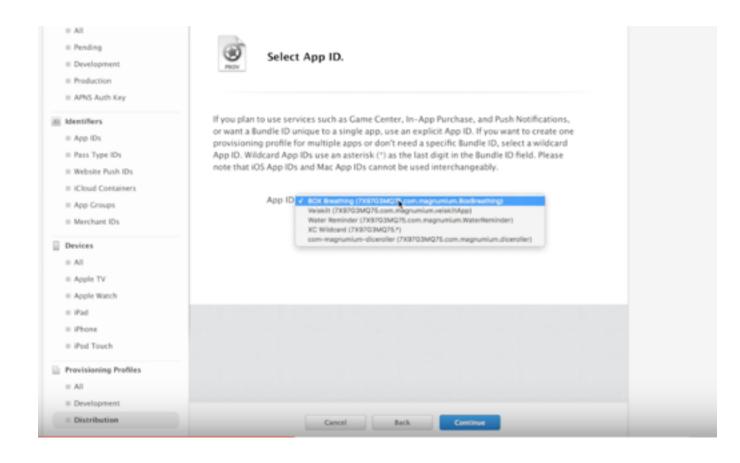
# **Publish app to App Store**

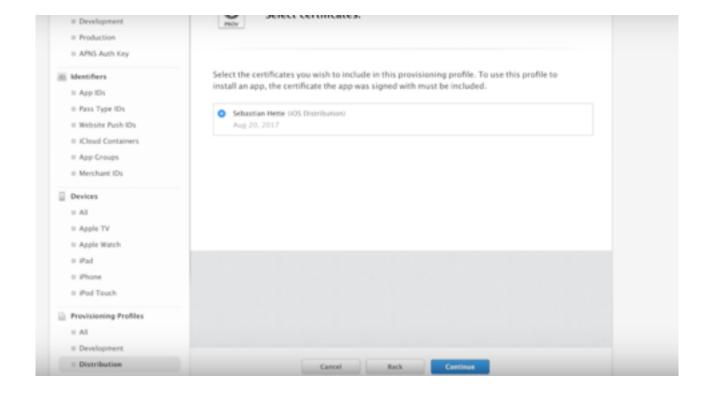
## Steps:

- 1. Develop an application
- 2. Put app icons in asset catalog (Must)
- 3. Go to developer's account
- 4. Create App ID and enable services that are used by your application(Push etc

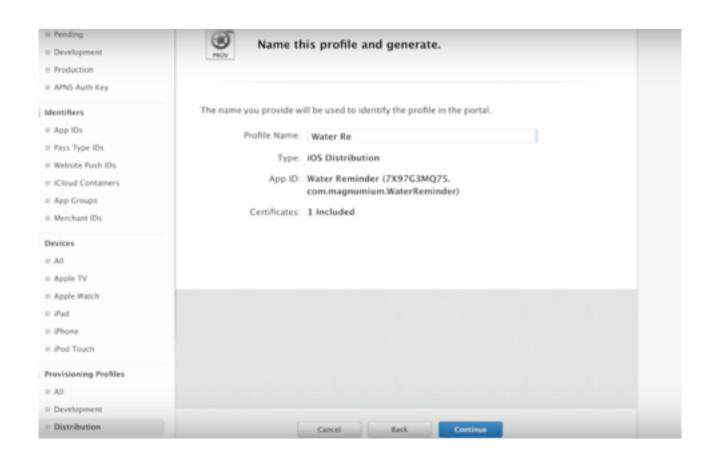
Explicit App ID  If you plan to incorporate app services such as Game Center, In-App Purchase, Data Protection, and iCloud, or want a provisioning profile unique to a single app, you must register an explicit App ID for your app.  To create an explicit App ID, enter a unique string in the Bundle ID field. This string should match the Bundle ID of your app.		
		Bundle ID:
	We recommend using a reverse-domain name style string (i.e., com.domainname.appname). It cannot contain an asterisk (*).	
Wildcard App ID		
There will prove comments	This allows you to use a single App ID to match multiple apps. To create a wildcard App ID, enter an asterisk (*) as the last digit in the Bundle ID field.	
ID, enter an aster		
ID, enter an aster	isk (*) as the last digit in the Bundle ID field.	
Bundle ID:  App Services Select the services yo	Example: com.domainname.*	
Bundle ID:  App Services	Example: com.domainname.*  u would like to enable in your app. You can edit your choices after this stered.	

