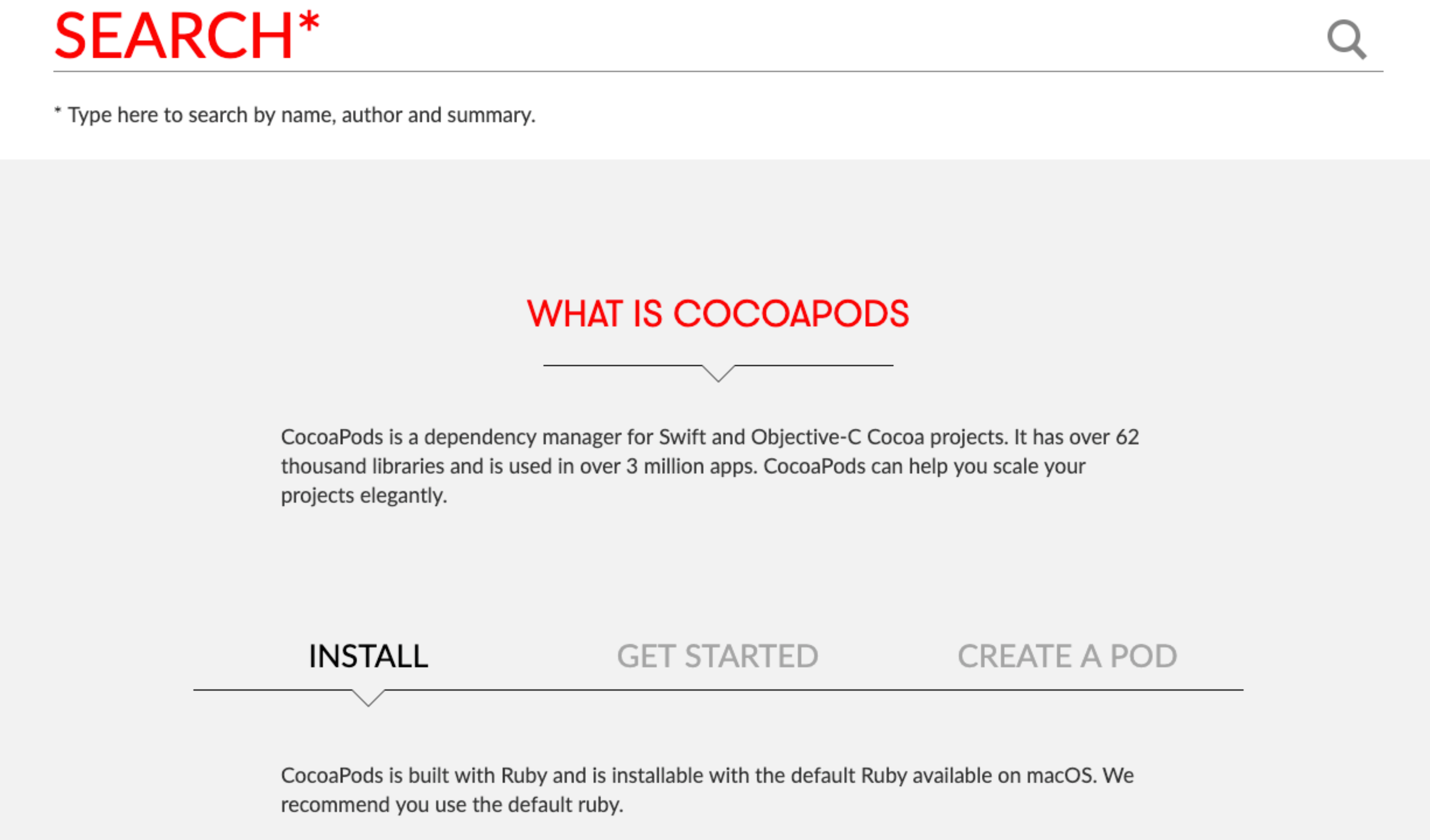
Fast campus

Dependency Manager

Giftbot

cocoapods.org



* Type here to search by name, author and summary.

