addressPostalCode);
```

```
Contact updatedContact =  
DeviceManagerFactory.getDeviceManager().updateContact(foundContacts[0]);
```

The following Java example shows how to use `updateContact` to add a phone number to existing phone numbers.

```
import oracle.adf.model.datacontrols.device.DeviceManagerFactory;  
  
String additionalPhoneNumberValue = "408-555-0123";  
String additionalPhoneNumberType = "mobile";  
// Create a new phoneNumber that will be appended to the previous one.  
ContactField additionalPhoneNumber = new ContactField();  
additionalPhoneNumber.setType(additionalPhoneNumberType);  
additionalPhoneNumber.setValue(additionalPhoneNumberValue);  
  
foundContacts[0].setPhoneNumbers(new ContactField[] { additionalPhoneNumber });  
  
// Access device features in Java code by acquiring an instance of the DeviceManager  
// from the DeviceManagerFactory.  
Contact updatedContact =  
DeviceManagerFactory.getDeviceManager().updateContact(foundContacts[0]);
```

Note:

The timeout value for the `updateContact` method is set to 1 minute. If the device's operation takes longer than the timeout allowed, a timeout error is displayed.

14.11.7 How to Use the `removeContact` Method to Enable Removing Contacts

The DeviceFeatures data control includes the `removeContact` method, which enables MAF applications to leverage a device's interface and file system for managing contacts so end users can remove contacts from the device's address book. MAF enables you to display the device's interface and optionally pre-populate the `removeContact` fields. The `removeContact` method takes in a `Contact` object as a parameter, as shown in the examples at the end of this section.

Note:

The `Contact` object that is needed as the input parameter can be found using the `findContacts` method as described in [How to Use the `findContacts` Method to Enable Finding Contacts](#).

To customize a `removeContact` operation using the DeviceFeatures data control:

1. In JDeveloper, drag the **removeContact** operation from the DeviceFeatures data control in the Data Controls panel and drop it on the page designer as a **Link**, **Button**, or **Parameter Form**.

Link or Button: You will be prompted with the Edit Action Binding dialog to enter values for arguments to the `removeContact` operation. At runtime, a button or link will be displayed on the page, which will use the entered values to perform a `removeContact` operation when pressed.

Parameter Form: Customize the form in the Edit Form Fields dialog. At runtime, an editable form will be displayed on the page, which enables the application user to enter values for the various Contact fields. Below this form will be a button, which will use the entered values to perform a `removeContact` operation when pressed.

2. You can also drag a Contact return object from under the `removeContact` operation in the Data Controls panel and drop it on to the page as a **Form**. You can then customize the form in the Edit Form Fields dialog. When the `removeContact` operation is performed, the results will be displayed in this form.

The examples at the end of this section show you how to delete a contact that you found using `findContacts`. For information about the `removeContact` method and the Contact object, see the `DeviceDataControl` class in the MAF Javadoc and refer to the Cordova documentation (<http://cordova.apache.org/>).

Note:

In Android, the `removeContact` operation does not remove the contact fully. After a contact is removed by calling the `removeContact` method, a contact with the "(Unknown)" display name shows in the contacts list in the application.

The following JavaScript code example shows how to use `removeContact`.

```
// Remove the contact from the device
contact.remove(onSuccess,onError);

function onSuccess()
{
    alert("Removal Success");
}

function onError(contactError)'
{
    alert("Error = " + contactError.code);
}
```

The following Java code example shows how to use `removeContact`.

```
import oracle.adf.model.datacontrols.device.DeviceManagerFactory;

/*
 * Remove the contact from the device
 */
Contact[] foundContacts = DeviceManagerFactory.getDeviceManager().findContacts(
    "name,phoneNumbers,emails,addresses", familyName, true);

// Assuming there is only one contact returned, we can use the first contact in the
// array.
// If more than one contact is returned we will have to filter more to find the
// exact contact we want to remove.

// Access device features in Java code by acquiring an instance of the DeviceManager
// from the DeviceManagerFactory.
DeviceManagerFactory.getDeviceManager().removeContact(foundContacts[0]);
```

Note:

The timeout value for the `removeContact` method is set to 1 minute. If the device's operation takes longer than the timeout allowed, a timeout error is displayed.

14.11.8 How to Use the `startLocationMonitor` Method to Enable Geolocation

The DeviceFeatures data control includes the `startLocationMonitor` method, which enables MAF applications to use a device's geolocation services in order to obtain and track the device's location. MAF enables you to display a device's interface and optionally pre-populate the `startLocationMonitor` fields.

MAF exposes APIs that enable you to acquire a device's current position, allowing you to retrieve the device's current location for one instant in time or to subscribe to it on a periodic basis. The examples at the end of this section show how to use geolocation to subscribe to changes in a device's location and how to obtain a device's location. For information about the `startLocationMonitor` method, see the `DeviceDataControl` class in the *Java API Reference for Oracle Mobile Application Framework* and refer to the Cordova documentation (<http://cordova.apache.org/>).

Note:

The `altitudeAccuracy` property is not supported by Android devices. Updates do not occur as frequently on the Android platform as on iOS.

To listen for changes in a device's location using the DeviceFeatures data control:

In JDeveloper, drag the `startLocationMonitor` operation from the DeviceFeatures data control in the Data Controls panel to the page designer and drop it as a **Link** or **Button**. When prompted by the **Edit Action Dialog**, populate the fields with values for the parameters that the operation supports, as described in the following list or see the `DeviceDataControl` class's `startLocationMonitor` method in *Java API Reference for Oracle Mobile Application Framework*.

- `enableHighAccuracy`: If `true`, use the most accurate possible method of obtaining a location fix. This is just a hint; the operating system may not respect it. Devices often have several different mechanisms for obtaining a location fix, including cell tower triangulation, Wi-Fi hotspot lookup, and true GPS. Specifying `false` indicates that you are willing to accept a less accurate location, which may result in a faster response or consume less power.
- `updateInterval`: Defines how often, in milliseconds, to receive updates. Location updates may not be delivered as frequently as specified; the operating system may wait until a significant change in the device's position has been detected before triggering another location update.
- `locationListener`: EL expression that resolves to a bean method with the following signature:

```
void methodName(Location newLocation)
```

This EL expression will be evaluated every time a location update is received. For example, enter `viewScope.locationListenerBean.locationUpdated`

(without the surrounding `#{ }`), then define a bean named `LocationListenerBean` in `viewScope` and implement a method with the following signature:

```
public void locationUpdated(Location currentLocation) {
    System.out.println(currentLocation);
    // To stop subscribing to location updates, invoke the following:
    // DeviceManagerFactory.getDeviceManager().clearWatchPosition(
    //     currentLocation.getWatchId());
}
```

Note:

Do not use the EL syntax `#{LocationListenerBean.locationUpdate}` to specify the `locationListener`, unless you truly want the result of evaluating that expression to be the name of the `locationListener`.

The example at the end of this section shows how to subscribe to changes in the device's location using the `DeviceManager.startUpdatingPosition` method. For more information about the parameters that this method takes, see *Java API Reference for Oracle Mobile Application Framework*.

For an example of how to subscribe to changes in the device's position using JavaScript, refer to the Cordova documentation (<http://cordova.apache.org/>).

Parameters returned in the callback function specified by the `locationListener` are as follows:

- `double getAccuracy`—Accuracy level of the latitude and longitude coordinates in meters
- `double getAltitude`—Height of the position in meters above the ellipsoid
- `double getLatitude`—Latitude in decimal degrees
- `double getLongitude`—Longitude in decimal degrees
- `double getAltitudeAccuracy`—Accuracy level of the altitude coordinate in meters
- `double getHeading`—Direction of travel, specified in degrees counting clockwise relative to the true north
- `double getSpeed`—Current ground speed of the device, specified in meters per second
- `long getTimestamp`—Creation of a timestamp in milliseconds since the Unix epoch
- `String getWatchId`—Only used when subscribing to periodic location updates. A unique ID that can be subsequently used to stop subscribing to location updates

```
import oracle.adf.model.datacontrols.device.DeviceManagerFactory;
import oracle.adf.model.datacontrols.device.GeolocationCallback;
import oracle.adf.model.datacontrols.device.Location;
```

```
// Subscribe to location updates that will be delivered every 20 seconds, with high
accuracy.
// As you can have multiple subscribers, let's identify this one as
'MyGPSSubscriptionID'.
```

```
// Notice that this call returns the watchID, which is usually the same as the
watchID passed in.
// However, it may be different if the specified watchID conflicts with an existing
watchID,
// so be sure to always use the returned watchID.
String watchID =
DeviceManagerFactory.getDeviceManager().startUpdatingPosition(20000, true, "
    "MyGPSSubscriptionID", new GeolocationCallback() {
    public void locationUpdated(Location position) {
        System.out.println("Location updated to: " + position);
    }
});

// The previous call returns immediately so that you can continue processing.
// When the device's location changes, the locationUpdated() method specified in
// the previous call will be invoked in the context of the current feature.

// When you wish to stop being notified of location changes, call the following
method:
DeviceManagerFactory().getDeviceManager().clearWatchPosition(watchID);
```

For more information about the `startLocationMonitor` and `startHeadingMonitor` methods, see the `DeviceDataControl` class in the *Java API Reference for Oracle Mobile Application Framework* and refer to the Cordova documentation (<http://cordova.apache.org/>).

The following example shows how to get a device's current location (one time) using the `DeviceManager.getCurrentPosition`. For information about the parameters that this method accepts, see *Java API Reference for Oracle Mobile Application Framework*.

```
import oracle.adf.model.datacontrols.device.DeviceManagerFactory;
import oracle.adf.model.datacontrols.device.Location;

// Get the device's current position, with highest accuracy, and accept a cached
location that is
// no older than 60 seconds.
Location currentPosition =
DeviceManagerFactory.getDeviceManager().getCurrentPosition(60000, true);
System.out.println("The device's current location is: latitude=" +
currentPosition.getLatitude() +
    ", longitude=" + currentPosition.getLongitude());
```

14.11.9 How to Use the `displayFile` Method to Enable Displaying Files

The `DeviceFeatures` data control includes the `displayFile` method, which enables MAF applications to display files that are local to the device. Depending on the platform, application users can view PDFs, image files, Microsoft Office documents, and various other file types. On iOS, the application user has the option to preview supported files within the MAF application. Users can also open those files with third-party applications, email them, or send them to a printer. On Android, all files are opened in third-party applications. In other words, the application user leaves the MAF application while viewing the file. The user may return to the MAF application by pressing the Android Back button. If the device does not have an application capable of opening the given file, an error is displayed. For an example of how the `displayFile` method opens files on both iOS- and Android-powered devices, see the `DeviceDemo` sample application. This application is available in the `PublicSamples.zip` file at the following location within the JDeveloper installation directory of your development computer:

```
jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples
```

The `displayFile` method is only able to display files that are local to the device. This means that remote files first have to be downloaded. Use the call `AdfmfJavaUtilities.getDirectoryPathRoot(AdfmfJavaUtilities.DownloadDirectory)` to return the directory root where downloaded files should be stored. Note that on iOS, this location is specific to the application, but on Android this location refers to the external storage directory. The external storage directory is publicly accessible and allows third-party applications to read files stored there.

Table 14-7 Supported File Types

iOS	Android
For more information about supported file types, see the Quick Look preview controller documentation at the Apple iOS development site (http://developer.apple.com/library/ios/navigation/).	MAF will start the viewer associated with the given MIME type if it is installed on the device. There is no built-in framework for viewing specific file types. If the device does not have an application installed that handles the file type, the MAF application displays an error.
iWork documents	
Microsoft Office documents (Office '97 and newer)	
Rich Text Format (RTF) documents	
PDF files	
Images	
Text files whose uniform type identifier (UTI) conforms to the <code>public.text</code> type	
Comma-separated value (csv) files	

To customize a `displayFile` operation using the DeviceFeatures data control:

1. In JDeveloper, drag the **displayFile** operation from the DeviceFeatures data control in the Data Controls panel and drop it on the page designer as a **Link, Button, or Parameter Form**.

Link or Button: You will be prompted with the Edit Action Binding dialog to enter values for arguments to the `displayFile` operation. At runtime, a button or link will be displayed on the page, which will use the entered values to perform a `displayFile` operation when pressed.

Parameter Form: Customize the form in the Edit Form Fields dialog. At runtime, an editable form will be displayed on the page, which enables the application user to enter values for the various fields. Below this form will be a button, which will use the entered values to perform a `displayFile` operation when pressed.

The following example shows you how to view files using the `displayFile` method. For information about the `displayFile` method, see the `DeviceDataControl` class in the MAF Javadoc).

```

import oracle.adf.model.datacontrols.device.DeviceManagerFactory;

URL remoteFileUrl;
    InputStream is;
    BufferedOutputStream fos;
    try {

        // Open connection to remote file; fileUrl here is a String containing
the URL to the remote file.
        remoteFileUrl = new URL(fileUrl);
        URLConnection connection = remoteFileUrl.openConnection();
        is = new BufferedInputStream(connection.getInputStream());
        // Saving the file locally as 'previewTempFile.<extension>'
        String fileExt = fileUrl.substring(fileUrl.lastIndexOf('.'),
fileUrl.length());
        String tempFile = "/previewTempFile" + fileExt;
        File localFile = null;
        // Save the file in the DownloadDirectory location
        localFile = new
File(AdfmfJavaUtilities.getDirectoryPathRoot(AdfmfJavaUtilities.DownloadDirectory) +
tempFile);
        if (localFile.exists()) {
            localFile.delete();
        }
        // Use buffered streams to download the file.
        fos = new BufferedOutputStream(new FileOutputStream(localFile));
        byte[] data = new byte[1024];
        int read = 0;
        while ((read = is.read(data)) != -1) {
            fos.write(data, 0, read);
        }
        is.close();
        fos.close();

        // displayFile takes a URL string which has to be encoded on iOS.
        // iOS does not handle "+" as an encoding for space (" ") but
        // expects "%20" instead. Also, the leading slash MUST NOT be
        // encoded to "%2F". We will revert it to a slash after the
        // URLEncoder converts it to "%2F".
        StringBuffer buffer = new StringBuffer();
        String path = URLEncoder.encode(localFile.getPath(), "UTF-8");
        // replace "+" with "%20"
        String replacedString = "+";
        String replacement = "%20";
        int index = 0, previousIndex = 0;
        index = path.indexOf(replacedString, index);
        while (index != -1) {
            buffer.append(path.substring(previousIndex,
index)).append(replacement);
            previousIndex = index + 1;
            index = path.indexOf(replacedString, index +
replacedString.length());
        }
        buffer.append(path.substring(previousIndex, path.length()));
        // Revert the leading encoded slash ("%2F") to a literal slash ("/").
        if (buffer.indexOf("%2F") == 0) {
            buffer.replace(0, 3, "/");
        }

        // Create URL and invoke displayFile with its String representation.
        URL localURL = null;

```

```

        if (Utility.getOSFamily() == Utility.OSFAMILY_ANDROID) {
            localURL = new URL("file", "localhost", localFile.getAbsolutePath());
        }
        else if (Utility.getOSFamily() == Utility.OSFAMILY_IOS)
        {
            localURL = new URL("file", "localhost", buffer.toString());
        }
        DeviceManagerFactory.getDeviceManager().displayFile(localURL.toString(),
"remote file");
    } catch (Throwable t) {
        System.out.println("Exception caught: " + t.toString());
    }
}

```

14.11.10 How to Use the addLocalNotification and cancelLocalNotification Methods to Manage Local Notifications

The DeviceFeatures data control includes the `addLocalNotification` and `cancelLocalNotification` methods, which enable MAF applications to leverage a device's interface for managing notifications so end users can schedule or cancel local notifications.

To customize an `addLocalNotification` or `cancelLocalNotification` operation using the DeviceFeatures data control:

1. In JDeveloper, drag the **addLocalNotification** or `cancelLocalNotification` operation from the DeviceFeatures data control in the Data Controls panel and drop it on the page designer as a **Button**, **Link**, **List Item**, or **Parameter Form**.

Button, Link, or List Item: You will be prompted with the Edit Action Binding dialog to enter values for arguments to the `addLocalNotification` or `cancelLocalNotification` operation. For more information on this dialog, see the online help for Oracle JDeveloper. At runtime, a button, link, or list item will be displayed on the page, which will use the entered values to perform the `addLocalNotification` or `cancelLocalNotification` operation when pressed.

Parameter Form: Customize the form in the Edit Form Fields dialog. For more information on this dialog, see the online help for Oracle JDeveloper. At runtime, an editable form will be displayed on the page, which enables the application user to enter values for the various fields. Below this form will be a button, which will use the entered values to perform the `addLocalNotification` or `cancelLocalNotification` operation when pressed.

[Figure 14-16](#) shows the Edit Action Binding dialog, which you use to configure the parameters of the selected operation. In this example, the `notificationID` of the `cancelLocalNotification` operation is bound to the result of the `addLocalNotification` operation.

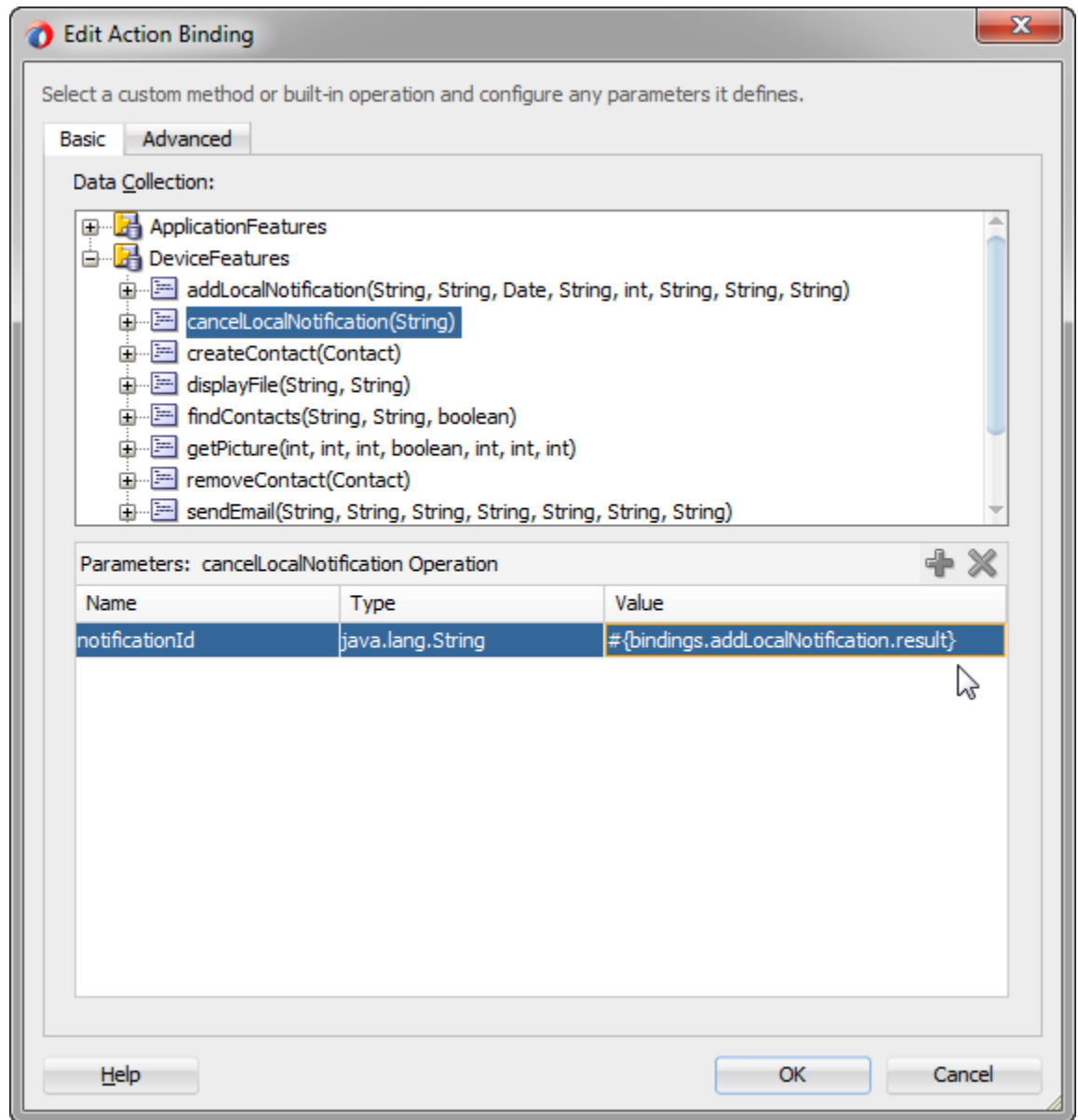
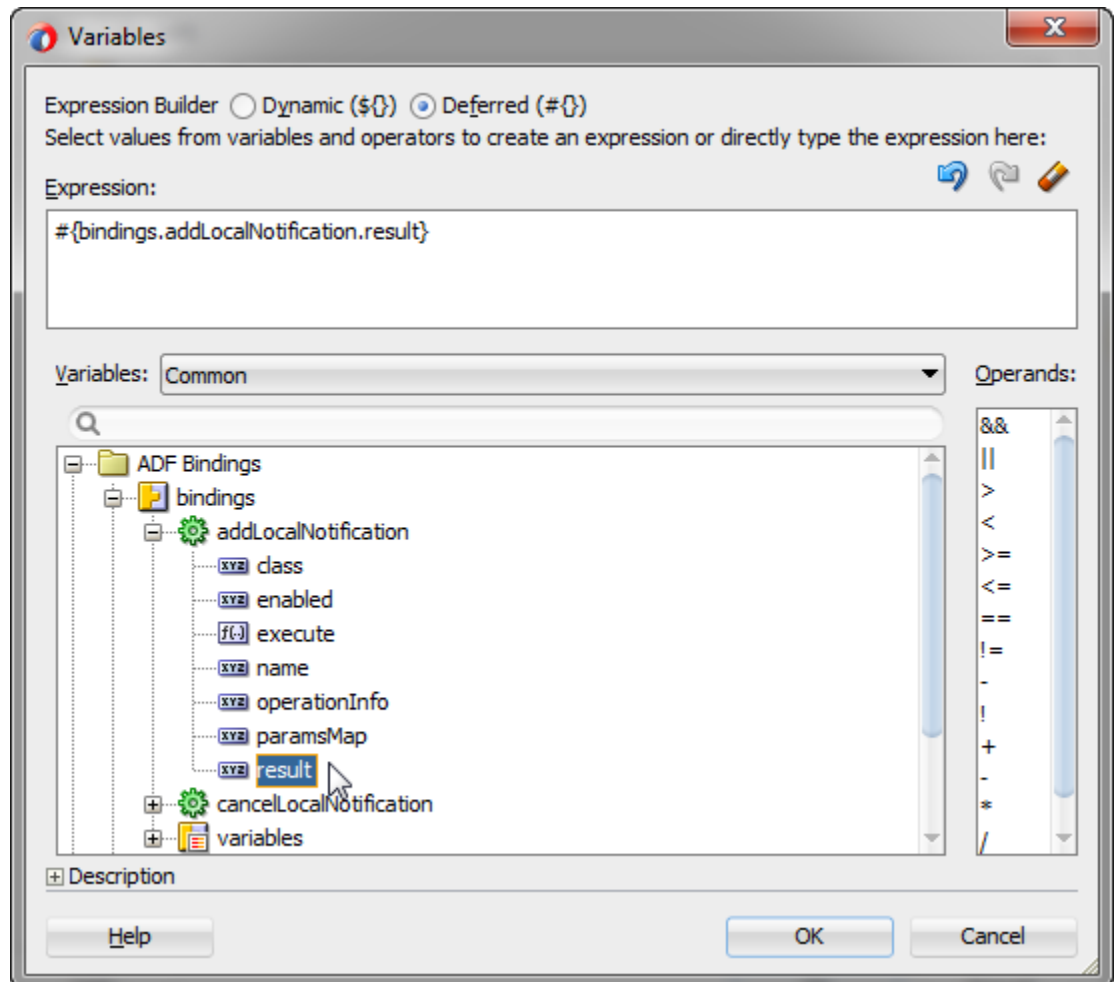
Figure 14-16 *Setting Bindings for Scheduling Local Notifications*

Figure 14-17 shows how you can use the expression builder to bind the result of the `addLocalNotification` operation to the `cancelLocalNotification` operation.

Figure 14-17 Binding `cancelLocalNotification` to the result of `addLocalNotification`

For information about the `addLocalNotification` and `cancelLocalNotification` methods, see the `DeviceDataControl` class in the MAF Javadoc). For more information about managing local notifications, including code examples, see [Managing Local Notifications](#). For general information about notifications, see [Introduction to Notifications](#).

14.11.11 What You May Need to Know About Device Properties

There may be features of your application that rely on specific device characteristics or capabilities. For example, you may want to present a different user interface depending on the device's screen orientation, or there may be a mapping feature that you want to enable only if the device supports geolocation. MAF provides a number of properties that you can access from Java, JavaScript, and EL in order to support this type of dynamic behavior. [Table 14-8](#) lists these properties, along with information about how to query them, what values to expect in return, and whether the property can change during the application's lifecycle. The example at the end of this section shows how you can access these properties using JavaScript.

Note:

The timeout value for device properties is set to 1 minute. If the device's operation takes longer than the timeout allowed, a timeout error is displayed.

Table 14-8 Device Properties and Corresponding EL Expressions

Property	Static/ Dynamic	EL Expression	Sample Value	Java API
device.name	Static	<code>#{deviceScope.device.name}</code>	"iPhone Simulator", "Joe Smith's iPhone"	<code>DeviceManager.getName()</code>
device.platform	Static	<code>#{deviceScope.device.platform}</code>	"iPhone Simulator", "iPhone"	<code>DeviceManager.getPlatform()</code>
device.version	Static	<code>#{deviceScope.device.version}</code>	"4.3.2", "5.0.1"	<code>DeviceManager.getVersion()</code>
device.os	Static	<code>#{deviceScope.device.os}</code>	"iOS"	<code>DeviceManager.getOs()</code>
device.model	Static	<code>#{deviceScope.device.model}</code>	"x86_64", "i386", "iPhone3,1"	<code>DeviceManager.getModel()</code>
device.phonegap	Static	<code>#{deviceScope.device.phonegap}</code>	"1.0.0"	<code>DeviceManager.getPhonegap()</code>
hardware.hasCamera	Static	<code>#{deviceScope.hardware.hasCamera}</code>	"true", "false"	<code>DeviceManager.hasCamera()</code>
hardware.hasContacts	Static	<code>#{deviceScope.hardware.hasContacts}</code>	"true", "false"	<code>DeviceManager.hasContacts()</code>
hardware.hasTouchScreen	Static	<code>#{deviceScope.hardware.hasTouchScreen}</code>	"true", "false"	<code>DeviceManager.hasTouchScreen()</code>
hardware.hasGeolocation	Static	<code>#{deviceScope.hardware.hasGeolocation}</code>	"true", "false"	<code>DeviceManager.hasGeolocation()</code>
hardware.hasAccelerometer	Static	<code>#{deviceScope.hardware.hasAccelerometer}</code>	"true", "false"	<code>DeviceManager.hasAccelerometer()</code>
hardware.hasCompass	Static	<code>#{deviceScope.hardware.hasCompass}</code>	"true", "false"	<code>DeviceManager.hasCompass()</code>
hardware.hasFileAccess	Static	<code>#{deviceScope.hardware.hasFileAccess}</code>	"true", "false"	<code>DeviceManager.hasFileAccess()</code>

Table 14-8 (Cont.) Device Properties and Corresponding EL Expressions

Property	Static/ Dynamic	EL Expression	Sample Value	Java API
hardware.hasLocalStorage	Static	<code>#{deviceScope.hardware.hasLocalStorage}</code>	"true", "false"	<code>DeviceManager.hasLocalStorage()</code>
hardware.hasMediaPlayer	Static	<code>#{deviceScope.hardware.hasMediaPlayer}</code>	"true", "false"	<code>DeviceManager.hasMediaPlayer()</code>
hardware.hasMediaRecorder	Static	<code>#{deviceScope.hardware.hasMediaRecorder}</code>	"true", "false"	<code>DeviceManager.hasMediaRecorder()</code>
hardware.networkStatus	Dynamic	<code>#{deviceScope.hardware.networkStatus}</code>	"wifi", "2g", "unknown", "none" ¹	<code>DeviceManager.getNetworkStatus()</code>
hardware.screen.width	Dynamic	<code>#{deviceScope.hardware.screen.width}</code>	320, 480	<code>DeviceManager.getScreenWidth()</code>
hardware.screen.height	Dynamic	<code>#{deviceScope.hardware.screen.height}</code>	480, 320	<code>DeviceManager.getScreenHeight()</code>
hardware.availableWidth	Dynamic	<code>#{deviceScope.hardware.screen.availableWidth}</code>	<code><= 320, <= 480</code>	<code>DeviceManager.getAvailableScreenWidth()</code>
hardware.availableHeight	Dynamic	<code>#{deviceScope.hardware.screen.availableHeight}</code>	<code><= 480, <= 320</code>	<code>DeviceManager.getAvailableScreenHeight()</code>
hardware.screen.dpi	Static	<code>#{deviceScope.hardware.screen.dpi}</code>	160, 326	<code>DeviceManager.getScreenDpi()</code>
hardware.screen.diagonalSize	Static	<code>#{deviceScope.hardware.screen.diagonalSize}</code>	9.7, 6.78	<code>DeviceManager.getScreenDiagonalSize()</code>
hardware.screen.scaleFactor	Static	<code>#{deviceScope.hardware.screen.scaleFactor}</code>	1.0, 2.0	<code>DeviceManager.getScreenScaleFactor()</code>

¹ If both `wifi` and `2G` are turned on, network status will be `wifi`, as `wifi` takes precedence over `2G`.

The following example shows how you can access device properties using JavaScript.

```
<!DOCTYPE html>
<html>
  <head>
    <title>Device Properties Example</title>

    <script type="text/javascript" charset="utf-8" src="cordova-2.2.0.js"></script>
    <script type="text/javascript" charset="utf-8">
```

```

// Wait for Cordova to load
//
//document.addEventListener("deviceready", onDeviceReady, false);
document.addEventListener("showpagecomplete",onDeviceReady,false);

// Cordova is ready
//
function onDeviceReady() {
    adf.mf.api.getDeviceProperties(properties_success, properties_fail);
}

function properties_success(response) {
    try {
        var element = document.getElementById('deviceProperties');
        var device = response.device;
        var hardware = response.hardware;
        element.innerHTML = 'Device Name:           ' + device.name           +
'<br />' +
                                'Device Platform:       ' + device.platform       +
'<br />' +
                                'Device Version:      ' + device.version      +
'<br />' +
                                'Device OS:           ' + device.os           +
'<br />' +
                                'Device Model:        ' + device.model        +
'<br />' +
                                'Hardware Screen Width:  ' + hardware.screen.width  +
'<br />' +
                                'Hardware Screen Height: ' + hardware.screen.height +
'<br />' +
        } catch (e) {alert("Exception: " + e);}
    }

    function properties_fail(error) {
        alert("getDeviceProperties failed");
    }

</script>
</head>
<body>
<p id="deviceProperties">Loading device properties...</p>
</body>
</html>

```

Note:

You can declaratively bind a JavaScript function to the `showpagecomplete` event by adding an `amx:clientListener` tag as a direct child of `<amx:view>`, as in the following example:

```

<amx:clientListener type="showpagecomplete"
method="myShowPageCompleteHandler" />

```

For more information about the Client Listener (`clientListener`) component, see [How to Use the Client Listener](#).

14.12 Validating Attributes

In the Mobile Application Framework, validation occurs in the data control layer, with validation rules set on binding attributes. Attribute validation takes place at a single point in the system, during the `setValue` operation on the bindings.

You can define the following validators for attributes exposed by the data controls:

- Compare validator
- Length validator
- List validator
- Range validator

All validators for a given attribute are executed, and nested exceptions are thrown for every validator that does not pass. You can define a validation message for attributes, which is displayed when a validation rule is fired at runtime. For more information, see [Validating Input](#) and [How to Add Validation Rules](#).

Note:

Due to a JSON limitation, the value that a `BigDecimal` can hold is within the range of a `Double`, and the value that a `BigInteger` can hold is within the range of a `Long`. If you want to use numbers greater than those allowed, you can call `toString` on `BigDecimal` or `BigInteger` to (de)serialize values as `String`.

[Table 14-9](#) lists supported validation combinations for the length validator.

Table 14-9 Length Validation

Compare type	Byte	Character
Equals	Supported	Supported
Not Equals	Supported	Supported
Less Than	Supported	Supported
Greater Than	Supported	Supported
Less Than Equal To	Supported	Supported
Greater Than Equal To	Supported	Supported
Between	Supported	Supported

[Table 14-10](#) and [Table 14-11](#) list supported validation combinations for the range validator.

Table 14-10 Range Validation

Table 14-10 (Cont.) Range Validation

Compare type	Byte	Char	Double	Float	Integer	Long	Short
Between	Supported	Supported	Supported	Supported	Supported	Supported	Supported
Not Between	Supported	Supported	Supported	Supported	Supported	Supported	Supported

Table 14-11 Range Validation - math, sql, and util Packages

Compare type	java.math.BigDecimal	java.math.BigInteger	java.sql.Date	java.sql.Time	java.sql.Timestamp	java.util.Date
Between	Supported	Supported	Not supported	Not supported	Not supported	Not supported
Not Between	Supported	Supported	Not supported	Not supported	Not supported	Not supported

[Table 14-12](#) lists supported validation combinations for the list validator.

Table 14-12 List Validation

Compare type	String
In	Supported
Not In	Supported

[Table 14-13](#) and [Table 14-14](#) lists supported validation combinations for the compare validator.

Table 14-13 Compare Validation

Compare type	Byte	Char	Double	Float	Integer	Long	Short	String
Equals	Supported	Supported	Supported	Supported	Supported	Supported	Supported	Supported
Not Equals	Supported	Supported	Supported	Supported	Supported	Supported	Supported	Supported
Less Than	Not supported	Supported	Supported	Supported	Supported	Supported	Supported	Not supported
Greater Than	Not supported	Supported	Supported	Supported	Supported	Supported	Supported	Not supported
Less Than Equal To	Not supported	Supported	Supported	Supported	Supported	Supported	Supported	Not supported

Table 14-13 (Cont.) Compare Validation

Compare type	Byte	Char	Double	Float	Integer	Long	Short	String
Greater Than Equal To	Not supported	Supported	Supported	Supported	Supported	Supported	Supported	Not supported

Table 14-14 Compare Validation - java.math, java.sql, and java.util Packages

Compare type	java.math.BigDecimal	java.math.BigInteger	java.sql.Date	java.sql.Time	java.sql.Timestamp	java.util.Date
Equals	Supported	Supported	Not supported	Not supported	Not supported	Not supported
Not Equals	Supported	Supported	Not supported	Not supported	Not supported	Not supported
Less Than	Supported	Supported	Not supported	Not supported	Not supported	Not supported
Greater Than	Supported	Supported	Not supported	Not supported	Not supported	Not supported
Less Than Equal To	Supported	Supported	Not supported	Not supported	Not supported	Not supported
Greater Than Equal To	Supported	Supported	Not supported	Not supported	Not supported	Not supported

14.12.1 How to Add Validation Rules

You can define validation rules for a variety of use cases. To add a declarative validation rule to an entity object, use the Overview Editor for Data Control Structure Files - Attributes Page.

To add a validation rule:

1. From the Data Controls panel, right-click on a data controls object and choose **Edit Definition**.
2. In the Overview Editor for Data Control Structure Files, select the **Attributes** page.

General

Attributes

Accessors

List of Values

Operations

Attributes

Create or delete transient attributes, personalize attributes by adding default values, UI hints, validation r

Q Name

Name	Type
id	Integer
type	String
formatted	String
streetAddress	String
locality	String
region	String
postalCode	String
country	String

Details UI Hints Validation Rules Custom Properties Dependencies

Name	Type	Validation Rule
------	------	-----------------

3. Select the **Validation Rules** tab in the lower part of the page and then click **Add**. In the resulting **Add Validation Rule** dialog, define the validation rule and the failure handling.

Add Validation Rule for: postalCode

Define the Validation you want to perform with this rule and configure the Validation Failure response.

Name:

Description:

Type:

Rule Definition | Failure Handling

Attribute:

Operator:

Comparison Type:

Length Definition

Value:

Help OK Cancel

14.12.2 What You May Need to Know About the Validator Metadata

The validator metadata is placed into the data control structure metadata XML files at design time. The following example shows a sample length validator.

```
<?xml version="1.0" encoding="windows-1252" ?>
<!DOCTYPE PDefViewObject SYSTEM "jbo_03_01.dtd">
<PDefViewObject
  xmlns="http://xmlns.oracle.com/bc4j"
  Name="Product"
  Version="12.1.1.61.36"
  xmlns:validation="http://xmlns.oracle.com/adfm/validation">
  <DesignTime>
    <Attr Name="_DCName" Value="DataControls.ProductListBean"/>
    <Attr Name="_SDName" Value="mobile.Product"/>
  </DesignTime>
</PDefAttribute
  Name="name">
```

```

        <validation:LengthValidationBean
            Name="nameRule0"
            OnAttribute="name"
            CompareType="GREATERTHAN"
            DataType="BYTE"
            CompareLength="5"
            Inverse="false"/>
    </PDefAttribute>
</PDefViewObject>

```

14.13 Using Background Threads

You can use background Java threads to update data model values, but you must take care to ensure the updates are properly synchronized with the user interface.

A background thread may be useful when fetching data (say from a remote server) or computing values with a complex algorithm. You can also use background threads to fetch or compute data values, but you should not use them to update the application's data model objects directly, because this could result in conflicts with the application's user interface threads.

To update model objects from a background thread, use the `MafExecutorService` API to submit a Java `Runnable` that will perform the model updates. First, obtain the new or updated model values (fetched or computed) and then submit a `Runnable` to update the values in the application's data model objects, as shown in the following example.

```

// First, fetch/compute new data values.
fetchUpdatedValues();

// Next, use a Runnable to update the model objects.
MafExecutorService.execute(new Runnable()
{
    public void run()
    {
        doModelUpdates();
        AdfmfJavaUtilities.flushDataChangeEvent();
    }
});

```

Note: To ensure the application does not become unresponsive, the submitted task must be of short duration. Feature locks may be acquired before executing the task, which will not be released until the task completes.

For more information on the `oracle.adfmf.framework.api.MafExecutorService.execute` class, see the MAF Javadoc.

14.14 About Data Change Events

To simplify data change events, JDeveloper uses the property change listener pattern. In most cases you can use JDeveloper to generate the necessary code to source notifications from your beans' property accessors by selecting the **Notify listeners when property changes** checkbox in the Generate Accessors dialog (see [About the Managed Beans Category](#) for details). The `PropertyChangeSupport` object is generated automatically, with the calls to `firePropertyChange` in the newly-generated setter method. Additionally, the `addPropertyChangeListener` and `removePropertyChangeListener` methods are added so property change listeners

can register and unregister themselves with this object. This is what the framework uses to capture changes to be pushed to the client cache and to notify the user interface layer that data has been changed.

Note:

If you are manually adding a `PropertyChangeSupport` object to a class, you must also include the `addPropertyChangeListener` and `removePropertyChangeListener` methods (using these explicit method names).

Property changes alone will not solve all the data change notifications, as in the case where you have a bean wrapped by a data control and you want to expose a collection of items. While a property change is sufficient when individual items of the list change, it is not sufficient for *cardinality* changes. In this case, rather than fire a property change for the entire collection, which would cause a degradation of performance, you can instead refresh just the collection delta. To do this you need to expose more data than is required for a simple property change, which you can do using the `ProviderChangeSupport` class. Provider change events are like property change events but apply to the entire provider instead of just an individual property.

Note:

The `ProviderChangeSupport` object is *not* generated automatically—you must manually add it to your class—along with the `addProviderChangeListener` and `removeProviderChangeListener` methods (using these explicit method names).

Since the provider change is required only when you have a dynamic collection exposed by a data control wrapped bean, there are only a few types of provider change events to fire:

- `fireProviderCreate`—when a new element is added to the collection
- `fireProviderDelete`—when an element is removed from the collection
- `fireProviderChange`—when a single element is changed in the collection (necessary to prevent the whole list from refreshing)
- `fireProviderRefresh`—when multiple changes are done to the collection at one time and you decide it is better to simply ask for the client to refresh the entire collection (this should only be used in bulk operations)

The `ProviderChangeSupport` class is used for sending notifications relating to collection elements, so that components update properly when a change occurs in a Java bean data control. It follows a similar pattern to the automatically-generated `PropertyChangeSupport` class, but the event objects used with `ProviderChangeSupport` send more information, including the type of operation as well as the key and position of the element that changed. `ProviderChangeSupport` captures structural changes to a collection, such as adding or removing an element (or provider) from a collection. `PropertyChangeSupport` captures changes to the individual items in the collection.

The following example shows how to use `ProviderChangeSupport` for sending notifications relating to structural changes to collection elements (such as when adding or removing a child). For more information on the `ProviderChangeListener` interface as well as the `ProviderChangeEvent` and `ProviderChangeSupport` classes, see the MAF Javadoc.

```
public class NotePad {
    private static List s_notes = null;

    /* manually adding property change listener as well as provider change listener. */
    protected transient PropertyChangeSupport
        propertyChangeSupport = new PropertyChangeSupport(this);
    protected transient ProviderChangeSupport
        providerChangeSupport = new ProviderChangeSupport(this);

    public NotePad() {
        ""
    }

    public mobile.Note[] getNotes() {
        mobile.Note n[] = null;

        synchronized (this) {
            if(s_notes.size() > 0) {
                n = (mobile.Note[])
                    s_notes.toArray(new mobile.Note[s_notes.size()]);
            }
            else {
                n = new mobile.Note[0];
            }
        }

        return n;
    }

    public void addNote() {
        System.out.println("Adding a note ....");
        Note n = new Note();
        int s = 0;

        synchronized (this) {
            s_notes.add(n);
            s = s_notes.size();
        }

        System.out.println("firing the events");
        providerChangeSupport.fireProviderCreate("notes", n.getId(), n);
    }

    public void removeNote() {
        System.out.println("Removng a note ....");
        if(s_notes.size() > 0) {
            int end = -1;
            Note n = null;

            synchronized (this) {
                end = s_notes.size() - 1;
                n = (Note)s_notes.remove(end);
            }

            System.out.println("firing the events");
        }
    }
}
```

```

        providerChangeSupport.fireProviderDelete("notes", n.getId());
    }
}

public void RefreshNotes() {
    System.out.println("Refreshing the notes ...");

    providerChangeSupport.fireProviderRefresh("notes");
}

public void addProviderChangeListener(ProviderChangeListener l) {
    providerChangeSupport.addProviderChangeListener(l);
}

public void removeProviderChangeListener(ProviderChangeListener l) {
    providerChangeSupport.removeProviderChangeListener(l);
}

protected String    status;

/* --- JDeveloper generated accessors --- */

public void addPropertyChangeListener(PropertyChangeListener l) {
    propertyChangeSupport.addPropertyChangeListener(l);
}

public void removePropertyChangeListener(PropertyChangeListener l) {
    propertyChangeSupport.removePropertyChangeListener(l);
}

public void setStatus(String status) {
    String oldStatus = this.status;
    this.status = status;
    propertyChangeSupport.firePropertyChange("status", oldStatus, status);
}

public String getStatus() {
    return status;
}
}

```

Data changes are passed back to the client (to be cached) with any response message or return value from the JVM layer. This allows JDeveloper to compress and reduce the number of events and updates to refresh to the user interface, allowing the framework to be as efficient as possible.

However, there are times where you may need to have a background thread handle a long-running process (such as web-service interactions, database interactions, or expensive computations) and notify the user interface independent of a user action. To update data on an AMX page to reflect the current values of data fields whose values have changed, you can avoid the performance hit associated with reloading the whole AMX page by calling `AdfmfJavaUtilities.flushDataChangeEvent` to force the currently queued data changes to the client.

Note:

The `flushDataChangeEvent` method can only be executed from a background thread.

The following example shows how you can use the `flushDataChangeEvent` method to force pending data changes to the client. For more information about `oracle.adfmf.framework.api.AdfmfJavaUtilities.flushDataChangeEvent`, see *Java API Reference for Oracle Mobile Application Framework*.

```
/* Note - Simple POJO used by the NotePad managed bean or data control wrapped bean
*/

package mobile;

import oracle.adfmf.amx.event.ActionEvent;
import oracle.adfmf.framework.api.AdfmfJavaUtilities;
import oracle.adfmf.java.beans.PropertyChangeListener;
import oracle.adfmf.java.beans.PropertyChangeSupport;

/**
 * Simple note object
 * uid - unique id - generated and not mutable
 * title - title for the note - mutable
 * note - note comment - mutable
 */
public class Note {
    /* standard JDeveloper generated property change support */
    protected transient PropertyChangeSupport
        propertyChangeSupport = new PropertyChangeSupport(this);

    private static boolean s_backgroundFlushTestRunning = false;

    public Note() {
        this("" + (System.currentTimeMillis() % 10000));
    }

    public Note(String id) {
        this("UID-"+id, "Title-"+id, "");
    }

    public Note(String uid, String title, String note) {
        this.uid = uid;
        this.title = title;
        this.note = note;
    }

    /* update the current note with the values passed in */
    public void updateNote(Note n) {
        if (this.getUid().compareTo(n.getUid()) == 0) {
            this.setTitle(n.getTitle());
            this.setNote(n.getNote());
        }
        else {
            throw new IllegalArgumentException("note");
        }
    }

    /* background thread to simulate some background process that make changes */
    public void startNodeBackgroundThread(ActionEvent actionEvent) {
        Thread backgroundThread = new Thread() {
```

```

public void run() {
    System.out.println("startBackgroundThread enter - " +
                       s_backgroundFlushTestRunning);

    s_backgroundFlushTestRunning = true;
    for(int i = 0; i <= iterations; ++i) {
        try {
            System.out.println("executing " + i + " of " + iterations + "
                               " iterations.");

            /* update a property value */
            if(i == 0) {
                setNote("thread starting");
            }
            else if( i == iterations) {
                setNote("thread complete");
                s_backgroundFlushTestRunning =
false;
            }
            else {
                setNote("executing " + i + " of " + iterations + "
iterations.");
            }
            setVersion(getVersion()+ 1);
            setTitle("Thread Test v" + getVersion());
            AdmfJavaUtilities.flushDataChangeEvent(); /* key line */
        }
        catch(Throwable t) {
            System.err.println("Error in the background thread: " + t);
        }

        try {
            Thread.sleep(delay); /* sleep for 6 seconds */
        }
        catch (InterruptedException ex) {
            ex.printStackTrace();
        }
    }
}

backgroundThread.start();
}

protected String uid;
protected String title;
protected String note;
protected int    version;

protected int iterations = 10;
protected int delay = 500;

/* --- JDeveloper generated accessors --- */

public void addPropertyChangeListener(PropertyChangeListener l) {
    propertyChangeSupport.addPropertyChangeListener(l);
}

public void removePropertyChangeListener(PropertyChangeListener l) {
    propertyChangeSupport.removePropertyChangeListener(l);
}

```

```
public String getUid() {
    return uid;
}

public void setTitle(String title) {
    String oldTitle = this.title;
    this.title = title;
    propertyChangeSupport.firePropertyChange("title", oldTitle, title);
}

public String getTitle() {
    return title;
}

public void setNote(String note) {
    String oldNote = this.note;
    this.note = note;
    propertyChangeSupport.firePropertyChange("note", oldNote, note);
}

public String getNote() {
    return note;
}

public void setVersion(int version) {
    int oldVersion = this.version;
    this.version = version;
    propertyChangeSupport.firePropertyChange("version", oldVersion, version);
}

public int getVersion() {
    return version;
}

public void setIterations(int iterations) {
    int oldIterations = this.iterations;
    this.iterations = iterations;
    propertyChangeSupport.
        firePropertyChange("iterations", oldIterations, iterations);
}

public int getIterations() {
    return iterations;
}

public void setDelay(int delay) {
    int oldDelay = this.delay;
    this.delay = delay;
    propertyChangeSupport.
        firePropertyChange("delay", oldDelay, delay);
}

public int getDelay() {
    return delay;
}
}

/* NotePad - Can be used as a managed bean or wrapped as a data control */
```

```
package mobile;

import java.util.ArrayList;
import java.util.List;

import oracle.adfmf.amx.event.ActionEvent;
import oracle.adfmf.framework.api.AdfmfJavaUtilities;
import oracle.adfmf.java.beans.PropertyChangeListener;
import oracle.adfmf.java.beans.PropertyChangeSupport;
import oracle.adfmf.java.beans.ProviderChangeListener;
import oracle.adfmf.java.beans.ProviderChangeSupport;

public class NotePad {
    private static List s_notes = null;
    private static boolean s_backgroundFlushTestRunning = false;

    protected transient PropertyChangeSupport propertyChangeSupport =
        new PropertyChangeSupport(this);

    protected transient ProviderChangeSupport
        providerChangeSupport = new ProviderChangeSupport(this);

    public NotePad() {
        if (s_notes == null) {
            s_notes = new ArrayList();

            for(int i = 1000; i < 1003; ++i) {
                s_notes.add(new Note(""+i));
            }
        }
    }

    public mobile.Note[] getNotes() {
        mobile.Note n[] = null;

        synchronized (this) {
            if(s_notes.size() > 0) {
                n = (mobile.Note[])s_notes.
                    toArray(new mobile.Note[s_notes.size()]);
            }
            else {
                n = new mobile.Note[0];
            }
        }

        return n;
    }

    public void addNote() {
        System.out.println("Adding a note ....");
        Note n = new Note();
        int s = 0;

        synchronized (this) {
            s_notes.add(n);
            s = s_notes.size();
        }

        System.out.println("firing the events");
    }
}
```

```
        /* update the note count property on the screen */
        propertyChangeSupport.
            firePropertyChange("noteCount", s-1, s);

        /* update the notes collection model with the new note */
        providerChangeSupport.
            fireProviderCreate("notes", n.getId(), n);

        /* to update the client side model layer */
        AdmfJavaUtilities.flushDataChangeEvent();
    }

    public void removeNote() {
        System.out.println("Removing a note ....");
        if(s_notes.size() > 0) {
            int end = -1;
            Note n = null;

            synchronized (this) {
                end = s_notes.size() - 1;
                n = (Note)s_notes.remove(end);
            }

            System.out.println("firing the events");

            /* update the client side model layer */
            providerChangeSupport.fireProviderDelete("notes", n.getId());

            /* update the note count property on the screen */
            propertyChangeSupport.firePropertyChange("noteCount", -1, end);
        }
    }

    public void RefreshNotes() {
        System.out.println("Refreshing the notes ....");

        /* update the entire notes collection on the client */
        providerChangeSupport.fireProviderRefresh("notes");
    }

    public int getNoteCount() {
        int size = 0;

        synchronized (this) {
            size = s_notes.size();
        }
        return size;
    }

    public void addProviderChangeListener(ProviderChangeListener l) {
        providerChangeSupport.addProviderChangeListener(l);
    }

    public void removeProviderChangeListener(ProviderChangeListener l) {
        providerChangeSupport.removeProviderChangeListener(l);
    }

    public void startListBackgroundThread(ActionEvent actionEvent) {
        for(int i = 0; i < 10; ++i) {
            _startListBackgroundThread(actionEvent);
            try {
```



```

        Thread.currentThread().sleep(i * 1234);
    }
    catch (InterruptedException e) {
    }
}

public void
_startListBackgroundThread(ActionEvent actionEvent) {
    Thread backgroundThread = new Thread() {
        public void run() {
            s_backgroundFlushTestRunning = true;

            for(int i = 0; i <= iterations; ++i) {
                System.out.println("executing " + i +
                    " of " + iterations + " iterations.");

                try {
                    /* update a property value */
                    if(i == 0) {
                        setStatus("thread starting");
                        addNote(); // add a note
                    }
                    else if( i == iterations) {
                        setStatus("thread complete");
                        removeNote(); // remove a note
                        s_backgroundFlushTestRunning =
false;
                    }
                    else {
                        setStatus("executing " + i + " of " +
                            iterations + " iterations.");

                        synchronized (this) {
                            if(s_notes.size() > 0) {
                                Note n =(Note)s_notes.get(0);

                                n.setTitle("Updated-" +
                                    n.getUid() + " v" + i);
                            }
                        }
                    }
                }
                AdmfJavaUtilities.flushDataChangeEvent();
            }
            catch(Throwable t) {
                System.err.
                    println("Error in bg thread - " + t);
            }

            try {
                Thread.sleep(delay);
            }
            catch (InterruptedException ex) {
                setStatus("inturrpted " + ex);
                ex.printStackTrace();
            }
        }
    };

    backgroundThread.start();
}

```

```
    }

    protected int iterations = 100;
    protected int delay      = 750;

    protected String  status;

    /* --- JDeveloper generated accessors --- */

    public void addPropertyChangeListener(PropertyChangeListener l) {
        propertyChangeSupport.addPropertyChangeListener(l);
    }

    public void removePropertyChangeListener(PropertyChangeListener l) {
        propertyChangeSupport.removePropertyChangeListener(l);
    }

    public void setStatus(String status) {
        String oldStatus = this.status;
        this.status = status;
        propertyChangeSupport.firePropertyChange("status", oldStatus, status);
    }

    public String getStatus() {
        return status;
    }

    public void setIterations(int iterations) {
        int oldIterations = this.iterations;
        this.iterations = iterations;
        propertyChangeSupport.firePropertyChange("iterations", oldIterations,
iterations);
    }

    public int getIterations() {
        return iterations;
    }

    public void setDelay(int delay) {
        int oldDelay = this.delay;
        this.delay = delay;
        propertyChangeSupport.firePropertyChange("delay", oldDelay, delay);
    }

    public int getDelay() {
        return delay;
    }
}
```

The StockTracker sample application provides an example of how data change events use Java to enable data changes to be reflected in the user interface. For more information about this and other sample applications, see [MAF Sample Applications](#).

Configuring End Points Used in MAF Applications

This chapter describes how to use the Configuration Service to configure end points that a MAF application can use.

This chapter includes the following sections:

- [Introduction to Configuring End Points in MAF Applications](#)
- [Defining the Configuration Service End Point](#)
- [Creating the User Interface for the Configuration Service](#)
- [About the URL Construction](#)
- [Setting Up the Configuration Service on the Server](#)

15.1 Introduction to Configuring End Points in MAF Applications

The Configuration Service is a tool that allows you to configure end points used by web services, login utilities, and other parts of MAF applications.

Note:

MAF applications on the Universal Windows Platform do not support the use of the Configuration Service.

15.2 Defining the Configuration Service End Point

The end point URL is defined in the `connections.xml` file and a new connection entry must be added to that file. This new connection should be of type `URLConnection`, with its `url` value pointing to the configuration server end point URL and its name set to an arbitrary value which will eventually be referenced in a Java bean code.

The following example shows how to define the Configuration Service end point in the `connections.xml` file.

```
<RefAddresses>
  <XmlRefAddr addrType="ConfigServiceConnection">
    <Contents>
      <urlconnection name="ConfigServiceConnection" url="http://127.0.0.1"/>
    </Contents>
  </XmlRefAddr>
</RefAddresses>
</Reference>
```

```

<!-- Login Server connection for secured configuration service -->
<Reference name="ConfigServerLogin" className="oracle.adf.model.connection.adfmf.LoginConnection"
    adfCredentialStoreKey="ConfigServerLogin" partial="false"
    manageInOracleEnterpriseManager="true"
    deployable="true" xmlns="">
<Factory className="oracle.adf.model.connection.adfmf.LoginConnectionFactory"/>
<RefAddresses>
    <XmlRefAddr addrType="adfmfLogin">
        <Contents>
            <login url="http://127.0.0.1"/>
            <logout url="http://127.0.0.1"/>
            <authenticationMode value="remote"/>
            <idleTimeout value="300"/>
            <sessionTimeout value="28800"/>
            <maxFailuresBeforeCredentialCleared value="3"/>
            <injectCookiesToRestHTTPHeader value="true"/>
            <rememberCredentials>
                <enableRememberUserName value="true"/>
                <rememberUserNameDefault value="true"/>
                <enableRememberPassword value="false"/>
                <enableStayLoggedIn value="false"/>
            </rememberCredentials>
            <accessControl/>
            <userObjectFilter/>
        </Contents>
    </XmlRefAddr>
</RefAddresses>
    
```

If security is enabled for the configuration server, the `connections.xml` file has to include a login connection that points to the same end point URL as the URL connection. The login connection and `URLConnection` should share the same `adfCredentialStoreKey`, as the previous example shows.

Most of the time, the end point URL needs to be retrieved from the end user. To address this use case, create a user interface to retrieve the value of the end point URL from the end user and set it in an application preference. The retrieved value can then be used in a Java bean method to override the connection URL value, as [Example 15-1](#) shows.

Example 15-1 Overriding the Connection Definition

```

AdfmfJavaUtilities.clearSecurityConfigOverrides(<ConfigService_ConnectionName>);
AdfmfJavaUtilities.overrideConnectionProperty(<ConfigService_ConnectionName>, "urlconnection",
    "url", <ConfigService_EndpointURL>);

// Required if Config Service is secured and the authentication endpoints are input by the user
AdfmfJavaUtilities.clearSecurityConfigOverrides(<ConfigService_AuthenticationConnectionName>);
AdfmfJavaUtilities.overrideConnectionProperty(<ConfigService_AuthenticationConnectionName>,
    "login", "url", <Login_EndpointURL>);
AdfmfJavaUtilities.overrideConnectionProperty(<ConfigService_AuthenticationConnectionName>,
    "logout", "url", <Logout_EndpointURL>);

// Final step is to apply the changes.
AdfmfJavaUtilities.updateApplicationInformation(false);
    
```

15.3 Creating the User Interface for the Configuration Service

If there is a requirement for the Configuration Service user interface, you should create it in a new or existing application feature.

MAF provides a set of APIs within the `oracle.adfmf.config.client.ConfigurationService` class that allow to check for new changes on the server and download the updates. You can use these APIs in a Java bean to activate the respective methods through the Configuration Service application feature.

In the following list of APIs and their sample usage, the `_configservice` variable represents an instance of the `oracle.adfmf.config.client.ConfigurationService` class:

- `setDeliveryMechanism` method sets the delivery mechanism for the Configuration Service. Since the communication with the previous release's configuration server is enabled through HTTP, `http` is passed in as an argument to this method:

```
_configservice.setDeliveryMechanism("http");
```

Note:

The method argument refers to the web transport that is to be used for the Configuration Service and should not be confused with HTTP or HTTPS: if the end point is an HTTPS URL, setting the transport to `http` is still valid.

- `setDeliveryMechanismConfiguration` method sets additional attributes on the Configuration Service to associate the configuration server connection and the end point URL:

```
_configservice.setDeliveryMechanismConfiguration("connectionName",
        <ConfigService_ConnectionName>);
```

- `isThereAnyNewConfigurationChanges` method checks whether or not there are any changes on the server that are available for download, and if there are, this method returns `true`:

```
_configservice.isThereAnyNewConfigurationChanges(<APPLICATION_ID>, <VERSION>);
```

- `stageAndActivateVersion` method triggers download of updates by the Configuration Service. The application version is passed in as an argument to this method, either as a hard-coded value or obtained through the `Application.getApplicationVersion` API:

```
_configservice.stageAndActivateVersion("1.0");
```

```
_configservice.stageAndActivateVersion(Application.getApplicationVersion);
```

- `addProgressListener` method registers an update progress listener on the Configuration Service to receive update messages and progress status. The underlying class should implement the `ProgressListener` interface and the `updateProgress` method which is to be called from the Configuration Service. The `updateProgress` method receives the progress update message and the update percentage complete:

```
_configservice.addProgressListener(this);
```

- `removeProgressListener` method unregisters the update progress listener:

```
_configservice.removeProgressListener(this);
```

The `ConfigServiceDemo` sample application demonstrates how to use these APIs to communicate with the configuration server. The `ConfigServiceDemo` application is

located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

For more information about the `oracle.adfmf.config.client.ConfigurationService` class, see *Java API Reference for Oracle Mobile Application Framework*.

15.4 About the URL Construction

The Configuration Service takes the endpoint URL that the user provides or that is specified in the `connections.xml` file and uses it to construct the URL to download the `connections.xml` file.

For example, if a user provides the following endpoint URL for an application that has an application ID value of `com.mycompany.appname`:

```
http://my.server.com:port/SomeLocation
```

Then, the Configuration Service constructs the following URL to download the `connections.xml` file:

```
http://my.server.com:port/SomeLocation/com.mycompany.appname/connections.xml
```

15.5 Setting Up the Configuration Service on the Server

The Configuration Service can be implemented as a service that accepts HTTP GET requests and returns the `connections.xml` file.

The URL used by the Configuration Service client is in the following format:

```
url configured in /connections.xml
```

The Configuration Service endpoint may be secured using basic authentication (`BASIC_AUTH`) over HTTP and HTTPS.

Using Web Services in a MAF Application

This chapter describes how to access REST web services from a MAF application.

This chapter includes the following sections:

- [Introduction to Using Web Services in MAF Applications](#)
- [Creating a Rest Service Adapter to Access Web Services](#)
- [Accessing Secure Web Services](#)
- [Configuring the Browser Proxy Information](#)

16.1 Introduction to Using Web Services in a MAF Application

MAF supports the consumption of REST web services with JSON objects (REST-JSON) in MAF applications. This type of web service is recommended by MAF over alternative web services as the smaller payloads that REST-JSON web services generate typically mean lower response times for communication between an application and the services that it accesses.

Using a REST-JSON web service in a MAF application requires you to configure a connection to the URL end point for the web service in your application. MAF stores this end point in the `connections.xml` file of your application. You also write an adapter (`RestServiceAdapter`) that takes the value you configured in `connections.xml` and uses it to construct the request URI that you submit to the web service. You must also write Java classes to model the data that the web service returns. Use these classes to generate data controls that bind your application's AMX pages to the data that the web service accesses. If your application accesses secured web services, you must associate a security policy with the connection to the URL end point for the web service. If your application must access services hosted outside your corporate firewall, you may also need to configure entries in your application's `maf.properties` file.

The WorkBetter sample application provides examples of programmatically consuming REST services using the `RestServiceAdapter`. For more information about how to access the source code of the WorkBetter sample application, see [MAF Sample Applications](#).

16.2 Creating a Rest Service Adapter to Access Web Services

Use a rest service adapter `RestServiceAdapter` to access data sent using REST calls and to trigger execution of web service operations. The `RestServiceAdapterFactory.createRestServiceAdapter()` API from the `oracle.maf.api.dc.ws.rest` package creates adapters that implement `RestServiceAdapter`.

Ensure that the connection to the URL end point for the service exists in the `connections.xml` file, and then add your code to the bean class, as the following examples demonstrate.

Use the `RestServiceAdapterFactory.createMcsRestServiceAdapter()` API if you want to create an adapter that sends diagnostic information to Mobile Cloud Service, as described in [Sending Diagnostic Information to Oracle Mobile Cloud Service](#).

For more information about `RestServiceAdapterFactory` and `RestServiceAdapter`, see *Java API Reference for Oracle Mobile Application Framework*.

```
....
import oracle.maf.api.dc.ws.rest.RestServiceAdapterFactory;
import oracle.maf.api.dc.ws.rest.RestServiceAdapter;
....
RestServiceAdapterFactory factory = RestServiceAdapterFactory.newFactory();
RestServiceAdapter restServiceAdapter = factory.createRestServiceAdapter();

// Clear any previously set request properties, if any
restServiceAdapter.clearRequestProperties();

// Set the connection name
restServiceAdapter.setConnectionName("RestServerEndpoint");

// Specify the type of request
restServiceAdapter.setRequestMethod(RestServiceAdapter.REQUEST_TYPE_GET);

// Specify the number of retries
restServiceAdapter.setRetryLimit(0);

// Set the URI which is defined after the endpoint in the connections.xml.
// The request is the endpoint + the URI being set
restServiceAdapter.setRequestURI("/WebService/Departments/100");

String response = "";

// Execute SEND and RECEIVE operation
try {
    // For GET request, there is no payload
    response = restServiceAdapter.send("");
}
catch (Exception e) {
    e.printStackTrace();
}
```

The following example demonstrates the use of the `RestServiceAdapter` for the POST request.

```
String id = "111";
String name = "TestName111";
String location = "TestLocation111";
....

restServiceAdapter.clearRequestProperties();
restServiceAdapter.setConnectionName("RestServerEndpoint");
restServiceAdapter.setRequestMethod(RestServiceAdapter.REQUEST_TYPE_POST);
restServiceAdapter.setRetryLimit(0);
restServiceAdapter.setRequestURI("/WebService/Departments");

String response = "";
```



```

// Execute SEND and RECEIVE operation
try {
    String postData = makeDepartmentPost("DEPT", id, name, location);
    response = restServiceAdapter.send(postData);
}
catch (Exception e) {
    e.printStackTrace();
}
System.out.println("The response is: " + response);

private String makeDepartmentPost(String rootName, String id,
                                  String name, String location) {
    String ret = "<" + rootName + ">";
    ret += "<DEPTID>" + id + "</DEPTID>";
    ret += "<NAME>" + name + "</NAME>";
    ret += "<LOCATION>" + location + "</LOCATION>";
    ret += "</" + rootName + ">";
    return ret;
}

```

The following example demonstrates the use of the `RestServiceAdapter` for the PUT request.

```

String id = "111";
String name = "TestName111";
String location = "TestLocation111";

....

restServiceAdapter.clearRequestProperties();
restServiceAdapter.setConnectionName("RestServerEndpoint");
restServiceAdapter.setRequestMethod(RestServiceAdapter.REQUEST_TYPE_PUT);
restServiceAdapter.setRetryLimit(0);
restServiceAdapter.setRequestURI("/WebService/Departments");

String response = "";

// Execute SEND and RECEIVE operation
try {
    String putData = makeDepartmentPut("DEPT", id, name, location);
    response = restServiceAdapter.send(putData);
}
catch (Exception e) {
    e.printStackTrace();
}
System.out.println("The response is: " + response);

private String makeDepartmentPut(String rootName, String id,
                                  String name, String location) {
    String ret = "<" + rootName + ">";
    ret += "<DEPTID>" + id + "</DEPTID>";
    ret += "<NAME>" + name + "</NAME>";
    ret += "<LOCATION>" + location + "</LOCATION>";
    ret += "</" + rootName + ">";
    return ret;
}

```

The following example demonstrates the use of the `RestServiceAdapter` for the DELETE request.

```
....

restServiceAdapter.clearRequestProperties();
restServiceAdapter.setConnectionName("RestServerEndpoint");
restServiceAdapter.setRequestMethod(RestServiceAdapter.REQUEST_TYPE_DELETE);
restServiceAdapter.setRetryLimit(0);
restServiceAdapter.setRequestURI("/WebService/Departments/44");

String response = "";

// Execute SEND and RECEIVE operation
try {
    // For DELETE request, there is no payload
    response = restServiceAdapter.send("");
}
catch (Exception e) {
    e.printStackTrace();
}

System.out.println("The response is: " + response);
```

When you use the `RestServiceAdapter`, you should set the `Accept` and `Content-Type` headers to ensure that your request and response payloads are not deemed invalid due to mismatched MIME type.

Note:

The REST web service adapter only supports UTF-8 character set on MAF applications. UTF-8 is embedded in the adapter program.

16.2.1 Accessing Input and Output Streams

You can use the following `RestServiceAdapter` methods to obtain and customize the `javax.microedition.io.HttpConnection`, as well as access and interact with the connection's input and output streams which allows you to read data from the `HttpConnection` and write to it for further upload to the server:

- Get an `HttpConnection`:

```
HttpConnection getHttpConnection(String requestMethod,
                                  String request,
                                  Object httpHeadersValue)
```

- Get the `HttpConnection`'s `OutputStream`:

```
OutputStream getOutputStream(HttpConnection connection)
```

- Get the `HttpConnection`'s `InputStream`:

```
InputStream getInputStream(HttpConnection connection)
```

- Close the `HttpConnection`:

```
void close (HttpConnection connection)
```

- Look up a connection name in the `connections.xml` file and return the connection's end point:

```
String getConnectionEndPoint(String connectionName)
```

These methods, while accomplishing the same functionality as the `RestServiceAdapter`'s `send` and `sendReceive` methods, provide opportunity for customization of the connection and the process of sending requests and receiving responses.

The following example initializes and returns an `HttpConnection` using the provided request method, request, and HTTP headers value. In addition, it injects basic authentication into the request headers from the credential store, obtains the input stream and closes the connection.

```

....
import oracle.maf.api.dc.ws.rest.RestServiceAdapterFactory;
import oracle.maf.api.dc.ws.rest.RestServiceAdapter;
....

RestServiceAdapterFactory factory = RestServiceAdapterFactory.newFactory();
RestServiceAdapter restServiceAdapter = factory.createRestServiceAdapter();

restServiceAdapter.clearRequestProperties();

// Specify the type of request
String requestMethod = RestServiceAdapter.REQUEST_TYPE_GET;

// Get the connection end point from connections.xml
String requestEndPoint = restServiceAdapter.getConnectionEndPoint("GeoIP");

// Get the URI which is defined after the end point
String requestURI = "/xml/" + someIpAddress;

// The request is the end point + the URI being set
String request = requestEndPoint + requestURI;

// Specify some custom request headers
HashMap httpHeadersValue = new HashMap();
httpHeadersValue.put("Accept-Language", "en-US");
httpHeadersValue.put("My-Custom-Header-Item", "CustomItem1");

// Get the connection
HttpConnection connection =
    restServiceAdapter.getHttpConnection(requestMethod,
                                        request,
                                        httpHeadersValue);

// Get the input stream
InputStream inputStream = restServiceAdapter.getInputStream(connection);

// Define data
ByteArrayOutputStream byStream = new ByteArrayOutputStream();

int res = 0;
int bufsize = 0, bufread = 0;

byte[] data = (bufsize > 0) ? new byte[bufsize] : new byte[1024];

// Use the input stream to read data
while ((res = inputStream.read(data)) > 0) {
    byStream.write(data, 0, res);
    bufread = bufread + res;
}
data = byStream.toByteArray();

```

```
// Use data
...

restServiceAdapter.close(connection);
...
```

16.2.2 Support for Non-Text Responses

You can use the `RestServiceAdapter` to handle binary (non-text) responses received from web service calls. These responses can include any type of binary data, such as PDF or video files. The `RestServiceAdapter` method to use is `sendReceive`.

The following example shows how to send a request for a file to a REST server, and then save the file to a disk.

```
RestServiceAdapterFactory factory = RestServiceAdapterFactory.newFactory();
RestServiceAdapter restServiceAdapter = factory.createRestServiceAdapter();

restServiceAdapter.clearRequestProperties();
restServiceAdapter.setConnectionName("JagRestServerEndpoint");
restServiceAdapter.setRequestMethod(RestServiceAdapter.REQUEST_TYPE_GET);
restServiceAdapter.setRetryLimit(0);
restServiceAdapter.setRequestURI("/ftaServer/v1/kpis/123/related/1");

// Set credentials needed to access the REST server
String theUsername = "hr_spec_all";
String thePassword = "Welcome1";
String userPassword = theUsername + ":" + thePassword;
String encoding = new sun.misc.BASE64Encoder().encode(userPassword.getBytes());

restServiceAdapter.addRequestProperty("Authorization", "Basic " + encoding);

// Execute the SEND and RECEIVE operation.
// Since it is a GET request, there is no payload.
try {
    this.responseRaw = restServiceAdapter.sendReceive("");
}
catch (Exception e) {
    e.printStackTrace();
}
System.out.println("The response is: " + this.responseRaw);

// Write the response to a file
writeByteArrayToFile(this.responseRaw);
```

The following example demonstrates a method that is called by the code from the preceding example. This method saves a `byte[]` response to a file on disk:

```
public void writeByteArrayToFile(byte[] fileContent) {
    BufferedOutputStream bos = null;
    try {
        FileOutputStream fos = new FileOutputStream(new File(fileToSavePath));
        bos = new BufferedOutputStream(fos);
        // Write the byte [] to a file
        System.out.println("Writing byte array to file");
        bos.write(fileContent);
        System.out.println("File written");
    }
    catch (FileNotFoundException fnfe) {
```

```

        System.out.println("Specified file not found" + fnfe);
    }
    catch (IOException ioe) {
        System.out.println("Error while writing file" + ioe);
    }
    finally {
        if(bos != null) {
            try {
                // Flush the BufferedOutputStream
                bos.flush();
                // Close the BufferedOutputStream
                bos.close();
            }
            catch (Exception e) {
            }
        }
    }
}

```

16.3 Accessing Secure Web Services

MAF supports both secured and unsecured web services. When a REST web service is secured, you must associate the REST connection with the predefined security policy that supports the REST web service, as described in [How to Enable Access to Web Services](#).

[Table 16-1](#) lists the predefined security policies that you can associate with connections to REST web services.

Table 16-1 Security Policies Supported for REST-Based Web Services

Authentication Type	REST Policy	Description
HTTP Basic	oracle/ wss_http_token_over_s sl_client_policy	This policy includes credentials in the HTTP header for outbound client requests and authenticates users against the Oracle Platform Security Services identity store. This policy also verifies that the transport protocol is HTTPS. Requests over a non-HTTPS transport protocol are refused. This policy can be enforced on any HTTP-based client.
HTTP Basic	oracle/ wss_http_token_client _policy	This policy includes credentials in the HTTP header for outbound client requests. This policy can be enforced on any HTTP-based or HTTPS-based client.

Table 16-1 (Cont.) Security Policies Supported for REST-Based Web Services

Authentication Type	REST Policy	Description
HTTP Basic	oracle/ wss_http_token_over_s sl_client_policy	This policy includes credentials in the HTTP header for outbound client requests and authenticates users against the Oracle Platform Security Services identity store. This policy also verifies that the transport protocol is HTTPS. Requests over a non-HTTPS transport protocol are refused. This policy can be enforced on any HTTP-based client.
HTTP Basic Web SSO	oracle/ http_cookie_client_po licy	This policy injects cookies obtained after authentication in the HTTP request header, e.g: accessing OAM Webgate resources. This policy also sets response cookies. This policy can be enforced on any REST-based client.
OAuth	oracle/ http_oauth2_token_mob ile_client_policy	This policy injects bearer token (OAuth access token) in the HTTP request header while communicating with the endpoint. This token can be obtained from any OAuth2 server. This policy can be enforced on any REST-based client.

For more information on these policies and their usage, see the *Determining Which Predefined Policies to Use and Predefined Policies* chapters in *Securing Web Services and Managing Policies with Oracle Web Services Manager*.

16.3.1 How to Enable Access to Web Services

When a web service is secured and expects an authentication token, you must associate the login connection with the predefined security policy that supports the web service. For a list of predefined security policies are supported for the authentication type available for REST-based web services, see [Accessing Secure Web Services](#).

You create the login server connection using the Create MAF Login Connection dialog in the `maf-application.xml` overview editor. For details about creating the login server connection, see [How to Create a MAF Login Connection](#).

To associate a security policy with a web service:

1. In the Applications window, expand the **Descriptors** node and then **ADF META-INF**, and double-click **maf-application.xml**. Then, in the overview editor for the `maf-application.xml` file, expand the **Security - Web Services Security**

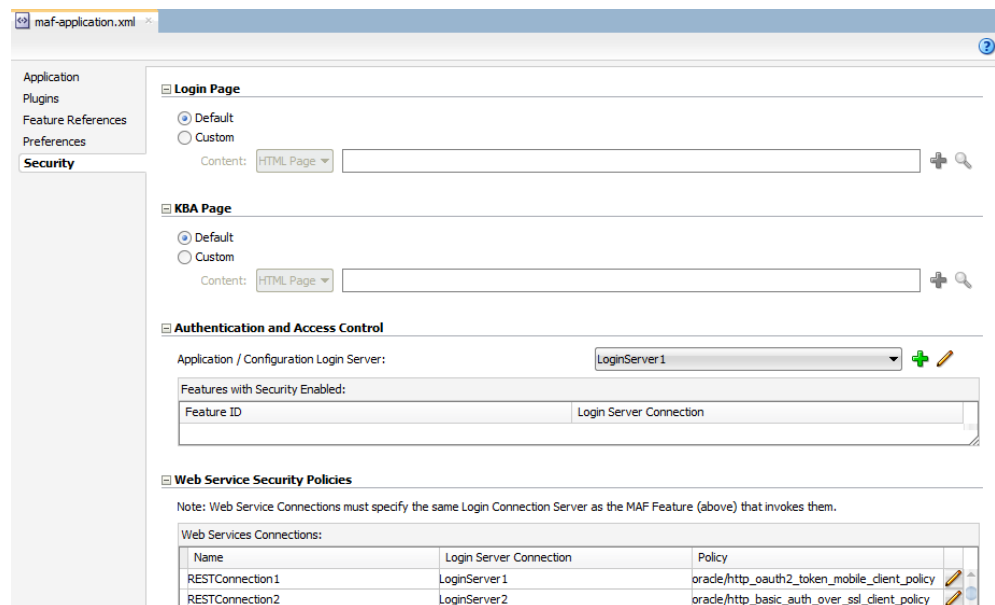
Policies section and choose the web service connection that you created in the **Name** field.

2. In the **Login Server Connection** field, choose the login server connection that you defined.
3. In the **Policy** field, double-click the Edit Policy icon button and in the Edit Data Control Policies dialog, select the policy that you want to associate with the service for the current web service connection and click **OK**.

Figure 16-1 shows the policy associated with RESTConnection1 and RESTConnection2.

For a list of the security policies that you may select in the Edit Data Control dialog and associate with a REST-based web service, see [Accessing Secure Web Services](#).

Figure 16-1 Associating a Security Policy with a Web Service Connection

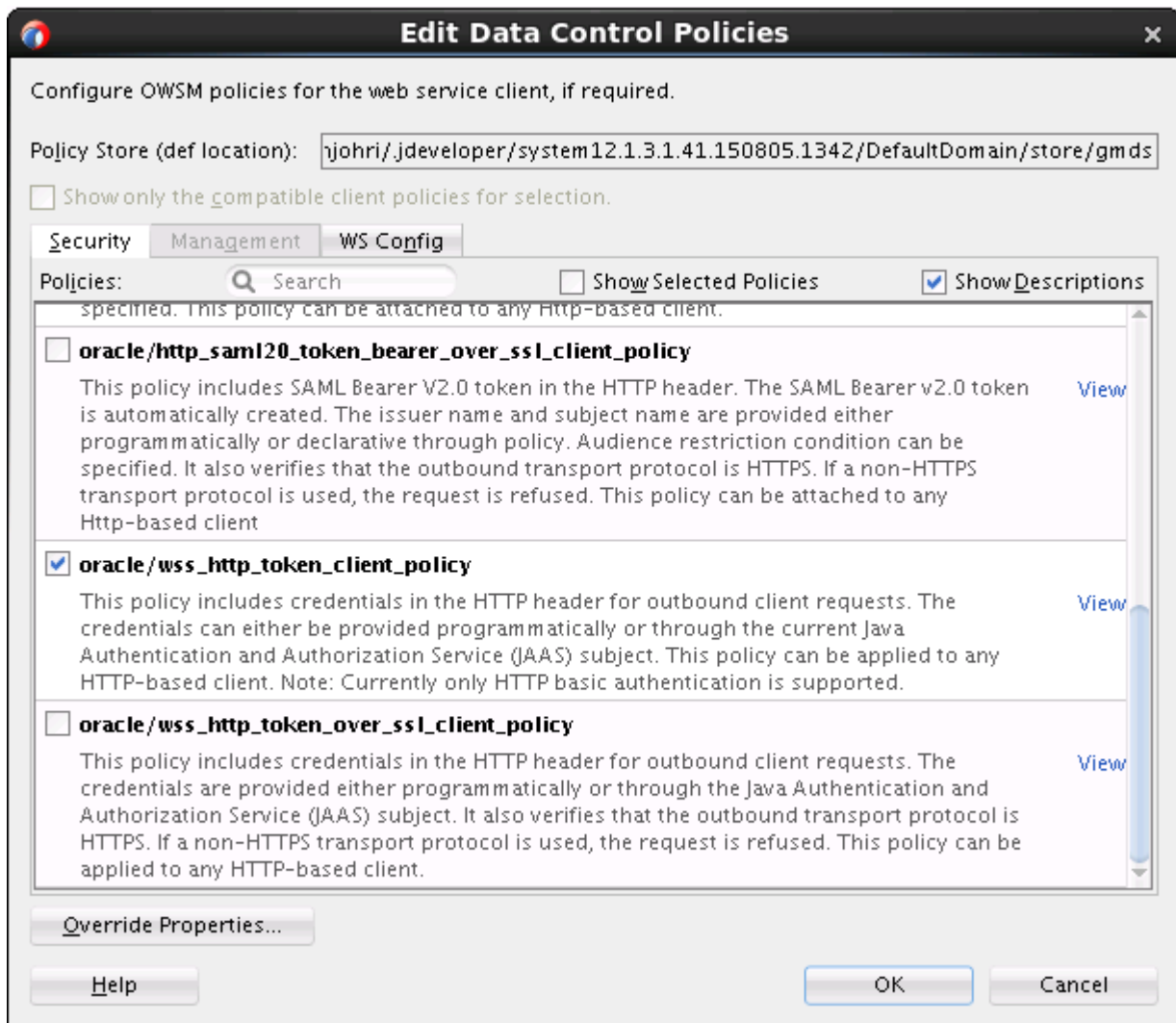


16.3.2 What Happens When You Enable Access to Web Services

JDeveloper stores the web service policy definitions in the `wsm-assembly.xml` file (located in `META-INF` directory of the application workspace).

You can view the security policy already associated with the REST web service using the Edit Data Control Policies dialog shown in Figure 16-2. Click **Override Properties** to invoke a dialog where you can specify alternative values for properties that the selected policy permits you to override.

Figure 16-2 Editing Web Service Data Control Policies



16.3.3 What You May Need to Know About Accessing Web Services and Containerized MAF Applications

When the MAF application is containerized at deployment time, access to secured web services behind the corporate firewall will rely on the Mobile Security Access Server (MSAS), a component in the Oracle Mobile Security Suite (OMSS), to provide a central access point for securing traffic from mobile devices to corporate resources. In this case, the MSAS instance is configured to enforce an authentication endpoint for use in the initial authentication of the user.

Additionally, the backend service endpoints must be associated 1.) with a MSAS proxy application that ensures the URL of the resource is protected by an access policy that MSAS enforces and 2.) a client policy that MSAS adds to the proxied request, for example Single Sign-On (SSO).

In order to allow the MAF application to communicate with MSAS, the user installs and registers a Secure Workspace app for the type of authentication that has been configured for the MSAS instance. Then when the user attempts to access a protected resource, the MAF application and the Secure Workspace rely on a MSAS-generated

Proxy Auto-Configuration file to determine which requests to proxy using the MSAS AppTunnel.

For more information about the role of MSAS AppTunnel in the authentication process of containerized MAF applications, see [Overview of the Authentication Process for Containerized MAF Applications](#).

For an overview of OMSS support for containerized MAF applications, see [Containerizing a MAF Application for Enterprise Distribution](#).

In the OMSS documentation library, see *Policy and Assertion Template Reference for Oracle Mobile Security Access Server* for reference information about MSAS predefined security and management policies.

16.3.4 What You May Need to Know About Credential Injection

For secured web services, the user credentials are dynamically injected into a web service request at the time when the request is invoked.

MAF uses Oracle Web Services Manager (OWSM) Mobile Agent to propagate user identity through web service requests.

Before web services are invoked, the user must respond to an authentication prompt triggered by the user trying to invoke a secured MAF application feature. The user credentials are stored in a credential store—a device-native and local repository used for storing credentials associated with the authentication provider's server URL and the user. At runtime, MAF assumes that all credentials have already been stored in the IDM Mobile credential store before the time of their usage.

In the `connections.xml` file, you have to specify the login server connection's `adfCredentialStoreKey` attribute value in the `adfCredentialStoreKey` attribute of the web service connection reference in order to associate the login server to the web service security (see the following two examples).

Note:

Since JDeveloper does not provide an Overview editor for the `connections.xml` file, you can use the Properties window to update the `<Reference>` element's `adfCredentialStoreKey` attribute with the name configured for the `adfCredentialStoreKey` attribute of the login server connection. Alternatively, you can add or update the attribute using the Source editor.

The following example shows the definition of the web service connection referenced as `adfCredentialStoreKey="MyAuth"`, where `MyAuth` is the name of the login connection reference.

```
<Reference name="URLConnection1"
  className="oracle.adf.model.connection.url.HTTPURLConnection"
  adfCredentialStoreKey="MyAuth"
  xmlns="" >
<Factory className="oracle.adf.model.connection.url.URLConnectionFactory"/>
<RefAddresses>
  <XmlRefAddr addrType="URLConnection1">
    <Contents>
      <urlconnection name="URLConnection1"
        url="http://myhost.us.example.com:7777/
          SecureRESTWebService1/Echo">
        <authentication style="challenge">
```

```

        <type>basic</type>
        <realm>myrealm</realm>
    </authentication>
</urlconnection>
</Contents>
</XmlRefAddr>
<SecureRefAddr addrType="username"/>
<SecureRefAddr addrType="password"/>
</RefAddresses>
</Reference>

```

The following example shows the definition of the login connection, where MyAuth is used as the credential store key value in the login server connection.

```

<Reference name="MyAuthName"
    className="oracle.adf.model.connection.adfmf.LoginConnection"
    adfCredentialStoreKey="MyAuth"
    partial="false"
    manageInOracleEnterpriseManager="true"
    deployable="true"
    xmlns="">
    <Factory className="oracle.adf.model.connection.adfmf.LoginConnectionFactory"/>
    <RefAddresses>
        <XmlRefAddr addrType="adfmfLogin">
            <Contents>
                <login url="http://172.31.255.255:7777/
                    SecuredWeb1-ViewController-context-root/faces/view1.jsf"/>
                <logout url="http://172.31.255.255:7777/
                    SecuredWeb1-ViewController-context-root/faces/view1.jsf"/>
                <accessControl url="http://myhost.us.example.com:7777/
                    UserObjects/jersey/getUserObjects" />
                <idleTimeout value="10"/>
                <sessionTimeout value="36000"/>
                <userObjectFilter>
                    <role name="testuser1_role1"/>
                    <role name="testuser2_role1"/>
                    <privilege name="testuser1_priv1"/>
                    <privilege name="testuser2_priv1"/>
                    <privilege name="testuser2_priv2"/>
                </userObjectFilter>
            </Contents>
        </XmlRefAddr>
    </RefAddresses>
</Reference>

```

If a web service request is rejected due to the authentication failure, MAF returns an appropriate exception and invokes an appropriate action (see [Using and Configuring Logging](#)). If none of the existing exceptions correctly represent the condition, a new exception is added.

The `connections.xml` file is deployed and managed under the Configuration Service. For more information, see [Configuring End Points Used in MAF Applications](#).

The `connections.xml` files in FARs are aggregated when the MAF application is deployed. The credentials represent deployment-specific data and are not expected to be stored in FARs.

16.3.5 What You May Need to Know About Cookie Injection

Each time a MAF application requests a REST web service for cookie-based authorization, MAF's security framework enables the transport layer of the REST web service to execute cookie injection for the login connection associated with the URL endpoint of the REST web service. This is handled at runtime without configuration of the MAF application by the MAF developer.

16.4 Configuring the Browser Proxy Information

If the web service you are to call resides outside your corporate firewall, you need to ensure that you have set the appropriate Java system properties to configure the use of an HTTP proxy server.

By default, MAF determines the proxy information using the system settings on iOS and Android platforms. For example, if the proxy information is set using the Settings utility on an iOS-powered device, then JVM automatically absorbs it.

Note:

It is possible to define a different proxy for each MAF application.

If you do not want to obtain the proxy information from the device settings, first you need to add the `-Dcom.oracle.net.httpProxySource` system property. The default value of this property is `native`, which means that the proxy information is to be obtained from the device settings. You need to disable it by specifying a different value, such as `user`, for example: `-Dcom.oracle.net.httpProxySource=user`

JVM uses two different mechanisms for enabling the network connection:

1. The generic connection framework (GCF). If this mechanism is used, the proxy is defined through the system property -
`Dcom.sun.cdc.io.http.proxy=<host>:<port>`
2. `java.net` API. If this mechanism is used, the proxy is defined through the standard `http.proxyHost` and `http.proxyPort`.

In either case, it is recommended to define all three properties in the `maf.properties` file, which would look similar to the following:

```
java.commandline.argument=-Dcom.oracle.net.httpProxySource=user
java.commandline.argument=-Dcom.sun.cdc.io.http.proxy=www-proxy.us.mycompany.com:80
java.commandline.argument=-Dhttp.proxyHost=www-proxy.us.mycompany.com
java.commandline.argument=-Dhttp.proxyPort=80
```

Note:

These properties affect only the JVM side of network calls.

Using the Local Database in MAF AMX

This chapter describes how to use the local SQLite database within a MAF AMX application feature.

This chapter includes the following sections:

- [Introduction to the Local SQLite Database Usage](#)
- [Using the Local SQLite Database](#)

17.1 Introduction to the Local SQLite Database Usage

SQLite is a relational database management system (RDBMS) specifically designed for embedded applications.

SQLite has the following characteristics:

- It is ACID-compliant: like other traditional database systems, it has the properties of atomicity, consistency, isolation, and durability.
- It is lightweight: the entire database consists of a small C library designed to be embedded directly within an application.
- It is portable: the database is self-contained in a single file that is binary-compatible across a diverse range of computer architectures and operating systems

For more information, see the SQLite website at <http://www.sqlite.org>.

For sample usage of the local SQLite database, see the MAF sample application called CRUDDemo located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer. The CRUDDemo sample application uses a custom SQLite database file that is packaged within this application. The database file contains a table with records which include information on employees. When the application is activated, it reads data from the table and displays a list of employees. The information about the employees can be subject to CRUD operations: employees can be created, reordered, updated, and deleted through the user interface. All the CRUD operations are updated in the SQLite database.

17.1.1 Differences Between SQLite and Other Relational Databases

SQLite is designed for use as an embedded database system, one typically used by a single user and often linked directly into the application. Enterprise databases, on the other hand, are designed for high concurrency in a distributed client-server environment. Because of these differences, there are number of limitations compared to Oracle databases. Some of the most important differences are:

- [Concurrency](#)

- [SQL Support and Interpretation](#)
- [Data Types](#)
- [Foreign Keys](#)
- [Database Transactions](#)
- [Authentication](#)

For more information, see the following:

- Documentation section of the SQLite website at <http://www.sqlite.org/docs.html>
- "Limits In SQLite" available from the Documentation section of the SQLite website at <http://www.sqlite.org/limits.html>

17.1.1.1 Concurrency

At any given time, a single instance of the SQLite database may have either a single read-write connection or multiple read-only connections.

Due to its coarse-grained locking mechanism, SQLite does not support multiple read-write connections to the same database instance. For more information, see "File Locking And Concurrency In SQLite Version 3" available from the Documentation section of the SQLite website at <http://www.sqlite.org/lockingv3.html>.

17.1.1.2 SQL Support and Interpretation

Although SQLite complies with the SQL92 standard, there are a few unsupported constructs, including the following:

- RIGHT OUTER JOIN
- FULL OUTER JOIN
- GRANT
- REVOKE

For more information, see "SQL Features That SQLite Does Not Implement" available from the Documentation section of the SQLite website at <http://www.sqlite.org/omitted.html>.

For information on how SQLite interprets SQL, see "SQL As Understood by SQLite" available from the Documentation section of the SQLite website at http://www.sqlite.org/lang_createtable.html.

17.1.1.3 Data Types

While most database systems are strongly typed, SQLite is dynamically typed and therefore any value can be stored in any column, regardless of its declared type. SQLite does not return an error if, for instance, a string value is mistakenly stored in a numeric column. For more information, see "Datatypes In SQLite Version 3" available from the Documentation section of the SQLite website at <http://www.sqlite.org/datatype3.html>.

17.1.1.4 Foreign Keys

SQLite supports foreign keys. It parses and enforces foreign key constraints. For more information, see the *SQLite Foreign Key Support* available from the Documentation section of the SQLite site at <http://www.sqlite.org/foreignkeys.html>.

17.1.1.5 Database Transactions

Although SQLite is ACID-compliant and hence supports transactions, there are some fundamental differences between its transaction support and Oracle's:

- Nested transactions: SQLite does not support nested transactions. Only a single transaction may be active at any given time.
- Commit: SQLite permits either multiple read-only connections or a single read-write connection to any given database. Therefore, if you have multiple connections to the same database, only the first connection that attempts to modify the database can succeed.
- Rollback: SQLite does not permit a transaction to be rolled back until all open `ResultSet`s have been closed first.

For more information, see "Distinctive Features of SQLite" available from the Documentation section of the SQLite website at <http://www.sqlite.org/different.html>.

17.1.1.6 Authentication

SQLite does not support any form of role-based or user-based authentication. By default, anyone can access all of the data in the file. However, MAF provides encryption routines that you can use to secure the data and prevent access by users without the valid set of credentials. For more information, see [How to Encrypt and Decrypt the Database](#).

17.2 Using the Local SQLite Database

MAF contains an encrypted SQLite 3.8.5 database.

A typical SQLite usage requires you to know the following:

- [How to Connect to the Database](#)
- [How to Use SQL Script to Initialize the Database](#) or [How to Initialize the Database on a Desktop](#)
- [How to Encrypt and Decrypt the Database](#)
- [How to Use the VACUUM Command](#)

17.2.1 How to Connect to the Database

Connecting to the SQLite database is somewhat different from opening a connection to an Oracle database. That said, once you have acquired the initial connection, you can use most of the same JDBC APIs and SQL syntax to query and modify the database.

You use the `java.sql.Connection` object associated with your application to connect to the SQLite database. When creating the connection, ensure that every SQLite JDBC URL begins with the text `jdbc:sqlite:`.

The following example shows how to open a connection to an unencrypted database. Prior to obtaining the connection, you have to load the JDBC driver.

```
public static Connection getConnection() throws Exception {
    if (conn == null) {
        try {
            // create a database connection
            String Dir = AdfmfJavaUtilities.getDirectoryPathRoot(
                AdfmfJavaUtilities.ApplicationDirectory);
            String connStr = "jdbc:sqlite:" + Dir + "/portfolio.db";
            // Load the driver
            Class.forName("SQLite.JDBCdriver");
            conn = DriverManager.getConnection(connStr);
        }
        catch (SQLException e) {
            // If the error message is "out of memory", it probably
            // means that no database file is found
            System.err.println(e.getClass().getName() + ": " + e.getMessage() );
            e.printStackTrace();
        }
    }
    return conn;
}
```

The following example shows how to open a connection to an encrypted database.

```
java.sql.Connection connection = new SQLite.JDBCDataSource(
    "jdbc:sqlite:/path/to/database").getConnection(null, "password");
```

In the preceding example, the first parameter of the `getConnection` method is the user name, but since SQLite does not support user-based security, this value is ignored.

Note:

SQLite does not display any error messages if you open an encrypted database with an incorrect password. Likewise, you are not alerted if you mistakenly open an unencrypted database with a password. Instead, when you attempt to read or modify the data, an `SQLException` is thrown with the message "Error: file is encrypted or is not a database".

17.2.2 How to Use SQL Script to Initialize the Database

Typically, you can use an SQL script to initialize the database when the application starts. The following example shows the SQL initialization script that demonstrates some of the supported SQL syntax (described in [SQL Support and Interpretation](#)) through its use of the `DROP TABLE`, `CREATE TABLE`, and `INSERT` commands and the `NUMBER` and `VARCHAR2` data types.

```
DROP TABLE IF EXISTS PERSONS;

CREATE TABLE PERSONS
(
    PERSON_ID NUMBER(15) NOT NULL,
    FIRST_NAME VARCHAR2(30),
    LAST_NAME VARCHAR2(30),
    EMAIL VARCHAR2(25) NOT NULL
);
```



```

INSERT INTO PERSONS (PERSON_ID, FIRST_NAME, LAST_NAME, EMAIL) VALUES ( 100, 'David',
'King', 'steven@king.net');
INSERT INTO PERSONS (PERSON_ID, FIRST_NAME, LAST_NAME, EMAIL) VALUES ( 101, 'Neena',
'Kochhar', 'neena@kochhar.net');
INSERT INTO PERSONS (PERSON_ID, FIRST_NAME, LAST_NAME, EMAIL) VALUES ( 102, 'Lex',
'De Haan', 'lex@dehaan.net');
INSERT INTO PERSONS (PERSON_ID, FIRST_NAME, LAST_NAME, EMAIL) VALUES ( 103,
'Alexander', 'Hunold', 'alexander@hunold.net');
INSERT INTO PERSONS (PERSON_ID, FIRST_NAME, LAST_NAME, EMAIL) VALUES ( 104, 'Bruce',
'Ernst', 'bruce@ernst.net');

```

To use the SQL script, add it to the ApplicationController project of your MAF application as a resource. Suppose a sample script has been saved as `initialize.sql` in the `META-INF` directory. The following example shows the code that you should add to parse the SQL script and execute the statements.

```

private static void initializeDatabaseFromScript() throws Exception {
    InputStream scriptStream = null;
    Connection conn = null;
    try {
        // ApplicationDirectory returns the private read-write sandbox area
        // of the mobile device's file system that this application can access.
        // This is where the database is created
        String docRoot = AdfmfJavaUtilities.getDirectoryPathRoot
            (AdfmfJavaUtilities.ApplicationDirectory);
        String dbName = docRoot + "/sample.db";

        // Verify whether or not the database exists.
        // If it does, then it has already been initialized
        // and no further actions are required
        File dbFile = new File(dbName);
        if (dbFile.exists())
            return;

        // If the database does not exist, a new database is automatically
        // created when the SQLite JDBC connection is created
        conn = new SQLite.JDBCDataSource("jdbc:sqlite:" + docRoot +
            "/sample.db").getConnection();

        // To improve performance, the statements are executed
        // one at a time in the context of a single transaction
        conn.setAutoCommit(false);

        // Since the SQL script has been packaged as a resource within
        // the application, the getResourceAsStream method is used
        scriptStream = Thread.currentThread().getContextClassLoader().
            getResourceAsStream("META-INF/initialize.sql");
        BufferedReader scriptReader = new BufferedReader
            (new InputStreamReader(scriptStream));

        String nextLine;
        StringBuffer nextStatement = new StringBuffer();

        // The while loop iterates over all the lines in the SQL script,
        // assembling them into valid SQL statements and executing them as
        // a terminating semicolon is encountered
        Statement stmt = conn.createStatement();
        while ((nextLine = scriptReader.readLine()) != null) {
            // Skipping blank lines, comments, and COMMIT statements
            if (nextLine.startsWith("REM") ||
                nextLine.startsWith("COMMIT") ||
                nextLine.length() < 1)

```

```
        continue;
        nextStatement.append(nextLine);
        if (nextLine.endsWith(";")) {
            stmt.execute(nextStatement.toString());
            nextStatement = new StringBuffer();
        }
    }
    conn.commit();
}
finally {
    if (conn != null)
        conn.close();
}
}
```

Note:

In the preceding example, the error handling was omitted for simplicity.

You invoke the database initialization code (see the preceding example) from the start method of the `LifeCycleListenerImpl`, as the following example shows.

```
public void start() {
    try {
        initializeDatabaseFromScript();
    }
    catch (Exception e) {
        Trace.log(Utility.FrameworkLogger,
            Level.SEVERE,
            LifeCycleListenerImpl.class,
            "start",
            e);
    }
}
```

17.2.3 How to Initialize the Database on a Desktop

Because SQLite databases are self-contained and binary-compatible across platforms, you can use the same database file on iOS, Android, Windows, Linux, and Mac OS platforms. In complex cases, you can initialize the database on a desktop using third-party tools (such as MesaSQLite, SQLiteManager, and SQLite Database Browser), and then package the resulting file as a resource in your application.

To use the database, add it to the `ApplicationController` project of your MAF application as a resource. Suppose a database has been saved as `sample.db` in the `META-INF` directory. The following example shows the code that you should add to copy the database from your application to the mobile device's file system to enable access to the database.

```
private static void initializeDatabase() throws Exception {
    InputStream sourceStream = null;
    FileOutputStream destinationStream = null;
    try {
        // ApplicationDirectory returns the private read-write sandbox area
        // of the mobile device's file system that this application can access.
        // This is where the database is created
        String docRoot = AdfmfJavaUtilities.getDirectoryPathRoot
            (AdfmfJavaUtilities.ApplicationDirectory);
        String dbName = docRoot + "/sample.db";
    }
}
```

```

// Verify whether or not the database exists.
// If it does, then it has already been initialized
// and no further actions are required
File dbFile = new File(dbName);
if (dbFile.exists())
    return;

// Since the database has been packaged as a resource within
// the application, the getResourceAsStream method is used
sourceStream = Thread.currentThread().getContextClassLoader().
    getResourceAsStream("META-INF/sample.db");
destinationStream = new FileOutputStream(dbName);
byte[] buffer = new byte[1000];
int bytesRead;
while ((bytesRead = sourceStream.read(buffer)) != -1) {
    destinationStream.write(buffer, 0, bytesRead);
}
}
finally {
    if (sourceStream != null)
        sourceStream.close();
    if (destinationStream != null)
        destinationStream.close();
}
}

```

Note:

In the preceding example, the error handling was omitted for simplicity.

You invoke the database initialization code (see the preceding example) from the start method of the `LifeCycleListenerImpl`, as the following example shows.

```

public void start() {
    try {
        initializeDatabase();
    }
    catch (Exception e) {
        Trace.log(Utility.FrameworkLogger,
            Level.SEVERE,
            LifeCycleListenerImpl.class,
            "start",
            e);
    }
}

```

17.2.4 What You May Need to Know About Commit Handling

Commit statements are ignored when encountered. Each statement is committed as it is read from the SQL script. This auto-commit functionality is provided by the SQLite database by default. To improve your application's performance, you can disable the auto-commit to allow a regular execution of commit statements by using the `Connection.setAutoCommit(false)` method.

17.2.5 Limitations of the MAF's SQLite JDBC Driver

The following methods from the `java.sql` package have limited or no support in MAF:

- The `getBytes` method of the `ResultSet` is not supported. If used, this method will throw an `SQLException` when executed.
- The `execute` method of the `Statement` always returns `true` (as opposed to returning `true` only for statements that return a `ResultSet`).

17.2.6 How to Use the VACUUM Command

When records are deleted from an SQLite database, its size does not change. This leads to fragmentation and, ultimately, results in degraded performance. You can avoid this by periodically running the `VACUUM` command.

Note:

The `VACUUM` can take a significant amount of time when run on large databases (approximately 0.5 seconds per megabyte on the Linux computer on which SQLite is developed). In addition, it can use up to twice as much temporary disk space as the original file while it is running.

Typically, the `VACUUM` command should be run from a properly registered `LifeCycleListener` implementation (see [Using Lifecycle Listeners in MAF Applications](#)).

17.2.7 How to Encrypt and Decrypt the Database

MAF allows you to provide the SQLite database with an initial or subsequent encryption through the use of various APIs. Some of these APIs enable you to specify your own password for encrypting the database. Others are used when you prefer MAF to generate and, optionally, manage the password.

17.2.7.1 Encrypting the Database with Your Own Password

To encrypt the database with your own password:

1. Establish the database connection (see [How to Connect to the Database](#)).
2. Use the following utility method to encrypt the database with a new key:

```
AdmfJavaUtilities.encryptDatabase(connection, "newPassword");
```

17.2.7.2 Permanently Decrypting the Database Encrypted with Your Own Password

To permanently decrypt the database encrypted with your own password:

1. Open the encrypted database with the correct password.
2. Use the following utility method:

```
AdmfJavaUtilities.decryptDatabase(connection);
```

Caution:

If you open a database incorrectly (for example, use an invalid password to open an encrypted database), and then encrypt it again, neither the old correct password, the invalid password, nor the new password can unlock the database resulting in the irretrievable loss of data.

17.2.7.3 Encrypting the Database with a Password Generated by MAF

To encrypt the database using the MAF-generated password:

1. Generate a password using the following method:

```
GeneratedPassword.setPassword("databasePasswordID", "initialSeedValue");
```

This method requires both a unique identifier and an initial seed value to aid the cryptographic functions in generating a strong password.

2. Retrieve the created password using the previously-specified ID as follows:

```
char[] password = GeneratedPassword.getPassword("databasePasswordID");
```

3. Establish the database connection (see [How to Connect to the Database](#)).

4. Encrypt the database as follows:

```
AdfmfJavaUtilities.encryptDatabase(connection, new String(password));
```

17.2.7.4 Decrypting the Database Encrypted with a Password Generated by MAF

To decrypt the database and delete the MAF-generated password:

1. Obtain the correct password as follows:

```
char[] password = GeneratedPassword.getPassword("databasePasswordID");
```

2. Establish the database connection and decrypt the database as follows:

```
java.sql.Connection connection =
    SQLite.JDBCDataSource("jdbc:sqlite:/path/to/database").
    getConnection(null, new String(password));
```

3. Optionally, delete the generated password using the following method:

```
GeneratedPassword.clearPassword("databasePasswordID");
```

Customizing MAF AMX Application Feature Artifacts

This chapter describes how to perform customization of existing MAF AMX pages, task flows, and page definition files.

This chapter includes the following sections:

- [Introduction to Customizing MAF AMX Pages and Artifacts](#)
- [Customizing MAF AMX Pages and Artifacts](#)

18.1 Introduction to Customizing MAF AMX Pages and Artifacts

You can use the standard customization mechanism provided by JDeveloper and Oracle Metadata Service (MDS) to customize your existing MAF AMX application feature artifacts and metadata files, including the following:

- MAF AMX files (.amx)
- Task flow files, such as `ViewController-task-flow.xml`
- Page definition files (`<page name>.PageDef.xml`)
- Data control XML file—a package file that contains a data control structure file (that is, a package file named for a data control and prepended with `persdef.`).

The customization changes that you make at design time are applied to your files during deployment and become visible at runtime. MAF AMX supports the static seeded customization, where the final version for a specific customization context is seeded during deployment and work statically at runtime for that customization context. For each customization context you have to deploy a separate MAF application.

Note:

MAF AMX does not support the user customization that both creates and applies customization at runtime.

For information about customizing the MAF application-level artifacts, see [Customizing MAF Application Artifacts with MDS](#).

18.2 Customizing MAF AMX Pages and Artifacts

You customize your MAF AMX pages and artifacts by following steps outlined in [Introduction to Applying MDS Customizations to MAF Files](#).

When configuring customization layers, to help ensure the uniqueness of the identifier so that customizations are applied accurately, you can add an `id-prefix` token. When you add a new element, such as, for example, a `commandButton` to a MAF AMX page during customization, JDeveloper adds the `id-prefix` of the layer and layer value to the autogenerated identifier for the element to create an `id` for the newly added element in the customization metadata file. As shown in the following example, the `site` layer has an `id-prefix` of "s" and the `headquarters` layer value has an `id-prefix` of "hq".

