

App store vs Play store

The App Store is Apple's platform for distributing iOS and macOS apps, while the Play Store is Google's platform for Android apps. The App Store has stricter review policies and requires apps to be signed with Apple certificates, whereas the Play Store is generally more flexible. App submission, pricing models, and update procedures also differ between the two stores.

What is Signing?

Signing is the process of digitally attaching a certificate to an app to verify its authenticity and integrity. It ensures that the app comes from a trusted developer and hasn't been tampered with. Both iOS and Android require app signing before the app can be installed or distributed on their stores.

What is provisioning?

Provisioning is the process of setting up an app so only approved devices can install and run it. On iOS, this is done using provisioning profiles that list allowed devices and certificates. It helps keep the app secure and prevents unauthorized installations.

What is an OTA update?

An OTA (Over-The-Air) update allows an app to update its JavaScript bundle and assets without requiring a full reinstall from the store. OTA updates cannot modify native code or system-level libraries, only the app's runtime content.

Why Expo Needs Runtime Version?

Expo uses the runtime version to ensure that the app bundle is compatible with the native code of the installed app.

File Edit Selection View Go Run Terminal Help

ProjectBuild

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

powerShell - my-app

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✓ Uploaded assetmap.json 1s
✓ Uploaded 2 app bundles
✓ Uploading assets skipped - no new assets found
i 39 iOS assets, 39 Android assets (maximum: 2000 total per update). Learn more about asset limits: <https://expo.fyi/eas-update-asset-limits>
✖ Computing the project fingerprints is taking longer than expected...
[expo-cli] _expo/static/js/ios/index-985ad8db682bca510afec8e3170867d3.hbc (1.83 MB)
[expo-cli] _expo/static/js/ios/index-985ad8db682bca510afec8e3170867d3.hbc.map (5.78 MB)
[expo-cli]
[expo-cli] > android bundles (2):
[expo-cli] _expo/static/js/android/index-33d58754a1af7f66e6bdfd78e0fc5c46.hbc (1.83 MB)
[expo-cli] _expo/static/js/android/index-33d58754a1af7f66e6bdfd78e0fc5c46.hbc.map (5.8 MB)
[expo-cli]
[expo-cli] > Files (2):
[expo-cli] assetmap.json (19.7 kB)
[expo-cli] metadata.json (5.11 kB)
[expo-cli]
[expo-cli] Exported: dist
✓ Exported bundle(s)
✓ Uploaded assetmap.json
✓ Uploaded 2 app bundles
✓ Uploading assets skipped - no new assets found
i 39 iOS assets, 39 Android assets (maximum: 2000 total per update). Learn more about asset limits: <https://expo.fyi/eas-update-asset-limits>
✖ Computing the project fingerprints is taking longer than expected...
To skip this step, set the environment variable: EAS_SKIP_AUTO_FINGERPRINT=1
✓ Computed project fingerprints
✓ Published!

Branch preview
Runtime version 1.0.0
Platform android, ios
Update group ID a34ef8fd-fedd-4b48-81f0-374156df50da
Android update ID c01481a1-e53f-44f0-a981-fd4a597559a8
iOS update ID 9796de6e-47ba-40fc-b559-8e92ec987914
Message
EAS Dashboard <https://expo.dev/accounts/shajid-mahmud/projects/my-app/updates/a34ef8fd-fedd-4b48-81f0-374156df50da>

PS C:\Users\shazi\Documents\ProjectBuild\my-app>

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