

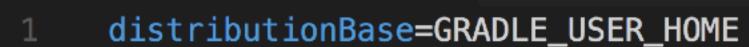
EXPLORER

DOPEN EDITORS



- __tests__
- android
 - .gradle
 - .settings
- ▶ app
- ▶ build
- gradle
 - wrapper
 - gradle-wrapper.jar
 - gradle-wrapper.prope...
- keystores
- ≡ .project
- **build.gradle**
- gradle.properties
- **gradlew.bat**
- **o** settings.gradle
- k fanar natira madula
- **CODE OUTLINE**





- distributionPath=wrapper/dists
- zipStoreBase=GRADLE_USER_HOME
- zipStorePath=wrapper/dists
- distributionUrl=https\://services.gradle.org/distributions/gradle-4.1-all.zip



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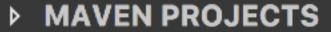














EXPLORER

















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__tests__

android

.gradle

.settings

■ app

.settings

▶ build

▶ src

.classpath

≡ .project

≡ BUCK

build.gradle

▶ build

▶ gradle

keystores

≡ .project

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▶ DOCKER

▶ CODE OUTLINE

▶ MAVEN PROJECTS

build.gradle

apply plugin: "com.android.application"

apply plugin: "kotlin-android"

apply plugin: "kotlin-android-extensions"

import com.android.build.OutputFile

/**

* The react gradle file registers a task for each build variant (e.g. bundleDebug.

10 * and bundleReleaseJsAndAssets).

* These basically call `react-native bundle` with the correct arguments during the

* cycle. By default, bundleDebugJsAndAssets is skipped, as in debug/dev mode we p 12 * bundle directly from the development server. Below you can see all the possible 13

* and their defaults. If you decide to add a configuration block, make sure to add 14

15 * `apply from: "../../node_modules/react-native/react.gradle"` line.

16

* project.ext.react = [

* // the name of the generated asset file containing your JS bundle 18

19 * · · · bundleAssetName: "index.android.bundle",

20

21 *···//·the entry file for bundle generation

entryFile: "index.android.js", 22

24 *···//·whether to bundle JS and assets in debug mode

bundleInDebug: false, 25

26

*

27 *···// whether to bundle JS and assets in release mode

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