Cocoa POD Install Steps

1. Open terminal and type:
2. sudo gem install cocoapods

The Gem will get installed in Ruby inside the System library. Or try on [Mac OS X v10.11](https://en.wikipedia.org/wiki/OS_X_El_Capitan) (El Capitan), type:

sudo gem install -n /usr/local/bin cocoapods

If there is an error "activesupport requires Ruby version >= 2.xx", then install latest activesupport first by typing in the terminal.

sudo gem install activesupport -v 4.2.6

1. After installation, there will be a lot of messages. Read them and if no error found, it means the CocoaPods installation is done. Next, you need to setup the CocoaPods master repository. Type in the terminal:
2. pod setup

And wait it will download the master repository. The size is very big (370.0 MB in December 2016). So it can be a while. You can track of the download by opening *Activity* and go to the *Network* tab and search for "git-remote-https". Alternatively, you can try adding "--verbose" to the command like so:

pod setup --verbose

1. Once done, it will output "Setup Complete", and you can create your Xcode project and save it.
2. Then in the terminal, [*cd*](https://en.wikipedia.org/wiki/Cd_(command)) to your Xcode project root directory (where your .xcodeproj file resides) and type:
3. pod init
4. Then open your project's podfile by typing in terminal:
5. open -a Xcode Podfile
6. Your Podfile will get open in text mode. Initially there will be some default commands in there. Here is where you add your project's dependencies. For example, in the podfile, type
7. pod 'AFNetworking', '0.9.1'

(This line is an example of adding the AFNetworking library to your project.)

Other tips:

Uncomment platform :ios, '9.0'  
Uncomment use\_frameworks! if you're using Swift

When you are done editing the podfile, save it and close Xcode.

1. Then install pods into your project by typing in terminal:
2. pod install

or (For m1 chip)

arch -x86\_64 pod install

Depending how many libraries you added to your podfile for your project, the time to complete this varies. Once completed, there will be a message that says

"Pod installation complete! There are X dependencies from the Podfile and X total pods installed."

Now close your Xcode project. Then *locate* and open the .xcworkspace Xcode project file and start coding. (You should no longer open the xcodeproj file.)

POD Use

1. Searching for pods in terminal:

pod search networking (replace networking with which you want to search)

1. Creating the pod file:

pod init

1. Check for updates of pods on existing project:

pod outdated

1. Update the existing pods:

pod update

1. Uninstall the Cocoapods from system:

sudo gem uninstall cocoapods