# Setting up the iOS development environment

#### **Overview**

**Prerequisite:** If you intend to use IBM MobileFirst Platform Studio or CLI to develop your application, first 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 that 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

Register as an iOS developer.

To do so, visit the Apple Registration Center website (https://developer.apple.com/register/index.action).

## Download the latest development tools and SDKs.







Mac Apps



Xcode

#### Become a member.

Enroll in an Apple Developer Program and get everything you need to develop and distribute your apps.

#### Learn more >



As a company, you need to plan additional configuration to invite your developers, manage your devices, certificates, provisioning profiles, and more. To learn more, see visit the Apple Developer support website (https://developer.apple.com/support/).

### **Development**

In addition to registering as an iOS developer, you must install and use Xcode (https://developer.apple.com/xcode/) to be able to compile the iOS project. Xcode is an IDE which you can use to:

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

For more information, visit the Apple Developer website (https://developer.apple.com/).