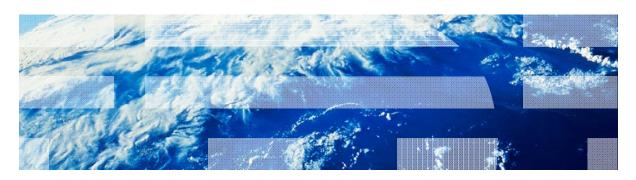


# IBM Worklight V5.0.6 Getting Started

#### iOS shell development





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#### Agenda

- Overview
- Adding an iOS environment to a shell component
- Adding custom Objective C code to a shell component
- Using the NativeEmptyApp Project



#### **Overview**

- This training module complements Shell Development Concepts.
- In this module, you learn how to add an iOS environment to your shell component, test application, and inner application.



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# Adding an iOS environment to a shell component

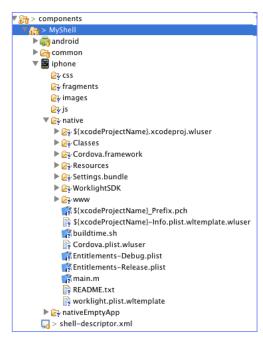
 Start by adding a iPhone environment to your shell component by following the same procedure as for a standard Worklight® application.





# Adding an iOS environment to a shell component

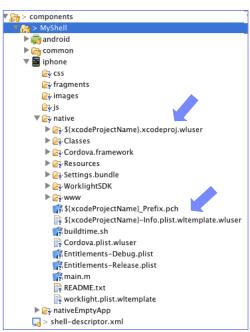
- The following folder structure is created:
  - css, images, fragments and js contain resources that override or extend resources from the Shell component common folder.
  - The **native** folder contains an application template to be used when you create an iOS project from an inner application.
  - The nativeEmptyApp folder contains an application that is built from the shell component and an empty inner application as described in the Shell Development Concepts module.





#### Adding an iOS environment to Shell component

- The files in the native folder are template that are going to be used to create the inner application iOS project
- Some of the folder and file names contain placeholder elements that are populated during the build.
- For example:
  - \${xcodeProjectName}.xcodeproj.wluser placeholder will be populated with a package name used in the application.
  - \$\frac{\text{xcodeProjectName}}{\text{Info.plist.wltemplate.wluser}}\$
     placeholder will be populated with the application name, thus creating the main application plist file.
- Files with the .wluser extension are template files that shell developers can modify.





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- Because the iphone\native folder of a Shell component is not an iOS project, advanced features such as autocomplete are not provided when you work on it directly.
- The solution is to use iPhone environment of the test application to create, modify, and debug the Objective C code.
- The generated iOS project is created under the test application native\ folder.
- Use it to work with your Objective C code.

```
> module_31_0_ShellDevelopment [WorklightTraining master]
WL Server Library
server/iava
▶ ■ JRE System Library [Java SE 6 (MacOS X Default)]
JavaScript Resources
▼ 🚌 > apps
   ▶ android
     Common
      🔻 📕 iphone
        ▶ CSS
          images
        ▶ Gois
        ▼ @ native [auto generated]
          ▼ Classes [auto generated]
               CDVMainViewController.h (auto generated)
               CDVMainViewController.m [auto generated]
               CDVMainViewController.xib [auto generated]
               MyCustomAlert.h [auto generated]
               MyCustomAlert.m [auto generated]
               MyShellTest.h [auto generated]
               MyShellTest.m [auto generated]
          ► Cordova.framework [auto generated]
          ▼ 2 module310ShellDevelopmentMyShellTestIphon
               project.pbxproj [auto generated]
          Resources [auto generated]
          ► 🕞 Settings.bundle [auto generated]
          ►  WorklightSDK [auto generated]
          www [auto generated]
             🎁 buildtime.sh [auto generated]
```



- Open the generated iOS project in Xcode.
- Add an Objective C MyCustomAlert class in the Classes folder.
- Add a method signature to MyCustomAlert.h, and method implementation to MyCustomAlert.m files:

Import MyCustomAlert.h and call this method from the viewDidLoad method of the application ViewController:

```
- (void)viewDidLoad
{
    [super viewDidLoad];
    [MyCustomAlert showUIAlert:@"Hello from native iOS Shell"];
}
```



Run your application to see the implemented functions.

