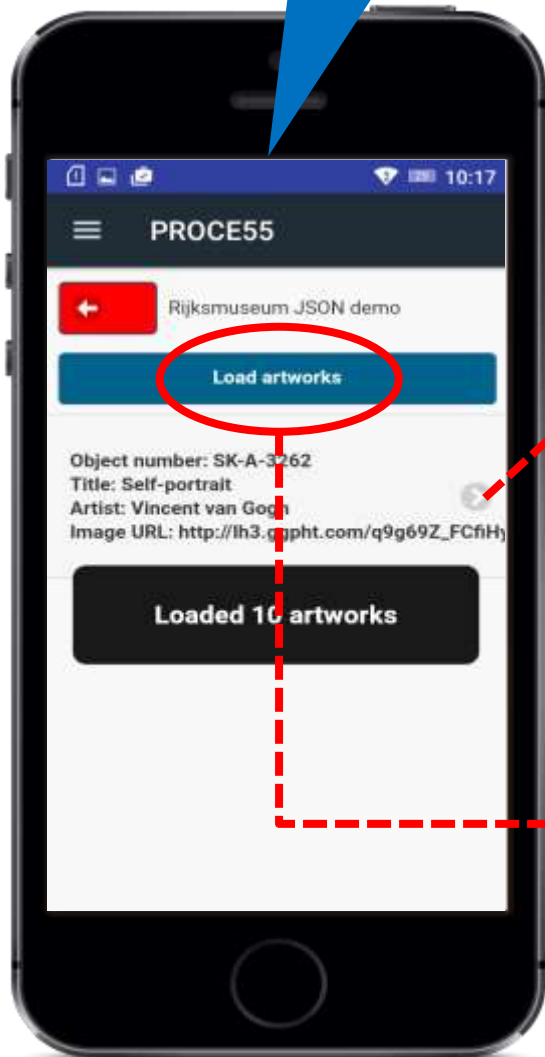


PROCE55® Mobile: Web API App



PROCE55® Mobile with Test Web API App



Web API App Example

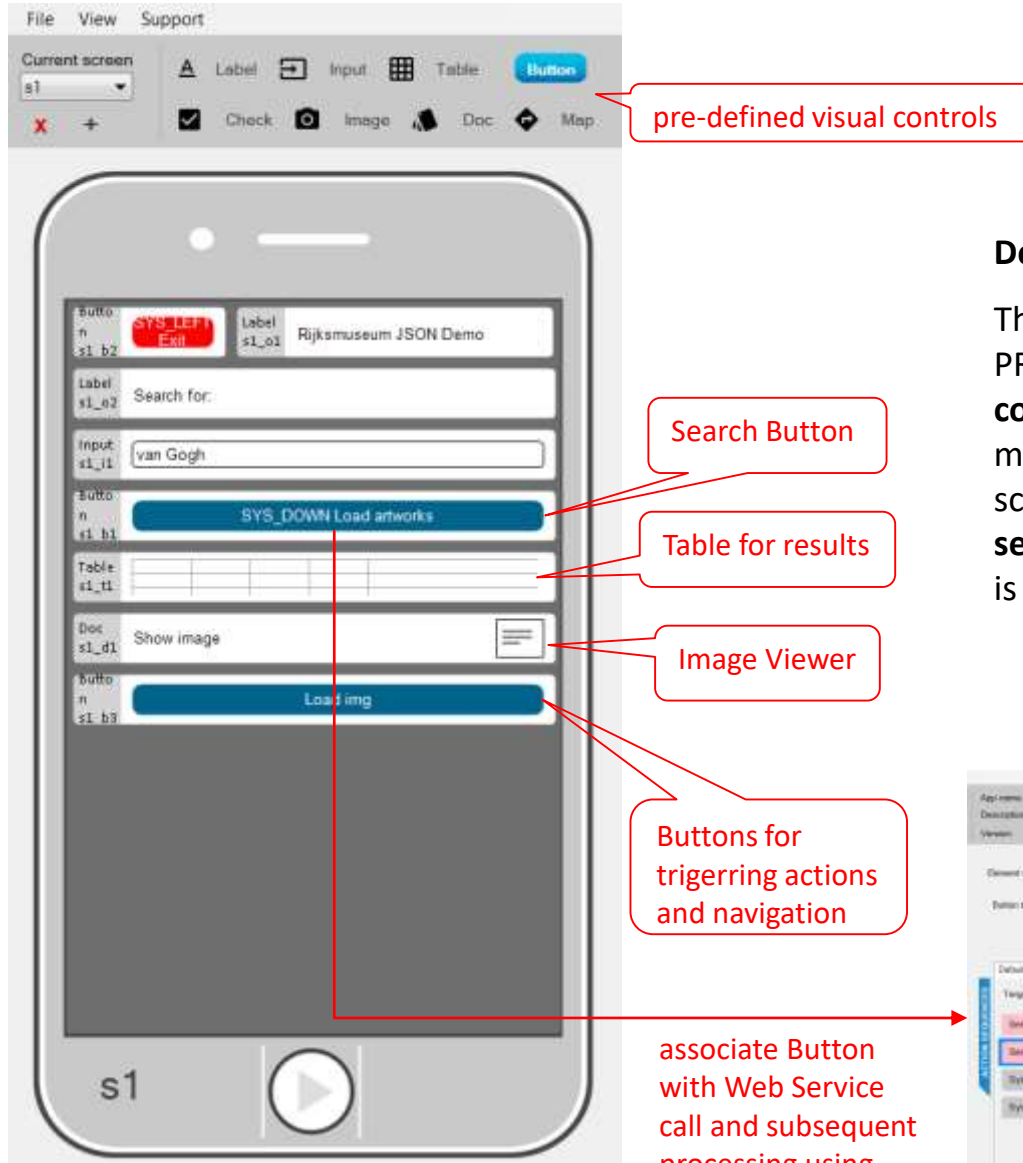
This example shows how to access a typical Web API using your mobile phone via Internet. The returned data is in JSON format and for extraction of needed elements (text and picture) the **Client Side Java Script** function is used.



