**To Do List Documentation**

**1-Setting Up Expo**

To start app setup, you must download the Expo app on your mobile device. After downloading the app, you may proceed with next step.

I used the quick start for expo on their website (<https://docs.expo.dev/>). This helped save time and build a skeleton for the app to enhance on it. In the website the command: (npx create-expo-app@latest) was used in the terminal of my PC to setup Expo. After running this command, you could choose the Operating System you want (Android, Apple, or Web). After successfully running this command a QR code will show in your terminal. You should scan the QR code using the scan QR option on the expo app on your mobile.

A screenshot of a computer

Description automatically generated

After successfully scanning, you will have access to your app. Moreover, the template for your project is added to your file directory and setting up Expo itself is complete.

A screenshot of a phone

Description automatically generated

To test your project, the command:( npm run web) was used to start the server on your localhost to test your project on your mobile device. To open the application, you had to click the app after scanning the QR code as told while setting up expo. If done correctly, the app will be ready for use and you could start testing your application.

**2- Testing the app**

After setting up, you could start testing the app itself which is simple. As seen in the image above the application itself will be inside your expo application. If you click your app(InternApp in our example) the application will start loading and will eventually open. To test the app you must ensure that the server is running and your mobile is correctly linked to server, here is an example.



You should get this text in your terminal after successfully connecting to the server.

A white background with black dots

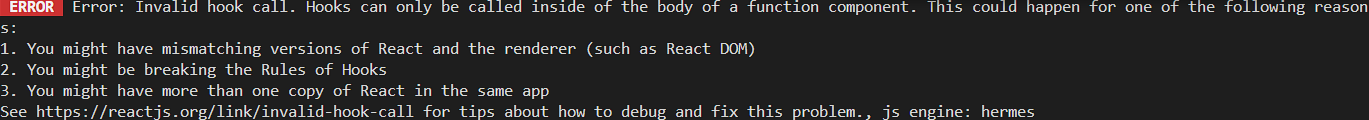
Description automatically generated

As seen above, I successfully opened my application and can test the functionality of the application. To make sure that changes you do inside your code is up to date. You could open Fast Refresh to update automatically the changes inside your code.

A screenshot of a phone

Description automatically generated

You should also save the changes in your code files after changing them to the application can be refreshed with the new changes. Now you can successfully test your application, you should take care for errors or warning that can occur that may stop your application from working correctly. Errors and warning are both inside your application when you boot it on your mobile and in terminal too. Here is an example for both terminal error and error inside the expo application.



A screenshot of a computer program

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