iOS

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

     [code lang="shell"]
     mfp create MyProject
     cd MyProject
     mfp add api MyiOSFramework -e ios
     [/code]
   - Add a HTTP adapter to the project

     [code firstline="4" lang="shell"]
     mfp add adapter MyAdapter -t http
     [/code]

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

     [code firstline="5" lang="shell"]
     mfp start
     # Wait until a browser window is opened, displaying the MobileFirst Console
     mfp build
     mfp deploy
     [/code]

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:
     [code lang="objc"]#import "WLResourceRequest.h"[/code]

   - AppDelegate.m

     Add the header:
     [code lang="objc"]#import "WLResponse.h"[/code]

     Add the following to `didFinishLaunchingWithOptions`:
     [code lang="objc"]- (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);
     }
     }];

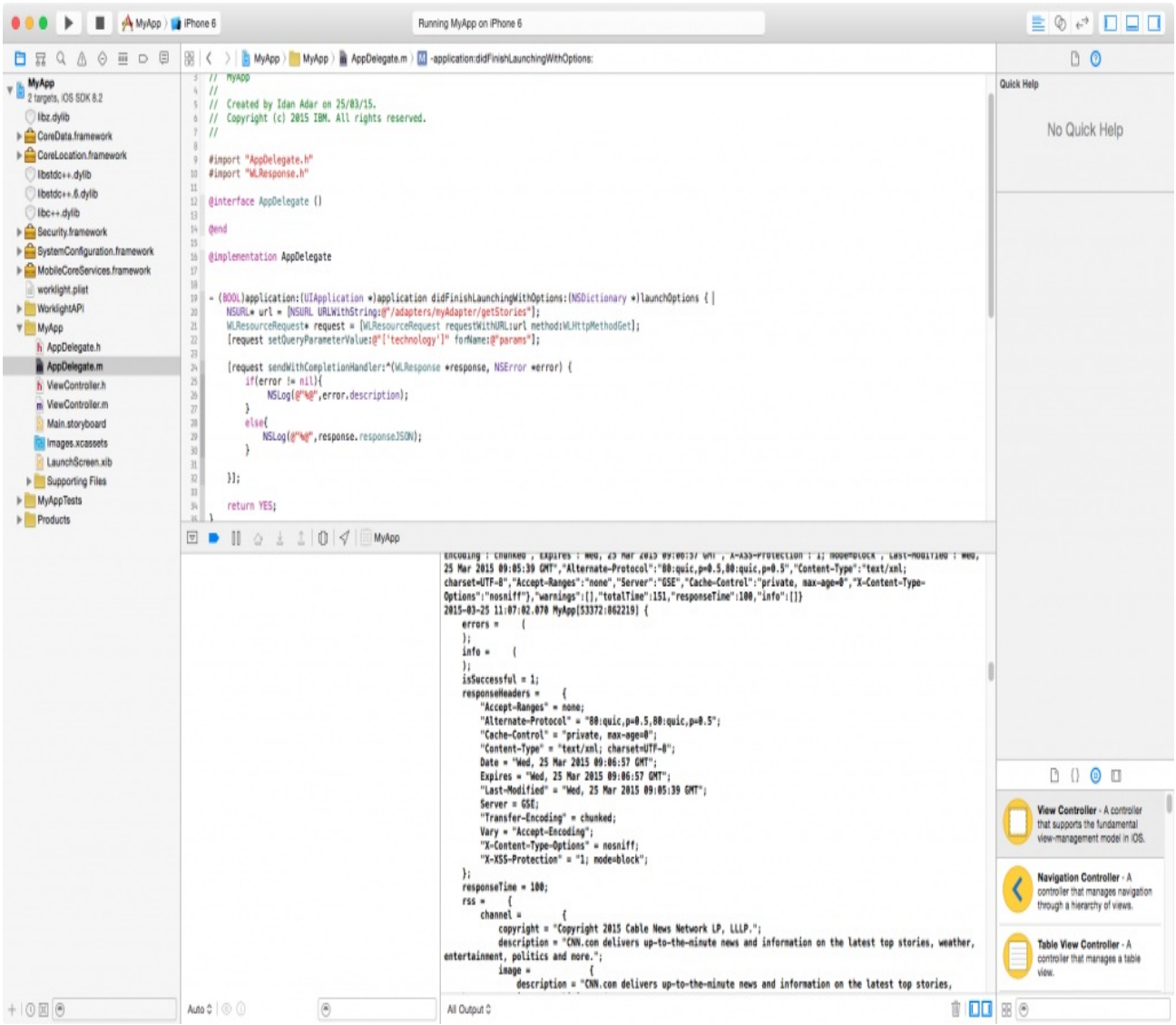
return YES;
}[/code]

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.



(https://developer.ibm.com/mobilefirstplatform/wp-content/uploads/sites/32/2015/03/ios-quick-start-result.png)