

# Using Windows Azure Mobile Services to Cloud-Enable Your Windows Phone 8 Apps

Windows Azure Developer Center

## Step-by-Step



Microsoft

# Using Windows Azure Mobile Services to Cloud-Enable your Windows Phone 8 Apps

Windows Azure Developer Center

**Summary:** This section shows you how to use Windows Azure Mobile Services to leverage data in a Windows Phone 8 app. In this tutorial, you will download an app that stores data in memory, create a new mobile service, integrate the mobile service with the app, and then login to the Windows Azure Management Portal to view changes to data made when running the app.

**Category:** Step-by-Step

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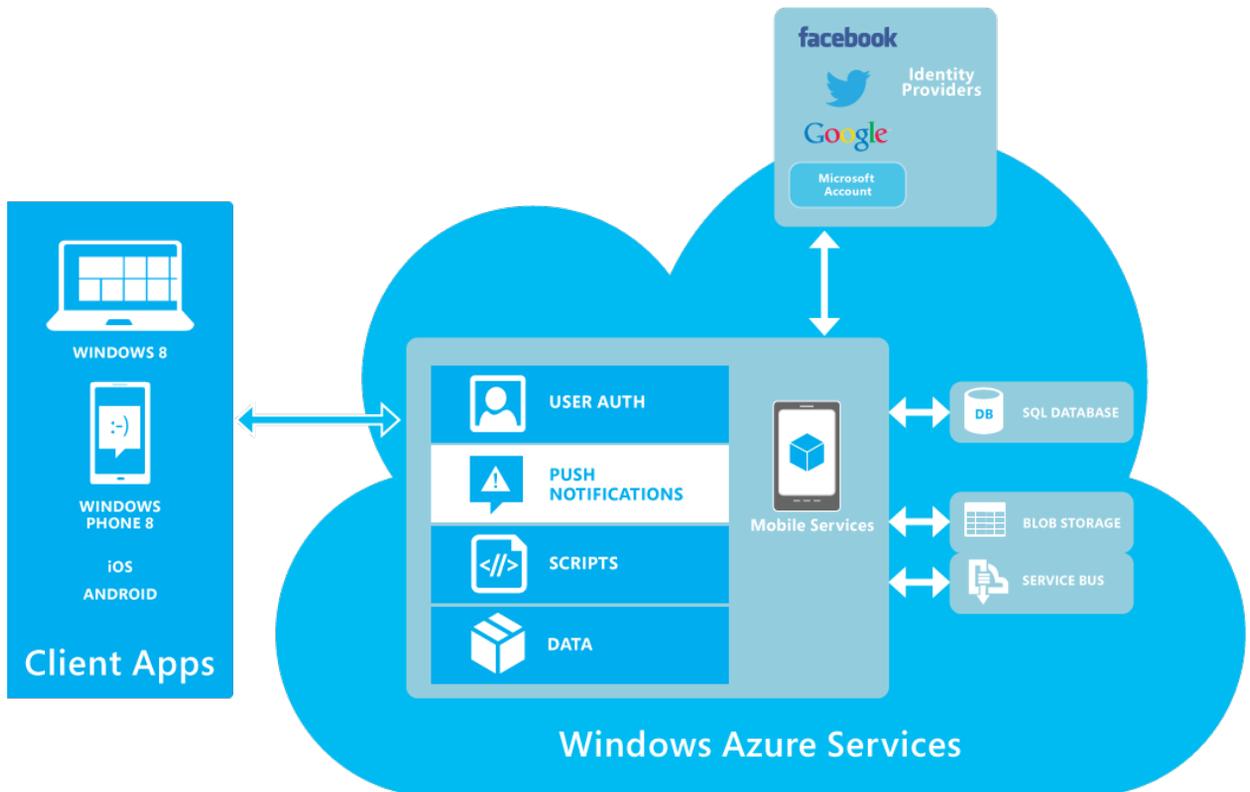
# Introducing Windows Azure Mobile Services

Windows Azure Mobile Services is a Windows Azure service offering designed to make it easy to create highly-functional mobile apps using Windows Azure. Mobile Services brings together a set of Windows Azure services that enable backend capabilities for your apps. Mobile Services provides the following backend capabilities in Windows Azure to support your apps:

- **Client libraries support mobile app development on various devices, including Windows 8, Windows Phone 8, iPhone, and iPad:**  
Like other Windows Azure service offerings, Mobile Services features a full set of REST APIs for data access and authentication so that you can leverage your mobile service from any HTTP compatible device. However, to make it easier for you to develop your apps, Mobile Services also provides client library support on most major device platforms so that you can interact with your mobile service by using a simplified client programming model that handles the HTTP messaging tasks for you.
- **Simple provisioning and management of tables for storing app data:**  
Mobile Services lets you store app data in SQL Database tables. By using the Windows Azure Management Portal, you easily create new tables as well as view and manage app data.
- **Integration with notification services to deliver push notifications to your app:**  
The ability to send real-time notifications to users has become a key functionality for device apps. Mobile Services integrates with platform-specific notification providers to enable you send notifications to your apps.
- **Integration with well-known identity providers for authentication:**  
Mobile Services makes it easy to add authentication to your apps. You can have your users log in with any of the major identity provider (Facebook, Twitter, Google, and Microsoft Account) and Mobile Services handles the authentication for you. Single sign-on is also supported by using Live Connect.
- **Granular control for authorizing access to tables:**  
Access to read, insert, update, and delete operations on tables can be restricted to various levels. This enables you to restrict table access to only authenticated users. Data can be further restricted based on the user ID of an authenticated user by using server scripts.
- **Supports scripts to inject business logic into data access operations:**  
The ability to execute your own business logic from the service-side is a key requirement of any backend solution. Mobile Services lets you register JavaScript code that is executed when specific insert, delete, update or read operations occur.
- **Integration with other cloud services:**  
Server scripts enable to integrate your mobile service with other backend services, such as Twilio, SendMail, Twitter, Facebook, other Windows Azure services, and any other services accessible from HTTP requests.

- **Supports the ability to scale a mobile service instance:**  
When your app gets popular, Mobile Services lets you easily scale your backend solution by adding instances or increasing the size of the database.
- **Service monitoring and logging:**  
Mobile services provides a dashboard that gives you an at-a-glance assessment of your mobile services activity and it also lets you see logged errors and write to the logs from your own server scripts.

The following is a functional representation of the Mobile Services architecture:



The tutorials in this e-book show you how to perform most of the most important tasks in Mobile Services.

# Get started with data in Mobile Services

This section shows you how to use Windows Azure Mobile Services to leverage data in a Windows Phone 8 app. In this tutorial, you will download an app that stores data in memory, create a new mobile service, integrate the mobile service with the app, and then login to the Windows Azure Management Portal to view changes to data made when running the app.

**Note:** This tutorial is intended to help you better understand how Mobile Services enables you to use Windows Azure to store and retrieve data in a Windows Phone 8 app. As such, this topic walks you through many of the steps that are completed for you in the Mobile Services quickstart. If this is your first experience with Mobile Services, consider first completing the tutorial [Get started with Mobile Services](#).

This tutorial walks you through these basic steps:

1. [Download the Windows Phone 8 app project](#)
2. [Create the mobile service](#)
3. [Add a data table for storage](#)
4. [Update the app to use Mobile Services](#)
5. [Test the app against Mobile Services](#)

This tutorial requires the [Mobile Services SDK](#) and the [Windows Phone 8 SDK](#) running on Windows 8.

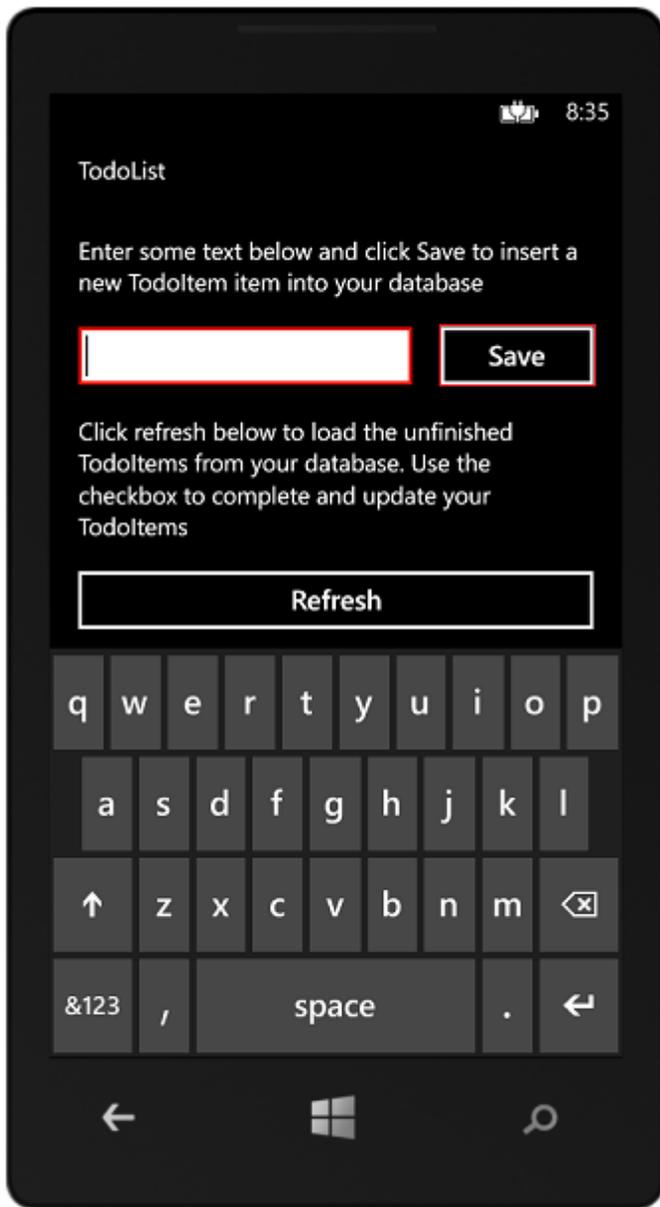
## Download the GetStartedWithData project

This tutorial is built on the [GetStartedWithData app](#), which is a Windows Phone 8 app. The UI for this app is identical to the app generated by the Mobile Services quickstart, except that added items are stored locally in memory.

1. Download the GetStartedWithData sample app from the [Developer Code Samples site](#).
2. In Visual Studio 2012 Express for Windows Phone 8, open the downloaded project and examine the MainPage.xaml.cs file.

Notice that added **TodoItem** objects are stored in an in-memory **ObservableCollection<TodoItem>**.

3. Press the **F5** key to rebuild the project and start the app.
4. In the app, type some text in the text box, then click the **Save** button.



Notice that the saved text is displayed in the list below.

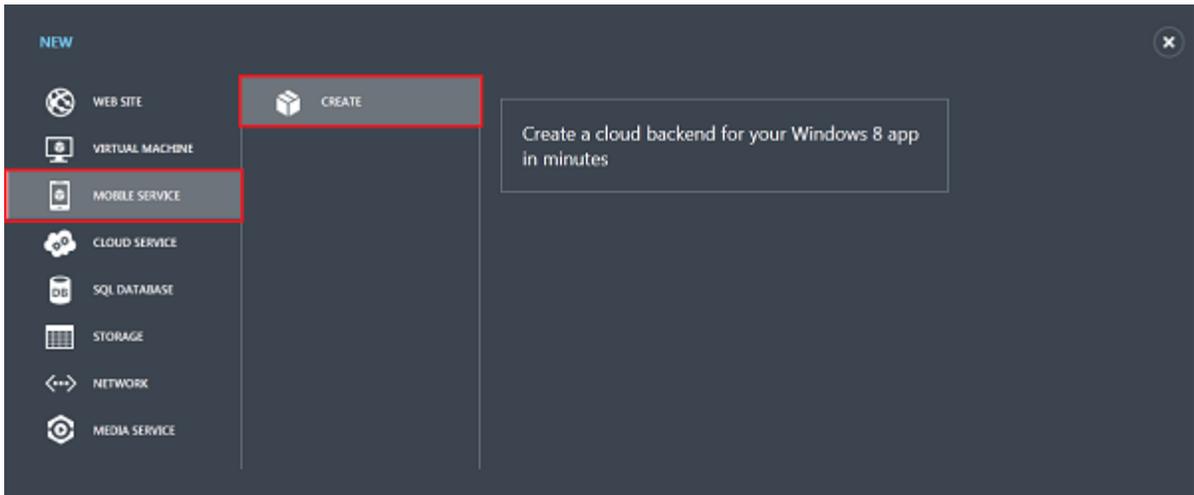
## Create a new mobile service in the Management Portal

Next, you will create a new mobile service to replace the in-memory list for data storage. Follow these steps to create a new mobile service.

1. Log into the [Windows Azure Management Portal](#).
2. At the bottom of the navigation pane, click **+NEW**.



- Expand **Compute** and **Mobile Service**, then click **Create**.



This displays the **New Mobile Service** dialog.

- In the **Create a mobile service** page, type a subdomain name for the new mobile service in the **URL** textbox and wait for name verification. Once name verification completes, click the right arrow button to go to the next page.

NEW MOBILE SERVICE x

## Create a Mobile Service

URL

ToDoList ✓

.azure-mobile.net

DATABASE

Create a new SQL database

REGION

Northwest US

➔ 2

This displays the **Specify database settings** page.

**Note:** As part of this tutorial, you create a new SQL Database instance and server. You can reuse this new database and administer it as you would any other SQL Database instance. If you already have a database in the same region as the new mobile service, you can instead choose **Use existing Database** and then select that database. The use of a database in a different region is not recommended because of additional bandwidth costs and higher latencies.

5. In **Name**, type the name of the new database, then type **Login name**, which is the administrator login name for the new SQL Database server, type and confirm the password, and click the check button to complete the process.

NEW MOBILE SERVICE ×

## Specify database settings

NAME  
 ✓

SERVER

LOGIN NAME  
 ?

PASSWORD  PASSWORD CONFIRMATION

REGION

Configure advanced database settings

1 ← ✓

**Note:** When the password that you supply does not meet the minimum requirements or when there is a mismatch, a warning is displayed.

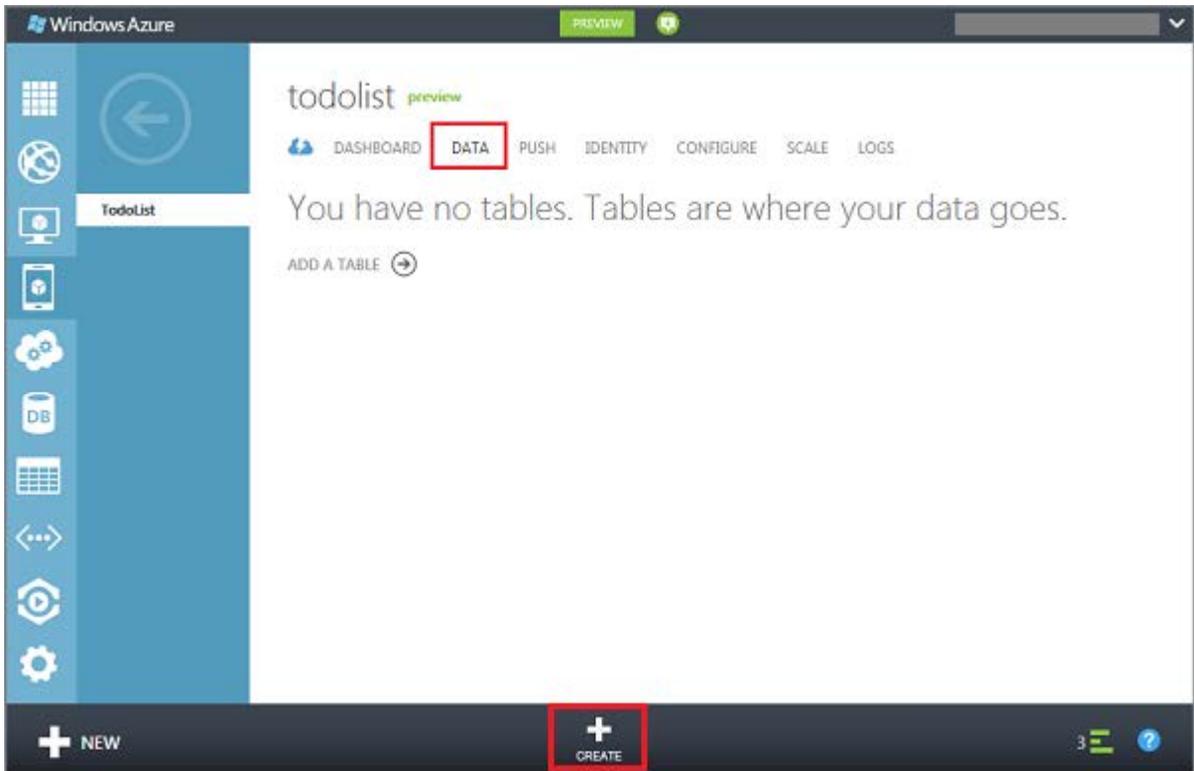
We recommend that you make a note of the administrator login name and password that you specify; you will need this information to reuse the SQL Database instance or the server in the future.

You have now created a new mobile service that can be used by your mobile apps. Next, you will add a new table in which to store app data. This table will be used by the app in place of the in-memory collection.

## Add a new table to the mobile service

To be able to store app data in the new mobile service, you must first create a new table in the associated SQL Database instance.

1. In the Management Portal, click **Mobile Services**, and then click the mobile service that you just created.
2. Click the **Data** tab, then click **+Create**.



This displays the **Create new table** dialog.

3. In **Table name** type *TodoItem*, then click the check button.

MOBILE SERVICES: DATA x

## Create New Table

TABLE NAME

You can set a permission level against each operation for your table. ?

INSERT PERMISSION

UPDATE PERMISSION

DELETE PERMISSION

READ PERMISSION

This creates a new storage table **TodoItem** with the default permissions set, which means that any user of the app can access and change data in the table.

**Note:** The same table name is used in Mobile Services quickstart. However, each table is created in a schema that is specific to a given mobile service. This is to prevent data collisions when multiple mobile services use the same database.

4. Click the new **TodoItem** table and verify that there are no data rows.
5. Click the **Columns** tab and verify that there is only a single **id** column, which is automatically created for you.

This is the minimum requirement for a table in Mobile Services.

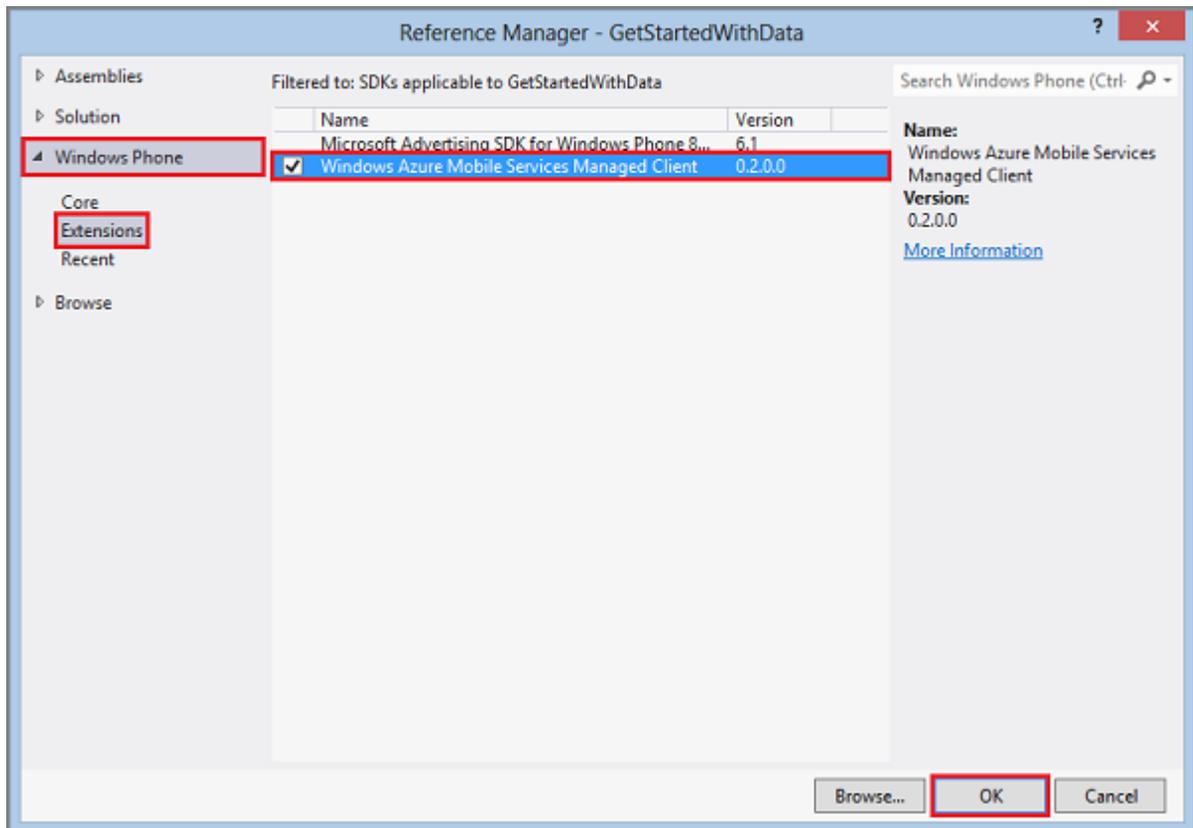
**Note:** When dynamic schema is enabled on your mobile service, new columns are created automatically when JSON objects are sent to the mobile service by an insert or update operation.

You are now ready to use the new mobile service as data storage for the app.

## Update the app to use the mobile service for data access

Now that your mobile service is ready, you can update the app to store items in Mobile Services instead of the local collection.

1. If you haven't already installed the [Mobile Services SDK](#), install it now.
2. In the **Project** menu in Visual Studio, click **Add Reference**, then expand **Windows**, click **Extensions**, check **Windows Azure Mobile Services Managed Client**, and click **OK**.

