iOS end-to-end demonstration

Overview

The purpose of this demonstration is to experience an end-to-end flow where an application & an adapter are quickly created using the MobileFirst Operations Console, and the application is able to call a resource on the MobileFirst Server, using an MobileFirst Adapter.

Prerequisites:

- Configured Xcode
- *Optional* Stand-alone MobileFirst Server and MobileFirst CLI (download (file:////home/travis/build/MFPSamples/DevCenter/_site/downloads))

1. Starting the MobileFirst Server

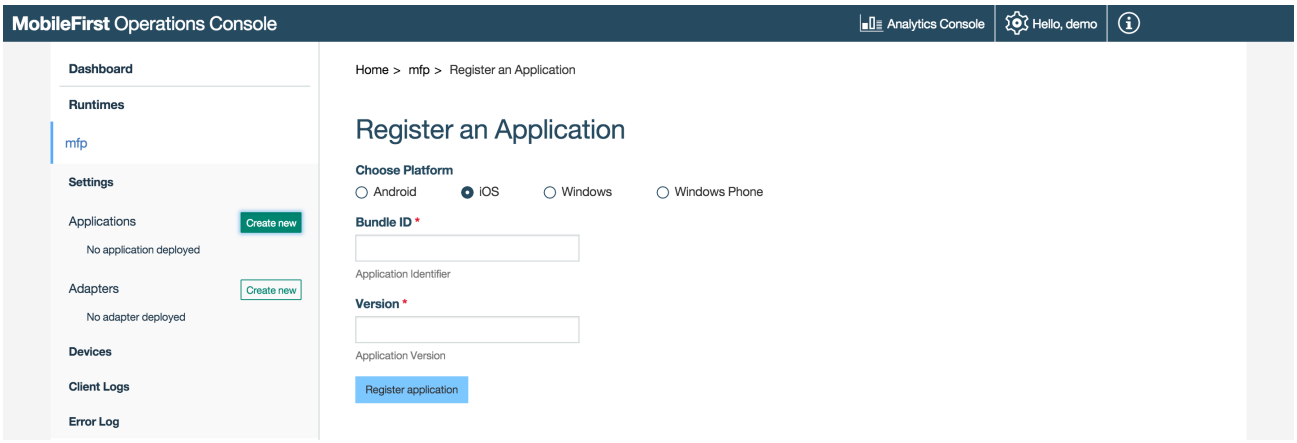
> If a remote server was already set-up, skip this step.

