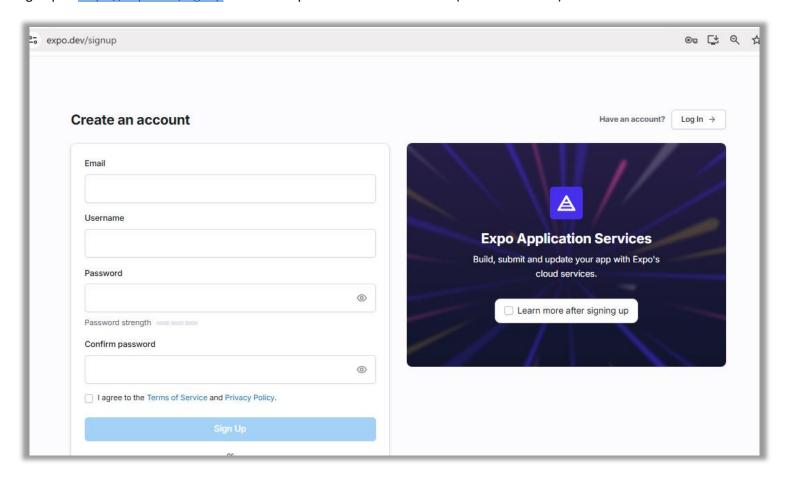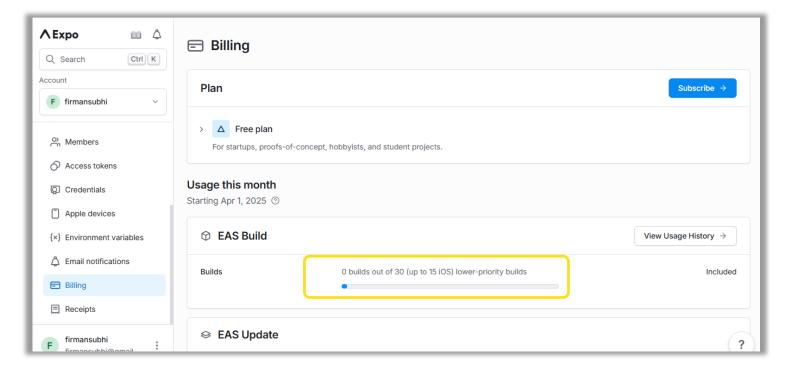# Build Expo Apps

Sign up at https://expo.dev/signup to create expo account. Use Free Plan (Default member)

Check your build usage.
For now, the limit for building Android apps is 30 times in 1 month, and 15 times for iOS apps in 1 month.

Open your project with VS code and run this command in terminal to update all package

To update npm:
npm install -g npm@latest

to update expo:
npx expo install expo@latest

to adjust the package version to match the latest expo version
npx expo install –fix

Make sure your apps can run properly. If so, you can close your apps.

install the latest EAS CLI
npm install -g eas-cli

Log in to your Expo account in terminal with your expo account
eas login

```
Log in to EAS with email or username (exit and run eas login --help to see other login options)
√ Email or username ... firmansubhi
√ Password ... ************
Logged in
```
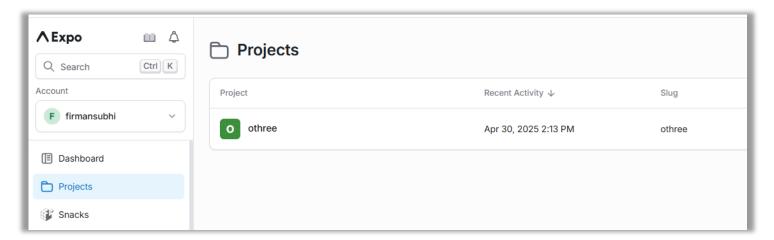
Select Yes / Y if a question appears to create a project automatically.

because i only use android devices, then i will choose Android

```
? Which platforms would you like to configure for EAS Build? » - Use arrow-keys. Return to submit.
    All
    iOS
>   Android
```

If successful, a new project will appear in our expo account.

∧ Expo

Search   Ctrl K

Account
F firmansubhi   ⌄

▤ Dashboard
▢ Projects
▧ Snacks

Projects

Project	Recent Activity ↓	Slug
O othree	Apr 30, 2025 2:13 PM	othree

I don't have a developer account for Play Store or App Store. So I can only build for testing.

▾ Google Play Developer membership is required to distribute to the
Google Play Store.

🔗

You can build and sign your app using EAS Build, but you can't upload it to the
Google Play Store unless you have a membership, a one-time $25 USD fee.

▾ Apple Developer Program membership is required to build for the Apple
App Store.

