

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 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.