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 iOS 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.

For applications development, refer to the Using the MobileFirst Platform Foundation SDK (../../using-the-mfpf-sdk/) tutorials.

For adapters development, 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.