Cocoa Pods

Questions for Cocoa pods

1. Explain the pod integration cycle.

   Ans - Pod can attain the following states:

   1. Pending - The pod is accepted by kubernetes API but hasn't been scheduled yet.

   2. Creating - The image is pulled from a cloud based repository by the Virtual Machine Node, once its done the containers transitions to running state.

   3. Running - The pod is scheduled on the node with atleast one of its container being run and other being created.

   4. Succeeded - All the containers in the pod has been successfully executed without the program crashing.

   5. Failed - All containers have been exited with atleast one container having a non-zero exit status.

   6. Crash loop Back off - In this container fails to start and is scheduled again for execution.

2. How to update only a single pod.

   Ans - A single pod can be updated using the command

   > 💡 pod update podName

```
[ttn@rahul-sharma1:CocoaPods $ pod update Alamofire                          ]
 Updating local specs repositories
 Analyzing dependencies
 Downloading dependencies
 Generating Pods project
 Integrating client project
Pod installation complete! There are 2 dependencies from the Podfile and 2 total
 pods installed.

[!] Automatically assigning platform `iOS` with version `13.5` on target `CocoaP
ods` because no platform was specified. Please specify a platform for this targe
t in your Podfile. See `https://guides.cocoapods.org/syntax/podfile.html#platfor
```

3. Delete a pod from project.

   Ans - To delete a pod from the project the following steps can be followed

   1. Delete the entry of the pod from the pod file

   2. Delete the ./Pods directory

   3. Rerun Pod Install

4. update to a particular lib version.

   Ans - In this case we can simply mention the version name with pod name

   > 💡 pod 'SVProgressHUD', '2.2.5'