

iOS

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

```
[code lang="shell"]
mfp create MyProject
cd MyProject
mfp add api MyiOSFramework -e ios
[/code]
```

- Add a HTTP adapter to the project

```
[code firstline="4" lang="shell"]
mfp add adapter MyAdapter -t http
[/code]
```

2. Deploy artifacts to the MobileFirst Server

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

```
[code firstline="5" lang="shell"]
mfp start
# Wait until a browser window is opened, displaying the MobileFirst Console
mfp build
mfp deploy
[/code]
```

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:

```
[code lang="objc"]#import "WLResourceRequest.h"[/code]
```

◦ AppDelegate.m

Add the header:

```
[code lang="objc"]#import "WLResponse.h"[/code]
```

Add the following to `didFinishLaunchingWithOptions`:

```
[code lang="objc"]- (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;
}[/code]
```

6. Final configurations

- 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.



(<https://developer.ibm.com/mobilefirstplatform/wp-content/uploads/sites/32/2015/03/ios-quick-start-result.png>)