

# What is CocoaPods

[CocoaPods](#) manages library dependencies for your Xcode projects.

The dependencies for your projects are specified in a single text file called a Podfile. CocoaPods will resolve dependencies between libraries, fetch the resulting source code, then link it together in an Xcode workspace to build your project.

Make sure you have the Cocoapods ruby gem installed your system. If you don't please follow the directions at CocoaPods [Getting Started](#), or just fire up a Terminal window and run `$ sudo gem install cocoapods`.

## Creating a new Xcode project with CocoaPods

To create a new project with CocoaPods, follow these simple steps:

1. Create a new project in Xcode as you would normally, then close this project.
2. Open a Terminal window, and `$ cd` into your project directory.
3. Create a Podfile. This can be done by running `$ touch Podfile`.
4. Open your Podfile using your favorite text editor (or Xcode), and add a text that looks like this:

```
platform :ios, '8.0'  
pod 'Backendless-ios-SDK', '~>2.0.0'
```

The first line specifies the platform and supported version, the second line specifies the name of Backendless folder in CocoaPods Specs repository and SDK version which you need.

5. Save Podfile, return to Terminal window and run `$ pod install`. Once all of the pod data is downloaded, Xcode project workspace file will be created. This should be the file you use everyday to create your app.

6. Open `.xcworkspace` file to launch your project, and build it using scheme for iOS device.

7. If you would like to run your application on the simulator (you can do it only without MediaService), you should remove from the Build Settings in the option "Linking" -> "Other Linking Flags" (OTHER\_LDFLAGS) the substring "\$(inherited) - ObjC" at the beginning of the line.

Enjoy!