



Department of
Media Software

2021 2nd semester
Mobile Computing

Prof.
gabkeun choi Ph.D.

Mobile Computing

8th Lecture

Cordova

MAC 개발환경 설정
Windows 개발환경 설정



Regular(OFF)
UGRD

모바일컴퓨팅(1) [미디어소프트웨어학과/001] (화 11:55~12:45, 13:45~14:35) **NEW**
최갑근



Regular(OFF)
UGRD

모바일컴퓨팅(1) [미디어소프트웨어학과/002] (화 14:40~15:30, 16:30~17:20)
최갑근



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Learning Objectives – In practical approach

1. Cordova installation
 - i. MAC Development environment setup
 - ii. Window Development environment setup



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I. MAC 개발환경 설정하기

<https://cordova.apache.org/docs/en/8.x/guide/cli/index.html>

<https://cordova.apache.org/docs/en/8.x/guide/platforms/ios/index.html>

<https://cordova.apache.org/docs/en/8.x/guide/platforms/android/index.html#requirements-and-support>

기본 개발환경 구성

1. Homebrew 설치

https://brew.sh/index_ko

```
$ /usr/bin/ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"
```



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2. Java 다운로드 및 설치 (JDK)

<https://www.oracle.com/technetwork/java/javase/downloads/index.html>

3. Node 설치

\$ **brew install node**

4. Gradle 설치

<https://gradle.org/install/>

\$ **brew install gradle**

5. CocoaPods 설치

<https://cocoapods.org/>

\$ **sudo gem install cocoapods**

\$ **pod setup**



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6. Android 다운로드 및 설치

<https://developer.android.com/studio/install?hl=ko>

7. Xcode 다운로드 및 설치 (AppStore)

```
$ sudo xcode-select -s /Applications/Xcode.app/Contents/Developer
```

```
$ npm install -g ios-sim
```

```
$ npm install -g ios-deploy
```



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8. 코르도바 환경설정 확인

코르도바 환경을 체크하여 설치가 필요한 부분을 알려줍니다.

Android target: not installed : 안드로이드 SDK 관련하여 저같은 경우 API level 27을 설치해달라고 나오네요...
스튜디오 실행 후 오른쪽 하단 Configure > SDK manager > SDK Platforms 에서 Android 8.1 (oreo)가 API level 27이라 설치해주었습니다.

CocoaPods 같은 경우도 콘솔상에서 설치 되지 않은 경우 설치하라고 알려줍니다.

\$ cordova requirements

Android Studio project detected

Requirements check results for android:

Java JDK: installed 1.8.0

Android SDK: installed true

Android target: installed android-28,android-27,android-24

Gradle: installed /usr/local/Cellar/gradle/4.10.2/bin/gradle

Requirements check results for ios:

Apple macOS: installed darwin

Xcode: installed 10.1

ios-deploy: installed 1.9.4

CocoaPods: installed 1.5.3



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Path 설정

```
vi ~/.zshrc
```

```
vi 에서 I, insert 모드  
:wq+ 엔터 저장
```

```
export JAVA_HOME=/Library/Java/JavaVirtualMachines/jdk1.8.0_311.jdk/Contents/Home  
export PATH=${PATH}:$JAVA_HOME/bin  
export ANDROID_HOME=$HOME/Library/Android/sdk  
export PATH=$PATH:$ANDROID_HOME/emulator  
export PATH=$PATH:$ANDROID_HOME/tools  
export PATH=$PATH:$ANDROID_HOME/tools/bin  
export PATH=$PATH:$ANDROID_HOME/platform-tools
```



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II. Windows 개발환경 설정하기

Java SE Development Kit 설치

- 공식웹사이트에서 SDK를 다운로드합니다.
- JDK 설치가 완료되면 환경변수 > 시스템 변수에 JAVA_HOME을 추가해야 합니다.
- 그 후에 환경변수 > PATH에 % JAVA_HOME%\bin을 추가합니다.



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Android Studio에서 Android SDK 설치(Android App를 만들 경우)

- 공식 웹 사이트에서 Android Studio를 다운로드합니다.
- Android Studio를 설치합니다.
- 설치가 완료되면 환경변수 > 시스템 변수에 ANDROID_HOME을 추가합니다.
 - 기본 경로: C:\Users\[사용자명]\AppData\Local\AndroidSdk
- 환경변수 > PATH에 아래 경로들을 추가합니다.
 - %ANDROID_HOME%
 - %ANDROID_HOME%\tools
 - %ANDROID_HOME%\platform-tools
- Android SDK 라이선스 동의
 - 명령 프롬프트 창을 띄운 후 아래 명령어를 입력합니다.



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```
%ANDROID_HOME%/tools/bin/sdkmanager --licenses
```

* 라이선스 동의를 하지 않을 경우 아래와 같은 오류 메시지가 발생합니다.

Failed to install the following Android SDK packages as some licences have not been accepted

- 명령 프롬프트 창이 켜져 있다면 닫고 다시 열어야 합니다.



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Gradle 설치

* Gradle이 없는 상태에서 Android를 build 할 경우 아래와 같은 오류가 발생합니다.

Error Could not find an installed version of Gradle either in Android Studio

1) <https://gradle.org/install/> 에서 Gradle을 다운로드합니다.

1-1) release page 링크 클릭

Installation

The current Gradle release is 6.6.1. You can download binaries and view docs for all Gradle versions from the [releases page](#).

- [Prerequisites](#)
- [Additional resources](#)
- [Installing with a package manager](#)
- [Installing manually](#)
- [Upgrade with the Gradle Wrapper](#)
- [Older Releases](#)
- [Command-Line Completion](#)



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1-2) 설치할 버전의 다운로드 링크 클릭

Getting Started Resources

The Gradle team offers free [training](#) courses each month.

There are many [Gradle tutorials](#) available to help you get started quickly. Many [working samples](#) can be directly downloaded and run without installing Gradle first.

🏷 **v6.6.1**

📅 Aug 25, 2020

- Download: [binary-only or complete](#)
- [User Manual](#)
- [API Javadoc](#)
- [DSL Reference](#)
- [Release Notes](#)



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Cordova CLI 설치 방법

Cordova Command-line tool은 npm package로 배포됩니다.

- 1) Node.js를 다운로드 후 설치합니다.
- 2) Node.js의 npm을 이용하여 cordova를 설치합니다.

Windows key + R 입력 후 cmd를 입력하여 command 창을 띄운 후 아래 명령어를 입력합니다.

```
C:\W>npm install -g cordova
```

-g 옵션은 전역적으로 cordova를 설치하도록 하는 옵션입니다. 이 옵션을 사용하지 않으면 현재 작업 폴더의 하위 폴더에 설치됩니다.



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