* **Desired Capabilities for Virtual Device (Simulator IOS)**

"platformName": "iOS",

"platformVersion": "11.0",

"deviceName": "iPhone 7",

"automationName": "XCUITest",

"app": "/path/to/my.app"

\*.ipa application for ios

.apk will be for android \*

* **Desired Capabilities for Real Device ( IOS)**

"platformName": "iOS",

"platformVersion": "11.0",

"deviceName": "iPhone 7",

"automationName": "XCUITest",

"app": "/path/to/my.app"

“bundleId” :

"xcodeOrgId": "xxxxxxxx" ,

"xcodeSigningId": "iPhone Developer",

"udid":"xxxxxxxx",

"updateWDABundleId": "xxxxxxx"

**Q. How to get the xcodeOrgId ?**

It is TeamID generated by Apple,You can find your Team ID using your developer account. Sign in to developer.apple.com/account, and click Membership in the sidebar.

Your Team ID appears in the Membership Information section under the team name.

**Q. How to get udid ?**

<https://www.wikihow.com/Obtain-the-Identifier-Number-(UDID)-for-an-iPhone,-iPod-or-iPad>

Command to install ios-deploy: npm install -g ios-deploy

Command to get UDID: ios-deploy -c

OR

Command to get UDID: instruments -s devices

**Q. What is updateWDABundleId ?**

Often we need provisioning profile from Apple to run the apps on Real Devices.And this Provisioning Profile generates Bundle ID

And we need to Sign the App to run on the device using Bundle id.

**Q. How to Perform TroubleShooting ?**

<http://appium.io/docs/en/drivers/ios-xcuitest-real-devices/#troubleshooting-ideas>

**Q. Documentation for Real Device ?**

<http://appium.io/docs/en/drivers/ios-xcuitest-real-devices/#appium-xcuitest-driver-real-device-setup>

* **We use below method in POM for locating Elements**

@IOSFindBy(accessibilityid = "Views")

private MobileElement viewsbtn;

* **An iOS simulator**

We don’t need to create a simulator for Mac; it already comes with Xcode under developer tools. When you start the Appium server for the first time, it will prompt you to authorize the use of Instruments, or if you are running it from npm, run sudo authorize\_ios to work with the simulator.