WHAT IS COCOAPODS

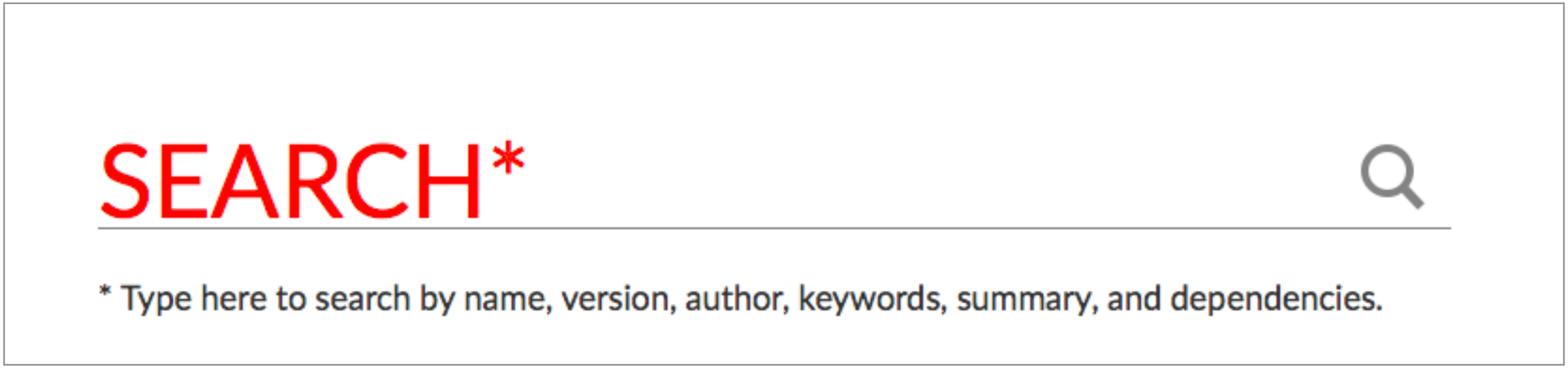
CocoaPods is a dependency manager for Swift and Objective-C Cocoa projects. It has over 62 thousand libraries and is used in over 3 million apps. CocoaPods can help you scale your projects elegantly.

CocoaPods is built with Ruby and is installable with the default Ruby available on macOS. We recommend you use the default ruby.

COCOAPODS

> CocoaPods is a dependency manager for Swift and Objective-C Cocoa projects. It has over 62 thousand libraries and is used in over 3 million apps. CocoaPods can help you scale your projects elegantly.

COCOAPODS



SEARCH*

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

https://cocoapods.org/pods/[libraryName]

COCOAPODS Install

```
$ sudo gem install cocoapods
```

Edit Podfile

```
$ pod init
$ vi Podfile
```

```
target 'CocoaPodsExample' do
  use_frameworks!

  pod 'SnapKit'    // 사용할 라이브러리 작성
end
```

