

iOS Quick Start demonstration

Overview

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 ([../ios-tutorials/](#)) landing page.

Required installed:

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

1. Create a MobileFirst project and adapter

- **Create a new project and iOS framework/server-side application entity**

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

- **Add a HTTP adapter to the project**

```
mpf 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**

```
mpf start
# Wait until a browser window is opened, displaying the MobileFirst Console
mpf build
mpf 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

- o 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.

