# Docker <—> Xcode

build & ship iOS apps with Docker CLI

# Parallel Universe

- apps = images

- app store = registry

- testflight = private registry

- iOS simulator = boot2docker

# Unified UX

- Software spans many platforms

- Lots of different flows and UIs

- Can we speak a common language?

- docker-compose it all together?

# WWDC 2015

- recognized distribution problem!

  - publish images as bitcode

  - app thinning —> faster pulls

  - Xcode Server JSON API

  - App analytics