

Getting Started for Developers of eGovFramework Mobile Device API (for iOS Platform)

Outline

This Guideline has been prepared for those who want to learn how to apply eGovFramework Mobile Device API Runtime Environment, Dev Kits and guidance program. With this Guideline, all you need to follow is a 3-Step instruction that will guide you through development of the hybrid applications using eGovFramework Mobile Device API.

1. Dev Kits: Set the developmental environment ready to roll out
2. Create and Configure Project: Create your own application using the sample project and execute your application via web-app.
3. Source Analysis: Learn how the source code is built to get a grasp on how eGovFramework web application and eGovFramework Mobile Device API are structured.

Refer to the following for system requirement for web-apps development under eGovFramework and mobile-apps development under eGovFramework Mobile Device API:

Item	Description	Remark
OS	Mac OSX 10.9.4 (Mavericks) or better	
SDK	Cocoa Touch	Included in XCode
iOS Version	iOS 6.0 or better	
Dev Kit	XCode 6.2 or better	Internal LLVM Compiler(GCC)
Languages Supported	Objective-C, C++, Swift	Native
Cordova	PhoneGap Device API	

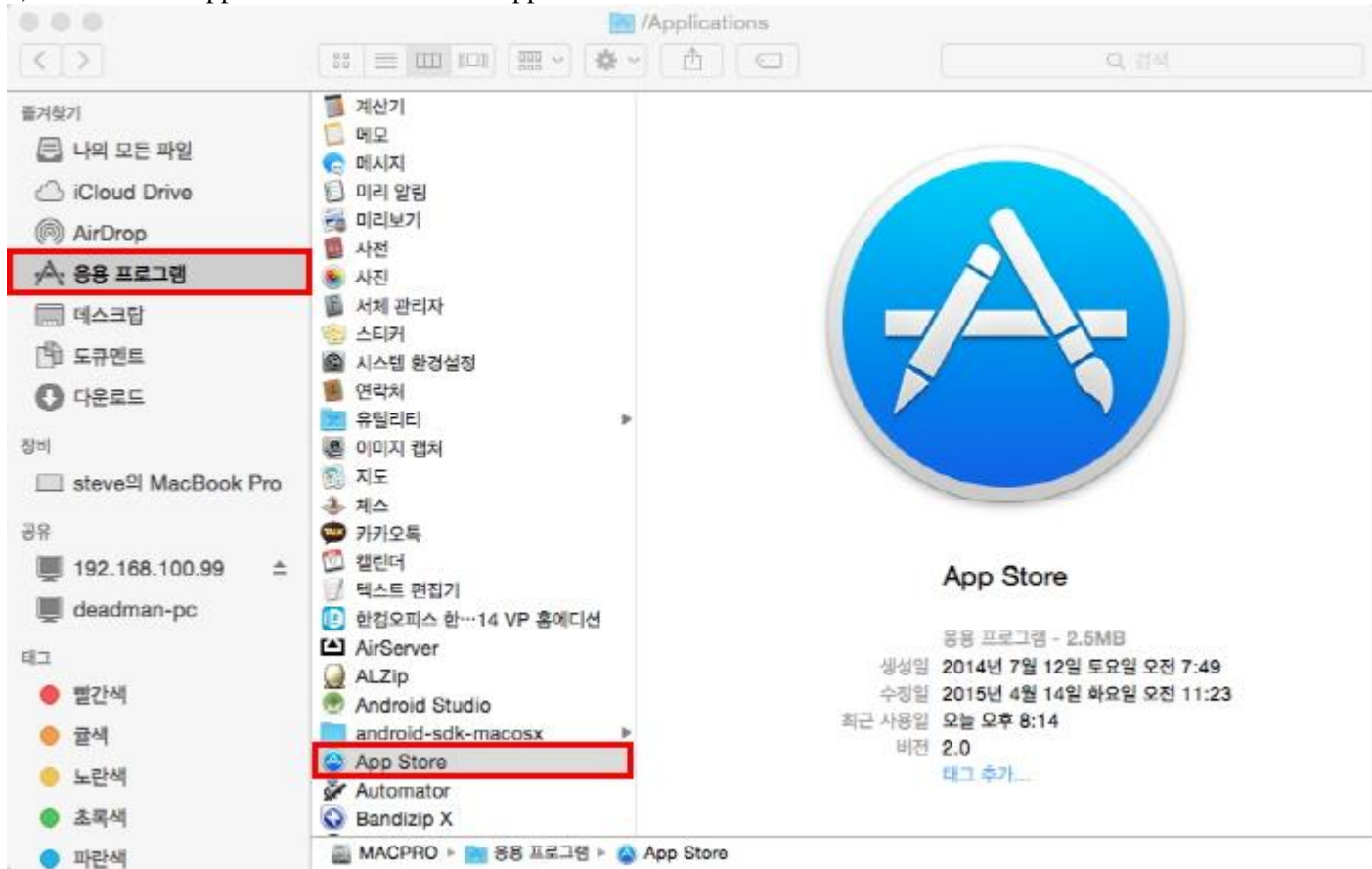
Step 1. Installations

Downloads

1. xCode Download : [Click](#)
2. Cordova Download : [Click](#)

