Miscellaneous Topics

Mobile Application Development in iOS

School of EECS

Washington State University

Instructor: Larry Holder
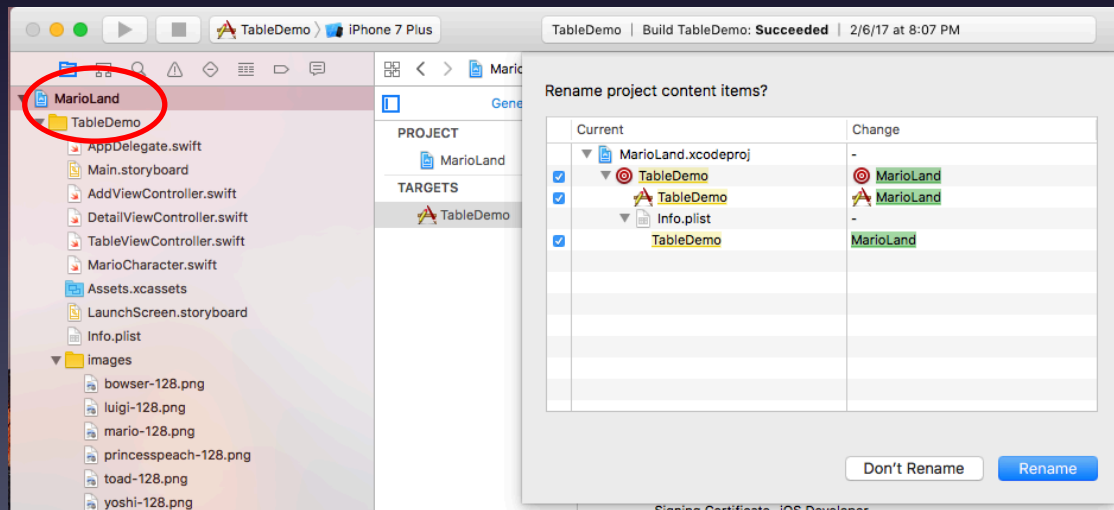
Outline

- Renaming Xcode project and app

- Add app icons

- Package management with CocoaPods

