

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/](#)).

Jump to:

- [Server](#)
- [Application development](#)
- [Adapter development](#)
- [Platform-specific instructions](#)

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