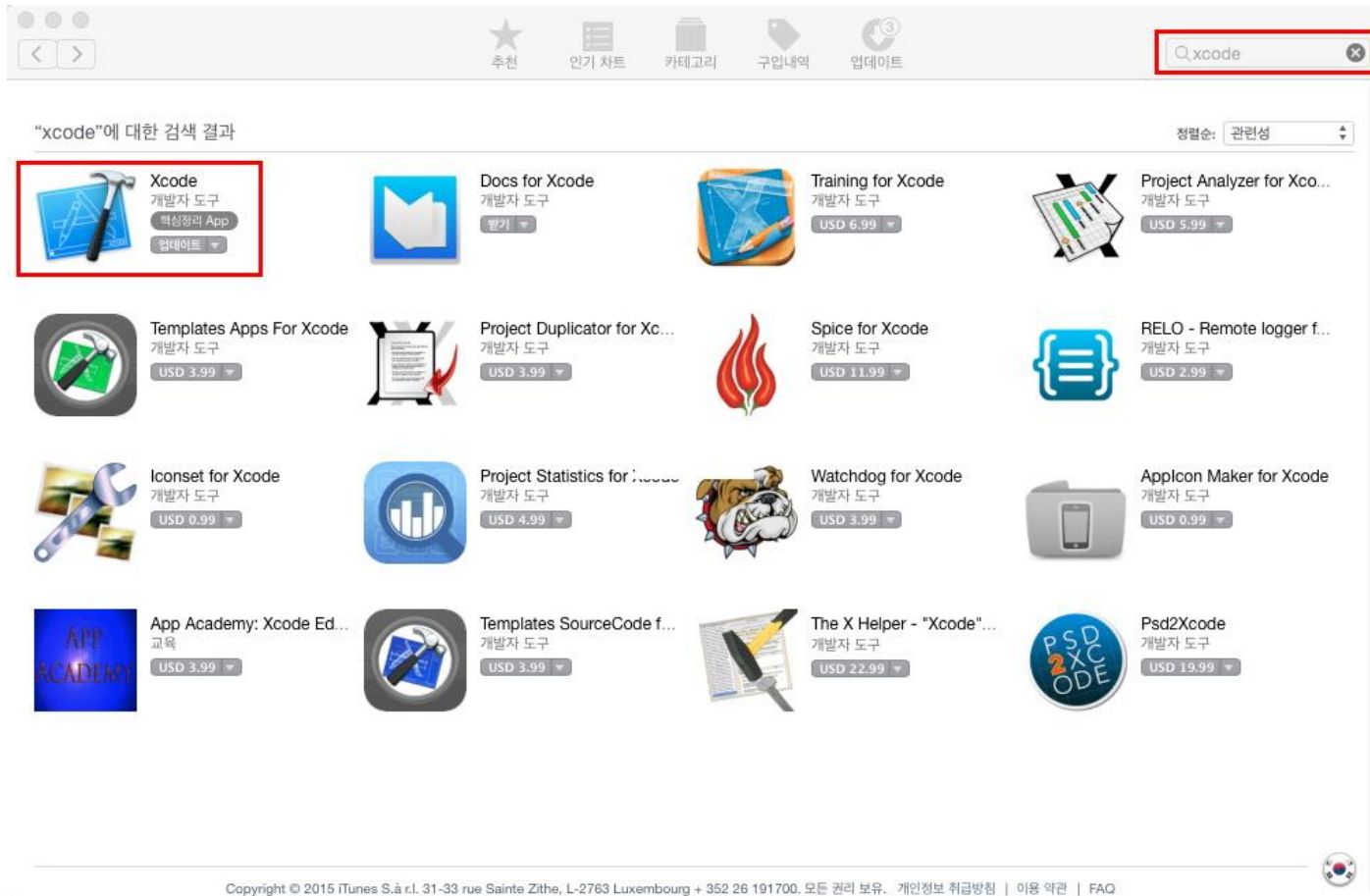
How to install Dev Kits

1) Go Finder > Applications and run Mac AppStore.



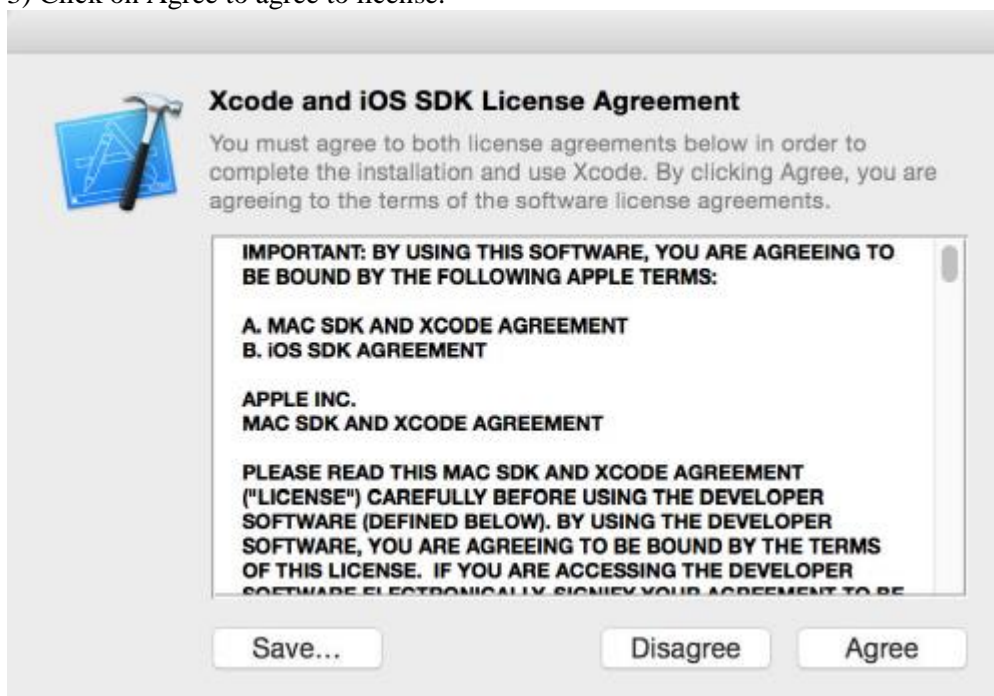
2) Search xcode and click on “Download”. Wait until AppStore proceeds with your download and

installation.