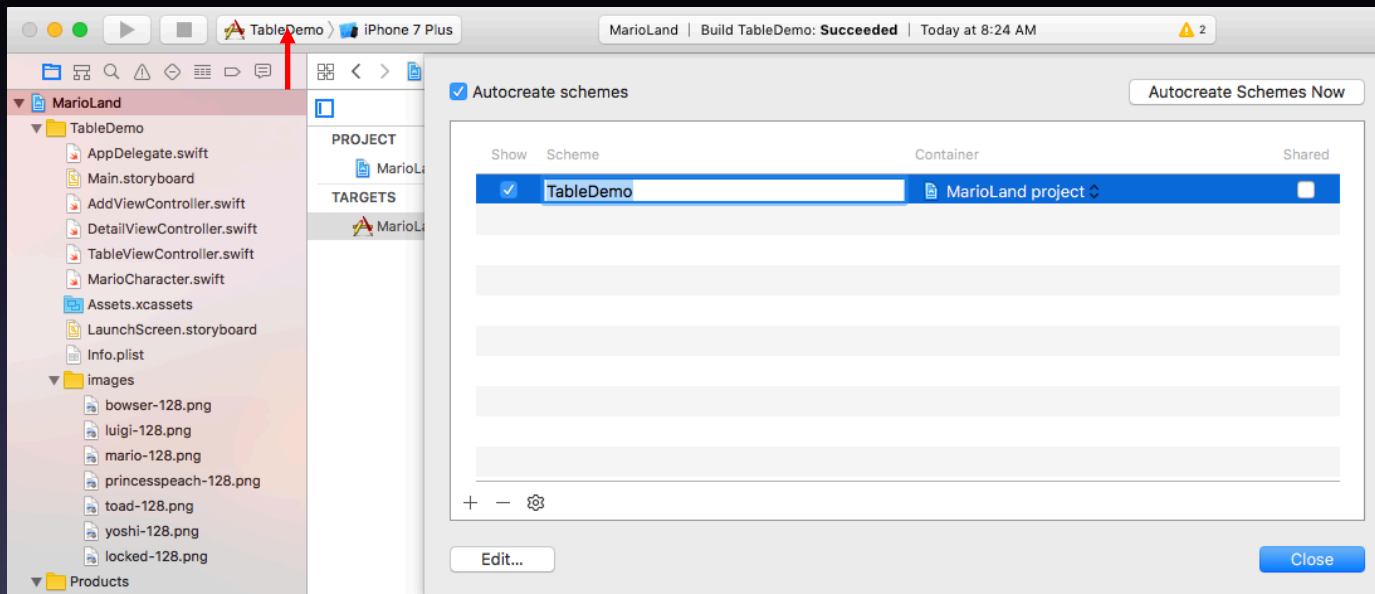# Renaming Xcode Project and App

Renaming Xcode Project

- Step 1: Change project name in upper left of file hierarchy
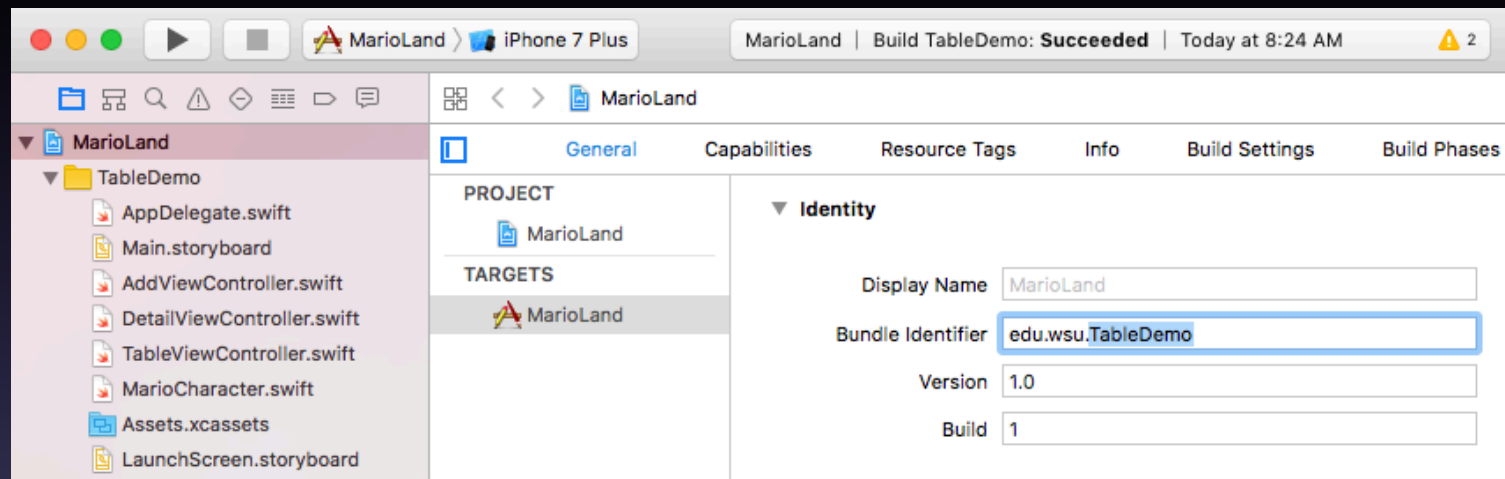
  - Rename project content items

