

# 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 && [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:@"LoginViewCo
ntroller"];
    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.

