

Deploying an iOS App, step-by-step

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As a developer

I — certificate (and developer ID if needed)

- Generate CSR (certificate signing request) from KeyChain
- Create a Developer Certificate @ Apple (for the ID)



II (optional) — device identifiers

- Point out accepted devices
 - ▶ Depends on the options, now quite automated

III — build a provisioning profile

- Goal 1, associate applications to developers
 - ▶ `fr.su.sar.*`
- Goal 2, associate a profile to each developers (companies)

IV — upload and configure computers

- Developer certificate + secure identifiers on computer
 - ▶ Provisioning profiles may be deployed on terminal
 - ▶ All data handled by Xcode

Specificity of the Enterprise program

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Restrict provisioning profiles to some devices


- Associate a list of authorized devices
- Application with such profiles will run on authorized devices only

Sending your work on the AppStore


Register your App ID

-  Declare your app
-  Associate it to you (as a developer)

Connection to iTunesConnect

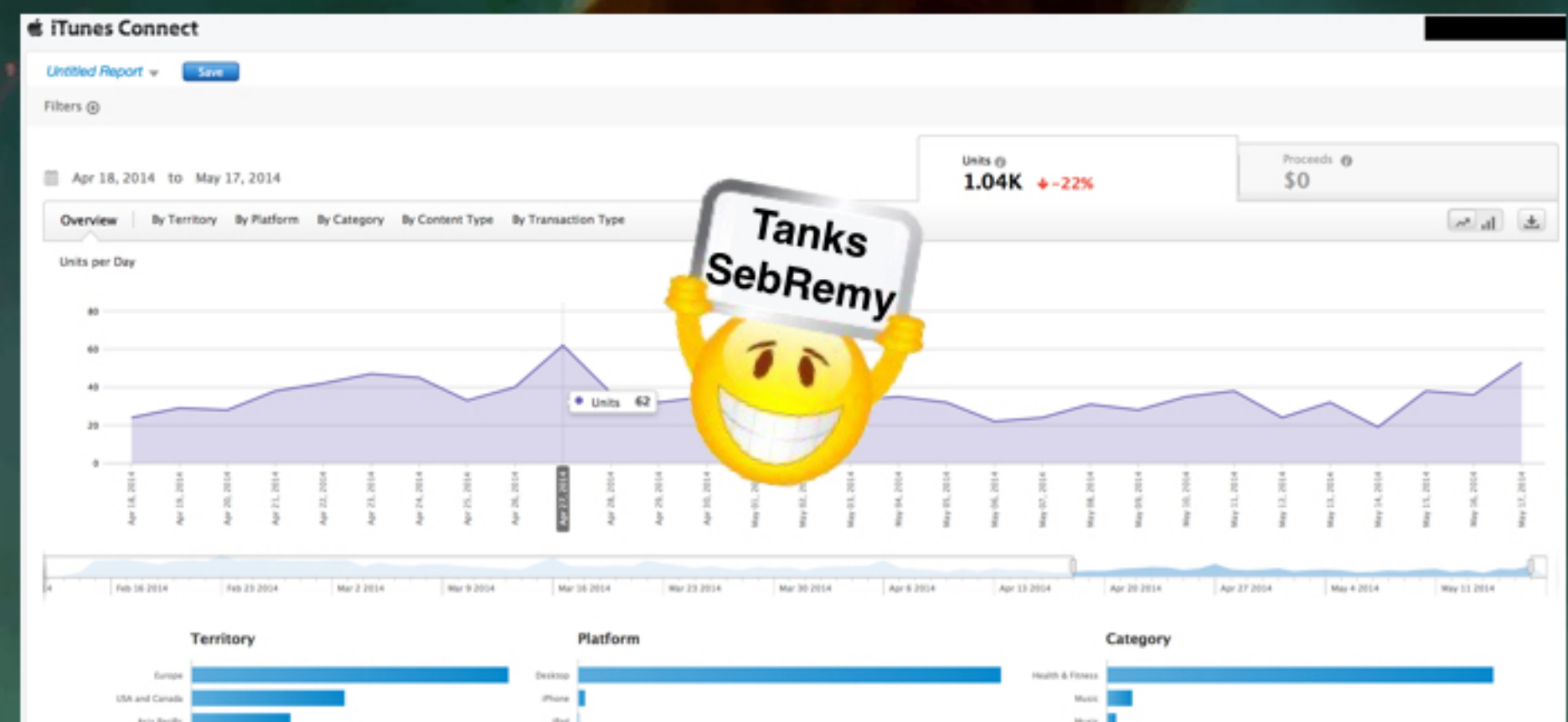
-  Declare your App
 - ▶ Terminal type supported, classification, abstract, price, etc.
 - ▶ Provide pictures/video

Submit «.ipa» using Xcode

-  Validation phase (about 8 days long*)

Become rich


-  Track downloads via iTunes Connect



* <http://appreviewtimes.com>, as of September 9, 2018

As a conclusion (at home)

If you have a Macintosh

-  Use your Apple ID
 - ▶ Deployment on your device for free

As a conclusion (salles SAR/Mac @SU)

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All is set-up for you on the Macintoshes

- Default CSR & provisionment profile
 - ▶ Associated to the borrowed devices

The signature you must conform to

- fr.su.sar.*
- Should be preset

Only use the local login

- See direction during the first practical session

By the way

- This is an enterprise program = no Apple Store