



## Exercise (Instructions): Ejecting for iOS Native Development

### Objectives and Outcomes

In this exercise you will continue with the ejected project and deploy it on an iOS device or simulator. At the end of this exercise you will be able to:

- Compile and deploy an ejected project using XCode to an iOS device or simulator

### Deploying to iOS Device/Simulator

- First, install XCode and do the configuration as per the instructions given under "Building Projects with Native Code" in <https://facebook.github.io/react-native/docs/getting-started.html>.
- Next, install CocoaPods on your Mac by typing the following at the prompt:

```
1 sudo gem install cocoapods
```

- Then, move to the ios folder of your project in your terminal and type the following at the prompt:

```
1 pod install
```

- Then, open the iOS project in XCode by clicking on *confusion.xcworkspace* file in the *ios* folder.
- Then compile and deploy the app to your iOS device/simulator from XCode.

### Conclusions

In this exercise you learnt to deploy the ejected project to an iOS device/simulator using XCode.

Mark as completed

