

1. CocoaPods Installation

1.1 Configure using Swift

- 1) In the Podfile for your project, add the following line:

```
pod 'eGMobileAPM', :git => "https://github.com/eginnovation/eGMobileAPM.git"
```

- 2) Close your project in Xcode, and update it by running this command from the Terminal in your project directory:

```
Pod Install
```

- 3) Open your project in Xcode by running this command from the Terminal in your project directory:

```
Open App.xcworkspace
```

- 4) Import the Monitoring Framework into the application (AppDelegate.swift) using the command

```
Import eGMobileAPM
```

- 5) In your AppDelegate.swift file add this call as the first line of application: didFinishLaunchingWithOptions:

```
egAPM.sharedInstance().start(apptoken: "Application Token",collectorHost: "Collector Host")
```

In AppDelegate.swift replace the unique application token and collector host that is automatically generated.

- 6) Clean and build your app, and then run it in the simulator or physical device.

1.2 Configure using Objective-C

- 1) In the Podfile for your project, add the following line:

```
pod 'eGMobileAPM', :git => "https://github.com/eginnovation/eGMobileAPM.git"
```

- 2) Close your project in Xcode, and update it by running this command from the Terminal in your project directory:

```
Pod Install
```

- 3) Open your project in Xcode by running this command from the Terminal in your project directory:

```
Open App.xcworkspace
```

- 4) In your Objective – C project, create a new Swift file. You will be prompted to add a bridging header if you don't have already one. Accept this prompt.
- 5) Import the eGMobileAPM Framework by adding **#import "eGMobileAPM/eGMobileAPM-Swift.h"** to the top of MyApp-Bridging-Header.h
- 6) Import the Monitoring Framework into the application (AppDelegate.m) using the command **#import <eGMobileAPM/eGMobileAPM.h>**.
- 7) Add **[eGMobileAPM.sharedInstance startWithApptoken:(@" Application Token ") collectorHost:(@" Collector Host ")];** in your AppDelegate.m and replace the unique application token and collector host that is automatically generated.
- 8) Clean and build your app, and then run it in the simulator or physical device.