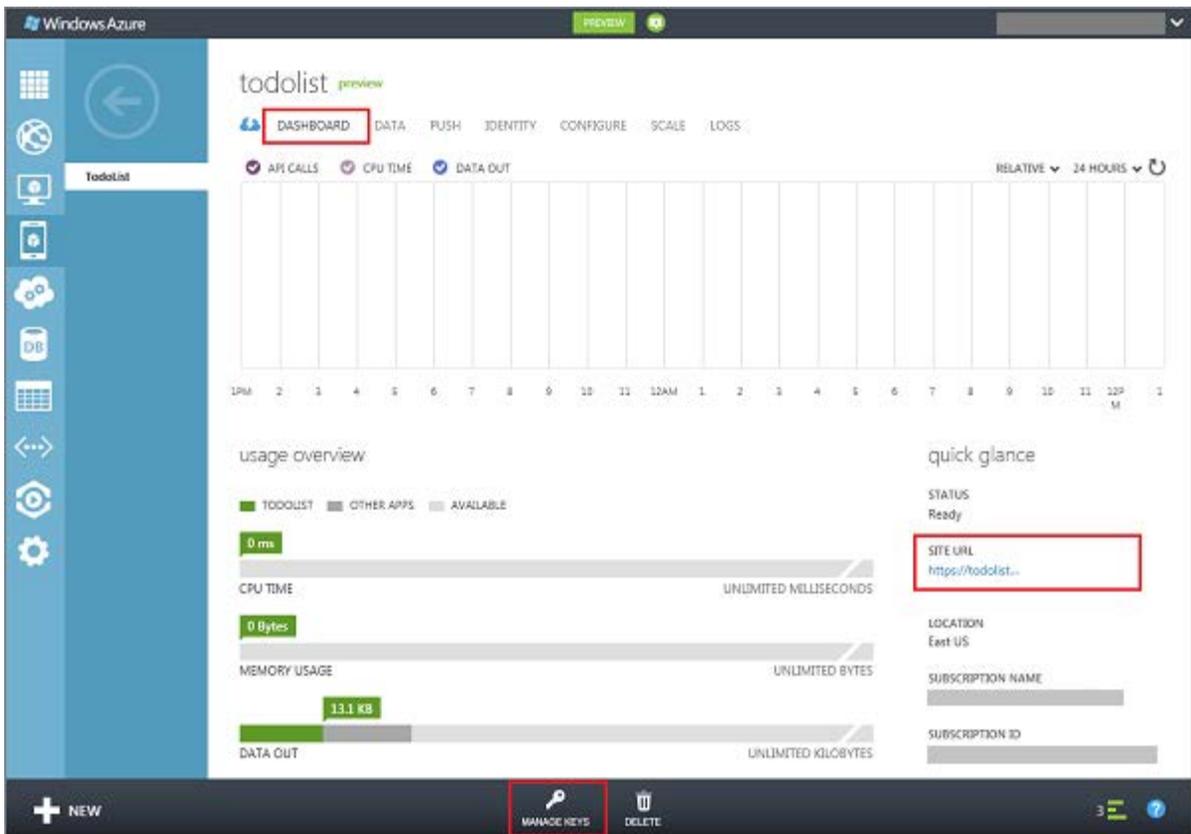


This adds a reference to the Mobile Services client to the project.

3. In both the MainPage.xaml.cs and App.xaml.cs project files, add or uncomment the following **using** statement:

```
using Microsoft.WindowsAzure.MobileServices;
```

- In the Management Portal, click **Mobile Services**, and then click the mobile service you just created.
- Click the **Dashboard** tab and make a note of the **Site URL**, then click **Manage keys** and make a note of the **Application key**.



You will need these values when accessing the mobile service from your app code.

- In Visual Studio, open the file `App.xaml.cs`, uncomment the code that defines the **MobileService** variable, and supply the URL and application key from the mobile service in the **MobileServiceClient** constructor, in that order.

This creates a new instance of `MobileServiceClient` that is used to access your mobile service.

- In the file `MainPage.xaml.cs`, comment the line that defines the existing **items** collection, and uncomment the following lines:

```
private MobileServiceCollectionView<TodoItem> items;  
private IMobileServiceTable<TodoItem> todoTable =
```

```
App.MobileService.GetTable<TodoItem>();
```

This code creates a mobile services-aware binding collection (**items**) and a proxy class for the SQL Database table **TodoItem** (**todoTable**).

8. In the **InsertTodoItem** method, remove the line of code that sets the **TodoItem.Id** property, add the **async** modifier to the method, and uncomment the following line of code:

```
await todoTable.InsertAsync(todoItem);
```

This code inserts a new item into the table.

9. In the **RefreshTodoItems** method, uncomment the following line of code:

```
items = todoTable.ToCollectionView();
```

This sets the binding to the collection of items in the **todoTable**, which contains all **TodoItem** objects returned from the mobile service.

10. In the **UpdateCheckedTodoItem** method, add the **async** modifier to the method, and uncomment the following line of code:

```
await todoTable.UpdateAsync(item);
```

This sends an item update to the mobile service.

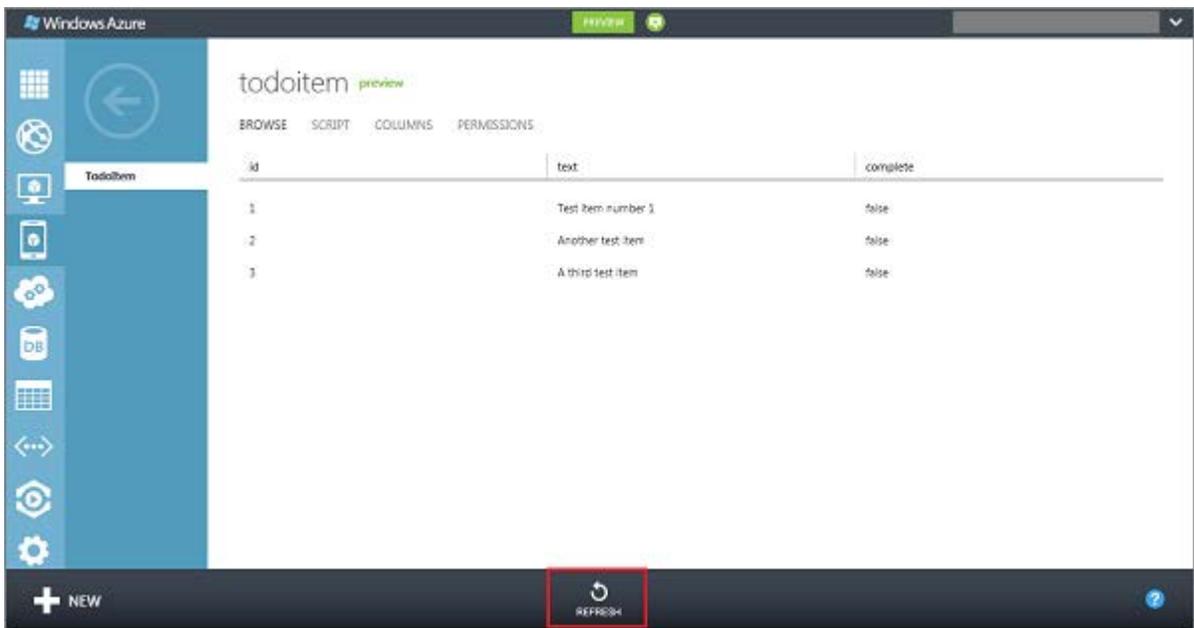
Now that the app has been updated to use Mobile Services for backend storage, it's time to test the app against Mobile Services.

## Test the app against your new mobile service

1. In Visual Studio, press the F5 key to run the app.
2. As before, type text in the textbox, and then click **Save**.

This sends a new item as an insert to the mobile service.

3. In the [Management Portal](#), click **Mobile Services**, and then click your mobile service.
4. Click the **Data** tab, then click **Browse**.



Notice that the **TodoItem** table now contains data, with id values generated by Mobile Services, and that columns have been automatically added to the table to match the TodoItem class in the app.

This concludes the **Get started with data** section. Next, you will learn more about using server scripts in Mobile Services to validate and change data sent from your app and also how to use paging in queries to control the amount of data handled in a single request.

# Validate and modify data in Mobile Services by using server scripts

This section shows you how to leverage server scripts in Windows Azure Mobile Services. Server scripts are registered in a mobile service and can be used to perform a wide range of operations on data being inserted and updated, including validation and data modification. In this tutorial, you will define and register server scripts that validate and modify data. Because the behavior of server side scripts often affects the client, you will also update your Windows Phone 8 app to take advantage of these new behaviors.

This tutorial walks you through these basic steps:

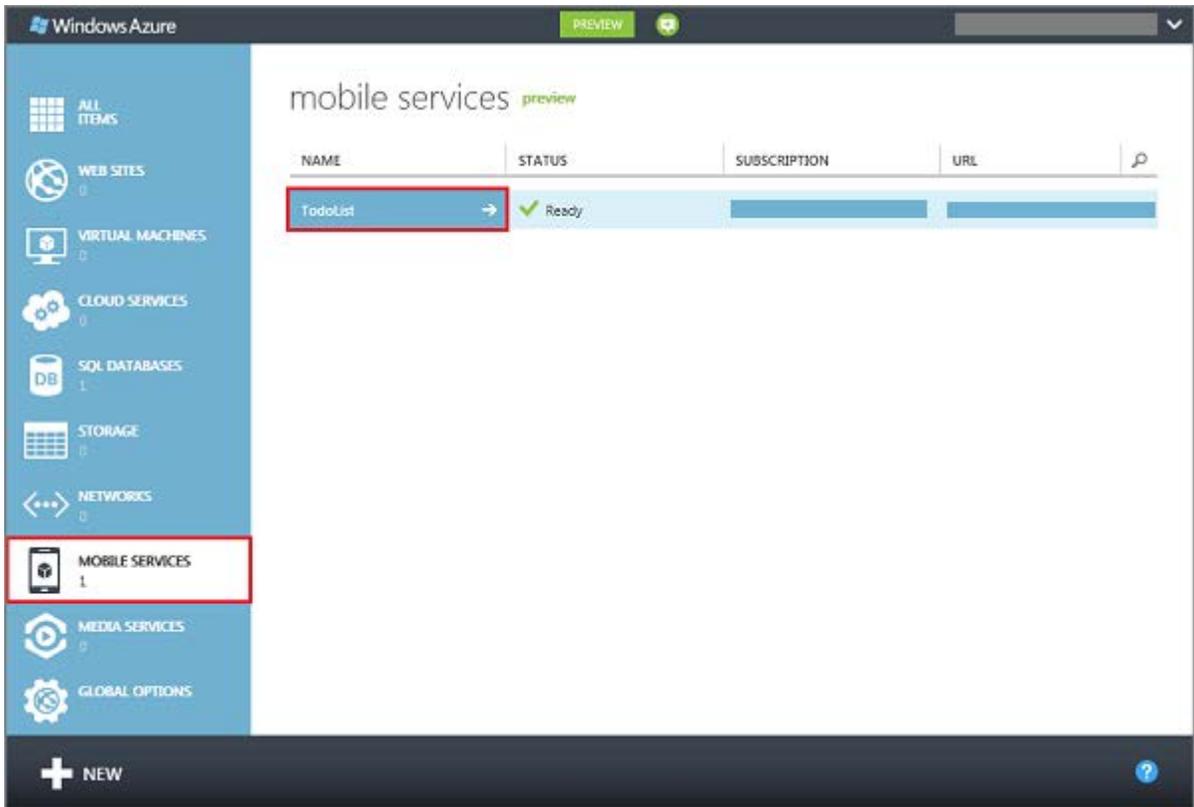
1. [Add string length validation](#)
2. [Update the client to support validation](#)
3. [Add a timestamp on insert](#)
4. [Update the client to display the timestamp](#)

This tutorial builds on the steps and the sample app from the previous section [Get started with data](#). Before you begin this tutorial, you must first complete [Get started with data](#).

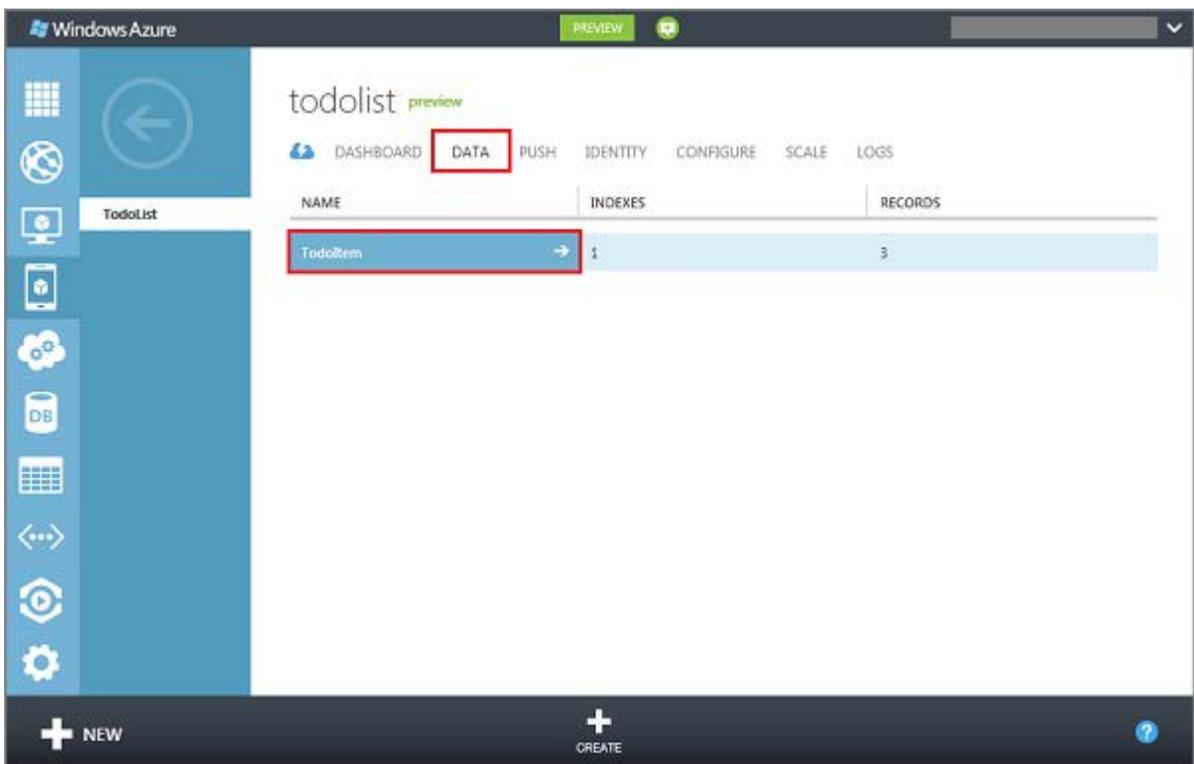
## Add validation

It is always a good practice to validate the length of data that is submitted by users. First, you register a script that validates the length of string data sent to the mobile service and rejects strings that are too long, in this case longer than 10 characters.

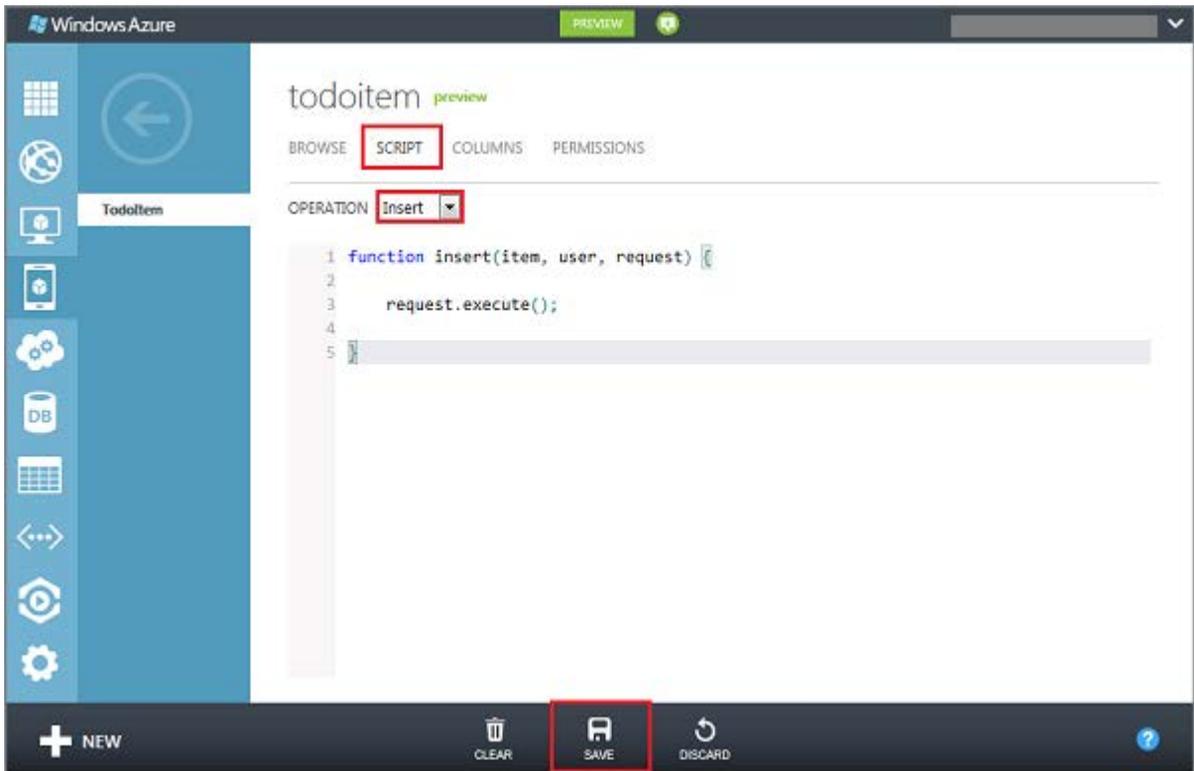
1. Log into the [Windows Azure Management Portal](#), click **Mobile Services**, and then click your app.



2. Click the **Data** tab, then click the **ToDoItem** table.



3. Click **Script**, then select the **Insert** operation.



4. Replace the existing script with the following function, and then click **Save**.

```
function insert(item, user, request) {  
  if (item.text.length > 10) {  
    request.respond(statusCodes.BAD_REQUEST, 'Text length must be  
under 10');  
  } else {  
    request.execute();  
  }  
}
```

This script checks the length of the **TodoItem.text** property and sends an error response when the length exceeds 10 characters. Otherwise, the **execute** method is called to complete the insert.

**Note:** You can remove a registered script on the **Script** tab by clicking **Clear** and then **Save**.

## Update the client

Now that the mobile service is validating data and sending error responses, you need to update your app to be able to handle error responses from validation.

1. In Visual Studio 2012 Express for Windows Phone, open the project that you modified when you completed the tutorial Get started with data.
2. Press the **F5** key to run the app, then type text longer than 10 characters in the textbox and click **Save**.

Notice that the app raises an unhandled **MobileServiceInvalidOperationException** as a result of the 400 response (Bad Request) returned by the mobile service.

3. Open the file MainPage.xaml.cs, then replace the existing **InsertTodoItem** method with the following:

```
private async void InsertTodoItem(TodoItem todoItem)
{
    // This code inserts a new TodoItem into the database. When the
    operation completes
    // and Mobile Services has assigned an Id, the item is added to the
    CollectionView
    try
    {
        await todoTable.InsertAsync(todoItem);
        items.Add(todoItem);
    }
    catch (MobileServiceInvalidOperationException e)
    {
        MessageBox.Show(e.Response.Content,
            string.Format("{0} (HTTP {1})",
                e.Response.StatusDescription,
                e.Response.StatusCode), MessageBoxButton.OK);
    }
}
```

This version of the method includes error handling for the **MobileServiceInvalidOperationException** that displays the error response in a MessageBox.

## Add a timestamp

The previous tasks validated an insert and either accepted or rejected it. Now, you will update inserted data by using a server script that adds a timestamp property to the object before it gets inserted.

1. In the **Scripts** tab in the [Management Portal](#), replace the current **Insert** script with the following function, and then click **Save**.

```
function insert(item, user, request) {
    if (item.text.length > 10) {
        request.respond(statusCodes.BAD_REQUEST, 'Text length must be
under 10');
    } else {
        item.createdAt = new Date();
        request.execute();
    }
}
```

This function augments the previous insert script by adding a new **createdAt** timestamp property to the object before it gets inserted by the call to **request.execute**.

**Note:** Dynamic schema must be enabled the first time that this insert script runs. With dynamic schema enabled, Mobile Services automatically adds the **createdAt** column to the **ToDoItem** table on the first execution. Dynamic schema is enabled by default for a new mobile service, and it should be disabled before the app is published to the Windows Phone Store.

2. In Visual Studio, press the **F5** key to run the app, then type text (shorter than 10 characters) in the textbox and click **Save**.

Notice that the new timestamp does not appear in the app UI.

3. Back in the Management Portal, click the **Browse** tab in the **todoitem** table.

Notice that there is now a **createdAt** column, and the new inserted item has a timestamp value.

Next, you need to update the Windows Phone app to display this new column.

## Update the client again

The Mobile Service client will ignore any data in a response that it cannot serialize into properties on the defined type. The final step is to update the client to display this new data.

1. In Visual Studio, open the file `MainPage.xaml.cs`, then replace the existing **ToDoItem** class with the following definition:

```
public class ToDoItem
```

```

{
    public int Id { get; set; }

    [DataMember(Name="text")]
    public string Text { get; set; }

    [DataMember(Name="complete")]
    public bool Complete { get; set; }

    [DataMember(Name="createdAt")]
    public DateTime? CreatedAt { get; set; }

}

```

This new class definition includes the new timestamp property, as a nullable DateTime type.

#### Note

The **DataMemberAttribute** tells the client to map the new **CreatedAt** property in the app to the **createdAt** column defined in the `TodoItem` table, which has a different casing. By using this attribute, your app can have property names on objects that differ from column names in the SQL Database. Without this attribute, an error would occur because of the casing differences.

2. Add the following XAML element just below the **CheckBoxComplete** element in the `MainPage.xaml` file:

```

<TextBlock Name="WhenCreated" Text="{Binding CreatedAt}"
VerticalAlignment="Center"/>

```

This displays the new **CreatedAt** property in a text box.

3. Press the **F5** key to run the app.

Notice that the timestamp is only displayed for items inserted after you updated the insert script.

4. Replace the existing **RefreshTodoItems** method with the following code:

```
private void RefreshTodoItems()
{
    // This query filters out completed TodoItems and
    // items without a timestamp.
    items = todoTable
        .Where(todoItem => todoItem.Complete == false
            && todoItem.CreatedAt != null)
        .ToCollectionView();

    ListItems.ItemsSource = items;
}
```

This method updates the query to also filter out items that do not have a timestamp value.

5. Press the **F5** key to run the app.

Notice that all items created without timestamp value disappear from the UI.

You have completed this working with data tutorial.

# Refine Mobile Services queries with paging

This section shows you how to use paging to manage the amount of data returned to your Windows Phone app from Windows Azure Mobile Services. In this tutorial, you will use the **Take** and **Skip** query methods on the client to request specific "pages" of data.

**Note:** To prevent data overflow in mobile device clients, Mobile Services implements an automatic page limit, which defaults to a maximum of 50 items in a response. By specifying the page size, you can explicitly request up to 1,000 items in the response.

This tutorial builds on the steps and the sample app from the previous tutorial *Get started with data*. Before you begin this tutorial, you must complete at least the first tutorial in the working with data series—*Get started with data*.

1. In Visual Studio 2012 Express for Windows Phone, open the project that you modified when you completed the tutorial *Get started with data*.
2. Press the **F5** key to run the app, then type text in the textbox and click **Save**.
3. Repeat the previous step at least three times, so that you have more than three items stored in the `ToDoItem` table.
4. In the `MainPage.xaml.cs` file, replace the **RefreshToDoItems** method with the following code:

```
private void RefreshToDoItems()
{
    // Define a filtered query that returns the top 3 items.
    MobileServiceTableQuery<ToDoItem> query = todoTable
        .Where(todoItem => todoItem.Complete == false)
        .Take(3);
    items = query.ToCollectionView();
    ListItems.ItemsSource = items;
}
```

This query, when executed during data binding, returns the top three items that are not marked as completed.

5. Press the **F5** key to run the app.

Notice that only the first three results from the `TodoItem` table are displayed.

6. (Optional) View the URI of the request sent to the mobile service by using message inspection software, such as browser developer tools or [Fiddler](#).

Notice that the **Take(3)** method was translated into the query option **\$top=3** in the query URI.