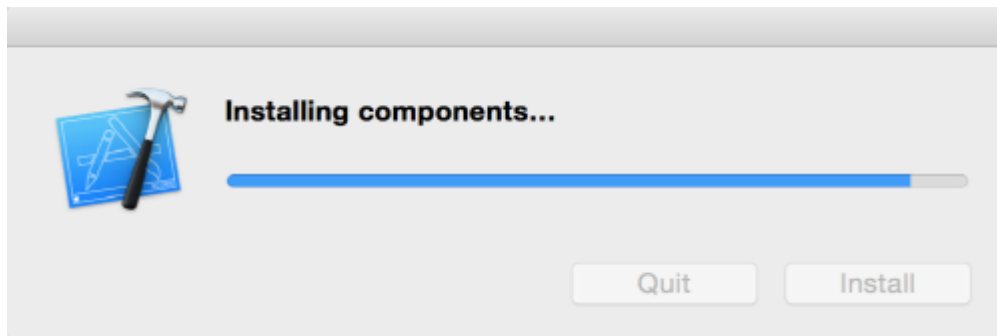


- Ensure sufficient free space in your harddisk to download XCode exceeding 5GB.

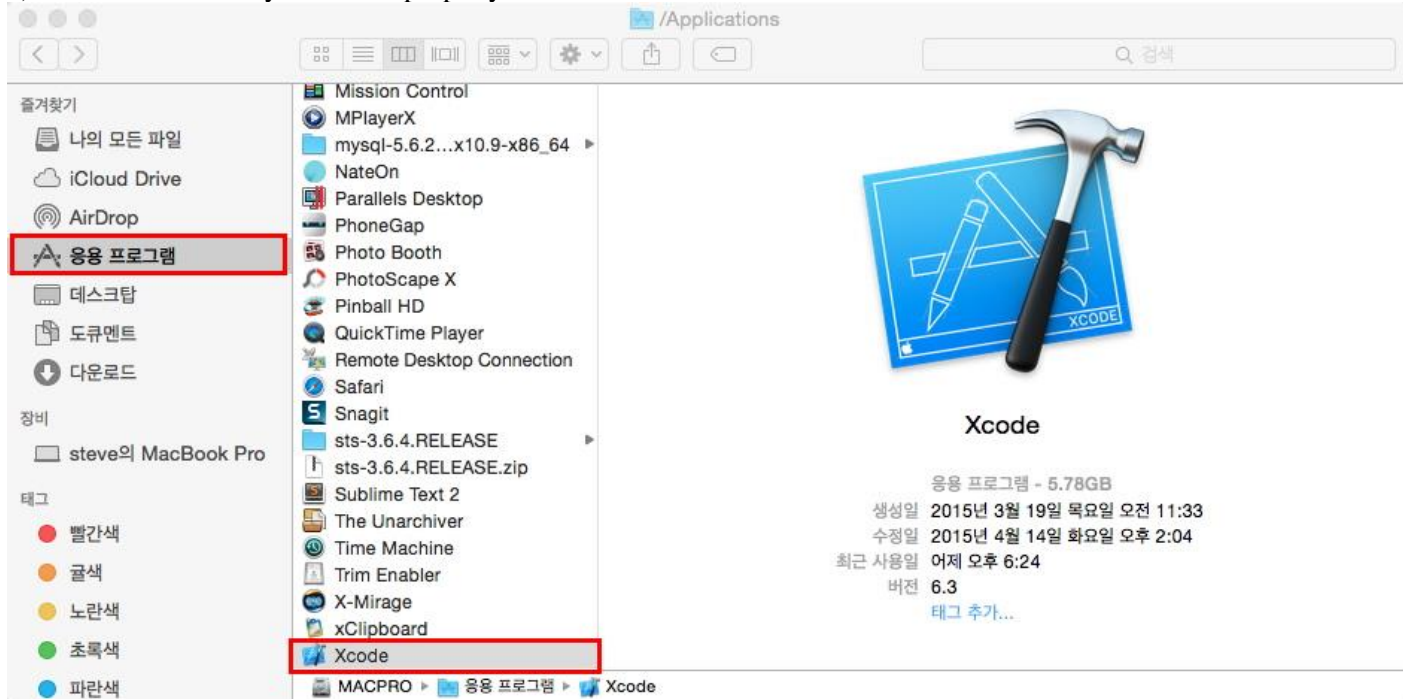
3) Click on Agree to agree to license.



3) Wait until the installation is complete.



4) Run Finder to verify XCode is properly installed.



5) Visit Apple Developers' Portal for more information including troubleshooting.

- For more xCode information : [Click](#)

How to install Cordova(Phonegap)

1) Visit Phonegap and choose Install.



2) Be advised Phonegap 4.x uses CLI Tool to proceed with download.



