

# GOPOOLAR - CAR POOLING APP UI IN REACT NATIVE CLI V1.0

Fabulous UI in React Native CLI

Created: 07/11/2023

Last Update: 07/11/2023

By: [RenderCodeTechnology](#)

Profile:

[www.codecanyon.net.com/user/rendercodetechnology](http://www.codecanyon.net.com/user/rendercodetechnology)

E-mail: [rendercodetechnology@gmail.com](mailto:rendercodetechnology@gmail.com)

## TABLE OF CONTENTS

- A. [Basic Information](#)
- B. [Directories & File Uses](#)
- C. [About Google Map Configuration](#)
- D. [Still have a question?](#)
- E. [Contact US](#)

### A) Basic Information

- **Environment Setup** - Please visit this link and setup React Native CLI <https://reactnative.dev/docs/environment-setup>
- **Run our app with React Native CLI** - Open **rnCLI\_GoPoolar** folder on your selected IDE (VSCode is Recommended). Then follow below step.

- Run **npm install** command in terminal.

**Note:** If you get error in **npm install** then please try **npm install --legacy-peer-deps** or **yarn install**.

- **1) For Android**

1. For run android app you need to set your android sdk path at **rnCLI\_GoPoolar/android/local.properties** at line number 11.

```
10 # header note.  
11 sdk.dir=/Users/UserName/Library/Android/sdk  
12
```

2. Run **npm start** command in one terminal & Run **npm run android** command in second terminal.

- **2) For iOS**

1. For run iOS app you need to install pods before run iOS project. For that open terminal and follow below steps.

- Go to ios folder in terminal using **cd ios** command.
- Run **pod install** command.
- Now come back to root of our project using **cd ..** command.

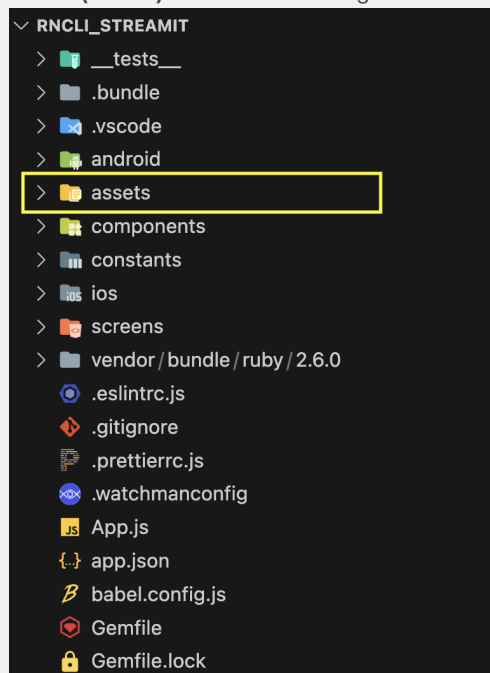
2. Run **npm start** command in one terminal &  
Run **npm run ios** command in second  
terminal.

- For more detail please visit this  
link<https://reactnative.dev/docs/environment-setup>
- **Change App Name-**  
<https://stackoverflow.com/questions/34794679/change-app-name-in-react-native>
- **Change App Icon-**  
[https://docs.google.com/document/d/1wbDH1wt\\_2jhDXDHbGrVluHGjkvrKUgiFaQTemzmXbuM/editusp=sharing](https://docs.google.com/document/d/1wbDH1wt_2jhDXDHbGrVluHGjkvrKUgiFaQTemzmXbuM/editusp=sharing)
- **Build & Release App on Google Play Store-**  
<https://reactnative.dev/docs/signed-apk-android>
- **Build & Release App on Apple App Store-**  
<https://reactnative.dev/docs/publishing-to-app-store>

