

# Documentation

(For React-Native Maestro Application)

## Introduction

The provided guide details the setup procedure for a React-Native Maestro application. It encompasses the installation of essential tools such as Node.js, the React Native environment, Visual Studio Code, Android Studio, and the configuration of WSL2 tailored for Android development.

Within this setup process, multiple steps are involved. These include establishing Node.js and npm, configuring the React Native Ignite environment, installing Maestro, and initiating the creation of the inaugural Maestro code.

## Prerequisites

Before you begin, make sure you have the following installed on your computer:

1. Node.js and npm (Node Package Manager)
2. React Native environment
3. Visual Studio Code (VS Code)
4. Android Studio

## Step 1: Setting Up Node.js and npm

### 1. Install Node.js and npm:

- Visit Node.js official website.
- Download and run the installer.
- Follow the installation instructions.

### 2. Verify Installation:

- Open a terminal or command prompt.
- Run the following commands to ensure Node.js and npm are installed:

node -v

```
npm -v
```

- You should see version numbers for both.

## Step 2: Setting Up React Native Ignite Environment

### 1. Install React Native CLI:

- Open a terminal.
- Run the following command:

```
npm install -g react-native-cli
```

```
npm install -g react-native-ignite
```

```
npm install -g react-native-cli
```

```
npm install -g react-native-ignite
```

## 2. Create Ignite application:

- Ignite new MyApp

```
ignite new midas
```

```

      ,;;,. .c111.
      .c111, ,1111. ...
      ,;;,. ;111c'... .' ;c1111c,
      ,1111, ,1111. ...
      ,1111' ,.....;;. '11cc11111111' ,1111, ,1111. ,111111111:'
      ,1111. ,;c11111c111. '1111c,...,1111, :1111. '1111. ,111c,'..
      ;1111. :1111c:c1111c. ,1111. :1111. :1111. :111c... ,111:...';;.
      :1111c. ;111;. :111, ;111; '1111. :1111c. ,1111c11' :11111111,
      ,1111, '111: .c111. :111, ,1111. '1111, '11111cc' ';;:;,'.
      ,1111, ,111: .1111' :1111, ;1111, ,1111, ..... ';;
      ,1111. '1111:;,c1111. :111c. '...'... ....;,';:;:;'..
      ,1111. 'c11111111111. .... ,;;:;:c1111c. '.;:c111c;,'.
      :1111. ';;,';111c...;:c111; ..':c1111111111;:c1111c;,'.
      1111: ...'c11111111111111::c111111c;,'c1111111c;,'..
      1111, ..c1111111111:;,..,11111111c;,'... :11111c,..
      c;,,. .c1111c;:;1111. ,11;:,.. ;11:,,
      :111, .c111, .. ,;;
      :111:;,c1111,
      .c111111111c'
      'c1111:

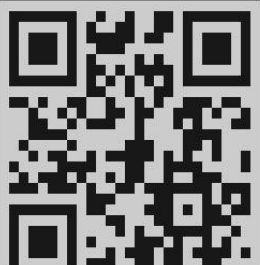
```

Get into the desired directory and run the following command to check whether the Ignite is connected with your simulator :

npm start

```
> midas@0.0.1 start
> npx expo start

Starting project at C:\Users\ammaa\OneDrive\Documents\GitHub\Midas_2029207\midas
Experimental path aliases feature is enabled. Learn more: https://docs.expo.dev/guides/typescript/#path-aliases
Starting Metro Bundler
```



```
> Metro waiting on exp://192.168.29.105:8081
> Scan the QR code above with Expo Go (Android) or the Camera app (iOS)

> Web is waiting on http://localhost:8081

> Using Expo Go
> Press s | switch to development build

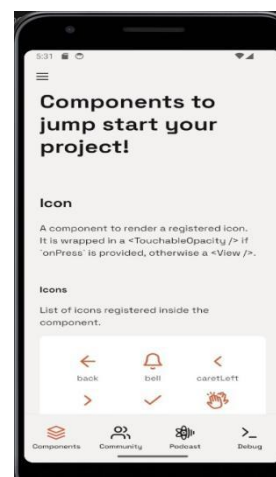
> Press a | open Android
> Press w | open web

> Press j | open debugger
> Press r | reload app
> Press m | toggle menu
> Press o | open project code in your editor

> Press ? | show all commands

Logs for your project will appear below. Press Ctrl+C to exit.
Android Bundling complete 14746ms
LOG DemoShowroom
```

● Check if in the simulator the following Output is the same

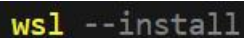


### Step 3: Setting Up Maestro:

#### 1. Install WSL2 for your current Window:

- Open a terminal.
- Run the following command:

```
wsl --install
```

A screenshot of a terminal window with a dark background. The text 'wsl --install' is written in a light-colored font, with 'wsl' in yellow and '--install' in white.

