

Appium Environment setup for mac

1. Install Node.Js from <https://nodejs.org/en/>
 - a. Confirm the installation by running

```
$ npm -v
```

5.5.1

```
$ node -v
```

v8.9.1
2. Install Homebrew from NPM
 - a. Run `$ npm install homebrew` in terminal window
 - b. Confirm the installation by running

```
$ brew -v
```

Homebrew 1.3.9
3. Install and configure Xcode command line tool
 - a. Install latest Xcode version from Appstore
 - b. Run `$ xcode-select --install` in terminal window in order install command line tool
 - c. Check the selected xcode command line path by running

```
$ xcode-select -p
```

/Applications/Xcode 9.1.app/Contents/Developer
4. Install Carthage dependancy manager
 - a. Run `$ brew install carthage`
 - b. Confirm the installation by running

```
$ carthage version
```

0.27.0
5. Install Appium server through NPM
 - a. Run `$ npm install -g appium` in terminal window
6. Install iOS Real device dependencies

```
$ brew install libimobiledevice --HEAD
```

```
$ brew install ideviceinstaller --HEAD
```

```
$ brew install ios-webkit-debug-proxy --HEAD
```

```
$ npm install -g ios-deploy
```
7. Open the Xcode project at

```
/usr/local/lib/node_modules/appium/node_modules/appium-xcuitest-driver/WebDriverAgent
```

 - a. Login to Apple developer account in xcode and add certificates as descibed in <https://github.com/appium/appium-xcuitest-driver/blob/master/docs/real-device-config.md>

- b. Navigate to the project directory `~/WebDriverAgent$ run`
`./Scripts/bootstrap.sh`
 - c. Connect the real device and run `$ xcodebuild -project`
`WebDriverAgent.xcodeproj -scheme WebDriverAgentRunner`
`-destination id=<udid> test`
8. For android install Android studio and required API SDK versions
 - a. Download and install from <https://developer.android.com/studio/index.html>
 - b. Set **\$ANDROID_HOME** environment variable pointing to `~/Library/Android/sdk`
 - c. Also add `~/Library/Android/sdk/platform-tool`; `~/Library/Android/sdk/tools` directories to **\$PATH**
 - d. Make sure **\$JAVA_HOME** environment variable set and added to **\$PATH**

Note: The path needs to be updated as per current machine installation location

Tools and version details:

OS Name & Version	: High Sierra v10.13.1
XCODE	: 9.1
ANDROID STUDIO	: 3.0.1
APPIUM	: 1.7.1
JAVA	: 1.8u53
NODE & NPM	: 8.9.1 & 5.5.1
CARTHAGE	: 0.27.0
HOME BREW	: 1.4.0
LIBMOBILEDEVICE	: 1.2.0.2
IOS-DEPLOY	: 1.9.2
IDE	: Eclipse Neon.3 Release (4.6.3)

Supported Mobile OS Platform Details

iOS	: iOS 9.3 & above(v11.1)
Android	: Android 4.4 & above(v7.1.1)