

Check Network Availability in IOS Application

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In brief

Check the internet availability in IOS application using Reachability Plugin. A sample demonstration plugin is attached here.

Check the internet availability in IOS application using Reachability Plugin. A sample demonstration plugin is attached here. The Reachability sample demonstrates the asynchronous use of the `SCNetworkReachability` API. You can use the API synchronously, but do not issue a synchronous check by `hostname` on the main thread. If the device cannot reach a DNS server or is on a slow network, a synchronous call to the `SCNetworkReachabilityGetFlags` function can block for up to 30 seconds trying to resolve the `hostname`. If this happens on the main thread, the application watchdog will kill the application after 20 seconds of inactivity.

Follow the steps to use a simple network check in application

Step 1: Import "Reachability.h" file in the header file of your viewController

```
#import "Reachability.h"
```

Step 2: Add the following code in the area of your file where you need to check the network availability

```
Reachability *networkReachability = [Reachability reachabilityForInternetConnection];
NetworkStatus networkStatus = [networkReachability currentReachabilityStatus];
if (networkStatus == NotReachable) {
    NSLog(@"No network is available");
} else {
    NSLog(@"Network is available");
}
```

Here the function will check the current network availability, and will log it in the console.

Place the desired function in the area, according to the requirement.

Download the sample project