

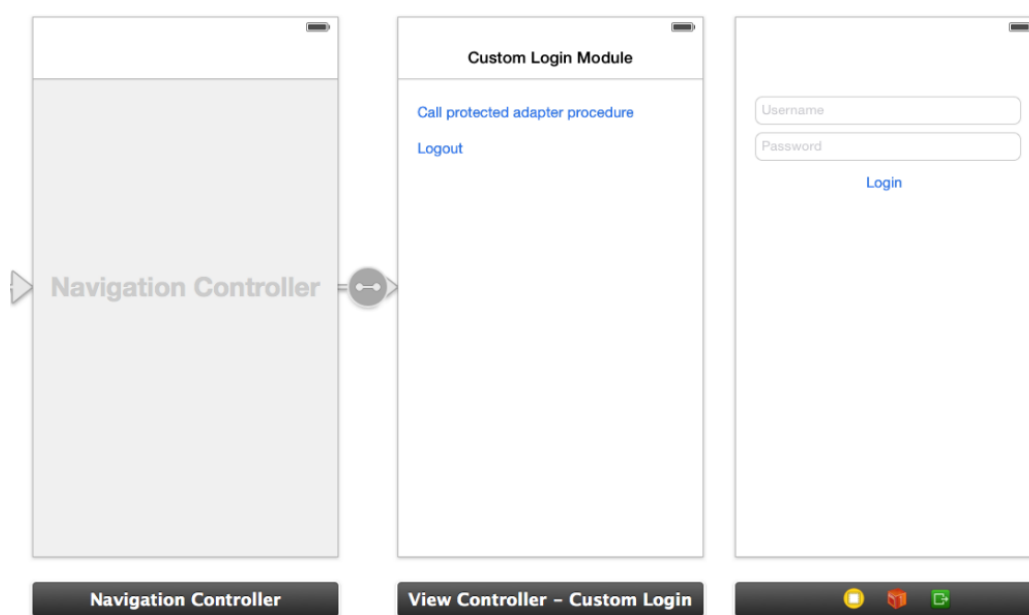
# Custom Authenticator and Login Module in native iOS applications

This is a continuation of Custom Authenticator and Login Module (../).

## Creating the client-side authentication components

Create a native iOS application and add the IBM MobileFirst Platform Foundation native APIs following the documentation.

In your storyboard, add a *ViewController* containing a login form.



## Challenge Handler

Create a *MyChallengeHandler* class as a subclass of *ChallengeHandler*.

We will implement some of the *ChallengeHandler* methods to respond to the challenge.

```

1 | @interface MyChallengeHandler : ChallengeHandler
2 | @property ViewController* vc;
3 | //A convenient way of updating the View
4 | -(id)initWithViewController: (ViewController*) vc;
5 | @end

```

Before calling your protected adapter, make sure to register your challenge handler using *WLClient*'s *registerChallengeHandler* method.

```

1 | [[WLClient sharedInstance] registerChallengeHandler:[MyChallengeHandler alloc] initWithViewController:self] ];

```

The *isCustomResponse* method of the challenge handler is invoked each time that a response is received from the server. It is used to detect whether the response contains data that is related to this challenge handler. It must return either *true* or *false*.

```

1  @implementation MyChallengeHandler
2  //...
3  -(BOOL) isCustomResponse:(WLResponse *)response {
4      if(response && [response getResponseJson]){
5          if ([[response getResponseJson] objectForKey:@"authStatus"]) {
6              NSString* authRequired = (NSString*) [[response getResponseJson] objectForKey:@"authStatus"];
7              //return if auth is required
8              return ([authRequired compare:@"required"] == NSOrderedSame);
9          }
10     }
11     return false;
12 }
13 @end

```

If *isCustomResponse* returns *true*, the framework calls the *handleChallenge* method. This function is used to perform required actions, such as hide application screen and show login screen.

```

1  @implementation MyChallengeHandler
2  //...
3  -(void) handleChallenge:(WLResponse *)response {
4      NSLog(@"Inside handleChallenge - need to show form on the screen");
5      LoginViewController* loginController = [self.vc.storyboard instantiateViewControllerWithIdentifier:@"LoginViewContro
6      loginController.challengeHandler = self;
7      [self.vc.navigationController pushViewController:loginController animated:YES];
8  }
9  @end

```

*onSuccess* and *onFailure* get triggers when the authentication ends.

You need to call *submitSuccess* to inform the framework that the authentication process is over, and allow the invocation's success handler to be called.

```

1  @implementation MyChallengeHandler
2  //...
3  -(void) onSuccess:(WLResponse *)response {
4      NSLog(@"inside challenge success");
5      [self.vc.navigationController popViewControllerAnimated:YES];
6      [self submitSuccess:response];
7  }</p>
8  <p>-(void) onFailure:(WLFailResponse *)response {
9      NSLog(@"inside challenge failure");
10     [self submitFailure:response];
11 }

```

In your *LoginViewController*, when the user clicks to submit his credentials, you need to call *submitLoginForm* to send the credentials to the MobileFirst Server.

```

1  @implementation LoginViewController
2  /**
3   - (IBAction)login:(id)sender {
4       [self.challengeHandler
5           submitLoginForm:@"/my_custom_auth_request_url"
6           requestParameters:@{@"username": self.username.text, @"password": self.password.text}
7           requestHeaders:nil
8           requestTimeoutInMilliseconds:0
9           requestMethod:@"POST"];
10 }

```

## Sample application

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(<http://public.dhe.ibm.com/software/products/en/MobileFirstPlatform/docs/v630/NativeCustomLoginModuleProject.zip>)  
the Studio project.

Click to download

(<http://public.dhe.ibm.com/software/products/en/MobileFirstPlatform/docs/v630/iOSNativeCustomLoginModuleProject.zip>)  
the Native project.

