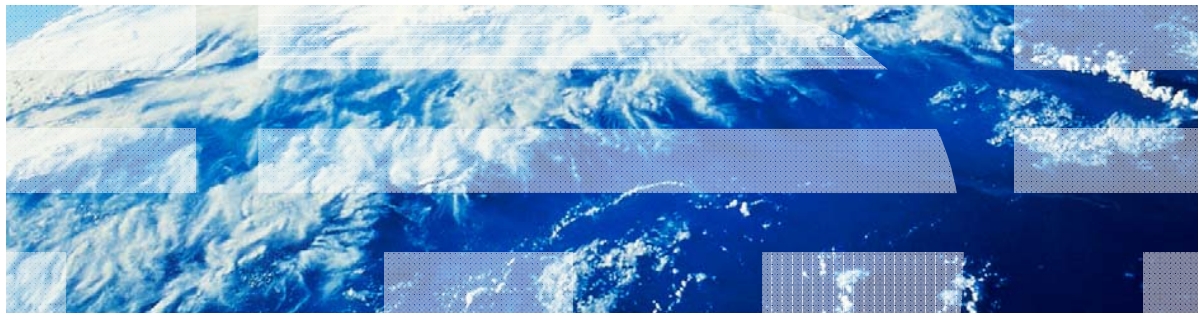


IBM Worklight V6.0.0 Getting Started

Using Worklight API in native iOS applications



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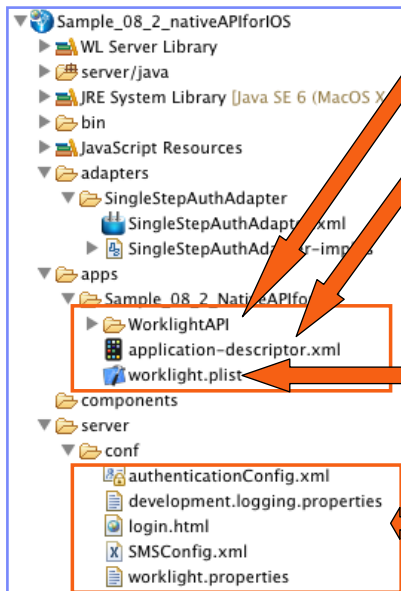
- Creating a Worklight native API
- Create and configure an iOS native application
- Initializing the WLClient
- Invoking a Worklight procedure
- Receiving a procedure response

Creating a Worklight native API (1 of 4)

- IBM Worklight® provides ability for native iOS applications to communicate with a Worklight Server by using the IBM Worklight native API library.
- To serve a native iOS application, the Worklight server must be aware of it.
- The Worklight native API is located under the `apps` folder of your Worklight project.
- The Worklight native API folder serves two purposes:
 - It contains a native API library and configuration file that must be copied to your native iOS project.
 - It contains the **application-descriptor.xml** file, which you deploy to a Worklight server as an entry point, similar to a Worklight application.
- In this module, you learn how to create a Worklight native API and how to use its components in your native iOS application.

Creating a Worklight native API (2 of 4)

- Worklight native API contains several components:



The **WorklightAPI** folder is a Worklight API library that must be copied to your native iOS project.

The **application-descriptor.xml** file is used to define application metadata and to configure security settings to be enforced by a Worklight server.

The **worklight.plist** file contains connectivity settings to be used by a native iOS application. This file must be copied to your native iOS project.

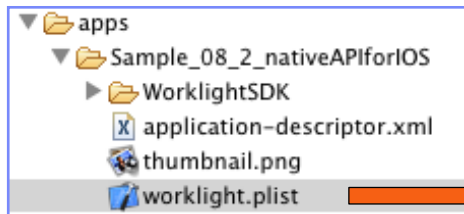
Like with any Worklight project, you create the server configuration by modifying files under the **server\conf** folder

Creating a Worklight native API (3 of 4)

1. In Worklight Studio, create a Worklight project, and add a Worklight Native API.
2. In the New Worklight Native API dialog, enter your application name, and select **iOS** for the **Environment** field.
3. Right-click the Worklight native app folder and select **Run As > Deploy Native API**.

Creating a Worklight native API (4 of 4)

- Edit the **worklight.plist** file that holds the server configuration:



iOSNativeApp > worklight.plist / No Selection		
Key	Type	Value
Root	Dictionary (8 items)	
protocol	String	http
host	String	9.184.234.154
port	String	10080
wlServerContext	String	/module_08_2_NativeAPIforIOS
application id	String	NativeAPIforIOSApp
application version	String	1.0
environment	String	iOSnative
wlUid	String	wY/mbnwKTDDYQUuQCdSgg==

