create react-native app on visual studio code and run android studio emulator

<https://reactnative.dev/docs/0.64/environment-setup>

need to configure environment variable for android studio

Control Panel -> User Accounts -> User Accounts -> Change my environment variables

Graphical user interface, application, website

Description automatically generated

Click New ->

Variable name: ANDROID\_HOME

Variable value: C:\Users\donat\AppData\Local\Android\Sdk

-> Ok

NOTE: we can do this definition of android sdk on the created react-antive app

Create local.properties under React-Native-Project-Name/android then add the below code:

Android.sdk=C:\\Users\\donat\\AppData\\Local\\Android\\Sdk

(see AwesomeProject\READ ME.txt for reference)

Graphical user interface, text, application

Description automatically generated

Path -> Edit -> New -> C:\Users\donat\AppData\Local\Android\Sdk\platform-tools -> Ok

Graphical user interface, text, application

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1) create react-native app on visual studio code

C:\Users\donat\Documents>npx react-native init AwesomeProject

npx: installed 642 in 37.148s

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Welcome to React Native!

Learn once, write anywhere

√ Downloading template

√ Copying template

√ Processing template

√ Installing dependencies

Run instructions for Android:

• Have an Android emulator running (quickest way to get started), or a device connected.

• cd "C:\Users\donat\Documents\AwesomeProject" && npx react-native run-android

Run instructions for Windows:

• See https://aka.ms/ReactNativeGuideWindows for the latest up-to-date instructions.

C:\Users\donat\Documents>

2) Open android studio then open android folder on the created react-native app Project\_Name/android,

then click Tools -> AVD Manager then start the emulator

Graphical user interface

Description automatically generated

A screenshot of a computer

Description automatically generated with medium confidence

3) go back to the visual studio code then open terminal and run the app

C:\Users\donat\Documents\AwesomeProject>npx react-native run-android

info Running jetifier to migrate libraries to AndroidX. You can disable it using "--no-jetifier" flag.

Jetifier found 871 file(s) to forward-jetify. Using 12 workers...

info Starting JS server...

info Installing the app...

> Task :app:compileDebugJavaWithJavac

> Task :app:stripDebugDebugSymbols

Unable to strip the following libraries, packaging them as they are: libbetter.so, libc++\_shared.so, libevent-2.1.so, libevent\_core-2.1.so, libevent\_extra-2.1.so, libfabricjni.so, libfb.so, libfbjni.so, libflipper.so, libfolly\_futures.so, libfolly\_json.so, libglog.so, libglog\_init.so, libhermes-executor-common-debug.so, libhermes-executor-common-release.so, libhermes-executor-debug.so, libhermes-executor-release.so, libhermes-inspector.so, libimagepipeline.so, libjsc.so, libjscexecutor.so, libjsi.so, libjsijniprofiler.so, libjsinspector.so, liblogger.so, libmapbufferjni.so, libnative-filters.so, libnative-imagetranscoder.so, libreact\_codegen\_rncore.so, libreact\_debug.so, libreact\_nativemodule\_core.so, libreact\_render\_animations.so, libreact\_render\_attributedstring.so, libreact\_render\_componentregistry.so, libreact\_render\_core.so, libreact\_render\_debug.so, libreact\_render\_graphics.so, libreact\_render\_imagemanager.so, libreact\_render\_leakchecker.so, libreact\_render\_mapbuffer.so, libreact\_render\_mounting.so, libreact\_render\_runtimescheduler.so, libreact\_render\_scheduler.so, libreact\_render\_telemetry.so, libreact\_render\_templateprocessor.so, libreact\_render\_textlayoutmanager.so, libreact\_render\_uimanager.so, libreact\_utils.so, libreactconfig.so, libreactnativeblob.so, libreactnativejni.so, libreactnativeutilsjni.so, libreactperfloggerjni.so, librrc\_image.so, librrc\_modal.so, librrc\_progressbar.so, librrc\_root.so, librrc\_scrollview.so, librrc\_slider.so, librrc\_switch.so, librrc\_text.so, librrc\_textinput.so, librrc\_unimplementedview.so, librrc\_view.so, libturbomodulejsijni.so, libyoga.so.

> Task :app:installDebug

Installing APK 'app-debug.apk' on 'Pixel\_2\_API\_30(AVD) - 11' for app:debug

Installed on 1 device.

BUILD SUCCESSFUL in 14s

31 actionable tasks: 31 executed

info Connecting to the development server...

8081

info Starting the app on "emulator-5554"...

Starting: Intent { cmp=com.awesomeproject/.MainActivity }

Graphical user interface

Description automatically generated