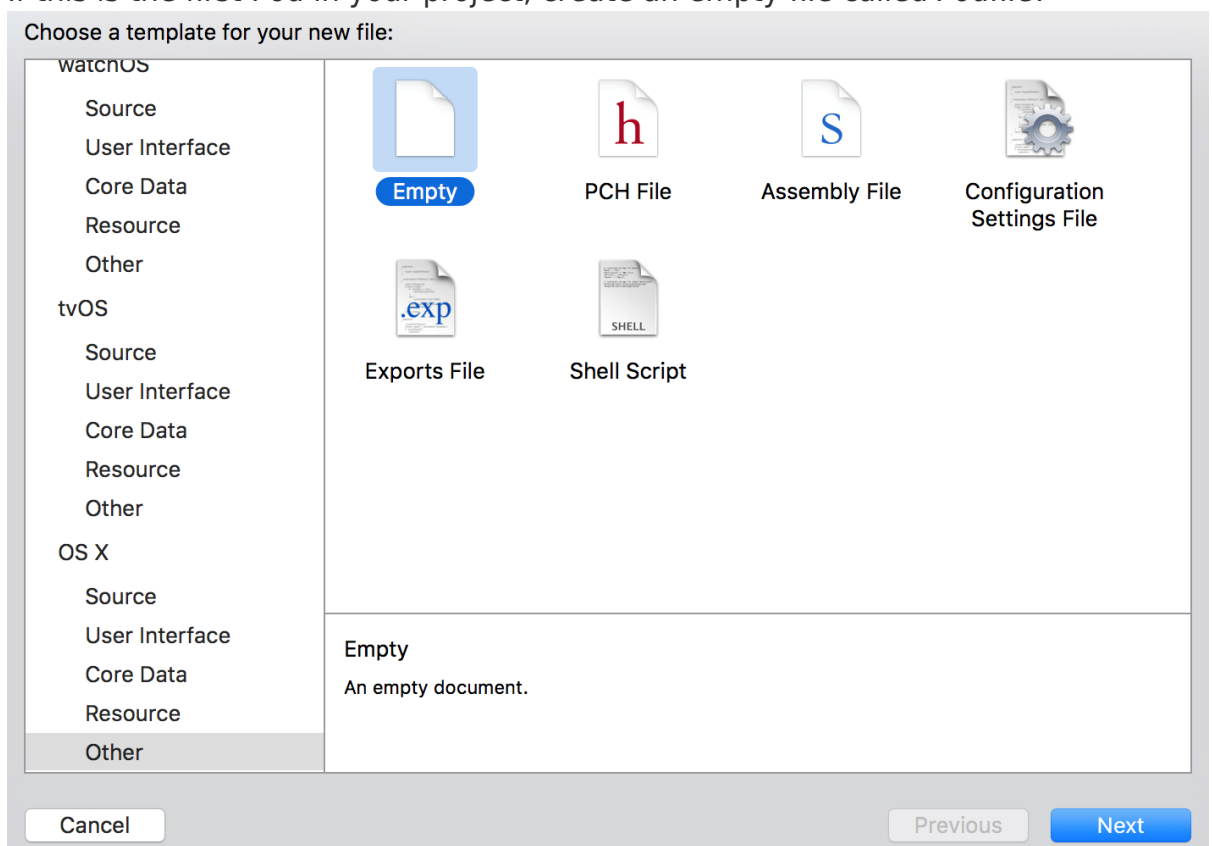


Mobile: How To Install and Update the iOS WalkMe Mobile SDK Using CocoaPods

Steps For Installation

1. Create a PodFile;

1. If this is the first Pod in your project, create an empty file called *Podfile*:



2. Determine which of the below circumstances applies to you:

1. If you already have a Podfile, add the following line to the HEAD of your file and save it as pod 'abbi';
2. If you're starting a new Podfile, add the following three lines:
 1. target 'YourTarget' do
 2. pod 'abbi'
 3. end

3. In order to install a specific version use this line:

```
pod 'abbi', :git => 'https://github.com/abbiio/iosdk.git',
```

```
:branch => 'x.x.x'
```

4. Close your project;
5. Open the Terminal pointing to your project's root and run the following command: `Pod install`
6. After installation, add the following to your `AppDelegate.m`:

```
#import <WalkMeSDK/WalkMeSDK.h>
```
7. In `(BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary*)launchOptions`, add the following:
 - ```
[ABBI start:@"YOUR_APP_KEY" withSecretKey:@"YOUR_SECRET_KEY"];
```
8. Verify the integration by looking for this line in your logs: `ABBI SDK`
  - There you should find the current version of the SDK and the app ID you are using.

That's it, you're done!

## Steps For Updating the SDK Using CocoaPods

1. Navigate to the file system folder that holds Podfile and run: `$pod update`
2. You should see an output to your terminal showing the WalkMe Mobile SDK version number with the update;
3. The latest SDK version can be found [here](#).

That's it, you're done!