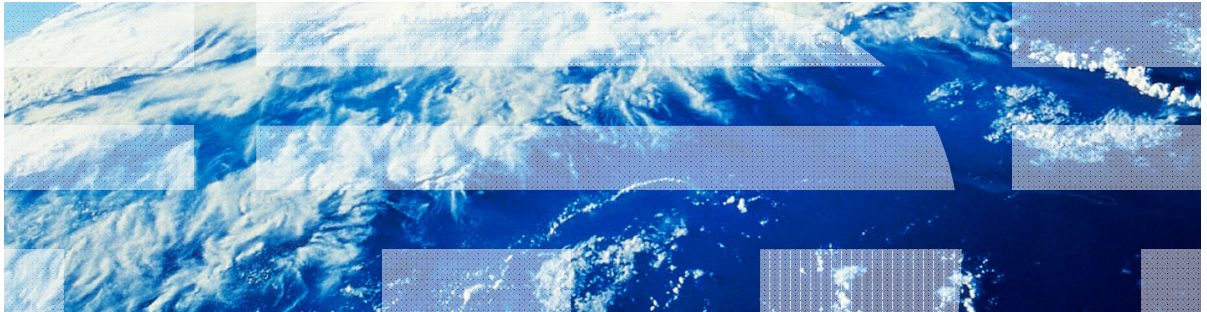


# ***IBM Worklight V5.0.5 Getting Started***

## **Module 3.1 – Previewing Your Application in iOS Environment**



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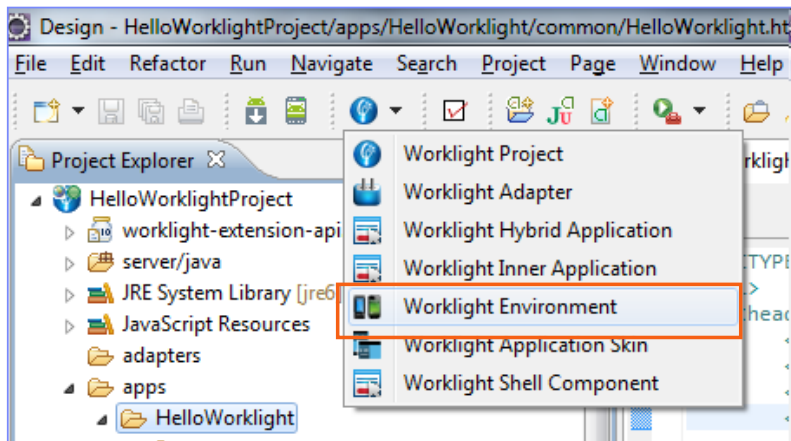
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## Agenda

- Adding an iOS environment
- Brief review of the iOS environment folder structure
- Previewing your application with the Mobile Browser Simulator
- Transferring your application to Xcode
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- Running your application on a real device

## Adding a New Environment

- This module applies to the iPhone and to the iPad environments.
- Click the IBM Worklight® icon, and then select **Worklight Environment** to add an environment to your application.



## Adding a New Environment

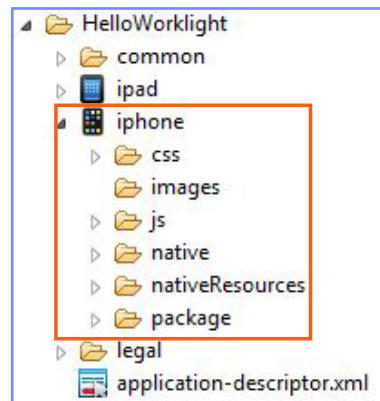
- Select the **iPhone** or **iPad** check box, and then click **Finish**.



- The subsequent slides are specific to the iPhone environment, but the usage of the iPad environment is similar.

## Adding a New Environment

- A new **iphone** folder is automatically added to your project.
- IMPORTANT
  - The **package** folder under the **iphone** folder is shown only after you build and deploy your application on the Worklight Server.

