iOS end-to-end demonstration

Overview

The purpose of this demonstration is to experience an end-to-end flow where an application is quickly created using the MobileFirst Operations Console and connectivity is verified with the MobileFirst Server.

Prerequisites:

- Configured Xcode
- MobileFirst developer CLI (download (file:////home/travis/build/MFPSamples/DevCenter/_site/downloads))
- *Optional* Stand-alone MobileFirst Server(download (file:////home/travis/build/MFPSamples/DevCenter/_site/downloads))

1. Starting the MobileFirst Server

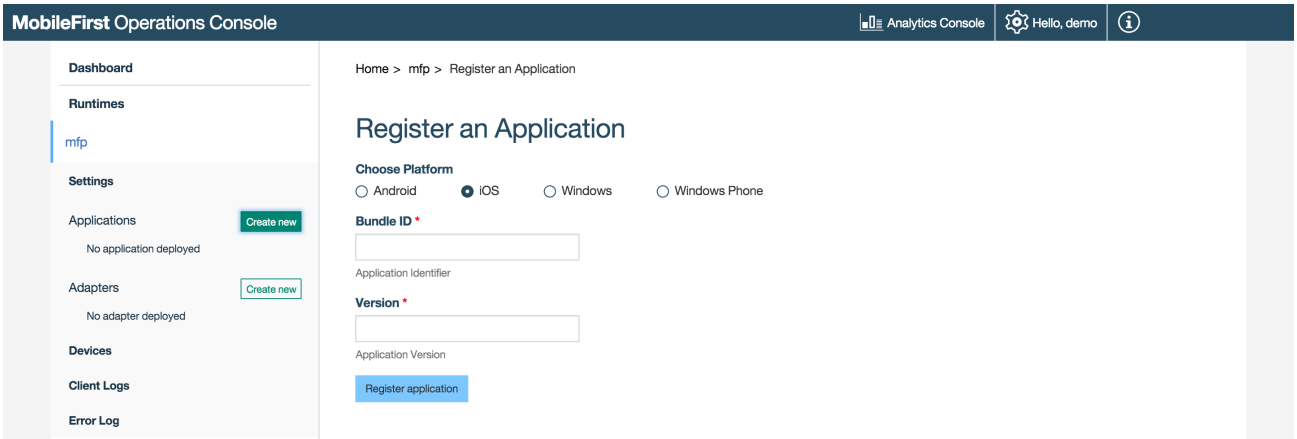
> If a remote server was already set-up, skip this step.