**Note: Don't close the PowerShell terminal!**

After running the above command, follow through instructions and restart the computer.

Set your Linux username and password (Something that you will not forget).

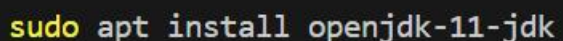
Run the following two commands to update your Ubuntu system. Enter password when prompted.

```
sudo apt update  
sudo apt upgrade
```

#### 2. Install JAVA:

- After restarting the system, open the Terminal application and click on the dropdown to select Ubuntu. Type in the following command:

```
sudo apt install openjdk-11-jdk
```

A screenshot of a terminal window with a dark background. The text 'sudo apt install openjdk-11-jdk' is written in a light-colored font, with 'sudo' in yellow and the rest in white.

### Step 4: Let's set you up to use Android in your freshly installed WSL2:

- Download the Android command line tools zip file from Android official site. (For the Linux)

## Command line tools only

Platform	SDK tools package	Size	SHA-256 checksum
Windows	<a href="#">commandlinetools-win-11076708_latest.zip</a>	153.6 MB	4d6931209eebb1bf7c7e8b240a6a3cb3ab24479ea294f3539429574b1eec862
Mac	<a href="#">commandlinetools-mac-11076708_latest.zip</a>	153.6 MB	7bc5c72ba0275c80a8f19684fb92793b83a6b5c94d4d179fc5988930282d7e64
Linux	<a href="#">commandlinetools-linux-11076708_latest.zip</a>	153.6 MB	2d2d50857e4eb553af5a6dc3ad507a17adf43d115264b1afc116f95c92e5e258

Command-line tools are included in Android Studio. If you do not need Android Studio, you can download the basic Android command-line tools above. You can use the included [sdkmanager](#) to download other SDK packages.

- Use the following instructions to set up Android command lines correctly in your WSL2.
  - Open WSL2 terminal.
  - Create a new directory in your home directory.

```
~ $ mkdir myAppName
```

```
~ $ cd myAppName
```

```
$ ~ $ mkdir Android
~ $ cd Android
```

Unzip the Android command line tools zip file in the android directory using this command: `unzip ~commandlinetools-linux-11076708_latest.zip`

- In the Android directory perform following actions.

```
$ mkdir myAppName
$ mv cmdline-tools/* myAppName/
$ mv myAppName/ cmdline-tools/
```

- Now add the following line to your `~/.bashrc` file

```
export ANDROID_HOME=$HOME/Android
export PATH=$PATH:$ANDROID_HOME/cmdline-
tools/latest/bin/:$PATH
```

- Save your `~/.bashrc` file and exit by typing `qw`;

- Run `source ~/.bashrc` to reload the bashrc file.
- Now, we will install basic Android utilities using the following commands:
  - Run `sdkmanager --list` to check if everything is working fine.
  - Run `sdkmanager --install "platform-tools"` to install platform tools.
- Finally, add the following into your `~/.bashrc` file
 

```
export PATH=$PATH:$ANDROID_HOME/platform-tools:$PATH
```

 Save your `~/.bashrc` file and exit.  
 Run `source ~/.bashrc` to reload the bashrc file.
- To check that everything went well, do the following:
  - Close and relaunch terminal
  - Run `adb --version` and see that adb version is shown
  - Since everything is installed fresh, your WSL 2 adb version should perfectly match with Windows ADB version that we noted down as part of the pre-requisites.

**Please follow the below steps to setup the ADB and make sure you are able to use Android emulators with your WSL2 correctly**

- Fire up your Android emulator on Windows.
- Once the Android emulator is up and running, open a PowerShell prompt.
- Run this command in PowerShell
 

```
adb -a -P 5037 nodaemon server
```

This will start the adb server in the Windows host.  
 Note down the IPV4 address of your Windows host PC/machine.

**Move to the directory of your project (myApp)**

- Install Maestro :

Installing Maestro is now just a matter of running following one command.

```
curl -Ls "https://get.maestro.mobile.dev" | bash
```

```
$ curl -Ls "https://get.maestro.mobile.dev" | bash
```

- Check your Maestro version using the following command:  
maestro --version
- **Note: Don't close the PowerShell terminal!**
- **Now open your WSL2 terminal and run these commands.**  
adb kill-server  
export ADB\_SERVER\_SOCKET=tcp:<WINDOWS\_IPV4\_ADDR>:5037  
adb devices  
You should see your connected emulator successfully now.