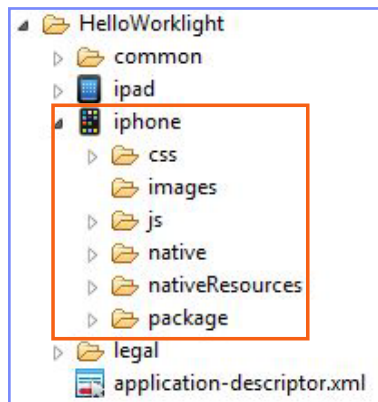


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## Review of the iOS Environment Folder Structure

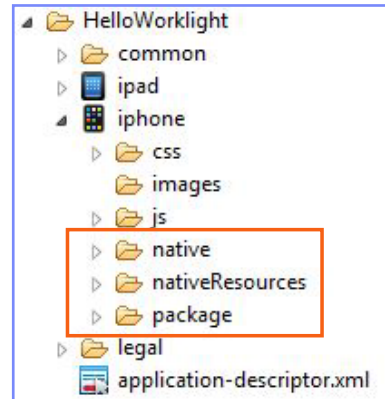
- The iphone environment includes the following folders:
  - **css** – The properties that are specified in this folder override the CSS files from the **common** folder.
  - **images** – iOS-specific images can be added in this folder. If images with the same file name exist in the **common** folder, they are overwritten in the iOS application.
  - **js** – JavaScript that can extend, and override if required, JavaScript from the **common** folder.





## Review of the iOS Environment Folder Structure

- The **native** folder under the **iphone** folder contains automatically generated iphone app code.
  - Files in the **native/www** folder are regenerated each time that the application is built, so any changes made to these files are lost.
- The **nativeResources** folder under **iphone** contains resources that are used by the native code.
- The **package** folder under **iphone** contains a packaged, or compressed application.

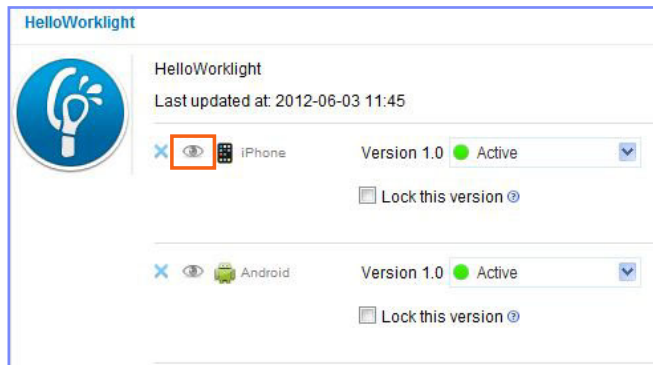


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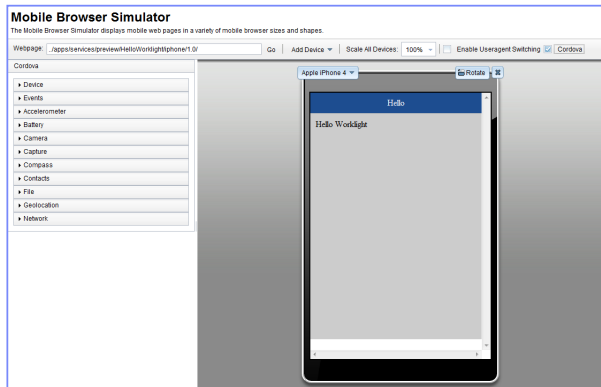
## Previewing your application with the Mobile Browser Simulator

- When your application is built and deployed in Worklight Studio, you can preview it in the Mobile Browser Simulator.
- To do so, browse the Worklight Console, and then click the preview icon beside the environment for which you want to preview your app.



## Previewing your application with the Mobile Browser Simulator

- The Mobile Browser Simulator can be used to emulate Cordova or preview your application with different device skins.
- *Limitation:* With the Mobile Browser Simulator, to preview an application that contains security tests that rely on the device (such as auto-provisioning or authenticity), you must temporarily change the security tests to not use the device identification.

