The Development Process Lab

In this lab, we're going to create our initial app and see if we can't get it running in one or more places, a physical device and an emulated one.

1. Create a new React Native app.
```
npx create-react-native-app daam-react-native
```
    *   It may ask you if you want to globally install the expo CLI. Say yes.
    *   Choose the blank template when asked.
2. Run your new app by going "expo start" in the proper directory.
3. If you try any of the options (a, i, q), they shouldn't work unless you or someone else has done some installation and setup. Try them out.

Let's make them work

Running on a physical device
4. Whip out your trusty phone or tablet, one that you don't mind installing some software on.
5. Go to the App Store or Play Store and install the Expo app.
6. After the install and setup are complete, go ahead and open the app.
7. Scan the QR code that is hopefully still in your terminal or . If it isn't, hit "q" or if you need to re-start it, expo start again. Then scan the QR code. You should see your app running on your device. Cool, right?
8. Back on your development machine, make a change or two to the main component. Make sure you can see those changes on your device.

Running on an iPhone/iPad simulator
If you're not on a Mac computer, you won't be able to do this section. (Thanks, Apple.)

9. Make sure that Xcode is installed. If it isn't go ahead and install it.
10. Make sure that the simulator is installed. If not, install that also. (Hint: Open Xcode, go preferences- components- simulators - pick a simulator or two - hit install)
11. Go back to your command window where expo start is running. Hit "i" or the Expo dev tools and click "Run on iOS simulator".
12. This should kick off a simulator and run your app in it. You should now be able to see your app running in the simulator on your Mac.
    Troubleshooting:
    *   If the simulator starts but your app doesn't come up, look for the Expo app and tap it.
13. Again, make a couple of changes to the app in your IDE and save. You should see the new version in the simulator.

Running it in the Android emulator
We can't ignore Android now, can we?

14. If Genymotion and VirtualBox aren't installed, go ahead and install them both now. You'll need to register with Genymotion.com as you do. Send them a real email address so you can click the log-in link they'll send you.

15. In VirtualBox, you'll also need to install at least one device to emulate. Pick your favorite and install it. Feel free to install more than one.
16. make sure Genymotion is running and hit "a" in the command window or click "Run on Android device/emulator. You should see your app running in the emulator.

Once you can see your app running in at least one place -- your physical device, an iOS emulator, or an Android emulator -- you can be finished.