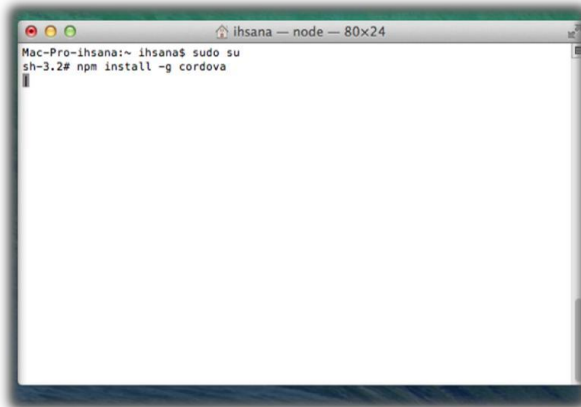


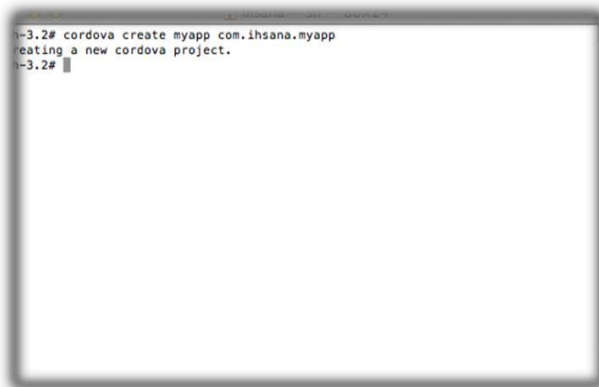
Install Cordova on OSX

1. Connect your Mac to the Internet
2. Download nodejs for macOS Installer, <https://nodejs.org/en/download/> then install it.
3. Run a terminal with root access, it will ask to enter your password mac-osx.
`$ sudo su`
4. Then install cordova
`$ npm install -g cordova --save`



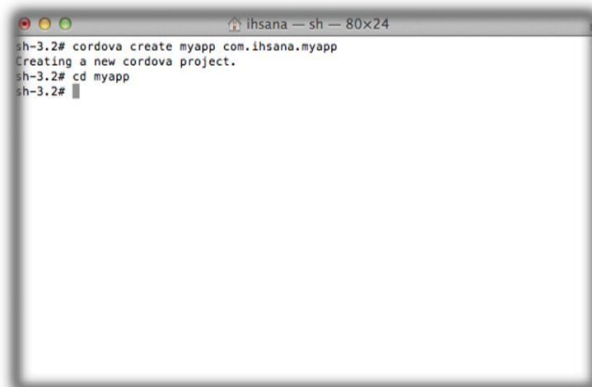
```
Mac-Pro-ihšana:~ ihšana$ sudo su
sh-3.2# npm install -g cordova
```

5. Please wait until finish
6. Then we try to create a project
`$ cordova create myapp com.ihšana.myapp`



```
sh-3.2# cordova create myapp com.ihšana.myapp
Creating a new cordova project.
sh-3.2#
```

7. Next go to the project directory
`$ cd myapp`



```
sh-3.2# cordova create myapp com.ihšana.myapp
Creating a new cordova project.
sh-3.2# cd myapp
sh-3.2#
```

8. Next we add the example for the Android platform
`$ cordova platform add android`

```

sh-3.2# cordova platform add android
Adding android project...
Creating Cordova project for the Android platform:
  Path: platforms/android
  Package: com.ihsana.myapp
  Name: HelloCordova
  Activity: MainActivity
  Android target: android-23
Android project created with cordova-android@5.1.1
Discovered plugin "cordova-plugin-whitelist" in config.xml. Adding it to the project
Fetching plugin "cordova-plugin-whitelist@1" via npm
Installing "cordova-plugin-whitelist" for android

This plugin is only applicable for versions of cordova-android greater than 4.0. If you have a previous platform version, you do *not* need this plugin since the whitelist will be built in.

sh-3.2#