Web API

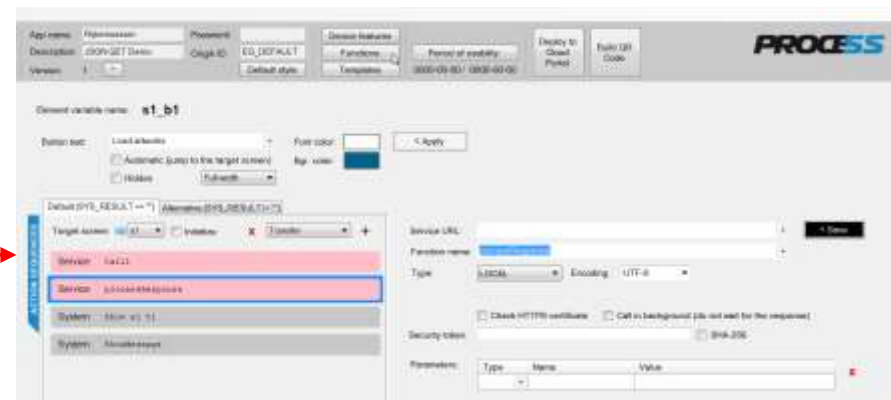
<https://www.rijksmuseum.nl/api/...>

PROCE55® Mobile: How to create Web API App – Step 1



Design User Interface

The visual User Interface can be designed with the PROCES55® Modeler using the pre-defined **visual controls** which can be placed on the screens of the mobile App. **Buttons** are used to navigate among the screens. Each button can be associated with a **sequence of pre-defined actions**, the flow of actions is controlled by **conditions**. See our Guides for details.



PROCE55® Mobile: How to create Web API App – Step 2



Button is associated with a sequence of actions

Insert Actions and select them to define their attributes. Now the Action Service is selected to define the Web Service interface

Service call

Function for processing of response¹

Activate visual controls

Insert Web API endpoint according to the documentation:
<https://www.rijksmuseum.nl/api/en/collection/?key=<key>&format=json&q=<search query>>

Type	Name	Value

¹In case of more complex logic you can use the **JavaScript functions** which can be built-in into application. In this example we are using the function to parse the more complex JSON response. Using functions you can access and control any visual element and many internal variables.

