

Setting up the development environment

This page will help you install and build your first React Native app.

If you are new to mobile development, the easiest way to get started is with Expo Go. Expo is a set of tools and services built around React Native and, while it has many [features](#), the most relevant feature for us right now is that it can get you writing a React Native app within minutes. You will only need a recent version of Node.js and a phone or emulator. If you'd like to try out React Native directly in your web browser before installing any tools, you can try out [Snack](#).

If you are already familiar with mobile development, you may want to use React Native CLI. It requires Xcode or Android Studio to get started. If you already have one of these tools installed, you should be able to get up and running within a few minutes. If they are not installed, you should expect to spend about an hour installing and configuring them.

Expo Go Quickstart

React Native CLI Quickstart

Follow these instructions if you need to build native code in your project. For example, if you are integrating React Native into an existing application, or if you ran "prebuild" from Expo to generate your project's native code, you'll need this section.

The instructions are a bit different depending on your development operating system, and whether you want to start developing for iOS or Android. If you want to develop for both Android and iOS, that's fine - you can pick one to start with, since the setup is a bit different.

Development OS

macOS

Windows

Linux

Target OS

Android

iOS

Installing dependencies

Installing dependencies

You will need Node, Watchman, the React Native command line interface, a JDK, and Android Studio.

While you can use any editor of your choice to develop your app, you will need to install Android Studio in order to set up the necessary tooling to build your React Native app for Android.

Node & Watchman

We recommend installing Node and Watchman using [Homebrew](#). Run the following commands in a Terminal after installing Homebrew:

```
brew install node
brew install watchman
```

If you have already installed Node on your system, make sure it is Node 16 or newer.

[Watchman](#) is a tool by Facebook for watching changes in the filesystem. It is highly recommended you install it for better performance.

Java Development Kit

We recommend installing the OpenJDK distribution called Azul **Zulu** using [Homebrew](#). Run the following commands in a Terminal after installing Homebrew:

```
brew tap homebrew/cask-versions
brew install --cask zulu11

# Get path to where cask was installed to double-click installer
brew info --cask zulu11
```

After you install the JDK, update your `JAVA_HOME` environment variable. If you used above steps, JDK will likely be at `/Library/Java/JavaVirtualMachines/zulu-`

`11.jdk/Contents/Home`

The Zulu OpenJDK distribution offers JDKs for **both Intel and M1 Macs**. This will make sure your builds are faster on M1 Macs compared to using an Intel-based JDK.

If you have already installed JDK on your system, we recommend JDK 11. You may encounter problems using higher JDK versions.

Android development environment

Setting up your development environment can be somewhat tedious if you're new to Android development. If you're already familiar with Android development, there are a few things you may need to configure. In either case, please make sure to carefully follow the next few steps.

1. Install Android Studio

Download and install Android Studio. While on Android Studio installation wizard, make sure the boxes next to all of the following items are checked:

- Android SDK
- Android SDK Platform
- Android Virtual Device

Then, click "Next" to install all of these components.

