

Setting up the iOS development environment

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/](https://www.ibm.com/developerworks/mobilefirst/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 Developer 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) (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.