Documentation for Mobile App :

Setting up development environment for mobile app on MacOS : -

1.   Need to install React Native .

      To install React Native you need to follow these steps :

For IOS :

   1 . You will need Node, Watchman, the React Native command line interface, and Xcode.

   2. First you need to install Homebrew (run the command in your terminal - " **/bin/bash -c "$ (curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install.sh)"** ") .

   3. After installing Homebrew run the following command : -

   a. **brew install node**
   b. **brew install watchman**

   Please note : If you have already installed Node on your system, make sure it is Node 8.3 or newer.

   4. Install Xcode through MacApp Store . If you have already installed Xcode on your system, make sure it is version 9.4 or newer.

   5. You will also need to install the Xcode Command Line Tools. Open Xcode, then choose "Preferences..." from the Xcode menu. Go to the Locations panel and install the tools by selecting the most recent version in the Command Line Tools dropdown.

For Android :

1. You will need Node, Watchman, the React Native command line interface, a JDK, and Android Studio..

if while doing set up for iOS then skip the step number 2 and 3 otherwise do this

2. Same as above given for iOS

3. Same as above given for iOS .

4. Need to install Java Development Kit through command in terminal - (**brew cask install adoptopenjdk/openjdk/adoptopenjdk8**) .

5. Install Android Studio . Choose a "Custom" setup when prompted to select an installation type.

6. Install adb devices through command - **brew cask install android-platform-tools**

7 . You need to generate keystore file for android build . You can follow the steps given in this link ("**https://dev.to/zilurrane/generate-release-mode-apk-for-react-native-project-to-publish-on-playstore-5f78**")

After installing all the dependencies for android and iOS

Run the following command in terminal : -

Open the project folder .

2.   Run **npm install** .

3. Run - **npx react-native link** .

4. Run - move into iOS folder . (**cd ios**)

5. Run - **pod install** .

6. Run - move out from iOS folder (**cd ..**) .

Open the Project in any code editor and create a file in android folder with name local.properties and add the below line :-

sdk.dir = "place here your sdk path which you will get from Android studio"

save the file.

Finally run the metro bundler with the command (**npm start**) .

Run **npx react-native run-android** for android

Run **npx react-native run-ios** for iOS (you can run iOS through Xcode directly)

For Build :

For Android build run the following command -

1. **cd android**

2. **./gradlew clean assembleRelease**

while making the build ensure that you already generate the keystore .

For iOS build you have to Archieve the project in Xcode and then follow the steps given Xcode Make sure you add your Apple developer account in Xcode and choose the generic iOS for making the build.

If you face any problem you can go through official docs of react native .

https://reactnative.dev/