

Configuring Your Environment



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Overview

Generating a React Native app

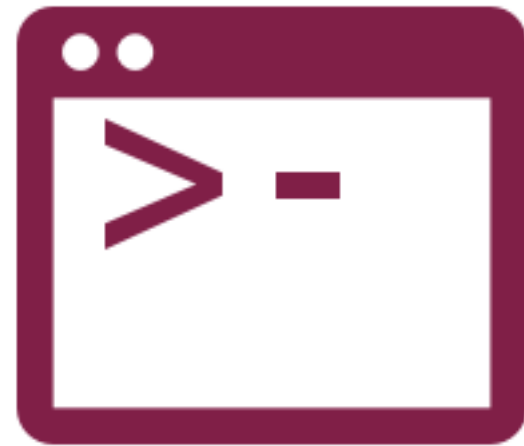
Getting the app running on your device

Connecting to your app with dev tools

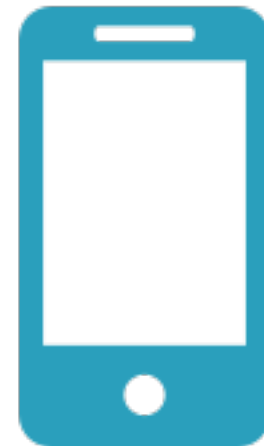
Dealing with errors and warnings



**Install create-
react-native-app**



**Generate a new
app and start it
up**



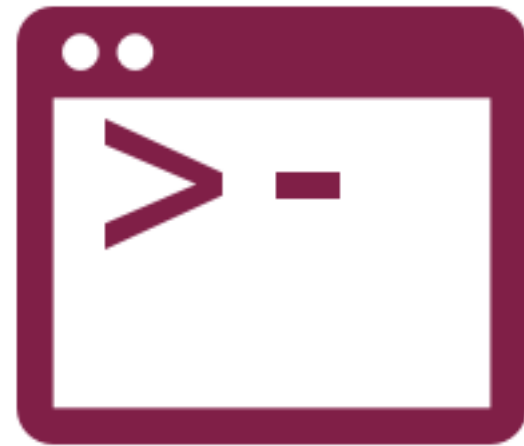
**Install an app on
your phone**



**Connect the app
to the process on
your machine**