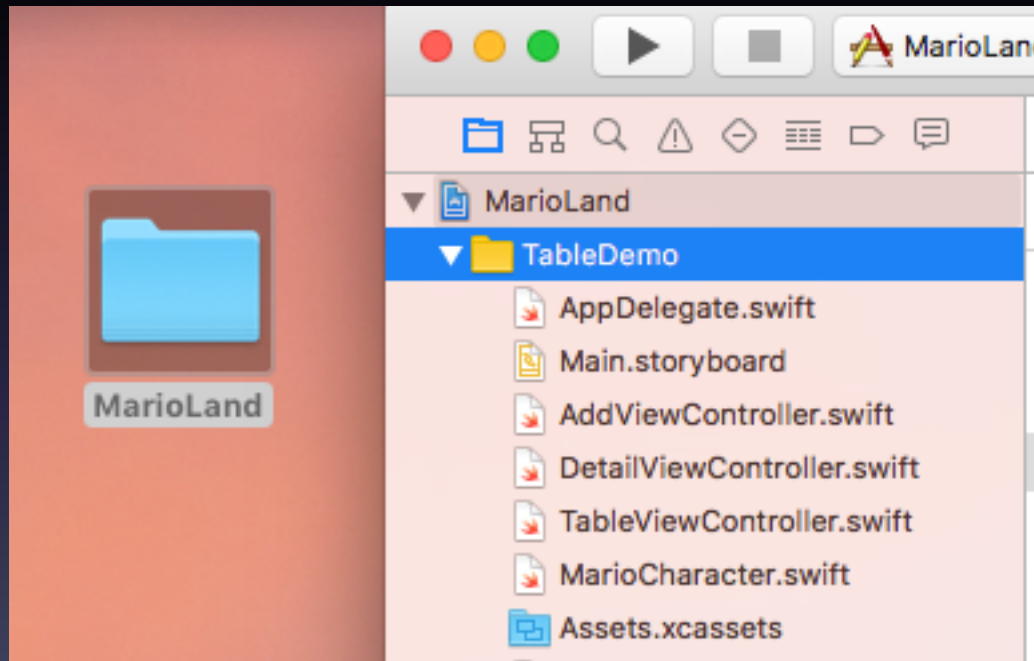# Renaming Xcode Project

- Step 2: Rename scheme

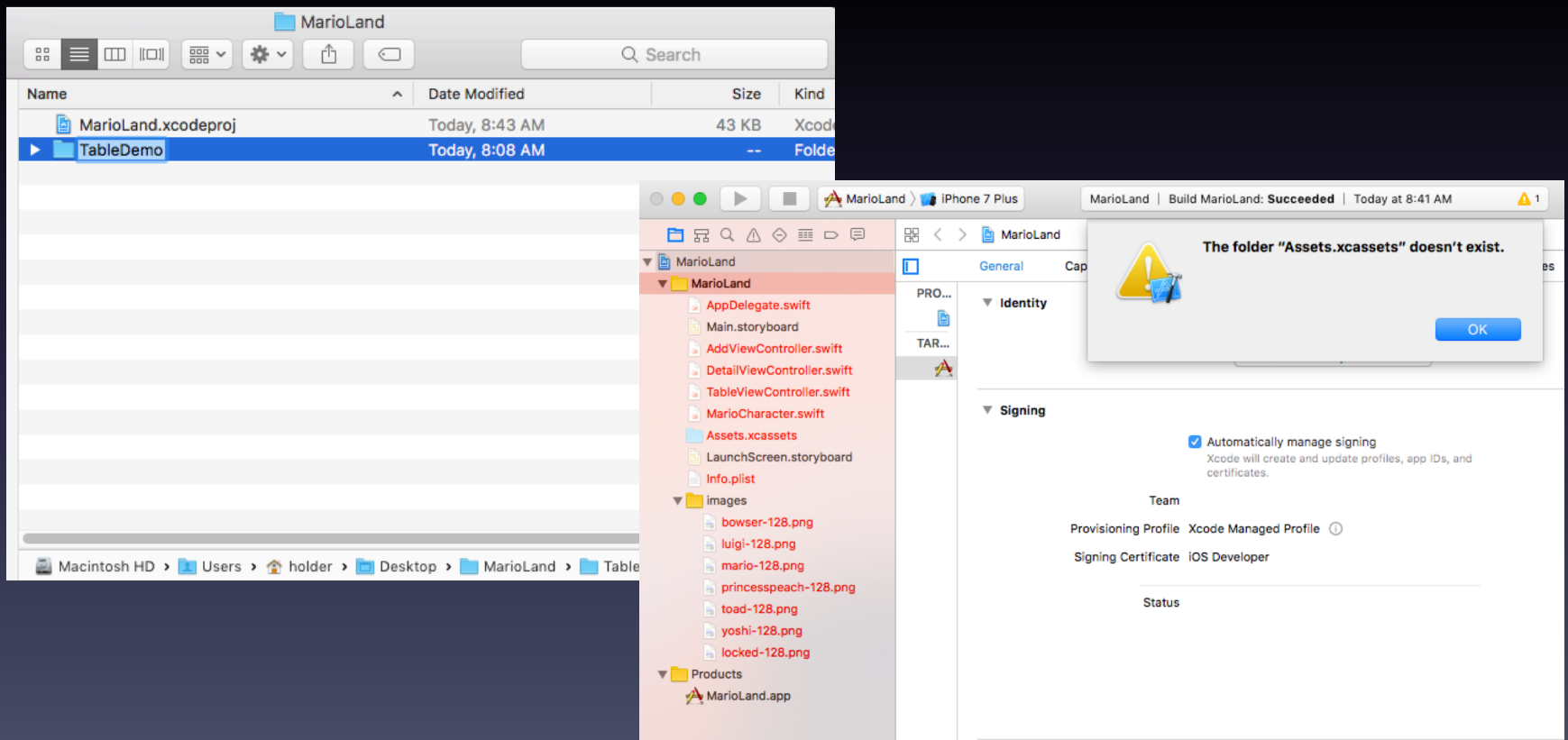# Renaming Xcode Project

