

# Invoking adapter procedures from native iOS applications

To create and configure an iOS native project, first follow the "Creating your first Native iOS MobileFirst application (../../hello-world/creating-first-native-ios-mobilefirst-application/)" tutorial .

## Initializing WLClient

1. Access the WLClient functionality by using [WLClient sharedInstance] anywhere in your application.
2. Initiate the connection to the server by using the wlConnectWithDelegate method. For most actions, you must specify a delegate object, such as a MyConnectListener instance in the following example:

```
1 MyConnectListener *connectListener = [[MyConnectListener alloc] initWithController:self];
2 [[WLClient sharedInstance] wlConnectWithDelegate:connectListener];
```

**Note:** Remember to import **WLClient.h** and **WLDelegate.h** in your header file.

You must supply a connection delegate (listener) to the MobileFirst invocation methods.

3. Create a delegate to be used in the wlConnectWithDelegate method and receive the response from the MobileFirst Server. Name the class MyConnectListener. The header file must specify that it implements the WLDelegate protocol.

```
1 @interface MyConnectListener : NSObject <WLDelegate> {
2     @private
3     ViewController *vc;
4 }
```

The WLDelegate protocol specifies that the class implements the following methods: - The **onSuccess** method: (WLResponse \*) response - The **onFailure** method: (WLFailResponse \*) response

After wlConnectWithDelegate finishes, the onSuccess method or the onFailure method of the supplied MyConnectListener instance is invoked. In both cases, the response object is sent as an argument.

4. Use this object to operate data that is retrieved from the server.

```
1 -(void)onSuccess:(WLResponse *)response{
2     NSLog(@"\nConnection Success: %@", response);
3     NSString *resultText = @"Connection success. ";
4     if ([response responseText] != nil){
5         resultText = [resultText stringByAppendingString:[response responseText]];
6     }
7     [vc updateView:resultText];
8 }
9 -(void)onFailure:(WLFailResponse *)response{
10    NSString *resultText = @"Connection failure. ";
11    if ([response responseText] != nil){
12        resultText = [resultText stringByAppendingString:[response responseText]];
13    }
14    [vc updateView:resultText];
15 }
```

## Invoking an adapter procedure

To invoke a procedure, create a WLProcedureInvocationData object and specify the adapter name and the procedure name. Invoke the procedure by using the shared instance of the WLClient.

```

1   WLPProcedureInvocationData *myInvocationData = [[WLPProcedureInvocationData alloc] initWithAdapterName:@"RSSReader" |
2   MyInvokeListener *invokeListener = [[MyInvokeListener alloc] initWithController: self];
3   [[WLCClient sharedInstance] invokeProcedure:myInvocationData withDelegate:invokeListener];

```

As previously stated, you must supply a delegate object to manage the retrieved data.

## Receiving a procedure response

When the procedure invocation is complete, a delegate method of MyInvokeListener class instance is called. Any delegate header file must specify that it complies with a WLDelegate protocol.

```

1   @interface MyInvokeListener : NSObject <WLDelegate> {
2   @private
3       ViewController *vc;
4       NSString *strResponse;
5   }
6   - (id)initWithController: (ViewController *) mainScreen;</p>
7   @end

```

After the procedure invocation finishes, the onSuccess method or the onFailure method of the supplied MyInvokeListener instance is called. In both cases, a response object is sent as an argument. Use this object to operate data that is retrieved from the server.

```

1   -(void)onSuccess:(WLResponse *)response {
2       NSLog(@"Invocation Success: %@", response);
3       NSString *resultText = @"Invocation success. ";</p>
4       if ([response responseText] != nil){
5           resultText = [resultText stringByAppendingString:[response responseText]];
6       }
7       [vc updateView:resultText];
8   }
9   -(void)onFailure:(WLFailResponse *)response{
10      NSLog(@"Invocation Failure: %@", response);
11      NSString *resultText = @"Invocation failure. ";</p>
12      if ([response responseText] != nil){
13          resultText = [resultText stringByAppendingString:[response responseText]];
14      }
15      [vc updateView:resultText];
16  }

```

## Sample application

The sample contains two projects: - The **InvokingAdapterProceduresNativeProject.zip** file contains a MobileFirst native API that you can deploy to your MobileFirst server. - The **InvokingAdapterProceduresiOSProject.zip** file contains a native iOS application that uses a MobileFirst native API library to communicate with the MobileFirst Server.

Make sure to update the **worklight.plist** file in **iOSNativeApp** with the relevant server settings.

Click to download

(<http://public.dhe.ibm.com/software/products/en/MobileFirstPlatform/docs/v630/InvokingAdapterProceduresNativeProject.zip>)

the Studio project. Click to download

(<http://public.dhe.ibm.com/software/products/en/MobileFirstPlatform/docs/v630/InvokingAdapterProceduresiOSProject.zip>)

the Native project.

