



**Tutorial: Windows Mobile Object API  
Application Development**

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**Sybase Unwired Platform 2.1**

**ESD #3**

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# Contents

# Sybase Unwired Platform Tutorials

The Sybase® Unwired Platform tutorials demonstrate how to develop, deploy, and test mobile business objects, device applications, and mobile workflow packages. You can also use the tutorials to demonstrate system functionality and train users.

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**Tip:** If you want to see the final outcome of a tutorial without performing the steps, the associated example project is available on SAP® Community Network: <http://scn.sap.com/docs/DOC-8803>.

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- Learn mobile business object (MBO) basics, and use this tutorial as a foundation for the Object API application development tutorials:
  - *Tutorial: Mobile Business Object Development*
- Create native Object API mobile device applications:
  - *Tutorial: Android Object API Application Development*
  - *Tutorial: BlackBerry Object API Application Development*
  - *Tutorial: iOS Object API Application Development*
  - *Tutorial: Windows Mobile Object API Application Development*
- Create a mobile business object, then develop a mobile workflow package that uses it:
  - *Tutorial: Mobile Workflow Package Development*



# Getting Started with Unwired Platform

Install and learn about Sybase Unwired Platform and its associated components.

Complete the following tasks for all tutorials, but you need to perform them only once.

## 1. *Installing Sybase Unwired Platform*

Install Sybase Mobile SDK and Sybase Unwired Platform Runtime.

## 2. *Starting Sybase Unwired Platform Services*

Start Unwired Server, Sybase Control Center, the sample database, the cache database (CDB), and other essential services.

## 3. *Starting Sybase Unwired WorkSpace*

Start the development environment, where you can create mobile business objects (MBOs), manage EIS data sources and Unwired Server connections, develop Mobile Workflow applications, and generate Object API code.

## 4. *Connecting to Sybase Control Center*

Open the Sybase Control Center Administration Console to manage Unwired Server and its components.

## 5. *Learning Unwired WorkSpace Basics*

Sybase Unwired WorkSpace features are well integrated in the Eclipse IDE. If you are unfamiliar with Eclipse, you can quickly learn the basic layout of Unwired WorkSpace and the location of online help.

## Installing Sybase Unwired Platform

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Install Sybase Mobile SDK and Sybase Unwired Platform Runtime.

Before starting this tutorial, install all the requisite Unwired Platform components. See the Sybase Unwired Platform documentation at <http://sybooks.sybase.com/sybooks/sybooks.xhtml>:

- *Release Bulletin for Sybase Mobile SDK*
- *Installation Guide for Sybase Mobile SDK*
- *Release Bulletin for Runtime*
- *Installation Guide for Runtime*

### 1. Install these Unwired Platform Runtime components:

- Data Tier (included with single-server installation)
- Unwired Server

### 2. Install Mobile SDK, which includes:

## Getting Started with Unwired Platform

- Development support for native Object API applications, HTML5/JS Hybrid (Mobile Workflow) applications, and native OData SDK applications.
- Sybase Unwired WorkSpace, the Eclipse-based development environment for MBOs and mobile workflows.

## Starting Sybase Unwired Platform Services

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Start Unwired Server, Sybase Control Center, the sample database, the cache database (CDB), and other essential services.

The way in which you start Unwired Platform services depends on the options you selected during installation. You may need to manually start Unwired Platform services.

Select **Start > Programs > Sybase > Unwired Platform > Start Unwired Platform Services**.

The Unwired Server services enable you to access the Unwired Platform runtime components and resources.

## Starting Sybase Unwired WorkSpace

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Start the development environment, where you can create mobile business objects (MBOs), manage EIS data sources and Unwired Server connections, develop Mobile Workflow applications, and generate Object API code.

Select **Start > Programs > Sybase > Unwired Platform > Unwired WorkSpace**.

The Sybase Unwired WorkSpace opens in the Mobile Development perspective. The Welcome page displays links to the product and information.

### Next

To read more about Unwired WorkSpace concepts and tasks, select **Help > Help Contents**.

## Connecting to Sybase Control Center

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Open the Sybase Control Center Administration Console to manage Unwired Server and its components.

From Sybase Control Center, you can:

- View servers and their status
- Start and stop a server
- View server logs
- Deploy a mobile application package
- Register application connections
- Set role mappings



For information on configuring, managing, and monitoring Unwired Server, click **Help > Online Documentation**.

1. Select **Start > Programs > Sybase > Sybase Control Center**.

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**Note:** If the Sybase Control Center does not launch, make sure that the Sybase Control Center service is started in the Windows Services dialog.

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2. Log in by entering the credentials set during installation.

Sybase Control Center gives you access to the Unwired Platform administration features that you are authorized to use.

## Learning Unwired WorkSpace Basics

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Sybase Unwired WorkSpace features are well integrated in the Eclipse IDE. If you are unfamiliar with Eclipse, you can quickly learn the basic layout of Unwired WorkSpace and the location of online help.

- To access the online help, select **Help > Help Contents**. Some documents are for Sybase Unwired Platform, while others are for the Eclipse development environment.
- The Welcome page provides links to useful information to get you started.
  - Reopen the Welcome page by selecting **Help > Welcome**.
  - To close the Welcome page, click **X**.
  - To learn about tasks you must perform, select the **Development Process** icon.
- In Unwired WorkSpace, look at the area (window or view) that you will use to access, create, define, and update mobile business objects (MBOs).

Window	Description
WorkSpace Navigator view	Use this view to create Mobile Application projects, and review and modify MBO-related properties.  This view displays mobile application project folders, each of which contains all project-related resources in subfolders, including MBOs, datasource references to which the MBOs are bound, personalization keys, and so on.
Enterprise Explorer view	A view that provides functionality to connect to various enterprise information systems (EIS), such as database servers, SAP® back ends, and Unwired Server.