1. From a **Command-line** window, navigate to the server's **scripts** folder and run the command: `./start.sh`.

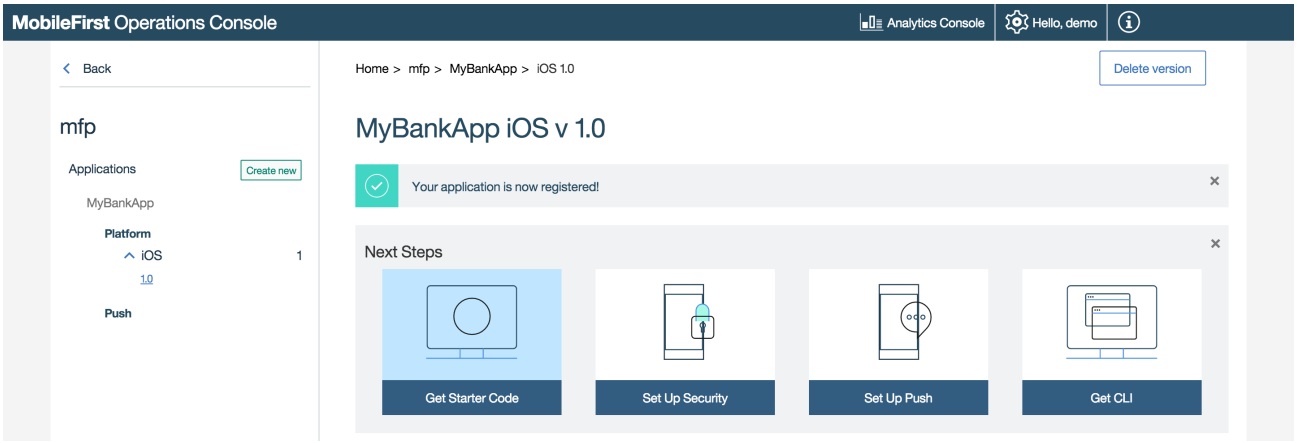
2. Creating an application

In a browser window, open the MobileFirst Operations Console by loading the URL: `http://your-server-host:server-port/mfpconsole`. If running locally, use: http://localhost:9080/mfpconsole (http://localhost:9080/mfpconsole). The username/password are *demo/demo*.

1. Click on the "Create new" button next to **Applications** and select the desired *platform*, *identifier* and *version* values.

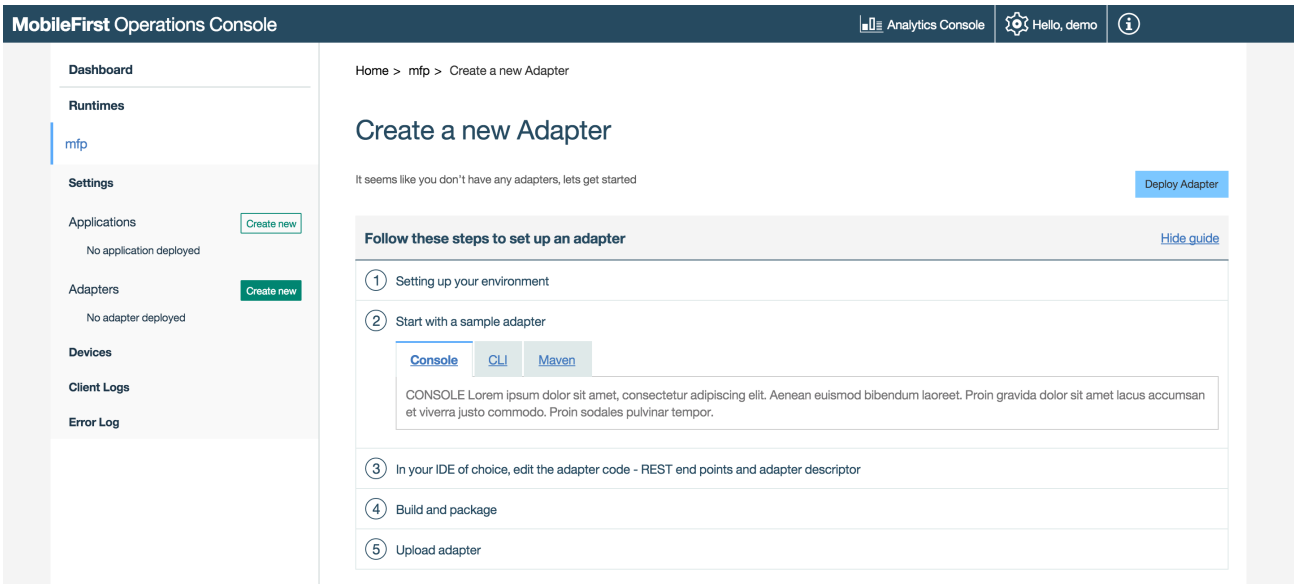


2. Click on the **Get Starter Code** tile and select to download the iOS Starter Code.



3. Creating an adapter

1. Click on the "Create new" button next to **Adapters** and download a sample adapter.



4. Editing application logic

1. Open the Xcode project project
2. Select the **[project-root]/AppDelegate.m** file and paste the following code snippet:

   In Objective-C:

   ```
   WLResourceRequest code snippet here
   ```

   In Swift:

   ```
   WLResourceRequest code snippet here
   ```

5. Running the application

1. In Xcode, press the **Play** button.