```

- Now, check system requirements
`$ cordova requirements`

```

This plugin is only applicable for versions of cordova-android greater than 4.0. If you have a previous platform version, you do *not* need this plugin since the whitelist will be built in.

sh-3.2# cordova requirements
Requirements check results for android:
Java JDK: not installed
Failed to find 'JAVA_HOME' environment variable. Try setting setting it manually
Android SDK: not installed
Failed to find 'ANDROID_HOME' environment variable. Try setting setting it manually.
Failed to find 'android' command in your 'PATH'. Try update your 'PATH' to include path to valid SDK directory.
Android target: not installed
Android SDK not found. Make sure that it is installed. If it is not at the default location, set the ANDROID_HOME environment variable.
Gradle: not installed
Could not find gradle wrapper within Android SDK. Could not find Android SDK directory.
Might need to install Android SDK or set up 'ANDROID_HOME' env variable.
Error: Some of requirements check failed
sh-3.2#

```

In the above message we know that we have to install some programs are needed. Among them are: Java JDK and the Android SDK

- Install Java JDK, you can download on the official website:
<http://www.oracle.com/technetwork/java/javase/downloads/index.html>, using safari download and install.

Java SE Development Kit 8u92
 You must accept the Oracle Binary Code License Agreement for Java SE to download this software.

Accept License Agreement Decline License Agreement

Product / File Description	File Size	Download
linux x86	160.26 MB	jdk-8u92-linux-i586.rpm
linux x86	174.94 MB	jdk-8u92-linux-i586.tar.gz
linux x64	158.27 MB	jdk-8u92-linux-x64.rpm
linux x64	172.99 MB	jdk-8u92-linux-x64.tar.gz
Mac OS X	227.32 MB	jdk-8u92-macosx-x64.dmg
solaris SPARC 64-bit (SVR4 package)	139.47 MB	jdk-8u92-solaris-sparcv9.tar.Z
solaris SPARC 64-bit	98.93 MB	jdk-8u92-solaris-sparcv9.tar.gz
solaris x64 (SVR4 package)	140.35 MB	jdk-8u92-solaris-x64.tar.Z
solaris x64	96.76 MB	jdk-8u92-solaris-x64.tar.gz
windows x86	188.43 MB	jdk-8u92-windows-i586.exe
windows x64	193.66 MB	jdk-8u92-windows-x64.exe



To check the java folder type

```
$ which java
```

11. Installing android SDK or Android Studio, can be downloaded from the official website:
<https://developer.android.com/studio/index.html#resources>

	android-studio-ide-143.2915827-windows.zip	293 MB (307686999 bytes)	2aa610308b23ee938dbd1f82167
	No Android SDK, no installer		
Mac OS X	android-studio-ide-143.2915827-mac.dmg	291 MB (305671838 bytes)	689889cd434cb883b3fbd6c61faa
Linux	android-studio-ide-143.2915827-linux.zip	291 MB (305181285 bytes)	d34c75ae2ca1cf472e21eb5301f

Run AndroidSDK Manager, checked all then install Packages

For insert enviroint like this command:

```
$ export ANDROID_HOME=/Users/YourName/Desktop/android-sdk-macosx
$ export PATH=${PATH}:${ANDROID_HOME}/tools:${ANDROID_HOME}/platform-tools
```

12. After the Install check that the required programs have all been in the Install

```
$ cordova requirements
```

13. If all has been fulfilled, we try to add a plugin is needed:

```
$ cordova plugin add cordova-plugin-device
$ cordova plugin add cordova-plugin-console
$ cordova plugin add cordova-plugin-splashscreen
$ cordova plugin add cordova-plugin-statusbar
$ cordova plugin add cordova-plugin-inappbrowser
$ cordova plugin add cordova-plugin-admobpro
```

14. Lastly make apk, type:

```
$ cordova build android
```

15. APK will create in the folder: `platforms\android\build\outputs\apk`
16. Follow guides on IMABuilder → Dashboard → How to Build?