

PRE-REQUISITE

- Node JS Setup:

- <https://nodejs.org/en/download/>

- Java Setup:

- Open JDK Install: <https://adoptium.net/>
- Set JAVA_HOME: https://mkyong.com/java/how-to-set-java_home-environment-variable-on-mac-os-x/

- Android Studio:

- <https://developer.android.com/studio>
- Check out next page to set ANDROID_HOME

- Android Emulator Setup:

- <https://developer.android.com/studio/run/managing-avds>

- Appium Inspector Install:

- <https://github.com/appium/appium-inspector/releases>



PRE-REQUISITE

ANDROID_HOME Setup (macOS)**Open the Environment Variable file:**

```
vim ~/.zshenv
```

Add the environment variables:

```
export ANDROID_HOME=/Users/username/Library/Android/sdk/  
export PATH=$ANDROID_HOME/platform-tools:$PATH  
export PATH=$ANDROID_HOME/tools:$PATH
```

Source the changes:

```
source ~/.zshenv
```

Test changes:

```
echo $ANDROID_HOME  
adb devices - should return list of devices attached
```

Note: the same changes can be added to *.zshrc* or *.bashprofile* file as well



PRE-REQUISITE

ANDROID_HOME Setup (Windows)**Get the Android installation path**

Type “where android” on terminal to get the installation path

Add Path to env variables

```
set ANDROID_HOME=C:\<installation location>\android-sdk-windows
```

```
set PATH=%PATH%;%ANDROID_HOME%\tools;%ANDROID_HOME%\platform-tools
```

Verify setup:

On a new terminal, run “echo %ANDROID_HOME%”

It should print the path

Reference Guide:

<https://web.archive.org/web/20180210044548/http://spring.io/guides/gs/android/>

