



Red Hat JBoss Developer Studio 10.1 Getting Started with JBoss Developer Studio Tools

Introduction to Using Red Hat JBoss Developer Studio Tools

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Abstract

This compilation of topics contains information on how to start using Red Hat JBoss Developer Studio Tools for efficient development.

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CHAPTER 1. SETTING UP AND MANAGING A REPOSITORY FOR YOUR PROJECTS

1.1. USING GIT WITH RED HAT JBOSS DEVELOPER STUDIO

The IDE includes the Git Perspective to allow developers to create, add, and manage their Git repositories quickly and easily with a graphical interface. This article introduces the basic workflow of a Git project and how to accomplish the most common Git-related tasks via the Git perspective. Common Git-based tasks include:

1. [Set Up the Git Perspective](#)
2. [Set up a Repository in the Git Perspective](#)
3. [Add a Remote for the Repository](#)
4. [Create and Work With a New Branch](#), which includes:
 - a. [Creating a New Branch](#)
 - b. [Working in the New Branch](#)
 - c. [Updating the Branch Before Implementing Changes](#)
5. [Committing and Merging Changes](#)
 - a. [Committing and Pushing the Changes](#)
 - b. [Committing Without Pushing the Changes](#)

1.1.1. Set Up the Git Perspective

Use the following instructions to locate the Git Perspective in the IDE:

1. In the menu bar at the top of the page, click **Window** → **Perspective** → **Open Perspective** → **Other**.
2. From the list of available perspectives, select **Git** and click **OK**.

Result: The **Git Repositories** view appears on the upper left side of the window.

1.1.2. Set up a Repository in the Git Perspective

The first step to using the Git Perspective in the IDE is to set up a Git repository. There are three ways to set up a Git repository in the Git Perspective:

- ✎ [Create a new Git Repository](#)
- ✎ [Clone an Existing Git Repository](#)
- ✎ [Add an Existing local Git Repository](#)

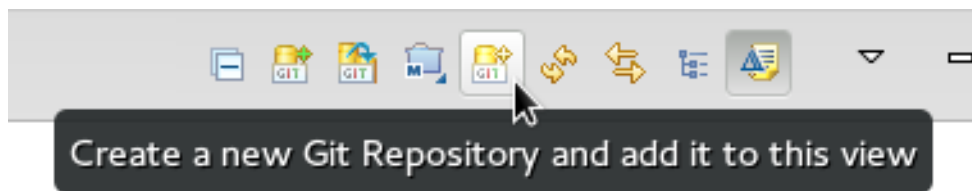
The most common use case for developers is to clone an existing repository, or import an existing local clone of a repository into the IDE. However, the first option is an easy way to create a full repository (bare or normal) from scratch.

1.1.3. Create a New Git Repository

If a repository is not already created and available, use the following steps to create a new repository:

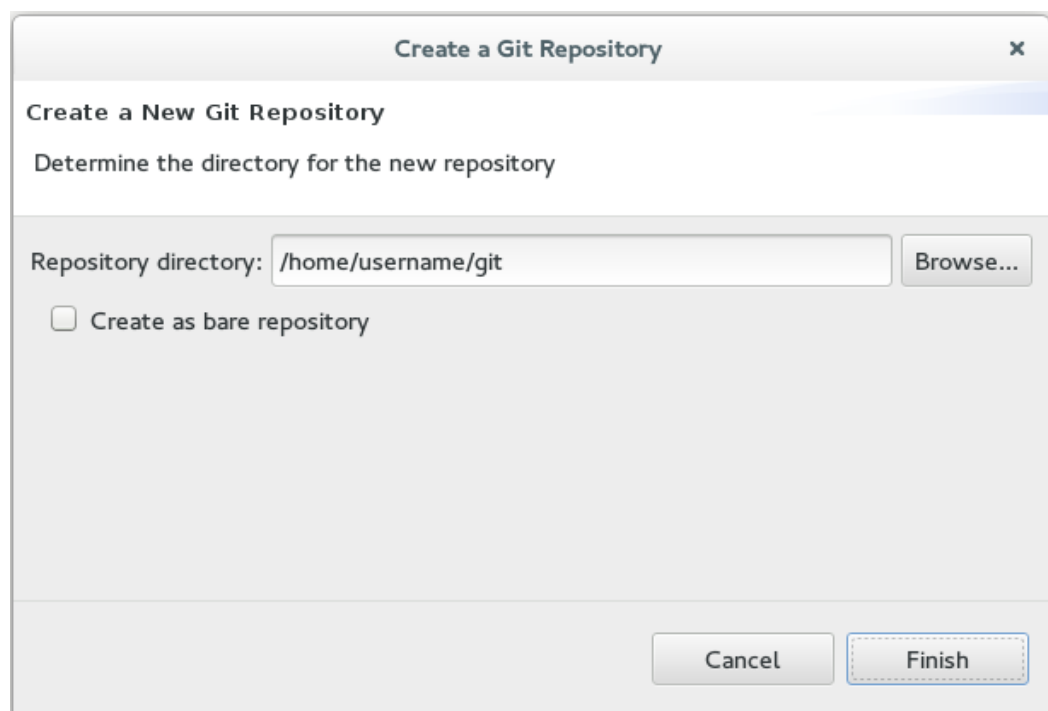
1. Click the **Create a new Git Repository and add it to this view** button.

Figure 1.1. Click the Create a New Git Repository Button



2. In the dialog box:
 - a. Ensure that the automatically populated default value for the **Repository Directory** field is correct.
 - b. Optionally, if required, check the **Create a bare repository** to create a new bare repository. For details about bare repositories and how they differ from a normal repository, see the [Did You Know?](#) section.

Figure 1.2. Create a New Git Repository



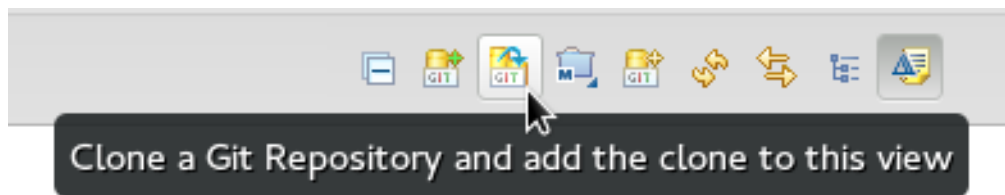
Result: A new git repository is created on your local machine and is listed in the **Git Repositories** view.

1.1.4. Clone an Existing Git Repository

If your repository already exists online (for example, in GitHub), use the following steps to create a local clone:

1. Ensure that you have forked the repository online. This option is available in the repository host's website.
2. Click the **Clone a Git Repository and add the clone to this view** button.

Figure 1.3. Click the Clone a Git Repository Button



3. Enter the details of the source repository as follows:
 - a. Add the **URI** for the repository's online source. This automatically populates the **Host** and **Repository Path** fields are automatically populated.
 - b. Add your username and password for the source repository under the **Authentication** details.
 - c. Click **Next** to continue.

Figure 1.4. Enter the Source Repository Details

Clone Git Repository

Source Git Repository
Enter the location of the source repository.

Location

URI:

Host:

Repository path:

Connection

Protocol:

Port:

Authentication

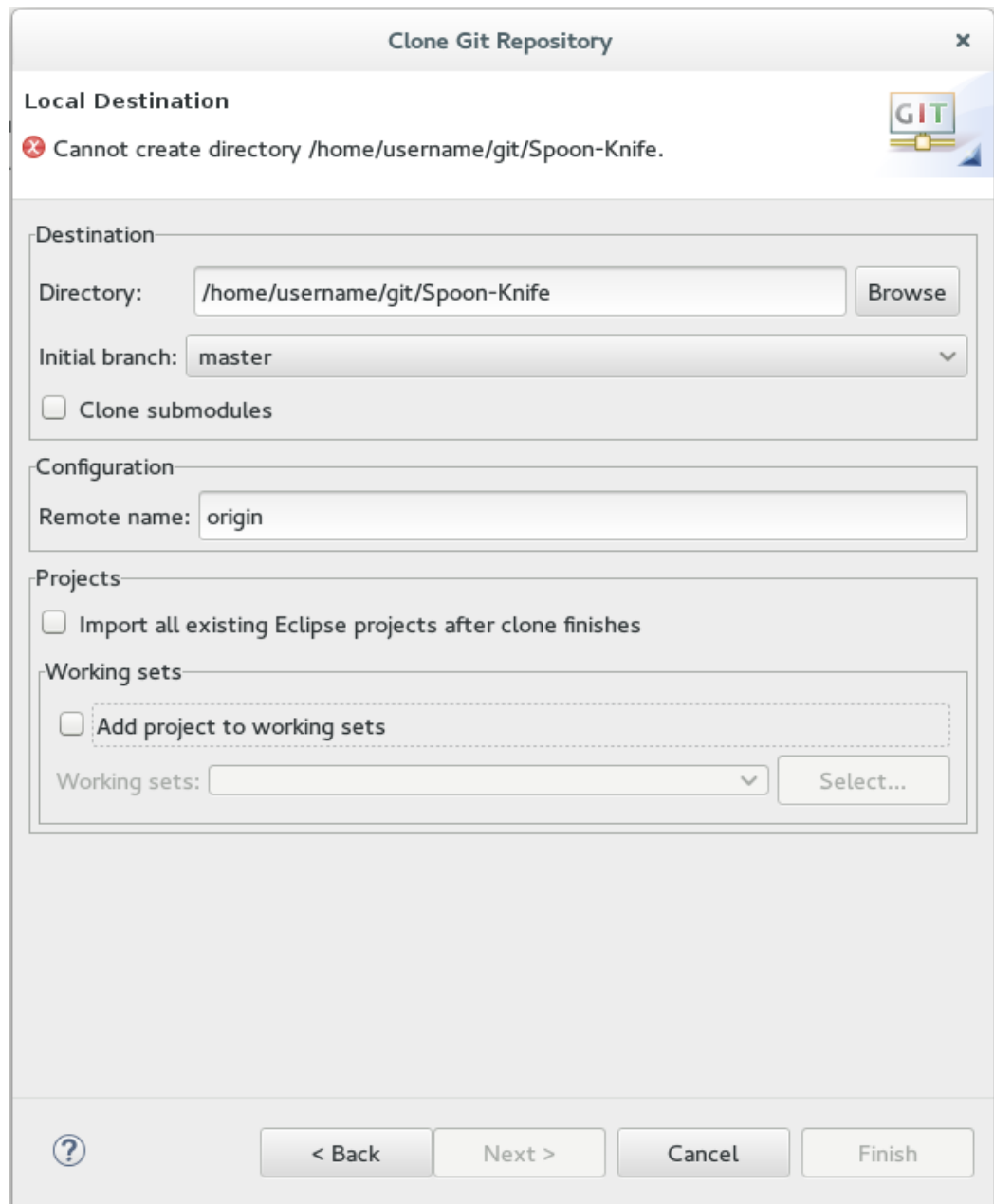
User:

Password:

☐ Store in Secure Store

4. Customize the local version of your Git repository as follows:
 - a. Confirm that the automatically populated information for the destination **Directory** and **Initial Branch** are correctly populated.
 - b. Optionally, set a non-default name for the **Remote name** field.
 - c. Optionally, select the **Add project to working sets** option and use the drop down menu and the **Select** button to select the appropriate working sets for this repository.

Figure 1.5. Customize the Local Version of the Git Repository



- d. Click **Finish** to conclude cloning an existing Git repository.

Result: The new cloned repository is listed in the **Git Repositories** view.

1.1.5. Add an Existing Local Git Repository

If you have already cloned a Git repository locally, the following instructions are necessary to add your Git repository to the IDE. If you have not yet cloned your repository, follow the instructions in the prerequisites section below:

1.1.5.1. Prerequisites

1. Ensure that you have forked the repository online.
2. In the command line on your local system, navigate to the location where you want to store the local copy of the repository and enter the following command to clone the repository:

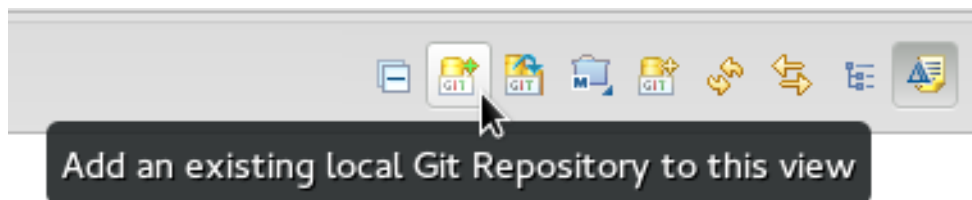
```
$ git clone ${repo_URL}
```

1.1.6. Add an Existing Git Repository

Use the following instructions to add your existing local Git Repository to JBoss Developer Studio's Git Perspective:

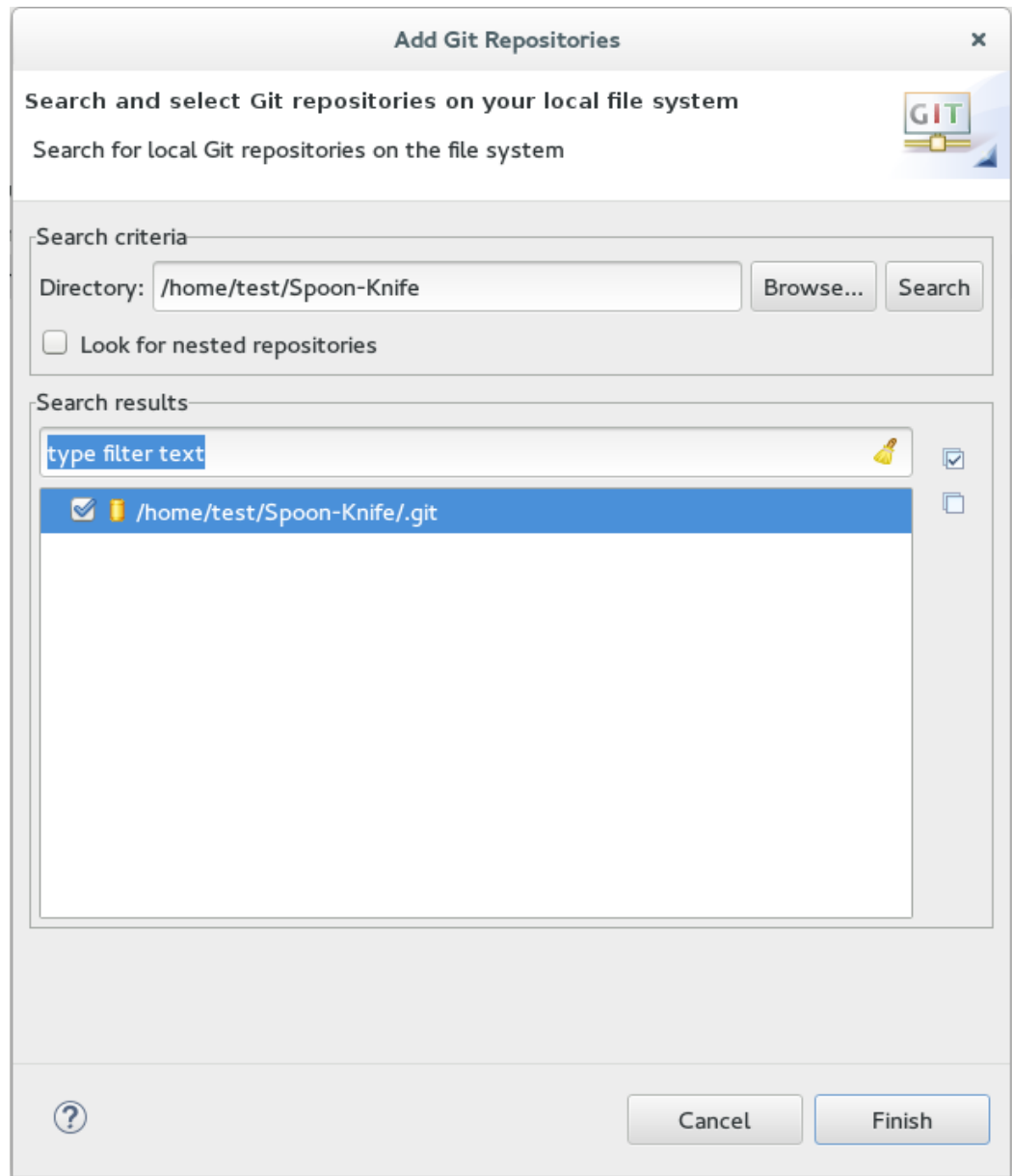
1. Click the **Add an existing local Git Repository to this view** button.

Figure 1.6. Click the Add an Existing Local Git Repository Button



2. Select the local Git Repository as follows:
 - a. Click **Browse** to navigate to the local directory that contains the Git repository.
 - b. Optionally, select the **Look for nested repositories** checkbox to search for nested repositories.
 - c. In the **Search results** box, ensure that the appropriate **.git** file is selected.

Figure 1.7. Find and Add Local Repository



d. Click **Finish**.

Result: The local repository now appears in the **Git Repositories** view.

1.1.7. Add a Remote for the Repository

After setting up your repository for the first time, set up a remote for repository. This is a one-time set up step for newly created or added repository.

1. In the **Git Repositories** view, expand the target repository.
2. From the expanded options, right-click **Remotes** and then **Create Remotes**.
3. In the **New Remote** dialog box:
 - a. Add a name in the **Remote name** field.
 - b. Ensure that the **Configure Push** radio button is selected.
 - c. Click **OK** to continue.

4. In the **Configure Push** dialog box:
 - a. Click **Change** to view the **Select a URI** dialog box.
 - b. Add the URI to your repository in the **URI** field. This automatically populates the **Host** and **Repository path** fields.
 - c. Add your repository username and password in the **Authentication** section of the dialog box and click **Finish** to continue.
5. Click **Save** to save your push configuration settings.

Result: Expand the **Remotes** folder in the repository view to see the newly added remote.

1.1.8. Create and Work With a New Branch

This section provides instructions for creating a new branch and common tasks with the new branch, such as:

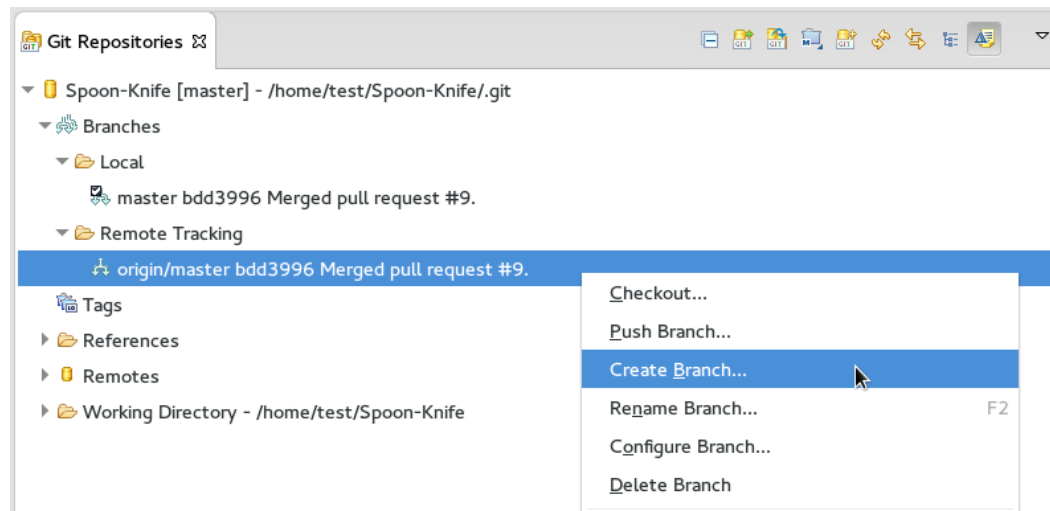
1. [Creating a new branch](#)
2. [Working in the new branch](#)
3. [Updating the branch before implementing changes](#)

1.1.9. Creating a New Branch

If your repository is already set up in the IDE, create a new branch to make changes to the files.

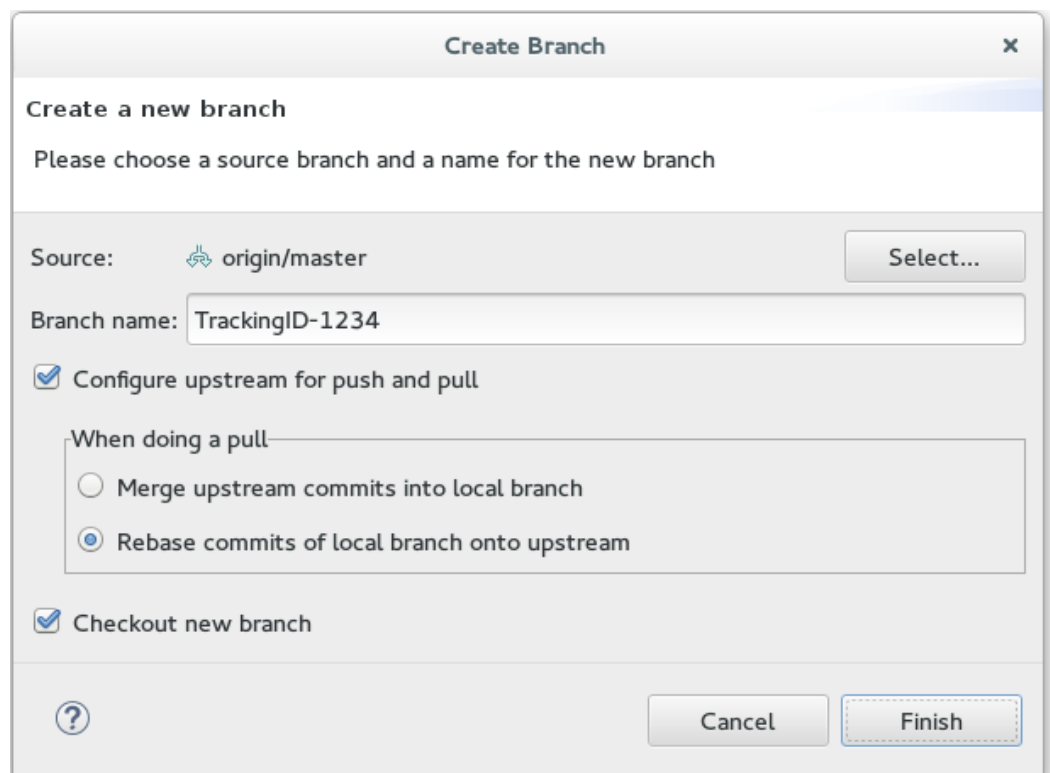
1. In the **Git Repositories** view:
 - a. Expand the name of your Git Repository.
 - b. Click **Branches** to expand the branch view.
 - c. Click **Remote Tracking** to view all remote branches for the repository.
 - d. A branch displays with a name that begins with **origin/master**. Right-click this branch and select **Create Branch** from the displayed options.

Figure 1.8. Create a Branch from Origin/Master



2. Add the required details about the new branch:
 - a. Add the desired new branch name in the **Branch name** field.
 - b. Ensure that the **Configure upstream for push and pull** checkbox is selected.
 - c. In the **When doing a pull** options, select the option that suits your requirement. The **Merge upstream commits into local branch** option creates commits when a merge occurs. These commits are included in the subsequent pull request. The **Rebase commits of a local branch onto upstream** option performs a rebase before adding your changes, which prevents additional commits in your pull request.
 - d. Ensure that the **Checkout new branch** checkbox is selected.

Figure 1.9. Add Details for a New Branch



- e. Click **Finish** to create the new branch.

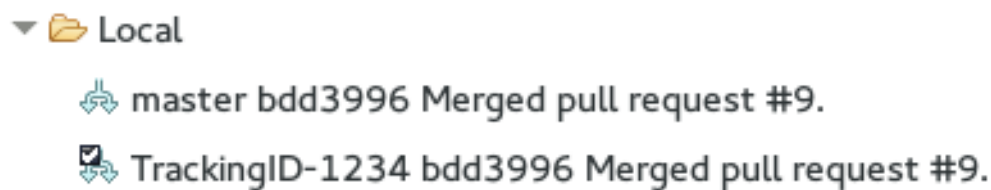
Result: The new branch appears under **Repository_Name** → **Branches** → **Local**.

1.1.10. Working in the New Branch

After creating a new branch, you can implement changes in the new branch as follows:

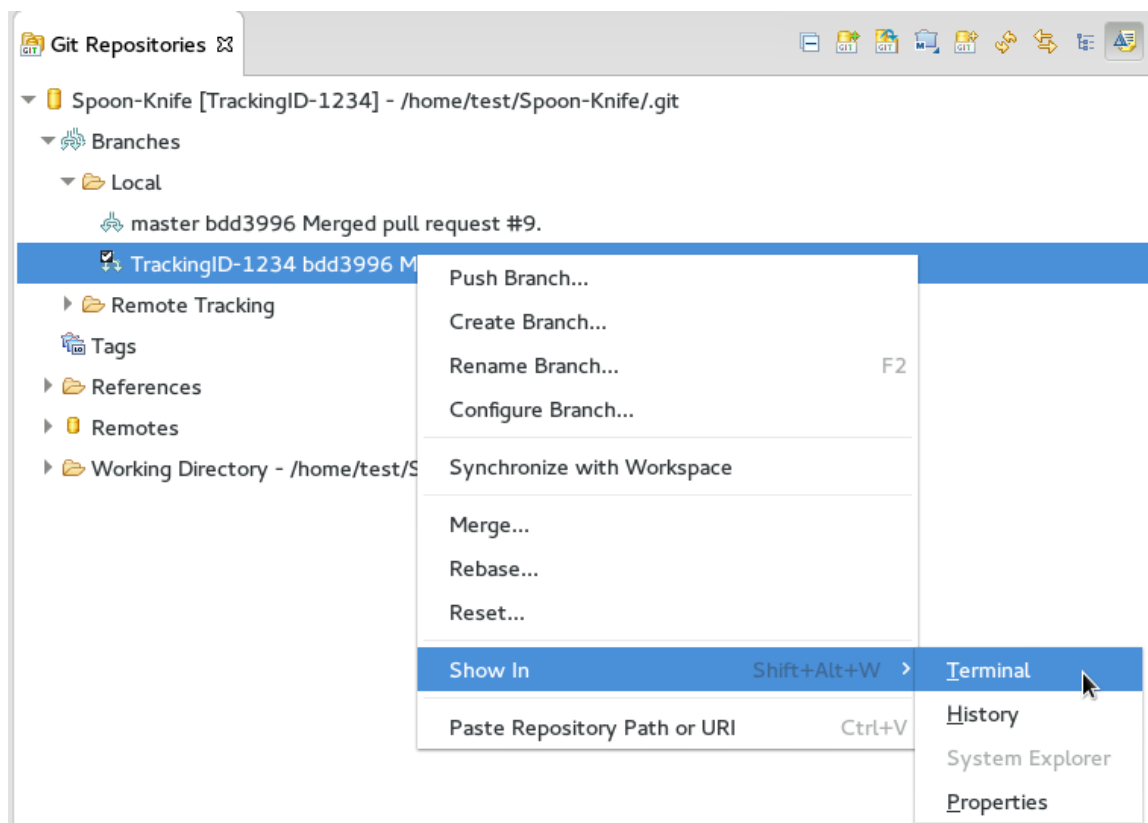
1. Expand **Repository_Name** → **Branches** → **Local** and find the new branch where changes are to be implemented.
2. Confirm that the target branch is checked out. The currently checked-out branch displays a small black check mark:

Figure 1.10. An Example of a Checked-out Branch



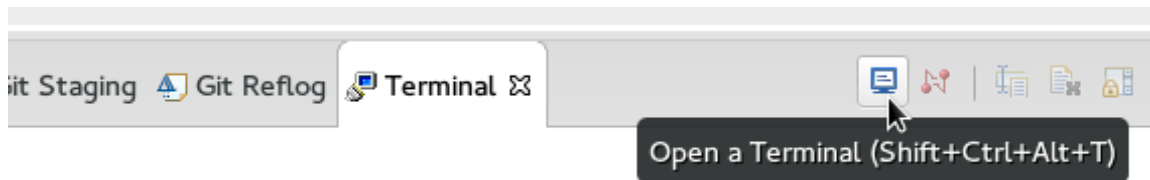
3. Right-click on the checked-out branch name and mouse-over the **Show In** option in the menu and then click **Terminal** in the submenu.

Figure 1.11. The Show Branch in Terminal Option



4. On the right view, a **Terminal** tab appears. In the same row, click the icon that resembles a computer monitor to view the command line prompt in this view.

Figure 1.12. The Open a Terminal Button



5. In the **Launch Terminal** dialog box:

- a. Ensure that **Local Terminal** is selected in the **Choose a Terminal** drop-down box.
- b. Select **Default (ISO-8859-1)** in the **Encoding** box.
- c. Click **OK**. Note that as a default, the terminal window is at the **/home/YourCurrentUser/** directory.

Result: The **Terminal** tab now displays a command line terminal. Use the terminal view to make the required changes to your checked-out files.

1.1.11. Updating the Branch Before Implementing Changes

When working locally on a branch, it is better to ensure the local branch is up to date before creating a pull request (PR). As an example, if someone else has checked out the same repository and created a new branch, made changes, and merged the changes, use the following procedure to update your repository and branch before committing your own changes.

In the example below, a new branch called **TrackingID-1234** is created using the IDE. Assuming that someone else is working on the same repository and has created a new branch called **NEWBRANCH**, made changes to it, and then merged the changes back into the repository. The local branch (**TrackingID-1234**) is now out of date because it does not include the changes from **NEWBRANCH**. Use the following instructions to update the branch:

1. Right-click the name of the repository to update.
2. From the menu that displays, click **Pull**.
3. A status menu appears that displays the progress of the pull request.
4. When the pull completes, a **Pull Result for Repository_Name** menu appears that lists the results of the fetch and update operations.
5. Click **OK** to conclude the operation.

Result: The repository now contains the most updated version of the contents.

1.1.12. Committing and Merging Changes

After all required changes are complete, commit the changes and then create a Pull Request. Pull Requests are then evaluated by the repository owner and either merged into the repository or rejected.

1. Ensure that the black and white tick mark that indicates the current branch appears at the

correct working branch in the **Local** folder of your repository view.

2. Right-click the name of the repository. In the displayed menu, click the **Commit** option.
3. In the **Commit Changes** dialog box:
 - a. Add a commit message describing the changes in the **Commit message** text box.
 - b. Confirm that the automatically populated **Author** and **Committer** fields contain the correct name and email address.
 - c. In the **Files** area, all files added using the **git add** command display in the box. Select the checkbox next to each file to include it in the commit. See the [Did You Know?](#) section to learn about only including some of the changed files in a commit.

Figure 1.13. Add details to the Commit Changes Dialog Box

Commit Changes

Commit Changes to Git Repository

Commit message

Add some information about the changes made in this commit here.

Change-Id: I00

Author: Your Name <your@email address.com>

Committer: Your Name <your@email address.com>

Files (3/3)

Status	Path
<input checked="" type="checkbox"/>	anewfile.txt
<input checked="" type="checkbox"/>	anotherfile.txt
<input checked="" type="checkbox"/>	sourcefile

Open [Git Staging](#) view

Commit and Push **Cancel** **Commit**

- d. Click **Commit** to create a new commit (without creating a Pull Request) or click **Commit and Push** to commit the changes and create a Pull Request at the same time.

1.1.13. Committing Without Pushing the Changes

1.1.13. Committing without Pushing the Changes

If you selected **Commit** in the previous procedure to commit changes but not push them, use the following instructions:

1. When the operation completes, the repository is now ahead by one commit. This is represented with an arrow and the number one, as seen in the screenshot:

Figure 1.14. Git Repository Status



2. When you are ready to create a Pull Request, right click the current branch name and click **Push Branch**.
3. An automatically populated **Push Branch Branch_Name** dialog box appears. Confirm that the settings are correct. The settings selected when creating this branch are used for this step. Click **Next** to continue.
4. A dialog box appears requesting the repository access username and password.
5. A **Push Confirmation** dialog box appears. Click **Finish** to create the Pull Request. If requested, supply the username and password for the repository once again.
6. When the operation completes, a **Push summary** dialog box appears. Click **OK** to dismiss this dialog box.

Result: The included changes are now committed and a Pull Request is generated for the repository owner to review.

1.1.14. Committing and Pushing the Changes

If you selected **Commit** and **Push** in the previous procedure, use the following instructions:

1. A dialog box appears requesting the repository access username and password.
2. When the operation completes, the repository is now ahead by one commit. This is represented with an arrow and the number one, as seen in the screenshot:

Figure 1.15. Git Repository Status



3. After the Pull Request is evaluated and merged, right-click the repository and click **Pull** to manually update the repository.

Result: A Pull Request is generating and ready for the repository owner to review.

1.1.15. Did You Know?

🔗 **Bare repositories** are recommended for central repositories, but not for development

environments. Bare repositories differ from normal repositories because they do not contain a working or checked out copy of any source files. This prevents editing files and committing changes in the repository. Additionally, they store the git revision history for your repository in the repository's root folder instead of in a `.git` sub-folder.

- ✎ When selecting the files to commit in the **Commit Changes**, you can select only the files you want included in the commit using the checkboxes next to each file name. The unchecked files are not included in the commit and no extra actions are required to reconcile the uncommitted files when committing and creating a Pull Request.
- ✎ If you need to add a **change ID** to each commit message, in the **Committing Changes** dialog box, click the rightmost icon at the top right corner to add a change ID to the commit message.

1.2. CONFIGURING MAVEN BASICS

In the context of application development, Maven provides a standardized build system for projects. One of the main benefits of using Maven with your project is that it facilitates fetching dependencies from one or more repositories. This article serves as an introduction to using Maven with the IDE and contains instructions for the following tasks:

1. [Section 1.2.1, “Create a New Maven Project”](#)
2. [Section 1.2.2, “Create a New Maven Module”](#)
3. [Section 1.2.3, “Adding Maven Support to an Existing Non-Maven Project”](#)

Root Maven projects can serve as aggregators for multiple Maven modules, also known as sub-projects. For each module that is part of a maven project, a `<module>` entry is added to the project's `pom.xml` file. A `pom.xml` that contains `<module>` entries is often referred to as an aggregator pom.