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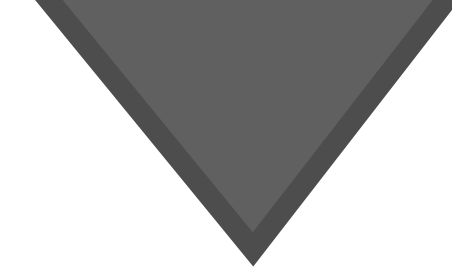
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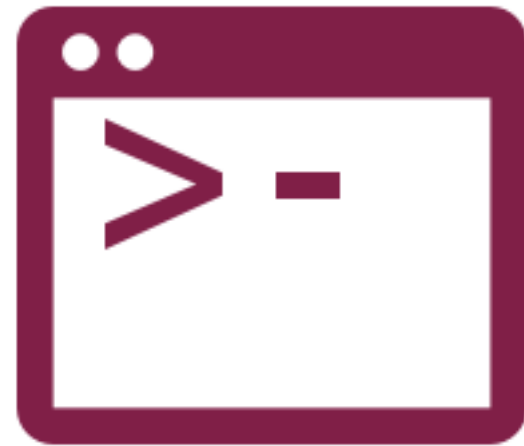
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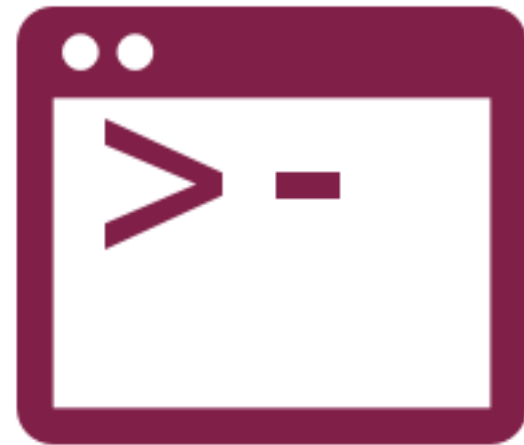
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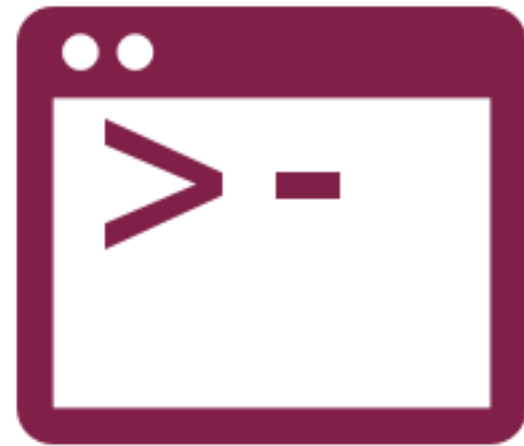
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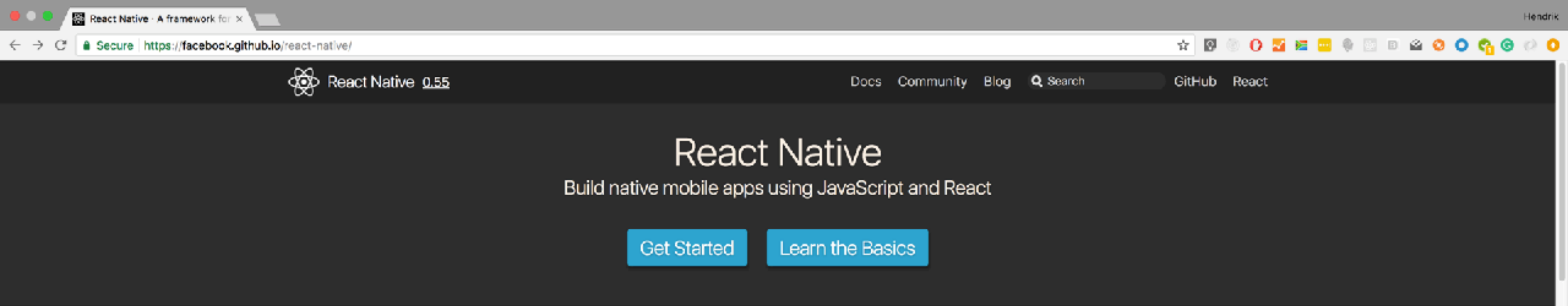
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Build native mobile apps using JavaScript and React