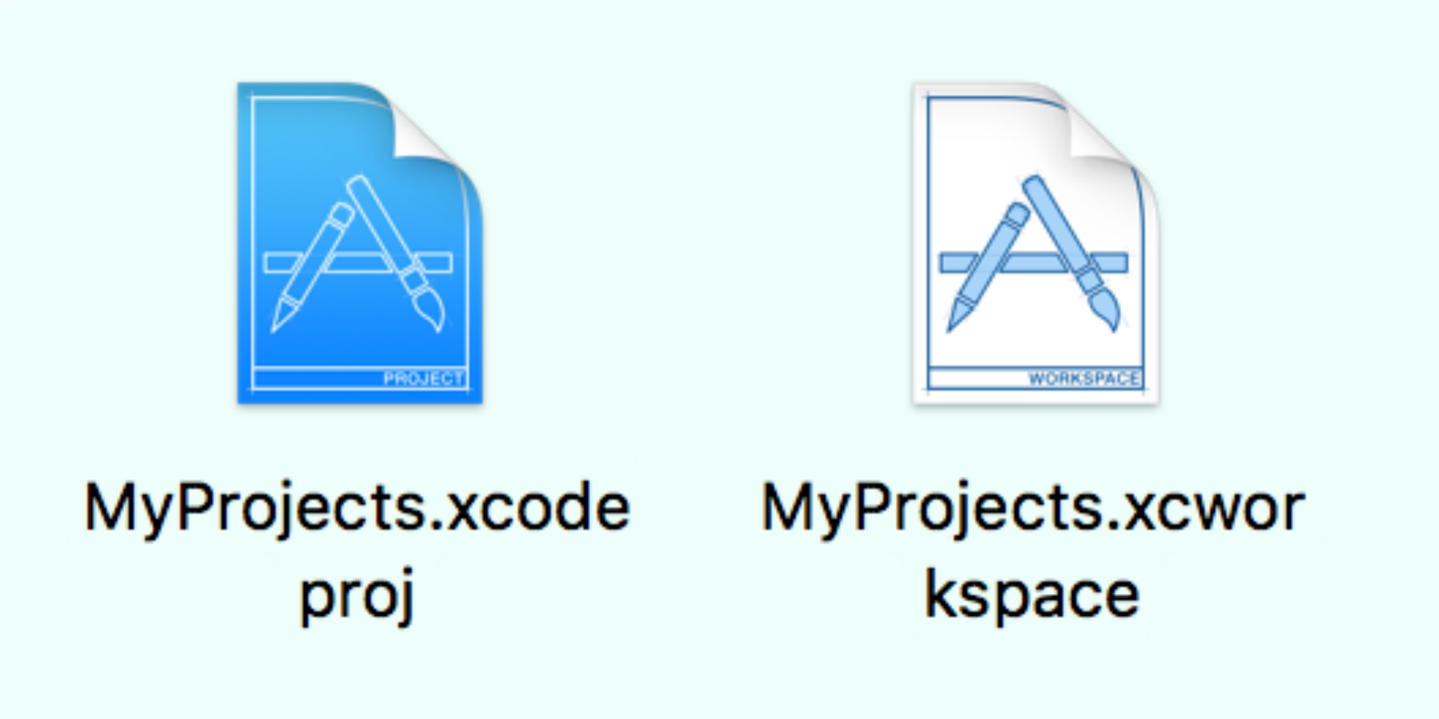
Install Library

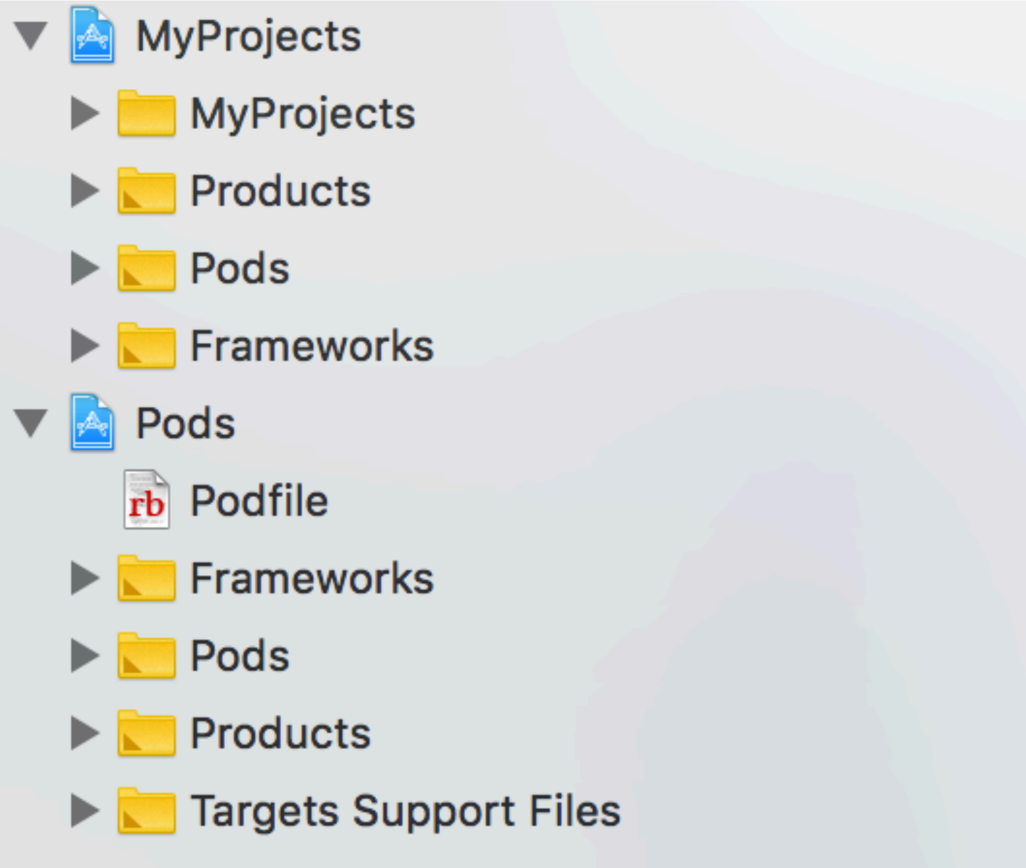
```
$ pod repo update

$ pod install

// pod install을 이전에 한 번도 수행한 적이 없을 경우 약 5 ~ 15분 소요

$ open [ProjectName].xcworkspace
```

