

# Resource request from native iOS Swift applications

## Overview

To create and configure an iOS native project, first follow the “Configuring a native iOS application with the MobileFirst Platform SDK (../hello-world/configuring-a-native-ios-application-with-the-mfp-sdk/)” tutorial.

If you are developing Swift-based applications, make sure that you follow the additional steps.

MobileFirst applications can access resources using the `WLResourceRequest` REST API. This tutorial explains how to use the `WLResourceRequest` API with an HTTP adapter.

## Initializing WLClient

1. Access the `WLClient` functionality by calling the `WLClient.sharedInstance` method anywhere in your application.
2. Initiate the connection to the server by using the `wlConnectWithDelegate` method. For most actions, you must specify a delegate object, such as a `MyConnectListener` instance in the following example:

```
let connectListener = MyConnectListener(vc: self)
WLClient.sharedInstance().wlConnectWithDelegate(connectListener)
```

3. Make sure that your Bridging Header includes the `WLSwiftBridgingHeader.h` file for access to MobileFirst APIs.
4. To specify the delegate object, create a delegate for the `wlConnectWithDelegate` method and receive the response from the MobileFirst Server instance. Name the class `MyConnectListener`. For your `MyConnectListener` class, the header file must specify that it implements the `WLDelegate` protocol.

**Note:** To avoid a compiler error raising that your delegate does not conform to `NSObjectProtocol`, make your class a subclass of `NSObject`.

```
class MyConnectListener: NSObject, WLDelegate{
    //...
}
```

The `WLDelegate` protocol specifies that the class implements the following methods:

- The **onSuccess** method: `func onSuccess(response: WLResponse!)`
- The **onFailure** method: `func onFailure(response: WLFailResponse!)`

After `wlConnectWithDelegate` finishes, the `onSuccess` method or the `onFailure` method of the supplied `MyConnectListener` instance is called.

In both cases, the response object is passed as an argument.

5. Use this object to operate data that is retrieved from the server.

```

func onSuccess(response: WLResponse!) {
    var resultText = "Connection success. "
    if(response != nil){
        resultText += response.responseText
    }
    self.vc.updateView(resultText)
}

func onFailure(response: WLFailResponse!) {
    var resultText = "Connection failure. "
    if(response != nil){
        resultText += response.errorMsg
    }
    self.vc.updateView(resultText)
}

```

## Calling an adapter procedure

The `WLResourceRequest` class handles resource requests to MobileFirst adapters or external resources.

1. To call a procedure, create a `WLResourceRequest` object and specify the path to the adapter and the HTTP method.

```

let request = WLResourceRequest(URL: NSURL(string: "/adapters/RSSReader/getFeed"), method: WLHttpMethodGet)

```

2. Add the required parameters.

- For JavaScript-based adapters, use the `params` parameter name to set an array of parameters.

```

request.setQueryParameterValue("[MobileFirst_Platform]", forName: "params")

```

- For Java adapters or other resources, you can use `setQueryParameterValue` for each parameter.

```

request.setQueryParameterValue("value1", forName: "param1")
request.setQueryParameterValue("value2", forName: "param2")

```

3. Call the procedure by using the `sendWithCompletionHandler` method. Supply a completion handler to manage the retrieved data.

```

request.sendWithCompletionHandler { (WLResponse response, NSError error) -> Void in
    var resultText = ""
    if(error != nil){
        resultText = "Invocation failure."
        resultText += error.description
    }
    else if(response != nil){
        resultText = "Invocation success."
        resultText += response.responseText
    }
    self.updateView(resultText)
}

```

For more granular management of the retrieved data (such as non-text responses, PDF, etc), you can use the `sendWithDelegate` method and provide a delegate that conforms to both the `NSURLConnectionDataDelegate` and `NSURLConnectionDelegate` protocols.

Other signatures, which are not covered in this tutorial, exist for the `send` method. Those signatures enable you to set parameters in the body instead of the query, or to handle the response with a delegate instead of a completion handler. See the user documentation to learn more.

Learn more about `WLResourceRequest` in the user documentation.

## Sample application

Click to download (<https://github.com/MobileFirst-Platform-Developer-Center/InvokingAdapterProcedures/tree/release71>) the MobileFirst project.

Click to download (<https://github.com/MobileFirst-Platform-Developer-Center/InvokingAdapterProceduresSwift/tree/release71>) the Native project.

- The `InvokingAdapterProcedures` project contains a **MobileFirst native API** that you can deploy to your MobileFirst Server instance.
- The `InvokingAdapterProceduresSwift` project contains a **native iOS Swift application** that uses a MobileFirst native API library to communicate with the MobileFirst Server instance.
- Make sure to update the `worklight.plist` file in **NativeiOSInvoking** with the relevant server settings.



Connect

Invoke Procedure

Invocation Success:

/\*-secure-

{"responseID":"10","statusCode":200,"errors":

[],"isSuccessful":true,"statusReason":"OK","rss":

{"dc":"http://purl.org/dc/elements/1.1/","itunes":"http://www.itunes.com/dtds/podcast-1.0.dtd","channel":

{"title":"Engadget","description":"Engadget","item":{"guid":

{"CDATA":"http://www.engadget.com/2012/11/04/microsoft-posts-build-2012-session-videos-for-eager-windows-8-

devs","isPermaLink":"true"},"pubDate":"Sun, 04 Nov 2012 03:39:00

EDT","category":["azure","build 2012","Build2012","developer","html5"]}