This figure shows the JavaScript™ alert that you implemented in the Shell Development Concepts module

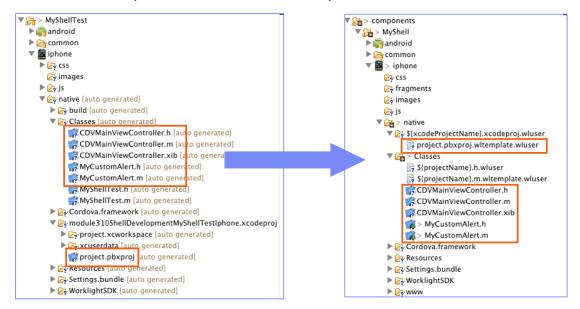




This figure shows the **MyCustomClass** alert that you implemented as native Objective C code in the previous slides.

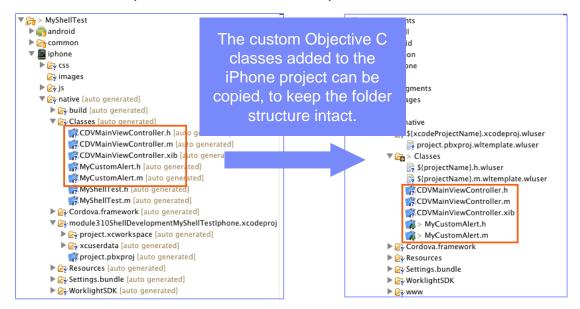


 Finally, copy your Objective C code from the iPhone project that you used to develop it back to the shell component.



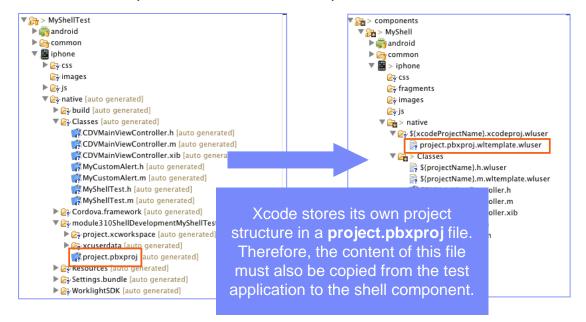


 Finally, copy your Objective C code from the iPhone project that you used to develop it back to the shell component.





Finally, copy your Objective C code from the iPhone project that you used to develop it back to the shell component.





- The native folder of the test application is not being rebuilt from the shell component each time you build the iOS application.
- Doing so avoids overwriting the test application native code with the one in the shell component on each build, thus allowing shell developers to debug their code conveniently.
- If you want your native folder to be fully re-created from a shell component, erase it in the test application, and then build and deploy the application.

```
> MyShellTest
📆 android
 - common
iphone 🏻
▶ CSS
  images
▼ Rative [auto generated]
   ▶ 🔂 build [auto generated]
   ▶ Classes [auto generated]
   ► Cordova.framework [auto generated]
   ► 🕞 module 310 Shell Development My Shell Test Iphone. x code proi
   Resources [auto generated]
   ►  Settings.bundle [auto generated]
   ► 🕞 WorklightSDK [auto generated]
   www [auto generated]
     🚮 buildtime.sh [auto generated]
     Cordova.plist [auto generated]
     Sentitlements-Debug, plist (auto generated)
     Entitlements-Release.plist (auto generated)
     main.m [auto generated]
     g module 310 Shell Development My Shell Test Iphone Prefix.pch
     🎁 module 3 10 Shell Development My Shell Test I phone – Info. plist
     README.txt [auto generated]
      👸 worklight.plist [auto generated]
▶ ≈ nativeResources
▶ ₽ package
    application-descriptor.xml
```



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# Using the NativeEmptyApp Project

- NativeEmptyApp is a native application project that uses the shell component, and has an empty Inner application.
- This project can be built as an APK or IPA by a shell developer, and sent to inner application developers to use for debugging their applications.
- After the NativeEmptyApp is installed on the device, an inner application developer can specify the URL of the Worklight Server to load the Inner application from.
  - Doing so helps inner application developers to test their code without the need to have native SDKs installed.
  - For example: to develop and test an iPhone application without a Mac.
- To use the NativeEmptyApp, open it as an Xcode project.





#### Using the NativeEmptyApp Project

When the application is built and deployed to an iOS device, go to **Settings** to change the URL that this inner application content is loaded

from.







# Using the NativeEmptyApp Project

#### Important:

- NativeEmptyApp cannot load a remote inner application that has the device provisioning enabled.
- NativeEmptyApp can be used only in the development environment.



# Sample

 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



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