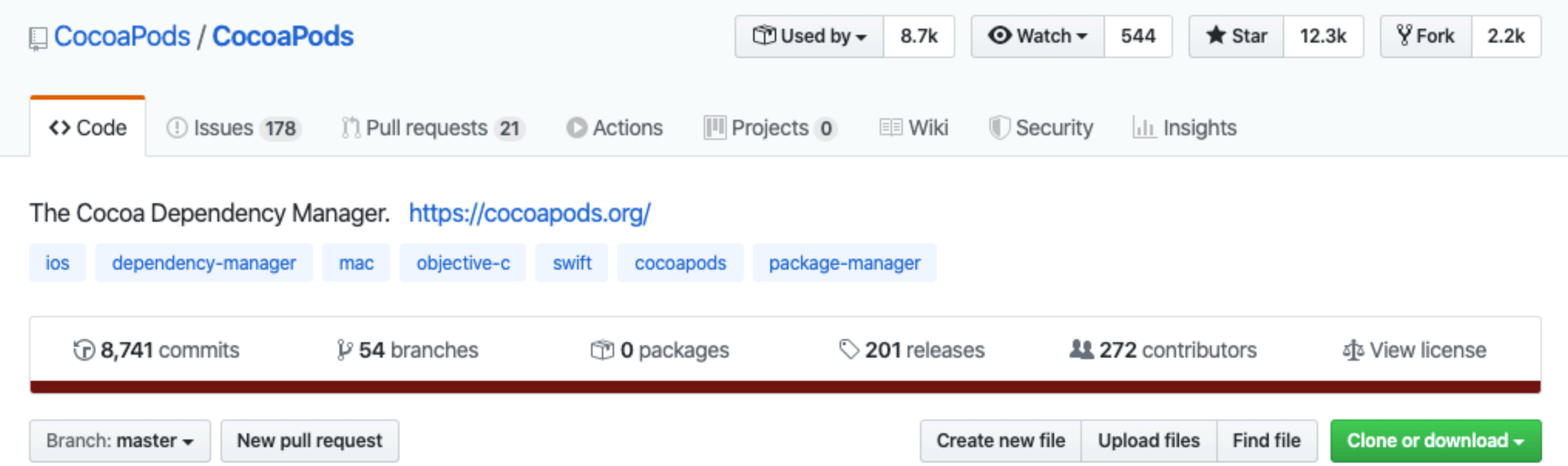




- ▼ MyProjects
  - ▶ MyProjects
  - ▶ Products
  - ▶ Pods
  - ▶ Frameworks
- ▼ Pods
  - Podfile
  - ▶ Frameworks
  - ▶ Pods
  - ▶ Products
  - ▶ Targets Support Files

COCOAPODS

https://github.com/CocoaPods/CocoaPods



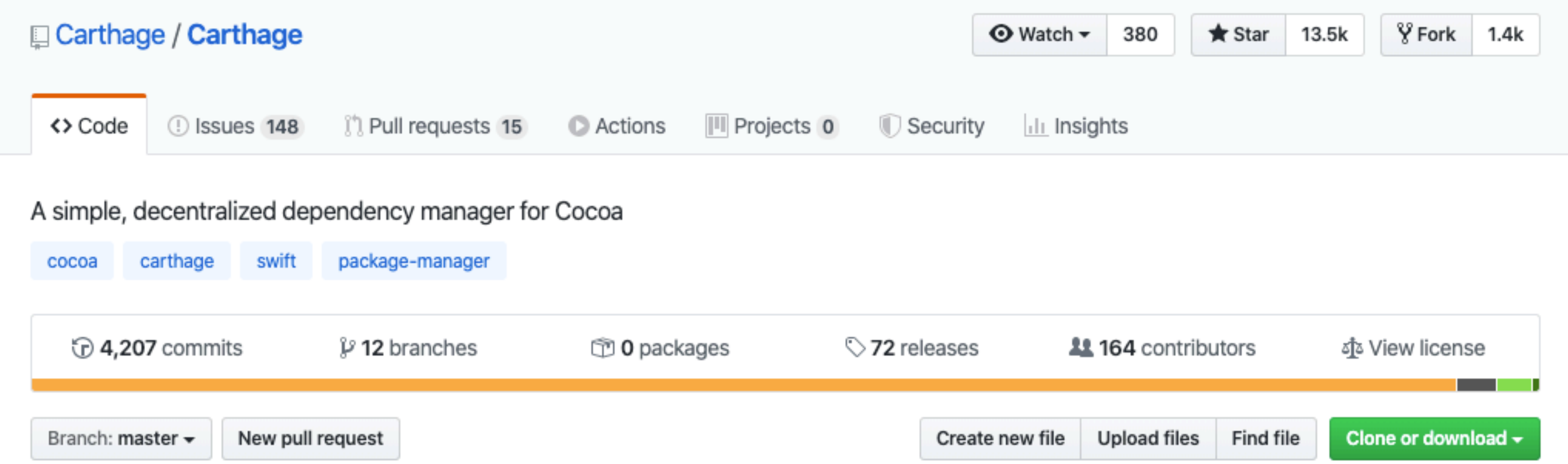
The Cocoa Dependency Manager. https://cocoapods.org/