- Step 2: Change bundle identifier

Renaming Xcode Project
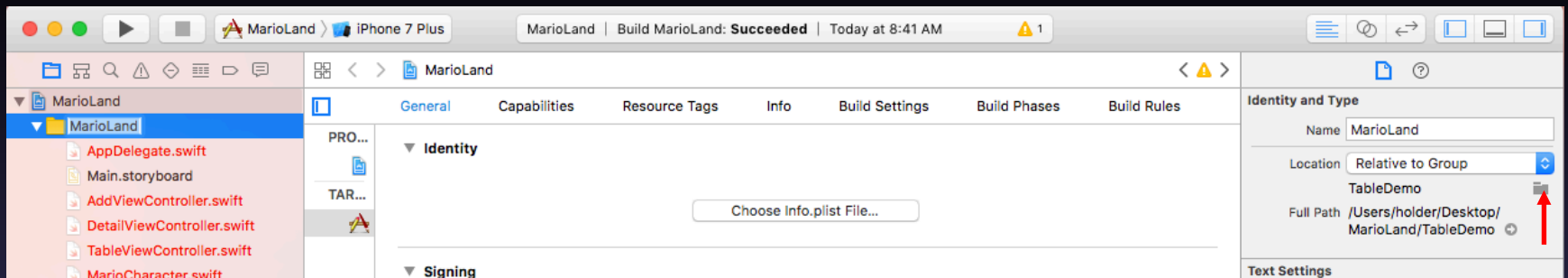
- Step 3: Change top-level folder/file names