```
<cust-layers xmlns="http://xmlns.oracle.com/mds/dt">
  <cust-layer name="industry" id-prefix="i">
    <cust-layer-value value="financial"
      display-name="Financial"
      id-prefix="f"/>
    <cust-layer-value value="healthcare"
      display-name="Healthcare"
      id-prefix="h"/>
  </cust-layer>
  <cust-layer name="site" id-prefix="s">
    <cust-layer-value value="headquarters"
      display-name="HQ"
      id-prefix="hq"/>
    <cust-layer-value value="remoteoffices"
      display-name="Remote"
      id-prefix="rm"/>
  </cust-layer>
</cust-layers>
```

When you select `site/headquarters` as the tip layer and add a MAF AMX Button component to a page, the `commandButton` element will have an `id` of "shqcb1" in the metadata customization file.

When the customization process is complete, JDeveloper creates a metadata file for the customizations and a subpackage for storing them. The metadata file contains the customizations for the customized object, which are applied over the base metadata at runtime. JDeveloper gives the new metadata file the same name as the base file for the object, but includes an additional `.xml` extension, as [Figure 18-1](#), [Figure 18-2](#), [Figure 18-3](#), and [Figure 18-4](#) show.

Figure 18-1 Customization File for MAF AMX Page

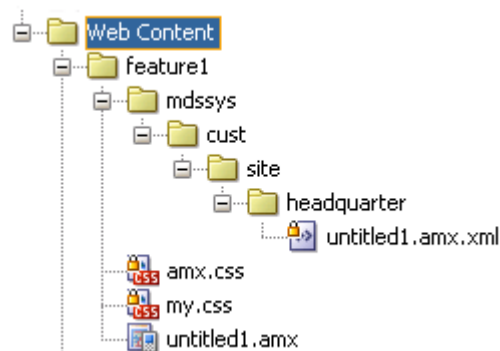


Figure 18-2 Customization File for Task Flow

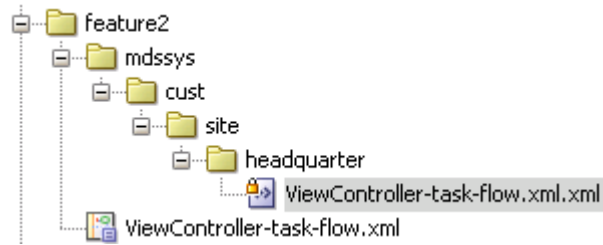


Figure 18-3 Customization File for Page Definition

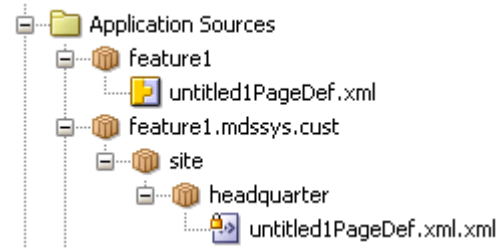
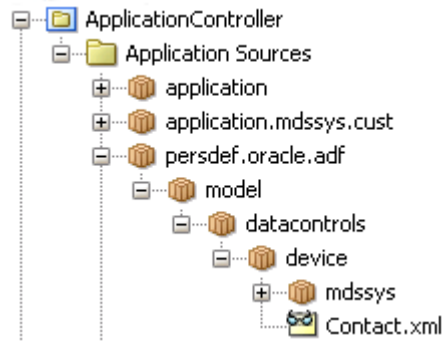


Figure 18-4 Customization File for Data Control XML File



Creating Custom MAF AMX UI Components

This chapter describes how to create custom MAF AMX UI components and specify them as part of the development environment.

This chapter includes the following sections:

- [Introduction to Creating Custom UI Components](#)
- [Using MAF APIs to Create Custom Components](#)
- [Creating Custom Components](#)

19.1 Introduction to Creating Custom UI Components

Using a combination of JavaScript and APIs provided by MAF, you can create new, fully functional interactive UI components and add them to a tag library to be used in your MAF AMX application feature.

19.2 Using MAF APIs to Create Custom Components

MAF provides the following APIs for creating custom components:

- Static APIs (see [How to Use Static APIs](#))
- `AmxEvent` Classes (see [How to Use AmxEvent Classes](#))
- `TypeHandler` (see [How to Use the TypeHandler](#))
- `AmxNode` (see [How to Use the AmxNode](#))
- `AmxTag` (see [How to Use the AmxTag](#))
- `VisitContext` (see [How to Use the VisitContext](#))
- `AmxAttributeChange` (see [How to Use the AmxAttributeChange](#))
- `AmxDescendentChanges` (see [How to Use the AmxDescendentChanges](#))
- `AmxCollectionChange` (see [How to Use the AmxCollectionChange](#))
- `AmxNodeChangeResult` (see [How to Use the AmxNodeChangeResult](#))
- `AmxNodeStates` (see [How to Use the AmxNodeStates](#))
- `AmxNodeUpdateArguments` (see [How to Use the AmxNodeUpdateArguments](#))

19.2.1 How to Use Static APIs

[Table 19-1](#) lists static APIs that you can use to create custom UI components.

Table 19-1 Static APIs

Return Type	Function Name	Parameters	Description
Function	<code>adf.mf.api.amx.TypeHandler.register</code>	<code>String namespaceUrl</code> , <code>String tagName</code> , <code>adf.mf.api.amx.TypeHandler precreatedClass</code>	Registers a <code>TypeHandler</code> class with a tag namespace and name. Returns the registered <code>adf.mf.api.amx.TypeHandler</code> subclass so that prototype functions can be added. The <code>precreatedClass</code> is optional but can be used if you first create a class that inherits from <code>adf.mf.api.amx.TypeHandler</code> .
void	<code>adf.mf.api.amx.addBubbleEventListener</code>	<code>Node domNode</code> , <code>String eventType</code> , <code>Function listener</code> , <code>Object eventData</code>	Registers a bubble event listener (such as tap, taphold, keydown, touchstart, touchmove, touchend, focus, blur, resize, and so on). Note that web browsers do not support all event types on all DOM nodes (see the browser documentation for details). The <code>eventData</code> is optional and serves as extra data to be made available to the listener function.
void	<code>adf.mf.api.amx.removeBubbleEventListener</code>	<code>Node domNode</code> , <code>String eventType</code> , <code>Function listener</code>	Unregisters a bubble event listener that was added through <code>adf.mf.api.amx.addBubbleEventListener</code> . Note that the removal of the meta events tap and taphold will cause all touchstart and touchend listeners, including those of other meta events, to become removed from the element as opposed to only the specified listener being removed.

Table 19-1 (Cont.) Static APIs

Return Type	Function Name	Parameters	Description
void	<code>adf.mf.api.amx.addDragListener</code>	Node <code>domNode</code> , Object <code>payload</code> , Object <code>eventData</code>	<p>Allows an element to trigger MAF AMX drag events.</p> <p>The Object payload defines three member functions: <code>start</code>, <code>drag</code>, <code>end</code>. The first parameter of each function is the DOM event, the second parameter is a <code>dragExtra</code> Object with the following members:</p> <ul style="list-style-type: none"> • <code>eventSource</code>: the DOM event source. • <code>pageX</code>: the x coordinate of the event. • <code>pageY</code>: the y coordinate of the event. • <code>startPageX</code>: the original <code>pageX</code>. • <code>startPageY</code>: the original <code>pageY</code>. • <code>deltaPageX</code>: the change in <code>pageX</code>. • <code>deltaPageY</code>: the change in <code>pageY</code>. • <code>originalAngle</code>: if defined, it is the original angle of the drag in degrees where 0 degrees is East, 90 is North, -90 is South, 180 is West. <p>and the following modifiable member flags:</p> <ul style="list-style-type: none"> • <code>preventDefault</code> • <code>stopPropagation</code> <p>The <code>eventData</code> is optional and serves as extra data to be made available to the listener functions.</p>
void	<code>adf.mf.api.amx.removeDomNode</code>	Node <code>domNode</code>	Removes a DOM node and its children, but prior to that removes event listeners added through <code>adf.mf.api.amx.addBubbleEventListener</code> .
void	<code>adf.mf.api.amx.emptyHtmlElement</code>	Node <code>domNode</code>	Empties an HTML element by removing children DOM nodes and calling <code>adf.mf.api.amx.removeDomNode</code> on each of the children nodes.

Table 19-1 (Cont.) Static APIs

Return Type	Function Name	Parameters	Description
void	<code>adf.mf.api.amx.processAmxEvent</code>	<code>adf.mf.api.amx.AmxNode</code> <code>amxNode</code> , String <code>amxEventType</code> , String <code>attributeValueName</code> , String <code>newValue</code> , <code>AmxEvent</code> <code>amxEvent</code> , Function <code>successCallback</code> Function <code>failureCallback</code>	Processes an <code>AmxEvent</code> . Change the value if <code>attributeValueName</code> is defined, process the appropriate <code>setPropertyListener</code> and <code>actionListener</code> subtags, and then process the <code>[amxEventType]Listener</code> attribute. A success callback is invoked when the event has been successfully processed. Otherwise, the failure callback is invoked. Both the <code>successCallback</code> and <code>failureCallback</code> are optional.
void	<code>adf.mf.api.amx.acceptEvent</code>	None	Determines whether it is safe to proceed with invoking <code>adf.mf.api.amx.processAmxEvent</code> in order to avoid preparing anything you might need to pass into that function (for example, when in the middle of a page transition or in an environment such as a design-time preview).
void	<code>adf.mf.api.amx.invokeEl</code>	String <code>expression</code> , Array<String> <code>params</code> , String <code>returnType</code> , Array<String> <code>paramTypes</code> , Function <code>successCallback</code> , Function <code>failureCallback</code>	Represents a utility similar to <code>adf.mf.el.invoke()</code> for invoking an EL method, with a difference that it refrains from execution in environments such as design-time previews.

Table 19-1 (Cont.) Static APIs

Return Type	Function Name	Parameters	Description
void	<code>adf.mf.api.amx.enableAmxEvent</code>	<code>adf.mf.api.amx.AmxNode</code> <code>amxNode</code> , <code>Node</code> <code>domNode</code> , <code>String</code> <code>eventType</code>	Allows a DOM node to trigger custom MAF AMX events such as <code>tapHold</code> and <code>swipe</code> for <code>amx:showPopupBehavior</code> , <code>amx:setPropertyListener</code> , and so on.
void	<code>adf.mf.api.amx.doNavigation</code>	<code>String</code> <code>outcome</code>	Tells the controller that there is an intention to perform navigation for a given outcome.
void	<code>adf.mf.api.amx.validate</code>	<code>Node</code> <code>domNode</code> , <code>Function</code> <code>successCallback</code>	Prevents an operation, such as navigation, when there are unsatisfied validators (required or <code>amx:validationBehavior</code>). The <code>successCallback</code> is invoked if allowed to proceed.

Table 19-1 (Cont.) Static APIs

Return Type	Function Name	Parameters	Description
void	<code>adf.mf.api.amx.showLoadingIndicator</code>	Number <code>failSafeDuration</code> , Function <code>failSafeClientHandler</code>	Shows the busy indicator. The parameters: <ul style="list-style-type: none"> <code>failSafeDuration</code>: The approximate duration (nonnegative integer in milliseconds) that MAF waits between showing and hiding the loading indicator (assuming some other trigger has not already shown the indicator). If this parameter is not specified or is set to null, then MAF uses the value of 10000 (10 seconds). <code>failSafeClientHandler</code>: The optional JavaScript function that is invoked when the <code>failSafeDuration</code> has been reached. This function can be used to decide how to proceed. This function must return a String defined by one of the following values: <ul style="list-style-type: none"> - <code>hide</code>: to hide the indicator as in the default fail-safe. - <code>repeat</code>: to restart the timer for another duration where the function may get invoked again. - <code>freeze</code>: to keep the indicator up and wait indefinitely; the page may become stuck in a frozen state until restarted. <p>To prevent the indicator from being displayed for longer than necessary, hide it.</p>
void	<code>adf.mf.api.amx.hideLoadingIndicator</code>	None	Hides one instance of the loading indicator.
Object	<code>adf.mf.api.amx.createIterator</code>	Object <code>dataItems</code>	Creates an iterator that supports either a JavaScript array of objects or iterator over a tree node iterator (collection model). Returns an iterator Object with <code>next</code> , <code>hasNext</code> , and <code>isTreeNodeIterator</code> functions where <code>next</code> returns undefined if no more objects are available.

Table 19-1 (Cont.) Static APIs

Return Type	Function Name	Parameters	Description
void	<code>adf.mf.api.amx.bulkLoadProviders</code>	Object <code>treeNodeIterator</code> , Number <code>startingPoint</code> , Number <code>maximumNumberOfRowsToLoad</code> , Function <code>successCallback</code> , Function <code>failCallback</code>	Bulk-loads a set of data providers so they are cached and are locally accessible.
String	<code>adf.mf.api.amx.buildRelativePath</code>	String <code>url</code>	Builds the relative path based on the specified resource assuming it is relative to the current MAF AMX page. If there is a protocol on the resource, then it is assumed to be an absolute path and left unmodified.
void	<code>adf.mf.api.amx.markNodeForUpdate</code>	<code>adf.mf.api.amx.AmxNodeUpdateArguments</code> <code>args</code>	Function for <code>TypeHandler</code> instances to notify MAF of a state change to an <code>AmxNode</code> that requires the <code>AmxNode</code> hierarchy to be updated at that node and below. If a custom <code>createChildrenNodes</code> method exists on the <code>TypeHandler</code> , it is called again for these <code>AmxNode</code> instances. This allows <code>AmxNode</code> instances that stamp their children to add new stamps due to a user change. The <code>refresh</code> method is called on the <code>AmxNode</code> with the provided properties if the <code>AmxNode</code> is ready to render. If the <code>AmxNode</code> is not ready to render, MAF waits for any EL to be resolved and the <code>refresh</code> method is called once all the data are available.

Note:

Other public APIs are available in the `adf.mf.el` package for logging, translation, and data channel.

19.2.2 How to Use AmxEvent Classes

Table 19-2 lists `AMXEvent` classes that you can use when creating custom UI components.

Table 19-2 *AMXEvent Classes*

Class Name	Parameters	Description
<code>adf.mf.api.amx.ActionEvent</code>	None	An event triggering an outcome-based navigation. See also <code>oracle.adfmf.amx.event.ActionEvent</code> in <i>Java API Reference for Oracle Mobile Application Framework</i> .
<code>adf.mf.api.amx.MoveEvent</code>	Object <code>rowKeyMoved</code> , Object <code>rowKeyInsertedBefore</code>	An event for notifying that a specified row has been moved. It contains the key for the row that was moved along with the key for the row before which it was inserted. See also <code>oracle.adfmf.amx.event.MoveEvent</code> in <i>Java API Reference for Oracle Mobile Application Framework</i> .
<code>adf.mf.api.amx.SelectionEvent</code>	Object <code>oldRowKey</code> , <code>Array<Object></code> <code>selectedRowKeys</code>	An event for changes of selection for a component. See also <code>oracle.adfmf.amx.event.SelectionEvent</code> in <i>Java API Reference for Oracle Mobile Application Framework</i> .
<code>adf.mf.api.amx.ValueChangeEvent</code>	Object <code>oldValue</code> , Object <code>newValue</code>	An event for changes of value for a component. See also <code>oracle.adfmf.amx.event.ValueChangeEvent</code> in <i>Java API Reference for Oracle Mobile Application Framework</i> .

19.2.3 How to Use the TypeHandler

Table 19-3 lists `TypeHandler` APIs that you can use to create custom UI components.

Table 19-3 *TypeHandler APIs*

Return Type	Function Name	Parameters	Description
<code>HTMLLElement</code>	<code>render</code>	<code>adf.mf.api.amx.AmxNode</code> <code>amxNode</code> , <code>String</code> <code>id</code>	Creates an initial DOM structure and returns the root element of the structure. This member function is required and must be defined.

Table 19-3 (Cont.) TypeHandler APIs

Return Type	Function Name	Parameters	Description
void	init	HTMLERelement rootElement, adf.mf.api.amx.AmxN ode amxNode	Represents the handler invoked after all create functions that belong to the set of components created with this component are invoked.
void	postDisplay	HTMLERelement rootElement, adf.mf.api.amx.AmxN ode amxNode	Represents the handler invoked after all init functions that belong to the set of components created with this component are invoked.
Boolean	createChildrenNodes	adf.mf.api.amx.AmxN ode amxNode	Selectively adds AmxNode children for processing. Note that if one of the children is shown, the use of this function prevents processing of the other children. Should return false if MAF is to create the children nodes instead of the custom implementation. This function is optional.
adf.mf.api.amx.AmxNodeChangeResult	updateChildren	adf.mf.api.amx.AmxN ode amxNode, adf.mf.api.amx.AmxA ttributeChange attributeChanges	Represents a handler for one of the following: <ul style="list-style-type: none"> removing any old children and creating and adding any new children to the AmxNode. through the return value, declaring what adf.mf.api.amx.AmxNodeChangeResult action should be taken. This function is optional.
adf.mf.api.amx.AmxNodeChangeResult	getDescendentChangeAction	adf.mf.api.amx.AmxN ode amxNode, adf.mf.api.amx.AmxD escendentChanges descendentChanges	Allows a type handler to customize the handling of changes to descendent AmxNode instances.

Table 19-3 (Cont.) TypeHandler APIs

Return Type	Function Name	Parameters	Description
void	refresh	adf.mf.api.amx.AmxAttributeChange attributeChanges, adf.mf.api.amx.AmxDescendentChanges descendentChanges	Allows a type handler to selectively refresh the HTML in response to a change. This method is called after the updateChildren method. The attributeChanges defines the changed attributes. If descendentChanges is not null, it defines the changes for any descendent nodes that need to be refreshed.
Boolean	isFlattenable	None	Declares whether or not the AmxNode is flattenable. Note that a flattened AmxNode might not have any behavior related to rendering: a type handler for a flattened AmxNode can only control child node creation and visiting, but cannot influence rendering.
Boolean	visit	adf.mf.api.amx.VisitContext visitContext, Function visitCallback	Handles an AmxNode tree visitation starting from this AmxNode. The visitCallback function to invoke when visiting uses parameters visitContext and AmxNode. Returns whether or not the visitation is complete and should not continue.
Boolean	visitChildren	adf.mf.api.amx.AmxNode amxNode, adf.mf.api.amx.VisitContext visitContext, Function visitCallback	Handles an AmxNode tree visitation starting from the children of this AmxNode. The visitCallback function to invoke when visiting uses parameters visitContext and AmxNode. Returns whether or not the visitation is complete and should not continue.

Table 19-3 (Cont.) TypeHandler APIs

Return Type	Function Name	Parameters	Description
void	preDestroy	HTMLElement rootElement, adf.mf.api.amx.AmxNode amxNode	Handles anything just before the current view is destroyed; when about to navigate to a new view. Typically used to save client state such as scroll positions (see <code>adf.mf.api.amx.setClientState</code>).
void	destroy	HTMLElement rootElement, adf.mf.api.amx.AmxNode amxNode	Handles anything after the new view is displayed and the old view is being removed.

19.2.4 How to Use the AmxNode

[Table 19-4](#) lists AmxNode APIs that you can use to create custom UI components.

Table 19-4 AmxNode APIs

String	Function Name	Parameters	Description
String	getId	None	Gets the unique identifier for this AmxNode. This value contributes to the ID on the root DOM element.
adf.mf.api.amx.AmxTag	getTag	None	Gets the AmxTag that created this AmxNode.
adf.mf.api.amx.TypeHandler	getTypeHandler	None	Gets the TypeHandler object associated with this AmxNode.

Table 19-4 (Cont.) AmxNode APIs

String	Function Name	Parameters	Description
void	setClientState	Object payloadJsonObject	<p>Stores or replaces the client state for the specified AmxNode ID.</p> <p>Type handlers should call this function whenever a state change happens (for example, something that should be cached so that when the user navigates to a new page and then comes back, it would be restored like a scroll position). That said, it is not always feasible to detect when a state change happens so you may need to update the state for your component just before the view is going to be discarded. There are two possible scenarios for which you need to account:</p> <ol style="list-style-type: none"> 1. refresh: for redrawing pieces of the DOM structure (within the same view). 2. preDestroy: for navigating to a new view and later navigating back. <p>The payloadJsonObject is the client state data to store for the lifetime of this view instance.</p>
Object	getClientState	None	Gets the payloadJsonObject that was previously stored through the setClientState function during this view instance (undefined if not available).
void	setVolatileState	Object payloadJsonObject	<p>Stores or replaces the client state for the specified AmxNode ID. Type handlers should call this function whenever a volatile state change happens (for example, something that should be forgotten when navigating to a new MAF AMX page but should be kept in case a component is redrawn).</p> <p>The payloadJsonObject is the volatile state data to store until navigation occurs.</p>

Table 19-4 (Cont.) AmxNode APIs

String	Function Name	Parameters	Description
Object	getVolatileState	None	Gets the payloadJsonObject that was previously stored through the setVolatileState function since the last navigation (undefined if not available).
Object	getConverter	None	Get the converter, if applicable, for this AmxNode.
void	setConverter	Object converter	Set the converter for this AmxNode.
String	storeModifyableEl	String nameOfTheAttribute	For an attribute, creates and stores an EL expression that may be used to set EL values into the model. The value is context-insensitive and may be used to set a value at any time. Common use is to set a value based on user interaction. This function may be called by type handlers. Returns null if the subject attribute is not bound to an EL value.
Object	getStampKey	None	Gets the stamp key for the AmxNode. The stamp key identifies AmxNode instances that are produced inside of iterating containers. This is provided by the parent AmxNode. An example tag that uses stamp keys is the amx:iterator tag. Returns null if the AmxNode is not stamped.
Array<String>	getDefinedAttributeNames	None	Gets a list of the attribute names that have been defined for this node.
Object	getAttribute	String name	Gets an attribute value for the attribute of the given name. Return value may be null. Returns undefined if the attribute is not set or is not yet loaded.

Table 19-4 (Cont.) AmxNode APIs

String	Function Name	Parameters	Description
void	setAttributeResolvedValue	String name, Object value	Used by the type handler or MAF to store the attribute value for an attribute onto the AmxNode. This function does not update the model.
void	setAttribute	String name, String value	Sets the value of an attribute on the model. This value is sent to the Java side to update the EL value. The value on the AmxNode is not updated by this call. Instead, it is expected that a data change event will update the AmxNode.
Boolean	isAttributeDefined	String name	Checks whether the attribute was defined by the user.
adf.mf.api.amx.AmxNode	getParent	None	Gets either the parent AmxNode or null if at the top level.
void	addChild	adf.mf.api.amx.AmxNode child, String facetName	Adds a child AmxNode to this AmxNode. The facetName should be null if the child does not belong in a facet.
Boolean	removeChild	adf.mf.api.amx.AmxNode child	Removes a child AmxNode from this AmxNode. Note that the child is removed from the hierarchy, but not the DOM for it. It is up to the caller to remove the DOM. This is to allow type handlers to handle animation and other transitions when DOM is replaced. Returns whether or not the child was found and removed.
Boolean	replaceChild	adf.mf.api.amx.AmxNode oldChild, adf.mf.api.amx.AmxNode newChild	Replaces an existing child with another child. Returns whether or not the old one was found and replaced.

Table 19-4 (Cont.) AmxNode APIs

String	Function Name	Parameters	Description
Array<adf.mf.api.amx.AmxNode>	getChildren	String facetName, Object stampKey	Gets children AmxNodes. The two parameters are optional. The facetName can be null to get the non-facet children. Returns an empty array if no children exist or if there are no children for the given qualifiers.
Map<String, Array<adf.mf.api.amx.AmxNode>>	getFacets	Object stampKey	Gets all of the facets of the AmxNode. The stampKey is optional; if provided, it retrieves the facet AmxNode instances for a given stamp key.
Boolean	visit	adf.mf.api.amx.VisitContext visitContext, Function visitCallback	Performs a tree visitation starting from this AmxNode. The visitCallback function should accept the visitContext and the AmxNode as arguments. Returns whether or not the visitation is complete and should not continue.
Boolean	visitChildren	adf.mf.api.amx.VisitContext visitContext, Function visitCallback	Performs a tree visitation starting from the children of this AmxNode. The visitCallback function should accept the visitContext and the AmxNode as arguments. Returns whether the visitation is complete and should not continue.

Table 19-4 (Cont.) AmxNode APIs

String	Function Name	Parameters	Description
Boolean	visitStampedChildren	Object stampKey, Array<String> facetNamesToInclude, Function filterCallback , adf.mf.api.amx. .VisitContext visitContext, Function visitCallback	<p>Convenience function for type handlers that stamp their children to visit the children AmxNode from inside of a custom visitChildren function.</p> <p>When facetNamesToInclude is empty, no facets are processed for this stamp. When facetNamesToInclude is null, all facets are processed for this stamp.</p> <p>The filterCallback may be null. The filterCallback must return a Boolean of true, meaning the tag will be used to create children, or false, meaning the tag will not be processed.</p> <p>The visitCallback should accept the visitContext and AmxNode as arguments.</p> <p>Returns whether or not the visitation is complete and should not continue.</p>
Array<adf.mf.api.amx.AmxNode>	getRenderedChildren	String facetName, Object stampKey	<p>Gets the rendered children of the AmxNode.</p> <p>The facetName indicates from which facet to retrieve the rendered children, or null for the non-facet children.</p> <p>If the stampKey is provided, it retrieves the children AmxNode instances for a given stamp key.</p> <p>Returns the children that should be rendered for the given stamp key. It flattens any components that can be flattened (flattenable) and does not return any non-rendered ones.</p>

Table 19-4 (Cont.) AmxNode APIs

String	Function Name	Parameters	Description
Boolean	isFlattenable	None	Determines whether or not the AmxNode is flattenable. Note that a flattened AmxNode might not have any behavior related to rendering: a type handler for a flattened AmxNode can only control child node creation and visiting, but cannot influence rendering.
adf.mf.api.amx.AmxNodeStates	getState	None	Gets the current state of the AmxNode (as a constant value from adf.mf.api.amx.AmxNodeStates).
void	setState	state	Moves the adf.mf.api.amx.AmxNodeStates state of the AmxNode. Should only be called by MAF or the AmxNode's type handler.
HTMLElement	render	None	Renders the AmxNode. Returns the root element rendered or null if the child is not rendered or if there is no type handler for this AmxNode.
Array<HTMLElement>	renderDescendants	String facetName, Object key	Renders the subnodes of this AmxNode (if applicable, it flattens to the nearest descendant). If facetName is not null, it renders the children of that facet. If facetName is null, the non-facet children are rendered. The optional key is used for rendering the children AmxNode instances for that stamping key. Returns an array of the root elements for each subNode.
void	rerender	None	Rerenders the AmxNode.
Boolean	isRendered	None	Checks the state of the AmxNode to see whether or not it should be rendered. The AmxNode is considered to be renderable if it is in the ABLE_TO_RENDER, RENDERED or PARTIALLY_RENDERED state.

Table 19-4 (Cont.) AmxNode APIs

String	Function Name	Parameters	Description
void	refresh	adf.mf.api.amx. .AmxAttributeChange attributeChanges, adf.mf.api.amx. .AmxDescendentChanges descendentChanges	Refreshes the DOM of an AmxNode. This method is called after the updateChildren method and should be implemented by type handlers that want to update their DOM in response to a change.
void	createStampedChildren	Object stampKey, Array<String> facetNamesToInclude, Function filterCallback	Convenience function for type handlers that stamp their children to create child AmxNode instances from inside of a custom createChildrenNodes function. This function creates children for any UI tags. If facetNamesToInclude is empty, the facets are not processed for this stamp. If facetNamesToInclude is null, all the facets are processed. If the facetNamesToInclude includes a null value inside the array, children for non-facet tags are created. The filterCallback is an optional function to filter the children that are created. The filterCallback function is invoked with the AmxNode, the stampKey, the child tag, and the facet name (or null for non-facets). The filterCallback function must return a boolean. If true, the tag is used to create children; if false, the tag is not processed.

19.2.5 How to Use the AmxTag

[Table 19-5](#) lists AmxTag APIs that you can use to create custom UI components.

Table 19-5 AmxTag APIs

Table 19-5 (Cont.) AmxTag APIs

Return Type	Function Name	Parameters	Description
String	getNamespace	None	Gets the XML namespace URI for the tag.
String	getNsPrefixedName	None	Returns the tag name including the namespace as its prefix (not the local xmlns prefix). This is the full XML name such as "http://xmlns.example.com/custom:custom".
String	getName	None	Gets the tag name. This is the local XML tag name without the prefix.
adf.mf.api.amx.AmxTag	getParent	None	Gets the parent tag or null if it is the top-level tag.
String	getTextContent	None	Returns the text content of the tag.
Array<adf.mf.api.amx.AmxTag>	findTags	String namespace, String tagName	Recursively searches the tag hierarchy for tags with the given namespace and tag name. Returns the current tag if it matches.

Table 19-5 (Cont.) AmxTag APIs

Return Type	Function Name	Parameters	Description
Array<adf.mf.api.amx.AmxTag>	getChildren	String namespace, String tagName	Gets the children of the tag. Provides for optional filtering of the children namespaces and tag names. If a namespace is null, all the children are returned. If tagName is null, the children are not filtered by tag name.
Array<adf.mf.api.amx.AmxTag>	getChildrenFacetTags	None	Get all of the children facet tags. This function is meant to assist the creation of the AmxNode process.
adf.mf.api.amx.AmxTag	getChildFacetTag	String name	Gets the facet tag with the given name. This function is meant to assist the code if the presence of a facet changes the behavior of a type handler. Returns null if the facet is not found.
Array<adf.mf.api.amx.AmxTag>	getChildrenUITags	None	Gets all children tags that are UI tags. This function is meant to assist in creation of the AmxNode process. This function not return any facet tags.
Array<String>	getAttributeNames	None	Gets all of the attribute names for the attributes that are specified on the tag.

Table 19-5 (Cont.) AmxTag APIs

Return Type	Function Name	Parameters	Description
Boolean	isAttributeElBound	String name	Determines whether or not the given attribute is bound to an EL expression (as opposed to a static value).
String	getAttribute	String name	Gets the attribute value (may be an EL string) for the attribute of the given name. Returns undefined if the attribute is not specified.
Map<String, String>	getAttributes	None	Gets a key-value pair map of the attributes and their values.
Boolean	isUITag	None	Determines whether or not the node is a UI tag with a type handler and renders content.
Object{name:string, children:Array<adf.mf.api.amx.AmxTag>}	getFacet	None	Gets the tags for the children of this facet and the name of the facet if this tag is a facet tag. This is a convenience function for building the AmxNode tree. Returns an object with the name of the facet and the children tags of the facet. Returns null if the tag is not an amx:facet tag.

Table 19-5 (Cont.) AmxTag APIs

Return Type	Function Name	Parameters	Description
<code>adf.mf.api.amx.AmxNode</code>	<code>buildAmxNode</code>	<code>adf.mf.api.amx.AmxNode</code> <code>parentNode,</code> <code>Object stampKey</code>	Creates a new instance of an <code>AmxNode</code> for this tag given the stamp ID. If the tag is a facet tag, the tag creates an <code>AmxNode</code> for the child tag. This function does not initialize the <code>AmxNode</code> . Instead, it returns either an uninitialized <code>AmxNode</code> or <code>null</code> for non-UI tags.
<code>adf.mf.api.amx.TypeHandler</code>	<code>getTypeHandler</code>	None	Gets the type handler for this tag.

19.2.6 How to Use the VisitContext

[Table 19-6](#) lists `VisitContext` APIs that you can use when creating custom UI components.

Table 19-6 VisitContext APIs

Return Type	Function Name	Parameters	Description
Boolean	<code>isVisitAll</code>	None	Determines whether or not all nodes should be visited.
<code>Array<adf.mf.api.amx.AmxNode></code>	<code>getNodesToWalk</code>	None	Gets the nodes that should be walked during visitation. This list does not necessarily include the nodes that should be visited (callback invoked).
<code>Array<adf.mf.api.amx.AmxNode></code>	<code>getNodesToVisit</code>	None	Get the list of nodes to visit.

Table 19-6 (Cont.) VisitContext APIs

Return Type	Function Name	Parameters	Description
Array<adf.mf.api.amx.AmxNode>	getChildrenToWalk	adf.mf.api.amx.AmxNode parentAmxNode	Determine which child AmxNode instances, including facets (if any), should be walked of the given parent AmxNode. Allows for type handlers to optimize how to walk the children if not all are being walked. May return null.

19.2.7 How to Use the AmxAttributeChange

Table 19-7 lists AmxAttributeChange APIs that you can use when creating custom UI components.

Table 19-7 AmxAttributeChange APIs

Return Type	Function Name	Parameters	Description
Array<String>	getChangedAttributeNames	None	Gets the names of the attributes that have been affected during the current change.
Boolean	isCollectionChange	String name	Determines whether the attribute change is a collection change.
adf.mf.api.amx.AmxCollectionChange	getCollectionChange	String name	Gets the collection model change information for an attribute. Returns null if no change object is available.
String	getOldValue	String name	Gets the value of the attribute before the change was made.
Boolean	hasChanged	String name	Determines whether the attribute with the given name has changed.
Number	getSize	None	Gets the number of attribute changes.

19.2.8 How to Use the AmxDescendentChanges

Table 19-8 lists AmxAttributeChange APIs that you can use when creating custom UI components.

Table 19-8 AmxDescendentChanges APIs

Return Type	Function Name	Parameters	Description
Array<adf.mf.api.amx.AmxNode>	getAffectedNodes	None	Gets the unrendered changed descendent AmxNode instances.
adf.mf.api.amx.AmxAttributeChange	getChanges	adf.mf.api.amx.AmxNode amxNode	Gets the changes for a given AmxNode.
adf.mf.api.amx.AmxNodeStates	getPreviousNodeState	adf.mf.api.amx.AmxNode amxNode	Gets the state of the descendent AmxNode before the changes were applied.

19.2.9 How to Use the AmxCollectionChange

[Table 19-9](#) lists AmxCollectionChange APIs that you can use when creating custom UI components.

Table 19-9 AmxCollectionChange APIs

Return Type	Function Name	Parameters	Description
Boolean	isItemized	None	Determines whether or not the change to the collection may be itemized: the keys and elements on that collection were identified, so the TypeHandler can update just the appropriate items as opposed to re-rendering the entire list from scratch.
Array<String>	getCreatedKeys	None	Gets either an array of keys that were created, or null if the change cannot be itemized.
Array<String>	getDeletedKeys	None	Gets either an array of the keys that were removed, or null if the change cannot be itemized.
Array<String>	getUpdatedKeys	None	Gets either an array of the keys that were updated, or null if the change cannot be itemized.
Array<String>	getDirtiedKeys	None	Gets either an array of the keys that were dirtied, or null if the change cannot be itemized.

19.2.10 How to Use the AmxNodeChangeResult

[Table 19-10](#) lists AmxNodeChangeResult APIs that you can use when creating custom UI components.

Table 19-10 AmxNodeChangeResult APIs

Members	Description
<code>adf.mf.api.amx.AmxNodeChangeResult["NONE"]</code>	Takes no action in response to an attribute change on a non-rendered descendent <code>AmxNode</code> .
<code>adf.mf.api.amx.AmxNodeChangeResult["REFRESH"]</code>	The attribute and its child <code>AmxNode</code> instances have been updated by the type handler and the DOM will be updated by the type handler's <code>refresh</code> function.
<code>adf.mf.api.amx.AmxNodeChangeResult["RERENDER"]</code>	The <code>AmxNode</code> and its child <code>AmxNode</code> instances been updated by the type handler, but the DOM should only be recreated as there is no need to modify the <code>AmxNode</code> hierarchy so the <code>refresh</code> function will not be called on the type handler.
<code>adf.mf.api.amx.AmxNodeChangeResult["REPLACE"]</code>	The type handler cannot handle the change. The DOM, as well as the <code>AmxNode</code> hierarchy should be recreated. This value may only be returned from the <code>updateChildren</code> method on a type handler and cannot be returned from the <code>getDescendentChangeAction</code> method.

19.2.11 How to Use the AmxNodeStates

[Table 19-11](#) lists `AmxNodeStates` APIs that you can use when creating custom UI components.

Table 19-11 AmxNodeStates APIs

Members	Description
<code>adf.mf.api.amx.AmxNodeStates["INITIAL"]</code>	Initial state. The <code>AmxNode</code> has been created but not populated.
<code>adf.mf.api.amx.AmxNodeStates["WAITING_ON_EL_EVALUATION"]</code>	EL-based attributes needed for rendering have not been fully loaded yet.
<code>adf.mf.api.amx.AmxNodeStates["ABLE_TO_RENDER"]</code>	EL attributes have been loaded, but the <code>AmxNode</code> has not yet been rendered.
<code>adf.mf.api.amx.AmxNodeStates["PARTIALLY_RENDERED"]</code>	The EL is not fully loaded, but the <code>AmxNode</code> has partially rendered itself (reserved for future use).
<code>adf.mf.api.amx.AmxNodeStates["RENDERED"]</code>	The <code>AmxNode</code> has been fully rendered.
<code>adf.mf.api.amx.AmxNodeStates["UNRENDERED"]</code>	The <code>AmxNode</code> is not to be rendered.

19.2.12 How to Use the AmxNodeUpdateArguments

Table 19-12 lists `AmxNodeUpdateArguments` APIs that you can use when creating custom UI components.

Table 19-12 *AmxNodeUpdateArguments APIs*

Return Type	Function Name	Parameters	Description
<code>Array<adf.mf.api.amx.AmxNode></code>	<code>getAffectedNodes</code>	None	Gets an array of affected <code>AmxNode</code> instances.
<code>Map<String, Boolean></code>	<code>getAffectedAttributes</code>	<code>String amxNodeId</code>	Gets an object representing the affected attributes for a given <code>AmxNode</code> ID.
<code>Map<String, adf.mf.api.amx.AmxCollectionChange></code>	<code>getCollectionChanges</code>	<code>String amxNodeId</code>	Gets the collection changes for a given <code>AmxNode</code> and property. The returned map is keyed by attribute name. Returns undefined if there are no changes for the <code>AmxNode</code> .
<code>void</code>	<code>setAffectedAttribute</code>	<code>adf.mf.api.amx.AmxNode amxNode</code> , <code>String attributeName</code>	Marks an attribute of an <code>AmxNode</code> as affected.
<code>void</code>	<code>setCollectionChanges</code>	<code>String amxNodeId</code> , <code>String attributeName</code> , <code>adf.mf.api.amx.AmxCollectionChange collectionChanges</code>	Sets the collection changes for a given <code>AmxNode</code> 's attribute.

19.3 Creating Custom Components

You can create a custom UI component through the use of JavaScript and MAF APIs. This component's JavaScript file can be added to your project through the application feature-level includes. When you add your custom tag library, it is entered into the Components window's list of tag libraries and, when this library is selected, your custom component becomes available in the Components window, with its attributes displayed in the Properties window.

Before you begin:

Familiarize yourself with APIs described in [Using MAF APIs to Create Custom Components](#).

To create a custom component:

1. Produce a JavaScript file that registers a tag namespace and series of one or more type handlers using the `adf.mf.api.amx.TypeHandler.register` API (see [Table 19-1](#) and an example that follows this procedure).
2. For each type handler, implement a rendering member function.
3. Optionally, implement other functions.

4. Attach one or more of your JavaScript and CSS files to the MAF AMX application feature. For examples, see the following sample applications located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer:

- `custom.js` and `custom.css` files included in the MAF sample application called `CompGallery`.
- `WorkBetter` sample application contains a custom search component.

Alternatively, you can perform a design-time packaging.

5. For each MAF AMX page that uses one of the custom components, add an `xmlns` entry in the `view` element:

```
xmlns:custom="http://xmlns.example.com/custom"
```

The following example shows a JavaScript file that declares custom components.

```
(function() {
  // TypeHandler for custom "x" elements
  var x = adf.mf.api.amx.TypeHandler.register("http://xmlns.example.com/custom",
      "x");

  x.prototype.render = function(amxNode) {
    var rootElement = document.createElement("div");
    rootElement.appendChild(document.createTextNode("Hello World"));
    return rootElement;
  };

  // TypeHandler for custom "y" elements
  var y = adf.mf.api.amx.TypeHandler.register("http://xmlns.example.com/custom",
      "y");

  y.prototype.render = function(amxNode) {
    var rootElement = document.createElement("div");
    rootElement.appendChild(document.createTextNode("Goodbye World"));
    return rootElement;
  };
})();
```

For examples of how to create custom UI components, see the following:

- The `custom.amx`, `customOther.amx`, `exampleEvents.amx`, and `exampleList.amx` files included in the MAF sample application called `CompGallery`.
- The `DatePicker` MAF sample application.

The sample applications are located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

Implementing Application Feature Content Using Remote URLs

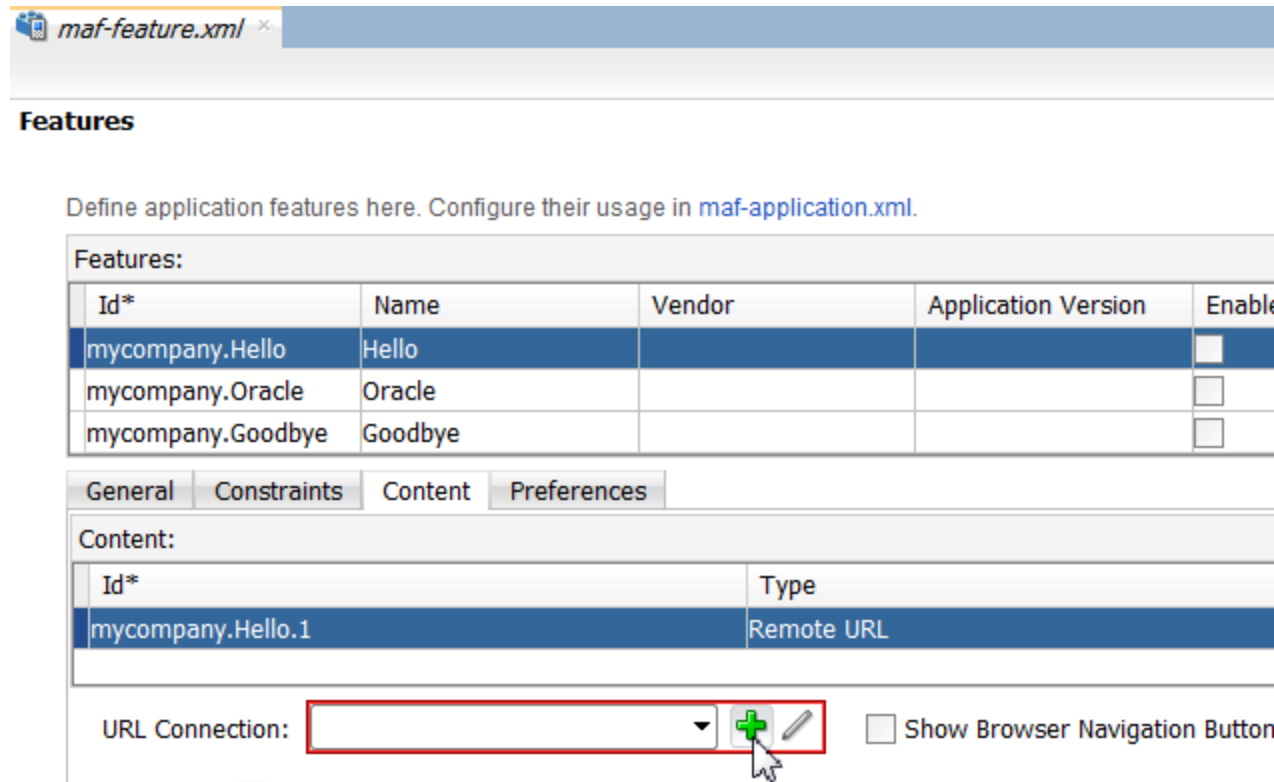
This chapter describes how application features with content from remote URLs can access (or be restricted from) device services. It also describes how to implement a whitelist in a MAF plus enable a navigation bar on remote URL pages that render in the MAF application's web view.

This chapter includes the following sections:

- [Introduction to Remote URL Applications](#)
- [Enabling Remote Applications Access Container Services](#)
- [Whitelisting Remote URLs in Your MAF Application](#)
- [Enabling the Browser Navigation Bar on Remote URL Pages](#)

20.1 Introduction to Remote URL Applications

By configuring the content type for an application feature as **Remote URL** in the overview editor for the `maf-feature.xml` file, as shown in [Figure 20-1](#), you create a browser-based application that is served from the specified URL. Such server-hosted applications differ from client applications written in MAF AMX, local HTML, or a platform-specific language such as Objective-C in that they are intended for occasional use and cannot directly access the device's memory or services (such as the camera, contacts, or GPS). These interactions are instead contingent upon the capabilities of the device's browser. For details about configuring Remote URL content, see [Defining the Application Feature Content as Remote URL or Local HTML](#).

Figure 20-1 Configuring Remote URL Content

20.2 Enabling Remote Applications Access Container Services

Remote URL applications that open within the MAF web view use Apache Cordova JavaScript APIs to access device features and MAF JavaScript APIs to access the MAF container services. You use a JavaScript `<script>` tag that references the `base.js` libraries to enable this access.

To access MAF or Cordova JavaScript APIs from within a server-rendered web application (for example, getting and setting EL expressions, getting information about the application, taking a photo, or accessing contacts), you must use the virtual path `~/maf.device~/` when including `base.js` so that the browser will identify the request as being for a MAF resource and not for the remote server. This approach works in both remote as well as local HTML pages and is the best way to include `base.js` in an HTML feature (regardless of where it is being served from). The following example shows how to include `base.js` from a device HTML page or from a remote HTML page:

```
<html>
  <head>
    <script src="~/maf.device~/www/js/base.js"></script>
  ...
```

When the container code reads `~/maf.device~/` in the requested URL it then resolves the URL locally, as shown in the following example, and treats it as a native request.

```
<script src="http://your.domain.ip/~maf.device~/www/js/base.js"></script>
```

where `your.domain.ip` is the domain from the remote URL.

MAF then reads the file from the file system in the container code and sends the local file content to the web view.

In addition to using the virtual path `/~maf.device~/`, as already described, verify that the Allow Native Access property (`allowNativeAccess`) is set to the default value of `true` in the `maf-application.xml` file for the application feature that specifies the remote URL application as its content type. The following example shows this property in a `maf-application.xml` source file:

```
<adfmf:featureReference refId="remoteAppfeature1" id="fr1" allowNativeAccess="true"/>
```

If this property is `false`, the remote URL application feature cannot access the container services.

20.3 Whitelisting Remote URLs in Your MAF Application

Use a whitelist if you allow a remote URL application feature to access container services and you want to restrict the list of URLs that can access the services.

Performing this task is commonly known as *whitelisting*. For example, [Figure 20-2](#) shows a remote URL application that renders `http://www.oracle.com`. Assume that the **Watch the Webcast on demand** link in [Figure 20-2](#) navigates to a non-oracle.com URL. This is not desirable as you do not know and cannot trust what actions the non-oracle URL may perform if you have granted access to container services. Implementing a whitelist in your MAF application can restrict access to oracle.com URLs and prevent untrusted URLs from accessing container services if you have granted a remote URL application feature access to container services.

Use a Cordova plugin if you want to implement a whitelist in your MAF application. For an overview of how Cordova plugins implement whitelists, see the “Whitelist Guide” in the Apache Cordova documentation at <https://cordova.apache.org/docs/en/latest/guide/appdev/whitelist/index.html>.

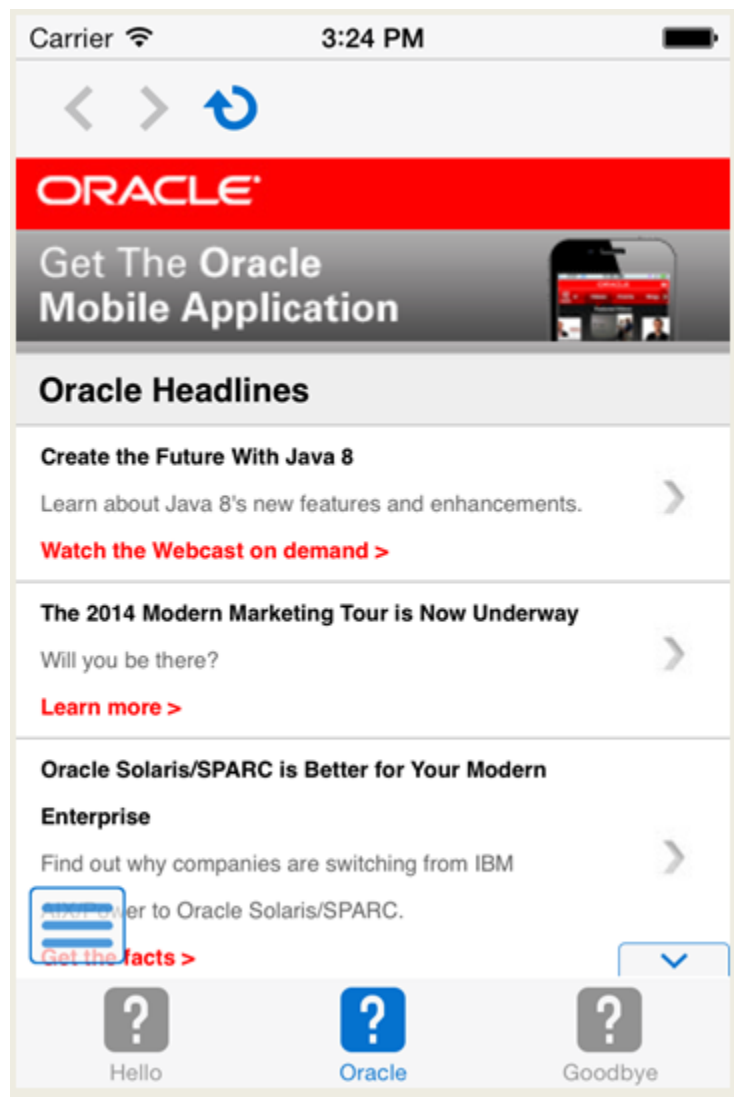
Apache Cordova provides a plugin (`cordova-plugin-whitelist`) that you can configure to implement a whitelist in a MAF application that you deploy to Android. You download this plugin, modify it, configure it with whitelist entries, and register it in your MAF application. For iOS and UWP, you configure whitelist entries in the `plugin.xml` of a plugin that you develop or modify.

Tip:

Configure the `plugin.xml` file in Apache Cordova plugin’s for Android (`cordova-plugin-whitelist`) with whitelist entries for each of Android, iOS and UWP. With this approach, you register one plugin in your MAF application that implements whitelists for all platforms to which you deploy your MAF application. The following sections provide sample `plugin.xml` entries that demonstrate how you can implement a whitelist for each platform.

For specific information, see:

- Android platform, see [How to Whitelist Remote URLs on the Android Platform](#).
- iOS platform, see [How to Whitelist Remote URLs on the iOS Platform](#).
- Universal Windows Platform, see [How to Whitelist Remote URLs on Universal Windows Platform](#).

Figure 20-2 Remote URL in MAF Web View

20.3.1 How to Whitelist Remote URLs on the Android Platform

Implementing a whitelist in a MAF application that you deploy to Android can be accomplished by writing a Cordova plugin.

Alternatively, download the `cordova-plugin-whitelist` plugin and modify it as follows:

- Open the file `src/android/WhitelistPlugin.java` in a text editor
- In each of the following methods, change “`return null;`” to “`return false;`”:
 - `shouldAllowNavigation(String url)`
 - `shouldAllowRequest(String url)`
 - `shouldOpenExternalUrl(String url)`
- Save the modified file

Configure the whitelist entries in the `plugin.xml` file, and register it in your MAF application. For more information about `cordova-plugin-whitelist`, see the Apache Cordova documentation at <https://cordova.apache.org/docs/en/latest/cordova-plugin-whitelist/>. The latter documentation provides examples that demonstrate how you can implement navigation and network request whitelists plus implement content security policies using the plugin.

The following sample illustrates how the `plugin.xml` file could be configured to whitelist HTTP and HTTPS URLs from the `oracle.com` domain.

```
<?xml version="1.0" encoding="UTF-8"?>
<plugin xmlns="http://apache.org/cordova/ns/plugins/1.0" id="cordova-plugin-whitelist" version="1.2.2">

    <name>Whitelist</name>
    <description>Cordova Network Whitelist Plugin</description>
    <license>Apache 2.0</license>
    <keywords>cordova,whitelist,policy</keywords>

    <engines>
        <engine name="cordova-android" version=">=4.0.0" />
    </engines>

    <platform name="android">
        <config-file target="res/xml/config.xml" parent="*">
            <allow-navigation href="http://*.oracle.com/*" />
            <allow-navigation href="https://*.oracle.com/*" />
            <feature name="Whitelist" >
                <param name="android-package"
value="org.apache.cordova.whitelist.WhitelistPlugin"/>
                <param name="onload" value="true" />
            </feature>
        </config-file>

        <source-file src="src/android/WhitelistPlugin.java" target-dir="src/org/apache/cordova/whitelist" />

        <info>
            This plugin is only applicable for versions of cordova-android greater than 4.0. If you have a previous platform version, you do *not* need this plugin since the whitelist will be built in.
        </info>
    </platform>
</plugin>
```

Once you complete implementing the whitelist that you want, add the plugin to your MAF application, as described in [Registering Additional Plugins in Your MAF Application](#).

For more information about developing a plugin for use in a MAF application, see [Introduction to Using Plugins in MAF Applications](#).

20.3.2 How to Whitelist Remote URLs on the iOS Platform

Implementing a whitelist in a MAF application that you deploy to iOS can be accomplished by writing a Cordova plugin.

Develop and/or register a Cordova plugin in your MAF application that enables whitelisting. The following sample illustrates a plugin that can be used to whitelist HTTP and HTTPS URLs from the `oracle.com` domain.

```
<?xml version="1.0" encoding="UTF-8"?>
<plugin xmlns="http://apache.org/cordova/ns/plugins/1.0" id="maf-ios-whitelist-
plugin" version="1.0.0">

  <name>Whitelisting</name>
  <description>Plugin to white list remote URLs in a MAF app on iOS.</description>

  <platform name="ios">
    <config-file target="config.xml" parent="/*">
      <allow-navigation href="http://*.oracle.com/*" />
      <allow-navigation href="https://*.oracle.com/*" />
      <feature name="CDVIntentAndNavigationFilter">
        <param name="ios-package" value="CDVIntentAndNavigationFilter"/>
        <param name="onload" value="true"/>
      </feature>
    </config-file>
  </platform>
</plugin>
```

Whitelisting works for hyperlinks and top level URIs. Whitelisting does not work for resource loading, includes, XMLHttpRequests, and URIs used in HTML `src` attributes.

For more information about developing a plugin for use in a MAF application, see [Introduction to Using Plugins in MAF Applications](#). Once you complete development of your plugin, register it in your MAF application, as described in [Registering Additional Plugins in Your MAF Application](#).

20.3.3 How to Whitelist Remote URLs on Universal Windows Platform

Implementing a whitelist in a MAF application that you deploy to UWP can be accomplished by writing a Cordova plugin.

Develop and/or register a Cordova plugin in your MAF application that enables whitelisting.

See the following annotated sample for a number of examples that demonstrate how you can implement whitelist(s) in a plugin.

```
<?xml version="1.0" encoding="UTF-8"?>
<plugin xmlns=http://apache.org/cordova/ns/plugins/1.0 xmlns:uap=http://
schemas.microsoft.com/appx/manifest/uap/windows10
id="maf-
cordova-plugin-windows-whitelist" version="1.0.0">

  <name>MAF Windows Whitelist</name>
  <description>MAF Windows Plugin to whitelist URLs that have Window RT access</
description>
  <keywords>cordova,whitelist</keywords>

  <!-- windows 10 -->
```

```

<platform name="windows">

    <!-- In a MAF application, local package URLs have access to all Windows
Runtime(RT) API. Access to Windows RT API is essential
    for Cordova plugins that need to make device calls. External website
URLs like: http:// and https:// do NOT have access to
    Windows RT API by default in MAF. This plugin allows modifications to
the application manifest so that Windows RT API
    access and hence Cordova device access can be granted to external URLs.
-->

    <config-file target="package.appxmanifest" parent="/Package/Applications/
Application/uap:ApplicationContentUriRules">

        <!-- The following example provides access to the Window RT API to a
single page -->
        <uap:Rule Match="http://example.com/crmapp/contacts/contact.html"
Type="include" WindowsRuntimeAccess="all" />

        <!-- The following example denies access to Window RT API to specific
directories inside the package -->
        <uap:Rule Match="ms-appx-web:///FARs/ViewController/public_html/
noNativeAccessFeature/*" Type="include" WindowsRuntimeAccess="none" />

        <!-- The following example allows everything in the oracle.com domain to
access the Windows RT API in the application-->
        <uap:Rule Match="http://*.oracle.com/*" Type="include"
WindowsRuntimeAccess="all" />

    </config-file>
</platform>
</plugin>

```

Once you complete implementing the whitelist that you want, add the plugin to your MAF application, as described in [Registering Additional Plugins in Your MAF Application](#).

For more information about developing a plugin for use in a MAF application, see [Introduction to Using Plugins in MAF Applications](#).

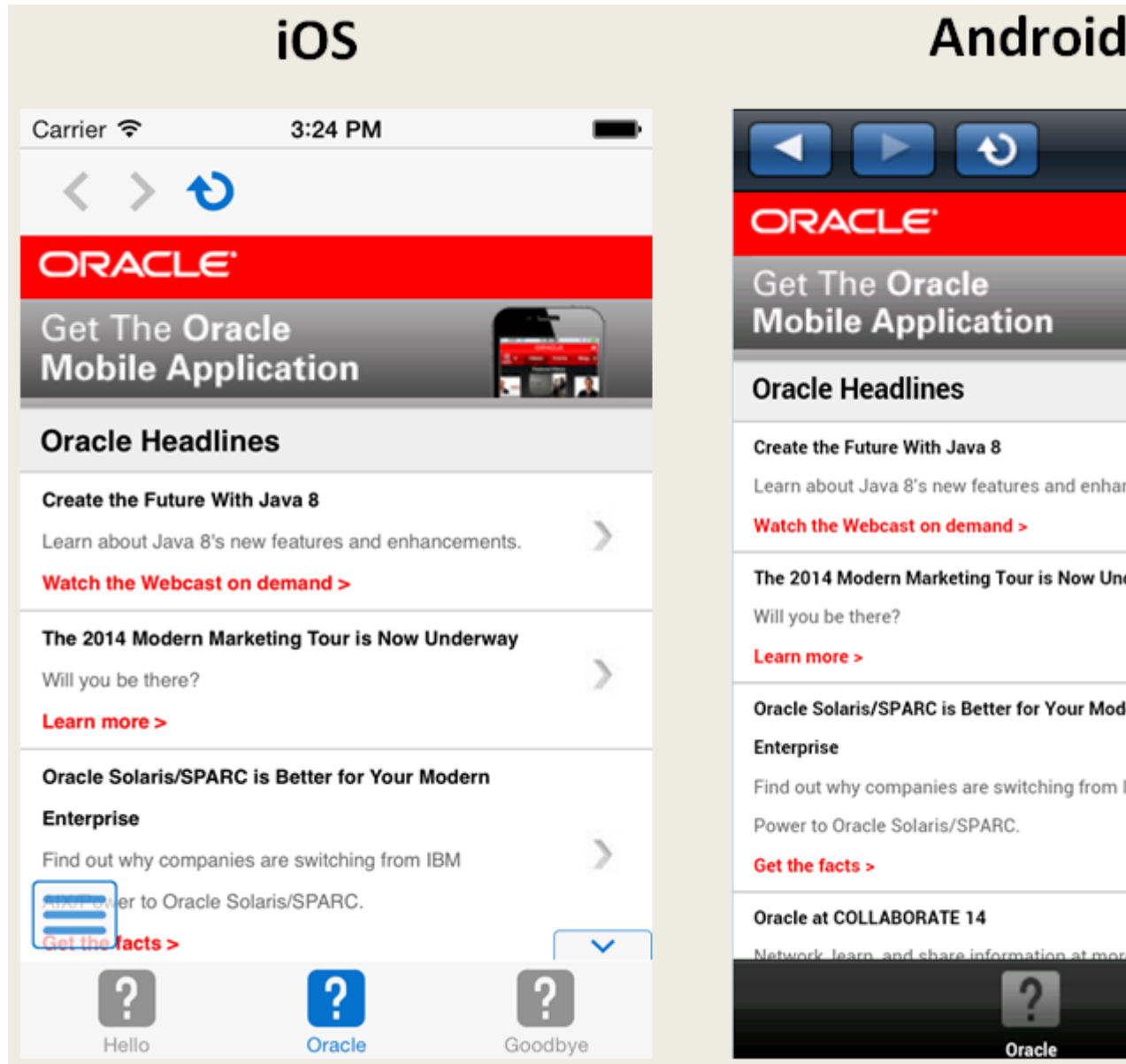
20.4 Enabling the Browser Navigation Bar on Remote URL Pages

MAF enables you to add a navigation bar with buttons for back, forward, and refresh actions for application features implemented as remotely served web content that open within the MAF web view, as shown in [Figure 20-3](#). The forward and back buttons are disabled when either navigation forward or back is not possible.

Note:

The back button is disabled on Android-powered devices.

Figure 20-3 A Remote Web Page Displaying the Navigation and Refresh Buttons



20.4.1 How to Add the Navigation Bar to a Remote URL Application Feature

You enable users to navigate through, or refresh remote content through the Content tab of the overview editor for the `maf-feature.xml` file.

Before you begin:

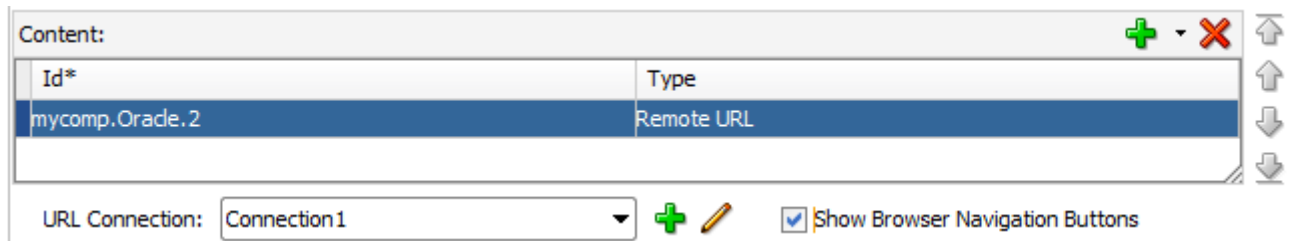
Designate an application feature's content be delivered from a remotely hosted application by first selecting **Remote URL** and then by creating the connection to the host server, as described in [Defining the Application Feature Content as Remote URL or Local HTML](#).

To enable a navigation bar:

1. Select the Remote URL application feature listed in the Features table in the `maf-feature.xml` file.

2. Click **Content**.
3. Select **Show Browser Navigation Buttons**, as shown in [Figure 20-4](#).

Figure 20-4 Selecting Navigation Options



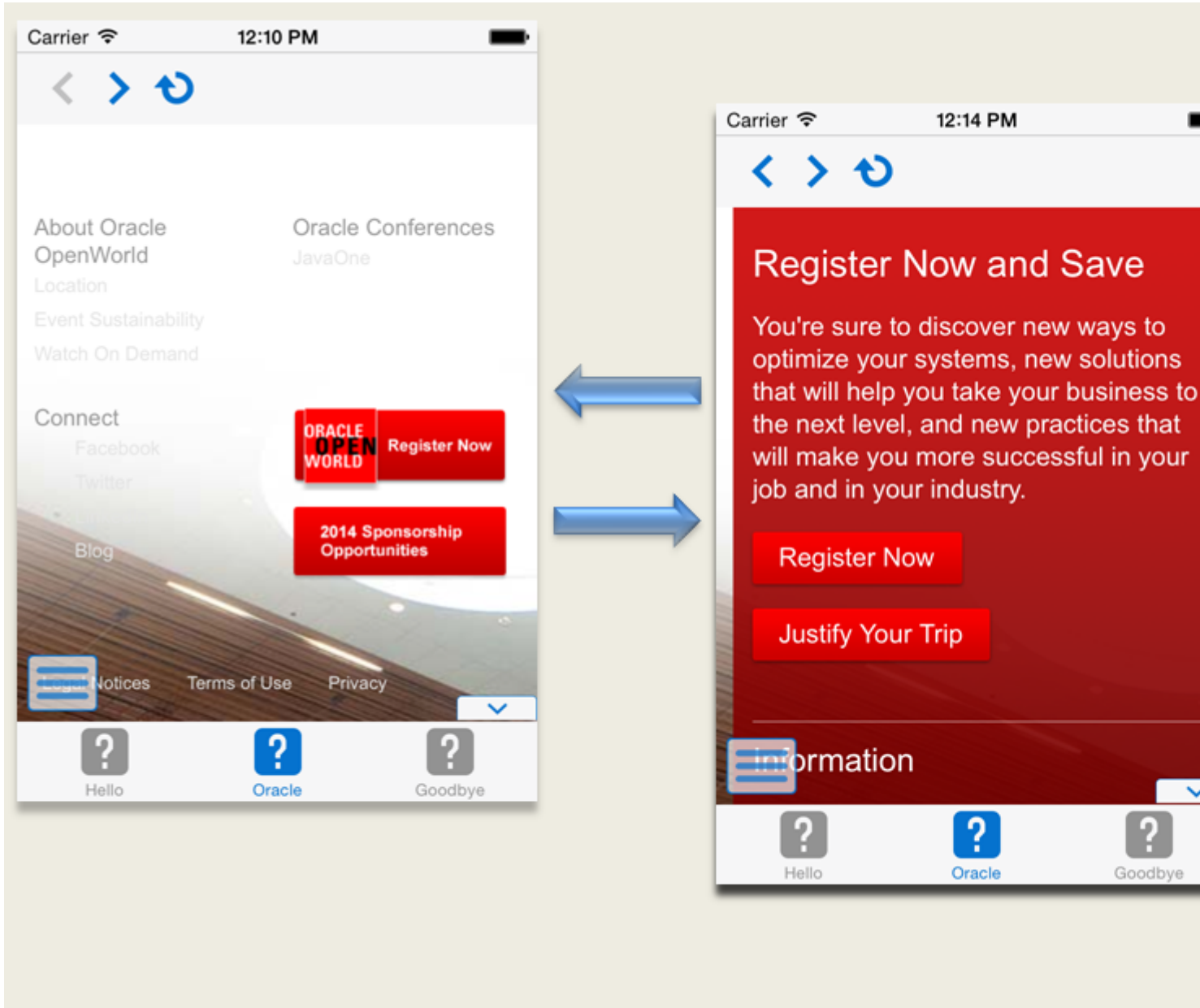
20.4.2 What Happens When You Enable the Browser Navigation Buttons for a Remote URL Application Feature

JDeveloper updates the `adfmf:remoteURL` element with an attribute called `showNavButtons`, which is set to `true`, as shown in the following example.

```
<?xml version="1.0" encoding="UTF-8" ?>
<adfmf:features xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:adfmf="http://xmlns.oracle.com/adf/mf">
  <adfmf:feature id="oraclemobile" name="oraclemobile">
    <adfmf:content id="oraclemobile.1">
      <adfmf:remoteURL connection="connection1"
        showNavButtons="true"/>
    </adfmf:content>
  </adfmf:feature>
</adfmf:features>
```

After you deploy the application, MAF applies the forward, back, and refresh buttons to the web pages that are traversed from the home page of the Remote URL application feature, as shown in [Figure 20-5](#).

Figure 20-5 Traversing Through a Remote URL Application Feature



Enabling User Preferences

This chapter describes how to create both application-level and application feature-level user preference pages.

This chapter includes the following sections:

- [Creating User Preference Pages for a Mobile Application](#)
- [Creating User Preference Pages for Application Features](#)
- [Using EL Expressions to Retrieve Stored Values for User Preference Pages](#)
- [Platform-Dependent Display Differences](#)

21.1 Creating User Preference Pages for a Mobile Application

Preferences enable you to add settings that can be configured by end users. Within both the `maf-application.xml` and `maf-feature.xml` files, the user preference pages are defined with the `<adfmf:preferences>` element. You also use the `<adfmf:preferences>` element to create the preferences that users manage within each application feature.

As shown in the following example, the child element of `<adfmf:preferences>` called `<adfmf:preferenceGroup>` and its child elements define the user preferences by creating pages that present options in various forms, such as text strings, dropdown menus, or in this case, as a child page that can present the user with additional options for application settings.

```
<?xml version="1.0" encoding="UTF-8" ?>
<adfmf:application xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
    xmlns:adfmf="http://xmlns.oracle.com/adf/mf"
    name="MobileApplication"
    id="com.company.MobileApplication"
    appControllerFolder="ApplicationController"
    version="1"
    vendor="oracle"
    listener-class="application.LifecycleListenerImpl">
  <adfmf:description>This app created by Mobile Application Framework</
adfmf:description>
  <adfmf:featureReference id="PROD"/>
  <adfmf:featureReference id="HCM"/>
  <adfmf:featureReference id="Customers"/>
  <adfmf:preferences>
<adfmf:preferenceGroup id="a" label="Prefs Group A">
  <adfmf:preferenceBoolean id="a1_sound" label="Sound Effects"/>
  <adfmf:preferenceNumber id="a2_retries" label="Retries" default="3"/>
  <adfmf:preferenceList id="a3_background" label="Background" default="3">
    <adfmf:preferenceValue name="None" value="0" id="pv4"/>
    <adfmf:preferenceValue name="Field" value="1" id="pv1"/>
    <adfmf:preferenceValue name="Galaxy" value="2" id="pv5"/>
  </adfmf:preferenceList>
</adfmf:preferenceGroup>
</adfmf:preferences>
</adfmf:application>
```

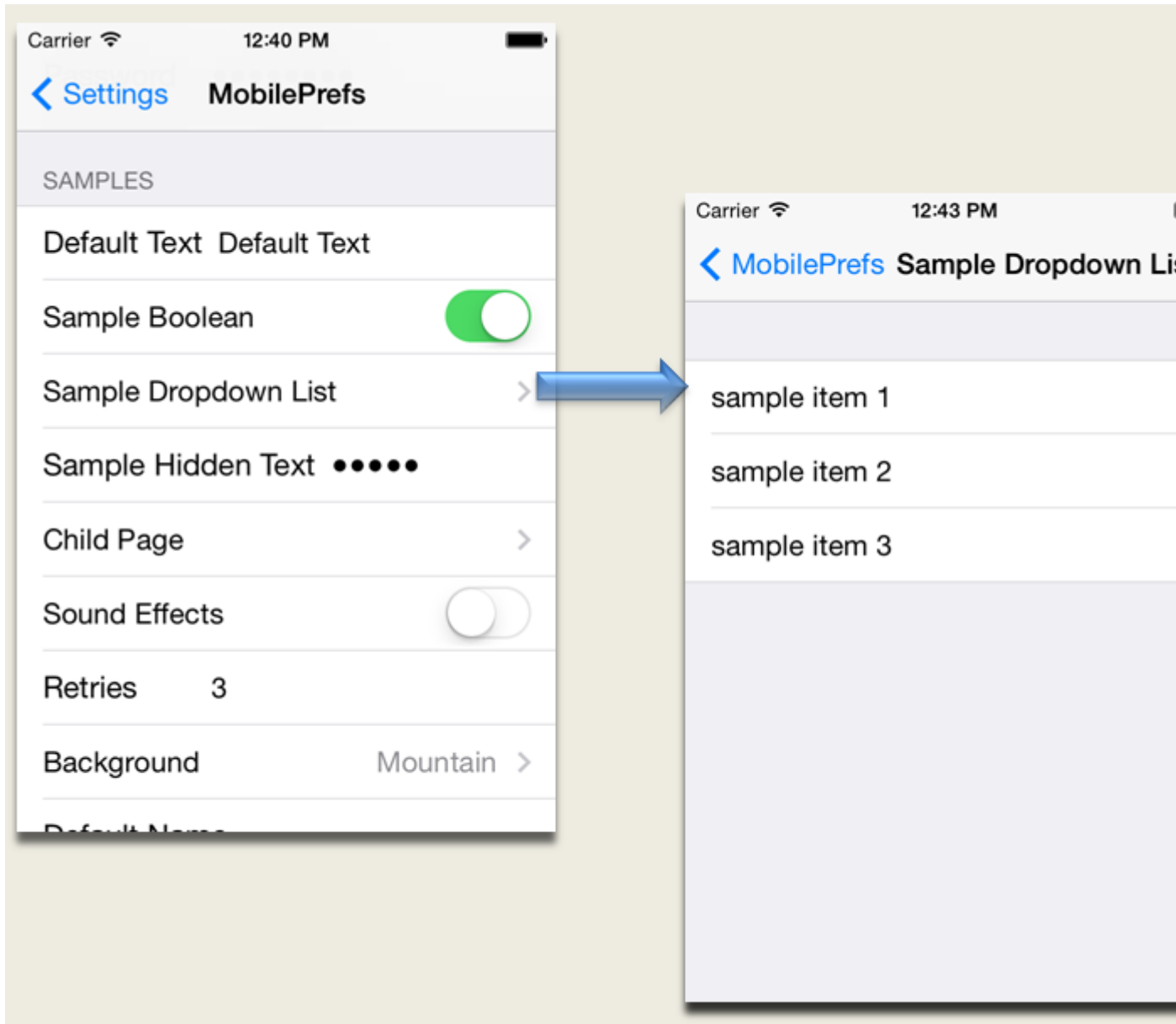
```

        <adfmf:preferenceValue name="Mountain" value="3" id="pv6"/>
    </adfmf:preferenceList>
    <adfmf:preferenceText id="a4_name" label="Default Name"/>
    <adfmf:preferencePage id="aa" label="Prefs SubGroup AA">
        <adfmf:preferenceGroup id="aa_sec" label="Security">
            <adfmf:preferenceBoolean id="aa_sec_useSec" label="Use Security"/>
            <adfmf:preferenceNumber id="aa_sec_timeout" label="Timeout (secs)"
default="120"/>
        </adfmf:preferenceGroup>
    </adfmf:preferencePage>
</adfmf:preferenceGroup>
<adfmf:preferenceGroup id="b" label="Prefs Group B">
    <adfmf:preferenceBoolean id="b_cloudSync" label="Cloud Sync"/>
    <adfmf:preferenceList id="b_dispUsage" label="Display Usage As" default="1">
        <adfmf:preferenceValue name="Percent" value="1" id="pv2"/>
        <adfmf:preferenceValue name="Minutes" value="2" id="pv3"/>
    </adfmf:preferenceList>
    </adfmf:preferenceGroup>
</adfmf:preferences>
</adfmf:application>

```

Figure 21-1 shows an example of how opening a child user preference page can offer subsequent options.

Figure 21-1 User Preferences Pages



Preference pages are defined within the `<admf:preferenceGroup>` element and have the following child elements:

- `<admf:preferencePage>`—Specifies a new page in the user interface.
- `<admf:preferenceList>`—Provides users with a specific set of options.
 - `<admf:preferenceValue>`—A child element that defines a list element.
- `<admf:preferenceBoolean>`—A boolean setting.
- `<admf:preferenceText>`—A text preference setting.

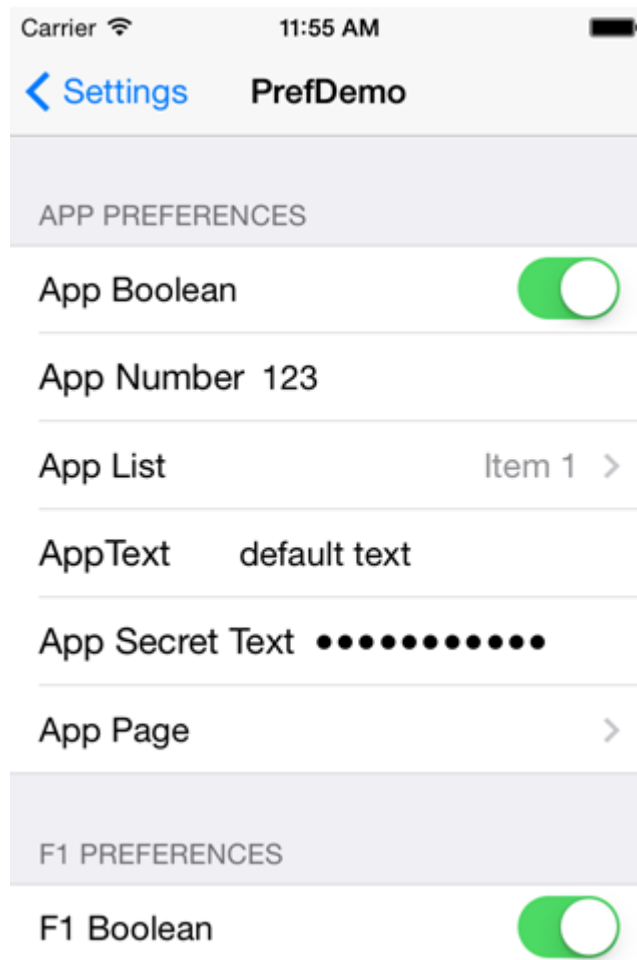
See *Tag Reference for Oracle Mobile Application Framework* for more information on these elements and their attributes.

For an example of creating preference pages at both the application and application-feature levels, refer to the PrefDemo sample application. This sample application is located in the `PublicSamples.zip` file at the following location within the JDeveloper installation directory of your development computer:

```
jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples
```

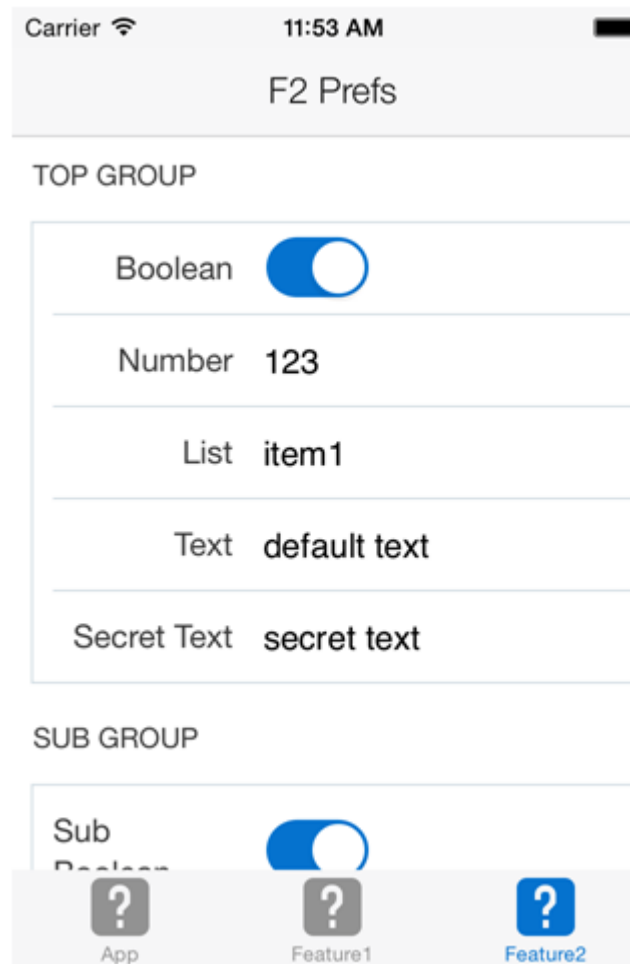
The PrefDemo application is comprised of an application-level settings page as well as three application feature preference pages, which are implemented as MAF AMX. [Figure 21-2](#) shows the PrefDemo application settings page, which you invoke from the general settings page. In this illustration, the preference settings page is invoked from the iOS Settings application.

Figure 21-2 The PrefDemo Application Settings Page



The application feature preference pages, illustrated by *App, Feature1* (which is selected), and *Feature 2* in [Figure 21-3](#), provide examples of preferences pages constructed from the MAF AMX Boolean Switch, Input Text, and Output Text components that use EL (Expression Language) to access the application feature and the various `<adfmf:preferences>` components configured within it. For more information, see [Using EL Expressions to Retrieve Stored Values for User Preference Pages](#).

Figure 21-3 An Application Feature Preference Page from the PrefDemo Application

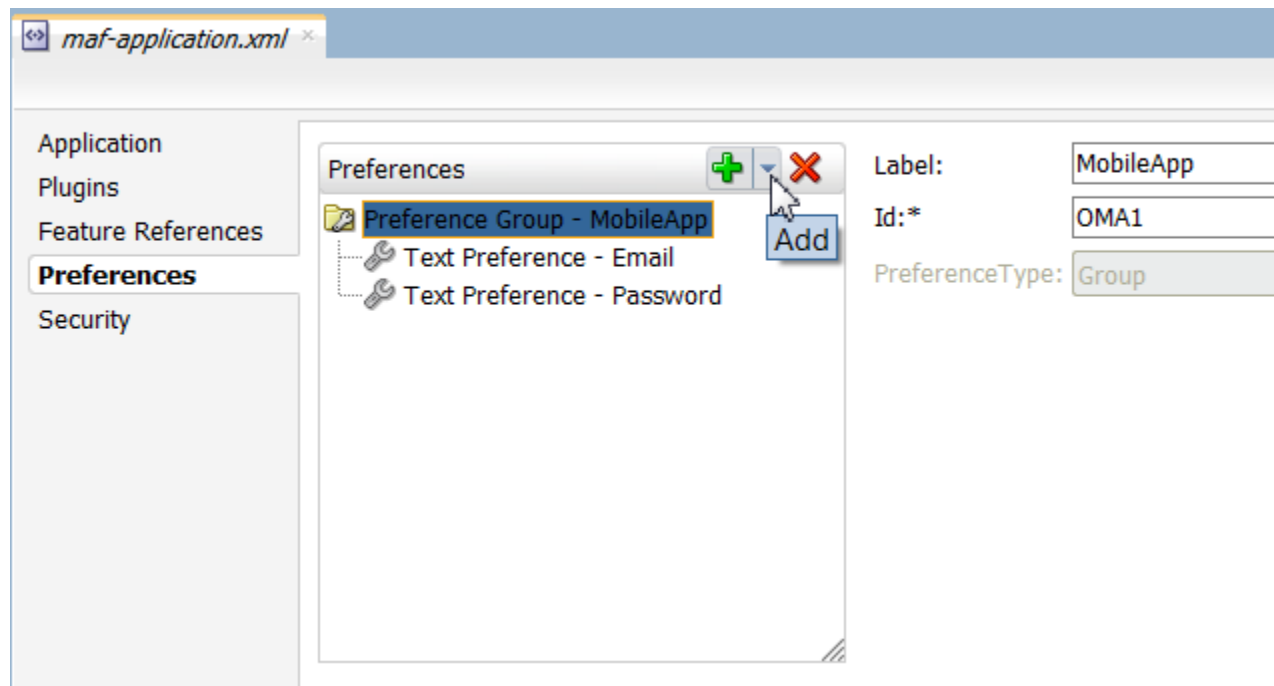


In the PrefDemo application, each MAF AMX preference page is referenced by a single bounded task flow comprised of a view activity and a control flow case that enables the page refresh.

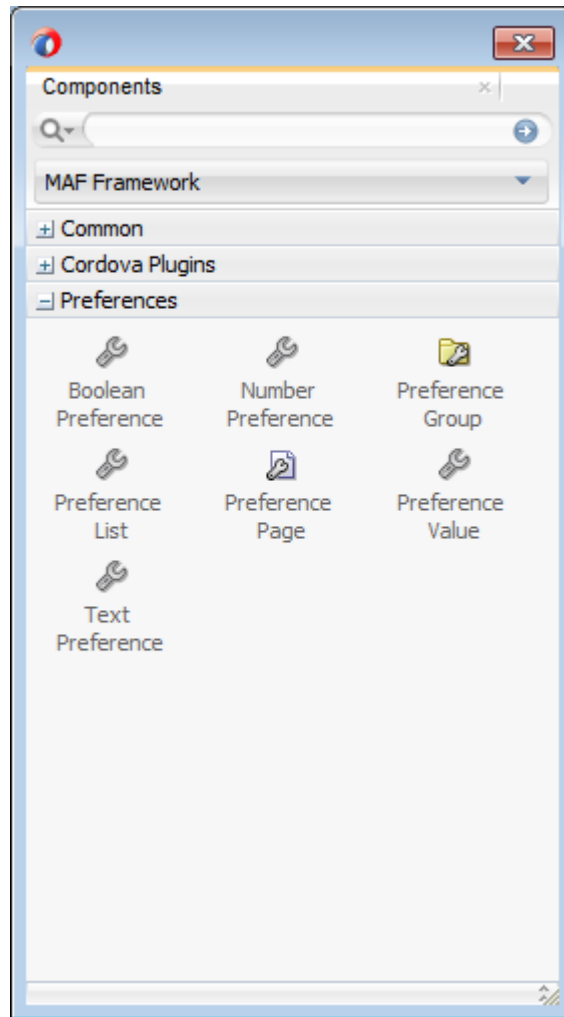
21.1.1 How to Create Mobile Application-Level Preferences Pages

The Preferences page of the `maf-application.xml` overview editor, shown in [Figure 21-4](#), enables you to build sets of application-level preference pages by nesting the child preference page elements within `<adfmf:preferenceGroup>`. The page presents the `<adfmf:preferenceGroup>` and its child elements as similarly named options (such as Preference Page, Preference List, Boolean Preference, and so on), which you assemble into a hierarchy (or tree), similar to the Structure window in JDeveloper.

Figure 21-4 Adding Mobile Application-Level Preferences Using the Preferences Page

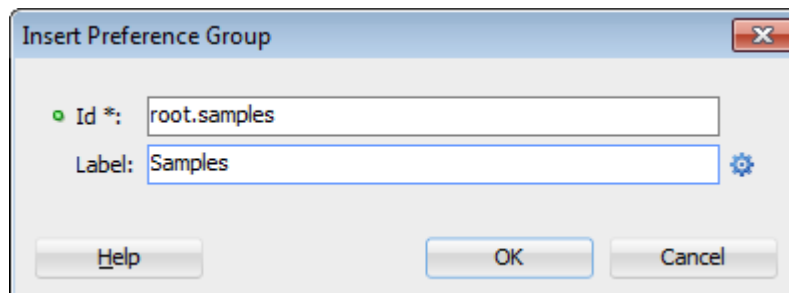


To ensure that the `maf-application.xml` file is well-formed, use the Preferences page's **Add** dropdown list, shown in [Figure 21-4](#), to construct the user preferences pages. While you can also drag components from the Preferences palette, shown in [Figure 21-5](#), into either the editor, the Source window, or the Structure window, the page's dropdown list presents only the elements that can have the appropriate parent, child, or sibling relationship to a selected preferences element. For example, [Figure 21-4](#) shows only the components that can be inserted within the Preference Group element, *MobileApp*. The editor also enables you to enter the values for the attributes specific to each preference element.

Figure 21-5 Preferences in the Component Palette

To create preferences pages:

1. In the `maf-application.xml` overview editor, click **Preferences**.
2. Click **Add** to create the parent `<adfmf:preferenceGroup>` element.
3. Enter the following information in the Insert Preference Group dialog, shown in [Figure 21-6](#).

Figure 21-6 Defining the Parent Preference Group Element

- Enter a unique identifier for the Preference Group element.

- Enter the descriptive text that displays in the user interface. For an example of how this text displays in the user interface, see *Sample* in [Figure 21-1](#).
4. Click **Add** to further define the preference pages using the **Insert Before**, **Insert Inside**, **Insert After** options to ensure that the XML document is well formed.

21.1.1.1 How to Create a New User Preference Page

The Preference Page component enables you to create a new user interface page. You create a Preference Page using the **Insert Before**, **Insert Inside**, **Insert After** options.

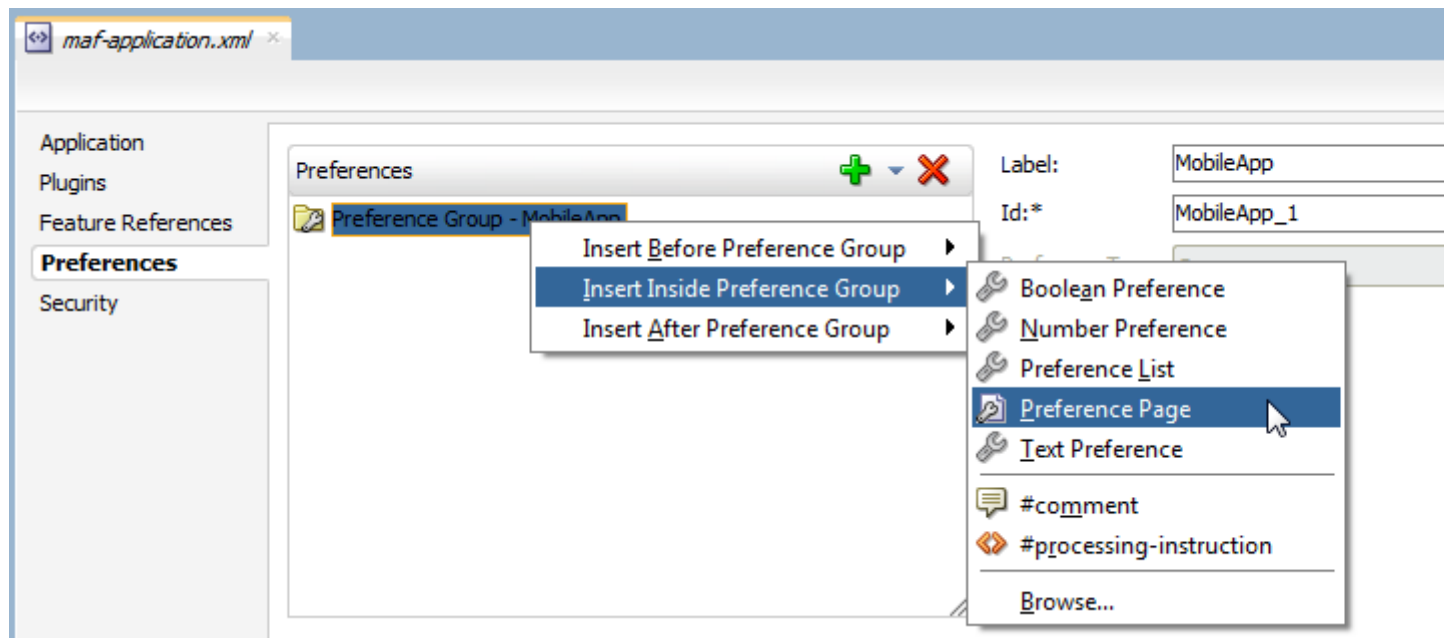
Before you begin:

You must create a Preference Group element.

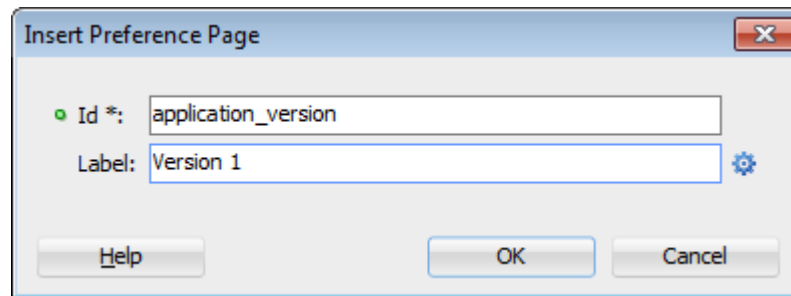
To create a new user preference page:

1. In the Preferences page of the `maf-application.xml` overview editor, select the **Preference Group** element. In this example, the Preference Group is called *MobileApp*.
2. Click **Add**, then choose **Insert Inside Preference Group > Preference Page**, as shown in [Figure 21-7](#).

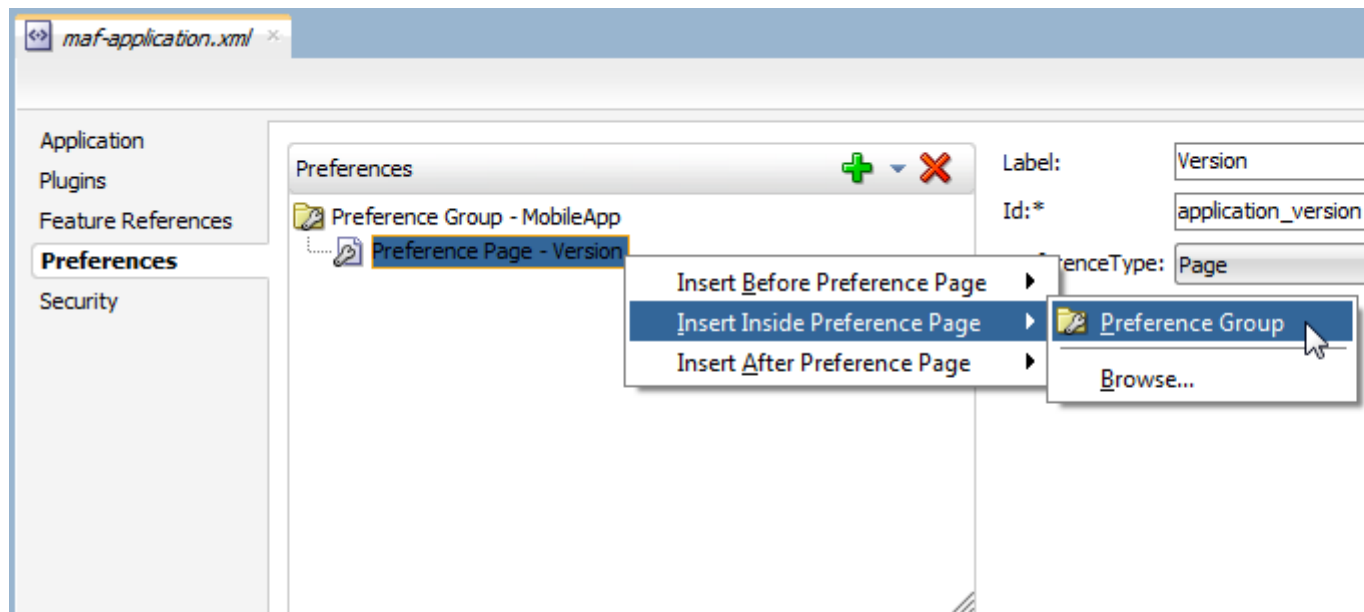
Figure 21-7 Selecting the Preference Page Component



3. Define the following Preference Page attributes in the Insert Preference Page dialog, shown in [Figure 21-8](#):
 - Enter a unique identifier for the Preference Page element.
 - Enter the descriptive text that displays in the user interface.

Figure 21-8 The Insert Preference Page Dialog

4. Create the body of the preference page by inserting a child Preference Group element by selecting the Preference Page, and then first choosing **Insert Inside Preference Page** and then **Preference Group**, as shown in [Figure 21-9](#). After you define a unique identifier and display name for the child Preference Group, you can populate it with other elements, such as a Preference List element, as shown in [What Happens When You Add a Preference Page](#).

Figure 21-9 Adding a Preference Group to a Preference Page

21.1.1.2 What Happens When You Add a Preference Page

After you define the Preference Page and its child Preference Group components in the overview editor, JDeveloper generates an `<admf:preferencePage>` with attributes, as shown in the following example. The `<admf:preferencePage>` is nested within a parent `<admf:preferenceGroup>` element.

```
<admf:preferences>
  <admf:preferenceGroup id="gen"
    label="MobileApp">
    <admf:preferencePage id="application_version"
      label="Version">
    <admf:preferenceGroup id="version_select"
      label="Select Your Version">
      <admf:preferenceList id="edition"
        label="Edition"
        default="PERSONAL">
```

```

        adfmf:preferenceValue name="Enterprise"
                               id="pv2"/>
        <adfmf:preferenceValue name="Personal"
                               value="PERSONAL"
                               id="pv1"/>
    </adfmf:preferenceList>
</adfmf:preferenceGroup>
</adfmf:preferencePage>
</adfmf:preferences>

```

21.1.1.3 How to Create User Preference Lists

Add a Preference List component to create a list of options.

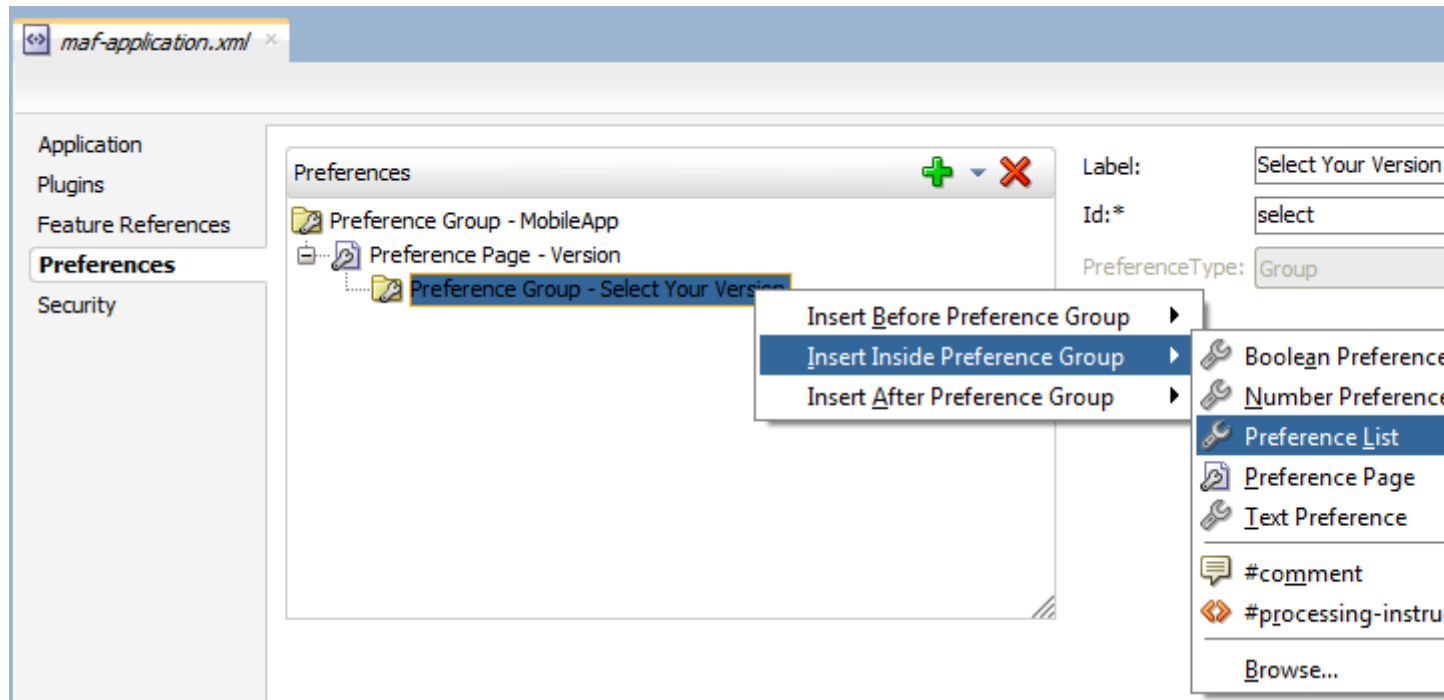
Before you begin:

You must create Preference Group as the parent to the Preference List or any other list-related component.

To create a user preference list:

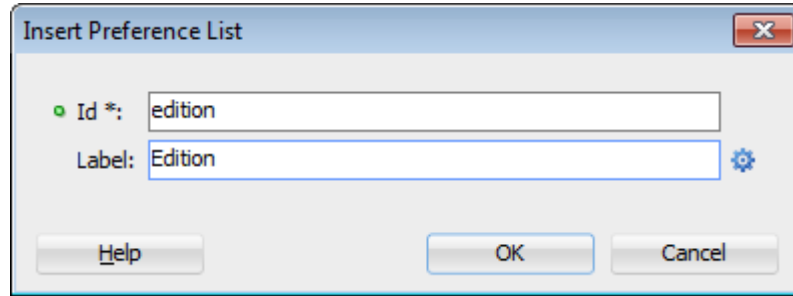
1. Select a Preference Group or Preference Page and then click **Add**, then Insert Inside, and then **Preference List**. [Figure 21-10](#) shows adding a Preference List as a child of a Preference Group component called *Select Your Version*.

Figure 21-10 Adding a Preference List Component to a Preference Group



2. Define the following attributes using the Insert Preference List dialog, shown in [Figure 21-11](#), and then click **OK**.
 - Enter a unique identifier.
 - Enter the descriptive text that displays in the user interface.

Figure 21-11 The Insert Preference List Dialog



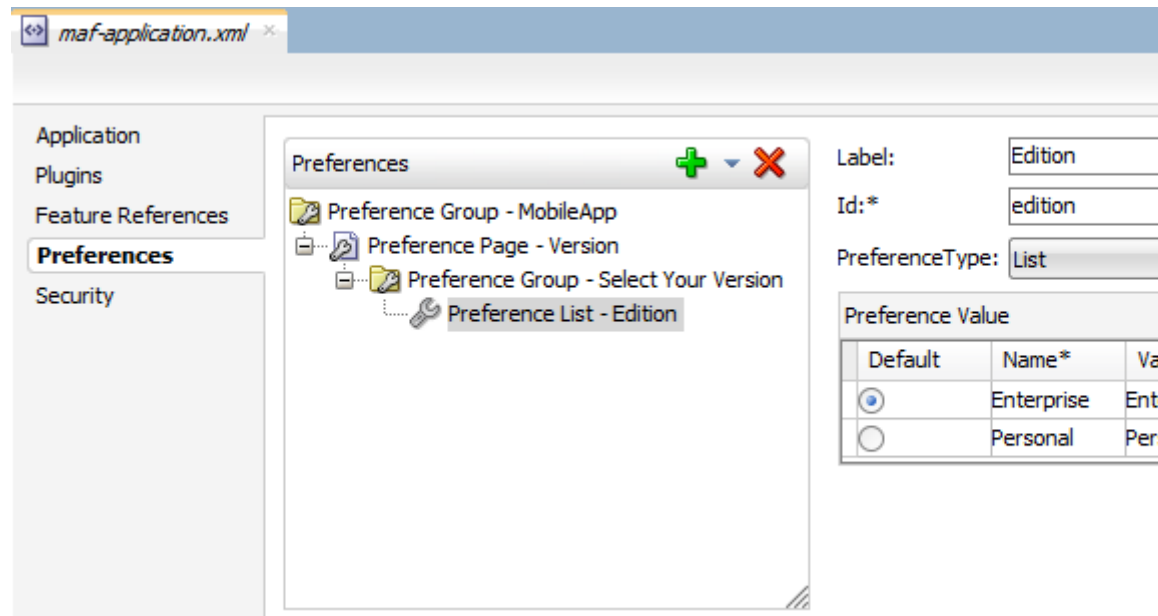
3. Define a list of items by clicking **Add** in the Preference Value table, shown in [Figure 21-12](#). You can also remove a preference value by selecting it and then clicking **Delete**. You can change the order in which the preference values display by selecting the preference value and then using the up- and down-arrows.

You can present the user with a default setting by choosing **Default**. As illustrated in [What Happens When You Add a Preference Page](#), the default status is defined within the `<adfmf:preferenceList>` element as `default="ENTERPIRSE"`.

Tip:

In addition to clicking **Add**, you can add Preference Value components by dragging them either into the Structure window or the Source window.

Figure 21-12 Adding Preference Values



21.1.1.4 What Happens When You Create a Preference List

After you add a Preference List component to a Preference Group and then define a series of Preference Values, JDeveloper updates the `<adfmf:preferences>` section with an `<adfmf:preferenceList>` element, as shown in [What Happens When You Add a Preference Page](#).

21.1.1.5 How to Create a Boolean Preference List

See, for example, [Creating User Preference Pages for a Mobile Application](#).

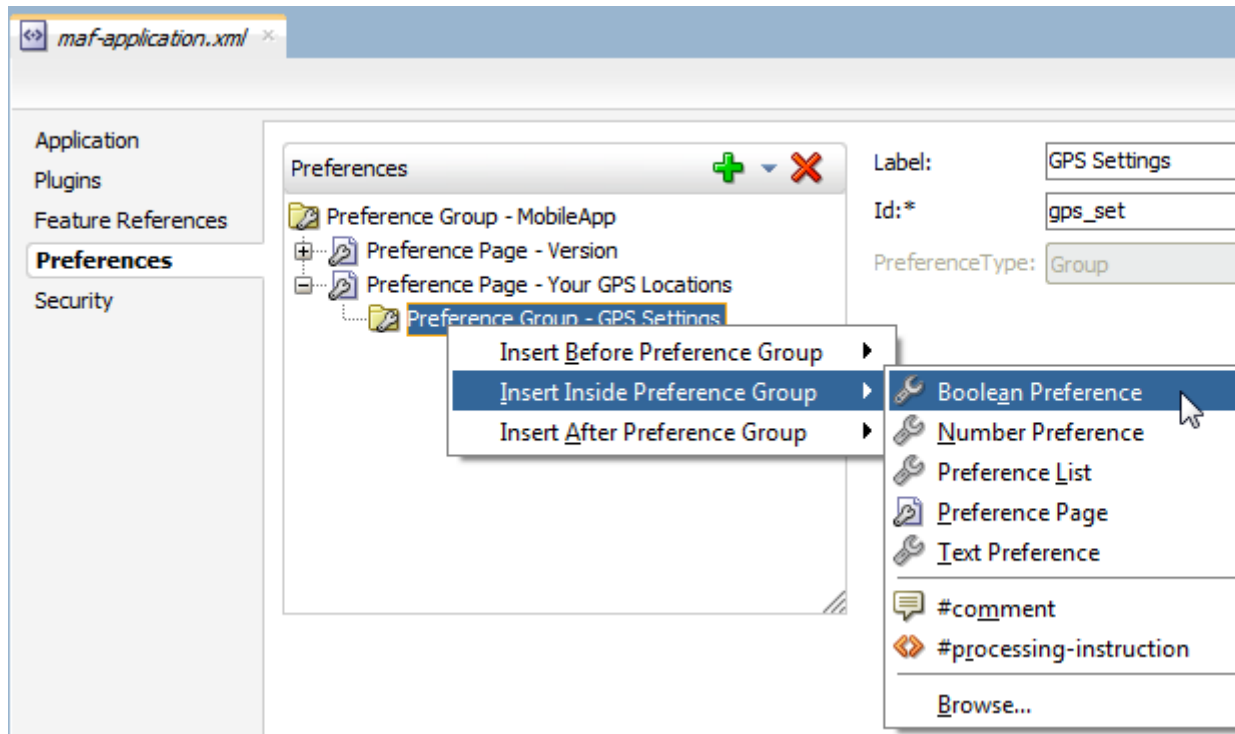
Before you begin:

Because an `<adfmf:preferenceBoolean>` element must be nested within an `<adfmf:preferenceGroup>` element, you must first insert a Preference Group component to the hierarchy.

To create a user boolean list:

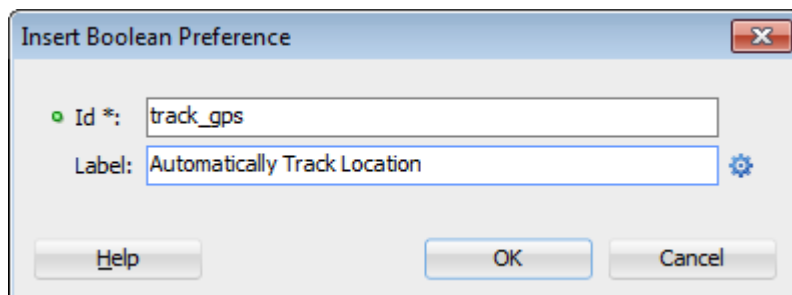
1. Select a Preference Group element, such as GPS Settings in [Figure 21-13](#).

Figure 21-13 Adding a Boolean Preference to a Preference Group



2. Define the following attributes using the Insert Boolean Preference dialog, shown in [Figure 21-14](#), and then click **OK**.
 - Enter a unique identifier.
 - Enter the descriptive text that displays in the user interface.

Figure 21-14 The Insert Boolean Preference Dialog



3. Accept the default value of `false`, or select `true`.

21.1.1.6 What Happens When You Add a Boolean Preference

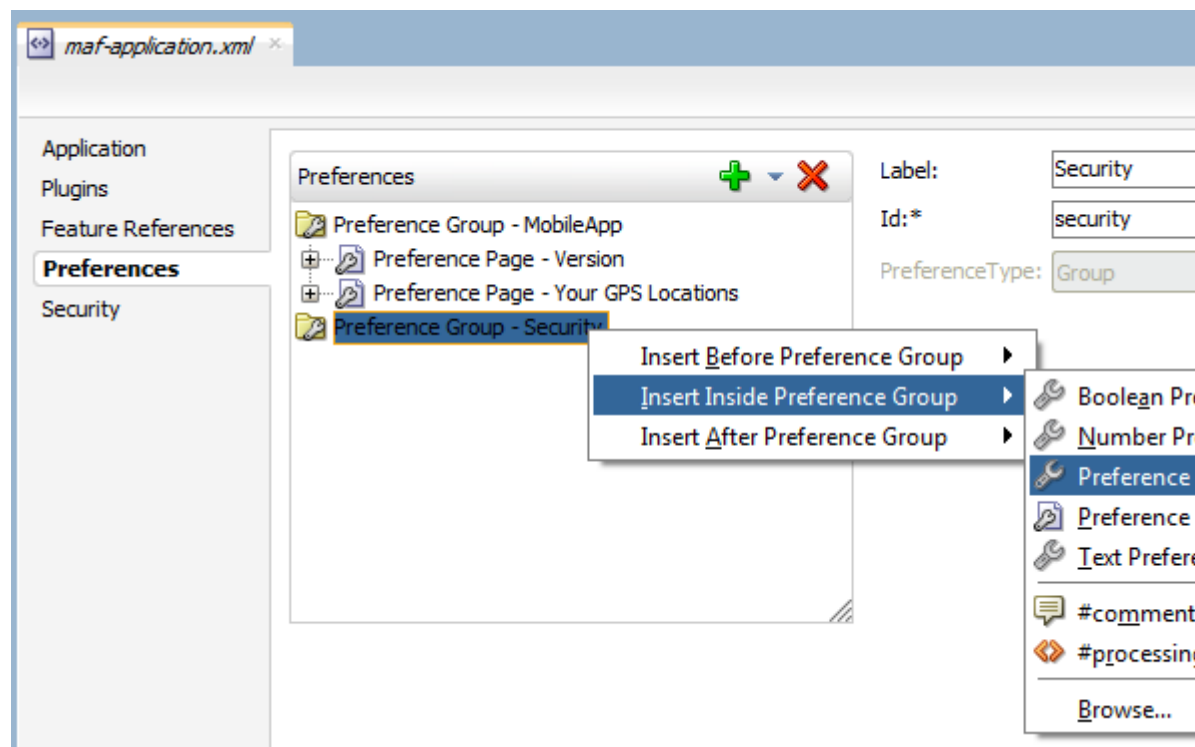
When you add a Boolean Preference and designate its default value, JDeveloper updates the `<admf:preferences>` section of the `maf-application.xml` file with a `<admf:preferenceBoolean>` element, as illustrated in the following example.