7. Update the **RefreshTodoItems** method once more with the following code:

```
private void RefreshTodoItems()
{
    // Define a filtered query that skips the first 3 items and
    // then returns the next 3 items.
    MobileServiceTableQuery<TodoItem> query = todoTable
        .Where(todoItem => todoItem.Complete == false)
        .Skip(3)
        .Take(3);
    items = query.ToCollectionView();
    ListItems.ItemsSource = items;
}
```

This query skips the first three results and returns the next three after that. This is effectively the second "page" of data, where the page size is three items.

**Note:** This tutorial uses a simplified scenario by passing hard-coded paging values to the **Take** and **Skip** methods. In a real-world app, you can use queries similar to the above with a pager control or comparable UI to let users navigate to previous and next pages. You can also call the **IncludeTotalCount** method to get the total count of items available on the server, along with the paged data.

8. (Optional) Again view the URI of the request sent to the mobile service.

Notice that the **Skip(3)** method was translated into the query option **\$skip=3** in the query URI.

# Get started with authentication in Mobile Services

This section shows you how to authenticate users in Windows Azure Mobile Services from your app. In this tutorial, you add authentication to the quickstart project using an identity provider that is supported by Mobile Services. After being successfully authenticated and authorized by Mobile Services, the user ID value is displayed.

This tutorial walks you through these basic steps to enable authentication in your app:

1. [Register your app for authentication and configure Mobile Services](#)
2. [Restrict table permissions to authenticated users](#)
3. [Add authentication to the app](#)

This tutorial is based on the Mobile Services quickstart. You must also first complete the tutorial [Get started with data in Mobile Services](#).

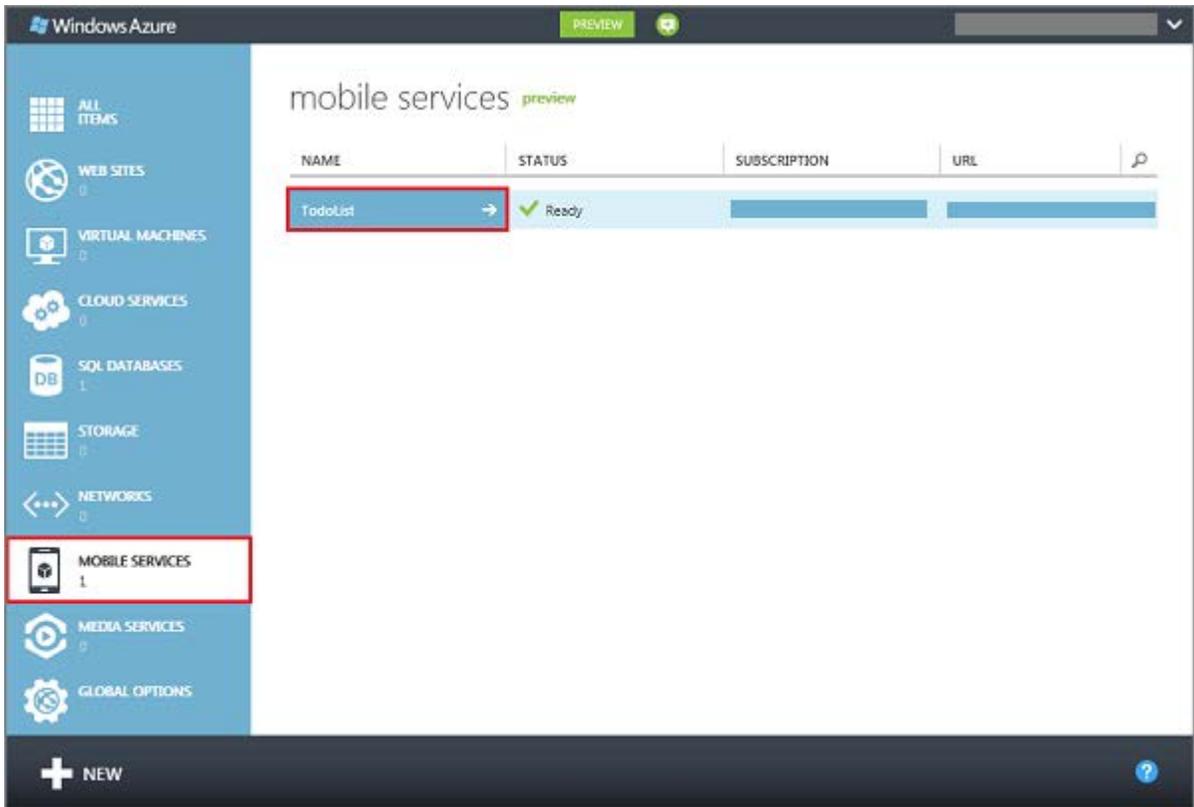
**Note:** This tutorial demonstrates the basic method provided by Mobile Services to authenticate users by using a variety of identity providers. This method is easy to configure and supports multiple providers. However, this method also requires users to log-in every time your app starts. To instead use Live Connect to provide a single sign-on experience in your Windows Store app, see the later section [Single sign-on for Windows Store apps by using Live Connect](#).

## Register your app for authentication and configure Mobile Services

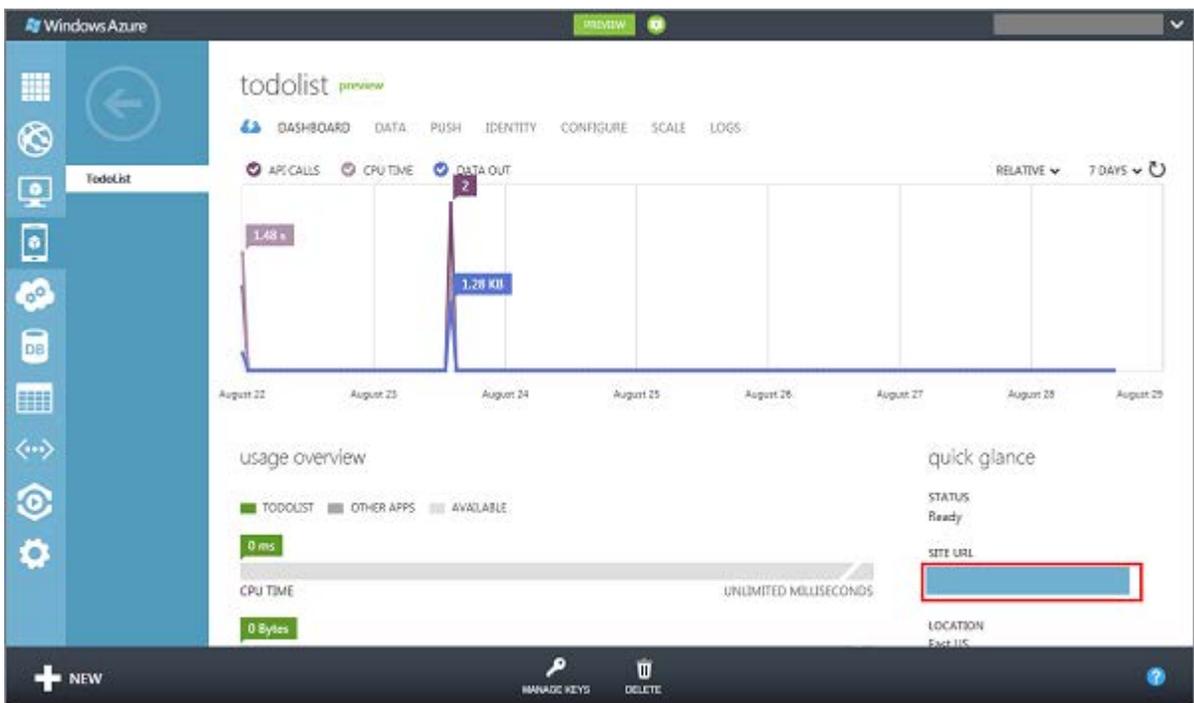
To be able to authenticate users, you must register your app with an identity provider. You must then register the provider-generated client secret with Mobile Services.

**Note:** This section shows how to register your app to use Facebook as the identity provider. See the Appendix for the steps required to register your app with other identity providers, including Twitter, Microsoft Account, and Google.

1. Log on to the [Windows Azure Management Portal](#), click **Mobile Services**, and then click your mobile service.



2. Click the **Dashboard** tab and make a note of the **Site URL** value.



You may need to provide this value to the identity provider when you register your app.

**Note:** To complete the procedure in this topic, you must have a Facebook account that has a verified email address and a mobile phone number. To create a new Facebook account, go to facebook.com.

3. Navigate to the Facebook Developers web site and sign-in with your Facebook account credentials.
4. (Optional) If you have not already registered, click **Register Now** button, accept the policy, provide any and then click **Done**.

The screenshot shows the Facebook Developers website homepage. At the top, there is a navigation bar with the text "facebook DEVELOPERS" and a search bar labeled "Search Facebook Developers". To the right of the search bar are links for "Docs", "Tools", "Support", "News", and "Apps". Below the navigation bar is a banner area with the heading "Become a Facebook Developer" and the subtext "Build great social apps and get more installs." A prominent "Register Now" button is located in the top right corner of this banner. The main content area features a large section for "Facebook SDK 3.1 for iOS" with a subtext "iOS 6 support. Native UI views. Better APIs." and a "Learn More" button. Below this are three circular icons representing different development paths: "Build for Websites", "Build for Mobile", and "Build Apps on Facebook". Each icon has a brief description. The bottom section of the page is divided into three columns: "Latest Updates" with a list of recent news items, "HTML5 Resource Center" with a large HTML5 logo and a description of the resource center, and "Showcase" featuring logos of various companies like Spotify, Pinterest, and Ticketmaster. At the very bottom, there is a footer with "Facebook © 2012 · English (US)" and a row of links: "About", "Advertising", "Careers", "Platform Policies", and "Privacy Policy".

5. Click **Apps**, then click **Create New App**.

facebook DEVELOPERS Search Facebook Developers Docs Tools Support News **Apps**

Search Apps

Recently Viewed

- Fourth Coffee

## Apps > Fourth Coffee

[Edit App](#) [+ Create New App](#)

### Settings [Edit Settings](#)

Summary

App ID/API Key	App Secret
App Namespace fourthcoffee	Site URL http://www.fourthcoffee.com/
Contact Email admin@fourthcoffee.com	Support Email admin@fourthcoffee.com
App Description	

### Open Graph [Edit Open Graph](#)

You have not added any actions, objects, or profile units. Get started using the Open Graph.

### Roles [Edit Roles](#)

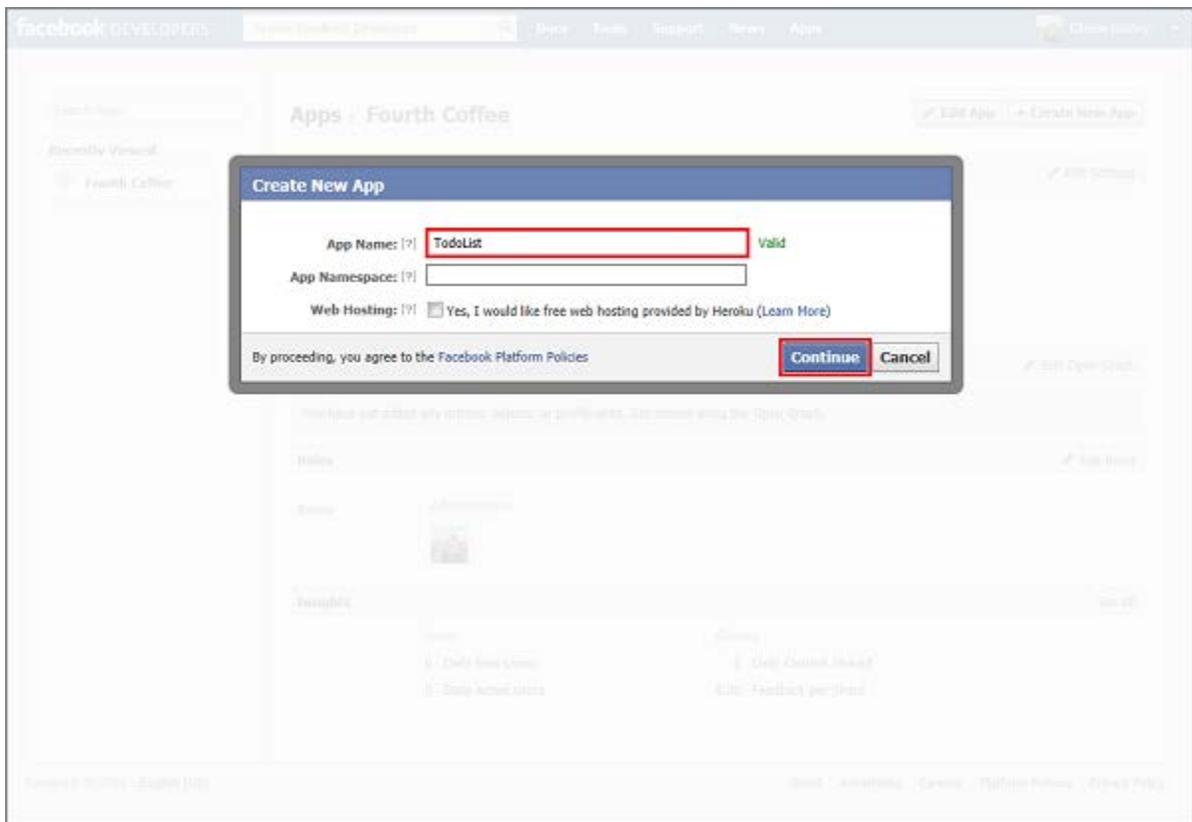
Roles Administrators:

### Insights [See All](#)

Users	Sharing
0 Daily New Users	0 Daily Content Shared
0 Daily Active Users	0.00 Feedback per Share

Facebook © 2012 · English (US) [About](#) [Advertising](#) [Careers](#) [Platform Policies](#) [Privacy Policy](#)

- Choose a unique name for your app, select **OK**.



This registers the app with Facebook

7. Under **Select how your app integrates with Facebook**, expand **Website with Facebook Login**, type the URL of your mobile service in **Site URL**, and then click **Save Changes**.

facebook DEVELOPERS Search Facebook Developers Docs Tools Support News Apps

Settings > Basic Permissions Payments Realtime Updates API Advanced

App Details Localize Open Graph Roles Insights

Related links Use Debug Tool Use Graph API Explorer See App Timeline View Promote with an Ad Delete App

### Apps > TodoList > Basic



**TodoList**  
App ID: [redacted]  
App Secret: [redacted] (reset)

#### Basic Info

Display Name: [?]   
Namespace: [?]   
Contact Email: [?]   
App Domains: [?]   
Category: [?]  Choose a sub-category  
Hosting URL: [?] You have not generated a URL through one of our partners (Get one)  
Sandbox Mode: [?]  Enabled  Disabled

#### Select how your app integrates with Facebook

- Website with Facebook Login   
Site URL: [?]
- App on Facebook Use my app inside Facebook.com.
- Mobile Web Bookmark my web app on Facebook mobile.
- Native iOS App Publish from my iOS app to Facebook.
- Native Android App Publish from my Android app to Facebook.
- Page Tab Build a custom tab for Facebook Pages.

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8. Make a note of the values of **App ID** and **App Secret**.

facebook DEVELOPERS Search Facebook Developers Docs Tools Support News Apps

Settings  
Basic  
Permissions  
Payments  
Realtime Updates API  
Advanced

App Details  
Localize  
Open Graph  
Roles  
Insights

Related links  
Use Debug Tool  
Use Graph API Explorer  
See App Timeline View  
Promote with an Ad  
Delete App

### Apps > TodoList > Basic

Changes saved. Note that your changes may take several minutes to propagate to all servers.

**TodoList**  
App ID: [redacted]  
App Secret: [redacted] (reset)

#### Basic Info

Display Name: [?] TodoList  
Namespace: [?] todolistmobile  
Contact Email: [?] admin@contoso.com  
App Domains: [?] Enter your site domains and press enter  
Category: [?] Other Choose a sub-category  
Hosting URL: [?] You have not generated a URL through one of our partners (Get one)  
Sandbox Mode: [?] Enabled Disabled

#### Select how your app integrates with Facebook

Website with Facebook Login Site URL: [?] https://todolist.azure-mobile.net/

App on Facebook Use my app inside Facebook.com.

Mobile Web Bookmark my web app on Facebook mobile.

Native iOS App Publish from my iOS app to Facebook.

Native Android App Publish from my Android app to Facebook.

Page Tab Build a custom tab for Facebook Pages.

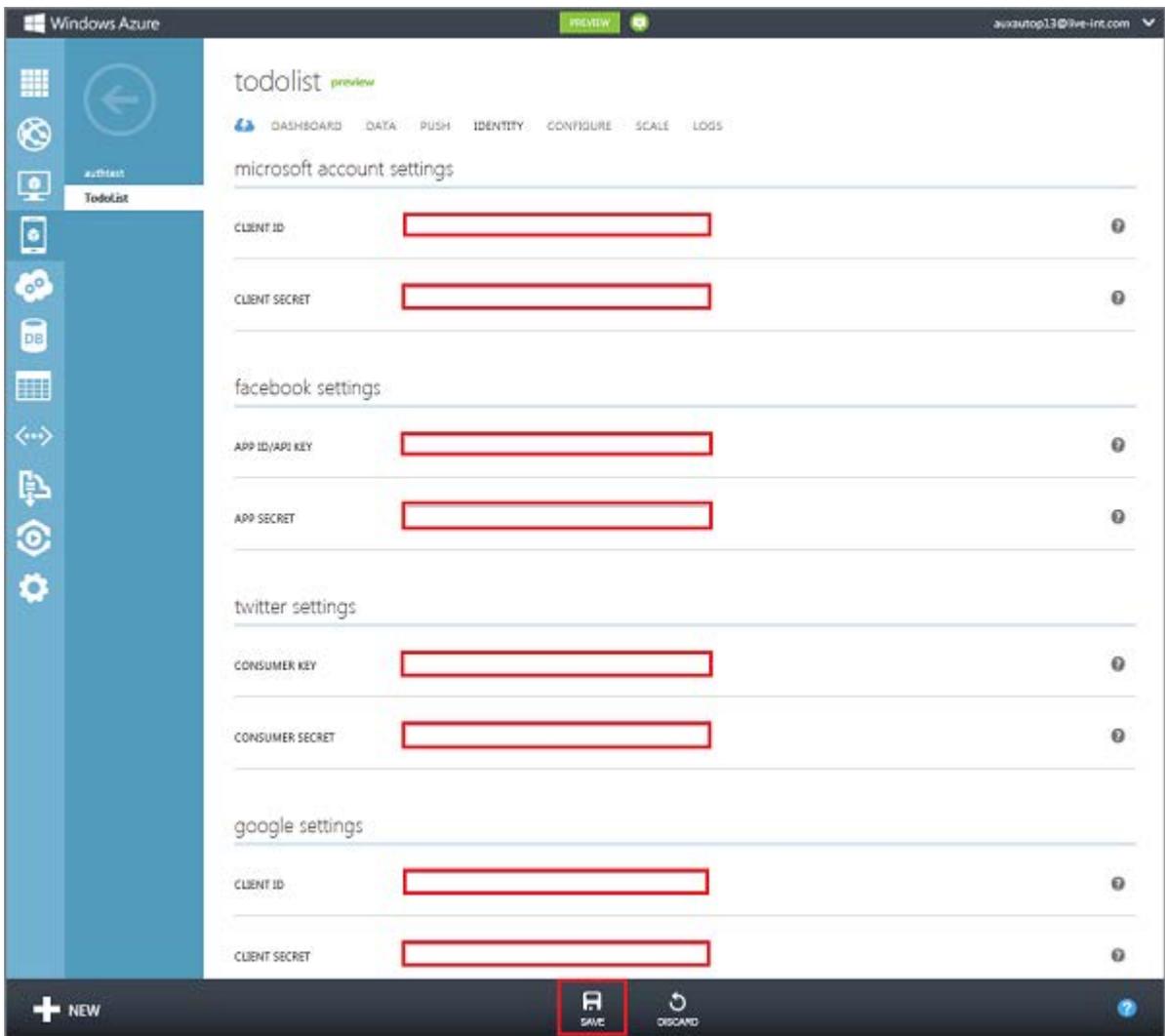
Save Changes

Facebook © 2012 · English (US) About Advertising Careers Platform Policies Privacy Policy

**Security Note:** The app secret is an important security credential. Do not share this secret with anyone or distribute it with your app.

You are now ready to use a Facebook login for authentication in your app by providing the App ID and App Secret values to Mobile Services.

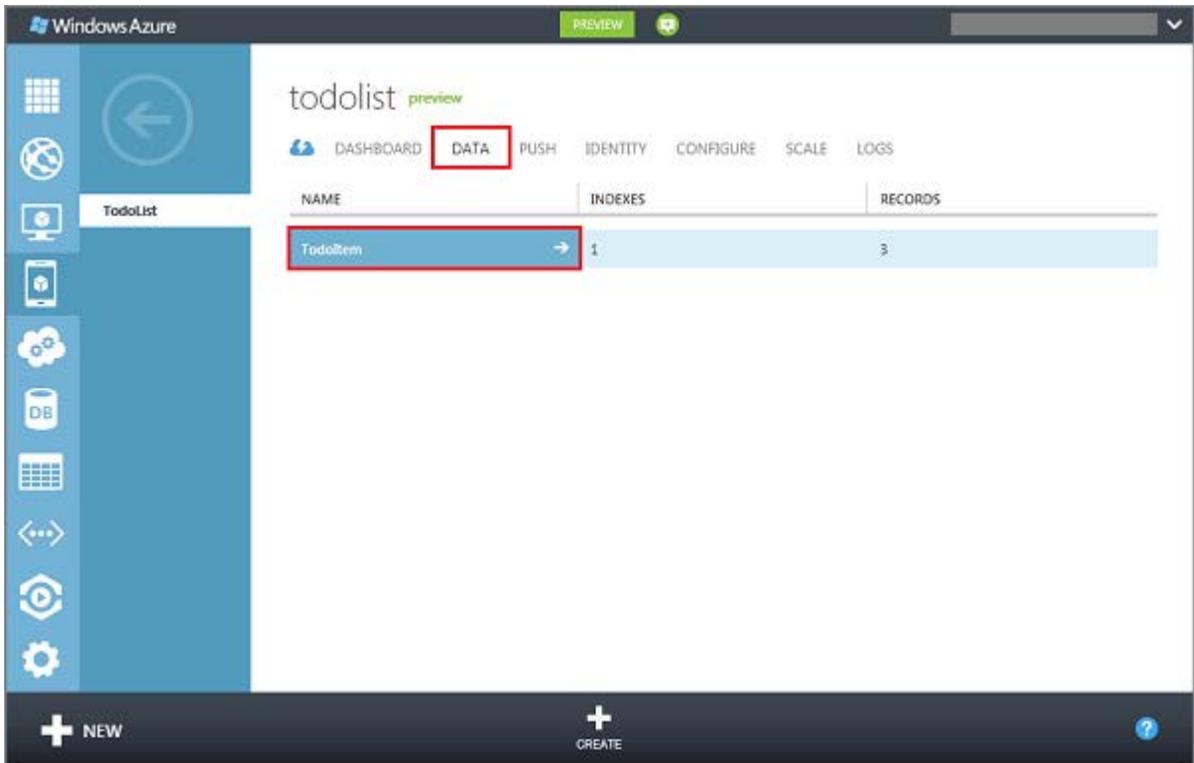
9. Back in the Management Portal, click the **Identity** tab, enter the app identifier and shared secret values obtained from your identity provider (in this case Facebook), and click **Save**.