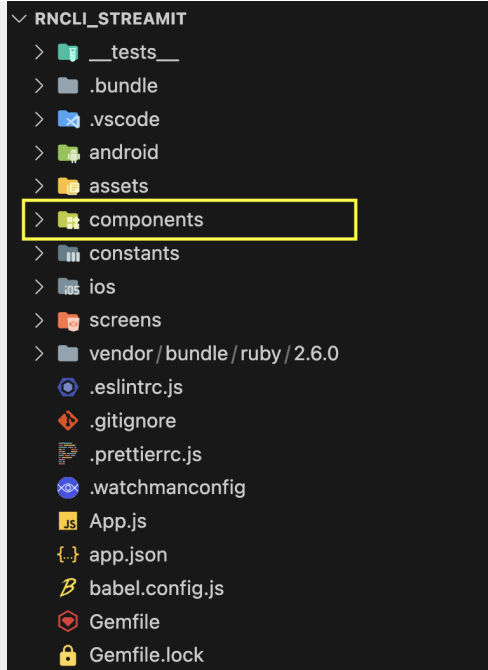
---

## B) Directories & File Uses

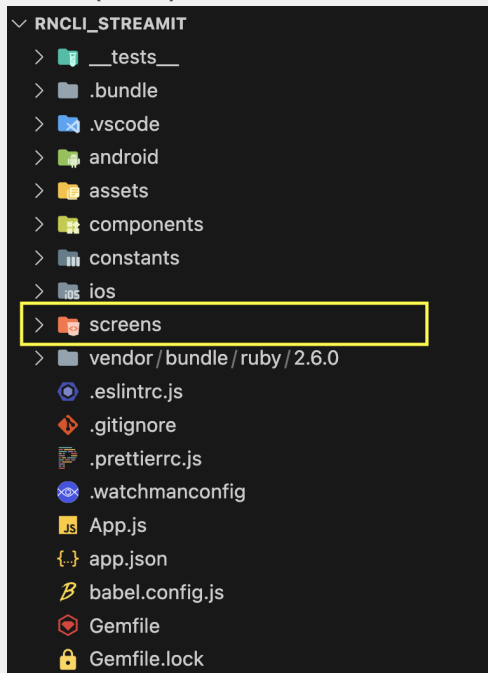
- **assets(Folder)** - Put all Static images & fonts in this folder



- **components(Folder)** - Contain Bottom Tab Bar, Button, Header & loading screen in this folder.



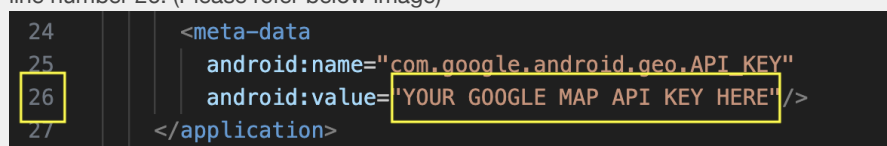
- **constants(Folder)** - Put common style file & google map api key file in this folder
- **screens(Folder)** - Contain all screens in this folder



## C) About Google Map Configuration

You need Google Map Api key for Accessing Google Map.

- Put that api key in 3 places in our code.
  - **rnCLI\_GoPoolar/android/app/src/main/AndroidManifest.xml**  
line number 26. (Please refer below image)



- **rnCLI\_GoPoolar/constants/key.js** line number 2  
(This is for producton). (Please refer below image)

```
1 export const Key = {  
2   apiKey: 'YOUR GOOGLE MAP API KEY HERE',  
3 }
```

- rnCLI\_GoPoolar/ios/rnCLI\_ChargePlus/AppDelegate.mm  
line number 10 (This is for production). (Please refer below image)

```
9 {  
10 [GMServices provideAPIKey:@"YOUR GOOGLE MAP API KEY HERE"];  
11 self.moduleName = @"rnCLI_CabWind_DriverApp";
```

---

## D) Still Have a Question?

Please mail us on [rendercodetechnology@gmail.com](mailto:rendercodetechnology@gmail.com)

---

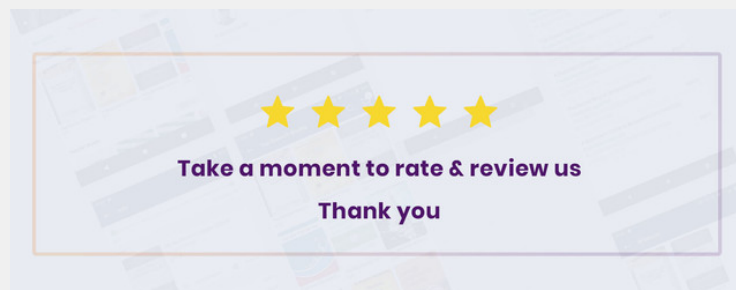
## E) Contact US

If you have any kind of problem with this code then please mail us on [rendercodetechnology@gmail.com](mailto:rendercodetechnology@gmail.com)

If you have any project in flutter or react native then please contact us. We are experience flutter & react native developer team and build high quality apps for android and ios.

---

Once again, thank you so much for purchasing this item. As I said at the beginning, I'd be glad to help you if you have any questions relating to this item. No guarantees, but I'll do my best to assist. If you have a more general question relating to the application on Codecanyon, you might consider visiting the forums and asking your question in the "Item Discussion" section.



Feel Free To Contact Us [rendercodetechnology@gmail.com](mailto:rendercodetechnology@gmail.com)