```
<admf:preferencePage id="gps_tracking"
    label="Your_GPS_Locations">
  <admf:preferenceGroup id="gps"
    label="GPS Settings">
    <admf:preferenceBoolean id="track_gps"
      label="Automatically Track Location"
      default="true"/>
  </admf:preferenceGroup>
</admf:preferencePage>
```

21.1.1.7 How to Add a Text Preference

Use the insert options, shown in [Figure 21-15](#), to create a Text Preference, a dialog that enables users to store information or view default text. [Figure 21-15](#) shows creating a text preference within a Preference Group called *Security*.

Figure 21-15 Inserting a Text Preference



Before you begin:

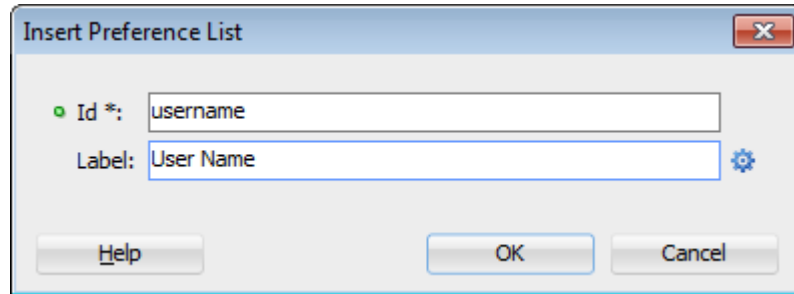
Create a Preference Group element.

To create a text preference:

1. Select a Preference Group element.
2. Select **Insert Inside** and then **Text Preference**.

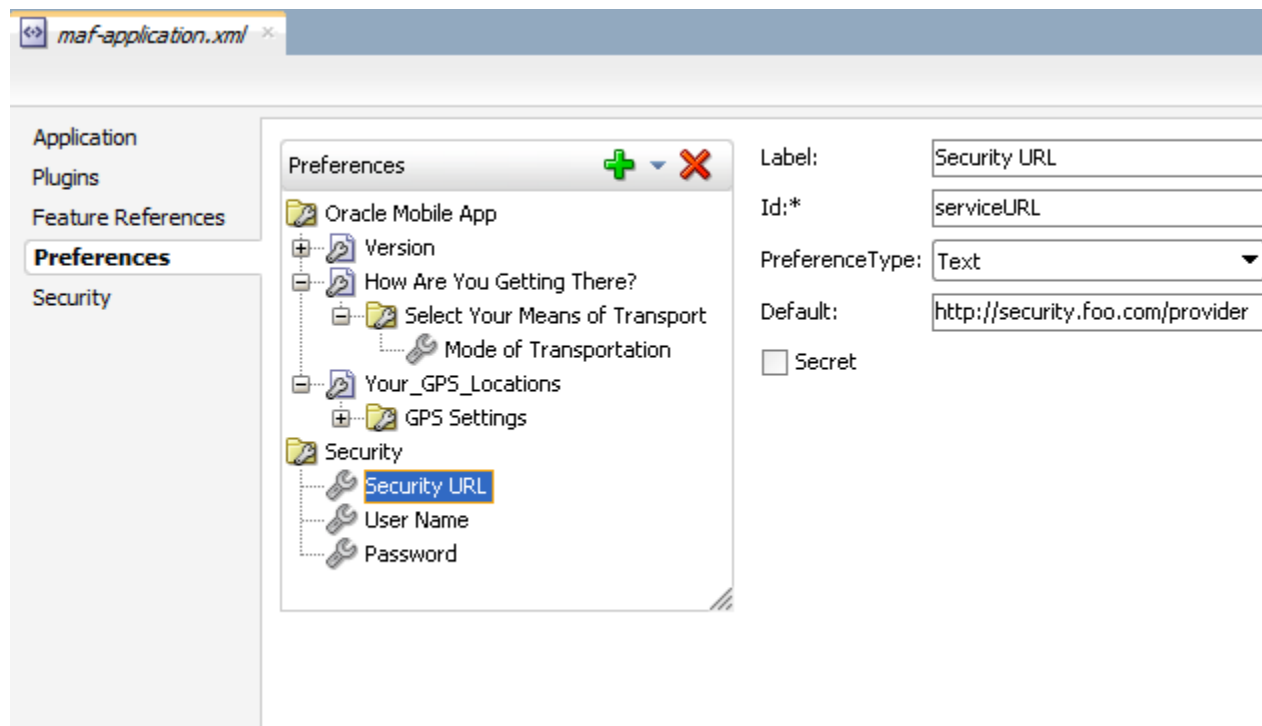
3. Enter the following information into the Insert Text Preference dialog, shown in [Figure 21-16](#), and then click **OK**.
 - Enter a unique identifier.
 - Enter the descriptive text that displays in the user interface.

Figure 21-16 The Insert Text Preference Dialog



4. Define the following for the preference text dialog:
 - Enter the default text value.
 - Select **Secret** to hide the text preference.

Figure 21-17 Defining the Text Preference



21.1.1.8 What Happens When You Define a Text Preference

When you add a Text Preference and designate its default value, JDeveloper updates the `<adfmf:preferences>` section of the `maf-application.xml` file with a `<adfmf:preferenceText>` element, as illustrated in the following example.

```

<adfmf:preferenceGroup id="security" label="Security">
  <adfmf:preferenceText id="serviceURL"
    label="Security URL"
    default="http://security.example.com/provider"/>
  <adfmf:preferenceText id="username"
    label="User Name"/>
  <adfmf:preferenceText id="password"
    label="Password"
    secret="true"/>
</adfmf:preferenceGroup>

```

The Preference Group elements that define a security URL, user name, and password preference setting display similarly to [Figure 21-18](#).

Figure 21-18 Text Preferences



[Figure 21-18](#) illustrates `<adfmf:preferenceText>` elements with a seeded value for the Security URL and an input value for the User Name. Because the MAF preferences are integrated with the iOS Settings application, the `secret="true"` attribute for the Password input text results in the application following the iOS convention of obscuring the user input with bullet points. For more information, see the description for the `isSecure` text field element in *Settings Application Schema Reference*, available from the iOS Developer Library (<http://developer.apple.com/library/ios/navigation/>) and [Platform-Dependent Display Differences](#).

21.1.2 What Happens When You Create an Application-Level Preference Page

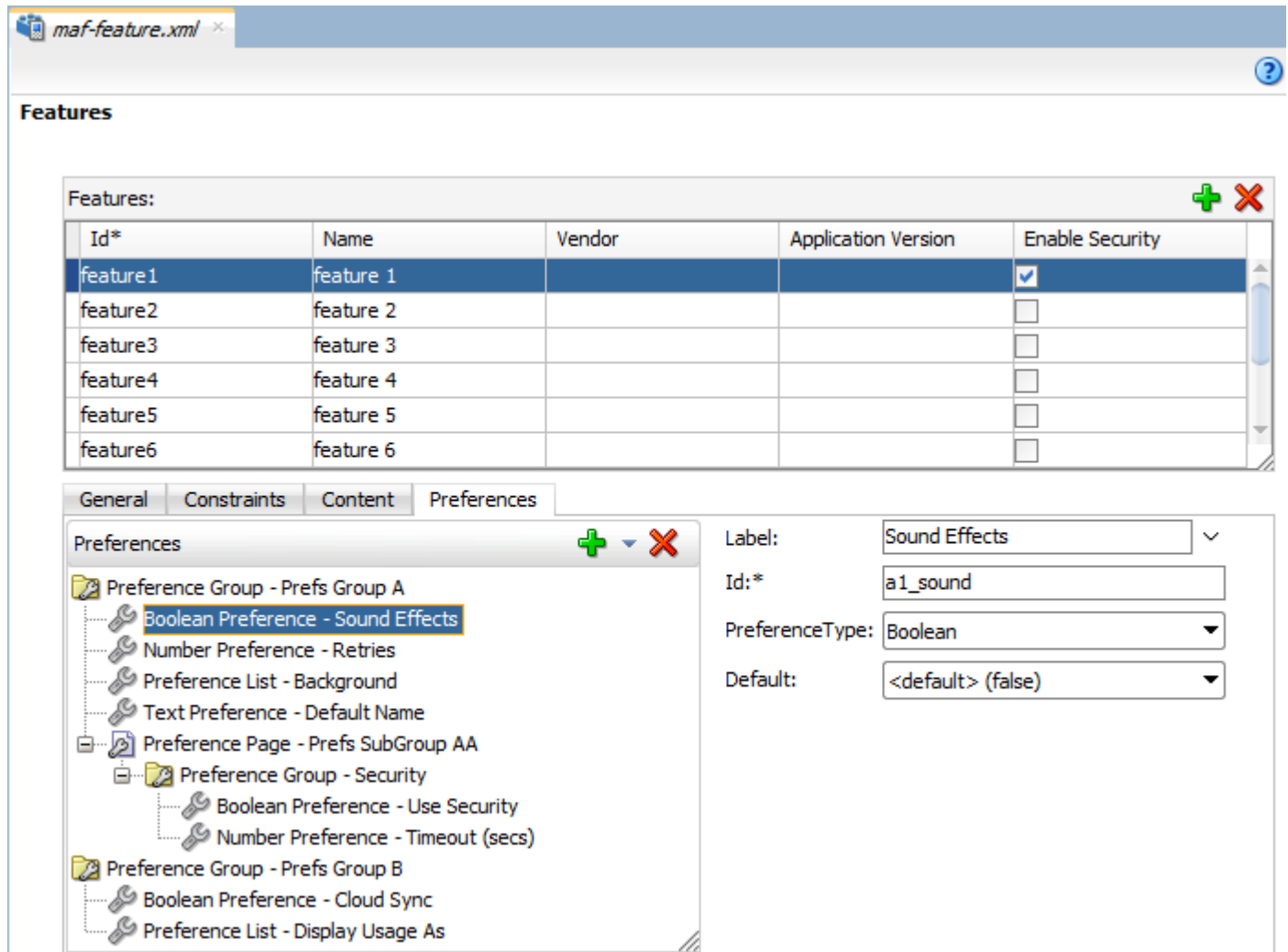
After you deploy the mobile application, the application-wide preference settings page is propagated to the device's global settings application, such as the Settings application on iOS-powered devices. For more information, see [Converting Preferences for Deployment](#).

21.2 Creating User Preference Pages for Application Features

As described in [Reusing MAF Application Content](#), you can distribute an application feature independently of its mobile application by adding a Feature Application Archive (FAR) .jar file containing the application feature to the library of another mobile application. You then reference the application feature in the application's `maf-application.xml` file. If an application feature requires a specific set of user preferences in addition to the general preferences defined for the consuming application, you can define them using the Preferences tab of the `maf-feature.xml` overview editor, shown in [Figure 21-19](#). You build application feature preferences in

the same manner as the application-level preferences, which are described in [Creating User Preference Pages for a Mobile Application](#). After you define the preferences in the `maf-feature.xml` file, you then create the actual preference page by creating an application feature that references a MAF AMX page that is embedded with the Boolean Switch, Input, and Output components described in [Creating and Using UI Components](#).

Figure 21-19 Setting Application Feature-Level Preferences



21.3 Using EL Expressions to Retrieve Stored Values for User Preference Pages

When creating an application feature-level preference page, you add EL expressions to the MAF AMX components, such as the Input Text component in the following example.

```
<amx:inputText label="Number" id="it1" inputType="number"
    value="#{preferenceScope.feature.Feature1.f1top.f1Number}"/>
```

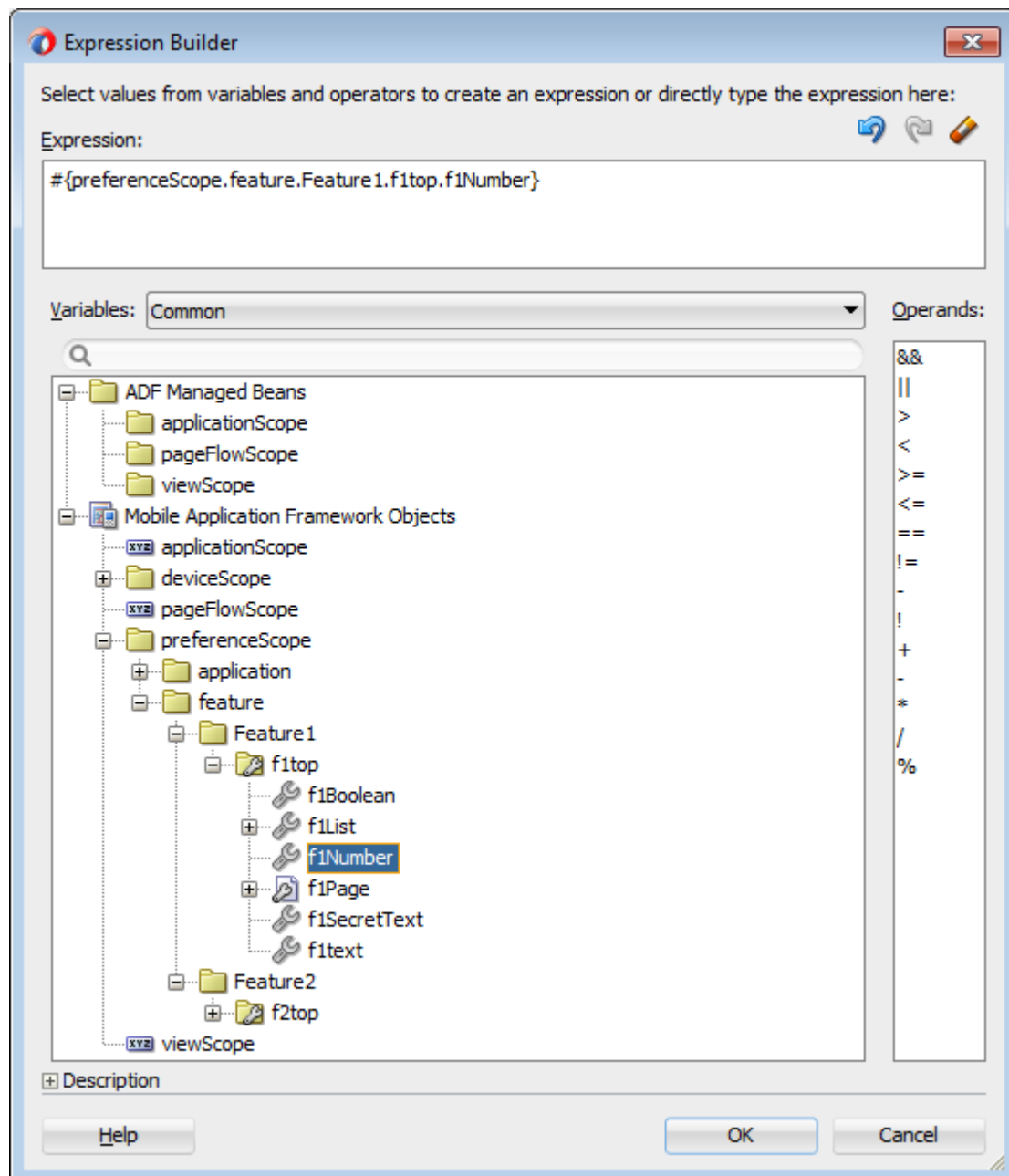
As illustrated in this example, EL expressions use the `preferenceScope` object to enable applications to access an application feature-level preference. These EL expressions are in the following format:


```
preferenceScope.feature.feature-id.group-id.property-id
```

Figure 21-20 illustrates using the Expression Builder to create the EL expression. The preference itself is designated by the IDs configured for various components in `maf-feature.xml`, such as the ID of the application feature (`<admf:feature id="Feature1">`), the ID of a Preference Group (`<admf:preferenceGroup id="f1top">`), and the ID of a preference property (`<admf:preferenceNumber id="f1Number">`).

The EL expression may include zero or more `group-id` and `property-id` elements.

Figure 21-20 Building an EL Expression for a Preference



21.3.1 What You May Need to Know About preferenceScope

An EL expression has the following resolution pattern:

- From the JavaScript layer, EL value expressions are resolved using the following JavaScript function:

```
adf.mf.el.getValue(expression, success, failed)
```

The resolution of `adf.mf.el.getValue` begins with an attempt to resolve the expression locally using the JS-EL parser and JavaScript Context Cache. If the expression cannot be resolved locally, the expression is passed to the embedded Java layer for evaluation where it is resolved by the Java EL parser. This is done through the `GenericInvokeRequest` to the Model's `getValue` method.

- At the Java layer, an EL value expression is resolved using the following approach:

```
String val = AdfmfJavaUtilities.evaluateELExpression("#{preferenceScope.feature.f0.vendor}");
```

For a `setValue` method, the expression is resolved as follows:

```
ValueExpression ve =
AdmfJavaUtilities.getValueExpression("#{preferenceScope.feature.f0.vendor}");
ve.setValue(AdmfJavaUtilities.getADFELContext(), value);
```

Evaluation of the EL expression involves looking up the `preferenceScope` object. The evaluation is from left to right, where each token is resolved independently. After a token is resolved, it is used to resolve the next token (which is on its right).

Preferences cannot be exposed without the `preferenceScope` object. For more information about the `preferenceScope` object, see [About the Mobile Application Framework Objects Category](#).

21.3.2 Reading Preference Values in iOS Native Views

MAF integrates APIs provided for a native UI (such as `UIView` or `UIViewController`) to allow certain configurations on iOS platform.

When the native UI is initialized, an instance of the `ADFSession` object becomes available. You can use its `getPreferences` method to instruct MAF to provide a listing of the available preferences for the application as defined in the `maf-application.xml` file. As shown in the following example, this method returns a `NSArray*` of preference property objects that can include the `id`, `value`, and `label` for the preference. This API call ensures that either the end user provided the value for a particular preference, or that the default value of the preference is returned.

```
//...
-(id) initWithADFSession:(id<ADFSession>) providedSession
{
    id me = [self init];
    session = providedSession;
    //...
    // Dump the preferences to the data display
    NSArray* prefsArray = [session getPreferences];
    NSString* prefs = [prefsArray JSONRepresentation];
    self.theData.text = [[NSString alloc] initWithFormat:
        @"%@ \nUser Preferences = --> %@ <--", self.theData.text, prefs];
    //...
```

```

    return me;
}

```

21.4 Platform-Dependent Display Differences

The MAF preference pages maintain the native look-and-feel for both the iOS and Android platforms. Consequently, the MAF preference pages display differently on the two platforms. As shown in [Table 21-1](#), preferences display inline on the iOS platform, meaning that the system does not invoke dialog pages. With a few exceptions, the Android platform presents these components as dialogs.

Table 21-1 Preference Component Comparison by Platform

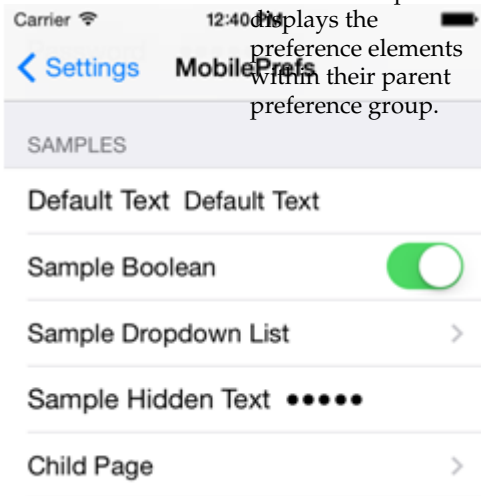
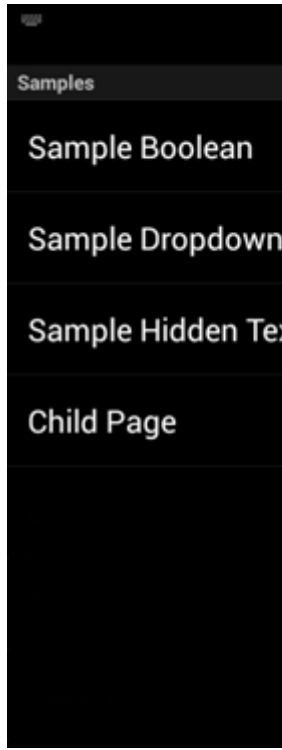
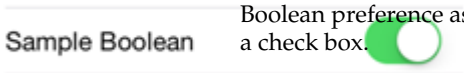
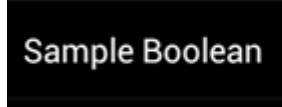
Component	iOS	iOS Display Examples	Android	Android Display Examples
Preference Groups (Category Selection)	The iOS platform displays the preference elements within their parent preference group.		The Android platform displays the preference elements within their parent preference group.	
Boolean Preference List	The Boolean preference is represented as value pair, such as <i>on</i> and <i>off</i> .		Android presents the Boolean preference as a check box.	

Table 21-1 (Cont.) Preference Component Comparison by Platform

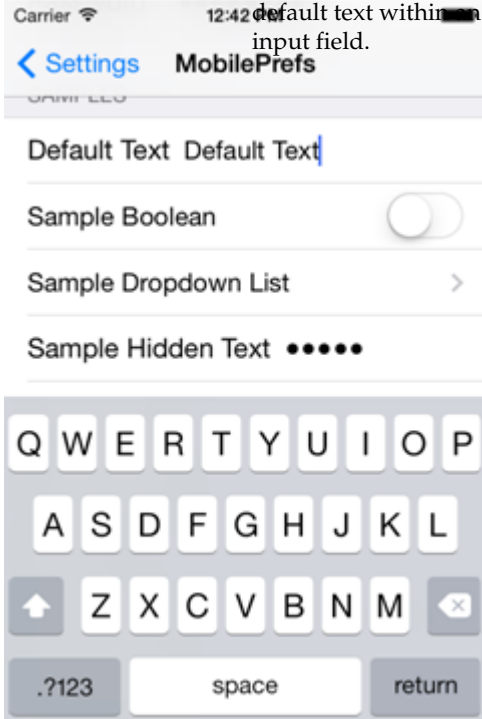
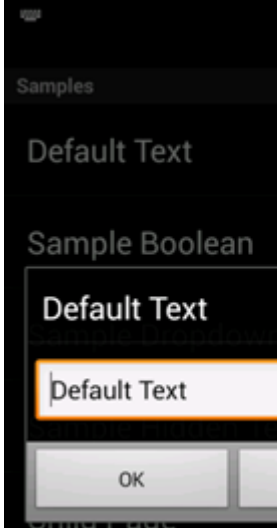
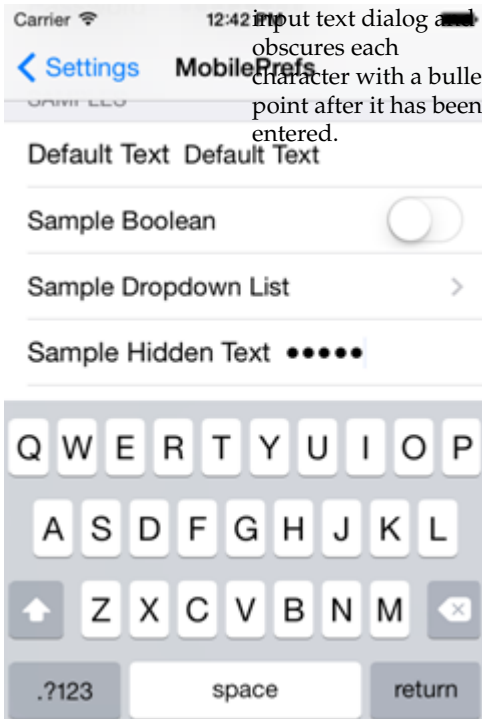
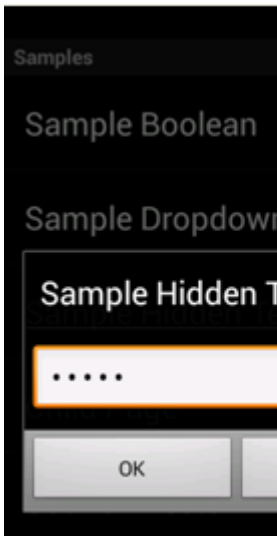
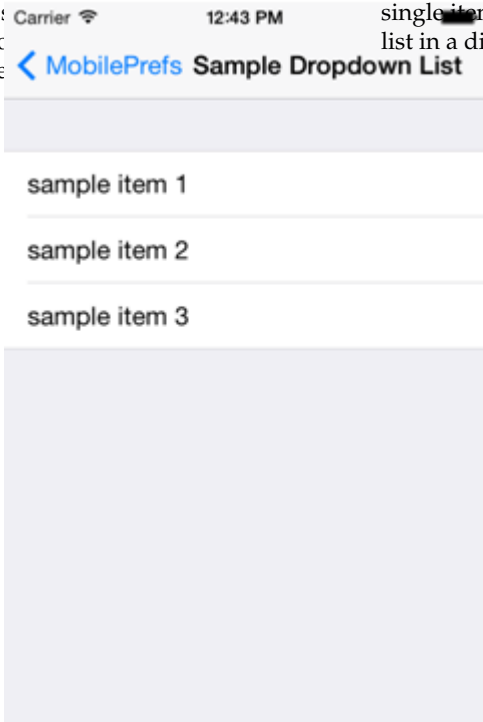
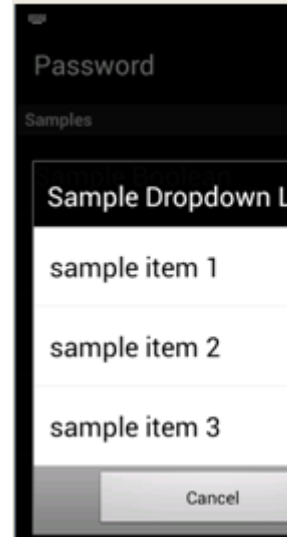
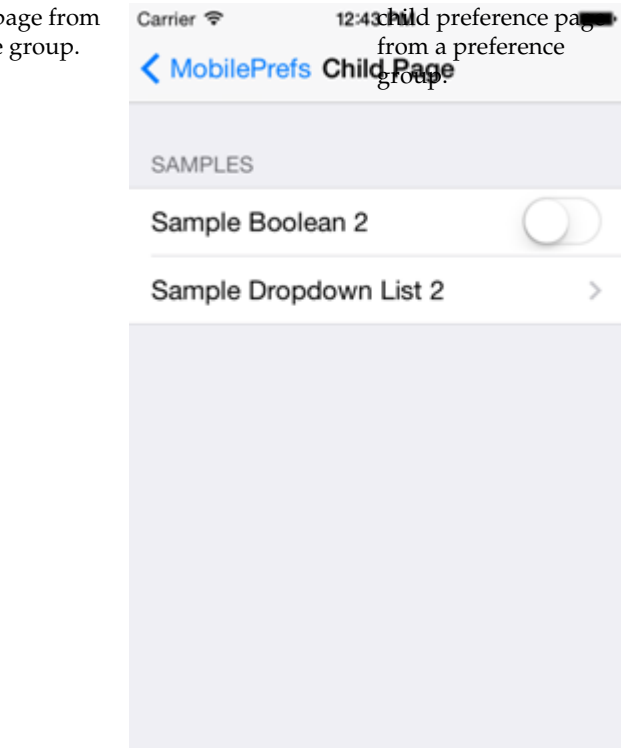
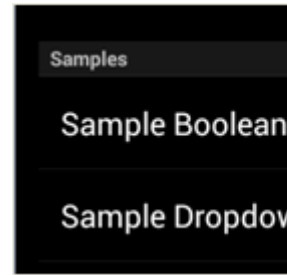
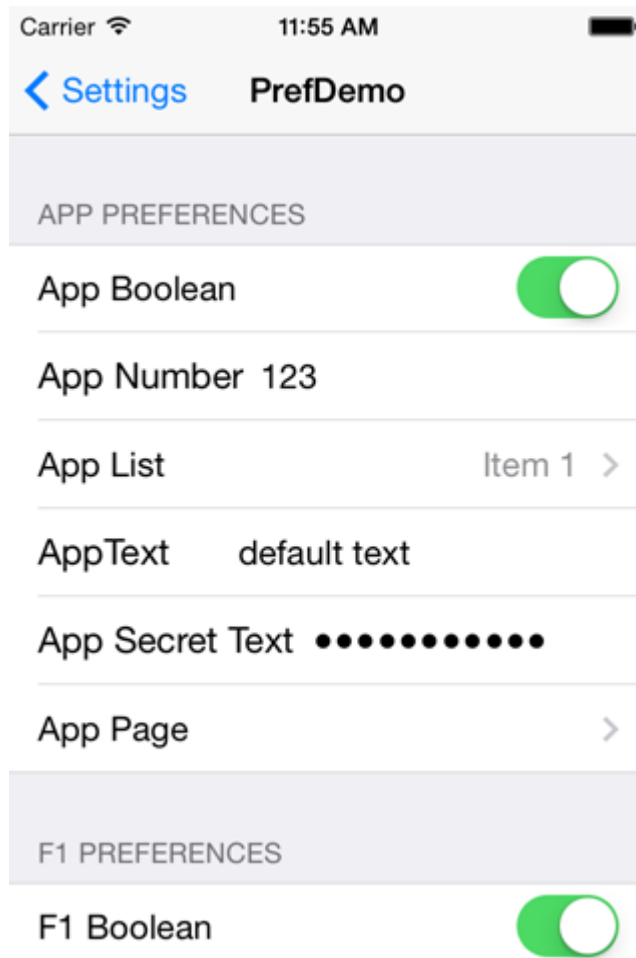
Component	iOS	iOS Display Examples	Android	Android Display Examples
Text Preference	iOS displays the text inline.		Android displays the default text within an input field.	
Text Preference (as secret input text)	On iOS platforms, users enter text inline, with each character obscured by a bullet point after it has been entered. For more information, see What Happens When You Define a Text Preference .		Android launches an input text dialog and obscures each character with a bullet point after it has been entered.	

Table 21-1 (Cont.) Preference Component Comparison by Platform

Component	iOS	iOS Display Examples	Android	Android Display Examples
Single Item Selection List (from a Preference List)	iOS platforms display the single item selection in a separate preference page.	 <p>The screenshot shows an iOS preference page titled "Sample Dropdown List". It features a blue back arrow and the text "MobilePrefs Sample Dropdown List". Below the title, there are three list items: "sample item 1", "sample item 2", and "sample item 3", each with a horizontal line underneath. The status bar at the top shows "Carrier", signal strength, Wi-Fi, and the time "12:43 PM".</p>	Android displays the single item selection list in a dialog.	 <p>The screenshot shows an Android dialog box titled "Sample Dropdown List" overlaid on a "Password" screen. The dialog contains three list items: "sample item 1", "sample item 2", and "sample item 3", each with a radio button to its right. A "Cancel" button is located at the bottom of the dialog. The status bar at the top shows signal strength, Wi-Fi, and the time "10:25".</p>
Preference Page	iOS launches a child preference page from a preference group.	 <p>The screenshot shows an iOS preference page titled "Child Page". It features a blue back arrow and the text "MobilePrefs Child Page". Below the title, there is a section header "SAMPLES". Underneath, there are two list items: "Sample Boolean 2" with a toggle switch to its right, and "Sample Dropdown List 2" with a right-pointing chevron to its right. The status bar at the top shows "Carrier", signal strength, Wi-Fi, and the time "12:43 PM".</p>	Android launches a child preference page from a preference group.	 <p>The screenshot shows an Android preference page titled "Samples". It features two list items: "Sample Boolean 2" with a checked checkbox to its right, and "Sample Dropdown List 2". The status bar at the top shows signal strength, Wi-Fi, and the time "7:30".</p>

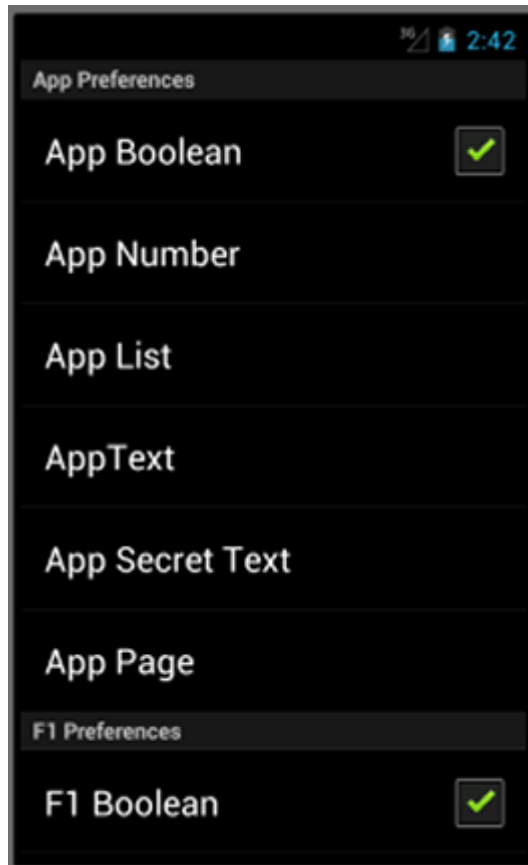
Although iOS and Android platforms have a Settings application, only the iOS platform supports integrating application-level preferences into the Settings application, as shown by the preferences in [Figure 21-21](#).

Figure 21-21 Oracle Mobile Preferences in the iOS Settings Application



On Android-powered devices, users access application-specific preferences pages similar to the one shown in [Figure 21-22](#) only when the application is running.

Figure 21-22 *The Preferences Menu on an Android-Powered Device*



Setting Constraints on Application Features

This chapter describes how to set constraints that can restrict an application feature based on user access privileges or device requirements.

This chapter includes the following sections:

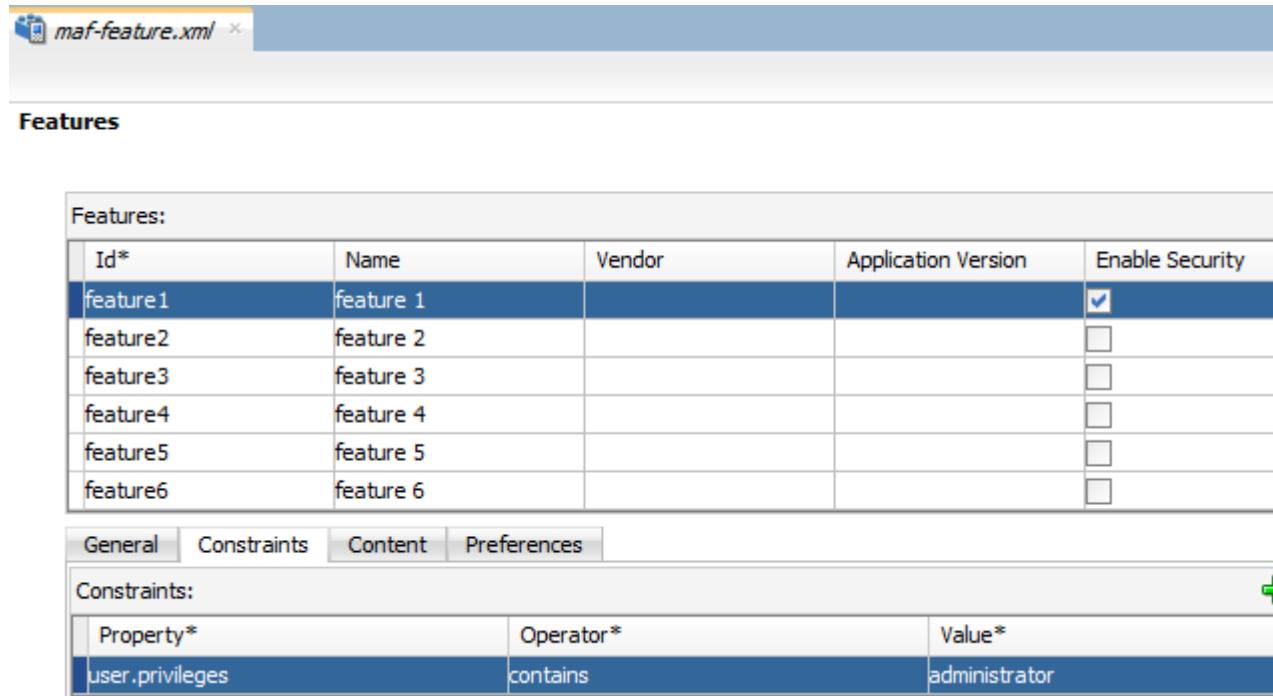
- [Introduction to Constraints](#)
- [Defining Constraints for Application Features](#)

22.1 Introduction to Constraints

A constraint describes when an application feature or application content should be used. Constraints can restrict access based on users and user roles, the characteristics of the device on which the mobile application is targeted to run, and the hardware available on the device. You can set constraints at two levels: at the application feature level, where you control the visibility of an application feature on a user's device, and at the content level, where you can specify which type of MAF content can be delivered for an application feature. The overview editor for the `maf-feature.xml` file enables you to set both of these types of constraints. Constraints are evaluated by the MAF runtime and must evaluate to `true` to enable the end user to view or use specific content, or even access the application feature itself.

22.1.1 Using Constraints to Show or Hide an Application Feature

The **Constraints** tab, shown in [Figure 22-1](#), enables you to set the application feature-level constraints. For example, an application feature that uses the device's camera displays within the mobile application's navigation bar or springboard only if the MAF runtime determines that the device actually has a camera function. You can also use feature level constraints to secure an application based on user roles and privileges. [Figure 22-1](#) illustrates creating constraints that would allow only a user with administrator privileges to access the application feature, should the MAF runtime evaluate the constraint to `true`. If the runtime evaluates the constraint to `false`, then it prevents an end user from accessing the application feature, because it does not appear on the navigation bar or within the springboard.

Figure 22-1 Setting Application Feature-Level Constraints

22.1.2 Using Constraints to Deliver Specific Content Types

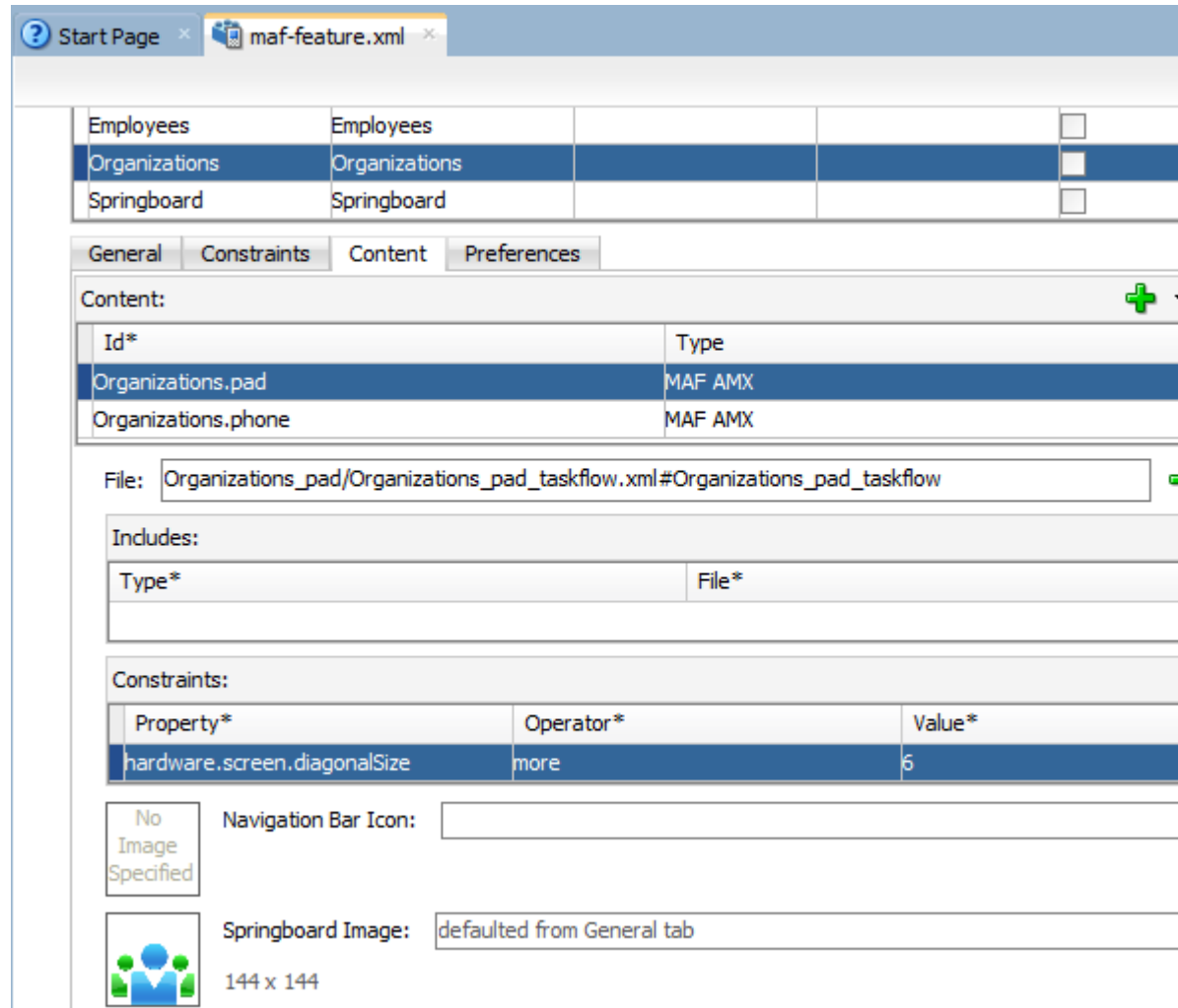
To accommodate such factors as device hardware properties or user privileges, a single application feature can have more than one type of content to deliver different versions of the user interface. By setting constraints on the content of an application feature, you designate the conditions for determining what end users can see or how application pages can be used.

Using the **Content** tab, shown in [Figure 22-2](#), you can, for example, specify content that delivers one type of user interface for users who have been granted administrative privileges and a separate user interface for those who have basic user privileges. In addition, content-level constraints can accommodate the layout considerations of a device. [Figure 22-2](#) illustrates how a sample application performs this using a constraint based on the screen width of a device to deliver AMX Mobile task flows that call pages tailored to the layout of the iPhone and the iPad. When an end user launches the sample application, the MAF runtime evaluates the constraint that is set for the Employees application feature. If the runtime ascertains that the diagonal width of the device's screen exceeds six inches, it selects the `Employees_pad_taskflow.xml` file, which calls the MAF AMX pages designed for the iPad. If this constraint evaluates to `false` (that is, the diagonal width of the screen is less than six inches), then the runtime selects the MAF task flow that calls iPhone-specific pages, `Employees_phone_taskflow.xml`. In addition, the Content tab enables you to select navigation bar and springboard images that display when the runtime selects specific content. If you do not select content-specific images, then MAF instead uses the application feature-level images that are designated in the General tab.

Note:

Images must adhere to the platform-specific guidelines, as described in [Setting Display Properties for an Application Feature](#).

Figure 22-2 *Setting Content-Level Constraints*



For more information on the sample applications, see [MAF Sample Applications](#).

22.2 Defining Constraints for Application Features

When setting application feature-level constraints, the `property`, `operator`, and `value` attributes of the `<adfmf:constraint>` element (a child element of `<adfmf:constraints>`) enable you to restrict application usage based on a user, a device, or hardware. An example of defining these attributes, shown in the following example, illustrates defining these attributes to restrict access to an application feature to a Field Rep and to also restrict the application to run only on an iOS-powered device.

```
<adfmf:constraints>
  <adfmf:constraint property="user.roles"
    operator="contains"
```

```
        value="Field Rep"/>
<adfmf:constraint property="device.model"
operator="contains"
value="ios"/>
</adfmf:constraints>
```

22.2.1 How to Define the Constraints for an Application Feature

You declaratively configure the constraints for a selected application feature using the Constraints tab in the Features page, shown in [Figure 22-2](#).

To define the constraints for an application feature:

1. Click the **Constraints** tab.
2. Click **Add**.
3. Select a property and an appropriate operator and then enter a value. For more information on using properties, see [About the property Attribute](#).

22.2.2 What Happens When You Define a Constraint

Entering the values in the Constraints tab updates the descriptor file's `<adfmf:constraints>` element with defined `<adfmf:constraint>` elements, similar to the example shown in [Defining Constraints for Application Features](#).

22.2.3 About the property Attribute

MAF provides a set of property attributes that reflect users, devices, and hardware properties. Using these properties in conjunction with the following operators and an appropriate value determines how an application feature can be used.

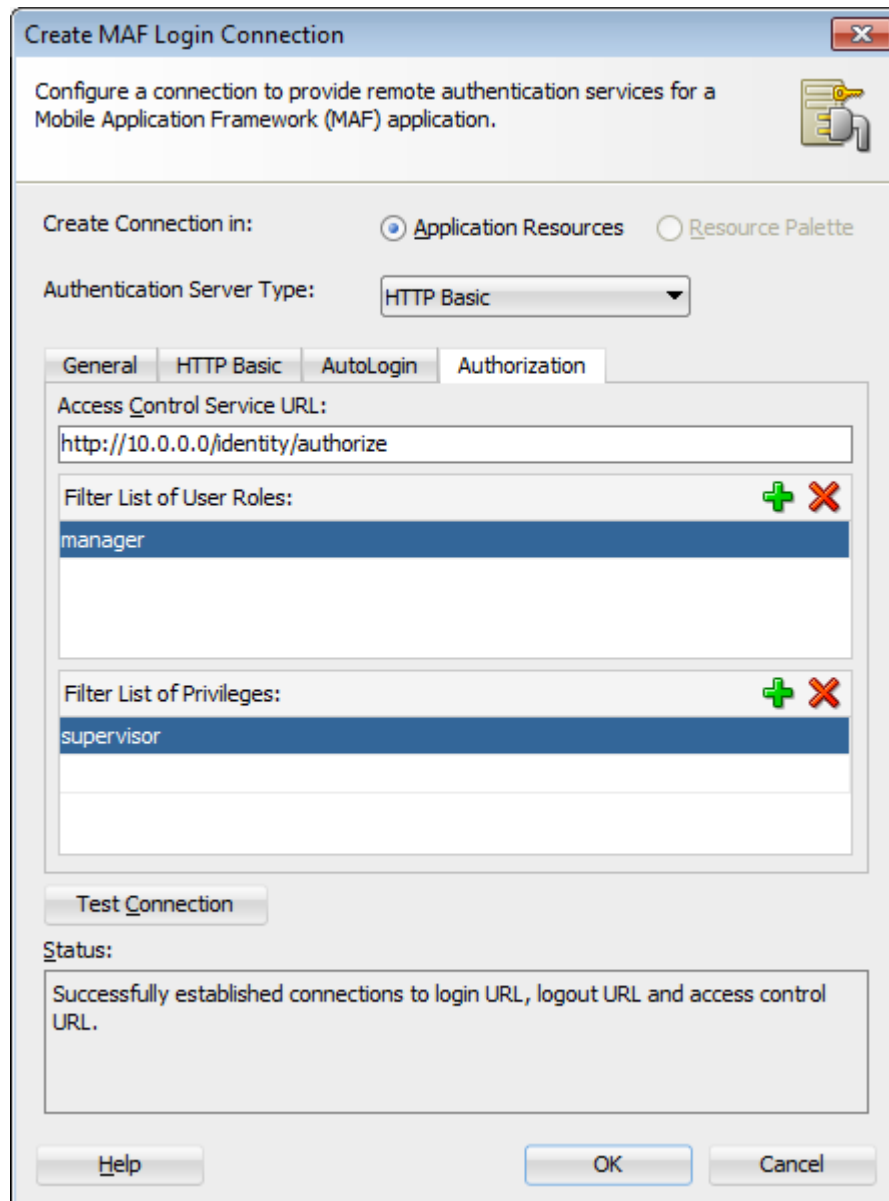
- contains
- equal
- less
- more
- not

22.2.4 About User Constraints and Access Control

After a user logs into a mobile application, the MAF runtime reconciles the user role-based constraints configured for each application feature against the user roles and privileges retrieved by the Access Control Service (ACS). MAF then presents only the application feature (or application feature content) to end users whose privileges satisfy the constraints. In addition to setting these user privilege and role constraints, you create access control for the mobile application by entering the following in the **Create MAF Login Connection** dialog, shown in [Figure 22-3](#) (and described in [How to Designate the Login Page](#)):

- The URL of the REST Web service that transmits a list of user roles and privileges.
- A list the user roles checked by the application feature.
- A list of privileges.

See also [What You May Need to Know About the Access Control Service](#).

Figure 22-3 Configuring Retrieval of User Roles and Privileges

You control access to application features using constraints based on `user.roles` and `user.privileges`. For example, to allow only a user with the `manager` role to access an application feature, you must add a constraint of `user.roles contains manager` to the definition of the application feature.

The `user.roles` and `user.privileges` use the `contains` and `not` operators as follows:

- `contains`—If the collection of roles or privileges contains the named role or privilege, then the runtime evaluates the constraint to `true`. The following example shows how to use the `user.roles` property with the `contains` operator. The application feature will appear in the mobile application if the user's roles include the role of `employee`.

```
<feature ...>
  ...
  <constraints>
```

```
        <constraint property="user.roles"
                  operator="contains"
                  value="employee" />
    </constraints>
    ...
</feature>
```

- **not**—If the collection of roles or privileges does not contain the named role or privilege, then the runtime evaluates the constraint to `true`. In the following example, the application feature is not included if the user's privileges contain the manager privilege.

```
<feature ...>
    ...
    <constraints>
        <constraint property="user.privileges"
                  operator="not"
                  value="manager" />
    </constraints>
    ...
</feature>
```

22.2.5 About Hardware-Related Constraints

The hardware object references the hardware available on the device, such as the presence of a camera, the ability to provide compass heading information, or to store files. These properties use the `equal` operator.

- `hardware.networkStatus`—Indicates the state of the network at the startup of the application. This property can be modified with three attribute values: `NotReachable`, `CarrierDataConnection`, and `WiFiConnection`. The following example illustrates the latter value. As illustrated in this example, setting this value means that this mobile application feature only displays in the mobile application if the device hardware indicates that there is a Wi-Fi connection. In other words, if the device does not have a Wi-Fi connection when the mobile application loads, then this application feature will not display.

```
<feature ...>
    ...
    <constraints>
        <constraint property="hardware.networkStatus"
                  operator="equal"
                  value="WiFiConnection" />
    </constraints>
    ...
</feature>
```

Note:

This constraint is evaluated at startup on iOS-powered devices. If a device does not have a Wi-Fi connection at startup but subsequently attains one (for example, when a user enters a Wi-Fi hotspot), then the application feature remains unaffected and does not become available until the user stops and then restarts the mobile application.

- `hardware.hasAccelerometer`—Indicates whether or not the device has an accelerometer. This property is defined by a `true` or `false` value. The following

example shows a `true` value, indicating that this application feature is only available if the hardware has an accelerometer.

```
<feature ...>
...
  <constraints>
    <constraint property="hardware.hasAccelerometer"
      operator="equal"
      value="true" />
  </constraints>
...
</feature>
```

Note:

Because all iOS-based hardware have accelerometers, this property must always have a value of `true` for the application feature to be available on iOS-powered devices.

- `hardware.hasCamera`—Indicates whether or not the device has a camera. This constraint is defined using a value attribute of `true` or `false`. In the following example, the value is set to `true`, indicating that the application feature is only available if the device includes a camera.

```
<feature ...>
...
  <constraints>
    <constraint property="hardware.hasCamera"
      operator="equal"
      value="true" />
  </constraints>
...
</feature>
```

Note:

Not all iOS-based hardware have cameras. This value is dynamically evaluated at the startup of mobile applications on an iOS-powered device. At this time, the mobile application removes the application features that do not evaluate to `true`.

- `hardware.hasCompass`—Indicates whether the device has a compass. You define this constraint with the attribute value of `true` or `false`, as shown in the following example.

```
<feature ...>
...
  <constraints>
    <constraint property="hardware.hasCompass"
      operator="equal"
      value="true" />
  </constraints>
...
</feature>
```

Note:

Not every iOS-powered device has a compass. This value is dynamically evaluated at the startup of mobile applications on an iOS-powered device. At this time, the mobile application removes the application features that do not evaluate to `true`.

- `hardware.hasContacts`—Indicates whether the device has an address book or contacts. You define this constraint with the attribute value of `true` or `false`, as shown in the following example.

```
<feature ...>
  ...
  <constraints>
    <constraint property="hardware.hasContacts"
               operator="equal"
               value="true" />
  </constraints>
  ...
</feature>
```

Note:

Because contacts on iOS-based hardware are accessed through Apache Cordova, the value attribute is always set to `true` for iOS-powered devices.

- `hardware.hasFileAccess`—Indicates whether the device provides file access. You define this constraint with the attribute value of `true` or `false`, as shown in the following example. The application feature is only available if the runtime evaluates this constraint to `true`.

```
<feature ...>
  ...
  <constraints>
    <constraint property="hardware.hasFileAccess"
               operator="equal"
               value="true" />
  </constraints>
  ...
</feature>
```

Note:

Because file access on iOS-based hardware is accessed through Apache Cordova, the value attribute is always `true` for iOS-powered devices.

- `hardware.hasGeoLocation`—Indicates whether or not the device provides geolocation services. You define this constraint with the attribute value of `true` or `false`, as shown in the following example. The application feature is only available if the device supports geolocation.

```
<feature ...>
  ...
  <constraints>
    <constraint property="hardware.hasGeoLocation"
               operator="equal" />
  </constraints>
  ...
</feature>
```



```

        value="true"/>
    </constraints>
    ...
</feature>

```

Note:

Apache Cordova does not provide access to the geolocation service for all iOS-powered devices. Depending on the device, the application feature may not be available when the constraint is evaluated by the runtime.

- `hardware.hasLocalStorage`—Indicates whether the device provides local storage of files. You define this constraint with the `value` attribute of `true` or `false`, as shown in the following example. The application feature only displays if the device supports storing files locally.

```

<feature ...>
    ...
    <constraints>
        <constraint property="hardware.hasLocalStorage"
            operator="equal"
            value="true" />
    </constraints>
    ...
</feature>

```

Note:

Because Apache Cordova provides access to local file storage on all iOS hardware, the `value` attribute is always `true` for iOS-powered devices.

- `hardware.hasMediaPlayer`—Indicates whether or not the device has a media player. You define this constraint with the `value` attribute of `true` or `false`, as shown in the following example. The application feature only displays if the device has a media player.

```

<feature ...>
    ...
    <constraints>
        <constraint property="hardware.hasMediaPlayer"
            operator="equal"
            value="true" />
    </constraints>
    ...
</feature>

```

Note:

For iOS-powered devices, the `value` attribute is always `true`, because Apache Cordova provides access to media players on iOS-based hardware.

- `hardware.hasMediaRecorder`—Indicates whether or not the device has a media recorder. You define this constraint with the `value` of `true` or `false`, as shown in the following example. The application feature is only included if the device hardware supports a media recorder.

```

<feature ...>
  ...
  <constraints>
    <constraint property="hardware.hasMediaRecorder"
               operator="equal"
               value="true" />
  </constraints>
  ...
</feature>

```

Note:

Set this value to `true` for all iOS-powered devices because all iOS-based hardware have media recorders which can be accessed through Apache Cordova. Some devices, such as the Apple iTouch, do not have a microphone but can allow end users to make recordings by attaching an external microphone.

- `hardware.hasTouchScreen`—Indicates whether or not the hardware provides a touch screen. You define this constraint with the `value` attribute of `true` or `false`, as shown in the following example. The application feature is only included if the device hardware supports a touch screen.

```

<feature ...>
  ...
  <constraints>
    <constraint property="hardware.hasTouchScreen"
               operator="equal"
               value="true" />
  </constraints>
  ...
</feature>

```

Note:

Set the `value` attribute to `true` for iOS-powered devices, because all iOS-based hardware provides touch screens.

- `hardware.screen.width`—Indicates the width of the screen for the device in its current orientation. Enter a numerical value that reflects the screen's width in terms of logical device pixels (such as such as 320 in the following example), not physical device pixels, which represent the actual pixels that appear on a device. The value depends on the orientation of the device.

```

<feature ...>
  ...
  <constraints>
    <constraint property="hardware.screen.width"
               operator="equal"
               value="320" />
  </constraints>
  ...
</feature>

```

Note:

This value is evaluated at the startup of the mobile application when the runtime evaluates constraints and dismisses application features with constraints that do not evaluate to `true`. If a user rotates the device after the mobile application starts, MAF's runtime does not re-evaluate this constraint because the set of application features is fixed after the mobile application starts.

- `hardware.screen.height`—Indicates the height of screen for the device in its current position. Enter a numerical value that reflects the screen's height in terms of logical pixels, such as 320 or 480, as shown in the following example. The value depends on the orientation of the device.

```
<feature ...>
  ...
  <constraints>
    <constraint property="hardware.screen.height"
      operator="equal"
      value="480" />
  </constraints>
  ...
</feature>
```

Note:

When the mobile application starts, the MAF runtime evaluates the screen height value for this constraint as part of the process of dismissing application features with constraints that do not evaluate to `true`. If a user changes the orientation of the device after the mobile application starts, the runtime does not re-evaluate this constraint, because the set of application features is fixed after the mobile application starts.

- `hardware.screen.availableWidth`—Indicates the available width of the device's screen in its current orientation. Enter a numerical value that reflects the screen's width in terms of logical pixels, such as 320 or 480, as shown in the following example. The value depends on the orientation of the device.

```
<feature ...>
  ...
  <constraints>
    <constraint property="hardware.screen.availableWidth"
      operator="equal"
      value="320" />
  </constraints>
  ...
</feature>
```

- `hardware.screen.availableHeight`—Indicates the available height of the screen for the device in its current position. Enter a numerical value that reflects the screen's width in terms of logical pixels, such as 320 or 480, as shown in the following example. The value depends on the orientation of the device.

```
<feature ...>
  ...
  <constraints>
    <constraint property="hardware.screen.availableHeight"
```

```

        operator="equal"
        value="480" />
    </constraints>
    ...
</feature>

```

22.2.6 Creating Dynamic Constraints on Application Features and Content

In addition to displaying or hiding an application feature or user interface content based on the static constraints that are defined by the `name`, `operator`, and `value` attributes, you can enable a mobile application to render its application features and content dynamically by defining constraints with EL expressions. The dynamic evaluation of constraints based on EL expressions enables you to write expressions that can call your own bean logic, write complex EL expressions, or even write logic-accessing application preferences. Defining constraints as EL expressions provides flexibility in that the MAF runtime may initially hide an application feature if it evaluates an EL expression as `false`, but may display it at a later point when it evaluates the same EL expression as `true`. The `<admf:constraintExpression>` element enables you to define constraints on an application feature using EL expressions, as illustrated by the deferred method expression in the following example.

```

<admf:constraints>
  <admf:constraint id="c1" property="hardware.screen.dpi" operator="more" value="120"/>
  <admf:constraint id="c2" property="device.model" operator="equal" value="iPad"/>
  <admf:constraintExpression id="c3" value="#{myBean.checkConstraint}"/>
</admf:constraints>

```

This example also shows how you can nest the `<admf:constraintExpression>` element among the static constraints defined within the `<admf:constraints>` element of the `maf-feature.xml` file. For more information, see *Tag Reference for Oracle Mobile Application Framework*.

22.2.6.1 About Combining Static and EL-Defined Constraints

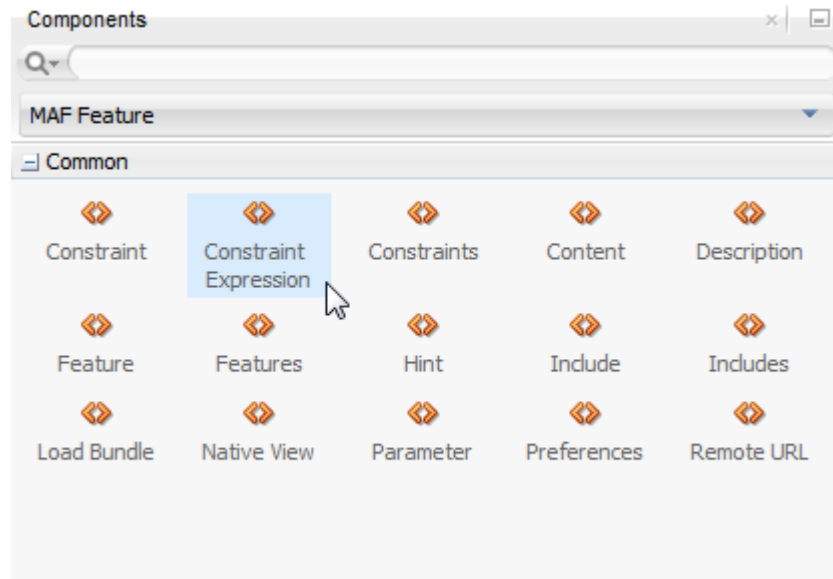
The MAF runtime must evaluate all the criteria of a static constraint to `true` to enable it to display. It displays application features and content when it evaluates the constraint EL expressions as `true`, but hides them when it evaluates the expressions as `false`.

22.2.6.2 How to Define a Dynamic Constraint

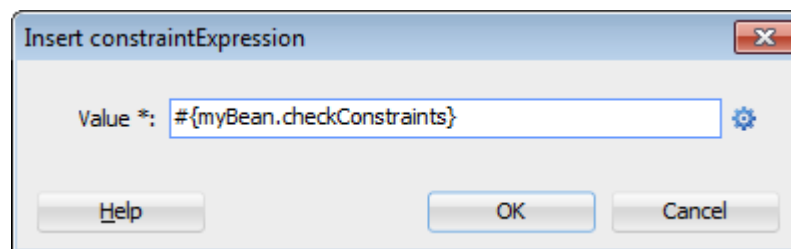
Unlike static constraints, you do not create (or update) a dynamic constraint using the `maf-feature.xml` overview editor. Instead, you create an `<admf:constraintExpression>` by dragging the **Constraint Expression** component into either the **Source** editor or the **Structure** window and then use the **Expression Builder** to populate this component with the EL expression.

To define an **Constraint Expression** component:

1. Choose the **Source** editor for the `maf-feature.xml` file.
2. Navigate to the `<admf-constraints>` element.
3. In the **Components** window, select the **Common** components, as illustrated in [Figure 22-4](#).

Figure 22-4 The Constraint Expression Component

4. Choose the **Constraint Expression** component and add it to the `<admf-constraints>` element using any of the following methods:
 - Double-click the **Constraint Expression** component in the Components window.
 - Drag the **Constraint Expression** component into the `<admf-constraints>` element in the Source editor.
 - Drag the **Constraint Expression** component into the Constraints node of the Structure window.
5. Enter the EL expression in the **Insert constraintExpression** dialog, shown in [Figure 22-5](#), or create an EL expression with the **Expression Builder**, which you access by clicking the **Property Menu** icon (the gear) in this dialog.

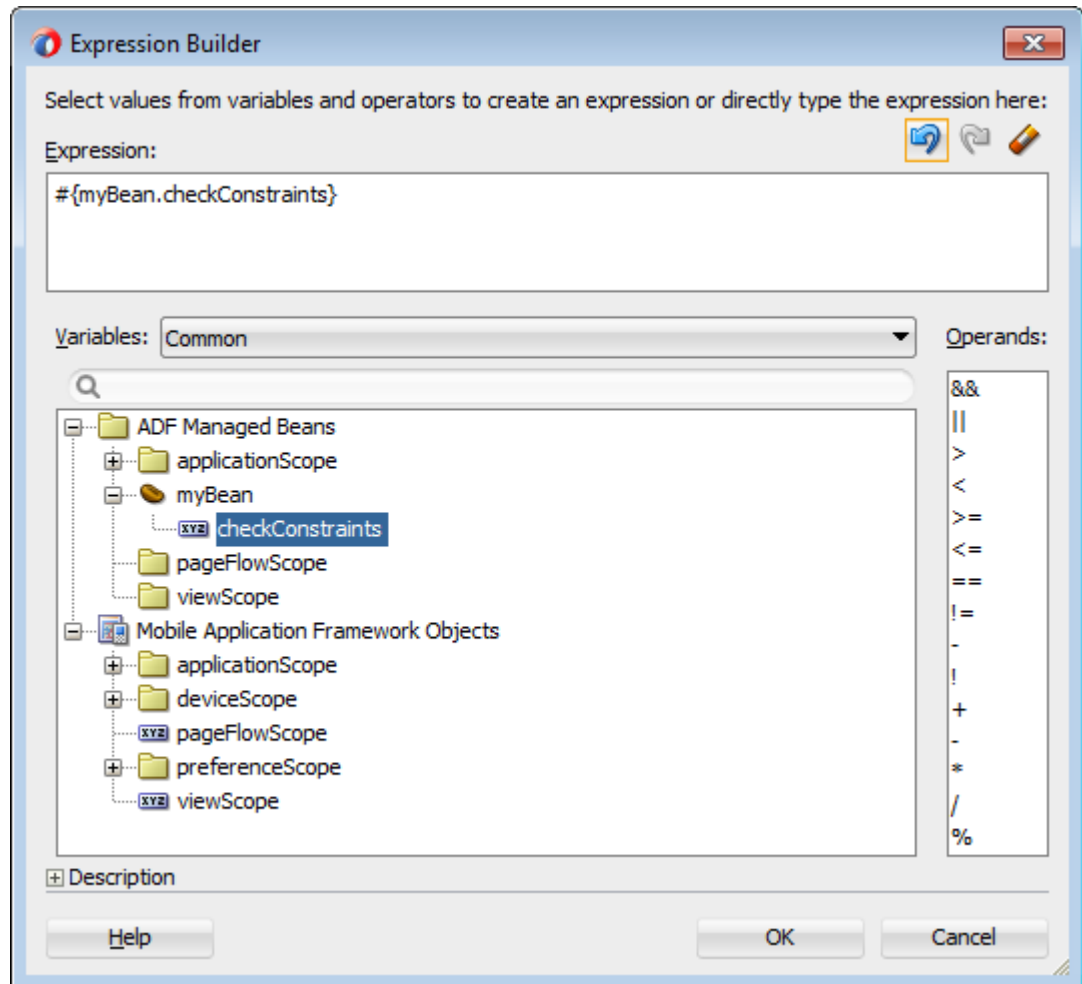
Figure 22-5 Defining an EL Constraint Using the InsertconstraintExpression Dialog

[Figure 22-6](#) illustrates creating an EL expression from the ADF Managed Bean category. However, you can create an constraint's EL expression from any of the categories described in [About the Categories in the Expression Builder](#).

Note:

Only application scope managed beans defined in `adfc-mobile-config.xml` can be used in a constraint's EL expression.

Figure 22-6 Building a Constraint's EL Expression



6. Click **OK**.

Enabling and Using Notifications

This chapter describes how to enable MAF applications to display local notifications as well as register for, and handle, push notification messages.

This chapter includes the following sections:

- [Introduction to Notifications](#)
- [Enabling Push Notifications](#)
- [Managing Local Notifications](#)

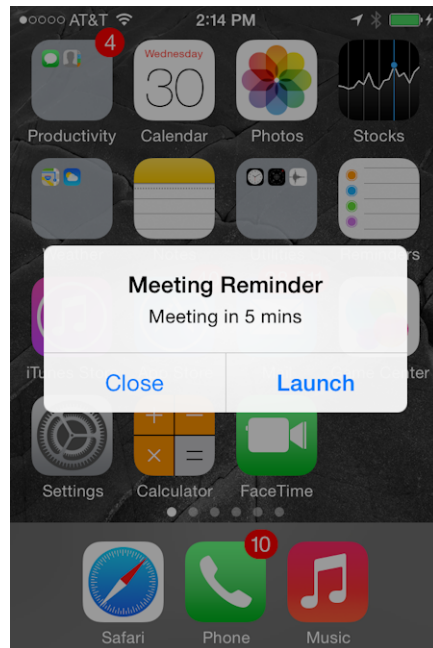
23.1 Introduction to Notifications

Notifications are signals delivered to the end user outside of a mobile application's regular user interface. These notifications can appear as messages in the form of an alert, or as a banner, depending on the state of the application and user settings. The notifications may be presented visually or as a sound or both.

The following are the two main types of notifications:

- **Push notifications** are sent from an external source, such as a server, to an application on a mobile device. When end users are notified, they can either launch the application or they can choose to ignore the notification in which case the application is not activated.

[Figure 23-1](#) shows a push notification alert on an iOS-powered device.

Figure 23-1 Push Notification

Applications must register with a notification service to receive push notifications. If the registration succeeds, then the notification service issues a token to the application. The application shares this token with its provider (located on a remote server), and in doing so, enables the provider to send notifications to the application through the notification service. MAF registers on behalf of the application using application-provided registration configuration, described in [Enabling Push Notifications](#). Registration occurs upon every start of the MAF application to ensure a valid token. After a successful registration, MAF shares the token obtained from the platform-specific notification service with the provider. On iOS, the notification service is Apple Push Notification Service (APNs). Google Cloud Messaging (GCM) for Android provides the notification service for applications installed on Android-powered devices.

A MAF application can receive push notifications regardless of its state: the display of these messages, which can appear even when the application is not in the foreground, depends on the state of the MAF application and the user settings. [Table 23-1](#) describes how the iOS operating system handles push notifications depending on the state of the MAF application.

Table 23-1 Handling Push Notifications on an iOS-Powered Device

State	Action
The MAF application is installed, but not running.	The notification message displays with the registered notification style (none, banner, or alert). When the user taps the message (if it's a banner-style notification) or touches the action button (if the message appears as an alert), the MAF application launches, invoking the application notification handlers.

Table 23-1 (Cont.) Handling Push Notifications on an iOS-Powered Device

State	Action
The MAF application is running in the background.	The notification message displays with the registered notification style (none, banner, alert). When the user taps the message (if it is a banner-style notification), or touches the action button (if the message appears as an alert), the MAF application launches, invoking the application notification handlers.
The MAF application is running in the foreground.	No notification message displays. The application notification handlers are invoked.

On the iOS and Android platforms, if the application is not running in the foreground, then any push notification messages associated with it are queued in a specific location, such as the iOS Notification Center or the notification drawer on Android-powered devices.

- **Local notifications** originate within a mobile application and are received by the same application. The notifications are delivered to the end user through standard mechanisms supported by the mobile device platform (for example, banner, sound).

Using the Local Notification Abstraction API provided by MAF, you can configure the application to raise a notification immediately or schedule a notification for a future date and time. In addition, you can set a repeat pattern for a notification (for example, daily or weekly) as well as cancel a scheduled notification.

On both the iOS and Android platform, if the MAF application is running in the foreground, the notification is delivered directly to the application without the end user interaction. If the application is either running in the background or not running at all, the notification is delivered to the application once the end user taps on the notification.

MAF applications on the Universal Windows Platform do not support local or push notifications.

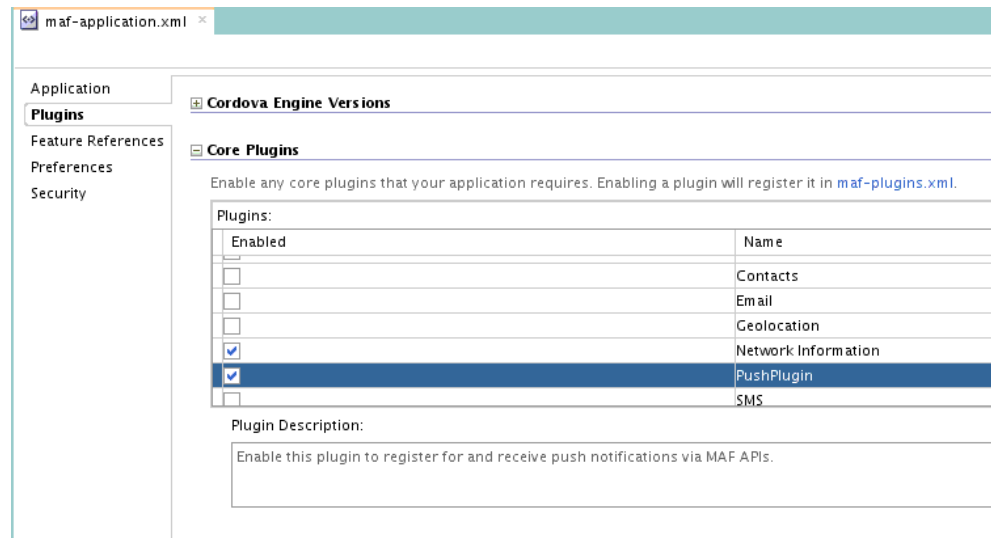
23.2 Enabling Push Notifications

You can enable push notifications by performing the following tasks:

1. Allow the MAF application to receive push notifications by choosing **PushPlugin** in the **Core Plugins** section of the **Plugins** page of the `maf-application.xml` overview editor, as shown in the following illustration.

Note:

By default, a MAF application does not allow push notifications.



For more information, see [Using Plugins in MAF Applications](#).

- In the application controller project, register an application lifecycle event listener (ALCL) class. For more information, see [Setting Display Properties for an Application Feature](#) and [Using Lifecycle Listeners in MAF Applications](#).
- Implement the `oracle.adfmf.application.PushNotificationConfig` interface in the ALCL. This interface provides the configuration required to successfully register with the push notification service.

Override and implement the `getNotificationStyle` and `getSourceAuthorizationId` methods of the `PushNotificationConfig` interface. The `getNotificationStyle` method enables you to specify the notification styles for which the application registers. The `getSourceAuthorizationId` method enables you to enter the Google Project Number of the accounts authorized to send messages to the MAF application. For more information, see *Java API Reference for Oracle Mobile Application Framework*.

- In the application controller project, create a push notification event listener class (for example, `NativePushNotificationListener`) that handles push notification events. This class must implement the `oracle.adfmf.framework.event.EventListener` interface that defines an event listener. For more information on the `oracle.adfmf.framework.event.EventListener` interface, see *Java API Reference for Oracle Mobile Application Framework*.

Override and implement the `onOpen`, `onMessage`, and `onError` methods to register for and receive notification events. After a successful registration with the push notification service, MAF calls the `onOpen` method with the registration token that must be shared with the provider by the application developer. The `onError` method is invoked if there is an error when registering with the notification service, with the error returned by the push notification service encapsulated as an `AdfException`.

MAF calls the `onMessage(Event e)` method with the notification payload whenever the application receives a notification. The `Event` object can be used to retrieve useful information about notification payload and the application state. To get the notification payload, use the `Event.getPayload` method. To get the application state at the time of notification, use the

`Event.getApplicationState` method. For more information, see the `Event` class in *Java API Reference for Oracle Mobile Application Framework*.

5. Get an `EventSource` object in the `start` method of the ALCL class that represents the source of a native push notification event:

```
EventSource evtSource = EventSourceFactory.getEventSource(
    EventSourceFactory.NATIVE_PUSH_NOTIFICATION_REMOTE_EVENT_SOURCE_NAME);
```

6. Create and add an object of the push notification events listener class to the event source:

```
evtSource.addListener(new NativePushNotificationListener());
```

MAF sample applications called `PushDemo` and `PushServer` demonstrate how to handle push notifications. These sample applications are located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

23.2.1 What You May Need to Know About the Push Notification Payload

MAF respects the following keys for a JSON-formatted payload:

- `alert`: the text message shown in the notification prompt.
- `sound`: a sound that is played when the notification is received.
- `badge`: the number to badge the application icon on iOS.

Note:

On Android, the payload can be a JSON object with key-value pairs. The value is always stringified, because the GCM server converts non-string values to strings before sending them to an application. This is not the case with the APNs, which preserves the value types. For more information, refer to the description of the "data" message parameter in the "Implementing GCM Server" section of *Google Cloud Messaging*. This document is available from the Android Developers website at <http://developer.android.com/index.html> or the Android SDK documentation.

23.3 Managing Local Notifications

You can manage local notifications by using the following:

- Java APIs provided by MAF (see [How to Manage Local Notifications Using Java](#)).
- JavaScript APIs provided by MAF (see [How to Manage Local Notifications Using JavaScript](#)).
- Methods of the `DeviceFeatures` data control that is available to all MAF applications at the application design time (see [How to Manage Local Notifications Using the DeviceFeatures Data Control](#)).

A MAF sample application called `LocalNotificationDemo` demonstrates how to schedule and handle local notifications. This sample application is located in the `PublicSamples.zip` file within the `jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples` directory on your development computer.

23.3.1 How to Manage Local Notifications Using Java

You can schedule local notifications using the following methods of the `oracle.adfmf.framework.api.AdfmfContainerUtilities` class:

- `addLocalNotification(MafNativeLocalNotificationOptions options)`. This method returns a `String` that represents the ID of the notification being scheduled.

In your Java code, you use this method in a manner similar to the following:

```
try {
    // Configure local notification
    MafNativeLocalNotificationOptions options =
        new MafNativeLocalNotificationOptions();

    options.setTitle("some title text");
    options.setAlert("some alert text");

    // Set the date in UTC
    options.setDate(LocalDate.now(Clock.systemUTC()).plusSeconds(5));
    // Set the notification to repeat every minute
    options.setRepeat(MafNativeLocalNotificationOptions.RepeatInterval.MINUTELY);
    // Set the application badge to be '1' everytime notification is triggered
    options.setBadge(1);
    // Play the default system sound when notification triggers
    options.setSound(MafNativeLocalNotificationOptions.SYSTEM_DEFAULT_SOUND);
    // Vibrate using default system vibration motion when notification triggers
    options.setVibration(
        MafNativeLocalNotificationOptions.SYSTEM_DEFAULT_VIBRATION);

    // Add custom payload that is to be delivered through the local notification
    HashMap<String, Object> payload = new HashMap<String, Object>();

    payload.put("somenumber", 1);
    payload.put("somestring", "value2");
    payload.put("someboolean", true);
    options.setPayload(payload);

    // Schedule local notification
    String notificationID = AdfmfContainerUtilities.
        addLocalNotification(options);
    System.out.println("Notification added successfully. ID is "+notificationID);
}
catch(Exception e) {
    System.err.println("There was a problem adding notification");
}
```

The notification options' impact on the behavior of your application depends on your target platform. For more information, see [What You May Need to Know About Local Notification Options and the Application Behavior](#).

- `cancelLocalNotification(String notificationId)`. This method returns a `String` that represents the ID of the successfully canceled notification.

In your Java code, you use this method in a manner similar to the following:

```
try {
    String cancelledNotificationId = AdfmfContainerUtilities.
        cancelLocalNotification("a83b696d-53e7-4242-ab4d-4a771d8d178f");
}
```

```

        System.out.println("Notification successfully canceled");
    }
    catch(AdfException e) {
        System.err.println("There was a problem canceling notification");
    }
}

```

For more information, see *Java API Reference for Oracle Mobile Application Framework*.

23.3.2 How to Manage Local Notifications Using JavaScript

MAF allows you to manage local notifications using JavaScript APIs in the `adf.mf.api.localnotification` namespace. The following methods are available:

- `add`, defined as follows:

```

/**
 * Schedule a local notification
 *
 * @param {Object} options - notification options
 * @param {string} options.title - notification title
 * @param {string} options.alert - notification alert
 * @param {Date} options.date - date at which notification is to be triggered
 * @param {Number} options.badge - application icon is to be badged by this
 *                               number when notification is triggered
 * @param {string} options.sound - set it to 'SYSTEM_DEFAULT' to play the
 *                               default system sound upon a notification
 * @param {string} options.vibration - set it to 'SYSTEM_DEFAULT' for default
 *                               system vibration upon a notification
 * @param {Object} options.payload - custom payload to be sent via notification
 * @param {successCallback} scb - success callback
 * @param {errorCallback} ecb - error callback
 */
adf.mf.api.localnotification.add(options,scb,ecb);

{Object} options : json representing notification options
{
    // notification title (only Android and iOS 8.2 or later)
    "title" : String,
    // notification alert text
    "alert" : String,
    // date-time at which notification should be fired (UTC time zone)
    "date" : Date,
    // either 'minutely', 'hourly', 'daily',
    // 'weekly', 'monthly', or 'yearly'
    "repeat" : String,
    // badge application icon with this number (iOS only)
    "badge" : Number,
    // if set, the default system sound is played
    "sound" : "SYSTEM_DEFAULT",
    // if set to "SYSTEM_DEFAULT", the default vibration is
    // enabled upon an incoming notification (Android only)
    "vibration" : String,
    // custom JSON data to be passed through the notification
    "payload" : Object,
}

/**
 * Success Callback
 *

```

```

    * @param {Object} request - request
    * @param {Object} response - response
    * @param {string} response.id - id of the scheduled notification
    */
    function scb(request, response) {}

    /**
     * Error Callback
     *
     * @param {Object} request - request
     * @param {Object} response - response
     */
    function fcb(request, response) {}
    
```

The notification options' impact on the behavior of your application depends on your target platform. For more information, see [What You May Need to Know About Local Notification Options and the Application Behavior](#).

- `cancel`, defined as follows:

```

    /**
     * Cancel a scheduled local notification
     *
     * @param {string} notificationId - id of the scheduled notification
     *                                     that needs to be canceled
     * @param {successCallback} scb - success callback
     * @param {errorCallback} ecb - error callback
     */
    adf.mf.api.localnotification.cancel(notificationId, scb, ecb);

    {var} notificationId : id of notification that is to be canceled.

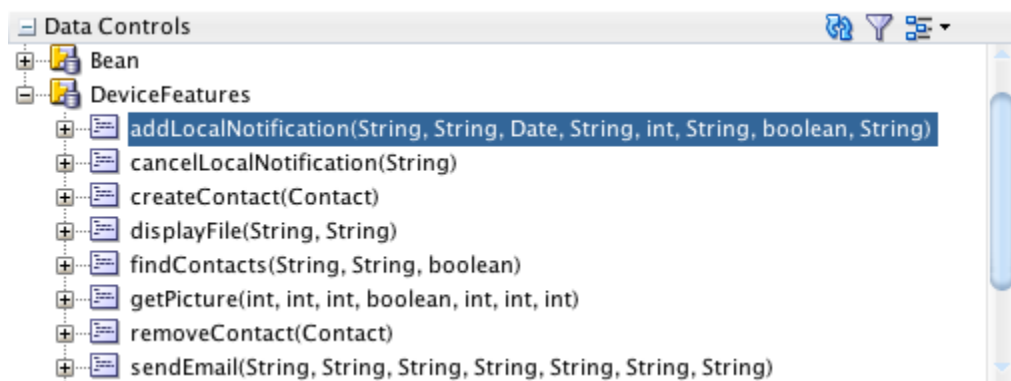
    /**
     * Success Callback
     *
     * @callback successCallback
     * @param {Object} request - request
     * @param {Object} response - response
     * @param {string} response.id - id of the notification
     */

    /**
     * Error Callback
     *
     * @callback errorCallback
     * @param {Object} request - request
     * @param {Object} response - response
     */
    
```

For more information, see *JSDoc Reference for Oracle Mobile Application Framework*.

23.3.3 How to Manage Local Notifications Using the DeviceFeatures Data Control

You can schedule and cancel a local notification using the `addLocalNotification` and `cancelLocalNotification` methods of the `DeviceFeatures` data control shown in [Figure 23-2](#).

Figure 23-2 *Methods of DeviceFeatures Data Control*

For information about the DeviceFeatures data control, see [Using the DeviceFeatures Data Control](#).

23.3.4 How to Handle Local Notifications

To enable handling of local notifications, MAF provides the following:

- The `EventListener` interface that you must implement to create a listener for local notification events. When a notification is triggered, the `onMessage` method is called with the notification details:

```
NativeLocalNotificationListener implements EventListener {
    @Override
    public void onOpen(String id) {
    }

    @Override
    public void onMessage(Event event) {
        //Application state at the time of this notification
        int appState = event.getApplicationState();

        //Get local notification event details
        if (event instanceof NativeLocalNotificationEvent) {
            NativeLocalNotificationEvent localNotificationEvent =
                (NativeLocalNotificationEvent) event;
            HashMap<String, Object> notification =
                localNotificationEvent.getPayloadObject();

            // do something with the notification payload, such as navigate
            // to an application feature, call a web service, and so on
        }

    }

    @Override
    public void onError(AdfException error) {
    }
}
```

- The `NativeLocalNotificationEvent` class that extends the `oracle.adfmf.framework.event.Event`.

To receive events related to local notifications, you need to add your listener in the registered `ApplicationLifecycleEventListener#start` method as follows:

```
EventSource evtSource = EventSourceFactory.getEventSource(
    EventSourceFactory.NATIVE_LOCAL_NOTIFICATION_EVENT_SOURCE_NAME);
evtSource.addListener(new NativeLocalNotificationListener());
```

For more information, see *Java API Reference for Oracle Mobile Application Framework*.

23.3.5 What You May Need to Know About Local Notification Options and the Application Behavior

Table 23-2 lists the local notification options and describes how setting certain values or failing to set values for each option affects the notification behavior of a MAF application.

Table 23-2 Local Notification Options

Option	Value	Behavior on iOS	Behavior on Android
title	Either: <ul style="list-style-type: none"> • null • not specified 	The application name is displayed as the notification title.	The notification title in the notification center appears blank.
alert	Either: <ul style="list-style-type: none"> • null • not specified 	<p>If the notification has other properties specified, such as badge or sound, the notification is delivered to the operating system so that it plays a sound or updates the application icon badge, but the notification is not displayed in the notification center.</p> <p>If the application is running in the foreground at the time of the notification delivery, the notification is delivered to the application's local notification listener.</p>	The notification is displayed as a banner with a title but without the alert text.
date	Either: <ul style="list-style-type: none"> • null • not specified • time or date in the past 	The notification is triggered immediately.	The notification is triggered immediately.
repeat	Either: <ul style="list-style-type: none"> • null • not specified 	The notification does not repeat.	The notification does not repeat.
badge	Either: <ul style="list-style-type: none"> • null • not specified • negative number 	<p>The notification does not badge the application icon.</p> <p>Any existing badge is maintained.</p>	NA ¹
badge	0	Any existing badge is removed from the application icon.	NA ²

Table 23-2 (Cont.) Local Notification Options

Option	Value	Behavior on iOS	Behavior on Android
sound	Other than SYSTEM_DEFAULT_SOUND	An error message is displayed. The notification does not play sound.	An error message is displayed. The notification does not play sound.
sound	Not specified	The notification does not play sound.	The notification does not play sound.
vibration	Other than SYSTEM_DEFAULT_VIBRATION	NA ³	An error message is displayed. The notification does not trigger vibration of a mobile device.
vibration	Not specified	NA ⁴	The notification does not trigger vibration of a mobile device.

¹ There is no concept of application badging. The setting is ignored.

² There is no concept of application badging. The setting is ignored.

³ You cannot control vibration. The setting is ignored. However, if you specify that the default system sound should be played upon receipt of a notification and if the end user enables the Vibrate on Ring setting on the mobile device, then the device will also vibrate when the notification is received.

⁴ You cannot control vibration. The setting is ignored. However, if you specify that the default system sound should be played upon receipt of a notification and if the end user enables the Vibrate on Ring setting on the mobile device, then the device will also vibrate when the notification is received.

Caching Data in a MAF Application

This chapter describes how to cache data in MAF applications.

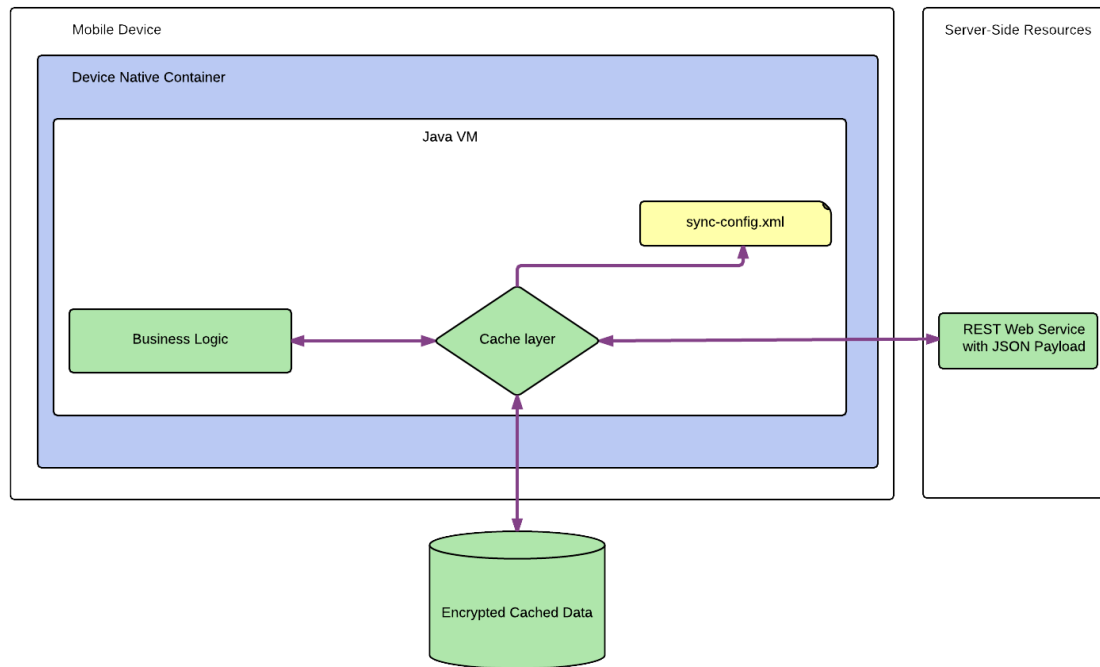
This chapter includes the following sections:

- [Introduction to Data Caching in MAF Applications](#)
- [Enable Data Caching in a MAF Application](#)
- [Specifying Cached Resources and Cache Policies in the sync-config.xml File](#)
- [Caching Policies Provided by MAF](#)
- [Using Configuration Service End Points in the sync-config.xml File](#)
- [Encrypting Cached Data in a MAF Application](#)
- [Packaging the sync-config.xml File in a FAR](#)

24.1 Introduction to Data Caching in MAF Applications

Data caching plays a key part providing a positive user experience to the users of mobile applications. Users expect mobile applications to be available and to work, at all times. Unfortunately, mobile application connectivity can be unreliable, as network connectivity may not be available, or it may come and go as connections are established and subsequently dropped. MAF provides a number of capabilities to enable you to develop MAF applications that continue to work even when the end user's device is offline. When network connectivity is unavailable, your MAF application can access locally stored cached data to ensure a seamless user experience.

[Figure 24-1](#) shows how caching works in MAF. The cache layer intercepts REST calls that originate from the Business Logic layer. The cache layer reads the `sync-config.xml` file, and based on the file's entries, stores responses from the REST service in the cached data store. The `sync-config.xml` file is where you specify URI (end point) resources to cache and the cache policies for the URI. The cache layer uses the URI that you specify as the key to identify a specific resource in the cache.

Figure 24-1 Caching Data in a MAF Application

MAF provides a set of policies that you can apply and configure to determine the refresh and expiration frequency of the data in the cache. These policies tell the cache layer how to process requests and, as a result, enable you to improve application performance because it is quicker for applications to use an offline read to fetch data stored on a device than it is to retrieve data from a server. These policies also enable the application caching to maintain an optimal user experience by enabling offline reads when an internet connection becomes unavailable.

Implementing the functionality described in your MAF application requires you to:

- [Enable Data Caching in a MAF Application](#)
- [Specifying Cached Resources and Cache Policies in the sync-config.xml File](#)
- [Encrypting Cached Data in a MAF Application](#)

Note: MAF applications only support the caching of data retrieved by REST services with JSON payloads.

24.2 Enable Data Caching in a MAF Application

To enable data caching, uncomment the following line in the `maf.properties` file:

```
#java.commandline.argument=-DsyncEnabled=true
```

Note:

When you enable data caching, any data that passes over the network will be cached. Once your application is deployed with caching enabled, there is no way to turn it off at runtime.

For information about configuring the resources to cache and the cache policies to use, see [Specifying Cached Resources and Cache Policies in the sync-config.xml File](#).

24.3 Specifying Cached Resources and Cache Policies in the sync-config.xml File

JDeveloper creates the `sync-config.xml` file in the `/.adf/META-INF` directory of the MAF application by default when you create a MAF application. Use this file to specify caching policies to apply when your MAF application makes calls to end points (URIs) that you specify. By default, the `sync-config.xml` file includes a default policy that applies when you enable caching. This default caching policy applies to all end points other than those that you specify in the `sync-config.xml` file.

[Example 24-1](#) demonstrates how you define two separate policies (`policy1` and `policy2`) for two separate end points (URIs) that originate from the same server. The example also shows a default policy that applies when the MAF application makes REST calls to all other URIs other than those specified for `policy1` and `policy2`. Finally, the example shows how you enables encryption.

You can view another example of a caching policy in use in the WorkBetter sample application's `sync-config.xml` file. For more information about the sample applications, see [MAF Sample Applications](#).

In [Example 24-1](#), `TaskConn` in the `BaseURI` element of the `sync-config.xml` is a reference to a connection that is defined in the MAF application's `connections.xml` file, as follows:

```
<Reference name="TaskConn"
className="oracle.adf.model.connection.url.HTTPURLConnection" xmlns="">
  <Factory className="oracle.adf.model.connection.url.URLConnectionFactory"/>
  <RefAddresses>
    <XmlRefAddr addrType="TaskConn">
      <Contents>
        <urlconnection name="TaskConn" url="http://localhost:7101/TaskService/
rest/v1"/>
      </Contents>
    </XmlRefAddr>
  </RefAddresses>
</Reference>
```

The benefit of this configuration is that, if connection details change (for example, a change in host name), you only need to make a change in the `connections.xml` file. No change will be required to the `sync-config.xml` file.

Example 24-1 Sample sync-config.xml File Defining Two Policies

```
<Settings xmlns="http://xmlns.oracle.com/sync/config">
  <!-- The connection.xml file defines the URL that the value of the BaseURI
element references. -->
  <BaseUri>TaskConn</BaseUri>
```

```

...
<EnableEncryption>true</EnableEncryption>
<Policies>
  <ServerGroup id="tasklist" baseUri="TaskConn">
    <Policy id="policy1">
      <Path>/taskservice1/rest/v1/TaskList/*</Path>

      <!-- This caching policy applies to a REST service accessed by a call to an end
      point constructed from
          a concatenation of the baseURI value for TaskConn and the <Path> element's
      value. That is,
          http://localhost:7101/TaskService/rest/v1/taskservice1/rest/v1/TaskList/*

      When the end point above is used by the business logic layer in the MAF
      application, the cache layer checks sync-config.xml
          to see if there is a cache policy defined for the end point. If it finds the
      policy, it applies the policy. -->

      <FetchPolicy>FETCH_FROM_SERVICE_ON_CACHE_MISS_OR_EXPIRY</FetchPolicy>
      <UpdatePolicy>QUEUE_IF_OFFLINE</UpdatePolicy>
      <ExpirationPolicy>EXPIRE_AFTER</ExpirationPolicy>
      <ExpireAfter>30</ExpireAfter>
      <EvictionPolicy>EVICT_ON_EXPIRY_AT_STARTUP</EvictionPolicy>
    </Policy>
  </ServerGroup>

  <ServerGroup id="taskdetail" baseUri="TaskConn">
    <Policy id="policy2">
      <Path>/taskservice1/rest/v1/TaskDetail/*</Path>

      <!-- This caching policy applies to a different REST service accessed by a call
      to an end point constructed from
          a concatenation of the baseURI value for TaskConn and the <Path> element's
      value. That is,
          http://localhost:7101/TaskService/rest/v1/taskservice1/rest/v1/TaskDetail/*

      When the end point above is used by the business logic layer in the MAF
      app, the cache layer checks sync-config.xml
          to see if there is a cache policy defined for the end point. If it finds
      the policy, it applies the policy. -->

      <FetchPolicy>FETCH_FROM_SERVICE_IF_ONLINE</FetchPolicy>
      <UpdatePolicy>UPDATE_IF_ONLINE</UpdatePolicy>
      <ExpirationPolicy>EXPIRE_AFTER</ExpirationPolicy>
      <ExpireAfter>30</ExpireAfter>
      <EvictionPolicy>EVICT_ON_EXPIRY_AT_STARTUP</EvictionPolicy>
    </Policy>
  </ServerGroup>

  <DefaultPolicy>
    <FetchPolicy>FETCH_FROM_SERVICE_IF_ONLINE</FetchPolicy>
    <UpdatePolicy>UPDATE_IF_ONLINE</UpdatePolicy>
    <ExpirationPolicy>NEVER_EXPIRE</ExpirationPolicy>
    <EvictionPolicy>MANUAL_EVICTON</EvictionPolicy>
  </DefaultPolicy>
</Policies>
</Settings>

```

24.4 Caching Policies Provided by MAF

You define caching policies for a mobile application in the `sync-config.xml` file. Combine policies to provide appropriate content for any mobile application.

For information about configuring data storage policy settings, see [Specifying Cached Resources and Cache Policies in the sync-config.xml File](#).

The policies that enable you to configure your application's caching behavior fall under the following groups:

- **Fetch Policies**—Tells the cache layer to fetch resources (from server, from local cache, a combination of the two, and so on). See [Table 24-1](#) for a list of these policies.
- **Expiration Policies**—Sets the time period (in seconds) after which cache layer notes the resources stored in the local cache as out-dated or stale and therefore requiring either updating per the update policies (described in [Table 24-4](#)) or deletion from the local cache per the eviction policies (see [Table 24-3](#)). For more information on the expiration policies, see [Table 24-2](#).
- **Eviction Policies**—Designates when the cache layer deletes resources stored in the local cache. The eviction policies apply only to the data in the local cache, not to server-side resources. See [Table 24-3](#) for a list of policies.
- **Update Policies**—Defines when expired resources stored in the local cache will be updated. See [Table 24-4](#) for a list of policies.

Table 24-1 *Fetch Policies*

Policy	Description
Fetch from Cache	Instructs the cache layer to fetch the data from cache only, not from the server. If the cache layer can't find the data in the cache, it returns an error or a null object. Because the cache layer retrieves data directly from the cache when it applies this policy, it can carry out this policy when the client application is online or offline.
Fetch from Service	Instructs the cache layer to fetch the data directly from the server only, not from the cache. The cache layer can only apply this policy when the client application is online. Otherwise, it returns an error or a null object to the client application.
Fetch from Service, if Online	Instructs the cache layer to fetch the data from the server when the client application is online, or to fetch data from the cache when the application is offline.
Fetch from Service on Cache-Miss	Instructs the cache layer to fetch data from the cache. If it can't find the requested data, the cache layer fetches it from the server.

Table 24-1 (Cont.) Fetch Policies

Policy	Description
Fetch from Service on Cache-Miss or Expiry	Instructs the cache layer to fetch data in the cache if it exists in the cache and is not stale (expired). Otherwise, the cache layer fetches the request data from the server.
Fetch from Cache, Schedule Refresh	Instructs the cache layer to fetch data from the cache and schedule a background refresh to update cache from the server's latest copy. If there's a cache-miss (meaning that the cache doesn't have the requested data), the cache layer returns a null object to the client application.
Fetch with Refresh	Instructs the cache layer to: <ul style="list-style-type: none"> Fetch data from the cache if the requested data exists and has not expired. Schedule a background refresh to update the cache from the server's latest copy. If there's a cache-miss (meaning that the cache doesn't have the requested data) or if the data has expired, the cache layer fetches the data directly from the server as it does for the Fetch from Service policy.

Table 24-2 Expiration Policies

Policy	Description
Expire on Restart	Instructs the cache layer to note the data for any URI as expired when the client application restarts, or to update the local data with the server copy the next time it's called by the client application.
Expire After	Instructs the cache layer to expire the data after a specified time (in seconds) that is set in the <i>Expire After Duration</i> policy. Use this policy for data that refreshed on a regular basis.
Expire After Duration	The number of seconds after which the cache layer notes that the data in the cache has expired.
Never Expire	Instructs the cache layer that it can't designate the local data as expired.

Table 24-3 Eviction Policies

Policy	Description
Evict on Expiry at Startup	Instructs the cache layer to delete the expired data from cache when the client application restarts, or to update the local data with the server copy the next time it's called by the client application.

Table 24-3 (Cont.) Eviction Policies

Policy	Description
Manual Eviction	The cache layer can't remove data from the local cache automatically. To evict data manually, use an API.

Table 24-4 Update Policies

Policy	Description
Update if Online	Instructs the cache layer to update the local cache with server-side data only when the client application is online. Otherwise, the cache layer returns an error.

24.5 Using Configuration Service End Points in the sync-config.xml File

The `BaseUri` element and `baseUri` attribute on the `ServerGroup` element in `sync-config.xml` can refer to end points defined in `connections.xml`. To take advantage of this functionality, replace the values to point to a valid connection reference rather than a URL as follows:

```
baseUri="<connection_reference_name_in_connections_xml>"
```

If an end point is changed at runtime using connection overrides, the cache policies remain the same for the new URL. For more information, see Chapter 16, ["Configuring End Points Used in MAF Applications"](#). The `WorkBetter` sample application demonstrates an implementation of this configuration. For information about how to access this and other sample applications, see [MAF Sample Applications](#).

24.6 Encrypting Cached Data in a MAF Application

MAF provides you with the ability to encrypt data that the MAF application caches.

Once enabled, all data cached by the MAF application is encrypted. By default, it is disabled. You configure the `sync-config.xml` file to enable encryption, as shown in the following example.

