**Steps to Register and upload Application to AppStore**

* Open developer.apple.com/account
* Login with your Apple account
* Select your team from top right corner
* Select Certificates, IDs & Profiles from left pane of the screen
* Then create a development certificate in certificates tab
  + Select Apple Development
  + Create a Signing request certificate
    - Open KeyChain Access in MacBook
    - Clink on Keychain Access from top bar of MacBook
    - Select certificate assistant
    - Clink on Request a certificate from a certificate authority
    - Put any email address in the email field
    - Then check “Save to disk” option
    - Click continue and save
  + Upload generated certificate to the new certificate creation screen
  + Click continue
  + Download and open the certificate
  + Repeat these steps to create Apple Distribution certificate (Skip second step)
* Move on to Identifiers tab and create an identifier
  + Select App IDs and click continue
  + Put Application description and Bundle Id
  + Tick on the capabilities your app has
  + Click on continue
  + Click on register
* Move on to Profiles Tab and create a profile
  + Select iOS App Development and click continue
  + Select your App Id from the drop down and click continue
  + Tick Select All and click on continue
  + Tick Select All again and click on continue
  + Name your provisioning profile and click generate
  + Download and install the file
* Move on to XCode and select the project from top left pane
* Update the build number in the General Tab (if you are uploading build to AppStore)
* Select the Signing and capabilities tab
* Sign in with the Apple account where you have registered your App ID
* Select the development team where app is registered
* Select Generic iOS Device on the right of stop button
* Click on the Product from the top pane of the MacBook
* Then select Archive from the dropdown
* After making archive of the App a window will open
* Then click on Distribute App

Then follow the steps until upload  
  
  
<https://appicon.co/> make multi icons for ios and android  
[https://jpmallow.github.io/CopiCon/#/dashboard](https://jpmallow.github.io/CopiCon/" \l "/dashboard) create dummy icon from thi  
  
<https://www.youtube.com/watch?v=YPLs3xrDcm0&t=929s> upload on apple store link  
<https://codewithchris.com/submit-your-app-to-the-app-store/?utm_source=youtube&utm_medium=video&utm_campaign=submitapp&utm_content=submitapp_ytdescription> site for upload on ios tutorial  
[https://help.apple.com/app-store-connect/#/devd274dd925](https://help.apple.com/app-store-connect/" \l "/devd274dd925) Screen Shots description  
[https://www.storemaven.com/academy/product-page-creative-requirements-guide/#:~:text=1)%20Screenshots&text=A%20minimum%20of%20one%20and,Frame%20of%20your%20Product%20Page](https://www.storemaven.com/academy/product-page-creative-requirements-guide/" \l ":~:text=1) Screenshots&text=A minimum of one and,Frame of your Product Page).   
  
  
After Testing on Test flight we are going publish app on app store  
1-Go to App store connect https://appstoreconnect.apple.com/

2-Go to Prepare for submission  
3-Upload Screen Shots:  
 we need minimum 1 Screens Shoot of size 1242 \* 2208  
 we need minimum 1 Screens Shoot of size 1242 \* 2688  
4-Promotion Text  
5-Key words  
6-Description  
7-Support URL  
8-Select Build from test flight  
9-Copyright  
10-Age Rating  
11-version  
12-Private Policy URL  
13-Contact Information  
14-Sign in account if required  
15-Notes  
16-Release Version  
17-Advertising Identifiers  
18-Name   
19-Privacy Policy URL  
20-Subtitle  
21-Category

Note:  
take screens shots only from IOS device and not test flight written on it.