

# iOS Dependency Manager

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Growth Session #3 - May 18-19 2017



# Intro

Since now, Developer has more choices when creating project in Xcode

Comparing Package Manager in iOS since git submodules to Swift PM

Give a key benefits and disadvantages too



# Intro

- Using Third Party in Project If not, You are awesome
- Comparing many in development
  - **Rubygems** for Ruby
  - **NPM** for NodeJS
  - etc.



# What are the options in iOS Development

- Git Submodule (Recommend by Apple since iOS 5)
- Cocoapods (Great Third party)
- Carthage (Also great third party) ☐
- Swift Package Manager (Official way since Swift 3.0)

# Git Submodule

- Pros
  - No required third party (Not rely on them)
  - No installing additional tools
  - No waiting third party updated (git branch checkout)
  - Most resistant to breaking changes
  - Flexible

# Git Submodule

- Cons
  - Required some skill to set it up
  - Hard work of resolving conflict
  - Hard to config for every third party dependencies (Have to read docs)
  - Hard for versioning

# 〈COCOAPODS〉

- Base on Ruby gem (which is default in Mac)
- Create Podfile and using command to handle it
- Required to install pod command

# ⟨COCOAPODS⟩

- Pros
  - Provide you as easy setup and use
  - Provide you a lot of setting for you
  - Well grown community and support (32 k libs)
  - Already Handled for newer version



# ⟨COCOAPODS⟩

- Cons
  - Invasive (Modify your project a lots)
  - Centralized (Like Maven or another)
  - Required 2 processes
  - Loss of flexibility

# Carthage

- Ruthlessly simple dependency management.  
(Simple setup between Git and Xcode)
- This is in contrast to Cocoapods
- Required brew

# Carthage

- Pros
  - Decentralized
  - Non-invasive
  - Support as submodules

# Carthage

- Cons
  - Unstable
  - Slow
  - Very least libraries
  - Inflexible

# Swift PM

- As a part of Swift open source
- Release along with Swift 3.0

# Swift PM

- Pros
  - Decentralized
  - Official PM for Swift and Managed by Apple
  - Future proof
  - Server Side and Cross Platform

# Swift PM

- Cons
  - Not All Third Party ready for it
  - Too new, not all features work

Note that at this time the Package Manager has no support for iOS, watchOS, or tvOS platforms.

# Demo And Summary





# Thanks!

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