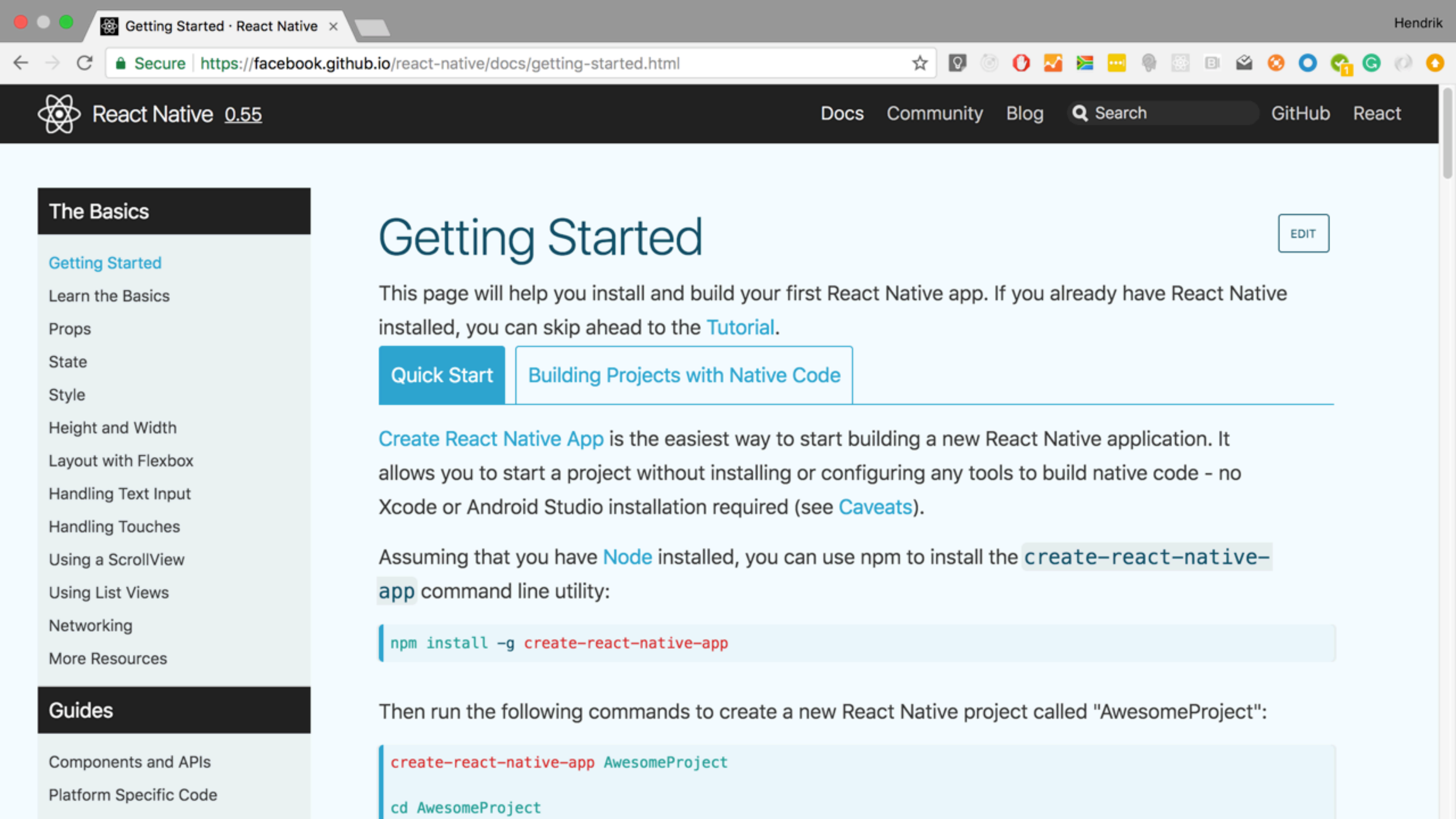
React Native lets you build mobile apps using only JavaScript. It uses the same design as React, letting you compose a rich mobile UI from declarative components.

```
import React, { Component } from 'react';
import { Text, View } from 'react-native';

class WhyReactNativeIsSoGreat extends Component {
  render() {
    return (
      <View>
        <Text>
          If you like React on the web, you'll like React Native.
        </Text>
        <Text>
          You just use native components like 'View' and 'Text',
          instead of web components like 'div' and 'span'.
        </Text>
      </View>
    );
  }
}
```

A React Native app is a real mobile app

With React Native, you don't build a "mobile web app", an "HTML5 app", or a "hybrid app". You build a real mobile app that's indistinguishable from an app built using Objective-C or Java. React



The Basics

Getting Started

Learn the Basics

Props

State

Style

Height and Width

Layout with Flexbox

Handling Text Input

Handling Touches

Using a ScrollView

Using List Views

Networking

More Resources

Guides

Components and APIs

Platform Specific Code

Getting Started

EDIT

This page will help you install and build your first React Native app. If you already have React Native installed, you can skip ahead to the [Tutorial](#).

Quick Start

Building Projects with Native Code

[Create React Native App](#) is the easiest way to start building a new React Native application. It allows you to start a project without installing or configuring any tools to build native code - no Xcode or Android Studio installation required (see [Caveats](#)).

