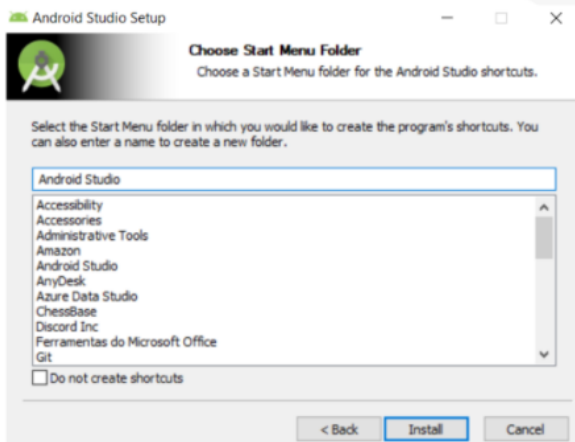
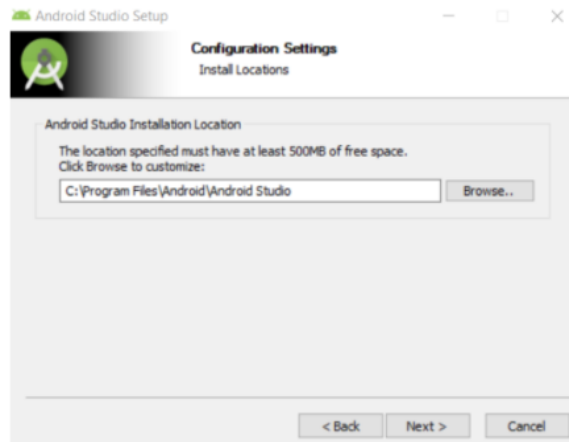
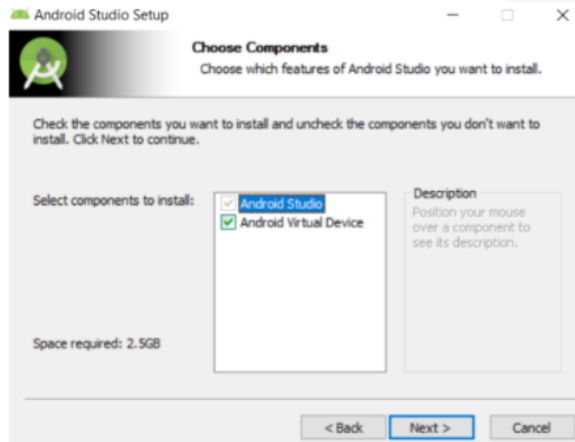
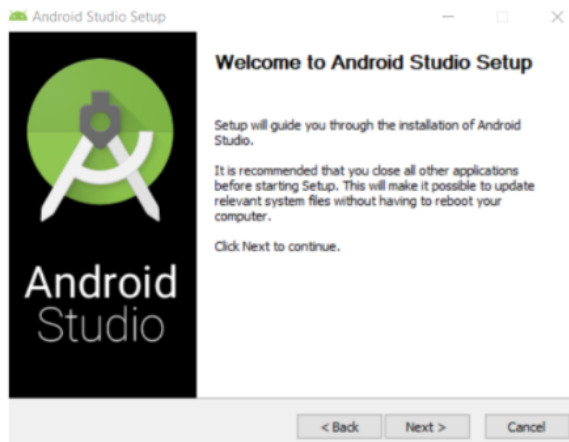


