



iOS Practical Workshop

Will build Jobia like Application from Scratch, VOLA



Session 1 Notes

- We got to know what Homebrew is and how to install it.
- Learned how to manage our Ruby versions using rbnb.
- Learned how to make and use Makefile for our project.
- Managed our workflow to run linting using Bitrise and SwiftLint.

Commands

- [Installing Homebrew](#)
- ``brew install rbnb`` to install [rbnb](#) using Homebrew.
- ``brew install zsh`` to make sure that ZSH is correctly installed.
- [Installing Oh My ZSH framework](#).
- ``rbnb init`` to capture the line to add for the .zshrc file. (Restart Terminal adding the line to .zshrc file)
- ``rbnb install 2.6.5`` to install Ruby version 2.6.5
- ``rbnb global 2.6.5`` to set Ruby version 2.6.5 as a global version for our usage.
- ``bundle init`` to generate Gemfile.

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- ``bundle install`` to install Gems defined in the Gemfile with it's version.
 - ``bundle exec pod install`` to install pods using specific Cocoapods version as described in Gemfile.
 - After cloning the project, run the ``make`` command to start Makefile.

I hope we covered all things to set up a proper Development Environment for our projects. And here is our assets for Session 1:

1. [Video Records](#)
2. [Project on Github](#) (our progress on this session will be in [tag 0.1](#))
3. [iOS Build and Release Done Right \(Fastlane and Bitrise\) Workshop](#)
4. Paid Course on Yanfaa, [Automate your iOS Workflow](#)

Thank you.