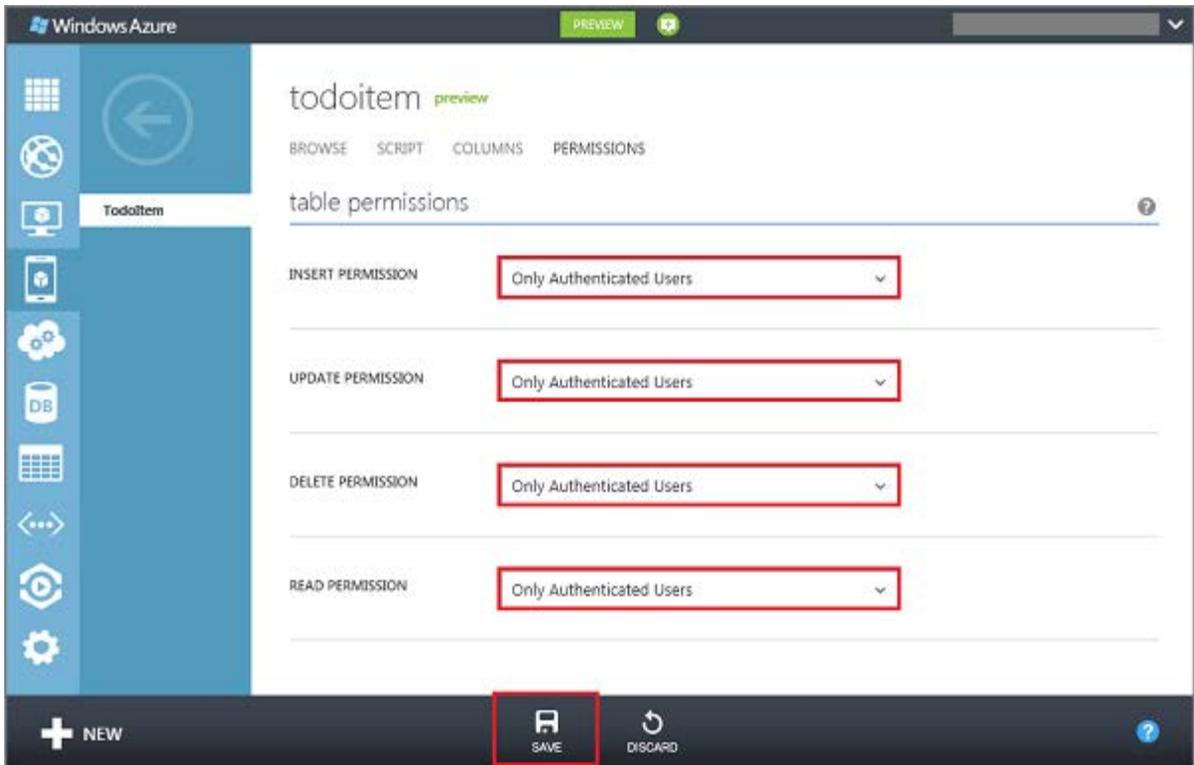
Both your mobile service and your app are now configured to work with your chosen authentication provider.

## Restrict permissions to authenticated users

1. In the Management Portal, click the **Data** tab, and then click the **ToDoItem** table.



2. Click the **Permissions** tab, set all permissions to **Only authenticated users**, and then click **Save**. This will ensure that all operations against the **TodoItem** table require an authenticated user. This also simplifies the scripts in the next tutorial because they will not have to allow for the possibility of anonymous users.



3. In Visual Studio 2012 Express for Windows Phone, open the project that you created when you completed the tutorial Get started with data in Mobile Services.
4. Press the F5 key to run this quickstart-based app; verify that an unhandled exception with a status code of 401 (Unauthorized) is raised after the app starts.

This happens because the app attempts to access Mobile Services as an unauthenticated user, but the *TodoItem* table now requires authentication.

Next, you will update the app to authenticate users before requesting resources from the mobile service.

## Add authentication to the app

1. Open the project file `mainpage.xaml.cs` and add the following code snippet to the `MainPage` class:

```
private MobileServiceUser user;
private async System.Threading.Tasks.Task Authenticate()
{
    while (user == null)
    {
        string message;
```

```

        try
        {
            user = await App.MobileService
                .LoginAsync(MobileServiceAuthenticationProvider.Facebook);
            message =
                string.Format("You are now logged in - {0}", user.UserId);
        }
        catch (InvalidOperationException)
        {
            message = "You must log in. Login Required";
        }

        MessageBox.Show(message);
    }
}

```

This creates a member variable for storing the current user and a method to handle the authentication process. The user is authenticated by using a Facebook login.

**Note:** If you are using an identity provider other than Facebook, change the value of **MobileServiceAuthenticationProvider** above to the value for your provider.

2. Delete or comment-out the existing **OnNavigatedTo** method override and replace it with the following method that handles the **Loaded** event for the page.

```

async void MainPage_Loaded(object sender, RoutedEventArgs e)
{
    await Authenticate();
    RefreshTodoItems();
}

```

This method calls the new **Authenticate** method.

3. Replace the MainPage constructor with the following code:

```

// Constructor
public MainPage()
{
    InitializeComponent();
    this.Loaded += MainPage_Loaded;
}

```

This constructor also registers the handler for the Loaded event.

4. Press the F5 key to run the app and sign into the app with your chosen identity provider.

When you are successfully logged-in, the app should run without errors, and you should be able to query Mobile Services and make updates to data.

In the next tutorial, you will take the user ID value provided by Mobile Services based on an authenticated user and use it to filter the data returned by Mobile Services.

# Use scripts to authorize users in Mobile Services

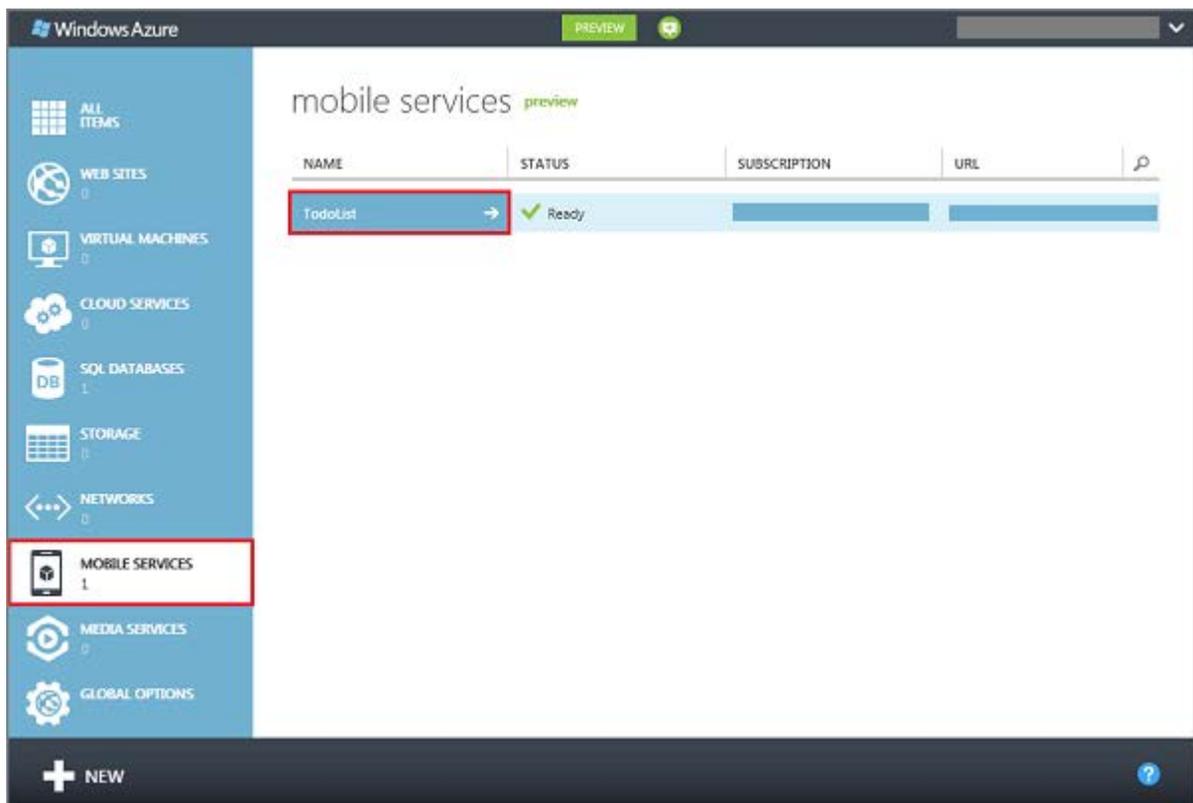
This section shows you how to use server scripts to authorize authenticated users for accessing data in Windows Azure Mobile Services from a Windows Phone 8 app. In this tutorial you register scripts with Mobile Services to filter queries based on the `userId` of an authenticated user, ensuring that each user can see only their own data.

This tutorial is based on the Mobile Services quickstart and builds on the previous tutorial *Get started with authentication*. Before you start this tutorial, you must first complete *Get started with authentication*.

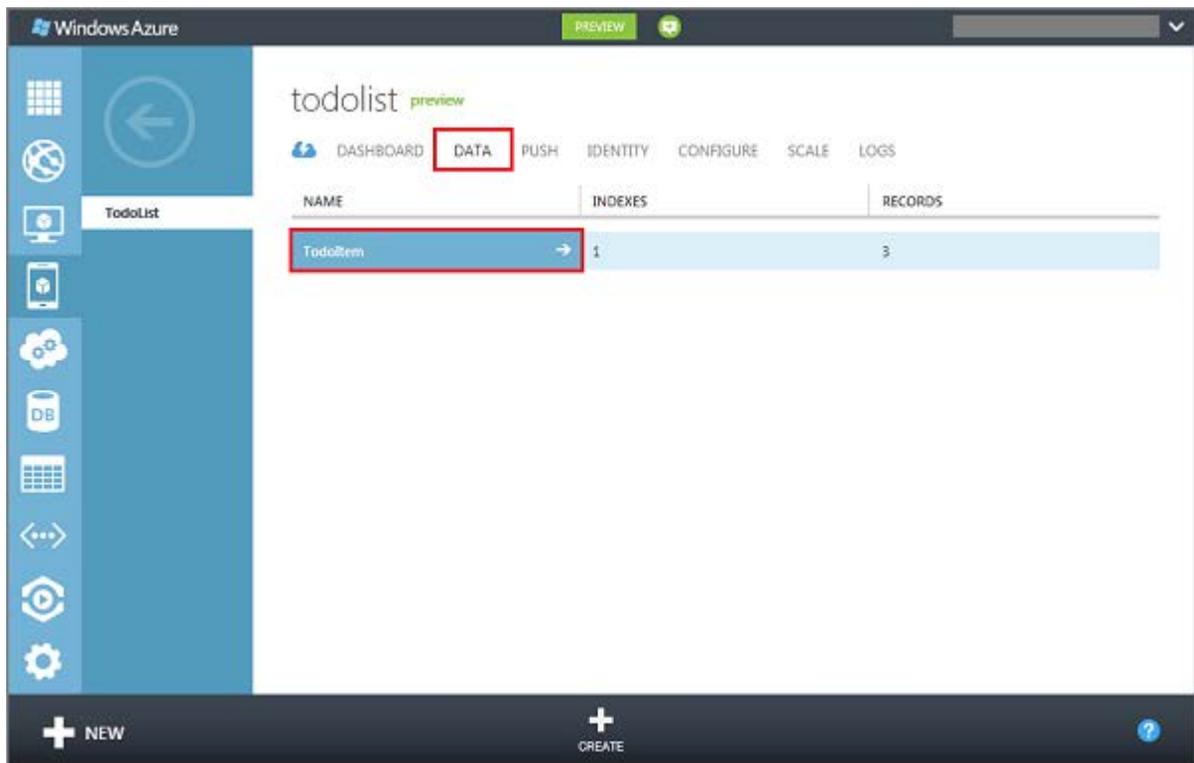
## Register scripts

Because the quickstart app reads and inserts data, you need to register scripts for these operations against the `TodoItem` table.

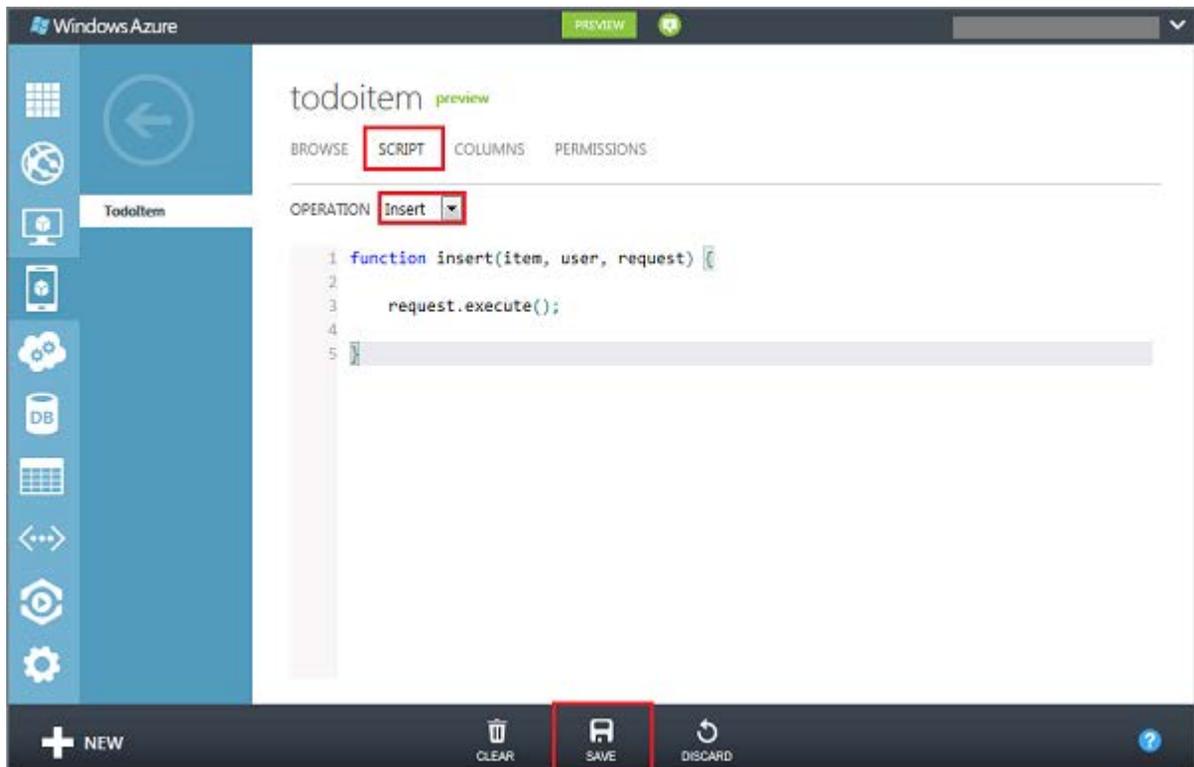
1. Log on to the [Windows Azure Management Portal](#), click **Mobile Services**, and then click your app.



- Click the **Data** tab, then click the **ToDoItem** table.



- Click **Script**, then select the **Insert** operation.



4. Replace the existing script with the following function, and then click **Save**.

```
function insert(item, user, request) {  
    item.userId = user.userId;  
    request.execute();  
}
```

This script adds a `userId` value to the item, which is the user ID of the authenticated user, before it is inserted into the `TodoItem` table.

**Note:** Dynamic schema must be enabled the first time that this insert script runs. With dynamic schema enabled, Mobile Services automatically adds the **userId** column to the **TodoItem** table on the first execution. Dynamic schema is enabled by default for a new mobile service, and it should be disabled before the app is published to the Windows Phone Store.

5. Repeat steps 3 and 4 to replace the existing **Read** operation with the following function:

```
function read(query, user, request) {  
    query.where({ userId: user.userId });  
    request.execute();  
}
```

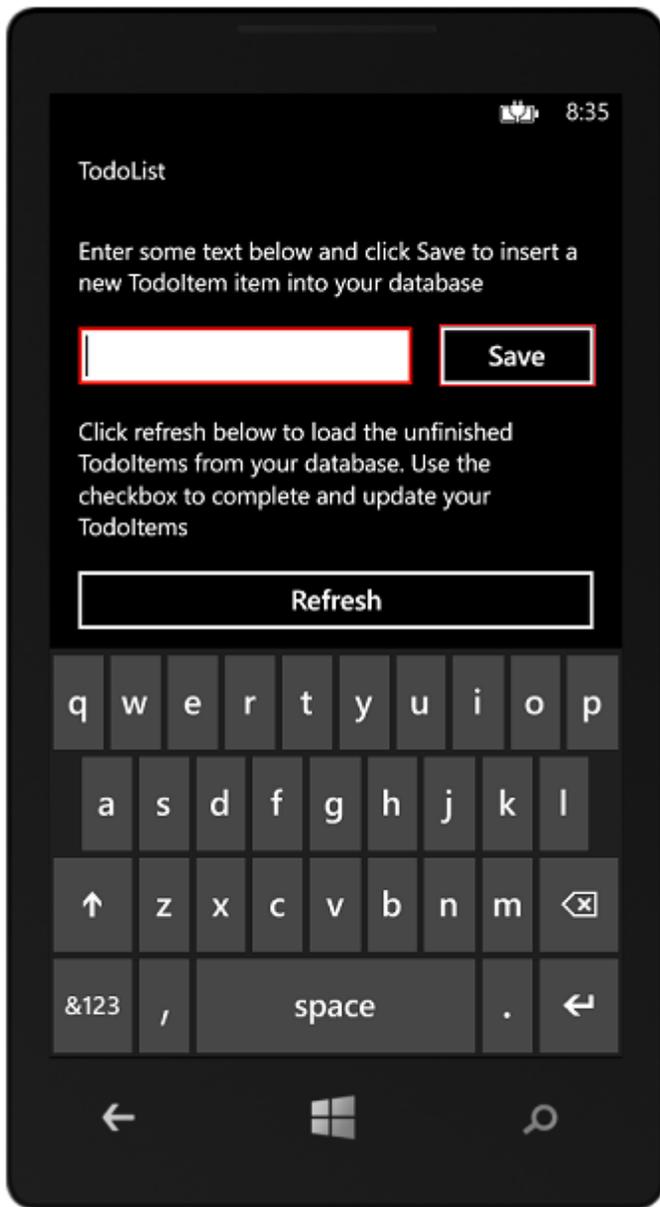
This script filters the returned `TodoItem` objects so that each user only receives the items that they inserted.

## Test the app

1. In Visual Studio 2012 Express for Windows Phone, open the project that you modified when you completed the tutorial [Get started with authentication](#).
2. Press the F5 key to run the app, then log-on with your chosen identity provider.

Notice that this time, although there are items already in the `TodoItem` table from preview tutorials, no items are returned. This happens because previous items were inserted without the `userId` column and now have null values.

3. In the app, enter text in the text box and then click **Save**.



This inserts both the text and the `userId` in the `ToDoItem` table in the mobile service. Because the new item has the correct `userId` value, it is returned by the mobile service and displayed in the second column.

4. Back in the `todoitem` table in the [Management Portal](#), click **Browse** and verify that each newly added item now has an associated `userId` value.

This concludes the tutorials that demonstrate the basics of working with authentication. The next section shows how to use Live Connect to provide a single sign-on experience in your Windows Store app.

# Single sign-on for Windows Store apps by using Live Connect

This section shows you how to use Live Connect single sign-on to authenticate users in Windows Azure Mobile Services from a Windows Phone 8 app. In this tutorial, you add authentication to the quickstart project using Live Connect. When successfully authenticated by Live Connect, a logged-in user is welcomed by name and the user ID value is displayed.

This tutorial walks you through these basic steps to enable Live Connect authentication:

1. [Register your app for authentication and configure Mobile Services](#)
2. [Restrict table permissions to authenticated users](#)
3. [Add authentication to the app](#)

This tutorial requires the following:

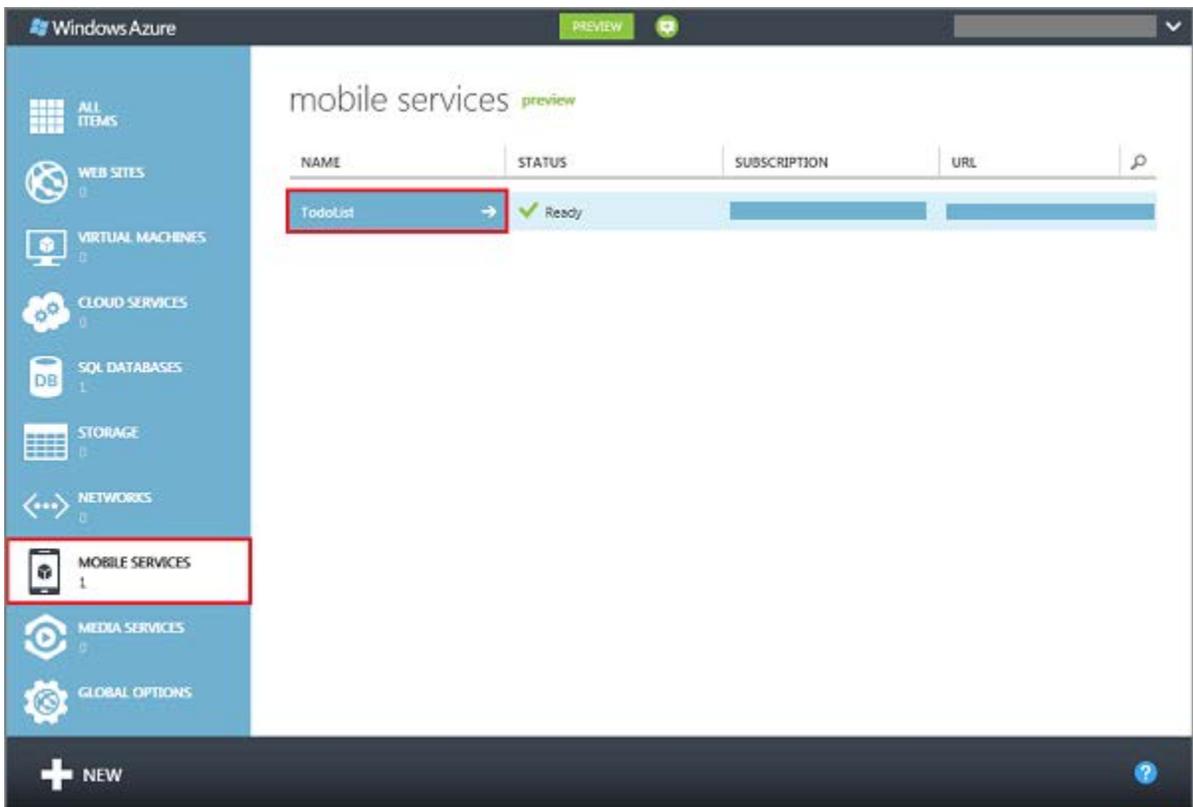
- [Live SDK for Windows and Windows Phone](#)
- Microsoft Visual Studio 2012 Express for Windows Phone

This tutorial is based on the Mobile Services quickstart. You must also first complete the tutorial [Get started with data in Mobile Services](#).