When modules are included into a project it is possible to execute Maven goals across all of the modules by a single command issued from the parent project directory.



Note

Note that the provided instructions pertain to the creation of a parent+module project structure. If you prefer to create just a simple project, simply start with an archetype or don't use the **pom** packaging in step **2. a.**

1.2.1. Create a New Maven Project

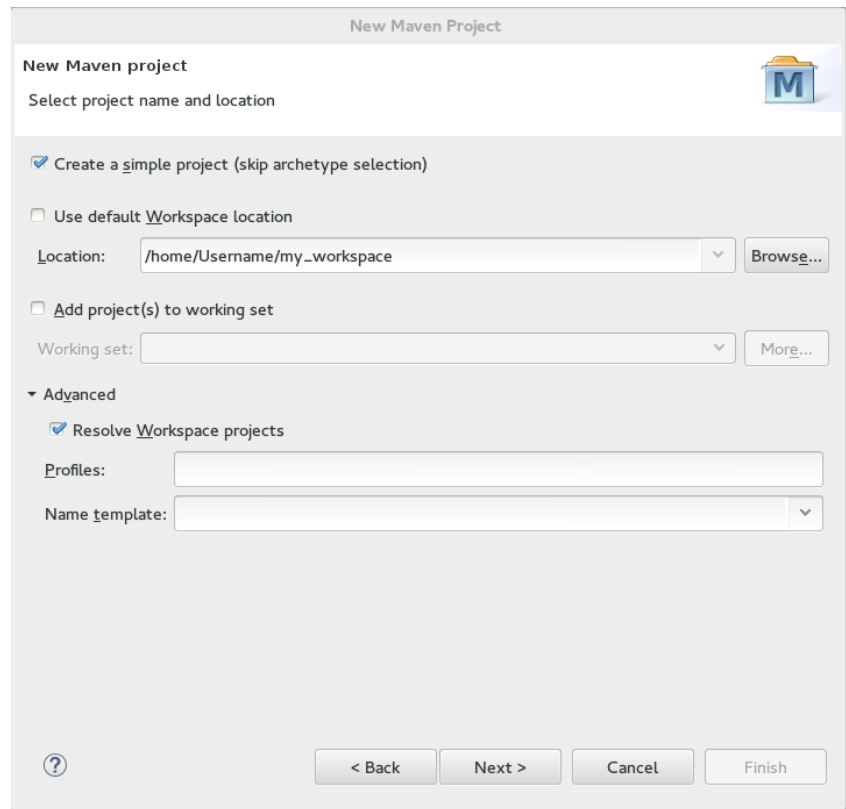
Use the following instructions to create the parent project of a multi-module Maven project. The instructions provided ensure that the packaging option is set to **pom**, which is a requirement for multi-module Maven projects. Alternately, to create a standalone Maven project instead, set the packaging option to an option other than **pom**.

1. Create a new project:
 - a. In the workspace, navigate to **File** → **New** → **Other**.
 - b. Type **maven** in the **Filter** field and select **Maven Project**.
 - c. Click **Next** to continue.

2. Enter the initial project details:

- a. Check the **Create a simple project (skip archetype selection)** check box. If this check box is selected, the **Select an Archetype** step of the wizard is skipped and the project type is set to **pom**, which is required to create a Maven Module based on this Maven project. Alternately, to create a standalone project, uncheck the **Create a simple project (skip archetype selection)** check box and follow the instructions in the wizard.
- b. Ensure that the **Use default workspace location** check box is not checked and specify a non-default location for your workspace files using the **Browse** button. Using a non-default workspace location is recommended because this allows other tools to access the workspace location easily.
- c. The following optional steps are available for further configuration, if required:
 - i. (Optional) Check the **Add project(s) to working set** check box to add the newly created projects to a working set.
 - ii. (Optional) Click **Advanced** to view additional optional advanced configuration for the new Maven project, such as:
 - A. **Resolve Workspace projects**: dependencies opened as workspace projects will be resolved without having to install them to your local Maven repository first. This way, any changes made to one of these dependencies will have an immediate effect on other projects consuming it (compilation, refactoring, etc.). When **Resolve Workspace projects** is disabled, dependencies existing in the workspace must be installed to your local Maven repository after any change (by running **mvn install**), in order to see effects in projects consuming them.
 - B. **Profiles**: select a set of Maven profiles to activate or deactivate in the workspace. Profiles are defined in the project **pom.xml**, or inherited from a parent **pom.xml**, or defined in the relevant **settings.xml**.
 - C. **Name templates**: allows you to disambiguate projects names in the workspace by prepending or appending the group ID or SCM branch names to the default artifact ID.

Figure 1.16. Create a New Maven Project



d. When the configuration is complete, click **Next** to continue.

3. Configure the project details:

- a. Enter the desired group ID, which is similar to an organization namespace (for example, **com.company.businessunit.project**), in the **Group Id** field.
- b. Enter the desired artifact ID value, which is the name for your project, in the **Artifact Id** field. This value must not include any spaces and the only special characters allowed are periods ('.'), underscores ('_'), and dashes ('-').
- c. Set the **Version** field's value to **0.0.1-SNAPSHOT** or a similar value. For details about the appropriate version build numbers, see [Project Versions](#)
- d. Set the value of the **Packaging** field to **pom**.
- e. (Optional) Add a name for your project in the **Name** field.
- f. (Optional) Add a description for your project in the **Description** field.

Figure 1.17. Configure Project Details

- g. Click **Finish** to conclude the new Maven project creation wizard.

Result: Your new Maven project is created and appears in the **Project Explorer** view.

1.2.2. Create a New Maven Module

Each Maven project with a packaging pom can include multiple Maven modules. Follow the instructions to create your first Maven module:

1.2.2.1. Prerequisites

1. You must have an existing Maven project available with the packaging type **pom**. See [Create a New Maven Project](#) for instructions to create a new Maven project.

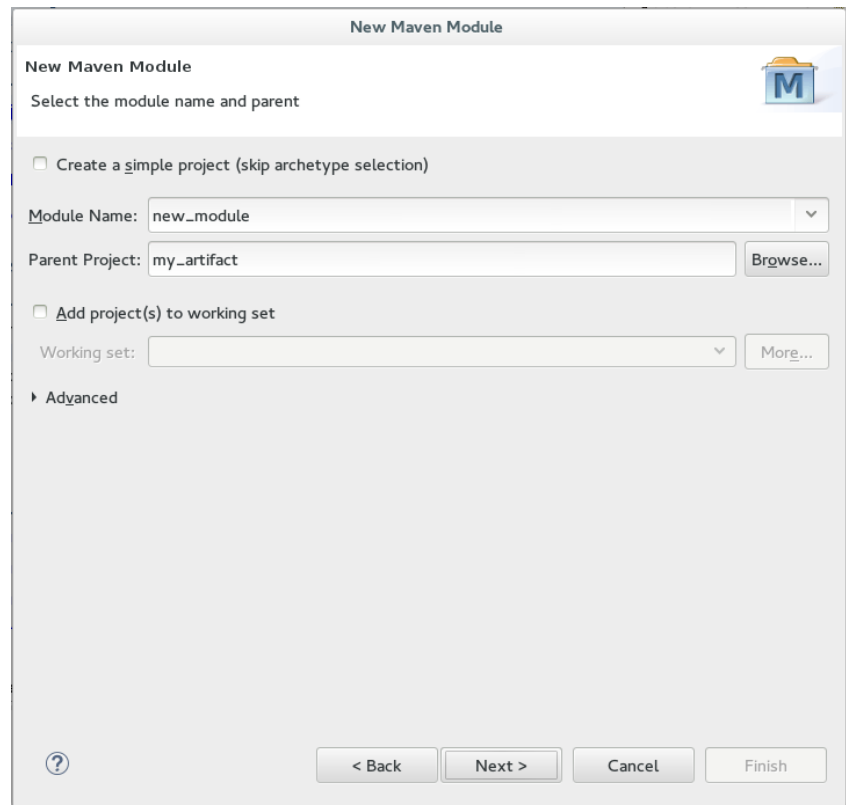
1.2.2.2. Creating a New Maven Module

1. Create a new Maven module as follows:
 - a. In the Project Explorer view, right-click the recently created pom project and select **New** → **Project**.
 - b. From the wizard selection screen, expand **Maven** and select **Maven Module**.
 - c. Click **Next** > to continue.

2. Enter the initial module details:

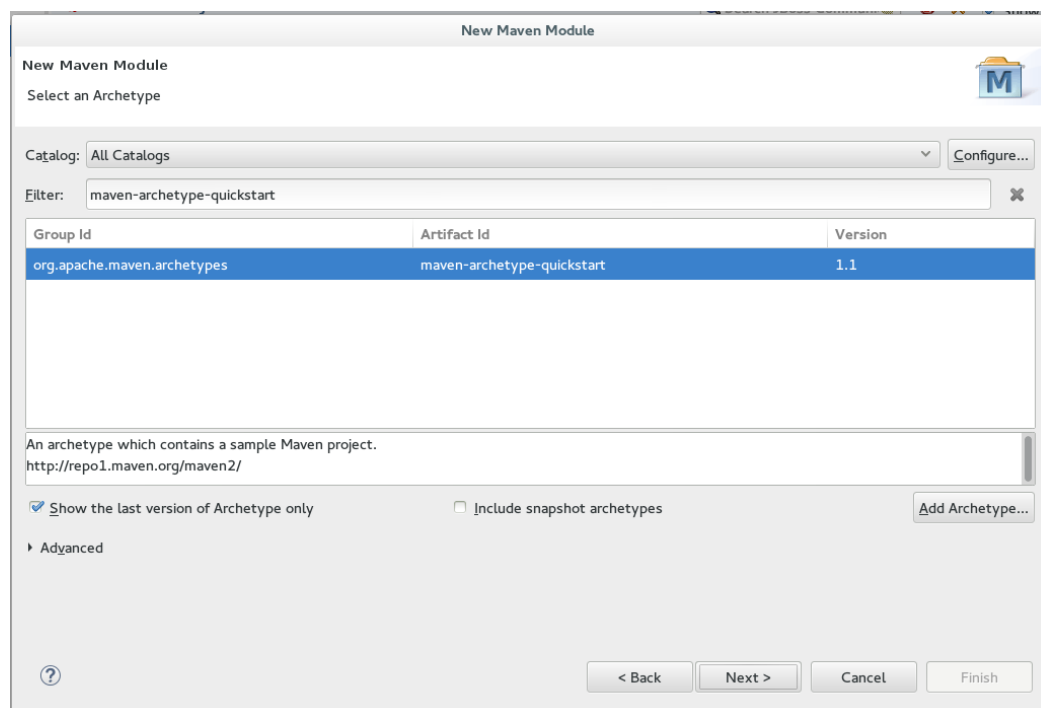
- a. Ensure that the **Create a simple project (skip archetype selection)** check box is not checked. If this check box is selected, the **Select an Archetype** step of the wizard is skipped.
- b. Enter the desired module name in the **Module Name** field. This value corresponds to the Maven project's Project ID.
- c. Use the **Browse** button to locate the desired parent project and select it.
- d. The following optional steps are available for further configuration, if required:
 - i. (Optional) Check the **Add project(s) to working set** check box to add the newly created projects to a working set.
 - ii. (Optional) Click **Advanced** to view additional optional advanced configuration for the new Maven project, such as:
 - A. **Resolve Workspace projects**: dependencies opened as workspace projects will be resolved without having to install them to your local Maven repository first. This way, any changes made to one of these dependencies will have an immediate effect on other projects consuming it (compilation, refactoring, etc.). When **Resolve Workspace projects** is disabled, dependencies existing in the workspace must be installed to your local Maven repository after any change (by running **mvn install**), in order to see effects in projects consuming them.
 - B. **Profiles**: select a set of Maven profiles to activate or deactivate in the workspace. Profiles are defined in the project **pom.xml**, or inherited from a parent **pom.xml**, or defined in the relevant **settings.xml**.
 - C. **Name templates**: allows you to disambiguate projects names in the workspace by prepending or appending the group ID or SCM branch names to the default artifact ID.

Figure 1.18. Set the Module Name and Parent



- e. When the configuration is complete, click **Next** to continue.
3. Enter the module archetype information:
 - a. Ensure that the **Show the last version of Archetype only** check box is checked. This ensures that only the latest version of each archetype displays.
 - b. Select an archetype based on the purpose of the project you are creating. Use the keyword **maven-archetype-quickstart** in the **Filter** field to locate a sample Maven project archetype.

Figure 1.19. Select a Module Archetype

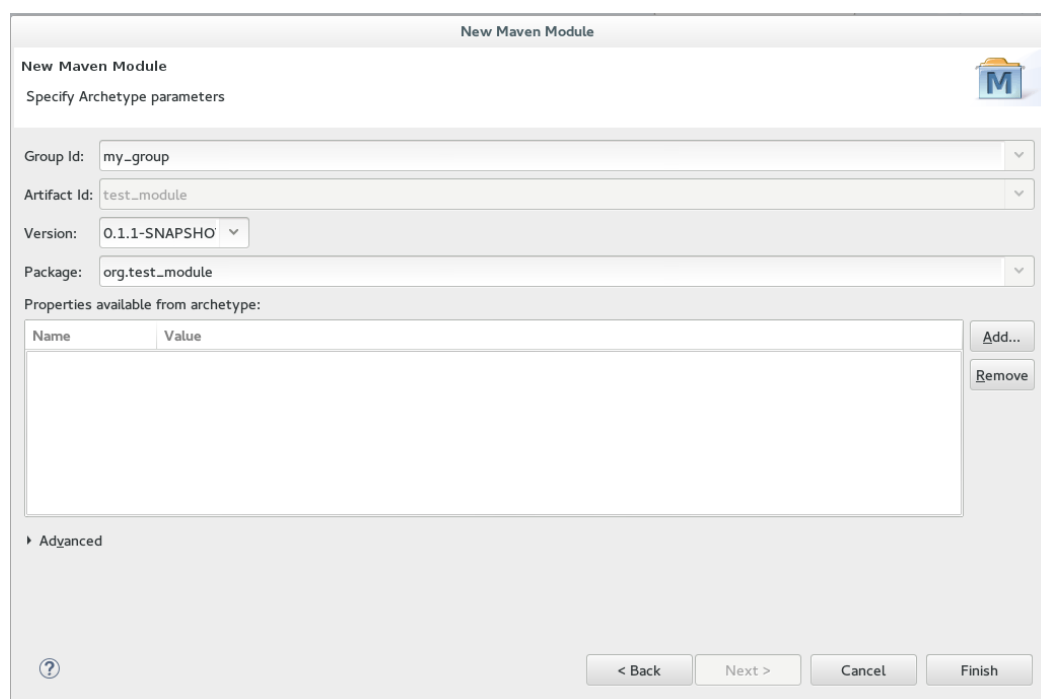


c. Click Next to continue.

4. Enter the module details:

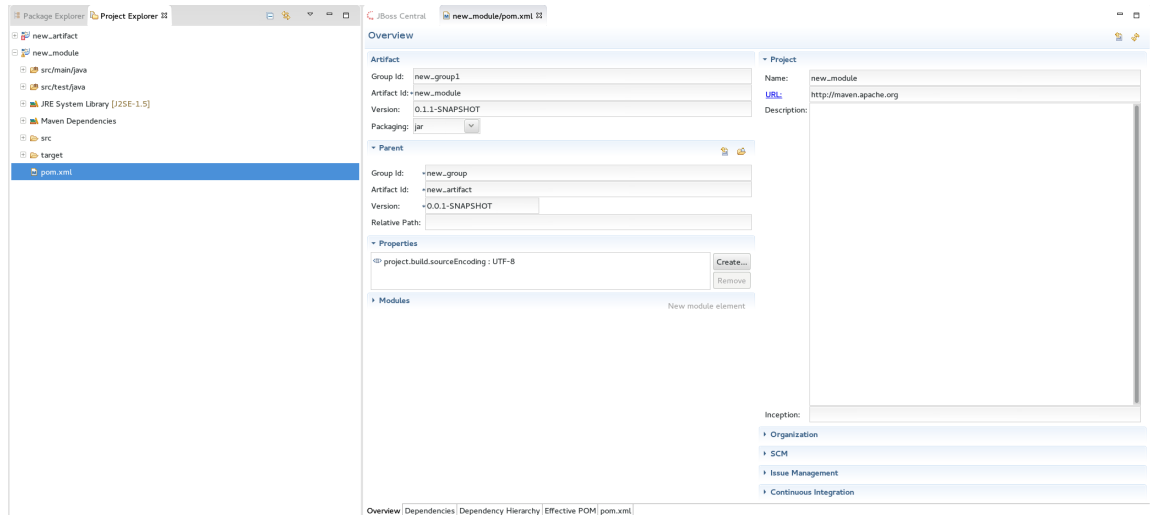
- Add the same group ID value that was used for the Maven project to the **Group Id** field.
- Add the desired version number in the **Version** field. For details about the appropriate version build numbers, see [Project Versions](#)
- The **Artefact Id** and **Package** fields are automatically populated based on the parent project details.

Figure 1.20. Configure the Module Archetype Parameters



- d. Click **Finish** to conclude setting up the Maven module.
5. (Optional) To change the settings for the created Maven module, expand the module name in the **Project Explorer** view and double click **pom.xml** from the expanded list. An **Overview** tab appears and all settings can be changed from this tab.

Figure 1.21. Change the Module Settings from the Overview View



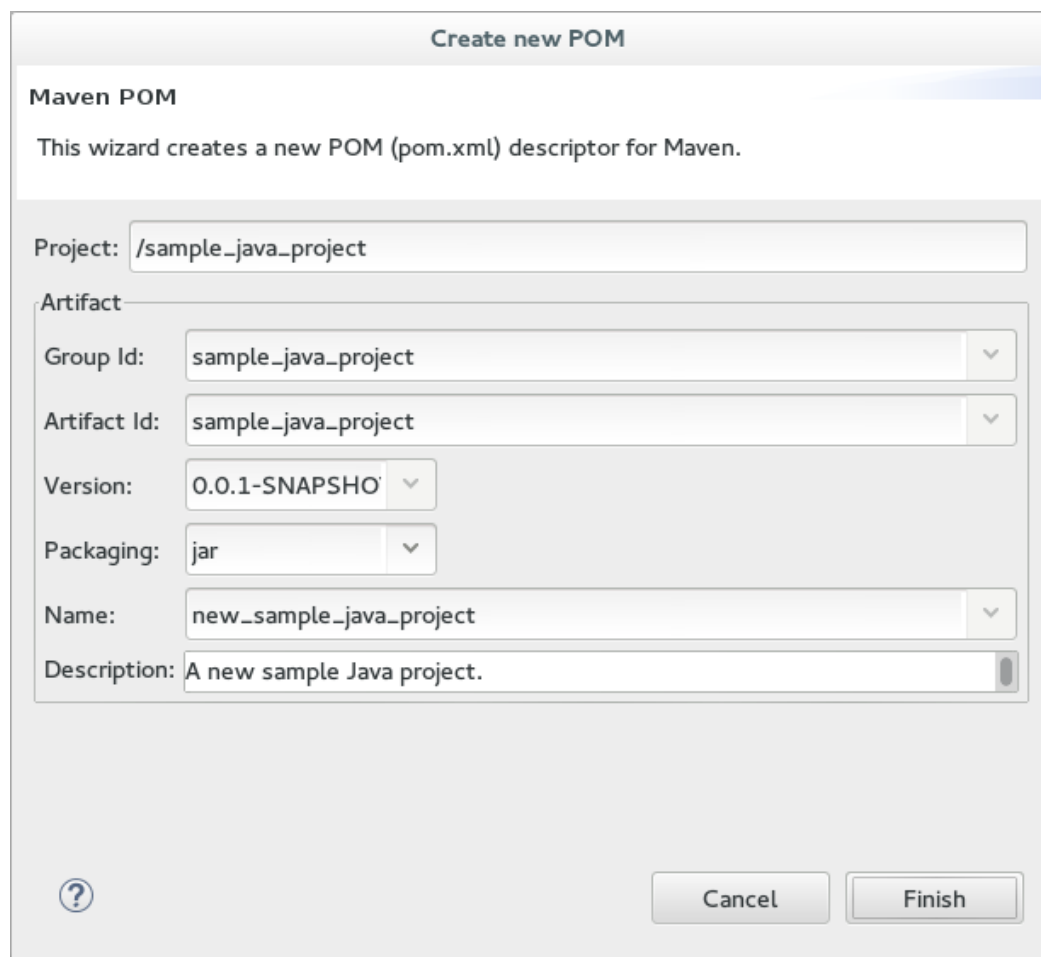
Result: Your new Maven module is created and appears in the **Project Explorer** view. Additionally, a hierarchical view of the nested projects is now available in the Project Explorer view as well (see [Nested/Hierarchical view of projects](#)).

1.2.3. Adding Maven Support to an Existing Non-Maven Project

The previous tasks contain instructions to create a new Maven project and Maven module. However, for an existing application that was not created with Maven support, use the following instructions to add Maven support to the non-Maven project:

1. Right-click the project name in the **Project Explorer** view.
2. From the displayed options, click **Configure**.
3. From the displayed sub-menu, click **Convert to Maven Project**.
4. Configure details for the new pom file:
 - a. The basic fields for the new pom file are prepopulated based on the project details. If required, edit the existing values.
 - b. (Optional) Add a name for the new project in the **Name** field.
 - c. (Optional) Add a brief description for the project in the **Description** field.

Figure 1.22. Create a New Pom Descriptor



Create new POM

Maven POM

This wizard creates a new POM (pom.xml) descriptor for Maven.

Project: /sample_java_project

Artifact

Group Id: sample_java_project

Artifact Id: sample_java_project

Version: 0.0.1-SNAPSHOT

Packaging: jar

Name: new_sample_java_project

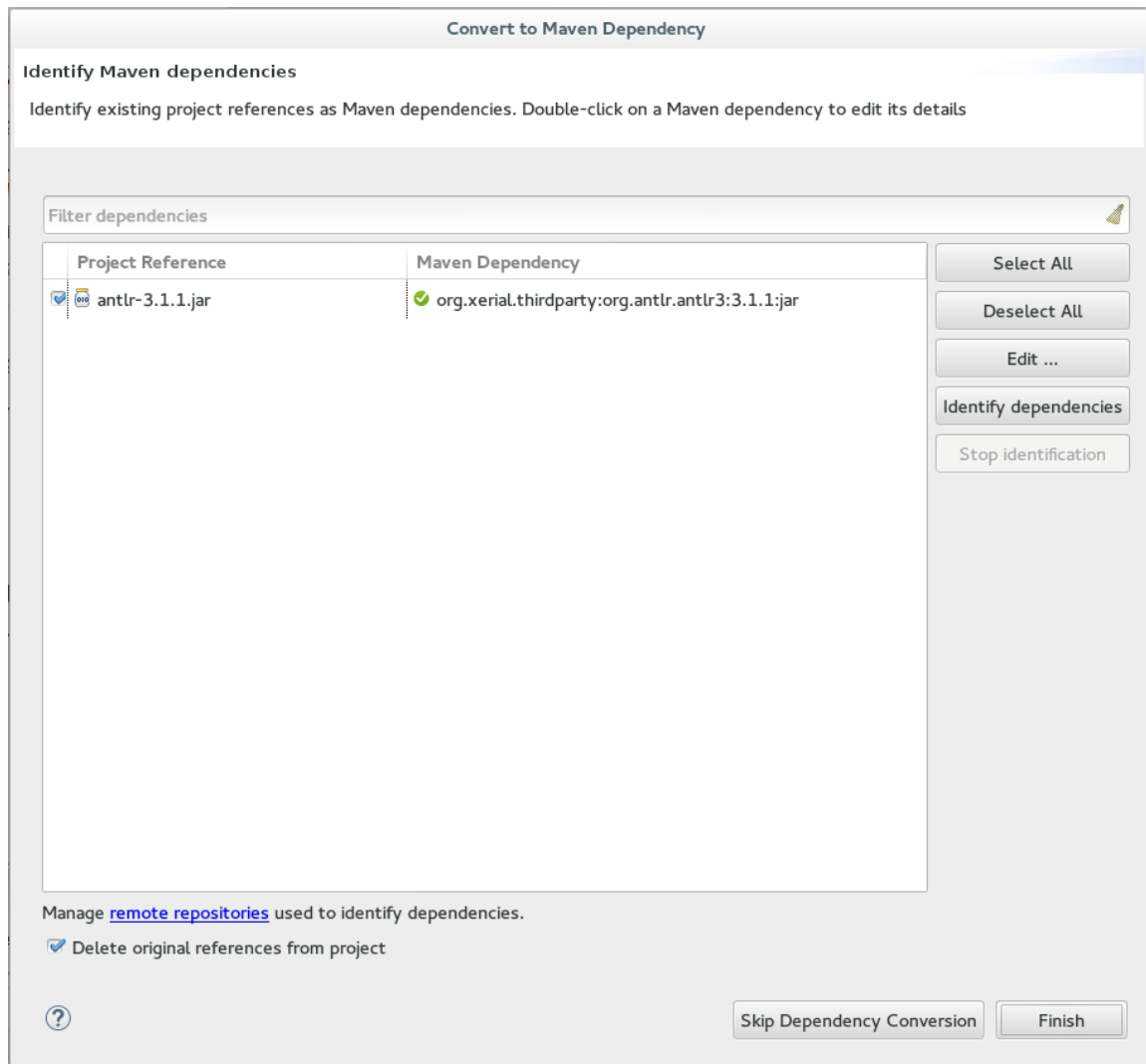
Description: A new sample Java project.

?

Cancel Finish

- d. Click **Finish** to finalize the pom information.
5. If the project references java dependencies, a wizard appears displaying all these dependencies and a green check mark when each dependency is identified. Learn more about dependency identification in the [Did You Know](#) section.
6. Check the **Delete original references from project** check box to avoid retaining duplicate or stale dependencies in your project.

Figure 1.23. Identify Maven Dependencies



7. Click **Finish** when all dependencies are converted.

Result: The existing project is now configured for Maven support.

1.2.4. Did You Know?

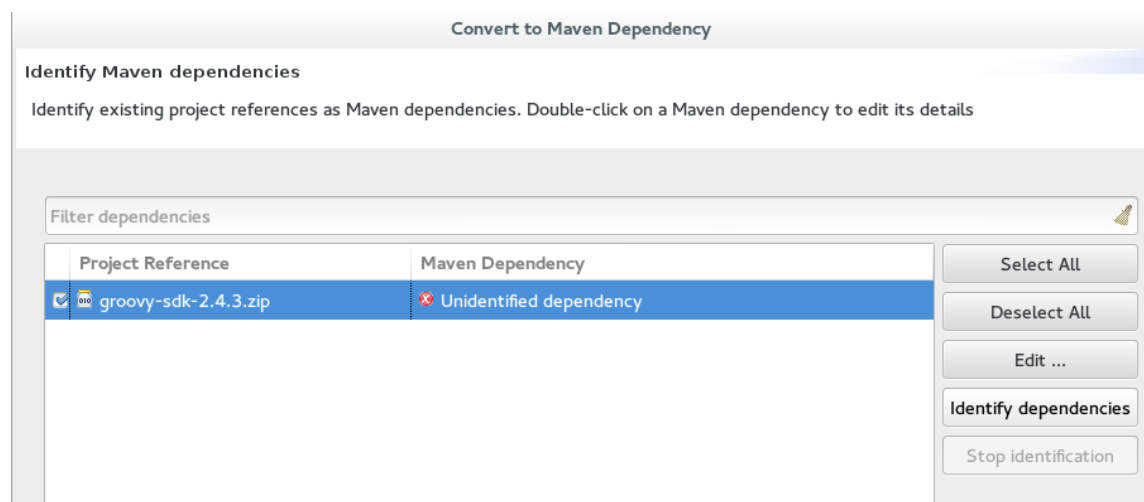
- ✎ The wizard used to convert a non-Maven project to a Maven project attempts to identify all the project's classpath entries and their equivalent Maven dependencies. From the list of identified dependencies, users can select which ones will be added to the generated Maven pom.xml file. When identifying dependencies, one of several strategies may be used:
 - Checking if the jar contains the relevant maven metadata.
 - Identify the dependency using the Nexus indexer.
 - Identify the dependency using the JBoss Nexus instance REST API (if we are online) via a SHA1 search.
 - Identify the dependency using the search.maven.org REST API (if we are online) via a SHA1 search.
- ✎ All unchecked dependencies will be ignored and are not added to the generated **pom.xml**. However, some of these can be added as transitive dependencies to your project. For instance, if you add **jsp-api** but remove **servlet-api**, the latter appears in the project classpath, as it is a dependency of **jsp-api**.

- ✱ You can double-click on a dependency from a list (or click the **Edit** button) to edit its Maven coordinates or scope. Selecting several dependencies (ctrl+click) and clicking the **Edit** button allows batch editing of their scope.

1.2.5. Troubleshooting

1. **Error Message: Unidentifiable Dependency** in the **Maven Dependency** column.

Figure 1.24. Unidentifiable Dependency



a. **Issue:** Either:

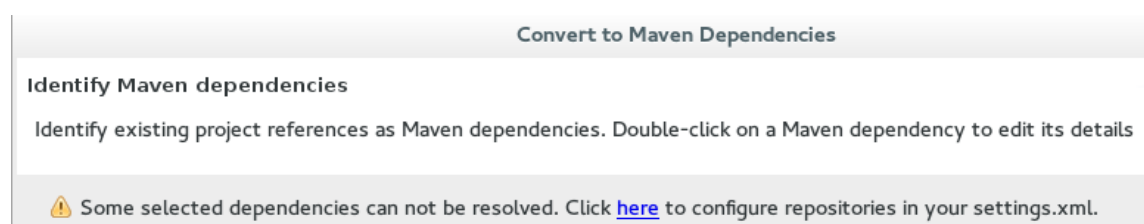
- i. the jar file is corrupted/invalid.
- ii. the jar file is valid but does not contain any metadata used for identification.

b. **Resolution:**

- i. Make sure that jar exists as a Maven artifact. If needed, you can [install it to your local repository](#) and then Click on the **Identify dependencies** button.
- ii. Double click on the dependency, or click on the **Edit...** button and set the expected maven coordinates.

2. **Error Message:** Some selected dependencies can not be resolved. Click [here](#) to configure repositories in your settings.xml.

Figure 1.25. Dependencies Can Not Be Resolved Error



- a. **Issue::** This error displays when a dependency can be identified (that is, whether it contains the pom properties or other metadata) but the dependency is not available in any repository defined in your settings.xml.
- b. **Resolution:** Click the **here** link in the error message and compare the old and new settings for the dependency and add a new and correct repository. Users may choose to use one of the predefined repositories from Red Hat.

CHAPTER 2. DEVELOPING FIRST APPLICATIONS WITH JBOSS DEVELOPER STUDIO TOOLS

2.1. CONFIGURING JBOSS DEVELOPER STUDIO FOR USE WITH JBOSS EAP AND JBOSS WEB FRAMEWORK KIT

This article provides details for new and existing users who need to configure a fresh install of the IDE or upgrade the versions of Red Hat JBoss Enterprise Application Platform or JBoss Web Framework Kit in use.

The IDE supports application development and deployment with JBoss EAP and JBoss Web Framework Kit only after you configure the IDE for use with JBoss EAP and JBoss Web Framework Kit. This configuration is essential for using the enterprise versions of the example Maven projects provided in JBoss Central. These projects are intended for deployment to JBoss EAP and necessitate IDE access to the JBoss EAP and JBoss Web Framework Kit Maven repositories.

Instructions are provided for the following tasks:

1. [Set up JBoss EAP](#) for use in the IDE in one of three different ways
2. [Configure Maven for JBoss EAP and JBoss Web Framework Kit Maven repositories](#)

2.1.1. Set Up JBoss EAP

To set up JBoss EAP for use in the IDE, you must direct the IDE to the local or remote runtime servers. This establishes a communication channel between the IDE and the JBoss EAP server for efficient deployment and server management workflows. Depending on your circumstance, you can set up the JBoss EAP server in one of three ways:

- A. If you are installing a new instance of the IDE, you can [use the combined installer to download, install, and set up the IDE and JBoss EAP](#).
- B. If you already have the IDE installed but not JBoss EAP, you can [download, install, and set up JBoss EAP from within the IDE](#).
- C. If the IDE and JBoss EAP are already installed, you can [use runtime detection to set up JBoss EAP from within the IDE](#).