If you are going to use EAS Build to create release builds for the Apple App
Store, you need access to an account with a $99 USD Apple Developer
Program membership.

i only have android device. so i use tutorial from here

https://docs.expo.dev/build-reference/apk/

if you are using an iphone, you can follow this tutorial for iOS SImulator

https://docs.expo.dev/build-reference/simulators/
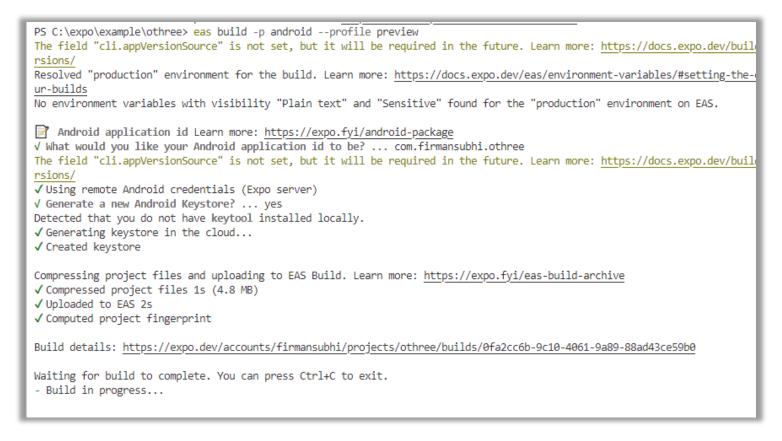
Create APK file for android

Modify your ==eas.json==

```json
eas.json                                        Copy    ⋮

{
  "build": {
    "preview": {
      "android": {
        "buildType": "apk"
      }
    },
    "preview2": {
      "android": {
        "gradleCommand": ":app:assembleRelease"
      }
    },
    "preview3": {
      "developmentClient": true
    },
    "preview4": {
      "distribution": "internal"
    },
    "production": {}
  }
}
```
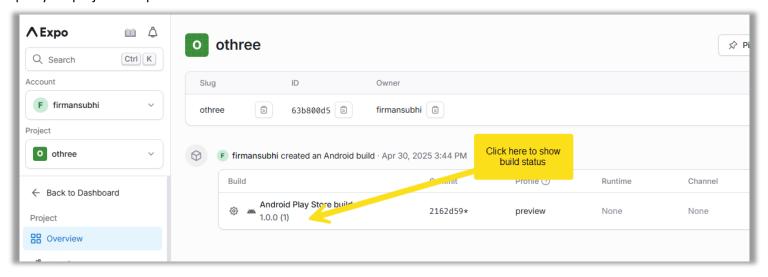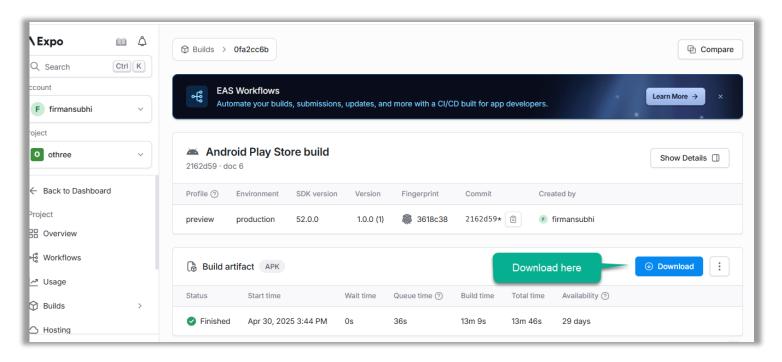
Now you can run your build with the following command:
eas build -p android --profile preview


```
PS C:\expo\example\othree> eas build -p android --profile preview
The field "cli.appVersionSource" is not set, but it will be required in the future. Learn more: https://docs.expo.dev/build
rsions/
Resolved "production" environment for the build. Learn more: https://docs.expo.dev/eas/environment-variables/#setting-the-
ur-builds
No environment variables with visibility "Plain text" and "Sensitive" found for the "production" environment on EAS.

📝 Android application id Learn more: https://expo.fyi/android-package
√ What would you like your Android application id to be? ... com.firmansubhi.othree
The field "cli.appVersionSource" is not set, but it will be required in the future. Learn more: https://docs.expo.dev/build
rsions/
√ Using remote Android credentials (Expo server)
√ Generate a new Android Keystore? ... yes
Detected that you do not have keytool installed locally.
√ Generating keystore in the cloud...
√ Created keystore

Compressing project files and uploading to EAS Build. Learn more: https://expo.fyi/eas-build-archive
√ Compressed project files 1s (4.8 MB)
√ Uploaded to EAS 2s
√ Computed project fingerprint

Build details: https://expo.dev/accounts/firmansubhi/projects/othree/builds/0fa2cc6b-9c10-4061-9a89-88ad43ce59b0

Waiting for build to complete. You can press Ctrl+C to exit.
- Build in progress...
```

Open your project in Expo Website

This process takes quite a long time, it can take up to 20 minutes. Once it is finished, you can download the apk file and install it to your android devices.

To submit an application to the Play Store/App Store, you can click the submit button, then follow the instructions given.