## Custom Authenticator and Login Module in native iOS applications

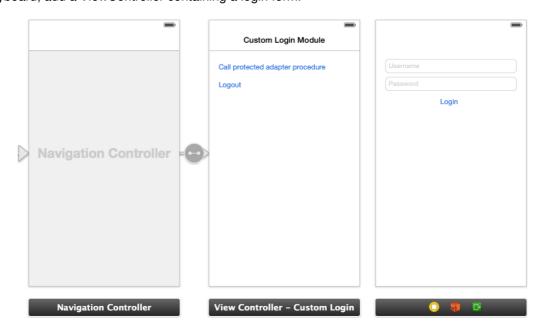
fork and edit tutorial (https://github.ibm.com/MFPSamples/DevCenter/tree/master/tutorials/en/foundation/6.3/authentication-security/custom-authenticator-login-module/custom-authenticator-login-module-native-ios-applications.html) | report issue (https://github.ibm.com/MFPSamples/DevCenter/issues/new)

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.

@interface MyChallengeHandler : ChallengeHandler
@property ViewController\* vc;
//A convenient way of updating the View
-(id)initWithViewController: (ViewController\*) vc;
@end

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

[[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*.

```
@implementation MyChallengeHandler
//...
-(BOOL) isCustomResponse:(WLResponse *)response {
    if(response & amp; & amp; [response getResponseJson]) {
        if ([[response getResponseJson] objectForKey:@"authStatus"]) {
            NSString* authRequired = (NSString*) [[response getResponseJson] objectForKey:@"authStatus"
];
        //return if auth is required
return ([authRequired compare:@"required"] == NSOrderedSame);
    }
    return false;
}
@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.

```
@implementation MyChallengeHandler
//...
-(void) handleChallenge:(WLResponse *)response {
    NSLog(@"Inside handleChallenge - need to show form on the screen");
    LoginViewController* loginController = [self.vc.storyboard instantiateViewControllerWithIdentifier:@"LoginViewController"];
    loginController.challengeHandler = self;
    [self.vc.navigationController pushViewController:loginController animated:YES];
}
@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.

```
@implementation MyChallengeHandler
//...
-(void) onSuccess:(WLResponse *)response {
    NSLog(@"inside challenge success");
    [self.vc.navigationController popViewControllerAnimated:YES]
;
    [self submitSuccess:response];
}
-(void) onFailure:(WLFailResponse *)response {
    NSLog(@"inside challenge failure");
    [self submitFailure:response];
}
```

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

```
@implementation LoginViewController
//***

- (IBAction)login:(id)sender {
    [self.challengeHandler
        submitLoginForm:@"/my_custom_auth_request_url"
        requestParameters:@{@"username": self.username.text, @"password": self.password.text
}

requestHeaders:nil
    requestTimeoutInMilliSeconds:0
    requestMethod:@"POST"];
}
```

## Sample application

Click to download

(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.

