Setting up the iOS development environment

fork and edit tutorial (https://github.ibm.com/MFPSamples/DevCenter/tree/master/tutorials/en/foundation/8.0/setting-up-your-development-environment/ios-development-environment/index.md) | report issue (https://github.ibm.com/MFPSamples/DevCenter/issues/new)

Overview

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.

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/mobilefirst-development-environment/) tutorial.

Registration

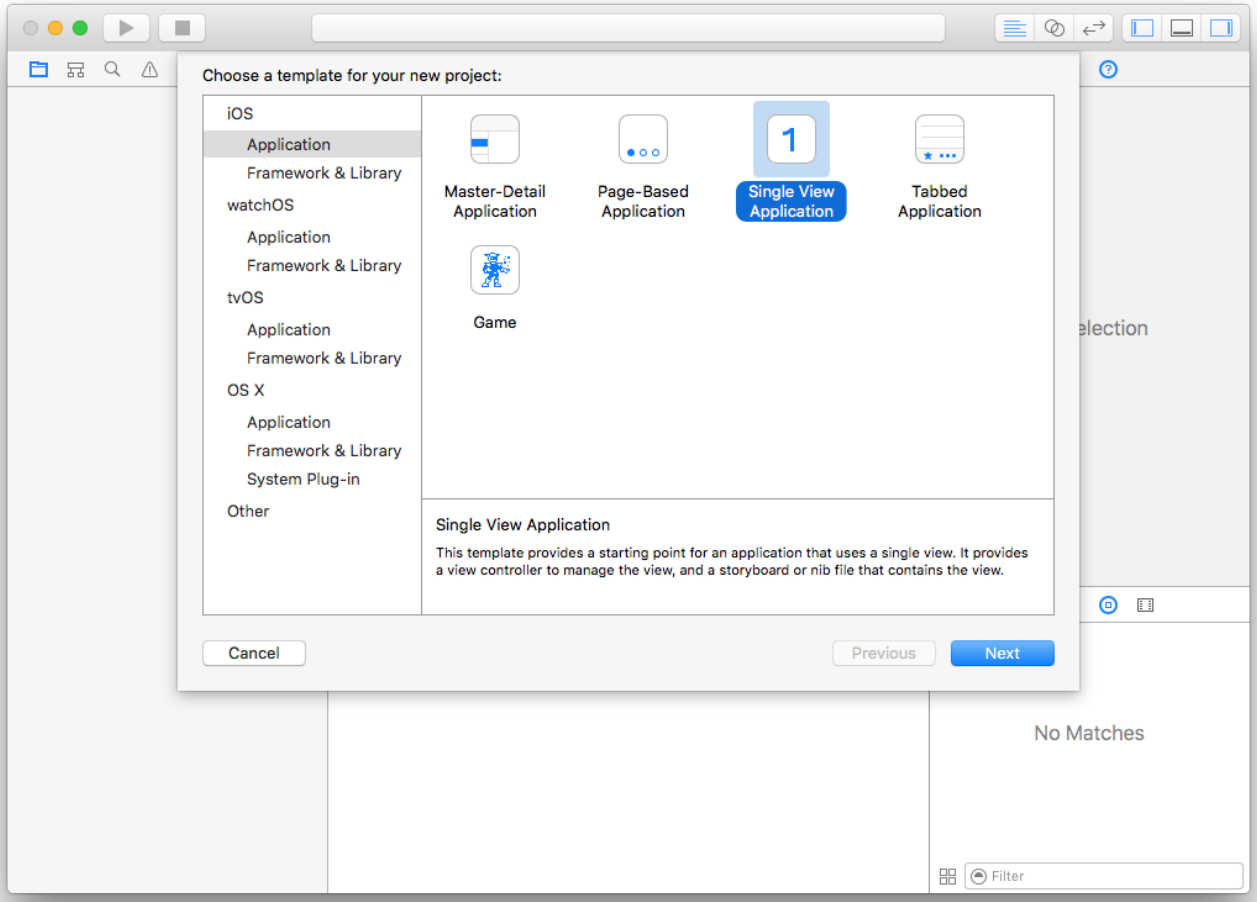
1. Register as an iOS developer
    - Create an Apple ID (https://appleid.apple.com/account) to be used by your organization/team admin.
    - Using the Apple ID, sign-in to the Apple Developer Member Center (https://developer.apple.com/).
2. Inside the Member Center > Programs & Add-ons section register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