IBM MobileFirst Hands-on Labs environment with Linux on z Systems and z/OS

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MobileFirst Lab environment with Linux on z Systems and z/OS

Part 1: BASIC
• Install IBM MobileFirst Server in Linux on z Systems in WebSphere Liberty Profile.
• Install IBM MobileFirst Studio to import and deploy a MobileFirst app
• Deploy the Mobile app from the development environment to a production environment.
• Test the functionality in the Mobile Simulator included in MobileFirst Studio.

Part 2: ADVANCED
• Familiarize with the concept of MobileFirst Adapters and structure
• Experience with a CICS adapter to access a CICS service via JSON & Mobile2CICS App
• Make use of a SQL adapter and app for a DB2 MobileFirst App.
• Move the CICS and DB2 App into production and test the z/OS access functionality.
IBM positioning to solve the Mobilizing challenges

MobileFirst Platform – An Enterprise Blueprint
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IBM MobileFirst Platform Server in WebSphere

MobileFirst Platform Server in WAS

- Server-side Java App Code -- WAS
- Application Center
- Enterprise App Store
- Worklight Console
- JSON Translation
- Push Notifications
- Authentication
- Analytics
- Adapter Library

- SAP
- SQL
- WMB
- SOAP
- HTTP/REST
- Cast Iron

Device Runtime

- App-logic

- Worklight
  - Security and Authentication
  - Back-end Data Integration

Linux on z

z/VSE & z/OS

CICS

Cics Worklight

Worklight Video: http://www.youtube.com/watch?feature=player_embedded&v=zHnFw70XXXo

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Mobile application overview diagram

A mobile application needs end-to-end consideration for:
- Transactional integrity
- Data integrity
- Security

Mobile application integration is realized with Worklight Adapters
IBM MobileFirst Foundation Components Overview

MobileFirst Studio
- HTML5, Hybrid, and Native Coding
- Optimization Framework
- Integrated Device SDKs
- 3rd Party Library Integration
- WYSIWYG Editor and Simulator
- Functional Testing
- Build Engine

MobileFirst Application Center
- Development Team Provisioning
- Enterprise App Provisioning and Governance
- App Feedback Management

Public App Stores

Device Runtime
- Cross-Platform Compatibility Layer
- Server Integration Framework
- Encrypted and Syncable Storage
- Runtime Skins
- Location-based event handling
- Enhanced crash & platform-level exception capture

MobileFirst Server
- User Authentication and Mobile Trust
- Mashups and Service Composition
- JSON Translation
- Geolocation Services
- Adapter Library for Backend Connectivity
- Stats and Logs Aggregation

MobileFirst Console
- Unified Push and SMS Notification
- Development and Operational Analytics
- App Version Management

SDKs
- iOS
- Android
- BlackBerry
- Windows Phone
- Windows 8
- Java ME
- Mobile Web
- Desktop Web

Enterprise Backend Systems & Cloud Services
- User Authentication and Mobile Trust
- Mashups and Service Composition
- JSON Translation
- Geolocation Services
- Adapter Library for Backend Connectivity
- Stats and Logs Aggregation

Build Engine
- Client-Side App Resources
- Direct Update
- Mobile Web Apps
- Unified Push Notifications

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IBM MobileFirst Studio & Device Runtime

Eclipse based mobile Integrated Development Environment (IDE)
MobileFirst Lab - environment with Linux on z Systems

- MobileFirst Platform Server
  - SQL
  - CICS
- WebSphere Application Server
  - Core Adapters shipped with MobileFirst
- MobileFirst Studio
- VNCViewer
- Linux on z Systems
- z/OS
- CICS Appl.