2.1.2. Download, Install and Set Up the IDE and JBoss EAP using a Single Installer

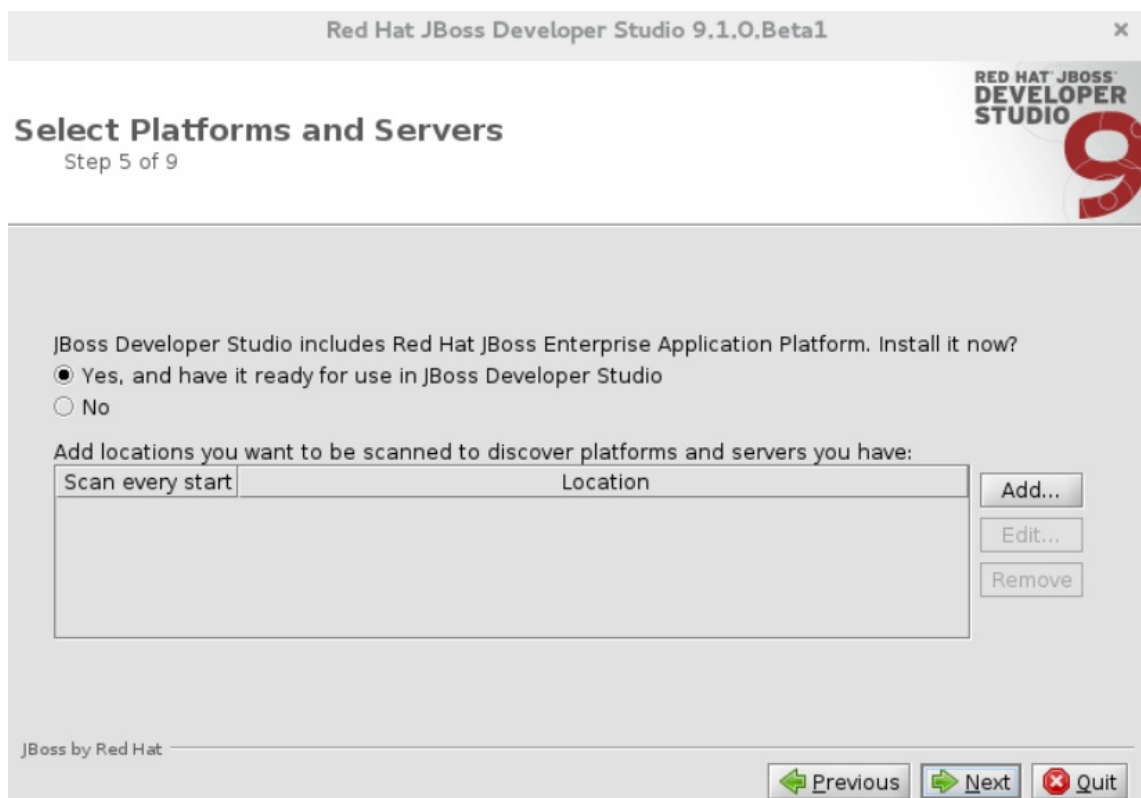
If you are installing a new instance of the IDE, you can use the combined installer to download, install, and set up the IDE and JBoss EAP. A specific JBoss EAP version is packaged in the installer; for details of the JBoss EAP version see <https://access.redhat.com/site/articles/427493>.

Note: If you want to install a different version of JBoss EAP, you can either download it from within the IDE (see [download, install, and set up JBoss EAP from within the IDE](#)) or install it separately and then follow the instructions in C, [use runtime detection to set up JBoss EAP from within the IDE](#).

To install the IDE and JBoss EAP using a single installer:

1. Log onto the Red Hat Customer Portal at <https://access.redhat.com>.
2. Locate the downloads for versions of the IDE greater than or equal to 9.x.
3. Download the installer **.jar** file.
4. On the command line, navigate to the downloaded installer **.jar** file and enter: **java -jar jboss-devstudio-version-installer-eap.jar** where version is the version of the .jar file.
5. In the **Red Hat JBoss Developer Studio** wizard, click **Next**.
6. In the **End User License Agreement** window, read the terms of the End User License Agreement, click **I accept the terms of this license agreement**, and then click **Next**.
7. In the **Select Target Folder** window, click **Browse** to select the location to install and click **Next**.
8. When you are prompted about the specified location being created (or overwritten), review the message and, if satisfied, click **OK** (or **Yes**).
9. In the **Select Java VM** window, select the appropriate option for your Java VM preference and then click **Next**:
 - » To select the default Java VM that is listed in the disabled field below, click **Default Java VM**.
 - » To select a different Java VM, click **Specific Java VM** and then click **Browse** to locate the Java VM.
10. In the **Select Platforms and Servers** window, with reference to installing JBoss EAP, click **Yes, and have it ready for use in JBoss Developer Studio** and click **Next**.

Figure 2.1. Select Platforms and Servers Window Confirming Installation



11. Review the information in the **Summary Information** window and click **Next**.
12. The **Installation** window opens showing the installation progress. Once the installation is complete click **Next**.
13. In the **Setup Shortcuts** window, click the desired shortcut options and click **Next**.
14. In the **Finish** window, click **Done** to complete the installation. The IDE starts.
15. In the **Workspace Launcher** window, in the **Workspace** field type the path for a new or existing workspace or click **Browse** to navigate to a workspace and click **OK**.
16. When prompted to allow Red Hat to receive anonymous usage statistics, select the appropriate option.
17. Click **Get started with JBoss Central** to begin working.

Result: The server is listed in the **Servers** view in stopped mode.

2.1.3. Download, Install and Set Up JBoss EAP from within the IDE

If the IDE is already installed, you can download, install, and set up JBoss EAP from within the IDE. With this option, you can choose from a range of supported JBoss EAP versions; for details of supported JBoss EAP versions see <https://access.redhat.com/site/articles/427493>.

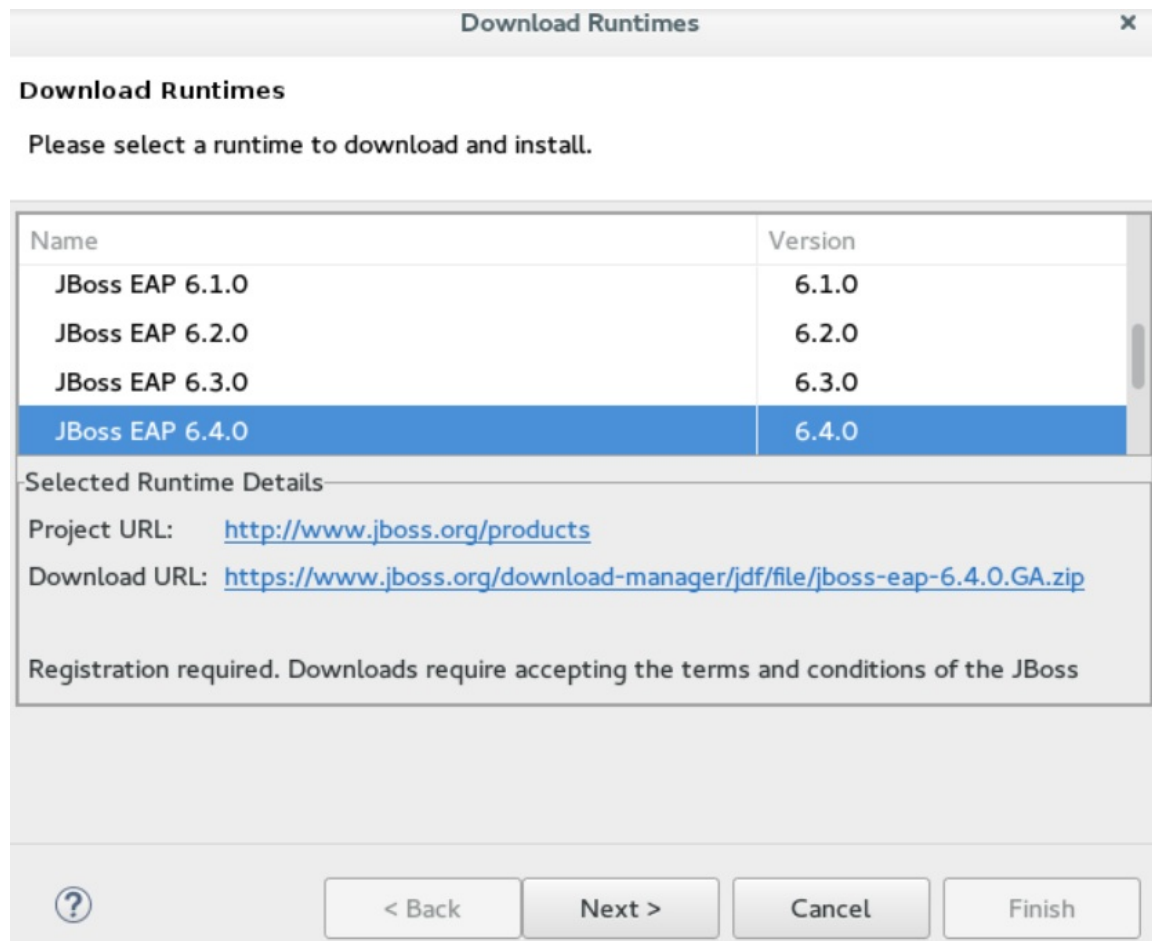
To download, install and set up JBoss EAP from within the IDE:

1. Start the IDE.
2. Click **Window** → **Preferences**, expand **JBoss Tools**, and then click **JBoss Runtime Detection**.
3. In the **Paths** pane, click **Download**.

4. In the **Download Runtimes** window, from the **Download Runtimes** table select the JBoss EAP version that you want to download and click **Next**.

Note: For JBoss EAP 6.1.x and later, continue to follow the steps given here. For JBoss EAP 6.0.x and earlier, follow the on-screen instructions for downloading JBoss EAP from the Red Hat Customer Portal and after JBoss EAP is installed continue to [use runtime detection to set up JBoss EAP from within the IDE](#).

Figure 2.2. Download Runtimes Window Listing Available JBoss EAP Versions



5. In the **JBoss.org Credentials** window, in the **Domain** field, type **jboss.org** and then click **Add** next to the **Username** field. Note that if you do not have a JBoss.org account, you must click the link to sign up.
6. In the **Add a Credential** window, **Username** field, type your username and in the **Password** field, type the password and click **OK**.
7. In the **Download Runtimes** window, click **Next**.
8. In the **JBoss.org Terms and Conditions** window, read the terms and conditions, from the **Please choose the country of use** list, select your country of use, and then click **Accept Now**. If you have previously accepted the terms and conditions in the IDE or through the jboss.org website, this window is skipped.
9. Click **Next**.
10. Read the **General Public License**, click **I accept the terms of the license agreement**, and then click **Next**.

11. For the **Install Folder** field, click **Browse** and choose a location in which to install JBoss EAP and click **Finish**.
12. Click **Apply** and click **OK** to close the **Preferences** window. The download and installation starts and may take some time to complete.

Result: The server is listed in the **Servers** view in stopped mode.

2.1.4. Use Runtime Detection to Set Up JBoss EAP from within the IDE

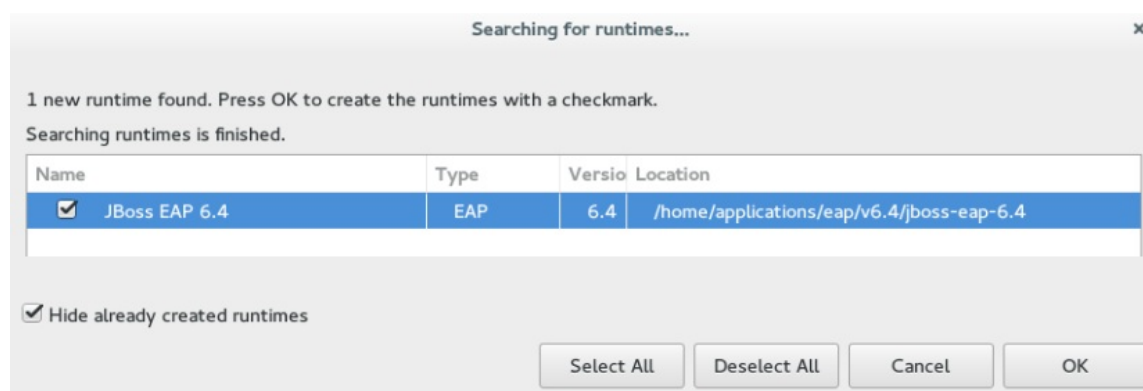
If the IDE and JBoss EAP are already installed, you can use runtime detection to set up JBoss EAP from within the IDE. The runtime detection feature automatically identifies the JBoss EAP instance installed on your local system and generates a corresponding default server setup for use in the IDE. This feature makes getting started with a default JBoss EAP server very quick.

Note: Specific JBoss EAP versions are supported by each IDE release; for details of supported JBoss EAP versions see <https://access.redhat.com/site/articles/427493>.

To use runtime detection to set up JBoss EAP for use in the IDE:

1. Start the IDE.
2. Click **Window** → **Preferences**, expand **JBoss Tools**, and then select **JBoss Runtime Detection**.
3. Click **Add**.
4. Navigate to **path/to/jboss-eap** and click **OK**. JBoss Server Tools recursively scans the path searching for installed servers and displays a list of those it finds.
5. Ensure the **jboss-eap-version** check box is selected, where version denotes the JBoss EAP version, and click **OK**.

Figure 2.3. Selecting a Runtime



6. Click **Apply** and click **OK** to close the **Preferences** window.

Result: The server is listed in the **Servers** view in stopped mode.

2.1.5. Configure Maven for JBoss EAP and JBoss Web Framework Kit Maven Repositories

To configure Maven to use the JBoss EAP and JBoss Web Framework Kit Maven repositories when

working inside the IDE, you must ensure that the IDE knows the location of your Maven configuration **settings.xml** file and that the necessary profiles for the JBoss EAP and JBoss Web Framework Kit Maven repositories are contained in that file. This ensures that Maven knows where to search for project dependencies when it is called to build Maven projects from within the IDE.

2.1.6. Specify Maven settings.xml File Location

If you have multiple Maven **settings.xml** files or you are using a shared **settings.xml** file, then this file may not be in the default location expected by the IDE. In this case, you must inform the IDE of the file location.

To specify the Maven **settings.xml** file location:

1. Start the IDE.
2. Click **Window** → **Preferences**, expand **Maven**, and then click **User Settings**.
3. For the **User Settings** field, click **Browse** and locate the **settings.xml** file.
4. Click **Update Settings**.
5. Click **Apply** and then click **OK**.

2.1.7. Use JBoss EAP and JBoss Web Framework Kit Maven Repositories

You can either download the JBoss EAP and JBoss Web Framework Kit Maven repositories from the Red Hat Customer Portal or use the online Maven repository located at <https://maven.repository.redhat.com/ga>.

2.1.8. Use the Offline Maven Repositories

If you have not previously used these versions of JBoss EAP and JBoss Web Framework Kit, you must configure your Maven **settings.xml** file to use the associated product Maven repositories. You can manually edit your **settings.xml** file in a text editor or use the JBoss Developer Studio Maven integration feature to automatically detect the JBoss repositories and appropriately edit your **settings.xml** file.

Note: The JBoss EAP and JBoss Web Framework Kit Maven repositories must be already obtained from the Red Hat Customer Portal and located on a system that you can access.

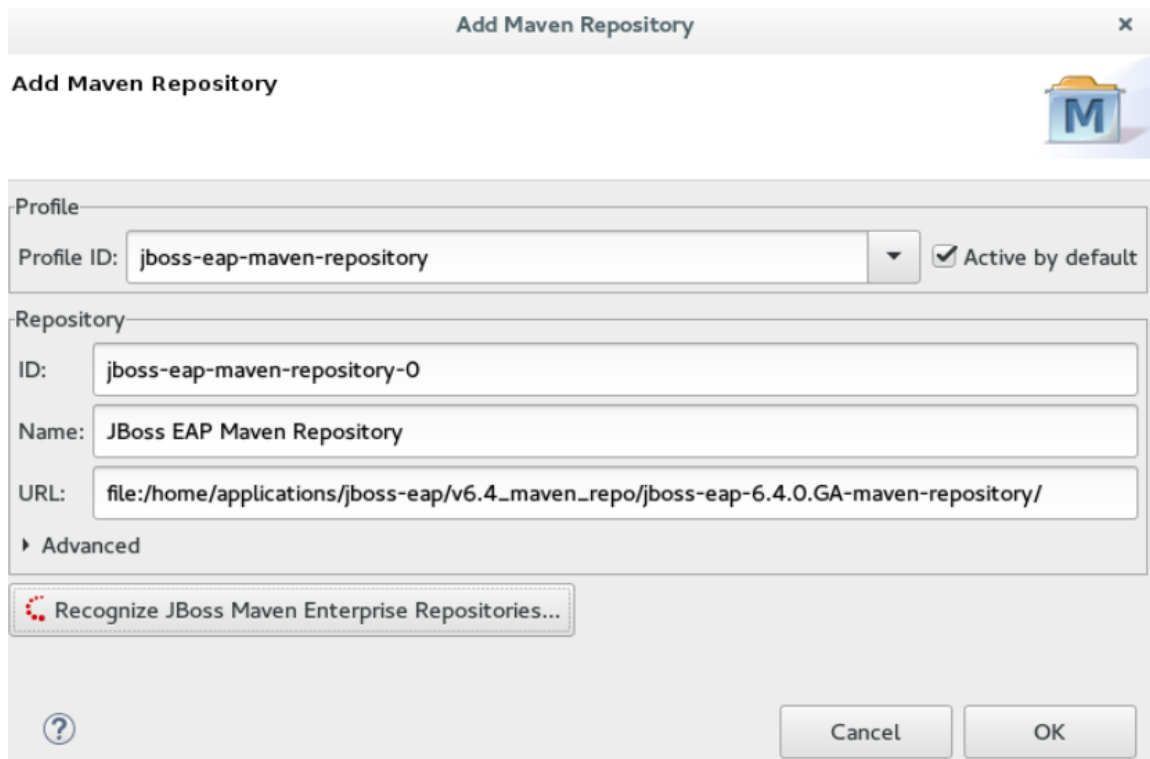
To specify the JBoss EAP and JBoss Web Framework Kit Maven repositories locations using the IDE:

1. Start the IDE.
2. Click **Window** → **Preferences**, expand **JBoss Tools**, and then click **JBoss Maven Integration**.
3. Click **Configure Maven Repositories**.
4. Click **Add Repository**.
5. Click **Recognize JBoss Maven Enterprise Repositories**.
6. Navigate to **path/to/jboss-eap-maven-repository** and click **OK**. JBoss Maven Tools

recursively scans the path searching for a Maven repository.

7. Modify the information in the **ID** and **Name** fields as desired, ensure the **Active by default** check box is selected, and then click **OK**.

Figure 2.4. Details of the Selected Maven Repository



8. Click **Add Repository**.
9. Click **Recognize JBoss Maven Enterprise Repositories**.
10. Navigate to **path/to/jboss-wfk-maven-repository** and click **OK**. JBoss Maven Tools recursively scans the path searching for a Maven repository.
11. Modify the information in the **ID** and **Name** fields as desired, ensure the **Active by default** check box is selected, and then click **OK**.
12. Click **Finish** and at the prompt asking if you are sure you want to update the Maven configuration file click **Yes**. If the specified configuration file does not exist, JBoss Maven Tools creates it.
13. Click **Apply** and click **OK** to close the **Preferences** window.

2.1.9. Use the Online Maven Repositories

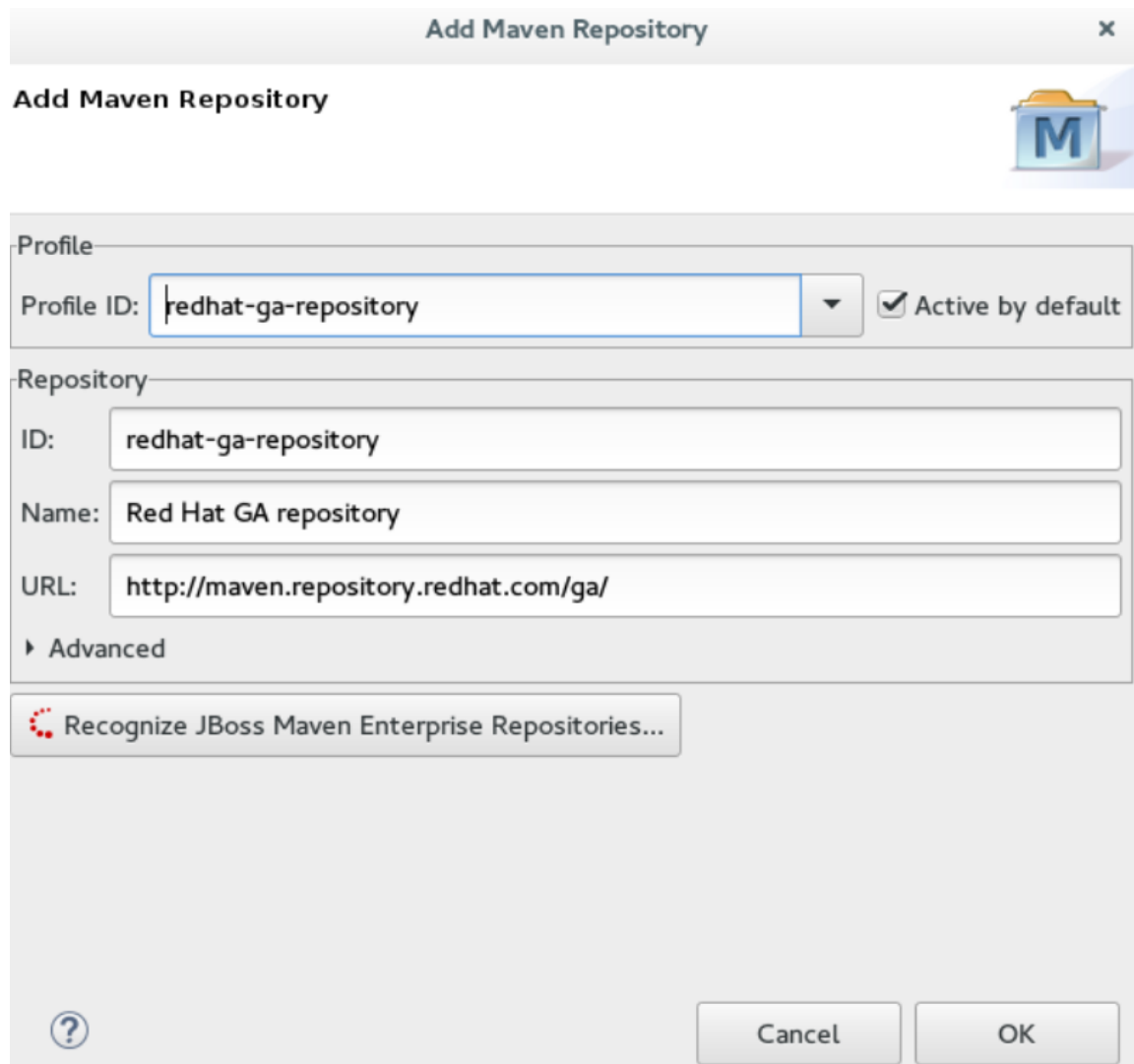
Adding the online repository to the IDE, adds <https://maven.repository.redhat.com/ga> to your **settings.xml**, which takes care of all the dependencies.

To use the online Maven repositories:

1. Start the IDE.

2. Click **Window** → **Preferences**, expand **JBoss Tools**, and then click **JBoss Maven Integration**.
3. Click **Configure Maven Repositories**.
4. Click **Add Repository**.
5. In the **Profile ID** drop-down list, select **redhat-ga-repository**.

Figure 2.5. Add a Maven Repository



6. Click **OK**.
7. In the **Configure Maven Repositories** window, click **Finish**.
8. Click **Apply** and then click **OK** to close the **Preferences** window.

2.2. DEVELOPING APPLICATIONS USING THE FORGE TOOL

Red Hat JBoss Developer Studio offers Forge Tools for developing Java EE applications and to extend the IDE functionality in Eclipse. Start developing Java EE applications using either the Forge context menu or the command line from the IDE.

2.2.1. Create a New Project


After you have created a Forge project you can set up persistence, add entities and fields, and create scaffold for the project.

To create a new project:

1. Press **Ctrl+4** to start Forge and open the JBoss Forge context menu.
2. Click **Project:New** to open the **Create a new project** window.
3. In the **Create a new project** window:
 - a. In the **Project name** field, type a project name.
 - b. In the **Top level package** field, type **{com.example}** as the top package.
 - c. In the **Project location** field, enter a target location for the Forge project.
 - d. In the **Stack** list, click **Java EE 7**.
4. Click **Finish**.

Figure 2.6. Create a New Forge Project

Project: New [Current Selection: /home/applications/jbds/v9.1beta2/workspace] x

Project: New 

Create a new project

Project name: * my_first_Forge_project

Top level package: org.example

Version: 1.0.0-SNAPSHOT

Final name:

Project location: /home/applications/jbds/v9.1beta2/workspace Browse...

☐ Overwrite existing project location

Project type: * Java Web Application (WAR) ▼

Build system: * Maven ▼

Stack: Java EE 7 ▼

< Back Next > Cancel Finish

Result: The project is listed in the **Project Explorer** view.

2.2.2. Set Up Persistence

Setting up the JPA prerequisites, creates the *persistence.xml* file in the project and adds the required dependencies to the *pom.xml* file.

Note: While creating the JPA entity, the Forge console automatically detects any prerequisites that must be set up and prompts you to create those at runtime.

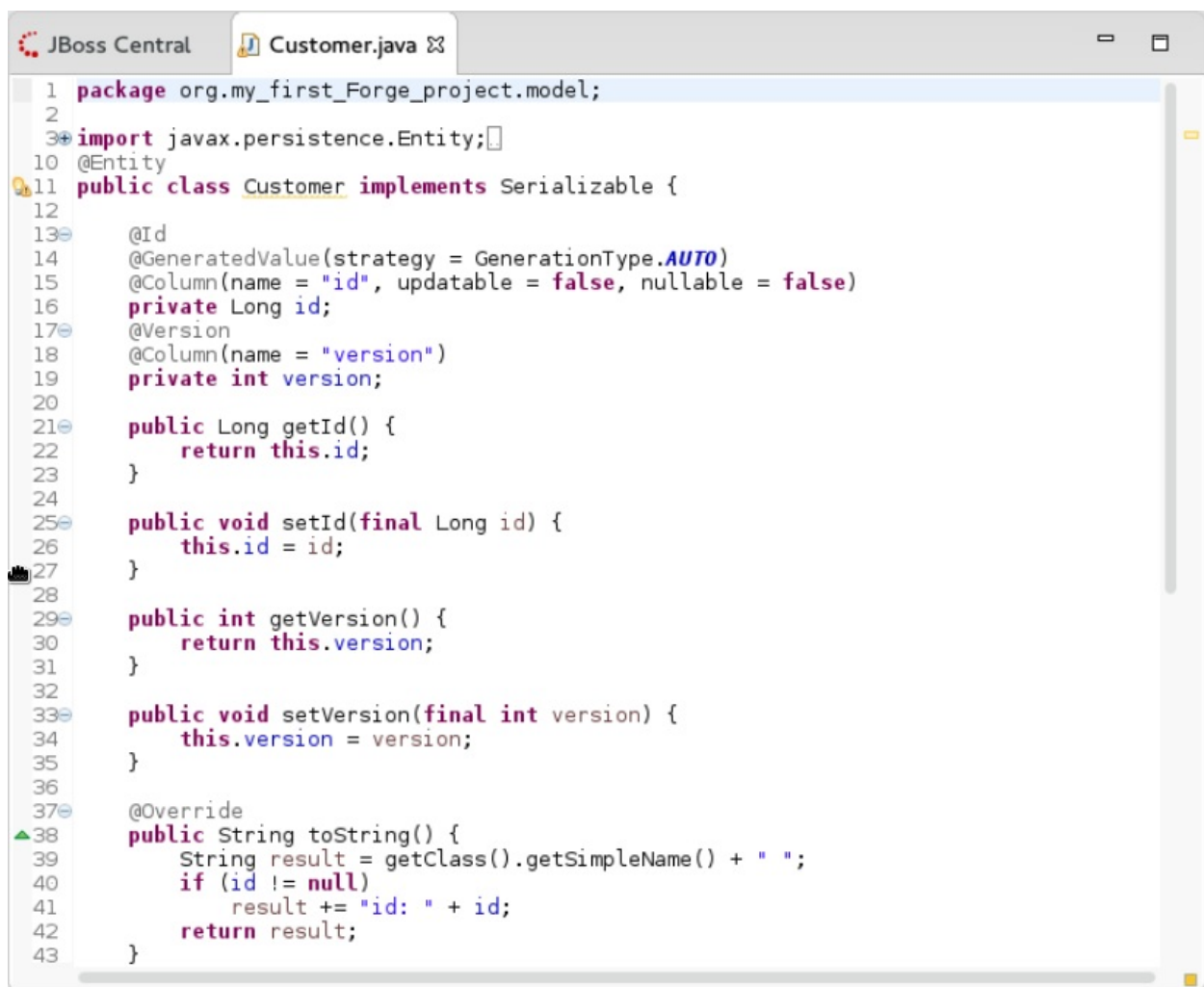
To set up persistence:

1. Press **Ctrl+4** to open the JBoss Forge context menu.
2. Click **JPA: New Entity**. The window is populated with default values.
3. Click **Next** to continue using the default values or edit the fields to change the values.

4. In the **Configure your connection settings** window, ensure that the fields display the appropriate values and then click **Next**.
5. In the **Create a new JPA entity** window:
 - a. In the **Package Name** field, type the package name.
 - b. In the **Type Name** field, type a name for the new entity.
6. Click **Finish**.

Result: The new entity appears in the JBoss editor and is also listed in the **Project Explorer** view with the name: **.java**.

Figure 2.7. .java Displayed in the JBoss Editor



2.2.3. Add Fields to the Entity

To add fields to the entity:

1. Press **Ctrl+4** to open the JBoss Forge context menu.
2. Click **JPA: New Field**.
3. In the **Create a new field** window:

- a. In the **Target Entity** field, select `{package_name.model.entity}`.
 - b. In the **Field Name** field, type **FirstName**.
4. Click **Finish**.

Figure 2.8. Add Field to the Entity

JPA: New Field [Current Selection: /my_first_Forge_project/src/main/java/org/my_first_Forge_project/model/Customer.java]

JPA: New Field

Target Entity: `org.my_first_Forge_project.model.Customer`

Field Name: `FirstName`

Field Type: `String` Browse...

Temporal Type: ☒ DATE ☐ TIME ☐ TIMESTAMP

Column Name:

Length: `255` - +

☐ Not Nullable

☐ Not Insertable

☐ Not Updatable

Relationship Type: ☒ Basic ☐ Embedded ☐ One-to-One ☐ One-to-Many ☐ Many-to-One ☐ Many-to-Many

☐ Is LOB?

< Back Next > Cancel Finish

5. Repeat steps 1 through 4 to add more fields to the entity.

Result: The fields are added to the `Customer.java` file.

2.2.4. Create Scaffold

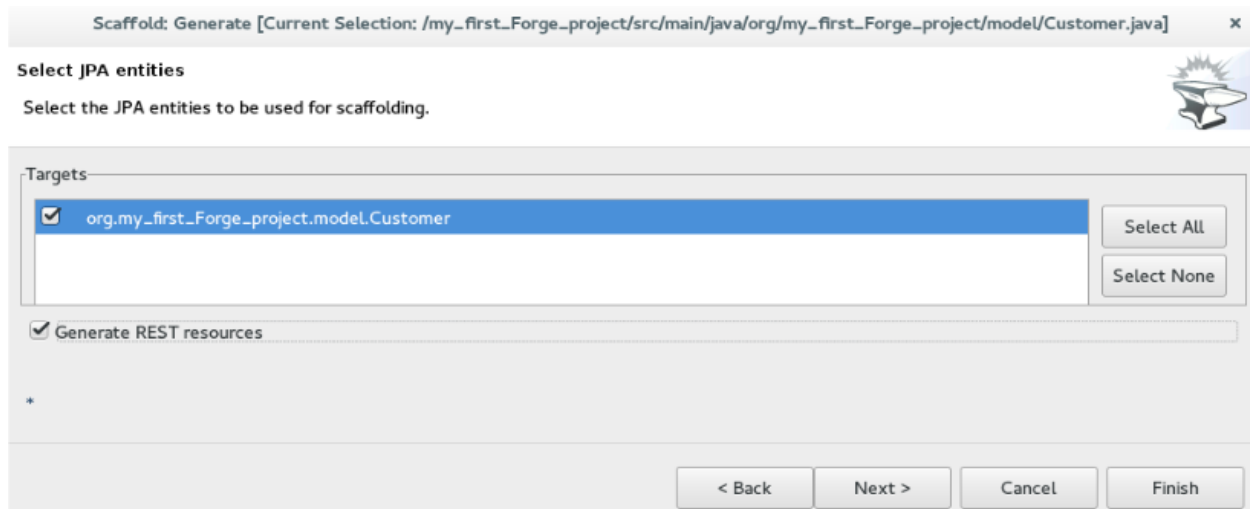
Scaffolding is automatic code generation by a program, using available information, usually a database to generate a basic CRUD (create, read, update, delete) admin interface. The **Scaffold Generate** command is used to create the scaffold.

To create the scaffold:

1. Press **Ctrl+4** to open the JBoss Forge context menu.
2. Click **Scaffold Generate**.
3. In the **Scaffold Type** list, click **Angular JS** and then click **Next**.
4. If your project is not configured to use all the technologies that you want to use, Forge prompts you to set up the dependencies. Click **Next**.
5. In the **Select JPA entities** window:
 - a. Select the check box in the **Targets** field.
 - b. Select the **Generate REST resources** check box.

6. Click **Finish**.

Figure 2.9. Select JPA Entities to Create the Scaffold



Result: The entities are created and listed in the **Project Explorer** view.

2.2.5. Run and Test the Application

In this example we use the JBoss EAP server to run the application.

To run the application:

1. In the **Project Explorer** view, right-click the application and click **Run As** → **Run on Server**. Alternatively, drag and drop the application from the **Project Explorer** view to the **JBoss EAP 1** server in the **Servers** view. The application opens in the default browser.
2. Click **Customers** and then click **Create** to create a new customer.
3. In the **FirstName** and the **LastName** fields, enter the first and last names and click **Save**. The customer is added to the application.

Use the **Search for Customers** section to search for customers by their first and/or last names.

