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

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 -0bjC

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);
}
}];
```

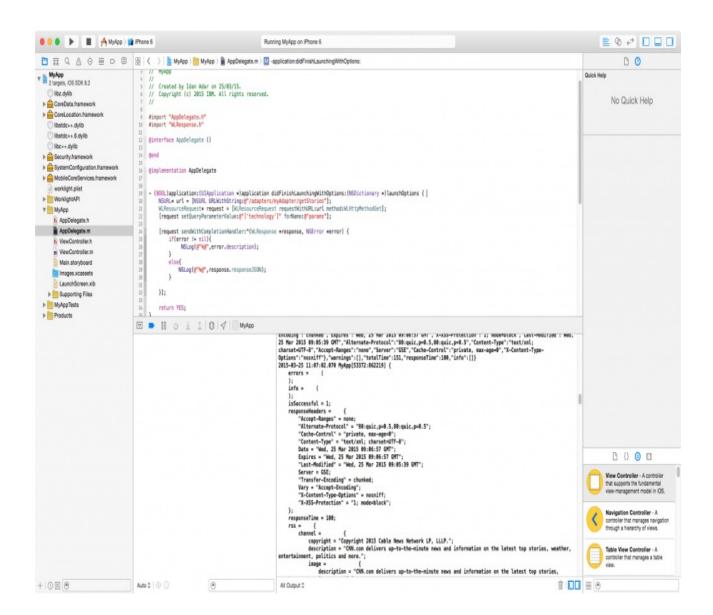
return YES; }[/code]

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)