- 5. Create provisioning files (Right to distribute application)
  - 1. Select type of profile needed (Developer or Distribution )
  - 2. Choose the App ID followed by selecting Developer or Distribution certificate





### 3. Name the provisioning profile and download it.





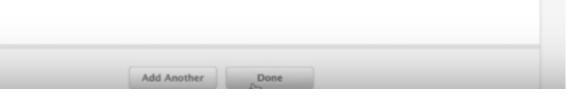
Download and double click the following file to install your Provisioning Profile.



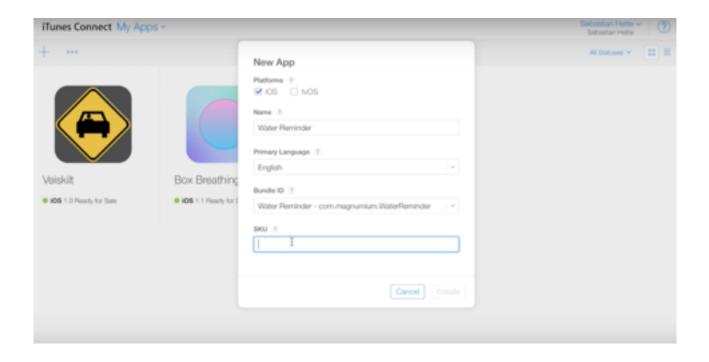
### Documentation

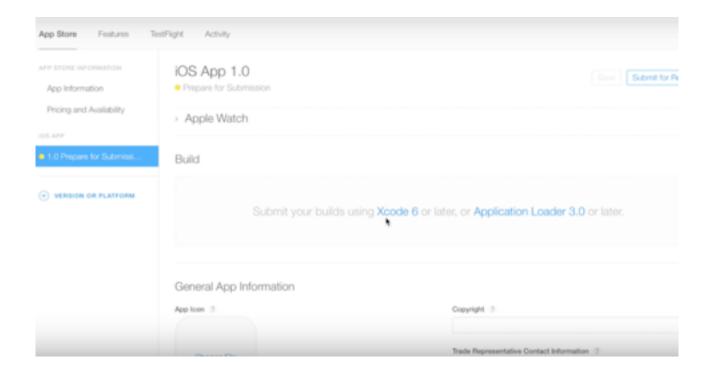
For more information on using and managing your Provisioning Profile read:

App Distribution Guide

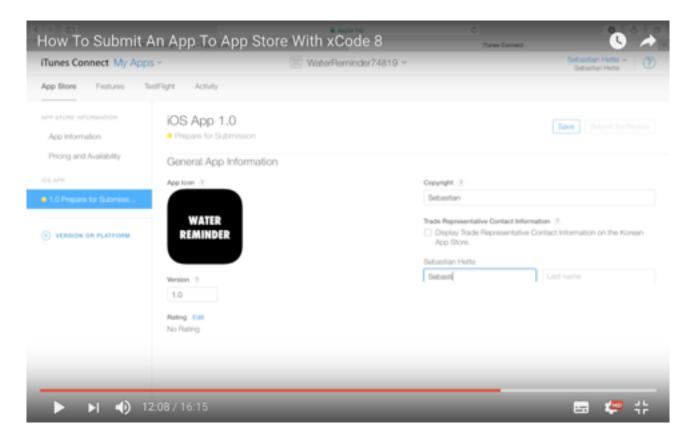


### 6. Go to iTunes connect and login to your account

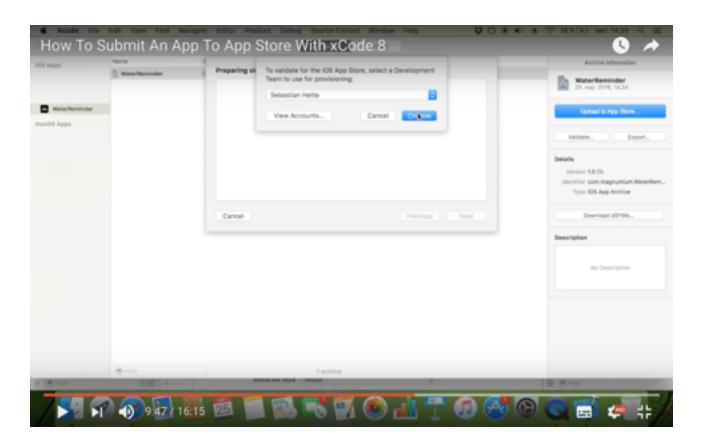




- 7. One done, we need to upload binary via Xcode or Application loader
- 8. Go to xcode, using Generic device scheme create Xcode archieve
- 9. Validate and upload app for review to app store



10. Add icons and other details at iTunes Connect 11.



# Puild ⊕ Select a build before you submit your app. Submit your builds using Xcode 6 or later, or Application Loader 3.0 or later. General App Information

