Requirements of running cross platform:

1. Android - 3.7 to 9
2. Javasdk - 8version
3. Gradle -> 6.4

Commands used:

$ npm i -g cordova  
$ cordova create cordova-electron-demo com.demo.app DemoApp

$ cd cordova-electron-demo  
$ cordova platform add electron

Now that the project is created with the Electron platform, we can preview our project by running the following command:

$ cordova run electron --nobuild

The —-nobuild flag was appended to disable building when previewing as the build is not used

Content-Security-Policy*warning, remove the*'unsafe-inline'*and*'unsafe-eval'

Change the layout in index.html

# Customizing the Application’s Window

Electron settings file at the project’s root directory which will define BrowserWindow settings. --- settings.json inside res/electron directory

set the relative path of this file as the value for the preference option ElectronSettingsFilePath, in the config.xml file.

$ cordova build electron  
$ cordova build electron — debug

$ cordova build electron —release

# Use the Same Codebase for Android Application

cordova platform add android

In config-file add xmlns:android="http://schemas.android.com/apk/res/android

# Building for Android and Electron

Before we can build for Android, we need to make sure all build dependencies are installed.

* ****Java SDK****
* ****Gradle****
* ****Android Studio****

etting up the Android environment and updated config.xml

cordova build

Cordova -emulator

Runs on a android device