PROCE55® Mobile: How to create Web API App – Step 3



The screenshot shows the PROCE55 Mobile development environment. At the top, there's a header with fields for 'App name: Rijksmuseum', 'Password:', 'Description: JSON GET Demo', 'Origin ID: EG_DEFAULT', and a 'Functions' button circled in red. Below this is the 'Embedded functions' section, which contains a code editor with the following JavaScript code:

```
1
2 function processResponse() {
3
4     // Parse the response object
5     var obj1 = JSON.parse(P55_LAST_REQUEST_RESPONSE);
6
7     // Get the object array
8     var art_objects = obj1.artObjects;
9     //ShowDialog('Object count: ' + art_objects.length);
10
11    // Get the screen table element
12    var table1 = PROCE55_GetElementByName('s1_t1');
13    var table_rows = [ ];
14
```

Below the code editor is the 'Element variable name: s1_b1' configuration panel. It includes fields for 'Button text: SYS_DOWN Load artworks', 'Width: Full width', and 'Font color:'. A 'Service' row in the 'ACTION SEQUENCES' list is highlighted in blue and labeled 'processResponse'. To the right, the 'Service URL' configuration panel is visible, with 'Function name: processResponse' selected. A red arrow points from the 'processResponse' function name in the configuration panel to the corresponding function definition in the code editor. A blue arrow points from the 's1_b1' element variable name to the 's1_t1' element name used in the code.

JavaScript functions are built-in into application. A function can access and control any visual element (e.g. PROCE55_GetElementByName is applied to the table s1_t1) and use many internal variables like P55_LAST_REQUEST_RESPONSE which in this case contains the JSON response of the previous (last) Web API service call.

PROCE55® Mobile: How to create Web API App – Function Code



Embedded functions

The following JavaScript functions will be packaged with this app. Right-click in the editor window for more options.

Insert function template | Undo | Redo

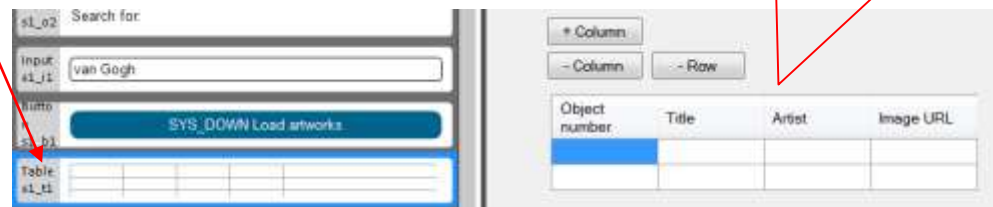
```
1
2 function processResponse() {
3
4     // Parse the response object
5     var obj1 = JSON.parse(P55_LAST_REQUEST_RESPONSE);
6
7     // Get the object array
8     var art_objects = obj1.artObjects;
9     //ShowDialog('Object count: ' + art_objects.length);
10
11    // Get the screen table element
12    var table1 = PROCE55_GetElementByName('s1_t1');
13    var table_rows = [ ];
14
15    // Loop art object array and add each to the screen table
16    for (var n = 0; n < art_objects.length; n++) {
17
18        // Create a new table row
19        var newrow1 = new P55TableRow(n);
20        var rowdata1 = [ ];
21
22        // Image URL is optional, read if present:
23        var img1 = '';
24        if (art_objects[n].webImage && art_objects[n].hasImage) {
25            img1 = art_objects[n].webImage.url;
26        }
27
28        // Add column data for all 4 columns in this row
29        rowdata1.push(art_objects[n].objectNumber);
30        rowdata1.push(art_objects[n].title);
31        rowdata1.push(art_objects[n].principalOrFirstMaker)
32        rowdata1.push(img1);
33
34        // Push the row to the rows array
35        newrow1.RowData = rowdata1;
36        table_rows.push(newrow1);
37    }
38    // Assign new table row array to the table element object
39    table1.TableData = table_rows;
40 }
```

This Function extracts parses the JSON response returned by Web API and creates the table which contains the extracted data elements. The Response contains the array of the artObjects with text descriptions and URL of Web images.

The response in JSON format is in the system variable **P55_LAST_REQUEST_RESPONSE** which is filled in by the immediately previous Web API call. The JSON object is parsed using standard means.

For table processing the local variable table1 is connected with the visual element table s1_t1 using the internal function **PROCE55_GetElementByName**.