Install PhoneGap

Install

To Install, ensure that you have [NodeJS](#) installed, then open your command-line and run the following:

```
C:\> npm install -g phonegap
```

Once installation completes, you can invoke **phonegap** on command line for further help.

Usage

```
$ phonegap create my-app  
$ cd my-app  
$ phonegap run android
```

Learn more at docs.phonegap.com

Looking for an easier way to get started? Try the new [PhoneGap Desktop App](#) (in beta)!

Archives

PhoneGap 2.9.1

Released 05 Nov 2013

PhoneGap 2.9.0

Released 26 Jun 2013

PhoneGap 2.8.1

Released 12 Jun 2013

PhoneGap 2.8.0

Released 07 Jun 2013

PhoneGap 2.7.0

Released 30 Apr 2013

PhoneGap 2.6.0

Released 09 Apr 2013

3) Visit Phonegap for more information on how CLI works.

- For more information on Phonegap CLI Tool and plugs-in : [Click](#)
- For more Phonegap information : [Click](#)

How to establish runtime environment for eGovFramework Device API

Establishing Runtime Environment

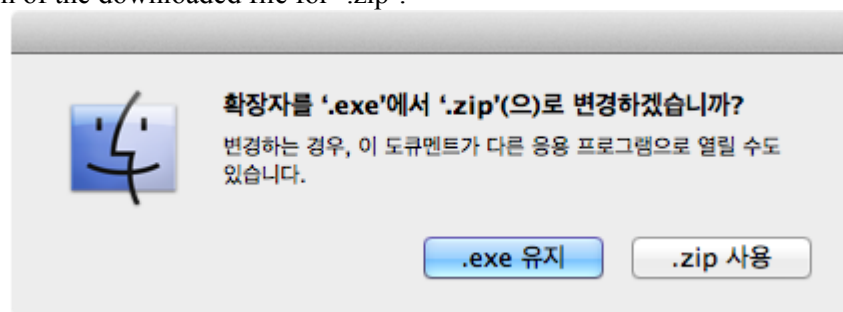
xCode Template used for eGovFramework Mobile Device API 2.5 is no longer available.

1) Download

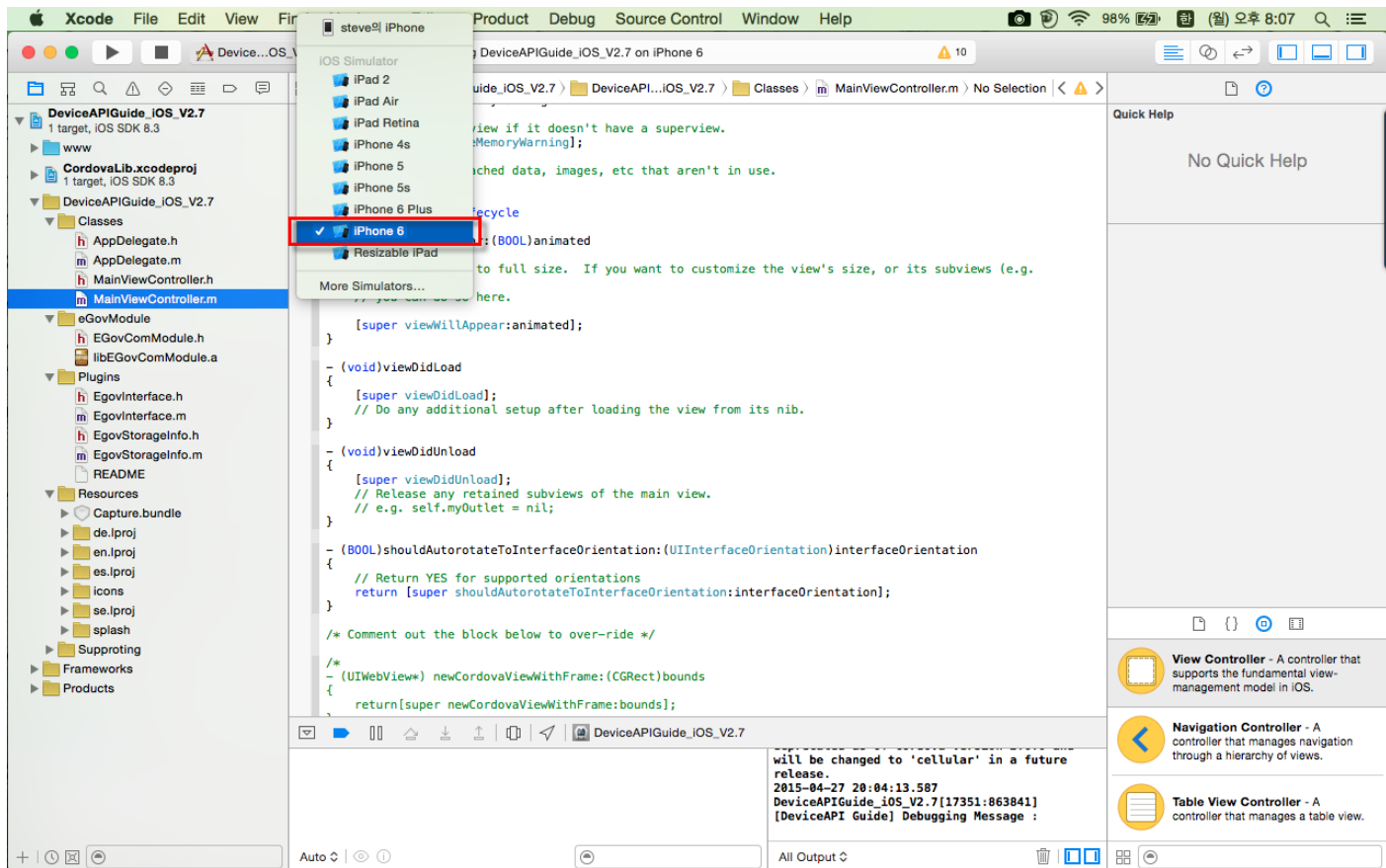
- Runtime Environment for Device API : [Click](#)