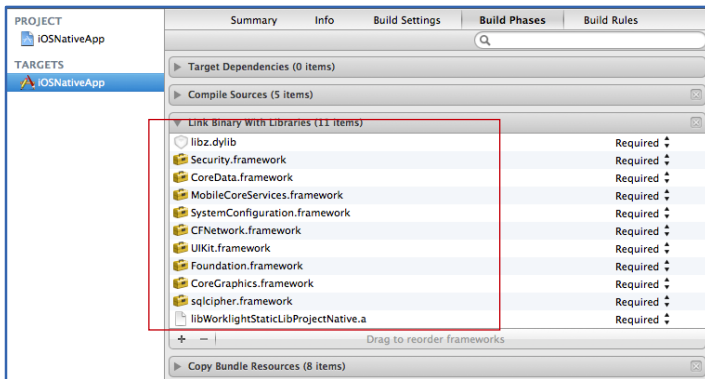
- protocol** – The communication protocol to the Worklight server, which is either **http** or **https**
- host** – The hostname of the Worklight server
- port** – The port of the Worklight server
- wlServerContext** – The context root path of the application on the Worklight server
- application id** – The application ID as defined in the **application-descriptor.xml** file
- application version** – The application version
- environment** – The target environment of the native application (Android or iOS)

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Create and configure an iOS native application

- Create an Xcode project or use an existing one.
- Copy the **WorklightAPI** folder and the **worklight.plist** file from the Eclipse Worklight native API to the root of your native project.
- Link the following libraries in your native iOS application: **CFNetwork**, **SystemConfiguration**, **MobileCoreServices**, **CoreData**, **Security**, **libz.dylib**, and **sqlcipher.framework**.



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Initializing the *WLClient* (1 of 3)

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

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

- You learn how to create it in subsequent slides.
- Remember to import ***WLClient.h*** and ***WLDelegate.h*** in your header file.

Initializing the WLClient (2 of 3)

- As described on a previous slide, you must supply a connection delegate (listener) to Worklight server invocation methods.
- Create a delegate to be used in the `wlConnectWithDelegate` method and receive the response from the Worklight server. Name the class ***MyConnectListener***.
- The header file must specify that it implements the ***WLDelegate*** protocol.

```
#import <Foundation/Foundation.h>
#import "WLClient.h"
#import "WLDelegate.h"
#import "ViewController.h"

@interface MyConnectListener : NSObject <WLDelegate> {
    @private
    ViewController *vc;
}

- (id)initWithController: (ViewController *)mainView;
@end
```

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

Initializing the WLClient (3 of 3)

- 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.
- Use this object to operate data that are retrieved from server.

```
-(void)onSuccess:(WLResponse *)response{
    NSLog(@"\nConnection Success: %@", response);
    NSString *resultText = @"Connection success. ";

    if ([response responseText] != nil){
        resultText = [resultText stringByAppendingString:[response responseText]];
    }
    [vc updateView:resultText];
}

-(void)onFailure:(WLFailResponse *)response{
    NSString *resultText = @"Connection failure. ";

    if ([response responseText] != nil){
        resultText = [resultText stringByAppendingString:[response responseText]];
    }
    [vc updateView:resultText];
}
```

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Invoking a Worklight procedure

- To invoke a procedure, use the following steps:
 - Create a **WLProcedureInvocationData** object and specify the adapter name and the procedure name.
 - Invoke the procedure by using the shared instance of the **WLClient**.

```
WLProcedureInvocationData *myInvocationData = [[WLProcedureInvocationData alloc]
                                              initWithAdapterName:@"RSSReader" procedureName:@"getFeeds"];
MyInvokeListener *invokeListener = [[MyInvokeListener alloc] initWithController:self];
[[WLClient sharedInstance] invokeProcedure:myInvocationData withDelegate:invokeListener];
[invokeListener release];
```

- As previously stated, you must supply a delegate object to manage the retrieved data.
 - See subsequent slides to learn how to create this object.

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Receiving a procedure response (1 of 3)

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

```
#import <Foundation/Foundation.h>
#import "WLClient.h"
#import "WLDelegate.h"
#import "ViewController.h"

@interface MyInvokeListener : NSObject <WLDelegate> {
```

Receiving a procedure response (2 of 3)

- 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 are retrieved from server

```
-(void)onSuccess:(WLResponse *)response {
    NSLog(@"Invocation Success: %@", response);
    NSString *resultText = @"Invocation success. ";

    if ([response responseText] != nil){
        resultText = [resultText stringByAppendingString:[response responseText]];
    }
    [vc updateview:resultText];
}

-(void)onFailure:(WLFailResponse *)response{
    NSLog(@"Invocation Failure: %@", response);
    NSString *resultText = @"Invocation failure. ";

    if ([response responseText] != nil){
        resultText = [resultText stringByAppendingString:[response responseText]];
    }
    [vc updateview:resultText];
}
```

Receiving a procedure response (3 of 3)

- The sample for this training module can be found in the Getting Started page of the IBM Worklight documentation website at <http://www.ibm.com/mobile-docs>.
- Sample contains two projects:
 - The **NativeAPIForIOS.zip** contains a Worklight native API to be deployed to your Worklight server.
 - The **iOSNativeApp.zip** contains native iOS application that uses a Worklight native API library to communicate with the Worklight server.
- Make sure to update the **worklight.plist** file in iOSNativeApp with relevant server settings.



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