Setting up the Cordova development environment

fork and edit tutorial (https://github.ibm.com/MFPSamples/DevCenter/tree/master/tutorials/en/foundation/8.0/setting-up-your-development-environment/cordova-development-environment.md) | report issue (https://github.ibm.com/MFPSamples/DevCenter/issues/new)

Overview

Cordova application development allows developers to use their preferred tools and code editors.
To get started with Cordova development (https://cordova.apache.org/) the very basic required step is to install the Cordova CLI. To continue with MobileFirst development in Cordova applications, the MobileFirst SDK plug-ins need to be added to the Cordova application.

Prerequisite: As you setup your Cordova development environment, make sure to also read the Setting up the MobileFirst development environment (../../setting-up-your-development-environment/mobilefirst-development-environment/) tutorial.

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Installing the Cordova CLI

MobileFirst Platform Foundation supports Apache Cordova CLI 6.0.0 (https://cordova.apache.org/news/2016/01/28/tools-release.html).
To install:

1. Download and install NodeJS v4.3 LTS (https://nodejs.org/en/).
2. From a **Command-line** window, run the command: `npm install -g cordova`.

Next steps

You can use your preferred code editor or alternative IDEs, such as Atom.io, Visual Studio Code, Eclipse, IntelliJ and others, to implement applications and adapters.

- Learn how to add the MobileFirst SDK to Cordova applications (../../adding-the-mfpf-sdk/cordova/).
- For applications development, refer to the Using the MobileFirst Platform Foundation SDK (../../using-the-mfpf-sdk/) tutorials.
- For adapters develpment, refer to the Adapters (../../adapters/) category as well as to the Developing Adapters in IDEs (../../adapters/developing-adapters) and testing and debugging adapters (../../adapters/testing-and-debugging-adapters/) tutorials.