

# Deploy with expo and build with EAS

Expo Application Services (EAS)

## Key terms

- Name- It is located in the asset directory of the project, which is referred to as the name of the built application.
- Slug- It is also found in the asset directory of the created project or app. It is the name used for the created app in the app URL.
- App icon- It is the logo or icon of the app that people notice.
- Splash screen- It is referred to as the loading screen that is displayed when users open the app.

Let's walk through the steps of deploying React Native apps.

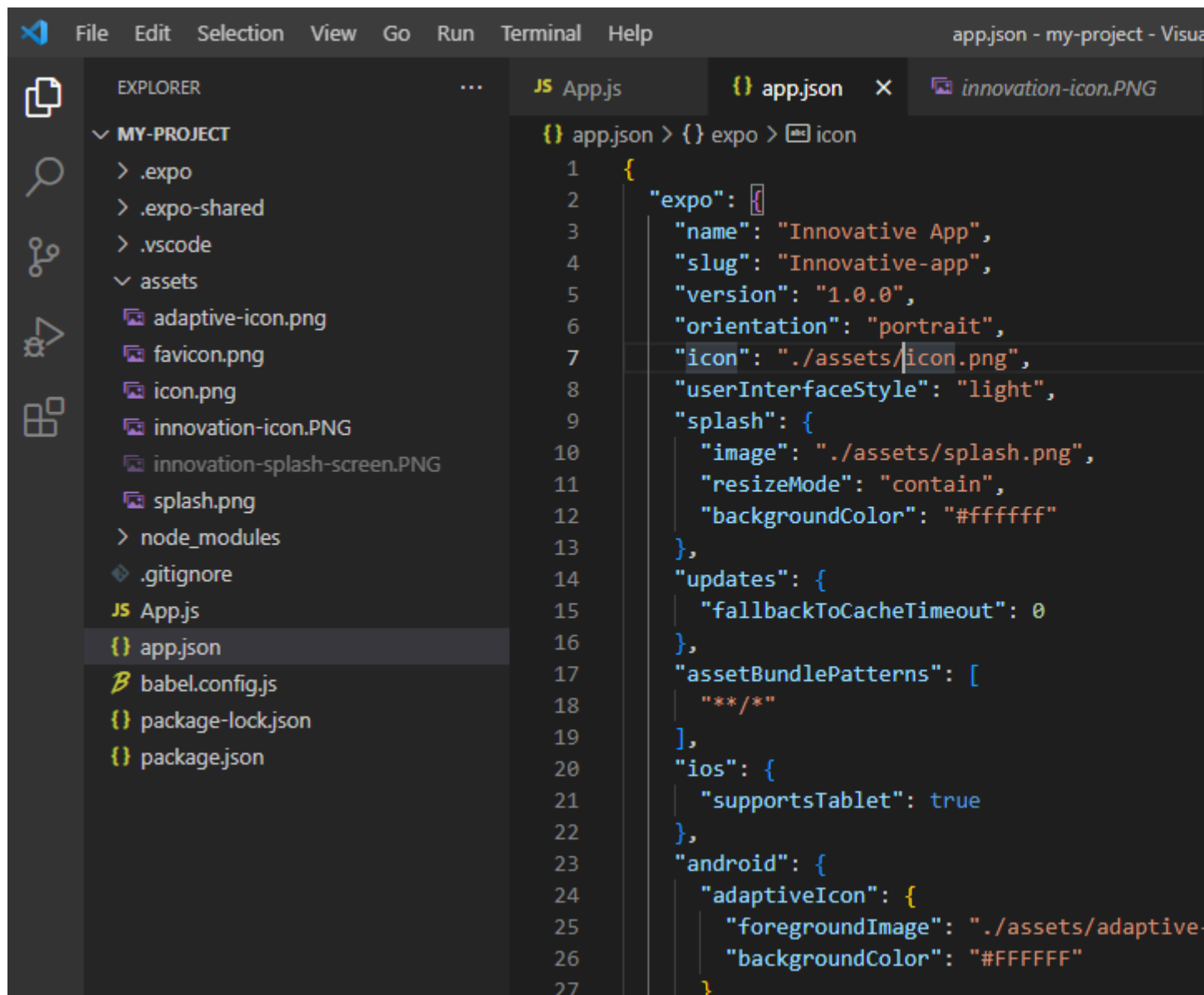
## Step 1: Creating an expo account

- Firstly, search for expo.dev/signup in your browser and signup to the Expo account. You will be launched on a page like the one attached below. If you already have an account, just log into the same. (dsrmurthy-srirama / Welcome@123)

## Step 2: Prerequisite setup

- Before starting with the further steps, you should build an expo app. Check the tutorial blog which gives step-by-step guidance on building an expo app.
- Open app.js on the Visual Studio Code which is the root directory app.
- Go to the app.json file. Here you need to make some changes in the "name" and "slug" sections. As you can see from Image 2, it has considered the default "name" and "slug" as my-project in both sections. I will change the "name" to "Innovative App" and "slug" to "Innovative-app".