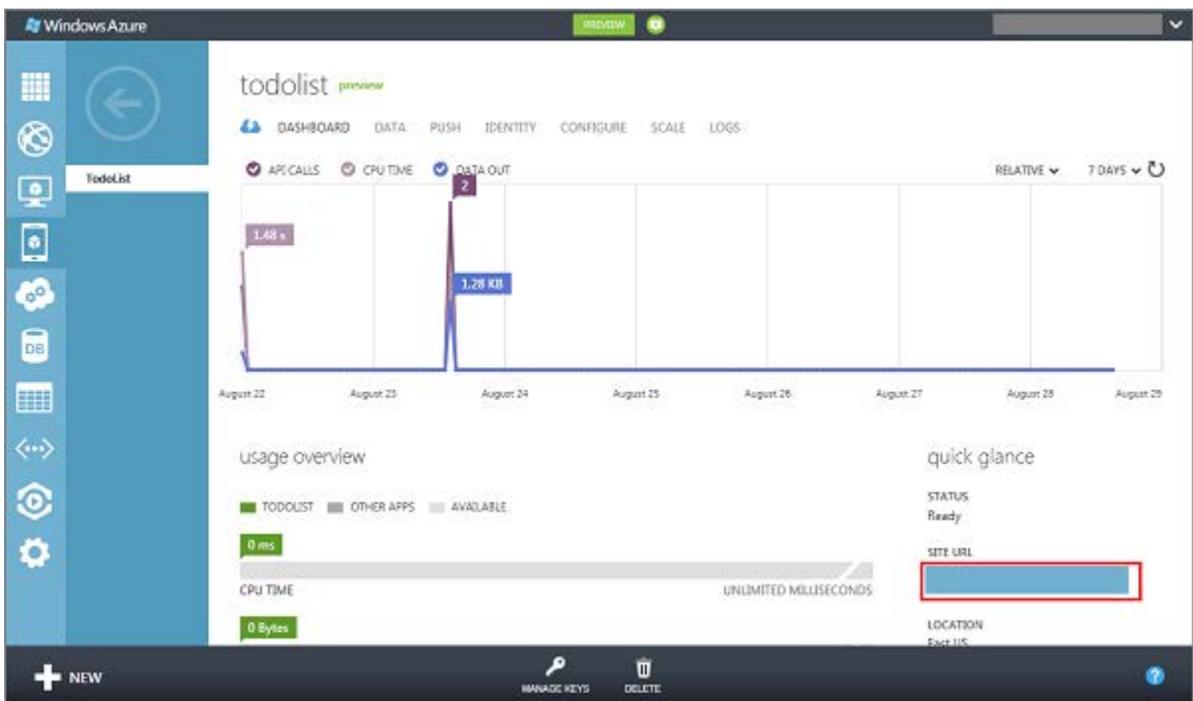
## Register your app with Live Connect

To be able to authenticate users, you must register your app at the Live Connect Developer Center. You must then register the client secret to integrate Live Connect with Mobile Services.

1. Log on to the [Windows Azure Management Portal](#), click **Mobile Services**, and then click your mobile service.

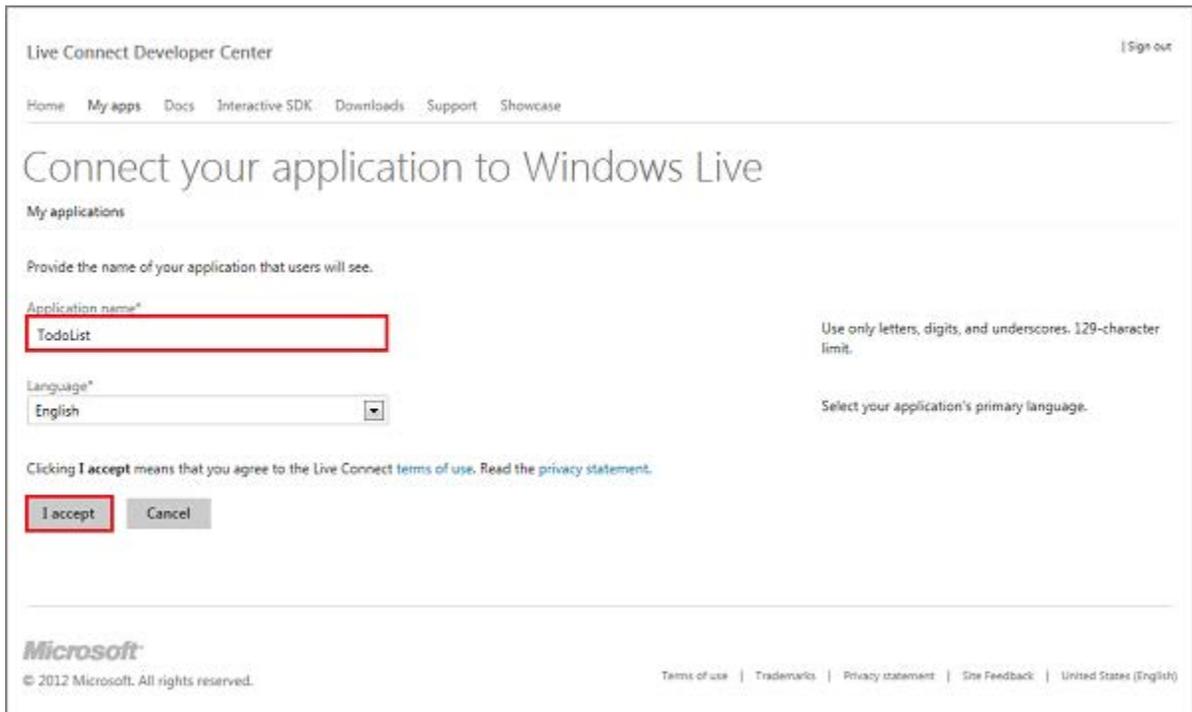


2. Click the **Dashboard** tab and make a note of the **Site URL** value.



You will use this value to define the redirect domain.

3. Navigate to the [My Applications](#) page in the Live Connect Developer Center, and log on with your Microsoft account, if required.
4. Click **Create application**, then type an **Application name** and click **I accept**.



Live Connect Developer Center | Sign out

Home **My apps** Docs Interactive SDK Downloads Support Showcase

## Connect your application to Windows Live

My applications

Provide the name of your application that users will see.

Application name\*

 Use only letters, digits, and underscores. 129-character limit.

Language\*

 Select your application's primary language.

Clicking **I accept** means that you agree to the Live Connect terms of use. [Read the privacy statement.](#)

---

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This registers the application with Live Connect.

5. Click **Application settings page**, then **API Settings** and make a note of the values of the **Client ID** and **Client secret**.

Live Connect Developer Center | Sign out

Home My apps Docs Interactive SDK Downloads Support Showcase

# ToDoListAuth

My applications > ToDoListAuth > API Settings

Settings

- Basic Information
- API Settings**
- Localization

Client ID:

Client secret:

[Create a new client secret](#)

Redirect domain:

Mobile client app:  Yes  No

This is a unique identifier for your application.

For security purposes, don't share your client secret with anyone.

Live Connect enforces this domain in your OAuth 2.0 redirect URI that exchanges tokens, data, and messages with your application. You only need to enter the domain, for example <http://www.contoso.com>.

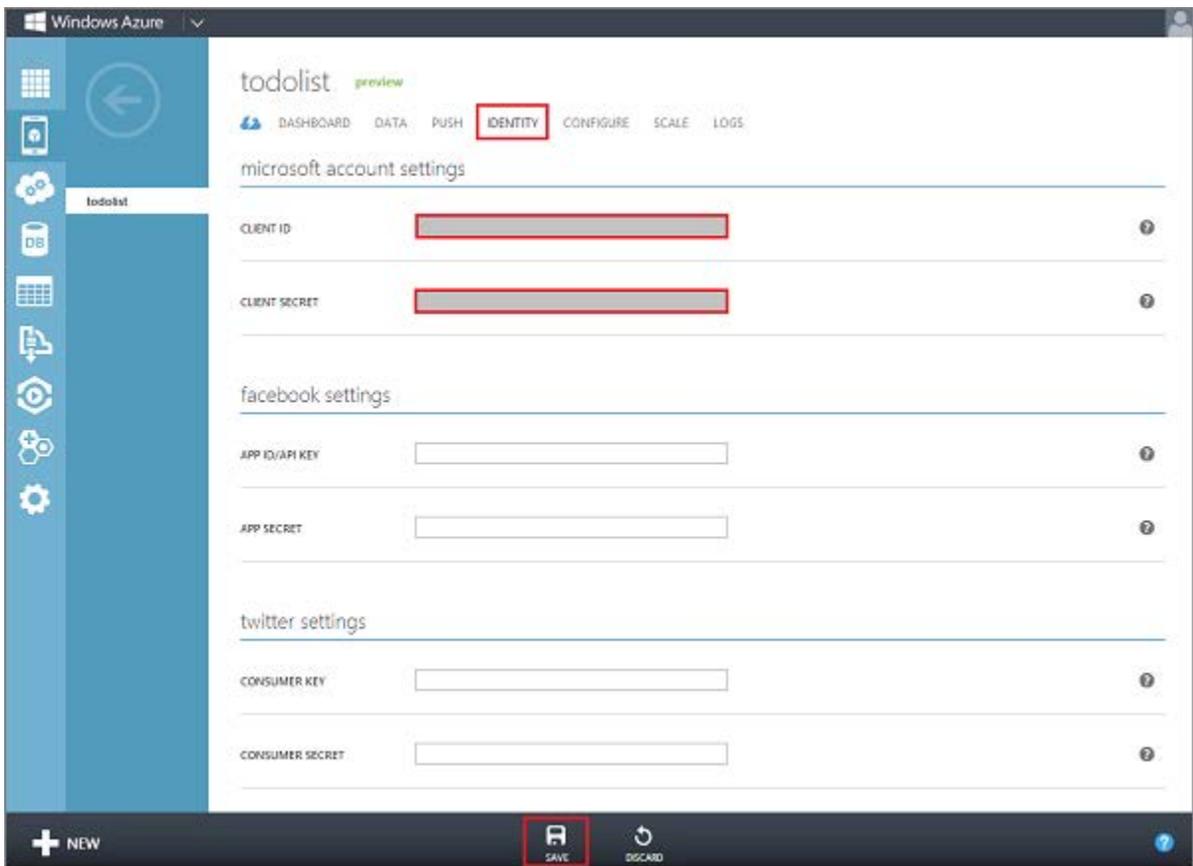
Mobile client applications use a different OAuth 2.0 authentication flow. Only select "Yes" if your app is a mobile app. [Learn More](#)

**Microsoft**

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**Security Note:** The client secret is an important security credential. Do not share the client secret with anyone or distribute it with your app.

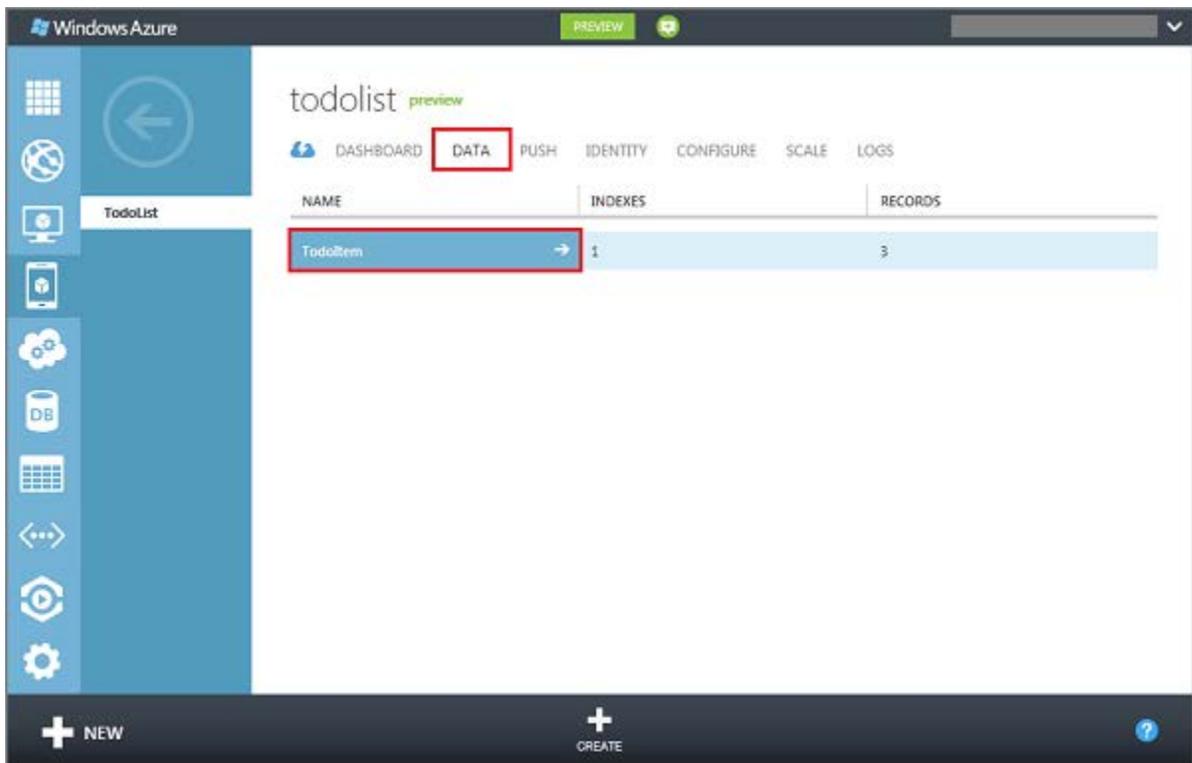
- In **Redirect domain**, enter the URL of your mobile service from Step 2, click **Yes** under **Mobile client app**, and then click **Save**.
- Back in the Management Portal, click the **Identity** tab, enter the **Client secret** obtained from Live Connect, and then click **Save**.



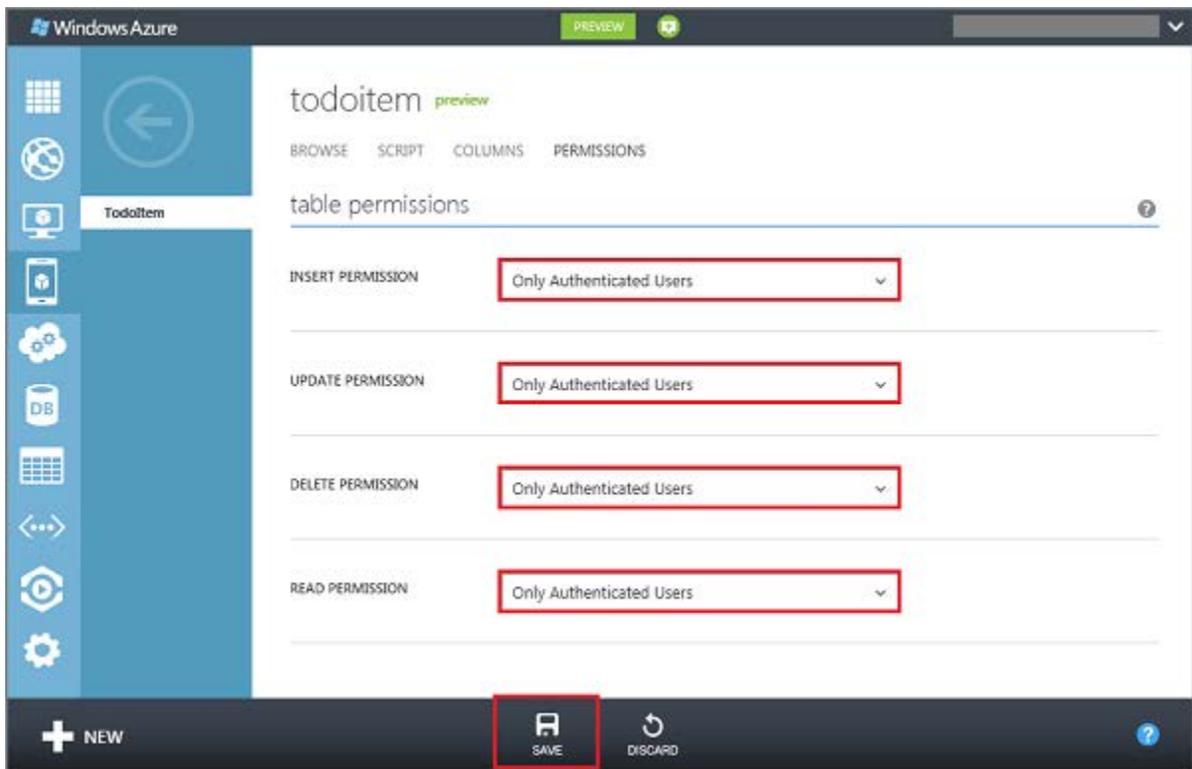
Both your mobile service and your app are now configured to work with Live Connect.

## Restrict permissions to authenticated users

1. In the Management Portal, click the **Data** tab, and then click the **ToDoItem** table.



2. Click the **Permissions** tab, set all permissions to **Only authenticated users**, and then click **Save**. This will ensure that all operations against the **TodoItem** table require an authenticated user. This also simplifies the scripts in the next tutorial because they will not have to allow for the possibility of anonymous users.



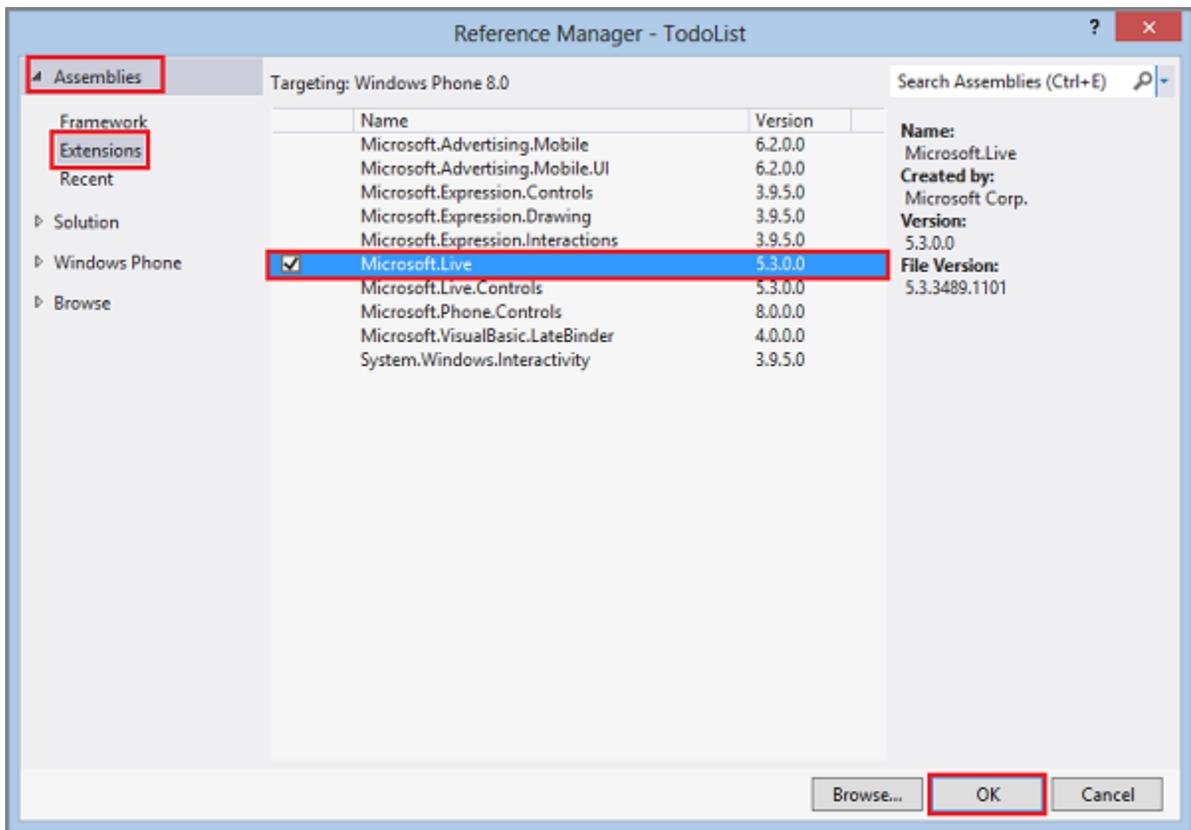
3. In Visual Studio 2012 Express for Windows Phone, open the project that you created when you completed the tutorial Get started with data in Mobile Services.
4. Press the F5 key to run this quickstart-based app; verify that an exception with a status code of 401 (Unauthorized) is raised.

This happens because the app is accessing Mobile Services as an unauthenticated user, but the *Todoltem* table now requires authentication.

Next, you will update the app to authenticate users with Live Connect before requesting resources from the mobile service.

## Add authentication to the app

1. Download and install the [Live SDK for Windows and Windows Phone](#).
2. In the **Project** menu in Visual Studio, click **Add Reference**, then expand **Assemblies**, click **Extensions**, check **Microsoft.Live**, and then click **OK**.



This adds a reference to the Live SDK to the project.

3. Open the project file mainpage.xaml.cs and add the following using statements:

```
using Microsoft.Live;
```

4. Add the following code snippet to the MainPage class:

```
private LiveConnectSession session;
private async System.Threading.Tasks.Task Authenticate()
{
    LiveAuthClient liveIdClient = new LiveAuthClient("<< INSERT CLIENT
ID HERE >>");

while (session == null)
{
    LiveLoginResult result = await liveIdClient.LoginAsync(new[] {
"wl.basic" });
    if (result.Status == LiveConnectSessionStatus.Connected)
```

```

    {
        session = result.Session;
        LiveConnectClient client = new
LiveConnectClient(result.Session);
        LiveOperationResult meResult = await client.GetAsync("me");
        MobileServiceUser loginResult =
            await
App.MobileService.LoginAsync(result.Session.AuthenticationToken);

        string title = string.Format("Welcome {0}!",
meResult.Result["first_name"]);
        var message = string.Format("You are now logged in - {0}",
loginResult.UserId);
        MessageBox.Show(message, title, MessageBoxButton.OK);
    }
    else
    {
        session = null;
        MessageBox.Show("You must log in.", "Login Required",
MessageBoxButton.OK);
    }
}
}
}

```

This creates a member variable for storing the current Live Connect session and a method to handle the authentication process.

**Note:** This code forces a logout, when possible, to make sure that the user is prompted for credentials each time the application runs. This makes it easier to test the application with different Microsoft Accounts to ensure that the authentication is working correctly. This mechanism will only work if the logged in user does not have a connected Microsoft account.

5. Update string << *INSERT CLIENT ID HERE* >> from the previous step with the client ID value that was generated when you registered your app with Live Connect.
6. Delete or comment-out the existing **OnNavigatedTo** method override and replace it with the following method that handles the **Loaded** event for the page.

```
async void MainPage_Loaded(object sender, RoutedEventArgs e)
{
    await Authenticate();
    RefreshTodoItems();
}
```

This method calls the new **Authenticate** method.

7. Replace the MainPage constructor with the following code:

```
// Constructor
public MainPage()
{
    InitializeComponent();
    this.Loaded += MainPage_Loaded;
}
```

This constructor also registers the handler for the Loaded event.

8. Press the F5 key to run the app and sign into Live Connect with your Microsoft Account.

After you are successfully logged-in, the app runs without errors, and you are able to query Mobile Services and make updates to data.

