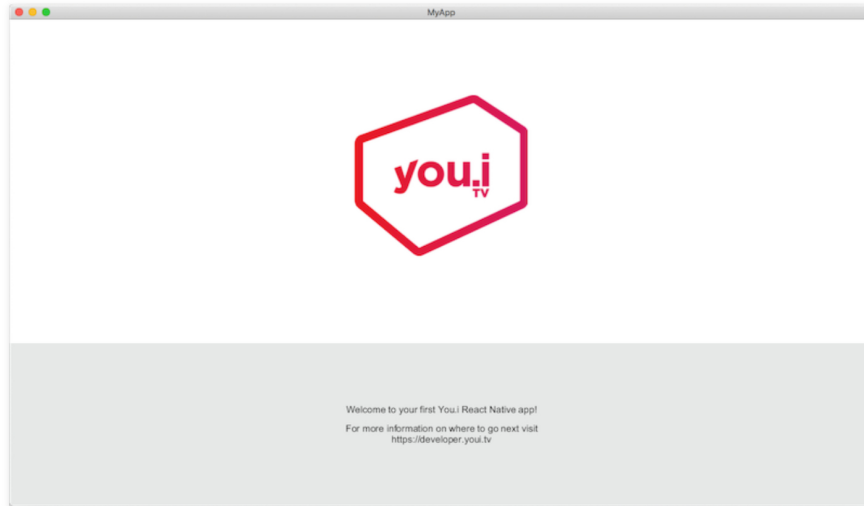# Your First App

The best part about You.i Engine One is that you can code your application *just once* and deploy it on multiple target platforms. It's easy to get started, especially if you're already familiar with React Native.

Follow this tutorial to build your first You.i React Native app. From there, we'll add features that give you the building blocks needed to write your own app.

Setup

This tutorial is written for You.i Engine One release 5.12. It works on development platforms **macOS**, **Linux**, or **Windows**. Before you get started, make sure you have NPM and Yarn installed.

Let's Go!

Important: You'll need a You.i Engine One product key to run the tutorial. If you don't have one, request one here.

1. Install the You.i TV command line interface tool, You.i Engine One, and any required dependencies `youi-tv doctor` requests.

```
yarn global add youi-cli
youi-tv login     # Enter your product key when prompted.
youi-tv install   # If asked, accept most recent version of Babel or other dependencies
youi-tv doctor    # Resolve any missing components (but don't worry about Android for now)
```

Use `youi-tv doctor --help` to get more information about `doctor`.

2. Set up scaffolding for your app with `youi-tv init`.

```
youi-tv init MyApp   # Creates a folder called MyApp for your project
cd MyApp
```

Then build (choose the tab for your current development platform):

Mac   Linux   Windows

```
youi-tv build -p osx
```

3. Run your sample! First, use Yarn to start the Metro bundler.

5. Run your sample. First, use yarn to start the Metro bundler.

```
yarn start
# Wait for the server to start (You'll see: "Loading dependency graph, done.")
```

Then open a second terminal window, `cd MyApp` and start the sample app using the command below.

Mac   Linux   Windows

```
./youi/build/osx/Debug/MyApp
```

That's it! You've got a working sample application and framework for developing your own custom app.

Next, try customizing your app.

📅 **Updated:** February 18, 2020