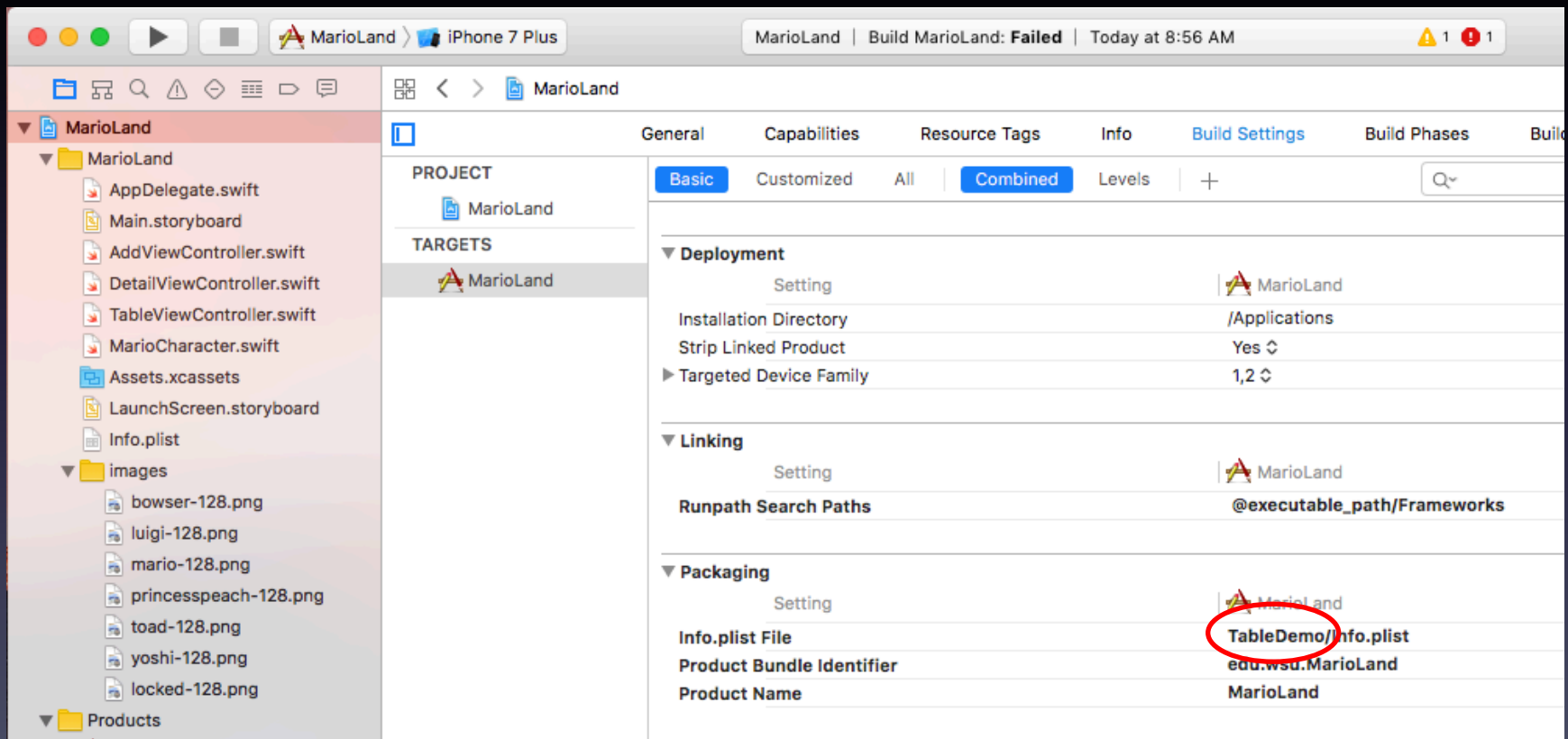# Renaming Xcode Project

- Step 4: Rename source code folder (optional)

Renaming Xcode Project
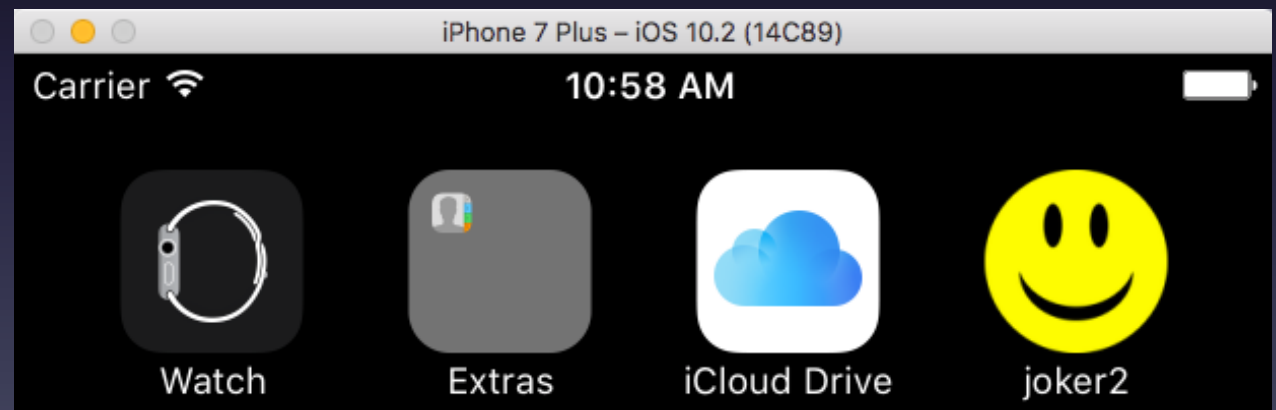
- Step 4b: Change source code path