# Get started with push notifications in Mobile Services

This section shows you how to use Windows Azure Mobile Services to send push notifications to a Windows Phone 8 app. In this tutorial you add push notifications using the Microsoft Push Notification Service (MPNS) to the quickstart project. When complete, your mobile service will send a push notification each time a record is inserted.

This tutorial walks you through these basic steps to enable push notifications:

1. [Add push notifications to the app](#)
2. [Update scripts to send push notifications](#)
3. [Insert data to receive notifications](#)

This tutorial requires the following:

- [Visual Studio 2012 Express for Windows Phone](#), or a later version.
- [Mobile Services SDK](#)

This tutorial is based on the Mobile Services quickstart. Before you start this tutorial, you must first complete [Get started with data with Mobile Services](#).

**Note:** When you send less than 500 messages per user each day, you do not need to register or authenticate your app with Mobile Service Windows Phone Notification Service

## Add push notifications to your app

1. Open the file `App.xaml.cs` and add the following using statement:

```
using Microsoft.Phone.Notification;
```

2. Add the following to `App.xaml.cs`:

```
public static HttpNotificationChannel CurrentChannel { get; private set; }

private void AcquirePushChannel()
{
    CurrentChannel = HttpNotificationChannel.Find("MyPushChannel");
}
```

```

if (CurrentChannel == null)
{
    CurrentChannel = new HttpNotificationChannel("MyPushChannel");
    CurrentChannel.Open();
    CurrentChannel.BindToShellTile();
}
}

```

This code acquires and stores a push notification channel.

- At the top of the **Application\_Launching** event handler in App.xaml.cs, add the following call to the new **AcquirePushChannel** method:

```
AcquirePushChannel();
```

This guarantees that the **CurrentChannel** property is initialized each time the application is launched.

- Open the project file MainPage.xaml.cs and add the following new attributed property to the **ToDoItem** class:

```
[DataMember(Name = "channel")]
public string Channel { get; set; }
```

**Note:** When dynamic schema is enabled on your mobile service, a new 'channel' column is automatically added to the **ToDoItem** table when a new item that contains this property is inserted.

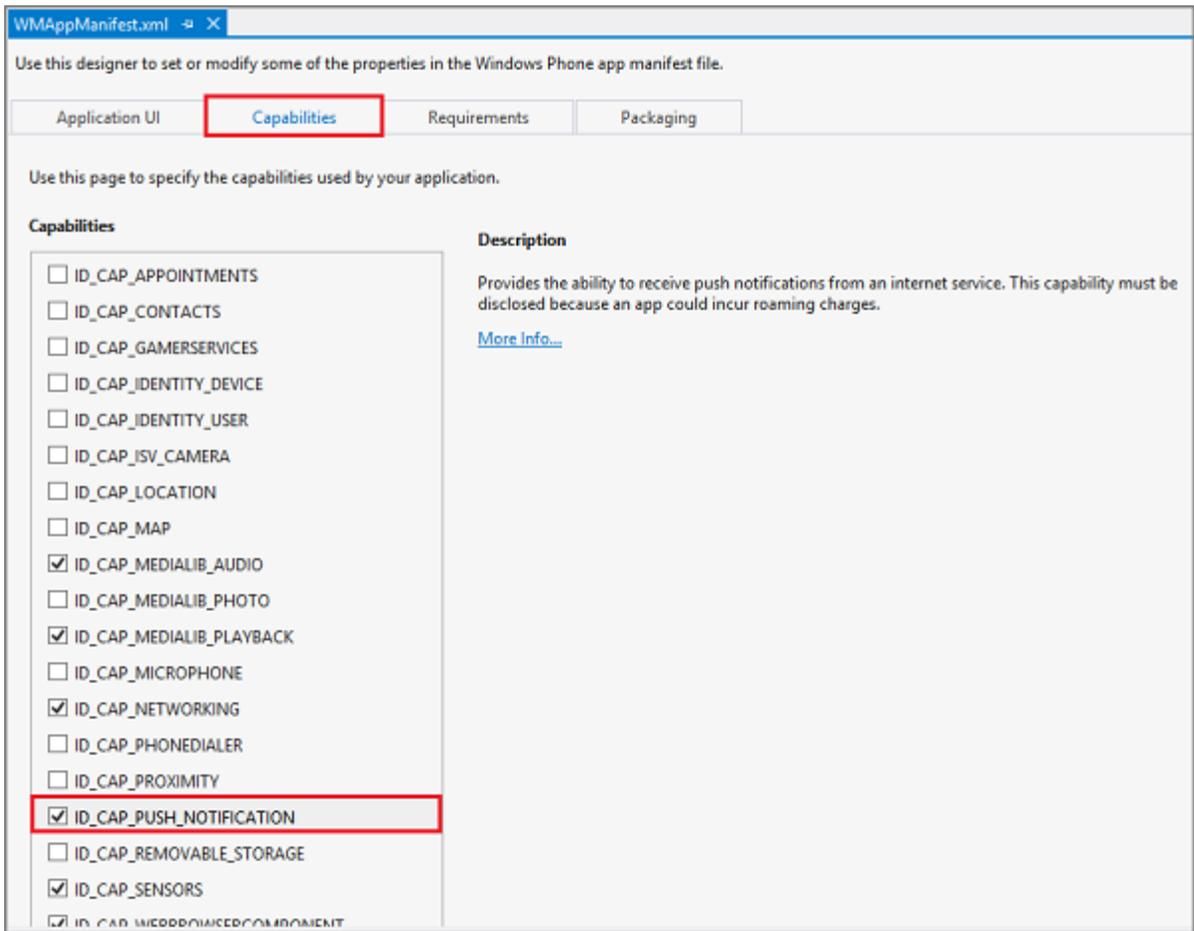
- Replace the **ButtonSave\_Click** event handler method with the following code:

```
private void ButtonSave_Click(object sender, RoutedEventArgs e)
{
    var todoItem = new ToDoItem { Text = TodoInput.Text,
        Channel = App.CurrentChannel.ChannelUri.ToString() };
    InsertToDoItem(todoItem);
}

```

This sets the client's current channel value on the item before it is sent to the mobile service.

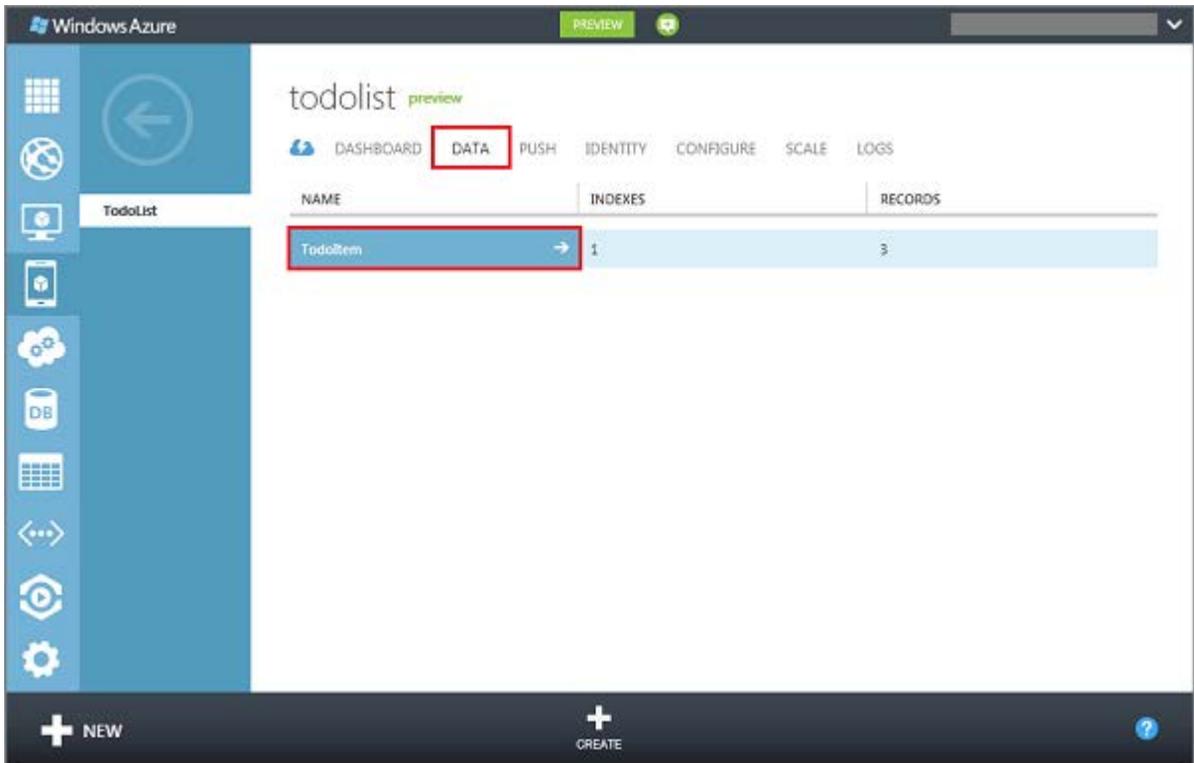
6. In the Solution Explorer, expand **Properties**, open the WMAAppManifest.xml file, click the **Capabilities** tab and make sure that the **ID\_CAP\_PUSH\_NOTIFICATION** capability is checked.



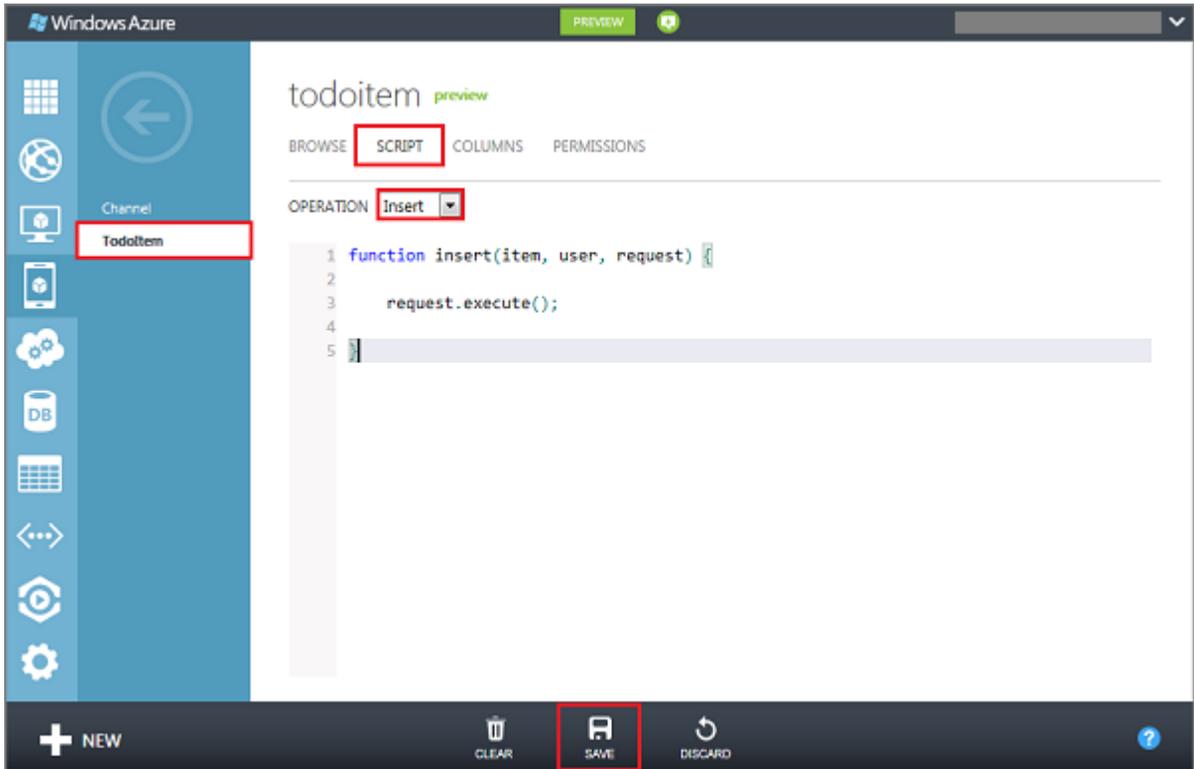
This makes sure that your app can receive push notifications.

## Update the registered insert script in the Management Portal

1. In the Management Portal, click the **Data** tab and then click the **TodoItem** table.



2. In **todoitem**, click the **Script** tab and select **Insert**.



This displays the function that is invoked when an insert occurs in the **TodoItem** table.

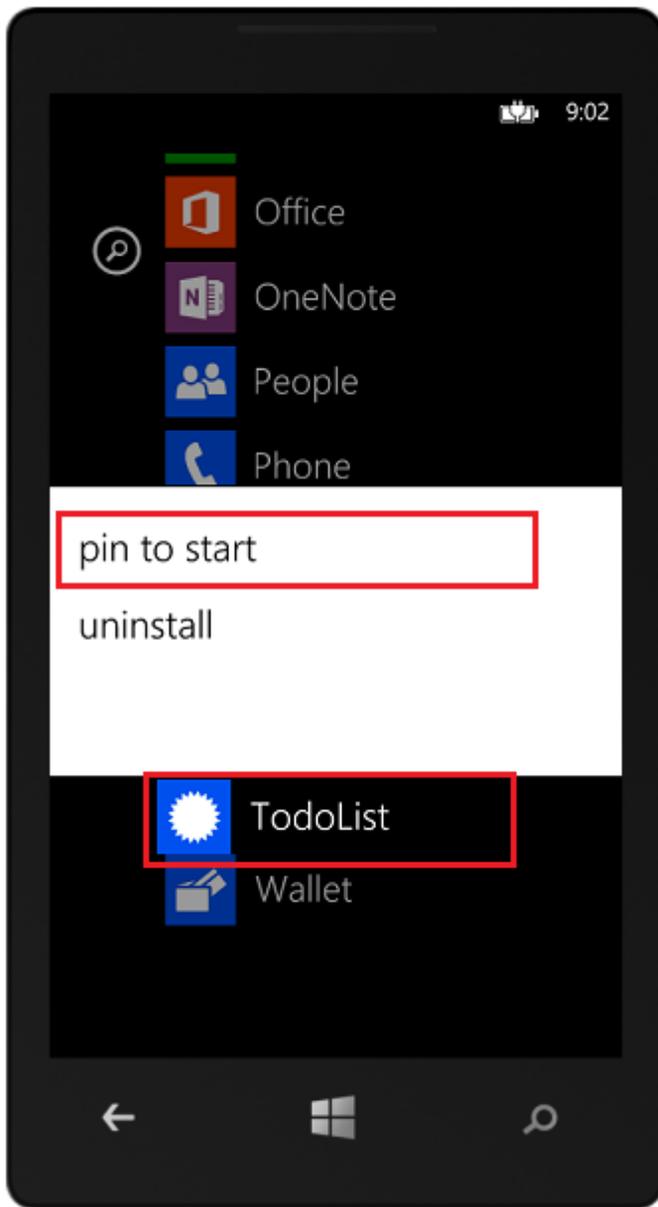
3. Replace the insert function with the following code, and then click **Save**:

```
function insert(item, user, request) {
  request.execute({
    success: function () {
      // Write to the response and then send the notification in the
background
      request.respond();
      push.mpns.sendFlipTile(item.channel, {
        title: item.text
      }, {
        success: function (pushResponse) {
          console.log("Sent push:", pushResponse);
        }
      });
    }
  });
}
```

This registers a new insert script, which uses the [mpns object](#) to send a push notification (the inserted text) to the channel provided in the insert request.

## Test push notifications in your app

1. In Visual Studio, select **Deploy Solution** on the **Build** menu.
2. In the emulator, swipe to the left to reveal the list of installed apps and find the new **ToDoList** app.
3. Tap and hold on the app icon, and then select **pin to start** from the context menu.

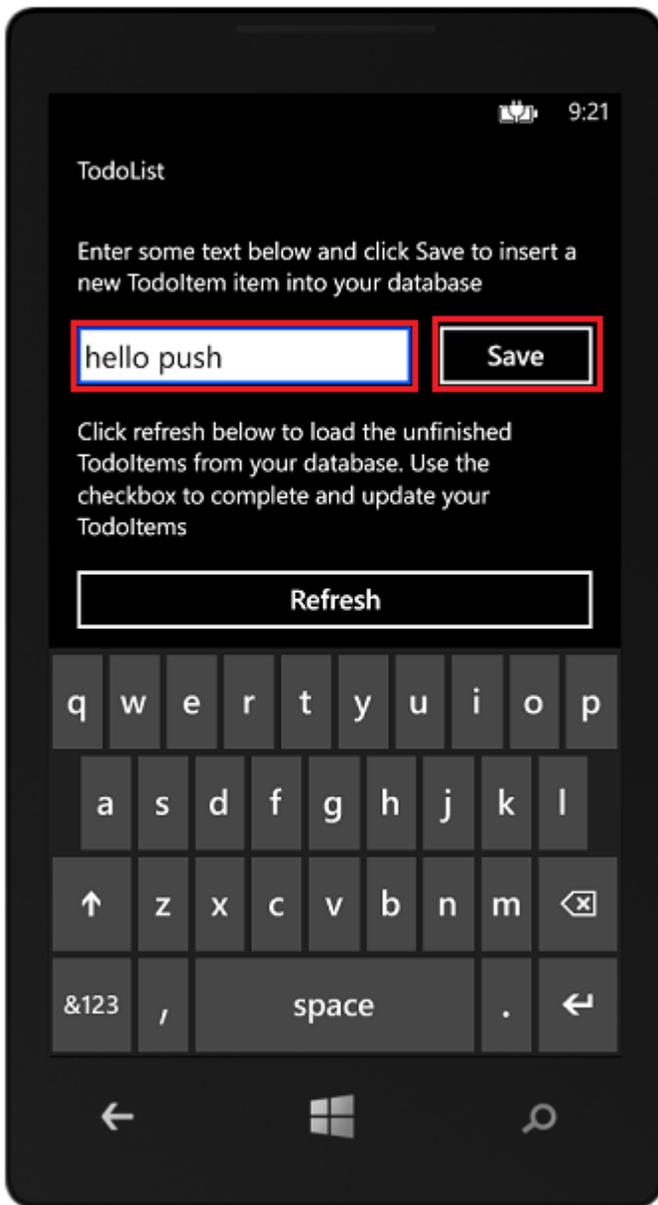


This pins a tile named **ToDoList** to the start menu.

4. Tap the tile named **ToDoList** to launch the app.



5. In the app, enter the text "hello push" in the textbox, and then click **Save**.



This sends an insert request to the mobile service to store the added item.

6. Press the **Start** button to return to the start menu.



Notice that the application received the push notification and that the title of the tile is now **hello push**.

## Next steps

In this simple example a user receives a push notification with the data that was just inserted. The channel used by MPNS is supplied to the mobile service by the client in the request. In the next tutorial, you will create a separate Channel table in which to store channel URIs and send a push notification out to all stored channels when an insert occurs.

# Push notifications to users by using Mobile Services

This section extends the previous push notification tutorial by adding a new table to store Microsoft Push Notification Service (MPNS) channel URIs. These channels can then be used to send push notifications to users of the Windows Phone 8 app.

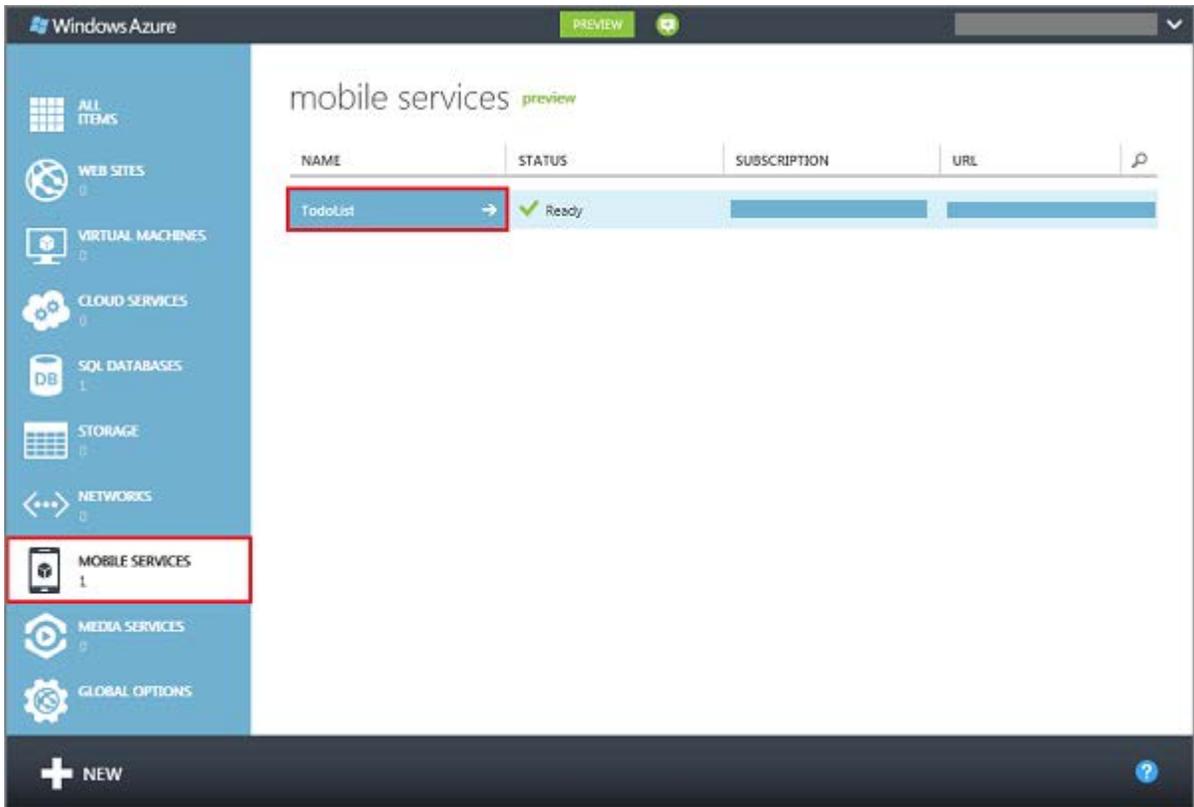
This tutorial walks you through these steps to update push notifications in your app:

1. [Create the Channel table](#)
2. [Update the app](#)
3. [Update server scripts](#)
4. [Verify the push notification behavior](#)

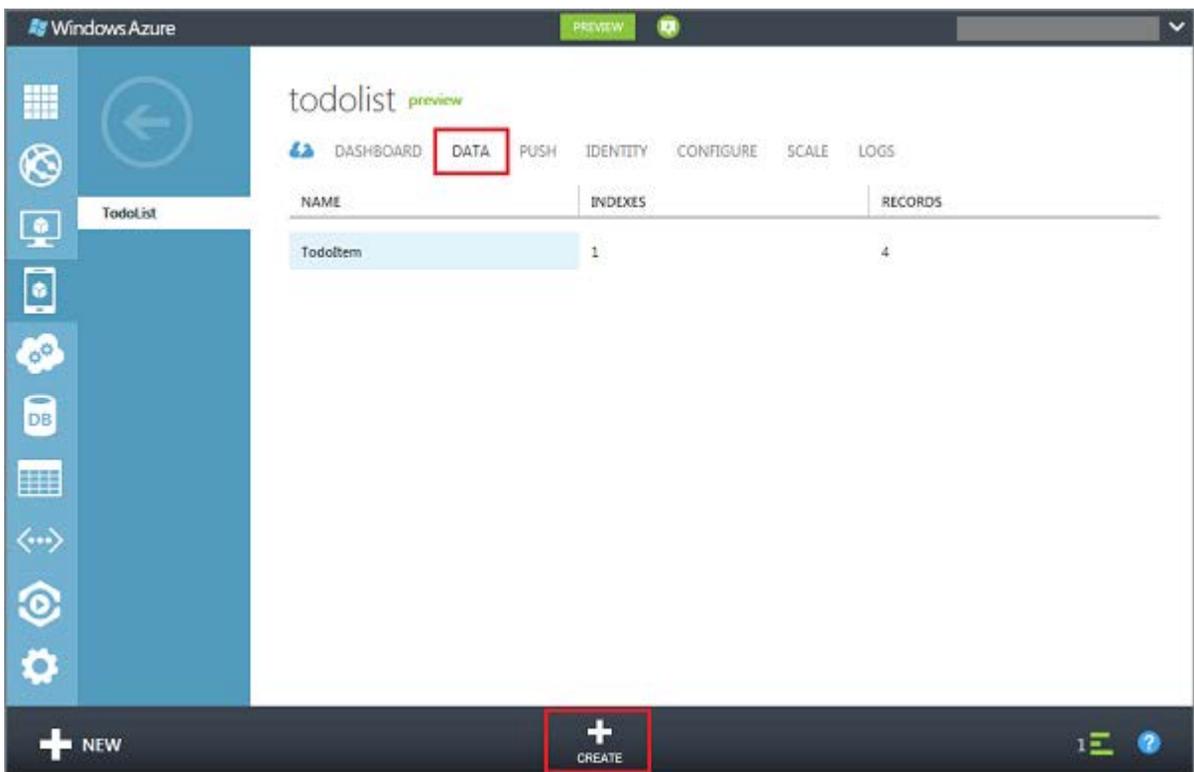
This tutorial is based on the Mobile Services quickstart and builds on the previous tutorial [Get started with push notifications](#). Before you start this tutorial, you must first complete [Get started with push notifications](#).

