

# 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 `-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 setQueryParamValue:@"[technology]" forName:@"params"];

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

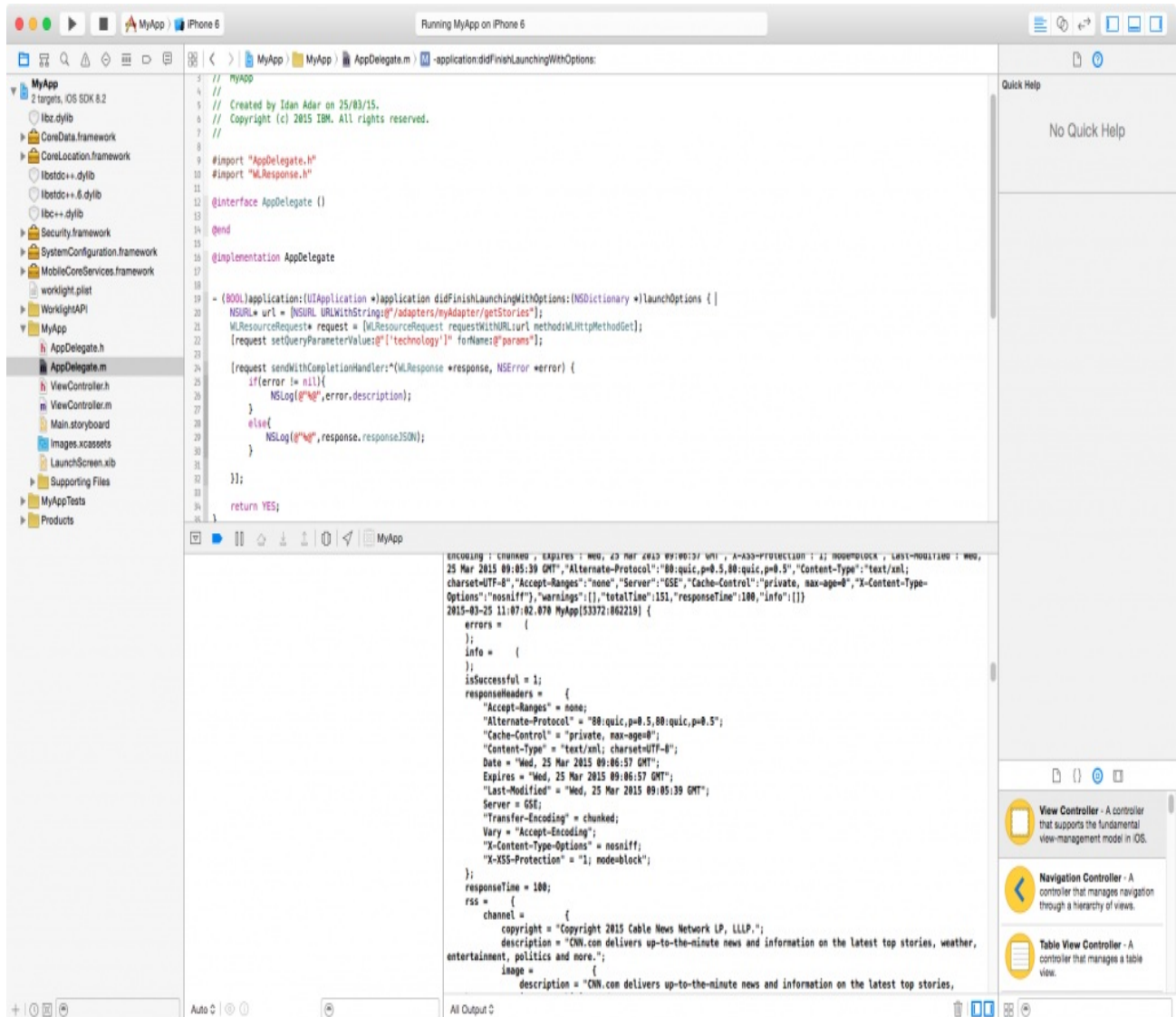
```
return YES;  
}[/code]
```

## 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>)