The screenshot shows the eGovFrame website's download page. The header includes the eGovFrame logo and navigation links: '표준프레임워크 소개', '개발 가이드', '다운로드', '개발자 지원', '정보화사업 적용지원', and '알림마당'. A search bar is located in the top right. The main content area features a '다운로드' (Download) section with a sub-header '전자정부 표준프레임워크 적용에 필요한 다운로드를 제공합니다.' (We provide downloads necessary for applying the Electronic Government Standard Framework). A dropdown menu is open, listing various download categories: '실행환경' (Runtime Environment), '개발환경' (Development Environment), '운영환경' (Operation Environment), '공통컴포넌트' (Common Components), '모바일실행환경' (Mobile Runtime Environment), '모바일공통컴포넌트' (Mobile Common Components), and '모바일 디바이스 API' (Mobile Device API). The '모바일 디바이스 API' option is highlighted. Below the dropdown, the '모바일 디바이스 API 실행환경' (Mobile Device API Runtime Environment) section is visible, containing a 'Release Note' with a list of versions and dates, and a '모바일 디바이스 API 실행환경 3.5 다운로드(Beta)' (Download Mobile Device API Runtime Environment 3.5 Beta) section with a list of download links for Android and iOS versions 3.5.

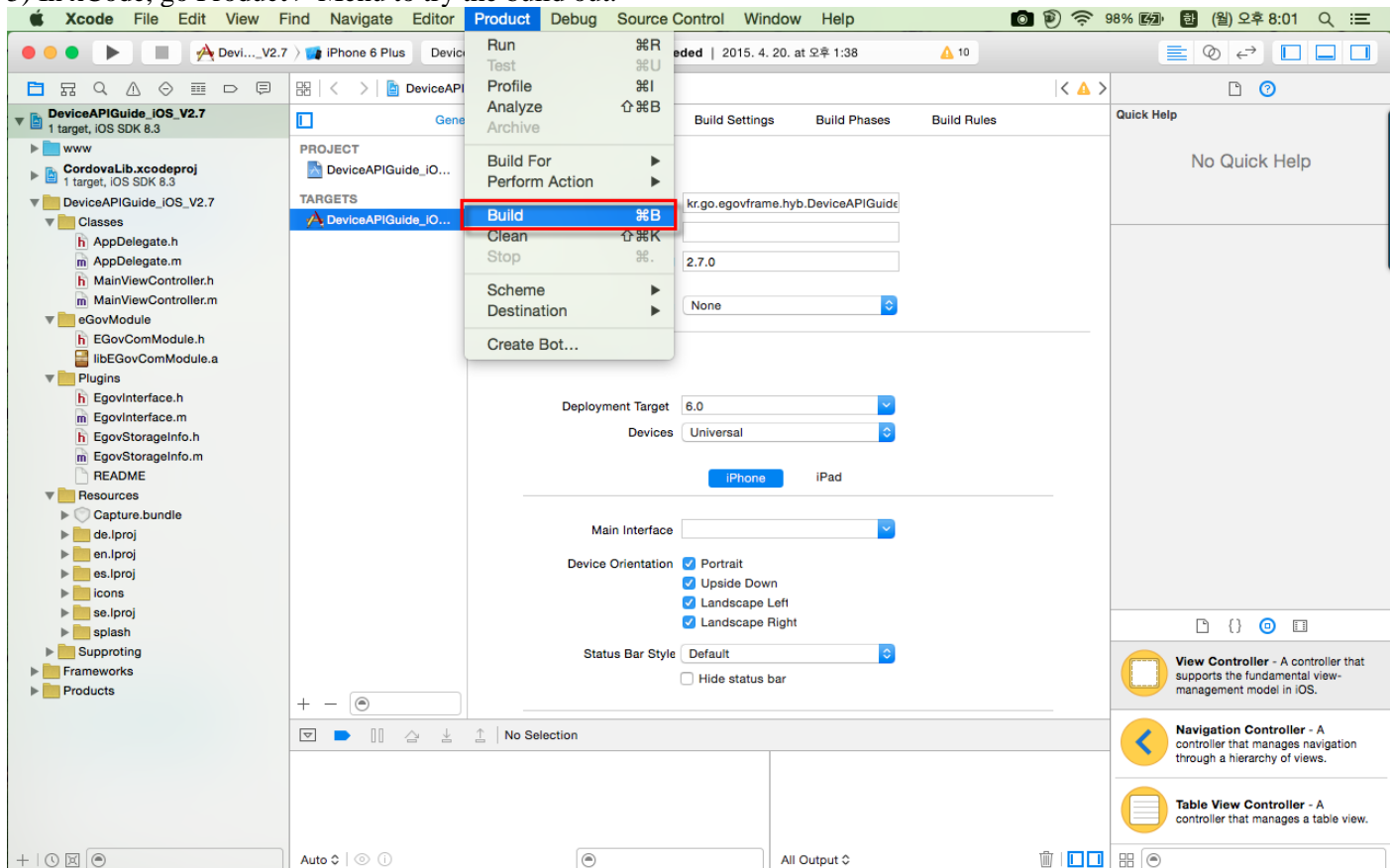
2) Change the extension of the downloaded file for '.zip'.