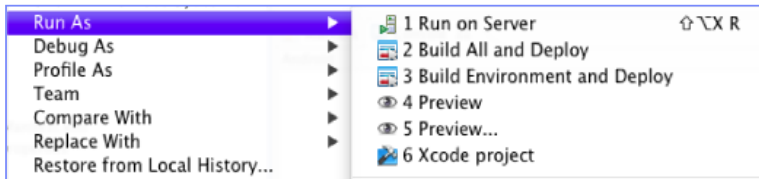


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## Transferring Your Application to Xcode

- Eclipse IDE does not support iOS application development, therefore your application needs to be transferred to Xcode – the Apple native IDE.
- If you are running a Mac version of Eclipse, right-click the iPhone or iPad project and select **Run As > Xcode project**. Worklight plug-in automatically opens Xcode for you.

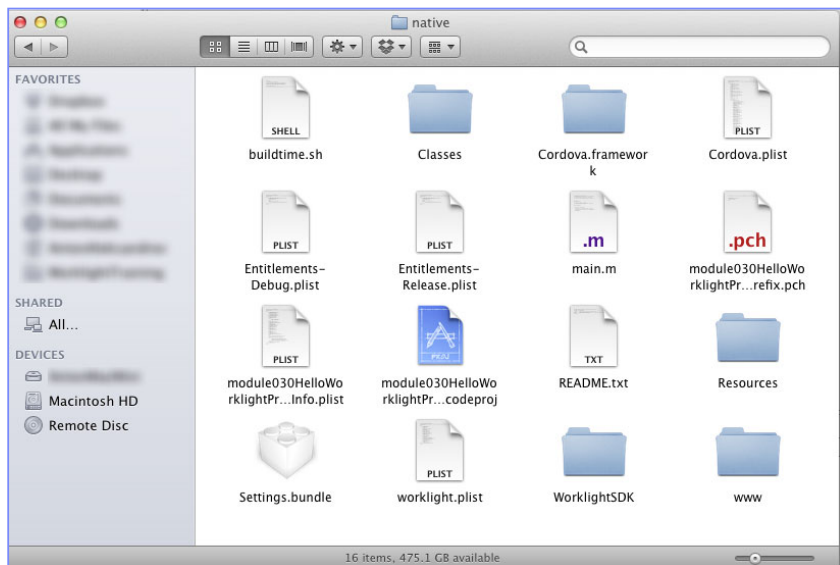


- Alternatively, you can manually open an Xcode project from your application native folder.
- If you are running a Windows version of Eclipse, copy and extract the archive file that is generated in the **package** folder to the required destination on your Mac.

For more information about Apple Xcode, see the Apple iOS Dev Center website.

## Transferring Your Application to Xcode

- Inside the extracted folder, you can find a fully compatible native Xcode application.