Assuming that you have [Node](#) installed, you can use npm to install the `create-react-native-app` command line utility:

```
npm install -g create-react-native-app
```

Then run the following commands to create a new React Native project called "AwesomeProject":

```
create-react-native-app AwesomeProject  
  
cd AwesomeProject
```

Running On Simulator

More Resources

Integration with Existing Apps

Specifying a device

You can specify the device the simulator should run with the `--simulator` flag, followed by the device name as a string. The default is `"iPhone 6"`. If you wish to run your app on an iPhone 4s, just run `react-native run-ios --simulator="iPhone 4s"`.

The device names correspond to the list of devices available in Xcode. You can check your available devices by running `xcrun simctl list devices` from the console.

[← LINKING LIBRARIES](#)

COMMUNICATION BETWEEN NATIVE AND REACT NATIVE →

Upgrade

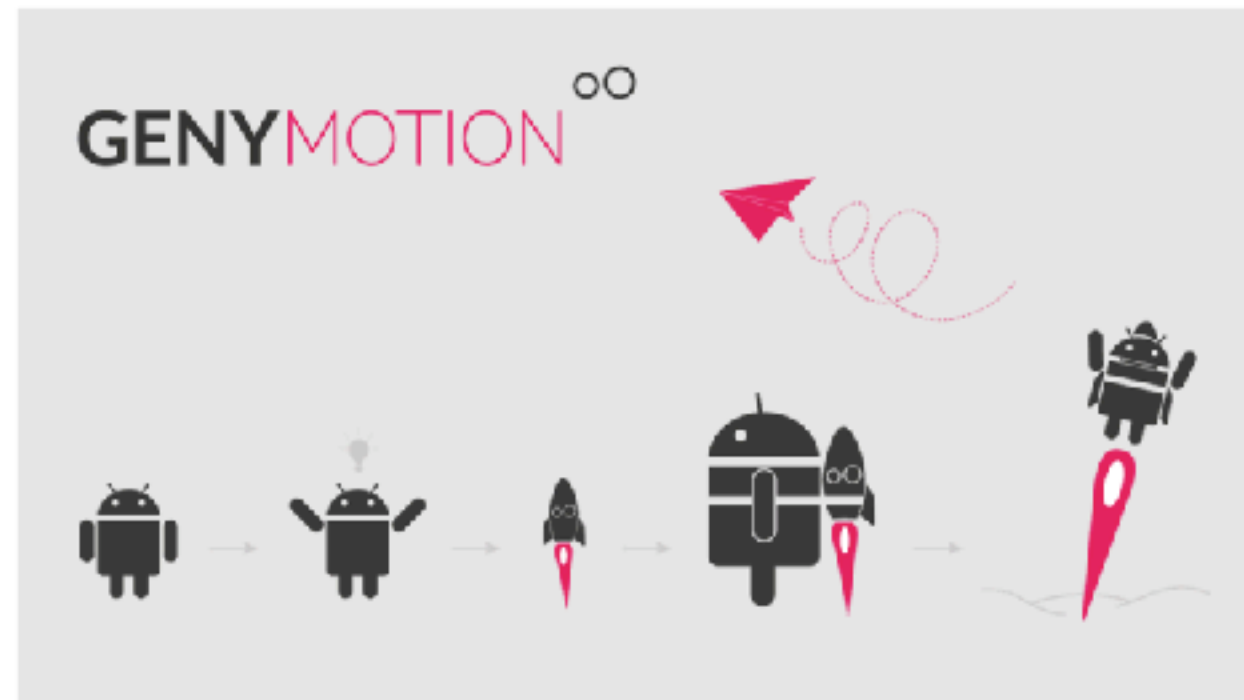
Medium

67



Mrinmay Mukherjee [Follow](#)
Running after the — Big-O.
Nov 27, 2017 · 5 min read

Complete How To : create-react-native-app with Genymotion (Android Emulator) on Windows 10 in 10 steps



I have always been a fan of quick getting started guides. Here's my attempt to help those looking to setup an android emulator to build their React native apps using create-native-react-app and Genymotion on Windows 10.

In this guide I'm assuming that people are starting from scratch. (fresh

154

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Next story
Debouncing 'touch' Events in ...

Summary

Create-react-native-app

Expo app on physical device

Use Expo menu to open dev tools