ios dependency-manager mac objective-c swift cocoapods package-manager

8,741 commits 54 branches 0 packages 201 releases 272 contributors View license

Carthage

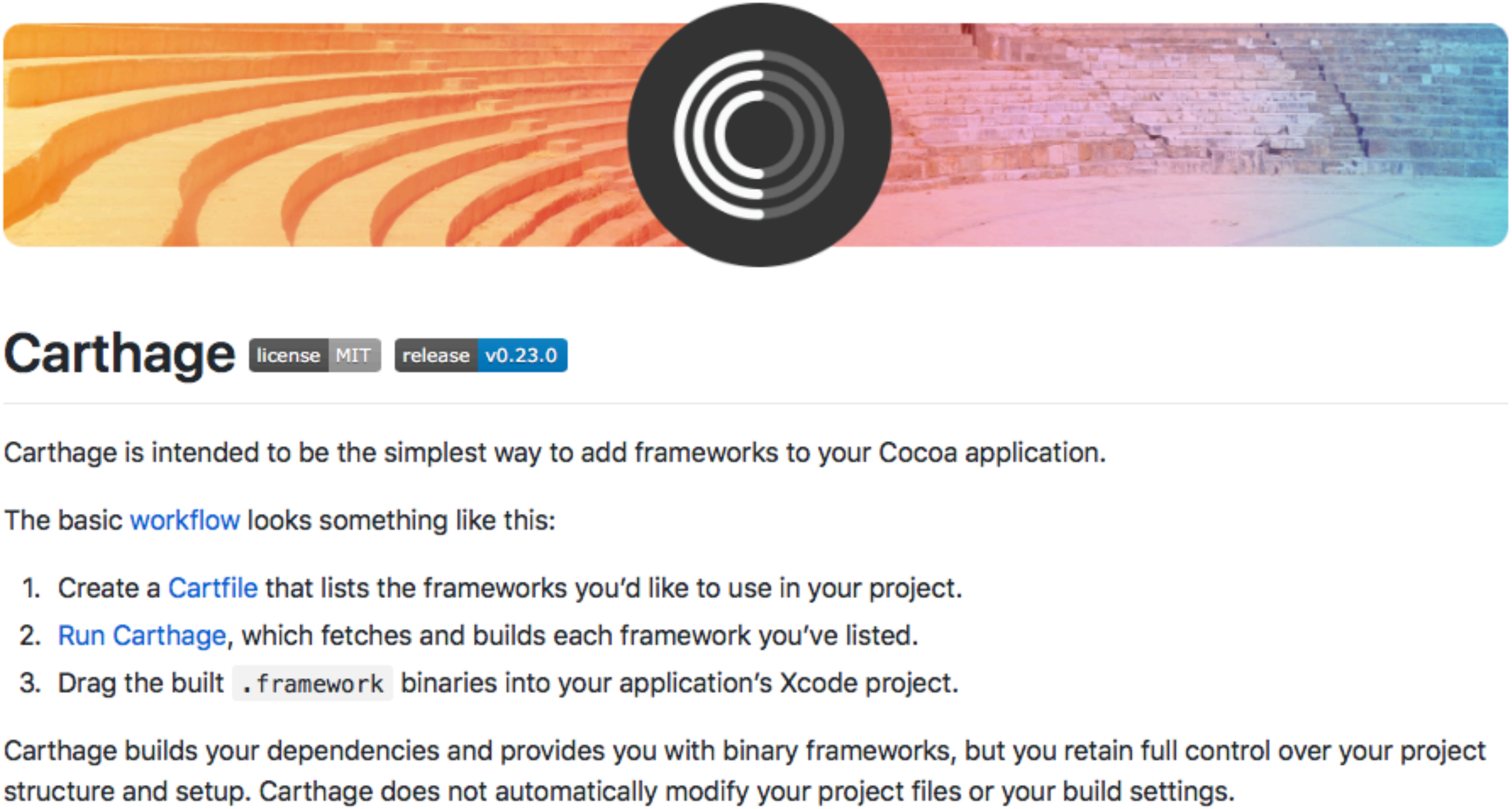
https://github.com/Carthage/Carthage



A simple, decentralized dependency manager for Cocoa

4,207 commits · 12 branches · 0 packages · 72 releases · 164 contributors · View license

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.

Install Carthage