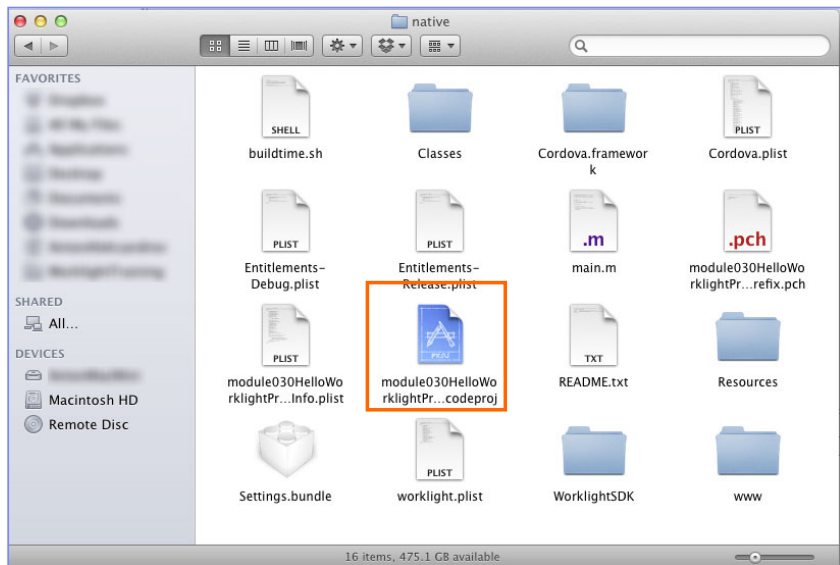
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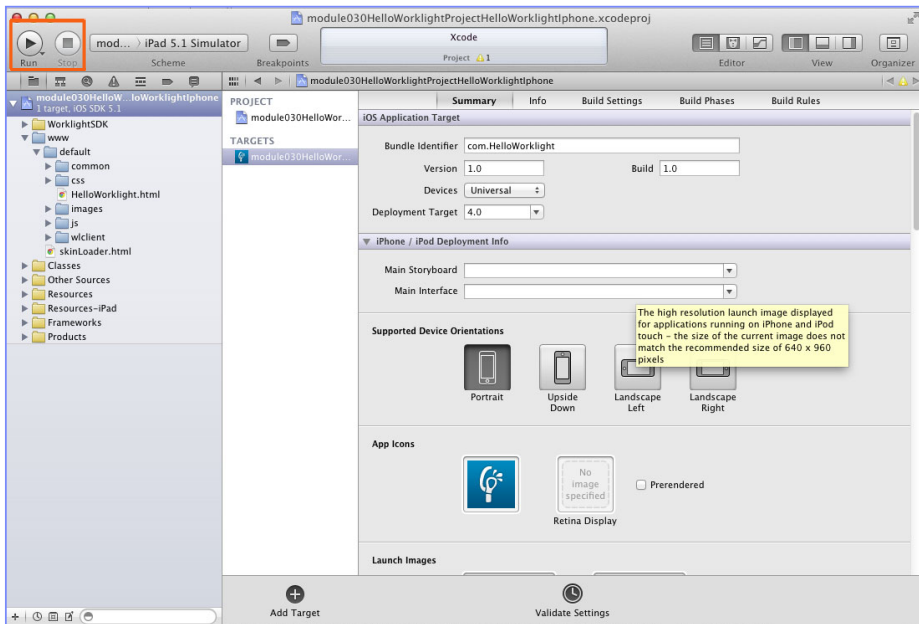
## Running Your App in the iOS Simulator

- If you transferred your app from Windows, double-click the project file to open it in the Xcode IDE.



# Running Your App in the iOS Simulator

- Click **Run** to preview your application in the iOS simulator.



## *Running Your App in the iOS Simulator*

- You created your first iPhone application.



## Agenda

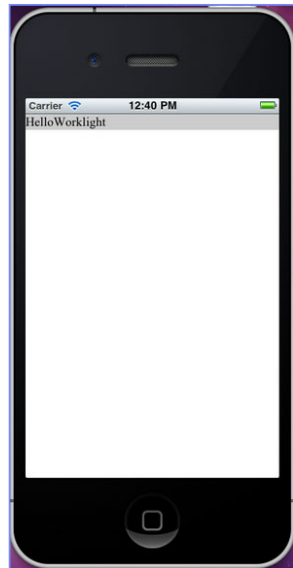
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## ***Running Your App on a Real Device***

- To deploy an iOS application to a real device, you need to enroll to the Apple iOS Developer Program and install a provisioning profile onto Xcode and your iOS device.
  
- For more information, see the Apple iOS Dev Center website.

## Exercise

- Exercise
  - Use the HelloWorklight application that you created earlier.
  - Add an iPhone environment to it.
  - Build and deploy your application to the Worklight Server.
  - Transfer your application to Xcode.
  - Run your app in the iPhone simulator.



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