

(Client) How to deploy and publish the application

Running the Mobile Client generally requires a computer with the source code that then runs 'npm start' in the appropriate folder. This requires that your computer is always on and running the metro server, otherwise no one can access the client.

Publishing removes this requirement and allows anyone to run the mobile client even your computer is turned off.

Step-by-step guide

1. Open up the client directory in terminal or command prompt.
2. Inside the client directory, run

`expo publish`

3. You will prompted to login in to or create an expo account.

Note: creating an expo account can be done through the prompt or through the expo website. You will just need to verify your email address.

4. Once you have logged into your expo account in the command line the project will be published and readily available through a link

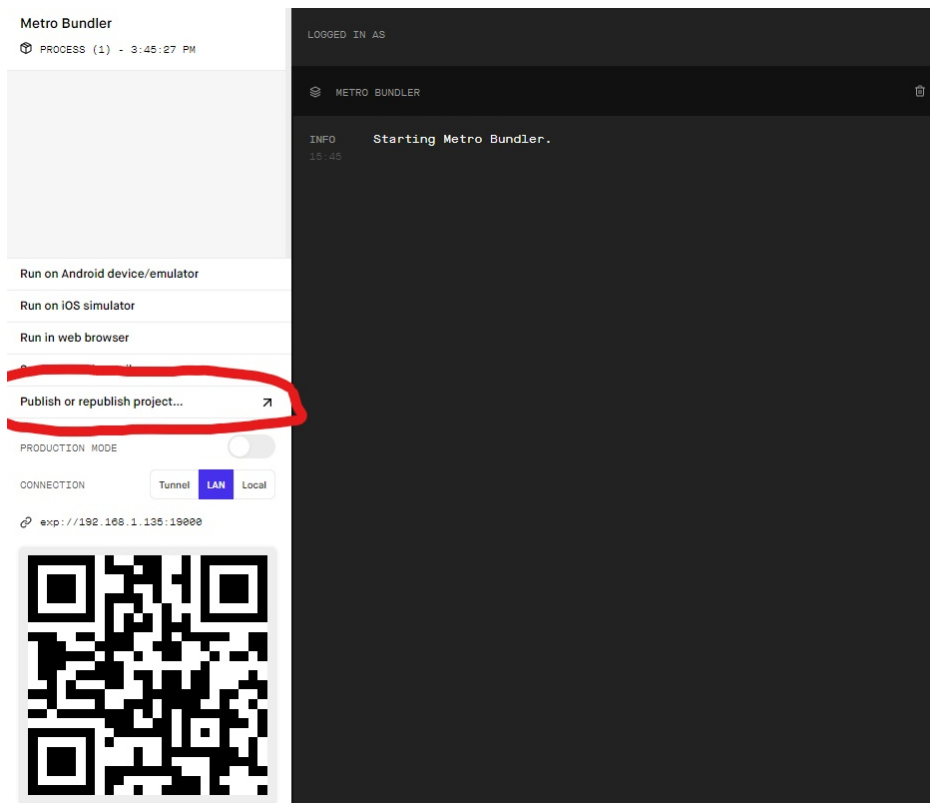
Published client: <https://expo.io/@nmontorio/projects/client>

5. You can update and republish the client by following the exact same steps.

For more information visit: <https://docs.expo.io/workflow/publishing/>

Other Methods

Following the how-to article on running the mobile client, the application can also be published through the metro server webpage.



Deploying to the Apple App Store and the Google Play Store

Deploying the app is a little more complicated. Essentially we need the standalone binaries for iOS and Android so that they can be submitted to their respective stores.

1. Configure the app.json located in the client directory. This json file contains all the identifiers of the project such as name, app icon, version number and other identifiers.

2. You can then build the binary files by running `expo build:android` or `expo build:ios`. Running `expo build` without an operating system will build both and also perform a publish.
3. Once it finishes building you can then test it on a simulator and submit to the appropriate store.

For more details about the entire process visit: <https://docs.expo.io/distribution/building-standalone-apps/>



Related articles

Content by label

There is no content with the specified labels