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

※ brew 가 없을 경우 https://brew.sh 에서 설치

```
$ brew upgrade carthage    // 이미 설치되어 있을 때 업그레이드
```

Edit Cartfile

```
$ vi Cartfile
```

```
// 사용할 라이브러리 작성
github "Alamofire/Alamofire"
github "onevcat/Kingfisher"
```

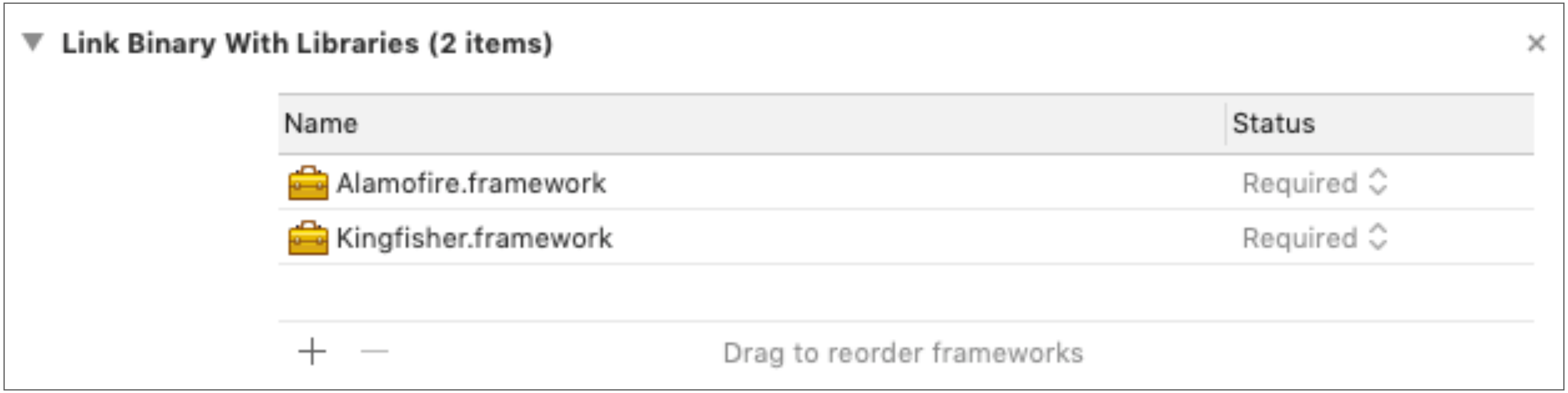
Install Library

```
$ carthage update
    - 전체 업데이트

$ carthage update --platform iOS
    - iOS Platform 한정

$ carthage update Alamofire
    - 여러 가지 라이브러리 중 일부만 지정하여 업데이트 할 때
```

