How to build apk file in react native

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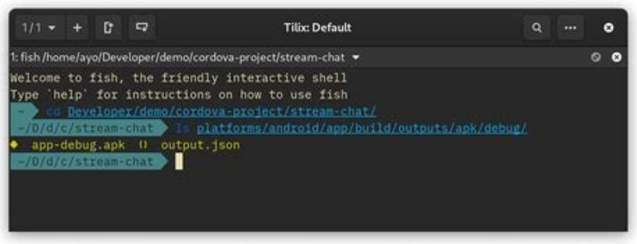
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Welcome to fish, the friendly interactive shell
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cd Developer/demo/cordova-project/stream-chat/
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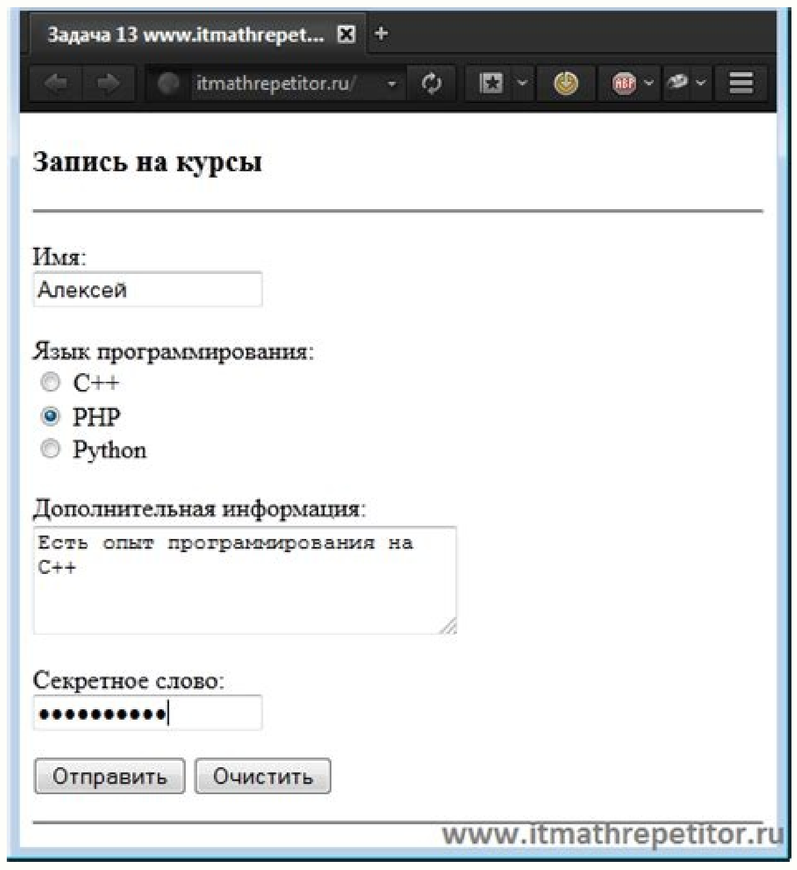
app-debug.apk output.json
~/D/d/c/stream-chat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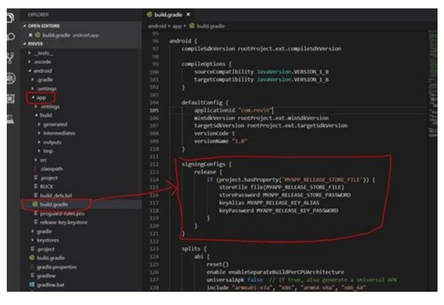