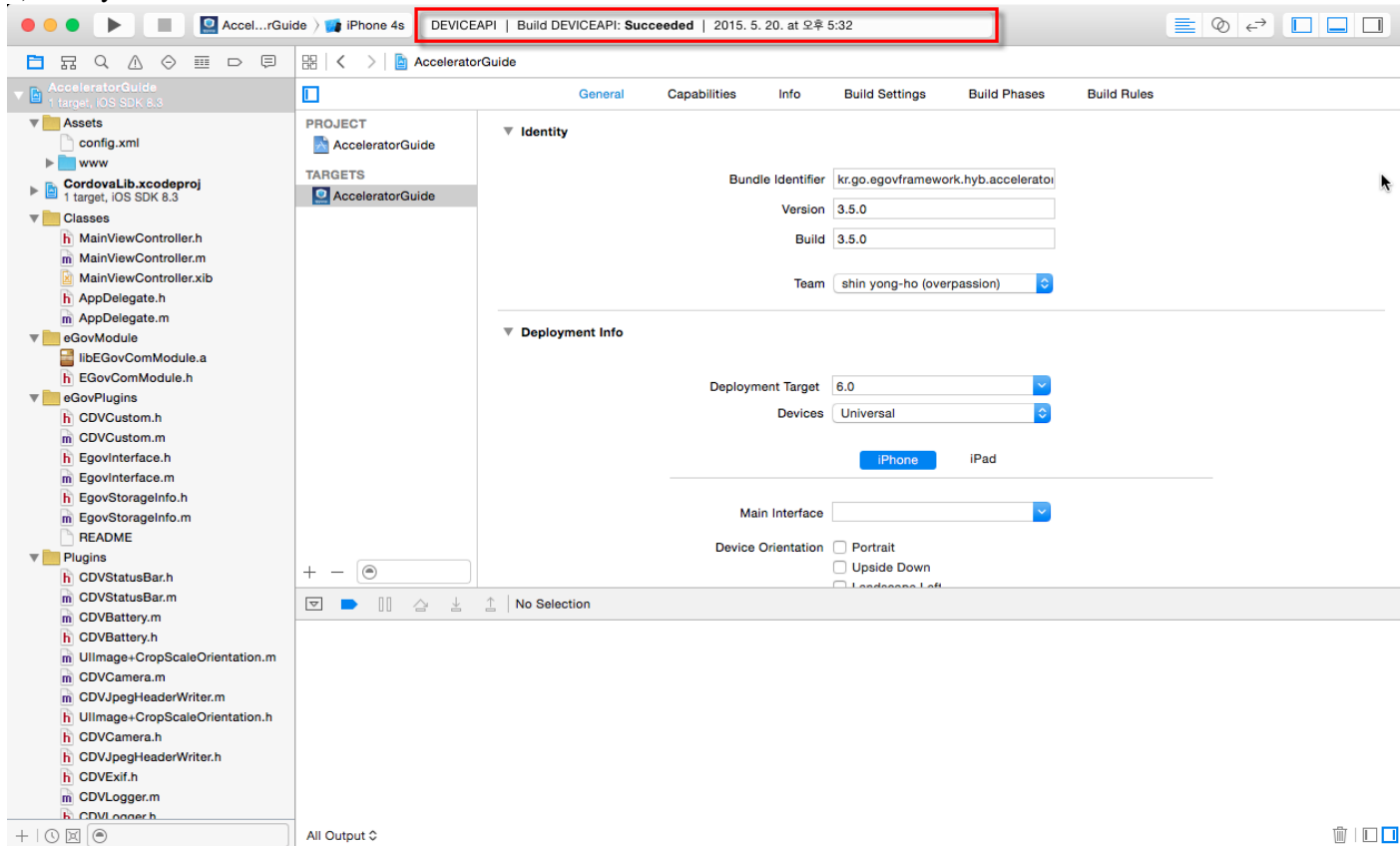
3) Extract the package and double-click xCode to run. 4) Choose either simulator or device to build.



5) In xCode, go Product > Menu to try the build out.



6) Verify the status of build in the center of xCode view.



