# Creating your first native iOS MobileFirst application

fork and edit tutorial (https://github.com/MobileFirst-Platform-Developer-Center/DevCenter/) | report issue (https://github.com/MobileFirst-Platform-Developer-Center/DevCenter/issues/new)

#### **Overview**

To serve a native iOS application, MobileFirst Server must be aware of it. For this purpose, IBM MobileFirst Platform Foundation provides a Native API library, which contains a set of APIs and configuration files.

This tutorial explains how to generate the iOS Native API and how to integrate it with a native iOS application. You must generate the iOS Native API so that you can use it later on for tasks such as connecting to the MobileFirst Server instance, invoking adapter procedures, implementing authentication methods, and so on.

**Prerequisite:** Developers must be proficient with the Apple Xcode IDE.

### Creating a MobileFirst native API

- 1. In MobileFirst Studio, create a MobileFirst project and add a MobileFirst Native API.
- In the New MobileFirst Native API dialog, enter your application name and select iOS for the Environment field.
- Right-click the generated NativeAPI folder (located in your-projects/apps/your-nativeapi-app-name) and select Run As > Deploy Native API.
   This action is required in order for MobileFirst Server to

recognize the application if it attempts to connect.

The MobileFirst native API contains several components:

- The WorklightAPI folder is an IBM MobileFirst API library that you must copy to your native iOS project.
- You use the application-descriptor.xml file to define application metadata and to configure security settings that MobileFirst Server enforces.
- ▼ 1 HelloWorldNative Java Resources JavaScript Resources adapters ▼ iOSHelloWorld Frameworks include Localizations.bundle resources libWorklightStaticLibProjectNative.a application-descriptor.xml 🌠 worklight.plist ▶ externalServerLibraries server services
- The worklight.plist file contains connectivity settings that a native iOS application uses. You must copy this file to your native iOS project.
- As with any MobileFirst project, you create the server configuration by modifying the files that are in the server\conf folder.

#### worklight.plist

The worklight.plist holds server configuration properties and is user-editable:

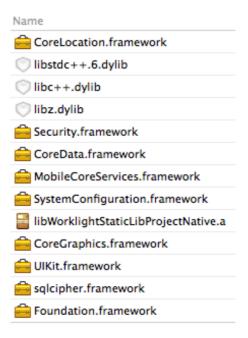
- protocol The communication protocol to MobileFirst Server, which is either http or https.
- host The hostname of the MobileFirst Server instance.
- port The port of the MobileFirst Server instance.

- wlServerContext The context root path of the application on the MobileFirst Server instance.
- application id The application ID as defined in the application-descriptor.xml file.
- application version The application version.
- [environment] The target environment of the native application ("iOSnative").
- wluid This property is used by MTW (Mobile Test Workbench plug-in for Eclipse (../../advanced-topics/testing-mobilefirst-mobile-applications-mobile-test-workbench/)) to identify this as a MobileFirst application.
- wlPlatformVersion The MobileFirst Studio version.

### Creating and configuring an iOS native application

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#### ▼ Link Binary With Libraries (13 items)

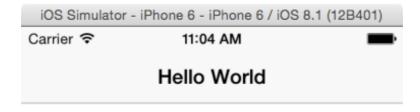


- 1. Create an Xcode project or use an existing one.
- 2. Copy the previously-created **WorklightAPI** folder and the **worklight.plist** file from Eclipse to the root of the native project in Xcode.
- 3. In the Xcode Build Phases section, link the following libraries in your native iOS application:
  - SystemConfiguration.framework
  - sqlcipher.framework (found in WorklightAPI/Frameworks)
  - libWorklightStaticLibProjectNative.a (found in WorklightAPI)
  - MobileCoreServices.framework
  - CoreData.framework
  - o CoreLocation.framework
  - Security.framework
  - o libz.dylib
  - o libc++.dylib
  - libstdc++.6.dylib
- 4. In Xcode Build Settings:

- In Header Search Paths, add
  \$(SRCROOT)/WorklightAPI/include
- In Other Linker Flags, add -0bjC
- In the **Deployment** section, for the iOS **Deployment Target** field, select a value that is greater than or equal to 6.0.

For more information, review the "Developing native applications for iOS" user documentation topic

After you run the application in Xcode, the final result is a native application that contains the MobileFirst API library.

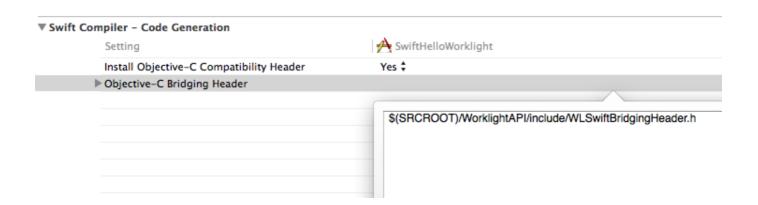


Because Apple Swift is designed to be compatible with Objective-C, you can use the MobileFirst SDK from within an iOS Swift project, too.

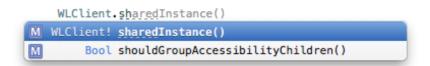
Create a Swift project and follow the same steps, as described at the beginning of the tutorial, to install the MobileFirst SDK into an iOS native application.

Choose options for your new project:	
Choose options for your new project.	
Product Name:	SwiftHelloWorld
Organization Name:	IBM
Organization Identifier:	com.ibm
Bundle Identifier:	com.ibm.SwiftHelloWorld
Language:	Swift
Devices:	iPhone
	Use Core Data
Cancel	Previous Next

After all the normal steps for an iOS application, go to **Build Settings > Swift Compiler - Code Generation**. In **Objective-C Bridging Header**, add **\$(SRCROOT)/WorklightAPI/include/WLSwiftBridgingHeader.h** However, if you already have your own Bridging Header for other purposes, include the Worklight Bridging Header inside your own Bridging Header instead.



All the MobileFirst classes are now available from any of your Swift files. XCode provides code autocompletion converted to the Swift style.



## Sample application

Click to download

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

Click to download

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