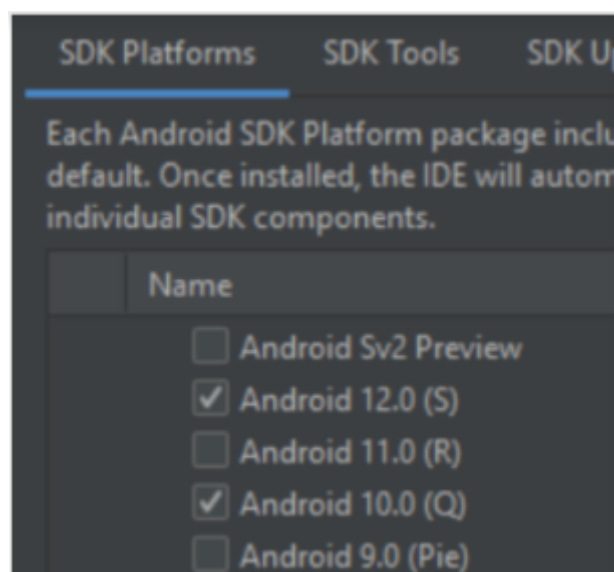
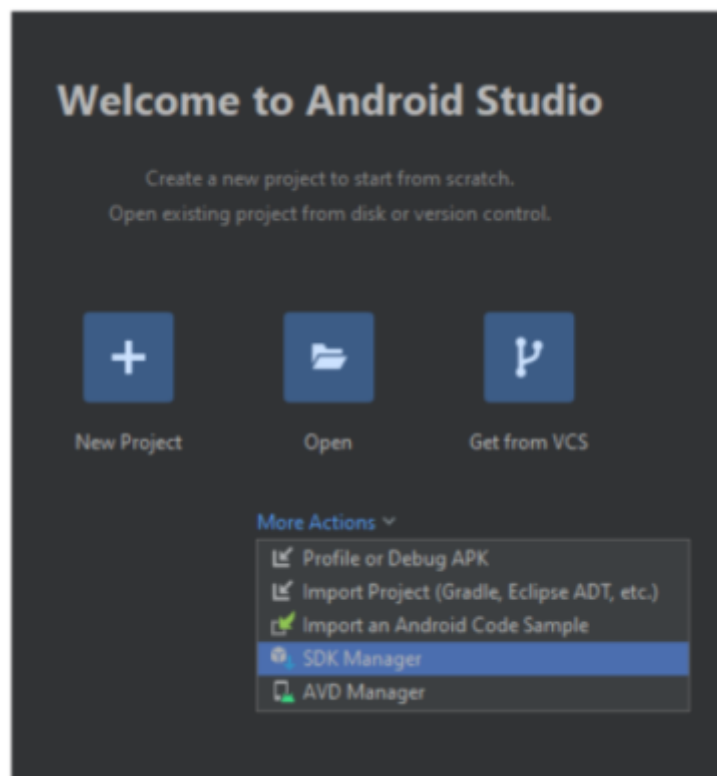
Ferramentas:

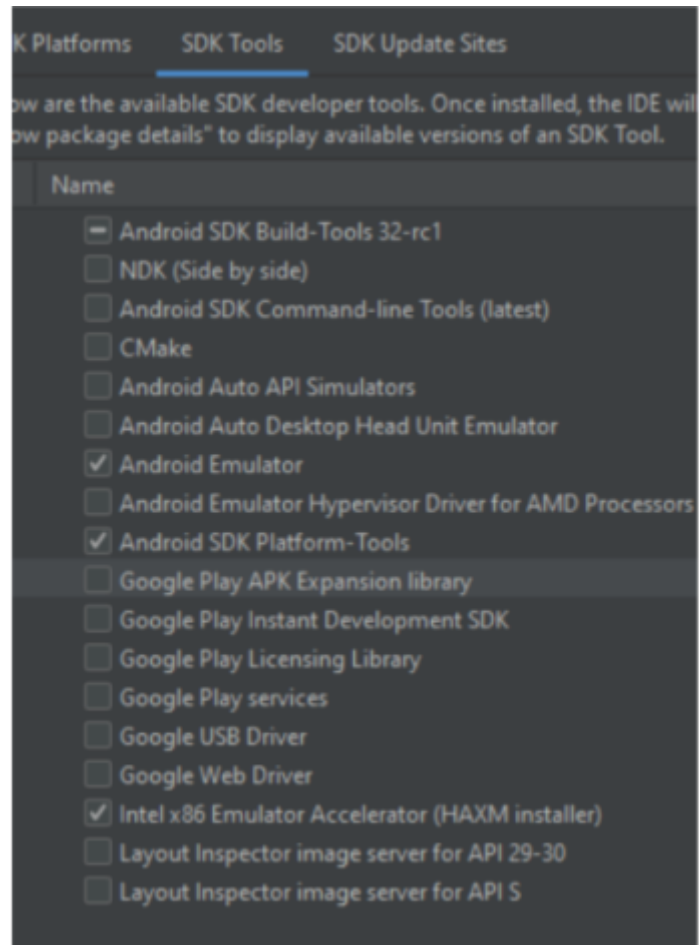
- NodeJs
- VsCode
- Android Studio

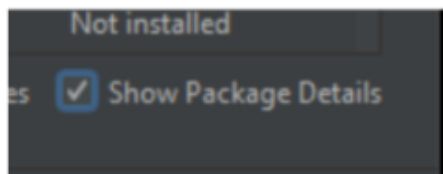
Passo 1: Configuração de Ambiente



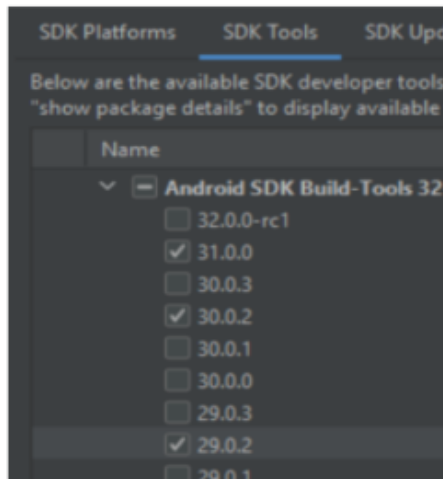
Passo 2: Configuração no Android Studio



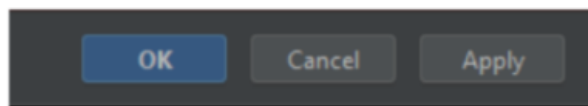




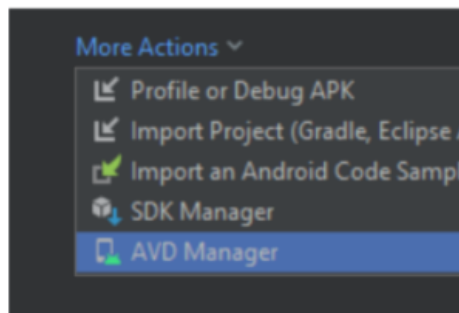
E vamos seleccionar o Android SDK Build-Tools **29.0.2**



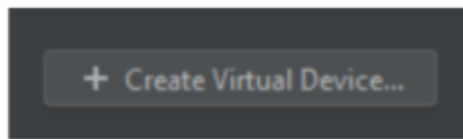
- Confirmar e aguardar a instalação, após clicar em “Apply” e “Ok”:



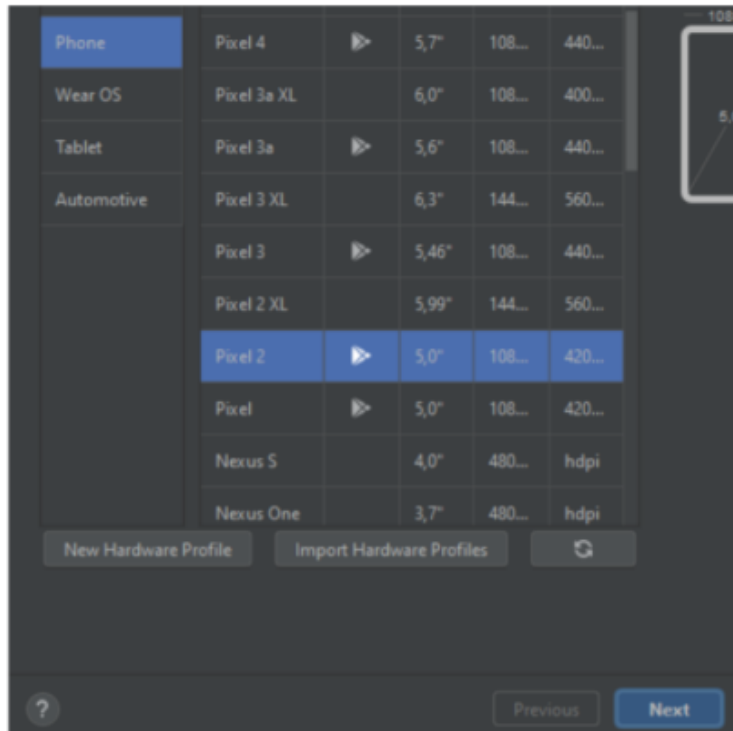
- Ao retornar, vamos novamente em “More Actions” e em “AVD Manager” para a configuração do nosso emulador:



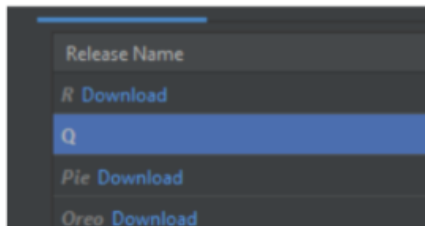
- Seleccione “Create Virtual Device”



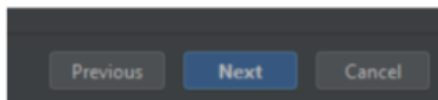
- Vamos manter “Phone” e “Pixel 2” e clicar em “Next”.



