**How to setup windows 10 for Create React-native applications.**

\*\*\* React-native can’t deploy the application to IOS, if we’re using Windows OS. \*\*\*

**Pre- required programs**

1. Andriod studio
2. Andriod SDK, Android Platform
3. openJdk (cli: java) <https://jdk.java.net/java-se-ri/14>
4. react-native cli

**Installation:**

1. Install SDK with **android studio** using **SDK manager**
   1. Checked to install android API Level 29 (SDK platforms)
   2. Checked to install SDK Build-tools version 28.0.3 (Or react-native recommended)
   3. Checked to install android SDK Platform-tools
2. Set windows Environments path reference path to SDK had been installed
   1. Path default is **C:\Users\<User>\AppData\Local\Android\Sdk\platform-tools**
3. Set windows Environments path reference path to **jdk** had been extracted.
4. Install node.js version 10 or newer
5. Install react-native command with npm
   1. npm install react-native –g

**create project and start development mode.**

1. Create react-native app with command **npx react-native init <PROJECT\_NAME>**
2. Cd to <PROJECT\_NAME> and run command **npm andriod**

**Connect the device used for development and emulator applications**

1. Connect the mobile to PC with USB cable and selection connect options to **Transfer file**
2. Go to setting option in mobile and find the **build number** then tab the build number until mobile show message **developer mode is open** (Depend on mobile)
3. Go to developer option and enable **USB debugging**

**After initial project success (in side directory** **<PROJECT\_NAME>**)

1. Go to directory android and create new file name **local.properties**
2. Add the SDK path had been installed to **local.properties**
   1. sdk.dir=C:\\Users\\<USER>[\\AppData\\Local\\Android\\sdk](file:///\\AppData\\Local\\Android\\sdk)
3. Go to file setting **android/gradle/wrapper/gradle-warpper.properties**
   1. Change **distributionUrl** to: **https\://services.gradle.org/distributions/gradle-6.3-all.zip**

**How to build react-native to APK**

1. Import the **android directory** into Android studio using **File🡪new…🡪import project…**
   1. Wait few minutes until process complete.
2. Select Build on top menu bar and click **generate signed bundle /APK…**
3. Checked the **APK** and click **next**.
4. Select **Key store path** (if not exist select **create new…**)
   1. On create new fill the form and click OK
5. Fill the **Key store password** on you create new (4.a)
6. Select **Key alias** (Will appear when your fill **key store password** corrected)
7. Fill the **Key password** on you create new (4.a) and click next
8. Select **release** and checked box **V2(Full APK Signature)** and finish
   1. Wait few minutes until process complete.
   2. APK will appear in folder android/app/release

\*\*\* TIP Build option can reduce APK size with update file **andriod/app/build.gradle** to.

def enableSeparateBuildPerCPUArchitecture = true

def enableProguardInReleaseBuilds = true