2.2.6. Create Extensions or Add Ons

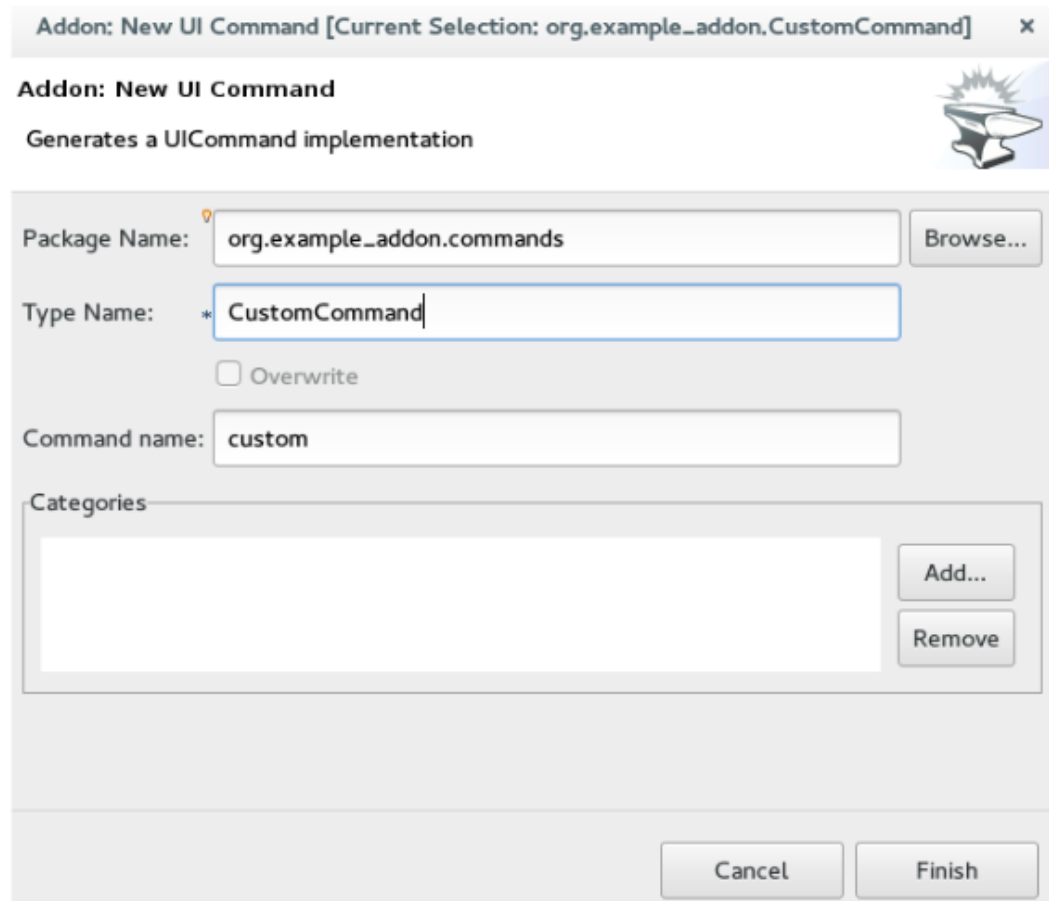
The add ons/extensions run inside the IDE. After adding commands and features to the add-on, no further changes are required for the extensions or add-ons to run in another IDE.

To create an add-on:

1. Press **Ctrl+4** to open the JBoss Forge context menu.
2. Click **Project:New**.
3. In the **Create a new project** window:
 - a. In the **Project name** field, type a name for the add-on.

- b. In the **Project type** list, click **Forge Addon (JAR)**.
4. Click **Next**.
5. In the **Furnace Addon Setup** window, **Depend on these addons** section, Forge automatically selects the prerequisites. Review the dependencies and click **Finish**.
6. Press **Ctrl+4** to open the Forge context menu.
7. Select **Java: New Class** to open the **Java: New Class** window.
8. In the **Type Name** field, type **CustomCommand** and click **Finish**. The **CustomCommand.java** file opens in the JBoss editor.
9. To change this Java class into a Forge command:
 - a. Press **Ctrl+4** to open the Forge context menu.
 - b. Select **Addon: New UI Command** to open the **Generates a UICommand implementation** window.
 - c. In the **Generates a UICommand implementation** window:
 - i. In the **Type Name** field, type **CustomCommand**.
 - ii. In the **Command name** field, type **custom**.
 - d. Click **Finish**.

Figure 2.10. Add a Command



The command is listed in the `CustomerCommand.java` file.

10. Press **Ctrl+4** to open the Forge context menu.
11. Select **Build and Install an Addon** to open the **Build and install a Forge addon** window.
12. Click **Finish** to install the add-on into the IDE.
13. To execute the installed command:
 - a. Press **Ctrl+4** to open the Forge context menu.
 - b. Select **custom**.
 - c. Add parameters to the method in order to add user input to the command. Copy and paste the following command in the `CustomCommand.java` file:

```
package org.jboss.forge.addon.commands;

import
org.jboss.forge.addon.configuration.Configuration;
import org.jboss.forge.addon.resource.URLResource;
import
org.jboss.forge.addon.ui.command.AbstractUICommand;
import org.jboss.forge.addon.ui.context.UIBuilder;
import org.jboss.forge.addon.ui.context.UIContext;
import
org.jboss.forge.addon.ui.context.UIExecutionContext;
import org.jboss.forge.addon.ui.input.UIInput;
```

```

import
org.jboss.forge.addon.ui.metadata.UICommandMetadata;
import
org.jboss.forge.addon.ui.metadata.WithAttributes;
import org.jboss.forge.addon.ui.util.Metadata;
import org.jboss.forge.addon.ui.util.Categories;
import org.jboss.forge.addon.ui.result.Result;
import org.jboss.forge.addon.ui.result.Results;

import java.lang.Override;
import java.lang.Exception;

import javax.inject.Inject;

public class JIRASetupCommand extends
AbstractUICommand
{
    @Inject
    @WithAttributes(label = "JIRA URL", required
= true)
    private UIInput<URLResource> url;

    @Inject
    private Configuration config;

    @Override
    public UICommandMetadata getMetadata(UIContext
context)
    {
        return Metadata.forCommand(getClass())
            .name("JIRA: Setup")
            .description("Setup the JIRA Addon")
            .category(Categories.create("JIRA",
"Setup"));
    }

    @Override
    public void initializeUI(UIBuilder builder) throws
Exception
    {
        builder.add(url);
    }

    @Override
    public Result execute(UIExecutionContext context)
    {
        String targetUrl =
url.getValue().getFullyQualifiedName();
        Configuration subset = config.subset("jira");
        subset.setProperty("url", targetUrl);
        return Results.success("JIRA URL set to:
"+targetUrl);
    }
}

```

14. To rebuild and install:



- a. In the **Project Explorer** view, click the created add-on.
- b. Press **Ctrl+4** to open the Forge context menu.
- c. Select **Build and Install an Addon**.
- d. Click **Finish** to install the add-on into the IDE.
- e. Press **Ctrl+4** to open the Forge context menu.
- f. Click **JIRA: Setup**.

Figure 2.11. Add-on Listed in the Forge Context Menu



Result: The add-on is created and listed in the Forge context menu.

2.2.7. Did You Know

- ✱ You can launch the Forge Console by clicking **Window** → **Show view** → **Forge Console**. The **Forge Console** view opens in an inactive state.
- ✱ You can start JBoss Forge by clicking the `Start {JBoss Forge_version}` button .
- ✱ To link the Forge Console output with the open editor, click the **Link with Editor** button ().

2.3. DEVELOPING APPLICATIONS USING THE HIBERNATE TOOLS

Hibernate Tools is a collection of tools for projects related to Hibernate version 5 and earlier. The tools provide Eclipse plugins for reverse engineering, code generation, visualization and interaction with Hibernate.

Use the Hibernate Tools to easily generate, test and prototype your Hibernate or JPA mapped projects. You can also use Hibernate to Run queries, browse mappings and generate code for your data projects.

2.3.1. Create a JPA Project and Connect to the Sakila-h2 Database

2.3.1.1. Prerequisites

To connect to the sakila-h2 database:

1. Download the sakila-h2 database from the [h2 version of the Sakila database](#).

2. On the terminal, navigate to the directory where you have saved the **sakila-h2.jar** file and run the following command to start the database: **\$./runh2.sh**.

To create a JPA project and connect to the database:

1. In the workspace, click **File** → **New** → **Other** and then search for **JPA Project** and double-click it to open the **New JPA Project** wizard.
2. In the **New JPA Project** wizard:
 - a. In the **Project name** field, type a name for the project.
 - b. In the **Target runtime** field, click a runtime server that you wish to use.
 - c. In the **JPA version** list, click **2.1**.
3. Click **Next**.

Figure 2.12. Create a New JPA Project

New JPA Project

JPA Project
Configure JPA project settings.

Project name:

Project location
☒ Use default location
 Location:

Target runtime

JPA version

Configuration

 A good starting point for working with JBoss EAP 6.4 Runtime runtime. Additional facets can later be installed to add new functionality to the project.

EAR membership
☐ Add project to an EAR
 EAR project name:

Working sets
☐ Add project to working sets
 Working sets:

4. In the **Java Configure project for building a Java application** window, select the source folder on the build path and click **Next**.
5. In the **JPA Facet** window, click **Add connection**.
6. In the **New Connection Profile** window:
 - a. Click **Generic JDBC**.



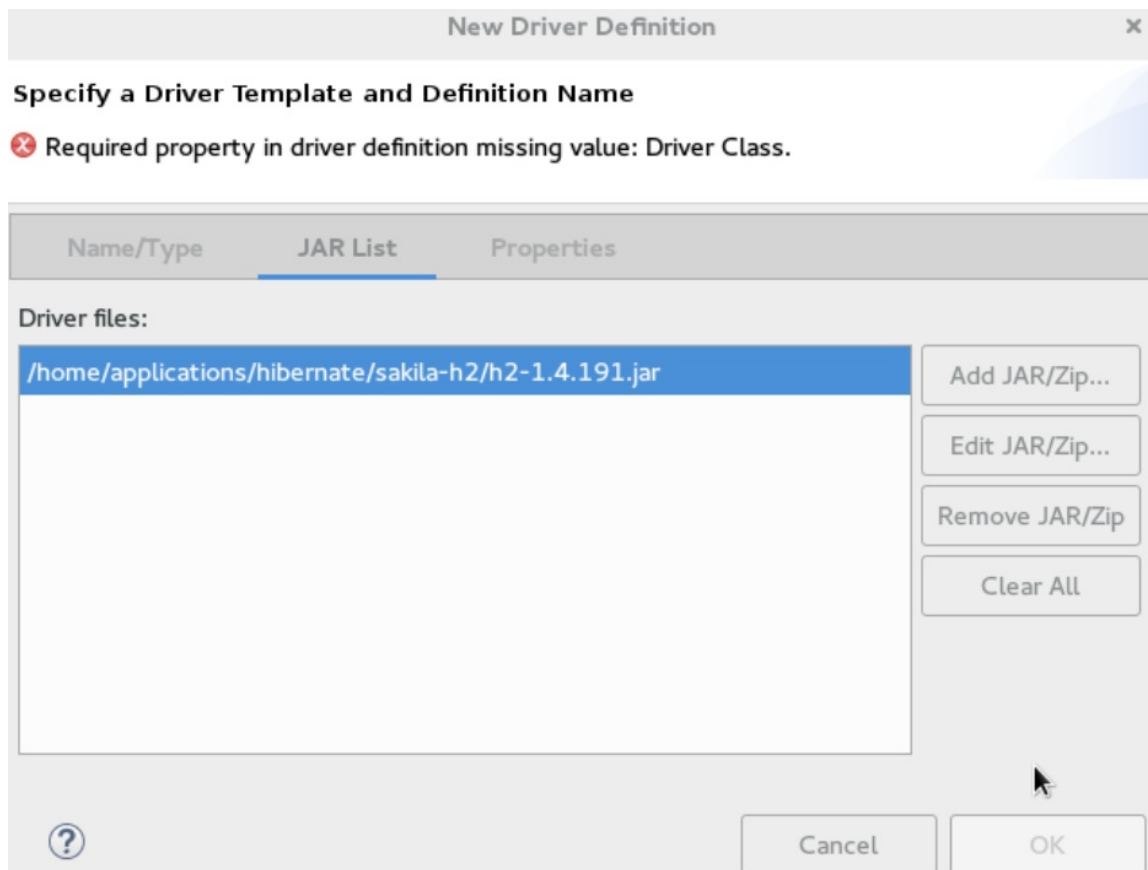


- b. In the **Name** field, type **sakila**.
7. Click **Next**.
- 
8. Click the **New Driver Definition** icon () located next to the **Drivers** field.
9. Click the **Name/Type** tab, click **Generic JDBC Driver** and then click the **JAR list** tab.
10. Click **Add JAR/Zip** and then select the previously downloaded **sakila-h2.jar** file.

Figure 2.13. Select sakila-h2.jar File



- a. Click **Connection URL** and type **jdbc:h2:tcp://localhost/sakila**.
 - b. Click **Driver Class**, and then click the ellipsis icon .
 - c. In the **Available Classes from Jar List** window, click **Browse for class**. Click **OK** when the required driver is found.
 - d. Click **User ID**, type **sa**.
12. In the **New Driver Definition** window, click **OK**.
13. In the **New Connection Profile** window, click **Finish** to return to the **JPA Facet** window.

14. In the **Platform** list, click **Hibernate (JPA 2.1)**.
15. In the **JPA implementation** pane, **Type** list, either click **User Library** and then click **Manage libraries** () or click **Disable Library Configuration**. In the **Preferences (Filtered)** window add the libraries, OR click **Disable Library Configuration**.
16. Click **Finish**.

Result: The project is created and is listed in the **Project Explorer** view.

2.3.1.2. Generate DDL and Entities

DDL, Data Definition Language, is a syntax to define data structures. Generate DDL and entities to enable Hibernate runtime support in an Eclipse JPA project.

To generate DDL and Entities:

1. In the **Project Explorer** view, right-click the {project_name}.
2. Click **JPA Tools** → **Generate Tables from Entities** or **Generate Entities from Tables**. The **Generate Entities** window (or the **Generate Tables from Entities** window) appears.
3. In the **Generate Entities** window:
 - a. In the **Output directory** field, change the default directory, if required.
 - b. Optionally, in the **Package** field, type the package name.
 - c. Ensure that the **Use Console Configuration** check box is selected.
 - d. In the **Console Configuration** list, ensure that the relevant configuration is shown.
4. Click **Finish**.

Figure 2.14. Generate Entities

2.3.1.3. Create a Hibernate Mapping File

Hibernate mapping files specify how your objects relate to database tables. To create basic mappings for properties and associations, i. e. generate **.hbm.xml** files:

1. Create a new Hibernate Mapping file:
 - a. Click **File** → **New**.
 - b. In the **New** wizard, locate **Hibernate** and then click **Hibernate XML Mapping file (hbm.xml)**.
2. Click **Next**.
3. In the **New Hibernate XML Mapping files (hbm.xml)** window:
 - a. Click **Add Class** to add classes or click **Add Packages** to add packages. You can create an empty **.hbm** file by not selecting any packages or classes. An empty **.hbm** file is created in the specified location.
 - b. Click the **depth control** check box to define the dependency depth used when choosing classes.
 - c. Click **Next**.
 - d. Select the target folder location.
 - e. In the **File name** field, type a name for the file and click **Finish**.

Result: The **hibernate.hbm.xml** file opens in the default editor.

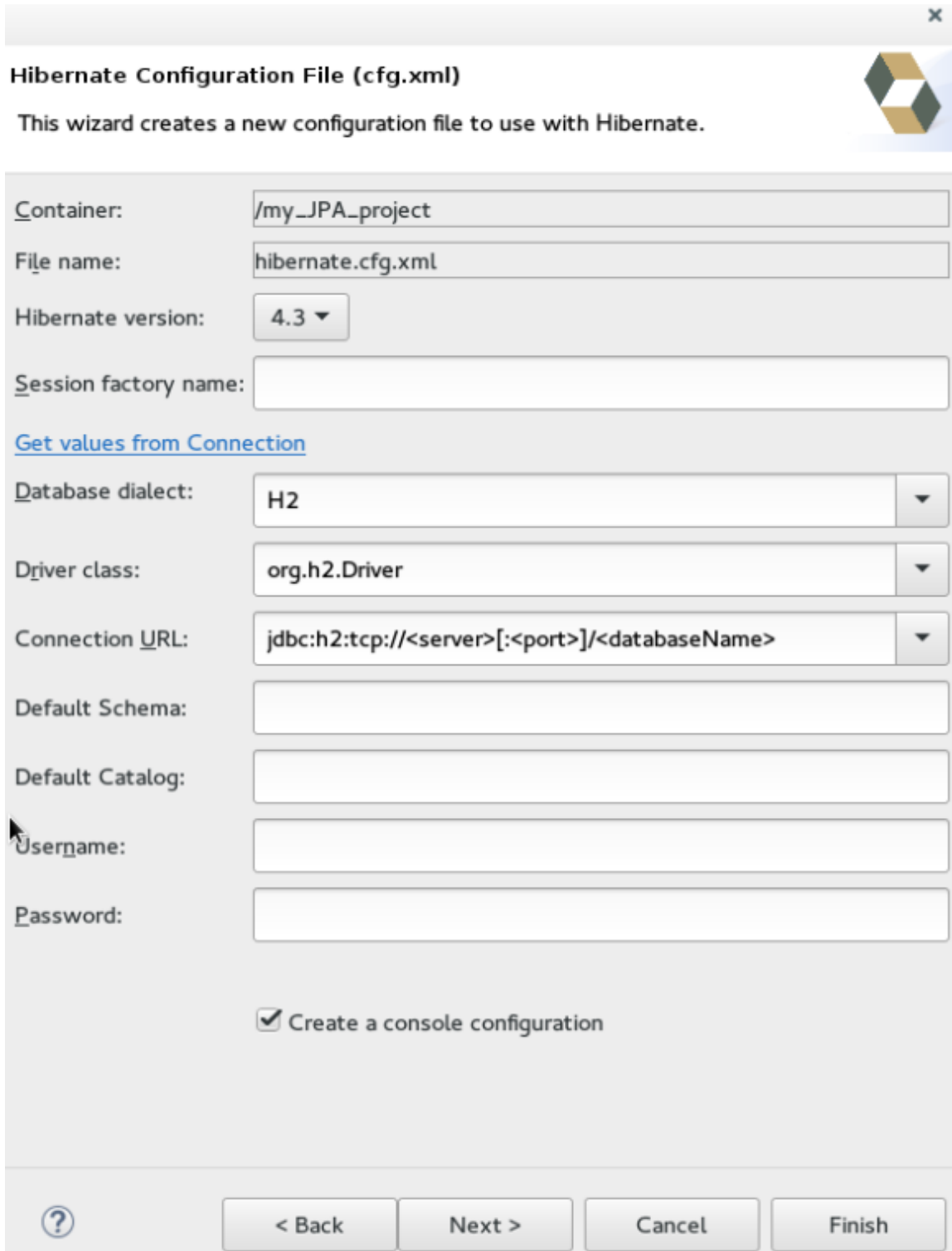
2.3.1.4. Create a Hibernate Configuration File

For reverse engineering, prototype queries, or to simply use Hibernate Core, a `hibernate.properties` or **`hibernate.cfg.xml`** file is needed. Hibernate Tools provides a wizard to generate the **`hibernate.cfg.xml`** file if required.

To create a Hibernate Configuration file:

1. Create a new **`cfg.xml`** file:
 - a. Click **File** → **New** → **Other**.
 - b. In the **New** wizard, locate **Hibernate** and then click **Hibernate Configuration File (cfg.xml)**.
2. Click **Next**.
3. In the **Create Hibernate Configuration File (cfg.xml)** window, select the target folder for the file and then click **Next**.
4. In the **Hibernate Configuration File (cfg.xml)** window:
 - a. The **Container** field, by default, shows the container folder.
 - b. The **File name** field, by default, shows the configuration file name.
 - c. In the **Database dialect** list, click the relevant database.
 - d. In the **Driver class** list, click the driver class depending on the database dialect that you just selected.
 - e. In the **Connection URL** list, click the relevant URL.
 - f. Click the **Create a console configuration** check box to use the **`hibernate.cfg.xml`** file as the basis of the console configuration.
5. Click **Finish**.

Figure 2.15. Create a New `cfg.xml` File



Hibernate Configuration File (cfg.xml)

This wizard creates a new configuration file to use with Hibernate.

Container: /my_JPA_project

File name: hibernate.cfg.xml

Hibernate version: 4.3 ▼

Session factory name:

[Get values from Connection](#)

Database dialect: H2 ▼

Driver class: org.h2.Driver ▼

Connection URL: jdbc:h2:tcp://<server>[:<port>]/<databaseName> ▼

Default Schema:

Default Catalog:

Username:

Password:

☒ Create a console configuration

? < Back Next > Cancel Finish

Result: The new `hibernate.cfg.xml` file opens in the default editor.

2.3.1.5. Create a Hibernate Console Configuration

A Console configuration describes how the Hibernate plugin configures Hibernate. It also describes the configuration files and classpaths needed to load the POJOs, JDBC drivers, etc. It is required to make use of query prototyping, reverse engineering and code generation. You can have multiple console configurations per project, but for most requirements, one configuration is sufficient.

To create a Hibernate console configuration:

1. Create a `cfg.xml` file:

- a. Click **File** → **New** → **Other**.
 - b. In the **New** wizard, locate **Hibernate** and then click **Hibernate Configuration File (cfg.xml)**.
2. Click **Next**.
3. In the **Create Hibernate Configuration** window, **Main** tab:
 - a. In the **Name** field, the generated name provided by default can be edited if required.
 - b. In the **Type** field, click **Core**.
 - c. In the **Hibernate Version** list, select the relevant version.
 - d. In the **Project** field, type a project name or click **Browse** to locate an existing project.
 - e. In the **Database connection** field, click **New** to configure a new database connection or leave as is to use the default connection.
 - f. In the **Property file** field, click **Setup** to set the path to the first **hibernate.properties** file found in the selected project (refer to the Did You Know, [Setup Property File](#) section for detailed steps). Once created the path of the **.properties** file displays in the **Property file** field.
 - g. In the **Configuration file** field, click **Setup** to set the path to the first **hibernate.cfg.xml** file found in the selected project (refer to the Did you know, [Setup Configuration File](#) section for detailed steps). Once created, the path of the **hibernate.cfg.xml** file displays in the **Configuration file** field.
4. Click **Finish**.

Figure 2.16. Create Hibernate Console

Create Hibernate Console Configuration

This wizard allows you to create a configuration for Hibernate Console.

Name: my_JPA_project (3)

☒ Main
 ☐ Options
 ☐ Classpath
 ☒ Mappings
 ☐ Common

Type:

☒ Core
 ☐ Annotations (jdk 1.5+)
 ☐ JPA (jdk 1.5+)

Hibernate Version: 4.1

Project:

my_JPA_project Browse...

Database connection:

[Hibernate configured connection] New... Edit...

Property file:

/my_JPA_project/hibernate.properties Setup...

Configuration file:

/my_JPA_project/hibernate.cfg.xml Setup...

Persistence unit:

Browse...

?
< Back
Next >
Cancel
Finish

2.3.1.6. Modify the Hibernate Configurations

You can edit the Hibernate Configurations from the **Hibernate Configurations** view.

To modify the Hibernate Configurations:

1. Click **Window** → **Show View** → **Other** and then click **Hibernate Configurations**.

2. In the **Hibernate Configurations** view, right-click the {project_name} and click **Edit Configuration**.
3. The **Edit launch configuration properties** window displays. Edit the fields.
4. To close the **Hibernate Configurations** view, right-click the configuration and then click **Close Configuration**.

2.3.1.7. Generating Code and Reverse Engineering

Hibernate tools' reverse engineering and code generation features allow you to generate a range of artifacts based on a database or an existing Hibernate configuration, like mapping files or annotated classes. Among others, these generated artifacts can be POJO Java source files, **hibernate.hbm.xml** files, **hibernate.cfg.xml** generation and schema documentation.

To generate code:

1. Configure Hibernate:
 - a. Click **Window** → **Perspective** → **Open Perspective** → **Other**.
 - b. Search for **Hibernate** and double-click it. The **Hibernate Configurations** view appears.
2. View the Hibernate Code Generation Configurations:
 - a. In the toolbar, next to the **Run** icon, click the down arrow.
 - b. Click **Hibernate Code Generation Configurations**.
3. Expand **Hibernate Code Generation** and then click **New_configuration**.
4. In the **Create, manage, and run configurations** window, in the **Name** field, type a logical name for the code generation launcher. If you do not specify a name, the default name, **New_Generation**, is used.
5. In the **Main** tab, enter the following details:



Note

The **At least one exporter option must be selected** warning indicates that for the launcher to work you must select an exporter on the **Exporter** tab. The warning disappears after you select an exporter.

- a. In the **Console Configuration** list, click the name of the console configuration to be used when generating code.
- b. In the **Output directory** field, click **Browse** and select an output directory. This is the default location where all output will be written. You can enter absolute directory paths, for example: `d:/temp`. Note that existing files will be overwritten/ if the correct directory is not specified.
- c. To reverse engineer the database defined in the connection information, click the

Reverse engineering from JDBC connection check box. JBoss Developer Studio generates code based on the database schema when this option is used. If this option is not enabled, the code generation is based on the existing mappings specified in the Hibernate Console configuration.

- d. In the **Package** field, add a default package name for any entities found when reverse engineering.
- e. In the **reveng.xml** field, click **Setup** to select an existing **reveng.xml** file, or create a new one. This file controls certain aspects of the reverse engineering process, such as:
 - ✧ how JDBC types are mapped to Hibernate types
 - ✧ which tables are included or excluded from the process
- f. In the **reveng. strategy** field, click **Browse** and provide an implementation of a `ReverseEngineeringStrategy`. This must be done if the **reveng.xml** file does not provide enough customization; the class must be in the classpath of the Console Configuration because if not, you will get a class not found exception.



Note

Refer to the Did You Know, [Create, manage, and run configurations window, Main tab, Check Boxes](#) section for details of the selected check boxes.

- g. The **Exporter** tab specifies the type of code that is generated. Each selection represents an Exporter that generates the code. In the Exporter tab:
 - i. Click the **Generate EJB3 annotations** check box to generate EJB 3 annotations
 - ii. Select the Exporters from the **Exporters** table. Refer to the Did You Know, [Exporter](#) section for details about the exporters.

Each Exporter selected in the preceding step uses certain properties that can be set up in the **Properties** section. In the **Properties** section, you can add and remove predefined or custom properties for each of the exporters.
6. Click **Add** next to the **Properties** table to add a property to the chosen Exporter. In the resulting dialog box, select the property from the proposed list and the appropriate value for it. For an explanation of the property and its value, refer to the Did You Know, [Exporter Property and its Values](#) section.
7. Click the **Refresh** tab and enter the following:
 - a. Click the **Refresh resources upon completion** check box to refresh the resources and click one of the following:
 - ✧ **The entire workspace:** To refresh the entire workspace.

- ✧ **The selected resource:** To only refresh the selected resource
- ✧ **The project containing the selected resource:** To refresh the project containing the selected resource
- ✧ **The folder containing the selected resource:** To refresh the folder containing the selected resource
- ✧ **Specific resources:** To refresh specific resources; then click **Specify Resources** to open the **Edit Working Set** window and select the working set.

- b. Click the **Recursively include sub-folders** check box to refresh the sub-folders.

8. Click the **Common** tab and enter the following:

- a. In the **Save as** pane, click **Local file** to save the configuration as a local file, OR click **Shared file** and then select a shared file location.
- b. In the **Display in favourites menu** pane, click the menu to display the configuration.
- c. In the **Encoding** pane, click the format that you want the configuration to be encoded to.
- d. In the **Standard Input and Output** pane, click the **Allocate console** check box and optionally click the **Input File** and **Output File** check boxes and select the relevant options.
- e. Click the **Launch in background** check box to show the configuration launch progress in the background.

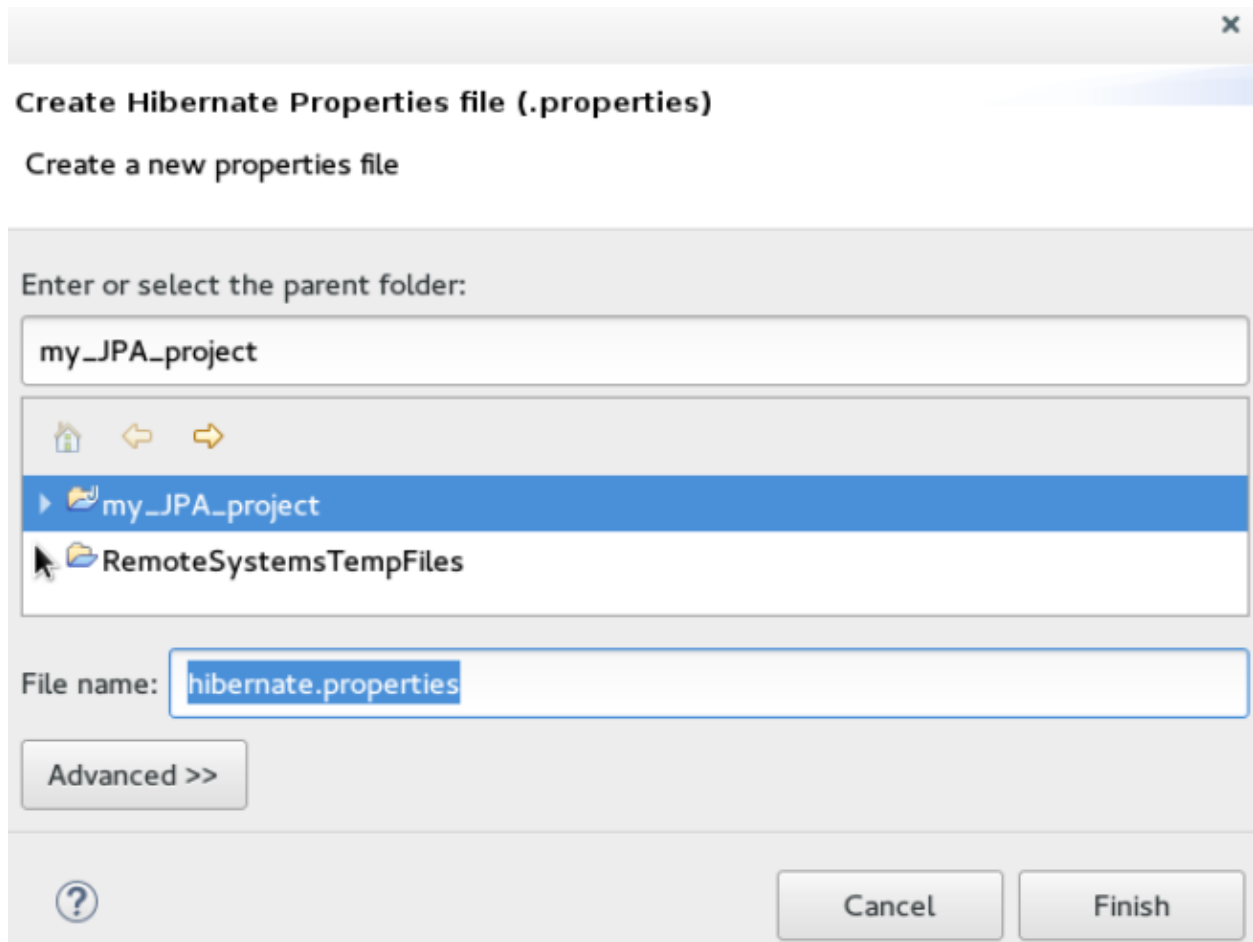
9. Click **Apply** and then click **Run**.

2.3.2. Did You Know

2.3.2.1. Set Up the Property File

To set up the property file:

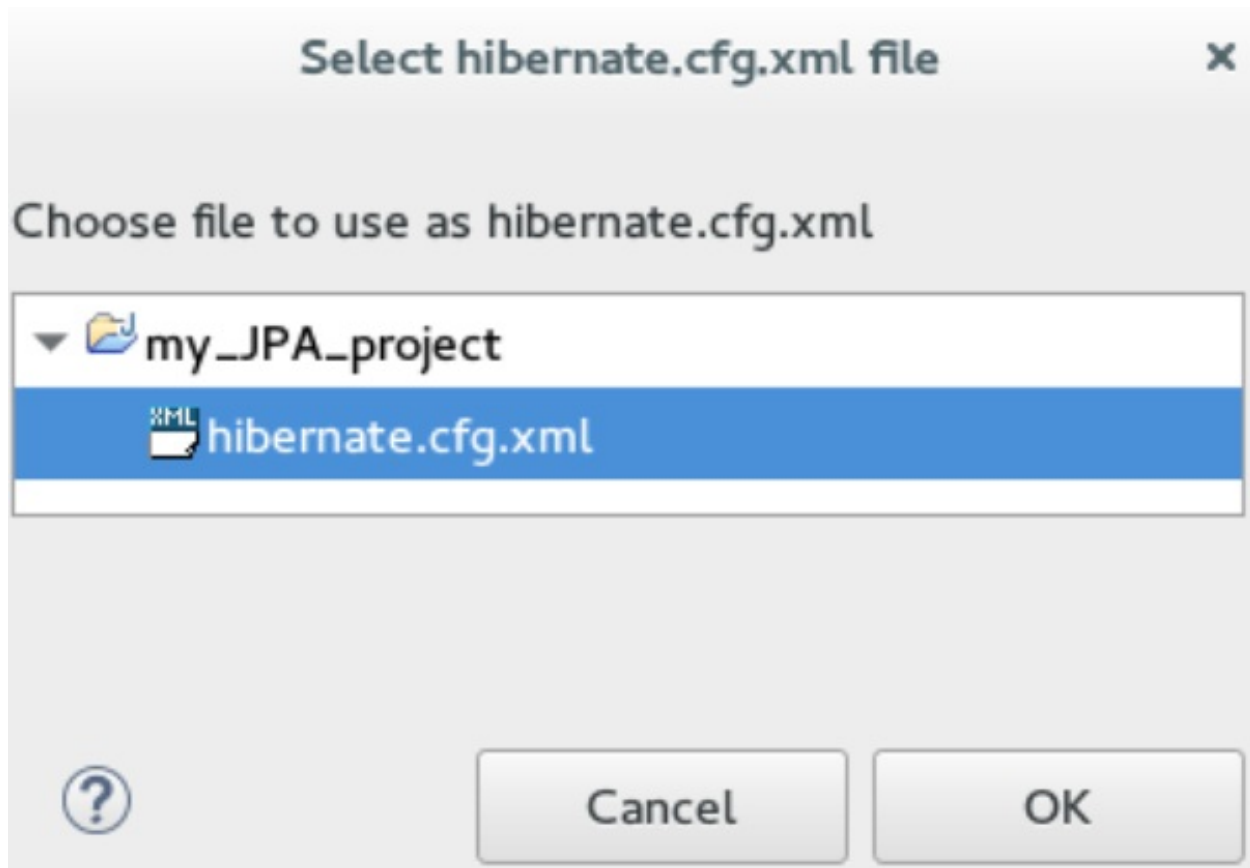
1. In the **Create Hibernate Configuration** window, **Main** tab, click **Setup**.
2. In the **Setup property file** window, click **Create new** to create a new property file (or click **Use existing** to choose an existing file as a property file).
3. In the **Create Hibernate Properties file (.properties)** window, click the parent folder name and then click **Finish**.



