How to upload an App to iTunes

# Prerequisite

1. A MAC computer running OS X is a must.

(at least till 08/15/2013, see reference is-it-possible-to-install-xcode-on-ipad-for-ios-apps-developemnt)

1. Store Provisioning Profile is a must.

A Store Provisioning Profile is made of four attributes:

* Type
* App ID (Team ID + Bundle ID search string) ⬄ must same as in Xcode.
* Certificate
* Device (needed for Ad Hoc Provisioning Profile)

Alternative 1. Applying a profile as an individual Apple Developer

[**Recommended**] Alternative 2. Applying a profile as a company ⬄ a Team Provisioning Profile

In this profile,

* Only 1 agent ⬄ do the deployment
* More Admin / Member ⬄ development, test etc.

Developer and tester each needs an individual Apple Developer account.

Details please refer to apple-account-3: provisioning profile, and apple-account-1: apple developer account fee.

# Steps

## Install tools

Xcode and Application Loader must be installed and run on a MAC OS X computer.

## Xcode

Go to <https://developer.apple.com/download/more/>

Input $<your Apple ID> to login

Select Download the tools

Select xcode 8.2 beta 2 -> “Donwload Xcode 8.2”

Details please refer to how-to-download-xcode-4-5-6-7-8-and-get-the-dmg-or-xip-file.

## Application Loader

Go to <https://itunesconnect.apple.com/>

Input $<your Apple ID> to login

Click on **Manage Your Apps**

Click **Download Application Loader** link at the bottom.

At the time of writing 06/25/2013, this link is:

<https://itunesconnect.apple.com/apploader/ApplicationLoader_3.0.dmg>

Details please refer to where-to-find-application-loader-app-in-mac.

## Prepare for upload

## Create an app record

Sign in to [iTunes Connect](https://itunesconnect.apple.com/).

Click My Apps -> New App … ⬄ must have the contracts in effect.

Details please refer to CreatingiTunesConnectRecord.

## Update the version and build string

In Xcode project navigator,

Select the project and target

Update version number and build string in the General pane.

Details please refer to ConfiguringYourApp:Set the version number and build string.

## Create or review an archive

In Xcode project editor,

Go to Product -> Scheme -> Edit Scheme: Click Archive in the column on the left

or Product -> Archive:

Click Release in the Build Configuration pop-up menu.

## Run iTunes Connect validation tests

In Xcode archives organizer,

Go to archive,

Click Validate.

Details please refer to UploadingYourApptoiTunesConnect: Create an archive.

## Upload

In Xcode archives organizer,

Select the archive,

Click Upload to App Store,

Review the app, its entitlements and provisioning profile, and / or include app symbols, bit code etc.

Click Upload,

Done.

Details please refer to UploadingYourApptoiTunesConnect: Upload your app.

# Reference

1. [how-to-download-xcode-4-5-6-7-8-and-get-the-dmg-or-xip-file](http://stackoverflow.com/questions/10335747/how-to-download-xcode-4-5-6-7-8-and-get-the-dmg-or-xip-file)
2. [where-to-find-application-loader-app-in-mac](http://stackoverflow.com/questions/8094317/where-to-find-application-loader-app-in-mac)
3. [is-it-possible-to-install-xcode-on-ipad-for-ios-apps-developemnt](http://stackoverflow.com/questions/18257060/is-it-possible-to-install-xcode-on-ipad-for-ios-apps-developemnt)
4. [apple-account-3: provisioning profile](http://ryantang.me/blog/2013/11/28/apple-account-3/)
5. [apple-account-1: apple developer account fee](http://ryantang.me/blog/2013/08/28/apple-account-1/)
6. [CreatingiTunesConnectRecord](https://developer.apple.com/library/content/documentation/LanguagesUtilities/Conceptual/iTunesConnect_Guide/Chapters/CreatingiTunesConnectRecord.html#//apple_ref/doc/uid/TP40011225-CH13)
7. [ConfiguringYourApp:Set the version number and build string](https://developer.apple.com/library/content/documentation/IDEs/Conceptual/AppDistributionGuide/ConfiguringYourApp/ConfiguringYourApp.html#//apple_ref/doc/uid/TP40012582-CH28-SW18)
8. [UploadingYourApptoiTunesConnect: Create an archive](https://developer.apple.com/library/content/documentation/IDEs/Conceptual/AppDistributionGuide/UploadingYourApptoiTunesConnect/UploadingYourApptoiTunesConnect.html#//apple_ref/doc/uid/TP40012582-CH36)
9. [UploadingYourApptoiTunesConnect: Upload your app](https://developer.apple.com/library/content/documentation/IDEs/Conceptual/AppDistributionGuide/UploadingYourApptoiTunesConnect/UploadingYourApptoiTunesConnect.html#//apple_ref/doc/uid/TP40012582-CH36)