Window	Description
Mobile Application Diagram	<p>The Mobile Application Diagram is a graphical editor where you create and define mobile business objects.</p> <p>Use the Mobile Application Diagram to create MBOs (including attributes and operations), then define relationships with other MBOs. You can:</p> <ul style="list-style-type: none"> <li>• Create MBOs in the Mobile Application Diagram using Palette icons and menu selections – either bind or defer binding to a datasource, when creating an MBO. For example, you may want to model your MBOs before creating the datasources to which they bind. This MBO development method is sometimes referred to as the top-down approach.</li> <li>• Drag and drop items from Enterprise Explorer to the Mobile Application Diagram to create the MBO – quickly creates the operations and attributes automatically based on the datasource artifact being dropped on the Mobile Application Diagram.</li> </ul> <p>Each new mobile application project generates an associated mobile application diagram.</p>
Palette	<p>The Palette is accessed from the Mobile Application Diagram and provides controls, such as the ability to create MBOs, add attributes and operations, and define relationships, by dragging and dropping the corresponding icon onto the Mobile Application Diagram or existing MBO.</p>
Properties view	<p>Select an object in the Mobile Application Diagram to display and edit its properties in the Properties view. While you cannot create an MBO from the Properties view, most development and configuration is performed here.</p>
Outline view	<p>Displays an outline of the active file and lists structural elements. The contents are editor-specific.</p>

<b>Window</b>	<b>Description</b>
Problems view	Displays validation errors or warnings that you may encounter in addition to errors in the Diagram editor and Properties view. Follow warning and error messages to adjust MBO properties and configurations to avoid problems, and use as a valuable source for collecting troubleshooting information when reporting issues to Customer Service and Support.
Error Log view	Displays error log information. This is a valuable source for collecting troubleshooting information.



# Developing a Windows Mobile Device Application

Generate code for the Windows Mobile platform based on the MBOs, add additional code to develop a Windows Mobile device application, and test its functionality.

## Prerequisites

- *Getting Started* on page 3
- Install Visual Studio 2008.
- Install Microsoft .NET Compact Framework 3.5 from <http://www.microsoft.com/downloads/en/details.aspx?FamilyID=e3821449-3c6b-42f1-9fd9-0041345b3385&displaylang=en>, if it was not installed with Visual Studio.
- *Tutorial: Mobile Business Objects Development*, which provides the foundation tasks for this tutorial.

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**Note:** After you complete this tutorial, you must preserve the SUP101 project files created, as the starting point for this Windows Mobile tutorial. If you have upgraded Sybase Mobile SDK since you completed the MBO tutorial, you must work through that tutorial again using your current SDK version.

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- In Unwired WorkSpace, open the SUP101 mobile application project you created in working through *Tutorial: Mobile Business Objects Development*. In WorkSpace Navigator, right-click the SUP101 folder and select **Open in Diagram Editor**.

## Task

The device application communicates with the database mobile business objects that are deployed to Unwired Server.

### 1. *Installing Microsoft Synchronization Software*

Install and configure Microsoft synchronization software so you can deploy and run a mobile application on a Windows Mobile emulator.

### 2. *Generating C# Object API Code*

Generate Object API code for Windows Mobile devices.

### 3. *Creating the User Interface for the Windows Mobile Device Application*

Import the SUP101 project in to Visual Studio 2008, configure the project, then download the tutorial code snippets from SyBooks Online Infocenter so you can create the application user interface.

### 4. *Deploying and Running the Device Application*

Deploy the device application to a Windows Mobile 6 device emulator, and test its functionality.

### Installing Microsoft Synchronization Software

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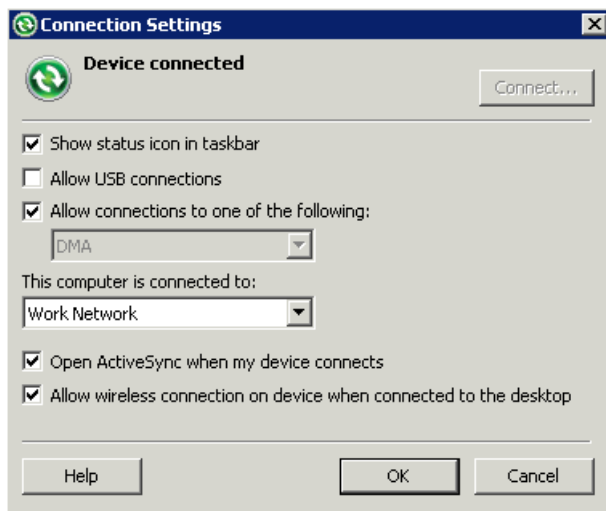
Install and configure Microsoft synchronization software so you can deploy and run a mobile application on a Windows Mobile emulator.

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**Note:** These instructions describe installing Microsoft ActiveSync for Windows XP. If you are using Windows Vista, Windows 7, or Windows 2008, install Virtual PC 2007 SP1 and Windows Mobile Device Center to manage synchronization settings. Download the Windows Mobile Device Center from <http://www.microsoft.com/windowsmobile/en-us/downloads/microsoft/device-center-download.aspx> and follow Microsoft instructions for installing and using that software instead of this procedure.