2.3.2.2. Set Up the Configuration File

To set up the configuration file:

1. In the **Create Hibernate Configuration** window, **Main** tab, click **Setup**.
2. In the **Setup configuration file** window, click **Use existing** to choose an existing file as a property file (or click **Create new** to create a new property file).
3. In the **Select hibernate.cfg.xml file** window, expand the parent folder, choose the file to use as the **hibernate.cfg.xml** file, and then click **OK**.



2.3.2.3. Create, manage, and run configurations Window, Main tab, Check Boxes

The following check boxes are selected by default in the **Create, manage, and run configurations** window, **Main** tab:

- ✧ **Generate basic typed composite ids:** When a table has a multi-column primary key, a **<composite-id>** mapping will always be created. If this option is enabled and there are matching foreign-keys, each key column is still considered a 'basic' scalar (string, long, etc.) instead of a reference to an entity. If you disable this option a **<key-many-to-one>** property is created instead. Note that a **<many-to-one>** property is still created, but is simply marked as non-updatable and non-insertable.
- ✧ **Detect optimistic lock columns:** Automatically detects optimistic lock columns. Controllable via **reveng. strategy**; the current default is to use columns named **VERSION** or **TIMESTAMP**.
- ✧ **Detect many-to-many tables:** Automatically detects many-to-many tables. Controllable via **reveng. Strategy**.
- ✧ **Detect one-to-one associations:** Reverse engineering detects one-to-one associations via primary key and both the **hbm.xml** file and annotation generation generates the proper code for it. The detection is enabled by default (except for Seam 1.2 and Seam 2.0) reverse engineering. For Hibernate Tools generation there is a check box to disable this feature if it is not required.

2.3.2.4. Exporter Property and its Values

- ✧ **jdk5:** Generates Java 5 syntax
- ✧ **ejb3:** Generates EJB 3 annotations
- ✧ **for_each:** Specifies for which type of model elements the exporter should create a file and run through the templates. Possible values are: entity, component, configuration.

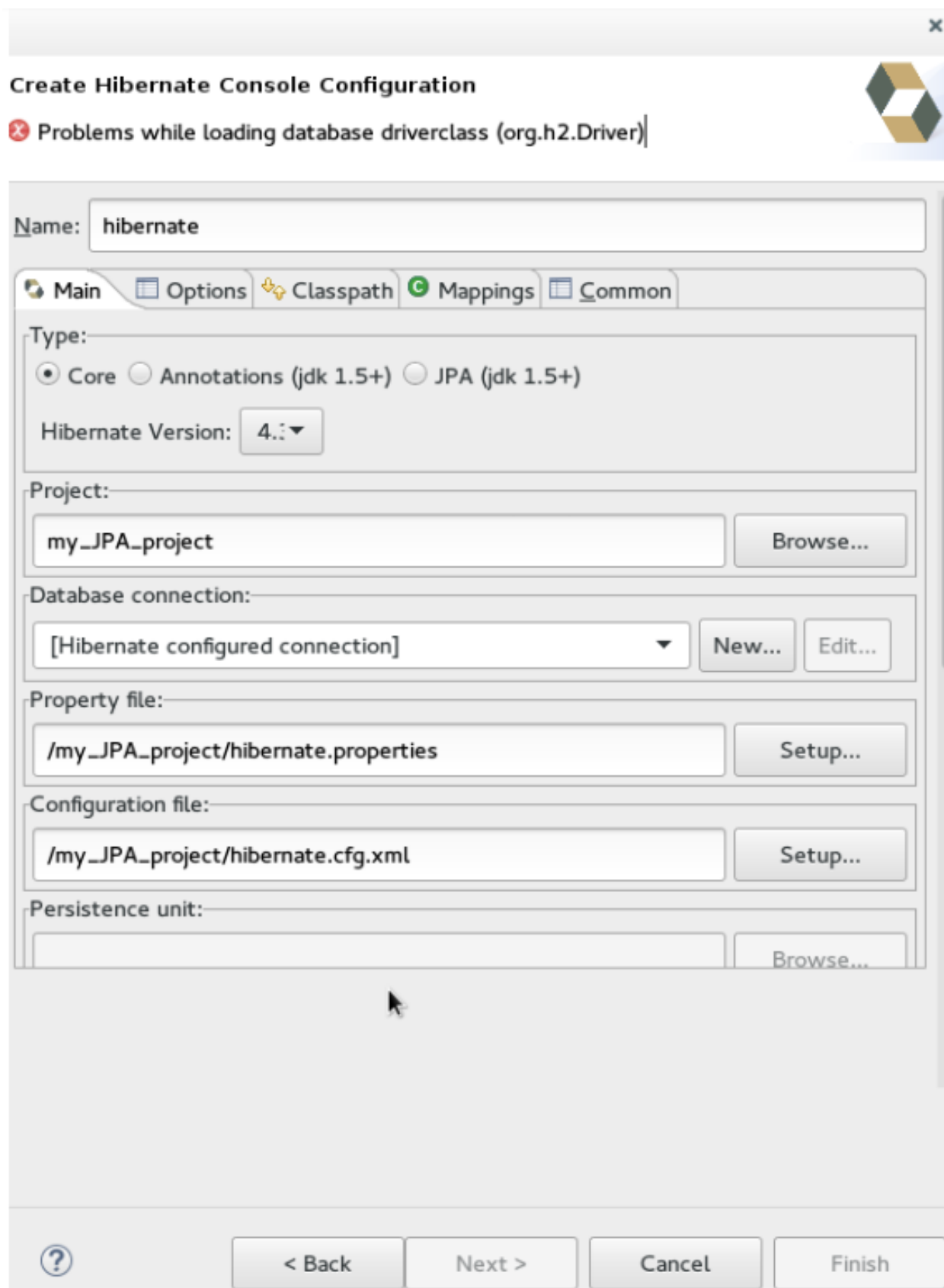
- ✧ **template_path**: Creates a custom template directory for this specific exporter. You can use Eclipse variables.
- ✧ **template_name**: Name for template relative to the template path.
- ✧ **outputdir**: Custom output directory for the specific exporter. You can use Eclipse variables.
- ✧ **file_pattern**: Pattern to use for the generated files, with a path relative to the output dir. Example: `./java`.
- ✧ **Dot.executable**: Executable to run GraphViz (only relevant, but optional for Schema documentation).
- ✧ **Drop**: Output will contain drop statements for the tables, indices, and constraints.
- ✧ **delimiter**: Is used in the output file.
- ✧ **create**: Output will contain create statements for the tables, indices, and constraints.
- ✧ **scriptToConsole**: The script will be output to Console.
- ✧ **exportToDatabase**: Executes the generated statements against the database.
- ✧ **outputFileName**: If specified the statements will be dumped to this file.
- ✧ **haltOnError**: Halts the build process if an error occurs.
- ✧ **Format**: Applies basic formatting to the statements.
- ✧ **schemaUpdate**: Updates a schema.
- ✧ **query**: HQL Query template

2.3.2.5. Exporter

- ✧ **Domain code (.java)**: Generates POJOs for all the persistent classes and components found in the given Hibernate configuration.
- ✧ **Hibernate XML Mappings (.hbm.xml)**: Generate mapping (`hbm.xml`) files for each entity.
- ✧ **DAO code (.java)**: Generates a set of DAOs for each entity found.
- ✧ **Generic Exporter (<hbmtemplate>)**: Generates a fully customizable exporter that can be used to perform custom generation.
- ✧ **Hibernate XML Configuration (.cfg.xml)**: Generates a **hibernate.cfg.xml** file; used to keep the **hibernate.cfg.xml** file updated with any newly discovered mapping files.
- ✧ **Schema Documentation (.html)**: Generates a set of HTML pages that document the database schema and some of the mappings.
- ✧ **Schema Export (.ddl)**: Generates the appropriate SQL DDL and allows you to store the result in a file or export it directly to the database.
- ✧ **HQL Query Execution Exporter**: Generates HQL Query according to given properties.

2.3.3. Troubleshooting

2.3.3.1. Problems while loading database driverclass



Error message: Problems while loading database driverclass (org.h2.Driver)

Resolution: To avoid this error, you must select a predefined DTP connection profile in the **Database Connection** dropdown. Also, the jar can be added on the **Classpath** page of the **Console Configuration** wizard if you don't want to have it on the project classpath.

1. Right-click {project_name} → **Properties** → **Java Build Path**.

2. Click the **Libraries** tab and then click **Add External JARs**.
3. Navigate to the downloaded database JAR file and click **OK**.
4. In the **Properties for {project_name}** window, click **Apply** and then click **OK**.

2.4. CREATING YOUR FIRST MOBILE WEB APPLICATION

Mobile Web Tools provides an **HTML5 Project** wizard that enables you to create web applications optimized for mobile devices. The **HTML5 Project** wizard is a useful starting point for creating all new HTML5 web applications in the IDE. The wizard generates a sample ready-to-deploy HTML5 mobile application with REST resources from a Maven archetype.

As demonstrated in this article, you can customize the application using the **JBoss Tools HTML Editor**, deploy and view the application with the mobile browser simulator BrowserSim, and use LiveReload to refresh BrowserSim as the application source code is modified and saved in the IDE.

The instructions here demonstrate how to complete the following tasks:

1. [Create an HTML5 Project](#)
2. [Build and Deploy the Application](#)
3. [View the Application with BrowserSim](#)
4. [Enable LiveReload for BrowserSim](#)
5. [Change the Application](#)

This article guides you through each of these configuration requirements and must be completed in the order given.

2.4.1. Prerequisite: Configure the IDE for an Available Server

The instructions in this article show you how to deploy your HTML5 web application to a server. The IDE must be configured for any servers to which you want to deploy applications, including the location and type of application server and any custom configuration or management settings. You can complete this configuration at the time of deploying the application but in this article it is assumed that you have completed the configuration beforehand.

For information on configuring a local runtime server and deploying applications to it, see [Deploy Apps to a Local Server](#).

2.4.2. Create an HTML5 Project

The **HTML5 Project** wizard generates a sample project based on a Maven archetype and the project and application identifiers provided by you. The Maven archetype version is indicated in the **Description** field of the wizard first page and you can change the version, and therefore the project look and dependencies, by selected either an enterprise or non-enterprise target runtime within the wizard.

To create a HTML5 project, complete the following steps:

1. In JBoss Central, under **Start from scratch**, click **HTML5 Project**.

2. From the **Target Runtime** list, select an IDE-ready server and click **Next**.
3. Complete the fields about the HTML5 project as follows:
 - ✎ In the **Project name** field, type a name for the project.
 - ✎ In the **Package** field, type an alpha-numeric package for the project.
4. Click **Finish**.
5. When prompted with '**HTML5 Project**' **Project is now ready**, click **Finish**.

The project is generated and listed in the **Project Explorer** view.

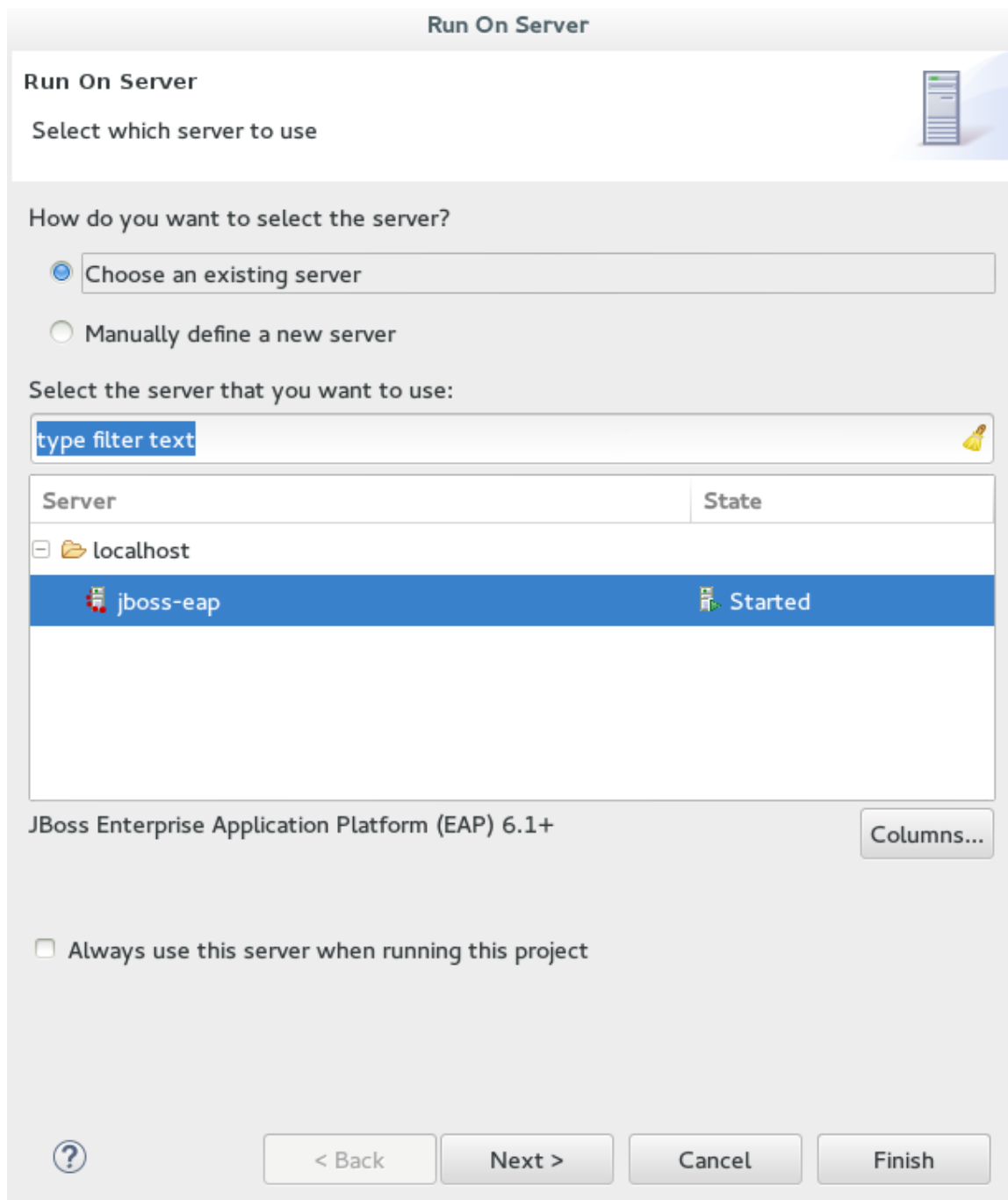
2.4.3. Build and Deploy the Application

After the HTML5 project is generated, it can immediately be built and deployed to an application server.

To build and deploy the application, complete the following steps:

1. In the **Project Explorer** view, right-click **{project name}** and click **Run As** → **Run on Server**.
2. Ensure **Choose an existing server** is selected.
3. From the table of servers, expand **localhost**, select the server on which to deploy the application and click **Finish**.

Figure 2.17. Selecting the server to run the application



The **Console** view shows output from the server starting and deploying the application. When deployment is complete, an IDE default web browser opens and shows the deployed web application.

Figure 2.18. Enterprise HTML5 web application Viewed in Browser

RED HAT® JBOSS®
ENTERPRISE
APPLICATION PLATFORM

Welcome to JBoss & HTML5!

You have successfully deployed a Java EE 6 web application.

This quickstart demonstrates the use of various Mobile, HTML5, CSS3 and JavaScript techniques.

- HTML5 Client using JAX-RS REST end points
- HTML5 & JAX-RS validation
- jQuery Mobile Integration
- QUnit testing for JavaScript validation

Register a member:

Name:

Email:

Phone #:

Current Members

REST URL for all members: **JSON**

This project was generated from a Maven archetype from JBoss.

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Find out more

Learn more about JBoss Enterprise Application Platform 6.

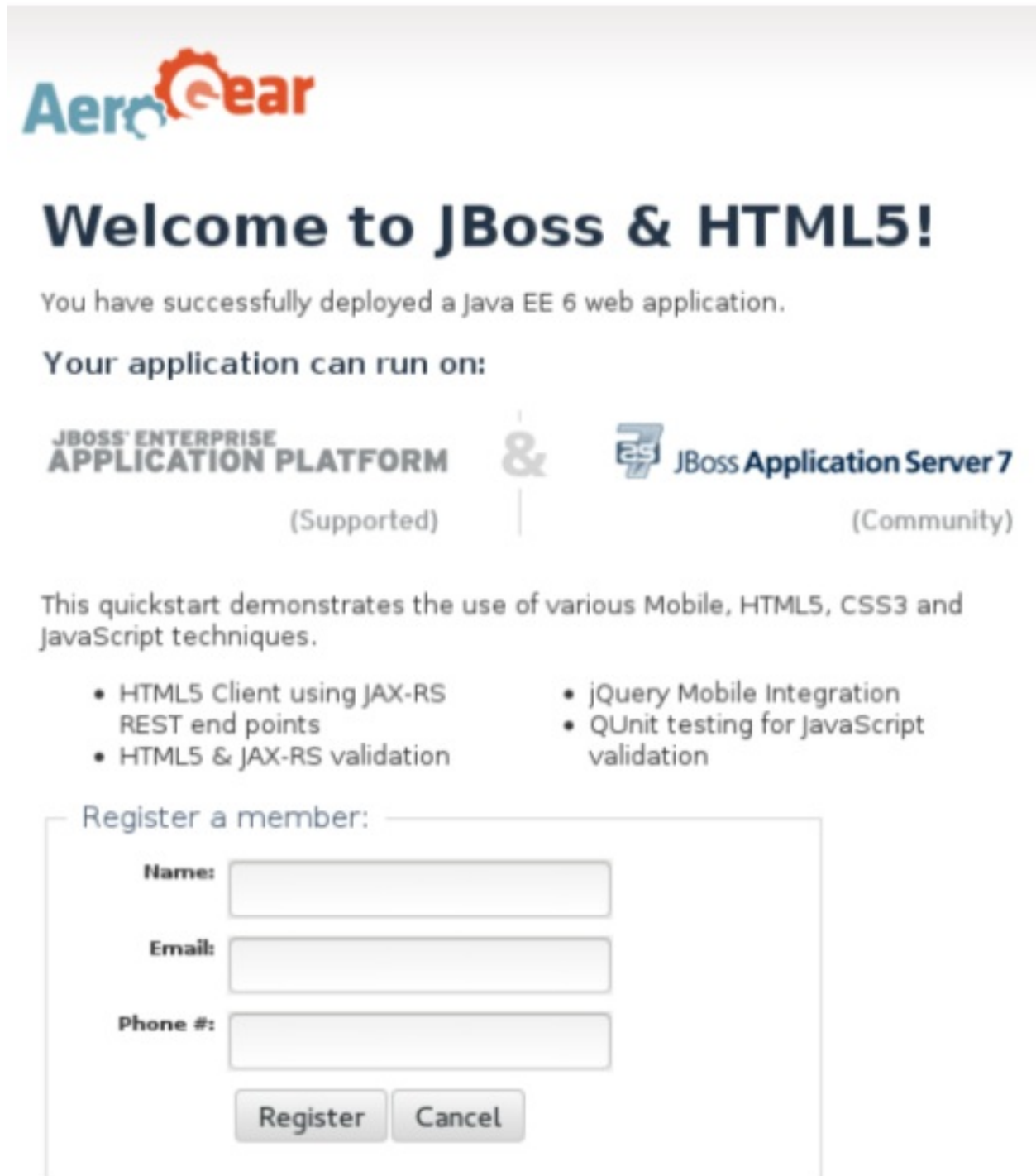
- Documentation
- Product Information

Learn about **AeroGear** and HTML5/Mobile development on JBoss.

- AeroGear Project site
- More on **HTML5 + REST**
- Get this application
- Application deepdive
- Github

Figure 2.19. Non-enterprise HTML5 web application Viewed in Browser

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2.4.4. View the Application with BrowserSim

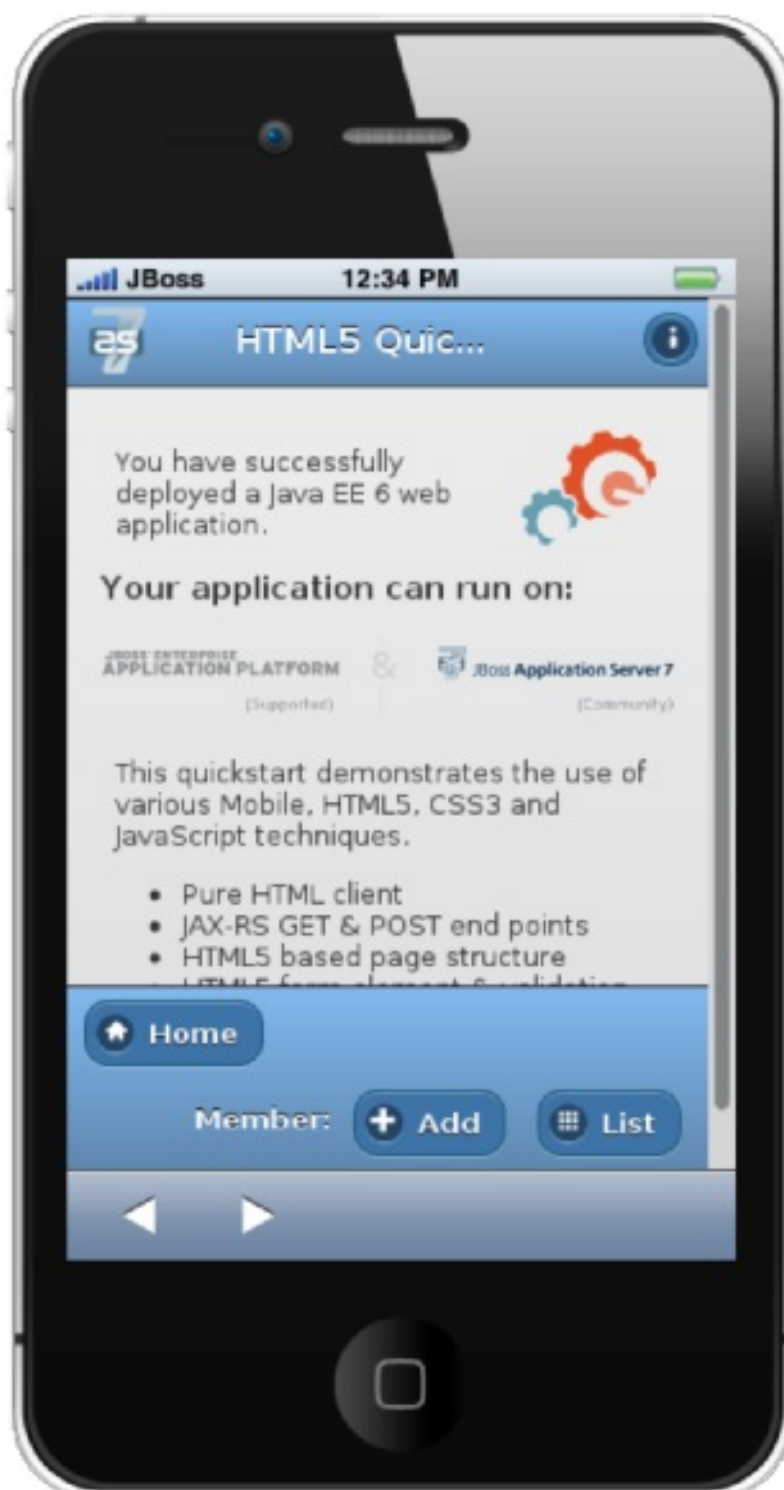
The HTML5 web application has an interface optimized for mobile devices. You can view and test such web pages as they would be on mobile devices using BrowserSim. This mobile device web browser simulator provides skins for different mobile devices, making it easy to test and debug web applications for mobile devices.

To view the application with BrowserSim, complete the following steps:

1. Ensure **JBoss** is the perspective in use. To open the **JBoss** perspective, click **Window** → **Open Perspective** → **Other** and double-click **JBoss**.
2. In the **Servers** view, expand the server adapter to list the application.

3. Right-click **{application name}** and click **Show In** → **BrowserSim**.

Figure 2.20. HTML5 Web Application Viewed with BrowserSim



2.4.5. Enable LiveReload for BrowserSim

Mobile Web Tools supports the LiveReload protocol for automatic reloading of web pages in enabled browsers as the application source is modified and saved. LiveReload can be enabled for your system browsers and, as demonstrated here, BrowserSim. This provides an interactive web development experience.

To enable LiveReload for BrowserSim, complete the following steps:

1. Close any open BrowserSim simulated devices.
2. In the **Servers** view, right-click an existing server to display the context menu and click **New** → **Server**.
3. From the list, expand **Basic**, select **LiveReload Server** and click **Finish**.
4. In the **Servers** view, right-click **LiveReload Server** and click **Start**.
5. In the **Servers** view, right-click **{application name}** and click **Show In** → **BrowserSim**.

LiveReload is automatically enabled for this BrowserSim simulated device and all subsequent devices opened while the LiveReload server is running.

2.4.6. Change the Application

With LiveReload enabled for BrowserSim, you can make changes to your application source code and BrowserSim automatically reloads the application when changes are saved. This is demonstrated here by making a simple change to the project **index.html** file, specifically changing the text in the application title banner.

To change your application, complete the following steps:

1. In the **Project Explorer** view, expand **{project name}** → **src** → **main** → **webapp**.
2. Double-click **index.html** to open it for editing with the **JBoss Tools HTML Editor**.
3. Locate the following line of code inside the **<body>** tags

```
<h3>HTML5 Quickstart</h3>
```

and replace it with

```
<h3>My Quickstart</h3>
```

4. Save the file by pressing **Ctrl+S** (or **Cmd+S**).

This code change modifies the heading displayed on the main application page. Notice that BrowserSim automatically reloads the web page when you save the changed file and the application modifications are immediately visible.

2.4.7. Did You Know?

- ✎ You can also launch the **HTML5 Project** wizard from the **JBoss** perspective by clicking **File** → **New** → **HTML5 Project**.
- ✎ You can test an undeployed **.html** file with BrowserSim by right-clicking the **.html** file in the **Project Explorer** view and clicking **Open With** → **BrowserSim**.
- ✎ To set BrowserSim as the IDE default web browser, in the **JBoss** perspective click **Window** → **Web Browser** → **BrowserSim** or click **Window** → **Preferences** → **General** → **Web Browser** and from the **External web browsers** list select **BrowserSim**.

- ✱ You can also enable LiveReload for already opened BrowserSim simulated devices. After starting the LiveReload server, right-click the BrowserSim simulated device frame and click **Enable LiveReload**.

2.5. GENERATING AN HTML5 WEB APPLICATION USING THE MOBILE WEB PALETTE

The IDE provides the **Mobile Web** palette that allows the user to make interactive web applications. This palette offers a wide range of features including drag-and-drop widgets for adding common web interface framework features such as HTML5, jQuery Mobile, and Ionic tags to html files. It also contains widgets like **Panels**, **Pages**, **Lists**, **Buttons** to make the applications more user friendly and efficient.

Use the instructions to complete the following steps:

1. [Add a New HTML5 jQuery Mobile File to a Project](#)
2. [Add New Pages to the Web Application](#)
3. [Customize the Home Page of the Web Application](#)
4. [Run and Test the HTML5 Mobile Application using BrowserSim](#)

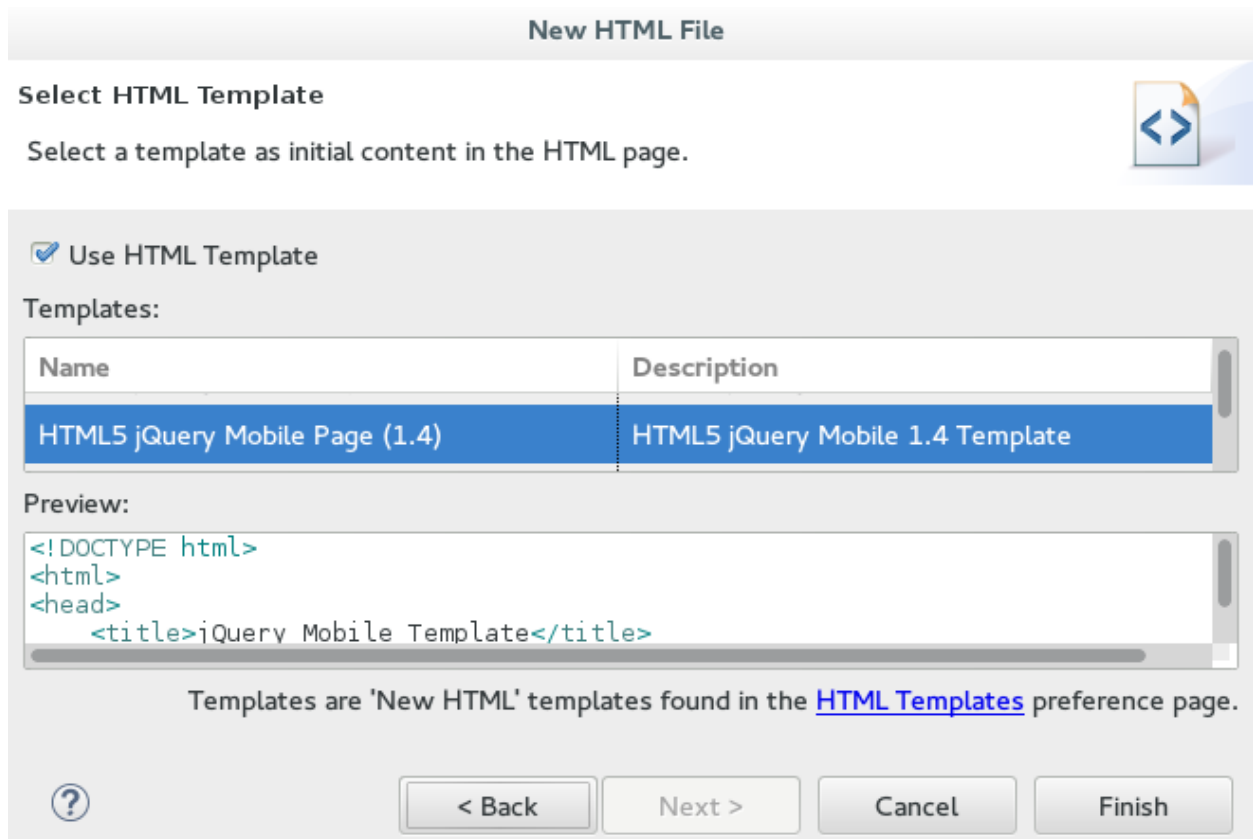
2.5.1. Add a New HTML5 jQuery Mobile File to a Project

The HTML5 **jQuery Mobile** file template consists of JavaScript and CSS library references that are inserted in the file's HTML header. The template also inserts a skeleton of the **jQuery Mobile** page and **listview** widgets in the file's HTML body. The following procedure details the steps to insert the template into your project.

To create a new HTML5 jQuery Mobile file in an existing project:

1. In the **Project Explorer** view, expand [project name] → **src** → **main**.
2. Right-click **webapp** and click **New** → **HTML File**.
3. Complete the fields about the html file as follows:
 - a. Ensure the parent folder field shows **[project name]/src/main/webapp**.
 - b. In the **File name** field, type a name for the HTML5 file.
4. Click **Next**.
5. From the **Templates** table, select **HTML5 jQuery Mobile Page (1.4)** and click **Finish**.