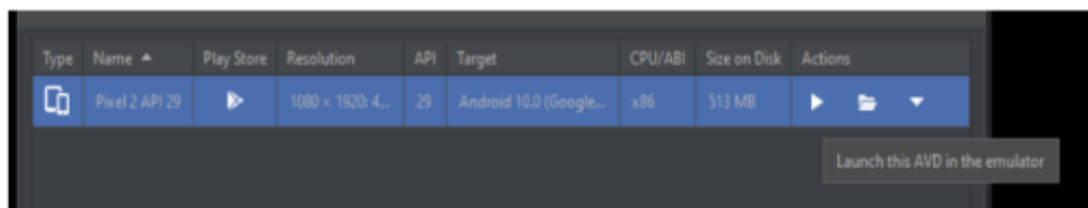
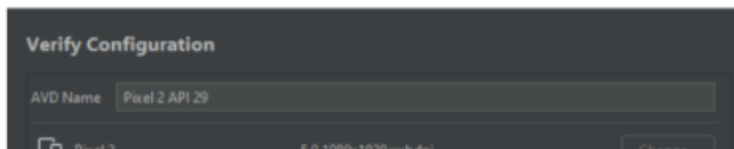
- Selecione “Q” e clique em download:



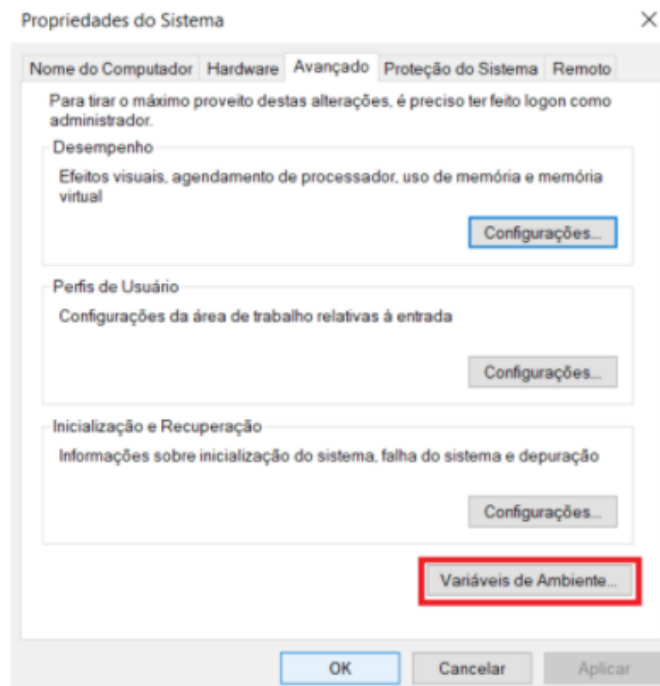
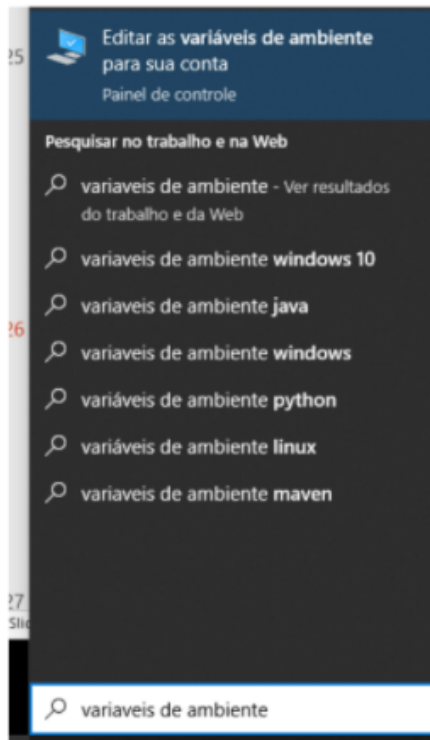
Após a instalação clique novamente em “Q” e depois em “next”:



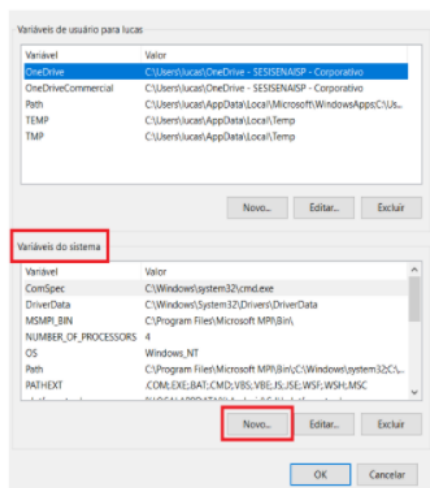
Defina o nome do seu emulador e clique em **Finish**.



Passo 3: Configurando o Windows

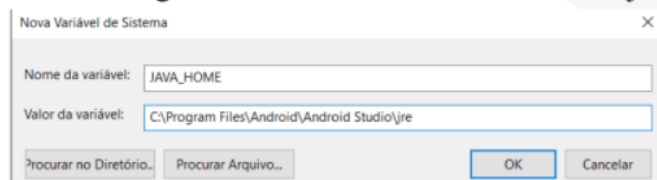


- Vamos adicionar 2 variáveis:



JAVA_HOME

C:\Program Files\Android\Android Studio\jre



ANDROID_HOME

C:\Users**usuario***\AppData\Local\Android\Sdk