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1. Download Microsoft ActiveSync:
  - a) In a Web browser, open the Windows Phone page at <http://www.microsoft.com/windowsmobile/en-us/help/synchronize/device-synch.aspx>.
  - b) Follow the instructions to select and download the sync software for the system's operating system. Windows XP requires ActiveSync version 4.5.
  - c) In the Windows Phone downloads page, click the **ActiveSync** button.
  - d) In the ActiveSync page, download the ActiveSync install file and save it to your local system.
2. Run the downloaded install file.  
For example, double-click `setup.msi` in Windows Explorer.
3. When the installation is complete, restart the system.
4. Start ActiveSync if it does not start automatically.  
For example, click **Start > Programs > Microsoft ActiveSync**.
5. In ActiveSync, click **File > Connection Settings**.
6. Select **Allow connections to one of the following**, then select **DMA**.
7. For the option, **This computer is connected to**, select **Work Network**.



8. Click **OK**.

## Generating C# Object API Code

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Generate Object API code for Windows Mobile devices.

### Prerequisites

1. Connect to both the sampledb database and Unwired Server. Code generation fails if the server-side (run-time) enterprise information system (EIS) data sources referenced by the MBOs in the project are not running and available to connect to when you generate object API code.
2. Switch to the Advanced developer profile to see advanced options in Unwired WorkSpace.

### Task

1. Start Unwired WorkSpace, using the same workspace location you used when you created the SUP101 project in the MBO tutorial.
2. In Unwired WorkSpace, open the **SUP101** mobile application project.  
In WorkSpace Navigator, right-click the **SUP101** folder and select **Open in Diagram Editor**.
3. Right-click anywhere in the SUP101 - Mobile Application Diagram and select **Generate Code**.
4. On the Code generation configuration screen, click **Next**.
5. Make sure the Customer and Sales\_order MBOs are selected, then click **Next**.

6. Enter the information for these configuration options:

Option	Description
Language	Select <b>C#</b> .
Platform	Select <b>.NET Compact Framework 3.5 for Windows Mobile</b> .
Unwired Server	Select <b>My Unwired Server</b> .
Server domain	Select <b>default</b> .
Page size	Select <blank> (replacing 1024).
Namespace	Enter SUP101.
Destination	Accept the default.  The default location for generated code is \\SUP101\Generated Code.

7. Click **Finish**.

A success notification dialog might appear. If so, click **OK**.

## Creating the User Interface for the Windows Mobile Device Application

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Import the SUP101 project in to Visual Studio 2008, configure the project, then download the tutorial code snippets from SyBooks Online Infocenter so you can create the application user interface.

### Prerequisites

- Install Windows Mobile 6 Professional SDK from <http://www.microsoft.com/downloads/en/details.aspx?FamilyID=06111a3a-a651-4745-88ef-3d48091a390b&displaylang=en>.
- Download the text files that contain the code snippets you need to build the user interface from the SUP\_WM\_Custom\_Dev\_Tutorial\_code.zip file. The code snippets are used to create the Customers, Customer\_Details, and Program C# files.
  - If you are viewing this guide as a PDF, you can obtain the text files from the Sybase SyBooks Online Infocenter site at <http://infocenter.sybase.com0>. Select the appropriate version, navigate to this same topic page in the online tutorial, then click the link for the zip file to save the files locally.
  - If you are viewing this guide online from the Sybase SyBooks Online Infocenter site, click *SUP\_WM\_Custom\_Dev\_Tutorial\_code.zip* to access the text files.
  - Extract the contents of the zip file to any convenient location *except* <workspace\_for\_Unwired\_WorkSpace>\SUP101\Generated Code



\src. As you work through this tutorial you generate code in that location that have the same names as the downloaded files.

### Task

In the prior task, you generated C# Object API code from the MBO project. That file is located in your Eclipse workspace under ..\SUP101\Generated Code\src.

1. From <workspace\_for\_Unwired\_WorkSpace>\SUP101\Generated Code\src, open SUP101.csproj in Visual Studio 2008.
2. Edit the project properties.
  - a) In Solution Explorer, under Solution 'SUP101' (1 project), right-click **SUP101**, then select **Change Target Platform**, then select **Windows Mobile 6 Professional SDK**, then **OK**.
  - b) Right-click **SUP101** again, then select **Properties**.
  - c) In the Application tab, set **Output type** to **Console Application**.
  - d) In the Devices tab, set **Target device** to **Windows Mobile 6 Professional Emulator**.
  - e) Select **File > Save All**, then save the solution as SUP101.sln.