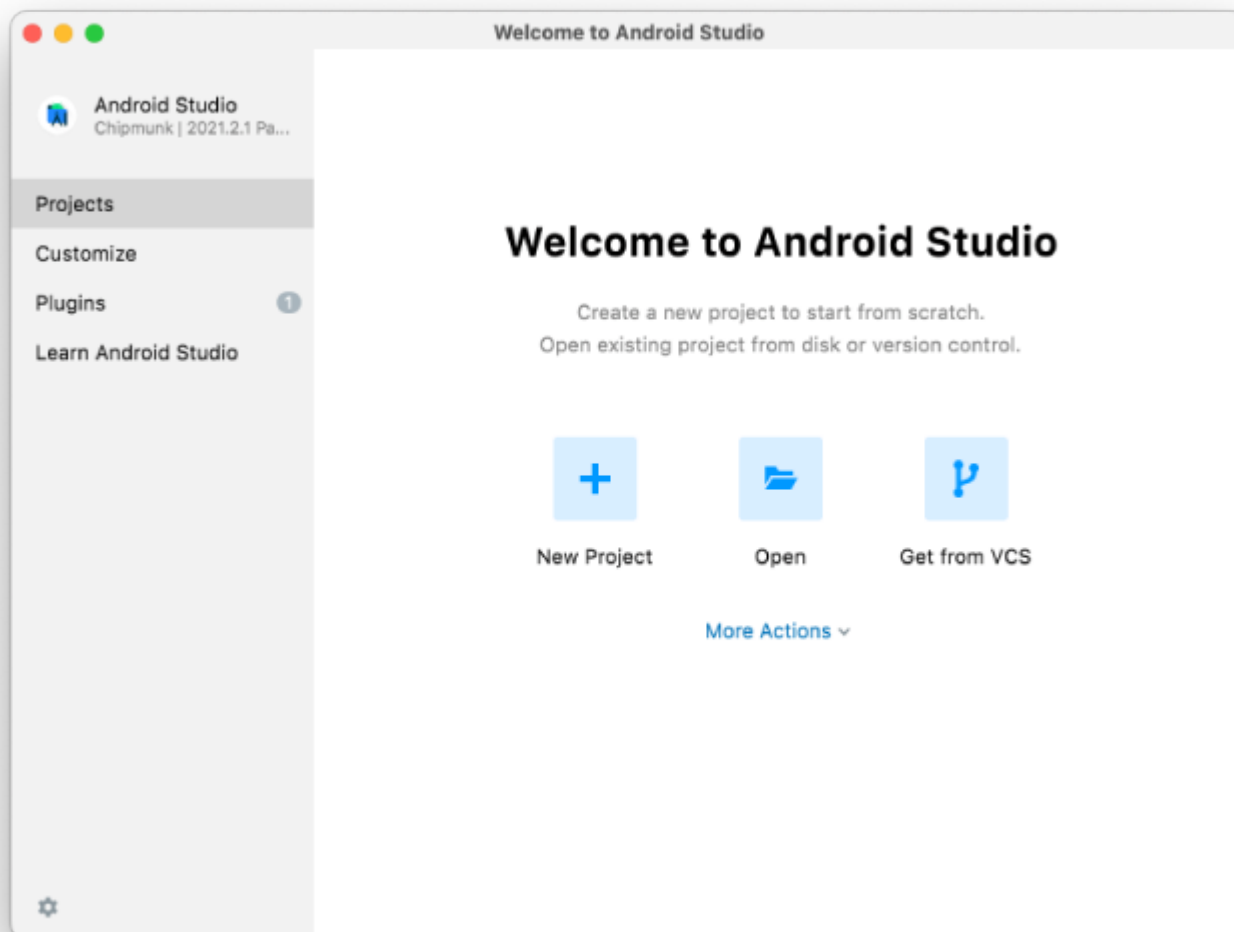
If the checkboxes are grayed out, you will have a chance to install these components later on.

Once setup has finalized and you're presented with the Welcome screen, proceed to the next step.

2. Install the Android SDK

Android Studio installs the latest Android SDK by default. Building a React Native app with native code, however, requires the **Android 13 (Tiramisu)** SDK in particular. Additional Android SDKs can be installed through the SDK Manager in Android Studio.

To do that, open Android Studio, click on "More Actions" button and select "SDK Manager".



The SDK Manager can also be found within the Android Studio "Preferences" dialog, under **Appearance & Behavior** → **System Settings** → **Android SDK**.

Select the "SDK Platforms" tab from within the SDK Manager, then check the box next to "Show Package Details" in the bottom right corner. Look for and expand the Android 13 (Tiramisu) entry, then make sure the following items are checked:

- Android SDK Platform 33
- Intel x86 Atom_64 System Image Or Google APIs Intel x86 Atom System Image Or (for Apple M1 Silicon) Google APIs ARM 64 v8a System Image

Next, select the "SDK Tools" tab and check the box next to "Show Package Details" here as well. Look for and expand the "Android SDK Build-Tools" entry, then make sure that 33.0.0 is selected.

Finally, click "Apply" to download and install the Android SDK and related build tools.

3. Configure the `ANDROID_HOME` environment variable

The React Native tools require some environment variables to be set up in order to build apps with native code.

Add the following lines to your `~/.zprofile` or `~/.zshrc` (if you are using `bash`, then `~/.bash_profile` or `~/.bashrc`) config file:

```
export ANDROID_HOME=$HOME/Library/Android/sdk
export PATH=$PATH:$ANDROID_HOME/emulator
export PATH=$PATH:$ANDROID_HOME/platform-tools
```

Run `source ~/.zprofile` (or `source ~/.bash_profile` for `bash`) to load the config into your current shell. Verify that `ANDROID_HOME` has been set by running `echo $ANDROID_HOME` and the appropriate directories have been added to your path by running `echo $PATH`.

