

# Setting up the iOS development environment

fork and edit tutorial (<https://github.ibm.com/MFPSamples/DevCenter/tree/master/tutorials/en/foundation/7.1/setting-up-your-development-environment/setting-up-the-ios-development-environment.html>) | [report issue](#)

(<https://github.ibm.com/MFPSamples/DevCenter/issues/new>)

## Overview

**Prerequisite:** If you intend to use IBM MobileFirst Platform Studio or CLI to develop your application, first read the Setting up the MobileFirst development environment ([../setting-up-your-development-environment/setting-up-the-mobilefirst-development-environment/](#)) tutorial.

This tutorial explains the steps that 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.

## Registration

Register as an iOS developer.

To do so, visit the Apple Registration Center website (<https://developer.apple.com/register/index.action>).

Download the latest development tools and SDKs.



iOS Apps



Mac Apps



Xcode

Become a member.

Enroll in an Apple Developer Program and get everything you need to develop and distribute your apps.

[Learn more >](#)



As a company, you need to plan additional configuration to invite your developers, manage your devices, certificates, provisioning profiles, and more. To learn more, see visit the Apple Developer support website (<https://developer.apple.com/support/>).

## Development

In addition to registering as an iOS developer, you must install and use Xcode (<https://developer.apple.com/xcode/>) to be able to compile the iOS project.

Xcode is an IDE which you can use to:

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

For more information, visit the Apple Developer website (<https://developer.apple.com/>).