

Install the iOS SDK

This documentation guides you through setting up and implementing the iOS SDK.

Prerequisites

You must have CocoaPods installed to set up this SDK. Refer to [CocoaPods Getting Started](#) for more information.

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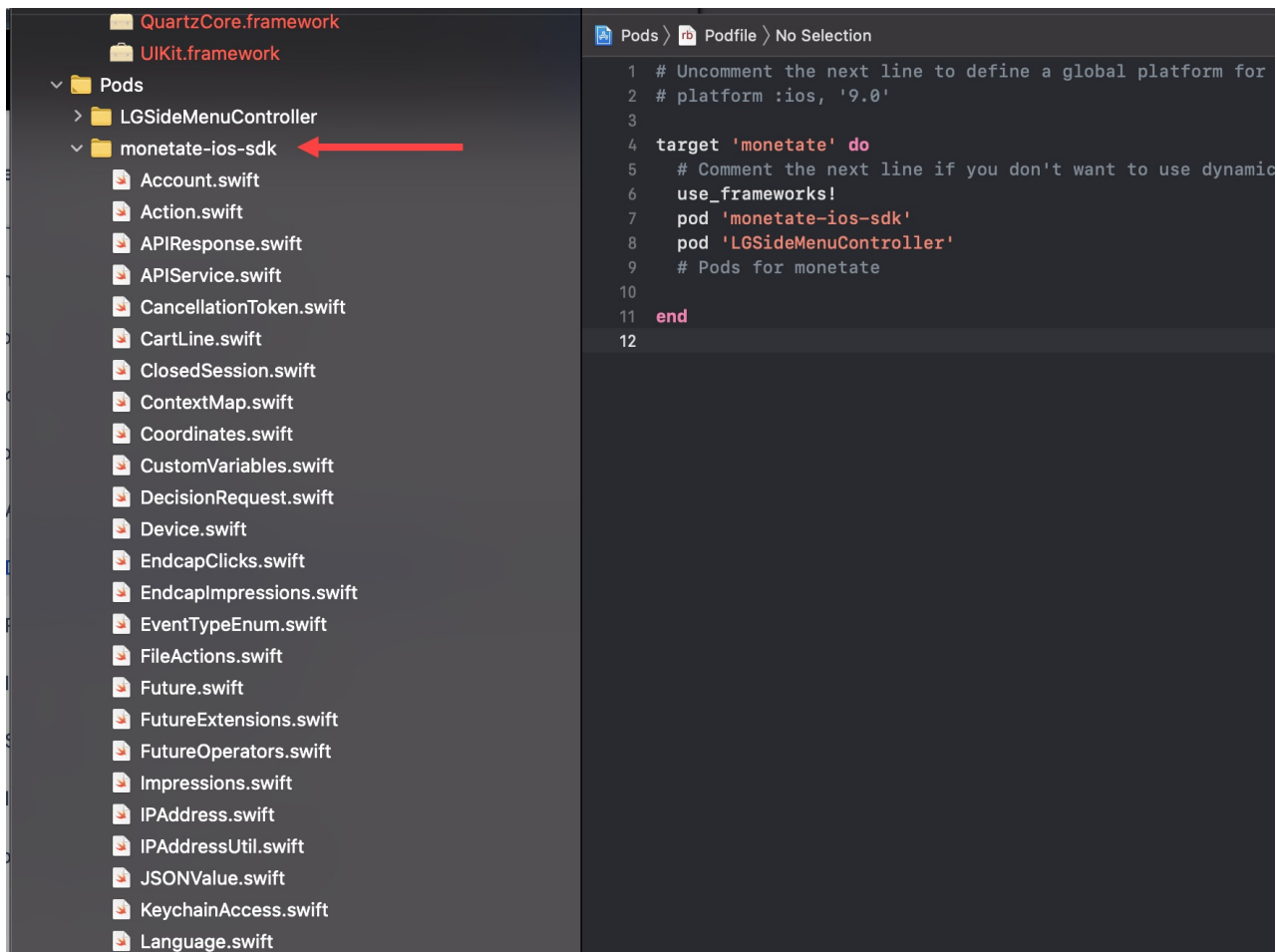
Complete the following steps to integrate the SDK within your app:

1. Open the PodFile and add the following code:

```
target 'monetate' do
  # Comment the next line if you do not want to use dynamic frameworks
  use_frameworks!
  pod 'monetate-ios-sdk'
  # Pods for monetate
  post_install do |installer|
    installer.generated_projects.each do |project|
      project.targets.each do |target|
        target.build_configurations.each do |config|
          config.build_settings['IPHONEOS_DEPLOYMENT_TARGET'] = '13.0'
        end
      end
    end
  end
end
```

2. Go to the root path of your project in the terminal and run `pod install`.

After installation, the SDK shows up in the Pods directory in your project sidebar.



Getting Started

To initialize an object to communicate with the Engine API, use the following code:

```
final var objPersonalization = Personalization(account: Account(instance: "p", domain: "localhost.or
```