```
<?xml version="1.0" encoding="UTF-8"?>
<Settings xmlns="http://xmlns.oracle.com/sync/config">
  <BaseUri>TaskConn</BaseUri>
  ...
  <EnableEncryption>true</EnableEncryption>
  <Policies>
  ...
</Settings>
```

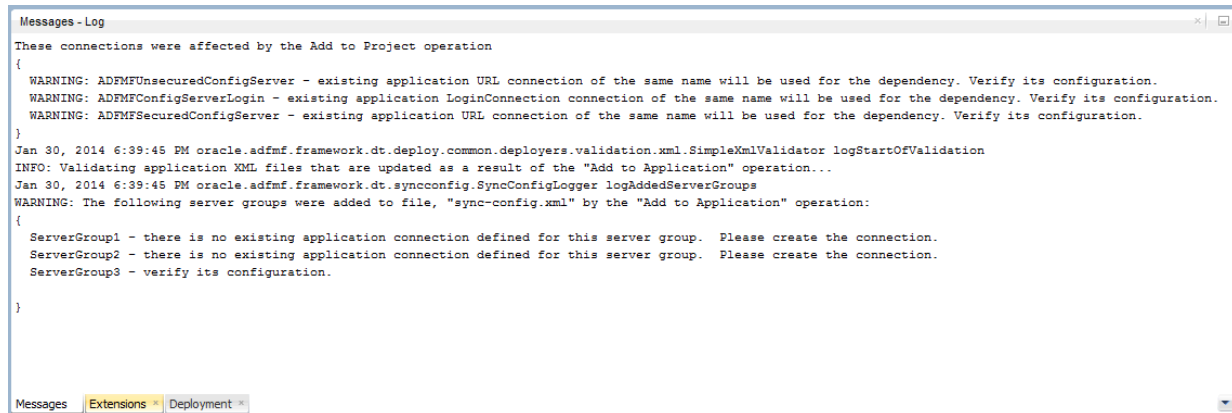
24.7 Packaging the sync-config.xml File in a FAR

The `sync-config.xml` file is included in the Feature Archive file when the view controller project is deployed as a FAR. Like the `connections.xml` file, MAF merges the contents of the `sync-config.xml` file in the FAR (`jar-sync-config.xml`) with those of the consuming application's `sync-config.xml` file after you add the FAR to the application. Because the `sync-config.xml` file describes the web service

endpoints used by the mobile application, you can update the endpoints for all of the web services used by the application features that comprise a mobile application by adding a FAR as described in [What Happens When You Add a FAR as a View Controller Project](#).

After you add the FAR to the application, MAF logs messages that prompt you to verify and, if needed, modify the application's `sync-config.xml` and `connections.xml` files. As illustrated in [Figure 24-2](#), these messages reflect the state of the `sync-config.xml` file in the consuming application.

Figure 24-2 The Messages Log



If the consuming application lacks the `sync-config.xml` file, then MAF adds the file to the application and writes a message similar to the following:

```

oracle.adfmf.framework.dt.deploy.features.deployers.SyncConfigMerger _logNoSyncConfigInAppUsingFar
WARNING: The application does not contain a synchronization file, "sync-config.xml". Creating one
containing the synchronization configuration in the Feature Archive.
  
```

MAF writes a log message similar to the following that requests that you verify (or create) a connection if the `sync-config.xml` file's `<ServerGroup>` elements do not have corresponding `<Reference>` elements defined in the consuming application's `connections.xml` file:

```

oracle.adfmf.framework.dt.deploy.features.deployers.SyncConfigMerger _logAddedServerGroups
WARNING: The following server groups were added sync-config.xml by the Add to Application
operation:
{
  ServerGroup1 - there is no existing application connection defined for this server group.
Please create the connection.

  ServerGroup2 - verify its configuration.
}
  
```

If the `<ServerGroup>` definitions in the consuming application's `sync-config.xml` file duplicate those of the counterpart `sync-config.xml` file included in the FAR, then MAF writes the following SEVERE-level message to the log:

```

oracle.adfmf.framework.dt.deploy.features.deployers.SyncConfigMerger _logDuplicateServerGroups
SEVERE: Cannot merge the server groups from the Feature Archive because the following definitions
already exist:
ServerGroup1
ServerGroup2
  
```

Displaying Error Messages in MAF Applications

This chapter describes how to use the `AdfException` class to invoke errors and how to localize error messages.

This chapter includes the following sections:

- [Introduction to Error Handling in MAF Applications](#)
- [Displaying Error Messages and Stopping Background Threads](#)
- [Localizing Error Messages](#)

25.1 Introduction to Error Handling in MAF Applications

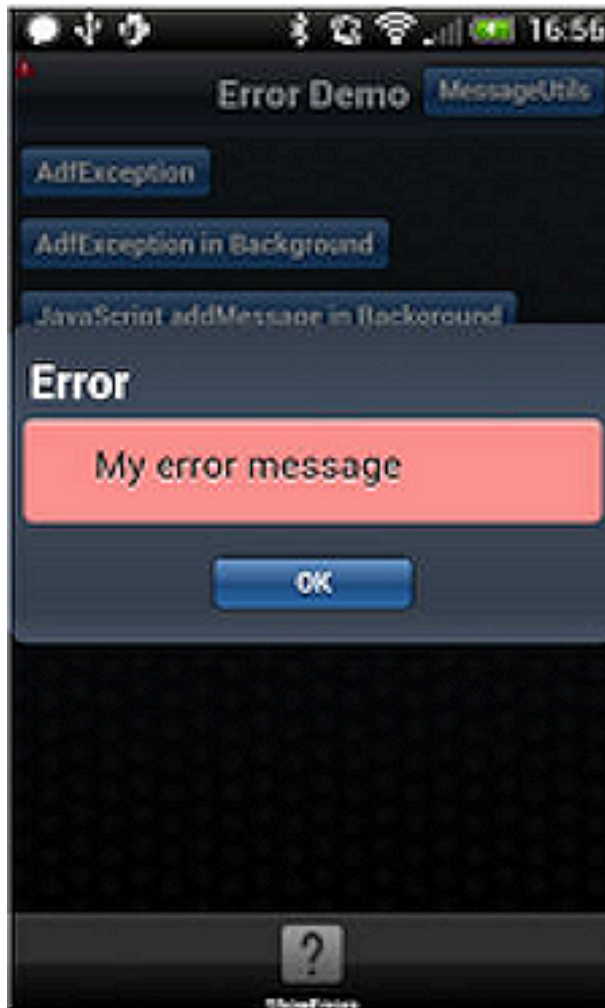
Errors arising from mobile applications might be unexpected, such as a failed connection to a remote server, or expected, such as a violation of an application business rule. Errors or exceptions might occur in the primary request thread or in a secondary thread that runs a background task. If the application supports multiple languages, then it must display the error message in the user's language.

To enable a MAF application to throw an exception, use `oracle.adfmf.framework.exception.AdfException` class. For more information, see *Java API Reference for Oracle Mobile Application Framework*.

The following code enables MAF to handle an exception gracefully. A popup message, similar to the one illustrated in [Figure 25-1](#) displays within the application and shows the message severity and explanatory text.

```
throw new AdfException("My error message", AdfException.ERROR);
```

Figure 25-1 An Error Message



Note:

Similar error messages display within application when the exception is thrown within a managed bean or a data control bean.

25.2 Displaying Error Messages and Stopping Background Threads

The `MessageUtils` class, illustrated in the following example, enables an application to stop a thread and display an error by first making a JavaScript call (`invokeContainerJavaScriptFunction`) and then throwing an exception. The `addMessage` method enables the error to display. For more information, see [How Applications Display Error Message for Background Thread Exceptions](#). See also `invokeContainerJavaScriptFunction`.

The `MessageUtils` class uses the `BundleFactory` and `Utility` methods for retrieving the resource bundle and the error message and dynamically checks if a thread is running in the background. Using this class, you can move code from the main thread to the background thread.

```
package oracle.errorhandling.demo.mobile;
```

```

import java.util.ResourceBundle;

import oracle.adfmf.framework.api.AdfmfContainerUtilities;
import oracle.adfmf.framework.api.AdfmfJavaUtilities;
import oracle.adfmf.framework.exception.AdfException;
import oracle.adfmf.util.BundleFactory;
import oracle.adfmf.util.Utility;

public class MessageUtils {

    public static void handleError(AdfException ex) {
        handleMessage(ex.getSeverity(), ex.getMessage());
    }

    public static void handleError(String message) {
        handleMessage(AdfException.ERROR, message);
    }

    public static void handleError(Exception ex) {
        handleMessage(AdfException.ERROR, ex.getLocalizedMessage());
    }

    public static void handleMessage(String severity, String message) {
        if (AdfmfJavaUtilities.isBackgroundThread()) {
            AdfmfContainerUtilities.invokeContainerJavaScriptFunction(
                AdfmfJavaUtilities.getFeatureName(),
                "adf.mf.api.amx.addMessage",
                new Object[] {severity,
                    null,
                    null});
            if (AdfException.ERROR.equals(severity)) {
                // need to throw an exception to stop background thread processing
                throw new AdfException(message,severity);
            }
        }
        else {
            throw new AdfException(message,severity);
        }
    }

    public static void addJavaScriptMessage(String severity, String message) {
        AdfmfContainerUtilities.invokeContainerJavaScriptFunction(
            AdfmfJavaUtilities.getFeatureName(),
            "adf.mf.api.amx.addMessage",
            new Object[] {severity,
                message,
                null,
                null });
    }
}

```

25.2.1 How Applications Display Error Message for Background Thread Exceptions

Applications do not display error messages when exceptions are thrown for background threads. To enable error messages to display under these circumstances, applications call the `addMessage` method. The `addMessage` method takes the following parameters:

- The severity of the error
- The summary message

- The detail message
- a `clientId`.

The following example illustrates how you can enable the application to alert the user when an error occurs in the background by using the `addMessage` method.

```
Runnable runnable = new Runnable() {
    public void run() {
        AdfmfContainerUtilities.invokeContainerJavaScriptFunction(
            AdfmfJavaUtilities.getFeatureName(),
            "adf.mf.api.amx.addMessage", new Object[]
{AdfException.ERROR,
                                "My error message for background thread",
                                null,
                                null });
    }
};
Thread thread = new Thread(runnable);
thread.start();
```

Because the `adf.mf.api.amx.addMessage` JavaScript function is the same method that is used when the application throws `AdfException` in the primary request thread, users receive the same popup error message whether the error message is referring to exceptions in the main thread or from a background thread.

Note:

As illustrated in the preceding example, the detail message and the `clientId` can be a `Null` value. A detail message displays on a new line in the same font size as the summary message.

However, you can prevent an error message from appearing if you place the code within a piece of Java logic that runs in a background thread, as illustrated in the following example. Using the method illustrated in the first example of [Localizing Error Messages](#) enables the background thread to stop silently without notifying the user.

```
Runnable runnable = new Runnable() {
    public void run() {
        // this exception will be lost because no popup error
        // message will display in the MAF application
        throw new AdfException("My (lost) error message in background",
                               AdfException.ERROR);
    }
};
Thread thread = new Thread(runnable);
thread.start();
```

25.3 Localizing Error Messages

MAF uses standard Java resource bundles to display an exception error message in the language of the application user. As illustrated in the following example, the resource bundle name (the `.xlf` file) and bundle message key is passed to the `AdfException` constructor method to enable the error message to be read from a resource bundle.

```
private static final String XLF_BUNDLE_NAME=
    "oracle.errorhandling.mobile.ViewControllerBundle";
```

```
throw new AdfException(AdfException.ERROR,
    XLF_BUNDLE_NAME,
    "MY_ERROR_MESSAGE",
    null);
```

To ensure that the application does not throw an `MissingResourceException` error, use the `oracle.adfmf.util.BundleFactory` method to retrieve the resource bundle and then use the `oracle.adfmf.util.Utility` method to retrieve the error message, as illustrated in the following example.

```
ResourceBundle bundle = BundleFactory.getBundle(XLF_BUNDLE_NAME);
String message = Utility.getResourceString(bundle, "MY_ERROR_MESSAGE", null);
throw new AdfException(message, AdfException.ERROR);
```

The following example illustrates using the `adf.mf.api.amx.addMessage` JavaScript function to display the localized error message when an exception is thrown from a background thread.

```
ResourceBundle bundle = BundleFactory.getBundle(XLF_BUNDLE_NAME);
String message = Utility.getResourceString(bundle, "MY_ERROR_MESSAGE_BG", null);
AdfmfContainerUtilities.invokeContainerJavaScriptFunction(
    AdfmfJavaUtilities.getFeatureName(),
    "adf.mf.api.amx.addMessage",
    new Object[] {AdfException.ERROR,
        message,
        null,
        null });
```

Deploying MAF Applications

This chapter describes how to deploy MAF applications for testing and for publishing.

This chapter includes the following sections:

- [Introduction to Deployment of MAF Applications](#)
- [Working with Deployment Profiles](#)
- [Deploying an Android Application](#)
- [Deploying an iOS Application](#)
- [Deploying a MAF Application to the Universal Windows Platform](#)
- [Deploying Feature Archive Files \(FARs\)](#)
- [Creating a Mobile Application Archive File](#)
- [Creating Unsigned Deployment Packages](#)
- [Deploying MAF Applications from the Command Line](#)
- [Deploying with Oracle Mobile Security Suite](#)

26.1 Introduction to Deployment of MAF Applications

Before you can publish an application for distribution to end users, you must test it on a device or virtual device to assess its behavior and ease of use. MAF provides ready-to-use deployment profiles for each platform to which you can deploy a MAF application. Use the ready-to-use deployment profile or create your own to deploy your MAF application to the device or virtual device (emulator or simulator) where you want to test your MAF application.

MAF uses the deployment profile to execute the deployment of an application by copying a platform-specific template application to a temporary location, updating that application with the code, resources, and configuration defined in the MAF project. MAF then builds and deploys the application using the tools of the target platform. You can deploy a mobile application as the platform-specific package which you can make available from a download site or application marketplace (for example, the Apple App Store). For testing and debugging, you can deploy to a device or virtual device. You can reuse the application features by deploying the view controller projects as a feature archive (FAR). You also have the option to reuse the entire mobile application by deploying it as a Mobile Application Archive (.maa) file.

Each MAF deployment profile (Android, iOS, Windows) includes a set of different libraries that are specific to the type of deployment (release or debug) in combination with the deployment target (simulators or actual devices). In addition, each set of these libraries includes a JVM JAR file. The application binding layer resides within

this virtual machine, which is a collection of Objective-C libraries. For example, MAF deploys a JVM JAR file and a set of libraries for a debug deployment targeted at an iOS simulator, but deploys a different JVM JAR file and set of libraries to a debug deployment targeted to an actual iOS-powered device. The libraries that you declare for the project are included in the deployment artifacts for the project.

26.2 Working with Deployment Profiles

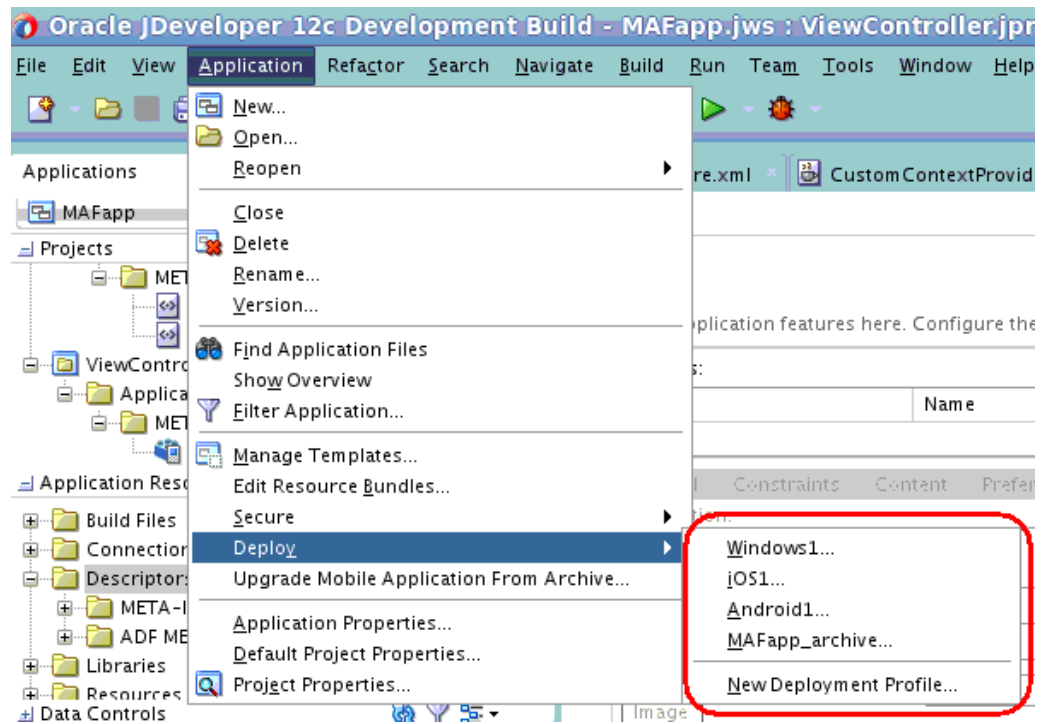
You deploy a MAF application to the platform that you want your application to run on using a deployment profile. MAF provides a ready-to-use deployment profile for each platform that it supports (Android, iOS, Windows) or you can create a customized deployment profile. A deployment profile defines how an application is packaged into the archive that will be deployed to the platform device (for example, an Android-powered device or Android emulators). The deployment profile does the following:

- Specifies the format and contents of the archive.
- Lists the source files, deployment descriptors, and other auxiliary files that will be packaged into the archive file.
- Describes the type and name of the archive file to be created.
- Highlights dependency information, platform-specific instructions, and other information.

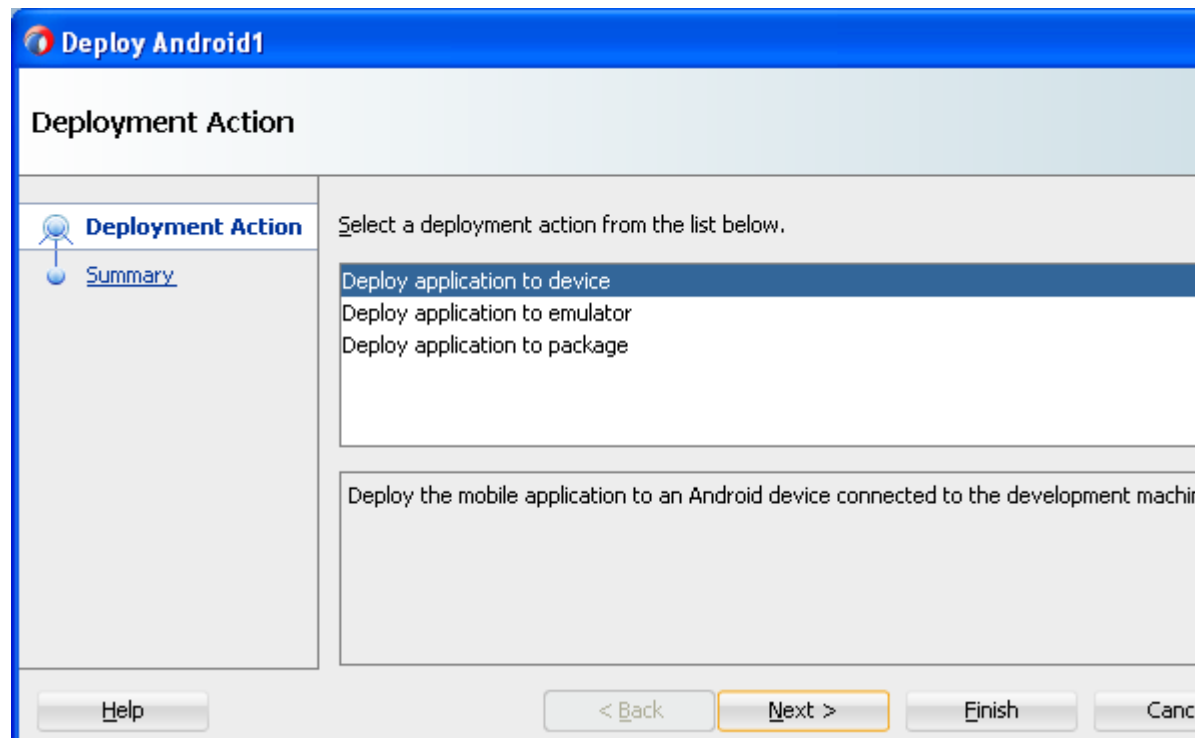
In addition to the platform-specific deployment profiles, MAF also provides a deployment profile that enables you to package the MAF application as a MAF Application Archive (.maa) file. Using this file, you can create a new MAF application using a pre-existing application that has been packaged as an .maa file. By default, this deployment file bears the name of the MAF application followed by _archive. For more information, see [Creating a Mobile Application Archive File](#).

26.2.1 About Automatically Generated Deployment Profiles

MAF generates deployment profiles that are seeded with default settings and image files when you create an application. Provided that you have configured the environment correctly, you can use these profiles to deploy a MAF application immediately after creating it by choosing **Application** and then **Deploy**, as shown in [Figure 26-1](#).

Figure 26-1 Default Deployment Profiles

Using the **Deployment Action** page, shown in [Figure 26-2](#), you then select the appropriate deployment target.

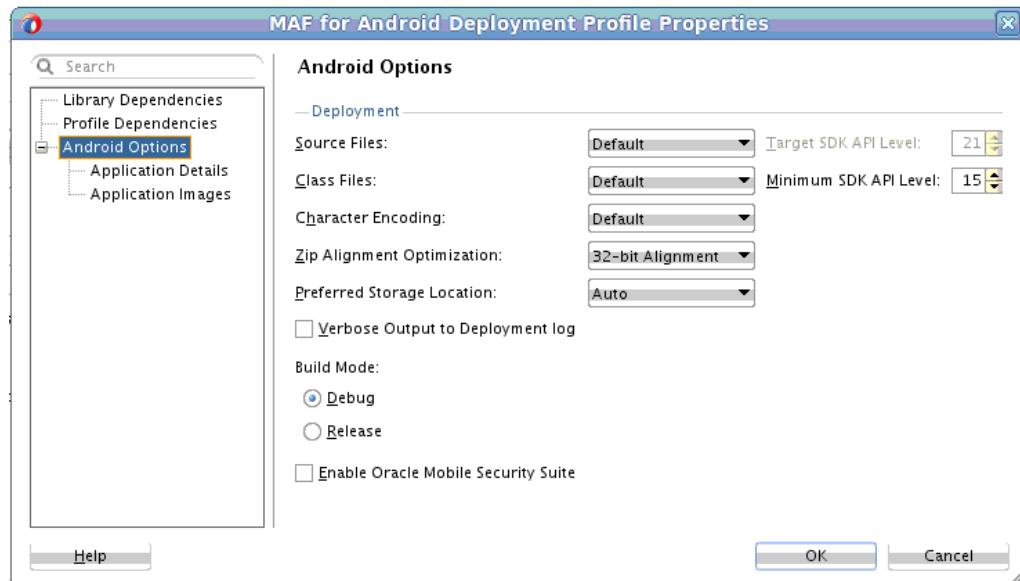
Figure 26-2 Selecting a Deployment Target

Each deployment profile has distinct environment set up and configuration requirements. For more information, see:

- [Deploying an Android Application](#)
- [Deploying an iOS Application](#)
- [Deploying a MAF Application to the Universal Windows Platform](#)

You can accept the default values used for these profiles, or edit them by selecting the profile from the **Deployment** page of the **Application Properties** dialog and then clicking **Edit**. [Figure 26-3](#) illustrates the **Android Options** page for a default Android application profile.

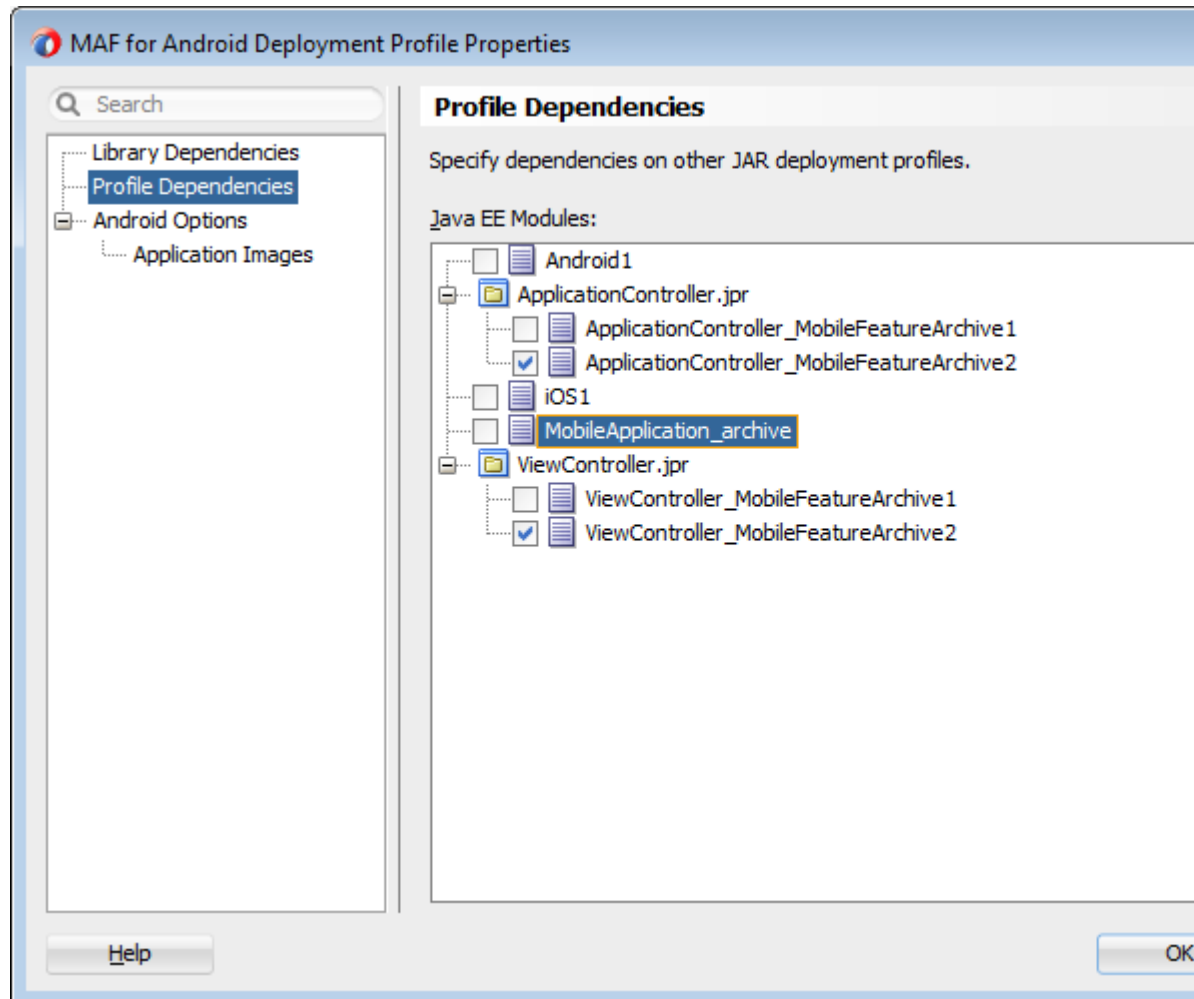
Figure 26-3 *Editing a Default Deployment Profile*



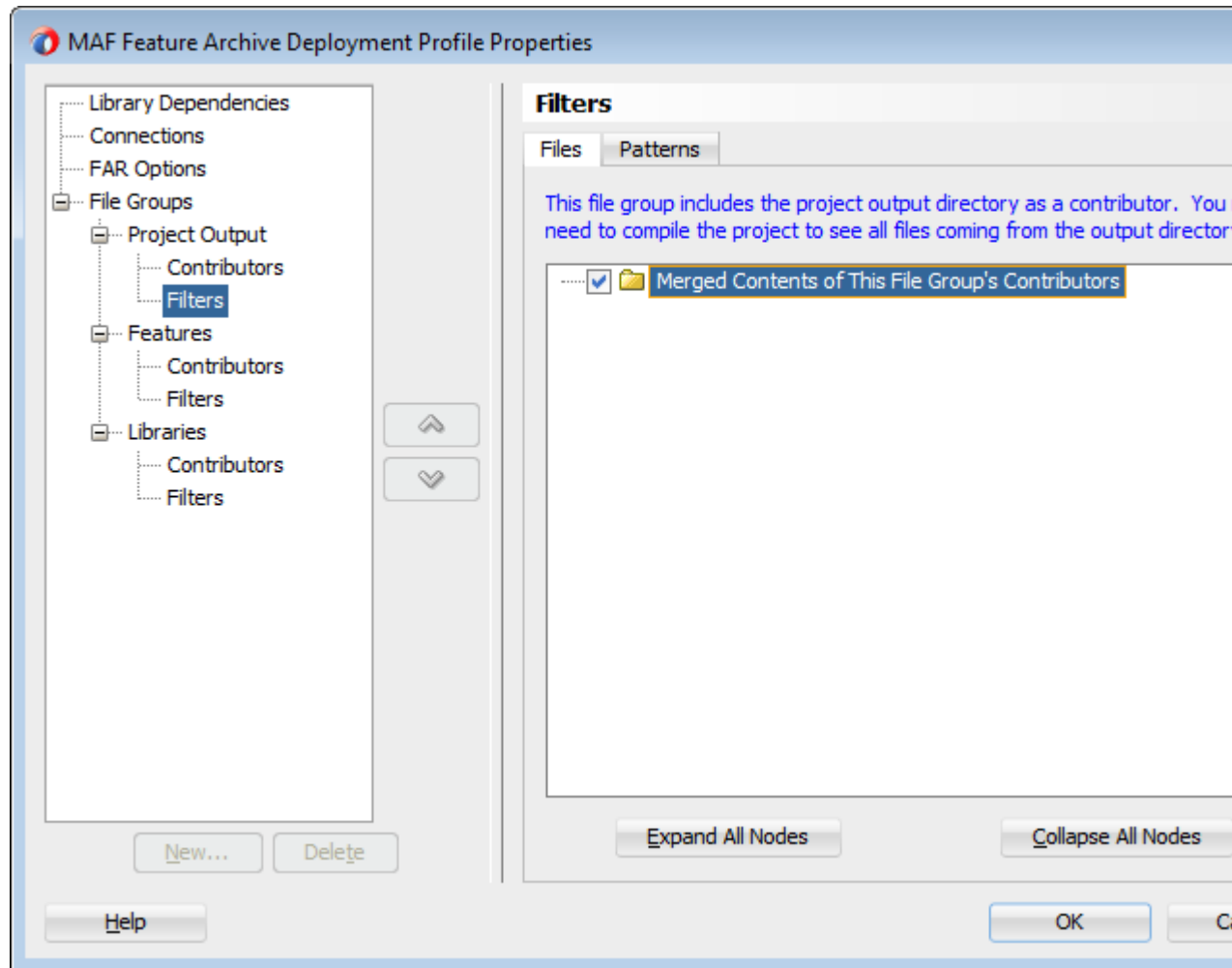
MAF packages the application and view controller projects as separate Feature Archive (FAR) files. These JAR files of MAF files are used as resources for other applications and are described in [Deploying Feature Archive Files \(FARs\)](#). Because MAF creates these FAR files as dependencies to the MAF application profile, you can include or exclude them using the **Profile Dependencies** page of the **Application Properties** dialog, shown in [Figure 26-4](#).

Note:

The application controller project must contain a single FAR profile dependency; otherwise, the deployment will fail.

Figure 26-4 Editing FAR Contents from MAF Projects

Using the File Groups-related pages of the **Project Properties** dialog, you can customize the contents of the view controller FAR file, as shown in [Figure 26-5](#). For more information on the **Project Properties** dialog, see the Oracle JDeveloper online help and also the "Configuring Deployment Profiles" in *Developing Applications with Oracle JDeveloper*.

Figure 26-5 Editing the View Controller Project's FAR

For more information on editing deployment profiles using the **Application Properties** dialog pages, see the "Viewing and Changing Deployment Profile Properties" section in *Developing Applications with Oracle JDeveloper* and the Oracle JDeveloper online help for the **Application Properties** and **Project Properties** dialogs.

26.2.2 How to Create a Deployment Profile

MAF creates a set of deployment profiles when you create a mobile application. You can deploy an application using these profiles, edit them, or construct new ones using the MAF-specific deployment profile pages. The **Create Deployment Profile** wizard, shown in [Figure 26-6](#), enables you to create a default deployment profile from these pages. You can create as many deployment profiles as needed. For more information on these standard deployment profile pages, click **Help** to see the JDeveloper online help.

Note:

MAF application deployment only requires the creation of an application-level deployment profile; you do not have to create a view controller-level deployment profile.

Before you begin:

To enable JDeveloper to deploy mobile applications, you must designate the SDKs for the target platforms as described in the "Configuring the Development Environment for Platforms and Form Factors" section in *Installing Oracle Mobile Application Framework*.

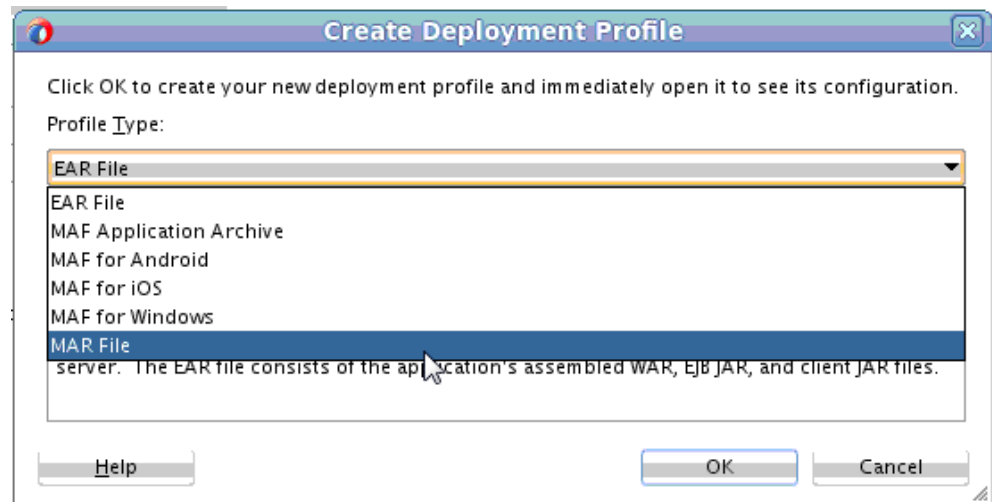
Tip:

For iOS deployments, run iTunes and the iOS Simulator at least once before you configure their directory locations.

To create a deployment profile:

1. Choose **Application** and then **Deploy**.
2. Choose **New Deployment Profile**.
3. Choose the profile for the platform that you want to target from the **Profile Type** drop-down list, as shown in [Figure 26-6](#).
4. Accept the default name for the profile or enter a new one. Click **OK**.
5. If needed, use the **Options** and **Application Images** pages as required for the applications and then click **OK**.

Figure 26-6 The Create Deployment Profile Wizard



26.2.3 What Happens When You Create a Deployment Profile

After you complete the wizard, JDeveloper creates a deployment profile and opens the **Deployment Profile Properties** editor.

[Table 26-1](#) lists the MAF-specific pages in the **Deployment Profile Properties** editor, shown in [Table 26-1](#).

Table 26-1 MAF-Specific Deployment Profile Pages

Table 26-1 (Cont.) MAF-Specific Deployment Profile Pages

Page	Function
iOS Options	Enables you to modify the settings for an application to be deployed on an iOS-powered device or iOS simulator.
Android Options	Enables you to modify the settings for an application deployed to an Android-powered device or Android emulator.
Windows Options	Enables you to modify the settings for an application that you deploy to the Universal Windows Platform.
Application Images	Enables you to assign custom icons to an application by adding the appropriate graphics file.
Device Orientations	Enables you to restrict the display of an application to certain device orientations. This page is used only for iOS deployment profiles.

Note:

Deployment depends on the needs of your application. You can deploy an application using the default values seeded in the pages listed in [Table 26-1](#).

When you deploy an application, JDeveloper creates a deployment directory and related subdirectory. It also creates Feature Archive files (FARs) for the view controller projects (which must have different names) and application controller project. In addition to these two FARs, JDeveloper creates copies of any FARs that were imported into the project. Changes to the compilation profiles require the removal of the deployment directory. You can remove this directory, as well as the deployment directory within the view controller project that contains the FAR, by selecting **Build** and then **Clean All**.

26.3 Deploying an Android Application

MAF provides a ready-to-use deployment profile (`Android1`) that deploys your MAF application. You can use this ready-to-use deployment profile or create one or more other deployment profiles to deploy your MAF application to the Android platform. Using a deployment profile, you can deploy your MAF application in debug mode or release mode to an Android device, emulator or package (`.APK`). Use this last option when you want to publish the application to end users through an application marketplace, such as Google Play.

Tip:

As an alternative to the Deployment Action dialog, you can deploy a mobile application to the Android platform in a headless mode using the OJDeploy command line tool as described in [Deploying MAF Applications from the Command Line](#).

26.3.1 How to Create an Android Deployment Profile

The deployment profile creates the template for the application deployment to an Android device or emulator, or for creating an application as an Android application package (.apk) file.

To create the deployment profile for Android, you must define the signing options for the application, the behavior of the javac compiler, and if needed, override the default Oracle images used for application icons with custom ones.

Before you begin:

Install and download the Android SDK as described in the "How to Install the Android SDK" section in *Installing Oracle Mobile Application Framework*.

If you deploy to an Android emulator, you must create a virtual device for each emulator instance using the Android Virtual Device Manager, as described in the "Managing Virtual Devices" document, available from the Android Developers website (<http://developer.android.com/tools/devices/index.html>).

You must also set the MAF preferences for the Android platform SDKs (accessed by choosing **Tools > Preferences > Mobile Application Framework > Android Platform**) to the locations for the SDK, platform, and build tools, which are part of the Android SDK package download. [Figure 26-7](#) shows these locations.

Note:

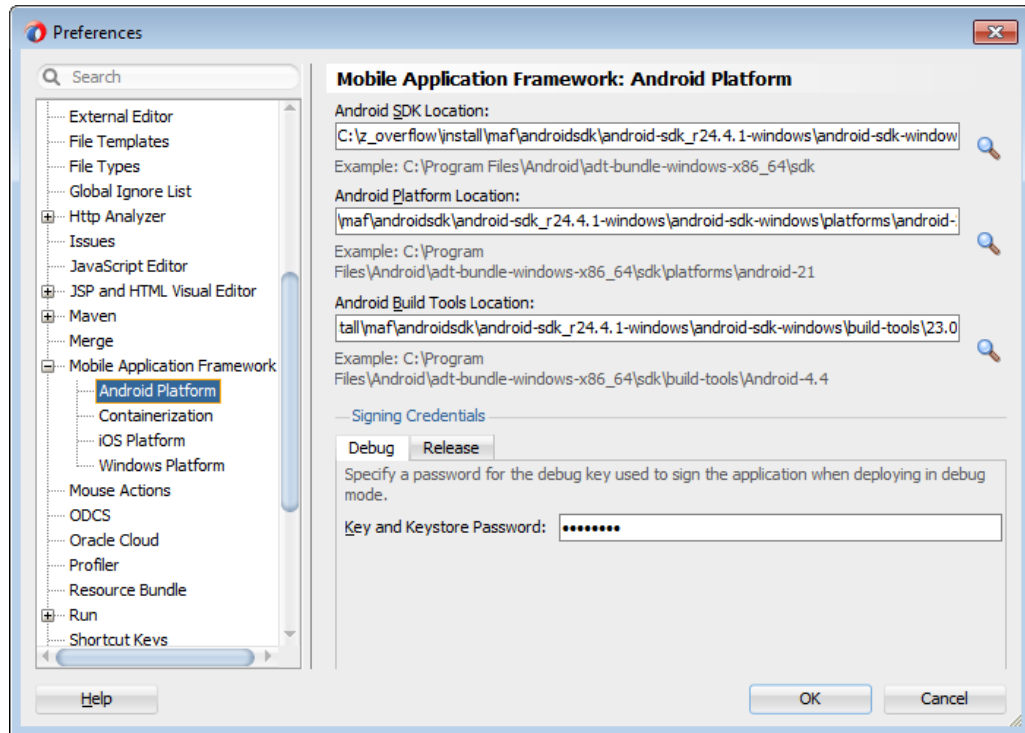
To enable deployment, the **Android Build Tools Location** field must reference the location of the build tools aapt file (aapt.exe on Windows systems).

MAF populates the **Android Build Tools Location** field with the latest version of the build-tools directory installed on the development computer.

Note:

Push notifications require devices and emulators running Android 4.0.3 (API 15) platform (or later). The Google Play store must be installed on these devices, and the Google API must be installed in the SDK to enable push notifications on emulators. Users must create a Google account (and be logged in).

See also the "GCM Architectural Overview" chapter in *Google Cloud Messaging for Android*, available from the Android Developers website (<http://developer.android.com/index.html>).

Figure 26-7 Setting the Android SDK, Platform, and Signing Properties**Tip:**

For details about setting preferences using startup parameters when you launch JDeveloper from the command line, see [Setting Preferences from the Command Line Using Startup Parameters](#).

Using the **Android Platform preferences** page, you also define the debug and release properties for a key that is used to sign the MAF application that you deploy to the Android platform. Within the deployment profile, you subsequently designate a mobile application's release type as either debug or release. You only need to define the signing key properties once. For more information, see [Defining the Android Signing Options](#). See also the application publishing information in the "Signing Your Applications" document, available from the Android Developers website (<http://developer.android.com/tools/publishing/app-signing.html>).

26.3.1.1 Setting Preferences from the Command Line Using Startup Parameters

You can specify overrides for MAF preferences when you launch JDeveloper from the command line. Using startup parameters, you can set various preferences, such as the location for the Android SDK and platform, or the location of the iTunes Media folder.

To launch JDeveloper from the command line with startup parameters, use the `-J-D` options. All strings must be enclosed in double-quotes, as shown in the examples.

The following example shows how to override the location of the Android SDK:

```
jdeveloper.exe -J-
Doracle.adfmf.framework.dt.preferences.PlatformSDKsPrefs.androidPlatformDir="C:
\<my_Android_SDK_path>"
```

These are the startup parameters you can use to set Android preferences from the command line:

- `oracle.adfmf.framework.dt.preferences.PlatformSDKsPrefs.androidSdkDir`
- `oracle.adfmf.framework.dt.preferences.PlatformSDKsPrefs.androidPlatformDir`
- `oracle.adfmf.framework.dt.preferences.PlatformSDKsPrefs.androidBuildToolsDir`
- `oracle.adfmf.framework.dt.preferences.PlatformSDKsPrefs.androidReleaseSigningKeystorePath`
- `oracle.adfmf.framework.dt.preferences.PlatformSDKsPrefs.androidReleaseSigningKeystorePath`

The following example shows how to override the location of the iTunes Media folder:

```
./jdev -J-Doracle.adfmf.framework.dt.preferences.PlatformSDKsPrefs.iOSiTunesDir="/Users/<my_username>/Music/iTunes/iTunes Media/Automatically Add to iTunes.localized"
```

These are the startup parameters you can use to set iOS preferences from the command line:

- `oracle.adfmf.framework.dt.preferences.PlatformSDKsPrefs.iosProvisioningProfileName`
- `oracle.adfmf.framework.dt.preferences.PlatformSDKsPrefs.iosProvisioningProfileTeamName`
- `oracle.adfmf.framework.dt.preferences.PlatformSDKsPrefs.iOSiTunesDir`
- `oracle.adfmf.framework.dt.preferences.PlatformSDKsPrefs.iosCertificate`
- `oracle.adfmf.framework.dt.preferences.PlatformSDKsPrefs.iosProvisioningProfile`

26.3.1.2 Setting the Options for the Application Details

Use the **Android Application Details** page to specify the application package name, application name, version name, and version code.

For more information about versioning, see the "Versioning Your Applications" document, available from the Android Developers website (<http://developer.android.com/tools/publishing/versioning.html>).

To set the application options:

1. From JDeveloper's main menu, choose **Application > Application Properties**.
2. In the **Deployment** page of the **Application Properties** dialog, choose the deployment profile that you use to deploy the MAF application (for example, `Android1`) and click the pencil icon to edit it.
3. In the MAF for **Android Deployment Profile Properties** dialog that appears, navigate to **Android Options > Application Details**.

4. Accept the default values, or define the following options:

- **Package Name**—A unique package name ID for the application, as set in the `id` attribute of the `maf-application.xml` file. Each application deployed to an Android device has a unique ID, one that cannot start with a numeric value. For more information, see [About Automatically Generated Deployment Profiles](#),

If needed, you can override this value in the deployment file. However, for the application to deploy, this name must follow the `<manifest>` element's `package` attribute of the Android manifest file. This element is described in the document entitled "The AndroidManifest.xml File," which is available from the Android Developers website (<http://developer.android.com/guide/topics/manifest/manifest-intro.html>). Specifically, the ID uses a reverse package format of an internet domain (*com.company.application*). To avoid naming collisions, the package name reflects domain ownership, such as *com.oracle.application*.

Note:

The package name cannot contain spaces.

- **Application Name**—The name for the `.apk` file created by MAF. Accept the default name or enter an alternative value if you want to change the filename of the `.apk` file.

By default, MAF bases the name of the `.apk` file on the application `id` attribute configured in the `maf-application.xml` file. For more information, see [Setting Display Properties for an Application Feature](#).

- **Version Name**—The release version of the application code that displays for the user. See also [Setting Display Properties for an Application Feature](#).
- **Version Code**—An integer value that represents the version of the application code, which is checked programmatically by other applications for upgrades or downgrades. The minimum and default value is 1. You can select any value and increment it by 1 for each successive release.

26.3.1.3 Setting Deployment Options

The Android Options page enables you to set values that are passed in by the `javac` compiler tool options, set the `zipalign` options, and also set the Android API levels.

To set the JDK-Compatibility level for the `R.java` and `.class` files:

1. Select the JDK-compatibility level from the **Source Files** dropdown list. The value is specified when the deployment runs the `javac` tool to compile `R.java`, the Android-generated file for referencing application resources, using the `javac -source` option.

For information on `R.java`, see the "Accessing Resources" document, available from the Android Developers website (<http://developer.android.com/guide/topics/resources/accessing-resources.html>).

2. Select the JDK version compatibility for the compiled `.class` files from the **Class Files** dropdown list. The value is specified when the deployment runs the `javac` tool to compile the `R.java` file using the `javac -target` option.

3. The **Target SDK API Level** shows the target API Level on which the application is designed to run. This value cannot be changed. For more information, refer to the description of the `<uses-sdk>` attribute in the document entitled "The AndroidManifest.xml File," available through the Android Developers website (<http://developer.android.com/guide/topics/manifest/manifest-intro.html>).
4. Select the minimum API Level on which the application is able to run from the **Minimum SDK API Level** dropdown list. The minimum and default value is 15, which corresponds to Android 4.0.3 platform. You may increase the minimum SDK version to exclude devices running older Android versions from installing your application.
5. Select the native-encoding name that controls how the compiler interprets characters beyond the ASCII character set from the **Character Encoding** dropdown list. The default is **UTF-8**.

To set the ZIP alignment options:

Select the byte alignment (32-bit or 64-bit). Selecting 32-bit (the default) provides 4-byte boundary alignment.

To set the preferred storage location for the deployed mobile application:

By default, mobile applications are stored on a Android-powered device's internal storage after they have been deployed from JDeveloper to a device, or downloaded from an application marketplace, such as Google Play. The following options, which are available from the **Preferred Storage Location** dropdown list, enable you to specify a preferred storage location for the mobile application.

- **Internal**—Forces the mobile application to be installed on the device's internal storage.
- **External**—Allows the application to be installed on the device's SD card. However, if the Android system determines that the application cannot be installed on the SD card (for example, no SD card has been mounted, or the SD card exists but has insufficient space), then it installs the application on the device's internal storage instead. The mobile device user can move the application between internal and external storage using the system settings.
- **Auto**—Specifies that the application may be installed on the device's external or internal storage. The mobile device user can move the application between internal and external storage using the system settings.

Selecting the **External** or **Auto** options enables the deployment framework to update the `<manifest>` element in the `AndroidManifest.xml` file with an `android:installLocation` attribute and a value of `"preferExternal"` or `"auto"`. Populating the `AndroidManifest.xml` file with this attribute enables mobile applications to be stored on an external SD card or internal storage. For more information, see the "App Install Location" chapter in *Data Storage Guide*, available from the Android Developers website (<http://developer.android.com/guide/topics/data/install-location.html>) or from the Android SDK documentation.

To set the logging level:

Select **Verbose Output** for the Android deployment to log the full output provided by each of the command-line tools invoked by the deployment while building the `.apk`. If you do not select this option, then the deployment does not log the full output.

26.3.1.4 Defining the Android Signing Options

An application must be signed before it can be deployed to an Android device or emulator. Android does not require a certificate authority; an application can instead be self-signed.

Defining how the deployment signs a mobile application is a two-step process: within the **MAF Platforms preference** page, you first define debug and release properties for a key that is used to sign Android applications. You only need to configure the debug and release signing properties once. After you define these options, you configure the deployment profile to designate if the application should be deployed in the debug or release mode.

Before you begin:

If no keystore file exists, you can create one using the `keytool` utility, as illustrated in the following example.

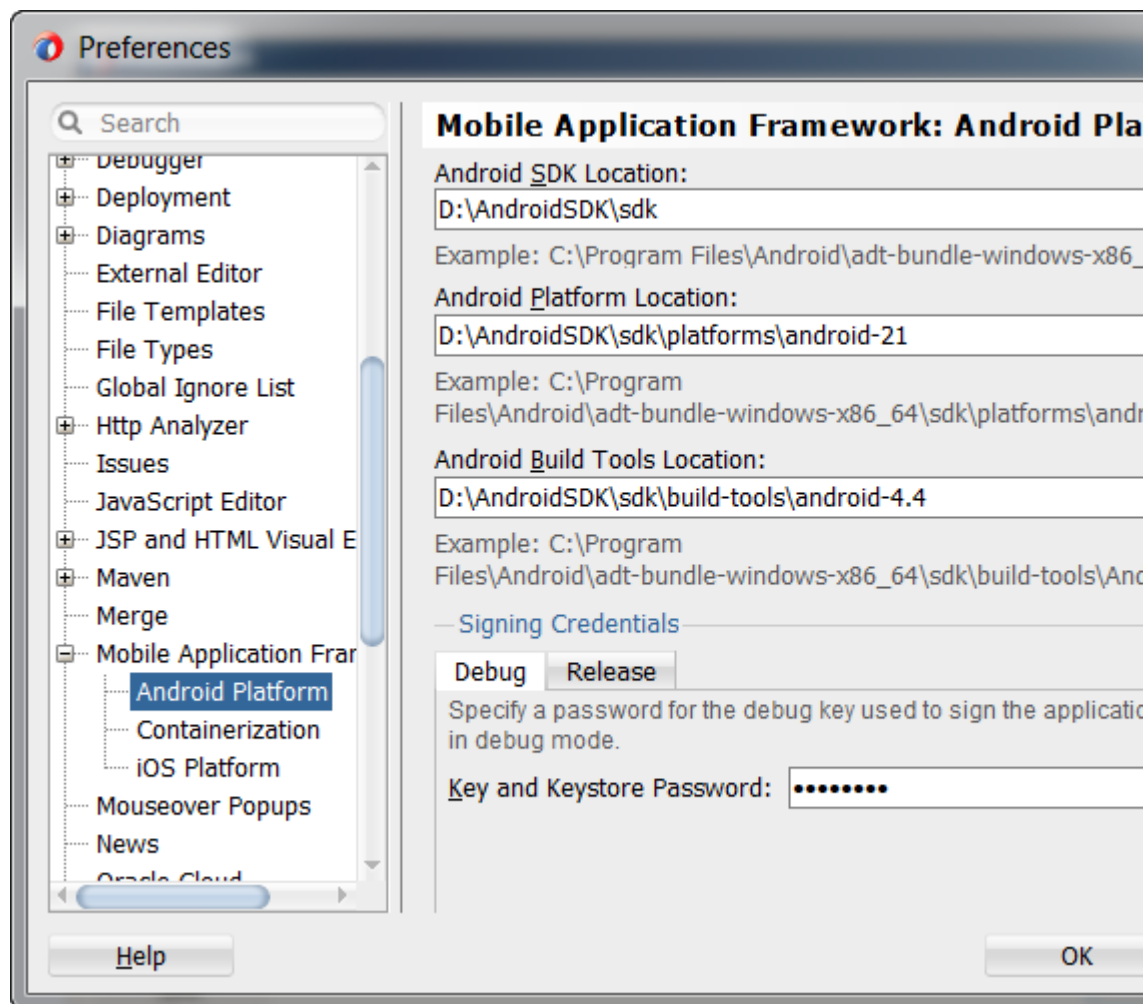
```
keytool -genkeypair
        -v
        -keystore c:\jdeveloper\mywork\releasesigning.keystore
        -alias releaseKeyAlias
        -keyalg RSA
        -keysize 2048
        -validity 10000
```

In this example, the keystore contains a single key, valid for 10,000 days. As described in the "Signing Your Applications" document, available from the Android Developers website (<http://developer.android.com/tools/publishing/app-signing.html>), the `keytool` prompts you to provide passwords for the keystore and key, and to provide the Distinguished Name fields for your key before it generates the keystore. Refer to Java SE Technical Documentation (<http://download.oracle.com/javase/index.html>) for information on how to use the `keytool` utility.

To configure the key options for the debug mode:

1. Choose **Tools**, then **Preferences**, and then **Mobile Application Framework**.
2. Choose **Platforms**.
3. Select the **Debug** tab, shown in [Figure 26-8](#).

Figure 26-8 Configuring a Debug Deployment



4. Enter a password used by the deployment to create a keystore file and key needed for a debug deployment in the **Key and Keystore Password** field. This password, which generates a keystore and keyfile for deployment to an Android-powered device or emulator, can be any value, but must be at least six characters long. The default password is *Android*.

To configure the key options for a release mode:

1. Choose **Tools**, then **Preferences**, and then **Mobile Application Framework**.
2. Choose **Platforms**.
3. Select the **Release** tab and then define the following:
 - **Keystore Location**—Enter, or browse to and retrieve, the directory of the keystore containing the private key used for signing the application for distribution.
 - **Keystore Password**—Enter the password for the keystore. This password allows access to the physical file.
 - **Key Alias**—Enter an alias for the key. This is the value set for the keytool's `-alias` argument. Only the first eight characters of the alias are used.

- **Key Password**—Enter the password for the key. This password allows access to the key (identified by the alias) within the keystore.

Tip:

Enter the password and key password requested by the keytool utility before it generates the keystore.

In addition to designating how the application will be signed, these parameters designate how the R . Java classes are compiled.

4. Click **OK**.

To set the Android build mode:

1. In the **Android Platform** page, select either **Debug** or **Release** as the build mode:

- Select **Debug** for developing and testing an application (such as Java and JavaScript debugging). This option enables you to deploy an application on the Android platform without having to provide a private key. Use this option when deploying an application to an Android emulator or to an Android-powered device for testing. See also [How to Enable Debugging of Java Code and JavaScript](#).

Note:

You cannot publish an application signed with the debug keystore and key; this keystore and key are used for testing purposes only and cannot be used to publish an application to end users.

- When the application is ready to be published, select **Release**. Use this option when the application is ready to be published to an application marketplace, such as Google Play.

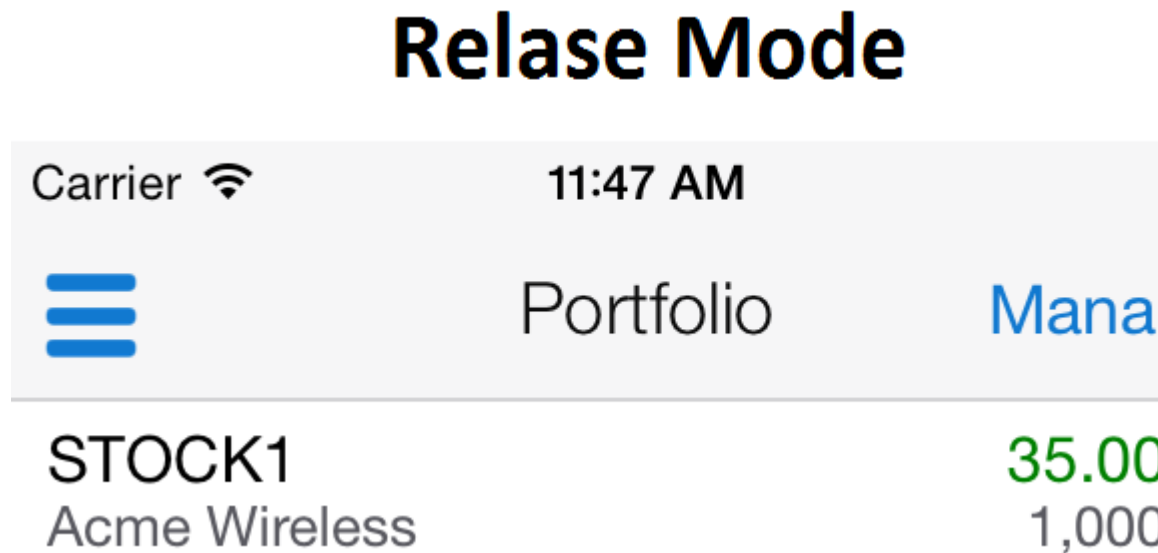
Tip:

Use the release mode, not the debug mode, to test application performance.

2. Click **OK**.

After the . apk file is signed in either debug or release mode, you can deploy it to a device or to an emulator. At runtime, MAF indicates that an application has been deployed in debug mode by overlaying a debugging symbol that is represented by an exclamation point within a red triangle, as shown in [Figure 26-9](#).

Figure 26-9 Deployment Modes



26.3.1.5 What You May Need to Know About Credential Storage

MAF stores passwords for the key and keystore in the file-based credential store, `cwallet.sso`. This file, which manages credential storage and retrieval, is located within the `o.maf` folder in the user's JDeveloper system folder. For example, in a Windows 7 environment, the `cwallet.sso` file is located at `C:\Users\jsmith\AppData\Roaming\JDeveloper\system12.1.3\o.maf`.

For more information, see the "About Oracle Wallet" section in *Administering Oracle Fusion Middleware* and the "Credential Store Basics" section in *Securing Applications with Oracle Platform Security Services*.

Note:

MAF stores the key and keystore credentials in a file called `product-preferences.xml`. MAF migrates these credentials to the `cwallet.sso` file if you preserve the preference settings by clicking **Yes** in the Confirm Import Preferences dialog during the installation process of the current version of JDeveloper and MAF. However, the `cwallet.sso` file is not migrated to other installations of the current version of Oracle JDeveloper with MAF. If you reinstall (or create a separate installation), you must either copy the `cwallet.sso` file to the `o.maf` folder or reconfigure the release mode credentials in the Platforms preferences page.

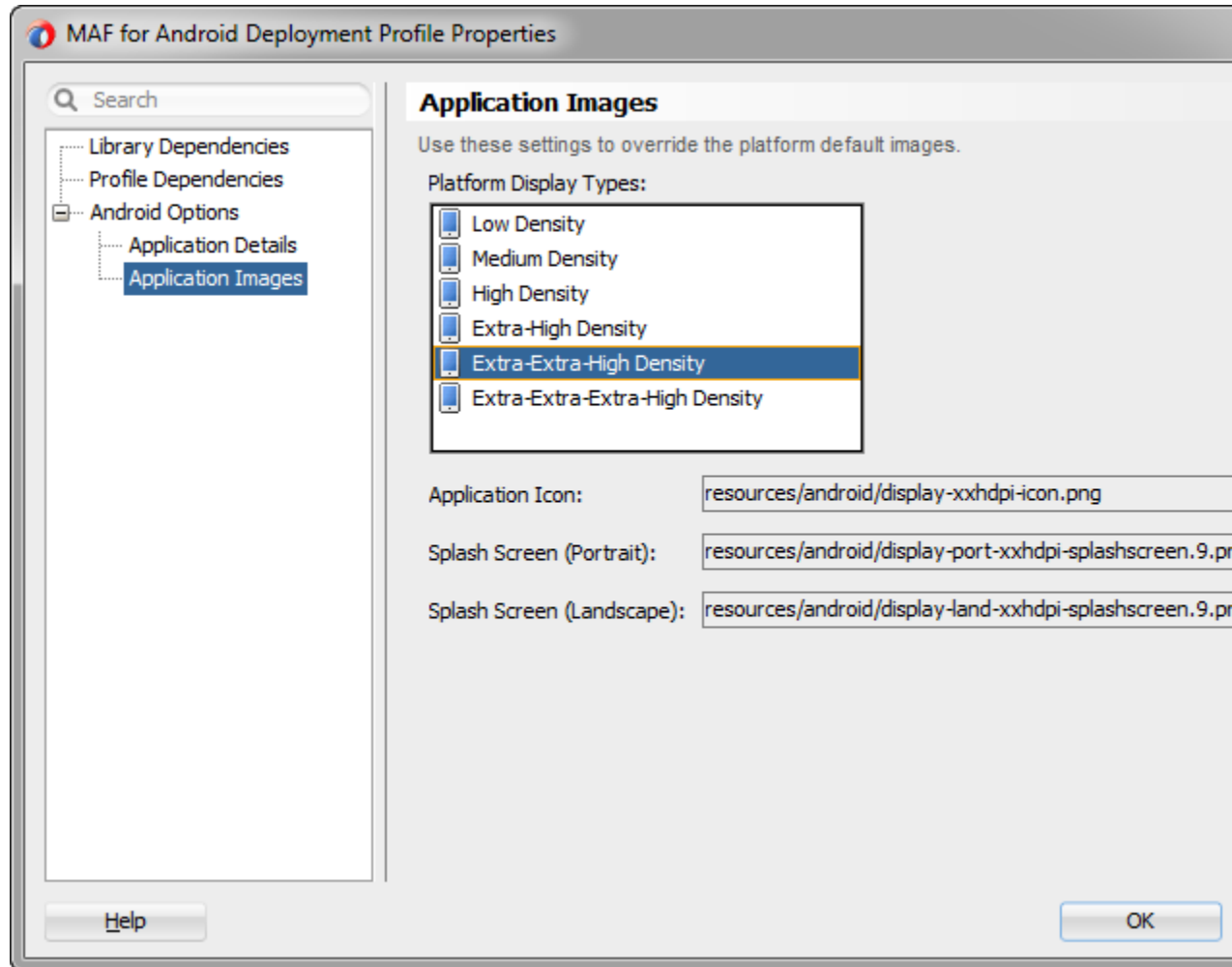
26.3.1.6 How to Add a Custom Image to an Android Application

Enabling MAF application icons to display properly on Android-powered devices of different sizes and resolutions requires low, medium, high, extra-high, extra-extra-high density, and extra-extra-extra-high density versions of the same images. MAF provides default Oracle images that fulfill these display requirements. However, if the application requires custom icons, you can use the Application Images page, shown in [Figure 26-10](#), to override default images by selecting PNG-formatted images for the application icon and for the splash screen. For the latter, you can add portrait and landscape images. If you do not add a custom image file, then the default Oracle icon

is used instead. MAF provides 9-patch images for the default Android splash screens. The 9-patch images indicate which areas of the image may be stretched, and which may not. These images can be stretched to fit any size while maintaining the integrity of designated portions within the image (such as the logo and copyright notice in the default MAF splash screen images).

To create custom images, refer to the "Iconography" document, available from the Android Developers website (<http://developer.android.com/design/style/iconography.html>).

Figure 26-10 Setting Custom Images for an Android Application



Before you begin:

Obtain the images in the PNG, JPEG, or GIF file format that use the dimensions, density, and components that are appropriate to Android theme and that can also support multiple screen types. For more information, see "Supporting Multiple Screens" document, available from the Android Developers website (http://developer.android.com/guide/practices/screens_support.html).

To add custom images:

1. Click **Application Images**.
2. Use the **Browse** function to select the splash screen and icon image files from the project file. [Figure 26-10](#) shows selecting images for application icons and portrait

orientation splash screen images that applications use for displaying on devices with low, medium, high, extra-high, extra-extra-high density, and extra-extra-extra-high density displays.

3. Click OK.

26.3.1.7 What Happens When JDeveloper Deploys Images for Android Applications

During deployment, MAF enables JDeveloper to copy the images from their source location to a temporary deployment folder. For the default images that ship with the MAF extension (located at *application workspace directory*\Application Resources\Resources\images), JDeveloper copies them from their seeded location to a deployment subdirectory of the view controller project (*application workspace*\ViewController\deploy). As shown in Table 26-2, each image file is copied to a subdirectory called *drawable*, named for the drawable object, described on the Android Developers website (<http://developer.android.com/reference/android/graphics/drawable/Drawable.html>). Each *drawable* directory matches the image density (ldpi, mdpi, hdpi, xhdpi, xxhdpi, and xxxhdpi) and orientation (port, land). Within these directories, JDeveloper renames each icon image file as *adfmf_icon.png* and each splash screen image as *adfmf_loading.9.png* or *adfmf_loading.png* (depending on whether 9-patch images are used).

Table 26-2 Deployment File Locations for Seeded Application Images

Source File (...resource\Android)	Temporary Deployment File (...ViewController\deploy)
display-ldpi-icon.png	drawable-ldpi\adfmf_icon.png
display-mdpi-icon.png	drawable-mdpi\adfmf_icon.png
display-hdpi-icon.png	drawable-hdpi\adfmf_icon.png
display-xhdpi-icon.png	drawable-xhdpi\adfmf_icon.png
display-xxhdpi-icon.png	drawable-xxhdpi\adfmf_icon.png
display-xxxhdpi-icon.png	drawable-xxxhdpi\adfmf_icon.png
display-port-ldpi-splashscreen.9.png	drawable-port-ldpi\adfmf_loading.9.png
display-port-mdpi-splashscreen.9.png	drawable-port-mdpi\adfmf_loading.9.png
display-port-hdpi-splashscreen.9.png	drawable-port-hdpi\adfmf_loading.9.png
display-port-xhdpi-splashscreen.9.png	drawable-port-xhdpi\adfmf_loading.9.png
display-port-xxhdpi-splashscreen.9.png	drawable-port-xxhdpi\adfmf_loading.9.png
display-land-ldpi-splashscreen.9.png	drawable-land-ldpi\adfmf_loading.9.png
display-land-mdpi-splashscreen.9.png	drawable-land-mdpi\adfmf_loading.9.png
display-land-hdpi-splashscreen.9.png	drawable-land-hdpi\adfmf_loading.9.png
display-land-xhdpi-splashscreen.9.png	drawable-land-xhdpi\adfmf_loading.9.png
display-land-xxhdpi-splashscreen.9.png	drawable-land-xxhdpi\adfmf_loading.9.png

For custom images, JDeveloper copies the set of application icons from their specified location to the corresponding density and orientation subdirectory of the temporary deployment location.

26.3.2 How to Deploy an Android Application to an Android Emulator

You can deploy the mobile application directly to an Android emulator, also known as an Android Virtual Device (AVD).

Before you begin:

Deployment to an Android emulator requires the following:

- Install Android Platform version 21 (Android 5.0).
- Ensure that the Android Virtual Device instance configuration reflects the ARM or Intel Atom x86 system image.
- In the **Android Options** page of the deployment profile:
 1. Ensure that **Debug** is selected.
 2. Click **OK**.

Note:

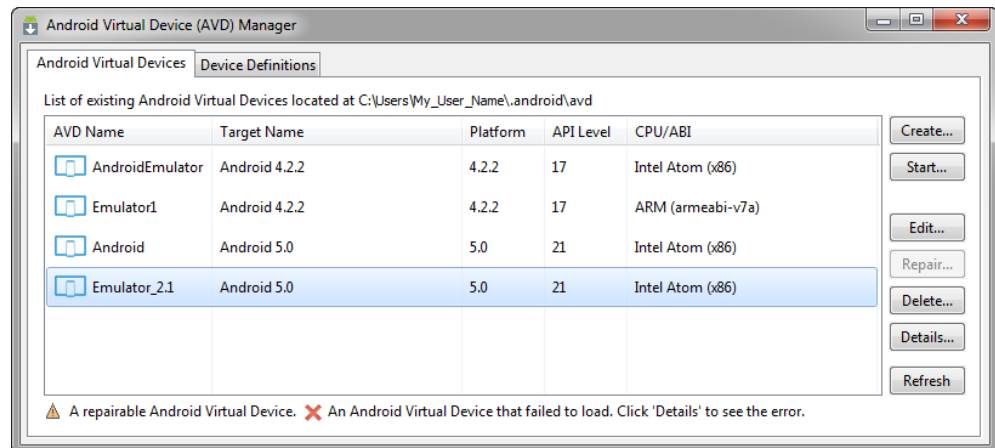
The Android Platform preferences page must be configured with the password that is used to generate the keystore and key for debug-mode deployment. See [Defining the Android Signing Options](#).

- Start the Android emulator (Android Virtual Device) before you deploy an application.

You can start the emulator using the Android Virtual Device Manager, as illustrated in [Figure 26-11](#), or from the command line by first navigating to the `tools` directory (located in `Android\android-sdk`) and then starting the emulator by first entering `emulator -avd` followed by the emulator name (such as `-avd AndroidEmulator1`).

Note:

You can run only one Android emulator during a deployment.

Figure 26-11 Starting an Emulator Using Android Virtual Device Manager

To deploy an application to an Android emulator:

1. Choose **Applications**, then **Deploy**, and then select an Android deployment profile.
2. Choose **Deploy application to emulator** and then choose **Next**.
3. Review the **Summary** page, shown in [Figure 26-6](#), choose **Back** to select another deployment activity or choose **Finish**. The **Summary** page displays the following parameters from the deployment profile:

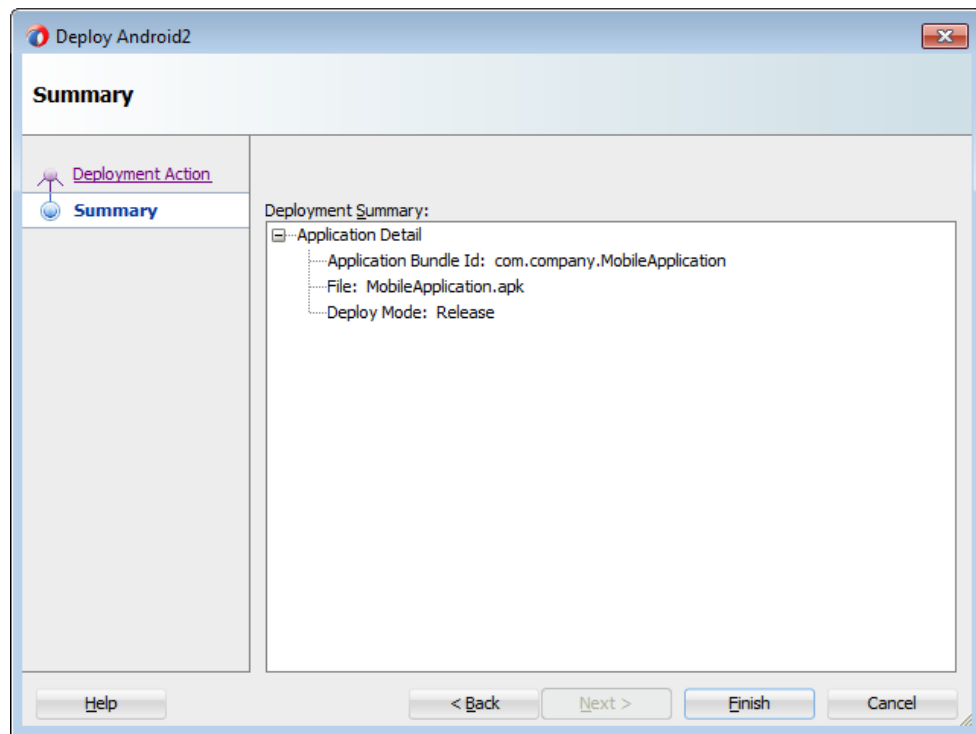
- **Application Bundle Id**—The unique Java language-like package name identifying the application.

This corresponds to the value in the Package Name field of the **Application Details** page for the deployment profile you use.

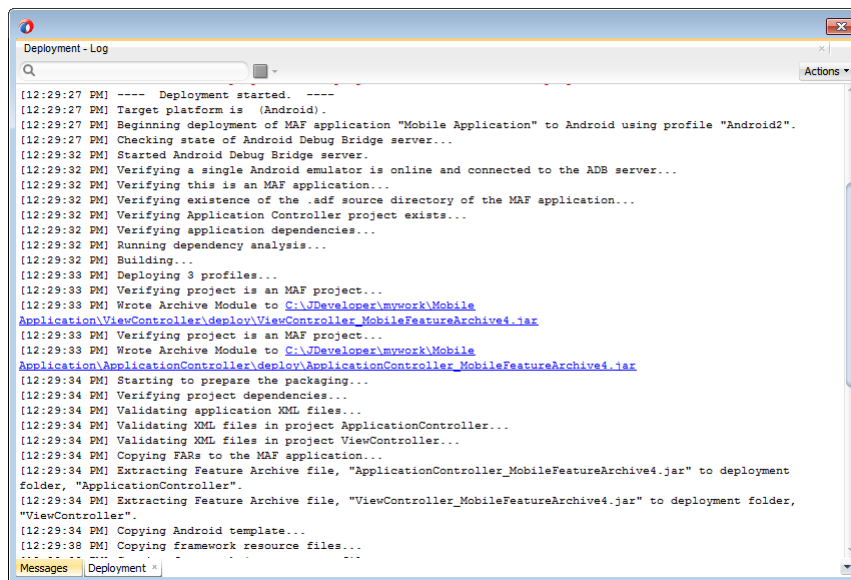
Note:

The **Summary** page shown in [Figure 26-12](#) shows that the application bundle ID is in the reverse package format required for a successful deployment to an emulator. Deploying an application that does not follow the reverse-package format causes the emulator to shut down, which prevents the deployment from completing.

- **File**—The name of the .apk that is deployed to an Android target.
- **Deploy Mode**—The build mode. This value is either *Release* or *Debug*, depending on the value set in the deployment profile.

Figure 26-12 Summary for Android Emulator Deployment

4. Review the deployment log, as shown in [Figure 26-13](#). The deployment log notes that the deployer starts the Android Debug Bridge server when it detects a running instance of an Android emulator. See also [What You May Need to Know About Using the Android Debug Bridge](#).

Figure 26-13 The Deployment Log

26.3.3 How to Deploy an Application to an Android-Powered Device

You can deploy a mobile application directly to an Android-powered device that runs on API 15 or later (that is, Platform 4.0.3).

Before you begin:

In order to deploy directly to an Android-powered device, connect the device to the development computer that hosts JDeveloper, set the device to developer mode, and turn on USB debugging. For more information, see "How to Set Up an Android-Powered Device" in *Installing Oracle Mobile Application Framework*.

In the **Android Options** page, select **Debug** as the build mode. Ensure that the debug signing credentials are configured in the **Android Platform preference** page. For details, see [Setting the Options for the Application Details](#).

To deploy an application to an Android device:

1. Choose **Applications**, then **Deploy**, then select an Android deployment profile.
2. Choose **Deploy application to device** and then choose **Next**.
3. Review the **Summary** page. Click **Back** or **Next**.
4. Click **Finish**.

26.3.4 How to Publish an Android Application

After you have tested and debugged the application, as described in [Testing and Debugging MAF Applications](#), you can publish it to an application marketplace (such as Google Play) by following the instructions provided on the Android Developers website (http://developer.android.com/tools/publishing/publishing_overview.html).

Before you begin:

In the **Android Options** page of the deployment profile, select **Release** as the build mode.

Note:

You must configure the signing options in the **Android Platform preference** page (accessed by choosing **Tools > Preferences > Mobile Application Framework**) as described in [Defining the Android Signing Options](#).

To deploy an application as an .apk file:

1. Choose **Applications**, then **Deploy**, then select an Android deployment profile.
2. Choose **Deploy application to package** and then choose **Next**.
3. Review the **Summary** page, shown in [Figure 26-12](#). Click **Back** or **Next**.
4. Click **Finish**.
5. Publish the application to an application marketplace.

26.3.5 What Happens in JDeveloper When You Create an .apk File

Deploying an application results in the following being deployed in an .apk file.

- The content in the `adfmsrc`
- The content in the `.adf` folder

- maf-application.xml and maf-feature.xml files
- logging.properties file
- The JVM files

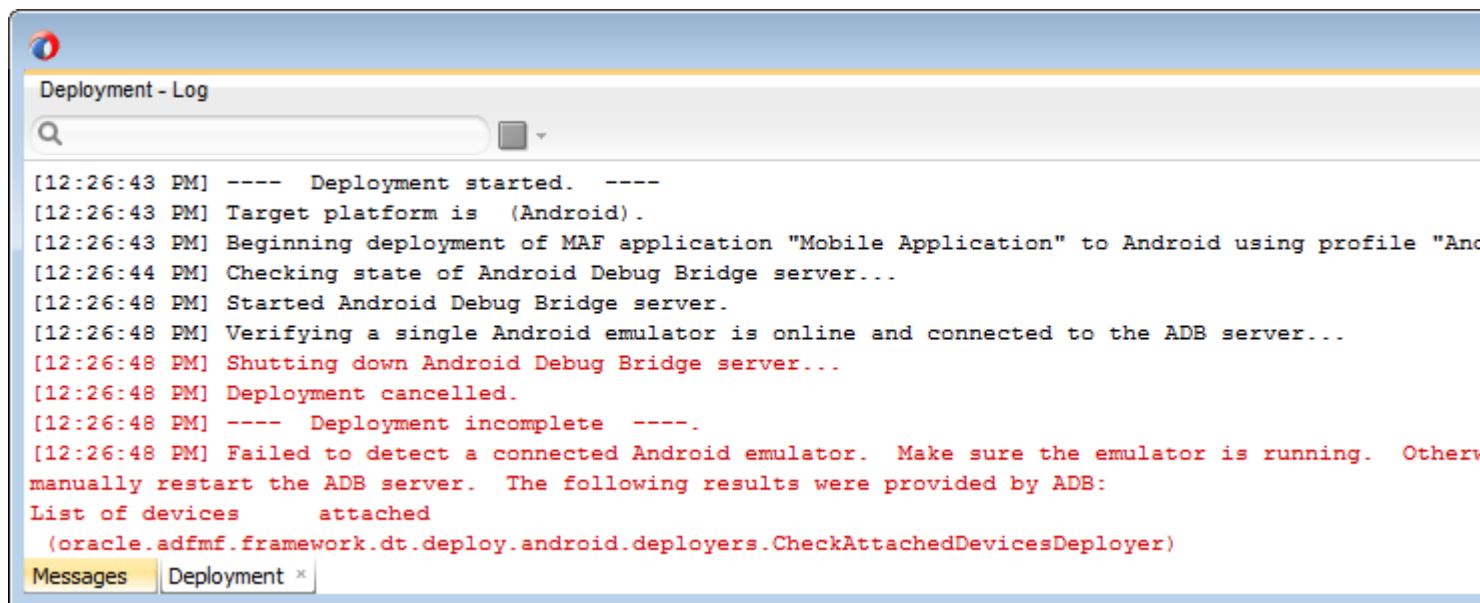
26.3.6 Selecting the Most Recently Used Deployment Profiles

After you select a deployment action, JDeveloper creates a shortcut on the Deploy menu that enables you to easily redeploy the application using that same deployment action.

26.3.7 What You May Need to Know About Using the Android Debug Bridge

The deployment restarts the Android Debug Bridge server five times until it detects a device (if deploying to a device) or emulator (if deploying to an Android emulator). If it detects neither, then it ends the deployment process, as shown in [Figure 26-14](#).

Figure 26-14 Deployment Terminated



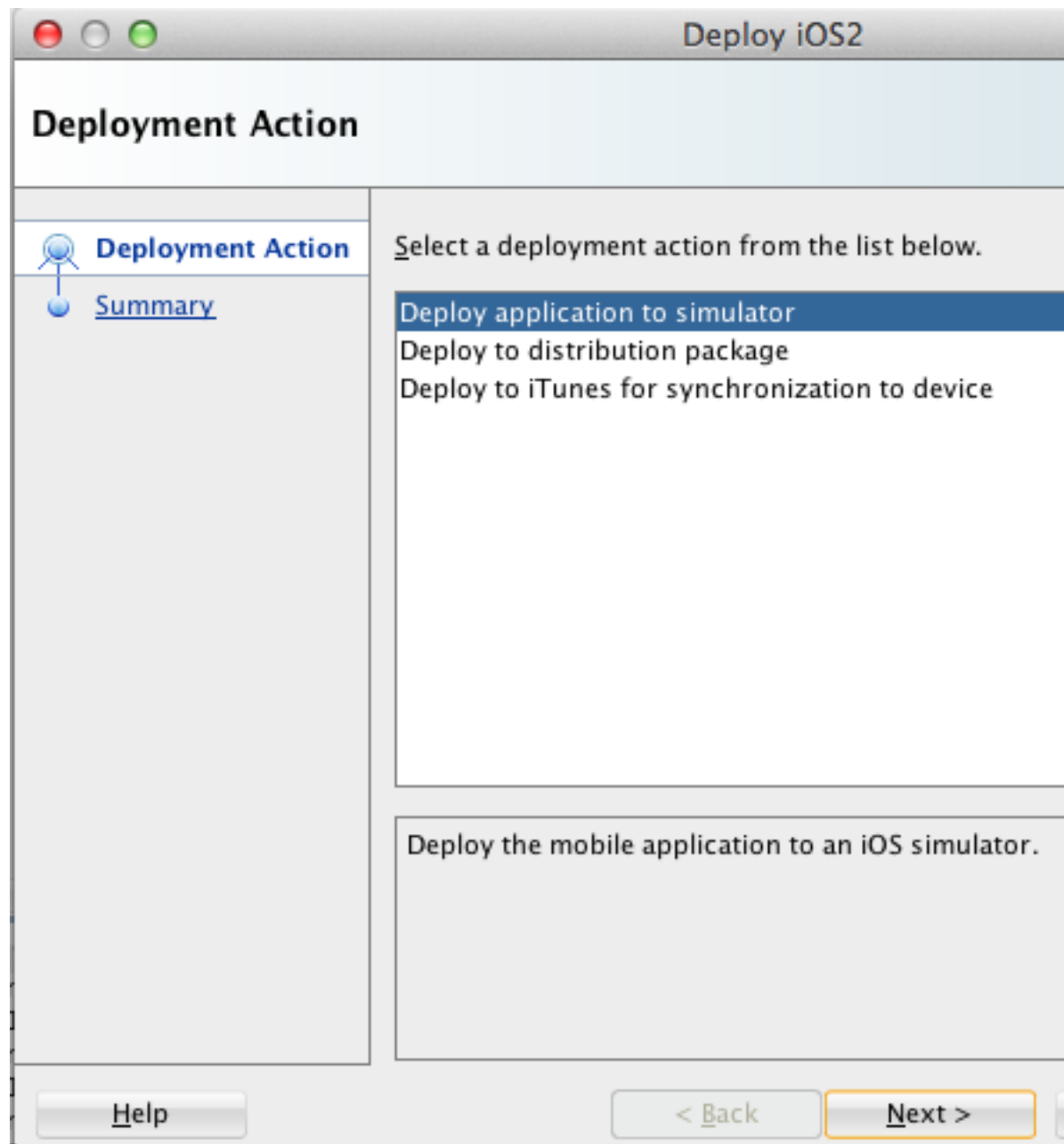
If you are using the Android Debug Bridge command line tool prior to deployment, then you must enter the same command again after the deployment has completed. For example, if you entered `adb logcat` to view logging information for an emulator or device prior to deployment, you would have to enter `adb logcat` again after the application has been deployed to resume the retrieval of the logging output. For more information about the Android Debug Bridge command line tool, which is located within (and executed from) the `platform-tools` directory of the Android SDK installation, refer to the Android Developers website (<http://developer.android.com/tools/help/adb.html>).

26.4 Deploying an iOS Application

The **Deployment Action** dialog, shown in [Figure 26-15](#), enables you to deploy an iOS application directly to an iOS simulator or to a device through iTunes. You can only deploy an iOS application from an Apple computer. Deployment to the iOS simulator does not require membership to either the iOS Developer Program or the iOS Developer Enterprise Program; registration as an Apple developer, which provides

access to versions of Xcode that are not available through the App Store, will suffice. For more information on iOS developer programs, which are required for deployment to iOS-powered devices (and are described at [How to Deploy an Application to an iOS-Powered Device](#), and [How to Distribute an iOS Application to the App Store](#)), see <https://developer.apple.com/programs/>.

Figure 26-15 The Deployment Action Dialog (for iOS Applications)



Tip:

As an alternative to the **Deployment Action** dialog, you can deploy a mobile application to the iOS platform manually using the OJDeploy command line tool as described in [Deploying MAF Applications from the Command Line](#).

26.4.1 How to Create an iOS Deployment Profile

For iOS, use the **Deployment Profiles Properties** editor to define the iOS application build configuration as well as the locations for the application icons.

Before you begin:

Download Xcode (which includes the Xcode IDE, performance analysis tools, the iOS simulator, and the Mac OS X and iOS SDKs) to the Apple computer that also runs JDeveloper.

Tip:

Refer to the Certification and Support Matrix on Oracle Technology Network (<http://www.oracle.com/technetwork/developer-tools/maf/documentation>) for the minimum supported version required to compile applications.

Because Xcode is used during deployment, you must install it on the Apple computer before you deploy the mobile application from JDeveloper.

Tip:

While the current version of Xcode is available through the App Store, you can download prior versions through the following site:

<https://developer.apple.com/xcode/>

Access to this site requires an Apple ID and registration as an Apple developer.

After you download Xcode, you must enter the location of its xcodebuild tool and, for deployment to iOS simulators, the location of the iOS simulator's SDK, in the iOS Platform preference page. For more information, see the "Configuring the Development Environment for Platforms and Form Factors" section in *Installing Oracle Mobile Application Framework*.

Note:

Run both iTunes and the iOS simulator at least once before entering their locations in the iOS Platform preference page.

To deploy a mobile application to an iOS-powered device (as opposed to deployment to an iOS simulator), you must obtain both a provisioning profile and a certification from the iOS Provisioning Profile as described in [Setting the Device Signing Options](#).

To create a deployment profile:

1. Choose **Application > Application Properties > Deployment**.
2. In the **Deployment** page, double-click an iOS deployment profile.
3. Choose **iOS Options**.
4. Accept the default values, or define the following:
 - **Application Bundle Id**—If needed, enter a bundle ID to use for this application that identifies the domain name of the company. The application bundle Id

must be unique for each application installed on an iOS device and must adhere to reverse-package style naming conventions (that is, *com.<organization name>.<company name>*). For more information, see the *App Distribution Guide*, which is available through the iOS Developer Library at <http://developer.apple.com/library/ios/navigation/>). For information on obtaining the Bundle Seed Id using the iOS Provisioning Portal, see [Registering an Application ID](#). See also [Setting Display Properties for an Application Feature](#).

Note:

The application bundle ID cannot contain spaces.

Because each application bundle ID is unique, you can deploy multiple mobile applications to the same device. Two applications can even have the same name as long as their application bundle IDs are different. Mobile applications deployed to the same device are in their own respective sandboxes. They are unaware of each other and do not share data (they have only the Device scope in common).

- **Application Archive Name**—If needed, enter the name for the `.ipa` file or the `.app` file. MAF creates an `.ipa` file when you select either the **Deploy to distribution package** or **Deploy to iTunes for synchronization to device** options in the Deployment Action dialog, shown in [Figure 26-15](#). It creates an `.app` file when you select the **Deploy application to simulator** option. Otherwise, accept the default name. For more information, see [How to Deploy an Application to an iOS-Powered Device](#) and [How to Distribute an iOS Application to the App Store](#).

By default, MAF bases the name of the `.ipa` file (or `.app` file) on the `application id` attribute configured in the `maf-application.xml` file. For more information, see [Setting Display Properties for an Application Feature](#).

- **Minimum iOS Version**—Indicates the earliest version of iOS to which you can deploy the application. The default value is the current version. The version depends on the version of the installed SDK.
- **Simulator**—Select the hardware and iOS version of the simulator to which you are deploying the application. Available versions are displayed in the dropdown list along with the device ID. For more information, see the *iOS Simulator User Guide*, which is available through the iOS Developer Library (<http://developer.apple.com/library/ios/navigation/>).
- **Family**—Select the family of iOS products on which the application is intended to run. The default option is for both iPad and iPhone.

26.4.1.1 Defining the iOS Build Options

The iOS build options enable you to deploy an application with debug or release bits and libraries. The iOS Options page is also where you can enable containerization with Oracle Mobile Security Suite (OMSS).

Before you begin:

Deployment of an iOS application (that is, an `.ipa` file) to an iOS-powered device requires a provisioning profile, which is a required component for installation, and also a signed certificate that identifies the developer and an application on a device.

You must obtain these from the iOS Provisioning portal as described in [What You May Need to Know About Deploying an Application to an iOS-Powered Device](#). In addition, you must enter the location for a provisioning profile and the name of the certificate in the **iOS Platform preference** page, as described in [Setting the Device Signing Options](#).

To set the build options:

1. Choose **Application > Application Properties > Deployment**.
2. In the **Deployment** page, double-click an iOS deployment profile.
3. Choose **iOS Options**.
4. Choose from the following build options.
 - **Disable Application Transport Security**—App Transport Security (ATS) is a security policy that restricts network requests from the application to use only approved secured transport protocols. MAF enables ATS by default. Select **Disable Application Transport Security** to deploy your MAF application without ATS enabled.
 - **Debug**—Select this option for development builds. Designating a debug build results in the inclusion of debugging symbols. See also [How to Debug on the iOS Platform](#) and [How to Enable Debugging of Java Code and JavaScript](#).
 - **Release**—Select to compile the build with release bits and libraries.

Tip:

Use the release mode, not the debug mode, to test application performance.

- **Additional Build Arguments**—Specify additional arguments that Xcode can use when it builds the MAF application.
- **Enable Oracle Mobile Security Suite**—Select to enable containerization with Oracle Mobile Security Suite. For more information, see [Deploying with Oracle Mobile Security Suite](#).

At runtime, MAF indicates that an application has been deployed in debug mode by overlaying a debugging symbol that is represented by an exclamation point within a red triangle, as shown in [Figure 26-9](#).

26.4.1.2 Setting the Device Signing Options

The **iOS Platform preferences** page for iOS includes fields for the location of the provisioning profile on the development computer and the name of the signing identity. You must define these parameters if you deploy an application to a distribution package or to iTunes for synchronization to a device. You use a signing identity to code sign your application. When Xcode requests your development certificate, the certificate and its public key is stored in the Member Center, and the signing identity (the certificate with its public and private key) is stored in your keychain. You will not be able to code sign without this private key.

Note:

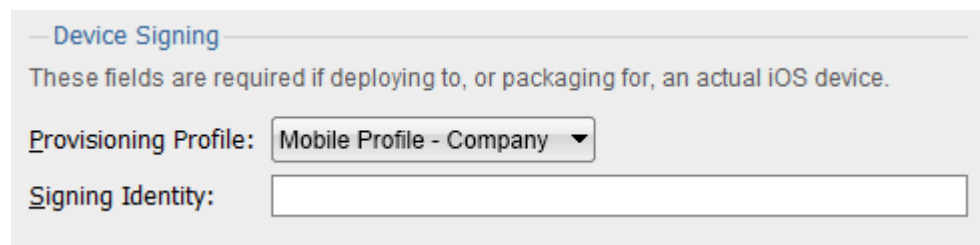
Neither a signing identity nor a provisioning profile are required if you deploy a mobile application to an iOS simulator.

To set the signing options:

1. Choose **JDeveloper > Preferences > Mobile Application Framework > iOS Platform**.
2. From the **Provisioning Profile** dropdown list, choose the provisioning profile.
3. In the **Signing Identity** field, enter the name of the developer or distribution certificate that identifies the originator of the code (such as a developer or a company). You can view the name of the certificate using the Keychain Access utility (accessed from the Applications folder). Copy the entire name from the Keychain Access utility. The name entered into this field may look similar to the following example.

iPhone Developer: John Smith (Oracle123)

Figure 26-16 The Device Signing Section of the iOS Platform Preferences Page



Tip:

For details about setting preferences using startup parameters when you launch JDeveloper from the command line, see [Setting Preferences from the Command Line Using Startup Parameters](#).

Note:

There are provisioning profiles used for both development and release versions of an application. While a provisioning profile used for the release version of an application can be installed on any device, a provisioning profile for a development version can only be installed on the devices whose IDs are embedded into the profile. For more information, see the *App Distribution Guide*, which is available from the iOS Developer Library (<http://developer.apple.com/library/ios/navigation/>).

26.4.1.3 Adding a Custom Image to an iOS Application

The **Application Images** page enables you to rebrand an application by overriding the default Oracle image used for application icons and artwork with custom images. The options in this page, shown in [Figure 26-17](#), enable you to enter the locations of custom images used for different situations, device orientation, and device resolutions. For more information on iOS application icon images, see the "Icon and Image Design" section in *iOS Human Interface Guidelines*. This document is available from the iOS Developer Library (<http://developer.apple.com/library/ios/navigation/>).

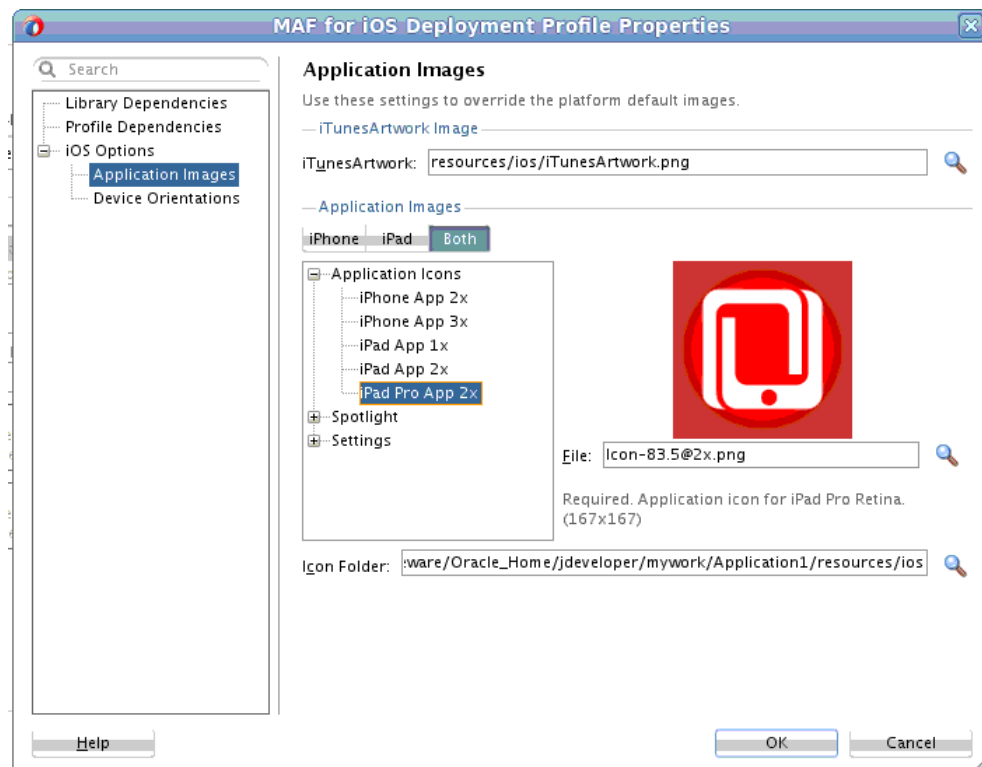
Note:

All images must be in the PNG format.

To add custom images:

1. Choose **Application > Application Properties > Deployment**.
2. In the **Deployment** page, double-click an iOS deployment profile.
3. Select **iOS Options > Application Images** from the tree on the left of the iOS deployment profile properties editor.
4. Choose **Browse** to select an icon image to override the default Apple image that iTunes assigns to .ipa files. This image is required for all applications and must be 512 x 512 pixels for both iPhone and iPad applications. For more information, see [What You May Need to Know About iTunes Artwork](#).
5. Select the device type to display the available image types in the tree. By default, MAF displays all of the image styles and types available to iPad and iPhone devices. However, you can narrow the selection by selecting the device type, as shown in [Figure 26-17](#). In the **Icon Folder** field, MAF displays the location within the application's Resources directory where these image files are stored.

Figure 26-17 Selecting the Application Images



6. Select an image type from the tree.
7. In the **File** field, choose **Browse** to select another image. This image file must exist within the current application.

During deployment, JDeveloper copies the custom image file into the deployment profile and renames it to match the name of the default image.

8. Click OK.

26.4.1.4 What You May Need to Know About iTunes Artwork

By default, mobile applications deployed to an iOS device through iTunes use the default Oracle image unless otherwise specified.

By selecting an iTunes artwork image as the icon for the deployed application, you override the default image. You can use an image to differentiate between versions of the application. [Figure 26-18](#) illustrates the difference between the default image and a user-selected image, where Application4 is displayed with the default image and Application6 is displayed with a user-selected image (the Oracle icon, scaled to 512 x 512 pixels).

Figure 26-18 Custom and Default Application Icons



During deployment, MAF ensures that the icon displays in iTunes by adding the iTunes artwork image to the top-level of the .ipa file in a file called *iTunesArtwork*.

Note:

iTunes artwork is only packaged into the application when you select the deployment type called **Deploy to iTunes for synchronization to device**.

26.4.1.5 How to Restrict the Display to a Specific Device Orientation

By default, MAF supports all orientations for both iPhone and iPad. If, for example, an application must display only in portrait and in upside-down orientations on iPads, you can limit the application to rotate only to these orientations using the Device Orientation page, shown in [Figure 26-19](#)

Figure 26-19 Select a Device Orientation



To limit the display of an application to a specific device orientation:

1. Choose **Device Orientations**, as shown in [Figure 26-19](#).
2. Clear all unneeded orientations from among those listed in [Table 26-3](#). By default, MAF deploys to all of these device orientations. By default, all of these orientations are selected.

Table 26-3 iPhone Device Orientations









Icon	Description
	iPad, portrait—The home button is at the bottom of the screen.
	iPad, upside-down—The home button is at the top of the screen.

Table 26-3 (Cont.) iPhone Device Orientations

Icon	Description
	iPad, landscape left—The home button is at the left side of the screen.
	iPad, landscape right—The home button is at the right side of the screen.
	iPhone, portrait—The home button is at the bottom of the screen.
	iPhone, upside-down—The home button is at the top of the screen.
	iPhone, landscape left—The home button is at the left side of the screen.
	iPhone, landscape right—The home button is at the right side of the screen.

3. Click **OK**.

26.4.1.6 What Happens When You Deselect Device Orientations

Deselecting a device orientation updates the source `.plist` file.

All iPad orientations must be supported (selected) to enable iPad multitasking. When iPad multitasking is enabled, features such as split view mode can be used on compatible iOS devices.

26.4.2 How to Deploy an iOS Application to an iOS Simulator

The **Deployment Actions** dialog enables you to deploy an iOS application directly to an iOS simulator.

Before you begin:

To enable deployment to an iOS simulator, you must perform the following tasks:

- Run Xcode after installing it, agree to the licensing agreements, and perform other post-installation tasks, as prompted.

Note:

You must run Xcode at least once before you deploy the application to the iOS simulator. Otherwise, the deployment will not succeed.

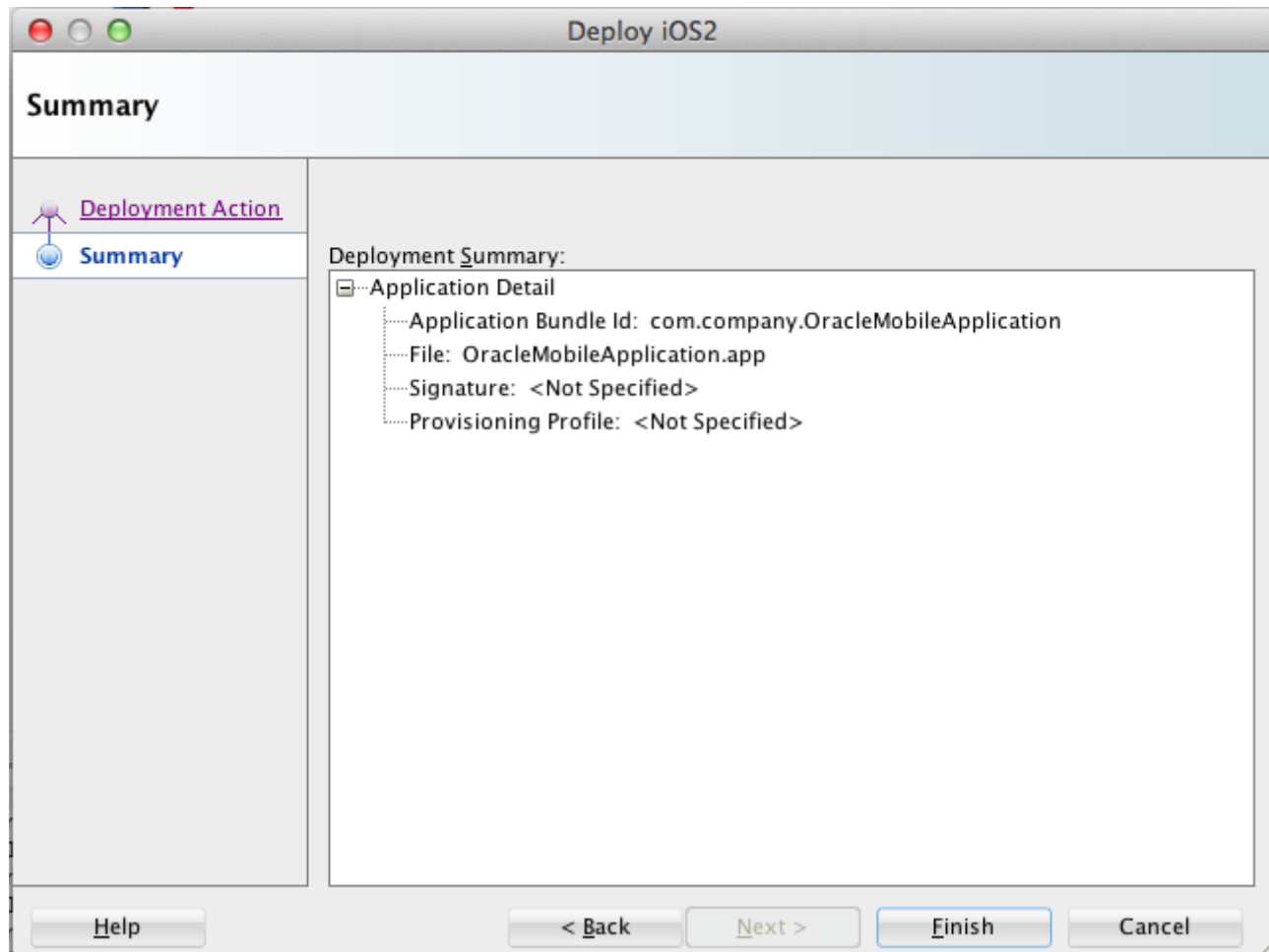
- In the **iOS Options** page of the deployment profile, select **Debug**, and then click **OK**.
- Before you deploy an application, shut down the iOS simulator if it is running. If you do not shut down the simulator, the deployment will do it for you.
- Refer to the *iOS Simulator User Guide*, available through the iOS Developer Library (<http://developer.apple.com/library/ios/navigation/>). The iOS simulator is installed with Xcode.

To deploy an application to an iOS simulator:

1. Choose **Applications**, then **Deploy**, then select an iOS deployment profile.
2. Choose **Deploy application to simulator** and then choose **Next**.
3. Review the **Summary** page, shown in [Figure 26-20](#), which displays the following values. Click **Finish**.
 - **Application Bundle Id**—The unique name that includes a Java language-like package name (*com.<organization name>.<application name>*) prefixed with the Bundle Seed that is generated from the iOS Provisioning Portal.
 - **File**—The file name of the final image deployed to an iOS target.
 - **Signature**—The developer or company that authored the application. If this value has not been configured in the iOS Platform preferences page, then the **Summary** page displays *<Not Specified>*.
 - **Provisioning Profile**—The name of the provisioning profile that associates one or more development certificates and devices with an application ID. If this value is not configured in the iOS Platform preferences page, then the **Summary** page displays *<Not Specified>*.

Note:

Deployment to an iOS simulator does not require that the values for Signing Identity and Provisioning Profile be defined. In this deployment scenario, the **Summary** page displays *<Not Specified>* for these values.

Figure 26-20 The Deployment Actions Summary Dialog

26.4.3 How to Deploy an Application to an iOS-Powered Device

The **Deploy to iTunes for Synchronization to device** option enables you to deploy a mobile application to an iOS-powered device for debugging and testing. Deployment to an iOS-powered device or to a distribution site requires membership to either the iOS Developer Program or the iOS Developer Enterprise Program. For more information, see <https://developer.apple.com/programs/>.

Before you begin:

You cannot deploy an application directly from JDeveloper to a iOS device; an application must instead be deployed from the **Applications** folder in Apple iTunes. To accomplish this, you must perform the following tasks:

- Download Apple iTunes to your development computer and run it at least once to create the needed folders and directories.
- Set the location of the **Automatically Add to iTunes** folder (the location used for application deployment) in the **iOS Platform preference** page, shown in [Figure 26-21](#).

Tip:

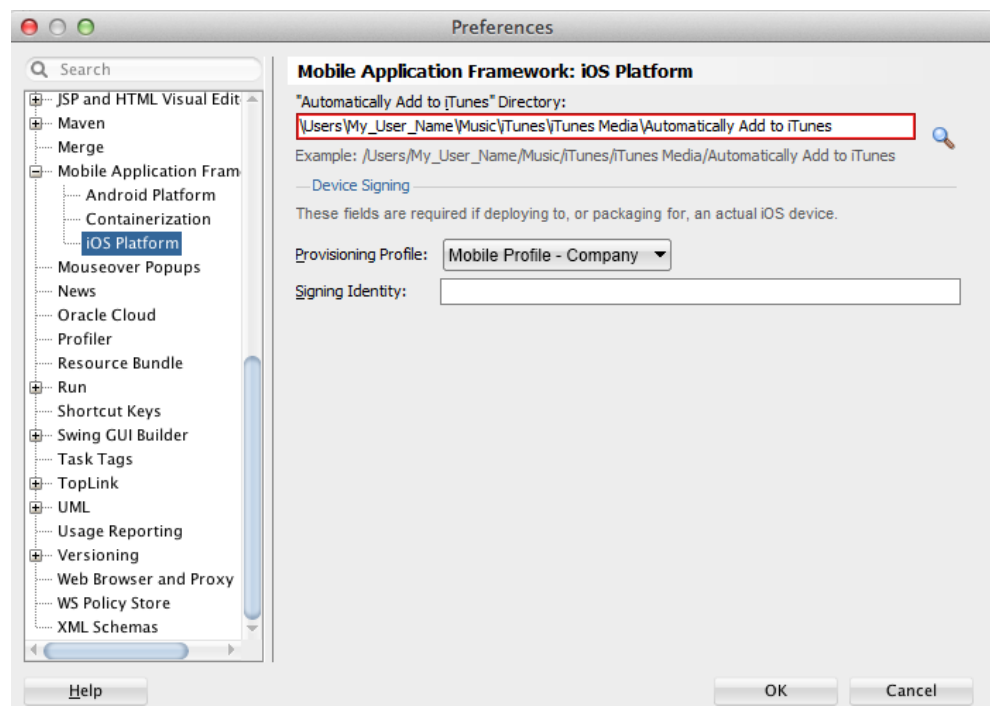
Although your user home directory (`/Users/<username>/Music/iTunes/iTunes Media/Automatically Add to iTunes.localized`) is the default directory for the iTunes Media folder, you can change the location of this folder as follows:

1. In iTunes, select **Edit, Preferences, then Advanced**.
2. Click **Change** and then browse to the new location.
3. Consolidate the library.
4. Delete the original iTunes Media folder.

For instructions, refer to Apple Support (<http://support.apple.com>).

You must also update the location in the iOS Platform preferences page.

Figure 26-21 Setting the Location for the iTunes Media Folder



- Enter the name and location of the provisioning profile and the signing identity in the **iOS Platform preference** page. The OS Provisioning Portal generates the certificate and provisioning profile needed for deployment to iOS devices, or for publishing .ipa files to the App Store or to an internal download site.

Note:

The deployment will fail unless you set the iOS provisioning profile and signing identity to deploy to a device or to an archive. MAF logs applications that fail to deploy under such circumstances. For more information, see [What You May Need to Know About Deploying an Application to an iOS-Powered Device](#).

- In the **iOS Options** page of the deployment profile, select **Debug** as the build mode and then **OK**.
- Refer to the *App Distribution Guide*, which is available through the iOS Developer Library (<http://developer.apple.com/library/ios/navigation/>).

To deploy an application to an iOS-powered device:

1. Choose **Applications**, then **Deploy**, and then select an iOS deployment profile.
2. Choose **Deploy to iTunes for Synchronization to device** and then choose **Next**.
3. Review the **Summary** page, which displays the following values. Click **Finish**.
 - **Application Bundle Id**—The unique name that includes a Java language-like package name (*com.<organization name>.<application name>*) prefixed with the Bundle Seed that is generated from the iOS Provisioning Portal.
 - **File**—The file name of the final image deployed to an iOS target.
 - **Signature**—The developer (or company) who authored the application. If this value has not been configured in the **iOS Platform preferences** page, then the **Summary** page displays *<Not Specified>*.
 - **Provisioning Profile**—The name of the provisioning profile that associates one or more development certificates and devices with an application ID. If this value is not configured in the **iOS Platform preferences** page, then the **Summary** page displays *<Not Specified>*.

Note:

You must specify the Signature and Provisioning Profile values in the iOS Platform preferences page to enable deployment to iTunes.

4. Connect the iOS-powered device to the development computer.
5. Open iTunes and then synchronize the device.

26.4.4 What Happens When You Deploy an Application to an iOS Device

The application appears in the iTunes Apps Folder, similar to the one illustrated in [Figure 26-18](#) after a successful deployment.

26.4.5 What You May Need to Know About Deploying an Application to an iOS-Powered Device

You cannot deploy an iOS application (that is, an `.ipa` file) to an iOS-powered device or publish it to either the App Store or to an internal hosted download site without first creating a provisioning profile using the iOS Provisioning Portal, which is accessible only to members of the iOS Developer Program. You enter the location of the provisioning profile and the name of the certificate in the iOS Platform preferences page as described in [Setting the Device Signing Options](#).

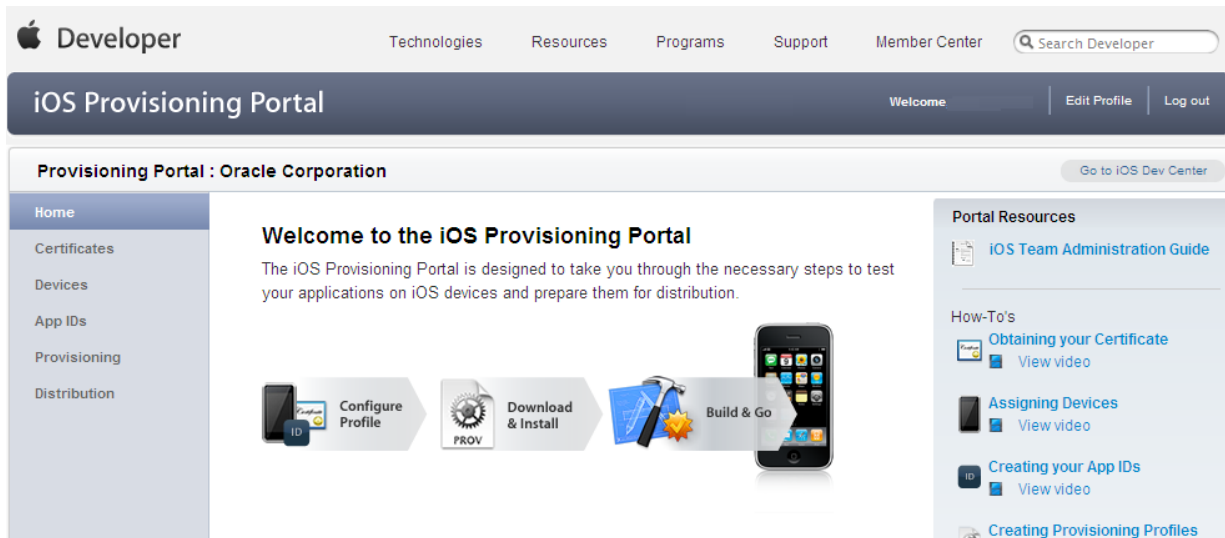
As noted in the *App Distribution Guide*, (which is available through the iOS Developer Library at <http://developer.apple.com/library/ios/navigation/>), a provisioning profile associates development certificates, devices, and an application

ID. The iOS Provisioning Portal enables you to create these entities as well as the provisioning profile.

Tip:

After you download the provisioning profile, double-click this file to add it to your `Library/MobileDevice/Provisioning Profile` directory.

Figure 26-22 The iOS Provisioning Portal



26.4.5.1 Creating iOS Development Certificates

A certificate is an electronic document that combines information about a developer's identity with a public key and private key. After you download a certificate, you essentially install your identity into the development computer, as the iOS Development Certificate identifies you as an iOS developer and enables the signing of the application for deployment. In the iOS operating environment, all certificates are managed by the Keychain.

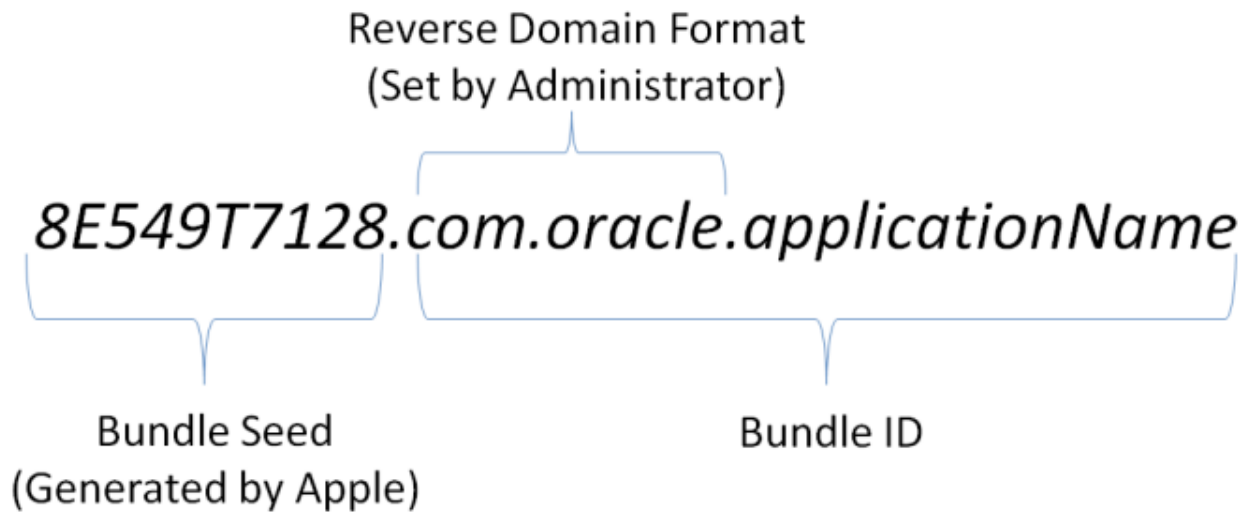
Using the Certificates page in the iOS Provisioning Portal, you log a CSR (Certificate Signing Request). The iOS Provisioning Portal issues the iOS Development Certificate after you complete the CSR.

26.4.5.2 Registering an Apple Device for Testing and Debugging

After you install a certificate on your development computer, review the Current Available Devices tab (located in the iOS Provisioning Portal's Devices page) to identify the Apple devices used by you (or your company) for testing or debugging. The application cannot deploy unless the device is included in this list, which identifies each device by its serial number-like Unique Device Identifier (UDID).

26.4.5.3 Registering an Application ID

An application ID is a unique identifier for an application on a device. An application ID is comprised of the administrator-created reverse domain name called a Bundle Identifier in the format described in [Setting Display Properties for a MAF Application](#) prefixed by a ten-character alpha-numeric string called a bundle seed, which is generated by Apple. [Figure 26-23](#) illustrates an application ID that is unique, one that does not share files or the Keychain with any other applications.

Figure 26-23 An Explicit Application ID

Using a wildcard character (*) for the application name, such as *8E549T7128.com.oracle.**, enables a suite of applications to share an application ID. For example, if the administrator names *com.oracle.MAF.** on the iOS Provisioning Portal, it enables you to specify different applications (*com.oracle.MAF.application1* and *com.oracle.MAF.application2*).

Note:

For applications that receive push notifications, the application ID must be a full, unique ID, not a wildcard character; applications identified using wildcards cannot receive push notifications. For more information, see the "Provisioning and Development" section of *Local and Push Notification Programming Guide*, available from the iOS Developer Library (<http://developer.apple.com/library/ios/navigation/>)

When applications share the same prefix, such as *8E549T7128*, they can share files or Keychains.

Note:

The Bundle ID must match the application ID set in the iOS Platform preferences page.

26.4.6 How to Distribute an iOS Application to the App Store

After you test and debug an application on an iOS device, you can distribute the application to a wider audience through the App Store or an internal download site. To publish an application to the App Store, you must submit the `.ipa` file to iTunes Connect, which enables you to add `.ipa` files to iTunes, as well as update applications and create test users.

Before you begin:

Before you distribute the application, you must perform the following tasks:

- In the iOS Platform preference page, shown in [Figure 26-21](#), enter the location of the Automatically Add to iTunes directory.

Tip:

Run iTunes at least once before entering this location. See also [How to Deploy an Application to an iOS-Powered Device](#).

- Test the application on an actual iOS device. See [How to Deploy an Application to an iOS-Powered Device](#).
- Obtain a distribution certificate through the iOS Provisioning Portal.

Note:

Only the Team Agent can create a distribution certificate.

- Obtain an iTunes Connect account for distributing the .ipa file to iTunes. For information, refer to the App Store distribution guidelines at <http://developer.apple.com/>.
- You may want to review the *iTunes Connect Developer Guide* available through the iOS Developer Library (<http://developer.apple.com/library/ios/navigation/>).
- In the iOS Options page of the deployment profile, select *App Distribution Guide Release* as the build mode and then click **OK**.

To distribute an iOS application to the App Store:

1. Choose **Applications**, then **Deploy**, and then select an iOS deployment profile.
2. Choose **Deploy to Distribution Package**.
3. Review the **Summary** page, which displays the following values. Click **Finish**.
 - **Application Bundle Id**—The unique name that includes a Java language-like package name (*com.<organization name>.<application name>*) prefixed with the Bundle Seed that is generated from the iOS Provisioning Portal.
 - **File**—The file name of the final image deployed to an iOS target.
 - **Signature**—The application's author. If this value has not been configured in the **iOS Platform preference** page of the deployment profile, then the **Summary** page displays *<Not Specified>*.
 - **Provisioning Profile**—The name of the provisioning profile that associates one or more development certificates and devices with an application ID. If this value is not configured in the **iOS Platform preference** page, then the **Summary** page displays *<Not Specified>*.

Note:

You must specify the Signature and Provisioning Profile values in the **iOS Platform preferences** page to enable the .ipa file to be accepted by iTunes.

4. Log in to iTunes Connect.

5. Submit the .ipa file to iTunes Connect for consideration. Refer to the *iTunes Connect Developer Guide* for information (<http://developer.apple.com/library/ios/navigation/>).
6. Refer to the *iTunes Connect Developer Guide* for information on updating the binary (<http://developer.apple.com/library/ios/navigation/>).

26.5 Deploying a MAF Application to the Universal Windows Platform

Describes how to deploy a MAF application to the Universal Windows Platform (UWP).

MAF applications can be deployed to the local machine where you develop the application or to an installation package that you use to install the application on a supported UWP device.

MAF provides two build modes for an application that you deploy to the UWP. Use debug mode to test and debug your application as you go through the development cycle. Use release mode to deploy an application that is release ready.

Release ready applications cannot be published to the Windows Store. Choose another mechanism to distribute your application. MAF provides a PowerShell script in the installation package that, when executed, installs the application on the UWP device.

Perform the following setup and configuration tasks before you attempt to deploy an application to the UWP:

1. Verify that your development machine meets the requirements to deploy a MAF application to the UWP. Among these requirements are that your machine be a UWP device. That is, it runs the Windows 10 operating system. You must enable Developer mode on this machine.

For more information, see the *Installation Requirements for MAF Applications to be Deployed to the Windows Platform* section in *Installing Oracle Mobile Application Framework*.

2. Install the Visual Studio software from Microsoft. This software contains the Windows SDK that enables deployment to the UWP.

For more information, see the *Setting Up Development Tools for the Universal Windows Platform* section in *Installing Oracle Mobile Application Framework*.

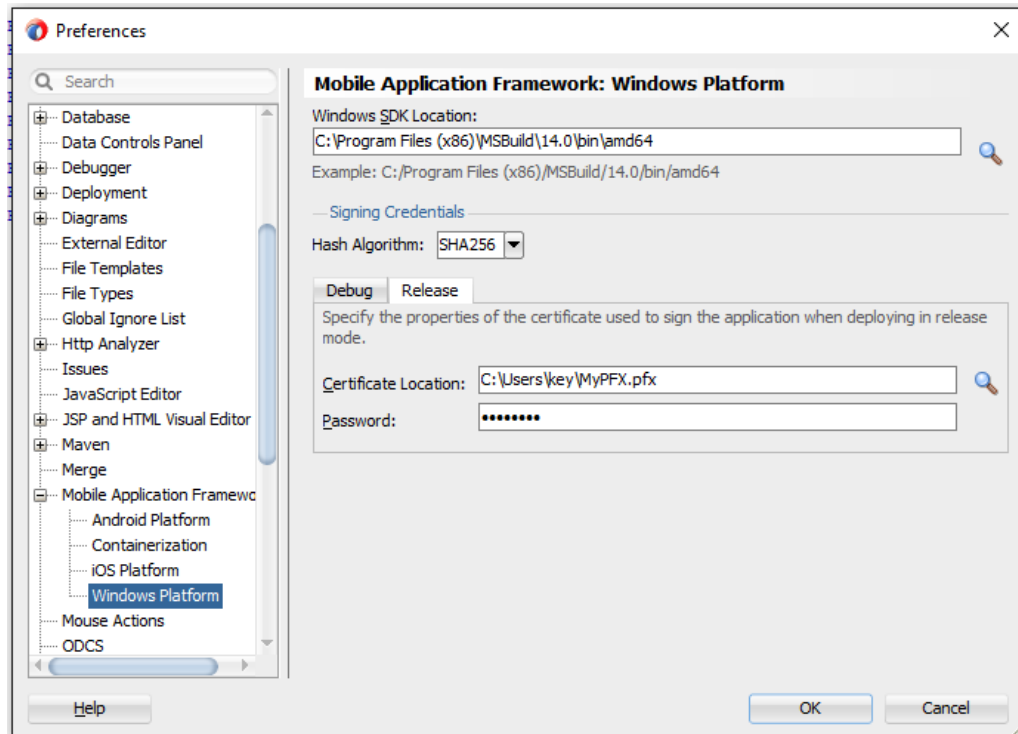
3. Create a certificate (a personal information exchange file) to digitally sign the application you want to deploy.

For more information, see the *Creating a PFX File for MAF Applications* section in *Installing Oracle Mobile Application Framework*.

4. Enter the following values in the Windows Platform dialog shown in [Figure 26-24](#):

- The location of the Windows SDK that is installed with the Visual Studio software from Microsoft
- The location and password (if required) for the certificate that you use to sign the application. Do this in both the Debug and Release tabs if you intend to deploy your MAF application in both modes.
- Ignore the Hash Algorithm dropdown list. MAF does not use it.

You access the Windows Platform dialog from JDeveloper's **Tools > Preferences > Mobile Application Framework** menu, as shown in [Figure 26-24](#).

Figure 26-24 Windows Platform Preferences to Deploy a MAF Application

MAF provides a ready-to-use deployment profile (`Windows1`) that deploys your MAF application in debug mode to a local machine or package if your development machine and environment meet the setup and configuration requirements for deployment.

You can edit this ready-to-use deployment profile or create one or more new deployment profiles. Creating a new deployment profile or editing an existing profile, you can:

- Specify additional library and profile dependencies for your application
- Choose between debug or release build modes
- Specify options such as the application bundle ID, the archive name and version
- Specify the images that the application uses to render its logo in the splash screen and the icon that appears on the user's device.

For more information about how to edit or create a deployment profile, see [Working with Deployment Profiles](#). Click **Help** in the deployment profile dialogs to view information about the respective tasks that you can perform in each dialog.

Before you deploy your application, note the following issues that can prevent deployment:

- Microsoft Windows imposes a maximum length for the path to directories and files. MAF application deployment fails if the path for a MAF application exceeds the maximum path length. To work around this issue, place the MAF application in a location where the directory path length is less than the maximum length mandated by Windows. For more information about the maximum path length limitation, see Microsoft's documentation.

- Ensure no other process uses the MAF application's data folder before you deploy the MAF application using the `Deploy application to local machine` option. The application data folder is typically located at `C:\Users\[userName]\AppData\Local\Packages\[appBundleId]_[id]`. An example of a scenario where another process uses this folder is if you have a file in the folder open with an application, such as Notepad. If you cannot determine what application process is using the directory/file(s), reboot your machine to resolve the issue.

For information about how to debug an application that you deploy in debug mode, see [How to Debug Java Code on the Universal Windows Platform](#).

26.5.1 How to Deploy a MAF Application to the Universal Windows Platform

Deploy the application using a MAF for Windows deployment profile that deploys the application to the UWP.

To deploy a MAF application to the UWP:

1. From JDeveloper's main menu, select **Application > Deploy > Windows1**.

Where **Windows1** is a MAF for Windows deployment profile.

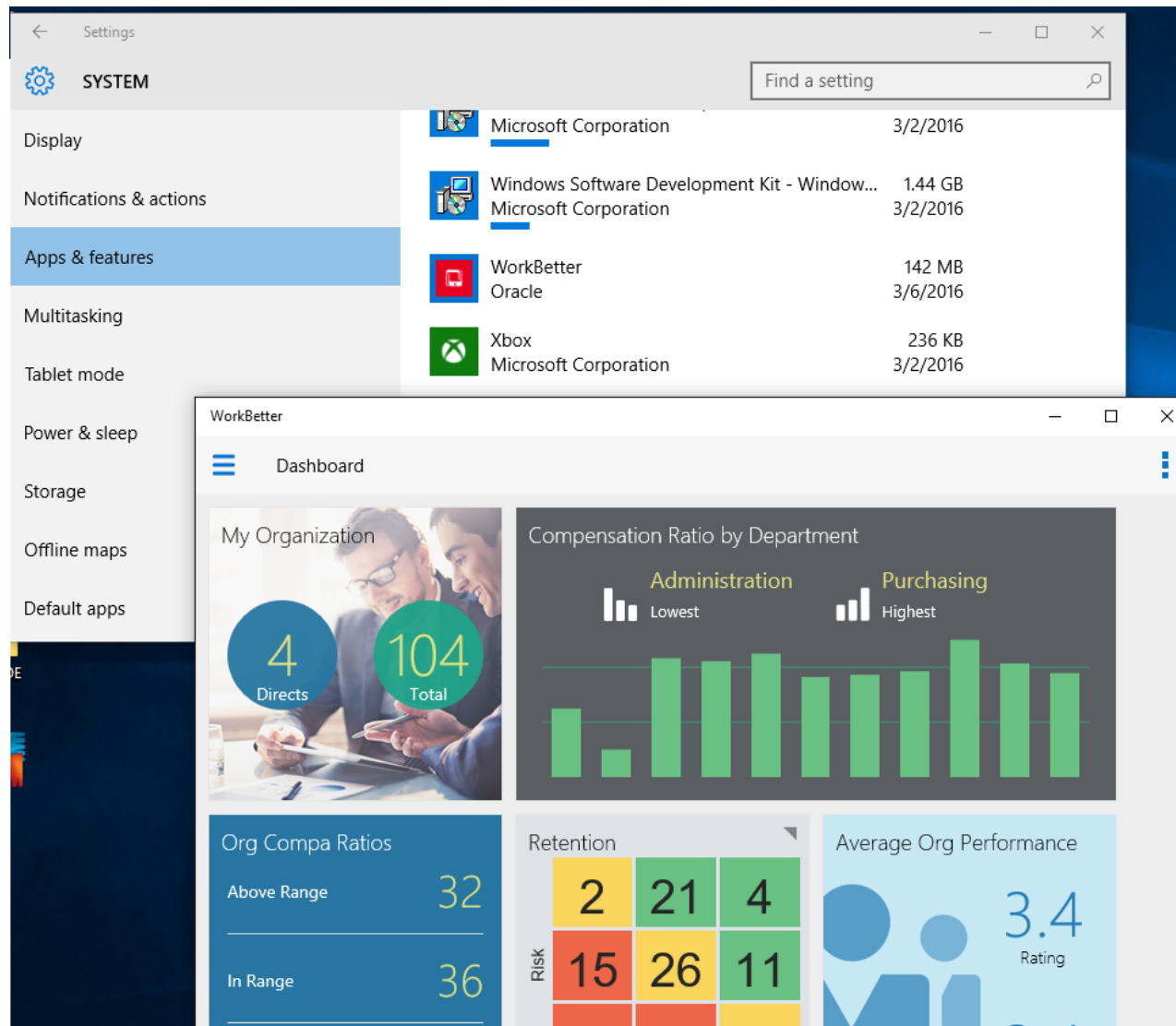
2. Select the appropriate deployment option from the list in the dialog that appears.
3. Click **Finish**.

26.5.2 What Happens When You Deploy a MAF Application to the Universal Windows Platform

If you chose the **Deploy application to local machine** option, MAF deploys the application to the machine that you are using and installs the application there. In the foreground of [Figure 26-25](#) is an instance of the WorkBetter sample application that has been deployed to a local machine in release mode. In the background of [Figure 26-25](#), you can view the WorkBetter sample application listed among the installed applications on the Windows 10 machine's Apps & features page.

A red icon appears in the upper-left of a MAF application screen that you deploy in debug mode to indicate that the application is in debug mode. As with the application deployed in release mode, you can view and uninstall this application in Windows 10's Apps & features page.

Figure 26-25 MAF Application Deployed in Release Mode on Windows Local Machine



If you choose the **Deploy application to package** option, MAF deploys the application to an installation package in the following directory:

```
C:\path\to\appRoot\deploy\[DeploymentProfileName]\[deployMode]\MafTemplate
\AppPackages
```

For example, the WorkBetter sample application, shown in [Figure 26-25](#), that deployed in release mode using the Windows1 deployment profile deployed to the following directory:

```
C:\...\PublicSamples\WorkBetter\deploy\Windows1\release\MafTemplate\AppPackages
```

The AppPackages directory contains another directory (MafTemplate_*_Test). Distribute the contents of this latter directory to the end users with supported UWP devices who want to install your MAF application. The directory includes a PowerShell script (Add-AppDevPackage.ps1) that end users execute to install the application. In addition to the script, the directory contains the application package,

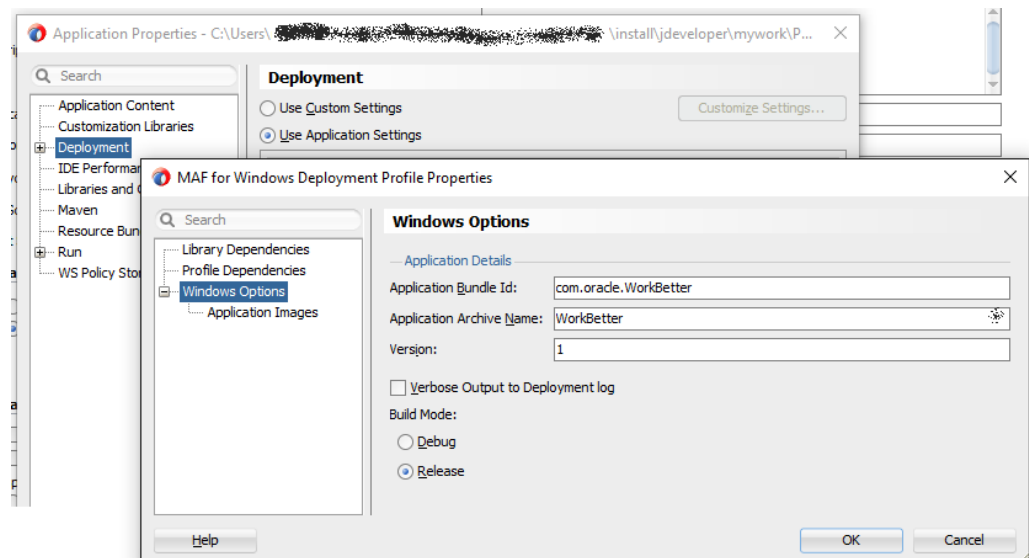
dependent packages, and the certificate that signed the application. The following example lists the contents:

```
Add-AppDevPackage.ps1
Add-AppDevPackage.resources
Dependencies
MafTemplate_1.0.0.0_x64.appx
MafTemplate_1.0.0.0_x64.appxsym
MafTemplate_1.0.0.0_x64.cer
```

The name of the `MafTemplate_*_Test` directory and files depends on the Version number and Build mode that you specify in the Windows Options dialog, shown in [Figure 26-26](#). You access this dialog from JDeveloper's **Application > Application Properties > Deployment** page when you edit a deployment profile.

For example, if you specify 2 as the Version number and select the Debug build mode, the directory name is `MafTemplate_2.0.0.0_x64_Debug_Test`. A version number of 3 and the Release build mode produces a `MafTemplate_3.0.0.0_x64_Test` directory.

Figure 26-26 Windows Options Dialog for Deployment Profile



26.6 Deploying Feature Archive Files (FARs)

To enable re-use by MAF view controller projects, application features— typically, those implemented as MAF AMX or Local HTML— are bundled into an archive known as a Feature Archive (FAR). As stated in [Reusing MAF Application Content](#), a FAR is a JAR file that contains the application feature artifacts that can be consumed by mobile applications, such as icon images, resource bundles, HTML, JavaScript, or other implementation-specific files. (A FAR may contain Java classes, though these classes must be compiled.) The following example illustrates the contents of a FAR, which includes a single `maf-feature.xml` file and a `connections.xml` file. For more information on `connections.xml`, see [Configuring End Points Used in MAF Applications](#) ..

```
/* Contents of a Feature Archive File */
connections.xml (or some form of connection metadata)
```

```
META-INF
```

```
adfm.xml
maf-feature.xml
MANIFEST.MF
task-flow-registry.xml

oracle
  application1
    mobile
      Class1.class
      DataBindings.cpx
      pageDefs
      view1PageDefs

model
  adfc-mobile-config.adfc.diagram
  ViewController-task-flow.adfc.diagram

public_html
  adfc-mobile-config.xml
  index.html
  navbar-icon.html
  springboard-icon.html
  view1.amx
  ViewController-task-flow.xml
```

Working with Feature Archive files involves the following tasks:

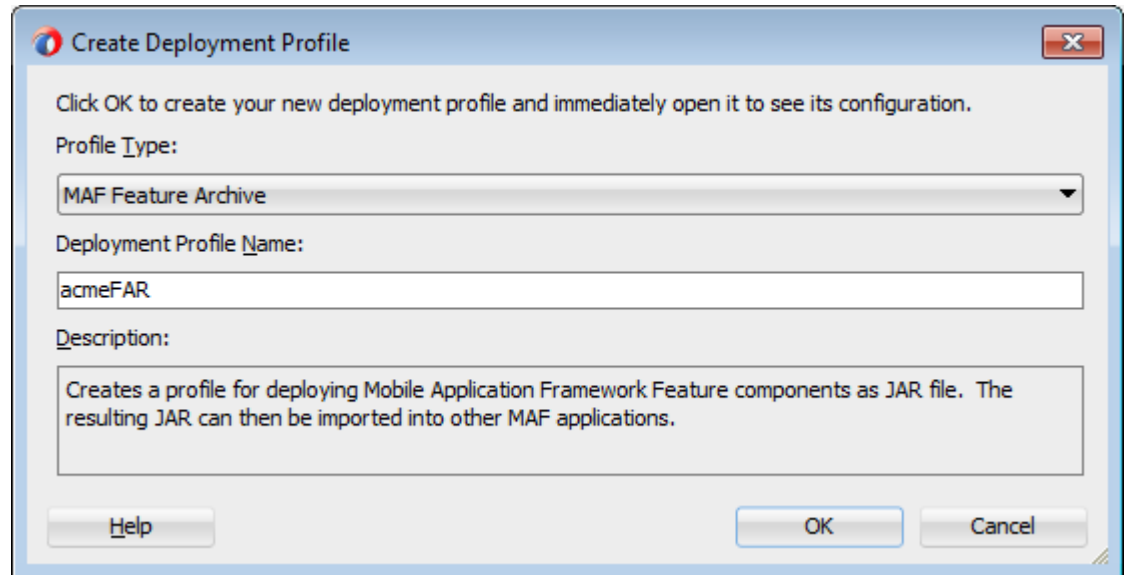
1. Creating a Feature Archive file—You create a Feature Archive by deploying a feature application as a library JAR file.
2. Using the Feature Archive file when creating a mobile application—This includes importing FARs and re-mapping the imported connection.
3. Deploying a mobile application that includes features from FARs—This includes unpacking the FAR to a uniquely named folder within the deployment template.

Note:

MAF generates FARs during the deployment process. You only need to deploy a view controller project if you use the FAR in another application.

26.6.1 How to Create a Deployment Profile for a Feature Archive

Use the **Create Deployment Profile** dialog, shown in [Figure 26-27](#).

Figure 26-27 Create MAF Feature Archive Dialog

Before you begin:

Create the appropriate connections for the application. Because FARs may be used in different MAF applications with different connection requirements, choose a connection name that represents the connection source or the actual standardized connection name.

To create a deployment profile for a Feature Archive:

1. Right-click a view controller project, choose **New**, then **Deploy**, and then **New Deployment Profile**.

Note:

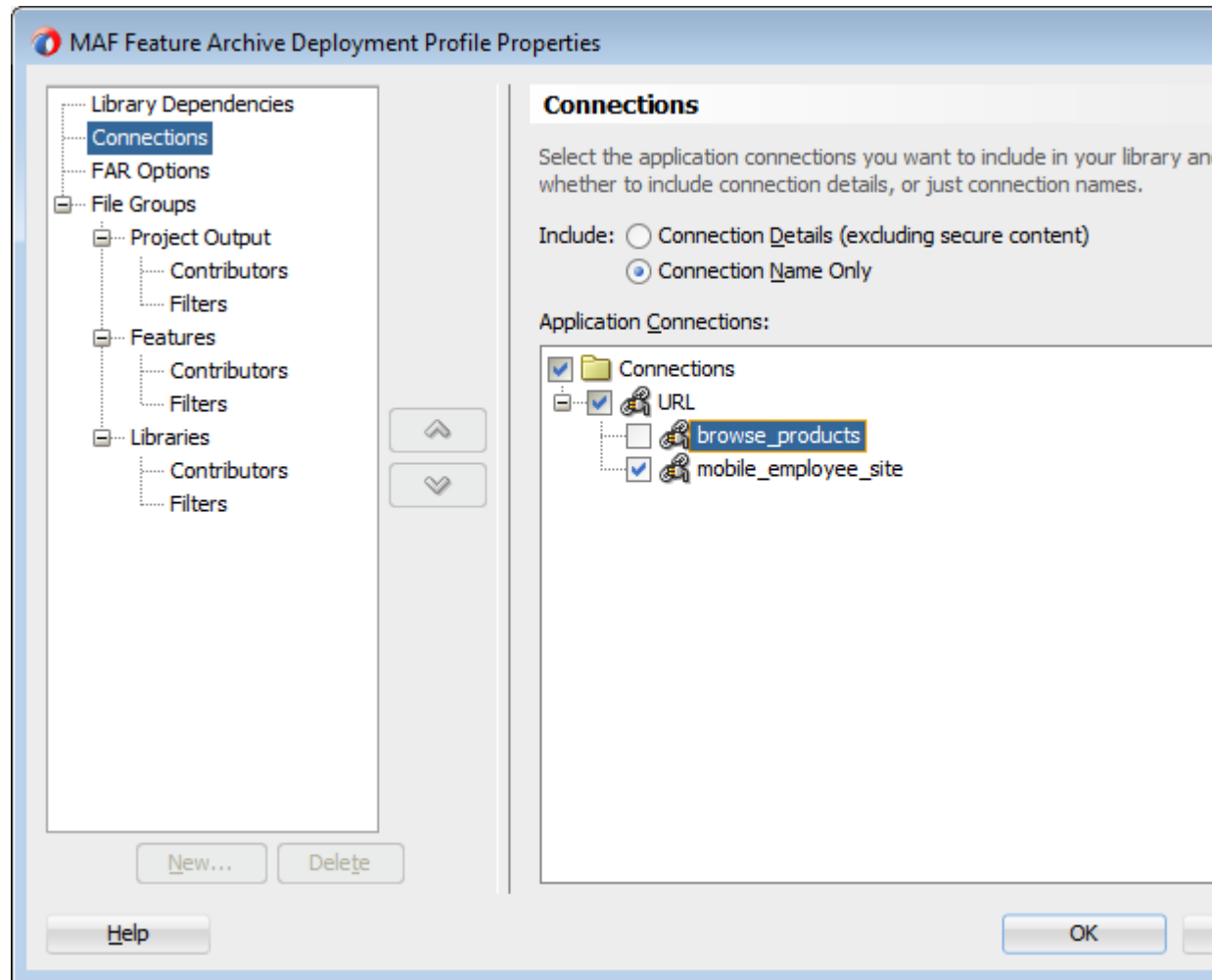
You do not need to create a separate, application-level deployment profile.

2. Select **MAF Feature Archive** in the **Create Deployment Profile** dialog.
3. Enter a profile name, or accept the default, and then click **OK**.

Note:

Name the profile appropriately. Otherwise, you may encounter problems if you upload more than one application feature with the same archive name. For more information, see [What You May Need to Know About Enabling the Reuse of Feature Archive Resources](#).

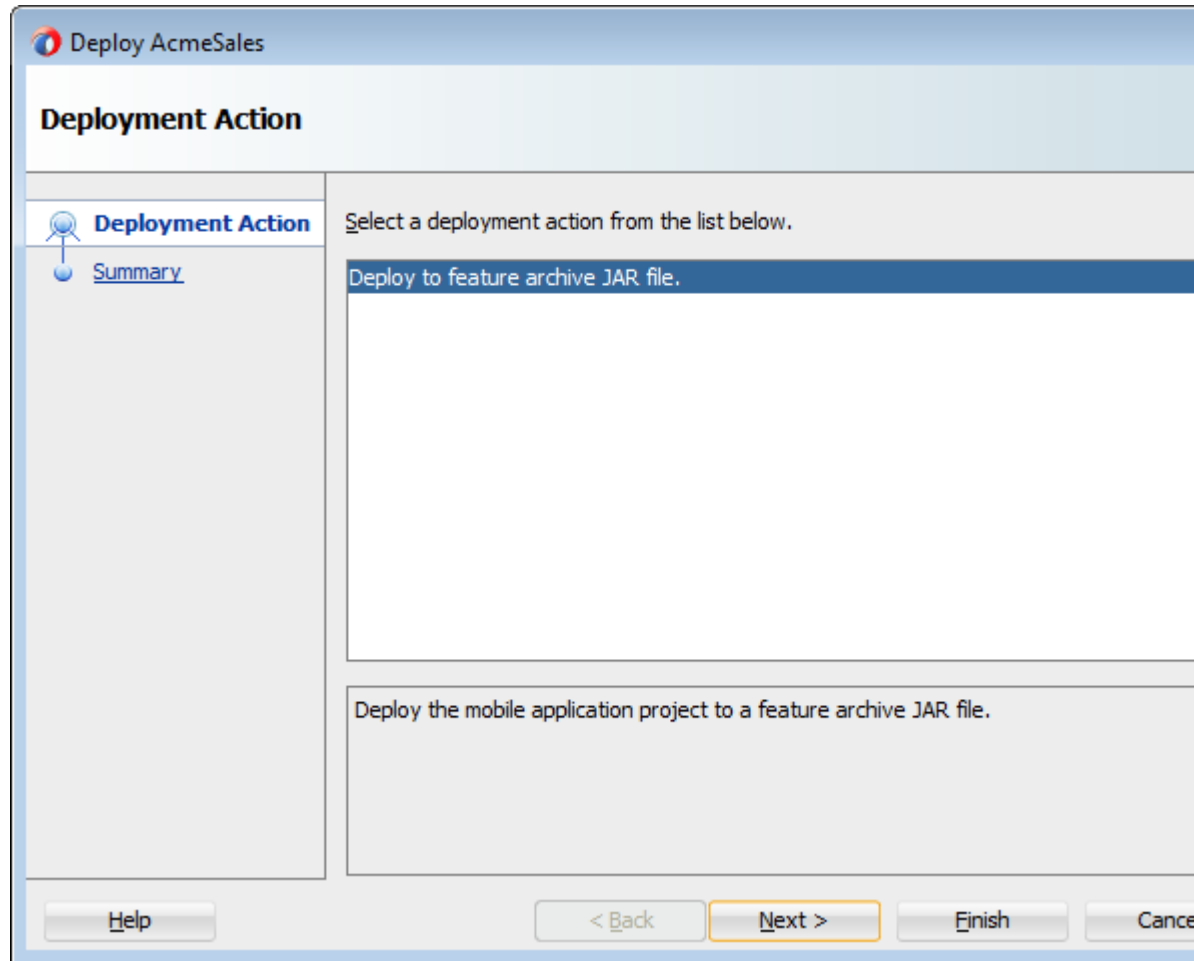
4. Select the connections that you want to include in the Feature Archive JAR file, as shown in [Figure 26-28](#).

Figure 26-28 Selecting a Connection for the FAR

5. Click **Next**, review the options, and then click **Finish**.

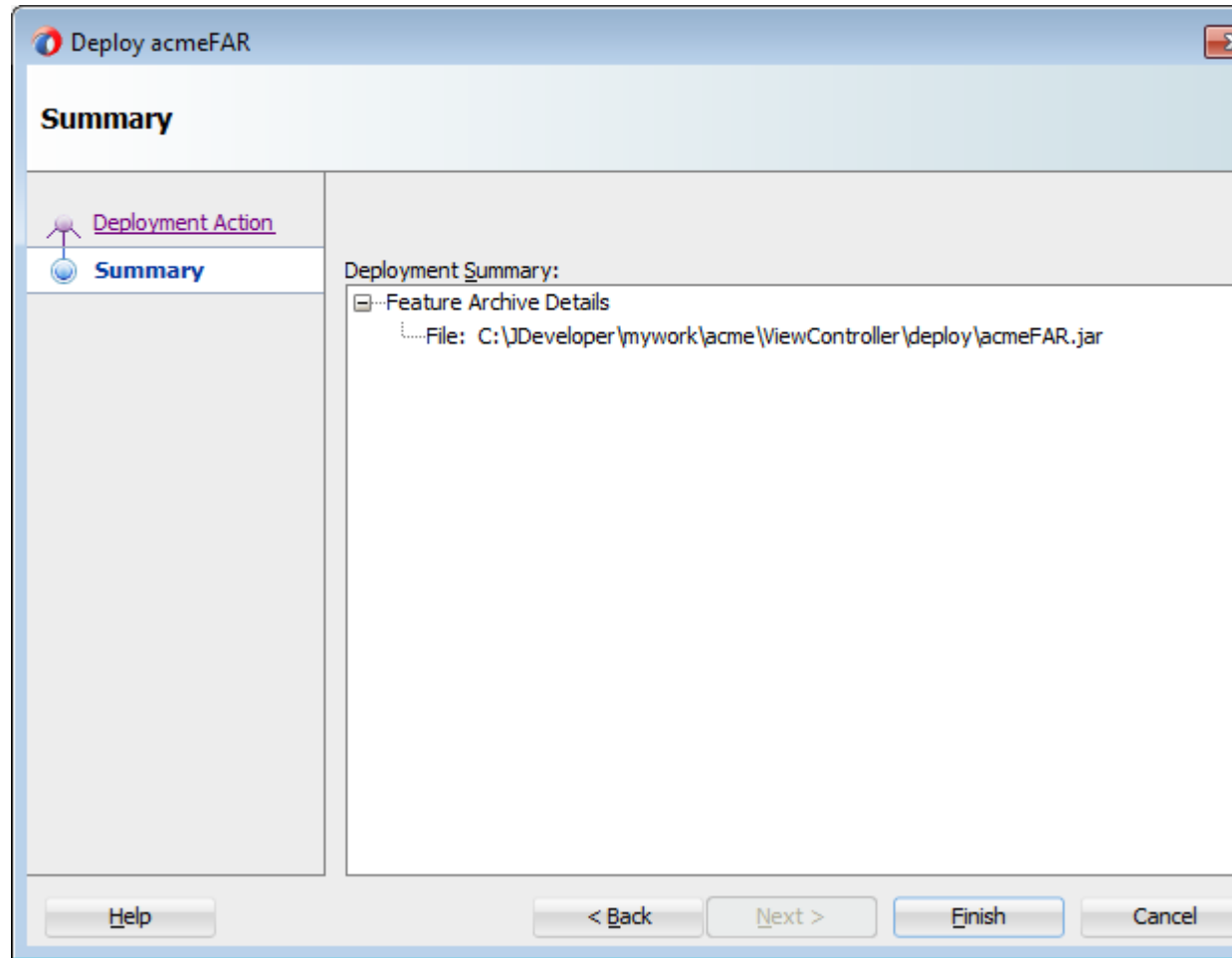
26.6.2 How to Deploy the Feature Archive Deployment Profile

The **Deployment Actions** dialog enables you to deploy the FAR as a JAR file. This dialog, shown in [Figure 26-29](#), includes only one deployment option, **Deploy to feature archive JAR file**.

Figure 26-29 Deployment Actions

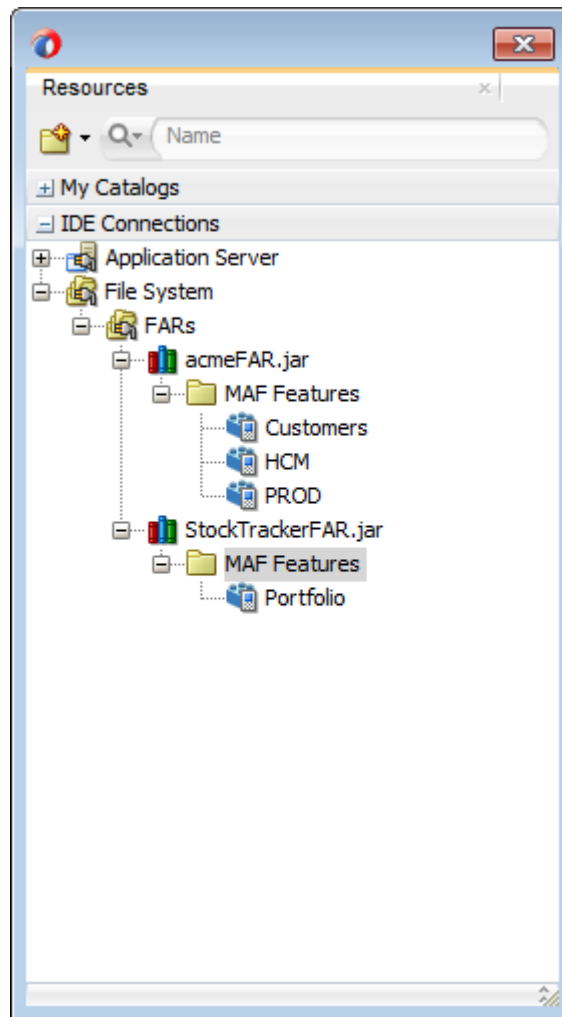
To deploy the Feature Archive deployment profile:

1. Right-click the view controller project and then select the Feature Archive deployment profile.
2. Click **Finish**. The **Summary** page, shown in [Figure 26-30](#), displays the full path of where the Feature Archive file's JAR path is deployed.

Figure 26-30 Deployment Summary Page

26.6.3 What Happens When You Deploy a Feature Archive File Deployment Profile

After you complete the deployment action dialog, MAF creates a library JAR in the path shown in the **Summary** page. To make this JAR available for consumption by other applications, you must first make it available through the Resource Palette, shown in [Figure 26-31](#) (and described in [Using FAR Content in a MAF Application](#)) by creating a connection to the location of the Feature Archive JAR. [Figure 26-31](#) shows Feature Archives that can be made available to a mobile application through a file system connection.

Figure 26-31 Deployed Feature Archive JARs in the Resource Palette

26.7 Creating a Mobile Application Archive File

You can create a new mobile application from an existing mobile application by:

- Packaging the original mobile app as a Mobile Application Archive (.maa) file
- Create a new mobile application from the .maa file, as described in [Creating a New Application from an Application Archive](#).

An .maa file preserves the structure of the mobile application. [Table 26-4](#) describes the contents of this file.

Table 26-4 Contents of a Mobile Application Archive File

Directory	Description
adf	Contains the META-INF directory, which contains the metadata files, including: <ul style="list-style-type: none"> • The adf-config.xml file • The maf-application.xml file • The maf-config.xml file • Other applicable application-level files, such as the connections.xmlfile

Table 26-4 (Cont.) Contents of a Mobile Application Archive File

Directory	Description
Projects	Contains a JAR file for each project in the workspace. For example, a <code>ViewController.jar</code> file and a <code>ApplicationController.jar</code> file are located in this directory when you deploy a default mobile application to an <code>.maa</code> file. The <code>Projects</code> directory of the <code>.maa</code> file does not include the <code>.java</code> files from the original project. Instead, the <code>.java</code> files are compiled and the resulting <code>.class</code> files are placed in a separate JAR file that is contained in the project JAR file (such as <code>ApplicationController.JAR/classlib/mobileApplicationArchive.jar</code>).
ExternalLibs	Contains the application-level libraries (including FARs) that are external to the original mobile application.
META-INF	Includes the <code>maf.properties</code> and <code>logging.properties</code> files.
resources	Includes the following directories: <ul style="list-style-type: none"> <code>android</code>—Contains Android-specific image files for application icons and splash screens. <code>ios</code>—Contains iOS-specific image files for application icons. <code>security</code>—Includes the <code>cacerts</code> file (the keystore file).

In addition to the artifacts listed in [Table 26-4](#), the `.maa` file includes any folder containing FARs or JAR files that are internal to the original mobile application, as well as its control (`.jws`) file. See also [What Happens When You Import a MAF Application Archive File](#).

Note:

Importing an `.maa` file into an existing application overwrites the workspace and project container files (the `.jws` and `.jpr` files, respectively). As a result, all prior changes to MAF AMX pages and configuration files, such as `maf-application.xml`, `maf-config.xml`, `connections.xml`, and `adf-config.xml`, will not be retained.

26.7.1 How to Create a Mobile Application Archive File

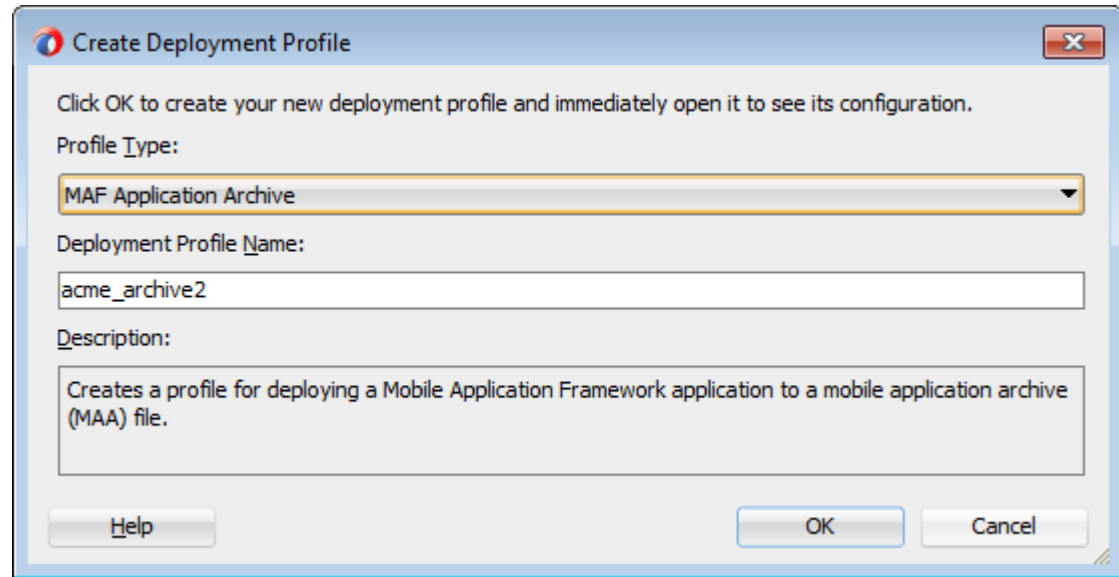
JDeveloper creates a default MAF Application Archive deployment profile after you create a mobile application. Using the **Mobile Application Archive** wizard, you can create the `.maa` file.

Tip:

You can also create an `.maa` file using OJDeploy, as described in [Deploying MAF Applications from the Command Line](#).

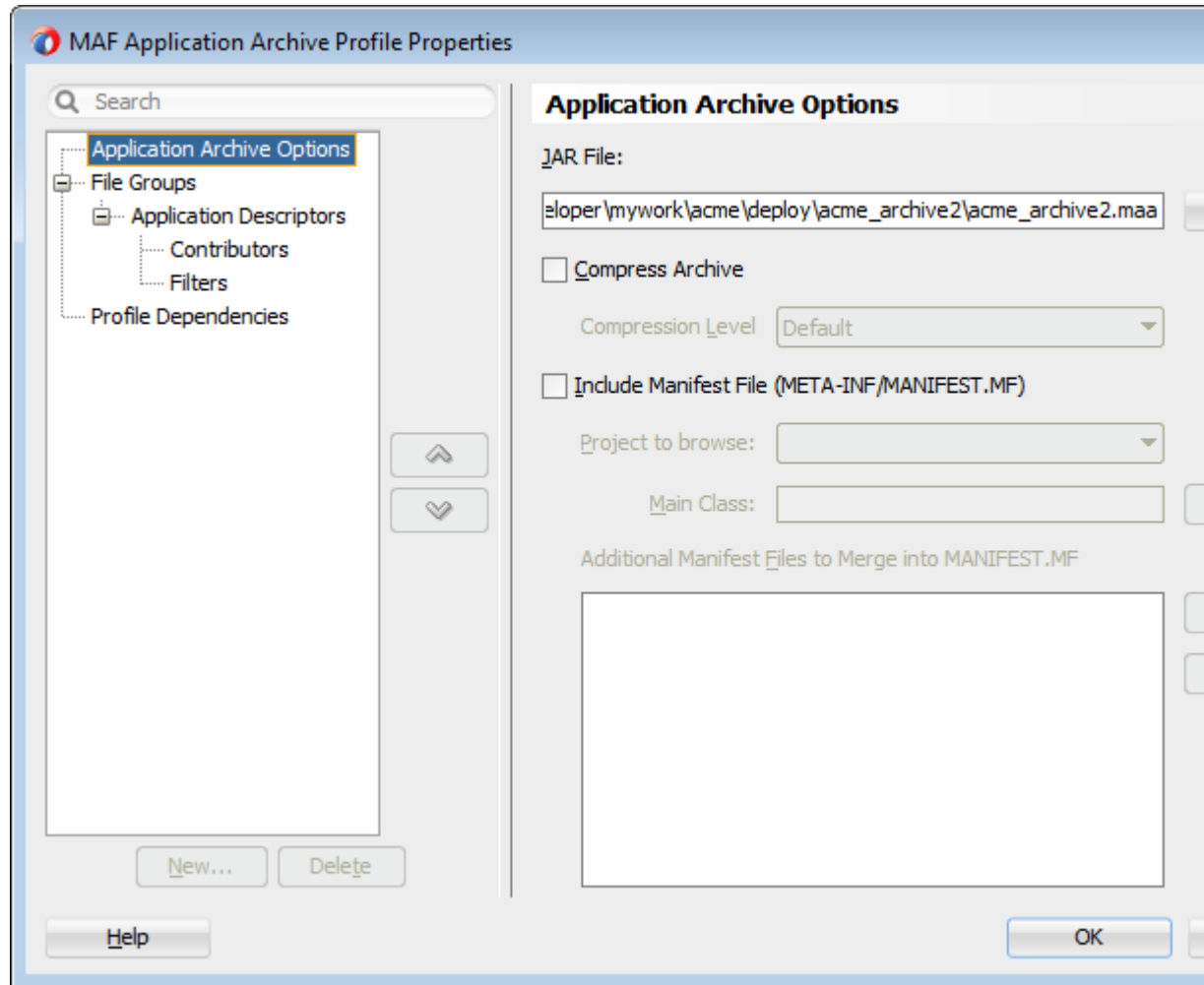
To create a Mobile Application Archive file:

1. Click **Application**, then **Deploy**, then **New Deployment Profile**.
2. In the **Create Deployment Profile** dialog, choose **MAF Application Archive** and then click **OK**, as shown in [Figure 26-32](#).

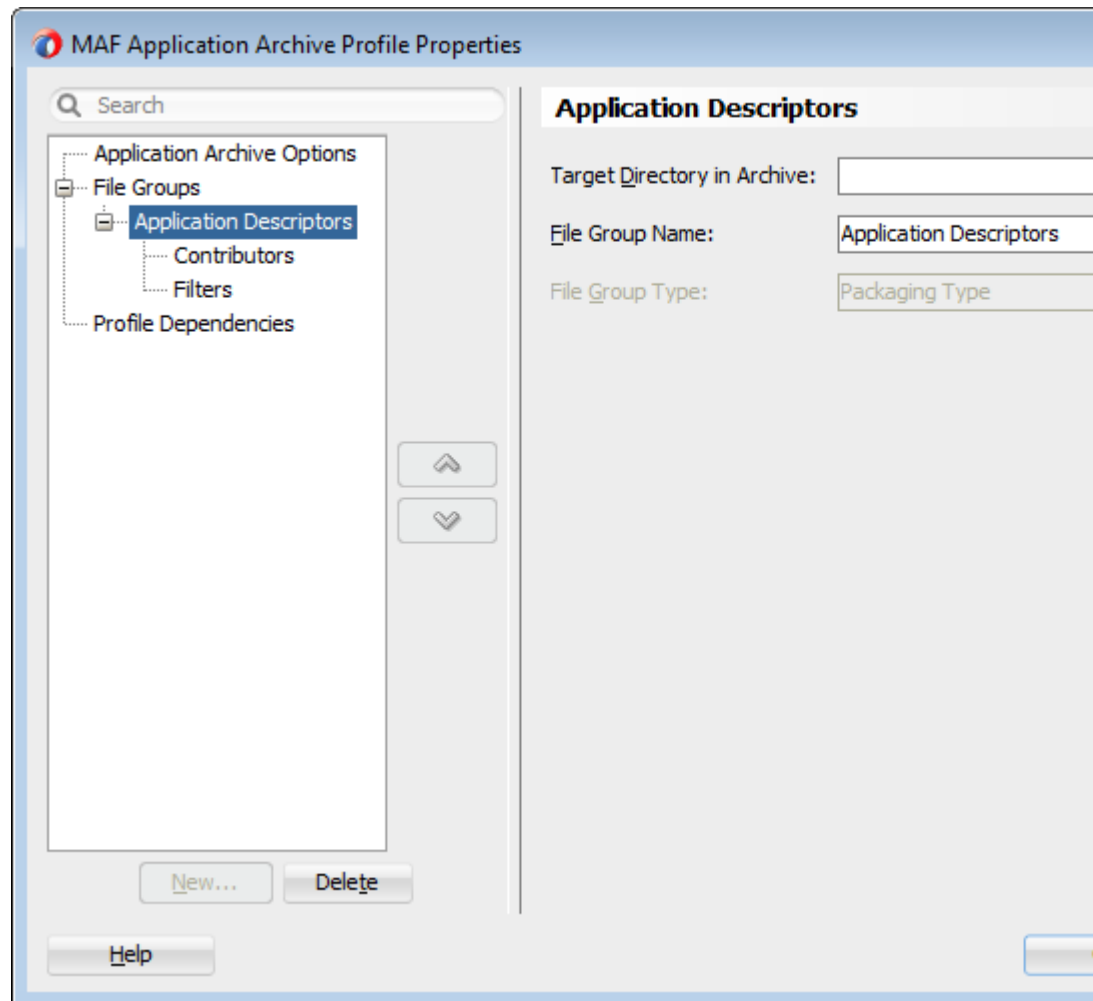
Figure 26-32 Creating an MAA Deployment Profile

3. If needed, enter a name for the Mobile Application Archive in the **Application Archives Options** page, shown in [Figure 26-33](#), or accept the default name (and path). Click **OK**.

Figure 26-33 Entering a Name and Path for the Mobile Application Archive File

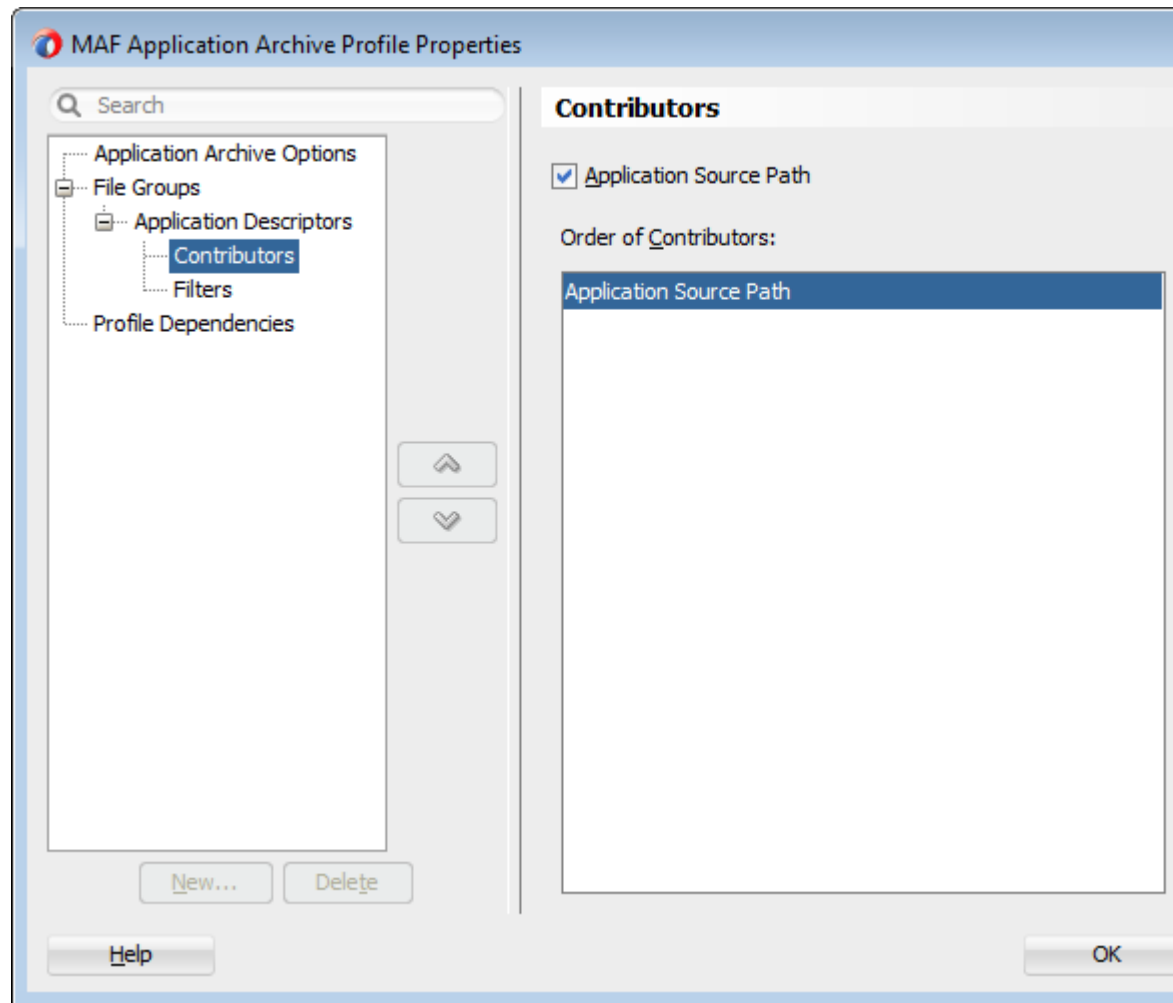


4. If needed, perform the following:
 - a. In the **Application Descriptors** page, shown in [Figure 26-34](#), enter the file group name (or accept the default name) used for the contents of the META-INF folder (application_workspace\src\META-INF).

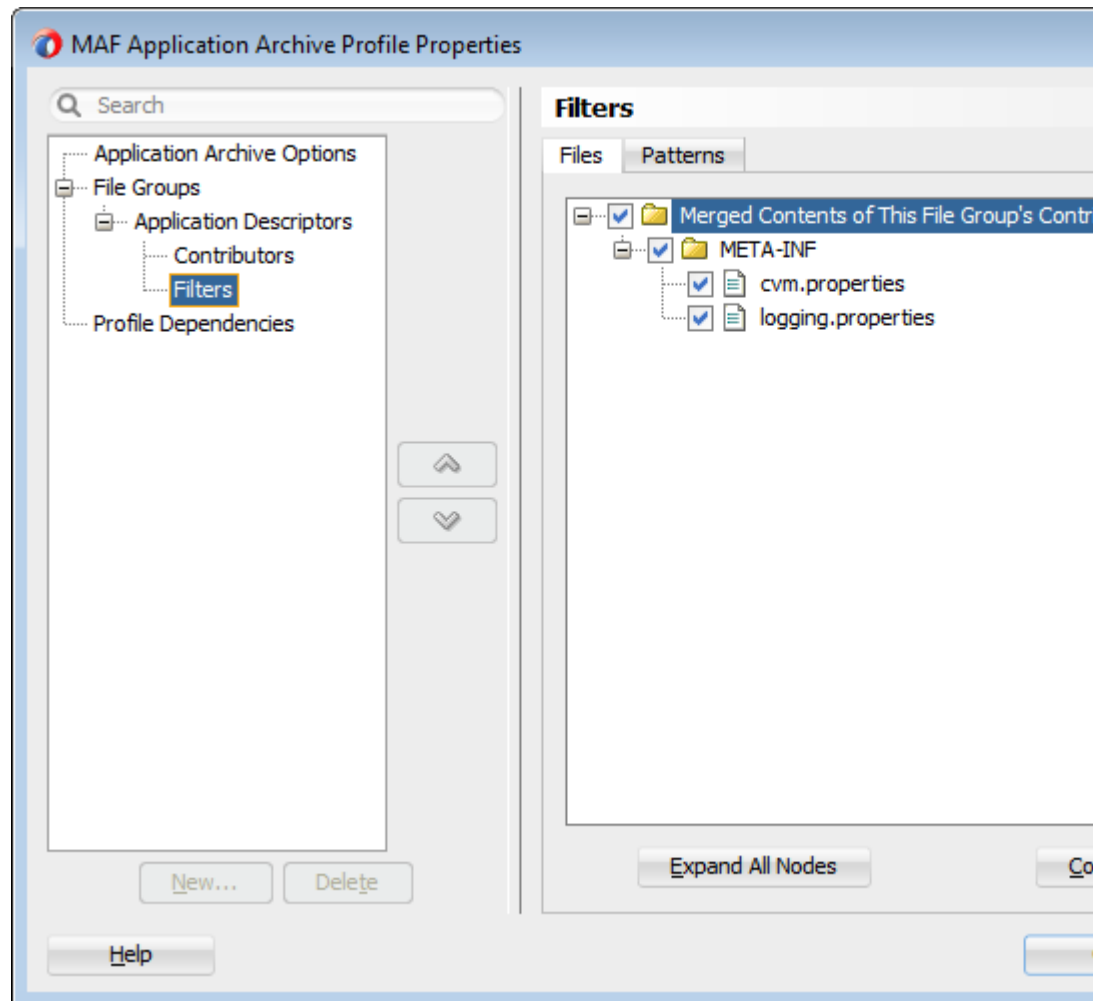
Figure 26-34 Entering a File Group Name for the META-INF Contents

- b. Select the **Contributors** sub-page of this **Application Descriptors** page to edit the list of directories and JAR files that provide the contents for the file group.

Figure 26-35 *Editing Contributors to the Mobile Application Archive File*

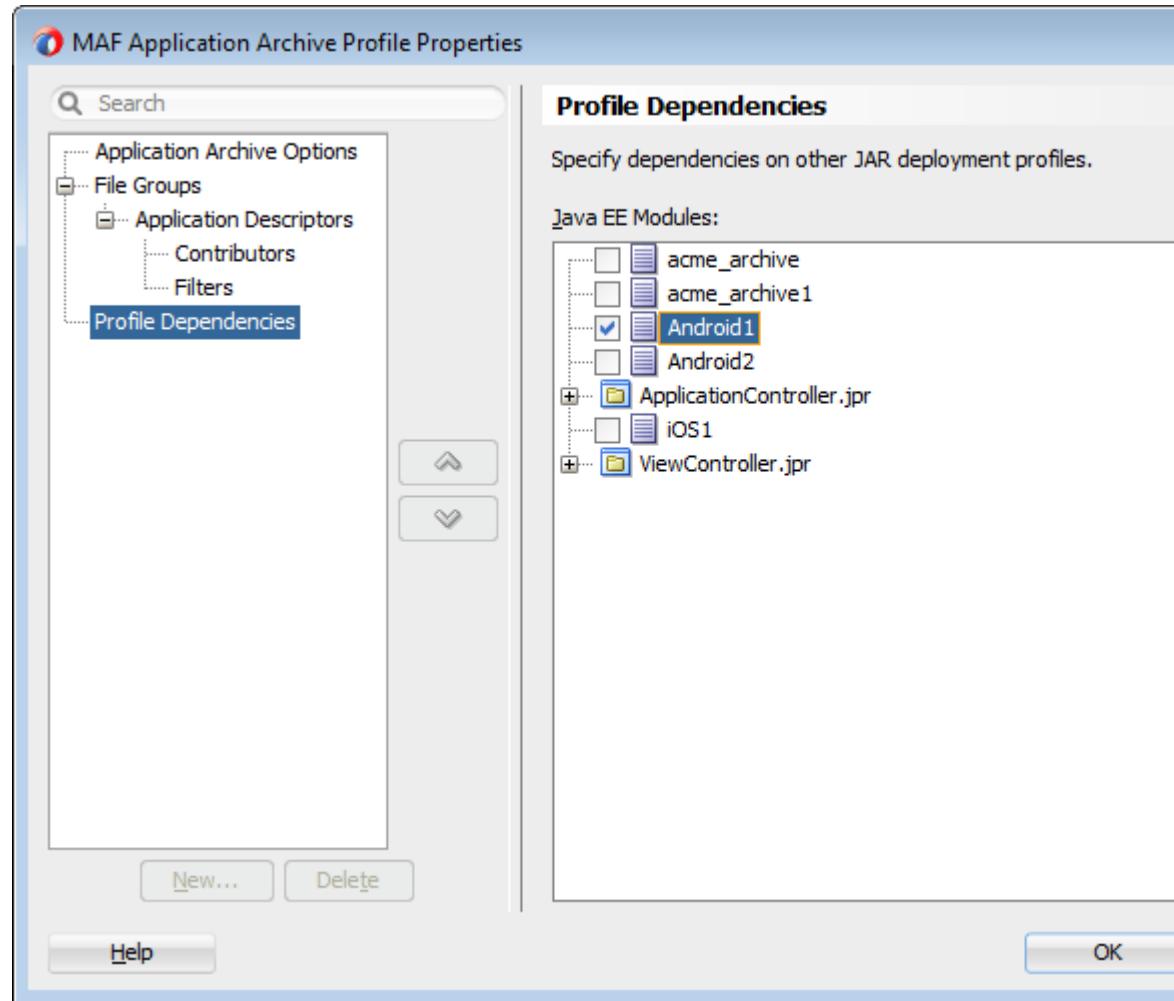


- c. Use the **Filters** page, shown in [Figure 26-36](#) to edit the files that will be included in the .maa file or set the content inclusion or exclusion rules.

Figure 26-36 Including (or Excluding) Files and Directories

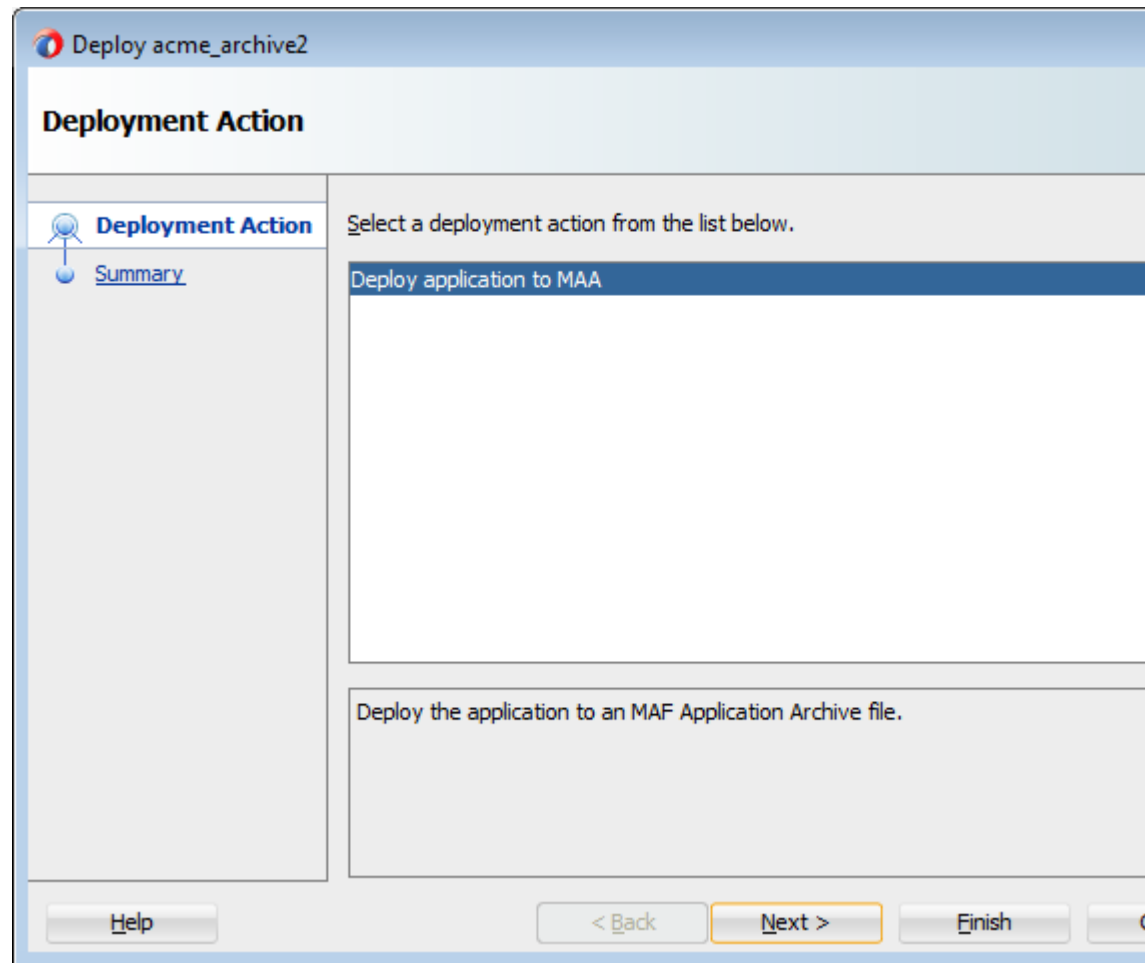
- d. Use the **Profile Dependencies** page, shown in [Figure 26-37](#), to specify dependent profiles within the project.

Figure 26-37 Selecting Deployment Profiles

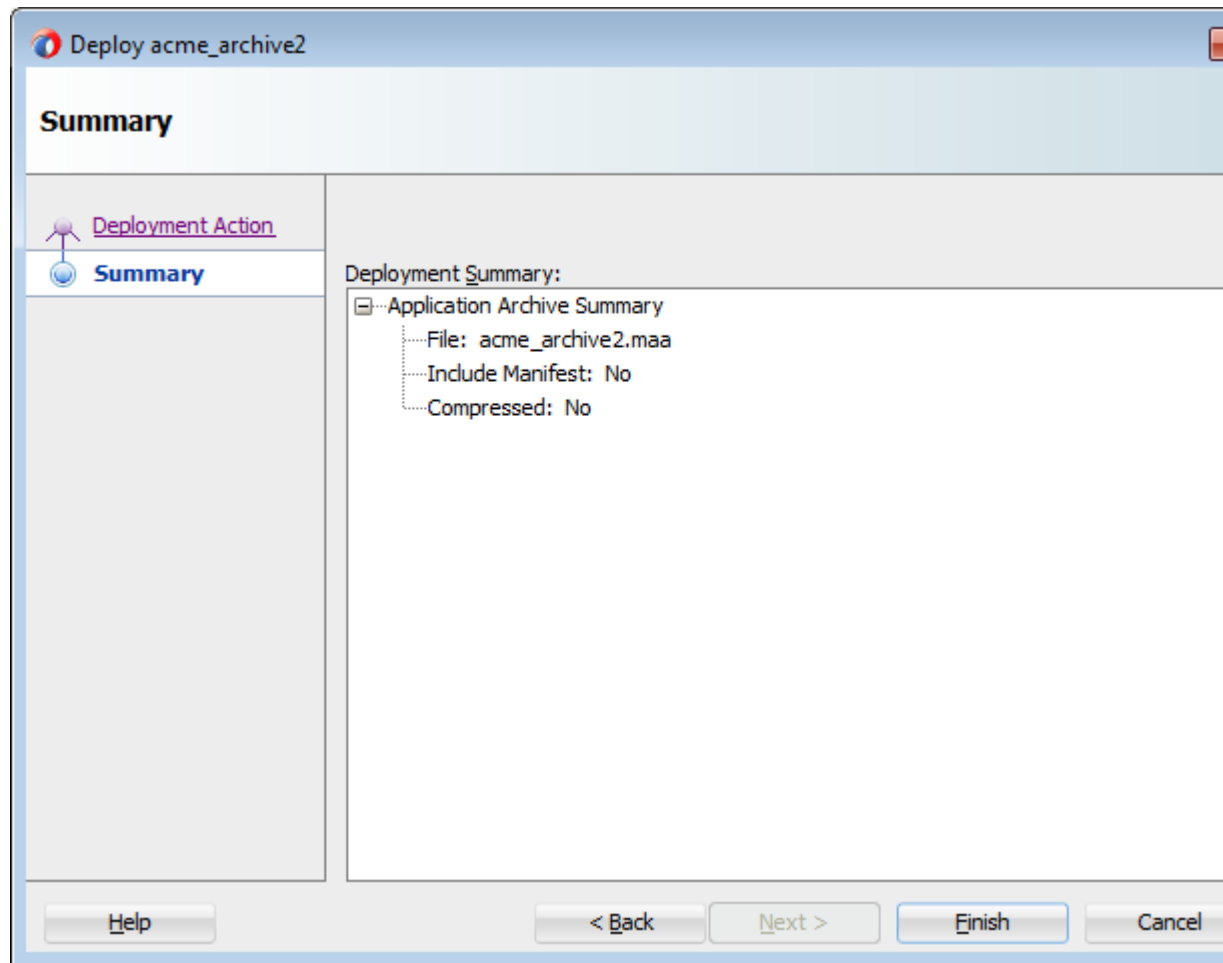


To package a mobile application as a MAF Application Archive file:

1. Choose **Application**, then **Deploy** and then choose the MAF Application Archive deployment profile.
2. In the **Deployment Action** wizard, select **Deploy application to MAA**, as shown in [Figure 26-38](#).

Figure 26-38 Deployment to a MAF Application Archive File

3. Click **Next** to review the deployment summary, as shown in [Figure 26-39](#).

Figure 26-39 MAF Application Archive Deployment Summary

4. Click **Finish**.

26.8 Creating a New Application from an Application Archive

You or others (for example, a colleague or a partner) can create a new MAF application using an application archive file (.maa) as a starting point. By deriving a mobile application from an .maa file, you enable various customizations, which include:

- Giving an application a unique application ID (to enable push notifications, for example).
- Signing an application with a company-specific credential or certificate.
- Replacing the resources with customized splash screens and application icons.

The MAF Application Archive (.maa) file format enables you to provide third-parties with an unsigned mobile application.

Note:

Importing an .maa file into an existing application overwrites the workspace and project container files (the .jws and .jpr files, respectively). As a result, all prior changes to MAF AMX pages and configuration files, such as maf-application.xml, maf-config.xml, connections.xml, and adf-config.xml, will not be retained.

26.8.1 How to Create a New Application from an Application Archive

You import an .maa file into a new mobile application.

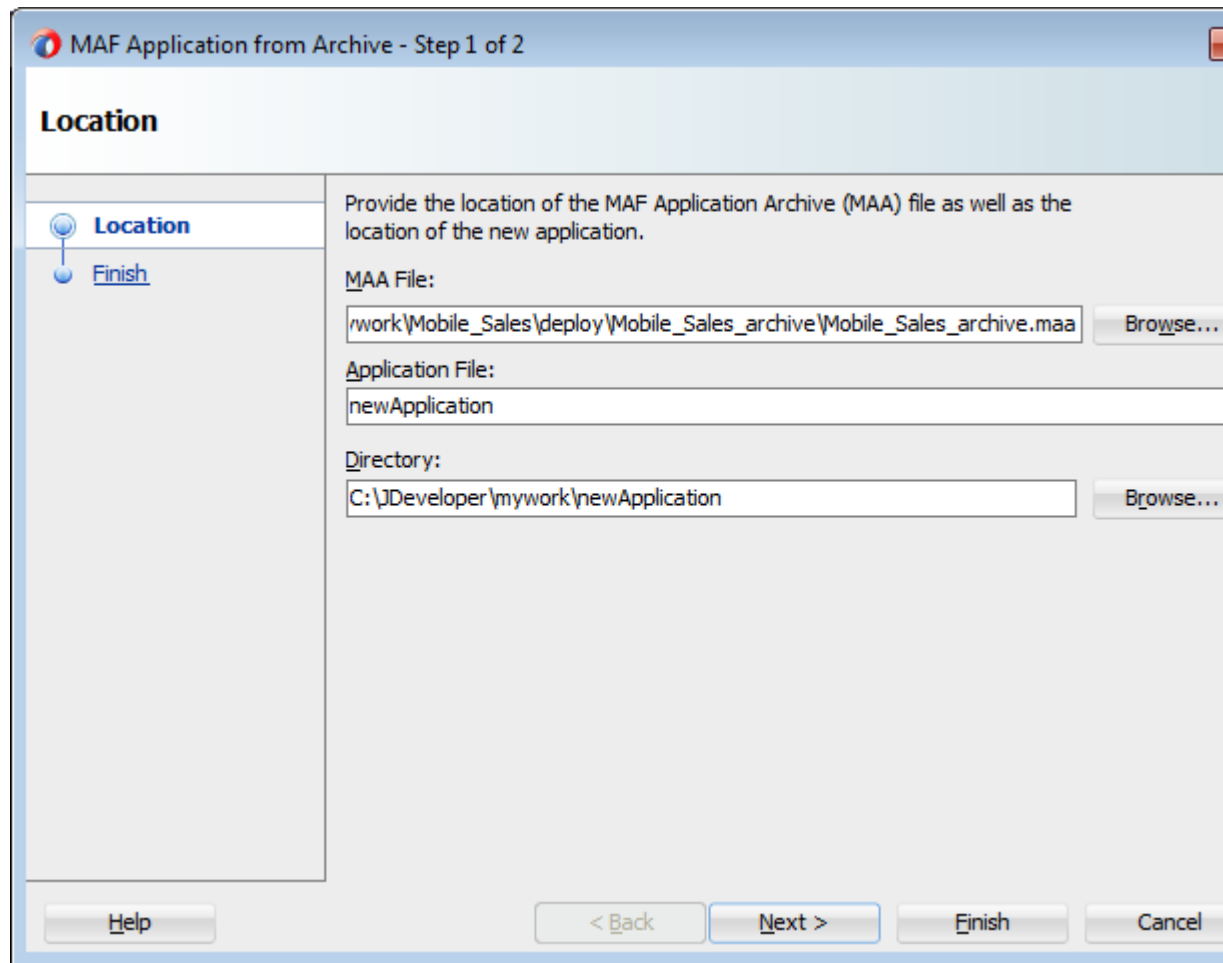
To create a new application from an application archive:

1. Choose **File** and then **New**.
2. In the New Gallery, choose **Applications** and then **MAF Application from Archive File**.

Note:

Alternatively, you can choose **File**, then **Import**, and then **MAF Application from Archive File**.

3. In the Location page, choose **Browse** in the MAA File field to navigate to the location of the MAA file.
4. If needed, perform the following, or accept the default values:
 - a. Enter a name for the mobile application derived from the .maa file in the Application File field, as shown in [Figure 26-40](#).
 - b. Click **Browse** to retrieve the directory of the mobile application.

Figure 26-40 Entering the Directory Location

5. Click **Next** to review the import summary information and then click **Finish**.

26.8.2 What Happens When You Import a MAF Application Archive File

MAF performs the following after you import an .maa file:

1. Creates an application folder.
2. Unpacks the workspace container (.jws) file from the .maa file to the application file and renames it per the user-specified value.
3. Unpacks the adf directory and its contents to the application folder. This directory is renamed .adf.
4. Unpacks the META-INF directory and its contents and places them in a src directory in the application folder.
5. Unpacks the ExternalLibs directory and its contents to the application folder.

Note:

While any of the external resources contained in this directory are available in the mobile application that has been packaged as an `.maa` file (and imported into the application), the references to these resources will be invalid for a mobile application derived from the `.maa` file.

6. Unpacks the `resources` directory to the application folder.
 7. Unpacks all folders that contain FARs (or other libraries) that are internal to the original mobile application. MAF preserves the original locations of these artifacts.
 8. For each JAR file within the original mobile application's `Projects` directory, MAF performs the following:
 - Creates a project folder under the application directory that corresponds to the name of the JAR file (but without the `.jar` extension).
 - Unpacks the contents of the JAR files into the appropriate project folder. MAF includes the following in these project folders:
 - The original `.jpr` file.
 - The standard directories, such as `META-INF`, `public_html`, `src`, and `adfmsrc`.
 - The contents of the `ExternalLibs` directory.
-
-

Note:

While any of the external resources contained in this directory are available in the MAF project that has been packaged with the imported `.maa` file, the references to these resources will be invalid for an existing project, or a project created by importing the `.maa` file.

- The `classlib` directory, which contains any Java classes packaged in a JAR file.
-
-

Note:

If the `.maa` file includes a `classlib` directory, then MAF adds all of the JAR files from this directory as library dependencies in the newly created mobile application.

26.9 Deploying MAF Applications from the Command Line

You can deploy iOS or Android applications from JDeveloper without starting the JDeveloper IDE using the OJDeploy command line tool. Command line deployment can serve as a tool for testing, as well as a means of deploying applications using a script.

After you have created iOS or Android deployment files using Deployment Profile Properties editor, you can use OJDeploy to deploy applications in the headless mode

to iOS simulators and iOS-powered devices (through iTunes), or as iOS bundles (.ipa and .app files), or Feature Archive JAR files. Likewise, OJDeploy enables you to deploy applications to both Android emulators and Android-powered devices, or deploy them as an Android application package (.apk) file or as Feature Archive JAR files.

Note:

To use OJDeploy on a Mac, add the following line to the `ojdeploy.conf` file:

```
SetSkipJ2SDKCheck true
```

This file is located at: `jdev_install/jdeveloper/jdev/bin`

At present, you cannot use the OJDeploy command line tool to deploy to the Universal Windows Platform.

26.9.1 Using OJDeploy to Deploy Mobile Applications

The following commands enable you to deploy MAF deployment profiles:

- `deployToDevice`—Deploys an application to iOS- or Android-powered devices. For iOS applications, this command is used in debugging scenarios where the application is deployed to a device using iTunes. For more information, see [How to Distribute an iOS Application to the App Store](#).
- `deployToSimulator`—Deploys an application to an iOS simulator (as an .app file) or Android emulator. You can only deploy a mobile application to an iOS simulator on an Apple computer.
- `deployToPackage`—Deploys an iOS application as an .ipa file or an Android application as an .apk file. You can only package an application as an .ipa file on an Apple computer.
- `deployToFeatureArchive`—Deploys a Feature Archive to a JAR file.
- `deployToApplicationArchive`—Packages a mobile application as a MAF Application Archive (.maa) file.

You use these commands in conjunction with the `ojdeploy` command line tool, OJDeploy's arguments, and its options as follows:

```
ojdeploy deployToSimulator -profile <profile name> -workspace <jws file location>
```

Note:

OJDeploy commands and arguments are case-sensitive.

[Table 26-5](#) lists the OJDeploy arguments that you use to modify the MAF deployment commands.

Tip:

Using the `-help` option with any command (such as `ojdeploy deployToSimulator -help`) retrieves usage and syntax information.

Table 26-5 OJDeploy Arguments for MAF Deployments

Argument	Description
-profile	The name of the Android or iOS deployment profile. For example: ojdeploy deployToSimulator -profile iosDeployProfile ...
-workspace	The full path to the mobile application workspace container (.jws) file. For example: ... -workspace /usr/jsmith/mywork/Application1/Application1.jws To package a mobile application as a mobile Application Archive: ojdeploy deployToApplicationArchive -profile applicationArchiveProfile -workspace /usr/jdoe/Application1/application1.jws
-project	For the deployToFeatureArchive command, you must provide the name of the project (that is, a view controller project) that contains the Feature Archive deployment profile. For example: ojdeploy deployToFeatureArchive -profile farProfileName -project ViewController ...
-buildfile	The full path to a build file for batch deploy.
-buildfileschema	Print XML Schema for the build file.

In addition to the arguments listed in [Table 26-5](#), you can also use OJDeploy options described in the "Command Usage" section of *Developing Applications with Oracle JDeveloper*.

Note:

The following options are not supported:

- -forcerewrite
 - -nocompile
 - -nodatasources
 - -nodependents
 - -outputfile
 - -updatewebxmljrefs
-
-

[Table 26-6](#) provides examples of how to use the OJDeploy options with the MAF deployment commands.

Table 26-6 OJDeploy Options for MAF Deployments

Table 26-6 (Cont.) OJDeploy Options for MAF Deployments

Option	Description
-clean	Deletes all files from the project output directory before compiling. For example: <pre>ojdeploy deployToSimulator -profile iosDeployProfile -workspace /usr/jsmith/jdeveloper/mywork/Application1.jws -clean</pre>
-stdout, -stderr	Redirects the standard output and error logging streams to a file for each profile and project. For example: <pre>ojdeploy deployToSimulator -profile iosDeployProfile -workspace /usr/jsmith/jdeveloper/mywork/Application1.jws -clean -stdout /usr/jsmith/stdout/stdout.log -stderr /usr/jsmith/stderr/stderr.log</pre>

Table 26-7 lists the macros used with the `deployToApplicationArchive` command:

Table 26-7 Macros Used with MAF Application Archive Packaging

Macros	Description
<code>workspace.name</code>	The name of the application workspace container file (without the <code>.jws</code> extension).
<code>workspace.dir</code>	The directory of the application workspace container (<code>.jws</code>) file.
<code>profile.name</code>	The name of the profile being deployed.
<code>profile.dir</code>	The default deployment directory for the profile.
<code>base.dir</code>	Override the current OJDeploy directory using this parameter. You can also override the current OJDeploy directory using the <code>basedir</code> attribute in the build script.

26.10 Deploying with Oracle Mobile Security Suite

Oracle Mobile Security Suite (OMSS) provides enterprise-level security for mobile applications. It offers data leakage prevention and encryption of application data and database content through containerization at deployment time. For more information about containerizing your MAF application with OMSS, see [Containerizing a MAF Application for Enterprise Distribution](#).

You can containerize MAF applications that you deploy to the iOS and Android platforms with OMSS. MAF applications that you deploy to the Universal Windows Platform cannot be containerized with OMSS.

Before you begin:

You must have the OMSS containerization tool installed. This tool is a command-line utility with the file name `c:14n`. You can download OMSS and read instructions on installation on the Oracle Technology Network:

<http://www.oracle.com/technetwork/middleware/id-mgmt/overview/default-2099033.html>

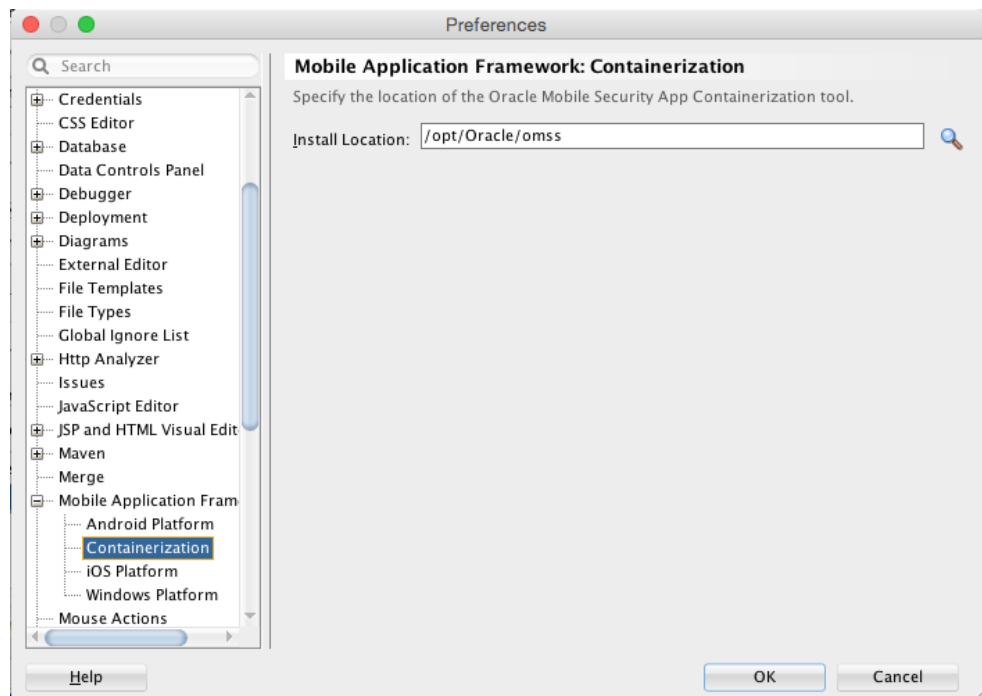
Note:

For iOS, you must also have selected the name of the provisioning profile in the iOS Platform preferences page as described in [Setting the Device Signing Options](#).

To containerize an application using Oracle Mobile Security Suite:

1. Choose **Tools**, then **Preferences**, and then **Mobile Application Framework**.
2. Select **Containerization**.
3. Click the **Browse** icon and browse to the install location of the Mobile Security App Containerization Tool on your local file system, as shown in [Figure 26-41](#).

Figure 26-41 *Specifying the Location of the Containerization Tool*



4. Click **OK** to select the containerization tool.
5. Choose **Application > Application Properties > Deployment**.
6. In the **Deployment** page, double-click a deployment profile, then select **Options**.
7. At the bottom of the **iOS Options** page, select **Enable Oracle Mobile Security Suite**.

To deploy an application using Oracle Mobile Security Suite:

1. Choose **Application**, then **Deploy**, and then select a deployment profile.
2. In the **Deployment Action** dialog, choose how to deploy the application.

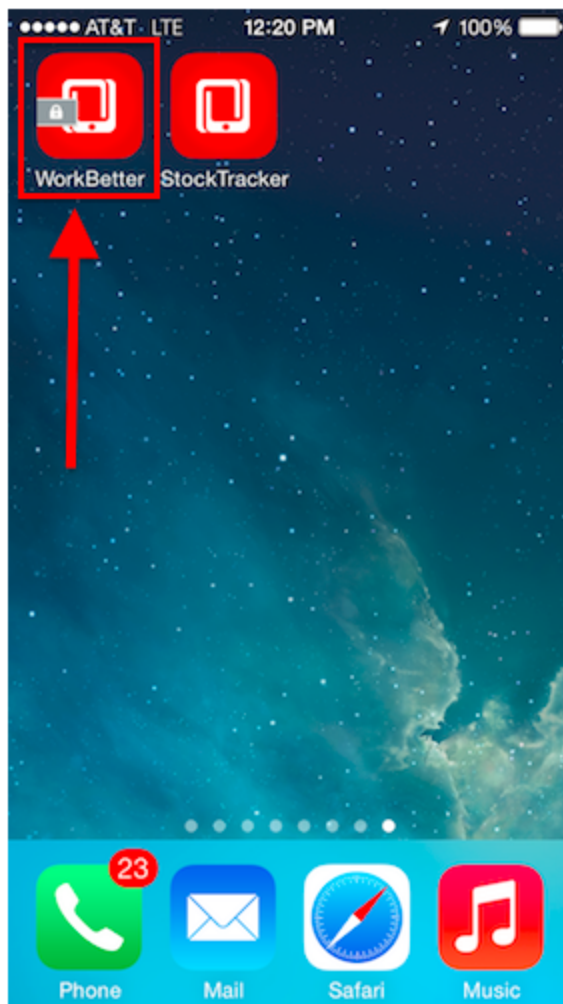
Note:

For iOS, containerization is supported for iTunes deployment only. Deployment to a distribution package or simulator will not create a containerized .ipa file.

For Android, containerization is supported for deployment only to a device or distribution package. Deployment to an emulator will not create a containerized apk file.

3. Deploy the application. A platform-specific file (.ipa for iOS, .apk for Android) secured by Oracle Mobile Security Suite will be created. After you add the containerized application to your device, it will display a lock icon, as shown in [Figure 26-42](#).

Figure 26-42 Mobile Application Displaying the Lock Icon for Containerization



26.10.1 What Happens When You Containerize Your Application with OMSS

When you deploy a MAF application containerized with Oracle Mobile Security Suite (OMSS), you can then upload it to the OMSS Mobile App Catalog, which displays a list of currently available applications. Before publishing the application to end users, the OMSS administrator applies various policies to the application to manage its

functionality. By applying specific policies on the OMSS server side, the OMSS administrator can manage the security and sharing requirements for applications containerized with the Oracle Mobile Security App Containerization Tool. Data in transit and data stored locally inside containerized applications on the mobile device is encrypted. Encrypted data storage includes application data, including files, databases, application cache, and user preferences.

After applying OMSS data leakage protection and encryption, you can then make the application available to users from a download site.

Note: iOS MAF applications that are containerized with OMSS can only be distributed to users through an internal download site or enterprise application store. Containerized iOS MAF applications cannot be uploaded to the Apple App store. This restriction is not applicable to Android MAF applications that are containerized with OMSS. These applications can be distributed through an internal download site, enterprise application store, or Google Play.

For details about how system administrators use the OMSS Mobile App Catalog to manage the MAF application provisioned to devices and workspaces, see the "Managing Devices and Workspaces" chapter in *Administering Oracle Mobile Security Suite*.

The following OMSS data leakage protection policies restrict how and if users can share data within an application:

- **Email allowed** can restrict the ability to send email from an application.
- **Instant Message allowed** can restrict the ability to send Instant Message from an application.
- **Video chat allowed** restricts the ability to share information via services such as FaceTime.
- **Social Share allowed** restricts the ability to share information via services such as Facebook or Twitter.
- **Print allowed** restricts the ability of the user to print.
- **Restrict file sharing** restricts the ability of the user to share files outside the secure enterprise workspace.
- **Restrict copy/paste** allows copy/paste inside the secure container, containerized applications or between containerized applications, but not to applications outside the secure enterprise workspace.
- **Redirects to container allowed** prevents any application outside the Mobile Security Container workspace from redirecting a URL into the container.
- **Save to media gallery allowed** prevents images, videos and audio files from being saved to media gallery and photo stores.
- **Save to local contacts allowed** prevents contacts inside secure enterprise workspace applications from being saved down to native device contacts application.

- **Redirects from container allowed** prevents any vApp from the Mobile Security Container workspace or containerized application from redirecting a URL outside the Mobile Security Container workspace or containerized application.

Understanding Secure Mobile Development Practices

This chapter describes how Mobile Application Framework provides protection from common security risks identified by the Open Web Application Security Project (OWASP).

This chapter includes the following sections:

- [Weak Server-Side Controls](#)
- [Insecure Data Storage on the Device](#)
- [Insufficient Transport Layer Protection](#)
- [Side-Channel Data Leakage](#)
- [Poor Authorization and Authentication](#)
- [Broken Cryptography](#)
- [Client-Side Injection From Cross-Site Scripting](#)
- [Security Decisions From Untrusted Inputs](#)
- [Improper Session Handling](#)
- [Lack of Binary Protections Resulting in Sensitive Information Disclosure](#)

27.1 Weak Server-Side Controls

Build security into a mobile application. Even in the earliest stages of designing a mobile application, you must assess not only the risks that are unique to mobile applications, but also those that are common to the sever-side resources that the mobile application accesses. Like their desktop counterparts, mobile applications can be made vulnerable by attacks on the backend services that store their data. Because this risk is not unique to mobile applications, the standards described by the OWASP Top Ten Project (https://www.owasp.org/index.php/Category:OWASP_Top_Ten_Project) also apply when you create mobile applications. Because client applications running on mobile devices can be vulnerable, do not use them to enforce access control. Because this function should be performed by the server-side application, MAF does not provide anything out-of-the box for validating data sent from the client. You must ensure that the data intended for a mobile application is valid. For more information, see the following:

- "Understanding Web Service Security Concepts" in *Understanding Oracle Web Services Manager*
- "Web Service Security Standards" in *Understanding Oracle Web Services Manager*

- *Securing Applications with Oracle Platform Security Services*

27.2 Insecure Data Storage on the Device

Shortcomings in a mobile application's design can make local files accessible to users, thereby exposing sensitive data stored on a device's local file system. This data may include usernames and passwords, cookies, and authentication tokens. Although most users may not be aware that their data is vulnerable—or that it is even stored on the device itself—a malicious user could exploit this situation by having the tools to open the local database and view credentials. When assessing the security requirements for an application, you should assume the likelihood of a phone falling into the wrong hands. MAF provides the API to secure data stored on the device by encrypting the device database and local data stores.

27.2.1 Encrypting the SQLite Database

MAF's embedded SQLite database protects locally stored data. MAF applications do not share the SQLite database; the application that creates the database is the only application that can access it. Further, only users with the correct username and password can access this database. The `AdfmfJavaUtilities` class enables you to create keys to secure the password for this database and also to encrypt the data stored within it. To provide a secure key to the database, the `AdfmfJavaUtilities` class includes the `GeneratedPassword` utility class that generates a strong password and then stores it securely. The `AdfmfJavaUtilities` class also provides the `encryptDatabase` method for encrypting the database with a password. For general information about the SQLite database, see [Using the Local Database in MAF AMX](#). For more information on the `GeneratedPassword`, the `encryptDatabase` (and its counterpart, `decryptDatabase`), see *Java API Reference for Oracle Mobile Application Framework* and [How to Encrypt and Decrypt the Database](#). For a sample application, see the `StockTracker` sample in the `PublicSamples.zip`, as described in [MAF Sample Applications](#).

Note:

Always use the `GeneratedPassword` utility. Do not hard-code the key.

27.2.2 Securing the Device's Local Data Stores

You can store files in the local file system programmatically on both the iOS and Android platforms using the `adfmfJavaUtilities` class' `getDirectoryPathRoot` method. Using this method provides agnostic access to store application data on the device. The following options are available for this method:

- Temporary directory
- Application directory
- Cache directory
- Download directory

Tip:

When users synchronize their devices to their desktop computers, the data stored in the device's Application directory is transferred to the desktop system where it can be exposed. Store data in the Temporary directory. For iOS, data stored in the temporary directory is not synchronized with the desktop when the device is synchronized using iTunes.

For any files that require security, you can encrypt and decrypt them using the Java cryptographic APIs (`javax.crypto`). For more information on the `javax.crypto` package, see Java Platform, Standard Edition 1.4 API. For more information, refer to *Java API Reference for Oracle Mobile Application Framework* and [Accessing Files Using the `getDirectoryPathRoot` Method](#). See also the "File System Basics" section in *File System Programming Guide*, available from the iOS Developer Library (<https://developer.apple.com/library/>).

27.2.3 About Security and Application Logs

Ensure that no sensitive data can be written to log files because they can be viewed if the device is synchronized with a desktop computer. When users connect their iOS devices to a desktop system to synchronize data, the application log files are ultimately stored on the desktop in an unencrypted format. Log files synchronized from Android devices can be viewed using the [Android Device Monitor](#) tool. See also [Side-Channel Data Leakage](#).

27.3 Insufficient Transport Layer Protection

Mobile applications may use SSL/TLS when accessing data over a provider network, or neither of these protocols if they use WiFi. Because provider networks can be hacked, never assume that they are safe. You should therefore enforce SSL when the application transports sensitive data and validate that all certificates are legitimate and signed by public authorities.

Because all of the endpoints used by a mobile application must be secured with SSL, MAF provides a set of web service policies that support SSL. For more information about these policies, see [Accessing Secure Web Services](#).

MAF provides a `cacerts` file seeded with entries of known and trusted Certificate Authorities. Application developers can add other certificates to this file, if needed. For more information, see [Supporting SSL](#).

27.4 Side-Channel Data Leakage

Unintended data leakage can originate from such sources as:

- Disabling screen shots (backgrounding) -- iOS and Android take screen shots of the application before backgrounding the application for improving perceived performance of the application reactivation. However, these screen shots are a cause of security concern due to the potential leak of customer data.
- Key stroke logging -- On iOS and Android, some of the information entered via keyboard is automatically logged in the application directory for use with type-ahead capabilities. This feature could lead to potential leaks of customer data.
- Debugging messages -- Applications can write sensitive data in debugging logs. Setting the logging level to FINE results in log messages being written for all of the data transmitted between the user's device and the server.

- Disable clipboard copy and open-in functionality for sensitive documents displayed as part of the application. MAF currently does not provide the capability to disable copy and open-in functionality and is being targeted for a future release.
- Temporary directories -- They may contain sensitive information.
- Third-party libraries -- These libraries (such as ad libraries) can leak user information about the user, the device, or the user's location.

To prevent data leakage:

- Do not log credential, personally identifiable information (PII), or other sensitive data to the application log. Store all sensitive information in the native keychain or an encrypted database or file system.
- When debugging an application, review any files that are created and anything written to them.
- Remove debugging messages before publishing the application.

27.5 Poor Authorization and Authentication

Weak authentication mechanisms and client-side access control both compromise security.

Although it may be easier for end users to authenticate a device using a phone number or some type of identifier (IMEI, IMSI, or UUID) rather than a user name and password, these identifiers can easily be discovered through brute force attacks and should never be used as a sole authenticator. Mobile applications must instead use strong credentials when accessing sensitive data. The authentication should reflect the user, not the device. Further, you can enhance authentication by using contextual identifiers (such as location), voice, fingerprints, or behavioral information.

A developer can use either the default login page provided by MAF or a custom login page that they create. For more information, see [How to Designate the Login Page](#).

All features in a MAF application that require secure access must enable security, as described in [How to Enable Application Features to Require Authentication](#).

Additionally, access control must be enforced by the server, not the client. Locating this function on the client mobile application is less secure. Access Control Service (ACS) allows developers to use roles/privileges defined on the server to enforce access control in the mobile application. Access Control Service is a RESTful service that could be implemented by application developers to filter the user roles/privileges that are valid for the application. While an application may support thousands of user roles, the service only returns the roles that you designate for the mobile application. For more information, see [How to Configure Access Control](#).

27.6 Broken Cryptography

Encryption becomes fallible because:

1. Applications use broken implementations or use known algorithms improperly.
2. Data is insecure because of easily defeated cryptography.

In addition, Base-64 encoding, obfuscation, and serialization are not encryption (and should not be mistaken for encryption).

To encrypt data successfully:

- Do not store the key with the encrypted data.
- Use the platform-specific file encryption API or another trusted source. Do not create your own cryptography.

In addition to securing the embedded SQLite database using the encryption methods mentioned in [Insecure Data Storage on the Device](#). Also, apply SSL to create secure web service calls as described in [Insufficient Transport Layer Protection](#). MAF uses Oracle Access Manager for Mobile and Social IDM SDK for secure handling of credentials.

27.7 Client-Side Injection From Cross-Site Scripting

Because mobile applications draw content and data from many different sources, they can be vulnerable to Cross-Site Scripting (XSS) injections, which co-opt the user session. MAF protects against XSS through encoding.

In addition to injection attacks, mobile applications are vulnerable to Cross-Site Request Forgery (CSRF), where a malicious page performs an unintended action in a targeted application on behalf of a user through the cookies cached in a web browser that store user identity. Application sandboxing addresses CSRF concerns.

Also consider disabling application features (particularly application features with Remote URL content) access to the native container. You can prevent selected application features within a MAF application from accessing the native container. For example, your MAF application includes an application feature that references remote content from a web application that you do not trust (Remote URL content application feature). In this scenario, you prevent this specific application feature from accessing the native container, as shown in the following example:

```
<adfmf:featureReference refId="remoteAppfeature1" id="fr1"
allowNativeAccess="false"/>
```

The default value of the `allowNativeAccess` property is `true`.

27.7.1 Protecting MAF Applications from Injection Attacks Using Device Access Permissions

The URIs that can access data stored on the user's device and its various device capabilities, such as its camera or address book. Such access is not granted by default; as described in [Enabling a Core Plugin in Your MAF Application](#), you can configure a MAF application to limit the device's capabilities that a URI can access to any of the following:

- open network sockets (must be granted when user authentication is configured)
- GPS and network-based location services
- contact
- e-mail
- SMS
- phone
- push notifications
- locally stored files

Tip:

You can programmatically protect users against such security risks as fake login pages injected by XSS through the `updateSecurityConfigWithURLParameters` method, which detects changes in the login configuration and then prompts users to confirm the change by re-authenticating, as described in [How to Update Connection Attributes of a Named Connection at Runtime](#). Additionally, MAF informs users whenever they open a secured application feature. Authentication can be deferred when the default application does not participate in security. For more information, see *Java API Reference for Oracle Mobile Application Framework*.

27.7.2 About Injection Attack Risks from Custom HTML Components

Using HTML to create a custom user interface component in a MAF AMX page may leave an application open to an injection attack. MAF provides two components for HTML content in MAF AMX pages: the `<amx:verbatim>` component and the `<amx:outputHTML>` component. Because the `<amx:verbatim>` component does not allow dynamic HTML, it is not susceptible to an injection attack. However, the `<amx:outputHTML>` component, which delivers dynamic HTML content through an EL binding, may be vulnerable when you configure its `security` attribute to `none`. By default, this attribute is set to `high` to enable the framework to escape various HTML tags and remove JavaScript, such as an `onClick` event. Because setting it to `none` enables iFrame components and JavaScript (which allows AJAX requests within the AMX page), you must ensure that the HTML and JavaScript are properly encoded. For more information, see [How to Use Verbatim Component](#) and [How to Use an Output HTML Component](#). See also [Security Decisions From Untrusted Inputs](#).

27.7.3 About SQL Injections and XML Injections

Mobile applications are vulnerable to SQL injections, which can enable an attacker to read the data stored in the embedded SQLite database.

To prevent SQL injections:

- Application developers are required to validate and encode all data stored in the local database.
- Application developers are expected to encode and validate XML and HTML content processed by the application.

27.8 Security Decisions From Untrusted Inputs

On both iOS and Android platforms, applications (such as Skype) may not always request permissions from outside parties, providing an entry point for attackers that may result in malicious applications circumventing security. As a result, applications are vulnerable to client-side injection and data leakages. Always prompt for additional authorization or provide additional steps to launch sensitive applications when additional authorization is not possible.

You must ensure that all of the data that the application receives from (or sends to) an untrusted third-party application can be subject to input validation. The client side XML input to the application must be encoded and validated. Although MAF AMX components can validate user input, data must be validated on the server, which should never trust the data it receives from a client. In other words, the server is

responsible for ensuring that the XML, JSON, and JavaScript that is sent back and forth between it and the client is properly encoded.

When you configure the URL scheme that launches a MAF application from another application, you must validate the parameters sent through the URL to ensure that no malicious data or URIs can be passed to the MAF application. For more information, see [Invoking MAF Applications Using a Custom URL Scheme](#). See also [Weak Server-Side Controls](#).

About JSON Parsing

Use MAF's JSON encoding API where possible. For scenarios requiring custom JSON composition, be careful when composing JSON with user-entered data. For more information about processing JSON data, see the *Java API Reference for Oracle Mobile Application Framework*.

27.9 Improper Session Handling

Usability requirements for mobile applications often require sessions to last for long periods. Mobile applications use cookies, SSO services, and OAUTH tokens for session management. Oracle Access Management Mobile and Social (OAMMS) supports OAuth tokens.

Note:

OAuth access tokens can be revoked remotely.

To enable proper session handling:

- Configure session timeout in the Login Server connection to a value less than server-side session timeout.

Do not use a device ID as a session token because it never expires. An application should expire tokens, even though doing so forces users to re-authenticate.

- Ensure that proper best practices (see OWASP Top Ten Project, https://www.owasp.org/index.php/Category:OWASP_Top_Ten_Project) are followed for token generation on the server.

Do not use session tokens that can be easily guessed or are poorly generated. A session token should be unpredictable and have high entropy.

Oracle Identity Management (IDM) stack provides support for standards-based tokens (such as, OAuth Access Token, JWT Token) for use with mobile applications. MAF provides out of the box support for Oracle IDM OAuth server and Oracle recommends using such standards-based authentication mechanisms with MAF applications.

As described in [How to Configure Basic Authentication](#), configuring an application that requires users to authenticate against a login server includes options to set the duration of the session and idle timeouts. By default, the duration of an application feature session lasts eight hours. The default time for an application feature to remain idle is five minutes. MAF expires user credentials when either of the configured time periods expire and prompts users to re-authenticate.

27.10 Lack of Binary Protections Resulting in Sensitive Information Disclosure

Using reverse engineering, attackers can discover such sensitive data as API keys, passwords, and sensitive business logic. To protect this information:

- Store API keys and sensitive business logic on the server.
- Do not store passwords in the application binary.
- Never hard-code a password. Instead, use the `GeneratedPassword` utility described in [Insecure Data Storage on the Device](#).
- Because log files can be monitored, ensure that applications do not write sensitive information to the log files. See also [Side-Channel Data Leakage](#).
- Keep in mind that information stored on a file system (that is, stored externally from the mobile application). Store sensitive data in an encrypted database or file system, or in the native keychain. See also Risk 1: Insecure Data Storage on the Device.

Securing MAF Applications

This chapter provides an overview of the security framework within MAF and also describes how to configure MAF applications to participate in security.

This chapter includes the following sections:

- [Introduction to MAF Security](#)
- [About the User Login Process](#)
- [Overview of the Authentication Process for MAF Applications](#)
- [Overview of the Authentication Process for Containerized MAF Applications](#)
- [Configuring MAF Connections](#)
- [Configuring Security for MAF Applications](#)
- [Allowing Access to Device Capabilities](#)
- [Enabling Users to Log Out from Application Features](#)
- [Using MAF Authentication APIs](#)
- [Creating Certificates to Access Servers That Use Self-Signed Certificates for SSL](#)
- [Configuring a MAF Application to Enable Two-Way SSL for Authentication](#)

28.1 Introduction to MAF Security

MAF presents users with a login page when a secured application feature has been activated. For example, users are prompted with login pages when an application feature is about to be displayed within the web view or when the operating system returns an application to the foreground. MAF determines whether access to the application feature requires user authentication when an application feature is secured by an authentication server, or when it includes constraints based on user roles or user privileges. Only when the user successfully enters valid credentials does MAF render the intended web view, UI component, or application page.

While the presence of these conditions in any of the application features can prevent users from accessing a MAF application without a successful login, you can enable users to access a MAF application that contains both secured and non-secured application features by including a default application feature that is neither secured nor includes user access-related constraints. In this situation, users can access the MAF application without authentication. The default application feature provides the entrance point to the MAF application for these anonymous users, who can both view non-secured data and authenticate against the remote server when accessing a secured application feature. You can designate a non-secure default application feature by:

- Allowing anonymous users access to public information through the default application feature, but only enabling authorized users to access secured information.
- Allowing users to authenticate only when they require access to a secured application feature. Users can otherwise access the MAF application as anonymous users, or login to navigate to secured features.
- Allowing users to log out of secured application features when secured access is not wanted, thereby explicitly prohibiting access to secured application features by unauthorized users.

Note:

MAF enables anonymous users because the application login process is detached from the application initialization flow; a user can start a MAF application and access unsecured application features as an anonymous user without having to provide authentication credentials. In such a case, MAF limits the user's actions by disabling privileged UI components.

For more information, see [How to Enable Application Features to Require Authentication](#), and [About User Constraints and Access Control](#).

A MAF application uses either the default page or a customized login page that is written in HTML.

Application features defined with `user.roles` or `user.privileges` constraints can be accessed only by users who have been granted the specific role and privileges. When users log into such an application feature, a web service known as the Access Control Service (ACS) returns the user objects that grant them access to this application feature. For more information about ACS, see [What You May Need to Know About the Access Control Service](#).

The developer can elect to containerize the MAF application at the time of deployment. Containerization allows the application to utilize the Secure Networking and Network Tunneling capabilities of the enterprise networking platform configured with Oracle Mobile Security Suite (OMSS). Distribution of containerized applications is managed by OMSS administrators through the Oracle Mobile Security Access Server (MSAS) component App Catalog and Secure Workspace container features. Authentication of users is performed by MSAS configured for the desired authentication type. For more information about developing the MAF application and OMSS containerization, see [Containerizing a MAF Application for Enterprise Distribution](#).

28.2 About the User Login Process

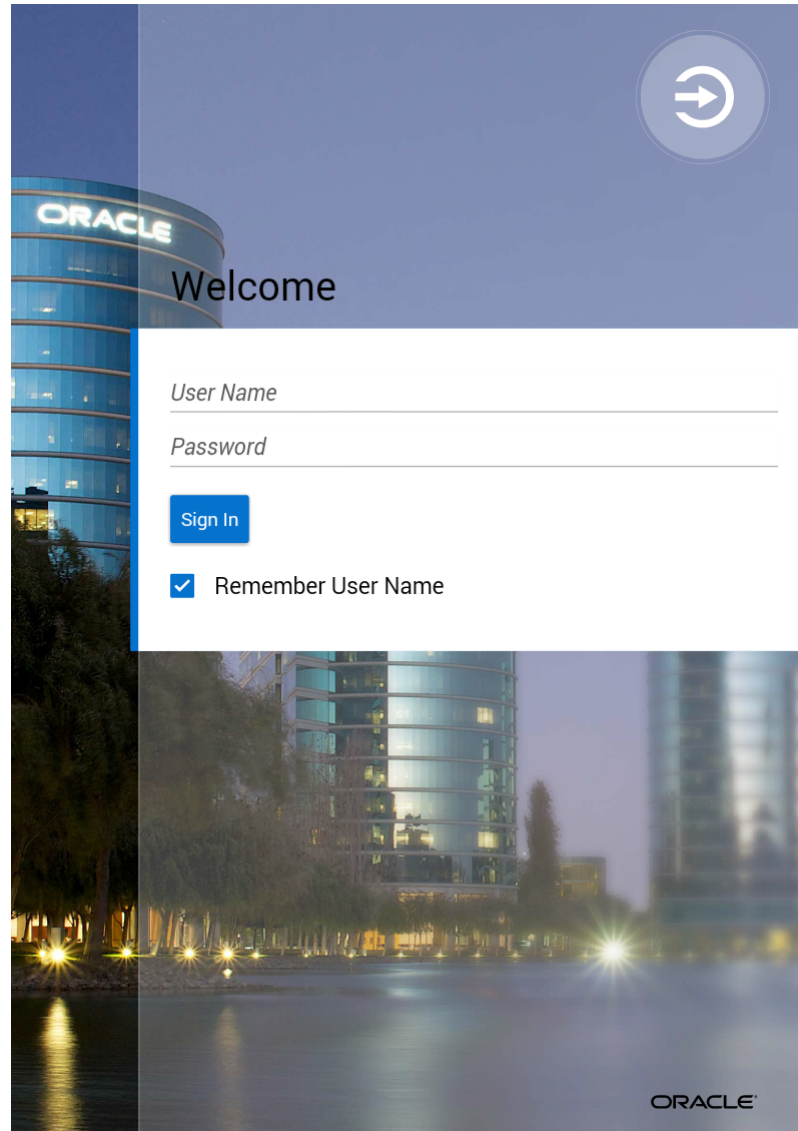
From the end-user perspective, the login process is as follows:

Note:

For more information about how containerizing the MAF application changes the login process, see [Overview of the Authentication Process for Containerized MAF Applications](#).

1. MAF presents a web view of a login page, shown in [Figure 28-1](#) whenever the user attempts to access an application feature that is secured. If the secured application feature is the default, then MAF prompts users with the default login page when they launch the application.

Figure 28-1 Default Login Page



Note:

As described in [The Custom Login Page](#), MAF provides not only a default login page, but also supports the use of a custom login page.

2. The user enters a user name and password and then clicks **Sign In**.

Note:

MAF allows multiple users for the same application. Users may freely log in to an application after a previous user logs out.

3. If the user name and password are verified, MAF displays the intended web view, page, or user interface component.
 4. MAF presents challenges to the user name and password until the user logs in successfully. When users cannot login, they can only navigate to another application feature.
-
-

Note:

Authentication times out when a predefined time period has passed since the last activation of an application feature. MAF only renews the timer for the idle time-out when one of the application features that use the connection to the authentication server has been activated.

28.3 Overview of the Authentication Process for MAF Applications

MAF applications may require that user credentials be verified against a remote login server (such as the Oracle Access Manager Identity Server used by Oracle ADF Fusion web applications) or a local credential store that resides on the user's device. To support local and remote connectivity modes, MAF supports these authentication protocols:

- HTTP Basic
 - OAuth
 - Web SSO
-
-

Note:

At present, MAF applications that you deploy to the Universal Windows Platform support HTTP Basic only.

By default, authentication of the MAF application user is against the remote login server regardless of the authentication protocol chosen at design time. Developers may configure the application, in the case of Oracle Access Management Mobile and Social (OAMMS) and basic authentication to enable local authentication. However, initially, because the local credential store is not populated with credentials, login to access secured application features requires authentication against a remote login server. Successful remote authentication enables the subsequent use of the local credential store, which houses the user's login credentials from the authentication server on the device. Thus, after the user is authenticated against the server within the same application session (that is, within the lifecycle of the application execution), MAF stores this authentication context locally, allowing it to be used for subsequent authentication attempts. In this case, MAF does not contact the server if the local authentication context is sufficient to authenticate the user. Although a connection to the authentication server is required for the initial authentication, continual access to this server is not required for applications using local authentication.

Tip:

While authentication against a local credential store can be faster than authentication against a remote login server, Oracle recommends authentication using OAuth or Web SSO authentication protocols, which only support remote connectivity.

[Table 28-1](#) summarizes the login configuration options of a MAF application. The connectivity mode depends on the chosen authentication protocol.

Table 28-1 MAF Connectivity Modes and Supported Authentication Protocols

Connectivity Mode	Support Protocols	Mode Description
local	<ul style="list-style-type: none"> HTTP Basic 	Requires the application to authenticate against a remote login server only when locally stored credentials are unavailable on the device. The initial login is always against the remote login server. After the initial successful login, MAF persists the credentials locally within a credential store in the device. These credentials will be used for subsequent access to the application feature. See also What You May Need to Know About Web Service Security .
remote	<ul style="list-style-type: none"> HTTP Basic OAuth Web SSO 	Requires the application to authenticate against a remote login server, such as Oracle Access Manager (OAM) Identity Server or a secured web application. Authentication against the remote server is required each time a user logs in. If the device cannot contact the server, then a user cannot access the secured MAF feature despite a previously successful authentication.
hybrid	<ul style="list-style-type: none"> HTTP Basic 	Requires the application to authenticate against a remote login server when network connectivity is available, even when local credentials are available on the device. Only when a lack of network connectivity prevents access to the login server will local credentials on the device will be used.

For information about how containerizing the MAF application changes the authentication process, see [Overview of the Authentication Process for Containerized MAF Applications](#).

28.4 Overview of the Authentication Process for Containerized MAF Applications

When you develop the MAF application, you must define a login connection to develop and test secure features. During testing, the MAF login page will be used to authenticate before accessing the protected resources. At deployment time, you may choose to containerize the MAF application to utilize the Secure Networking and Network Tunneling capabilities of the enterprise networking platform configured with Oracle Mobile Security Suite (OMSS) and thus eliminates the need for mobile VPN.

Post deployment of the containerized MAF application, access to backend resources behind the corporate firewall will rely on the Mobile Security Access Server (MSAS), a

component of OMSS, to provide a central access point for securing traffic from mobile devices to corporate resources. In this case, the MSAS instance is configured to enforce an authentication endpoint to use for the initial authentication of the user.

User authentication is handled by container Single Sign-On (SSO) integration provided by MSAS to the registered MAF application. To allow the MAF application to communicate with MSAS, the user installs and registers a Secure Workspace app for the type of authentication that has been configured for the MSAS instance. Then when the user attempts to access a protected resource, the MAF login page will be suppressed and MSAS will present its own login through the Secure Workspace app on the user's mobile device.

Note:

To enable authentication by MSAS and to utilize the AppTunnel, the MSAS instance must be configured to proxy the login URL or authentication endpoint that the MAF application defines. For details about how MSAS is configured for a MAF login connection, see [What You May Need to Know About Login Connections and Containerized MAF Applications](#).

Whether backend resource requests are proxied using the MSAS AppTunnel is determined by a MSAS-generated Proxy Auto-Configuration file used by the MAF application and Secure Workspace app. The AppTunnel is a mutually authenticated SSL tunnel from each Secure Workspace app that provides secure access to the containerized MAF application. The AppTunnel encrypts all data in transit and provides protection from rogue apps on a user's mobile device that device-level mobile VPNs are subject to.

For an overview of OMSS support for containerized MAF applications, see [Containerizing a MAF Application for Enterprise Distribution](#).

28.5 Configuring MAF Connections

You must define at least one connection to the application login server for an application feature that participates in security. The absence of a defined connection to an application login server results in an invalid configuration. As a result, the application will not function properly.

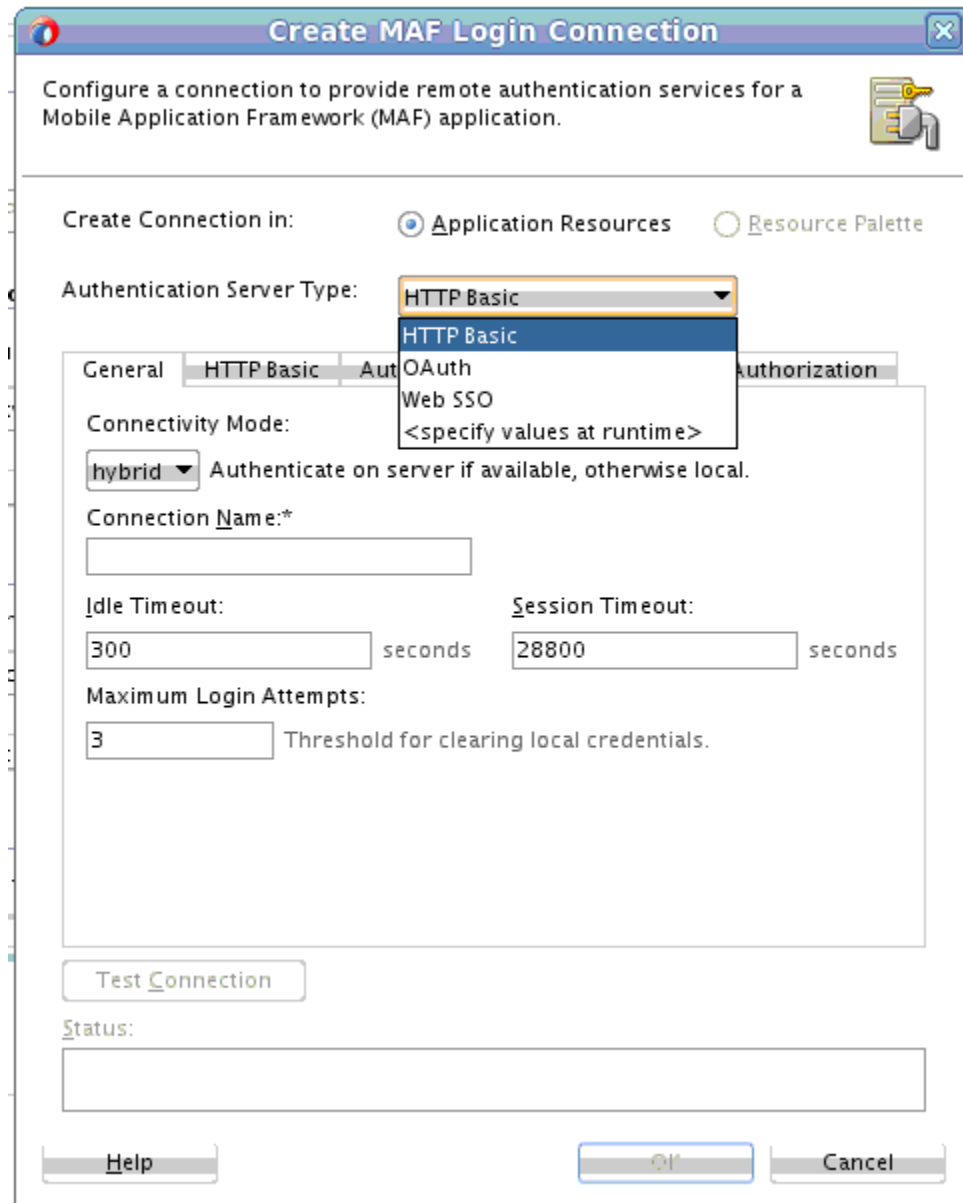
28.5.1 How to Create a MAF Login Connection

As [Figure 28-2](#) shows, you can use the **Create MAF Connection** dialog to select the connection type and, depending on the connection type, enable both local and remote authentication (hybrid). Depending on application requirements, you can configure a connection to servers that support the following authentication protocols:

- HTTP Basic
- OAuth
- Web SSO

Note:

Oracle recommends that you configure a connection to the login server using the OAuth or Web SSO connection type. OAuth and Web SSO require authentication against a remote login server and do not allow users to authenticate on the device from a local credential store.

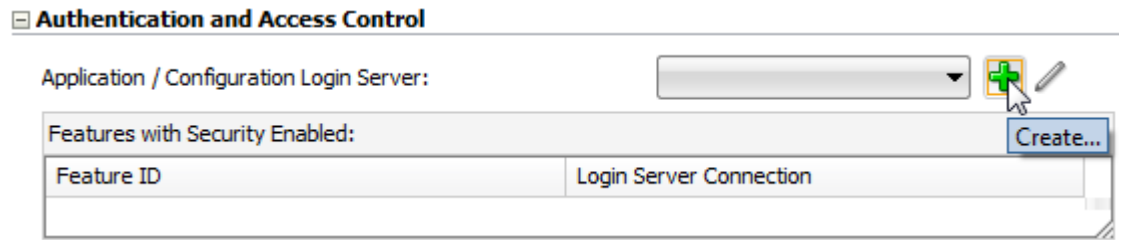
Figure 28-2 Configuring Authentication

To create a login server connection:

1. Perform one of the following actions.
 - In the Navigator, expand the **Descriptors** node and then **ADF META-INF**, and double-click **maf-application.xml**. Then, in the overview editor for the `maf-`

application.xml file, expand the **Security - Authentication and Access Control** section and click **Create**, as shown in [Figure 28-3](#).

Figure 28-3 Adding a Server Connection



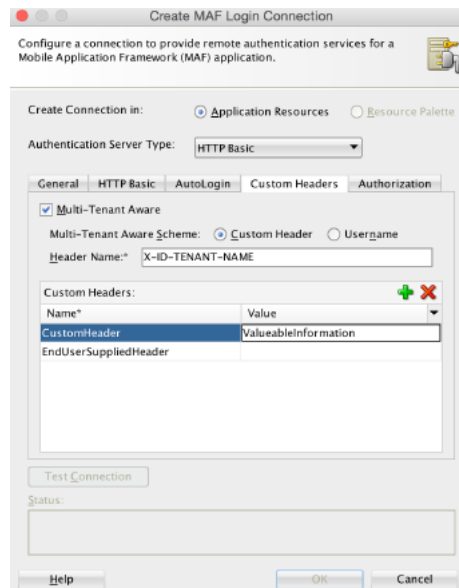
- Alternatively, choose **Connections** in the **New Gallery** and then **MAF Login Server Connection**.
2. In the **Create MAF Login Connection** dialog, choose the desired **Authentication Server Type**.
 3. Configure the connection type as described in the following sections.

Note that options that appear in the dialog with an asterisk are required fields. The dialog enables the **Test Connection** button only after all required fields are completed. This button appears only when basic authentication is selected in the dialog.

28.5.2 How to Create a Multi-Tenant Aware MAF Login Connection

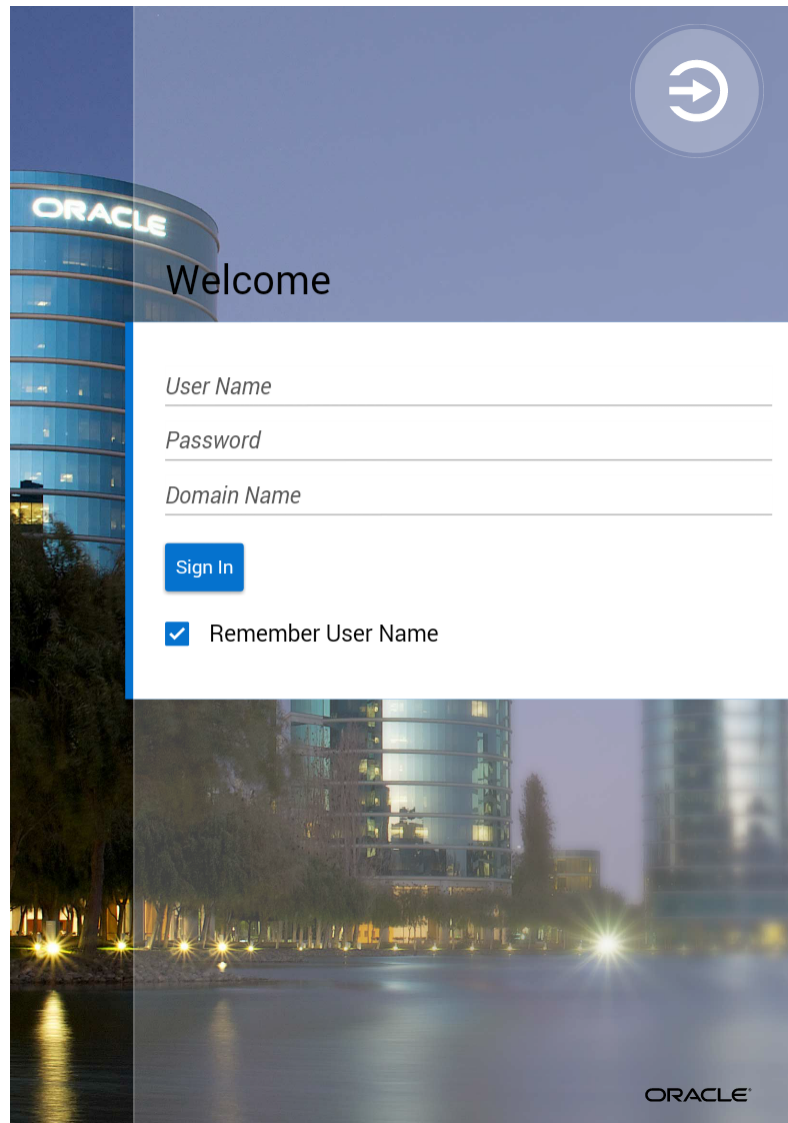
As [Figure 28-4](#) shows, you can use the **Create MAF Login Connection** dialog to create a MAF application connection that supports the notion of multi-tenancy, where an application includes a hosted application feature that can be shared by different organizations (tenants), but can appear as though it is owned by a particular tenant. You can configure a multi-tenant aware connection to servers that support the HTTP Basic authentication protocol.

Figure 28-4 Configuring a Multi-Tenant Aware Connection



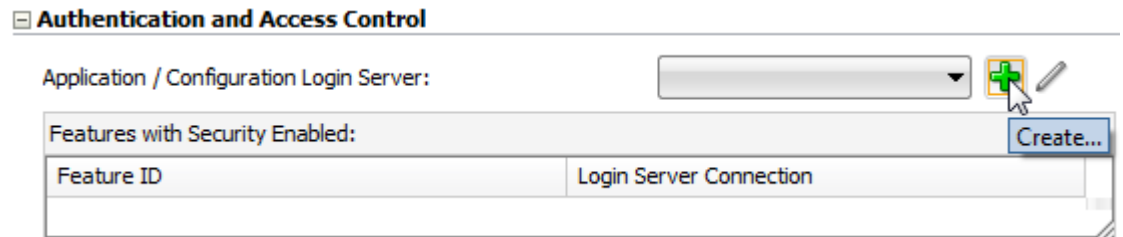
As [Figure 28-5](#) shows, the default login page displayed by the MAF application with a multi-tenant aware connection defined, will prompt the user to enter the domain ID to propagate the tenant value on the HTTP Request:

Figure 28-5 Default Login Page for Multi-Tenant Aware Connection



To create a multi-tenant aware login server connection:

1. Perform one of the following actions.
 - In the Navigator, expand the **Descriptors** node and then **ADF META-INF**, and double-click **maf-application.xml**. Then, in the overview editor for the **maf-application.xml** file, expand the **Security - Authentication and Access Control** section and click **Create**, as shown in [Figure 28-6](#).

Figure 28-6 Adding a Server Connection

- Alternatively, choose **Connections** in the **New Gallery** and then **MAF Login Server Connection**.
2. In the **Create MAF Login Connection** dialog, choose an **Authentication Server Type** that supports multi-tenant login.
 3. Click the **Custom Header** tab and configure the following, as shown in [Figure 28-4](#).
 - **Multi-Tenant Aware**—Select to define multi-tenancy awareness for the MAF application connection. See also [What Happens When You Create a Multi-Tenant Aware Connection](#).
 - **Multi-Tenant Aware Scheme**—Select the scheme used to propagate the tenant domain ID to the authentication server. Select **Custom Header** (default) to send as a separate header. The **Username** option supports backward compatibility and sends the tenant ID as part of the user ID (called username mingling).
 - **Header Name**—Enter the tenant header name expected by the authentication server. For example, to solicit the tenant ID from the end user during login, enter the multi-tenant header name: `X-ID-TENANT-NAME`. As [Figure 28-5](#) shows, the default login page will prompt the user to enter the domain name
 - **Custom Headers**—Optionally, enter the name of additional custom headers required to perform authentication. These may be configured in addition to the multi-tenant header. See also [What You May Need to Know About Custom Headers](#).

If the header value of the custom header is known, enter the value. If the value for the named custom header is to be overridden during login, leave the corresponding **Value** field empty. When you want to provide the header value at runtime, you must set the value programmatically using the `OverrideConnectionHandler` API. For information about using the API to configure headers, see [How to Configure Login Credentials Programmatically Prior to Authentication](#).

4. Configure the connection type as described in the following sections

Note that options that appear in the dialog with an asterisk are required fields. The dialog enables the **Test Connection** button only after all required fields are completed. This button appears only when basic authentication is selected in the dialog.

28.5.3 How to Configure Basic Authentication

As [Figure 28-7](#) shows, you can select the **HTTP Basic** authentication server type in the **Create MAF Login Connection** dialog to configure a connection for basic authentication.

Figure 28-7 Configuring Basic Authentication

Create MAF Login Connection

Configure a connection to provide remote authentication services for a Mobile Application Framework (MAF) application.

Create Connection in: Application Resources Resource Palette

Authentication Server Type: HTTP Basic

General | HTTP Basic | AutoLogin | Custom Headers | Authorization

Connectivity Mode: hybrid Authenticate on server if available, otherwise local.

Connection Name:* basic_auth_conn

Idle Timeout: 300 seconds Session Timeout: 28800 seconds

Maximum Login Attempts: 3 Threshold for clearing local credentials.

Test Connection

Status:

Help OK Cancel

To configure basic authentication:

1. In the **Create MAF Login Connection** dialog, choose **HTTP Basic** for **Authentication Server Type**.

For information about opening the **Create MAF Login Connection** dialog, see [How to Create a MAF Login Connection](#).

2. In the **General** tab, define the following:
 - **Connectivity Mode**—Select the type of authentication, as described in [Table 28-1](#).
 - **Connection Name**—Enter a name for the connection.
 - **Idle Timeout**—Enter the time for an application feature to remain idle after MAF no longer detects the activation of an application feature. After this period

expires, the user is timed-out of all the application features that are secured by the login connection. In this situation, MAF prompts users with the login page when they access the feature again. By default, MAF presents the login page when an application remains idle for 300 seconds (five minutes).

Note:

MAF authenticates against the local credential store after an idle timeout, but does not perform this authentication after a session timeout.

- **Session Timeout**—Enter the time, in seconds, that a user can remain logged in to an application feature. After the session expires, MAF prompts the user with a login page if the idle timeout period has not expired. By default, a user session lasts for 28,800 seconds (eight hours).
- **Maximum Login Attempts**—Set the maximum number of failed login attempts allowed for a user before local credentials will be cleared. By default, MAF grants a user three unsuccessful login attempts before it clears the user's locally stored credentials and contacts the remote login server for subsequent login attempts. Subsequent to contacting the remote server, the user is allowed an indefinite number of login attempts.

Note that when the user fails login attempts for the number of times specified, the local credentials will be cleared and MAF will thus execute authentication against the server. This ensures that users can login with a new password after an administrator changes their password and it is not yet stored on a device. Where local authentication is allowed, the password will be stored securely on a device when the user successfully logs into the server connection.

Note:

MAF clears locally stored user credentials even when the application feature is configured to use local authentication.

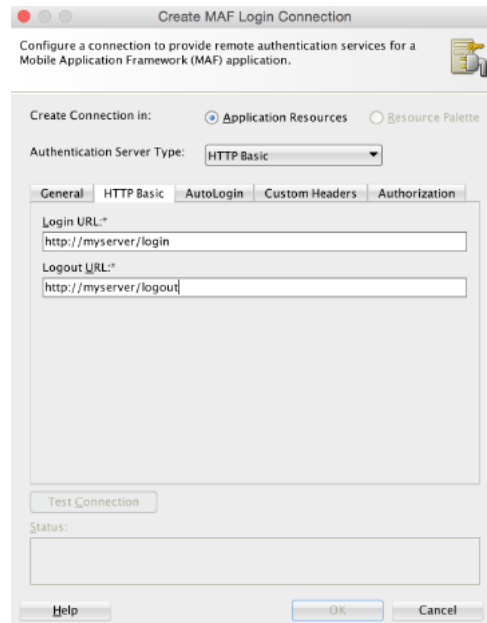
3. Click the **HTTP Basic** tab and configure the following, as shown in [Figure 28-8](#).

- **Login URL**—Enter the login URL for the login page.

The login URL should not be a login page on the remote server, but rather a page that is secured and presents the HTTP Basic user name/password challenge. The login URL must point to a web resource that does not result in file transfer when requested; it must not point to a file resource.

- **Logout URL**—Enter the logout URL for the authentication server.

The logout URL may be the same as the login URL, but alternatively may be a URL to the remote server that performs additional actions on the session, such as invalidating it. The logout URL must point to a web resource that does not result in file transfer when requested; it must not point to a file resource.

Figure 28-8 Configuring Basic Authentication

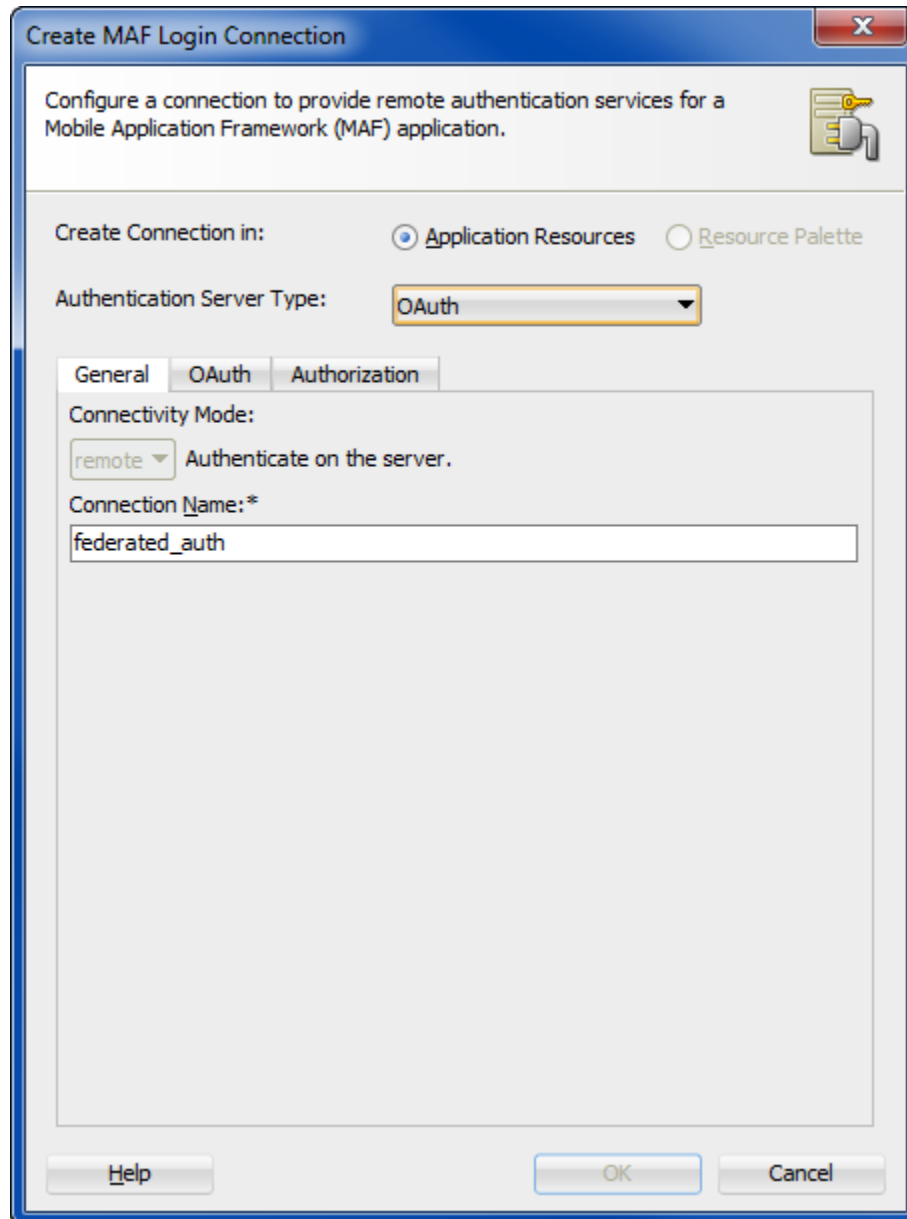
4. Optionally, click the **Custom Header** tab and configure the following, as shown in [Figure 28-4](#).
 - **Custom Headers**—Enter the name of any custom headers required to perform authentication. See also [What You May Need to Know About Custom Headers](#).
If the header value of the custom header is known, enter the value. If the value for the named custom header is to be overridden during login, leave the corresponding **Value** field empty. When you want to provide the header value at runtime, you must set the value programmatically using the `OverrideConnectionHandler` API. For information about using the API to configure headers, see [How to Configure Login Credentials Programmatically Prior to Authentication](#).
 - **Multi-Tenant Aware**—You can define multi-tenancy awareness for the MAF application connection by selecting this option. For more information, see [How to Create a Multi-Tenant Aware MAF Login Connection](#).
5. Click the **Auto Login** tab and configure the parameters as described in [How to Store Login Credentials](#).
6. Click the **Authorization** tab and configure the parameters as described in [How to Configure Access Control](#).
7. Click the **General** tab, and then click **Test Connection**.
8. Click **OK**.

28.5.4 How to Configure OAuth Authentication

As [Figure 28-9](#) shows, you can use the **Create MAF Login Connection** dialog to configure how third-party applications (clients) gain limited access to protected data or services stored on a remote server. The Relying Party authentication provided by Oracle Mobile and Social server enables an application to authenticate against a third-

party OAuth provider. Oracle Web Services Manager (OWSM) Lite Mobile ADF Application Agent injects the cookie into the security header of the web service call.

Figure 28-9 Configuring OAuth



Before you begin:

Configure the server to use the `OM_PROP_OAUTH_OAUTH20_SERVER` property key.

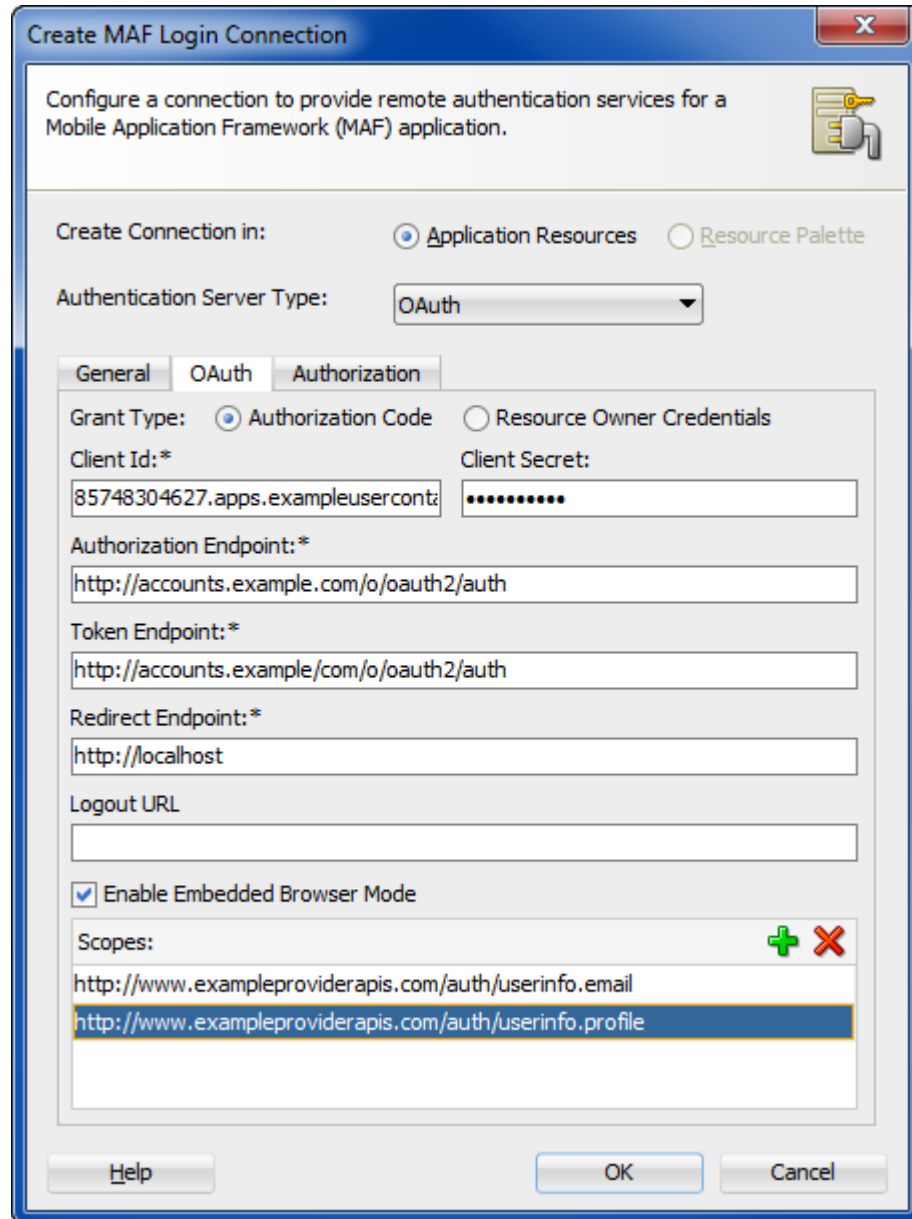
To configure authentication with an OAuth server:

1. In the **Create MAF Login Connection** dialog, choose **OAuth** for **Authentication Server Type**.

For information about opening the **Create MAF Login Connection** dialog, see [How to Create a MAF Login Connection](#).

2. In the **General** tab, configure the following:

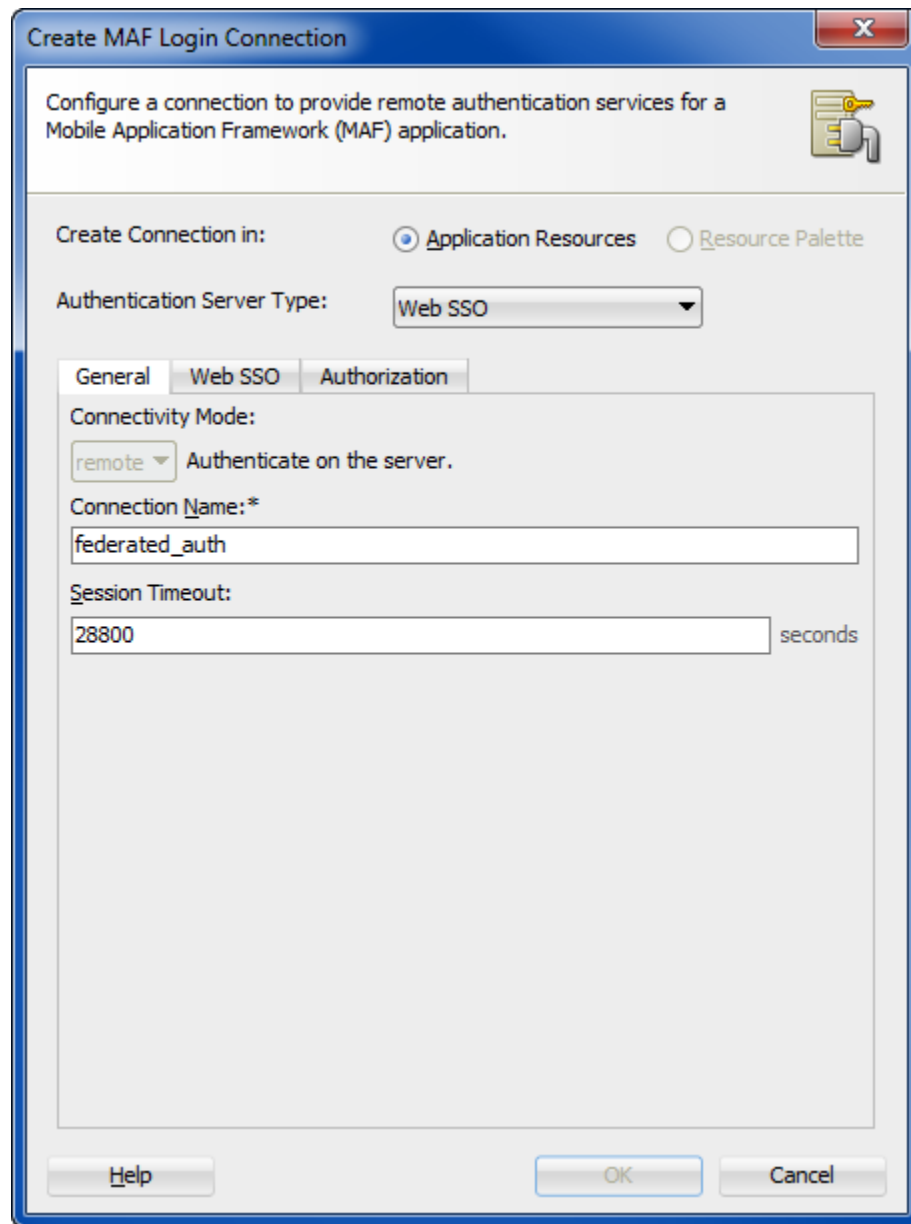
-
- **Connection Name**—Enter a name for the connection.
3. Click the **OAuth** tab and configure the following, as shown in [Figure 28-10](#):
- Choose the **Grant Type** to determine where the application obtains the login page. Select **Authorization Code** when you want the server login page to display. Select **Resource Owner Credentials** when you want the MAF application to display the default login page, or custom login page, when one is configured.
 - Enter the **Client Identifier** and, optionally, enter a connection password value in the **Client Secret** field.
 - Enter the authorization server's **Redirect Endpoint** and the URIs for the endpoints for the **Authorization Server Endpoint** itself and the **Token Endpoint**.
 - Enter the **Logout URL** to redirect to upon user logout. This field is mandatory and the URL parameters are determined by the specific authentication provider.
 - Select **Enable Embedded Browser Mode** when you want the login page to display within the embedded browser within the application. Deselect to display the login page in an external browser. Note that when single sign-on (SSO) is desired, you must deselect this option to force the application to use the external browser.

Figure 28-10 Configuring the Client ID and Endpoints

4. Click the **Authorization** tab and configure the parameters as described in [How to Configure Access Control](#).

28.5.5 How to Configure Web SSO Authentication

As [Figure 28-11](#) shows, you can use the **Create MAF Login Connection** dialog to configure a cross-domain single sign-on.

Figure 28-11 Configuring Federated SSO Authentication

To configure authentication with a Web SSO server:

1. In the **Create MAF Login Connection** dialog, choose **Web SSO** for **Authentication Server Type**.

For information about opening the **Create MAF Login Connection** dialog, see [How to Create a MAF Login Connection](#).

2. In the **General** tab, configure the following:
 - **Connection Name**—Enter a name for the connection.
 - **Session Timeout**—Enter the time, in seconds, that a user can remain logged in to an application feature. After the session expires, MAF prompts the user with a login page if the idle timeout period has not expired. By default, a user session lasts for 28,800 seconds (eight hours).

3. Click the Web SSO tab and configure the following URLs that enable successful and unsuccessful logins, as shown in [Figure 28-12](#):

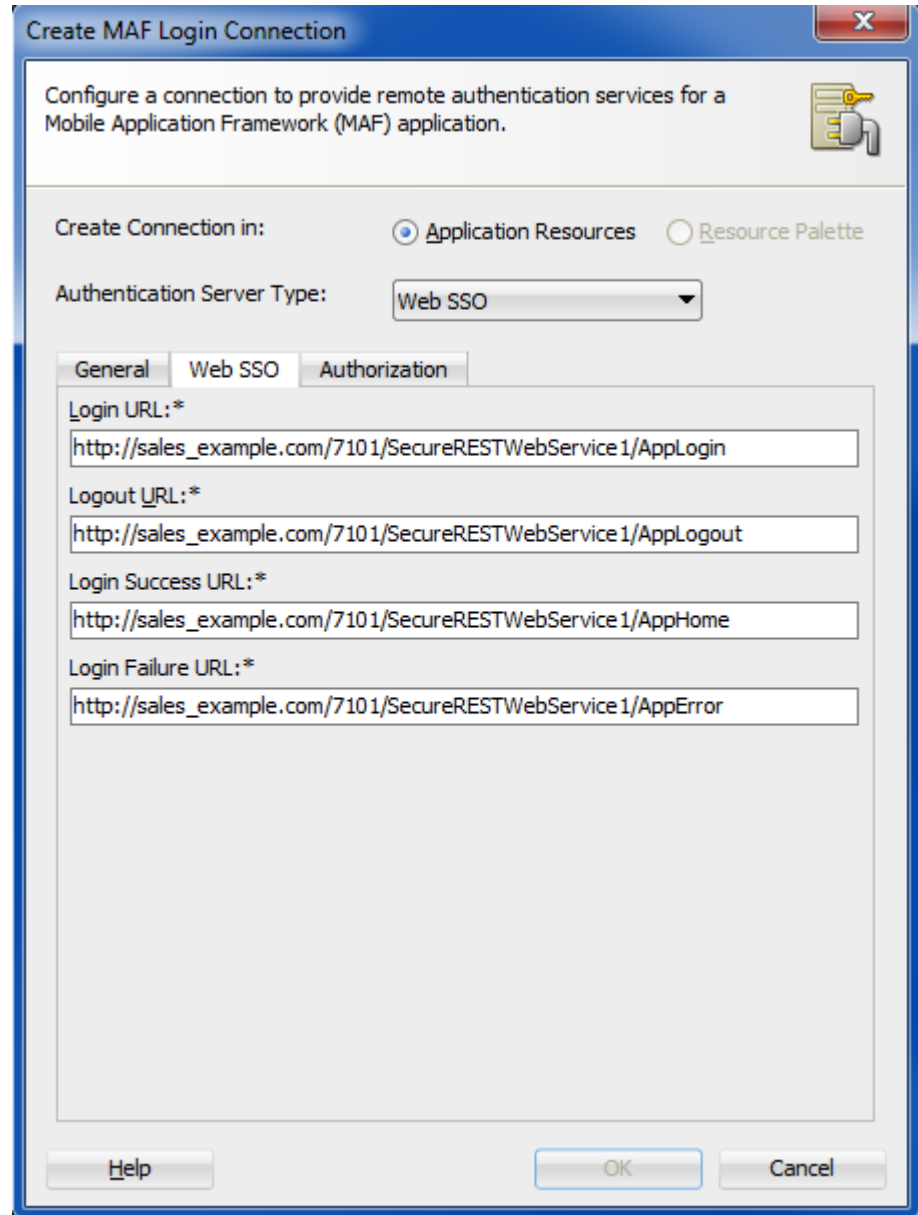
- **Login URL**—Enter the URL that when visited, the user will be prompted to enter credentials. The login URL must point to a web resource that does not result in file transfer when requested; it must not point to a file resource.
- **Logout URL**—Enter a server side URL that logs out the user by terminating the server session. The logout URL must point to a web resource that does not result in file transfer when requested; it must not point to a file resource.
- **Login Success URL**—Enter a target URL to redirect the user to after the user successfully authenticates.

The login success URL can be the same as the login URL. For example, if the login URL and login success URL is `http://www.mysite.com`, then when the user points the browser to `http://www.mysite.com`, the browser will redirect to the login page for the site before it redirects upon successful authentication back to `http://www.mysite.com`. Then, when MAF detects the page named by the login success URL, MAF completes the login process and activates the requested feature. Thus, the contents of the login success URL page will not be displayed to the user and user will have access to the MAF feature.

- **Login Failure URL**—Enter a URL to redirect the user to after unsuccessful authentication. Alternatively, when no failure URL exists, enter any URL.

As the browser loads the login failure URL, MAF first detects the error and returns control to the application. This is useful when the MAF application limits the user to attempt login a maximum number of times. In this case, MAF will redirect user to the login failure URL after the user fails to authenticate by the last allowed attempt.

In the case where no failure URL exists, it is permissible to enter any URL. In this case, authentication will be terminated either when the user clicks the **Cancel** button in the login page or when login times out due to no user action for a given period of time (the inactivity timeout is two minutes).

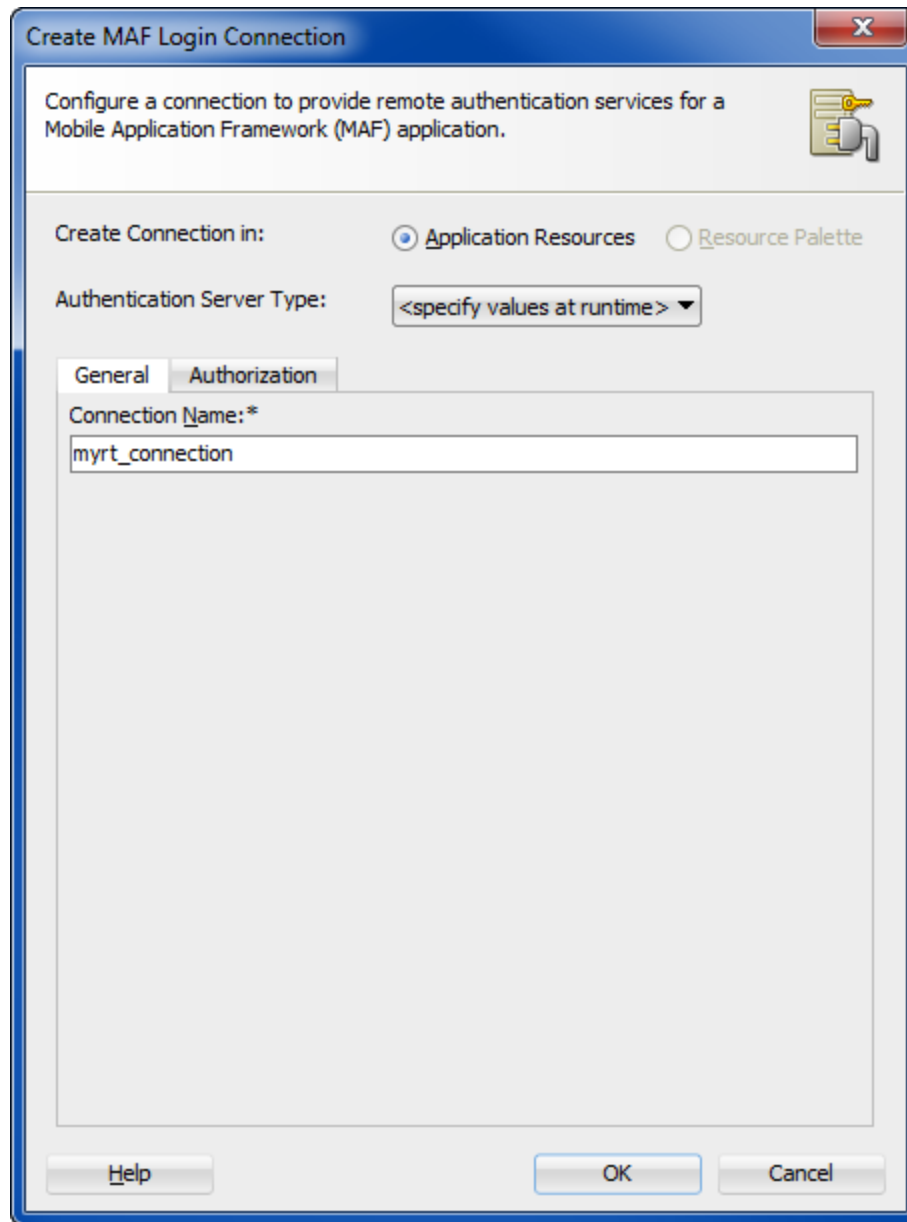
Figure 28-12 *Configuring the Authentication URLs*

4. Click the **Authorization** tab and configure the parameters, as described in [How to Configure Access Control](#).

28.5.6 How to Configure a Placeholder Connection for MAF Application Login

As [Figure 28-13](#) shows, you can use the **Create MAF Login Connection** dialog to create a named connection during development and populate the login attributes to fully define the connection at runtime. This connection type is particularly useful when the connection attributes are not all known at design time.

Application developers must use `AdfmfJavaUtilities.updateSecurityConfigWithURLParameters` API to fully define the placeholder connection created at design time, as described in [How to Update Connection Attributes of a Named Connection at Runtime](#).

Figure 28-13 *Configuring a Placeholder Connection*

To configure a placeholder connection for definition at runtime:

1. In the **Create MAF Login Connection** dialog, choose **Specify Values at Runtime** for **Authentication Server Type**.

For information about opening the **Create MAF Login Connection** dialog, see [How to Create a MAF Login Connection](#).

2. In the **General** tab, enter a name for the connection.

This identifier will be used by the application developer to identify the connection to update, as described in [How to Update Connection Attributes of a Named Connection at Runtime](#).

3. Click the **Authorization** tab and configure the parameters, as described in [How to Configure Access Control](#).

28.5.7 How to Update Connection Attributes of a Named Connection at Runtime

The `AdfmfJavaUtilities` class provides the `overrideConnectionProperty` and `updateSecurityConfigWithURLParameters` methods that application developers can use to define or to redefine the connection attributes of a connection that already exists: either by placeholder (when you select Specify Values at Runtime in the Create MAF Login Connection dialog) or by a fully populated connection definition. Both methods must be invoked in conjunction with the `clearSecurityConfigOverrides` and `updateApplicationInformation` APIs that the `AdfmfJavaUtilities` class also provides.

The `updateSecurityConfigWithURLParameters` method updates parameters required for authentication only. Additional parameters that a connection in `connections.xml` may specify cannot be updated using the `updateSecurityConfigWithURLParameters` method. Use `overrideConnectionProperty` to update all the non-authentication parameters as well as all the parameters that can be updated with `updateSecurityConfigWithURLParameters`.

Note:

The typical timing is to call the `AdfmfJavaUtilities.updateSecurityConfigWithURLParameters` API in a `start()` method implementation within an application lifecycle listener. You must not call this method from within the feature lifecycle listener.

To update connection attributes associated with the `configUrlParam` parameter, call the `updateSecurityConfigWithURLParameters` method in conjunction with the other methods shown in the following example:

```
AdfmfJavaUtilities.clearSecurityConfigOverrides(loginConnectionName);
AdfmfJavaUtilities.updateSecurityConfigWithURLParameters(configUrlParam, key,
message, showConfirmation);
// Final step to apply the changes
AdfmfJavaUtilities.updateApplicationInformation(false);
```

The key parameter is set as a `String` object from the value defined for the `adfCredentialStoreKey` parameter in the `connections.xml` file. Use this key parameter in all references to the configuration, such as subsequent updates. The method may be invoked with the `showConfirmation` parameter set to `true` to allow MAF to display a confirmation prompt to the end user once MAF detects a connection configuration change to an existing attribute of the connection.

The string value that you pass to the `configUrlParam` parameter must be UTF-8 encoded and formatted as follows:

```
String parameterString = "http://settings?" +
    "&<Parameter Name1>::=<Parameter Value1>" +
    "&<Parameter Name2>::=<Parameter Value2>" +
    "...
    "&<Parameter NameN>::=<Parameter ValueN>";
```

For example, passing the following values to the `configUrlParam` parameter:

```
http://settings?AuthServerType::=HTTPBasicAuthentication
&ApplicationName::=Approvals
```

```
&LoginURL::=http://hostname.com:8008/OA_HTML/RF.jsp?function_id=mLogin
&LogoutURL::=http://hostname.com:8008/OA_HTML/RF.jsp?function_id=mLogout
&SessionTimeoutValue::=28800
&IdleTimeoutValue::=7200
&CryptoScheme::=PlainText
```

Requires you to create a URL as follows:

```
http://settings?
AuthServerType::=HTTPBasicAuthentication&ApplicationName::=Approvals&LoginURL::=http
%3A%2F%2Fhostname.com%3A8008%2FOA_HTML%2FRF.jsp%3Ffunction_
id%3DmLogin&LogoutURL::=http%3A%2F%2Fhostname.com%3A8008%2FOA_HTML%2FRF.jsp
%3Ffunction_id%3DmLogout&SessionTimeoutValue::=28800&IdleTimeoutValue::=7200&CryptoS
cheme::=PlainText
```

Note the following additional points about the `updateSecurityConfigWithURLParameters` and `overrideConnectionProperty` methods:

- The `updateSecurityConfigWithURLParameters` method persists the new configuration immediately while `overrideConnectionProperty` does not persist the configuration change until the next time the MAF application uses the login connection. For example, an end user navigates to a feature that is protected by the login connection and MAF shows the login view.
- You can use `overrideConnectionProperty` to reconfigure any top-level properties in a connection reference and connection references not limited to login connections in the `connections.xml` file. The `updateSecurityConfigWithURLParameters` method can be only used to update login connections.
- Calls to `overrideConnectionProperty` calls are cumulative while calls to `updateSecurityConfigWithURLParameters` reconfigure previous calls to `updateSecurityConfigWithURLParameters` and result in a new login URL each time `updateSecurityConfigWithURLParameters` is called. The following example demonstrates how a sequence of `overrideConnectionProperty` calls overrides the values of the `login`, `logout`, and `accessControl` properties for a connection named `MyLoginConnection`.

```
AdfmfJavaUtilities.clearSecurityConfigOverrides("MyLoginConnection");
AdfmfJavaUtilities.overrideConnectionProperty("MyLoginConnection", "login",
"url", newLoginUrl);
AdfmfJavaUtilities.overrideConnectionProperty("MyLoginConnection", "logout",
"url", newLogoutUrl);
AdfmfJavaUtilities.overrideConnectionProperty("MyLoginConnection",
"accessControl", "url", newAccessControlUrl);
AdfmfJavaUtilities.updateApplicationInformation(false);
```

- The second parameter value in `overrideConnectionProperty` (`String` node) is the parameter named used in the `connections.xml` file. For example, to update the following connection:

```
<Reference name="remotePage"
className="oracle.adf.model.connection.url.HttpURLConnection" xmlns="">
  <Factory className="oracle.adf.model.connection.url.URLConnectionFactory"/>
  <RefAddresses>
    <XmlRefAddr addrType="remotePage">
      <Contents>
        <urlconnection name=" remotePage_urlconnectionName " url="http://
```

```

www.google.com"/>
    </Contents>
    </XmlRefAddr>
</RefAddresses>
</Reference>

```

You call `overrideConnectionProperty` to change the URL as follows:

```

overrideConnectionProperty("remotePage", "urlconnection", "url", "http://
www.oracle.com" );

```

This is not the same parameter name as in `updateSecurityConfigWithURLParameters`. Follow the URL construction pattern described above when using `updateSecurityConfigWithURLParameters`. Knowledge of the contents of the `connections.xml` file is not required.

For more information on the `oracle.adfmf.framework.api.AdfmfJavaUtilities` class and the usage of the `configUrlParam` parameter, see the *Java API Reference for Oracle Mobile Application Framework*.

For more information about how to override a connection property value using `overrideConnectionProperty`, see [How to Configure Login Credentials Programmatically Prior to Authentication](#). The `ConfigServiceHandler.java` in the `ConfigServiceDemo` sample application demonstrates how to invoke the `overrideConnectionProperty` method to override a number of connection properties. For more information about the `ConfigServiceDemo` sample application, see [MAF Sample Applications](#).

28.5.8 How to Store Login Credentials

When security is not critical, MAF supports storing user credentials, which can be replayed to the login server or used to authenticate users locally (depending on the mode defined for the login connection). Storing credentials enhances the user experience by enabling users to access the MAF application without having to login. The IDM Mobile SDKs enable MAF to support the following modes:

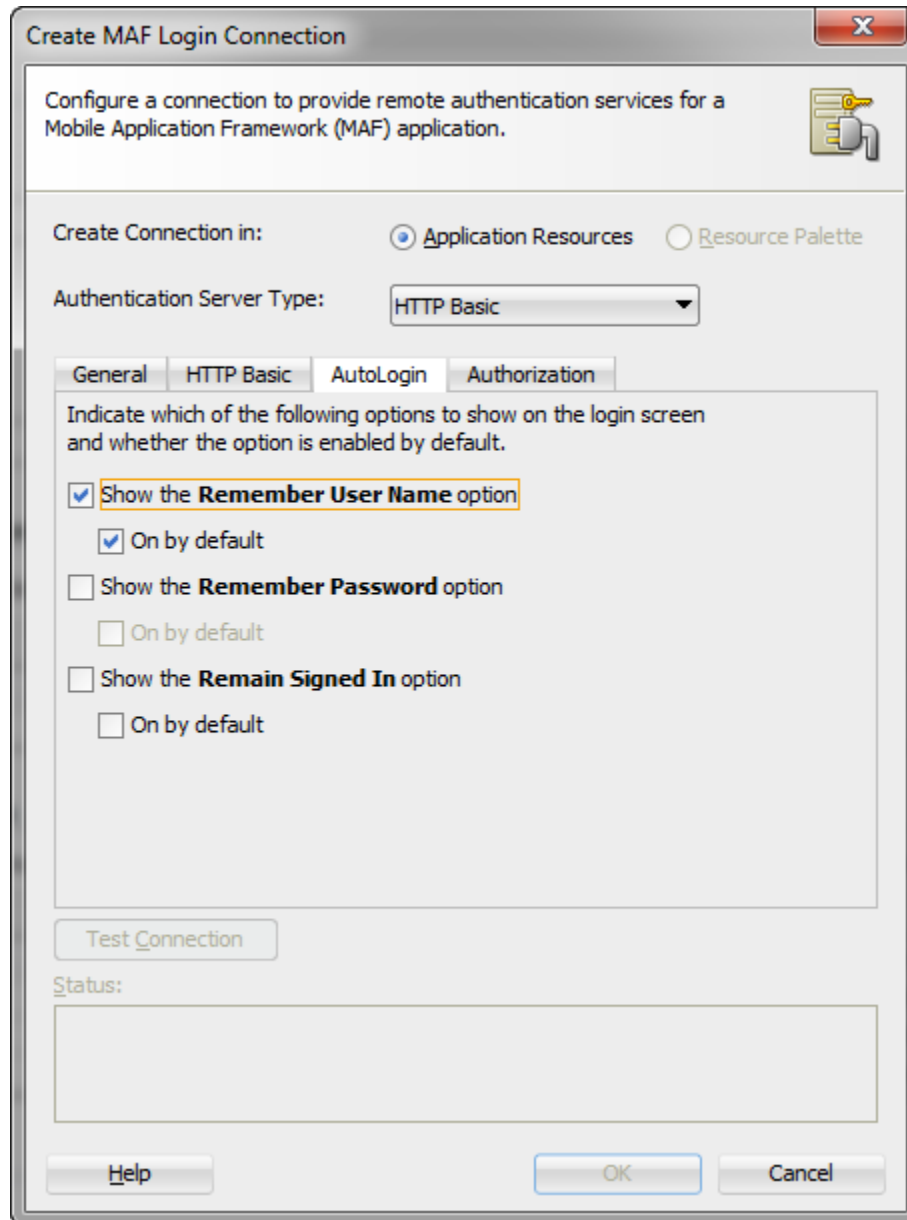
- remember user name—MAF caches the user name and populates the login page's **username** field. After the user enters the password and confirms by tapping the login button, MAF replays these credentials to the authentication server.
- remember credentials—MAF caches the user credentials and populates the login page's user name and password fields. After the user confirms these credentials by tapping the login button, MAF replays them to the authentication server.
- auto login—MAF caches the user credentials and then replays them to the authentication server during subsequent authentications. In this mode, users can start an application without MAF prompting them to enter or confirm their credentials. MAF can, however, inform users that it has started a new application session.

Note:

Users can decide whether MAF stores their credentials.

As [Figure 28-14](#) shows, you can use the **AutoLogin** page of the **Create MAF Login Connection** dialog to select credential storing options. Selecting credential options populates the login page with options to remember the user name and password and should not be selected when a device is shared by multiple end users.

Figure 28-14 Caching User Credentials



28.5.9 What Happens When You Create a Connection for a MAF Application

MAF aggregates all of the connection information in the `connections.xml` file (located in the Applications window's Application Resources panel under the **Descriptors** and **ADF META-INF** nodes). This file, shown in the following example, can be bundled with the application or can be hosted for the Configuration Service. In the latter case, MAF checks for the updated configuration information each time an application starts.

Note:

As a requirement for MAF application authentication, JDeveloper sets the `adfCredentialStoreKey` attribute to the same name as the login connection reference (for example, `Connection_1`). When editing the `adfCredentialStoreKey` attribute or the login connection name in the `connections.xml` file be sure to set the value to be identical for each. Failure to maintain identical values will result in a MAF runtime exception.

```
<?xml version = '1.0' encoding = 'UTF-8'?>
<References xmlns="http://xmlns.oracle.com/adf/jndi">
  <Reference name="Connection_1"
    className="oracle.adf.model.connection.adfmf.LoginConnection"
    adfCredentialStoreKey="Connection_1"
    partial="false"
    manageInOracleEnterpriseManager="true"
    deployable="true"
    xmlns="">
  <Factory className="oracle.adf.model.connection.adfmf.LoginConnectionFactory"/>
  <RefAddresses>
    <XmlRefAddr addrType="adfmfLogin">
      <Contents>
        <login url="http://10.0.0.0/SecuredWebService/login/login"/>
        <logout url="http://10.0.0.0/SecuredWebService/logout/logout"/>
        <accessControl url="http://10.0.0.0/Identity/Authorize"/>
          <isAcsCalledAutomatically value="false"/>
        <idleTimeout value="300"/>
        <sessionTimeout value="28800"/>
        <isMultiTenantAware value="true"/>
        <multiTenantHeaderName value="Oracle_Multi_Tenant"/>
          <injectCookiesToRESTHttpHeader value="true"/>
        <userObjectFilter>
          <role name="manager"/>
          <privilege name="account manager"/>
          <privilege name="supervisor"/>
          <privilege name=""/>
        </userObjectFilter>
        <rememberCredentials>
          <enableRememberUserName value="true"/>
          <rememberUserNameDefault value="true"/>
          <enableRememberPassword value="true"/>
          <rememberPasswordDefault value="true"/>
          <enableStayLoggedIn value="true"/>
          <stayLoggedInDefault value="true"/>
        </rememberCredentials>
      </Contents>
    </XmlRefAddr>
  </RefAddresses>
</Reference>
</References>
```

For more information, see the "Lookup Defined in the connections.xml File" section in *Developing Fusion Web Applications with Oracle Application Development Framework*.

28.5.10 What Happens When You Create a Multi-Tenant Aware Connection

After you complete the **Create MAF Login Connection** dialog with the **Multi-Tenant Aware** option enabled, MAF populates the `connections.xml` file with the

`<isMultiTenantAware>` element set to true. In multi-tenant connection, the user name is the aggregation of tenant name and user name.

The login page uses a JavaScript utility to discern if a connection is multi-tenant aware. If the login page detects such a connection, it provides an additional field that requires the user to enter the tenant name configured in the **Create MAF Login Connection**, as shown in [Figure 28-5](#). After a successful login (which includes entering the correct tenant ID), MAF stores the tenant ID in the local credential store.

28.5.11 What You May Need to Know About the Login Connection Configuration

When you define the login URL to grant access to secured MAF features, either in the `connections.xml` file or programmatically, the login URL must not point to a file resource, such as `mydocument.txt`. The login URL must point to a web resource that does not result in file transfer when requested. If a file resource is used instead, the MAF application may hang or login will fail, thus preventing the user from accessing the secured MAF feature.

28.5.12 What You May Need to Know About Login Connections and Containerized MAF Applications

In order to use the Oracle Mobile Security Suite (OMSS) AppTunnel feature to access corporate resources, the Mobile Security Access Server (MSAS) instance must be configured to proxy the URI or endpoint used by the MAF application to access the resources. For more information, see the "Managing Mobile Security Access Server Applications" and "Configuring a Mobile Security Access Server Instance" chapters in *Administering Oracle Mobile Security Access Server*.

Note that HTTP Basic authentication is supported by OMSS but the MAF login page will not be suppressed by the OMSS authentication process and therefore will require the user to authenticate two times.

For more information about authentication in containerized MAF applications, see [Overview of the Authentication Process for Containerized Applications](#).

28.5.13 What You May Need to Know About Multiple Identities for Local and Hybrid Login Connections

Like a remote connection, local and hybrid login connection modes allow a user to log in and log out using any number of identities within an application lifecycle. When you define a login connection to use these connectivity modes, you enable users to log back into a secured application feature using the local credential store if they have previously logged into a secured application feature within the current session timeout duration. In this case, users who have logged out explicitly, or have been logged out because the idle timeout has expired, can log back into a secured application feature (or any other application feature secured by the login server that protects that application feature).

Note:

Local and hybrid connections are only available for basic authentication and authentication to Oracle Access Management Mobile and Social (OAMMS). Because OAuth and Federate SSO use remote authentication, application users cannot log back into an application unless they authenticate successfully.

28.5.14 What You May Need to Know About Migrating a MAF Application and Authentication Modes

When you migrate a MAF application, you must verify that the authentication mode defined in `maf-feature.xml` (such as `<adfmf:feature id="feature1" name="feature1" credentials="remote">`) is defined by the `authenticationMode` attribute in the `connections.xml` file. Use JDeveloper's audit rules, which detect the presence of the `credentials` attribute, to assist you in removing it from `maf-feature.xml`.

Because the `authenticationMode` attribute in the `connections.xml` file can only be defined as either `remote` or `local`, do not migrate the value of `none` (`<adfmf:feature id="feature1" name="feature1" credentials="none">`), as doing so causes the deployment to fail.

28.5.15 What You May Need to Know About Custom Headers

After you complete the **Create MAF Login Connection** dialog with custom headers defined, MAF populates the `connections.xml` file with the `customAuthHeaders` element and individual header subelements.

If the value of the custom headers is to be supplied at runtime, the MAF application can use the `OverrideConnectionHandler` API in the `oracle.adfmf.framework.api.AdfmfJavaUtilities` class to configure header values. The `oracle.adfmf.framework.api.AdfmfAuthConnection` class provides convenience methods to access the `connection.xml` XML elements and retrieve the most recent value when they have been overridden. For information about using the API to configure headers, see [How to Configure Login Credentials Programmatically Prior to Authentication](#).

After a successful login (which includes entering the correct header values), MAF stores the header details in the local credential store, and allows secure calls, such as those made to REST services, to include custom headers on the HTTP Request.

28.5.16 What Happens at Runtime: When MAF Calls a REST Web Service

After a user is authenticated locally, MAF silently authenticates the user against the login server when the MAF application calls a REST web service. After the user's credentials are authenticated, MAF executes the application's request to the REST web service. If the REST web service returns a 401 status code (Unauthorized), MAF prompts the user to authenticate again. If the REST web service returns a 302 code (Found or temporarily moved), MAF checks the login server to confirm if the user is authenticated. If so, then the code is handled as a 302 redirect.

If the user has not been authenticated against the login server, then MAF prompts the user to authenticate again. In some cases, a login server may prompt users to authenticate using its own web page when it returns a 302 status code. MAF does not support redirection in these instances and instead prompts the user to login again using a MAF login page.

28.5.17 What You May Need to Know About Injecting Basic Authentication Headers

MAF enables application features to access secure resources by injecting a basic authentication header into the HTTP requests made by the web view in an application feature. This is useful in situations where a remote web resource is protected by basic authentication and cookies are not sufficient for authentication, or the server does not

honor cookies at all. Specify a requesting realm in the **Realm** input field of the Create MAF Login Connection dialog's Authorization tab if known at the time of development. If not known at the time of development, the requesting realm can be modified using `AdfmfJavaUtilities.overrideConnectionProperty` at runtime.

The following example shows the entry that appears in the `connections.xml` file when you specify a value in the Realm input field (`realm` element).

```
<?xml version = '1.0' encoding = 'UTF-8'?>
<References xmlns="http://xmlns.oracle.com/adf/jndi">
  <Reference name="connection1"
    className="oracle.adf.model.connection.adfmf.LoginConnection"
    adfCredentialStoreKey="connection1"
    partial="false" manageInOracleEnterpriseManager="true"
    deployable="true" xmlns="">
    <Factory className=
      "oracle.adf.model.connection.adfmf.LoginConnectionFactory"/>
  <RefAddresses>
    <XmlRefAddr addrType="adfmfLogin">
      <Contents>
        <login url="http://www.us.example.com/userInfo"/>
        <logout url="http://www.us.example.com/userInfo"/>
        <accessControl url="http://10.0.0.0/identity/authorize"/>
        <idleTimeout value="300"/>
        <sessionTimeout value="28800"/>
        <cookieNames/>
        <realm value="Secure Area"/>
        <userObjectFilter/>
      </Contents>
    </XmlRefAddr>
  </RefAddresses>
</Reference>
</References>
```

28.5.18 What You May Need to Know About Web Service Security

There are no login pages for web services; user access is instead enabled by MAF injecting credentials into the header of the web service call. Web services gain access to application data using the locally stored credentials persisted by MAF after the user's first successful login to the authentication server.

The name of the local credential store is reflected by the `adfCredentialStoreKey` attribute of the login server connection (such as `adfCredentialStoreKey="Connection_1"` in [What Happens When You Create a Connection for a MAF Application](#)). To enable a web service to use this credential store, the name defined for the `adfCredentialStoreKey` attribute of a REST web service connection must match the name defined for the login server's `adfCredentialStoreKey` attribute. When editing the `adfCredentialStoreKey` attribute or the login connection name in the `connections.xml` file be sure to set the value to be identical for each. Failure to maintain identical values will result in a MAF runtime exception.

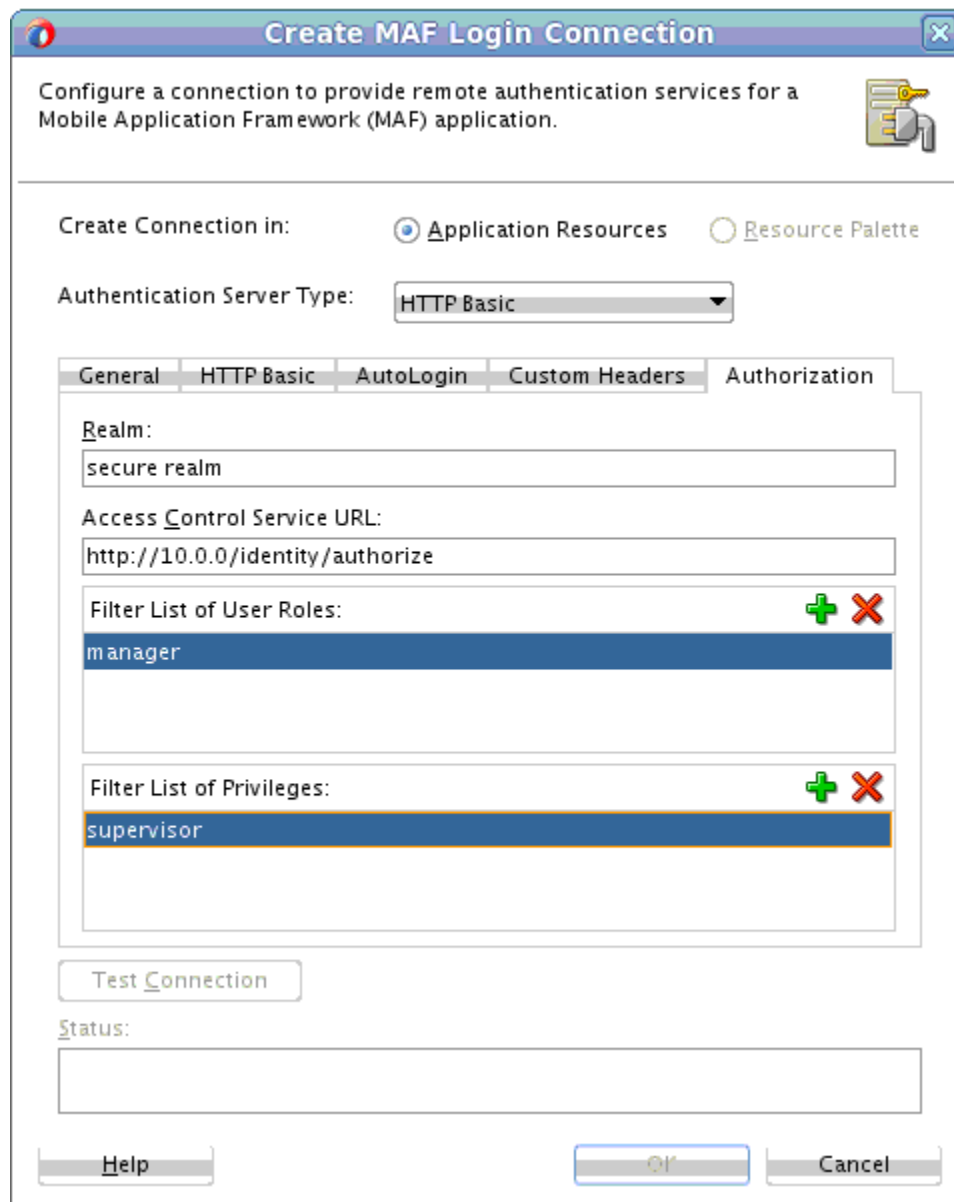
Note:

Because there is no overview editor for the `connections.xml` file, you can use the **Properties** window to update the `<Reference>` element's `adfCredentialStoreKey` attribute with the name configured for `adfCredentialStoreKey` attribute of the login server connection. Alternatively, you can add or update the attribute using the Source editor.

For more information, see [What You May Need to Know About Credential Injection](#).

28.5.19 How to Configure Access Control

Access Control Service (ACS) is a RESTful web service with JSON that may be optionally deployed onto an external server that is separate from your MAF application. Typically, you provide the ACS service for your MAF application to consume when your application features contain secured components and you want to allow users to download their user roles and privileges through a single HTTP POST message. If you intend to provide this service with your application, then you must implement and host the ACS service; MAF does not provide this service. [Figure 28-15](#) shows the Authorization page of the **Create MAF Login Connection** dialog that you would use to configure the MAF application to support access control.

Figure 28-15 Configuring Access Control

The access control granted by the application login server is based on the evaluation of the `user.roles` and `user.privileges` constraints configured for an application feature, as described in [About User Constraints and Access Control](#). For example, to allow only a user with `manager_role` role to access an application feature, you must define the `<admf:constraints>` element in the `maf-feature.xml` file with the following:

```
<admf:constraint property="user.roles"
  operator="contains"
  value="manager_role"/>
</admf:constraints>
```

At the start of application, the RESTful web service known as the Access Control Service (ACS) is invoked for the application login server connection and the roles and privileges assigned to the user are then fetched. MAF then challenges the user to login against the application login server connection.

MAF evaluates the constraints configured for each application against the retrieved user roles and privileges and makes only the application features available to the user that satisfy all of the associated constraints.

To configure access control:

1. In the **Create MAF Login Connection** dialog, click the **Authorization** tab.

For information about opening the **Create MAF Login Connection** dialog, see [How to Create a MAF Login Connection](#).

2. On the **Authorization** page, complete the authorization requirements, as shown in [Figure 28-15](#).
 - **Realm**—Specify a requesting realm, if known at the time of development, for inclusion in the basic authentication header that MAF injects into HTTP requests.
 - **Access Control Service URL**—Enter the URL that is the endpoint for the Access Control Service (ACS).
 - **Filter List of User Roles**—Enter the user roles checked by the application feature. Because there may be thousands of user roles and privileges defined in a security system, use the manifest provided by the application feature developer that lists the roles specific to the application feature to create this list.
 - **Filter List of Privileges**—Enter the privileges checked by the application feature.

28.5.20 What You May Need to Know About the Access Control Service

The Access Control Service (ACS) is a RESTful web service with JSON that enables users to download their user roles and privileges through a single HTTP POST message. This is a request message, one which returns the roles or privileges (or both) for a given user. It can also return specific roles and privileges by providing lists of required roles and privileges. The request message is comprised of the following:

- Request header fields: `If-Match`, `Accept-Language`, `User-Agent`, `Authorization`, `Content-Type`, `Content Length`.
- A request message body (a request for user information).
- The requested JSON object that contains:
 - `userId`—The user ID.
 - `filterMask`—A combination of "role" and "privilege" elements are used to determine if either the filters for user roles, or for privileges, should be used.
 - `roleFilter`—A list of roles used to filter the user information.
 - `privilegeFilter`—A list of privileges used to filter the user information.

Note:

If all of the roles should be returned, then do not include the "role" element in the `filterMask` array.

If all of the privileges should be returned, then do not include the "privilege" element in the `filterMask` array.

The following example illustrates an HTTP POST message and identifies a JSON object as the payload, one that requests all of the filters and roles assigned to a user, John Smith.

```
Protocol: POST
Authoization: Basic xxxxxxxxxxxxxx
Content-Type: application/json
```

```
{
  "userId": "johnsmith",
  "filterMask": ["role", "privilege"],
  "roleFilter": [ "role1", "role2" ],
  "privilegeFilter": ["priv1", "priv2", "priv3"]
}
```

The response is comprised of the following:

- A response header with the following fields: `Last-Modified`, `Content-Type`, and `Content-Length`.
- A response message body that includes the user information details.
- The returned JSON object, which includes the following:
 - `userId`—the ID of the user.
 - `roles`—A list of user roles, which can be filtered by defining the `roleFilter` array in the request. Otherwise, the response returns an entire list of roles assigned to the user.
 - `privileges`—A list of the user's privileges, which can be filtered by defining the `privilegeFilter` array in the request. Otherwise, the response returns an entire list of privileges assigned to the user.

The following example illustrates the returned JSON object that contains the user name and the roles and privileges assigned to the user, John Smith.

```
Content-Type: application/json
```

```
{
  "userId": "johnsmith",
  "roles": [ "role1" ],
  "privileges": ["priv1", "priv3"]
}
```

Note:

There are no login pages for web services; user access is instead enabled by MAF, which automatically adds credentials to the header of the web service. For more information, see [What You May Need to Know About Credential Injection](#).

Note:

You must implement and host the ACS service; MAF does not provide this service.

28.5.21 How to Alter the Application Loading Sequence

MAF invokes the Access Control Service (ACS) after a user successfully authenticates against a login connection that defines the ACS endpoint, such as `http://10.0.0.0/Identity/Authorize` in [Figure 28-15](#). By changing this behavior to prevent the ACS from being called immediately after a successful login, you can insert a custom process between the login and the invocation of the ACS. This additional logic may be a security context called by MAF after a successful login that is based on the specifics of an application, or related to the user's responsibilities, organization, or security group.

You can change the sequence by updating the `connections.xml` file with `<isAcCalledAutomatically value = "false"/>` and through the following method of the `AdfmfJavaUtilities` class, which enables MAF application features to call the ACS whenever it is required:

```
invokeACS(String key, String OptionalExtraPayload, boolean appLogin)
```

The `invokeACS` method enables you to inject extra payload into an ACS request. The `key` parameter is returned as a `String` object from the value defined for the `adfCredentialStoreKey` parameter in the `connections.xml` file, as illustrated in [What You May Need to Know About Injecting Basic Authentication Headers](#). The `appLogin` parameter may be set to `true` to cause ACS to reevaluate the feature access. The `OptionalExtraPayload` parameter is reserved for future use and is not used.

Invoking ACS through either the `invokeACS` method or the `isAcCalledAutomatically` parameter retrieves the role-based constraints for an application.

Note:

MAF automatically invokes the ACS after a successful login if `<isAcCalledAutomatically value = "false"/>` is not included in the `connections.xml` file.

When a secured application feature calls the `invokeACS` method, MAF fetches the user constraints for all of the application features associated with the application login connection, including those configured for the secured application feature. When an unsecured application feature calls this method, MAF only retrieves the constraints associated with the login connection.

Note:

In addition to the `invokeACS` method, the `AdfmfJavaUtilities` class includes the following lifecycle methods:

- `applicationLogout`—Logs out the application login connection.
- `featureLogout (<feature_ID>)`—Logs out the login connection associated with the application feature.

For more information, see the *Java API Reference for Oracle Mobile Application Framework*.

28.5.22 How to Configure Login Credentials Programmatically Prior to Authentication

Before the MAF application invokes the login connection to authenticate the user, it is possible to set connection values programmatically. This technique is often required, for example, when custom header names are defined in the Create MAF Login Connection dialog but the values are to be supplied at runtime. To programmatically configure the connection details, the MAF application can invoke the `OverrideConnectionHandler` API in the `oracle.adfmf.framework.api.AdfmfJavaUtilities` class. The API overrides the current connection property value with a new value and allows the application to initiate login with the overridden values.

To override the connection values programmatically, the general process entails:

1. Obtaining the names of the XML elements that define the properties to override from the `connections.xml` file.
2. Obtaining the override value prior to authentication. For example, the MAF application may define an AMX page to solicit the values from the end user for this purpose.
3. Invoking a managed bean that implements the override methods (one for each connection property override) and defines connection property getter and setter methods. For example, in the case of an AMX page, a command button that the end user clicks may submit their entered values on the managed bean.

To specify connection property overrides, examine the `connections.xml` file to obtain the following XML element definitions:

- The connection reference name. For example, `ConnWithCustomHeader`.
- The XML element name of the property that defines the attribute to override. For example `multiTenantScheme` for the scheme used to propagated a tenant domain name.
- The XML subelement name of the property's attribute to override. In the case of unique connection properties, this is always the `value` element.

Note:

In the case of custom headers, do not use the XML elements header and value since all custom header definitions use the same element names to specify values. Instead, for custom headers use Contents and customAuthHeaders for the property and attribute to pass to the override method, respectively.

Obtain XML Element Names

For example, to override the value of custom headers, in the following connections.xml file you would pass the connection name ConnWithCustomHeader, the Contents element, and the customAuthHeaders subelement, which defines the header name / value pairs:

```
package mobile;

<References xmlns="http://xmlns.oracle.com/adf/jndi">
  <Reference name="ConnWithCustomHeader"
    className="oracle.adf.model.connection.adfmf.LoginConnection"
    adfCredentialStoreKey="ConnWithCustomHeader" partial="false"
    manageInOracleEnterpriseManager="true"
    deployable="true" xmlns="">
  <Factory className="oracle.adf.model.connection.adfmf.LoginConnectionFactory"/>
  <RefAddresses>
    <XmlRefAddr addrType="adfmfLogin">
      <Contents>
        ...
        <isMultiTenantAware value="true"/>
        <multiTenantScheme value="custom_header"/>
        <multiTenantHeaderName value="X-ID-TENANT-NAME"/>
        <customAuthHeaders>
          <header name="State" value="Georgia"/>
          <header name="City" value="Atlanta"/>
        </customAuthHeaders>
        ...
      </Contents>
    </XmlRefAddr>
  </RefAddresses>
</Reference>
```

Obtain Override Values

To perform the connection value override at runtime, the MAF application may solicit the values with a default unsecured feature that invokes an AMX page with prompts for the values and a command button to submit the values. The following sample shows the command button defines an action listener that triggers the override method in a managed bean:

```
<?xml version="1.0" encoding="UTF-8" ?>
<amx:view xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:amx="http://xmlns.oracle.com/adf/mf/amx"
  xmlns:dvtm="http://xmlns.oracle.com/adf/mf/amx/dvt">
  <amx:panelPage id="pp1">
    <amx:facet name="header">
      <amx:outputText value="Home" id="ot1"/>
    </amx:facet>
    <amx:facet name="primary">
      <amx:commandButton id="cb1"/>
    </amx:facet>
    <amx:facet name="secondary">
```

```

        <amx:commandButton id="cb2"/>
    </amx:facet>
    <amx:inputText label="Name1" id="it1"
value="#{applicationScope.OverrideBean.headerName1}"/>
    <amx:inputText label="Value1" id="it2"
value="#{applicationScope.OverrideBean.headerValue1}"/>
    <amx:inputText label="Name2" id="it3"
value="#{applicationScope.OverrideBean.headerName2}"/>
    <amx:inputText label="Value1" id="it4"
value="#{applicationScope.OverrideBean.headerValue2}"/>
    <amx:inputText label="TenantHeader" id="it5"

value="#{applicationScope.TestBean.tenantHeaderName}"/>
    <amx:inputText label="Scheme" id="it6"
value="#{applicationScope.OverrideBean.scheme}"/>
    <amx:commandButton text="Override headers" id="cb3"

actionListener="#{OverrideBean.overrideAndGotoOverrideFeature}"/>
</amx:panelPage>
</amx:view>

```

Override the Connection Properties

To override the connection property values programmatically, the managed bean implements the `override` method for each connection property override. Note that in the following sample a `headers` `HashMap` is created to pass in the custom header values. The map is only necessary for custom headers that you want to override since the values of other properties (like `MultiTenantHeaderName`) are uniquely defined by the XML elements of the `connections.xml` definition.

```

package mobile;

import oracle.adfmf.amx.event.ActionEvent;
import oracle.adfmf.framework.api.AdfmfJavaUtilities;
import oracle.adfmf.java.beans.PropertyChangeListener;
import oracle.adfmf.java.beans.PropertyChangeSupport;

import java.util.HashMap;

public class OverrideBean {

    private String headerName1 = "", headerName2 = "", headerValue1 = "",
headerValue2 = "";
    private String tenantHeaderName = "";
    private String scheme = "";

    // Bean setter and getter methods omitted for brevity
    ...