Please note the "-" between each word of the app name is mandatory when you are changing the slug.



- Go to the assets directory and you will notice “icon.png” as the default app icon and “splash.png” as the default splash image. You can add different images to substitute this default display on your app screen. These are the images that people will see when they will open the app.
- I have added two different images named ‘innovation-icon’ and ‘innovation-splash-screen’ under the asset directory. Refer to Image 4. It will also be visible in the root directory of the project as shown in image 5.

- Change the app icon and splash image from the app.json file by only substituting the default images with the new images.
- You also have to change the name from the icon and splash image on the right side. Here, I have substituted the icon name as “./assets/innovation-icon.png” and Splash image as “./assets/innovation-splash-screen.png”. Refer to image 6.
- Just change the name similar to the name with which you have saved the app icon and splash screen. Please note, that you have to use a square-sized image for the app icon. Delete the default images from the asset directory by simply right-clicking on the delete option. Also, don't forget to save (ctrl+s) as you proceed with these modifications.

### Step 3: 'jest-app' deployment with expo on expo store

- Log in to your expo account. Again run the command prompt as administrator and pass expo login in it. Provide your email address and password and hit enter.

\$ expo login

```
C:\jest-app>expo login

There is a new version of expo-cli available (6.1.0).
You are currently using expo-cli 6.0.8
Install expo-cli globally using the package manager of your choice;
for example: `npm install -g expo-cli` to get the latest version

✓ Username/Email Address: ... dsrmurthysoftware@gmail.com
✓ Password: ... *****

Success. You are now logged in as dsrmurthy-srirama.

C:\jest-app>
```

- Type `expo publish` and wait for some time we get a message “Publish complete”

\$ expo publish

```
- Optimization: Project may contain uncompressed images. Optimizing image assets can improve app size and performance.
  To fix this, run npx expo-optimize. Learn more: https://docs.expo.dev/distribution/optimizing-updates/#optimize-images

Building optimized bundles and generating sourcemaps...
Starting Metro Bundler
Started Metro Bundler
Android Bundling complete 98135ms

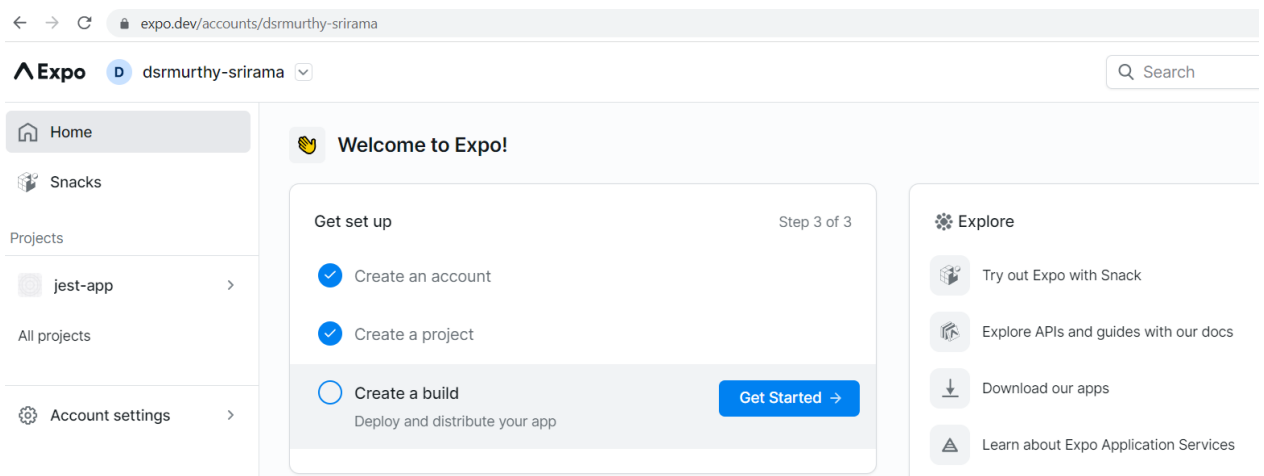
Bundle          Size
┌ index.ios.js    862 kB
├ index.android.js 865 kB
├ index.ios.js.map 3.58 MB
└ index.android.js.map 3.59 MB

JavaScript bundle sizes affect startup time. Learn more: https://expo.fyi/javascript-bundle-sizes

Analyzing assets
Saving assets
```

#### Step 4: Cross checking

- This is not an app deployment step but just a step to cross-check whether the app has been published or not.
  - Go to your Expo account.



