# Previewing your application on iOS

## Overview

**Prerequisite:** Make sure to read Previewing the web resources of your application (../../hello-world/previewing-applications-web-resources/).

This tutorial covers the following topics.

- Opening the Xcode project in Xcode
- Previewing the application in the iOS Simulator
- Running the application in a physical device

## Opening the Xcode project in Xcode

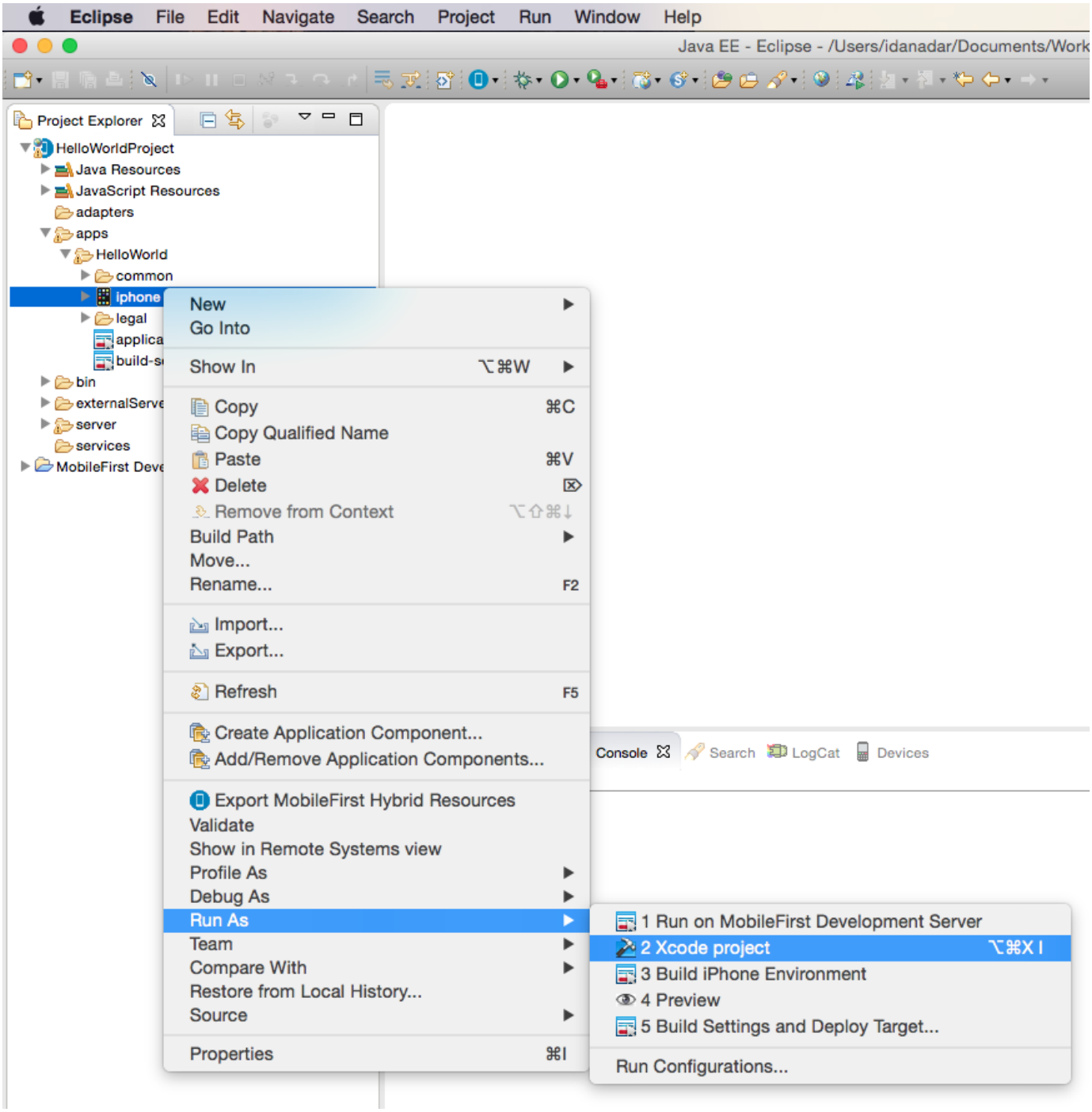
**Note:** The Eclipse IDE **does not support** iOS application development. Therefore, you must transfer the application to Xcode, Apple's IDE for iOS development.

### CLI

If you are not using MobileFirst Studio, navigate to the application folder and open the `.xcoeproj` file

### Studio

If you are running a Mac version of Eclipse, right-click the iPhone or iPad environment folder and select **Run As > Xcode project**. The MobileFirst Studio plug-in builds and deploys the application and opens the Xcode project in Xcode.

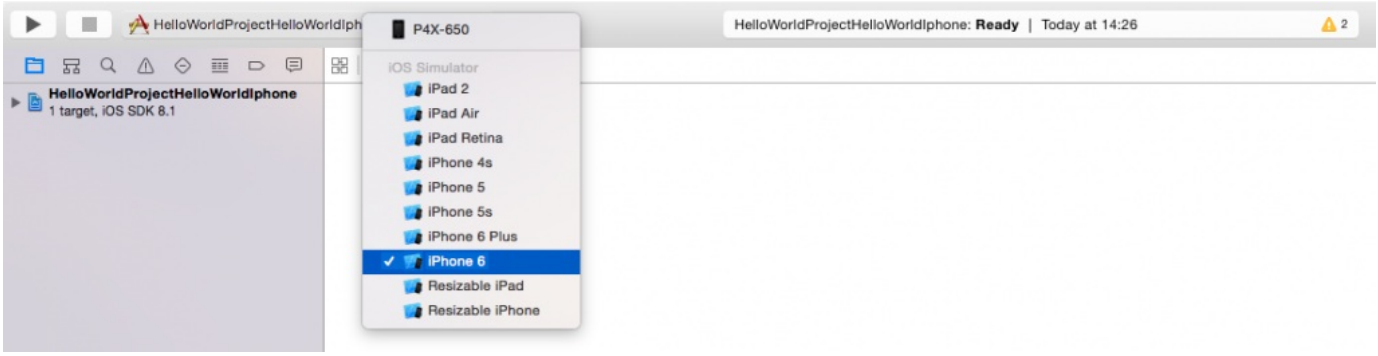



- As an alternative, you can manually open an Xcode project from the native folder.

If you are running a Windows™ version of Eclipse, manually compress the native folder and copy it to your Mac computer. The native folder represents a fully compatible native Xcode project.

## Previewing the application in the iOS Simulator

After opening the generated Xcode project in Xcode, select a simulator type and click **Play**.




## Running the application in a physical device

To deploy an iOS application to a real device, you must enroll to the Apple iOS Developer Program and install a provisioning profile onto Xcode and your iOS device.

For more information, see the Apple iOS Dev Center website.

After you have enrolled as an iOS developer and installed a profile, select the device and click **Play**.