1. From a **Command-line** window, navigate to the server's **scripts** folder and run the command: `./start.sh`.

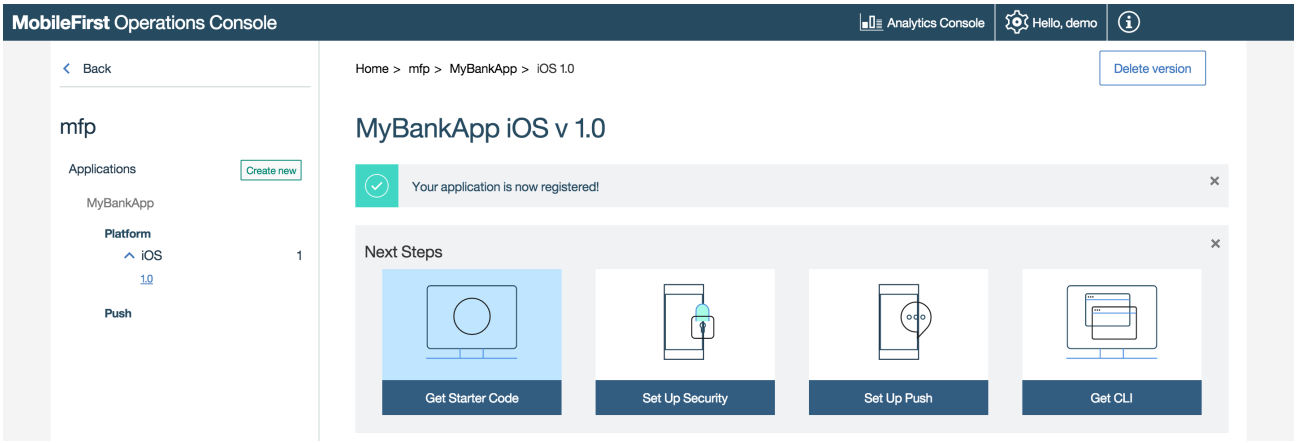
2. Creating an application

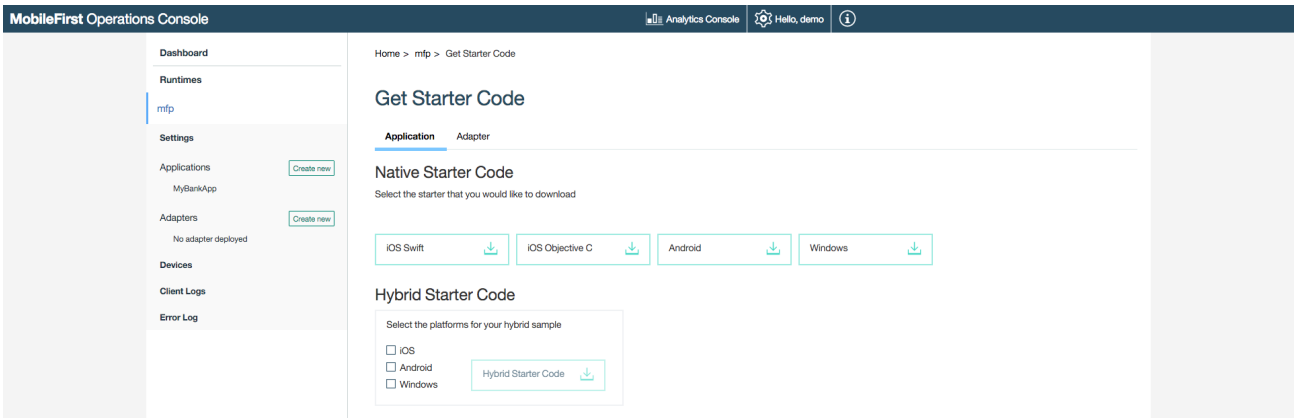
In a browser window, open the MobileFirst Operations Console by loading the URL: `http://your-server-host:server-port/mfpconsole`. If running locally, use: http://localhost:9080/mfpconsole (http://localhost:9080/mfpconsole). The username/password are *admin/admin*.

1. Click on the "Create new" button next to **Applications** and select the desired *platform*, *identifier* and *version* values.



2. Click on the **Get Starter Code** tile and select to download the iOS Starter Code.





3. Editing application logic

1. Open the Xcode project project.
2. Select the **[project-root]/ViewController.m/swift** file and:

- Add the following header:

  In Objective-C:

  ```
  #import <IBMMobileFirstPlatformFoundation/IBMMobileFirstPlatformFoundation.h>
  ```

  In Swift:

  ```
  import IBMMobileFirstPlatformFoundation
  ```

- Paste the following code snippet in the `viewDidLoad` function:

  In Objective-C:

```
NSURL* url = [NSURL URLWithString:@"/adapters/javaAdapter/users/world"];
WLResourceRequest* request = [WLResourceRequest requestWithURL:url method:WLHttpMethod
Get];

[request sendWithCompletionHandler:^(WLResponse *response, NSError *error) {
    if(error != nil){
        NSLog(@"%@",error.description);
    }
    else{
        NSLog(@"%@",response.responseText);
    }
}];
```

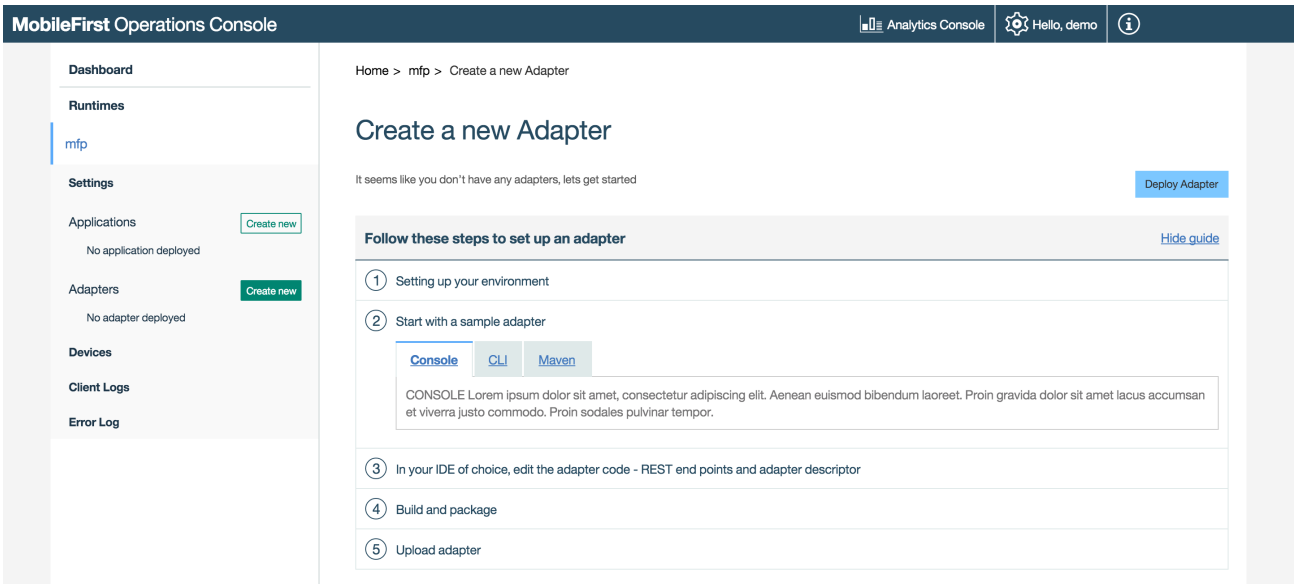
In Swift:

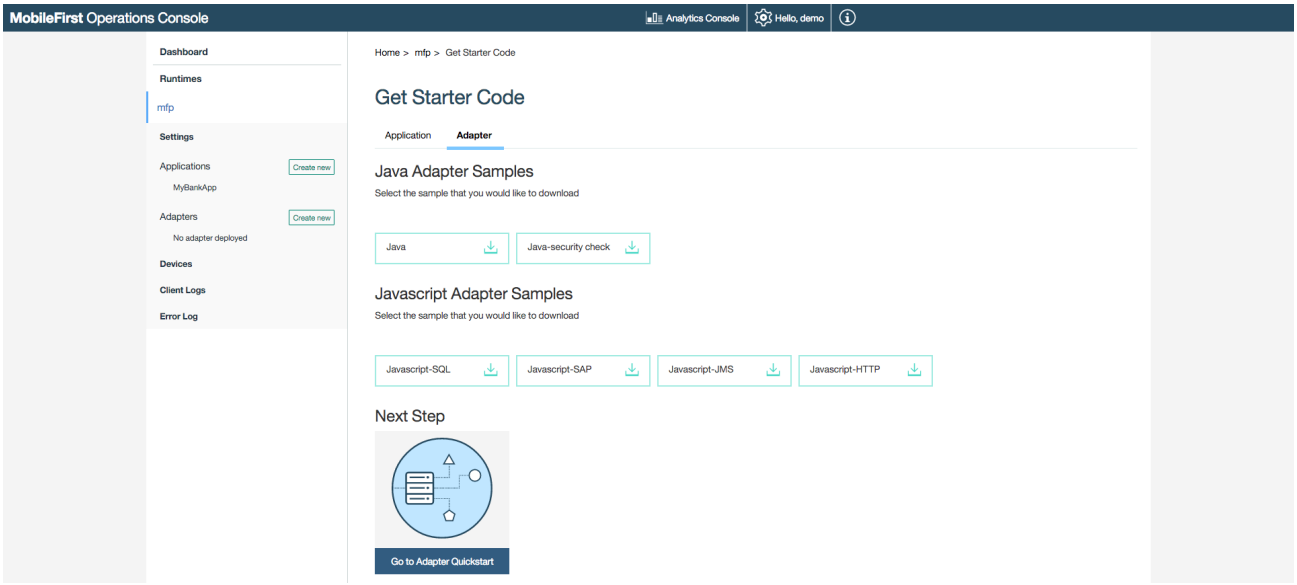
```
let url = NSURL(string: "/adapters/javaAdapter/users/world")
let request = WLResourceRequest(URL: url, method: WLHttpMethodGet)

request.sendWithCompletionHandler { (WLResponse response, NSError error) -> Void in
    if(error != nil){
        NSLog("Failure: " + error.description)
    }
    else if (response != nil){
        NSLog("Adapter invocation response: " + response.responseText)
    }
}
```

4. Creating an adapter

1. Click on the "Create new" button next to **Adapters** and download the **Java** adapter sample.

> If Maven and MobileFirst CLI are not installed, follow the on-screen **Setting up your environment** instructions to install.





2. From a **Command-line** window, navigate to the adapter's Maven project root folder and run the command:

```
mfpdev adapter build
```

3. When the build finishes, run the command:

```
mfpdev adapter deploy
```

If using a remote MobileFirst Server, run the command:

```
mfpdev adapter deploy Replace-with-remote-server-name
```

5. Testing the application

1. In Xcode, press the **Play** button.

Next steps

- Review the Client-side development tutorials (../../client-side-development/)
- Review the Server-side development tutorials (../../server-side-development/)
- Review the Authentication and security tutorials (../../authentication-and-security/)
- Review All Tutorials (../../all-tutorials)