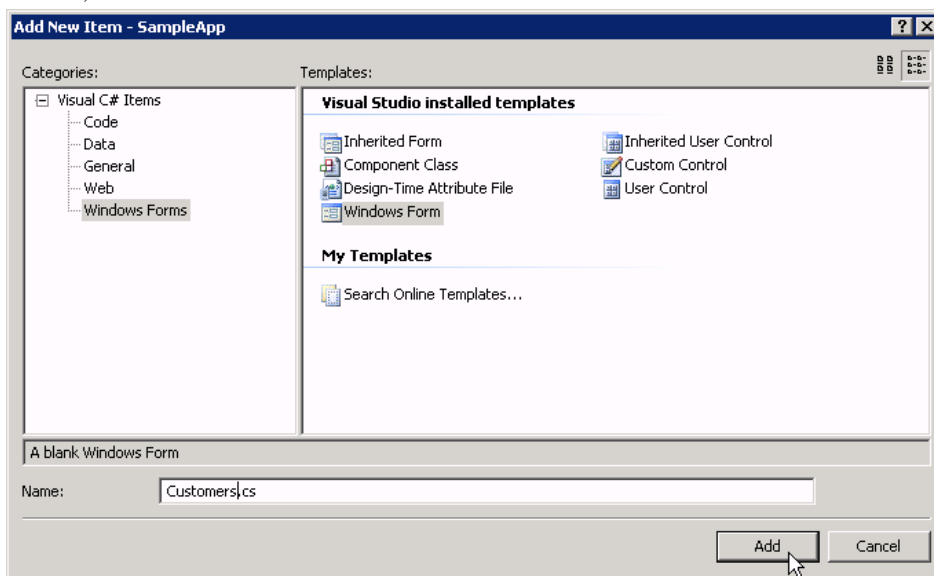
### See also

- *Deploying and Running the Device Application* on page 24

## Creating the Customers Form

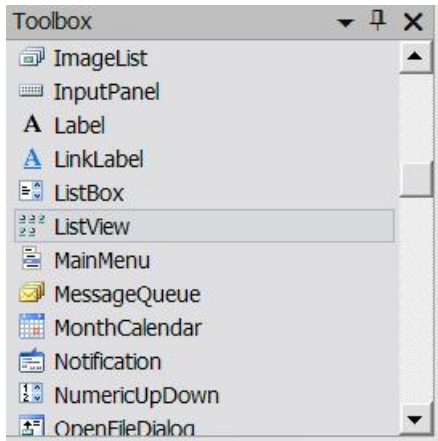
Create the user interface for the Customers form.

1. In Solution Explorer, under Solution 'SUP101' (1 project), right-click the **SUP101** project and select **Add > New Item**.
2. In the Add New Item Categories section, select **Windows Forms**. From the Templates section, select **Windows Form**. Enter **Customers** as the form name and click **Add**.

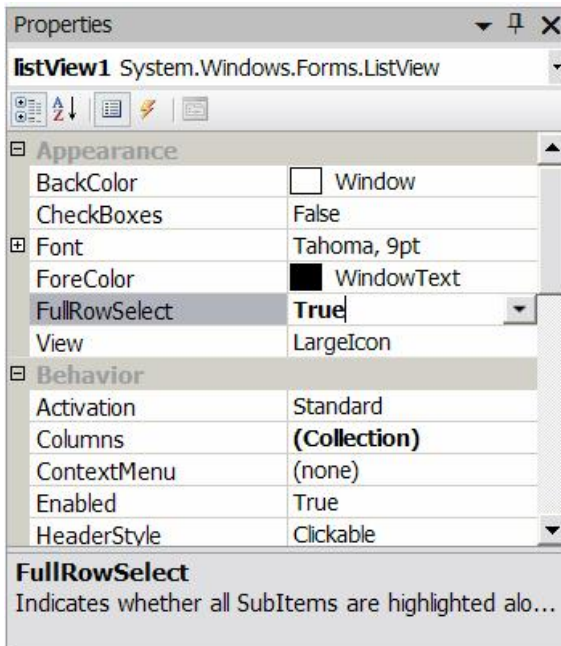


An empty form, **Customers**, displays on the **Customers.cs [Design]** tab.

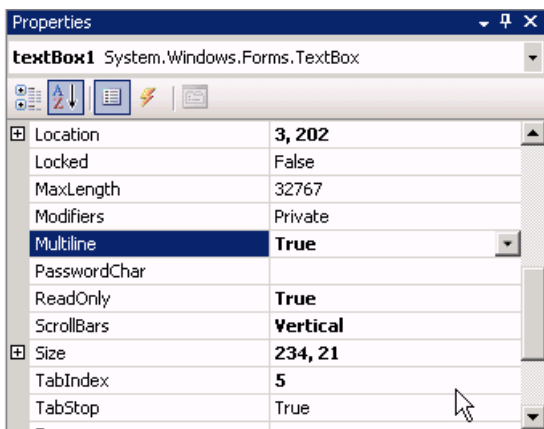
3. From the Toolbox, drag and drop three buttons onto the form.
4. Select each button, and in the Properties view, change the **Text** of the buttons to:
  - button1 – InitializeApplication
  - button2 – LoadData
  - button3 – Update Customer
5. In the Toolbox, under **Common Device Controls**, drag **ListView** and drop it onto the Customers form.



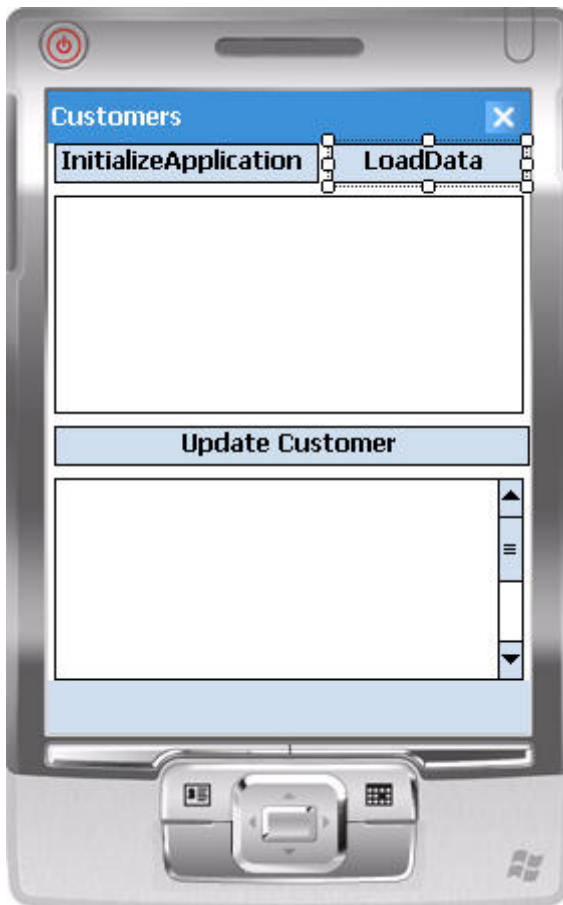
6. In the Toolbox, under **Common Device Controls**, drag **Textbox** and drop it onto the Customers form.
7. In the **Customers** form, click the **ListView** control, then in the Properties pane, set **FullRowSelect** to **True**.



