Quick Start demonstration

The purpose of this demonstration is to experience an end-to-end flow where the MobileFirst Platform Foundation SDK for iOS is integrated into a Xcode project and used to retrieve data using a MobileFirst adapter.

To learn more about creating projects and applications, using adapters and lots more, visit the Native iOS Development (../) landing page.

Required installed:

- MobileFirst Platform commandline tool (download (file:////home/travis/build/MFPSamples/DevCenter/_site/downloads))
- Xcode 6.x

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1. ## Create a MobileFirst project and adapter
   - Create a new project and iOS framework/server-side application entity

     ```
     mfp create MyProject
     cd MyProject
     mfp add api MyiOSFramework -e ios
     ```

   - Add a HTTP adapter to the project

     ```
     mfp add adapter MyAdapter -t http
     ```

2. ## Deploy artifacts to the MobileFirst Server
   - Start the MobileFirst Server and deploy the server-side application entity and adapter

     ```
     mfp start
     # Wait until a browser window is opened, displaying the MobileFirst C
     onsole
     mfp build
     mfp deploy
     ```

3. ## Create a Xcode project

4. ## Add the MobileFirst iOS SDK to the Xcode project
   - In **Project explorer** right-click and select **Add Files to *your-iOS-app-name*...**
     - Navigate to ***project-folder-location*** **> MyProject > apps > MyiOSFramework** and

select `worklight.plist` file and the `WorklightAPI` folder

- In **Build Phases** open **Link Binary With Libraries** and add:
  - libWorklightStaticLibProjectNative.a (found in **WorklightAPI**)
  - sqlcipher.framework (found in **WorklightAPI/Frameworks)**
  - SystemConfiguration.framework
  - MobileCoreServices.framework
  - CoreLocation.framework
  - Security.framework
  - libstdc++.6.dylib
  - libc++.dylib
  - libz.dylib
- In **Build Settings** search for:
  - Header Search Path: add `$(SRCROOT)/WorklightAPI/include`
  - Other Linker Flags: add `-ObjC`

5. # Implement MobileFirst adapter invocation

   - ## AppDelegate.h

     Add the header:

     ```
     #import "WLResourceRequest.h"
     ```

   - ## AppDelegate.m

     Add the header:

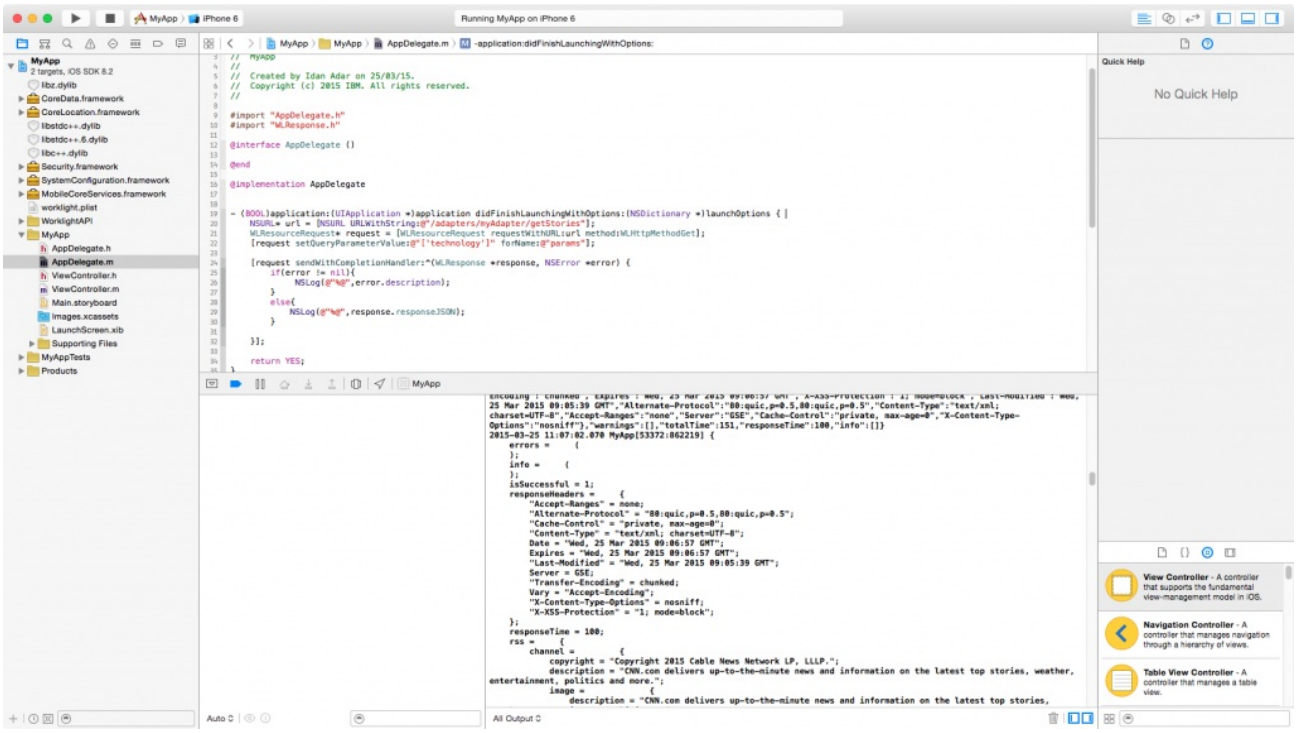
     ```
     #import "WLResponse.h"
     ```

     Add the following to `didFinishLaunchingWithOptions`:

```
- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
    NSURL* url = [NSURL URLWithString:@"/adapters/MyAdapter/getFeed"];
    WLResourceRequest* request = [WLResourceRequest requestWithURL:url method:WLHttpMethodGet];
    [request setQueryParameterValue:@"['technology']" forName:@"params"];
    [request sendWithCompletionHandler:^(WLResponse *response, NSError *error) {
        if(error != nil){
            NSLog(@"%@",error.description);
        }
        else{
            NSLog(@"%@",response.responseJSON);
        }
    }];
    return YES;
}
```

6. Final configurations

- Supply the machine's IP address for the `host` property in `worklight.plist`

7. Click Run

Review the Xcode console for the data retrieved by the adapter request.