EXPLORER

gradle-wrapper.properties ✕

> OPEN EDITORS

⊿ WDI

```
1  distributionBase=GRADLE_USER_HOME
2  distributionPath=wrapper/dists
3  zipStoreBase=GRADLE_USER_HOME
4  zipStorePath=wrapper/dists
5  distributionUrl=https\://services.gradle.org/distributions/gradle-4.1-all.zip
```

> __tests__

⊿ android

  > .gradle

  > .settings

  > app

  > build

  ⊿ gradle

    ⊿ wrapper

      gradle-wrapper.jar

      gradle-wrapper.prope...

  > keystores

  .project

  build.gradle

  gradle.properties

  gradlew

  gradlew.bat

  settings.gradle

> DOCKER

> CODE OUTLINE

> MAVEN PROJECTS

EXPLORER

build.gradle ✕

```gradle
1   apply plugin: "com.android.application"
2
3   apply plugin: "kotlin-android"
4   apply plugin: "kotlin-android-extensions"
5
6   import com.android.build.OutputFile
7
8   /**
9    * The react.gradle file registers a task for each build variant (e.g. bundleDebug
10   * and bundleReleaseJsAndAssets).
11   * These basically call `react-native bundle` with the correct arguments during the
12   * cycle. By default, bundleDebugJsAndAssets is skipped, as in debug/dev mode we p
13   * bundle directly from the development server. Below you can see all the possible
14   * and their defaults. If you decide to add a configuration block, make sure to ad
15   * `apply from: "../../node_modules/react-native/react.gradle"` line.
16   *
17   * project.ext.react = [
18   *     // the name of the generated asset file containing your JS bundle
19   *     bundleAssetName: "index.android.bundle",
20   *
21   *     // the entry file for bundle generation
22   *     entryFile: "index.android.js",
23   *
24   *     // whether to bundle JS and assets in debug mode
25   *     bundleInDebug: false,
26   *
27   *     // whether to bundle JS and assets in release mode
```

OPEN EDITORS

▼ WDI

  ▶ __tests__
  ▼ android
    ▶ .gradle
    ▶ .settings
    ▼ app
      ▶ .settings
      ▶ build
      ▶ src
      .classpath
      .project
      BUCK
      build.gradle
      proguard-rules.pro
    ▶ build
    ▶ gradle
    ▶ keystores
    .project
    build gradle

▶ DOCKER
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