## Create a new table

1. Log into the [Windows Azure Management Portal](#), click **Mobile Services**, and then click your app.



2. Click the **Data** tab, and then click **Create**.



This displays the **Create new table** dialog.

3. Keeping the default **Anybody with the application key** setting for all permissions, type *Channel* in **Table name**, and then click the check button.

MOBILE SERVICES: DATA

## Create New Table

TABLE NAME

Channel

You can set a permission level against each operation for your table. ?

INSERT PERMISSION

Anybody with the Application Key

UPDATE PERMISSION

Anybody with the Application Key

DELETE PERMISSION

Anybody with the Application Key

READ PERMISSION

Anybody with the Application Key

✓

This creates the **Channel** table, which stores the channel URIs used to send push notifications separate from item data.

Next, you will modify the push notifications app to store data in this new table instead of in the **ToDoItem** table.

## Update your app

1. In Visual Studio 2012 Express for Windows Phone, open the project from the tutorial Get started with push notifications, open up file MainPage.xaml.cs, and remove the **Channel** property from the **ToDoItem** class. It should now look like this:

```
public class TodoItem
{
    public int Id { get; set; }

    [DataMember(Name = "text")]
    public string Text { get; set; }

    [DataMember(Name = "complete")]
    public bool Complete { get; set; }
}
```

2. Replace the **ButtonSave\_Click** event handler method with the original version of this method, as follows:

```
private void ButtonSave_Click(object sender, RoutedEventArgs e)
{
    var todoItem = new TodoItem { Text = TextInput.Text };
    InsertTodoItem(todoItem);
}
```

3. Add the following code that creates a new **Channel** class:

```
public class Channel
{
    public int Id { get; set; }

    [DataMember(Name = "uri")]
    public string Uri { get; set; }
}
```

4. Open the file App.xaml.cs and replace **AcquirePushChannel** method with the following code:

```
private void AcquirePushChannel()
{
```

```
CurrentChannel = HttpNotificationChannel.Find("MyPushChannel");

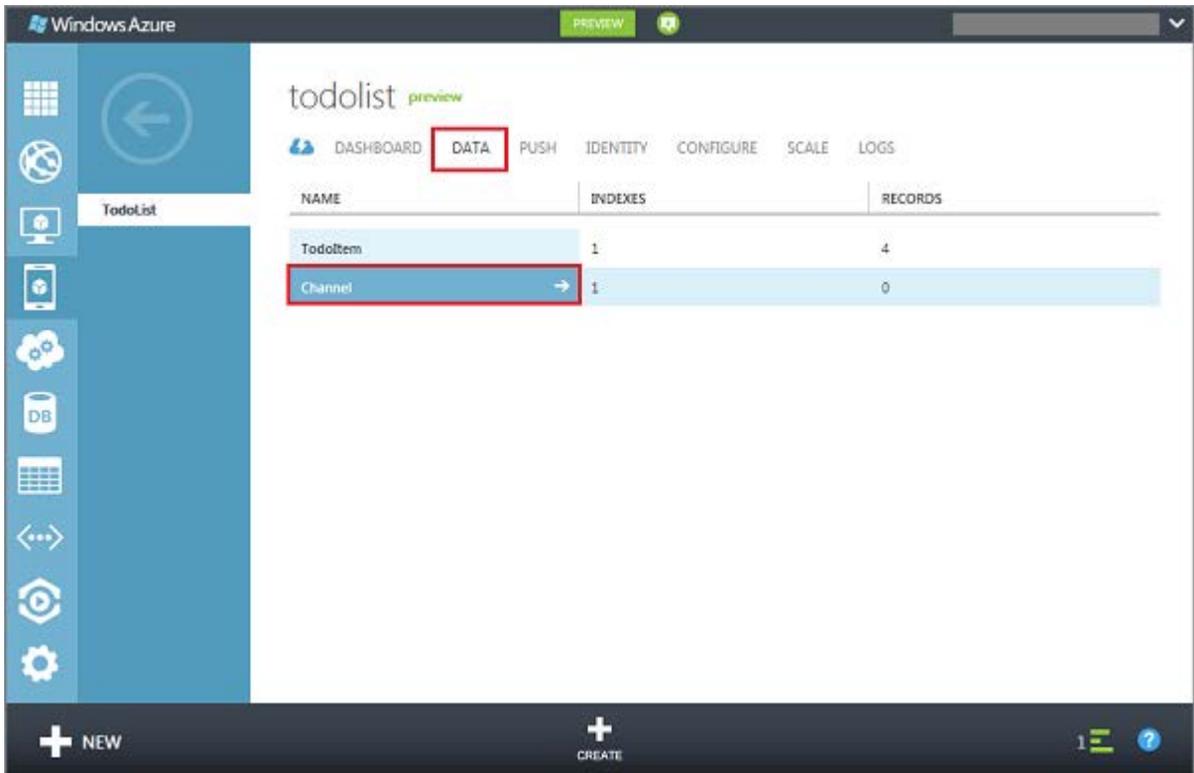
if (CurrentChannel == null)
{
    CurrentChannel = new HttpNotificationChannel("MyPushChannel");
    CurrentChannel.Open();
    CurrentChannel.BindToShellTile();
}

IMobileServiceTable<Channel> channelTable =
App.MobileService.GetTable<Channel>();
var channel = new Channel { Uri = CurrentChannel.ChannelUri.ToString()
};
channelTable.InsertAsync(channel);
}
```

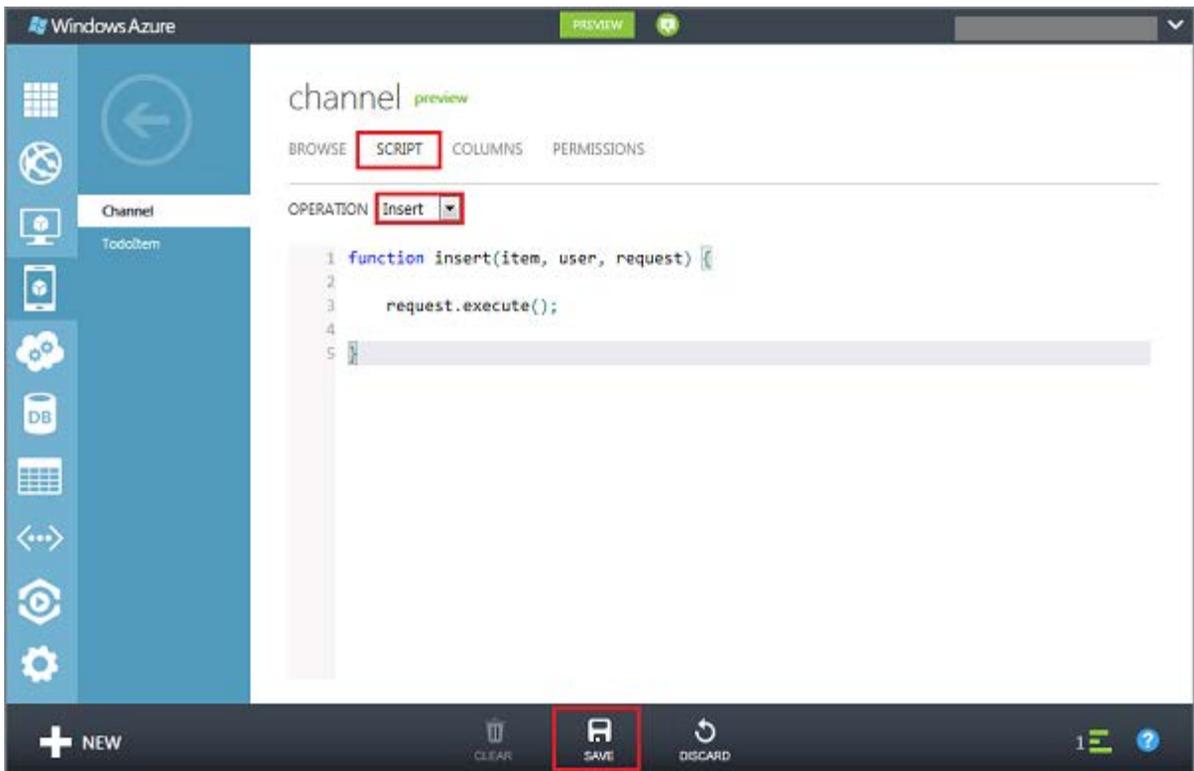
This code inserts a channel into the Channel table.

## Update server scripts

1. In the Management Portal, click the **Data** tab and then click the **Channel** table.



2. In **channel**, click the **Script** tab and select **Insert**.



This displays the function that is invoked when an insert occurs in the **Channel** table.

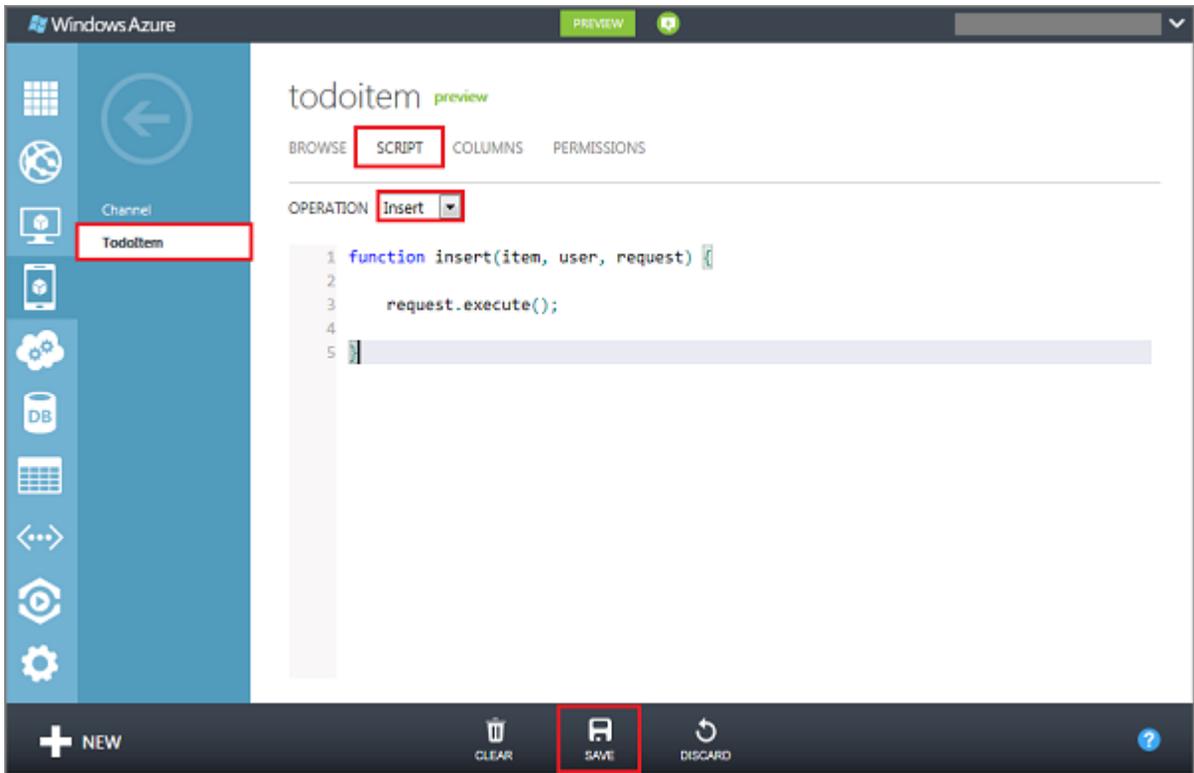
3. Replace the insert function with the following code, and then click **Save**:

```
function insert(item, user, request) {
  var channelTable = tables.getTable('Channel');
  channelTable
    .where({ uri: item.uri })
    .read({ success: insertChannelIfNotFound });

  function insertChannelIfNotFound(existingChannels) {
    if (existingChannels.length > 0) {
      request.respond(200, existingChannels[0]);
    } else {
      request.execute();
    }
  }
}
```

This script checks the **Channel** table for an existing channel with the same URI. The insert only proceeds if no matching channel was found. This prevents duplicate channel records.

4. Click **TodoItem**, click **Script** and select **Insert**.



5. Replace the insert function with the following code, and then click **Save**:

```
function insert(item, user, request) {
  request.execute({
    success: function() {
      request.respond();
      sendNotifications();
    }
  });
}

function sendNotifications() {
  var channelTable = tables.getTable('Channel');
  channelTable.read({
    success: function(channels) {
      channels.forEach(function(channel) {
        push.mpns.sendFlipTile(channel.uri, {
          title: item.text
        }, {
          success: function(pushResponse) {
            console.log("Sent push:", pushResponse);
          }
        });
      });
    }
  });
}
```

```
        });  
    });  
}  
});  
}
```

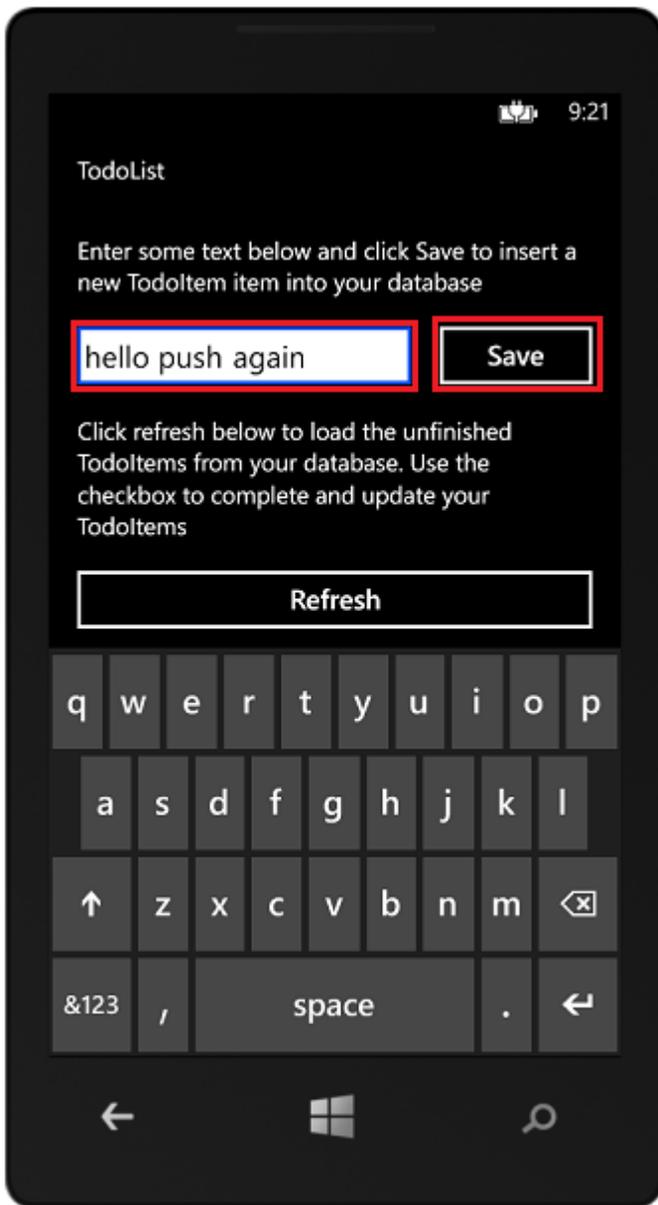
This insert script sends a push notification (with the text of the inserted item) to all channels stored in the **Channel** table.

## Test the app

1. In Visual Studio, select **Deploy Solution** on the **Build** menu.
2. Tap the tile named either **ToDoList** or **hello push** to launch the app.



3. In the app, enter the text "hello push again" in the textbox, and then click **Save**.



This sends an insert request to the mobile service to store the added item.

4. Press the **Start** button to return to the start menu.



Notice that the application received the push notification and that the title of the tile is now **hello push**.

5. (Optional) Run the app on two devices at the same time, and repeat the previous step.

The notification is sent to all running app instances.

# Learn more about Mobile Services

This concludes the tutorials that demonstrate the basics of working with Mobile Services. To learn more about Mobile Services, browse to the following web sites:

**Mobile Services developer center** (<http://www.windowsazure.com/en-us/develop/mobile/>)

Includes links to all relevant information about Mobile Services.

**Mobile Services forums** (<http://social.msdn.microsoft.com/Forums/en-US/azuremobile/threads>)

Find the latest questions and answers about Mobile Services in the Windows Azure platform forums.

**Mobile Services client SDK for Windows 8** (<http://aka.ms/zumosdk>)

Download location for the Mobile Services client SDK for Windows Store apps.

**Mobile Services technical references** (<http://aka.ms/zumodocs>)

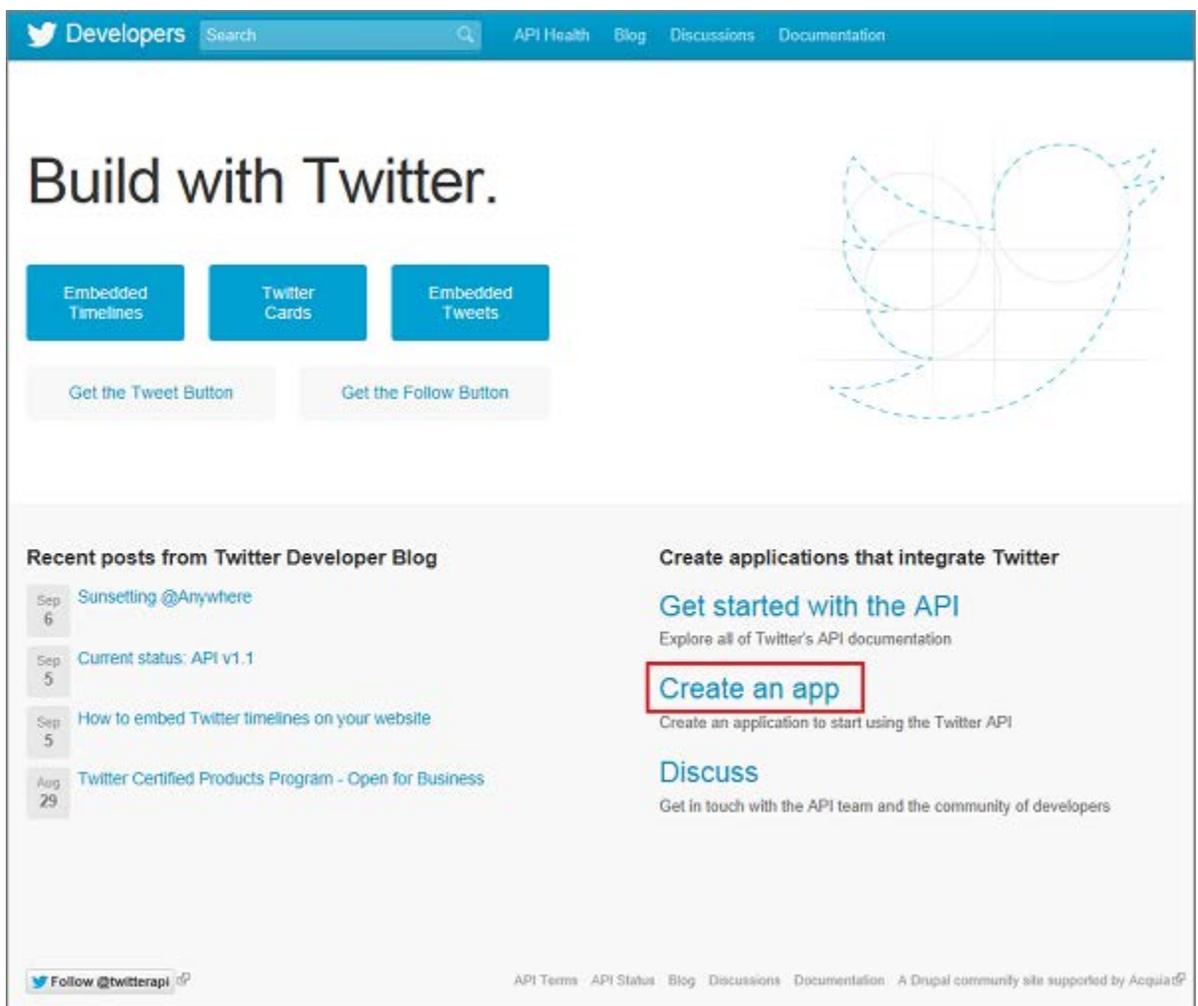
Reference documentation for Mobile Services client libraries and server scripts.

# Appendix A: Register your apps for Twitter login with Mobile Services

This appendix shows you how to register your apps to be able to use Twitter to authenticate with Windows Azure Mobile Services.

**Note:** To complete the procedure in this topic, you must have a Twitter account that has a verified email address. To create a new Twitter account, go to [twitter.com](https://twitter.com).

1. Navigate to the Twitter Developers web site, sign-in with your Twitter account credentials, and then click **Create an app**.