Figure 2.21. Select HTML5 jQuery Mobile Page (1.4)



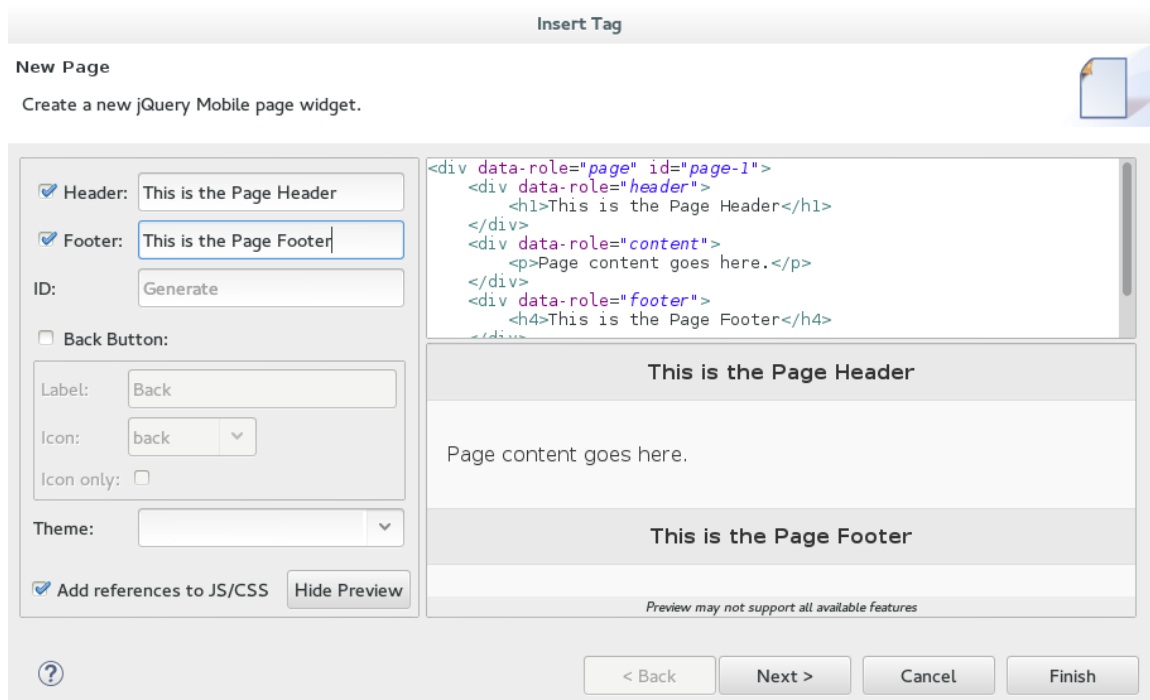
Result: The new file is listed in the **Project Explorer** view under the project **webapp** directory and the file opens in the editor.

2.5.2. Add New Pages to the Web Application

Use the **jQuery Mobile Page** widget to add pages to your mobile web application as follows:

1. In the **Project Explorer** view, expand [project name] → **src** → **main** → **webapp**.
2. Right-click the new html file and click **Open With** → **JBoss Tools HTML Editor**.
3. In the **Palette** view, click the **jQuery Mobile** tab to view the available widgets and click **Page**.
4. Complete the fields about the page as follows:
 - a. In the **Header** field, type a name for the page header.
 - b. In the **Footer** field, type a name for the page footer.
5. Click **Finish**.

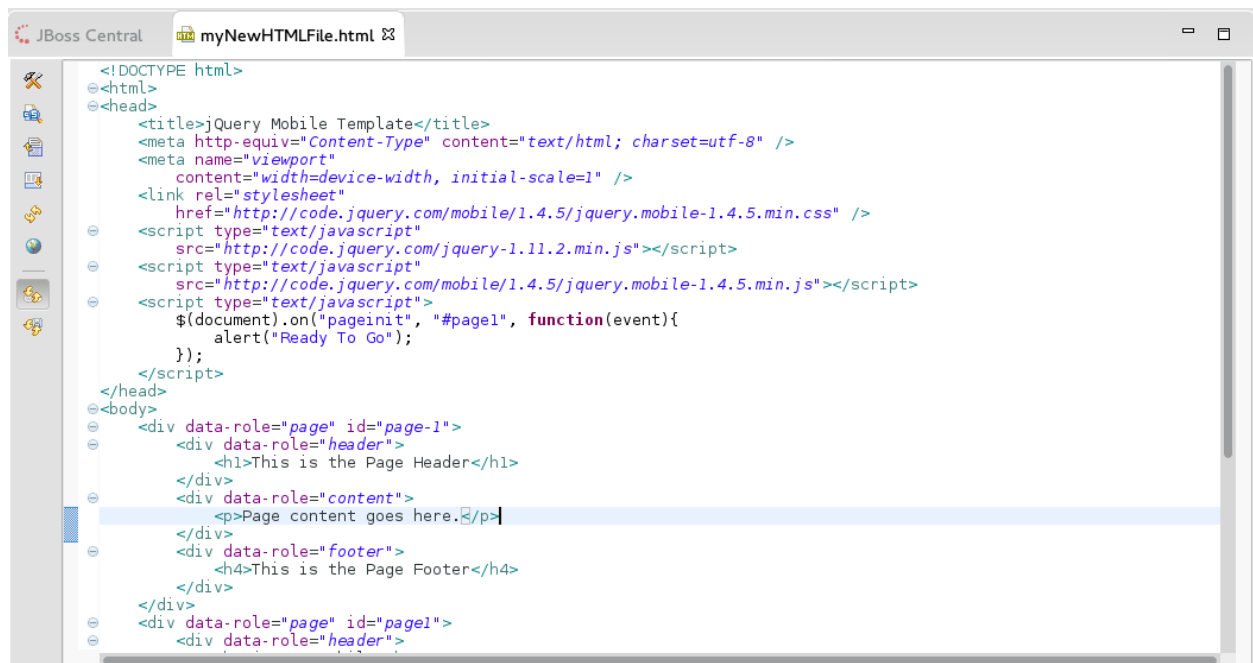
Figure 2.22. Adding a New Page



6. Save the changes to the file by clicking the **Save** icon.

Result: A page is added to the html file. JS and CSS references are also automatically added to the file by the **Page** widget wizard.

Figure 2.23. New Page Added to the HTML File



2.5.3. Customize the Home Page of the Web Application

Use the widgets in the **jQuery Mobile** palette to customize the page. Use the instructions to add a menu to the page. This menu links to three other pages: **Home**, **Search**, and the **Add Contacts** page.

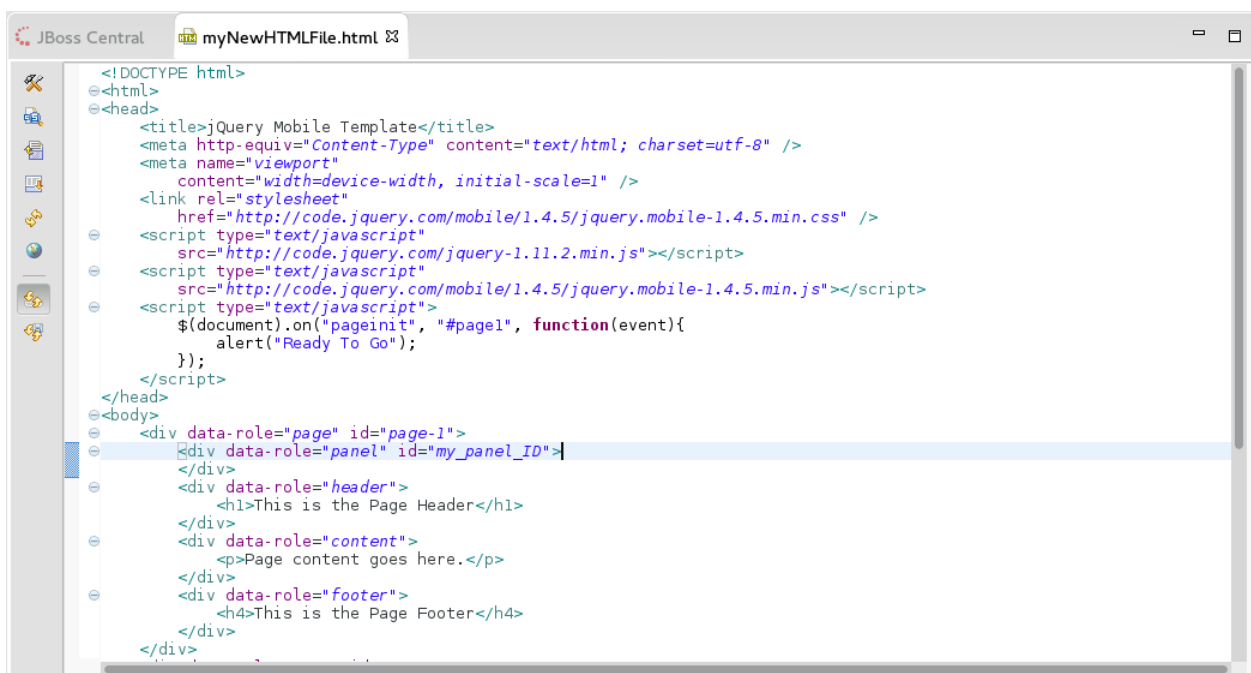
To create and add the menu to your application page:

1. [Add a Panel to the Page](#)
2. [Add a List to the Panel](#)
3. [Add a Button in the Header of the Page to Display the List](#)

2.5.4. Add a Panel to the Page

1. Place the cursor where you want the panel, in the html file.
2. In the **Palette** view, in the **jQuery Mobile** tab, click **Panel**.
3. Complete the fields about the Panel as follows:
 - a. In the **ID** field, type **my_panel_ID**.
 - b. Clear the **Add Menu** check box.
4. Click **Finish**.
5. Save the html file.

Figure 2.24. Adding a New Panel



Result: A corresponding code snippet, for the newly added panel, is added to the html file where you had placed the cursor.

2.5.5. Add a List to the Panel

1. Within the panel's code snippet, place your cursor at the desired location for the new list.
2. In the **Palette** view, in the **jQuery Mobile** tab, click **ListView**.
3. Complete the fields about the **ListView** as follows:

- a. In the **Items** section, **1** tab, in the **Label1** field, type the name for the first list item on the page.
- b. In the **URL (href)** field, type a URL identifier for the label.

Figure 2.25. New Listitem Added to the Panel

Insert Tag

New Listview
Create a new jQuery Mobile listview widget.

Numbered: ☐ Read-only: ☐
Autodividers: ☐ Search filter: ☐
Inset: ☐
ID:

Items
Number: 3
1 2 3
Label:
Divider: ☐
URL (href):

Theme:
Divider theme:

☒ Add references to JS/CSS

```
<ul data-role="listview" id="listview-1">
  <li><a href="1st_item.html">1st_item</a></li>
  <li><a href="item2.html">Item 2</a></li>
  <li><a href="item3.html">Item 3</a></li>
</ul>
```

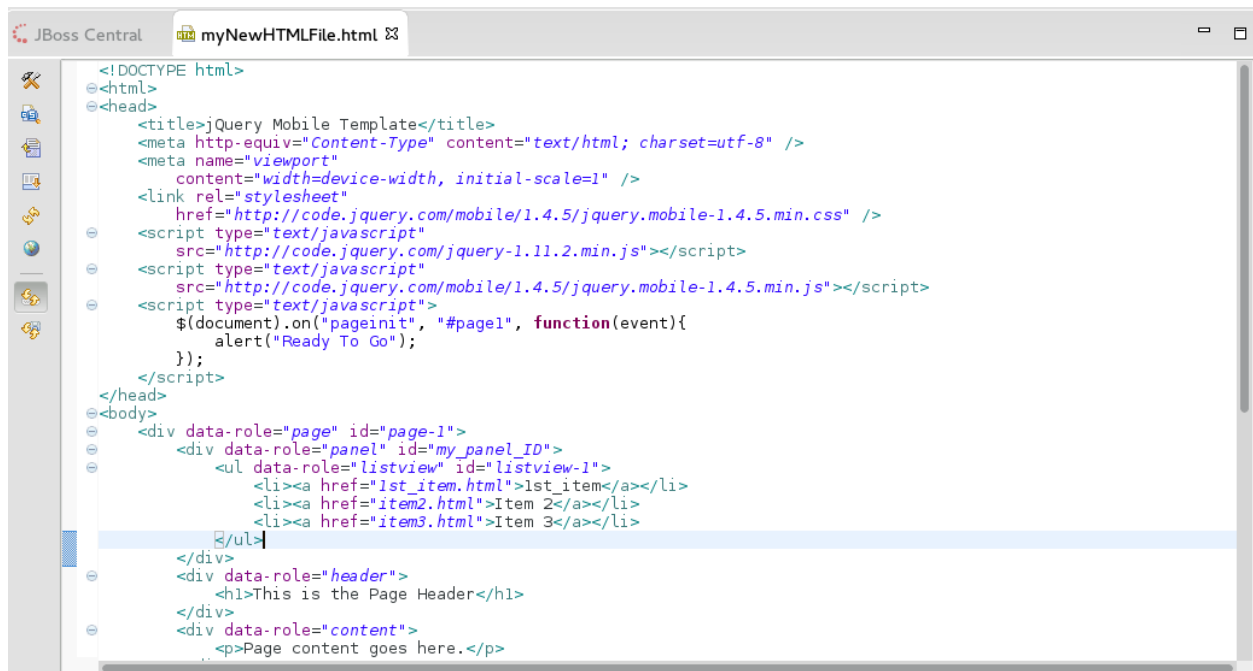
1st_item
Item 2
Item 3

Preview may not support all available features

1. Click **Finish**.
2. Save the *html* file.

Result: The new list item name appears in the code snippet.

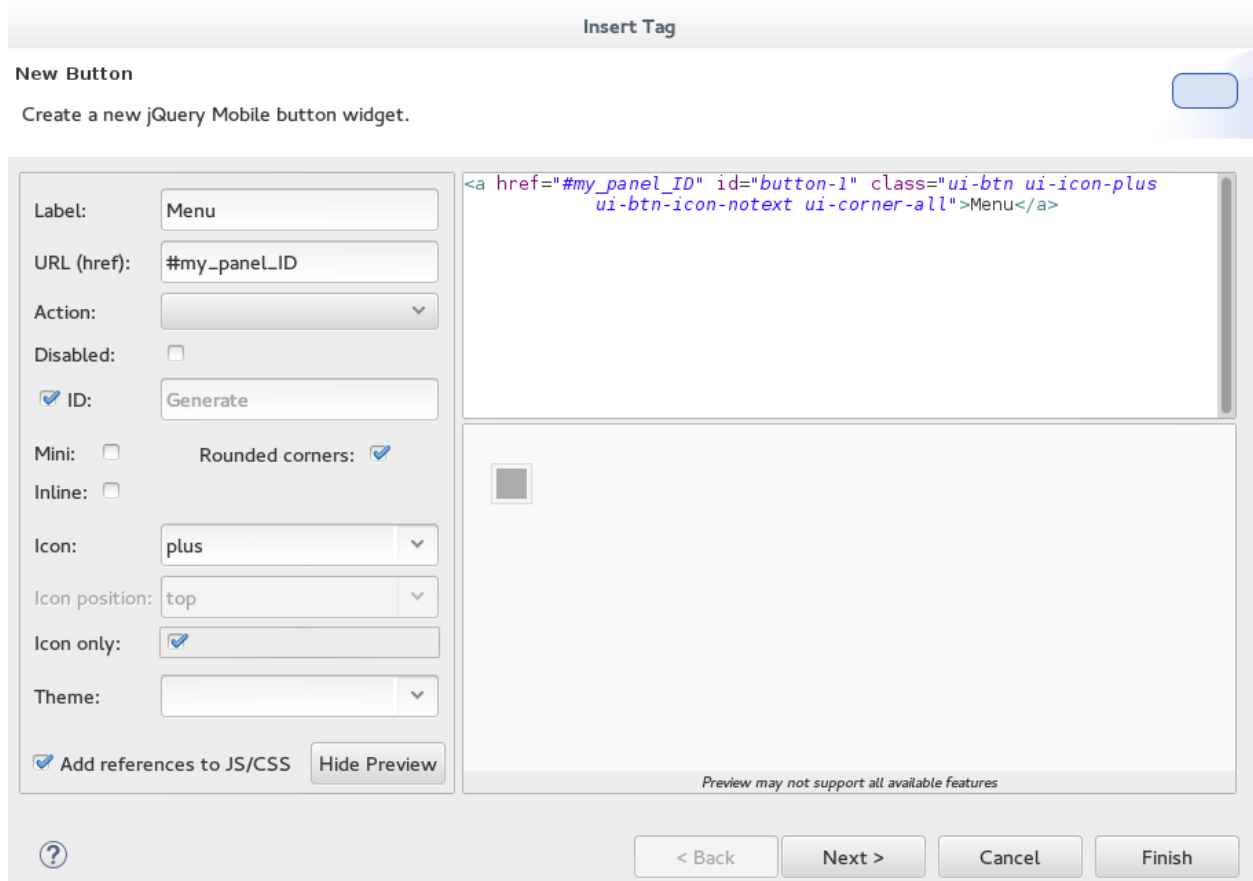
Figure 2.26. Code for the New Listitem in the Panel Added



2.5.6. Add a Button in the Header of the Page to Display the List

1. Place the cursor within the header at the desired location for the new button.
2. In the **Palette** view, in the **jQuery Mobile** tab, click **Button**.
3. Complete the fields about the button as follows:
 - a. In the **Label** field, type **Menu**.
 - b. In the **URL (href)** field, type # followed by the panel ID (**#my_panel_ID**, in this case).
 - c. In the **Icon** list, select an icon.
 - d. In the **Icon position** list, select a desired value.
 - e. Select the **Icon only** check-box.
4. Click **Finish**.
5. Save the html file.

Figure 2.27. Adding a Button



Result: The following code is added to the body of the html file.

```
<div data-role="page" id="page-1">
  <div data-role="panel" id="my_panel_ID">
    <ul data-role="listview" id="listview-1">
      <li><a href="1st_item.html">1st_item</a></li>
      <li><a href="item2.html">Item 2</a></li>
      <li><a href="item3.html">Item 3</a></li>
    </ul>
  </div>

  <div data-role="header">
    <h1>This is the Page Header</h1>
    <a href="#my_panel_ID" id="button-1" class="ui-btn ui-icon-plus
ui-btn-icon-notext ui-corner-all">Menu</a>
  </div>

  <div data-role="content">
    <p>Page content goes here.</p>
  </div>

  <div data-role="footer">
    <h4>This is the Page Footer</h4>
  </div>
</div>
```

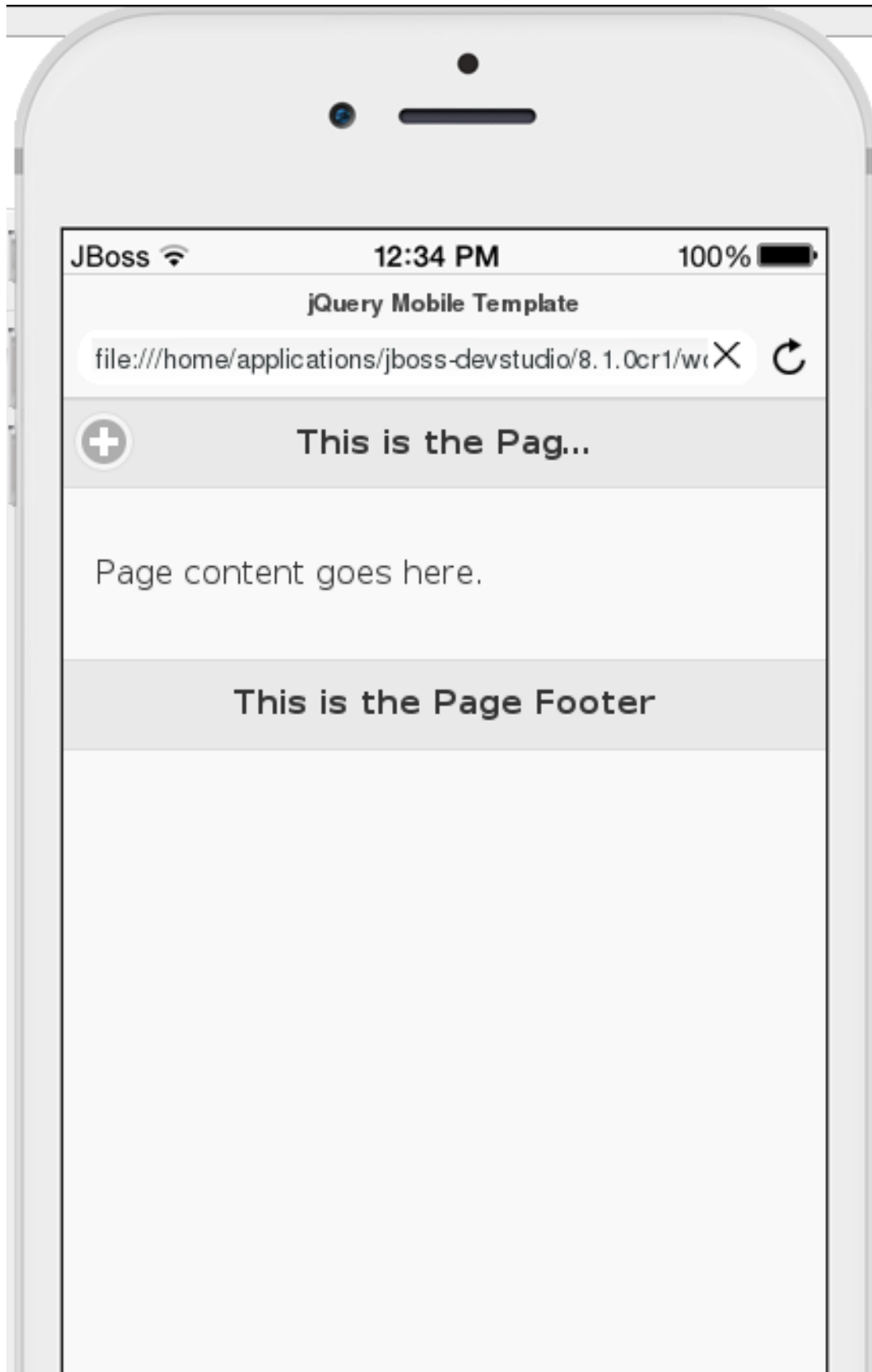
2.5.7. Run and Test the HTML5 Mobile Application Using BrowserSim

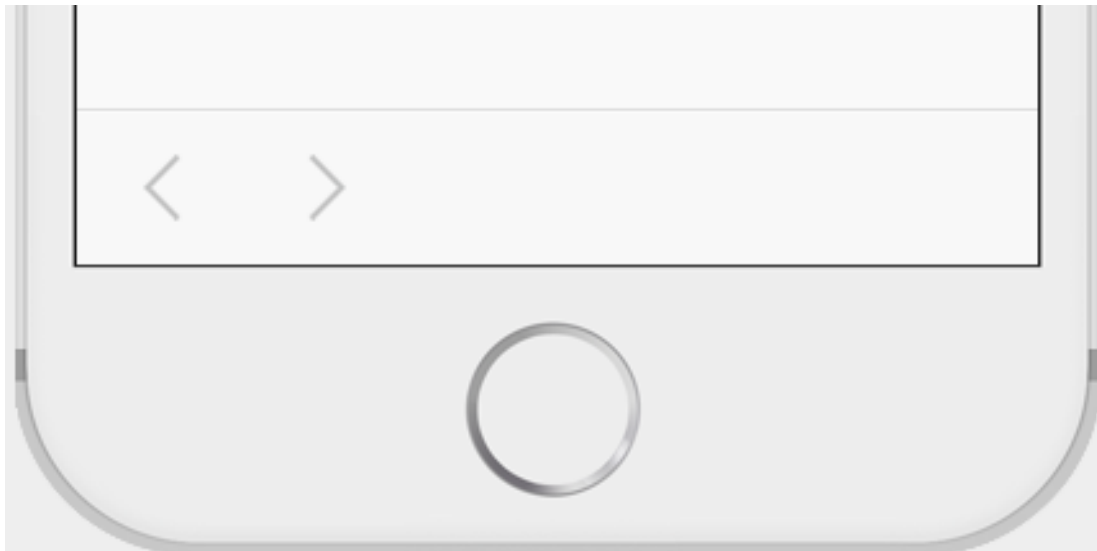
Test the newly added elements to the application by navigating to the interface on BrowserSim as follows:

1. In the **Project Explore** view, expand [project name] → **src** → **main** → **webapp**.
2. Right-click the changed html file and click **Open With** → **BrowserSim**.

Result: A simulated device appears and displays the application.

Figure 2.28. The Changes Made to the HTML File Displayed on BrowserSim





2.5.8. Did You Know?

- ✳ To access the **jQuery Mobile** palette when the **Palette** view is not visible, click **Window** → **Show View** → **Other**, expand **General** and select **Palette**.
- ✳ Add BrowserSim in the toolbar by clicking **Window** → **Customize Perspective** and select **BrowserSim** under **Command Groups Availability**. It appears as a Phone icon in the toolbar.
- ✳ Use the **Panel** widget to create menus, collapsible columns, drawers, and more. The **List View** widget is an unordered list containing links to list items. jQuery Mobile applies the necessary styles to make the listview mobile friendly.
- ✳ Add contacts to the **Add Contacts** page by following the above listed procedure. You can add **Name**, **Email**, **Phone Number** fields to the **Add Contacts** page by using the **Text Input** icon in the **Mobile Web** palette.

2.6. CREATING YOUR FIRST HYBRID MOBILE APPLICATION

Mobile Hybrid Tools enables you to quickly create Cordova-based hybrid mobile applications using the **Hybrid Mobile Project** wizard. This wizard is a useful starting point for creating all new Cordova-based mobile applications in the IDE.

As illustrated in this article, from this foundation you can customize the application by adding a range of Cordova plug-ins for accessing device hardware with the **Cordova Plug-in Discovery** wizard. You can also test your Cordova-based hybrid mobile applications without leaving the IDE using CordovaSim, a mobile application simulator. The IDE also allows you to deploy your Hybrid Mobile project on the FeedHenry server.

The **Hybrid Mobile Project** wizard is also an ideal starting point for new users to Hybrid Mobile Tools and CordovaSim, guiding you through the necessary steps to set up the IDE and your system for developing Cordova applications before generating a basic Cordova project.

**Note**

Before attempting to install or create a hybrid mobile project with JBoss Tools, ensure that the Android SDK is installed and up to date. Creating or installing hybrid mobile projects without a working and updated installation of Android SDK can result in unexpected errors.

The instructions here demonstrate how to complete the following tasks:

1. [Prerequisites](#)
2. [Create a Hybrid Mobile Project](#)
3. [Customize the Hybrid Mobile Project](#)
4. [Test the Hybrid Mobile Application using CordovaSim](#)
5. [Deploy the Hybrid Mobile Project on the FeedHenry Server](#)
6. [Modify Icon for a Mobile Application](#)
7. [Edit an Application Splash Screen](#)

2.6.1. Prerequisites

Ensure that the following prerequisites are met to create a hybrid mobile project:

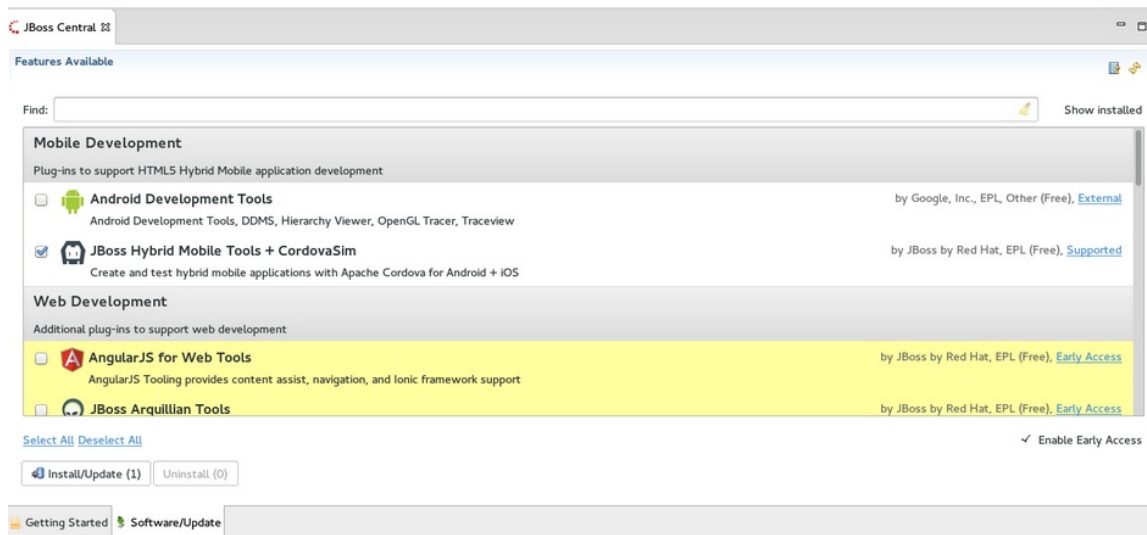
- [Enable the JBoss Hybrid Mobile Tools + CordovaSim Feature](#)
- [Installing Android SDK](#)

2.6.2. Enable the JBoss Hybrid Mobile Tools + CordovaSim Feature

To enable the JBoss Hybrid Mobile Tools + CordovaSim feature:

1. In JBoss Central, click the **Software/Update** tab.
2. In the **Features Available** list, select the **JBoss Hybrid Mobile Tools + CordovaSim** check box and then click **Install/Update**.

Figure 2.29. Hybrid Mobile Tools + CordovaSim Check Box Selected



3. Follow the on-screen instructions to complete the installation.

During the installation process you may receive warnings about installing unsigned content. If this is the case, review the details of the content and if satisfied click **OK** to continue with the installation.

Once installation is complete, you are prompted to restart Eclipse. Click **Yes** to restart immediately and **No** if you need to save any unsaved changes to open projects. Note that IDE changes do not take effect until the IDE is restarted.

2.6.3. Installing Android SDK

To install Android SDK:

1. Download Android SDK and then unzip the file at a desired location.
2. In the IDE, click **Window** → **Preferences**.
3. In the **Preferences** window, type **filter text** field, type **Hybrid Mobile**.
4. In the **Hybrid Mobile** category, click **Android**.
5. Click **Browse** to locate and select the Android SDK directory on your machine.

Figure 2.30. Select the Android SDK Location



6. Click **Apply** and then click **OK**.

2.6.4. Create a Hybrid Mobile Project

After the project wizard requirements are installed, you can restart the Hybrid Mobile Project wizard and follow it through to completion to create a template-based project. Within the wizard you must specify identifiers for the project and application and select the Cordova engine version to be used for building the project.

To create a Hybrid Mobile project, complete the following steps:

1. In JBoss Central, under **Start from scratch**, click **Hybrid Mobile Project**.
2. Complete the fields about the project and application as follows:
 - a. In the **Project name** field, type a name for the project.
 - b. In the **Name** field, type a name for the application
 - c. In the **ID** field, type an alpha-numeric package name for the application; IDs are akin to Java package names and must begin with an alpha character and contain at least one dot.

Figure 2.31. Provide the Project and Application Information

The screenshot shows a dialog box titled "Hybrid Mobile (Cordova) Application Project". The main heading is "Create Hybrid Mobile Application Project" with a subtitle "Create a hybrid mobile application using Apache Cordova for cross-platform mobile development". The dialog contains several input fields: "Project name" with the value "myhybridproj", a checked "Use default location" checkbox, "Location" with the path "/Applications/jboss-devstudio/workspace/myhybridproj" and a "Browse..." button, and "Choose file system" set to "default". Below these is a section titled "Mobile Application" containing "Name" (myhybridapp) and "ID" (com.example.myhybridapp). At the bottom, there are four buttons: a help icon (?), "< Back", "Next >", "Cancel", and "Finish".

3. Click **Next**.
4. From the **Available Engines** table, select the latest Apache Cordova version. If the **Available Engines** table is empty, first click **Download** and follow the instructions to install the latest Cordova engine version on your system.
5. Click **Finish**.

Result: The project is created and listed in the **Project Explorer** view.

2.6.5. Customize the Hybrid Mobile Project

Before building and running the Hybrid Mobile application, instructions are given here for customizing the project by adding the Cordova Device Motion plug-in and modifying the source code to make use of it. The plug-in gives access to the mobile device accelerometer and the code snippets added to this project check for data every one second and display the X, Y, Z acceleration values on the front page of the application. This plug-in is just one of a catalog of plug-ins available to add to your Hybrid Mobile project.

To customize the Hybrid Mobile project with the Cordova Device Motion plug-in, complete the following steps:

1. In the **Project Explorer** view, right-click **{project name}** and click **Install Cordova Plug-in**.
2. In the **Find** field, enter **motion**.
3. From the filtered list of plug-ins, select **org.apache.cordova.device-motion** and click **Finish**.
4. In the **Project Explorer** view, expand **{project name}** → **www**.
5. Double-click **index.html** to open it in the JBoss Tools HTML Editor.
6. Edit **index.html** as follows:

- a. Before the closing **</head>** tag, add the following lines

```
<script type="text/javascript" charset="utf-8"
src="cordova.js"></script>
<script type="text/javascript" charset="utf-8"
src="js/index.js"></script>
```

- b. Replace the code inside the **<body></body>** tags with the following lines

```
<div class="app">
  <h1>My Cordova Accelerometer App</h1>
  <div id="accelerometer">Waiting for
accelerometer...</div>
</div>
```

Figure 2.32. The Modified index.html File



7. Save the **index.html** file by pressing **Ctrl+S** (or **Cmd+S**).
8. In the **Project Explorer** view, expand **{project name}** → **www** → **js**.
9. Double-click **index.js** to open it in the IDE JavaScript Editor.
10. Replace the code in **index.js** with the following lines

```
// The watch id references the current `watchAcceleration`
var watchID = null;

// Wait for device API libraries to load
```

```

document.addEventListener("deviceready", onDeviceReady, false);

// device APIs are available
function onDeviceReady() {
    console.log("deviceready");
    startWatch();
}

// Start watching the acceleration
function startWatch() {

    // Update acceleration every 1 seconds
    var options = { frequency: 1000 };
    watchID =
navigator.accelerometer.watchAcceleration(onSuccess, onError,
options);
}

// Stop watching the acceleration
function stopWatch() {
    if (watchID) {
        navigator.accelerometer.clearWatch(watchID);
        watchID = null;
    }
}

// onSuccess: Get a snapshot of the current acceleration
function onSuccess(acceleration) {
    var element = document.getElementById('accelerometer');
    element.innerHTML = 'Acceleration X: ' + acceleration.x +
'<br />' +
'Acceleration Y: ' + acceleration.y +
'<br />' +
'Acceleration Z: ' + acceleration.z;
}

// onError: Failed to get the acceleration
function onError() {
    alert('onError!');
}

```

11. Save the **index.js** file.

Result: Your Hybrid Mobile Project is now customized and saved.

