

Dependency Manager

CocoaPods

&

Carthage

참고 링크

- The State of iOS Dependency Management (<https://goo.gl/MMSFBq>)
- cocoapods vs carthage(<https://goo.gl/nbtJPj>)

CocoaPods

The Cocoa dependency manager

CocoaPods is a dependency manager for Swift and Objective-C Cocoa projects. It has over 33 thousand libraries and is used in over 2.2 million apps. CocoaPods can help you scale your projects elegantly.

<https://cocoapods.org>

CocoaPods

SEARCH*



* Type here to search by name, version, author, keywords, summary, and dependencies.

[https://cocoapods.org/pods/\[libraryName\]](https://cocoapods.org/pods/[libraryName])

Install & Update

```
$ sudo gem install cocoapods
```

참고 링크

- rbenv 및 ruby 설치하기 (<https://goo.gl/eopMje>)
- iOS CocoaPods 설치 및 라이브러리 연동 (<https://goo.gl/rY7rY2>)

Podfile

```
$ pod init
```

```
$ vi Podfile  
pod 'Realm', '~>2.8.3'
```

```
target 'ProjectName' do  
  use_frameworks!
```

```
  pod 'Realm', '~> 2.8'  
end
```

Install Library

```
$ pod repo update
```

```
$ pod install
```

```
$ open [ProjectName].xcworkspace
```



Test1.xcodeproj



Test1.xcworkspace

Carthage



Carthage license MIT release v0.23.0

Carthage is intended to be the simplest way to add frameworks to your Cocoa application.

The basic [workflow](#) looks something like this:

1. Create a [Cartfile](#) that lists the frameworks you'd like to use in your project.
2. [Run Carthage](#), which fetches and builds each framework you've listed.
3. Drag the built `.framework` binaries into your application's Xcode project.

Carthage builds your dependencies and provides you with binary frameworks, but you retain full control over your project structure and setup. Carthage does not automatically modify your project files or your build settings.

<https://github.com/Carthage/Carthage>

Install & Update

\$ brew update && brew install carthage

참고 링크

- OS X 패키지 매니저 Homebrew 설치하기 (<https://goo.gl/77bo8a>)
- iOS Carthage(카르타고) 설치 및 적용하기 (<https://goo.gl/amo84y>)

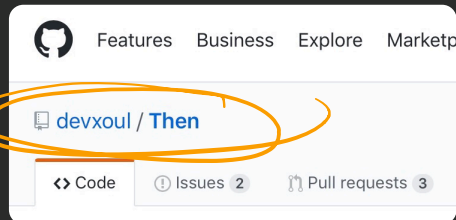
Cartfile

사용할 프로젝트 폴더로 접속해서 진행해야 한다.

```
$ vi Cartfile
```

```
github "realm/realm-cocoa" ~> 2.8.3
```

github에서
유저 id 만 가져와도 ok.



Install Library

```
$ carthage update
```

```
$ carthage update —platform iOS
```

플랫폼 지정.

```
$ carthage update realm-cocoa
```

Setting

프로젝트의 XCode에서 진행.

Build Phases - Run Script 생성.

- /usr/local/bin/carthage copy-frameworks

→ 그대로 복사.

input Files

- \$(SRCROOT)/Carthage/Build/iOS/[name].framework

at Link Binary With Libraries 에 파일 경로 추가.