1. Android Studio is already installed, however, for the first time using it on a particular lab machine, you should configure the Android Studio (just follow along the installation instructions until the environment is configured; then go to step 2)- note that every time you login to a new machine, this step is necessary. I recommend you use the same machine in the lab to avoid setting up Android studio for every use.

\*\*\*Hit no on admin access requests (there will be one related to cmd control)

1. Open Android Studio and click the Configure button and then select SDK Manager.
2. 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
3. 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.
4. Click Apply to download and install the Android SDK and related build tools
5. 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.
6. Open the Windows Control Panel.
7. Click on User Accounts and then User Accounts again.
8. Click on “Change my environment variables.”
9. 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.
10. Still in “Change my environment variables…” choose the “Path” variable and click Edit.
11. 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”
12. Reopen Android Studio and click Configure and then select AVD Manager
13. Click Create Virtual Device (Before that, delete the already-existing API-30 AVD).
14. Choose a device from the Phone category. I recommend one of the Pixel devices. Click Next.
15. 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.
16. Once the Q system image download and installs, select Next and complete the Virtual Device Configuration wizard.
17. Go to your project folder in file explorer
18. Add a local.properties file to android folder in there (right click 🡪 new file🡪 save it as local.properties), and add the following to the file: sdk.dir=C:\\Users\\YOURUserName\\AppData\\Local\\Android\\sdk
19. In file explorer, go to android>gradle>wrapper>gradle-wrapper.properties, change the distributionUrl to (change 6.2 to 6.8):   
    distributionUrl=https\://services.gradle.org/distributions/gradle-6.8-all.zip
20. Start your emulator from Android Studio (go to AVD Manager and hit the play button next to your emulator)
21. In your command line type:   
    cd C:\Users\USERNAME\AppData\Local\Android\Sdk\platform-tools
22. Then, type: adb.exe
23. Close the cmd terminal and open it again
24. Type: adb devices. If it returns the name of running device, you are all set.
25. Go to your project folder and type: npx react-native run-android