Setting up the iOS development environment

Overview

Prerequisite: As you setup your iOS development environment, make sure to also 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 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.
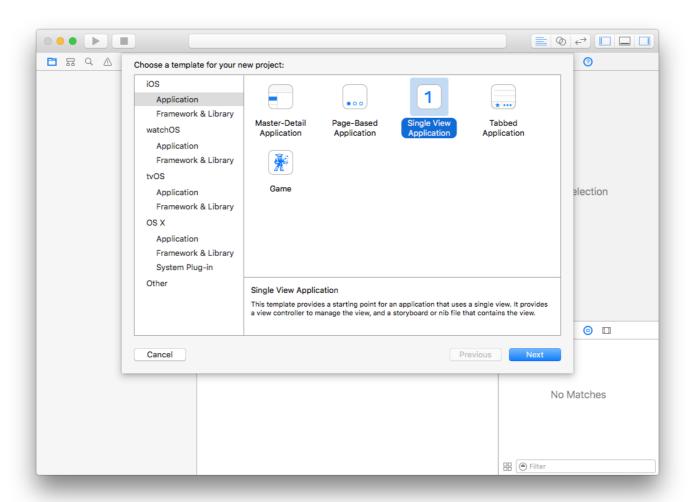
Registration

1. Register as an iOS developer
    - Create an Apple ID (https://appleid.apple.com/account) to be used by your organization/team admin.
    - Using the Apple ID, sign-in to the Apple Developer Member Center (https://developer.apple.com/).
2. Inside the Member Center > Programs & Add-ons section register for the appropriate program for your organization

> To learn more, visit the Apple Developer support website (https://developer.apple.com/support/)

Development

To develop either Cordova or Native iOS applications, a Mac (https://www.apple.com/mac/) workstation needs to be used with Xcode (https://developer.apple.com/xcode/) installed.

Xcode provides with it the tools and APIs required to develop applications for the iOS platform, using either Objective-C or Swift programming languages.

Xcode is an IDE which you can use to:

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

> To learn more, visit the iOS Dveloper Library website
> (https://developer.apple.com/library/ios/navigation/)

iOS Simulator

Xcode provides an iOS Simulator to test your application. For a detailed explanation of all available options, see the About Simulator documentation topic
(https://developer.apple.com/library/ios/documentation/IDEs/Conceptual/iOS_Simulator_Guide/Introduction/Introduction.html)
in the Apple Developers website.

What's Next

Now that the MobileFirst and Android development environment are set up, continue to Quick Start (../../quick-start/ios/)
category to experience MobileFirst Platform, or to All Tutorials (../../all-tutorials) to learn specific aspects of MobileFirst
Platform development.