

Quick Start demonstration

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
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1. Create a MobileFirst project and adapter

- Create a new project and iOS framework/server-side application entity

```
mfp create MyProject
cd MyProject
mfp add api MyiOSFramework -e ios
```

- Add a HTTP adapter to the project

```
mfp add adapter MyAdapter -t http
```

2. Deploy artifacts to the MobileFirst Server

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

```
mfp start
# Wait until a browser window is opened, displaying the MobileFirst Conso
mfp build
mfp deploy
```

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:

```
1 | #import "WLResourceRequest.h"
```

- `AppDelegate.m`

Add the header:

```
1 | #import "WLResponse.h"
```

Add the following to `didFinishLaunchingWithOptions`:

```

1 - (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
2     NSURL* url = [NSURL URLWithString:@"http://adapters/MyAdapter/getFeed"];
3     WLResourceRequest* request = [WLResourceRequest requestWithURL:url method:WLRequestMethodGet];
4     [request setQueryParameterValue:@"technology" forName:@"params"];
5     [request sendWithCompletionHandler:^(WLResponse *response, NSError *error) {
6         if(error != nil){
7             NSLog(@"%@",error.description);
8         }
9         else{
10             NSLog(@"%@",response.responseJSON);
11         }
12     }];
13     return YES;
14 }

```

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.

