

# Setting Up the Development Environment

## Overview

Before starting to develop client and server code using MobileFirst Foundation, the development environment needs to be set-up first. This includes installing various required software and tools. The following is a list of software you may need to install on your developer workstation, depending on your needs.

You can also find detailed step-by-step instructions in this workstation installation guide ([mobilefirst/installation-guide/](#)).

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## Server

You can use the MobileFirst Server either via the Mobile Foundation Bluemix service ([../..bluemix/using-mobile-foundation](#)), or locally using the IBM Developer Kit (used for local development purposes). The MobileFirst Server requires Java 7 or 8 to run.

If you intend on using the Mobile Foundation Bluemix service, an account on Bluemix.net is required.

## Application development

At the very minimum, the following software is needed:

- NodeJS (requirement for MobileFirst CLI)
- MobileFirst CLI
- Cordova CLI
- IDEs:
  - Xcode
  - Android Studio
  - Visual Studio
  - Atom.io / Visual Studio Code / WebStorm / IntelliJ / Eclipse / other IDEs

## Adapter development

At the very minimum, the following software is needed:

- NodeJS (requirement for MobileFirst CLI)
- *optional* MobileFirst CLI
- Maven (requires Java)
- IDEs:
  - IntelliJ / Eclipse / other IDEs

## Platform-specific instructions