    // Command button action listener invokes override method implementation
    public void overrideAndGotoOverrideFeature(ActionEvent e) {
        overrideAndGotoOverrideFeature();
    }

    // Override method implementation configures custom headers and other connection
properties
    public void overrideAndGotoOverrideFeature()
    {
        AdfmfJavaUtilities.clearSecurityConfigOverrides("ConnWithCustomHeader");
        HashMap<String, String> headers = new HashMap<String, String>();
        headers.put(headerName1, headerValue1);
    }
}

```

```

        headers.put(headerName2, headerValue2);
        AdfmfJavaUtilities.overrideConnectionProperty("ConnWithCustomHeader",
"Contents",
                                                    "customAuthHeaders", headers);
        AdfmfJavaUtilities.overrideConnectionProperty("ConnWithCustomHeader",
"multiTenantHeaderName",
"value",
                                                    tenantHeaderName);
        AdfmfJavaUtilities.overrideConnectionProperty("ConnWithCustomHeader",
"multiTenantScheme",
                                                    "value", scheme);
        AdfmfJavaUtilities.updateApplicationInformation(false);
    }

    public void addPropertyChangeListener(PropertyChangeListener l) {
        propertyChangeSupport.addPropertyChangeListener(l);
    }

    public void removePropertyChangeListener(PropertyChangeListener l) {
        propertyChangeSupport.removePropertyChangeListener(l);
    }
}

```

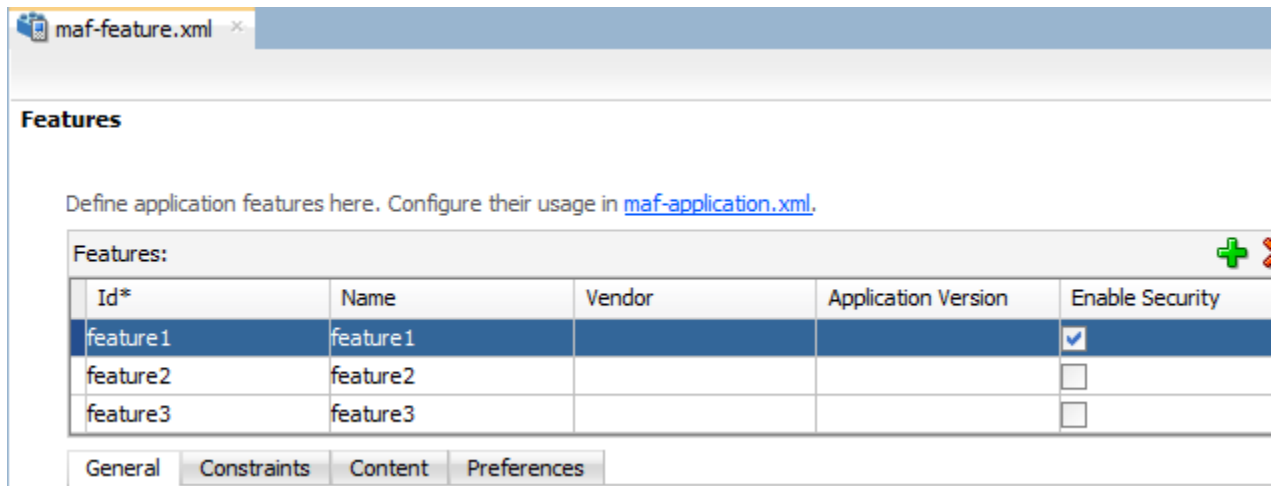
28.6 Configuring Security for MAF Applications

You configure security using the overview editors for the `maf-feature.xml` and `maf-application.xml` files, as well as the **Create MAF Login Connection** dialog. The overview editors enable you to designate the type of login page (default or custom) that MAF presents to users when they select application features that require authentication or to include user role- or user privilege-based constraints. They also enable you to select which embedded application features require security.

28.6.1 How to Enable Application Features to Require Authentication

You can define each application feature to participate in security. You perform the security configuration using the Security page of the `maf-application.xml` overview editor.

The `maf-feature.xml` overview editor, shown in [Figure 28-16](#), enables you to designate which application features participate in security.

Figure 28-16 Designating User Credentials Options for an Application Feature

Before you begin:

When you enable security for a feature, the application requires access the network to authenticate the user. For more information about granting the application access to network sockets, see [Enabling a Core Plugin in Your MAF Application](#).

To designate user access for an application feature:

1. In the Navigator, in the user interface project, expand **Application Sources** and then **META-INF** folder nodes, and then double-click **maf-feature.xml**.
2. In the overview editor for the `maf-feature.xml` file, select an application feature listed in the **Features** table or click **Add** to add an application feature.
3. Select **Enable Security** for any application feature that requires login.

Tip:

If you do not apply this option to the default application, you enable users to login anonymously (that is, without presenting login credentials). Users can then access unsecured data and features and, when required, login (authenticated users can access both secured and unsecured data). Providing unsecured application features within a MAF application enables users to logout of secured application features, but remain within the application itself and continue to access both unsecured application features and data.

28.6.2 How to Designate the Login Page

After you designate security for the application features, you use the **Security** page of the `maf-application.xml` overview editor, shown in [Figure 28-17](#), to configure the login page as well as create a connection to the login server and assign it to each of the application features that participate in security. All of the application features listed in this page have been designated in the `maf-feature.xml` file as requiring security.

Typically, a group of application features are secured with the same login server connection, enabling users to open any of these applications without MAF prompting them to login again. In some cases, however, the credentials required for the application features can vary, with one set of application features secured by one login server and another set secured by a second login server. To accommodate such situations, you can define any number of connections to a login server for a MAF

application. In terms of the `maf-application.xml` file, the authentication server connections associated with the feature references are designated using the `loginConnRefId` attribute as follows:

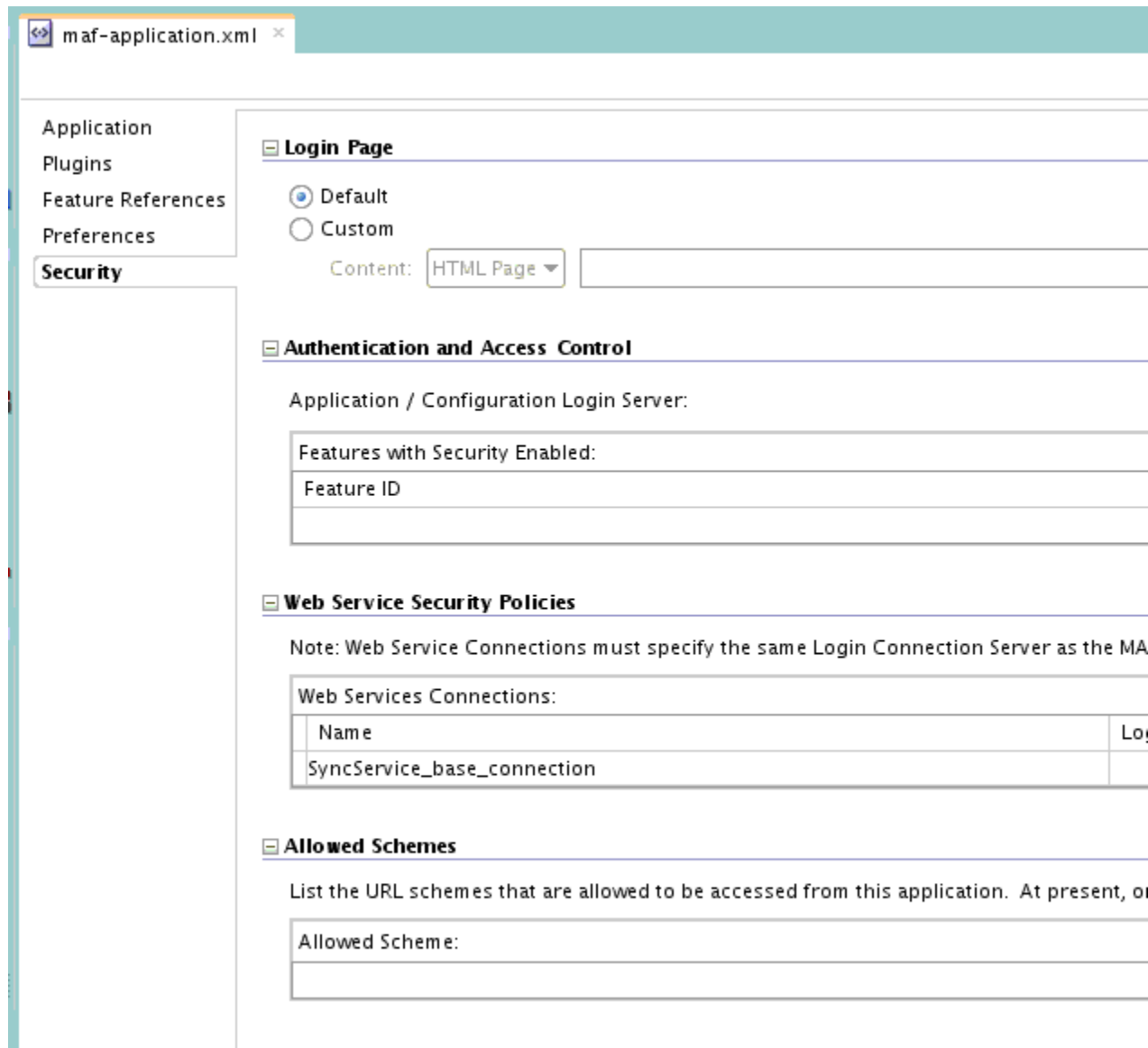
```
<adfmf:featureReference refId="feature1" loginConnRefId="BasicAuthentication"/>
<adfmf:featureReference refId="feature2" loginConnRefId="OAMMS"/>
```

MAF applications can be authenticated against any standard login server that supports basic authentication over HTTP or HTTPS. MAF also supports authentication against Oracle Identity Management. You can also opt for a custom login page for a specific application feature. For more information, see [What You May Need to Know About Login Pages](#).

Note:

By default, all secured application features share the same connection, which, as shown in [Figure 28-17](#), is denoted as `<application login server>`. The **Properties** window for a Feature Reference notes this default option in its **Login Server Connection** drop-down menu as `<default> (application login server)`. You can select other connections that are defined for the MAF application using the **Create MAF Login Connection** dialog.

Figure 28-17 The Security Page of the maf-application.xml Overview Editor

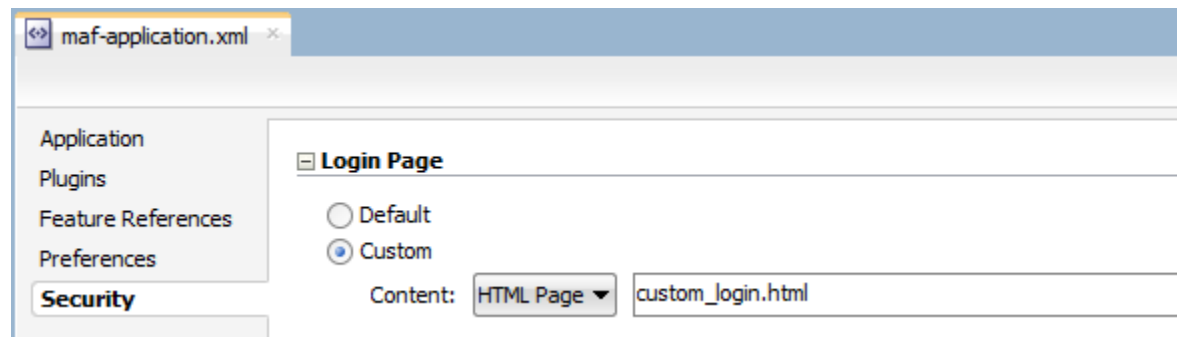


Before you begin:

If the MAF application uses a custom login page, add the file to the `public_html` directory of the application controller project (`JDeveloper\mywork\Application \ApplicationController\public_html`) to make it available from the **Web Content** node in the Application Navigator, as shown in [Figure 28-18](#). See also [How to Create a Custom Login HTML Page](#) and [What You May Need to Know About Selecting External Resources](#) .

Add constraints for user privileges and roles, as described in [About User Constraints and Access Control](#).

Provision an Access Control Service (ACS) server. For more information, [What You May Need to Know About the Access Control Service](#).

Figure 28-18 Adding a Custom Login Page

To designate the login page:

1. In the Navigator, expand the **Application Resources** panel, expand **Descriptors** and then **ADF META-INF** folder nodes, and then double-click **maf-application.xml**.
2. In the overview editor for the `maf-application.xml` file, click the **Security** navigation tab.
3. On the **Security** page, designate the type of login page:
 - Choose **Login Page** for a view that accepts a user name and password.
4. Select the content (or user interface) for the selected login page:
 - **Default**—The default login page used for all of the selected embedded application features. For more information, see [The Default Login Page](#). The default login page is provided by MAF.
 - **Custom**—Click **Browse** to retrieve the path location of the file within the application controller project. Alternatively, click **New** to create a custom HTML page within the application controller project for the login page. For more information, see [The Custom Login Page](#) and [How to Create a Custom Login HTML](#).

Tip:

Rather than retrieve the location of the login page using the **Browse** function, you can drag the login page from the Application Navigator into the field.

28.6.3 How to Create a Custom Login HTML Page

You can create the custom login page by modifying the default login page, `adf.login.html`, artifacts generated by the MAF deployment in the `www` directory.

Before you begin:

To access the login page within the `www` directory, deploy a MAF application and then traverse to the `deploy` directory. For iOS deployments, the pages are located at the following:

```
application workspace directory/deploy/deployment profile name/
temporary_xcode_project/www/adf.login.html
```

For Android deployments, the page is located within the Android application package (`.apk`) file at the following:

*application workspace directory/application name/deploy/deployment profile name/
deployment profile name.apk/assets/www/adf.login.html*

To create a custom login page:

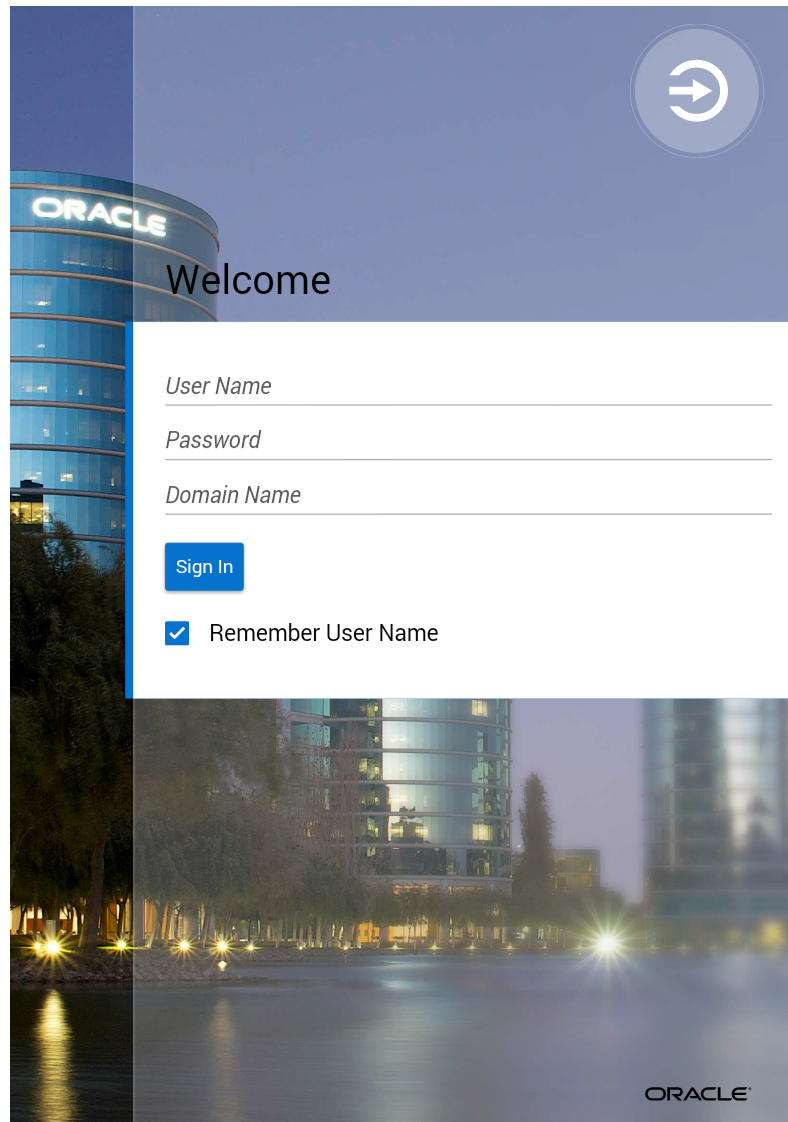
1. Copy the default login page to a location within the user interface project's `public_html` directory, such as `JDeveloper\mywork\application name\ApplicationController\public_html`.
2. Rename the login page.
3. Update the page.
4. In the Security page for the overview editor of the `maf-application.xml` file, select **Custom** and then click **Browse** to retrieve the location of the login page.

28.6.4 What You May Need to Know About Login Pages

The entry point for the authentication process to an application feature is the `activate` lifecycle event, described at [Using Lifecycle Listeners in MAF Applications](#). Every time an application feature is activated (that is, the `activate` event handler for the application feature is called), the application feature login process is executed. This process navigates to the login page (which is either the default or a custom login page) where it determines if user authentication is needed. Before the process navigates to the login page, however, the originally intended application feature must be registered with MAF. When authentication succeeds, the login page retrieves the originally intended destination from MAF and navigates to it.

28.6.4.1 The Default Login Page

The default login page provided by MAF is comprised of a login button, input text fields for the user name, password, and, optionally, multi-tenant name, and an error message section. This is a cross-platform page, one written in HTML. [Figure 28-19](#) shows a default login page with the multi-tenant aware option enabled at design time to solicit the domain name of the tenant, in addition to the user name and password.

Figure 28-19 The Default Login Page with Multi-Tenant Domain Field

28.6.4.2 The Custom Login Page

When you add a custom login page for a selected application feature using the overview editor for the `maf-application.xml` file, JDeveloper adds the `<adf:login>` element and populates its child `<adf:localHTML>` element, as shown in the following example. As with all `<adf:localHTML>` elements, its `url` attribute references a location within the `public_html` directory. The user authentication mechanism and navigation control are identical to the default login page.

```
<adf:login defaultConnRefId="Connection_1">
  <adf:localHTML url="newlogin.html"/>
</adf:login>
```

Custom login pages are written in HTML. The fields for the login page must include specifically defined `<input>` and `<label>` elements.

Tip:

Use the default login pages that are generated when you deploy a MAF application as a guide for creating custom login pages. To access the login pages within the `www` directory, deploy a MAF application and then traverse to the `deploy` directory, as described in [How to Create a Custom Login HTML Page](#).

The following example illustrates the required `<input>` and `<label>` elements for a default login page.

```
<input type="text"
      autocorrect="off"
      autocapitalize="none"
      name="oracle_access_user_id"
      id="oracle_access_user_id" value="">
</input>

<input type="text"
      autocorrect="off"
      autocapitalize="none"
      name="oracle_access_iddomain_id"
      id="oracle_access_iddomain_id" value="">
</input>

<input type="password"
      name="oracle_access_pwd_id"
      id="oracle_access_pwd_id" value="">
</input>

<input type="checkbox"
      class="message-text"
      name="oracle_access_auto_login_id"
      id="oracle_access_auto_login_id">
</input>Keep me logged in

<input type="checkbox"
      class="message-text"
      name="oracle_access_remember_username_id"
      id="oracle_access_remember_username_id">
</input>Remember my username

<input type="checkbox"
      class="message-text"
      name="oracle_access_remember_credentials_id"
      id="oracle_access_remember_credentials_id">
</input>Remember my password

<label id="oracle_access_error_id"
      class="error-text">
</label>

<input class="commandButton"
      type="button"
      onclick="oracle_access_sendParams(this.id)"
      value="Login" id="oracle_access_submit_id"/>
```

28.6.5 What You May Need to Know About Login Page Elements

Every HTML login page should include the user interface elements listed in [Table 28-2](#).

Table 28-2 Login Page Fields and Their Associated IDs

Page Element	ID
username field	oracle_access_user_id
password field	oracle_access_pwd_id
login button	oracle_access_submit_id
cancel button	oracle_access_cancel_id
identity domain/tenant name field	oracle_access_iddomain_id
error field	oracle_access_error_id
auto login check box	oracle_access_auto_login_id
remember credentials check box	oracle_access_remember_credentials_id
remember username check box	oracle_access_remember_username_id

[Table 28-3](#) lists the recommended JavaScript code used by the OnClick event.

Table 28-3 JavaScript Used by the OnClick Event

Button	JavaScript
login button	oracle_access_sendParams(this.id)
cancel button	oracle_access_sendParams(this.id)

28.6.6 What Happens in JDeveloper When You Configure Security for Application Features

After an application feature has been designated to participate in security, JDeveloper updates the **Features With Security Enabled** table with a corresponding feature reference, as shown in [#unique_552/unique_552_Connect_42_CDDEBEGF](#). If each of the referenced application features authenticate against the same login server connection defined in the `connections.xml` file, JDeveloper updates the `maf-application.xml` file with a single `<adfmf:login>` element defined with a `defaultConnRefId` attribute (such as `<adfmf:login defaultConnRefId="Connection_1">`).

For application features configured to use different login server connections defined in the `connections.xml` file JDeveloper updates each referenced application feature with a `loginConnReference` attribute (`<adfmf:featureReference refId="feature2" loginConnRefId="Connection2"/>`). For more

information, see [How to Enable Application Features to Require Authentication](#). See also the *Tag Reference for Oracle Mobile Application Framework*.

28.7 Allowing Access to Device Capabilities

Access to device capabilities is defined by the Cordova plugins that are included in the MAF application. A set of core plugins are provided by MAF. Enabling one of these plugins enables any device access permissions that the application requires. Any additional Cordova plugins that you include in your MAF application will also enable the device access permissions required.

Because the vast majority of MAF applications require network access, permission to access the network is enabled by default (the only device capability that is enabled by default):

- **Network Information**—Allows the application to open network sockets. You must leave the network access capability enabled when security is enabled for at least one device feature.

Because you can enable or restrict device capabilities, the various platform-specific configuration files and manifest files that are updated by the deployment framework list only the device capabilities in use (or rather, the plugins that the MAF application is registered to use). These files enable MAF to share information about the use of these capabilities with other applications. For example, a MAF application can report to the AppStore or to Google Play that it does not use location-based capabilities (even though MAF applications have this capability).

For more information about Cordova plugins in MAF applications, see [Using Plugins in MAF Applications](#).

You can prevent selected application features within a MAF application from accessing the native container, and by extension, the device capabilities that the MAF application can access. For example, your MAF application includes an application feature that references remote content from a web application that you do not trust (Remote URL content application feature). In this scenario, you prevent this specific application feature from accessing the native container, as shown in the following example:

```
<admf:featureReference refId="remoteAppfeature1" id="fr1"
allowNativeAccess="false"/>
```

The default value of the `allowNativeAccess` property is `true`.

28.8 Enabling Users to Log Out from Application Features

MAF does not terminate application features when a user logs out of one that contains secured content or is restricted through constraints; a user can remain within the application and access its unsecured content and features as an anonymous user. Because MAF enables constraints to be re-initialized, it allows a user to login to an application repeatedly using the same identity. It also enables multiple identities to share the access to the application by allowing the user to login using different identities.

The `logoutFeature` and `logout` methods of the `AdmfJavaUtilities` class, described in the *Java API Reference for Oracle Mobile Application Framework*, enable users to explicitly login and logout from the authentication server after launching an application. In addition, they enable a user to login to the authentication server after the user invokes a secured application feature. Although a user can log out from

individual application features, a user will be simultaneously logged out of application features secured by the same connection.

These methods enable users to perform the following the following:

- out of an application feature but continuing to access its unsecured content (that is, MAF does not terminate the application).
- Authenticate with the login server while in an application to enable its secured content and UI components.
- Log out of a MAF application or application feature and then logging in again using a different identity.
- Log out of a MAF application or application feature and then logging in again using the same identity but with updated roles and privileges.

To enable logging out of the current authentication server, call the `logout` method of the `AdfmfJavaUtilities` class as follows. For example:

```
import oracle.adfmf.framework.api.AdfmfJavaUtilities;
...
    AdfmfJavaUtilities.logout();
```

To enable logging from the authentication server associated with the `key` parameter, call the `logoutFeature` method as follows:

```
import oracle.adfmf.framework.api.AdfmfJavaUtilities;
...
    AdfmfJavaUtilities.logoutFeature(adfCredentialStorykey);
```

The `adfCredentialStorykey` parameter is returned as a `String` object from the value defined for the `adfCredentialStoreKey` parameter in the `connections.xml` file. For more information on the `AdfmfJavaUtilities` class and the usage of the `key` parameter, see the *Java API Reference for Oracle Mobile Application Framework*.

28.9 Using MAF Authentication APIs

MAF provides a number of authentication classes that include APIs to assist you with authentication-related tasks in your MAF application.

These APIs reside in the authentication classes of the `oracle.maf.api.authentication` package. Examples include the `AuthenticationHandler`, `AuthenticationPlatform`, and `AuthenticationUtility` classes.

Tasks that you can perform by implementing these APIs include processing for a logged-in user before the user accesses a secured application. You can, for example, retrieve authorization header information and use the information to determine what content an end user navigates to upon a successful login. `AuthenticationPlatform` also provides an `addLogoutCallback` API that you can implement to perform some processing once an end user logs out from a secured application feature. Use of this callback API may be useful in scenarios where your end users share a device. For more information about these authentication classes, see the *Java API Reference for Oracle Mobile Application Framework*.

The following example shows snippets of code from an implementation class where an instance of `AuthenticationPlatform` gets the authorization header information using its `getToken()` API.

Example 28-1 Getting the Authorization Header from the Authentication Platform

```
import oracle.maf.api.authentication.AuthenticationPlatform;
import oracle.maf.api.authentication.AuthenticationUtility;
...
AuthenticationPlatform ap =
AuthenticationUtility.getInstance().lookupByCredentialStoreKey("credentialStoreKey");
String authorization = ap.getToken("Authorization");
...
```

28.10 Creating Certificates to Access Servers That Use Self-Signed Certificates for SSL

MAF provides a `cacerts` certificate file, the Java mechanism for HTTPS handshakes between the client application and the server. JDeveloper creates this file within the Application Resources `Security` folder (located at `JDeveloper\mywork\application name\resources\Security\cacerts`). The MAF `cacerts` file identifies a set of certificates from well-known and trusted sources to the JVM and enables deployment.

You need to add private certificates to the MAF `cacerts` file when your application has to access server resources where the server uses a self-signed certificate. You also need to add a private certificate if your application requires custom certificates, such as cases where RSA cryptography is not used. Add a private certificate before you deploy the application.

Before you begin:

It may be helpful to have an understanding of the contents of the `cacerts` file. For more information, see the "Migrating to New `cacerts` Files for SSL in MAF" section in *Installing Oracle Mobile Application Framework*.

You may also find it helpful to understand how JDeveloper creates the `cacerts` file. For more information, see [About the Application Controller Project-Level Resources](#).

Refer to Java SE Technical Documentation (<http://download.oracle.com/javase/index.html>) for information on the `cacerts` file and how to use the `keytool` utility.

To add private certificates:

1. Create a private certificate. For example, create a certificate file called `new_cert`.
2. Add the private certificate to the application as follows:
 - a. Create a copy of the seeded `cacerts` file (`cp cacerts cacerts.org`).
 - b. Use the Java SE `keytool` utility to add certificates to a `cacerts` file. The following example illustrates adding a single certificate to a `cacerts` file called `new_cert`.

```
keytool -importcert
        -keystore cacerts
        -file new_cert
        -storepass changeit
        -noprompt
```

Repeat this procedure for each certificate. [Table 28-4](#) lists the `keytool` options

Table 28-4 Options For Adding Certificates

Table 28-4 (Cont.) Options For Adding Certificates

Option	Description
<code>-importcert</code>	Imports a certificate.
<code>-keystore cacerts file</code>	Identifies the file location of the imported certificate.
<code>-file certificate file</code>	Identifies the file containing the new certificate.
<code>-storepass changeit</code>	Provides a password for the <code>cacerts</code> file. By default, the password is <code>changeit</code> .
<code>-noprompt</code>	Instructs the keytool not to ask the user (through <code>stdin</code>) whether to trust the certificate or not.

- c. Visually inspect the contents of the new `cacerts` file to ensure that all of the fields are correct. Use the following command:

```
keytool -list -v -keystore cacerts | more
```

- d. Verify that the certificate is for the given hostname.

Note:

The certificate's common name (CN) must match the hostname exactly.

- e. Ensure that the customized certificate file is located within the `Security` directory (`JDeveloper\mywork\application name\resources\Security`) so that it can be read by the JVM.

3. Deploy the application.
-
-

Note:

During deployment, if a certificate file exists within the `Security` directory, MAF copies it into the Android or Xcode template project, replacing any default copies of the `cacerts` file.

4. Validate that you can access the protected resources over SSL.

28.11 Configuring a MAF Application to Enable Two-Way SSL for Authentication

MAF application end users can install digital certificates (client certificate) into their application's keystore to enable authentication using a process known variously as two-way SSL, mutual authentication or two-way authentication.

Once the end user installs a client certificate into the application's keystore, the MAF application can present it to a server so that a two-way SSL communication session is used to perform authentication between the client and the server.

To implement this functionality, you need to register the client certificate file extension in your application. Doing this enables the MAF application to open and install the certificate when the end user opens the client certificate file after downloading it to

their device. If the MAF application is the only application on the device to register the client certificate file extension, it will be the application that the device's operating system proposes to the end user to open the certificate. If other applications register the file extension, the device's operating system presents a list of applications from which your end user must choose the MAF application.

Administrators can distribute client certificates to MAF application end users by email attachment or by hosting the certificate in a location from which the end user can download it using a URL.

The iOS platform does not permit third party applications to open files with the default extension for client certificates (.p12). To work around this restriction, you (the application developer) must register an alternative certificate extension (for example, .cert). Administrators who distribute the certificates can rename the client certificate files to use the alternative extension so that the MAF application end user can open the client certificate directly from the email attachment or URL used to distribute the client certificate.

How to Configure a MAF Application to Enable Two-Way SSL

You register the client certificate file extension in your application by entering the file extension in the **Client SSL Certificate Extension** field on the Application page of the `maf-application.xml` file's overview editor.

To configure a MAF application to enable two-way SSL:

1. In the **Applications** window, expand the **Application Resources** panel.
2. In the **Application Resources** panel, expand **Descriptors** and then **ADF META-INF**.
3. Double-click the `maf-application.xml` file and in the overview editor that appears, click the **Application** navigation tab.
4. In the **Application** page, enter the file extension in the **Client SSL Certificate Extension** field.

What Happens When You Configure a MAF Application to Enable Two-Way SSL

JDeveloper writes the value that you enter in the **Client SSL Certificate Extension** field to the `maf-application.xml` file, as shown in [Example 28-2](#).

At runtime, the end user downloads the client certificate to the device from the location where the administrator put the certificate or opens it automatically from an email attachment. The download behavior from a server location depends on the operating system of the end user's device. For example, a MAF application end user with an Android device downloads the certificate to Android's **Download** directory. Once downloaded, the end user extracts (opens) the certificate in order to install it to the MAF application's keystore. To complete this step, the end user must enter a password provided by the administrator who distributed the client certificate. After the end user has installed the client certificate in their application's keystore, the MAF application can present it to a server to establish a two-way SSL session.

Example 28-2 Client Certificate File Extension in maf-application.xml File

```
<adfmf:application xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:adfmf="http://xmlns.oracle.com/adf/mf"
    version="1.0" name="twowayssltest" id="com.company.twowayssltest"
    appControllerFolder="ApplicationController" listener-
class="application.LifecycleListenerImpl"
```



```
client-ssl-certificate-extension="cert">
```

```
...
```

Testing and Debugging MAF Applications

This chapter provides information on testing and debugging MAF applications.

This chapter includes the following sections:

- [Introduction to Testing and Debugging MAF Applications](#)
- [Testing MAF Applications](#)
- [Configuring JDeveloper and MAF Applications to Debug Code](#)
- [Debugging MAF Applications Deployed on the Android Platform](#)
- [Debugging MAF Applications Deployed on the iOS Platform](#)
- [Debugging MAF Applications Deployed on the Universal Windows Platform](#)
- [Using and Configuring Logging in MAF Applications](#)
- [Measuring MAF Application Performance](#)
- [Sending Diagnostic Information to Oracle Mobile Cloud Service](#)
- [Sending Analytics Information to Oracle Mobile Cloud Service](#)

29.1 Introduction to Testing and Debugging MAF Applications

To test or debug your MAF application, deploy it in debug mode to a device on one of the platforms (Android, iOS, or Universal Windows Platform) that MAF supports. MAF and respective platform provides tools that let you connect the JDeveloper development environment with the MAF application executing on a device or a virtual device. For example, if you want to test your MAF application on an Android device, you deploy your MAF application in debug mode from JDeveloper to an Android device or to an Android Virtual Device (AVD). The Universal Windows Platform and iOS provide similar tools.

The high-level steps to debug a MAF application include the following tasks:

1. Configure the deployment profile that you use to deploy the MAF application to the test environment so that it deploys the MAF application in debug mode.
2. Configure the MAF application's `maf.properties` file to enable debugging.
3. Deploy the MAF application to the test environment.
4. Use the appropriate tools for the debugging task that you want to complete. If, for example, you want to debug Java code in your MAF application, use the tools that JDeveloper provides. If you want to debug the code that renders the user interface (HTML, CSS, or JavaScript) of your MAF application, use the tools that each platform provides for this task.

MAF provides other features to assist testing your application. These include the ability to monitor your application's performance, plus send analytics and diagnostic information to Oracle Mobile Cloud service (if your application accesses resources from that service).

29.2 Testing MAF Applications

There are two approaches to testing a MAF application:

1. Testing on a mobile device: this method always provides the most accurate behavior, and is also necessary to gauge the performance of your application. However, you may not have access to all the devices on which you want to test, making device testing inconclusive.
2. Testing on a mobile device emulator or simulator: this method usually offers better performance and faster deployment, as well as convenience. However, even though a device emulator or simulator closely approximates the corresponding physical device, there might be differences in behavior and limitations on the capabilities that can be emulated.

Typically, a combination of both approaches yields the best results.

29.2.1 How to Perform Accessibility Testing on iOS-Powered Devices

You should use a combination of the following methods to test the accessibility of your MAF application developed for iOS-powered devices:

- Testing with the Accessibility Inspector on an iOS-powered device simulator.
For detailed information, see the "[Test Accessibility on Your Device with VoiceOver](#)" section in the *Accessibility Programming Guide for iOS* available through the iOS Developer Library.
- Testing with the VoiceOver on an iOS-powered device.
For more information, see the "[Using VoiceOver to Test Your Application](#)" section in the *Accessibility Programming Guide for iOS* available through the iOS Developer Library.

29.3 Configuring JDeveloper and MAF Applications to Debug Code

JDeveloper is equipped with debugging mechanisms that allow you to execute a Java program in debug mode and use standard breakpoints to monitor and control execution of an application. For more information, see the section on debugging applications in *Developing Applications with Oracle JDeveloper*.

Since a MAF application cannot be run inside JDeveloper, the debugging approach is different: you can use the JDeveloper debugger to connect to a Java Virtual Machine instance on a mobile device or simulator and control the Java portions of your deployed MAF application.

MAF automatically configures the project properties for debugging (see [What You May Need to Know About the Debugging Configuration](#)). The following are the steps you need to take to use JDeveloper to debug the Java code in your MAF application:

To test or debug an application:

1. From JDeveloper's main menu, click **Run > Choose Active Run Configuration** to select an active run configuration.

2. In the Applications window, right-click on any file that you want to test and choose **Run**.

Alternatively, choose **Debug** if you want to run the application with debugging enabled.

Tip:

You can also open any file in the MAF application in Source view, right-click on it, and then select Run or Debug.

Note:

If you are using an existing application that does not have the predefined set of run configurations, you can create new run configurations (see [What You May Need to Know About the Debugging Configuration](#)).

For additional information, see the following:

- [What You May Need to Know About the Debugging Configuration](#)

29.3.1 What You May Need to Know About the Debugging Configuration

When a new MAF application is created, the creation wizard automatically configures the application properties for debugging. This includes the creation of default run configurations that may be used to run or debug the MAF application on an iOS simulator or Android emulator or device. These run configurations allow you to build, deploy, run, or debug a MAF application by clicking the JDeveloper Run or Debug buttons. When you click the Run or Debug button in JDeveloper and select a MAF run configuration, the deployment profile associated with the run configuration is executed to build and deploy the application to the targeted device. Once the application has been deployed, it automatically starts. If the Debug button was selected, the application will start with the debugger.

For information on how to create and edit run configurations, see [Creating and Configuring a Run Configuration](#).

29.3.1.1 Creating and Configuring a Run Configuration

To create a new configuration or to modify an existing one, complete the **Edit Run Configuration** dialog (see [Figure 29-1](#)) as follows:

1. From JDeveloper's main menu, click **Application > Project Properties** to open the Project Properties dialog.
2. In the **Project Properties** dialog, select the **Run/Debug** node from the tree on the left.

Alternatively, choose **Run > Choose Active Run Configuration > Manage Run Configurations**.

3. Create a new configuration or modify an existing one.

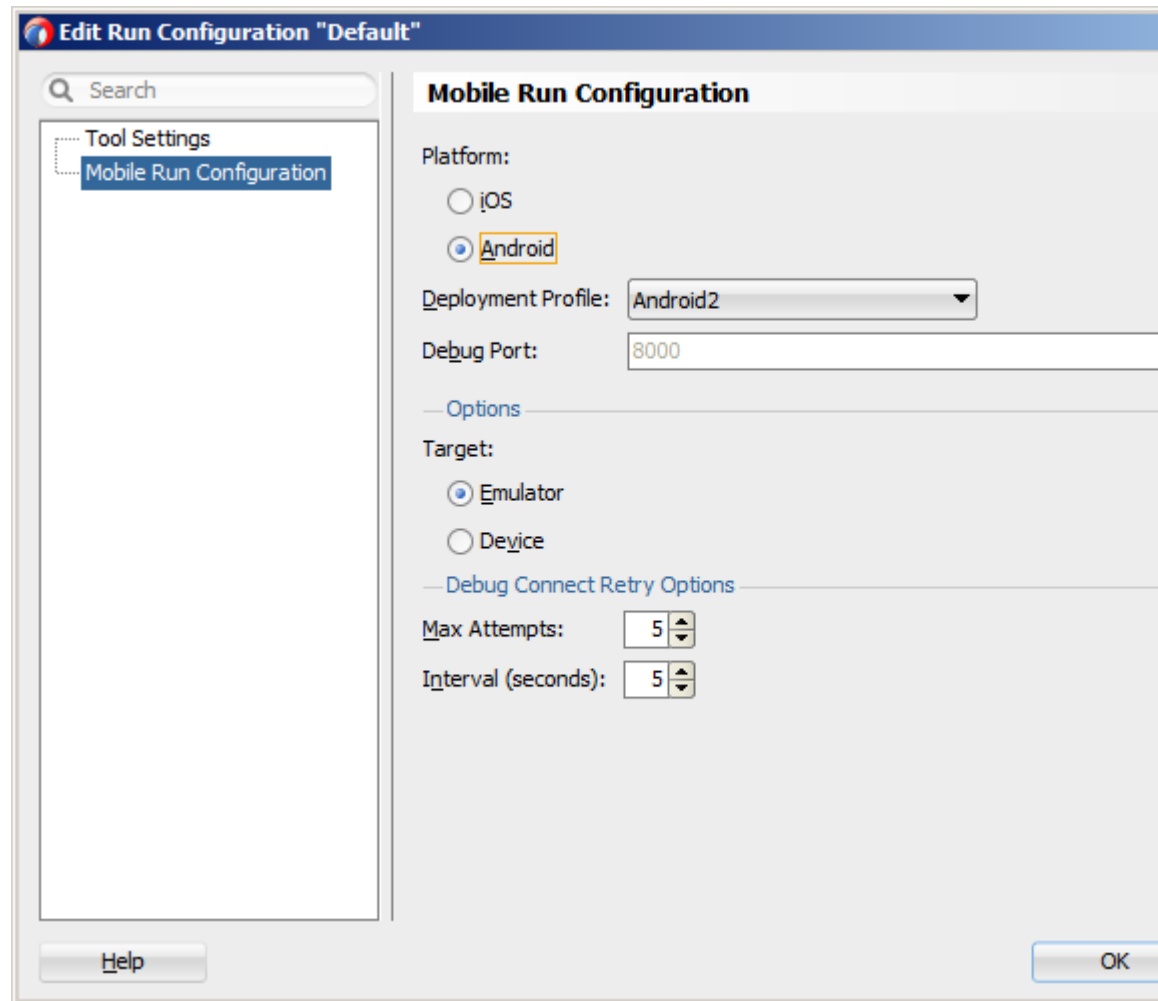
If using Shared Settings, click **Edit Shared Settings** to open a dialog that allows you to create or edit new MAF run configurations. If using **Project Settings**, click **New** or **Edit**. With shared settings, the run configurations are shared across all projects. **Use Shared Settings** is the default option so you can use the MAF run configurations that exist at the time the project was added.

4. Complete the `Edit Run Configuration` dialog as follows:

- Select **Mobile Run Configuration** from the tree on the left.
- Select your target platform.
- Select a deployment profile.
- Enter the port number, up to five digits long. This number is initially seeded with the value of the `java.debug.port` property contained in the `maf.properties` file and appears as hint text. If a value is not specified for the port, the seeded value is used.
- For iOS, set the following options:
 - **Application Arguments**—Enter arguments that can be passed to the MAF application upon startup for customizing the runtime behavior of the application. For example, `-consoleRedirect=/path/to/log.txt` directs the log output to the file specified. The path must be an absolute path to receive the log file. The location must be writable for the current user.
 - **Simulator**—Choose which simulator you are deploying the application to. The options depend on which versions of the iOS SDK have been installed.
 - **iOS version**—Choose which version of iOS the simulator should use. The the drop-down menu displays the iOS versions that the selected device supports.
- For Android, set the following options:
 - **Target**—Select the deployment target (Emulator or Device).
 - **Max Attempts**—Choose the maximum number of connection attempts to allow.
 - **Interval (seconds)**— Choose the length of time in seconds between connection attempts.

Tip:

If the Android device or emulator is slow or times out, try increasing the Max Attempts or the Interval to allow sufficient time for Java to initialize and to force the Android starter to wait longer or try more attempts before quitting.

Figure 29-1 Mobile Run Configuration Dialog

29.3.2 How to Enable Debugging of Java Code and JavaScript

A `maf.properties` file allows you to specify startup parameters for the JVM and web views of MAF to enable debugging of the Java code and JavaScript. The `maf.properties` file is automatically created and placed in the `Descriptors/META-INF` directory under the Application Resources (see [Using and Configuring Logging](#)), which corresponds to the `<application_name>/src/META-INF` location in your application file system.

When you execute a MAF run configuration, the following debugging properties are automatically set in the `maf.properties` file:

- `java.debug.enabled`: Set to `true` if doing a debug session; set to `false` if doing a run session.

Caution:

When `java.debug.enabled` is set to `true`, the JVM waits for a debugger to establish a connection to it. Failure of the debugger to connect will result in the failure of the MAF AMX application feature to load.

- `java.debug.port`: Set to the port number configured in the MAF run configuration being executed.
- `javascript.debug.enabled`: Set to `true` if doing a debug session; set to `false` if doing a run session. Applies to Android only.

Note:

The `javascript.debug.enabled` property is not required for enabling JavaScript debugging when the MAF application is running on an iOS-powered simulator or iOS-powered device.

The contents of the `maf.properties` file may be similar to the following:

```
java.debug.enabled=true
java.debug.port=8000

javascript.debug.enabled=true
```

For information on how to use JDeveloper to debug the Java code, see [Debugging MAF Applications](#).

29.3.3 How to Debug the MAF AMX Content

If your MAF application includes the MAF AMX content, after you configure the device or emulator, you can set breakpoints, view the contents of variables, and inspect the method call stack just as you would when debugging other types of applications in JDeveloper.

Note:

You can only debug your Java code and JavaScript (see [How to Enable Debugging of Java Code and JavaScript](#)). Debugging of EL expressions or other declarative elements is not supported.

29.4 Debugging MAF Applications Deployed on the Android Platform

Describes how to debug the Java and UI code of MAF applications that you deploy to Android.

To debug Java code, you configure the `maf.properties` file in your application and create a run configuration in JDeveloper. For more information about these tasks, see [How to Enable Debugging of Java Code and JavaScript](#) and [Configuring JDeveloper and MAF Applications to Debug Code](#). Once you complete these tasks, you can deploy your MAF application in debug mode to debug your Java code, as described in [How to Debug Java Code on the Android Platform](#).

To debug UI code (JavaScript, HTML, and CSS), you configure the `maf.properties` file in your application (`javascript.debug.enabled=true`). Once you complete this task, you can debug your UI code, as described in [How to Debug UI Code on the Android Platform](#).

29.4.1 How to Debug Java Code on the Android Platform

To debug a MAF application's Java code on the Android platform using JDeveloper, follow the debugging procedure described in [Debugging MAF Applications](#).

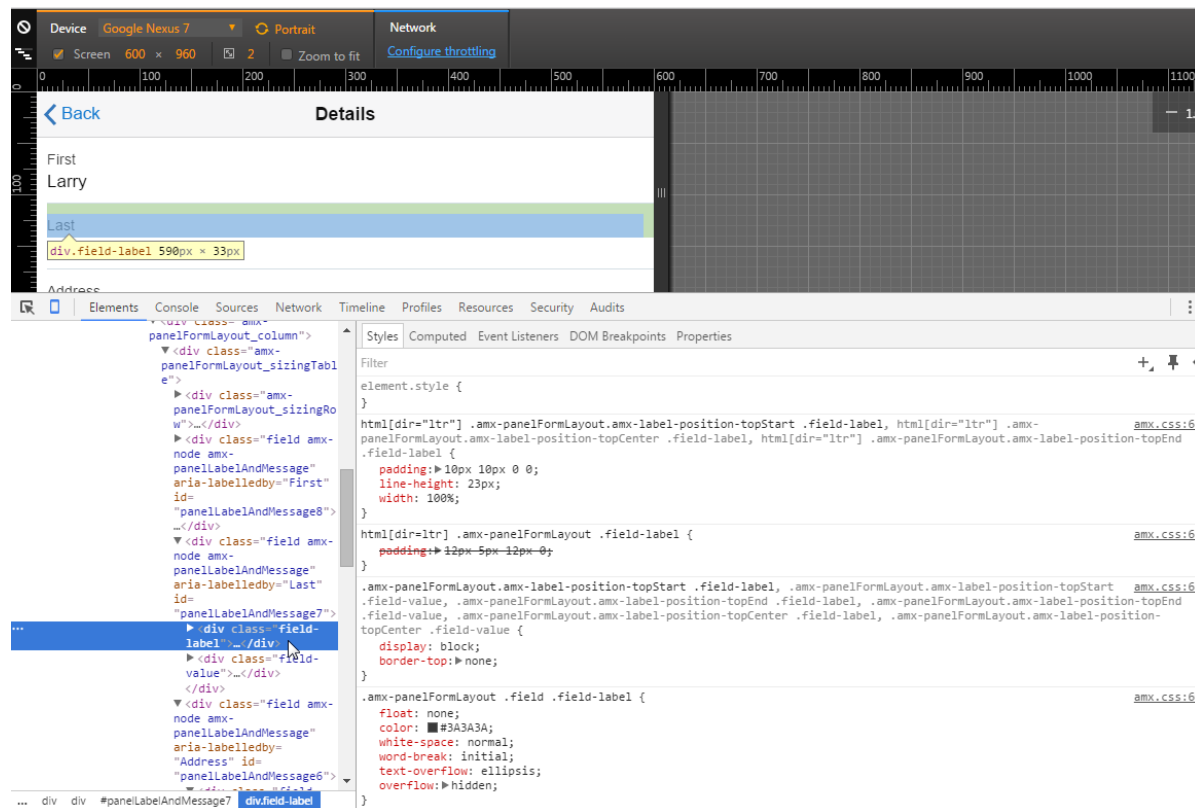
For information on how to configure an Android-powered device or emulator and how to deploy a MAF application for debugging, see [How to Deploy an Android Application to an Android Emulator](#).

To allow debugging of a MAF application running on an Android-powered device or its emulator, verify that the Network Information plugin is enabled, as described in [Introduction to Using Plugins in MAF Applications](#)

29.4.2 How to Debug UI Code on the Android Platform

When developing a MAF application, you may need to debug code that renders the user interface (UI) of your application on an Android device. The code that renders the UI can include JavaScript, HTML, and CSS. You can debug this code using Google's Chrome DevTools when you deploy the MAF application from your development machine to the Android device. [Figure 29-2](#) shows the Chrome DevTools inspecting an AMX page from a MAF application.

Figure 29-2 Chrome DevTools Inspecting an AMX Page from a MAF application



For more information on the Chrome DevTools, including the requirements to use it, see [Remote Debugging on Android with Chrome DevTools](#) on the Google Developers' site.

See also the “[Debugging HTML in Oracle MAF Applications on Android](#)” video on the Oracle Mobile Platform YouTube channel for an overview of how to debug UI code on Android. Note that the latter video makes reference to a `cvm.properties` file. This file has been renamed to `maf.properties` in the current release.

To deploy a MAF application to an Android device to debug its UI code, you need to:

- Configure the `maf.properties` file to include the following entry:
`javascript.debug.enabled=true`

For more information on the `maf.properties` file, see [How to Enable Debugging of Java Code and JavaScript](#).

- Deploy in debug mode. For more information, see [Deploying MAF Applications](#).

29.5 Debugging MAF Applications Deployed on the iOS Platform

Describes how to debug the Java and UI code of MAF applications that you deploy to iOS.

Before you can debug Java code, you configure the `maf.properties` file in your application and create a run configuration in JDeveloper. For more information about these tasks, see [How to Enable Debugging of Java Code and JavaScript](#) and [Configuring JDeveloper and MAF Applications to Debug Code](#). Once you complete these tasks, you can deploy your application in debug mode to the iOS device and debug your Java code. For more information about how to deploy in debug mode, see [How to Debug Java Code on the iOS Platform](#).

To debug UI code (JavaScript, HTML, and CSS), you configure the `maf.properties` file in your application (`javascript.debug.enabled=true`). Once you complete this task, you can debug your UI code, as described in [How to Debug UI Code on the iOS Platform](#).

29.5.1 How to Debug Java Code on the iOS Platform

To debug a MAF application's Java code on the iOS platform using JDeveloper, follow the debugging procedure described in [Debugging MAF Applications](#).

For information on how to configure an iOS-powered device or simulator and how to deploy a MAF application for debugging, see the following:

- [How to Deploy an iOS Application to an iOS Simulator](#)
- [How to Deploy an Application to an iOS-Powered Device](#)
- [Registering an Apple Device for Testing and Debugging](#)

29.5.2 How to Debug UI Code on the iOS Platform

If you are working with the iOS platform, you can use the Safari browser to debug JavaScript. To do so, open the Safari preferences, select **Advanced**, and then enable the Develop menu in the browser by selecting **Show Develop menu in menu bar**.

When the Develop menu is enabled, select either **iPhone Simulator** or **iPad Simulator**, as [Figure 29-3](#) and [Figure 29-4](#) show, and then select a `UIWebView` that you are planning to debug, as [Figure 29-5](#) shows.

Note:

Whether the Develop menu displays an iPhone Simulator or iPad Simulator option depends on which device simulator is launched.

Use the `featureContentDelay` additional build argument to record log messages and errors from your custom JavaScript before the first page from your application loads. This argument specifies a delay before the `WebView` is populated with content. Set the additional build argument `-featureContentDelay` to 20. For more

information about setting additional build arguments, see [Defining the iOS Build Options](#).

Figure 29-3 Using Develop Menu on Safari Browser for Debugging on iPhone Simulator

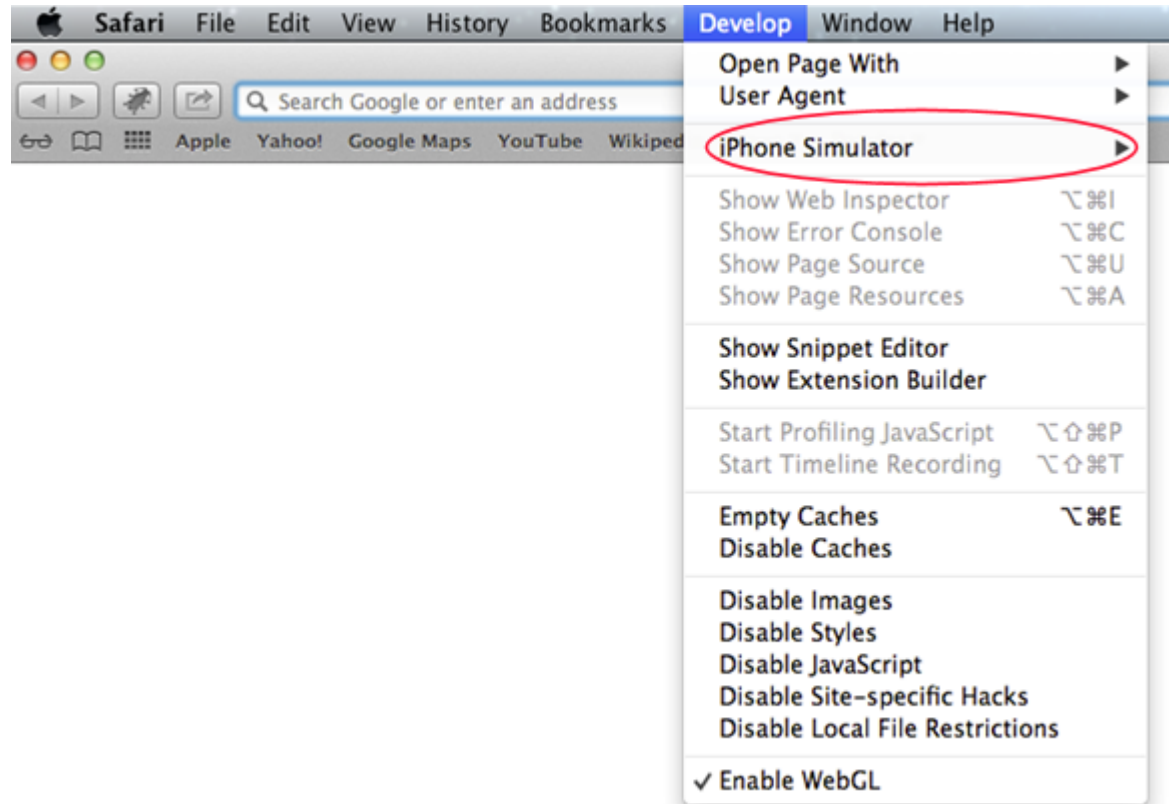


Figure 29-4 Using Develop Menu on Safari Browser for Debugging on iPad Simulator

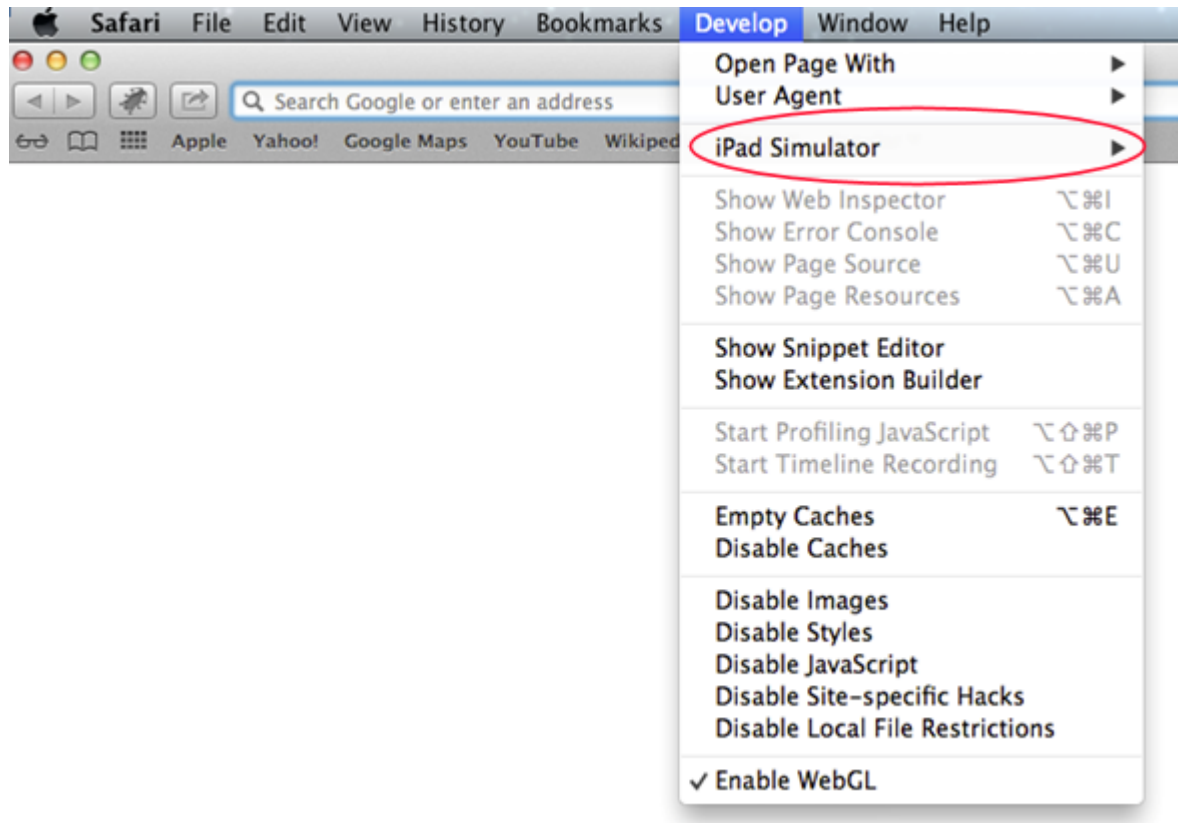


Figure 29-5 Using Develop Menu on Safari Browser to Select UIWebView

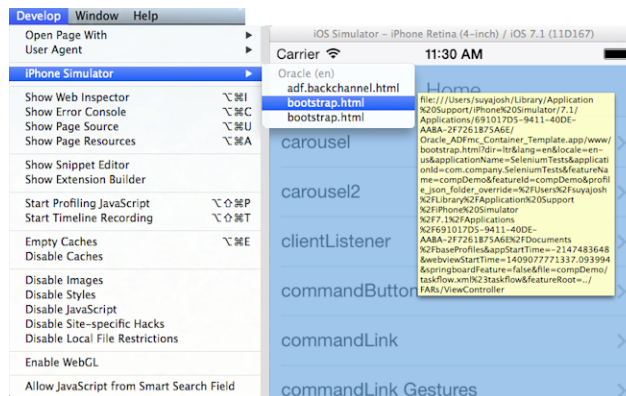


Figure 29-6 and Figure 29-7 show the CSS, DOM, and HTML Safari Remote Web Inspector in action.

Figure 29-6 Remote Web Inspector

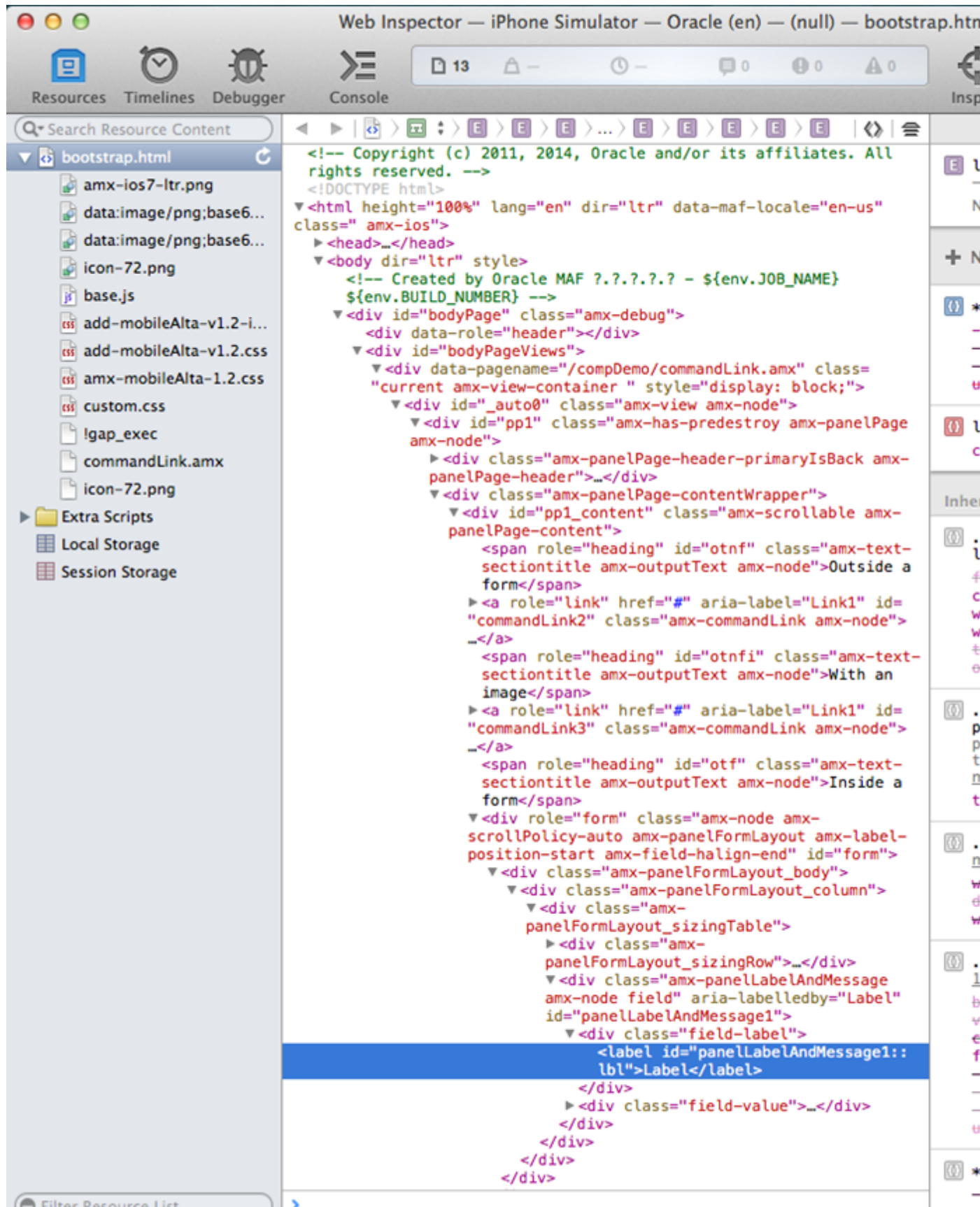
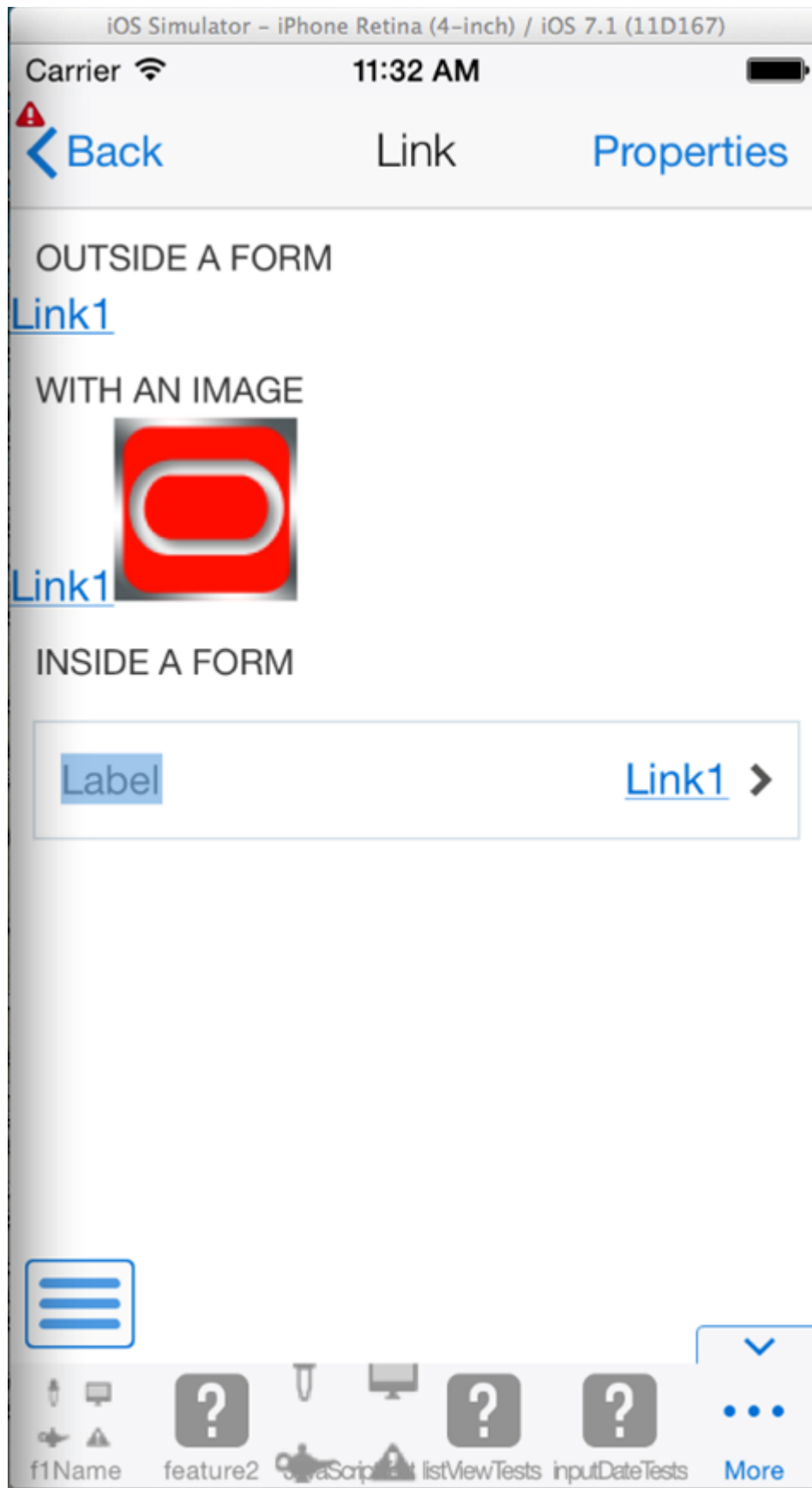


Figure 29-7 AMX Page Analyzed by Remote Web Inspector at Runtime



[Figure 29-8](#) and [Figure 29-9](#) show JavaScript debugging using breakpoints inside the Safari browser.

Figure 29-8 JavaScript Debugging in Safari Browser

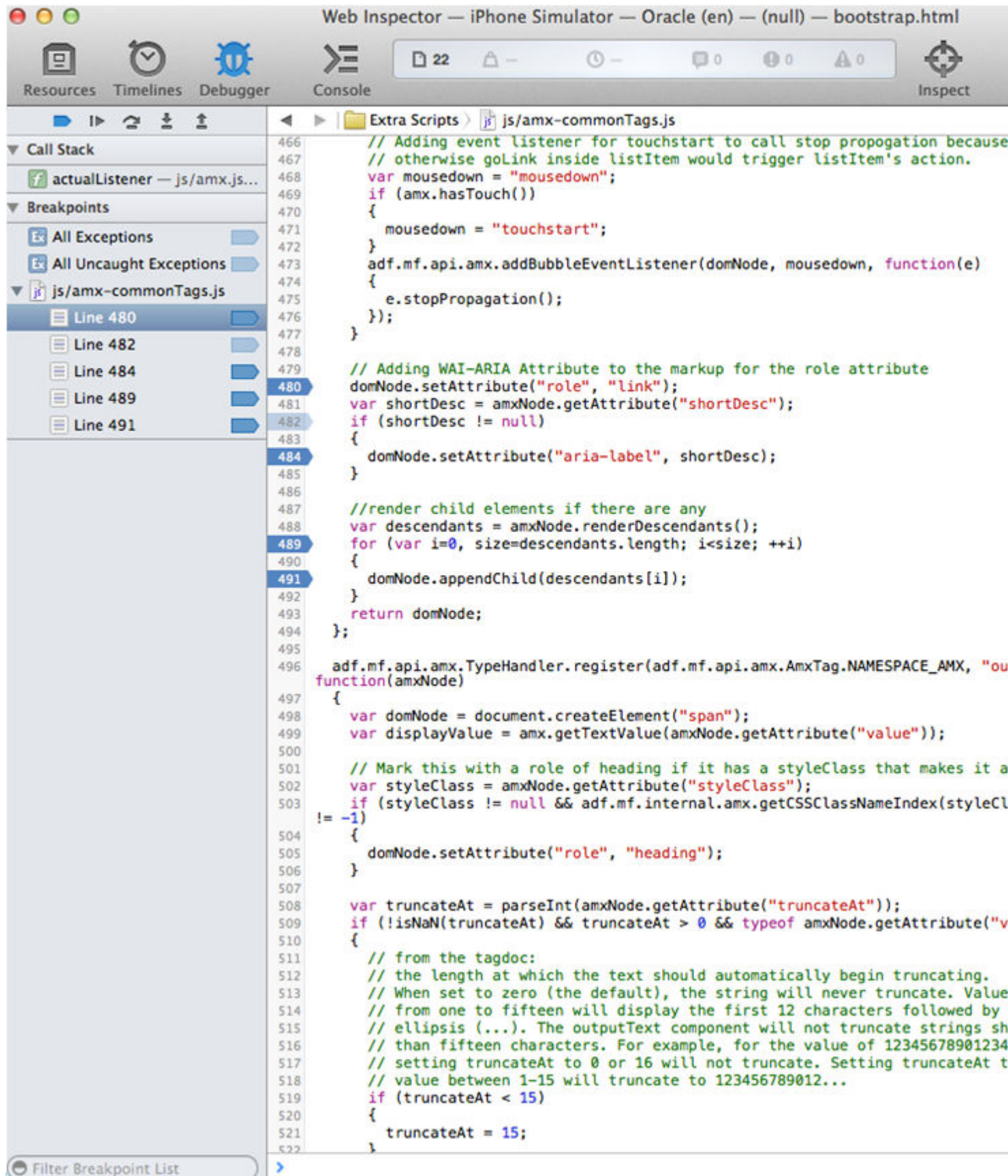
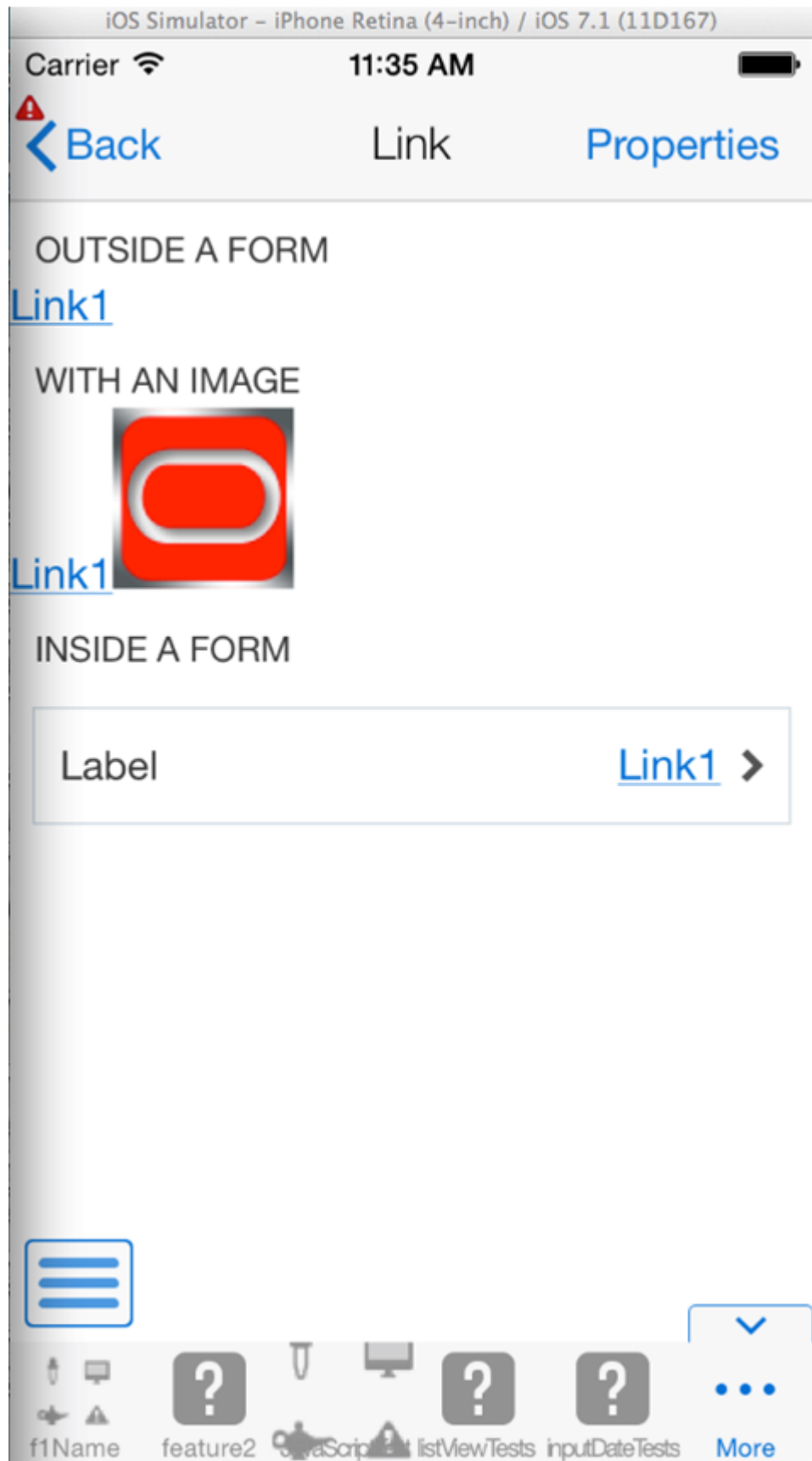


Figure 29-9 AMX Page Debugged at Runtime



29.6 Debugging MAF Applications Deployed on the Universal Windows Platform

Describes how to debug the Java and UI code of MAF applications that you deploy to the UWP.

You can debug the Java code in MAF applications that you deploy to the UWP using JDeveloper's debugging tools. For more information, see [How to Debug Java Code on the Universal Windows Platform](#).

Use Visual Studio to debug the JavaScript, HTML, and CSS code in your MAF application, as described in [How to Debug UI Code on the Universal Windows Platform](#).

29.6.1 How to Debug Java Code on the Universal Windows Platform

Describes how to debug Java code in a MAF application that you deploy to the Universal Windows Platform (UWP).

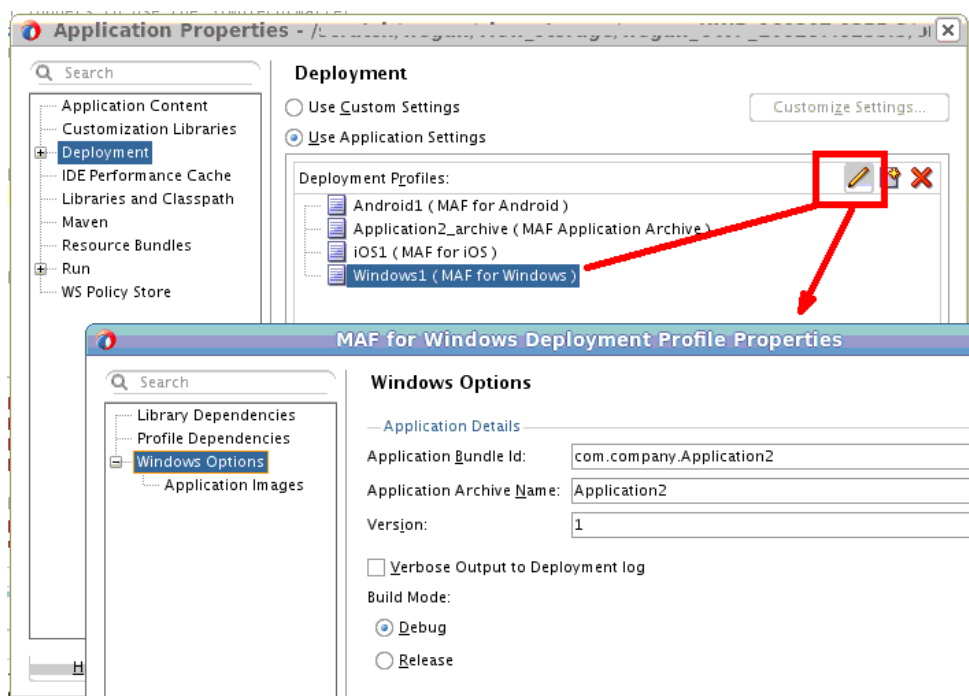
Perform the following steps so that you can debug Java code in a MAF application that you deploy to the UWP:

1. Configure the MAF application's `maf.properties` file entries to enable debugging. Ensure that the following values appear in the `maf.properties` file.

```
java.debug.enabled=true
java.debug.port=8000
java.debug.mode=client
java.debug.host=localhost
```

For more information about the `maf.properties` file, see [How to Enable Debugging of Java Code and JavaScript](#).

2. Configure the Windows deployment profile for the MAF application to use Debug mode, as shown in [Figure 29-10](#). Click **Application** > **Application Properties** > **Deployment** to access this dialog.

Figure 29-10 Enabling Debug Mode for the MAF Application

3. Add a custom project to your MAF application so that it can access the standard JDeveloper application run/debug configuration dialogs. Once you add this custom project to your MAF application, enable the Remote Debugging option with a connection that listens for the JPDA protocol. Start a debug listener in the custom project. For more information about these tasks, see [How to Enable Remote Debugging of a MAF Application on the Universal Windows Platform](#).
4. Deploy the MAF application using the local Windows machine option. For more information, see [Deploying a MAF Application to the Universal Windows Platform](#).

Once you deploy the MAF application using the Windows Local Machine deployment option, the application starts and establishes a debug session with JDeveloper.

29.6.1.1 How to Enable Remote Debugging of a MAF Application on the Universal Windows Platform

Add a custom project to your MAF application to expose the Run/Debug configuration panels that the MAF application creation template does not display when you create a MAF application.

Using these configuration panels, you can enable remote debugging for a MAF application that you deploy to the UWP. After you add and configure the custom project, you start the debug listener from the custom project.

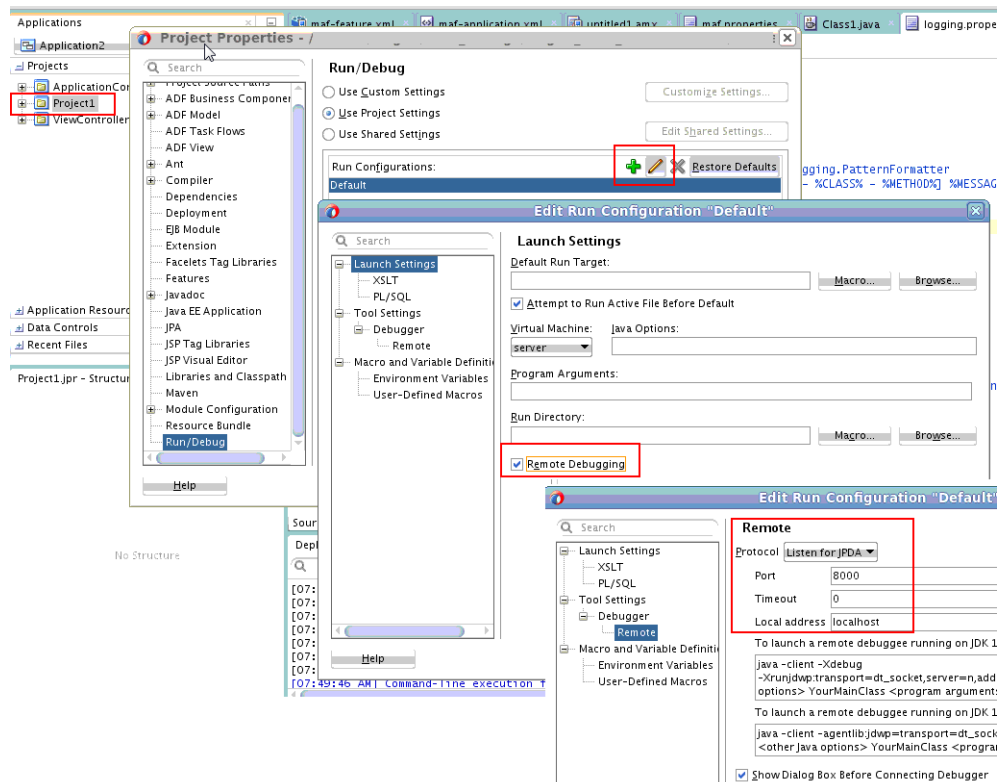
To add a custom project to enable remote debugging of a MAF application on the UWP:

1. From JDeveloper's main menu, click **File > New > Project**, select **Custom Project** in the New Gallery dialog and click **OK**.
2. Click **Finish** in the Create Custom Project to create a custom project named Project 1.

The new custom project (Project 1) appears in the Projects panel of your MAF application between the ApplicationController and ViewController projects.

3. Select the project, and from JDeveloper’s main menu select **Application > Project Properties**.
4. In the Run/Debug page of the Project Properties dialog, select the Default run configuration and click the Pencil icon to display the Launch Settings dialog where you select **Remote Debugging** checkbox.
5. Navigate to **Tools Settings > Debugger > Remote** and configure the following properties, as illustrated in [Figure 29-11](#):
 - a. **Protocol:**Select **Listen for JPDA** from the dropdown menu.
 - b. **Port:** Enter the port number that you have configured for `java.debug.port` in the `maf.properties` file.
 - c. **Timeout:** specify the number of seconds to time out. 0 means do not time out.
 - d. **Local address:** localhost.

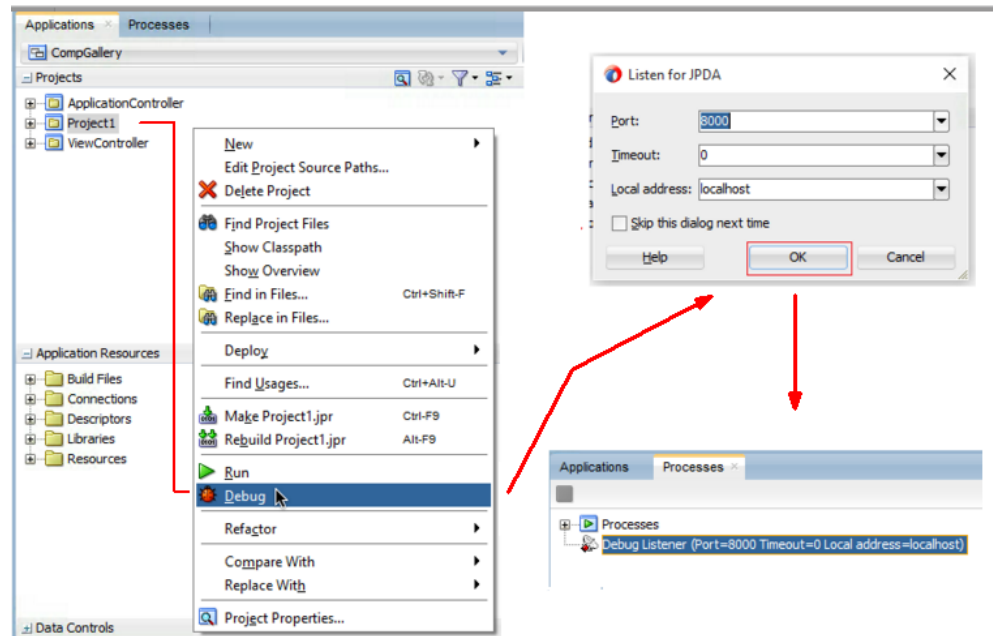
Figure 29-11 Enable Remote Debugging of a MAF Application Deployed to the UWP



6. Click **OK** to close the open dialogs.
7. In the Applications window’s Project panel, right-click the custom project (for example, Project 1) and choose **Debug** from the context menu that appears.

8. In the Listen for JPDA dialog, review the connection information to confirm it is correct and click **OK**.
9. From JDeveloper's main menu, click **Windows > Processes** to verify that the debug listener starts, as shown in [Figure 29-12](#).

Figure 29-12 *Debug Listener Started in MAF Application*



Once you deploy the MAF application using the Windows Local Machine deployment option, the application starts and establishes a debug session with JDeveloper.

29.6.2 How to Debug UI Code on the Universal Windows Platform

When developing a MAF application on the Universal Windows Platform (UWP), you may need to debug code that renders the user interface (UI) of your application. The code that renders the UI can include JavaScript, HTML, and CSS. You debug this code using Visual Studio.

For information about installing Visual Studio for use in MAF application development, see the Setting Up Development Tools for the Universal Windows Platform section in *Installing Oracle Mobile Application Framework*.

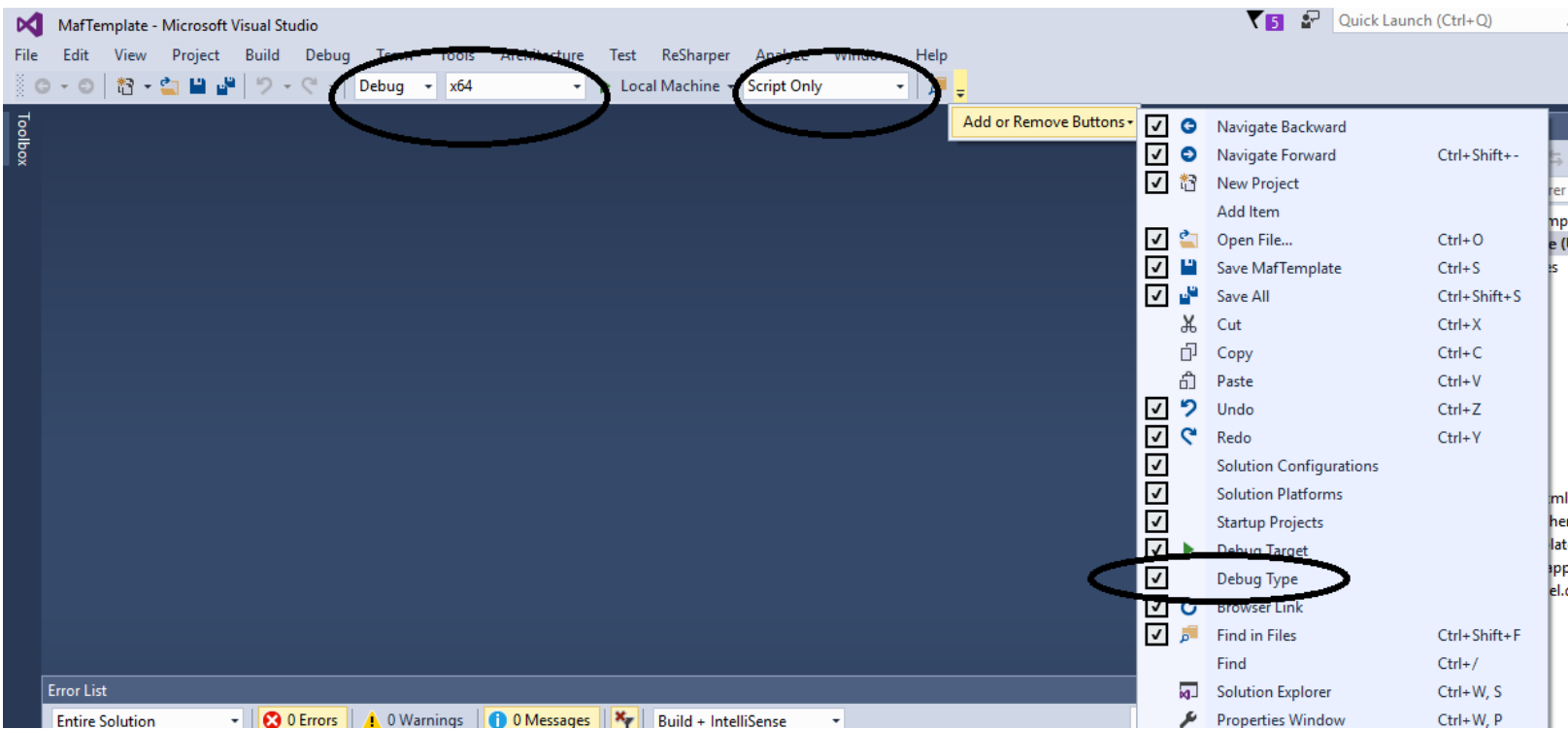
Before debugging your MAF application, you need to develop and deploy the application. For information on developing and deploying application, see [Getting Started with MAF Application Development](#) and [Deploying MAF Applications](#).

To debug UI code in MAF applications deployed on the UWP:

1. Deploy your MAF application in debug mode. For more information, see [Deploying a MAF Application to the Universal Windows Platform](#).
2. Once you deploy your application to your local machine, navigate to the following directory: `C:\path\to\appRoot\deploy\[DeploymentProfileName]\debug\`.
3. Double-click the `MaTemplate.sln` template file that is configured with the application artifacts to open it in Visual Studio.

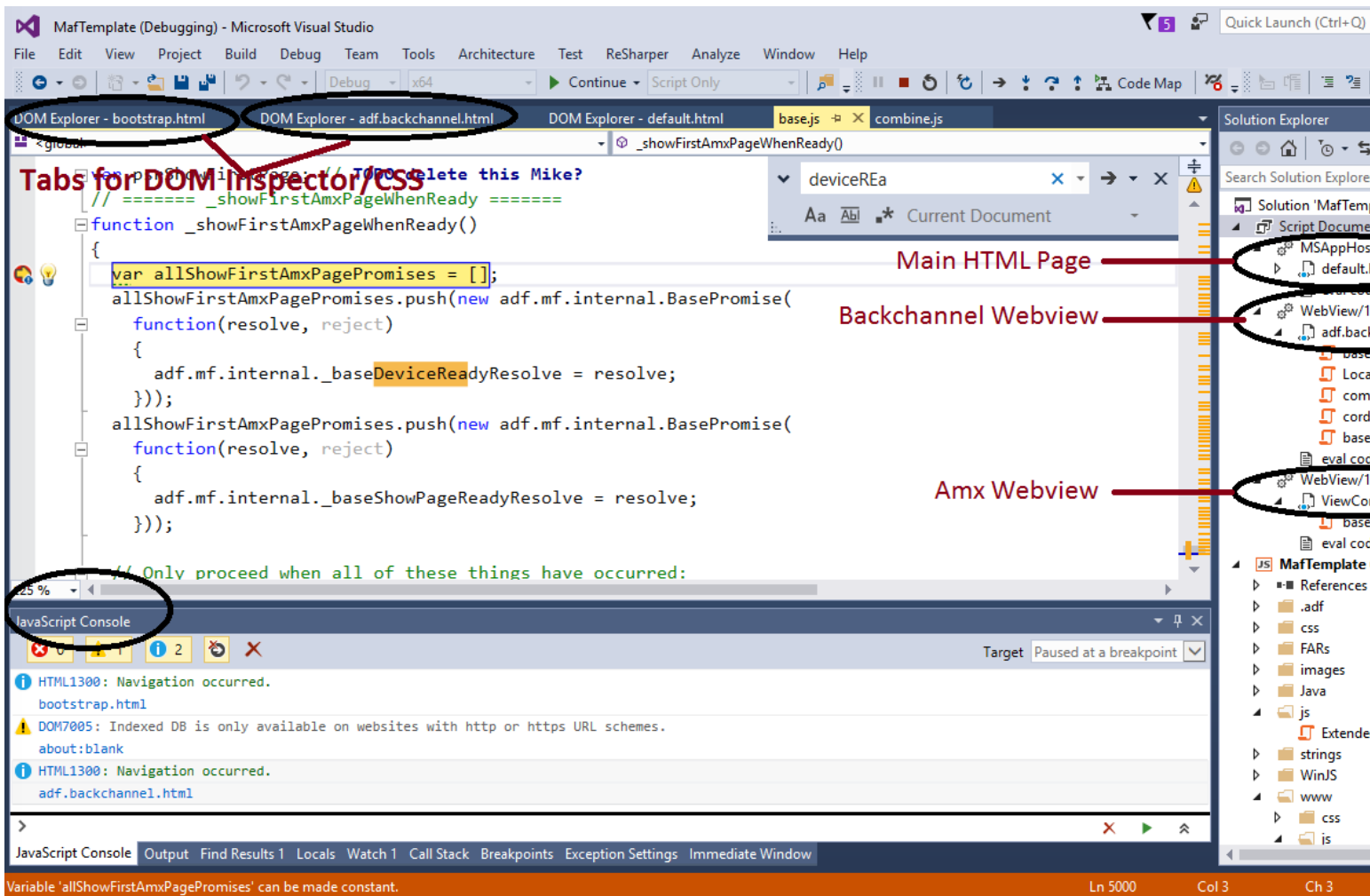
4. In Visual Studio as shown in [Figure 29-13](#), set the value of CPU to x64.

Figure 29-13 Visual Studio IDE



5. If **Script Only** option is selected, you should be able to debug the UI code of AMX as shown in [Figure 29-14](#).

Figure 29-14 Visual Studio Workspace



29.7 Using and Configuring Logging in MAF Applications

For your MAF application, you can enable logging on all supported platforms through JavaScript (see [How to Use JavaScript Logging](#)) and embedded code (see [How to Use Embedded Logging](#)) using a single configuration with the log output directed to a single file. This log output includes the output produced by `System.out.println` and `System.err.println` statements.

The default MAF's logging process is as follows:

- The logging begins at application startup.
- The existing log file from the previous application run is deleted, so only the contents of the current run are available.
- When you are running your application on an iOS-powered device simulator, you can only access the Java logging output through a file of whose name and location you are notified as soon as the output redirection occurs and the file is generated. One of the typical locations for this file is `/Users/<userid>/Library/Developer/CoreSimulator/Devices/<device_id>/data/Containers/Data/Application/<container_id>/application.log`, where `<device_id>` and `<container_id>` references represent long UUID strings

created by iOS during the installation of the application. The values of these references cannot be predicted and when multiple simulators or applications are installed, it is difficult to determine which folder corresponds with the simulator used during deployment. When using JDeveloper for deployment, the `-consoleRedirect` option is automatically set to direct the log output to a known location. If you set it on a MAF run configuration for iOS using the Edit Run Configuration > Mobile Run Configuration dialog and that run configuration is used to deploy or run the MAF application on an iOS-powered device simulator, the log file is created at the configured location and its contents is displayed on a console in JDeveloper. If you do not set the value using the Edit Run Configuration > Mobile Run Configuration dialog or you choose to perform a regular deployment (for example, such that it does not use a MAF run configuration for iOS), the log file is created in the `<appRoot>/<deployRoot>/<iOSProfileName>/log<appName>.log` file and its contents is displayed on a console in JDeveloper. For more information, see [Creating and Configuring a Run Configuration](#).

Note:

The path must be an absolute path to receive the log file and the location must be writable for the current user.

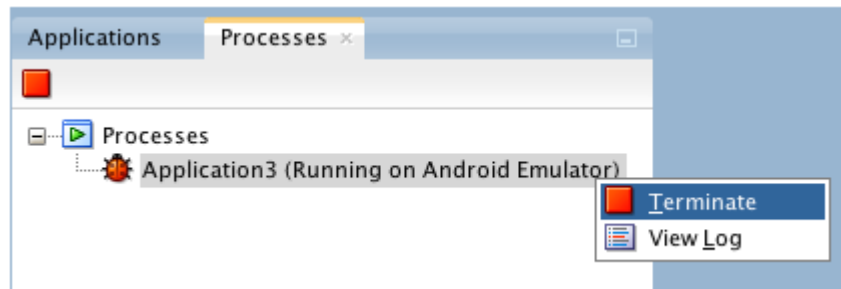
When you are running your application on an iOS-powered device, the console output is redirected to an `application.log` file that is placed in the `Documents/logs` directory of your application. You can access this directory as follows on your iOS-powered device:

1. Navigate to Xcode > Devices.
2. Select the application from the list in the Installed Apps section.
3. Click the gear icon.
4. Select Download Container.
5. Right-click the downloaded `*.xcappdata` file and select Show Package Contents.
6. Open AppData > Documents > Logs.
7. Double-click the `application.log` file.

On Android, the output is forwarded to a text file with the same name as the application. The output file location is `/sdcard`. If this location is not present or is configured as read-only, the log output is rerouted to the application's writable data directory. The contents of the log file is replicated in the Android Logcat utility (see <http://developer.android.com/tools/debugging/debugging-log.html>). JDeveloper displays the logging output from the Logcat when you use JDeveloper to deploy your MAF application to an Android-powered device or emulator.

For both iOS and Android, the logging output appears in JDeveloper's run or debug Log page immediately after the deployment. In case of a regular deployment, the deployment log is displayed in the Deployment Log page, whereas the application log is displayed in a separate Log page. If you use a Run/Debug run configuration to build, deploy, and launch the MAF application, the **Terminate** option in the Processes tab of the Applications window terminates the

MAF application along with the process that performs the log redirection. The **View Log** option enables you to see the log page, as the following illustration shows.



If you use a deployment profile to build, deploy, and launch the MAF application, the Terminate option in the Processes tab terminates only the log redirection process, whereas the MAF application remains running.

- The `logging.properties` file is automatically created and placed in the `Descriptors/META-INF` directory under the Application Resources (see [Using and Configuring Logging](#)), which corresponds to the `<application_name>/src/META-INF` location in your application file system. In this file, it is defined that all loggers use the `java.util.logging.ConsoleHandler` and `SimpleFormatter`, and the log level is set to `SEVERE`. You can edit this file to specify different logging behavior (see [How to Configure Logging Using the Properties File](#)).

Note:

In your MAF application, you cannot use loggers from the `java.util.logging` package.

MAF loggers are declared in the `oracle.adfmf.util.Utility` class as follows:

```
public static final String APP_LOGNAME = "oracle.adfmf.application";
public static final Logger ApplicationLogger = Logger.getLogger(APP_LOGNAME);

public static final String FRAMEWORK_LOGNAME = "oracle.adfmf.framework";
public static final Logger FrameworkLogger = Logger.getLogger(FRAMEWORK_LOGNAME);
```

The logger that you are to use in your MAF application is the `ApplicationLogger`.

You can also use methods of the `oracle.adfmf.util.logging.Trace` class.

For more information, see *Java API Reference for Oracle Mobile Application Framework*.

29.7.1 How to Configure Logging Using the Properties File

The following example shows the `logging.properties` file that you use to configure logging.

```
# default - all loggers to use the ConsoleHandler
.handlers=java.util.logging.ConsoleHandler
# default - all loggers to use the SimpleFormatter
.formatter=java.util.logging.SimpleFormatter

oracle.adfmf.util.logging.ConsoleHandler.formatter=
    oracle.adfmf.util.logging.PatternFormatter
oracle.adfmf.util.logging.PatternFormatter.pattern=
```

```
[%LEVEL%-%LOGGER%-%CLASS%-%METHOD%]%MESSAGE%
```

```
#configure the framework logger to only use the adfmf ConsoleHandler
oracle.adfmf.framework.useParentHandlers=false
oracle.adfmf.framework.handlers=oracle.adfmf.util.logging.ConsoleHandler
oracle.adfmf.framework.level=SEVERE
```

```
#configure the application logger to only use the adfmf ConsoleHandler
oracle.adfmf.application.useParentHandlers=false
oracle.adfmf.application.handlers=oracle.adfmf.util.logging.ConsoleHandler
oracle.adfmf.application.level=SEVERE
```

The `oracle.adfmf.util.logging.ConsoleHandler` plays the role of the receiver of the custom formatter.

The `oracle.adfmf.util.logging.PatternFormatter` allows the following advanced formatting tokens that enable log messages to be printed:

- `%LEVEL%`—the logging level.
- `%LOGGER%`—the name of the logger to which the output is being written.
- `%CLASS%`—the class that is being logged.
- `%METHOD%`—the method that is being logged.
- `%TIME%`—the time the logging message was sent.
- `%MESSAGE%`—the actual message.

The following logging levels are available:

- `SEVERE`: this is a message level indicating a serious failure.
- `WARNING`: this is a message level indicating a potential problem.
- `INFO`: this is a message level for informational messages.
- `FINE`: this is a message level providing tracing information.
- `FINER`: this level indicates a fairly detailed tracing message.
- `FINEST`: this level indicates a highly detailed tracing message.

Caution:

When selecting the amount of verbosity for a logging level, keep in mind that by increasing the verbosity of the output at the `SEVERE`, `WARNING`, and `INFO` level negatively affects performance of your application.

The logger defined in the `logging.properties` file matches the logger obtained from the `oracle.adfmf.util.Utility` class (see [Using and Configuring Logging](#)). The logging levels also match. If you decide to use the logging level that is more fine-grained than `INFO`, you must change the `ConsoleHandler`'s logging level to the same level, as the following example shows.

```
oracle.adfmf.util.logging.ConsoleHandler.formatter=
    oracle.adfmf.util.logging.PatternFormatter
oracle.adfmf.util.logging.ConsoleHandler.level=FINEST
```

```
oracle.adfmf.util.logging.PatternFormatter.pattern=
[%LEVEL%-%LOGGER%-%CLASS%-%METHOD%]%MESSAGE%
```

29.7.2 How to Use JavaScript Logging

JavaScript writes the output to the `console.log` or `error/.warn/.info`. This output is redirected into the file through the `System.out` utility.

You customize the log output by supplying a message. The following JavaScript code produces "Message from JavaScript" output:

```
<script type="text/javascript" charset="utf-8">
  function test_function() { console.log("Message from JavaScript"); }
</script>
```

To make use of the properties defined in the logging file, you need to use the `adf.mf.log` package and the `Application` logger that it provides.

The following logging levels are available:

- `adf.mf.log.level.SEVERE`
- `adf.mf.log.level.WARNING`
- `adf.mf.log.level.INFO`
- `adf.mf.log.level.CONFIG`
- `adf.mf.log.level.FINE`
- `adf.mf.log.level.FINER`
- `adf.mf.log.level.FINEST`

To trigger logging, use the `adf.mf.log.Application` logger's `logp` method and specify the following through the method's parameters:

- the logging level
- the current class name as a String
- the current method as a String
- the message string as a String

The following example shows how to use the `logp` method in a MAF application.

```
adf.mf.log.Application.logp(adf.mf.log.level.WARNING,
    "myClass",
    "myMethod",
    "My Message");
```

Upon execution of the `logp` method, the following output is produced:

```
[WARNING - oracle.adfmf.application - myClass - myMethod] My Message
```

For more information, see *JSDoc Reference for Oracle Mobile Application Framework*.

29.7.3 How to Use Embedded Logging

Embedded logging uses the `java.util.logging.Logger`, as illustrated in the following example. The `EmbeddedClass` represents a Java class defined in the project.

```
import java.util.logging.Level;
import java.util.logging.Logger;
import oracle.adfmf.util.logging.*;
...
Utility.ApplicationLogger.logp(Level.WARNING,
                               EmbeddedClass.class.getName(),
                               "onTestMessage",
                               "embedded warning message 1");
Logger.getLogger(Utility.APP_LOGNAME).logp(Level.WARNING,
                                             this.getClass().getName(),
                                             "onTestMessage",
                                             "embedded warning message 2");
Logger.getLogger("oracle.adfmf.application").logp(Level.WARNING,
                                                  this.getClass().getName(),
                                                  "onTestMessage",
                                                  "embedded warning message 3");
```

The preceding code produces the following output:

```
[WARNING - oracle.adfmf.application - EmbeddedClass - onTestMessage] embedded warning message 1
[WARNING - oracle.adfmf.application - EmbeddedClass - onTestMessage] embedded warning message 2
[WARNING - oracle.adfmf.application - EmbeddedClass - onTestMessage] embedded warning message 3
```

29.7.4 How to Use Xcode for Debugging and Logging on the iOS Platform

Even though it is not recommended to manipulate your MAF projects with Xcode because you can lose some or all of your changes during the next deployment with JDeveloper, you may choose to do so in exceptional circumstances.

Before you begin:

Deploy the application to the iOS simulator from JDeveloper.

To open the generated project directly in Xcode:

1. Navigate to the `workspace_directory\deploy\deployment_profile_name\temporary_xcode_project\`.
2. Open the Xcode project called `Oracle_ADFmc_Container_Template.xcodeproj`.

If you are debugging your MAF application using Xcode, you cannot see the Java output in the IDE (on neither JDeveloper console nor Xcode console). Instead, the output is redirected to a file (see [Using and Configuring Logging](#)). By adding the following argument to your application's schema, you can disable this behavior and enable access to the Java, JavaScript, and Objective-C log output in Xcode in real time when debugging on either an iOS-powered device or simulator:

```
-consoleRedirect=FALSE
```

29.7.5 How to Access the Application Log

Using the following APIs, you can access the application log information:

- `oracle.adfmf.framework.api.PerfMon`
- `oracle.adfmf.framework.api.LogEntry`
- `oracle.adfmf.util.HOTS`

For more information, see *Java API Reference for Oracle Mobile Application Framework*.

29.7.6 How to Disable Logging

You can prevent the logging output from being directed to the application log file, in which case the log file either remains blank or is not created in the first place. When logging is disabled, trace statements are absent from the application log and any output directed to `stderr` and `stdout` is redirected to either a `null` location or other location that is not accessible to the end user.

To disable all logging, set the `disableLogging` property to `true` in the application's `adf-config.xml` file, as follows:

```
<adf-property name="disableLogging" value="true"/>
```

By default, logging is enabled in MAF applications and the `disableLogging` property is set to `false`.

For information on the `adf-config.xml` file, see [Introduction to MAF Application and Project Files](#).

29.8 Measuring MAF Application Performance

MAF assists you in monitoring and measuring the performance of your MAF application. You can, for example, measure the time it takes for the following events in your application to complete:

- An action that a button invokes to complete
- A page to load
- A REST call to return a response

In addition, you can print statistics that show the mean and standard deviation time of operations that you monitor in your MAF application.

You enable performance measurement by configuring logging levels for the following performance loggers in your application's `logging.properties` file. The values assigned to the loggers in the following example are for illustrative purposes. See [Table 29-1](#) for descriptions of all possible values.

```
oracle.adfmf.amx.useParentHandlers=false
oracle.adfmf.amx.handlers=oracle.adfmf.util.logging.ConsoleHandler
oracle.adfmf.amx.level=SEVERE

# used to control what monitors are captured in the list of monitors
oracle.maf.performance.monitor.captured.level = FINEST

# used to control what monitors are reported in the dumpStatistics
oracle.maf.performance.monitor.reported.useParentHandlers=false
oracle.maf.performance.monitor.reported.handlers=oracle.adfmf.util.logging.ConsoleHandler
oracle.maf.performance.monitor.reported.level = FINEST

# used to control what monitor observations (start/stop times) are logged.
oracle.maf.performance.monitor.observations.reported=false
```

```
oracle.maf.performance.monitor.observations.reported.handlers=oracle.adfmf.util.logging.ConsoleHandler
oracle.maf.performance.monitor.observations.reported.level = FINEST
```

Once performance measurement completes, you can review the data that MAF collected while it measured the performance of your application. The following example shows an extract of the output that MAF produces after it monitors performance. In the example, the monitor observed 5 occurrences of a `Process AMX` event that had a mean completion time of 1435.5 milliseconds with a standard deviation of 1990.567...

```
[INFO - oracle.maf.performance.monitor.reported - MonitorFactory - dumpStatistics]
PERFMON-JAVA STATS: Monitor
'com.company.WorkBetter.**Perf_Monitor**.Springboard.Container.Process AMX event'
description:
'Time to process event' observations: 5 mean: 1435.4 standard deviation:
1990.5674567821106
```

[Table 29-1](#) describes the available performance monitor levels that you can set in the `logging.properties` file.

Table 29-1 Performance Monitor Levels

Level	Description
<code>Level.INFO</code>	This is the coarsest monitor level. It monitors events and actions. Using this level, you can, for example, monitor the loading of a page or the completion of an end user action, such as a button click. Use of this monitor level has minimal impact on performance.
<code>Level.FINE</code>	This level monitors more performance indicators that it orders into the following categories: <ul style="list-style-type: none"> • JavaScript and rendering (System Level) • Business logic processing (Application Level) • Framework processing (System Level) • External data access <ul style="list-style-type: none"> – REST Calls (System Level) – Database access (System Level) Use of this monitor level impacts the performance of your application and should not be enabled by default. Consider using this level to gain insight into how your code executes with a view to restructuring or refining your application.
<code>Level.FINER</code>	Use to monitor significant performance issues, such as how long it takes to process nodes in an AMX page, data change events or EL expressions.
<code>Level.FINEST</code>	Use this monitor level to debug the performance of your application.

The monitor level that you specify in `logging.properties` takes effect when you first start the application.

Note: MAF provides a number of `setPerformanceMonitor` methods in the `oracle.adfmf.framework.api` package's `PerfMon` class that enable you to change the performance monitor level at runtime. For more information, see the *Java API Reference for Oracle Mobile Application Framework*.

In addition to specifying a monitor level in the `logging.properties` file, you can add monitors to your application to collect the performance data. MAF uses the Java class, `oracle.adfmf.performance.Monitor` (`Monitor`), to collect performance data. A monitor is a stop watch that can be started, stopped and can add observations. By adding observations, you can use monitors to gain insights, such as the standard deviation for a given measurement. Each monitor has a unique ID and an optional description.

`Monitor` exposes a number of `addObservation()` methods that enable a monitor to measure the duration of an event or the number of occurrences of an event. When measuring duration, start the monitor before the event. After the event occurs, invoke an `addObservation()` method from the monitor. This stops the monitor. Duration is the time between the `start()` and the `addObservation()` method. You can restart a monitor that was never stopped. As you might expect, you cannot stop a monitor that was never started. An attempt to stop such a monitor logs an error.

A monitor that measures the number of occurrences of an event does not need to be started or stopped. Use the `addObservation(double duration)` method that does not stop the monitor, as demonstrated in the following example that counts the number of occurrences of JSON serialization in the application where you monitor performance. The `duration` parameter specifies the time since the monitor last added an observation.

The following example demonstrates how you create a monitor to measure the duration of an event. The example also shows a sample of the statistical information that this monitor produces.

