IOS Build Guide

Add iOS Platform:

Add the iOS platform to the project:

```
ionic cap add ios
```

Build and Open the app on xcode:

run this command on project main directory:

```
ionic cap build ios
```

Build and run your app on an iOS simulator or device:

Run this command on ios/App drectory:

```
pod --install
```

Bundle identifer:

The bundle identifier uniquely identifies your app. To check or modify it:

* Open your Xcode project.
* In the Project Navigator, select the project file (usually named
  `YourAppName.xcodeproj` or `YourAppName.xcworkspace`).
* In the General tab, locate the "Bundle Identifier" field. Ensure it matches the bundle
  identifier you've set up in your Apple Developer account.

Provisioning Profiles:

Provisioning profiles are required for code signing and app distribution. Here's how to
verify and configure them:

* In Xcode, select your project in the Project Navigator.
* Go to the "Signing & Capabilities" tab.
* Ensure that the "Automatically manage signing" option is selected.
* In the "Team" dropdown, select your development team.
* Xcode will automatically manage provisioning profiles. If there are any issues, it will
  prompt you to fix them.

Signing Certificates:

Check that your signing certificates are valid:

* In Xcode, select your project in the Project Navigator.
* Go to the "Signing & Capabilities" tab.
* Ensure that the "Signing Certificate" dropdown shows a valid signing certificate associated with your Apple Developer account.

Achive the app:

In Xcode, select a real iOS device (not a simulator) as your build target. Then, go to "Product" in the menu, choose "Archive," and follow the prompts to create an archive of the app.