Renaming Xcode Project
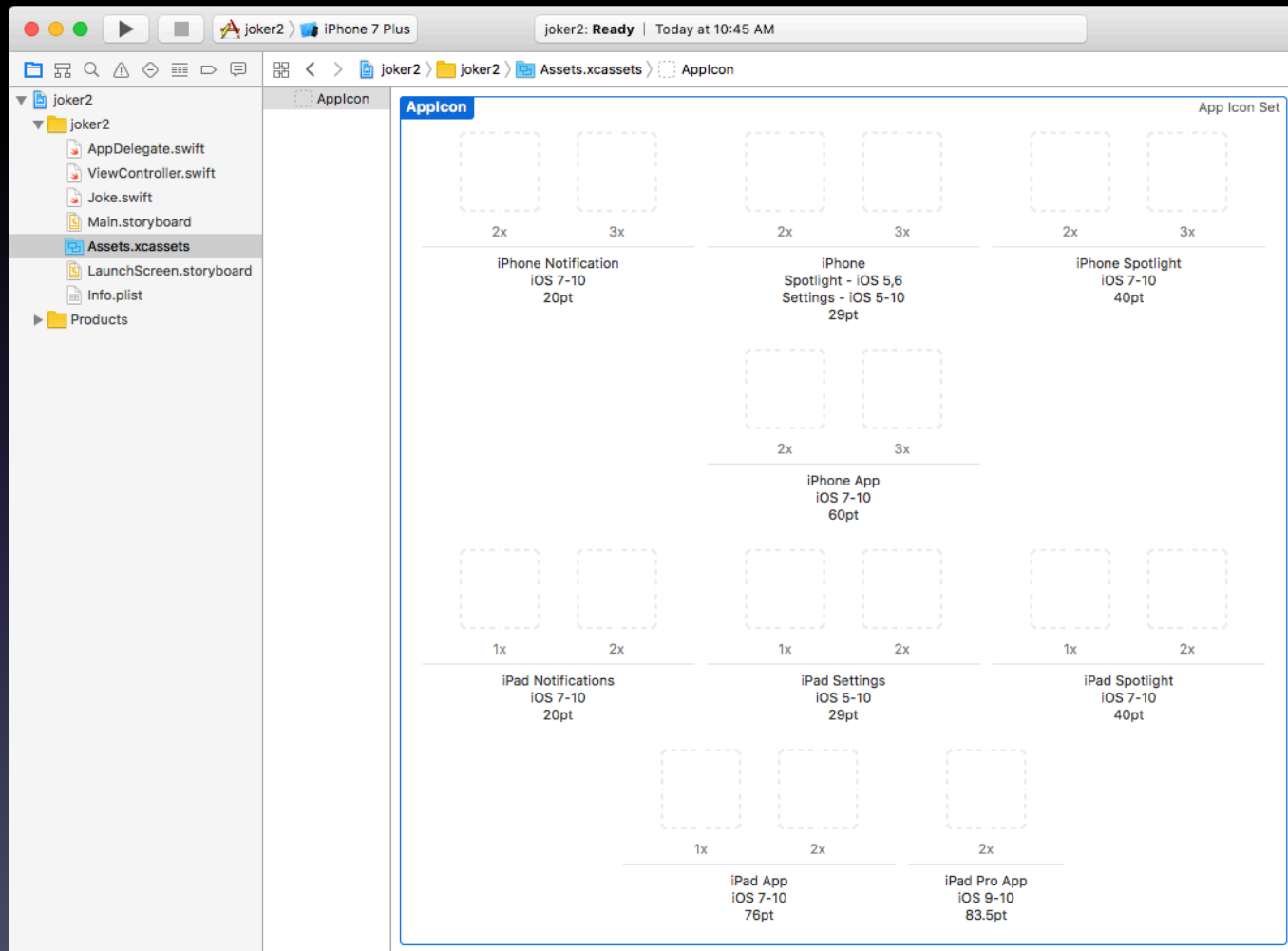
- Step 4c: Change any build settings

