Dependency managers
for iOS

Hello!

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Here to talk about modular apps using Dependency managers

Dependency/Package Manager

Package Manager

Tool that simplifies the process of working with code from multiple sources.

Why

- Centralised hosting of packages with access to developers or contributors
- Download the source code at the run time.
- Link the source code to working repository by including source files.
- Allow packages to be versioned

Dependency managers for iOS

- CocoaPods
- Carthage
- Swift Package Manager

1 CocoaPods

First official dependency manager for iOS

1   **CocoaPods**

- Easy to setup and use.
- Automatically does all the Xcode setup for the project.
- Large community and support.
- supported by almost every open-source iOS library.

- CocoaPods' modification of Xcode Projects.
- Centralised. There is a single central project repository.

Carthage

2

The middle ground between the fully automatic integration of CocoaPods and the flexibility of the manual method.

Carthage won't touch Xcode settings or Project files.
Just checkout and build the dependencies and leave it to you to add the binaries to Xcode.

2 **Carthage**

Pros

- Fetches and compiles dependencies without any modification of Xcode project.
- Decentralized.

Cons

- Slow.
- Small Community.
- A lot of manual steps to setup.

Swift Package Manager

3

Swift Package Manager is a tool for managing the distribution of Swift code .

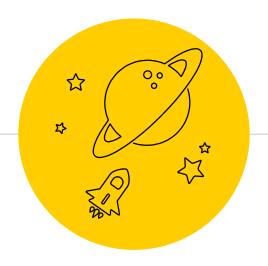Swift Package Manager can also run on Linux as well as macOS

3   Swift Package Manager

Pros

- Official package manager for Swift
- Server side support.
- Large community and support.

Cons

- New tool with a lot of changes.
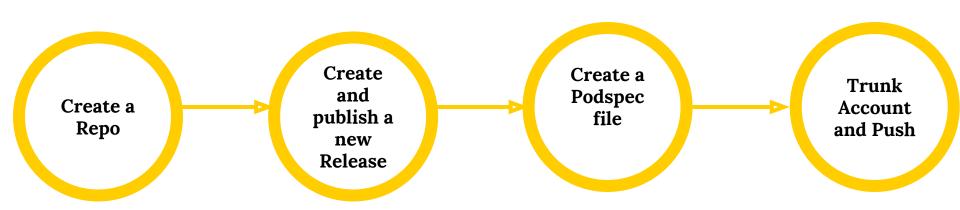- Not officially supported for all platforms.

Creating a CocoaPod

You have an amazing LIBRARY !!

Our process is easy

Create a Repo → **Create and publish a new Release** → **Create a Podspec file** → **Trunk Account and Push**

Podspec file

```ruby
Pod::Spec.new do |s|
  s.name              = 'iOSPhotoEditor'
  s.version           = '0.5'
  s.summary           = 'Photo Editor supports drawing, writing text and adding stickers and emojis'

  s.description       = <<-DESC
Photo Editor supports drawing, writing text and adding stickers and emojis
with the ability to scale and rotate objects
                   DESC

  s.homepage          = 'https://github.com/M-Hamed/photo-editor'
  s.license           = { :type => 'MIT', :file => 'LICENSE.md' }
  s.author            = { 'Mohamed Hamed' => 'mohamed.hamed.ibrahem@gmail.com' }
  s.source            = { :git => 'https://github.com/M-Hamed/photo-editor.git', :tag => s.version.to_s }

  s.ios.deployment_target = '9.0'
  s.source_files = "Photo Editor/**/*.{swift}"
  s.exclude_files = "Photo Editor/**/AppDelegate.swift"
  s.resources = "Photo Editor/**/*.{png,jpeg,jpg,storyboard,xib,ttf}"

end
```

Thanks!

Any **questions** ?