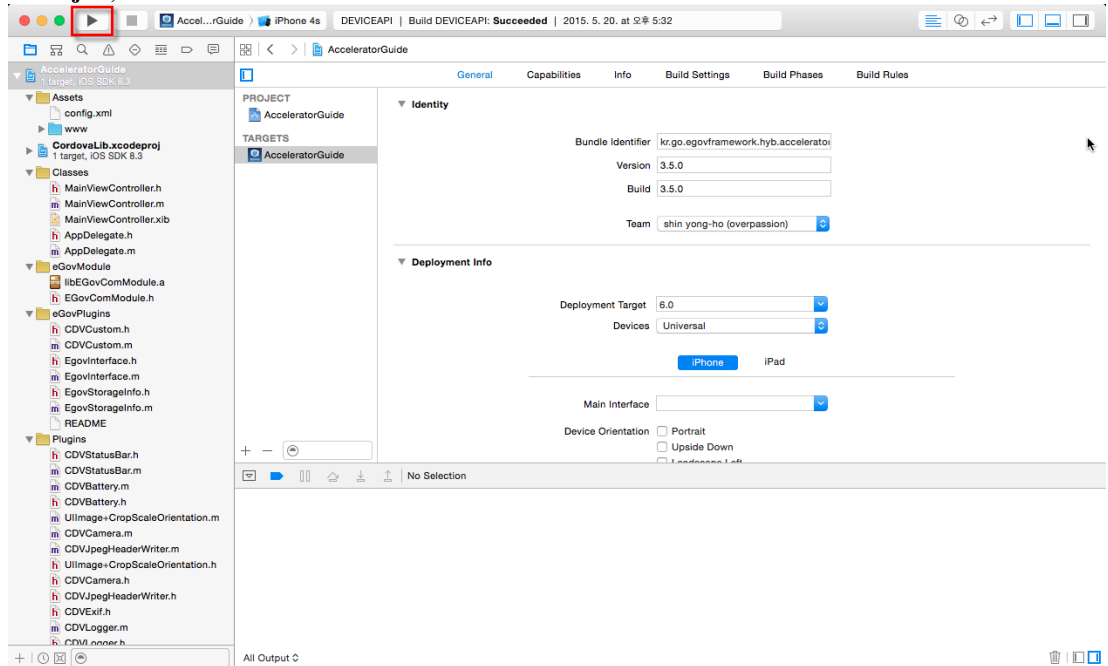
7) Apple Developer's Certificate is required for on-device testing. For more information on how to obtain Apple Developer's Certificate, [Click](#).

Step 2. Project Executions

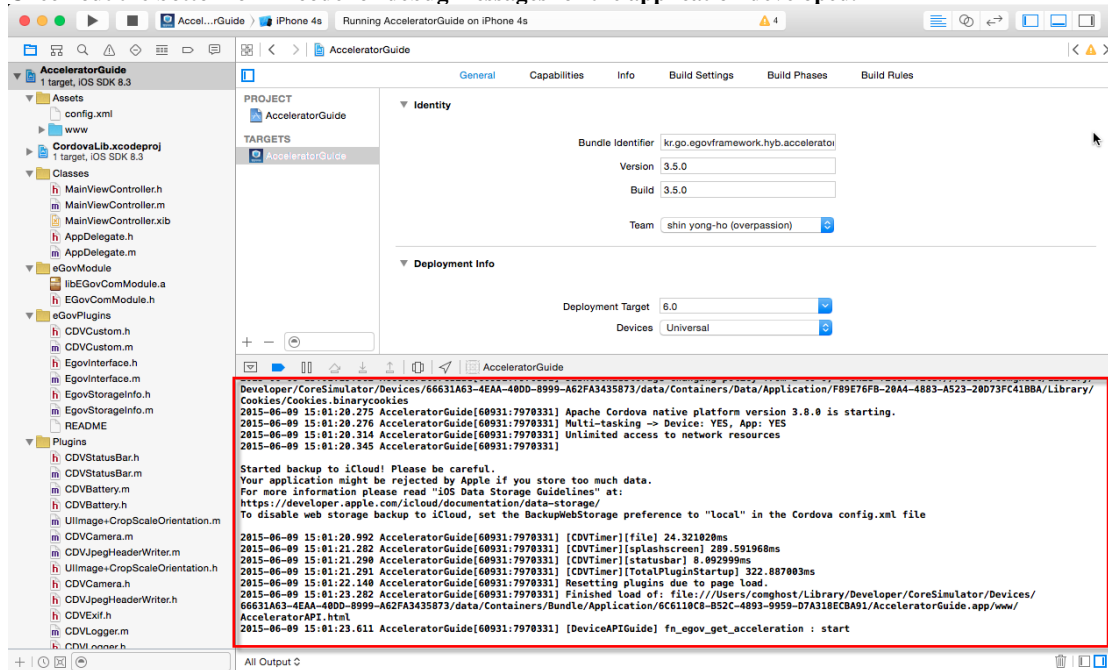
Device Application

1. **Install Runtime Environment Example** .[See how](#).

