

Concept Application internship Curious Inc.

This simple application was built for testing purposes as part of my internship at Curious Inc. It is in no way a full fledged app with a specific purpose or service to fulfill. It is meant to test the different available modules such as maps, navigation etc. which will be listed below. These modules all have their own installation instructions which can be followed to install these modules in different projects if need be.

Used Stack

The following programs were used to run, code and test this application.

- [Android Studio](#) for using the mobile phone emulators to test the behavior of the application on an Android phone/tablet. This can be set up through the avd manager.
- [React-Native](#) for developing this application in JavaScript to be able to deploy it on Android and iOS. The instructions for how to setting up Android Studio for development of React Native applications can be found under the tab Building projects with Native Code. This application was made with “**react-native init**”.
- [Sublime Text 3](#) for editing and coding but any other substation that supports JavaScript can be used.
- [Node.js](#) for hosting the application on your local machine.

React-Native and Node.js are prerequisites where Android Studio and Sublime Text are not mandatory to use. Development can be done without Android studio with the use of [Expo](#) which alters the approach of creating an application with React-Native. More on this can be read [here](#). Using expo for creating mobile applications is quicker but has some drawbacks concerning the degree of complexity of the intended application. However this can be used to quickly set up React-Native and start playing around with it. Regarding Sublime Text 3 any other IDE can be used.

Installing

- The above mentioned should be pre-installed before this application can be run. Sublime Text 3 is not mandatory because the editor depends on preference.
- CD to the folder through the terminal.
- Start up an android phone emulator.
- Run the following commands:
“**npm install**” for installing all the modules/packages etc.
“**react-native run-android**” assuming the android emulator is up and running, this will install the application on the emulated phone and open the application on it.

Testing/ Editing/ Debugging

- Enable hot reloading through the developer menu which can be accessed by pressing CTRL+M. Editing code etc. will automatically reload the changes in the application.
- Debugging with expo and live debugging is explained in more details [here](#).

React Native Packages

These are the modules that were used in this application:

- [React Navigation](#): used for arranging how a user navigates through the application.

- [React-native-elements](#): an UI library with premade components such as forms, buttons, icons, cards etc.
- [React-native-searchbar](#): for searching in the dummy data that is just hard coded into this application.
- [React-native-maps](#): a solid module that is opensourced and maintained by Airbnb.
- [React-native-pathjs-charts](#): for rendering graphs and charts.