Add App Icons

Add App Icons
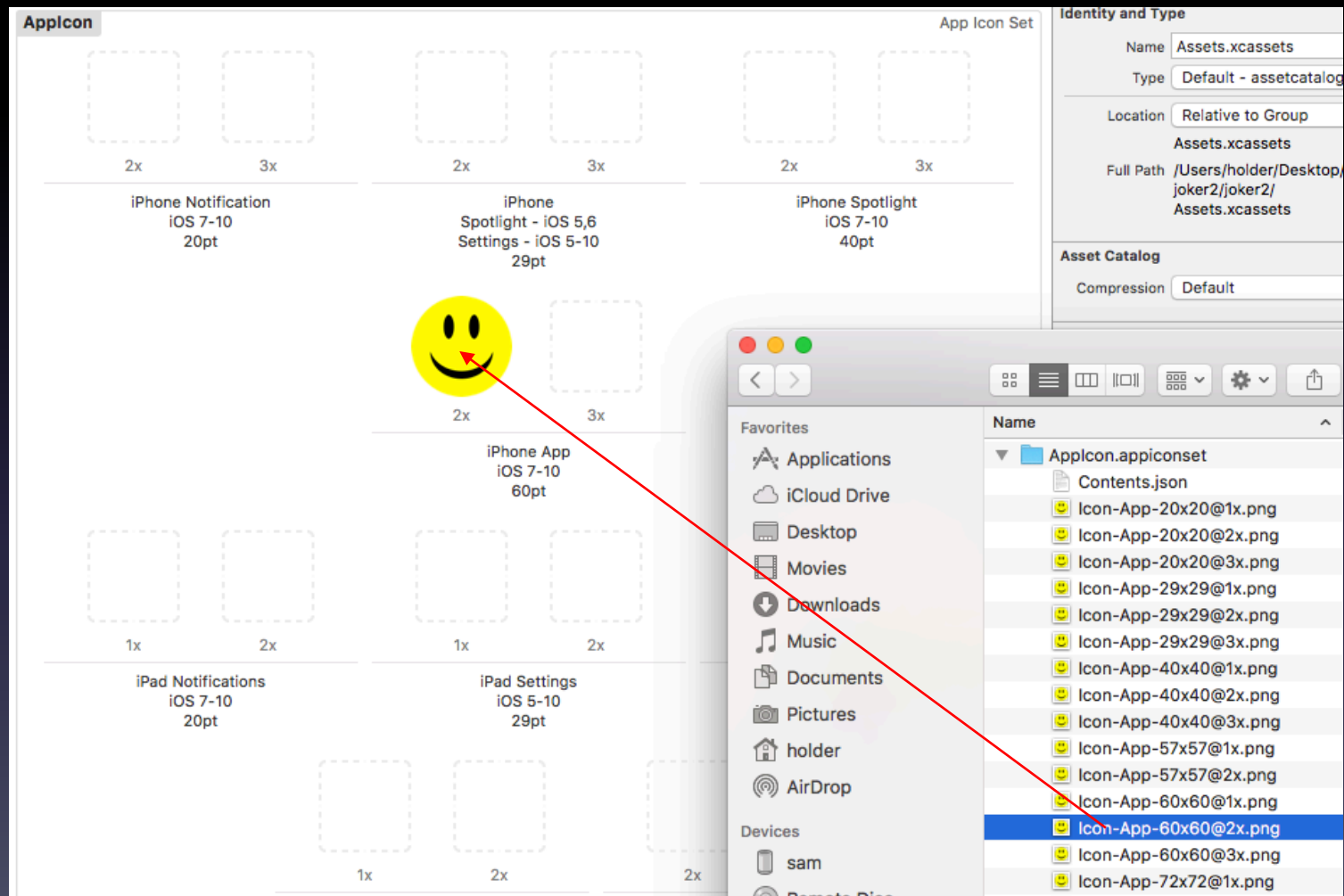
Add App Icons

Add App Icons

- Create main high-resolution icon

- Use app icon service to generate different resolutions

    - E.g., www.makeappicon.com

- Drag and drop into AppIcon assets

Add App Icons

Add App Icons

Package Management with CocoaPods

Package Management with CocoaPods

- https://cocoapods.org

- MacOS installation (using Ruby)