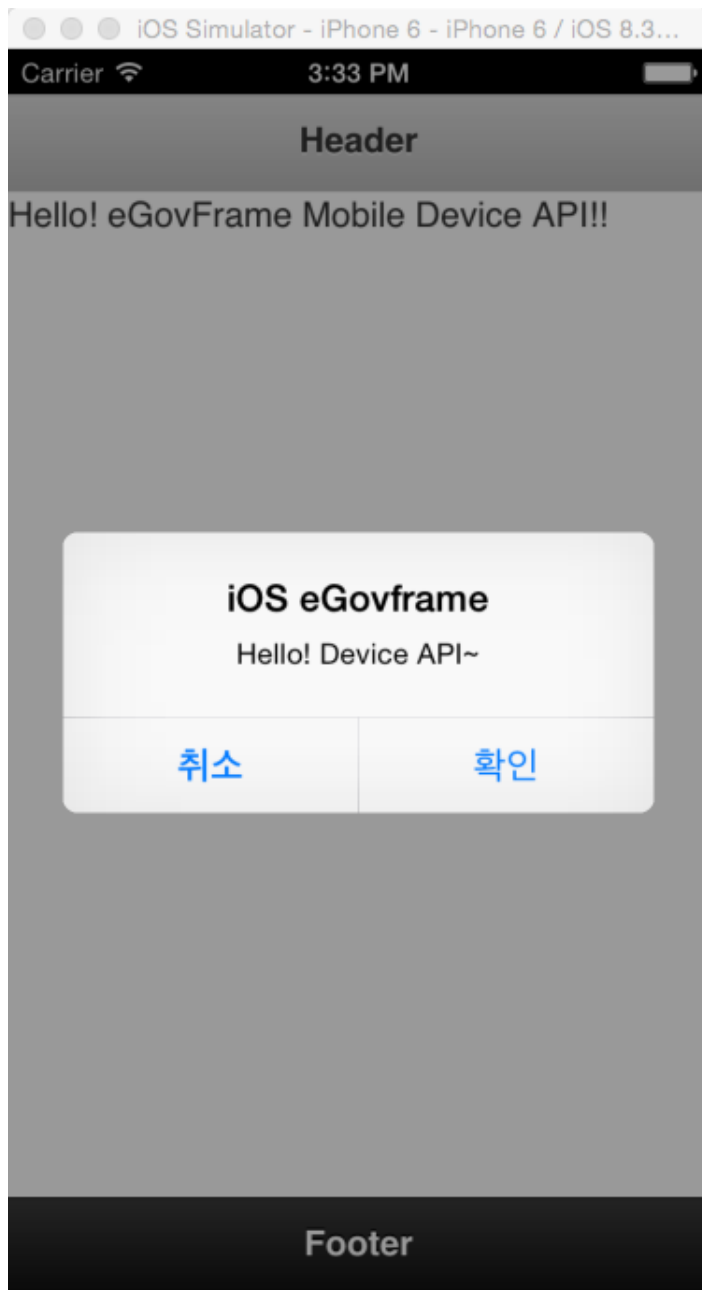
2. In Project, choose iPhone Simulator and run.



3. Check out the bottom of Xcode for debug messages for the application developed.



Runtime View



1. You need Code Signing to proceed with (visit Apple web) : [Click](#)
2. Apple Developer's Certificate is required for on-device testing. : [Obtain Certificate](#)

Web Application

- See the following for general eGovFramework 2.7 Web Application information that your development of web application will be based.
- [eGovFramework 2.7](#)

Step 3. Source Analysis

Pages Notable

Structure

Directory	File	Remark
www/css/egovframework/mbl/cmm/	EgoMobile-1.3.2.css	Common CSS for Mobile Runtime Environment
www/css/egovframework/mbl/cmm/	jquery.mobile-1.3.2.css	Common CSS for Query Mobile
www/css/egovframework/mbl/cmm/	Theme-1.1.1.css	Themes
www/css/egovframework/mbl/cmm/swipebutton/	jquery-mobile-custom.css	CSS related to Swipe Buttons
www/js/egovframework/mbl/cmm/	cordova.min.js	JS for Cordova
www/js/egovframework/mbl/cmm/	EgovComeModuleAPI.js	Common JS for Device API
www/js/egovframework/mbl/cmm/	EgovMobile-1.3.2.js	Common JS for Mobile Runtime Environment
www/js/egovframework/mbl/cmm/	jquery-1.9.1.min.js	JS for jQuery
www/js/egovframework/mbl/cmm/	jquery.mobile-1.1.1.min.js	JS for jQuery Mobile
www/js/egovframework/mbl/cmm/	jquery.validate.min.js	JS for Validation
www/js/egovframework/mbl/cmm/	json2.js	JS for Json
www/js/egovframework/mbl/cmm/	modernizr-2.0.4.js	Common JS for verification of Device API
www/js/egovframework/mbl/cmm/swipebutton/	jquery-mobile-custom.js	JS for Swipe Buttons
projectName/Plugins/	EgovInterface.h	Communication Implementor for Device API
projectName/Plugins/	EgovInterface.m	Communication Implementor for Device API
projectName/eGovModule/	EGovComModule.h	Communication Module for Runtime Environment
projectName/eGovModule/	libEGovComModule.a	Communication Module for Runtime Environment
projectName/Supporting Files/	config.xml	Configuration File for PhoneGap
projectName/Supporting Files/	ProjectName-Info.plist	Configuration File for Application

Composition

Type	Distribution	Download URL	Page Link
Downloads	zip	Link to Download	Link to Runtime Environment Guideline
Accelerator	zip	Link to Download	Link to Accelerator Guideline
Camera	zip	Link to Download	Link to Camera Guideline
Compass	zip	Link to Download	Link to Compass Guideline
Contacts	zip	Link to Download	Link to Contacts Guideline
Device	zip	Link to Download	Link to Device Guideline
FileReadWrite	zip	Link to Download	Link to FileReadWrite Guideline
GPS	zip	Link to Download	Link to GPS Guideline
Interface	zip	Link to Download	Link to Interface Guideline
Media	zip	Link to Download	Link to Media Guideline
Network	zip	Link to Download	Link to Network Guideline
PKIMagicXSign	zip	Link to Download	Link to PKIMagicXSign Guideline
PKIWizSign	zip	Link to Download	Link to PKIWizSign Guideline
PKIXecureSmart	zip	Link to Download	Link to PKIXecureSmart Guideline
Vibrator	zip	Link to Download	Link to Vibrator Guideline

Related Tools and Environments

- [Implementation Tool for Device API](#)
- [Runtime Environment for Device API](#)
- [Runtime Environment for eGovFramework Mobile](#)