8. In the **Customers** form, select the **Textbox**, then in the Properties pane, set these properties:
- Multi-line – True
  - Read-only – True
  - Scrollbars – Vertical



9. Arrange the controls on the Customers form so they look like this:



10. Save the `Customers.cs` form.
11. In Solution Explorer, in the `SUP101` project, right-click `Customers.cs`, then select **View Code**.
12. Replace the code with the source code from the `Customers.cs` file you downloaded from the Sybase SyBooks Online Infocenter site, also provided below:

```
using System;  
  
using System.Collections.Generic;  
using System.ComponentModel;  
using System.Data;  
using System.Drawing;  
using System.Text;  
using System.Windows.Forms;  
using SUP101;  
using Sybase.Mobile;  
using Sybase.Persistence;  
using Sybase.Collections;
```

```

namespace SUP101
{
    public delegate void DelegateAddString(String s);
    public delegate void DelegateRefreshItem(long i);
    public partial class Customers : Form
    {
        private const String USERNAME = "supAdmin";
        private const String PASSWORD = "s3pAdmin";
        private const String HOST = "...";
        private const int PORT = 5001;
        private const int TIMEOUT = 600;
        private System.Collections.Generic.Dictionary<string,
long> IdToSK = new System.Collections.Generic.Dictionary<string,
long>();
        internal static
System.Collections.Generic.Dictionary<long, int> SKToIndex = new
System.Collections.Generic.Dictionary<long, int>();

        DelegateAddString m_DelegateAddString;

        DelegateRefreshItem m_refreshItem;

        public Customers()
        {
            InitializeComponent();
            m_DelegateAddString = new
DelegateAddString(this.AddString);
            m_refreshItem = new
DelegateRefreshItem(this.RefreshListItem);
        }

        internal void RefreshListItem(long sk)
        {
            int index = SKToIndex[sk];
            listView1.BeginUpdate();
            ListViewItem item = listView1.Items[index];
            String id = item.Text;

            Customer thisCustomer =
Customer.FindByPrimaryKey(Int32.Parse(id));
            item.SubItems[1].Text = thisCustomer.Fname;
            item.SubItems[2].Text = thisCustomer.Lname;
            listView1.EndUpdate();
        }

        private void AddString(String s)
        {
            textBox1.Text += s + "\r\n";
            textBox1.SelectionStart = textBox1.Text.Length;
            textBox1.ScrollToCaret();
            textBox1.Refresh();
        }

        private void InitializeApplication_Click(object sender,
EventArgs e)

```

```

    {
        Sybase.Mobile.Application app =
Sybase.Mobile.Application.GetInstance();
        app.ApplicationIdentifier = "SUP101";
        MyCallbackHandler.textBox1 = textBox1;
        SUP101DB.RegisterCallbackHandler(new
MyCallbackHandler());
        SUP101DB.SetApplication(app);
        SUP101DB.GetSynchronizationProfile().ServerName = HOST;

        ConnectionProperties connProps =
app.ConnectionProperties;
        LoginCredentials loginCredentials = new
LoginCredentials(USERNAME, PASSWORD);

        connProps.LoginCredentials = loginCredentials;
        connProps.ServerName = HOST;
        connProps.PortNumber = PORT;

        if (app.RegistrationStatus !=
RegistrationStatus.REGISTERED)
        {
            AddString("Application registering ... ");
            app.RegisterApplication(TIMEOUT);
            AddString("Application registered");
        }
        else
        {
            AddString("Connecting to server ...");
            app.StartConnection(TIMEOUT);
            AddString("Connected to server");
        }

        if (!SUP101DB.IsSynchronized("default"))
        {
            SUP101DB.DisableChangeLog();
            AddString("Package synchronizing ...");
            SUP101DB.Synchronize(); // Initial Synchronize

            ISynchronizationGroup sg =
SUP101DB.GetSynchronizationGroup("default");
            sg.EnableSIS = true;
            sg.Save();
            SUP101DB.Synchronize();
            AddString("Package synchronized");
        }
        SUP101DB.EnableChangeLog();
        AddListView();
    }

    private void LoadData_Click(object sender, EventArgs e)
    {
        if
(Sybase.Mobile.Application.GetInstance().RegistrationStatus ==
RegistrationStatus.REGISTERED)
        {

```

```

        Cursor.Current = Cursors.WaitCursor;
        AddString("Loading data from database ...");
        AddDataToListView();
        Cursor.Current = Cursors.Default;
    }
    else
    {
        AddString("Application is not initialized!");
    }
}

private void AddListView()
{
    this.listView1.Clear();
    listView1.Columns.Add("Id", listView1.Width / 4,
HorizontalAlignment.Left);
    listView1.Columns.Add("First Name", listView1.Width /
3, HorizontalAlignment.Center);
    listView1.Columns.Add("Last Name", listView1.Width / 3,
HorizontalAlignment.Right);
    listView1.View = View.Details;
    listView1.FullRowSelect = true;
}

private void AddDataToListView()
{
    this.listView1.Clear();
    listView1.Columns.Add("Id", listView1.Width / 4,
HorizontalAlignment.Left);
    listView1.Columns.Add("First Name", listView1.Width /
3, HorizontalAlignment.Center);
    listView1.Columns.Add("Last Name", listView1.Width / 3,
HorizontalAlignment.Right);
    listView1.View = View.Details;
    listView1.FullRowSelect = true;

    Query query = new Query();
    query.Select("x.fname, x.lname, x.surrogateKey, x.id");
    query.From("Customer", "x");
    query.OrderBy("id", SortOrder.ASCENDING);

    int index = 0;
    QueryResultSet rs = SUP101DB.ExecuteQuery(query);
    while (rs.Next())
    {
        String fname = rs.GetString(1);
        String lname = rs.GetString(2);
        long sk = rs.GetLong(3);
        String id = rs.GetString(4);

        ListViewItem item = new ListViewItem(id);
        item.SubItems.Add(fname);
        item.SubItems.Add(lname);
        listView1.Items.Add(item);
    }
}