Expo dsrmurthy-srirama > jest-app

← Dashboard

Overview

Deploy

Deployments

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Branches

## Overview

### jest-app

Owner	Slug	ID
dsrmurthy-srirama	jest-app	5be4bd2f-2512-41bf-b959-5cbc75e6ccca

**New: GitHub Commit Links**

Connect your app to a GitHub repository to enable EAS Build/Update commit links and future GitHub integrations.

- If you want to show the app on profile. Go to settings and change the default “Unlisted” to “Public”.

## Project settings

### Project display info

How your project appears on the Expo website

**Display name**  
A human-readable name for your Expo project

jest-app

Save

### Project privacy

Making your project public will allow anyone to see your project on your profile.

Public

- You can scan the QR code and run the application on the Expo Go app installed on the phone.

**Congratulations! You have successfully deployed the app in the Expo App store.**

To create the Build:

<https://docs.expo.dev/build/setup/>

EAS Build allows you to build a ready-to-submit binary of your app for the Google Play Store or Apple App Store

[Install the latest EAS CLI](#)

EAS CLI is the command-line app used to interact with EAS services from terminal. To install it, run the command:

```
$ npm install -g eas-cli
```

[Log in to Expo account](#)

If you are already signed in to an Expo account using Expo CLI, you can skip the steps described in this section

```
$ eas login
```

```
C:\WINDOWS\system32\cmd.exe
C:\jest-app>npm install -g eas-cli

added 361 packages, and audited 362 packages in 38s

35 packages are looking for funding
  run `npm fund` for details

2 high severity vulnerabilities

Some issues need review, and may require choosing
a different dependency.

Run `npm audit` for details.

C:\jest-app>eas login
Log in to EAS
✓ Email or username ... dsrmurthysoftware@gmail.com
✓ Password ... *****
Logged in
```

### Configure the project

To configure an iOS or an Android project for EAS Build, run the following command:

**\$ eas build:configure**

Select All from the list

```
C:\WINDOWS\system32\cmd.exe
C:\jest-app>eas build:configure
EAS project not configured.
✓ Existing EAS project found for @dsrmurthy-srirama/jest-app (id = 5be4bd2f-2512-41bf-b959-5cbc75e6ccca). Configure this project? ... yes
✓ Linked local project to EAS project 5be4bd2f-2512-41bf-b959-5cbc75e6ccca
☑ The following process will configure your iOS and/or Android project to be compatible with EAS Build. These changes only apply to your local project files and you can safely revert them at any time.

✓ Which platforms would you like to configure for EAS Build? » All
✓ Generated eas.json

☑ Your project is ready to build.

- Run eas build when you are ready to create your first build.
- Once the build is completed, run eas submit to upload the app to app stores.
- Learn more about other capabilities of EAS Build: https://docs.expo.dev/build/introduction
```

**\$ eas build --platform android** or **ios**

Or **\$ eas build --platform all**

```
C:\jest-app> eas build --platform android
```

Android application id Learn more: <https://expo.fyi/android-package>

? What would you like your Android application id to be? » com.dsrmurthysrirama.jestapp

Generate android keystore: Yes

☐ Android build

✓ Using remote Android credentials (Expo server)

✓ Generate a new Android Keystore? ... yes ☐ Android build

✓ Using remote Android credentials (Expo server)

✓ Generate a new Android Keystore? ... yes



```
C:\jest-app>eas build --platform android
✓ Using remote Android credentials (Expo server)
✓ Using Keystore from configuration: Build Credentials lyKa0u3__5 (default)

Compressing project files and uploading to EAS Build. Learn more: https://expo.fyi/eas-build-archive
✓ Uploaded to EAS

Build details: https://expo.dev/accounts/dsrmurthy-srirama/projects/jest-app/builds/7b006843-3c3f-4db0-a1a2-a1253957c90c

Waiting for build to complete. You can press Ctrl+C to exit.
| Build in progress...
```

\$ eas build:list

### [Distribute your app to an app store](#)

You will only be able to submit to an app store if you built specifically for that purpose. If you created a build for a store, [learn how to submit your app to app stores with EAS Submit](#).

### [Install and run the app](#)

You will only be able to install the app directly to your Android device/iOS Simulator if you explicitly built it for that purpose. If you built for app store distribution, you will need to upload to an app store and then install it from there (for example, from Apple's TestFlight app).

To learn how to install the app directly to your Android device/iOS Simulator, navigate to your build details page from [your build dashboard](#) and click the "Install" button.