Setting Environment in Mac

1. Installing Homebrew

https://brew.sh



2. Installing Node and Watchman

Run the following commands in a Terminal after installing Homebrew:

brew install node brew install watchman

3. Installing JDK (Java Development Kit)

Run the following commands in a Terminal after installing Homebrew:

brew cask install adoptopenjdk/openjdk/adoptopenjdk8

4. Installing Android Studio

https://developer.android.com/studio/index.html

5. Configure ANDORID_HOME Environment Variables

Add the following lines to your \$HOME/.bash_profile or \$HOME/.bashrc (if you are using zsh then ~/.zprofile or ~/.zshrc) config file:

```
export ANDROID_HOME=$HOME/Library/Android/sdk
export PATH=$PATH:$ANDROID_HOME/emulator
export PATH=$PATH:$ANDROID_HOME/tools
export PATH=$PATH:$ANDROID_HOME/tools/bin
export PATH=$PATH:$ANDROID_HOME/platform-tools
```

Managing .bash_profile on your Computer

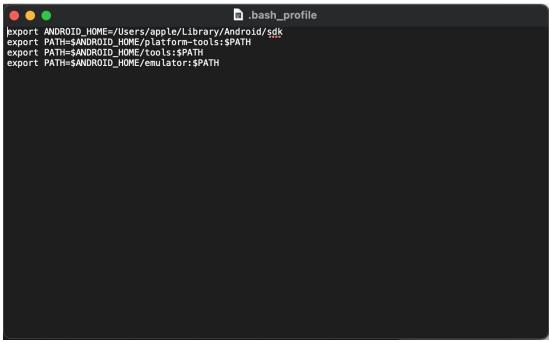
- 1. Start up Terminal
- 2. Type "cd ~/" to go to your home folder
- 3. Type "touch .bash profile" to create your new file.
- 4. Edit .bash_profile with your favorite editor (or you can just type "open -e .bash profile" to open it in TextEdit).
- 5. Type "source .bash_profile" to reload .bash_profile and update any functions you add.

```
Last login: Wed Dec 16 15:32:10 on ttys005

The default interactive shell is now zsh.
To update your account to use zsh, please run `chsh -s /bin/zsh`.
For more details, please visit https://support.apple.com/kb/HT208050.

[Apples-MacBook-Pro:~ apple$ open .bash_profile

Apples-MacBook-Pro:~ apple$
```



6. Installing XCode and Cocoapods (For IOS) https://apps.apple.com/us/app/xcode/id497799835?mt=12 https://cocoapods.org/

Run the following command to install cocoapods sudo gem install cocoapods

7. Installing IOS Simulator in XCode

To install a simulator, open **Xcode > Preferences.**.. and select the **Components** tab. Select a simulator with the corresponding version of iOS you wish to use.