```

```

        IdToSK.Add(id, sk);
        SKToIndex.Add(sk, index++);
    }
}
private void update_Click(object sender, EventArgs e)
{
    if (listView1.FocusedItem != null)
    {
        Program.setCustomer(listView1.FocusedItem.Text);
        Program.getForm2().Visible = true;
        Program.getForm1().Visible = false;
    }
    else
        MessageBox.Show("Please select a row");
}
private void Send_Click(object sender, EventArgs e)
{
    Customer.SubmitPendingOperations();
}
public class MyCallbackHandler :
Sybase.Persistence.DefaultCallbackHandler
{
    public static TextBox textBox1 = new TextBox();

    private void invokeDelegate(long i)
    {
        Customers f = Program.getForm1();
        f.Invoke(f.m_refreshItem, new Object[] { i });
    }

    public override SynchronizationAction
OnSynchronize(GenericList<ISynchronizationGroup> groups,
SynchronizationContext context)
    {
        if (context.Status ==
SynchronizationStatus.FINISHING || context.Status ==
SynchronizationStatus.ASYNC_REPLAY_UPLOADED)
        {
            Query query = new Query();
            GenericList<IChangeLog> changeLogs =
SUP101DB.GetChangeLogs(query);
            foreach (IChangeLog changeLog in changeLogs)
            {
                if (changeLog.EntityType ==
EntityType.Customer)
                {
                    invokeDelegate(changeLog.SurrogateKey);
                }
            }
        }

        return SynchronizationAction.CONTINUE;
    }
}

```



```
}
}
```

13. Be sure the bolded code line matches the Sybase Unwired Platform Admin login, password, and host you indicated during installation.

```
private const String USERNAME = "supAdmin";
private const String PASSWORD = "s3pAdmin";
private const String HOST = "...";
```

14. Click the **Customers.cs[Design]** tab to go back to the Customers form design view to add event handlers to the buttons.

- a) Click the InitializeApplication button on the form.
- b) In the Properties view for the button, click the Event icon (lightning bolt).
- c) Next to the Click data binding, select **InitializeApplication\_Click**.
- d) Repeat these steps for each button, selecting these events for each Click data binding.
  - LoadData – **LoadData\_Click**
  - Update Customer – **update\_Click**

15. Save your changes.

## Creating the Customer Details Form

Create the user interface for the Customer\_Details form.

1. Add another Windows Form to the project, and name this one Customer\_Details.
2. From the Toolbox, drag and drop three labels onto the Customer\_Details form.
3. Align the labels on the left side of the form.
 

In the Properties view, in the Text field, rename the labels **Cust ID**, **First Name**, and **Last Name**.
4. From the Toolbox, drag and drop three text boxes onto the Customer\_Details form and align them to the right of each of the three labels.
5. From the Toolbox, drag and drop one button from Common Device Controls onto the Customer\_Details form below the labels and text boxes.
6. In the Properties view, in the Text field, rename the button to **Submit**.
7. Save the Customer\_Details.cs form.
8. In Solution Explorer, in the SUP101 project, right-click Customer\_Details.cs, then select **View Code**.
9. Replace the existing code with the code from the Customer\_Details.cs file you downloaded from the Sybase SyBooks Online Infocenter site:

```
using System;

using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Text;
```

```

using System.Windows.Forms;

using SUP101;
using Sybase.Collections;
using Sybase.Persistence;

namespace SUP101
{
    public partial class Customer_Details : Form
    {
        Customer thisCustomer;
        public Customer_Details()
        {
            InitializeComponent();
        }

        private void submit_Click(object sender, EventArgs e)
        {
            thisCustomer.Fname = textBox2.Text;
            thisCustomer.Lname = textBox3.Text;
            thisCustomer.Save();
            thisCustomer.SubmitPending();

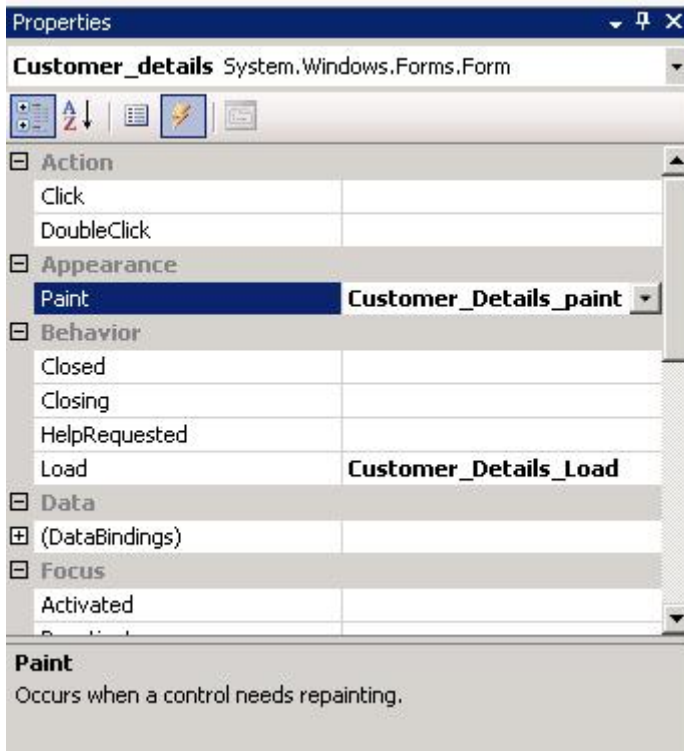
            ISynchronizationGroup sg =
SUP101DB.GetSynchronizationGroup("default");
            GenericList<ISynchronizationGroup> syncGroups = new
GenericList<ISynchronizationGroup>();
            syncGroups.Add(sg);
            SUP101DB.BeginSynchronize(syncGroups, "");

            Program.getForm1().Visible = true;

Program.getForm1().RefreshListItem(thisCustomer.SurrogateKey);
            Program.getForm2().Visible = false;
        }
        private void AddDataToForm()
        {
            textBox1.Text = Program.getCustomer();
            int id = Int32.Parse(Program.getCustomer());
            thisCustomer = Customer.FindByPrimaryKey(id);
            textBox2.Text = thisCustomer.Fname;
            textBox3.Text = thisCustomer.Lname;
        }
        private void Customer_Details_Load(object sender, EventArgs
e)
        {
            AddDataToForm();
        }
        private void Customer_Details_paint(object sender,
PaintEventArgs e)
        {
            AddDataToForm();
        }
    }
}