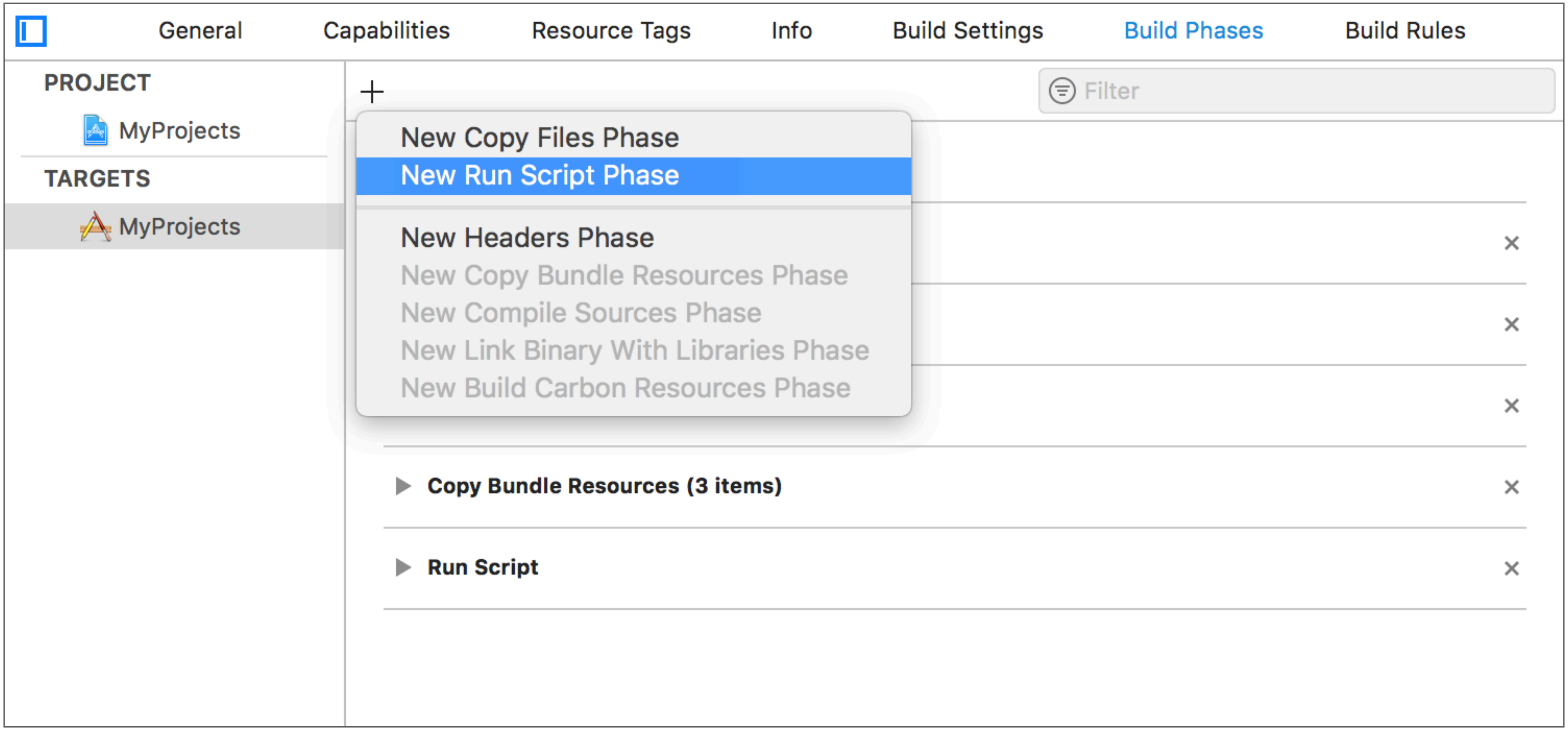
Link Binary With Libraries



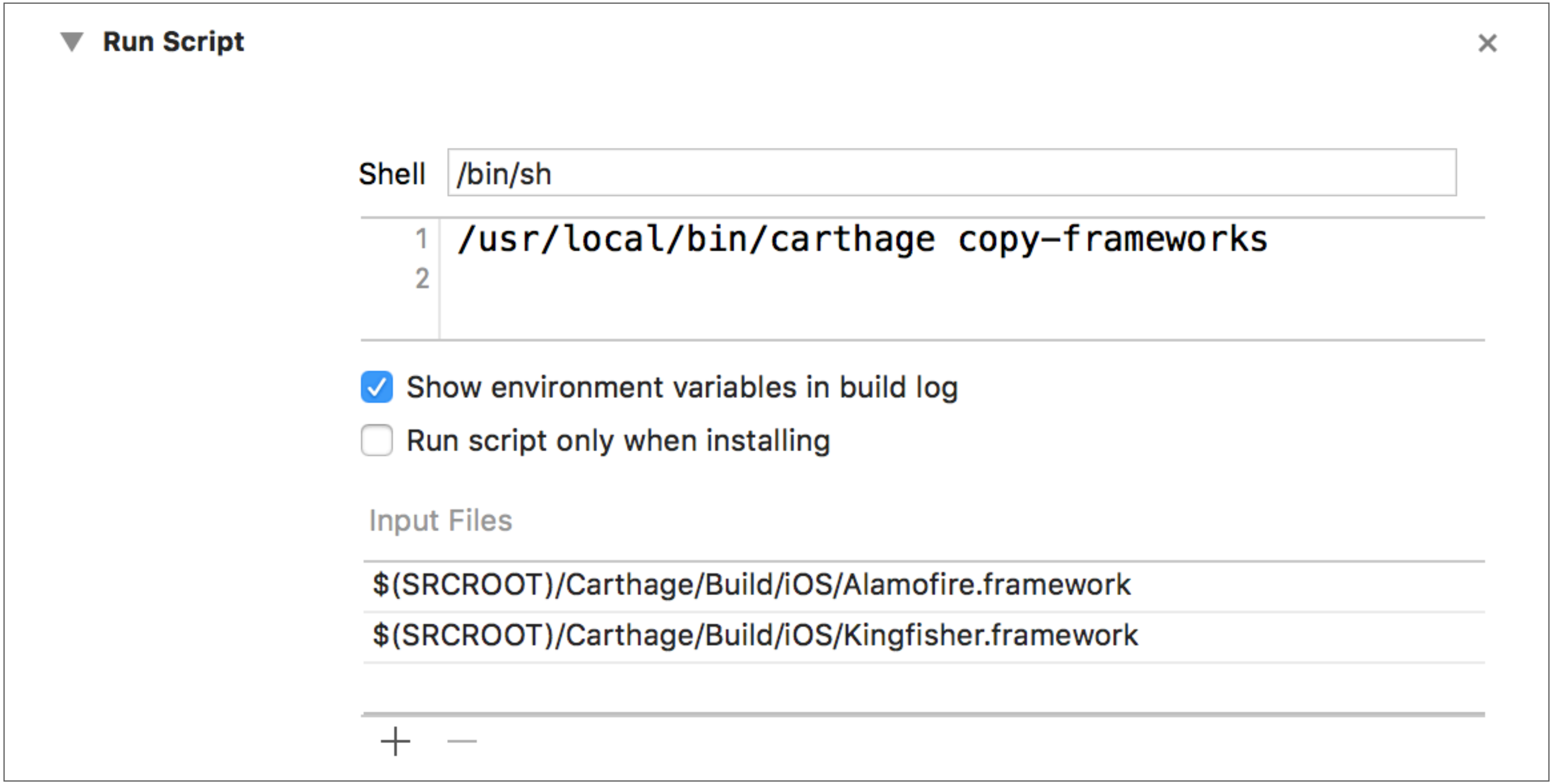
Link Binary With Libraries (2 items)

Name	Status
Alamofire.framework	Required
Kingfisher.framework	Required

New Run Script Phase



Run Script



Run Script

Shell /bin/sh

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

☑ Show environment variables in build log

□ Run script only when installing

Input Files

$(SRCROOT)/Carthage/Build/iOS/Alamofire.framework

$(SRCROOT)/Carthage/Build/iOS/Kingfisher.framework

Setting

Build Phases - Run Script - Shell

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

Build Phases - Run Script - Input Files

> $(SRCROOT)/Carthage/Build/iOS/[Name].framework

OpenSources

[Dependency Manager]

CocoaPods	https://cocoapods.org
Carthage	https://github.com/Carthage/Carthage
Swift Package Manager	https://github.com/apple/swift-package-manager

[OpenSource Collection]

Awesome-Swift	https://github.com/matteocrippa/awesome-swift
Awesome-Swift	https://github.com/Wolg/awesome-swift
Awesome-iOS	https://github.com/vsouza/awesome-ios
Awesome-iOS-UI	https://github.com/cjwirth/awesome-ios-ui
Fantastic-iOS-Animation	https://github.com/onmyway133/fantastic-ios-animation
Awesome-iOS	http://awesome-ios.readthedocs.io/en/latest/#awesome-ios
Open Source iOS Apps	https://github.com/dkhamsing/open-source-ios-apps
Swift UI Libraries	https://goo.gl/WdvyLk
Cocoa Controls	https://www.cocoacontrols.com