# 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

Before you begin you can check Backendless-ios-SDK folder of CocoaPods Specs repository, and choose the library version you will use (the latest is recommended if you don't have another reason).

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', '~>2.0.2'
```

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

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.
7. If you don't need to use MediaService, but you would like to run the app on simulator, you should change the Build Settings option "Linking" -> "Other Linking Flags" (OTHER_LDFLAGS) to:

"-lCommLibiOS -lbackendless -lsqlite3 -framework SystemConfiguration"