  - `sudo gem install cocoapods`

- Create Podfile in top-level app directory

  - `pod init`

- Add pods to Podfile

- Install dependencies

  - `pod install`

Podfile Example: SQLite.swift

```
# Podfile

target 'SQLiteDemo1' do
  use_frameworks!

  pod 'SQLite.swift', '~> 0.11.2'

end
```
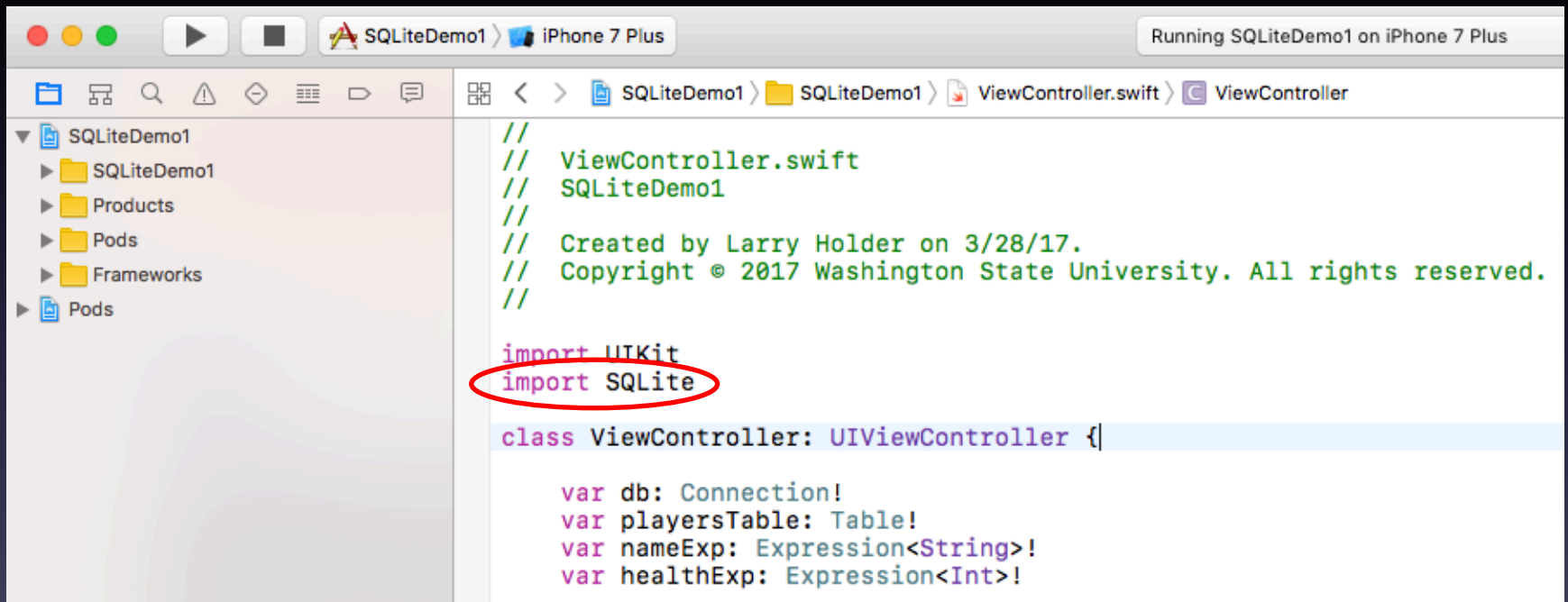
```
> pod install
...
[!] Please close any current Xcode sessions and use
'SQLiteDemo1.xcworkspace' for this project from now on.
```

CocoaPods

- Usually requires an import

Other Package Management Tools

- Carthage

  - https://github.com/Carthage/Carthage

  - Similar to CocoaPods, but decentralized

- Swift Package Manager

  - https://swift.org/package-manager/

  - Doesn't work with iOS (yet)