All instructions taken from: <https://reactnative.dev/docs/environment-setup>

**React Native Environment Setup**

**Development OS: Windows**

**Target (Mobile) OS: Android**

1. Download and install Node from <https://www.nodejs.org>. Choose the LTS option that says it is “recommended for most users.”
2. Download and install the Java SE development kit (JDK) from <https://www.oracle.com/java/technologies/javase-downloads.html>. Scroll down to the Java SE 8 section and choose the “JDK Download” option.
3. Download and install Android Studio from <https://developer.android.com/studio>. While running the Android Studio Installation Wizard, ensure the following items are checked for installation:
	1. Android SDK
	2. Android SDK Platform
	3. Android Virtual Device
4. Once Android Studio is installed, open Android Studio and click the Configure button and then select SDK Manager.
5. Select the SDK Platforms tab and then check the box next to Show Package Details in the bottom right corner. Look for and expand the Android 10 (Q) entry and make sure the following items are checked:
	1. Android SDK Platform 29
	2. Intel x86 Atom\_64 System Image OR Google APIs Intel x86 Atom System Image
6. Next, select the SDK Tools tab and check the box next to Show Package Details. Look for and expand the Android SDK Build-Tools entry and make sure that 29.0.2 is selected.
7. Click Apply to download and install the Android SDK and related build tools
8. Still in Android Studio, go to Settings. Navigate to Appearance & Behavior -> System Settings -> Android SDK if you are not already there. Copy the path in the Android SDK Location field.
9. Open the Windows Control Panel.
10. Click on User Accounts and then User Accounts again.
11. Click on “Change my environment variables.”
12. Click on “New…” to create a new variable. In the “Variable name” box, type ANDROID\_HOME. In the “Variable value” box, paste the Android SDK Location path you copied in Step 8.
13. Still in “Change my environment variables…” choose the “Path” variable and click Edit.
14. Click “New” and paste the same Android SDK Location path and append “\platform-tools” to the end. For example, your complete path should look like “C:\Users\Bob\AppData\Local\Android\Sdk\platform-tools”
15. Reopen Android Studio and click Configure and then select AVD Manager
16. Click Create Virtual Device.
17. Choose a device from the Phone category. I recommend one of the Pixel devices. Click Next.
18. On the “Select a system image” screen, click Download next to the Q release. If there is no Download link, select the Q release and select Next.
19. Once the Q system image download and installs, select Next and complete the Virtual Device Configuration wizard.
20. Create a test React Native application to make sure everything is configured properly
	1. Open a command line window (Windows Key + R, type “cmd” and hit enter).
	2. Run the command “npx react-native init TestProject”
	3. If Node is configured properly, it should begin downloading the necessary React Native libraries.
	4. Once completed, run the command “cd TestProject” to navigate to the TestProject folder.
	5. Once in the TestProject folder, run the command “npx react-native run-android”
	6. If everything is configured correctly, the TestProject app should start building and eventually launch on your Android emulator.
	7. Once you’ve confirmed everything is configured correctly, you can close your emulator, stop the Metro Bundler (by closing the window), and delete the TestProject folder.

**React Native Environment Setup**

**Development OS: Windows**

**Target (Mobile) OS: iOS**

Unfortunately, a Mac is required to build projects with native code for iOS.