```

10. In the `Customer_Details.cs`[Design] view, click the **Submit** button, then in the Properties view, click the **Event** icon (lightning bolt), add the `submit_Click` event to the Submit button.
11. Add events to the `Customer_Details.cs`.
  - a) Click the **Customer\_Details.cs [Design]** tab.
  - b) In Properties view, select **Customer\_Details System.Windows.Forms.Form** from the drop-down list at the top of the view.
  - c) Click the **Events** icon (lightning bolt).
  - d) In Load, add the **Customer\_Details\_Load** event.
  - e) In Paint, add the **Customer\_Details\_paint** event.



12. Save your changes.

## **Creating the Main Program File**

Create the `Program.cs` file, which is the main entry point for the application.

1. In the Solution Explorer, right-click SUP101, then select **Add > New Item**.
2. In Categories, select **Code** and in Templates, select **Code File**.
3. Name the code file `Program.cs`, then click **Add**.

An empty code tab titled Program.cs opens.

4. Copy the code from the Program.cs file you downloaded from the Sybase SyBooks Online Infocenter into the Program.cs tab:

```
using System;
using SUP101;
using System.Windows.Forms;

namespace SUP101
{
    static class Program
    {
        /// <summary>
        /// The main entry point for the application.
        /// </summary>private static Customers _form1 = new
Form1();
        private static Customers _form1 = new Customers();
        private static Customer_Details _form2 = new
Customer_Details();
        private static string _custid;
        public static string getCustomer()
        {
            return _custid;
        }
        public static void setCustomer(string custid)
        {
            _custid = custid;
        }
        public static Customers getForm1()
        {
            return _form1;
        }
        public static Customer_Details getForm2()
        {
            return _form2;
        }
        static void Main(string[] args)
        {
            Application.Run(_form1);
        }
    }
}
```

5. Save your changes.
6. Build the project by pressing **Control+Shift+B**.

## Deploying and Running the Device Application

---

Deploy the device application to a Windows Mobile 6 device emulator, and test its functionality.

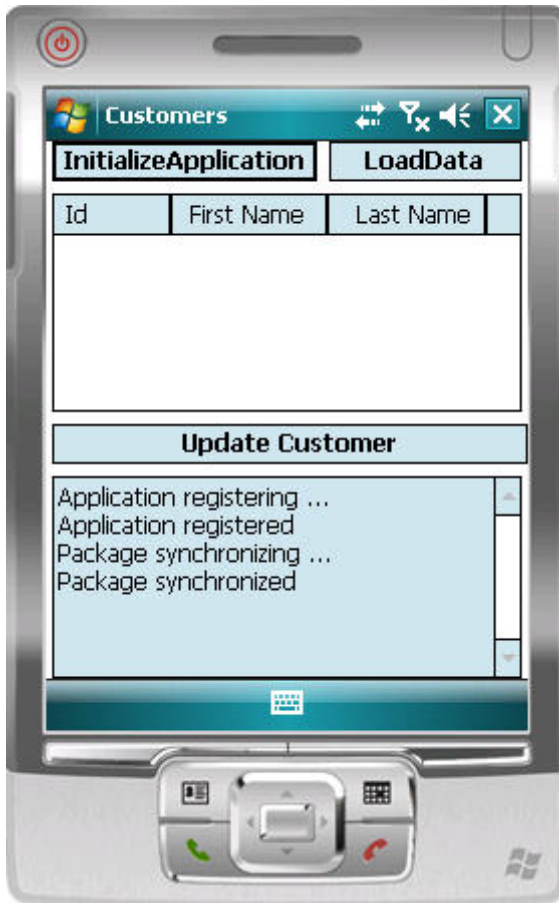
1. In Visual Studio, choose **Tools > Device Emulator Manager**.

2. Scroll down to **Windows Mobile 6 Professional Emulator** right-click, and select **Connect**.
3. In Device Emulator Manager, right-click **Windows Mobile 6 Professional Emulator** again and select **Cradle**.
4. In the Solution Explorer of Visual Studio, right-click the SUP010 project and select **Deploy**.
5. If the Deploy SUP101 dialog displays, select **Windows Mobile 6 Professional Emulator** and click **Deploy**.
6. Then in the Windows Mobile emulator go to **Start > Programs > File Explorer**.
7. Navigate to the installed path by accessing **My Device > Program Files > sup101**.
8. Click **SUP101** to start the application.
9. Click **InitializeApplication**.