### Step 5: To write your first Maestro code :

- You can refer to the following documentation  
<https://maestro.mobile.dev/getting-started/run-a-sample-flow>
- To Start writing a Simple code referring to the above document you can download the sample code using the following command in your Ubuntu terminal:

```
Maestro download-samples
```

- **To run your sample application run the associated flow using the Maestro test command :**

```
cd ./samples  
adb install sample.apk  
maestro test android-flow.yaml
```

- You can write this code for creating your own application

```
#flow: Login  
#intent:  
# Open up our app and use the default credentials to login  
# and navigate to the demo screen  
  
appld: com.midas # the app id of the app we want to test  
# You can find the appld of an Ignite app in the app.json file  
# as the "package" under the "android" section and "bundleIdentifier" under the  
"ios" section  
---  
- clearState # clears the state of our app (navigation and authentication)
```

- *launchApp # launches the app*
- *assertVisible: "Sign In"*
- *tapOn:*
  - text: "Tap to sign in!"*
- *assertVisible: "Your app, almost ready for launch!"*
- *tapOn:*
  - text: "Let's go!"*
- *assertVisible: "Components to jump start your project!"*

```
#flow: Login
#intent:
# Open up our app and use the default credentials to login
# and navigate to the demo screen

appId: com.midas # the app id of the app we want to test
# You can find the appId of an Ignite app in the `app.json` file
# as the "package" under the "android" section and "bundleIdentifier" under the "ios" section
---
- clearState # clears the state of our app (navigation and authentication)
- launchApp # launches the app
- assertVisible: "Sign In"
- tapOn:
  text: "Tap to sign in!"
- assertVisible: "Your app, almost ready for launch!"
- tapOn:
  text: "Let's go!"
- assertVisible: "Components to jump start your project!"
```

- If you want to use the sample code which opens the Wikipedia through Maestro you can use the following command:

```
appId: org.wikipedia
---
- launchApp
```

**Run the following command in WSL2 :**

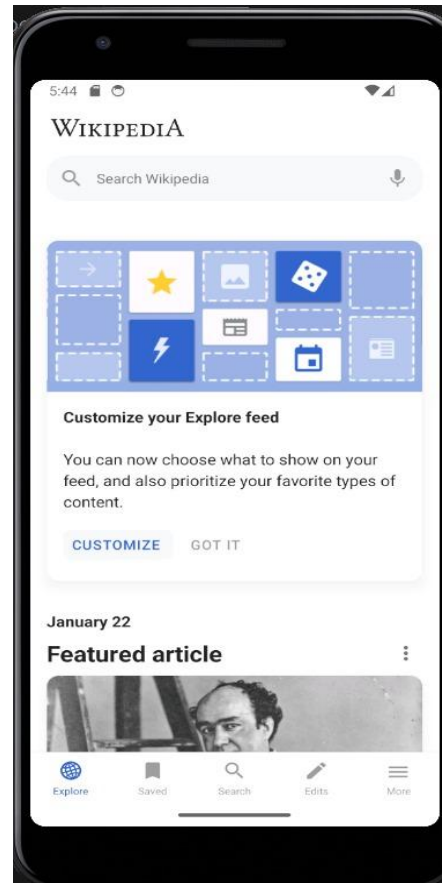
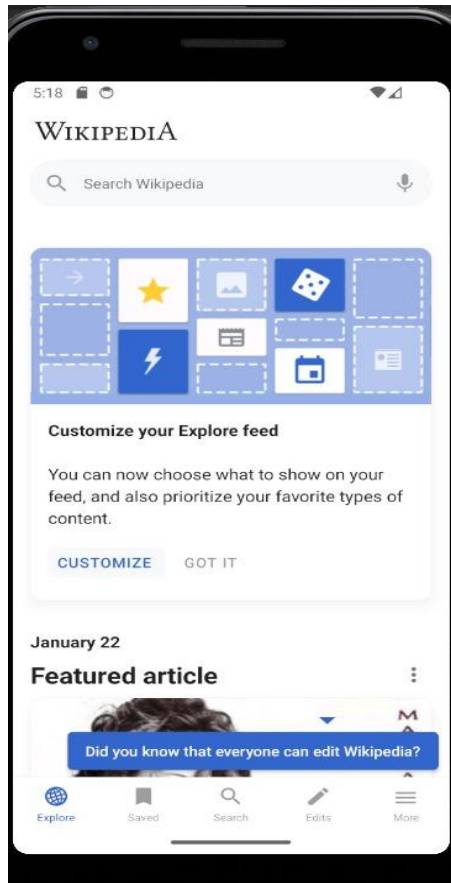
```
$ maestro --host <your ip address> test android -filename.yaml
```

**The result shown in the WSL Terminal should be :**





## Result Shown in Emulator :



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