

# Dependency Manager

# CocoaPods

&

# Carthage

참고 링크

- The State of iOS Dependency Management (<https://goo.gl/MMSFBq>)
- cocoapods vs carthage(<https://goo.gl/nbtJPj>)

# CocoaPods

The Cocoa dependency manager

CocoaPods is a dependency manager for Swift and Objective-C Cocoa projects. It has over 33 thousand libraries and is used in over 2.2 million apps. CocoaPods can help you scale your projects elegantly.

<https://cocoapods.org>

# CocoaPods

SEARCH\*



\* Type here to search by name, version, author, keywords, summary, and dependencies.

[https://cocoapods.org/pods/\[libraryName\]](https://cocoapods.org/pods/[libraryName])

# Install & Update

```
$ sudo gem install cocoapods
```

## 참고 링크

- rbenv 및 ruby 설치하기 (<https://goo.gl/eopMje>)
- iOS CocoaPods 설치 및 라이브러리 연동 (<https://goo.gl/rY7rY2>)

# Podfile

```
$ pod init
```

```
$ vi Podfile
```

```
pod 'Realm', '~>2.8.3'
```

```
target 'ProjectName' do  
  use_frameworks!
```

```
  pod 'Realm', '~> 2.8'  
end
```

# Install Library

```
$ pod repo update
```

```
$ pod install
```

```
$ open [ProjectName].xcworkspace
```



Test1.xcodeproj



Test1.xcworkspace  
e

# Carthage



**Carthage** license MIT release v0.23.0

Carthage is intended to be the simplest way to add frameworks to your Cocoa application.

The basic [workflow](#) looks something like this:

1. Create a [Cartfile](#) that lists the frameworks you'd like to use in your project.
2. [Run Carthage](#), which fetches and builds each framework you've listed.
3. Drag the built `.framework` binaries into your application's Xcode project.

Carthage builds your dependencies and provides you with binary frameworks, but you retain full control over your project structure and setup. Carthage does not automatically modify your project files or your build settings.

<https://github.com/Carthage/Carthage>



# Install & Update

```
$ brew update && brew install carthage
```

## 참고 링크

- OS X 패키지 매니저 Homebrew 설치하기 (<https://goo.gl/77bo8a>)
- iOS Carthage(카르타고) 설치 및 적용하기 (<https://goo.gl/amo84y>)

# Cartfile

```
$ vi Cartfile
```

```
github "realm/realm-cocoa" ~> 2.8.3
```

# Install Library

```
$ carthage update
```

```
$ carthage update —platform iOS
```

```
$ carthage update realm-cocoa
```

# Setting

## Build Phases - Run Script

- `/usr/local/bin/carthage copy-frameworks`

## input Files

- `$(SRCROOT)/Carthage/Build/iOS/[name].framework`