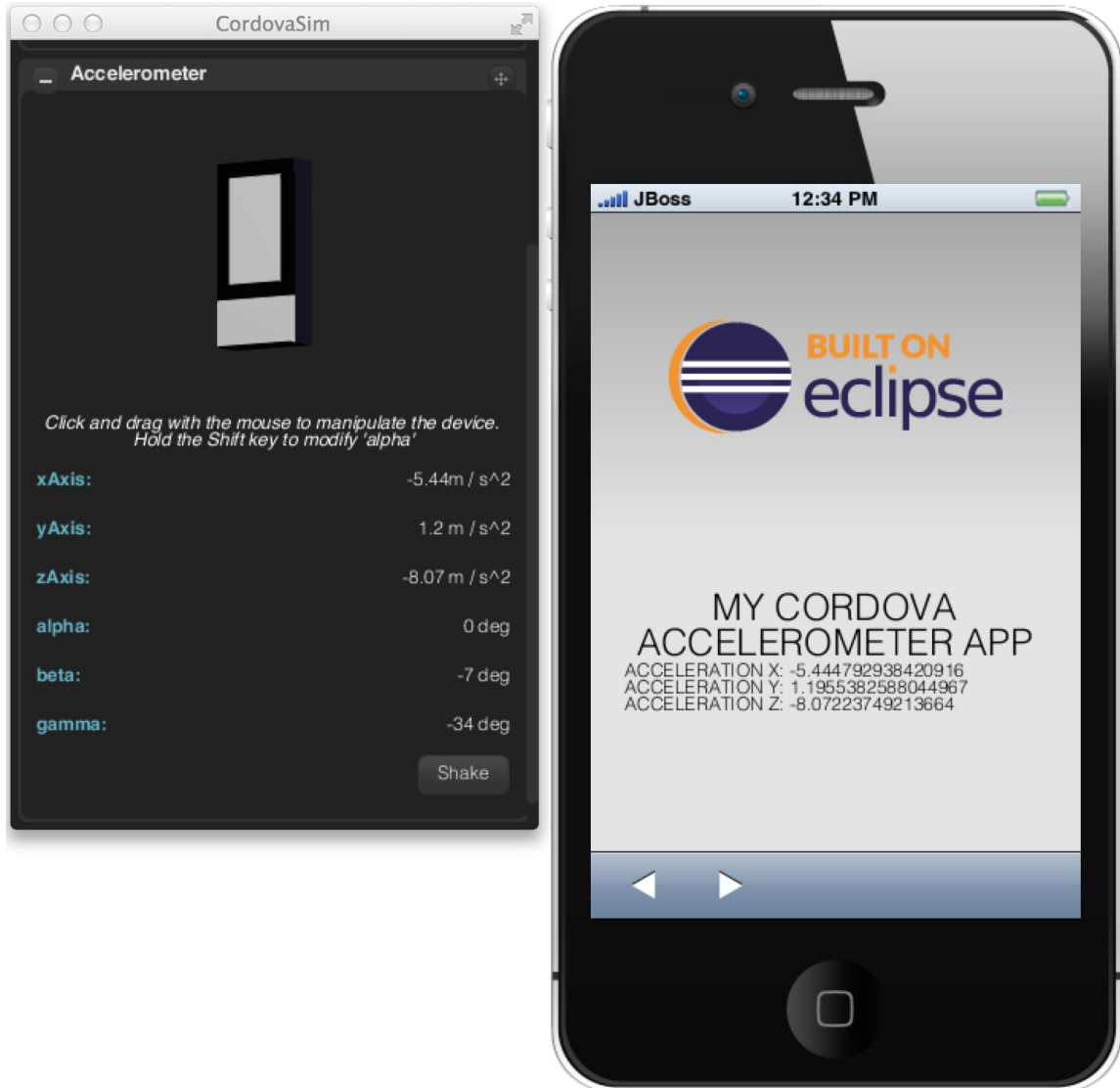
2.6.6. Test the Hybrid Mobile Application using CordovaSim

You can build and test the Hybrid Mobile application within the IDE using CordovaSim. CordovaSim is a mobile device simulator specifically for testing Cordova-based hybrid mobile applications. Using the CordovaSim control panel you can input sample data for mobile device hardware, as illustrated here for a device accelerometer.

To run and test your Hybrid Mobile application using CordovaSim, complete the following steps:

1. In the **Project Explorer** view, right-click **{project name}** and click **Run** → **Run with CordovaSim**.
2. In the CordovaSim control panel, expand **Accelerometer** and drag the 3D device representation to generate device accelerometer data.

Figure 2.33. Generated Device Accelerometer Data Displayed in Application



Result: Your Hybrid Mobile application is running for testing.

2.6.7. Deploy the Hybrid Mobile Project on the FeedHenry Server

The IDE allows users to quickly and easily publish a Mobile Hybrid (Cordova) application, developed in the IDE, on the FeedHenry server.

The instructions here demonstrate to complete the following tasks:

1. [Connect the Cordova Application to the FeedHenry Server](#)
2. [Push the Cordova Application to the FeedHenry Server](#)

2.6.8. Connect the Cordova Application to the FeedHenry Server

To connect the Cordova application to the FeedHenry server:

1. In the **Project Explorer** view, right-click the **{project name}** and **New** → **Other**.



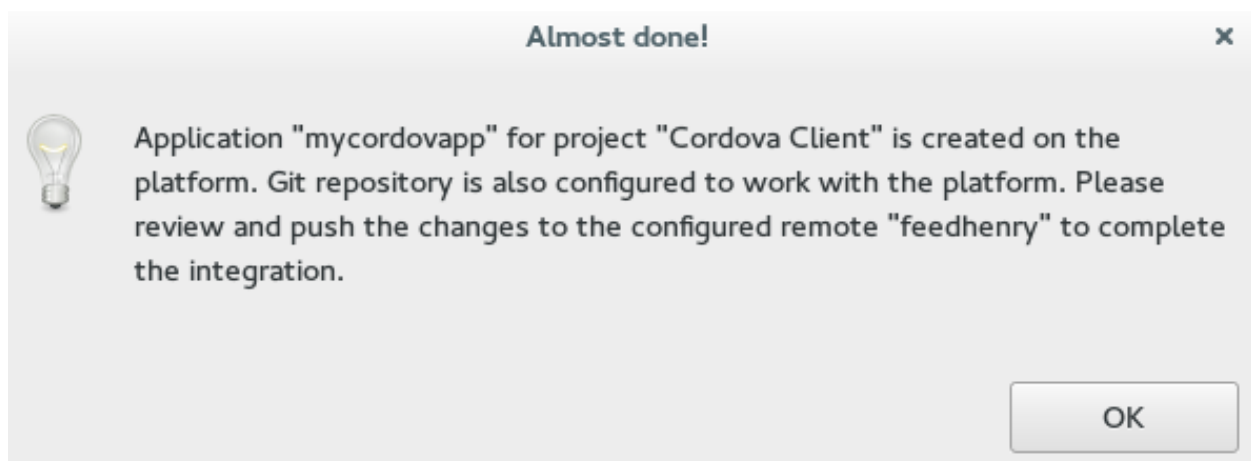
Note

Refer to the [Create a Hybrid Mobile Project](#) section to create the Hybrid Mobile (Cordova) application.

2. In the search field, type **FeedHenry** and then select **New FeedHenry Application** and click **Next**.
3. In the **Create FeedHenry Application** window, enter the following details:
 - a. Ensure that the **Source project** field displays the name of the master Cordova project
 - b. In the **Select FeedHenry project** field, select the FeedHenry project name
 - c. In the **Git remote name** field, type a Git remote name for the FeedHenry repository
4. Click **Finish**.

Result: The **Almost Done** window confirms that the project is created on the platform. The project structure in the **Project Explorer** view, shows the **feedhenry.js** and the **fhconfig.json** files.

Figure 2.34. Almost done Window Confirms the Application Creation



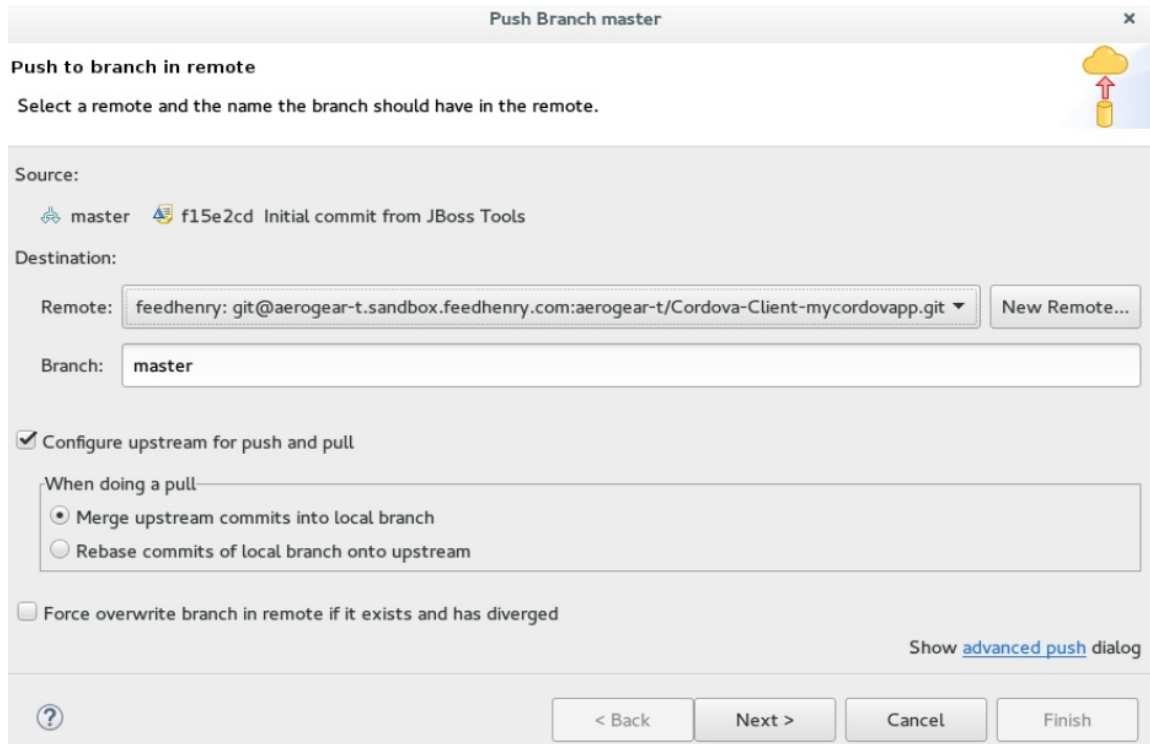
2.6.9. Push the Cordova Application to the FeedHenry Server

To push the application to the FeedHenry server:

1. In the **Project Explorer** view, right-click the **{project name}** and click **Team** → **Push Branch "master"**.
2. If you are prompted for a confirmation to connect, click **Yes**.

3. In the **Push Branch master** window, enter the following details:
 - a. In the **Remote** field, enter the location for the remote Git repository.
 - b. In the **Branch** field, type **master**.
4. Click **Next**.

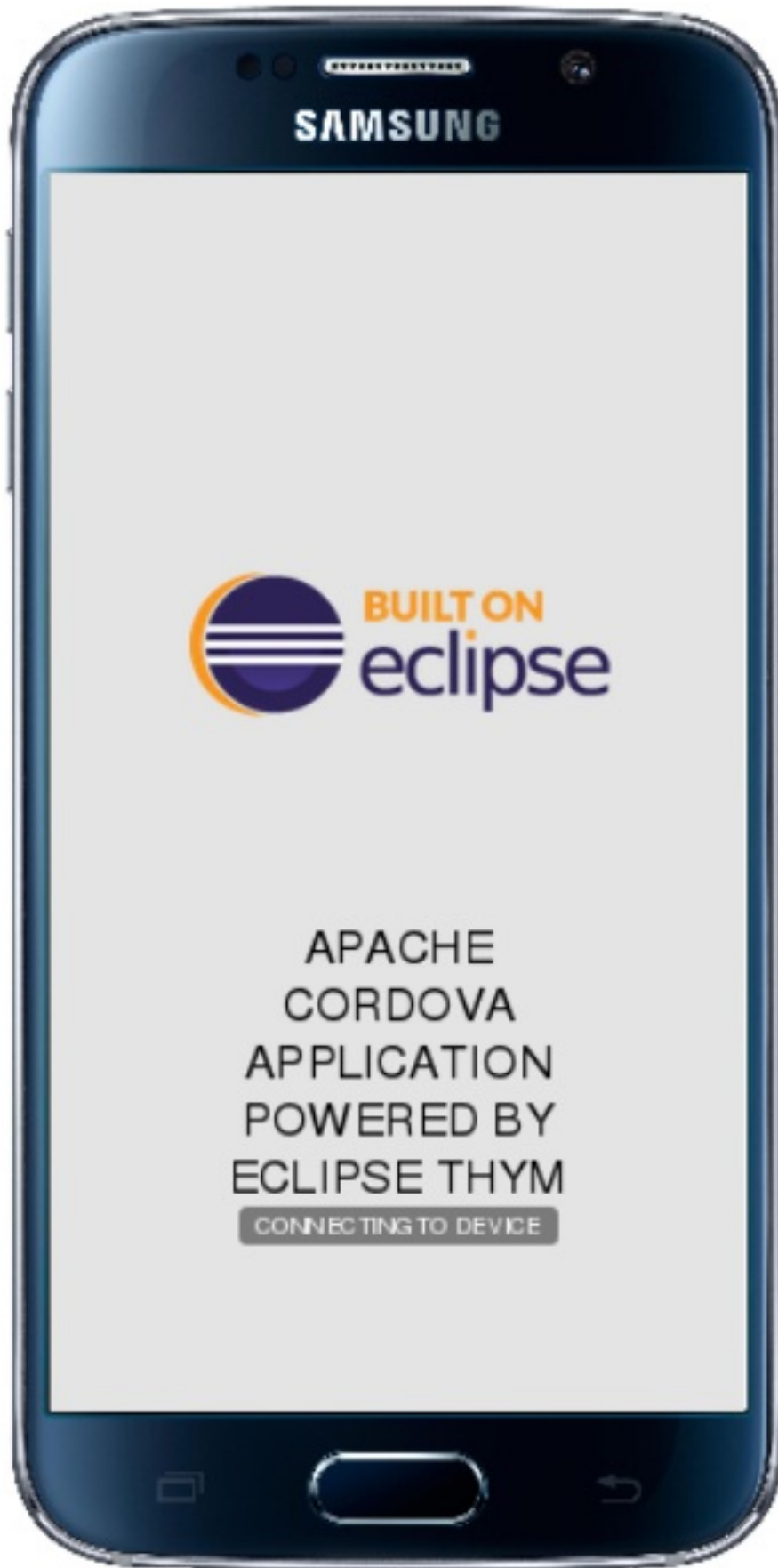
Figure 2.35. Details of the Push Added in the Push Branch master Window



5. Confirm the details in the **Push Confirmation** window and click **Finish**.
6. The **Pushed to git** window confirms the push. Click **OK**.
7. Log into FeedHenry at **`https://[your-studio-domain].feedhenry.com`**.
8. Click **Projects** and then click the relevant application.

Result: The Cordova application is visible in the FeedHenry instance.

Figure 2.36. Cordova Application Published on the FeedHenry Server



2.6.10. Modify Icon for a Mobile Application

Define the icons for the Mobile Hybrid application using the `icon` tag in the **`config.xml`** file. If an icon is not specified, the Apache Cordova logo is used as the default icon.

To change the application icon:

1. Save the icon in the `<workspace> /www/res/icon` directory of your project.
2. In the IDE, in the **Project Explorer** view, locate the **config.xml** file.



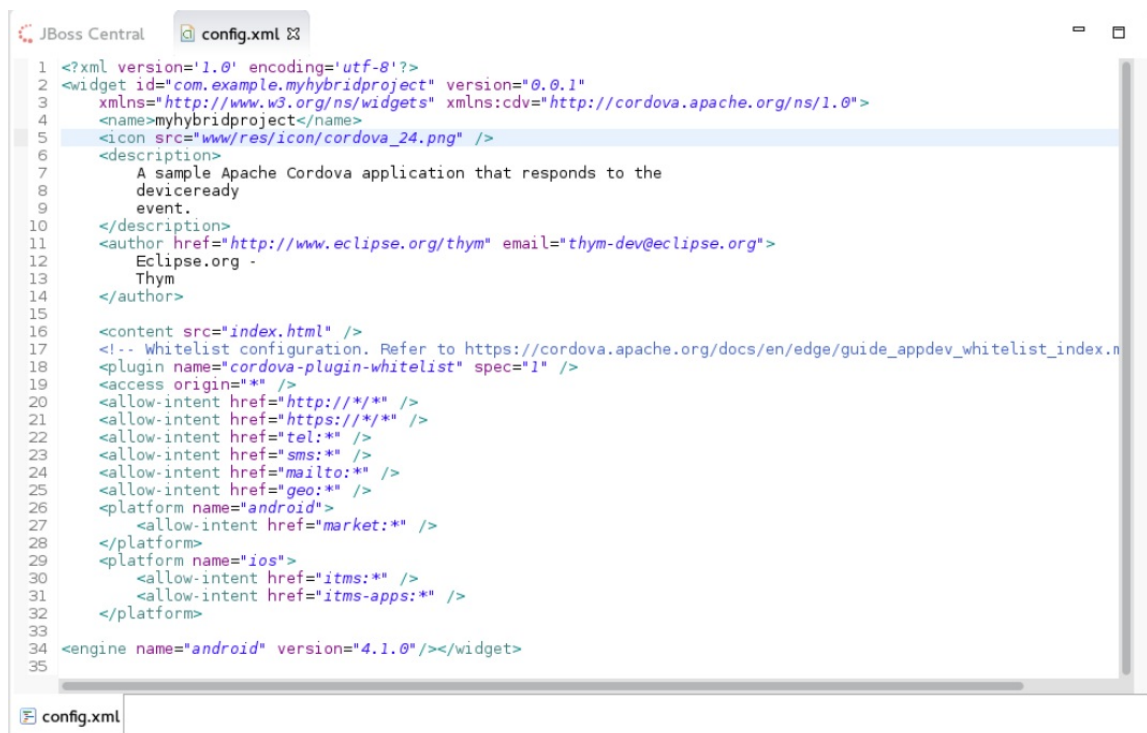
Note

If you are using Cordova 4.0.0 or lower, the **config.xml** file is located in the `www` directory. For Cordova versions higher than 4.0.0 the **config.xml** file is located, a level higher, in the project directory.

3. Double-click **config.xml** to open it in the config.xml editor.
4. Click the **config.xml** tab to edit the file.
5. To define a single default icon for all platforms, add the following code anywhere withing the widget tag in the **config.xml** file:

```
<icon src="www/res/icon[image name].png" />
```

Figure 2.37. Icon Tag Added to the config.xml File



Alternatively,

- ✱ To define a pixel-perfect icon for Android, add the following code in the **config.xml** file:

```

<platform name="android">
  <icon src="www/res/android/[image name].png" density="ldpi" />
  <icon src="www/res/android/[image name].png" density="mdpi" />

```

```
<icon src="www/res/android/[image name].png" density="hdpi" />
<icon src="www/res/android/[image name].png" density="xhdpi" />
</platform>
```

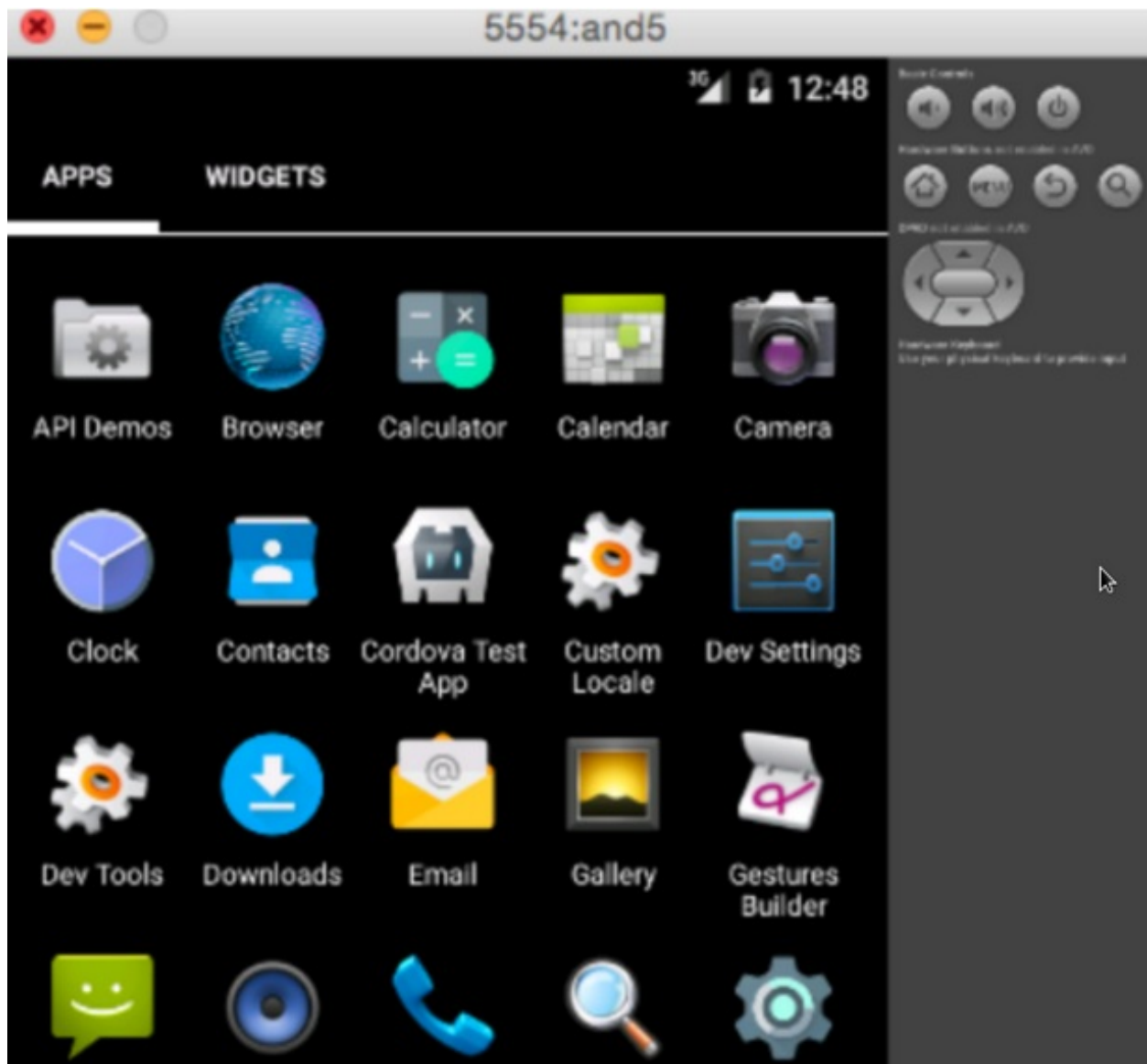
✱ To define a pixel-perfect icon for iOS, add the following code in the **config.xml** file:

```
<platform name="ios">
<icon src="www/res/ios/[image name].png" width="180" height="180" >
</platform>
```

6. Save the **config.xml** file.
7. Right-click the application and click **Run As** → **Run on Android Emulator**.
8. On the emulator, click the **Home** button and then click the **Applications** button to view the modified icon for the application.

Result: The icon for the application is modified.

Figure 2.38. Modified Icon for the Application Displayed on the Android Emulator



2.6.11. Edit an Application Splash Screen

You can edit the splash screen associated with your application using the `splash` tag within the `platform` tag in the **config.xml** file. If you are using Cordova 4.0.0 or higher, you must first install the new `cordova-plugin-splashscreen` to continue to use the splash screen and then use the steps below to edit the splash screen. For Cordova versions lower than 4.0.0, simply follow the steps below to edit the splash screen.

To change the application splash screen:

1. Save the image for the splash screen in the `<workspace> /www/res` directory of your project.
2. In the IDE, in the **Project Explorer** view, locate the **config.xml** file.



Note

If you are using Cordova 4.0.0 or lower, the **config.xml** file is located in the `> www` directory. For Cordova versions higher than 4.0.0, the **config.xml** file is located, a level higher, in the project directory.

3. Double-click **config.xml** to open it in the `config.xml` editor.
4. Click the **config.xml** tab to edit the file.
5. To define the splash screen add the following code within the `widget` tag in the **config.xml** file:



Note

You can use any density that exists in the Android project.

```
<platform name="android">
<splash src="www/res/[image name].png" density="land-hdpi"/>
<splash src="www/res/[image name].png" density="land-ldpi"/>
<splash src="www/res/[image name].png" density="land-mdpi"/>
<splash src="www/res/[image name].png" density="land-xhdpi"/>

<splash src="www/res/[image name].png" density="port-hdpi"/>
<splash src="www/res/[image name].png" density="port-ldpi"/>
<splash src="www/res/[image name].png" density="port-mdpi"/>
<splash src="www/res/[image name].png" density="port-xhdpi"/>
</platform>
<preference name="SplashScreenDelay" value="10000" />
```

6. Save the **config.xml** file.
7. Right-click the application and click **Run As** → **Run on Android Emulator**.

Result: The edited splash screen appears while the application is starting.

2.6.12. Did You Know?

- ✧ You can manually initiate installation of JBoss Hybrid Mobile Tools and CordovaSim by locating them in the JBoss Central **Software/Update** tab or by dragging the following link into JBoss Central: <https://devstudio.jboss.com/central/install?connectors=org.jboss.tools.aerogear.hybrid>
- ✧ You can change the Cordova engine associated with the project after it is created. In the **Project Explorer** view, right-click the project and click **Properties**. Click **Hybrid Mobile Engine** and select the engine you want to use. Click **OK** to save the engine change and close the **Properties** window.
- ✧ You can download multiple Cordova engines to your system with which to build your projects. The **Download** wizard can be accessed from the **Hybrid Mobile Engine** pane in the project **Properties** window, in addition to the **Hybrid Mobile Project** wizard.
- ✧ From the IDE you can also initiate testing of Cordova projects with a connected Android device, system Android Emulator, and system iOS Simulator. The project is built in the necessary native format during the process.
- ✧ With the CordovaSim control panel, you can generate simulated data for a range of device hardware, including geolocation and battery status. CordovaSim also manages camera actions, enabling you to upload system images to simulate receiving camera data.
- ✧ A **Shake** button under **Accelerometer** in the CordovaSim control panel enables you to simulate a hardware-shake gesture and test the impact on your application.

2.7. IMPORTING AND DEVELOPING AN EXISTING FEEDHENRY APPLICATION

The IDE includes an **Import** wizard to allow users to quickly and easily import previously created FeedHenry applications. Once the application is imported, you can change or enhance the application, test the changes, and then push it back to the FeedHenry server.



Note

Before attempting to install or create a hybrid mobile project with JBoss Tools, ensure that the Android SDK is installed and up to date. Creating or installing hybrid mobile projects without a working and updated installation of Android SDK can result in unexpected errors.

Follow the provided steps to import and make changes to a FeedHenry application in your workspace:

1. [Import Your FeedHenry Application](#)
2. [Change the Application](#)
3. [Test the Application](#)
4. [Push the Changes Back to the FeedHenry Server](#)

2.7.1. Prerequisites

Ensure that the following prerequisites are met to enable the FeedHenry feature:

- ✱ [Installing Android SDK](#)
- ✱ [Enable the FeedHenry Feature](#)
- ✱ [Set the Preferences for your application import](#)

2.7.2. Installing Android SDK

To install Android SDK:

1. Download Android SDK and then unzip the file at a desired location.
2. In the IDE, click **Window** → **Preferences**.
3. In the **Preferences** window, type **filter text** field, type **Hybrid Mobile**.
4. In the **Hybrid Mobile** category, click **Android**.
5. Click **Browse** to locate and select the Android SDK directory on your machine.

Figure 2.39. Select the Android SDK Location



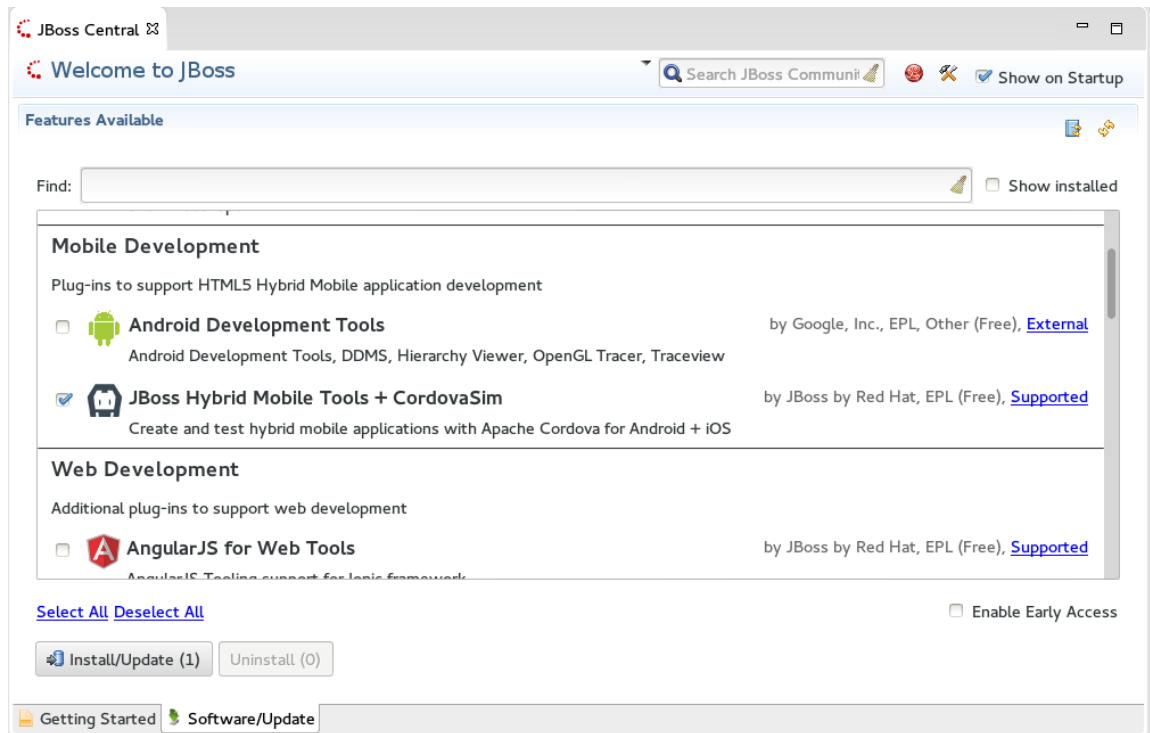
6. Click **Apply** and then click **OK**.

2.7.3. Enable the FeedHenry Feature

To enable the FeedHenry feature:

1. In JBoss Central, click the **Software/Update** tab.
2. In the **Features Available** list, select the **Hybrid Mobile Tools + CordovaSim** check box and then click **Install/Update**.

Figure 2.40. Hybrid Mobile Tools + CordovaSim Check Box Selected



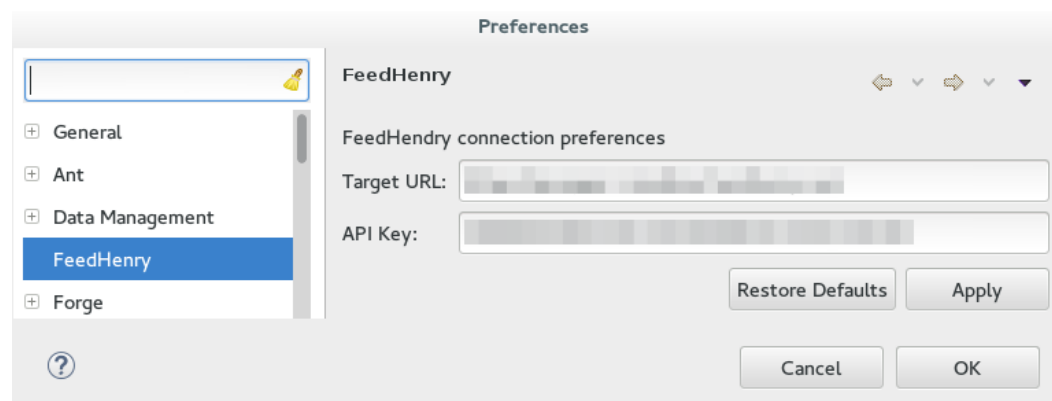
3. Follow the on-screen instructions to complete the installation.

2.7.4. Set the Preferences for Your Application Import

To set the preferences:

1. Click **Window** → **Preferences**.
2. In the **Preferences** window, in the search field type, **FeedHenry** and press Enter.
3. Complete the following fields in the **Preferences** window:
 - a. Ensure that the **Target URL** field displays the URL to your FeedHenry server. The URL to your FeedHenry server should be something like: **https://[your-studio-domain].feedhenry.com**.
 - b. In the **API Key** field, copy and paste the API key from the FeedHenry website.

Figure 2.41. Setting Preferences for FeedHenry



**Note**

The user can either use an existing API key or generate a new one to set the preferences. To obtain the API key from the FeedHenry website click **Settings** → **API Key Management**. To generate a new API key, click **Settings** → **API Key Management**, and then click **Add New Key**.

