Here are the steps to auto-integrate SwiftLint using CocoaPods:

On Terminal-

brew install swiftlint

Sample yml File=

<https://gist.github.com/candostdagdeviren/1b0398f36defb113c249590b3a6bbb18>

<https://github.com/airbnb/swift/blob/master/Sources/AirbnbSwiftFormatTool/swiftlint.yml>

1. Add SwiftLint to your Podfile:

rubyCopy code

pod 'SwiftLint'

1. Run **pod install** in the terminal to install SwiftLint and integrate it into your project.
2. In your Xcode project, create a new file named **.swiftlint.yml** in the root directory of your project. This file contains the configuration for SwiftLint.
3. Add your desired SwiftLint rules to the **.swiftlint.yml** file. For example:

yamlCopy code

disabled\_rules: - colon - force\_cast - force\_try - line\_length - trailing\_whitespace - vertical\_whitespace opt\_in\_rules: - empty\_count - empty\_enum\_arguments - empty\_enum\_declaration - empty\_parentheses\_with\_trailing\_closure included: - Sources/\*\*/\* excluded: - Carthage - Pods

1. Open the terminal and navigate to your Xcode project directory.
2. Run the following command to generate a script that will automatically run SwiftLint when you build your project:

bashCopy code

if which swiftlint >/dev/null; then swiftlint else echo "warning: SwiftLint not installed, download from https://github.com/realm/SwiftLint" fi

1. In Xcode, open the "Build Phases" tab for your target.
2. Click the "+" button in the top left corner of the screen and select "New Run Script Phase".
3. Paste the script you generated in step 6 into the text box.
4. Drag the new Run Script phase above the "Compile Sources" phase.
5. Build your project to run SwiftLint and enforce the rules specified in your **.swiftlint.yml** file.

That's it! SwiftLint will now automatically run when you build your project, ensuring that your code adheres to the rules you've specified.