Please make sure you use the correct Android SDK path. You can find the actual location of the SDK in the Android Studio "Preferences" dialog, under **Appearance & Behavior** → **System Settings** → **Android SDK**.

React Native Command Line Interface

React Native has a built-in command line interface. Rather than install and manage a specific version of the CLI globally, we recommend you access the current version at runtime using `npx`, which ships with Node.js. With `npx react-native <command>`, the current stable version of the CLI will be downloaded and executed at the time the command is run.

Creating a new application

If you previously installed a global `react-native-cli` package, please remove it as it may cause unexpected issues:

```
npm uninstall -g react-native-cli @react-native-community/cli
```

React Native has a built-in command line interface, which you can use to generate a new project. You can access it without installing anything globally using `npx`, which ships with Node.js. Let's create a new React Native project called "AwesomeProject":

```
npx react-native@latest init AwesomeProject
```

This is not necessary if you are integrating React Native into an existing application, if you "ejected" from Expo, or if you're adding Android support to an existing React Native project (see [Integration with Existing Apps](#)). You can also use a third-party CLI to init your React Native app, such as [Ignite CLI](#).

[Optional] Using a specific version or template

If you want to start a new project with a specific React Native version, you can use the `--version` argument:

```
npx react-native@X.XX.X init AwesomeProject --version X.XX.X
```

You can also start a project with a custom React Native template with the `--template` argument.

Preparing the Android device

You will need an Android device to run your React Native Android app. This can be either a physical Android device, or more commonly, you can use an Android Virtual Device which allows you to emulate an Android device on your computer.

Either way, you will need to prepare the device to run Android apps for development.

Using a physical device

If you have a physical Android device, you can use it for development in place of an AVD by plugging it in to your computer using a USB cable and following the instructions [here](#).

Using a virtual device

If you use Android Studio to open `./AwesomeProject/android`, you can see the list of available Android Virtual Devices (AVDs) by opening the "AVD Manager" from within Android Studio. Look for an icon that looks like this:



If you have recently installed Android Studio, you will likely need to [create a new AVD](#). Select "Create Virtual Device...", then pick any Phone from the list and click "Next", then select the **Tiramisu** API Level 33 image.

Click "Next" then "Finish" to create your AVD. At this point you should be able to click on the green triangle button next to your AVD to launch it, then proceed to the next step.

Running your React Native application

Step 1: Start Metro

First, you will need to start Metro, the JavaScript bundler that ships with React Native. Metro "takes in an entry file and various options, and returns a single JavaScript file that includes all your code and its dependencies."—[Metro Docs](#)

To start Metro, run following command inside your React Native project folder:

npm **Yarn**

```
yarn start
```

If you're familiar with web development, Metro is a lot like webpack—for React Native apps. Unlike Kotlin or Java, JavaScript isn't compiled—and neither is React Native.

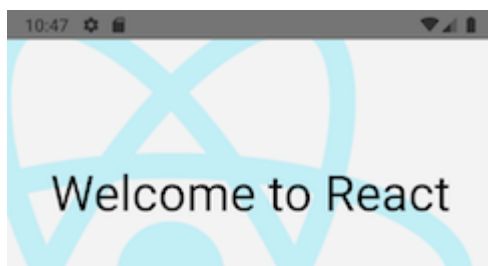
Bundling isn't the same as compiling, but it can help improve startup performance and translate some platform-specific JavaScript into more widely supported JavaScript.

Step 2: Start your application

npm **Yarn**

```
yarn android
```

If everything is set up correctly, you should see your new app running in your Android emulator shortly.



Step One

Edit **App.js** to change this screen and then come back to see your edits.

See Your Changes

Double tap **R** on your keyboard to reload your app's code.

Debug

Press **menu button** or **Shake** your device to open the React Native debug menu.

Learn More

Read the docs to discover what to do next:



This is one way to run your app - you can also run it directly from within Android Studio.

If you can't get this to work, see the [Troubleshooting](#) page.

Modifying your app

Now that you have successfully run the app, let's modify it.

- Open `App.tsx` in your text editor of choice and edit some lines.
- Press the `R` key twice or select `Reload` from the Dev Menu (`Cmd` + `M`) to see your changes!

That's it!

Congratulations! You've successfully run and modified your first React Native app.




Now what?

- If you want to add this new React Native code to an existing application, check out the [Integration guide](#).

If you're curious to learn more about React Native, check out the [Introduction to React Native](#).

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