Inside InitializeApplication, the application is registering and synchronizing data from the back end server. The initialization process also enables Target Change Notification by:

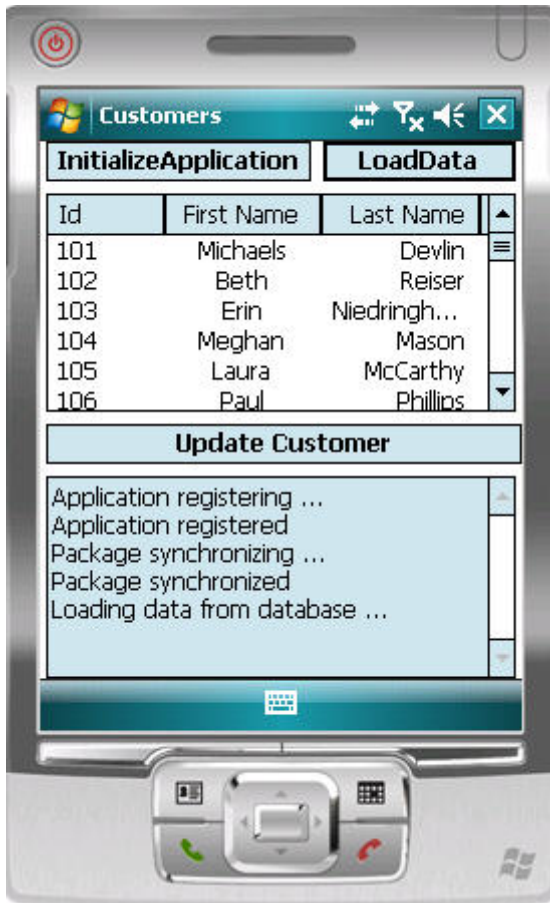
```
ISynchronizationGroup sg =  
SUP101DB.GetSynchronizationGroup("default");  
sg.EnableSIS = true;  
sg.Save();
```

A message displays in the output box below when complete.

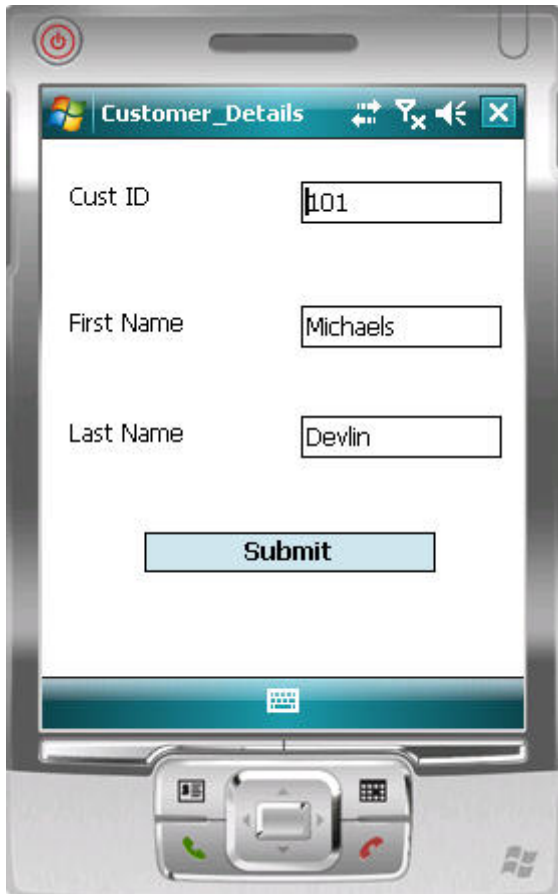


**10.** Click **LoadData** to populate Customer data in the list view.

To improve performance, `SUP101DB.ExecuteQuery` is used to query customer list, selecting only required columns (fname, lname...) instead of the entire customer object.



11. Highlight a customer record and click **Update Customer**.



12. Make changes, then click **Submit** to return to the Customers List screen.

Inside Submit, customer info is updated and `SUP101DB.beginSynchronize` is called in the background to avoid blocking the user interface.

**See also**

- *Creating the User Interface for the Windows Mobile Device Application* on page 12



# Learn More About Sybase Unwired Platform

Once you have finished, try some of the other samples or tutorials, or refer to other development documents in the Sybase Unwired Platform documentation set.

Check the Sybase Product Documentation Web site regularly for updates: <http://sybooks.sybase.com/sybooks/sybooks.xhtml>, then navigate to the most current version.

## *Tutorials*

Try out some of the other getting started tutorials available on the Product Documentation Web site to get a broad view of the development tools available to you.

## *Example Projects*

An example project is the end results of a finished tutorial without going through the steps. Download example projects from the SAP® Community Network (SCN) at <http://scn.sap.com/docs/DOC-8803>.

## *Samples*

Sample applications are fully developed, working applications that demonstrate the features and capabilities of Sybase Unwired Platform.

Check the SAP® Development Network (SDN) Web site regularly for new and updated samples: <https://cw.sdn.sap.com/cw/groups/sup-apps>.

## *Online Help*

See the online help that is installed with the product, or available from the Product Documentation Web site.

## *Developer Guides*

Learn best practices for architecting and building device applications:

- *Mobile Data Models: Using Data Orchestration Engine* – provides information about using Sybase Unwired Platform features to create DOE-based applications.
- *Mobile Data Models: Using Mobile Business Objects* – provides information about developing mobile business objects (MBOs) to fully maximize their potential.

Use the appropriate API to create device applications:

- *Developer Guide: Android Object API Applications*
- *Developer Guide: BlackBerry Object API Applications*
- *Developer Guide: iOS Object API Applications*
- *Developer Guide: Windows and Windows Mobile Object API Applications*
- *Developer Guide: Mobile Workflow Packages*

Customize and automate:

## Learn More About Sybase Unwired Platform

- *Developer Guide: Unwired Server Management API* – customize and automate system administration features.

Javadoc and HeaderDoc are also available in the installation directory.

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