4. Click **Apply** and then click **OK** to close the **Preferences** window.

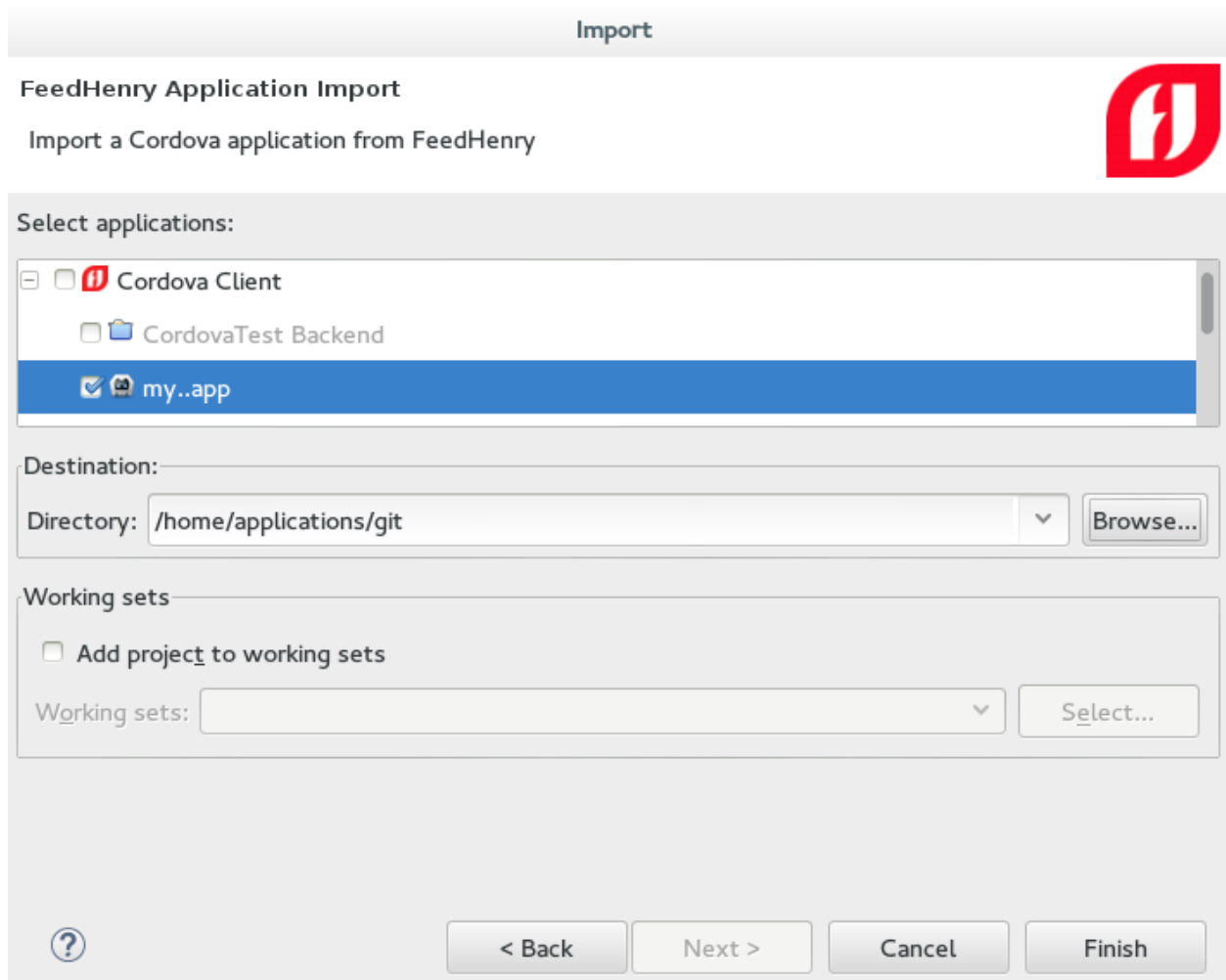
2.7.5. Import Your FeedHenry Application

Ensure that your Preferences are set before importing a FeedHenry application. If not set yet, you are prompted to set the preferences. These preferences are set once when importing an application for the first time and the configured preferences are used for all imports in the future.

To import your FeedHenry application:

1. Click **File** → **Import**.
2. Expand **FeedHenry**, click **Import Cordova Application**, and click **Next**.
3. The **Import** wizard displays the projects that you can import. Expand the project to import an application from and select the FeedHenry application to be imported.
4. In the **Directory** field, enter the location where you want to clone the application locally.
5. Click **Finish**.

Figure 2.42. Selecting an Application to be Imported



If you have set a password for the SSH keys, you are prompted to enter the password so that it can import the application.

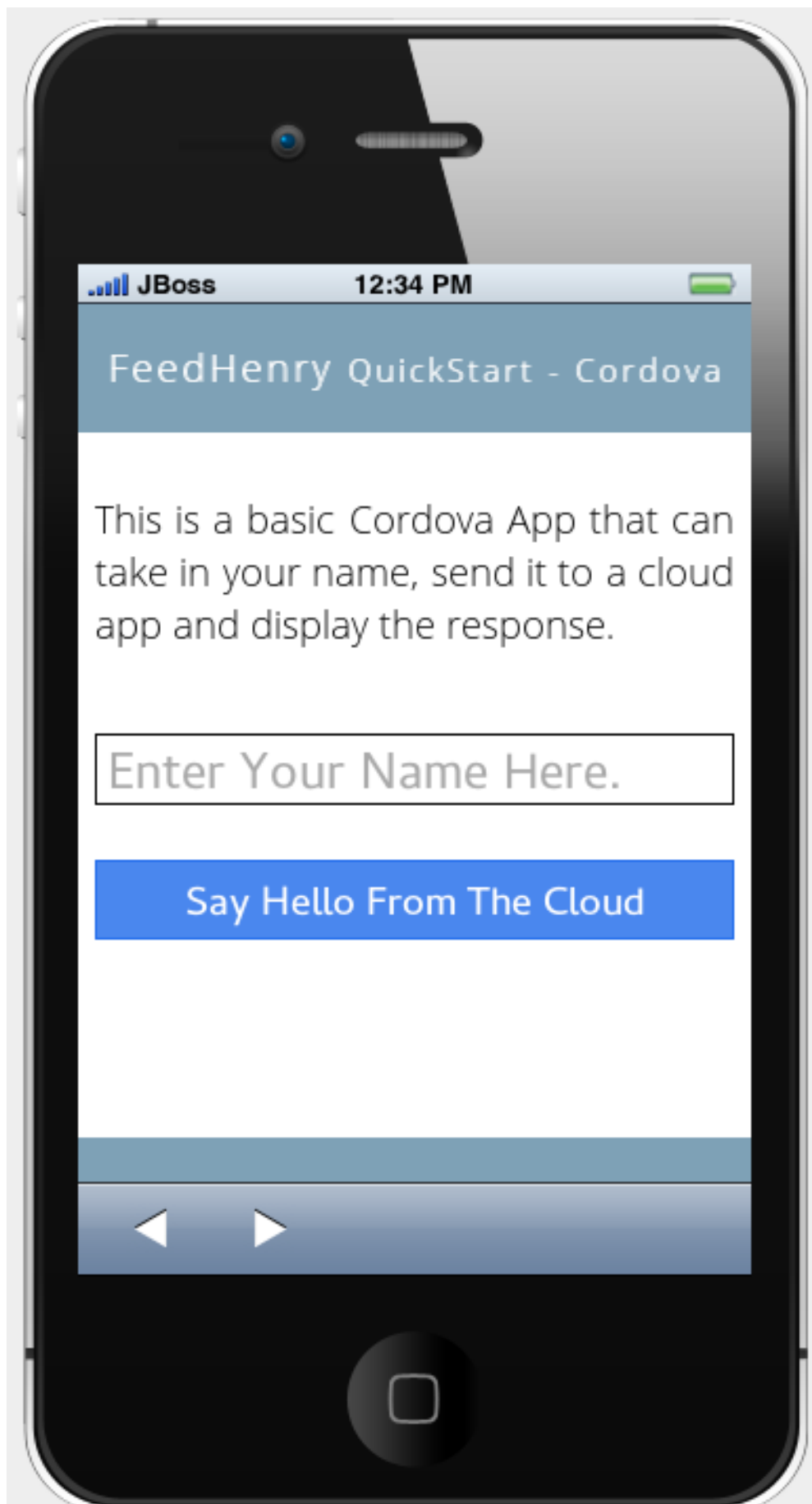
Result: The FeedHenry project is successfully imported and appears in the **Project Explorer** view. The **Cordova config.xml** file for this project opens in the Editor.

2.7.6. Test the Application Import

To test the application import:

1. In the **Project Explorer** view, right-click the application and then click **Run As** → **Run w/remote FeedHenry server**. A CordovaSim simulated device displaying the application appears.

Figure 2.43. Simulated Device Displaying the Imported Application



2. In the **Enter Your Name Here** field on the simulated device, type your name.
3. Click **Say Hello From The Cloud**.

Result: The simulated device displays the **“Hello [Your Name]”** string.

2.7.7. Change the Application

After successfully importing the FeedHenry application, follow the instructions to change the application:

1. In the **Project Explorer** view, expand **[application name]** → **www** and then double-click **index.html** to open it using the Editor.
2. In the code, locate and delete the following line:

```
This is a basic Cordova App that can take in your name, send it
to a cloud app and display the response.
```

3. Replace the deleted text with the following line:

```
Hello from Hybrid Mobile Tools!
```

4. Save the **index.html** file by pressing **Ctrl+S**. Alternatively, to save click **File** → **Save** or click the **Save** icon.

Figure 2.44. The Edited index.html File



2.7.8. Test the Application

To test the imported application, right-click the application and then click **Run As** → **Run w/remote FeedHenry server**.

Figure 2.45. The Edited FeedHenry Application



The changes made to the `index.html` file are reflected on the simulated device. Click a corner of the displayed device to rotate it in that direction. Alternatively, right-click the simulated device and click **Rotate Right** or **Rotate Left** as to rotate it in the desired direction. To view the application on a different CordovaSim simulated device, right-click the device and click **Skin**. From

the list of skins, select a skin to view the application.

2.7.9. Push the Changes Back to the FeedHenry Server

Use the following instructions to push changes to the application back to the FeedHenry server:

1. In the **Project Explorer** view, right-click the application name.
2. Click **Team** → **Commit**.
3. In the **Commit Changes** window, **Commit message** field, type a message for the commit.
4. In the **Files** field, select the files that you have edited and want to push to the server and then click **Commit and Push**.
5. In the **Push Results [application name]** window, ensure all the details are correct and click **OK**.
6. Log into FeedHenry at [https://\[your-studio-domain\].feedhenry.com](https://[your-studio-domain].feedhenry.com).
7. Click **Projects**.
8. Click the **Project Title** under which your application is located and then click the application.

Result: The simulated device in the **App Preview** section displays the change that you have just pushed to the FeedHenry server.

Figure 2.46. FeedHenry Application Edited and Displayed on the FeedHenry Server



2.7.10. Did You Know

- ✳ Add a new API key to your FeedHenry account by clicking **Add New Key** and then following the on-screen instructions.
- ✳ Set up your SSH key in the FeedHenry account by clicking **Settings** → **SSH Key Management** and then following the on-screen instructions.

2.7.11. Troubleshooting

2.7.11.1. Git Communication Error

Figure 2.47. Git Communication Error



Error Message

Problem when cloning the application. This can be due to a network problem or missing security credentials. Refer to error log for details.

Issue

When a FeedHenry account is set up, the user's API Keys are configured by default, but the SSH Public key must be manually configured. Importing a FeedHenry application means that the application repository is accessed via Git. Without a Public SSH key, the tools are unable to complete the action and this error appears.

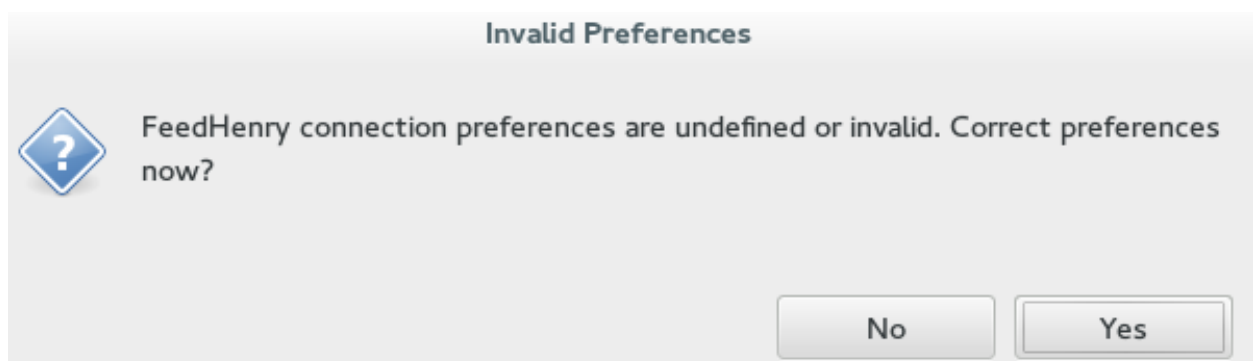
Resolution

1. Click **OK** to close the **Git Communication Error** window.
2. Log into FeedHenry at: **`https://[your-studio-domain].feedhenry.com`**.
3. Click the icon located in the uppermost right-side corner of the screen to display the context menu.
4. Click **Settings** → **SSH Key Management** and then click **Add New Key**.
5. In the **Public Key** field, enter your SSH Public key. An existing Public SSH key is available at `~/.ssh/id_rsa.pub`. Alternatively, generate a new Public SSH key with the following command:

```
$ ssh-keygen -t rsa -C "username@example.com"
```

2.7.11.2. Invalid Preferences

Figure 2.48. Invalid Preferences



Issue

When the user logs into FeedHenry for the first time, the **Invalid Preferences** dialog box appears informing the user that the FeedHenry connection preferences are unidentified or invalid and that the user must correct the preferences. Refer to the [Set the Preferences](#) section for details to set the connection preferences.

CHAPTER 3. DEPLOYING YOUR APPLICATIONS

3.1. DEPLOYING APPLICATIONS TO A LOCAL SERVER

In order to deploy applications to a server from within the IDE, you must configure the IDE with information about the server. For a local server this information includes the following:

- ✱ *a server runtime environment with details about the server location, runtime JRE, and configuration files*
- ✱ *a server adapter with management settings for the server runtime environment, including access parameters, launch arguments, and publishing options*

JBoss Server Tools enables you to efficiently configure a local server ready for use with the IDE using Runtime Detection. As demonstrated here, this feature is useful for quickly configuring a server for deploying and testing an application.

Instructions are provided here for completing the following tasks:

1. [Configure the IDE for a Local Runtime Server](#)
2. [Deploy an Application](#)
3. [Change and Republish the Application](#)

3.1.1. Configure the IDE for a Local Runtime Server

Runtime Detection searches a given local system path to locate certain types of runtime servers. For any servers found, Runtime Detection automatically generates both a default server runtime environment and a default server adapter. These items can be used as they are for immediate application deployment or customized to meet your requirements.

To configure the IDE for a local runtime server, complete the following steps:

1. Click **Window** → **Preferences** → **JBoss Tools** → **JBoss Runtime Detection**.
2. Click **Add**.
3. Locate the directory containing the runtime server and click **OK**.
4. In the table of located runtimes, ensure the runtime is selected and click **OK**.
5. Click **Apply** and click **OK** to close the **Preferences** window.

*A default runtime environment and server adapter are generated for the server, with the server adapter listed in the **Servers** view.*

3.1.2. Deploy an Application

When you have configured the IDE for the server, you can deploy applications to the server from the IDE using the server adapter. The server adapter enables runtime communication between the server and IDE for easy deployment of applications and server management.

To deploy an application to the server, complete the following steps:

1. In the **Project Explorer** view, right-click **{project name}** and click **Run As → Run on Server**.
2. Ensure **Choose an existing server** is selected.
3. From the table of servers, expand **localhost**, select the server on which to deploy the application and click **Finish**.

The **Console** view shows output from the server starting and deploying the application. When deployment is complete, an IDE default web browser opens and shows the deployed web application.

3.1.3. Change and Republish the Application

By default, the server adapter configures the server for automatic publishing when changed resources are saved. This automatic publishing action applies to application resources that can be interchanged in the dedicated deployment location of the server without requiring the application to stop and restart, such as **.html** files. For other changed resources, such as **.java** files, you need to republish the application such that it forces a rebuild of the application.

To republish the application to the server after changes that cannot be automatically published, complete the following steps:

1. In the **Servers** view, expand the server adapter to list the applications allocated to the server.
2. Right-click **{application name}** and click **Full Publish**.

The **Console** view shows output from the server replacing the deploying application. Unless **LiveReload** is enabled in the web browser, you must manually reload the web browser to see the changed application.

3.1.4. Did You Know?

- ✎ You can also configure servers by right-clicking the **Servers** view and selecting **New → Server** or by clicking **Manually define a new server** in the **Run on Server** wizard.
- ✎ Paths previously searched by Runtime Detection can be automatically searched on every workspace start. Click **Window → Preferences → JBoss Tools → JBoss Runtime Detection** and from the **Paths** table select the check boxes of the appropriate paths. Click **Apply** and click **OK** to close the **Preferences** window.
- ✎ You can customize the server adapter and server runtime environment with the **Server Editor**. In the **Servers** view, double-click the server adapter to open the **Server Editor**.
- ✎ You can initiate download and installation of runtime servers from the IDE. Click **Window → Preferences → JBoss Tools → JBoss Runtime Detection**. Click **Download** and from the table of runtime servers select the one to install and click **Next**. Follow the on-screen instructions to complete the download and installation process.

3.2. CONFIGURING A REMOTE SERVER

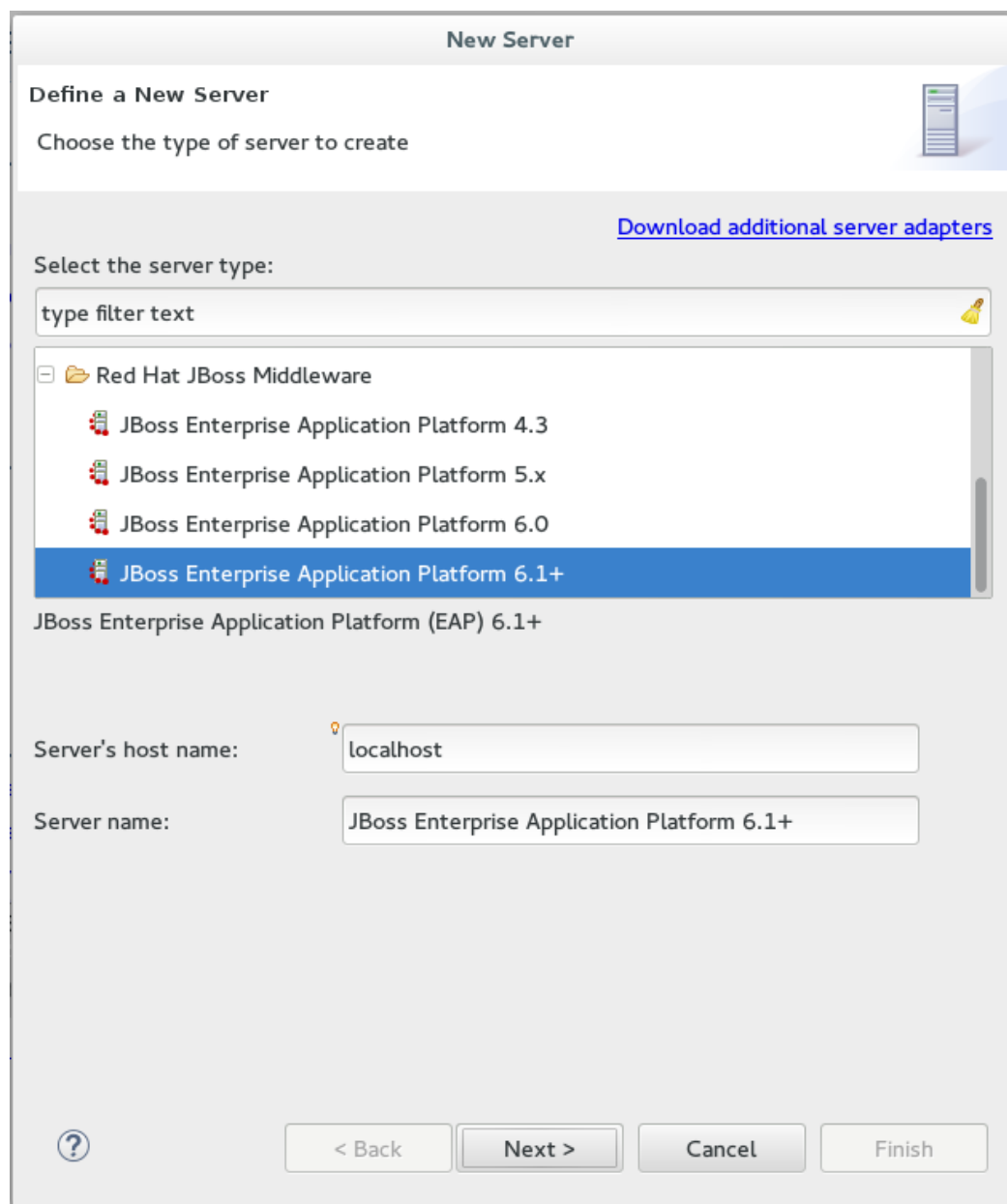
Remote servers allow developers to access and deploy to a JBoss instance that is not a local machine. Developers can use remote servers to set up multiple environments for development and

testing purposes and share them with other developers. Another reason to use a remote server with Red Hat JBoss Developer Studio is to allow developers to share and deploy automated tests to run in a non-local environment.

The following instructions are used to set up a remote server for JBoss Enterprise Middleware application servers. A complete server definition requires a server adapter (or server) that allows the IDE to communicate with and manage the remote server.

1. Click the **Servers** view. If the **Servers** view is not visible, click **Window** → **Show View** → **Server**.
2. Use the appropriate instructions depending on the number of existing servers listed in the **Servers** tab:
 - a. If there are no existing servers, click **No servers are available. Click this link to create a new server....**
 - b. If there are one or more existing servers, right-click an existing server and click **New** → **Server**.
3. In the **New Server** wizard, add the relevant information for the following fields:
 - a. From the **Select the server type** list, select a JBoss Enterprise Middleware application server.
 - b. The **Server's host name** and **Server name** fields are completed by default. In the **Server name** field, you can type a custom name by which to identify the server in the **Servers** view.
 - c. Click **Next** > to continue.

Figure 3.1. Define a New Remote Server



4. Configure the required **Server Adapter** details:

- a. For the **The server is** field, click the **Remote** radio button option.
- b. For the **Controlled by** field, select either the **Filesystem and shell operations** or **Management Operations** radio button option depending on your requirements.



Note

If you select **Management Operations** for the **Controlled by** field, you must set up an admin user on the server by using the `$SERVER_HOME/bin/add-users.sh` script (for Linux, or the `$SERVER_HOME\bin\add-users.bat` file for Windows) and enter the same credentials in the server editor or during the server start.

- c. The **Server is externally managed. Assume server is started** field is used when the user wants to deploy the server but does not want the IDE to stop or start the server for them. Depending on the requirements, select this check box or leave it unchecked, as is default.
- d. A remote server can now be created without assigning a runtime to it. Depending on the requirements, select the **Assign a runtime to this server** check box (and select an existing runtime or create a new one) or leave the box unselected.



Note

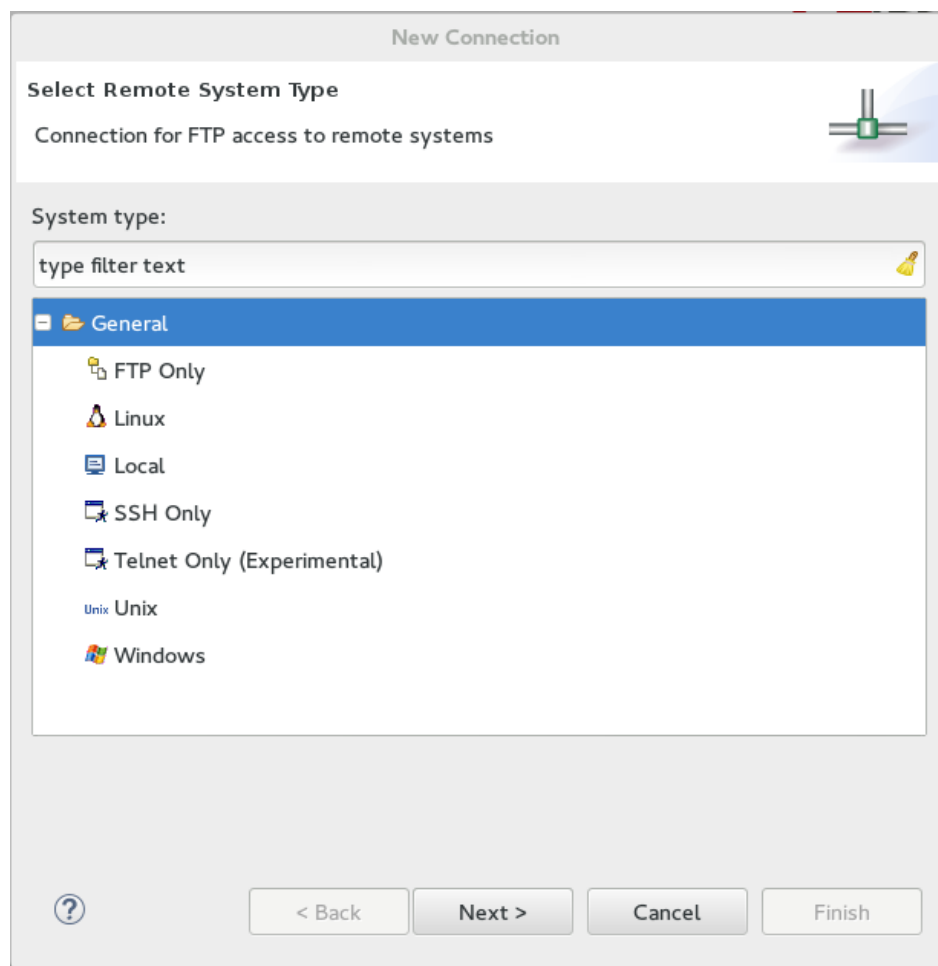
Creating a Remote Server without a runtime results in limitations. For example, the JMX connection does not work because it requires libraries from the runtime to connect via JMX. Additionally, automatic port detection occurs using the **standalone.xml** file, which is not available if a runtime is not specified. These and other minor issues related to hard-coded minor fixes in maintenance releases may occur if no runtime is specified for the Remote Server.

Figure 3.2. Create a New Server Adapter

5. Add the remote system integration details as follows:

- a. In the drop-down menu, select the appropriate host type in the **Host** field.
 - i. The default host is **Local**.
 - ii. If required, use the **New Host** button to create a new host, which may be remote or local. Supported connection types for remote hosts are **FTP Only** or **SSH Only**.

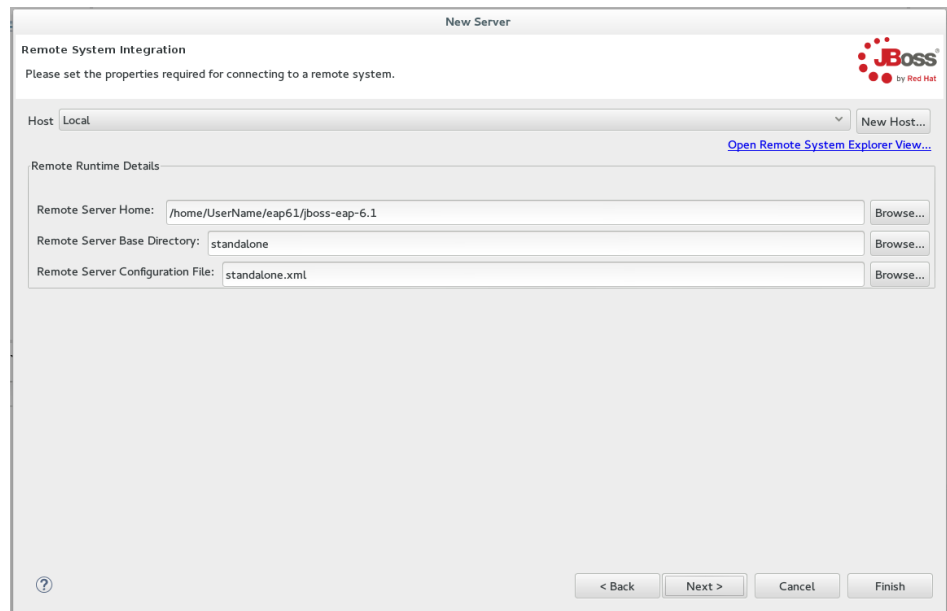
Figure 3.3. New Host Options



b. Add the **Remote Runtime Details** as follows:

- i. Specify a path to the directory that contains the remote server in the **Remote Server Home** field.
- ii. Specify the remote server's base directory (the default value for this is the standalone directory within server home directory) in the **Remote Server Base Directory** field. This location is within the **Remote Server Home** directory (specifically in the `$SERVER_HOME/BASE_DIRECTORY/configuration/` directory).
- iii. Specify the file to use for the remote server's configuration (the default value for this is the standalone.xml file) in the **Remote Server Configuration File** field. This location is within the **Remote Server Home** directory (specifically in the `$SERVER_HOME/BASE_DIRECTORY/configuration/` directory).
- iv. Either click **Next >** to continue to the (optional) next step to add or remove server resources or click **Finish** to conclude the new remote server configuration.

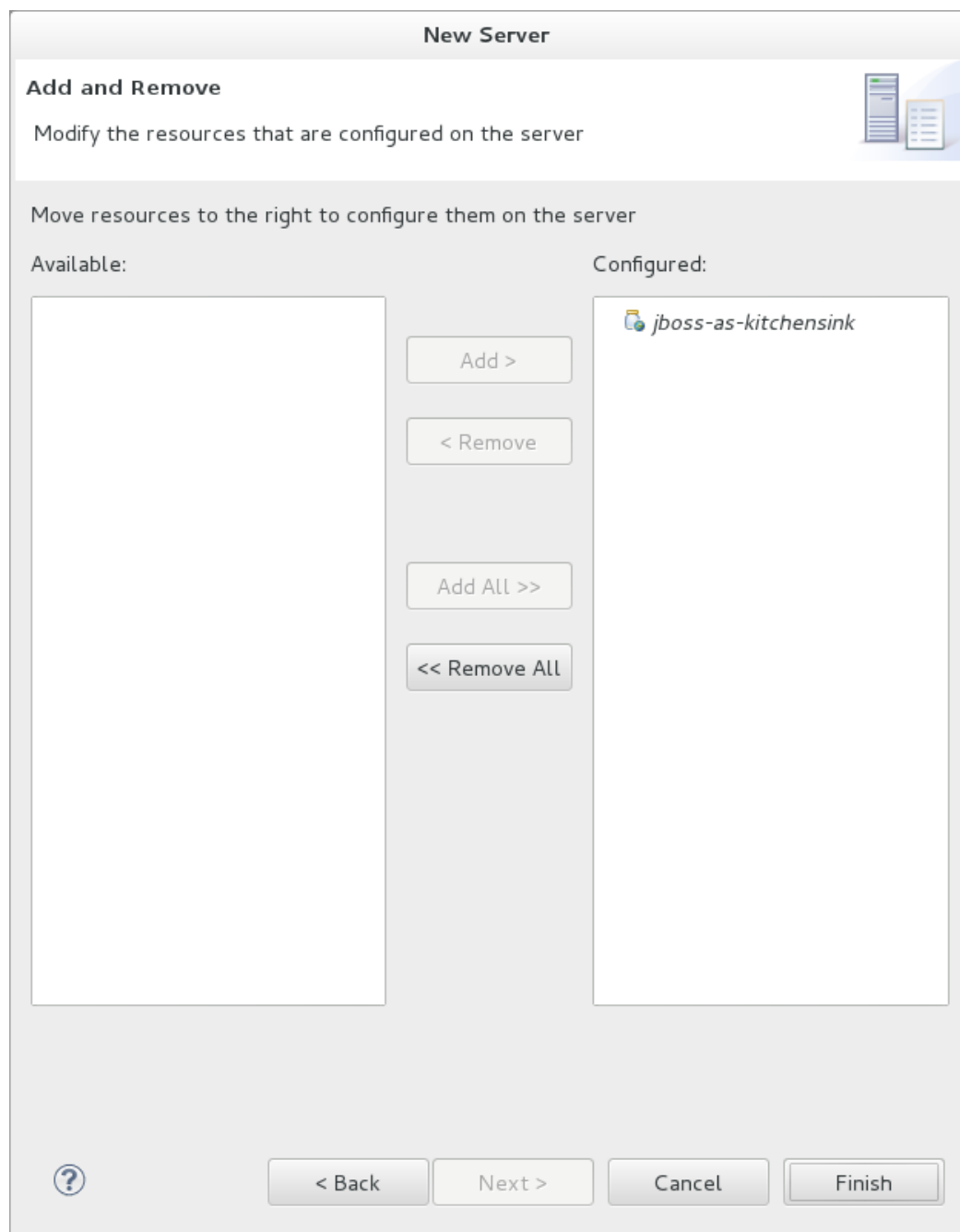
Figure 3.4. Connect to a Remote System



6. *Optional: Add or remove resources configured on the server as follows:*

- a. *To add a resource, select the appropriate resource in the **Available** pane and click **Add >**. To add all available resources, click **Add All >>**.*
- b. *To remove a resource, select the appropriate resource in the **Configured** pane and click **< Remove**. To remove all configured resources, click **<< Remove All**.*
- c. *Click **Finish** to complete the server configuration.*

Figure 3.5. Add and Remove Server Resources



Result: You have successfully configured a remote server. The new server is listed in the **Servers** tab. Right click the server to view operations, including **Start** to start the server.



Note

If the **Server is externally managed**. Assume **server is started** check box was selected in step 4, clicking **Start** does not start the server. Instead, it marks the server to indicate that it has started and the web poller checks whether the server is running.