

Setting up the Windows Universal and Windows Phone 8 development environment

fork and edit tutorial (<https://github.ibm.com/MFPSamples/DevCenter/tree/master/tutorials/en/foundation/7.1/setting-up-your-development-environment/setting-up-the-windows-8-and-windows-phone-8-development-environment.html>) | report issue (<https://github.ibm.com/MFPSamples/DevCenter/issues/new>)

Overview

Prerequisite: If you intend to use IBM MobileFirst Platform Studio or CLI to develop your application, first read the Setting up the MobileFirst development environment ([../setting-up-the-mobilefirst-development-environment/](#)) tutorial.

Before you start to develop, deploy, and test your Windows Universal and Windows Phone Silverlight 8 applications, an additional step is required for setting up the Windows and Windows Phone 8 development environment. This includes installing Visual Studio 2013.

Windows Universal and Windows Phone 8 development tools

Microsoft Visual Studio is an integrated development environment (IDE), which you can use to develop applications for either the Windows Universal or Windows Phone 8 platform.

Note: To create Windows 8 Universal applications, you must have a computer that runs *Windows 8.1* OS.

To download Visual Studio Express (2013 or greater) or Community Edition for Windows Phone, visit the Microsoft Visual Studio download website (<http://www.visualstudio.com/downloads/download-visual-studio-vs>).