# Setting up the iOS development environment

### **Overview**

This tutorial explains the steps a developer needs to follow in order to be able to develop and test iOS applications. These steps include registering at Apple Developer and installing Xcode.

**Prerequisite:** As you setup your iOS development environment, make sure to also read the Setting up the MobileFirst development environment (.../../setting-up-your-development-environment/mobilefirst-development-environment/) tutorial.

### Registration

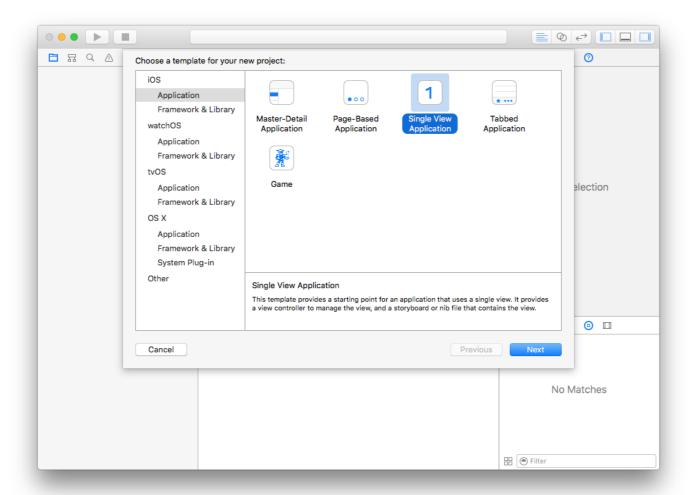
- 1. Register as an iOS developer
  - Create an Apple ID (https://appleid.apple.com/account) to be used by your organization/team admin.
  - Using the Apple ID, sign-in to the Apple Developer Member Center (https://developer.apple.com/).
- 2. Inside the Member Center > Programs & Add-ons section register for the appropriate program for your organization

To learn more, visit the Apple Developer support website (https://developer.apple.com/support/)

## **Development**

To develop either Cordova or Native iOS applications, a Mac (https://www.apple.com/mac/) workstation needs to be used with Xcode (https://developer.apple.com/xcode/) installed.

Xcode provides with it the tools and APIs required to develop applications for the iOS platform, using either Objective-C or Swift programming languages.



Xcode is an IDE which you can use to:

- · Manage your test devices
- Use the iOS simulator
- Install apps on iOS devices
- Develop, debug, test performance, and more

To learn more, visit the iOS Dveloper Library website (https://developer.apple.com/library/ios/navigation/)

#### iOS Simulator

Xcode provides an iOS Simulator to test your application. For a detailed explanation of all available options, see the About Simulator documentation topic

(https://developer.apple.com/library/ios/documentation/IDEs/Conceptual/iOS\_Simulator\_Guide/Introduction/Introduction.html) in the Apple Developers website.

# **What's Next**

Now that the MobileFirst and iOS development environment are set up, continue to Quick Start (../../quick-start/ios/) category to experience MobileFirst Platform, or to All Tutorials (../../all-tutorials) to learn specific aspects of MobileFirst Platform development.