


# Deployment of an iOS App, principles

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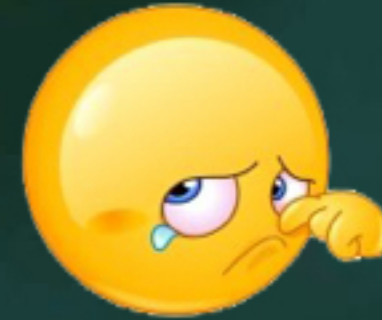
# As an introduction


## Executing an iOS application

 In the simulator

▶ Free...

... but not very convenient



 On a device

▶ Better...

... but more complex



## Let's see what is possible

# Deploying an application, way 1

3



## Directly

Using an USB wire



Requires a registration

- ▶ **Personal (free)**
- ▶ **Individual**
- ▶ **University program**

# Deploying an application, way 2

## Via the Appstore

- Validation process (by Apple) + give 30% to Apple
- Handled via Xcode



- Requires an «individual» registration

# Deploying an application, way 3

## Via an Intranet + iTunes

- Explicit manipulation of an «.ipa» file
- Handled via Xcode (exportation of the package)



- Requires an «enterprise» registration

# Development programs

	Apple ID	Education	Individual	Organization	Enterprise
Xcode	✓	✓	✓	✓	✓
Xcode β releases	✓	✓	✓	✓	✓
Developer forums	✓	✓	✓	✓	✓
Bug reporter	✓	✓	✓	✓	✓
Deploy on device	✓	✓	✓	✓	✓
β OS releases		✓	✓	✓	✓
Adv. App Capabilities		✓	✓	✓	✓
App Store distribution			✓	✓	
In-house App distrib.					✓
Safari extensions		✓	✓	✓	
Developer ID		✓	✓	✓	✓
Tech support incident		✓	✓	✓	✓
Add Users		✓		✓	✓
TestFlight β Testing			✓	✓	
App analytics			✓	✓	
Custom B2BApps			✓	✓	
<b>Cost</b>	<b>Free</b>	<b>Free (if avail)</b>	<b>\$ 99</b>	<b>\$ 99</b>	<b>\$ 299</b>

# As a conclusion

## **Development process totally supervised**

- Much more than for Android
  - ▶ scp possible (registration required for the Play Store)



## **Advantages (as a customer)**

- A real protection
  - ▶ Malware, security, privacy, etc.
- Check for quality
  - ▶ Reduce crashes of the device



## **Drawbacks (as a customer)**

- Market control
  - ▶ Users more captives
- Deployment quite uneasy

**Apple centered ecosystem**