* **What is brew on Mac?**

Homebrew is a free and open-source software package management system that simplifies the installation of software on Apple's macOS operating system and Linux.

* **How to install brew in your Mac?**

***Paste this below code on your terminal:***

/usr/bin/ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"

* **Install this two softwares first on your Mac:**
* brew install libimobiledevice
* brew install ios-deploy
* **What are the capabilities you need to set up on your DesiredCapabilities?**

Three new Capabilities are needed to run the Tests on real Device :

* d.setCapability("xcodeOrgId","xxxxxxxx");
* d.setCapability("xcodeSigningId","iPhone Developer");
* d.setCapability("udid","xxxxxxxx");
* d.setCapability("updateWDABundleId","xxxxxxx");

1. **How to get the xcodeOrgId?** *(ask your team to provide this id if you have IOS dedicated team)*

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 is your XcodeOrgId.

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

1. **How to get xcodeSigningId?**

Your xcodeSigningId is by default **"iPhone Developer".**

1. **How to get udid?** *(ask your team for this id).*

Your Unique Device Identifier or **UDID**, is another number unique to your physical device **used for**identification purposes.

Follow this below link to get the proper instructions to get your udid:

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

***Follow the steps:***

* Connect your iPhone with Mac.
* Open your iTunes.
* Click on the mobile icon on iTunes.
* Click on browse then select mobile icon.
* Then click on the serial number then you will get your udid.

1. **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.

Connect your Device.

How to Create Provisioning Profile to run APpium Tests?

From Xcode -

Verify Untrusted Developer

Run Build for WebDriverAgent and App under Test with this Provisional Profile.