```
import oracle.adfmf.performance.Monitor;
....

public void measurePerformance()
{
    Monitor monitor = null;

    try
    {
        /// Check that the appropriate monitor level is set before you create the
monitor
        if (Utility.PerformanceMonitorCaptured.isLoggable(Level.INFO))
        {
            monitor = MonitorFactory.getInstance().getMonitor("REST call", Level.INFO,
"REST call timing");
            monitor.start();
        }

        //
        // Perform your custom logic here:
        //
    }
    finally
```

```
        {
            if (monitor != null)
            {
                monitor.addObservation();
            }
        }
    }

    public void countCalls()
    {
        Monitor monitor = null;

        try
        {
            if (Utility.PerformanceMonitorCaptured.isLoggable(Level.FINE))
            {
                monitor = MonitorFactory.getInstance().getMonitor("Call count", Level.FINE,
"Count number of calls");
                monitor.start();
            }

            //
            // Perform your custom logic here:
            //
        }
        finally
        {
            if (monitor != null)
            {
                monitor.addObservation(1);
            }
        }
    }
}
```

To create a monitor that collects performance data in your application, you configure the `logging.properties` file to enable the performance monitor capture level to collect the data. In the example above, MAF will not collect performance data for the monitor if the application's `logging.properties` file does not contain the following entry:

```
# used to control what monitors are captured in the list of monitors
oracle.maf.performance.monitor.captured.level = FINEST
```

For more information about monitor (`oracle.adfmf.performance.Monitor`), see *Java API Reference for Oracle Mobile Application Framework*.

In addition to monitor, MAF also provides `oracle.adfmf.performance.Story` (story). A story allows you to start and end the collection of performance data. Once you end collection of the performance data for a story, MAF presents a hierarchical view of the collected performance data using a story ID that you assigned when you started the story. The hierarchical view shows the individual timing measurements for events that took place during the story. In addition, MAF performs a health of the system (HOTS) checkpoint at the end of the story. As part of this HOTS checkpoint, standard deviations for all of the monitor data collected during the story will be computed, so you can gain insight into how individual story events measure up statistically. All monitor data will then be cleared from the `MonitorFactory`.

Note: You can perform a HOTS checkpoint independently of a story by invoking the `oracle.adfmf.util.HOTS.checkpoint()` method. This determines information for your application, such as total memory used by the JVM, free memory, used memory (total minus free), and the number of active features. The following shows a sample of the data returned by `checkpoint()`:

```
HOTS.memory.used (N/A) count: 1.0335056E7
HOTS.memory.free (N/A) count: 1.365112E7
HOTS.memory.total (N/A) count: 2.3986176E7
HOTS.memory.max (N/A) count: 4.9152E7
HOTS.threads.active (N/A) count: 20.0
HOTS.features.active (N/A) count: 6.0
```

The following example shows a managed bean that exposes methods to start a story with a story ID (`**Perf_Monitor**`) and stop the story. This story could be started and ended from a button in the UI of the application that you want to measure the performance. For example, you may want to measure the loading of a page, so you expose a UI button that enables you to start the story prior to navigating to the page and another button that ends the story once the page loads.

```
package mobile;

import oracle.adfmf.amx.event.ActionEvent;
import oracle.adfmf.performance.Story;

public class PerfBean
{
    public PerfBean()
    {
        super();
    }
    public void startStory(ActionEvent ae)
    {
        Story.startStory("**Perf_Monitor**");
    }

    public void endStory(ActionEvent ae)
    {
        Story.endStory();
    }
}
```

The performance monitor level that you specify in the `logging.properties` file determines how much data the story captures. That is, a `logging.properties` file entry of `oracle.maf.performance.monitor.reported.level = FINEST` produces a more verbose story than an entry of `INFO`. When the story ends, all performance data captured during a story is sorted based on timing. This sorting presents monitor observations corresponding to JavaScript events at a correct time, since the time when these observations were recorded might be different from the time when the measured events took place. MAF then iterates through the sorted records and produces indented output, as demonstrated in the following example.

MAF writes the story into the application log file. A sample output for an application that navigates from one AMX page to another AMX page might look like the following:

Example 29-1 MAF Performance Monitor Data Generated using Story

```
[INFO - oracle.maf.performance.monitor.observations.reported - Monitor - start]
      PERFMON-JAVA START: **Perf_Monitor**.Navigation.Embedded.Story
**Perf_Monitor** (Story Book) at 1452728427473

[INFO - oracle.maf.performance.monitor.observations.reported - Monitor - start]
      PERFMON-JAVA START:
**Perf_Monitor**.Navigation.Container.Process AMX event Page:
      /view1.amx event of type action on node cb2 (Time to process
event) at 1452728427416

[INFO - oracle.maf.performance.monitor.observations.reported - Monitor - stop]
      PERFMON-JAVA STOP:
**Perf_Monitor**.Navigation.Container.Process AMX event Page:
      /view1.amx event of type action on node cb2 (Time to process
event) took: 14897.0ms
      (started at 1452728427416)

[INFO - oracle.maf.performance.monitor.observations.reported - Monitor - start]
      PERFMON-JAVA START:
**Perf_Monitor**.Navigation.Container.Process AMX event Page:
      /view1.amx event of type action on node cb1 (Time to process
event) at 1452728442323

[INFO - oracle.maf.performance.monitor.observations.reported - Monitor - stop]
PERFMON-JAVA STOP:
      **Perf_Monitor**.Navigation.Container.Process AMX event Page:
      /view1.amx event of type action on node cb1 (Time to process
event) took:
      586.0ms (started at 1452728442323)

[INFO - oracle.maf.performance.monitor.observations.reported - Monitor - start]
PERFMON-JAVA START:
      **Perf_Monitor**.Navigation.Container.Load page /view2.amx
      (Time to fully render the page) at 1452728442441

[INFO - oracle.maf.performance.monitor.observations.reported - Monitor - stop]
PERFMON-JAVA STOP:
      **Perf_Monitor**.Navigation.Container.Load page /view2.amx
      (Time to fully render the page) took: 468.0ms (started at
1452728442441)

[INFO - oracle.maf.performance.monitor.observations.reported - Monitor - start]
PERFMON-JAVA START:
      **Perf_Monitor**.Navigation.Embedded.Evaluate method
expression #{myBean2.endStory}
      (UserSpace) at 1452728450665

[INFO - oracle.maf.performance.monitor.observations.reported - Monitor - stop]
PERFMON-JAVA STOP:
      **Perf_Monitor**.Navigation.Embedded.Evaluate method
expression #{myBean2.endStory}
      (UserSpace) took: 78.0ms (started at 1452728450665)

[INFO - oracle.maf.performance.monitor.observations.reported - Monitor - start]
PERFMON-JAVA START:
      **Perf_Monitor**.Navigation.Container.Process AMX event
```

```

Page: /view2.amx
event of type action on node cb2 (Time to process event) at
1452728450626

[INFO - oracle.maf.performance.monitor.observations.reported - Monitor - stop]
PERFMON-JAVA STOP:
**Perf_Monitor**.Navigation.Container.Process AMX event
Page: /view2.amx
event of type action on node cb2 (Time to process event)
took: 85.0ms (started at 1452728450626)
[INFO - oracle.maf.performance.monitor.observations.reported - Monitor - stop]
PERFMON-JAVA STOP:
**Perf_Monitor**.Navigation.Embedded.Story **Perf_Monitor**
(Story Book)
took: 23367.0ms (started at 1452728427473)

[INFO - oracle.maf.performance.monitor.reported - MonitorFactory - dumpStatistics]
PERFMON-JAVA STATS:
Monitor
'com.company.aPerfMonDocApp.**Perf_Monitor**.Navigation.Container.Process AMX event'
description: 'Time to process event' observations: 3
mean: 5189.333333333333 standard deviation: 8410.817102596711

[INFO - oracle.maf.performance.monitor.reported - MonitorFactory - dumpStatistics]
PERFMON-JAVA STATS:
Monitor
'com.company.aPerfMonDocApp.**Perf_Monitor**.Navigation.Container.Load page'
description: 'Time to fully render the page' observations:
1
mean: 468.0 standard deviation: NaN

[INFO - oracle.maf.performance.monitor.reported - MonitorFactory - dumpStatistics]
PERFMON-JAVA STATS:
Monitor
'com.company.aPerfMonDocApp.**Perf_Monitor**.Navigation.Embedded.Evaluate
method expression' description: 'UserSpace' observations: 1
mean: 78.0
standard deviation: NaN

[INFO - oracle.maf.performance.monitor.reported - MonitorFactory - dumpStatistics]
PERFMON-JAVA STATS:
Monitor
'com.company.aPerfMonDocApp.**Perf_Monitor**.Navigation.Embedded.Story'
description: 'Story Book' observations: 1 mean: 23367.0
standard deviation: NaN

1452728427473 0001.0001 [0000] Start: **Perf_Monitor**.Navigation.Embedded.Story
**Perf_Monitor** (INFO)
1452728442323 0002.0002 [0001] Start:
**Perf_Monitor**.Navigation.Container.Process AMX event Page:
/view1.amx event of type
action on node cb1 (INFO)

1452728442441 0003.0003 [0002] Start:
**Perf_Monitor**.Navigation.Container.Load page /view2.amx (INFO)
1452728442909 0003.0003 [0002] Stop: **Perf_Monitor**.Navigation.Container.Load
page /view2.amx
(took = 468.0) started
at 1452728442441 (INFO)

1452728442909 0002.0002 [0001] Stop:

```

```

**Perf_Monitor**.Navigation.Container.Process AMX event Page:
                                                    /view1.amx event of type action on
node cb1 (took = 586.0)
                                                    started at 1452728442323 (INFO)

1452728450626    0004.0002 [0001] Start:
**Perf_Monitor**.Navigation.Container.Process AMX event Page:
                                                    /view2.amx event of type action on
node cb2 (INFO)

1452728450665    0005.0003 [0004] Start:
**Perf_Monitor**.Navigation.Embedded.Evaluate
                                                    method expression
#{myBean2.endStory} (INFO)

1452728450711    0004.0002 [0001] Stop:
**Perf_Monitor**.Navigation.Container.Process AMX event Page:
                                                    /view2.amx event of type action on
node cb2 (took = 85.0)
                                                    started at 1452728450626 (INFO)

1452728450743    0005.0003 [0004] Stop:
**Perf_Monitor**.Navigation.Embedded.Evaluate method
                                                    expression #{myBean2.endStory} (took =
78.0)
                                                    started at 1452728450665 (INFO)

1452728450840    0001.0001 [0000] Stop: **Perf_Monitor**.Navigation.Embedded.Story
**Perf_Monitor**
                                                    (took = 23367.0) started at
1452728427473 (INFO)

```

29.9 Sending Diagnostic Information to Oracle Mobile Cloud Service

Describes how to insert diagnostic information from MAF applications that access REST web services hosted by Oracle Mobile Cloud service (MCS).

MAF applications that access REST web services use `RestServiceAdapter` to access these services. If your application accesses REST services hosted by MCS and you want to use MCS Diagnostics to monitor and/or debug your application's calls to REST services hosted by MCS, create a `McsRestServiceAdapter` to send the following information to MCS:

- Mobile diagnostic session ID.
This attribute maps an application session on a specific device. The application sends this information through the `Oracle-Mobile-DIAGNOSTIC-SESSION-ID` HTTP request header.
- Mobile device ID
Correlates the REST API requests sent to MCS with the physical device that makes the request. The mobile application supplies this information through the `Oracle-Mobile-Device-ID` HTTP request header.
- Client request time,
Indicates the API call time stamp that is captured on the client side immediately before the application submits the request. The mobile application supplies this information using the HTTP request header `Oracle-Mobile-CLIENT-REQUEST-TIME` attribute.

The following example shows the type of information that a MAF application using this type of adapter inserts into HTTP request headers:

```
Oracle-Mobile-Diagnostic-Session-ID: 19975
Oracle-Mobile-Device-ID: d09379504b0a3247
Oracle-Mobile-Client-Request-Time: 2016-02-09T09:03:17.777Z
```

The following example shows how you create the `McsRestServiceAdapter`:

```
...
import oracle.maf.api.dc.ws.rest.RestServiceAdapterFactory;
import oracle.maf.api.dc.ws.rest.RestServiceAdapter;

...
RestServiceAdapterFactory factory = RestServiceAdapterFactory.newFactory();
RestServiceAdapter mcsRestServiceAdapter = factory.createMcsRestServiceAdapter();
```

For more information about creating an adapter, see [Creating a Rest Service Adapter to Access Web Services](#).

29.10 Sending Analytics Information to Oracle Mobile Cloud Service

A MAF application with one or more mobile backends (MBE) hosted on MCS can send analytics information about application usage to MCS Analytics.

Analytics information that MAF generates to send to MCS provides information about the application lifecycle and an end user's interaction with the MAF application. MAF categorizes analytics events into MAF Framework events and business events. You send information captured in response to MAF Framework events to MCS by configuring properties in your application's `logging.properties` file. Examples of MAF framework events includes application start, feature events like activate and feature navigation, and user authentication events. MAF logs these events by default when you configure your application to send analytics information to MCS.

The following example shows the payload that MAF generates and transfers to MCS for a `FeatureNavigation` MAF framework event that occurs when an end user is redirected to a login application feature (LF1) before navigating to secured application features (`secure-feature-1`, and `secure-feature-2`). MAF logs all MAF framework events within a session that starts when a MAF application that is configured to send analytics information activates. The session ends when the MAF application deactivates. In the following example, the `sessionId` property identifies the session.

JDeveloper's Log window displays this payload when you deploy your MAF application to a device in debug mode.

```
"name": "FeatureNavigation", "properties": {"SourceId": "null", "DestinationId": "LF1"},
"type": "custom", "timestamp": "2015-11-06T20:35:27.384Z",

"sessionId": "com.company.MafAnalytics_736ad3d4-3443-4f65-8378-4e653ade2d30_1601211149
22"

"name": "FeatureNavigation", "properties": {"SourceId": "LF1", "DestinationId": "secure-
feature-1"}, "type": "custom",
"timestamp": "2015-11-06T20:35:27.384Z",
"sessionId": "com.company.MafAnalytics_736ad3d4-3443-4f65-8378-4e653ade2d30_1601211149
22"

"name": "FeatureNavigation", "properties": {"SourceId": "secure-
feature-1", "DestinationId": "secure-feature-2"}, "type": "custom",
"timestamp": "2015-11-06T20:35:27.384Z",
```

```
"sessionId":"com.company.MafAnalytics_736ad3d4-3443-4f65-8378-4e653ade2d30_160121114922"
```

Business events are events that you (the application developer) define in your application. You capture the analytics information for the event using the APIs that MAF provides in `oracle.maf.api.analytics.AnalyticsUtilities`. MAF also exposes a data control method (`fireEventListener`) on the `ApplicationFeatures` data control. Drag and drop this data control method to an AMX page where you can configure it to listen for the event that you define. These APIs can also be used to send analytics from MAF Framework events to MCS.

MAF also enables you to send context event information (device model, country, time zone, and so on) to MCS or to another repository that you choose.

You can also send analytics to repositories other than MCS.

For more information, see:

- [How to Configure the Transfer of Analytics to Oracle Mobile Cloud Service](#)
- [How to Programmatically Send Analytics to Oracle Mobile Cloud Service](#)
- [How to Send Context Events to Oracle Mobile Cloud Service](#)
- [How to Send Analytics to Other Repositories](#)
- [MAF Framework Events that Capture Analytics Information](#) (Describes the MAF Framework events that MAF provides.)
- For information about the classes in the `oracle.maf.api.analytics` package that you can extend and customize, see *Java API Reference for Oracle Mobile Application Framework*.

29.10.1 How to Configure the Transfer of Analytics to Oracle Mobile Cloud Service

MAF populates the `logging.properties` file in a new MAF application with the properties that you need to configure to send analytics information from your MAF application to MCS Analytics.

The following example shows the ready-to-use entries that the `logging.properties` file contains when you create a new MAF application.

```
# Configure the analytics logger
# Analytics events are logged only if oracle.maf.api.analytics.level=ALL
# Set to OFF or any level other than ALL to disable analytics
oracle.maf.api.analytics.level=ALL
oracle.maf.api.analytics.handlers=oracle.maf.api.analytics.LoggerAnalyticsHandler,
oracle.maf.api.analytics.McsAnalyticsHandler
oracle.maf.api.analytics.custom.level=INFO
oracle.maf.api.analytics.LoggerAnalyticsHandler.level=INFO

# Configure MCSHandler
oracle.maf.api.analytics.McsAnalyticsHandler.level=INFO
oracle.maf.api.analytics.McsAnalyticsHandler.connectionId=Mcs_Connection_Id
oracle.maf.api.analytics.McsAnalyticsHandler.batchSize=25
oracle.maf.api.analytics.McsAnalyticsHandler.offlineWrite=false
oracle.maf.api.analytics.McsAnalyticsHandler.recordUsername=false
oracle.maf.api.analytics.McsAnalyticsHandler.contextProviderClassName=oracle.maf.api.
analytics.McsContextProvider
```

Of the properties listed in the previous example, only `connectionId` is mandatory. [Table 29-2](#) describes the optional properties. The `connectionId` property is where you define a valid connection to a MCS MBE. Use the `connectionId` defined in your application's `connection.xml` as the value for this property. If you do not specify a valid `connectionId`, MAF does not send events to MCS. Instead, MAF appends these events on disk until the maximum number of events allowed by the device is reached.

A valid `connectionId` in your application's `connection.xml` file uses the ID of the MBE (`oracle-mobile-backend-id`) and the application key (`oracle-mobile-application-key`) that is generated when the MAF application registers with the MBE. MAF adds these two values to the HTTP header that creates a connection to MCS. These values identify the MBE to which the MAF application sends analytic events and identify the application from which the analytics events originate.

Note: You do not need to register your MAF application as a client on MCS for all 3 platforms (Android, iOS, and Universal Windows Platform). Register the MAF application for one platform and use the generated application key as a value for `oracle-mobile-application-key`.

If the connection to the MCS MBE uses HTTP basic authentication type, associate `oracle/wss_http_token_client_policy` with the connection. For connections that use OAuth, associate `oracle/http_oauth2_token_mobile_client_policy` with the connection. If you do not associate the correct policy with the connection, MAF does not flush analytics events to MCS. For more information about associating a security policy with a connection, see [Accessing Secure Web Services](#).

The following example shows extracts of an application `connections.xml` file with values for the properties just discussed.

```
<References xmlns="http://xmlns.oracle.com/adf/jndi">
  <Reference name="Mcs_Connection_Id"
    className="oracle.adf.model.connection.url.HTTPURLConnection"
    adfCredentialStoreKey="McsLoginConn" xmlns="">
    ...
    <RefAddresses>
      <XmlRefAddr addrType="Mcs_Connection_Id">
        <Contents>
          <urlconnection name="Mcs_Connection_Id" url="http://
mcs_instance.oracle.com:7201"/>
          ...
        </Contents>
      </RefAddresses>
    </Reference>
    <Reference name="McsLoginConn"
    className="oracle.adf.model.connection.adfmf.LoginConnection"
    adfCredentialStoreKey="McsLoginConn" partial="false"
    manageInOracleEnterpriseManager="true"
    deployable="true" xmlns="">
      <Factory className="oracle.adf.model.connection.adfmf.LoginConnectionFactory"/>
      <RefAddresses>
        <XmlRefAddr addrType="adfmfLogin">
          <Contents>
            <login url="http://mcs_instance.oracle.com:7201/mobile/platform/users/
login"/>
            <logout url="http://mcs_instance.oracle.com:7201/mobile/platform/users/
logout"/>
            <customAuthHeaders>
              <header name="oracle-mobile-backend-id" value="0e4a9dfa-046a-4aaa-
b8dd-331044ad81f4"/>
            </customAuthHeaders>
          </Contents>
        </XmlRefAddr>
      </RefAddresses>
    </Reference>
  </References>
```

```

        <header name="oracle-mobile-application-key"
value="be53201a-8674-48d7-96d0-bb02f4cd06c5"/>
        </customAuthHeaders>
        ...
</References>

```

Configure the following optional entries in the `logging.properties` file to implement the described functionality.

Table 29-2 *Optional Properties to Manage the Transfer of Analytics from a MAF Application*

Property	Description
<code>batchSize</code>	An optional property that determines the number of events saved locally before the MAF application sends them to an associated MCS instance. Events will be uploaded in batches to MCS. There is a limit on maximum batch size (65). If <code>batchSize</code> is not provided or exceeds the maximum limit of 65, a default <code>batchSize</code> of 25 applies.
<code>offlineWrite</code>	An optional property that determines if offline buffering of events should be enabled or not. It is possible that events get generated while a device is offline or the client is not able to establish a connection with MCS. Configure the <code>offlineWrite</code> property if you do not want to lose these events. Once the connection is re-established, MAF flushes these saved events to MCS. The <code>offlineWrite</code> property ensures that those events get cached to disk to enable their buffering while offline. MAF provides support for up to 250 events. Events will be saved on a rolling basis. That is, MAF saves the last 250 events. This ensures offline buffering of the latest events. MAF also flushes events to MCS when the application deactivates, irrespective of whether <code>batchSize</code> has been reached or not. By default, <code>offlineWrite</code> is disabled. Set it to <code>True</code> to enable it.
<code>recordUsername</code>	An optional property that determines if username should be captured or not. Set to <code>True</code> so that MAF captures the username when a user logs into a secured feature. If an application does not contain any secured feature or if the user has not yet logged into the secured feature then username remains null. If the application contains several secured features, then username will be updated based upon the credentials (username) used to log into that feature. The username captured will be sent as one of the fields in the context event. Therefore, if you intend to capture username, configure <code>logging.properties</code> so that the <code>recordUsername</code> property is <code>True</code> and <code>contextProviderClassName</code> has a valid class name for generating the context event. For example, <code>oracle.maf.api.analytics.McsAnalyticsHandler.recordUsername=true</code> .
<code>contextProviderClassName</code>	Optional. Provide a value for this property when the context event is generated. The value you specify determines the class that generates the context event for MCS. The context event contains information like timezone offset, geolocation and device information. It can also contain username if <code>recordUsername</code> is set to <code>True</code> . The <code>contextProviderClassName</code> property is disabled by default. The following example shows how you enable it: <code>oracle.maf.api.analytics.McsAnalyticsHandler.contextProviderClassName=oracle.maf.api.analytics.McsContextProvider</code>

29.10.2 How to Programmatically Send Analytics to Oracle Mobile Cloud Service

MAF provides an API in `oracle.maf.api.analytics.AnalyticsUtilities` that you can use to send events to MCS.

The `AnalyticsUtilities` class provides the following API:

```
public static void fireEvent(Level level, String category, String eventName)
// Send an event without a payload
```

```
public static void fireEvent(Level level, String category, String eventName,
JSONObject payload)
// Send an event with a JSON payload
```

`level`: The logging level of the event. Set to any standard level supported by Java logging.

`category`: The category of the event. Set to 'custom' for all events except `context`, `sessionStart` (MAF Framework event) and `sessionEnd` (MAF Framework event). Set the latter events to 'system'.

`eventName`: Provide your own event name if you do not use an event provided in the `AnalyticsUtilities` class.
Throws an exception if null.

`payload`: A `JSONObject` that contains key-value pairs for custom events. The `JSONObject` must be of type `String`.
No other data type is supported.

Configure your application's `logging.properties` file with the values necessary to transfer analytics to MCS before you use this API. Specify, for example, the `MCS connectionID`.

The following example demonstrates how to use this API to send analytics from a MAF application to MCS.

```
// Sending events from your application.

// The following logs event when there is no payload to register for an event.
AnalyticsUtilities.fireEvent(Level.WARNING, AnalyticsUtilities.CATEGORY_CUSTOM,
"EVENT_VIDEO_ACTIONS");

// The following logs event when there is a JSON payload to send for a custom
event.
try
{
    JSONObject payload = new JSONObject();
    payload.put("PAYLOAD_VIDEONAME", getFileName());
    payload.put("PAYLOAD_ACTION", getAction());
    // Creating a custom event 'EVENT_VIDEO_ACTIONS' of level INFO
    AnalyticsUtilities.fireEvent(Level.INFO,
AnalyticsUtilities.CATEGORY_CUSTOM, "EVENT_VIDEO_ACTIONS" , payload);
}

catch(Throwable t)
{
    // log the error
```

```
}

```

You can set different log levels to capture events based on user interaction. For example, the `EVENT_VIDEO_ACTIONS` event in the previous example could be of `INFO` level when your end user performs a play action. Alternatively, it could be set to `WARNING` level to capture events in case of failure. You manage the logging level in the `logging.properties` file. For example, to manage the logging of `EVENT_VIDEO_ACTIONS` events, configure the `logging.properties` file as follows:

```
// Set to WARNING to log events for the play action. Set to INFO (or a lower level)
// to log events for the play action plus failure events
oracle.maf.api.analytics.custom.EVENT_VIDEO_ACTIONS.level=WARNING

// Disable logging of EVENT_VIDEO_ACTIONS
oracle.maf.api.analytics.custom.EVENT_VIDEO_ACTIONS.level=OFF

```

29.10.3 How to Send Context Events to Oracle Mobile Cloud Service

MAF applications can capture context events and send the collected information to MCS or to a repository other than MCS.

A context event defines the context of subsequent events until another context event is logged. An event can be logged from a MAF Framework event or from events that you define in your application.

[Table 29-3](#) lists key names that MCS accepts in the key-value pairs of the JSON object(s) that transmit context events from the MAF application. MCS requires that all properties be of type `String`. All properties in the following table are optional.

Note:

MCS translates latitude and longitude information to city, state, country, and postal code. Provide latitude and longitude information or locality, region, postalCode and country, but not both.

Table 29-3 Valid Key Names to Send Context Event Information to MCS

Key Name	Description
<code>userName</code>	The user of the device who was logged in to the secured feature when the context events were logged.
<code>timezone</code>	Device's offset from UTC in seconds
<code>model</code>	Device's model name
<code>osName</code>	Device operating system name
<code>osVersion</code>	Device operating system version
<code>latitude</code>	Device's GPS latitude
<code>longitude</code>	Device's GPS longitude
<code>locality</code>	Device's locality
<code>region</code>	Device's region

Table 29-3 (Cont.) Valid Key Names to Send Context Event Information to MCS

Key Name	Description
postalCode	Device's postal code
country	Device's country

To send context event information from your MAF application to MCS, configure the following entry in your `logging.properties` file:

```
oracle.maf.api.analytics.McsAnalyticsHandler.contextProviderClassName= oracle.maf.api.analytics.McsContextProvider
```

With this entry configured in your `logging.properties` file, MAF sends the context event information listed in [Table 29-3](#) to MCS. You also need to set `recordUsername` to `True` in the `logging.properties` file if you want the MAF application to send the user name to MCS.

If you want to generate context events that contain fields you define, configure the following entry in your `logging.properties` file:

```
oracle.maf.api.analytics.McsAnalyticsHandler.contextProviderClassName=oracle.maf.demo.CustomContextProvider
```

Where `oracle.maf.demo.CustomContextProvider` is a class that implements `oracle.maf.api.analytics.ContextProvider`, as shown in [Example 29-2](#). The generated context event contains the timezone, carrier, and manufacturer information.

Example 29-2 Custom Context Provider to Send Context Information

```
package oracle.maf.demo;

import java.util.Date;
import java.util.TimeZone;
import oracle.maf.api.analytics.ContextProvider;
import oracle.adfmf.json.JSONObject;

public class CustomContextProvider
    implements ContextProvider
    {
    public CustomContextProvider()
    {
        super();
    }

    public JSONObject generateContext()
    {
        JSONObject myCustomCtx = new JSONObject();

        //
        // TimeZone - Mobile device's offset from UTC in seconds
        //
        Date date = new Date();
        int offset = TimeZone.getDefault().getOffset(date.getTime()) / 1000;

        try
        {
            myCustomCtx.put("timezone", new Integer(offset).toString());
            myCustomCtx.put("carrier", "AT&T");
            myCustomCtx.put("manufacturer", "Apple");
        }
    }
}
```

```
    }
    catch(Exception ex)
    {
        ex.printStackTrace();
    }

    return myCustomCtx;
}
}
```

29.10.4 How to Send Analytics to Other Repositories

MAF applications can send analytics to repositories other than MCS.

To achieve this, you write a custom class that extends `oracle.maf.api.analytics.McsAnalyticsHandler` and overrides `processEvent()` method, as shown in the following example.

```
package oracle.maf.demo;

import java.io.IOException;
import oracle.adfmf.framework.exception.AdfException;

import oracle.adfmf.json.JSONArray;
import oracle.adfmf.resource.CDCErrorBundle;
import oracle.adfmf.util.ResourceBundleHelper;
import oracle.maf.api.analytics.McsAnalyticsHandler;
import oracle.maf.api.dc.ws.rest.RestServiceAdapter;
import oracle.maf.api.dc.ws.rest.RestServiceAdapterFactory;

public class CustomHandler extends McsAnalyticsHandler
{
    public CustomHandler()
    {
        super();
    }

    //
    // Establish the connection to a different repository and flush the events.
    //
    protected void processEvents() throws AdfException
    {
        // Extract the events to be flushed
        _events = super.getEvents();

        RestServiceAdapter restAdapter =
        RestServiceAdapterFactory.newFactory().createRestServiceAdapter();
        restAdapter.clearRequestProperties();

        // Get valid connectionId of the repository.
        restAdapter.setConnectionName(getConnectionId());
        restAdapter.setRequestMethod(RestServiceAdapter.REQUEST_TYPE_POST);
        restAdapter.addRequestProperty("Content-Type", "application/json");
        restAdapter.setRequestURI(_ANOTHER_REPOSITORY_URI);
        restAdapter.setGenerateAnalyticsEvents(false);

        // make REST call to send events
        try
        {
            String responseMessage = restAdapter.send(_events.toString());
        }
    }
}
```

```

    }
    catch (IOException ex)
    {
        throw new AdfException(AdfException.ERROR,
ResourceBundleHelper.CDC_ERROR_BUNDLE,
                                CDCErrorBundle.ERR_ANALYTICS_FLUSH_EVENTS, new Object[]
{ ex });
    }
}

private JSONArray _events = new JSONArray();
private static final String _ANOTHER_REPOSITORY_URI = "_repository_uri";
}

```

You also need register the custom class in the `logging.properties` file. For example, to register `CustomHandler`, configure `logging.properties` as shown in the following example:

```

# Configure the analytics logger
oracle.maf.api.analytics.level=ALL
oracle.maf.api.analytics.handlers=oracle.maf.demo.CustomHandler
oracle.maf.api.analytics.custom.level=INFO

# Configure CustomHandler
oracle.maf.demo.CustomHandler.level=INFO
oracle.maf.demo.CustomHandler.connectionId=RepositoryConn
oracle.maf.demo.CustomHandler.batchSize=7
oracle.maf.demo.CustomHandler.offlineWrite=true
oracle.maf.demo.CustomHandler.recordUsername=false
oracle.maf.demo.CustomHandler.contextProviderClassName=oracle.maf.api.analytics.McsContextProvider

```

29.10.5 MAF Framework Events that Capture Analytics Information

MAF provides a range of MAF Framework events that capture analytics information.

These events are grouped into two categories (custom and system). Configure your application's `logging.properties` file so that the application sends these events to MCS. First, configure your application's `logging.properties` file to enable the sending of analytics information by, among other things, specifying the MCS `connectionID`. You then specify the events that you want to send. Use the information in the following tables for this latter task.

[Table 29-4](#) lists the MAF Framework events (custom category) that you can configure in the `logging.properties` file to send analytics information to MCS from your application. You can disable each event by setting it to OFF or to a higher logging level than the level that enables logging of the event.

Table 29-4 MAF Framework Events (Custom Category)

Event Name	Logging Level	Enable or Disable Logging
UpdateAuthenticationStatus	FINE	oracle.maf.api.analytics.custom.UpdateAuthenticationStatus.level= FINE oracle.maf.api.analytics.custom.UpdateAuthenticationStatus.level= OFF

Table 29-4 (Cont.) MAF Framework Events (Custom Category)

Event Name	Logging Level	Enable or Disable Logging
FeatureNavigation	INFO	oracle.maf.api.analytics.custom.FeatureNavigation.level=INFO oracle.maf.api.analytics.custom.FeatureNavigation.level=OFF
Login	INFO	oracle.maf.api.analytics.custom.Login.level=INFO oracle.maf.api.analytics.custom.Login.level=OFF
LoginCallback	FINER	oracle.maf.api.analytics.custom.LoginCallback.level=FINER oracle.maf.api.analytics.custom.LoginCallback.level=OFF
Timer for Operations: Warning and Expired	INFO for Operations: Warning and Expired FINE for Operation: Adjust	oracle.maf.api.analytics.custom.Timer.level=INFO oracle.maf.api.analytics.custom.Timer.level=FINE oracle.maf.api.analytics.custom.Timer.level=OFF
Logout	INFO	oracle.maf.api.analytics.custom.Logout.level=INFO oracle.maf.api.analytics.custom.Logout.level=OFF
LogoutCallback	FINER	oracle.maf.api.analytics.custom.LogoutCallback.level=FINER oracle.maf.api.analytics.custom.LogoutCallback.level=OFF
PageNavigation	INFO	oracle.maf.api.analytics.custom.PageNavigation.level=INFO oracle.maf.api.analytics.custom.PageNavigation.level=OFF
FeatureTransition	INFO	oracle.maf.api.analytics.custom.FeatureTransition.level=INFO oracle.maf.api.analytics.custom.FeatureTransition.level=OFF

Table 29-4 (Cont.) MAF Framework Events (Custom Category)

Event Name	Logging Level	Enable or Disable Logging
ApplicationTransition	INFO	<pre>oracle.maf.api.analytics.custom.ApplicationTransition.level=INFO</pre> <pre>oracle.maf.api.analytics.custom.ApplicationTransition.level=OFF</pre>
RESTWebService	INFO	<pre>oracle.maf.api.analytics.custom.RESTWebService.level=INFO</pre> <pre>oracle.maf.api.analytics.custom.RESTWebService.level=OFF</pre>

[Table 29-5](#) lists the MAF Framework events (system category) that you can configure in the `logging.properties` file to send analytics information to MCS from your application

Table 29-5 MAF Framework Events (System Category)

Event Name	Logging Level	Description
sessionStart	INFO	MAF reserves the use of this event name to identify the session that it starts when a MAF application activates and starts to log analytics information. Do not define events in your MAF application that use this event name.
sessionEnd	INFO	MAF reserves the use of this event name to identify the session that it stops when a MAF application deactivates and stops logging analytics information. Do not define events in your MAF application that use this event name. MAF flushes events to MCS when <code>sessionEnd</code> occurs, irrespective of whether <code>batchSize</code> has been reached or not.
context	INFO	<p>Sends context event information (for example, the timezone, carrier, and manufacturer of the device). Enable this event as follows:</p> <pre>oracle.maf.api.analytics.McsAnalyticsHandler .contextProviderClassName=oracle.maf.api .analytics.McsContextProvider</pre> <p>For more information about the context event information, see How to Send Context Events to Oracle Mobile Cloud Service</p>

Troubleshooting MAF Applications

This appendix describes problems with various aspects of MAF applications, as well as how to diagnose and resolve them.

This appendix includes the following sections:

- [Problems with Input Components on iOS Simulators](#)
- [Code Signing Issues Prevent Deployment](#)
- [The credentials Attribute Causes Deployment to Fail](#)

A.1 Problems with Input Components on iOS Simulators

Issue:

On MAF applications deployed to iOS simulators, text entered into one `<amx:inputText>` component field becomes attached to the beginning of the text entered in subsequent field when navigating from one field to another using a mouse. For example, on a page with First Name, Middle Name, and Last Name input text fields, if you enter *John* in the First Name field, then click the Middle Name field, and enter *P*, the text displays as *JohnP*. Likewise, when you click the Last Name field, and enter *Smith*, the text in that field displays as *JohnPSmith*, as shown in [Figure A-1](#).

Figure A-1 Text Values Concatenate in Subsequent `<amx:inputText>` fields

First Name	John
Middle Name	JohnP
Last Name	JohnPSmith

Note:

This behavior only occurs on iOS simulators and in web pages, not on actual devices.

Solution:

Use the keyboard on the simulator to traverse the input text fields rather than the mouse.

A.2 Code Signing Issues Prevent Deployment

Issue:

In some iOS development environments, MAF application deployment fails because of code signing errors.

Solution:

To ensure that the MAF application is signed, add code signing data to the Mach-O (Mach object) file by configuring the environment with `CODESIGN_ALLOCATE`. For example, enter the following from the Terminal:

```
export CODESIGN_ALLOCATE="/Applications/Xcode.app/Contents/Developer/usr/bin/codesign_allocate"
```

For more information, see *codesign_allocate(1) OS X Manual Page* and *OS X ABI Mach-O File Format Reference*, both available from the iOS Developer Library (<http://developer.apple.com/library/ios/navigation/>).

A.3 The credentials Attribute Causes Deployment to Fail

Issue:

The presence of the `credentials` attribute defined for the `admf:feature` element in the `maf-feature.xml` file causes JDeveloper to cancel deployment and write an error similar to the following to the deployment log:

```
XML validation failed for file
/Users/jsmith/jdeveloper/mywork/MobileApplication/ViewController/src/META-INF/maf-
feature.xml.
[12:26:44 PM] The file contains the following errors:
Error (Line 3, Column 44): Attribute credentials not defined on element admf:feature
Error (Line 10, Column 49): Attribute credentials not defined on element
admf:feature
Error (Line 19, Column 51): Attribute credentials not defined on element
admf:feature
Error (Line 35, Column 69): Attribute credentials not defined on element
admf:feature
Error (Line 50, Column 65): Attribute credentials not defined on element
admf:feature
[12:26:50 PM] Deployment canceled.
[12:26:50 PM] ---- Deployment incomplete ----.
[12:26:50 PM] XML validation failed.
```

Solution:

When you migrate an application created by ADF Mobile, you must verify that the authentication mode once defined in `maf-feature.xml` (such as `<admf:feature id="feature1" name="feature1" credentials="remote">`) is now defined using the `authenticationMode` attribute in the `connections.xml` file.

JDeveloper's audit rules can detect the presence of the `credentials` attribute and assist you in removing it from the `maf-feature.xml` file.

Because only the `local` and `remote` values are valid for the `authenticationMode` attribute, do not migrate the value of `none` (`<admf:feature id="feature1" name="feature1" credentials="none">`) to the `authenticationMode` attribute, as doing so will cause the deployment will fail. For more information, see [Overview of the Authentication Process for MAF Applications](#).

Local HTML and Application Container APIs

This chapter describes the MAF JavaScript API extensions, the MAF Container Utilities API, and how to use the `AdfmfJavaUtilities` API for HTML application features, including custom HTML springboard applications.

This chapter includes the following sections:

- [Using MAF APIs to Create a Custom HTML Springboard Application Feature](#)
- [The MAF Container Utilities API](#)
- [Accessing Files Using the `getDirectoryPathRoot` Method](#)

B.1 Using MAF APIs to Create a Custom HTML Springboard Application Feature

Using JavaScript to call the JavaScript API extensions enables you to add the navigation functions to a custom springboard page authored in HTML. As stated in [What You May Need to Know About Custom Springboard Application Features with HTML Content](#), you can enable callbacks and use Apache Cordova by including methods in the JavaScript `<script>` tag. The following example illustrates using this tag to call Cordova.

```
...  
<script type="text/javascript">if (!window.adf) window.adf = {};  
    adf.wwwPath = "~/maf.device~/www/js/base.js";</script>  
<script type="text/javascript" src="/~maf.device~/www/js/base.js"></script>  
...
```

It is recommended that you use the virtual path `~/maf.device~/` when including `base.js` so that the browser will identify the request as being for a MAF resource and not for the remote server. This approach works in both remote as well as local HTML pages and is the best way to include `base.js` in an HTML feature (regardless of where it is being served from). For more information, see [Enabling Remote Applications to Access Container Services](#).

Tip:

To access (and determine the location of) the `www/js` directory, you must first deploy a MAF application and navigate to the `deploy` directory. The `www/js` directory resides within the platform-specific artifacts generated by the deployment. For iOS deployments, the directory is located within the `temporary_xcode_project` directory. For Android deployments, this directory is located in the `assets` directory of the Android application package (`.apk`) file. For a Windows deployment in the Release mode, the directory location is `appLocationOnMachine\deploy\deploymentprofilename\release\MafTemplate\www\js`. See also [What You May Need to Know About Custom Springboard Application Features with HTML Content](#).

Note:

Because the path does not exist during design time, JDeveloper notes the JavaScript includes in the source editor as an error by highlighting it with a red, wavy underline. This path is resolved at runtime.

The MAF extension to the Cordova API enables the API of the mobile device to access the configuration metadata in the `maf-feature.xml` and `maf-application.xml` files, which in turn results in communication between the mobile device and the MAF infrastructure. These extensions also direct the display behavior of the application features.

For information on the default MAF springboard page, `springboard.amx`, and about the `ApplicationFeatures` data control that you can use to build a customized springboard, see [What You May Need to Know About Custom Springboard Application Features with MAF AMX Content](#).

B.1.1 About Executing Code in Custom HTML Pages

The following example illustrates a script defining the `showpagecomplete` event on the `handlePageShown` callback function. By listening to this event using standard DOM (Document Object Model) event listening, custom HTML pages (such as login pages) can invoke their own code after MAF has loaded and displayed the page for the first time.

```
<script>
    function handlePageShown()
    {
        console.log("Page is shown!");
    }
    document.addEventListener("showpagecomplete", handlePageShown, false);
</script>
```

Note:

The `showpagecomplete` event guarantees the appropriate MAF state; other browser and third-party events, such as `load` and Cordova's `deviceready`, may not. Do not use them.

B.2 The MAF Container Utilities API

The methods of the MAF Container Utilities API provide MAF applications with such functionality as navigating to the navigation bar, displaying a springboard, or displaying application features. You can use these methods at the Java and JavaScript layers of MAF.

In Java, the Container Utilities API is implemented as static methods on the `AdfmfContainerUtilities` class, which is located in the `oracle.adfmf.framework.api` package. The following example illustrates calling the `gotoSpringboard` method. For more information on `oracle.adfmf.framework.api.AdfmfContainerUtilities`, see *Java API Reference for Oracle Mobile Application Framework*.

```
import oracle.adfmf.framework.api.AdfmfContainerUtilities;
...
AdfmfContainerUtilities.gotoSpringboard();
...
```

B.2.1 Using the JavaScript Callbacks

The signatures of Java and JavaScript both match. In Java, they are synchronous and return results directly. Because JavaScript is asynchronous, there are two callback functions added for every function: a success callback that returns the results and a failed callback that returns any exception that is thrown. Within a Java method, the success value is returned from the function, or method, and the exception is thrown directly from the method. The pseudocode in the following example illustrates how a call with no arguments, `public static functionName() throws`, is executed within Java using `try` and `catch` blocks.

```
...
try {
    result = AdfmfContainerUtilities.functionName();
}
catch() {
    ...
}
...
```

Because JavaScript calls are asynchronous, the return is required through the callback mechanism when the execution of the function is complete. The pseudocode in the following example illustrates the signature of the JavaScript call.

```
adf.mf.api.functionName(
    function(successFunction, failureFunction) { alert("functionName complete"); },
    function(successFunction, failureFunction) { alert("functionName failed with " +
        adf.mf.util.stringify(failureFunction); }
);
```

JavaScript calls cannot return a result because they are asynchronous. They instead require a callback mechanism when the execution of the function has completed. The signature for both the success and failed callbacks is `function(request, response)`, where the `request` argument is a JSON representation for the actual request and the `response` is the JSON representation of what was returned by the method (in the case of success callback functions) or, for failed callback functions, a JSON representation of the thrown exception.

Note:

The callback functions must be invoked before subsequent JavaScript calls can be made to avoid problems related to stack depth or race conditions.

The pseudocode in the following example illustrates how a call with one or more arguments, such as `public static <return value> <function name>(<arg0>, <arg1>, ...)` throws <exceptions>, is executed within Java using a try-catch block.

```
try {
    result = AdmfContainerUtilities.<function_name>(<arg0>, <arg1>, ...);
}
catch(<exception>) {
    ...
}
```

For information on how to invoke MAF JavaScript APIs from pages defined as local HTML or remote URL, see [Enabling Remote Applications to Access Container Services](#).

B.2.2 Using the Container Utilities API

The Container Utilities API provides the following methods:

- [getApplicationInformation](#)—Retrieves the metadata for the MAF application.
- [gotoDefaultFeature](#)—Activates the default application feature.
- [gotoFeature](#)—Activates a specific application feature.
- [getFeatures](#)—Retrieves the application features.
- [getFeatureByName](#)—Retrieves information about the application feature using the application feature's name.
- [getFeatureById](#)—Retrieves an application feature using its ID.
- [resetFeature](#)—Resets the application feature to the same state as when it was loaded.
- [resetApplication](#)—Resets the application.
- [gotoSpringboard](#)—Activates the springboard.
- [showSpringboard](#)—Shows the springboard
- [hideSpringboard](#)—Hides the springboard
- [showNavigationBar](#)—Displays the navigation bar.
- [hideNavigationBar](#)—Hides the navigation bar.
- [showPreferences](#)—Displays the preferences page.
- [invokeMethod](#)—Invokes a Java method.
- [invokeContainerMethod](#)—Invokes a native method on the specified class with the given arguments.

- [invokeContainerJavaScriptFunction](#)—Invokes a JavaScript method.
- [sendEmail](#)—Displays the mobile device's email interface.
- [sendSMS](#)—Displays the mobile device's text messaging (SMS) interface.

The Container Utilities API also include methods for placing badges and badge numbers on applications. For more information, see [Application Icon Badging](#).

B.2.3 `getApplicationInformation`

This method returns an `ApplicationInformation` object that contains information about the application. This method returns such metadata as the application ID, application name, version, and the vendor of an application.

Within Java, this method is called as follows:

```
public static oracle.adfmf.framework.ApplicationInformation
    getApplicationInformation()
    throws oracle.adfmf.framework.exception.AdfException
```

The following example illustrates calling this method.

```
import oracle.adfmf.framework.api.AdfmfContainerUtilities;

...
try {
    ApplicationInformation ai =
AdmfContainerUtilities.getApplicationInformation();
    String applicationId = ai.getId();
    String applicationName = ai.getName();
    String vendor = ai.getVendor();
    String version = ai.getVersion();
    ...
}
catch(AdfException e) {
    // handle the exception
}
```

In JavaScript, the success and failed callback functions enable the returned value and the exception to be passed back to the JavaScript calling code as follows:

```
public void getApplicationInformation(success, failed)
```

The success callback must be in the form of `function(request, response)`, where the `request` argument contains the original request and the `response` argument contains the associated `AdmfContainerUtilities` method's return value, which is the `ApplicationInformation` object containing application-level metadata. This includes the application name, vendor, version, and application ID.

The failed callback must be in the form of `function(request, response)`, where the `request` contains the original request and the `response` contains the error.

The following example illustrates using these callback functions to retrieve the application information.

```
adf.mf.api.getApplicationInformation(
    function(req, res) { alert("getApplicationInformation complete"); },
    function(req, res) { alert("getApplicationInformation failed with " +
        adf.mf.util.stringify(res); }
);
```

B.2.4 gotoDefaultFeature

This method requests that MAF display the default application feature. The default application feature is the one that is displayed when the MAF application is started.

Note:

This method may not be able to display an application feature if it has authentication- or authorization-related problems.

In JavaScript, the `success` and `failed` callback functions enable the returned value and the exception to be passed back to the JavaScript calling code as follows:

```
public void gotoDefaultFeature(success, failed)
```

The `success` callback function must be in the form of `function(request, response)`, where the `request` argument contains the original request and the `response` argument contains the associated `AdfmfContainerUtilities` method's return value (`void`).

The `failed` callback function must be in the form of `function(request, response)`, where the `request` argument contains the original request and the `response` argument contains the error.

The following example illustrates using these callbacks to call the default application feature.

```
adf.mf.api.gotoDefaultFeature(  
    function(req, res) { alert("gotoDefaultFeature complete"); },  
    function(req, res) { alert("gotoDefaultFeature failed with " +  
                            adf.mf.util.stringify(res); }  
);
```

B.2.5 gotoFeature

This method requests that MAF display the application feature identified by its ID.

Note:

This method may not be able to display an application feature if it has authentication- or authorization-related problems.

Within Java, this method is called as follows:

```
public static void gotoFeature(java.lang.String featureId)  
    throws oracle.adfmf.framework.exception.AdfException
```

This method's parameter, as shown in the following example, is the ID of the application feature.

```
import oracle.adfmf.framework.api.AdfmfContainerUtilities;  
  
...  
try {  
    AdfmfContainerUtilities.gotoFeature("feature.id");  
}
```



```

catch(AdfException e) {
    // handle the exception
}

```

In JavaScript, the `success` and `failed` callback functions enable the returned value and the exception to be passed back to the JavaScript calling code as follows:

```
public void gotoFeature(featureId, success, failed)
```

The `featureId` parameter is the application feature ID. This parameter activates the `success` callback function and must be in the form of `function(request, response)`, where the request contains the original request and the response contains the associated `AdfmfContainerUtilities` method's return value (`void`).

The `failed` callback function must be in the form of `function(request, response)`, where the request contains the original request and the response contains the error.

The following example illustrates using these callback functions to call an application feature.

```

adf.mf.api.gotoFeature("feature0",
    function(req, res) { alert("gotoFeature complete"); },
    function(req, res) { alert("gotoFeature failed with " +
        adf.mf.util.stringify(res); }
);

```

B.2.6 getFeatures

This method returns an array of `FeatureInformation` objects that represent the available application features. The returned metadata includes the feature ID, the application feature name, and the file locations for the image files used for the application icons. This call enables a custom springboard implementation to access the list of application features that are available after constraints have been applied.

Note: These application features would also display within the default springboard.

Within Java, this method is called as follows:

```
public static oracle.adfmf.framework.FeatureInformation[] getFeatures()
    throws oracle.adfmf.framework.exception.AdfException
```

The following example illustrates using this method.

```

import oracle.adfmf.framework.api.AdfmfContainerUtilities;

...
try {
    FeatureInformation[] fia = null;
    fia = AdfmfContainerUtilities.getFeatures();

    for(int f = 0; f < fia.length; ++f) {
        FeatureInformation fi = fia[i];
        String featureId = fi.getId();
        String featureName = fi.getName();
        String featureIconPath = fi.getIcon();
        String featureImagePath = fi.getImage();
        ...
    }
}

```

```
    }  
  }  
  catch(AdfException e) {  
    // handle the exception  
  }  
}
```

In JavaScript, the `success` and `failed` callback functions enable the returned values and the exceptions to be passed back to the JavaScript calling code as follows:

```
public void getFeatures(success, failed)
```

The `success` callback function must be in the form of `function(request, response)`, where the `request` argument contains the original request and the `response` argument contains the associated `AdfmfContainerUtilities` method's return value (the array of `FeatureInformation` objects).

The `failed` callback function must be in the form of `function(request, response)`, where the `request` argument contains the original request and the `response` argument contains the error (`AdfException`).

```
adf.mf.api.getFeatures(  
    function(req, res) { alert("getFeatures complete"); },  
    function(req, res) { alert("getFeatures failed with " +  
        adf.mf.util.stringify(res); }  
);
```

B.2.7 getFeatureByName

This method returns information about the application feature using the passed-in name of the application feature.

Within Java, this method is called as follows:

```
public static oracle.adfmf.framework.FeatureInformation getFeatureByName(java.lang.String  
                                                                    featureName)  
    throws oracle.adfmf.framework.exception.AdfException
```

This method's parameter, as shown in the following example, is the name of the application feature.

```
...  
try {  
    FeatureInformation fi =  
AdfmfContainerUtilities.getFeatureByName("feature.name");  
    String featureId = fi.getId();  
    String featureName = fi.getName();  
    String featureIconPath = fi.getIcon();  
    String featureImagePath = fi.getImage();  
}  
catch(AdfException e) {  
    // handle the exception  
}
```

In JavaScript, the `success` and `failed` callback functions enable the returned value and the exception to be passed back to the JavaScript calling code as follows:

```
public void getFeatureByName(featureName, success, failed)
```

The `featureName` parameter is the name of the application feature. The `success` callback function and must be in the form of `function(request, response)`,

where the request contains the original request and the response contains the associated `AdfmfContainerUtilities` method's return value (`void`).

The failed callback function must be in the form of `function(request, response)`, where the request contains the original request and the response contains the error.

The following example illustrates using these callback functions.

```
adf.mf.api.getFeatureByName("feature.name",
    function(req, res) { alert("getFeatureByName complete"); },
    function(req, res) { alert("getFeatureByName failed with " +
        adf.mf.util.stringify(res); }
);
```

B.2.8 getFeatureById

This method retrieves an application feature using its application ID.

Within Java, this method is called as follows:

```
public static oracle.adfmf.framework.FeatureInformation getFeatureById(String featureId)
    throws oracle.adfmf.framework.exception.AdfException
```

This method's parameter, as shown in the following example, is the ID of the application feature.

```
try {
    FeatureInformation fi = AdfmfContainerUtilities.getFeatureById("feature.id");
}
catch(AdfException e) {
    // handle the exception
}
```

In JavaScript, the success and failed callback functions enable the returned value and the exception to be passed back to the JavaScript calling code as follows:

```
public void getFeatureById(featureId, success, failed)
```

The `featureId` parameter is the ID of the application feature. The success callback function and must be in the form of `function(request, response)`, where the request contains the original request and the response contains the associated `AdfmfContainerUtilities` method's return value (`void`).

The failed callback function must be in the form of `function(request, response)`, where the request contains the original request and the response contains the error.

The following example illustrates using these callback functions to retrieve an application feature.

```
adf.mf.api.getFeatureById("feature.id",
    function(req, res) { alert("getFeatureById complete"); },
    function(req, res) { alert("getFeatureById failed with " +
        adf.mf.util.stringify(res); }
);
```

B.2.9 resetFeature

This method resets the state of the application feature. It resets the Java-side model for the application feature and then restarts the user interface presentation as if the MAF

application had just been loaded and displayed the application feature for the first time.

Within Java, this method is called as follows:

```
public static void resetFeature(java.lang.String featureId)
    throws oracle.adfmf.framework.exception.AdfException
```

The method's parameter, as shown in the following example, is the ID of the application feature that is to be reset.

```
import oracle.adfmf.framework.api.AdfmfContainerUtilities;

...
try {
    AdfmfContainerUtilities.resetFeature("feature.id");
}
catch(AdfException e) {
    // handle the exception
}
```

In JavaScript, the `success` and `failed` callback functions enable the returned value and exception to be passed back to the JavaScript calling code as follows:

```
public void resetFeature(featureId, success, failed)
```

The `success` callback function must be in the form of `function(request, response)`, where the request contains the original request and the response contains the associated method's return value (The ID of the application feature).

The `failed` callback function must be in the form of `function(request, response)`, where the request contains the original request and the response contains the error.

The following example illustrates using these callback functions to call an application feature.

```
adf.mf.api.resetFeature("feature0",
    function(req, res) { alert("resetFeature complete"); },
    function(req, res) { alert("resetFeature failed with " +
        adf.mf.util.stringify(res); }
);
```

B.2.10 resetApplication

This method resets the running application and it should be used only when resetting individual application features is not sufficient. For more information, see *Java API Reference for Oracle Mobile Application Framework*.

Within Java, this method is called as follows:

```
public static void resetApplication(java.lang.String message)
```

The method's parameter, as shown in the following example, is either a message describing the reason for which the application is being restarted, or `null` if no message is required.

```
import oracle.adfmf.framework.api.AdfmfContainerUtilities;

...
try {
    AdfmfContainerUtilities.resetApplication("New content is available");
}
```

```

    }
    catch(Exception e) {
        // handle the exception
    }
}

```

In JavaScript, the `success` and `failed` callback functions enable the returned value and exception to be passed back to the JavaScript calling code as follows:

```
public void resetApplication(message, success, failed)
```

The `success` callback function must be in the form of `function(request, response)`, where the `request` contains the original request and the `response` contains the associated method's return value (The ID of the application feature).

The `failed` callback function must be in the form of `function(request, response)`, where the `request` contains the original request and the `response` contains the error.

The following example illustrates using these callback functions to call an application.

```

adf.mf.api.resetApplication("message1",
    function(req, res) { alert("resetApplication complete"); },
    function(req, res) { alert("resetApplication failed with " +
        adf.mf.util.stringify(res); }
);

```

B.2.11 gotoSpringboard

This method requests that MAF activate the springboard.

Note:

This method may not be able to display the springboard if it has not been designated as a feature reference in the `maf-application.xml` file, or if it has authentication or authorization-related problems. See also [Configuring Application Navigation](#).

Within Java, this method is called as follows:

```
public static void gotoSpringboard()
```

The following example illustrates using this method

```

import oracle.adfmf.framework.api.AdfmfContainerUtilities;

...
try {
    AdfmfContainerUtilities.gotoSpringboard();
}
catch(AdfException e) {
    // handle the exception
}

```

In JavaScript, the `success` and `failed` callback functions enable the returned value and the exception to be passed back to the JavaScript calling code as follows:

```
public void gotoSpringboard(success, failed)
```

The success callback function must be in the form of `function(request, response)`, where the request contains the original request and the response contains the associated method's return value (`void`).

The failed callback function must be in the form of `function(request, response)`, where the request contains the original request and the response contains the error.

The following example illustrates using these callback functions.

```
adf.mf.api.gotoSpringboard(
    function(req, res) { alert("gotoSpringboard complete"); },
    function(req, res) { alert("gotoSpringboard failed with " +
        adf.mf.util.stringify(res); }
);
```

B.2.12 showSpringboard

This method requests that MAF display the springboard.

Within Java, this method is called as follows:

```
public static void showSpringboard()
```

The following example illustrates using this method.

```
import oracle.adfmf.framework.api.AdfmfContainerUtilities;

...
try {
    AdfmfContainerUtilities.showSpringboard();
}
catch(Exception e) {
    // handle the exception
}
```

In JavaScript, the success and failed callback functions enable the returned value and the exception to be passed back to the JavaScript calling code as follows:

```
public void showSpringboard(success, failed)
```

The success callback function must be in the form of `function(request, response)`, where the request contains the original request and the response contains the associated method's return value (`void`).

The failed callback function must be in the form of `function(request, response)`, where the request contains the original request and the response contains the error.

The following example illustrates using these callback functions.

```
adf.mf.api.showSpringboard(
    function(req, res) { alert("showSpringboard complete"); },
    function(req, res) { alert("showSpringboard failed with " +
        adf.mf.util.stringify(res); }
);
```

B.2.13 hideSpringboard

This method requests that MAF hide the springboard.

Within Java, this method is called as follows:

```
public static void hideSpringboard()
```

The following example illustrates using this method.

```
import oracle.adfmf.framework.api.AdfmfContainerUtilities;

...
try {
    AdfmfContainerUtilities.hideSpringboard();
}
catch(Exception e) {
    // handle the exception
}
```

In JavaScript, the `success` and `failed` callback functions enable the returned value and the exception to be passed back to the JavaScript calling code as follows:

```
public void hideSpringboard(success, failed)
```

The `success` callback function must be in the form of `function(request, response)`, where the `request` contains the original request and the `response` contains the associated method's return value (`void`).

The `failed` callback function must be in the form of `function(request, response)`, where the `request` contains the original request and the `response` contains the error.

The following example illustrates using these callback functions.

```
adf.mf.api.hideSpringboard(
    function(req, res) { alert("hideSpringboard complete"); },
    function(req, res) { alert("hideSpringboard failed with " +
        adf.mf.util.stringify(res); }
);
```

B.2.14 showNavigationBar

This method requests that MAF display the navigation bar.

Within Java, this method is called as follows:

```
public static void showNavigationBar()
```

The following example illustrates using this method.

```
import oracle.adfmf.framework.api.AdfmfContainerUtilities;

...
try {
    AdfmfContainerUtilities.showNavigationBar();
}
catch(Exception e) {
    // handle the exception
}
```

In JavaScript, the `success` and `failed` callback functions enable the returned value and the exception to be passed back to the JavaScript calling code as follows:

```
public void showNavigationBar(success, failed)
```

The success callback function must be in the form of `function(request, response)`, where the request contains the original request and the response contains the associated method's return value (`void`).

The failed callback function must be in the form of `function(request, response)`, where the request contains the original request and the response contains the error.

The following example illustrates using these callback functions.

```
adf.mf.api.showNavigationBar(  
    function(req, res) { alert("showNavigationBar complete"); },  
    function(req, res) { alert("showNavigationBar failed with " +  
        adf.mf.util.stringify(res); }  
);
```

B.2.15 hideNavigationBar

This method requests that MAF hide the navigation bar.

Within Java, this method is called as follows:

```
public static void hideNavigationBar()
```

The following example illustrates using this method.

```
import oracle.adfmf.framework.api.AdfmfContainerUtilities;  
  
...  
try {  
    AdfmfContainerUtilities.hideNavigationBar();  
}  
catch(Exception e) {  
    // handle the exception  
}
```

In JavaScript, the success and failed callback functions enable the returned value and the exception to be passed back to the JavaScript calling code as follows:

```
public void hideNavigationBar(success, failed)
```

The success callback function must be in the form of `function(request, response)`, where the request contains the original request and the response contains the associated method's return value (`void`).

The failed callback function must be in the form of `function(request, response)`, where the request contains the original request and the response contains the error.

The following example illustrates using these callback functions.

```
adf.mf.api.hideNavigationBar(  
    function(req, res) { alert("hideNavigationBar complete"); },  
    function(req, res) { alert("hideNavigationBar failed with " +  
        adf.mf.util.stringify(res); }  
);
```

B.2.16 showPreferences

This method requests that MAF display the preferences page.

Within Java, this method is called as follows:


```
public static void showPreferences()
```

The following example illustrates using this method.

```
import oracle.adfmf.framework.api.AdfmfContainerUtilities;

...
try {
    AdfmfContainerUtilities.showPreferences();
}
catch(Exception e) {
    // handle the exception
}
```

In JavaScript, the `success` and `failed` callback functions enable the returned value and the exception to be passed back to the JavaScript calling code as follows:

```
public void showPreferences(success, failed)
```

The `success` callback function must be in the form of `function(request, response)`, where the `request` contains the original request and the `response` contains the associated method's return value (`void`).

The `failed` callback function must be in the form of `function(request, response)`, where the `request` contains the original request and the `response` contains the error.

The following example illustrates using these callback functions.

```
adf.mf.api.showPreferences(
    function(req, res) { alert("showPreferences complete"); },
    function(req, res) { alert("showPreferences failed with " +
        adf.mf.util.stringify(res); }
);
```

B.2.17 invokeMethod

This method is not available in Java. The following example illustrates using the JavaScript callback methods to invoke a Java method from any class in a classpath.

```
adf.mf.api.invokeMethod(classname,
    methodname,
    param1,
    param2,
    ...
    paramN,
    successCallback,
    failedCallback);
```

[Table B-1](#) lists the parameters taken by this method.

Table B-1 Parameters Passed to invokeMethod

Parameter	Description
<code>classname</code>	The class name (including the package information) that MAF uses to create an instance when calling the Java method.
<code>methodname</code>	The name of the method that should be invoked on the instance of the class specified by the <code>classname</code> parameter.

The success callback function must be in the form of `function(request, response)`, where the request contains the original request and the response contains the associated method's return value.

The failed callback function must be in the form of `function(request, response)`, where the request contains the original request and the response contains the error.

Examples of using this method with multiple parameters are as follows:

- `adf.mf.api.invokeMethod("TestBean", "setStringProp", "foo", success, failed);`
- `adf.mf.api.invokeMethod("TestBean", "getStringProp", success, failed)`

An example of using an integer parameter is as follows:

```
adf.mf.api.invokeMethod("TestBean", "testSimpleIntMethod", "101", success, failed);
```

The following illustrates using complex parameters:

```
adf.mf.api.invokeMethod("TestBean", "testComplexMethod",
    {"foo":"newfoo","baz":"newbaz", ".type":"TestBeanComplexSubType"}, success, failed);
```

The following illustrates using no parameters:

```
adf.mf.api.invokeMethod("TestBean", "getComplexColl", success, failed);
```

The following illustrates using String parameters:

```
adf.mf.api.invokeMethod("TestBean", "testMethodStringStringString", "Hello ",
    "World", success, failed);
```

B.2.18 invokeContainerMethod

The `invokeContainerMethod` invokes a native method on the specified class with the given arguments. [Table B-2](#) lists the parameters passed by this method.

Table B-2 Parameters Passed to `invokeContainerMethod`

Parameter	Description
<code>className</code>	The class name (including the package information) that MAF uses to create an instance.
<code>methodName</code>	The name of the method that should be invoked.
<code>args</code>	An array of arguments that are passed to the method. Within this array, these arguments should be arranged in the order expected by the method.

This method returns an `Object`.

```
public static java.lang.Object invokeContainerMethod(java.lang.String className,
    java.lang.String methodName)
    java.lang.Object[] args)
```

B.2.19 invokeContainerJavaScriptFunction

The `invokeContainerJavaScriptFunction` invokes a JavaScript method. [Table B-3](#) lists the parameters passed by this method.

Table B-3 Parameters Passed to `invokeContainerJavaScriptFunction`

Parameter	Description
<code>featureId</code>	The ID of the application feature used by MAF to determine the context for the JavaScript invocation. The ID determines the web view in which this method is called.
<code>method</code>	The name of the method that should be invoked.
<code>args</code>	An array of arguments that are passed to the method. Within this array, these arguments should be arranged in the order expected by the method.

This method returns a JSON object.

Note:

The `invokeContainerJavaScriptFunction` API expects the JavaScript function to finish within 15 seconds for applications running on an Android-powered device or emulator, or it will return a timeout error.

```
public static java.lang.Object invokeContainerJavaScriptFunction(java.lang.String
featureId,
                                                                java.lang.Object[]
args)
                                                                throws oracle.adfmf.framework.exception.AdfException
```

The pseudocode in the following example illustrates a JavaScript file called `appFunctions.js` that is included in the application feature, called `feature1`. The JavaScript method, `application.testFunction`, which is described within this file, is called by the `invokeContainerJavaScriptFunction` method, shown in the next example.

```
(function()
{
  if (!window.application) window.application = {};

  application.testFunction = function()
  {
    var args = arguments;

    alert("APP ALERT " + args.length + " ");
    return "application.testFunction - passed";
  };
})();
```

Because the application includes a command button that is configured with an action listener that calls this function, an end user sees the following alerts after clicking this button:

- APP ALERT 0
- APP ALERT 1
- APP ALERT 2

The pseudocode in the following example illustrates how the `invokeApplicationJavaScriptFunction` method calls the JavaScript method (`application.testFunction`) that is described in the preceding example.

```

invokeApplicationJavaScriptFuntions
    public void invokeApplicationJavaScriptFuntions(ActionEvent actionEvent) {
        AdfmfContainerUtilities.invokeContainerJavaScriptFunction("feature1",
"application.testFunction",
                                new Object[] { } );
        AdfmfContainerUtilities.invokeContainerJavaScriptFunction("feature1",
"application.testFunction",
                                new Object[]
{"P1"} );
        AdfmfContainerUtilities.invokeContainerJavaScriptFunction("feature1",
"application.testFunction",
                                new Object[]
{"P1", "P2"} );
    }

```

For more information, see *Java API Reference for Oracle Mobile Application Framework* and the `APIDemo` sample application. This sample application is in the `PublicSamples.zip` file at the following location within the JDeveloper installation directory of your development computer:

```
jdev_install/jdeveloper/jdev/extensions/oracle.maf/Samples
```

B.2.20 sendEmail

For information, see [How to Use the sendEmail Method to Enable Email](#).

B.2.21 sendSMS

For information, see [How to Use the SendSMS Method to Enable Text Messaging](#).

B.2.22 Application Icon Badging

The `AdfmfContainerUtilities` class includes methods to place or retrieve a badge number on a MAF application icon. [Table B-4](#) describes these methods.

Table B-4 *Icon Badging Methods*

Method	Description	Parameters
<code>getApplicationIconBadgeNumber</code>	Gets the current badge value on the MAF application icon. Returns zero (0) if the application icon is not badged.	None
<code>setApplicationIconBadgeNumber</code>	Sets the badge number on a MAF application icon.	The value of the badge (int badge).

Note:

Application icon badging is not supported either on the Android or the Windows platforms.

B.3 Accessing Files Using the `getDirectoryPathRoot` Method

The `AdfmfJavaUtilities` API includes the `getDirectoryPathRoot` method. This method, which can only be called from the Java layer, enables access to files on the iOS, Android, and Windows systems. As shown in the following example, this method enables access to the location of the temporary files, application files (on iOS systems), and the cache directory on the device using the `TemporaryDirectory`, `ApplicationDirectory`, and `DeviceOnlyDirectory` constants, respectively. Files stored in the `DeviceOnlyDirectory` location are not synchronized when the device is connected.

Note:

Verify that any directories or files accessed by an application exist before the application attempts to access them.

For more information on

`oracle.adfmf.framework.api.AdfmfJavaUtilities`, see *Java API Reference for Oracle Mobile Application Framework*.

```
import oracle.adfmf.framework.api.AdfmfJavaUtilities;

...

public void getDirectoryPathRoot() {
    // returns the directory for storing temporary files
    String tempDir =
        AdfmfJavaUtilities.getDirectoryPathRoot(AdfmfJavaUtilities.TemporaryDirectory);

    // returns the directory for storing application files
    String appDir =
        AdfmfJavaUtilities.getDirectoryPathRoot(AdfmfJavaUtilities.ApplicationDirectory);
}

// returns the directory for storing cache files
String deviceDir =
    AdfmfJavaUtilities.getDirectoryPathRoot(AdfmfJavaUtilities.DeviceOnlyDirectory);

// returns the directory for storing downloaded files
String downloadDir =
    AdfmfJavaUtilities.getDirectoryPathRoot(AdfmfJavaUtilities.DownloadDirectory);
}
```

B.3.1 Accessing Platform-Independent Download Locations

File storage requirements differ by platform. The Android platform does not prescribe a central location from which applications can access files; instead, an application can write a file to any location to which it has write permission. iOS platforms, on the other hand, generally store files within an application directory. In Windows,

application do not access external files or directories: files are stored within the application package. Because of these differences, passing `ApplicationDirectory` to the `getDirectoryPathRoot` method can return the file location needed to display attachments for applications running on iOS-powered or Windows-powered devices, but not on Android-powered devices. Rather than writing platform-specific code to retrieve these locations for applications intended to run on both iOS- and Android-powered devices, you can enable the `getDirectoryPathRoot` method to return the paths to both the external storage location and the default attachments directory by passing it `DownloadDirectory`. This constant (an enum type) reflects the locations used by the `displayFile` method of the `DeviceManager` API, which displays attachments by using platform-specific functionality to locate these locations.

On Android, `DownloadDirectory` refers to the path returned by the `Environment.getExternalStorageDirectory` method (which retrieves the external Android storage directory, such as an SD card). For MAF applications running on iOS-powered devices, it returns the same location as `ApplicationDirectory`. For more information on the `getExternalStorageDirectory`, see the package reference documentation available from the Android Developers website (<http://developer.android.com/reference/packages.html>). See also *Files System Programming Guide*, available from the iOS Developer Library (<http://developer.apple.com/library/ios/navigation/>).

MAF Application and Project Files

This appendix provides a reference for the files that JDeveloper generates when you create a MAF application using the Mobile Application Framework Application template.

This appendix includes the following section:

- [Introduction to MAF Application and Project Files](#)
- [About the Application Controller Project-Level Resources](#)
- [About the View Controller Project Resources](#)
- [About the MAF Application Configuration File](#)
- [About the MAF Application Feature Configuration File](#)

C.1 Introduction to MAF Application and Project Files

By default, JDeveloper creates a MAF application with two projects (ApplicationController and ViewController). The ApplicationController project contains application-wide resources such as a login page if you configure security for your MAF application. The ViewController project contains application feature resources such as HTML, AMX, or task flow files that render the content of an application feature.

Use the ViewController project to create or store artifacts that you may want to use in more than one MAF application. Consider, for example, a MAF skin that determines the look and feel of a MAF application. You may intend to reuse this artifact in multiple MAF applications. Similarly, you may want to share one or more data controls in multiple MAF applications. For this reason, create an additional ViewController project in your MAF application to store artifacts such as these that you may intend to share among multiple MAF applications. This additional ViewController project can be reused by packaging it into a FAR, as described in [Reusing MAF Application Content](#).

For more information about these projects, see [About the Application Controller Project-Level Resources](#) and [About the View Controller Project Resources](#).

JDeveloper also generates files within these projects that you use to configure your MAF application and application features or files that your MAF application needs when you deploy it to the targeted platform. [Example C-1](#) shows the files that JDeveloper generates for a newly-created MAF application.

Two of the files that you use most frequently as you develop a MAF application are the `maf-application.xml` file (application configuration) and the `maf-features.xml` file (feature configuration). For more information about these files, see [About the MAF Application Configuration File](#) and [About the MAF Application Feature Configuration File](#).

Example C-1 Files in a Newly-Created MAF Application

Folder PATH listing

Volume serial number is 52FC-1121

```

C:.
|   Application1.jws
|
+---.adf
|   \---META-INF
|       adf-config.xml
|       maf-application.xml
|       maf-config.xml
|       maf-plugins.xml
|       sync-config.xml
|       wsm-assembly.xml
|
+---.data
|   +---00000000
|       |   00000000.jdb
|       |   je.lck
|       |
|       \---ApplicationController
|           \---00000000
|               00000000.jdb
|               je.lck
|
+---ApplicationController
|   |   ApplicationController.jpr
|   |
|   +---adfmsrc
|   |   +---application
|   |       |   DataControls.dcx
|   |       |
|   |       \---META-INF
|   |           adfm.xml
|   |
|   +---public_html
|   |   \---src
|   |       +---application
|   |           |   LifecycleListenerImpl.java
|   |           |
|   |           \---META-INF
|   |               maf-skins.xml
|   |
+---resources
|   +---android
|       |   display-hdpi-icon.png
|       |   display-land-hdpi-splashscreen.9.png
|       |   // Additional image files omitted for brevity
|       |   display-xxxhdpi-icon.png
|       |
|   +---default
|       |   MissingIcon_144x144.png
|       |
|   +---ios
|       |   Default-1104h@2x.png
|       |   Default-568h@2x.png
|       |   Default-667h@2x.png
|       |   Default-Landscape-621@2x.png
|       |   Default-LandscapeRetina.png
|       |   Default-LandscapeRetina@2x.png

```



```

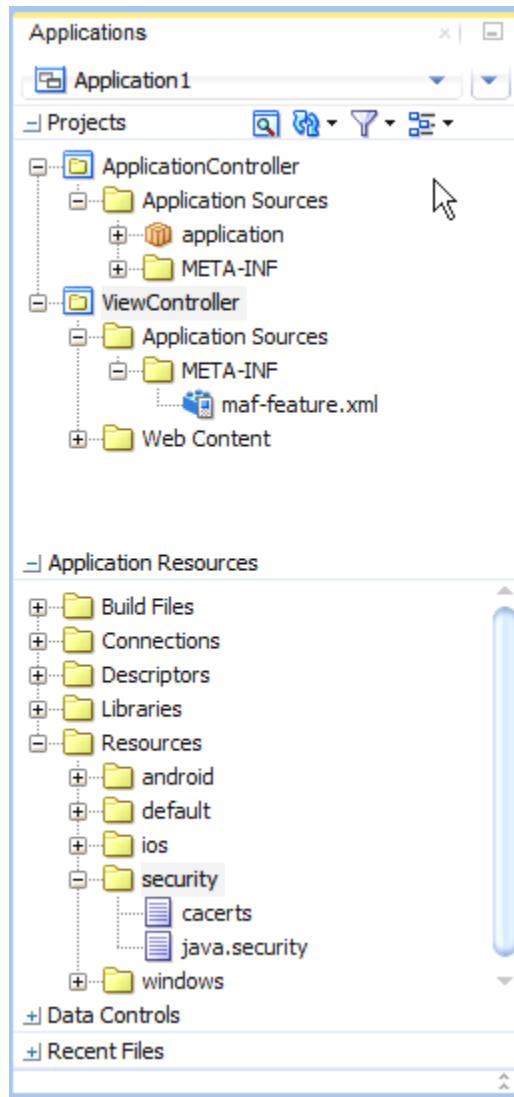
|   |   Default-PortraitRetina.png
|   |   Default-PortraitRetina@2x.png
|   |   Default@2x.png
|   |   Icon-120.png
|   |   // Additional image files omitted for brevity
|   |   iTunesArtwork.png
|   |
|   +---security
|   |   |   cacerts
|   |   |   java.security
|   |
|   \---windows
|       |   BadgeLogo.scale-100.png
|       |   // Additional image files omitted for brevity
|       |   splashscreen.scale-100.png
|       |
|       |   Square150x150Logo.scale-100.png
|       |
|       |   Wide310x150Logo.scale-100.png
|       |   // Additional image files omitted for brevity
|
+---src
|   \---META-INF
|       |   logging.properties
|       |   maf.properties
|
\---ViewController
|   |   ViewController.jpr
|   |
+---public_html
|   \---src
|       |   \---META-INF
|       |       |   maf-feature.xml

```

C.2 About the Application Controller Project-Level Resources

JDeveloper generates the files for the MAF application in the application controller project. These files, described in [Table C-1](#), contain configuration information describing the metadata of the MAF application. You access these files from the Application Resources pane of the Applications window, shown in [Figure C-1](#).

Figure C-1 MAF Application Artifacts Accessed from the Application Resources Pane



The application controller project, which contains the application-wide resources, provides the presentation layer of the MAF application in that it includes metadata files for configuring how the application will display on a mobile device. This project dictates the security for the MAF application and can include the application's login page, an application-wide resource. The application controller project is essentially a consumer of the view controller project, which defines the application features and their content. For more information, see [About the View Controller Project Resources](#).

Table C-1 MAF Application-Level Artifacts Accessed Through Application Resources

Artifact(s)	File Location	Description
maf-application.xml	<p><i>application workspace directory</i></p> <p>\.adf\Meta-INF</p> <p>For example:</p> <p>JDeveloper\mywork\application name\.adf\META-INF</p>	An XML file that defines application-level information. You can define the content for an application, its navigation behavior, and its user authentication requirements.

Table C-1 (Cont.) MAF Application-Level Artifacts Accessed Through Application Resources

Artifact(s)	File Location	Description
maf-config.xml	<i>application workspace directory</i> \.adf\Meta-INF For example: JDeveloper\mywork\application name\.adf\META-INF	Use to configure the default skin used for MAF applications. For more information, see Skinning MAF Applications .
Application images	<i>application workspace directory</i> \Application Resources \resources\	<p>A set of images required for the deployment of applications. For Android and Windows, these include images for application icons and splash screens. For iOS, these include images for application icons. MAF applications that you deploy to iOS devices use a HTML page as the launch screen.</p> <p>The filename for each image indicates the purpose it serves. For example, use the <code>display-port-ldpi-splashscreen.9.png</code> image that appears under Android resources as a splash screen in portrait mode on Android devices.</p> <p>For information about how to override the application icons and splash screens for MAF applications you deploy to Android, see How to Add a Custom Image to an Android Application.</p> <p>For information about how to override the application icons for MAF applications you deploy to iOS, see Adding a Custom Image to an iOS Application. To change the launch screen for iOS devices, see Changing the Launch Screen for Your MAF Application on iOS.</p>
cacerts	<i>application workspace directory</i> \Application Resources \resources\Security\cacerts For example: JDeveloper\mywork\application name\resources\Security\cacerts	The cacerts certificate file, a system-wide keystore that identifies the CA certificates to the Java virtual machine (JVM). You can update this file using the Java keytool utility. You can create a custom certificate file using keytool as described in Supporting SSL . Any certificate file must reside within the Security directory.
logging.properties	<i>application workspace directory</i> src\.META-INF\logging.properties For example: JDeveloper\mywork\application name\src\META-INF \logging.properties	Enables you to set the application error logging, such as the logging level and logging console. For more information, see Using and Configuring Logging .
maf.properties	<i>application workspace directory</i> src\.META-INF\maf.properties For example: JDeveloper\mywork\application name\src\META-INF\maf.properties	The configuration file for the JVM. Use this file to configure the application startup and heap space allotment, as well as Java and JavaScript debugging options. For more information, see How to Enable Debugging of Java Code and JavaScript .

Table C-1 (Cont.) MAF Application-Level Artifacts Accessed Through Application Resources

Artifact(s)	File Location	Description
adf-config.xml	<i>application workspace directory</i> \.adf\META-INF For example: JDeveloper\mywork\application \.adf\META-INF	Used to configure application-level settings, including the Configuration Service parameters. See also Configuring End Points Used in MAF Applications .
connections.xml	<i>application workspace directory</i> \.adf\META-INF For example: JDeveloper\mywork\application name\.adf\META-INF	The repository for all of the connections defined in the MAF application.
wsm-assembly.xml	<i>application workspace directory</i> \.adf\META-INF For example: JDeveloper\mywork\application name\.adf\META-INF	Stores the web service policy definitions used for secured web services.

Tip:

Place code that supports application-wide functionality, such as an application-level lifecycle listener, in the application controller project.

Within the application controller project itself, JDeveloper creates the artifacts listed in [Table C-2](#).

Table C-2 Application Controller Artifacts

Artifact(s)	File Location	Description
LifeCycleListenerImpl.java	<i>application workspace directory</i> \ApplicationController\src \application For example: JDeveloper\mywork\application name \ApplicationController\src \application	The default application lifecycle listener (ALCL) for the MAF application. For more information, see Using Lifecycle Listeners in MAF Applications .
maf-skins.xml	<i>application workspace directory</i> \ApplicationController\src\META-INF For example: JDeveloper\mywork\application name \ApplicationController\src\META-INF	Defines the available skins and also enables you to define new skins. For more information, see Skinning MAF Applications .
adfm.xml	<i>application workspace directory</i> \ApplicationController\adfm\src\META-INF For example: JDeveloper\mywork\application name \ApplicationController\adfm\src\META-INF	Maintains the paths (and relative paths) for the .cpx, .dcx, .jpx, and .xcfg files (registries of metadata).

Table C-2 (Cont.) Application Controller Artifacts

Artifact(s)	File Location	Description
DataControls .dcx	<i>application workspace directory</i> \ApplicationController\adfmsrc\ For example: JDeveloper\mywork\application name \ApplicationController\adfmsrc\	The data controls registry. For information on using the DeviceFeatures data control, which leverages the services of the device, see Using Bindings and Creating Data Controls in MAF AMX . For information on the ApplicationFeatures data control, which enables you to create a springboard page that calls the embedded application features, see What You May Need to Know About Custom Springboard Application Features with MAF AMX Content .

C.3 About the View Controller Project Resources

The view controller project (which is generated with the default name, `ViewController`) contains the resources for application features. Unlike the application controller project, the view controller project's metadata files describe the resources at the application feature-level, in particular the various application features that can be aggregated into a MAF application so that they can display on a mobile device within the springboard of the MAF application itself or its navigation bar at runtime. Furthermore, the application feature metadata files describe whether the application feature is comprised of HTML or MAF AMX pages. In addition, the view controller project can include these application pages as well as application feature-level resources, such as icon images to represent the application feature on the springboard and navigation bar defined for the MAF application.

Tip:

Store code specific to an application feature within the view controller project. Use the application controller project as the location for code shared across application features, particularly those defined in separate view controller projects.

The view controller project can be decoupled from the application controller project and deployed as an archive file for reuse in other MAF applications as described in [Reusing MAF Application Content](#). In rare cases, an application controller project can consume more than one view controller project.

Note:

Adding a MAF view controller project as a dependency of another MAF view controller project, or as a dependency of a MAF application controller project, prevents the deployment of a MAF application. For more information, see [What You May Need to Know About Feature Reference IDs and Feature IDs](#).

As shown in [Table C-3](#), these resources include the configuration file for application features called `maf-feature.xml`.

Table C-3 View Controller Artifacts

Artifact(s)	File Location	Description
maf-feature.xml	<i>application workspace directory</i> \src\META-INF\maf-feature.xml For example: JDeveloper\mywork\application name\ViewController\src\META-INF	A stub XML descriptor file that enables you to define application features. After you have configured the Mobile Preferences, as described in <i>Installing Oracle Mobile Application Framework</i> , you can deploy this application using the default deployment profile settings. For more information, see Deploying MAF Applications .
Application-Specific Content	<i>application workspace directory</i> \ViewController\public_html For example: JDeveloper\mywork\application name\ViewController\public_html	The application features defined in maf-feature.xml display in the public_html directory. Mobile content can include MAF AMX pages, CSS files, and task flows. Any custom images that you add to an application feature must be located within this directory. For more information, see What You May Need to Know About Selecting External Resources .

C.4 About the MAF Application Configuration File

The `maf-application.xml` file specifies the basic configuration of the MAF application by designating its display name, a unique application ID (to prevent naming collisions) and selecting the application features that display on the MAF application's springboard at runtime. Furthermore, the `maf-application.xml` file enables you to create the user preferences pages for the MAF application.

This file, which is generated by JDeveloper after you complete the application creation wizard as described in [Creating a MAF Application](#), contains the elements listed in [Table C-4](#).

Table C-4 Elements of the Application Descriptor File

Element	Description
<admf:application>	The root element of <code>maf-application.xml</code> .
<admf:description>	A description of the application.

Table C-4 (Cont.) Elements of the Application Descriptor File

Element	Description
<code><adfmf:featureReference></code>	A feature reference denotes which of the application features packaged in the FAR (Feature archive file) or defined in the <code>maf-feature.xml</code> file is relevant to the content of the MAF application. You define the character and content of MAF applications by selecting feature references. For more information about FARs, see Reusing MAF Application Content .
<code><adfmf:preferences></code>	Enables you to set the user preference options and behavior at the application level. You can also set how user preferences display and behave for the application features in the <code>maf-feature.xml</code> file. For more information, see Enabling User Preferences .
<code><adfmf:login></code>	Enables you to set the login page for an application feature. For more information, see Securing MAF Applications .
<code><adfmf:navigation></code>	Enables you to define the behavior of the navigation bar and the springboard. A springboard is a home page in which all of the application icons and labels for the embedded application features are organized in a List View. A springboard provides a top-level view of all of the applications available to a user, who can page through and select applications. For more information, see Configuring the Application Navigation .

C.5 About the MAF Application Feature Configuration File

The `maf-feature.xml` file configures the application features that the `<adfmf:featureReference>` elements in the MAF application's `maf-application.xml` file references. [Example C-2](#) shows the People and Organization application features of the WorkBetter sample application in that application's `maf-feature.xml` file.

The `<adfmf:features>` root element in the `maf-feature.xml` file accepts one or more `<adfmf:feature>` elements where you define the properties of the application feature(s) in your MAF application. In [Example C-2](#), values are provided for the properties that define the name and identify of the People and Organization application features in addition to the icons that render in the springboard and navigation bars for these application features in the WorkBetter sample application. Furthermore, the `<adfmf:feature>` elements reference the content that the application features render. The People and Organization application features reference task flows, `.CSS` and `.JS` files.

MAF applications implement security at the application feature level. One step in securing an application feature is to require that end users be authenticated before they can access the application feature. You do this by configuring the Enable Security property (`securityEnabled`) for the application feature in the `maf-feature.xml` file. For more information, see [Configuring Security for MAF Applications](#).

Table C-5 Child Elements of <Feature> Element

Element	Description
<adfmf:content>	Describes the format that the application feature uses for a particular device or user. The content (generally, the user interface) of an application feature can be written as MAF AMX pages, HTML5 pages, or be delivered from web pages hosted on a remote web server. For more information on designating content as a web application, see Implementing Application Feature Content Using Remote URLs .
<adfmf:constraint>	Determines whether a given application feature can be displayed in the application at runtime. Constraints can be used to allow or prevent the use of an application feature based on such criteria as user roles or device properties. For more information, see Setting Constraints on Application Features .

Example C-2 WorkBetter Sample Application's maf-feature.xml File

```
<?xml version="1.0" encoding="UTF-8" ?>
<adfmf:features xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns:adfmf="http://
xmlns.oracle.com/adf/mf">
<adfmf:feature id="People" name="People" icon="images/people.png" image="images/people.png">
  <adfmf:content id="People.1">
    <adfmf:amx file="People/taskflow.xml#taskflow">
      <adfmf:includes>
        <adfmf:include type="StyleSheet" file="css/WorkBetter.css" id="i1"/>
        <adfmf:include type="JavaScript" file="js/customsearch.js" id="i2"/>
      </adfmf:includes>
    </adfmf:amx>
  </adfmf:content>
</adfmf:feature>
<adfmf:feature id="Organizations" name="Organizations" icon="images/departments.png"
  image="images/departments.png">
  <adfmf:content id="Organizations.1">
    <adfmf:amx file="Organizations/taskflow.xml#taskflow">
      <adfmf:includes>
        <adfmf:include type="StyleSheet" file="css/WorkBetter.css" id="i3"/>
        <adfmf:include type="JavaScript" file="js/customsearch.js" id="i4"/>
      </adfmf:includes>
    </adfmf:amx>
  </adfmf:content>
</adfmf:feature>
...
</adfmf:features>
```

Converting Preferences for Deployment

This appendix describes how MAF converts user preferences during deployment.

This document includes the following sections:

- [Naming Patterns for Preferences](#)
- [Converting Preferences for Android](#)
- [Converting Preferences for iOS](#)
- [Converting Preferences for Windows](#)

D.1 Naming Patterns for Preferences

Conversion of MAF application preferences to a mobile-platform representation occurs when a deployment target is invoked. Following conversion, the naming pattern described in [Table D-1](#) ensures that each preference can be uniquely identified on the mobile platform. Each preference element in the `maf-application.xml` and `maf-feature.xml` files must be uniquely identified within the scope of its sibling elements prior to deployment.

The following are examples of identifier values:

- `application.gen.gps.trackGPS`
- `feature.f0.gen.gps.trackGPS`

[Table D-1](#) describes how to generate fully qualified preference identifiers.

Table D-1 *MAF Naming Patterns for Preferences*

Expression	Description	Syntax
PreferenceIdentifier	Represents an identifier value of a preference element that has been converted to a mobile platform representation.	ApplicationPreferences FeaturePreferences

Table D-1 (Cont.) MAF Naming Patterns for Preferences

Expression	Description	Syntax
ApplicationPreferences	Use this expression to build a preference identifier value that is generated from the maf-application.xml file.	<p><i>application.ApplicationElementPath</i></p> <p>ApplicationElementPath represents a dot-separated list of id attribute values beginning with the top-most parent element, <adfmf:preferences>, and ending with the element that is to be identified. In the following segment from the maf-application.xml file, this generated identifier is shown in the comment as application.gen.gps.trackGPS.</p> <pre><adfmf:preferences> <adfmf:preferenceGroup id="gen"> <adfmf:preferenceGroup id="gps"> <!-- The mobile-platform identifier would be "application.gen.gps.trackGPS" --> <adfmf:preferenceBoolean id="trackGPS"/> </adfmf:preferenceGroup> </adfmf:preferenceGroup> </adfmf:preferences></pre>
FeaturePreferences	Use this expression to build a preference identifier value that is generated from the maf-feature.xml file.	<p><i>feature.FeatureElementPath</i></p> <p>FeatureElementPath represents a dot-separated list of id attribute values beginning with <admf:feature>, the top-most parent element, and ending with the element that is to be identified. In the following segment from the maf-feature.xml file, this generated identifier is displayed in the comment as feature.f0.gen.gps.trackGPS.</p> <pre><admf:feature id="f0"> <admf:preferences> <admf:preferenceGroup id="gen"> <admf:preferenceGroup id="gps"> <!-- The mobile-platform identifier would be "feature.f0.gen.gps.trackGPS" --> <admf:preferenceBoolean id="trackGPS"/> </admf:preferenceGroup> </admf:preferenceGroup> </admf:preferences> </admf:feature></pre>

The <admf:preferences> element cited in the code examples in [Table D-1](#) does not have an id attribute and is therefore not represented in any preference identifiers.

D.2 Converting Preferences for Android

The MAF deployment uses XML and XLS to transform the user preference pages defined at both the application feature and application-level into the following three XML documents:

- maf_preferences.xml

- maf_arrays.xml
- maf_strings.xml

D.2.1 maf_preferences.xml

This file contains the transformed preferences from both of the maf-feature.xml and maf-application.xml files.

D.2.1.1 Preferences Element Mapping

Table D-2 shows the mapping of MAF's preference definitions to Android template preferences, and Android native preferences:

Table D-2 Mapping MAF Preferences to Android Preferences

MAF Preference Definition	Custom or Android Native Preference Definition (Used by MAF Deployment)	Android Native Preference Definition (Not used by MAF Deployment)
<adfmf:preferenceBoolean>	oracle.adfmf.preferences.AdfMFPreferenceBoolean	CheckBoxPreference
<adfmf:preferenceNumber>	oracle.adfmf.preferences.AdfMFPreferenceText	EditPreferenceText
<adfmf:preferenceText>	oracle.adfmf.preferences.AdfMFPreferenceText	EditTextPreference
<adfdmf:preferenceList>	oracle.adfmf.preferences.AdfMFPreferenceList	ListPreference
<adfmf:PreferenceGroup>	PreferenceCategory	PreferenceCategory
<adfmf:PreferencePage>	PreferenceScreen	PreferenceScreen

D.2.1.2 Preference Attribute Mapping

The maf_preferences.xml file contains references to string resources contained in both the maf_strings.xml and maf_arrays.xml files. The Android SDK defines the syntax for resources in XML files as @[<package_name>:]<resource_type>/<resource_name>. This file contains references to string values as well as the name and value pairs of list preferences. The XSL constructs the following for the strings and list preferences:

- <package_name> is the name of the package in which the resource is located (not required when referencing resources from the same package). This component of the reference will not be used.
- <resource_type> is the R subclass for the resource type. This component will have a value of string if constructing a string reference or array if constructing a list preference.
- <resource_name> is the android:name attribute value in the XML element. The value for this component will be the value of the <PreferenceIdentifier>_title when specifying the android:title

attribute (see [Naming Patterns for Preferences](#). for the definition of `<PreferenceIdentifier>`).

[Table D-3](#) and [Table D-4](#) show the mapping of MAF attributes for a given MAF preference to the Android preference.

In this table:

- Entries of the form {X} (such as {default} in [Table D-3](#)) indicate the value of a MAF attribute named X.
- Entries having `<PreferenceIdentifier>` indicate the value of the preference identifier, as defined in [Naming Patterns for Preferences](#).
- Attributes with an asterisk (*) are custom template attributes defined in a MAF namespace and must appear in the `maf_preferences.xml` file in the form `adfmf:<attributeName>`. Otherwise, the attributes are part of the Android namespace and must appear in the `maf_preferences.xml` file as `android:<attributeName>`.

Table D-3 Mapping of MAF Preference Attributes to Android Preferences

MAF Attribute Definition	Template Custom or Android Native Preference Attribute	Android Attribute Value	Applies to
id	key	<code><PreferenceIdentifier></code>	AdfMFPreferenceBoolean, AdfMFPreferenceText, AdfMFPreferenceList, PreferenceScreen, PreferenceCategory
default	defaultValue	{default}	AdfMFPreferenceBoolean, AdfMFPreferenceText, AdfMFPreferenceList
label	title	@string/ <code><PreferenceIdentifier>__title</code> if the given {label} value is not a reference to a string resource bundle. References a string in <code>maf_strings.xml</code> having the given {label}.	AdfMFPreferenceBoolean, AdfMFPreferenceNumber, AdfMFPreferenceText, AdfMFPreferenceList, PreferenceScreen, PreferenceCategory
secret	password	{secret}	AdfMFPreferenceText
min	min*	{min}	AdfMFPreferenceText
max	max*	{max}	AdfMFPreferenceText
name	entryValues	@array/ <code><PreferenceIdentifier>__entryValues</code>	AdfMFPreferenceList
value	entries	@array/ <code><PreferenceIdentifier>__entries</code>	AdfMFPreferenceList

D.2.1.3 Attribute Default Values

The overview editors for the `maf-application.xml` and `maf-feature.xml` files exclude an attribute name and value from the XML if:

- The attribute type is `xsd:boolean`.
- The attribute value has a `<default>` value option.
- The user specifies `<default>` as the value.

The XSL must know the MAF attributes that are boolean typed and their corresponding default values. The XSL, then, specifies the appropriate Android or template custom attribute value where has been selected by the user.

[Table D-4](#) indicates what the deployment will specify for the `android:defaultValue` attribute if the MAF preference being transformed does not contain a `default` attribute:

Table D-4 Transforming Attributes with Non-Default Values

MAF Preference Element	Android Preference Equivalent	Default Attribute Value
<code>preferenceBoolean</code>	<code>AdfMFPreferenceBoolean</code>	<code>false</code>
<code>preferenceText</code>	<code>AdfMFPreferenceText</code>	Empty string
<code>preferenceList</code>	<code>AdfMFPreferenceList</code>	Empty string

D.2.1.4 Preferences Screen Root Element

The `maf_preferences.xml` file has a root element called `<PreferenceScreen>`. The Android template requires that this element have the following XML namespace definition:

```
xmlns:adfmf="http://schemas.android.com/apk/res/<Application Package Name>
```

The `<Application Package Name>` element is defined as the same application package name in the `AndroidManifest.xml` file. `<Android Package Name>` defines the definition for the Android package name specified in the `AndroidManifest.xml` file. For more information, see [Setting Display Properties for a MAF Application](#).

The deployment uses the Package Name value from the Android deployment profile if it exists. If it does not exist in the profile, the deployment obtains this value from the application display name and Application Id contained in the `maf-application.xml` file. The deployment Java code will pass the value to the XSL document as a parameter.

The following example shows MAF preferences contained in the `maf-feature.xml` file.

```
<?xml version="1.0" encoding="UTF-8" ?>
<adfmf:features xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance
  xmlns:adfmf="http://xmlns.oracle.com/jdev/adfmf">
  <adfmf:feature id="oracle.hello"
    name="Hello"
    icon="oracle.hello/navbar-icon.png"
```

```

        image="oracle.hello/springboard-icon.png">
<admf:content id="Hello.Generic">
    <admf:localHTML url="oracle.hello/index.html"/>
</admf:content>
<admf:preferences>
    <admf:preferenceGroup id="prefGroup"
        label="preference group">
        <admf:preferenceBoolean id="boolPref"
            label="boolPref preference"
            default="true"/>
        <admf:preferenceNumber id="numPref"
            label="numPref preference"
            default="1"
            min="1"
            max="10"/>
        <admf:preferenceText id="textPref"
            label="textPref preferences"
            default="Foo"/>
        <admf:preferenceList id="listPref"
            label="listPref preference"
            default="value2">
        <admf:preferenceValue name="name1"
            value="value1"/>
        <admf:preferenceValue name="name2"
            value="value2"/>
        </admf:preferenceList>
    </admf:preferenceGroup>
</admf:preferences>
</admf:feature>
</admf:features>
    
```

D.2.2 maf_arrays.xml

The `maf_arrays.xml` file consists of string-array elements that enumerate the names and values of list preferences that are referenced from the `maf_preferences.xml` file. Each `<preferenceList>` element contained in the `maf-application.xml` and `maf-feature.xml` files is transformed into two string-array elements, one element for the name and one element for the values. The following example shows a MAF `preferenceList` definition.

```

<admf:features xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
    xmlns:admf="http://xmlns.oracle.com/jdev/admf">

    <admf:feature id="oracle.hello" name="Hello" icon="oracle.hello/navbar-icon.png"
        image="oracle.hello/springboard-icon.png">
        ...
        <admf:preferences>
            <admf:preferenceGroup id="prefGroup">
                <admf:preferenceList id="MyList" label="My List">
                    <admf:preferenceValue name="name1" value="value1"/>
                    <admf:preferenceValue name="name2" value="value2"/>
                    <admf:preferenceValue name="name3" value="value3"/>
                </admf:preferenceList>
            </admf:preferenceGroup>
        </admf:preferences>
    </admf:feature>
    ...
    
```

The following example illustrates the pair of string array elements in the `maf_arrays.xml` file that are transformed from a `<preferenceList>` element. The

MAF `preferenceList` definition in the preceding example results in `<string-array name="feature.oracle.hello.prefGroup.MyList___entry_values">` and `<string-array name="feature.oracle.hello.prefGroup.MyList___entries">` in the `maf_arrays.xml` file shown in the following example.

```
<resources xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:admf="http://schemas.android.com/apk/res/oracle.myandroidapp">

    <string-array name="feature_oracle_hello_prefGroup.MyList___entry_values">
        <item>name1</item>
        <item>name2</item>
        <item>name3</item>
    </string-array>

    <string-array name="feature_oracle_hello_prefGroup.MyList___entries">
        <item>value1</item>
        <item>value2</item>
        <item>value3</item>
    </string-array>
</resources>
```

The following example shows the `<string-arrays>` referenced in `maf_preferences.xml`.

```
<oracle.admf.preferences.AdfMFPreferenceList
    android:key="feature.oracle.hello.MyList"
    android:title="@string/feature_oracle_hello_prefGroup.MyList___title"
    android:entries="@array/feature_oracle_hello_prefGroup.MyList___entries"
    android:entryValues="@array/feature_oracle_hello_prefGroup.MyList___entry_values" />
```

D.2.3 maf_strings.xml

The `maf_strings.xml` file, shown in the following example, consists of string elements that are referenced by the `maf_preferences.xml` file, as well as any resource bundle references defined in the `maf-application.xml` and `maf-feature.xml` files. Each string element has a name attribute that uniquely identifies the string and the string value.

```
<resources xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:admf="http://schemas.android.com/apk/res/oracle.myandroidapp">
    ...
    <string name="feature.PROD.bundle.FeatureName">Products</string>
    <string name="feature.oracle.hello.prefGroup.MyBooleanPreference___title">My
    feature boolean pref</string>
    ...
</resources>
```

If the source of the string is not a reference to a resource bundle string, the naming convention for the name attribute is

`<PreferenceIdentifier>___<androidAttributeName>`.

```
<admf:features xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
    xmlns:admf="http://xmlns.oracle.com/jdev/admf">
    <admf:loadBundle basename="mobile.ViewControllerBundle"
        var="bundle"/>
    <admf:feature id="oracle.hello"
        name="Hello"
        icon="oracle.hello/navbar-icon.png"
        image="oracle.hello/springboard-icon.png">
```

```

<adfmf:feature id="PROD"
              name="#{bundle.FeatureName}"
              icon="openMore.png"
              image="G.png"
              credentials="none">
...
<adfmf:preferences>
  <adfmf:preferenceGroup id="prefGroup">
    <adfmf:preferenceBoolean default="true"
                            id="MyBooleanPreference"
                            label="My feature boolean pref"/>
  </adfmf:preferenceGroup>
</adfmf:preferences>
</adfmf:feature>

```

D.3 Converting Preferences for iOS

The MAF deployment transforms the MAF preferences listed in [Table D-4](#) to the preference list (.plist) file representation required by an iOS Settings application.

Table D-5 MAF Preferences and Their iOS Counterparts

MAF Preferences Component	iOS Representation
<adfmf:preferencePage>	PSChildPaneSpecifier
<adfmf:preferenceGroup>	PSGroupSpecifier
<adfmf:preferenceBoolean>	PSToggleSwitchSpecifier
<adfmf:preferenceList>	PSMultiValueSpecifier
<adfmf:preferenceText>	PSTextFieldSpecifier
<adfmf:preferenceNumber>	PSTextFieldSpecifier

For information on the iOS requirement for preference list (.plist) files, see *Preferences and Settings Programming Guide*, which is available through the iOS Developer Library (<http://developer.apple.com/library/ios/navigation/>).

The following example shows XML of MAF preferences based on the maf-application.xml file.

```

<adfmf:preferences>
  <adfmf:preferenceGroup id="gen"
                        label="Oracle Way Cool Mobile App">
    <adfmf:preferenceGroup id="SubPage01"
                          label="Child Page">
    </adfmf:preferenceGroup>
  </adfmf:preferenceGroup>
</adfmf:preferences>

```

D.4 Converting Preferences for Windows

Provides information on preferences for the Windows platform

For the Windows platform, from the maf-feature.xml and maf-application.xml metadata, MAF generates a single maf-preferences.json file and multiple maf-preferences.res.json files, one each for every supported locale

in the application. MAF uses the JSON file, saves it as Windows settings for the application, and also uses it to display the settings screen.