The screenshot shows the Twitter Developers website. The header includes the Twitter logo, 'Developers', a search bar, and navigation links for 'API Health', 'Blog', 'Discussions', and 'Documentation'. The main content area features the heading 'Build with Twitter.' followed by three blue buttons: 'Embedded Timelines', 'Twitter Cards', and 'Embedded Tweets'. Below these are two light blue buttons: 'Get the Tweet Button' and 'Get the Follow Button'. To the right is a large, stylized Twitter bird logo. Below the main content is a section titled 'Recent posts from Twitter Developer Blog' with four entries: 'Sunsetting @Anywhere' (Sep 6), 'Current status: API v1.1' (Sep 5), 'How to embed Twitter timelines on your website' (Sep 5), and 'Twitter Certified Products Program - Open for Business' (Aug 29). To the right of this section is a 'Create applications that integrate Twitter' section with a link 'Get started with the API' and a red-bordered button 'Create an app'. Below this is a 'Discuss' section with the text 'Get in touch with the API team and the community of developers'. The footer includes a 'Follow @twitterapi' button and a copyright notice: 'API Terms · API Status · Blog · Discussions · Documentation · A Drupal community site supported by Acquia'.

2. Type the **Name**, **Description**, and **Website** values for your app, and type the URL of the mobile service in **Callback URL**.

Developers Search API Health Blog Discussions Documentation

Home → My applications

# Create an application

## Application Details

**Name: \***  
  
Your application name. This is used to attribute the source of a tweet and in user-facing authorization screens. 32 characters max.

**Description: \***  
  
Your application description, which will be shown in user-facing authorization screens. Between 10 and 200 characters max.

**Website: \***  
  
Your application's publicly accessible home page, where users can go to download, make use of, or find out more information about your application. This fully-qualified URL is used in the source attribution for tweets created by your application and will be shown in user-facing authorization screens.  
(If you don't have a URL yet, just put a placeholder here but remember to change it later.)

**Callback URL:**  
  
Where should we return after successfully authenticating? For [@Anywhere applications](#), only the domain specified in the callback will be used. [OAuth 1.0a](#) applications should explicitly specify their `oauth_callback` URL on the request token step, regardless of the value given here. To restrict your application from using callbacks, leave this field blank.

**Note:** The **Website** value is required but is not used.

- At the bottom the page, read and accept the terms, type the correct CAPTCHA words, and then click **Create your Twitter application**.

Yes, I agree  
By clicking the "I Agree" button, you acknowledge that you have read and understand this agreement and agree to be bound by its terms and conditions.

## CAPTCHA

This question is for testing whether you are a human visitor and to prevent automated spam submissions.

wrablic former

wrablic former

stop spam. read books.

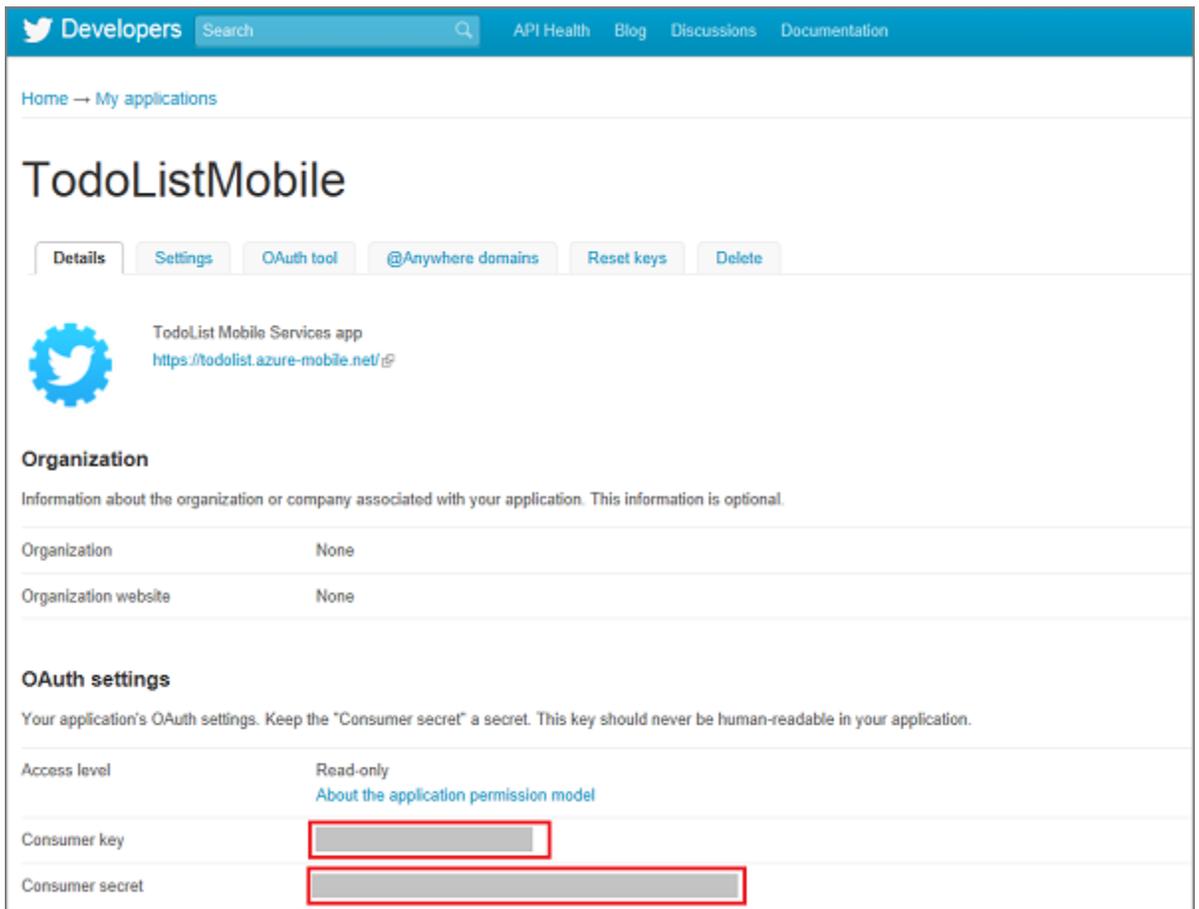
Create your Twitter application

Follow @twitterapi

API Terms API Status Blog Discussions Documentation A Drupal community site supported by Acquia

This registers the app displays the application details.

4. Make a note of the values of **Consumer key** and **Consumer secret**.



The screenshot shows the Twitter Developers console for an application named 'TodoListMobile'. The page has a blue header with the Twitter logo, 'Developers' text, a search bar, and links for 'API Health', 'Blog', 'Discussions', and 'Documentation'. Below the header, there's a breadcrumb 'Home → My applications' and the application title 'TodoListMobile'. A navigation bar contains buttons for 'Details', 'Settings', 'OAuth tool', '@Anywhere domains', 'Reset keys', and 'Delete'. The main content area features a blue gear icon, the application name 'TodoList Mobile Services app', and its URL 'https://todolist.azure-mobile.net/'.

**Organization**  
Information about the organization or company associated with your application. This information is optional.

Organization	None
Organization website	None

**OAuth settings**  
Your application's OAuth settings. Keep the "Consumer secret" a secret. This key should never be human-readable in your application.

Access level	Read-only <a href="#">About the application permission model</a>
Consumer key	<input type="text"/>
Consumer secret	<input type="text"/>

**Security Note:** The consumer secret is an important security credential. Do not share this secret with anyone or distribute it with your app.

You are now ready to use a Twitter login for authentication in your app by providing the consumer key and consumer secret values to Mobile Services.

# Appendix B: Register your Windows Store apps to use a Microsoft Account login

This topic shows you how to register your apps to be able to use Live Connect as an authentication provider for Windows Azure Mobile Services.

**Note:** When you intend to also provide single sign-on or push notifications from a Windows Store app, consider also registering your app with the Windows Store. For more information, see Register your Windows Store apps for Windows Live Connect authentication.

1. Navigate to the My Applications page in the Live Connect Developer Center, and log on with your Microsoft account, if required.
2. Click **Create application**, then type an **Application name** and click **I accept**.

Live Connect Developer Center | Sign out

Home My apps Docs Interactive SDK Downloads Support Showcase

## Connect your application to Windows Live

My applications

Provide the name of your application that users will see.

Application name\*

Use only letters, digits, and underscores. 129-character limit.

Language\*

Select your application's primary language.

Clicking **I accept** means that you agree to the Live Connect [terms of use](#). [Read the privacy statement](#).

**Microsoft**  
© 2012 Microsoft. All rights reserved. [Terms of use](#) | [Trademarks](#) | [Privacy statement](#) | [Site Feedback](#) | [United States \(English\)](#)

This registers the application with Live Connect.

3. Click **Application settings page**, then **API Settings** and make a note of the values of the **Client ID** and **Client secret**.

Live Connect Developer Center | Sign out

Home My apps Docs Interactive SDK Downloads Support Showcase

# ToDoListAuth

My applications > ToDoListAuth > API Settings

Settings

- Basic Information
- API Settings**
- Localization

Client ID:

Client secret:

[Create a new client secret](#)

Redirect domain:

Mobile client app:  
 Yes  No

This is a unique identifier for your application.

For security purposes, don't share your client secret with anyone.

Live Connect enforces this domain in your OAuth 2.0 redirect URI that exchanges tokens, data, and messages with your application. You only need to enter the domain, for example <http://www.contoso.com>.

Mobile client applications use a different OAuth 2.0 authentication flow. Only select "Yes" if your app is a mobile app. [Learn More](#)

**Microsoft**  
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**Security Note:** The client secret is an important security credential. Do not share the client secret with anyone or distribute it with your app.

4. In **Redirect domain**, enter the URL of your mobile service, and then click **Save**.

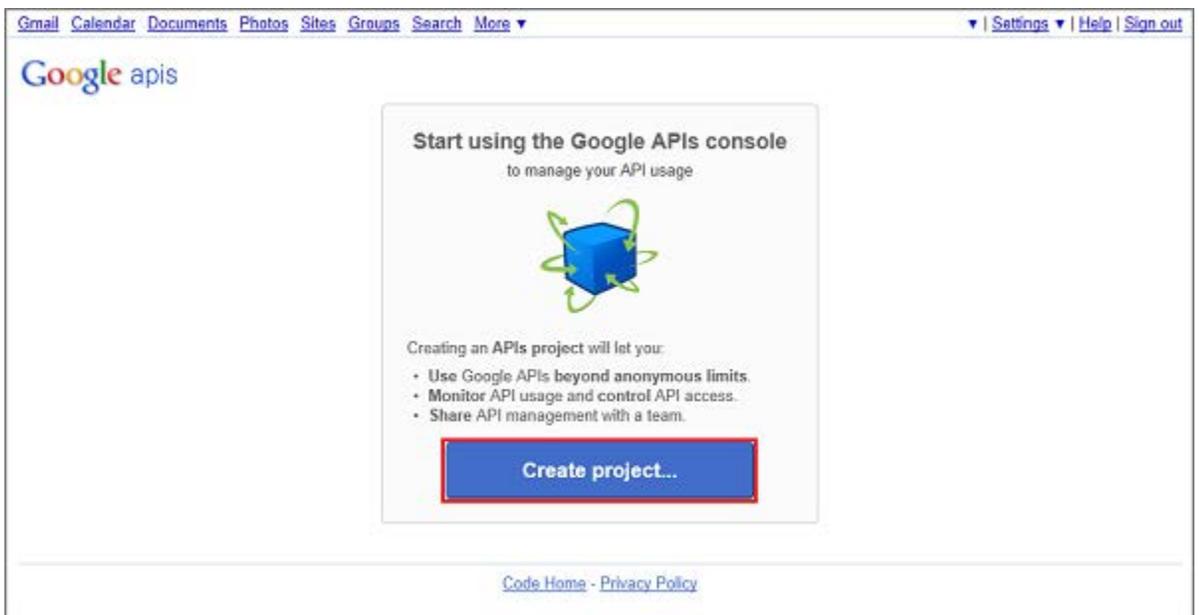
You are now ready to use a Microsoft Account for authentication in your app by providing the client ID and client secret values to Mobile Services.

# Appendix C: Register your apps for Google login with Mobile Services

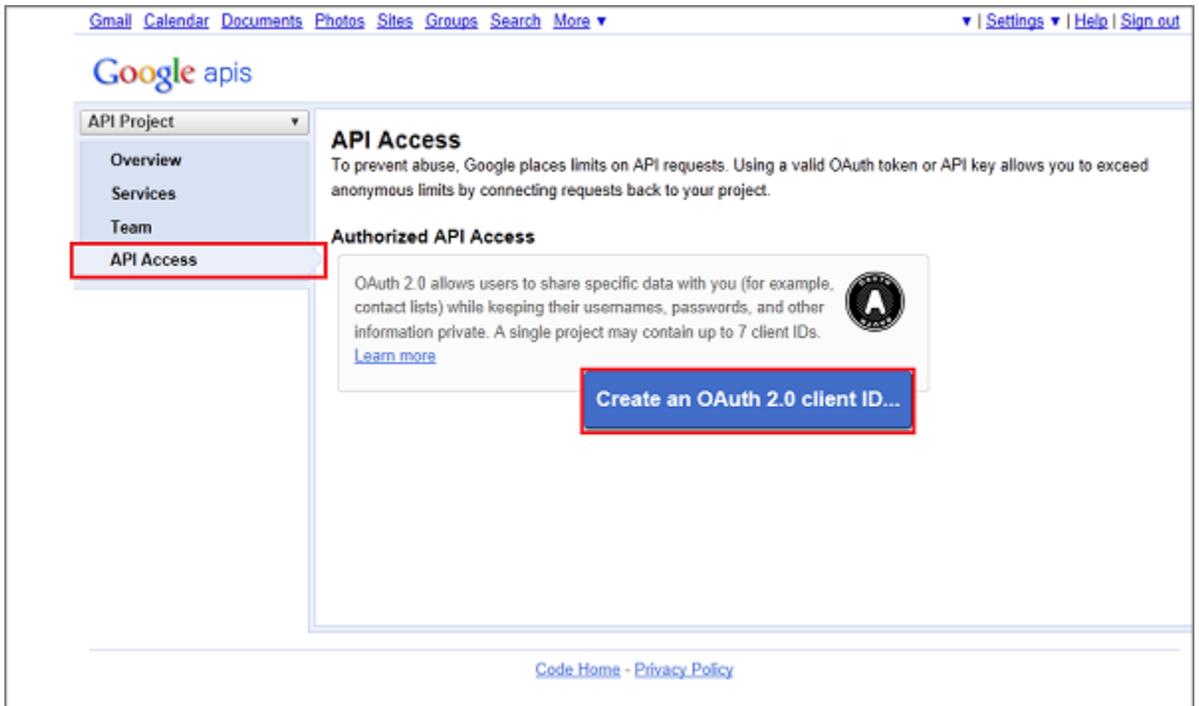
This topic shows you how to register your apps to be able to use Google to authenticate with Windows Azure Mobile Services.

**Note:** To complete the procedure in this topic, you must have a Google account that has a verified email address. To create a new Google account, go to [accounts.google.com](https://accounts.google.com).

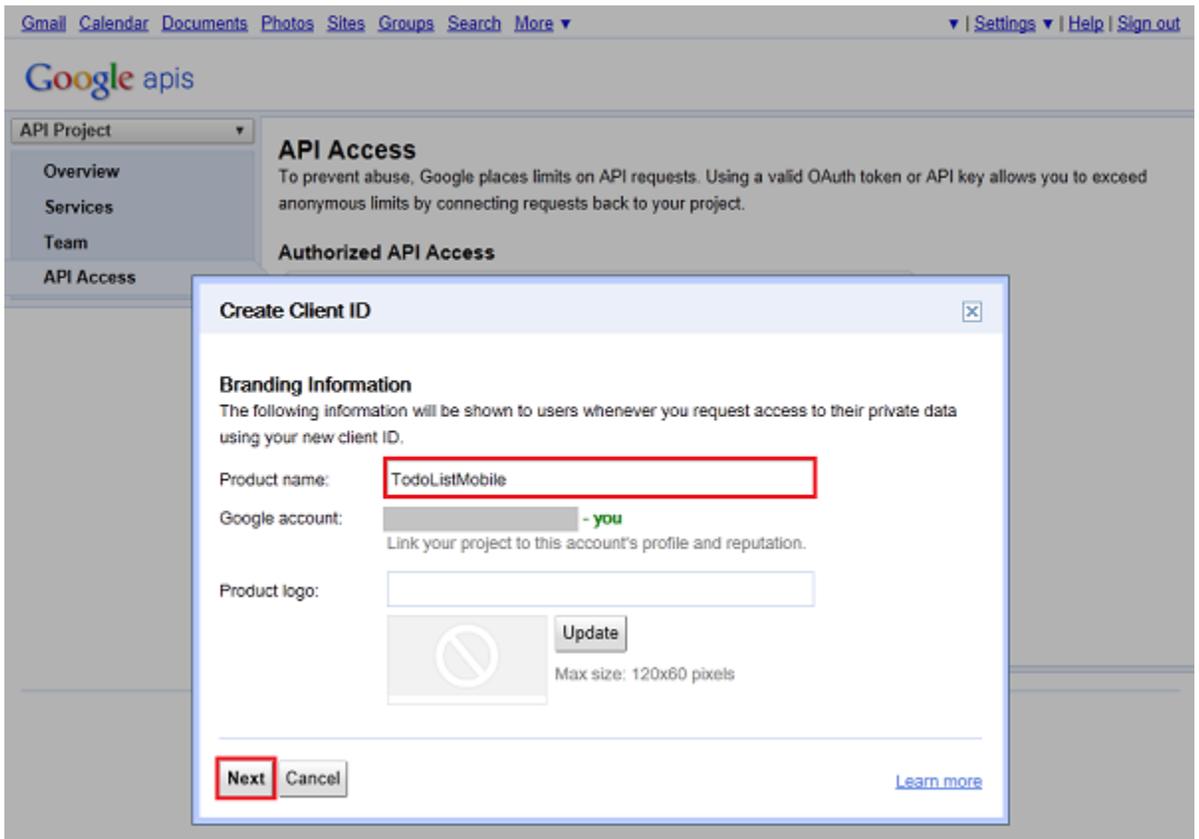
1. Navigate to the Google apis web site, sign-in with your Google account credentials, and then click **Create project....**



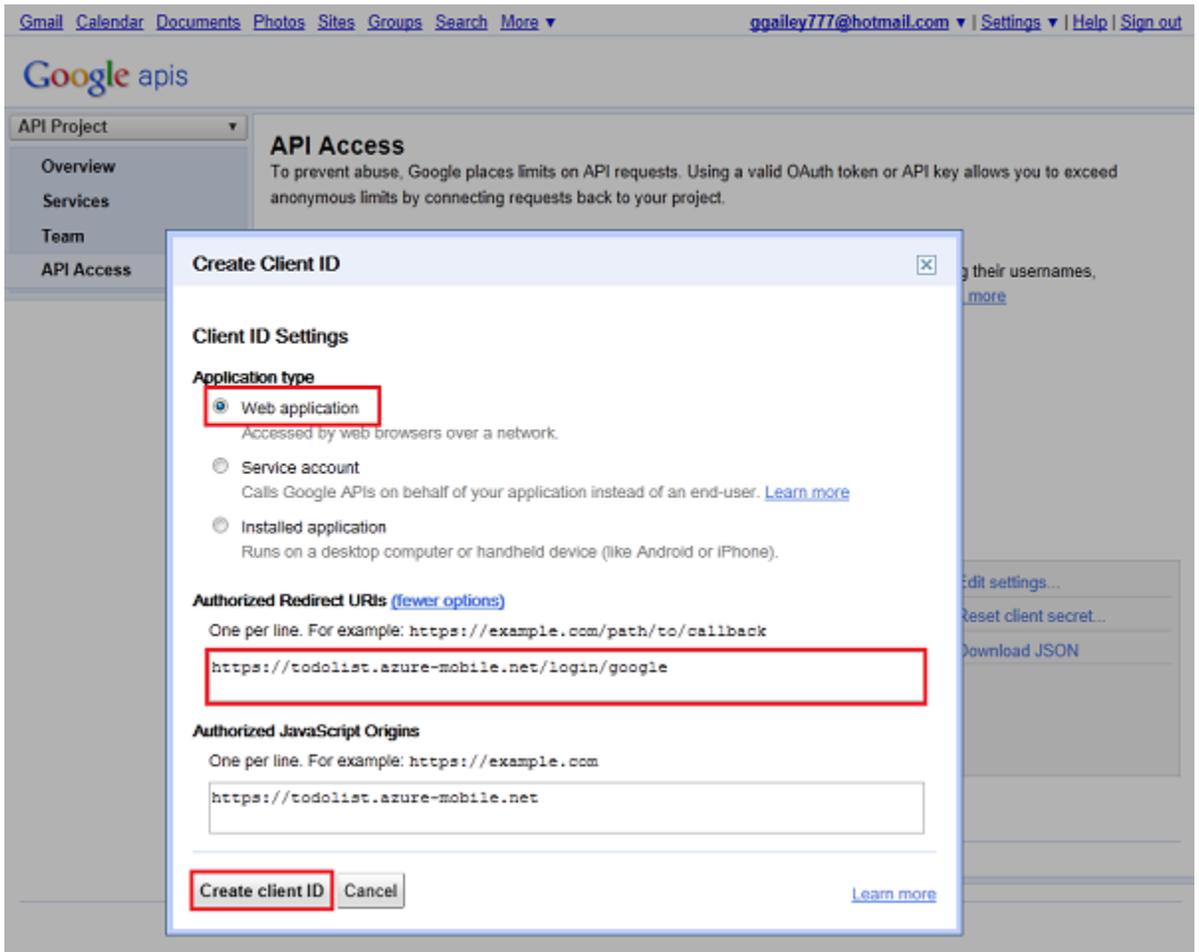
2. Click **API Access** and then click **Create an OAuth 2.0 client ID....**



- Under **Branding Information**, type your **Product name**, then click **Next**.



4. Under **Client ID Settings**, select **Web application**, type your mobile service URL in **Your site or hostname**, click **more options**, replace the generated URL in **Authorized Redirect URIs** with the URL of your mobile service appended with the path `/login/google`, and then click **Create client ID**.



5. Under **Client ID for web applications**, make a note of the values of **Client ID** and **Client secret**.

[Gmail](#) [Calendar](#) [Documents](#) [Photos](#) [Sites](#) [Groups](#) [Search](#) [More](#) ▼ | [Settings](#) ▼ | [Help](#) | [Sign out](#)

Google apis

API Project ▼

- Overview
- Services
- Team
- API Access

### API Access

To prevent abuse, Google places limits on API requests. Using a valid OAuth token or API key allows you to exceed anonymous limits by connecting requests back to your project.

#### Authorized API Access

OAuth 2.0 allows users to share specific data with you (for example, contact lists) while keeping their usernames, passwords, and other information private. A single project may contain up to 7 client IDs. [Learn more](#)

#### Branding information

The following information is shown to users whenever you request access to their private data.

Product name: TodoListMobile  
Google account: [REDACTED]

[Edit branding information...](#)

#### Client ID for web applications

Client ID:	[REDACTED]	<a href="#">Edit settings...</a>
Email address:	[REDACTED]	<a href="#">Reset client secret...</a>
Client secret:	[REDACTED]	<a href="#">Download JSON</a>
Redirect URLs:	<code>https://todolist.azure-mobile.net/oauth2callback</code>	
JavaScript origins:	<code>https://todolist.azure-mobile.net</code>	

[Create another client ID...](#)

[Code Home](#) - [Privacy Policy](#)

**Security Note:** The client secret is an important security credential. Do not share this secret with anyone or distribute it with your app.

You are now ready to use a Google login for authentication in your app by providing the client ID and client secret values to Mobile Services.