

Dependency Manager

SEARCH*



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

WHAT IS COCOAPODS

CocoaPods is a dependency manager for Swift and Objective-C Cocoa projects. It has over 62 thousand libraries and is used in over 3 million apps. CocoaPods can help you scale your projects elegantly.

INSTALL

GET STARTED

CREATE A POD

CocoaPods is built with Ruby and is installable with the default Ruby available on macOS. We recommend you use the default ruby.

COCOPODS

CocoaPods is a dependency manager for Swift and Objective-C Cocoa projects. It has over 62 thousand libraries and is used in over 3 million apps. CocoaPods can help you scale your projects elegantly.

SEARCH*



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

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

COCOAPODS Install

```
$ sudo gem install cocoapods
```

Edit Podfile

```
$ pod init
```

```
$ vi Podfile
```

```
target 'CocoaPodsExample' do
  use_frameworks!

  pod 'SnapKit'
  pod 'Kingfisher'
end
```

Install Library

```
$ pod repo update
```

```
$ pod install
```

// 참고: pod install을 이전에 한 번도 수행한 적이 없을 경우 많은 시간 소요

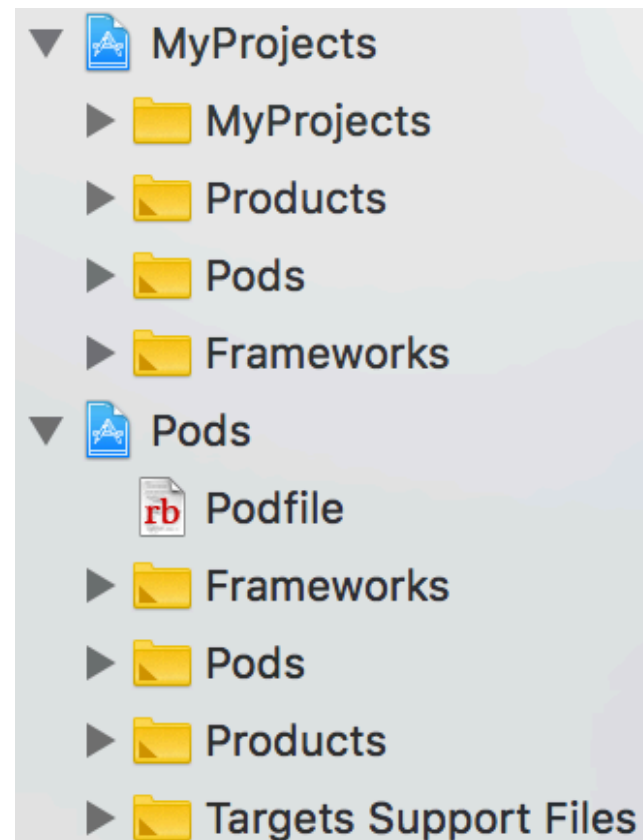
```
$ open [ProjectName].xcworkspace
```



MyProjects.xcode
proj




MyProjects.xcwor
kspace



COCOPODS

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

 CocoaPods / CocoaPods

 Used by ▼ 7,003

 Watch ▼ 550

 Star 11,640

 Fork 2,089

Code

Issues 182

Pull requests 13

Projects 0

Wiki

Security

Insights

The Cocoa Dependency Manager. <https://cocoapods.org/>

ios

dependency-manager

mac

objective-c

swift

cocoapods

 8,377 commits

 44 branches

 187 releases

 267 contributors

 View license

Branch: master ▼

New pull request

Create new file

Upload files


Find File

Clone or download ▼

Carthage

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

 Carthage / Carthage

 Watch ▾

373

★ Star

12,894

 Fork

1,256

↔ Code

! Issues 133

 Pull requests 14

 Projects 0

 Security

 Insights

A simple, decentralized dependency manager for Cocoa

cocoa

carthage

swift

package-manager

 4,144 commits

 10 branches

 71 releases

 154 contributors

 View license

Branch: master ▾

New pull request

Create new file

Upload files

Find File

Clone or download ▾



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.

Install Carthage

```
$ brew update && brew install carthage
```

※ brew 가 없을 경우 <https://brew.sh> 에서 설치

```
$ brew upgrade carthage
```

Edit Cartfile

```
$ vi Cartfile
```

```
github "onevcats/Kingfisher"  
github "Alamofire/Alamofire" ~> 4.7.2
```

Install Library

\$ carthage update

- 전체 업데이트

\$ carthage update --platform iOS



- iOS Platform 한정

\$ carthage update Alamofire

- Alamofire Library 만 업데이트

Link Binary With Libraries

▼ Link Binary With Libraries (2 items)

| Name | Status |
|--|------------|
|  Alamofire.framework | Required ⇅ |
|  Kingfisher.framework | Required ⇅ |

+

—

Drag to reorder frameworks

The screenshot shows the Xcode interface with the 'Build Phases' tab selected. On the left, the 'PROJECT' and 'TARGETS' sections are visible. The 'MyProjects' target is selected. A context menu is open over the target, listing several options to add new build phases. The 'New Run Script Phase' option is highlighted in blue. The background shows the 'Build Phases' tab with a list of existing phases: 'Copy Bundle Resources (3 items)' and 'Run Script'.

Run Script

▼ Run Script



Shell

```
1 /usr/local/bin/carthage copy-frameworks
2
```

☒ Show environment variables in build log

☐ Run script only when installing

Input Files

+ -

Build Phases - Run Script - Shell

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

Build Phases - Run Script - Input Files

```
> $(SRCROOT)/Carthage/Build/iOS/[Name].framework
```

OpenSources

[Dependency Manager]

| | |
|------------------------------|---|
| CocoaPods | https://cocoapods.org |
| Carthage | https://github.com/Carthage/Carthage |
| Swift Package Manager | https://github.com/apple/swift-package-manager |

[OpenSource Collection]

| | |
|--------------------------------|---|
| Awesome-Swift | https://github.com/matteocrippa/awesome-swift |
| Awesome-Swift | https://github.com/Wolg/awesome-swift |
| Awesome-iOS | https://github.com/vsouza/awesome-ios |
| Awesome-iOS-UI | https://github.com/cjwirth/awesome-ios-ui |
| Fantastic-iOS-Animation | https://github.com/onmyway133/fantastic-ios-animation |
| Awesome-iOS | http://awesome-ios.readthedocs.io/en/latest/#awesome-ios |
| Open Source iOS Apps | https://github.com/dkhamsing/open-source-ios-apps |
| Swift UI Libraries | https://goo.gl/WdvyLk |
| Cocoa Controls | https://www.cocoacontrols.com |