

# Quick Start demonstration

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

```
mpf create MyProject
cd MyProject
mpf add api MyiOSFramework -e ios
```

- Add a HTTP adapter to the project

```
mpf add adapter MyAdapter -t http
```

## 2. Deploy artifacts to the MobileFirst Server

- Start the MobileFirst Server and deploy the server-side application entity and adapter

```
mpf start
# Wait until a browser window is opened, displaying the MobileFirst Console
mpf build
mpf deploy
```

## 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:

```
#import "WLResourceRequest.h"
```

- AppDelegate.m

Add the header:

```
#import "WLResponse.h"
```

Add the following to `didFinishLaunchingWithOptions`:

```
- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
    NSURL* url = [NSURL URLWithString:@"./adapters/MyAdapter/getFeed"];
    WLResourceRequest* request = [WLResourceRequest requestWithURL:url method:WLHttpMethodGet];
    [request setQueryParameterValue:@"[\"technology\"]" forName:@"params"];
    [request sendWithCompletionHandler:^(WLResponse *response, NSError *error) {
        if(error != nil){
            NSLog(@"%@ ",error.description);
        }
        else{
            NSLog(@"%@ ",response.responseJSON);
        }
    }];
    return YES;
}
```

## 6. Final configurations

- o 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.