Related table definition s1_t1



PROCE55® Mobile: How to create Web API App – JSON Fragment



```
{
  "elapsedMilliseconds": 53,
  "count": 385,
  "artobjects": [
    {
      "links": {
        "self": "https://www.rijksmuseum.nl/api/en/collection/SK-A-3262",
        "web": "https://www.rijksmuseum.nl/en/collection/SK-A-3262"
      },
      "id": "en-SK-A-3262",
      "objectNumber": "SK-A-3262",
      "title": "Self-portrait",
      "hasImage": true,
      "principalOrFirstMaker": "vincent van Gogh",
      "longTitle": "Self-portrait, Vincent van Gogh, 1887",
      "showImage": true,
      "permitDownload": true,
      "webImage": {
        "guid": "79574970-8e6a-46af-aa42-d2aa7101ab89",
        "offsetPercentageX": 50,
        "offsetPercentageY": 50,
        "width": 2034,
        "height": 2562,
        "url": "http://lh4.ggpht.com/RKAJ3z2m0cw83Ju0a7NIp71oUoJbVWJQzxwki5PSERissvWIrELCuxxGZ12U0PeAnf6WLkRCzpfDvjweUBj1cr2I4d1_=s0"
      },
      "headerImage": {
        "guid": "87fe6026-45a1-41d2-a126-9e330eda65a9",
        "offsetPercentageX": 50,
        "offsetPercentageY": 50,
        "width": 1920,
        "height": 460,
        "url": "http://lh3.ggpht.com/q9g69Z_FCfiHy0u0w3z1ISH4zs1FqiCwm-J2rVaYLud90xUMYD9SZjLMz2gBCqQPSvu_fk7snxcwRxa_izMwu_PGw=s0"
      },
      "productionPlaces": []
    },
    {
      "links": {
        "self": "https://www.rijksmuseum.nl/api/en/collection/RP-D-1984-40-V.W.V.GOGH-5",
        "web": "https://www.rijksmuseum.nl/en/collection/RP-D-1984-40-V.W.V.GOGH-5"
      },
      "id": "en-RP-D-1984-40-V.W.V.GOGH-5",
      "objectNumber": "RP-D-1984-40-V.W.V.GOGH-5",
      "title": "Prentbriefkaart aan Daniel Apollonius Delprat",
      "hasImage": false,
      "principalOrFirstMaker": "Vincent willem van Gogh",
      "longTitle": "Prentbriefkaart aan Daniel Apollonius Delprat, Vincent willem van Gogh, 1968",
      "showImage": false,
      "permitDownload": false,
      "webImage": null,
      "headerImage": null,
      "productionPlaces": [
        "Amsterdam"
      ]
    }
  ],
  "links": {
```

PROCE55® Mobile: How to create Web API App – Step 4



Deployment of the mobile App with PROCE55® Modeler is very simple compared with the procedures used in the App Stores. You can deploy the mobile App directly from the PROCE55® Modeler using QR Code or via Portals for complex deployment scenarios. **No compilation** is needed, you deploy to **iOS, Android or Windows Mobile Runtime Environment** directly without any transformation.

The screenshot shows the PROCE55 Modeler interface. At the top, there is a menu bar with 'File', 'View', and 'Support'. Below it, a toolbar contains various icons and a 'Button' button. The main workspace is divided into several sections. On the left, there is a mobile app preview window showing a form with fields for 'Search for:' (containing 'van Gogh') and buttons for 'SYS_DOWN Load artworks' and 'Load img'. In the center, a 'QR Code Deployment (remaining credit: 4870)' window is open, displaying a large QR code. To the right of the QR code, there are fields for 'Process name: Rijksmuseum' and 'Description: JSON GET Demo', along with 'Print' and 'to file' buttons. At the bottom of the QR code window, it says 'Rijksmuseum / ver.: 1' and 'QR-Code image data size: 2398 bytes (max. capacity: 2950 bytes)'. On the far right, there is a 'Build QR Code' button highlighted with a blue box. Below the QR code window, there is a preview of a mobile phone screen displaying the PROCE55 app interface with a QR code and the text 'Scan App or Portal >'.

Use this button to generate QR Code of the mobile App

Install the Mobile Runtime Environment first on your mobile phone

Scan the QR Code to transfer the mobile App to the mobile Phone