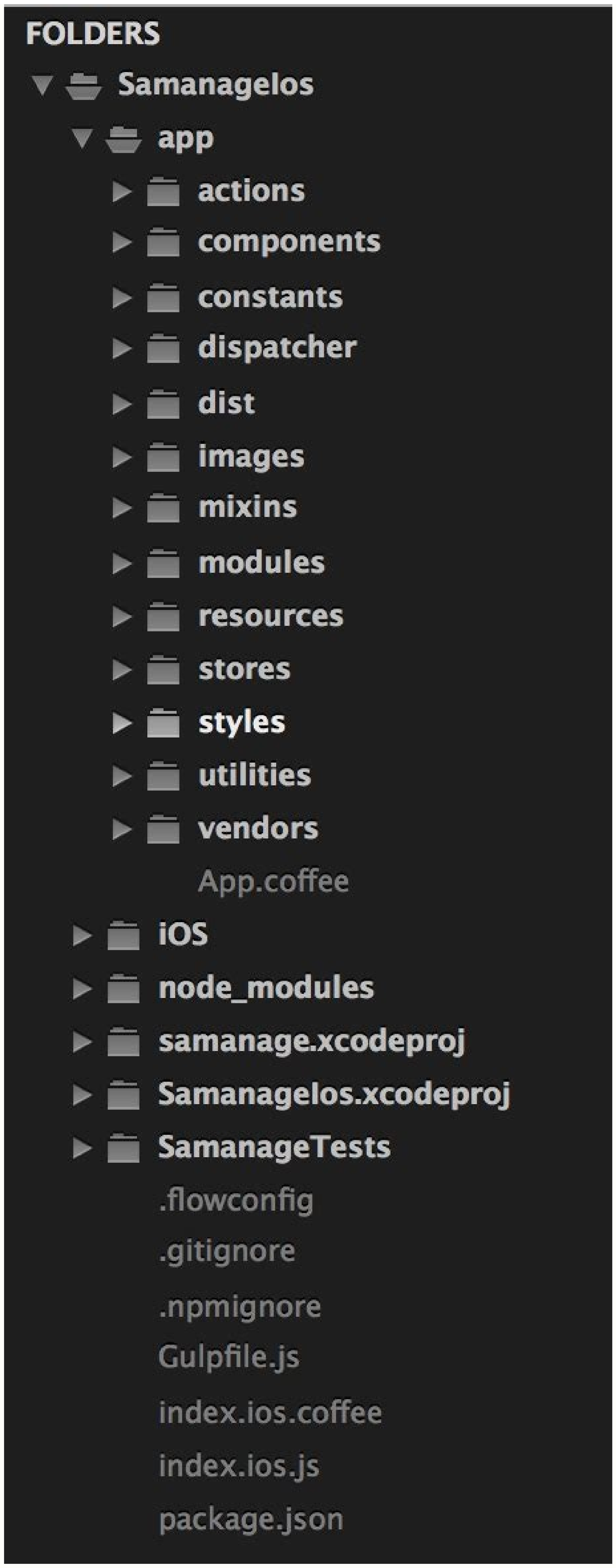

In this article I will show how you can use the GitLab CI with React Native to create a binary which can be published to the Google Play Store. #Prerequisites Google Developers Account A working React Native Android project #Keystore First, we have to generate a keystore which we will use to sign our APK. To do this run the commands below, follow all the instructions and keep the file safe. # Used to generate our keystore keytool -genkeypair -v -keystore my-key.keystore -alias my-key-alias -keyalg RSA -keysize 2048 -validity 10000 # Used to encode our keystore in base64 base64 my-key.keystore > base64-keystore.txt #App signing We no longer need to upload a certificate manually, as long as you "Opt In", to let Google Sign your applications for you. It will keep track of the key you used to upload your very first APK file, then it will expect you to sign all new releases of that application using that same key, so don't lose your keystore. To allow Google to sign our app for us do the following; Login to Google Play Console Select your application from the list Select "App Releases" Select a track, for example "Internal test" > "Manage" Select "Create Release" Then where it says Let Google manage and protect your app signing key (recommended), Select "Continue" The signing process works as follows; You digitally sign each release using your upload key (upload key being the keystore we just generated) before publishing it on the Play Console. Google Play uses the upload certificate to verify your identity and then re-signs your release using the app signing key for distribution. #GitLab Now, let's move on to the relevant keystore information to GitLab CI variables, so we can access them during our CI jobs. First, go to your GitLab project; Settings (side menu) > CI/CD > Variables Add Type: Variable, key: ANDROID_KEYSTORE_ALIAS , value: my-key-alias Add Type: Variable, key: ANDROID_KEYSTORE_PASSWORD, value: (whatever password you used) Add Type: Variable, key: ANDROID_KEYSTORE_KEY_PASSWORD, value: (whatever password you used, by default it's the same as the ANDROID_KEYSTORE_PASSWORD) Add Type: File, key: ANDROID_KEYSTORE, value: (copy the contents of base64-keystore.txt) Now we have all our keystore values/files on GitLab CI. Note Check the project permissions so only the relevant users can see/edit these values. You should keep the keystore file/passwords private, make sure only the relevant users can access them. #app/build.gradle Next open the android/app/build.gradle, then add the following to the android{} section. android { ... signingConfigs { release { if (project.hasProperty('MYAPP_RELEASE_STORE_FILE')) { storeFile file(MYAPP_RELEASE_STORE_FILE) storePassword MYAPP_RELEASE_STORE_PASSWORD keyAlias MYAPP_RELEASE_KEY_ALIAS keyPassword MYAPP_RELEASE_KEY_PASSWORD } } } buildTypes { release { minifyEnabled enableProguardInReleaseBuilds proguardFiles getDefaultProguardFile("proguard-android.txt"), "proguard-rules.pro" signingConfig signingConfigs.release } } ... } All this does is generate a signed APK so we can upload it to the Android Play Store. It will use the values from the keystore we just generated, to sign our application. We will create a gradle.propeties file so we don't have to store our keystore values in plain-text within the app/build.gradle (The gradle.properties file will be generated during our CI job, using the values we stored earlier on GitLab) Note: I have added my gradle.properties file to my .gitignore file so it doesn't accidentally get committed when I am testing out the build process locally. I recommend you do the same. #package.json Add the following three scripts to your package.json file. This is so that we can simply use yarn run bundle for example instead of having to write out the whole command, in our GitLab CI. Also, the other advantage is if the command is used multiple times in our GitLab CI jobs, we only have to edit in a single place. build-package: Builds our APK file bundle: Bundles all of our react native code into a single file generate-gradle-properties: Creates a gradle.properties file for us in the android folder. { "scripts": { "android-package": "cd android && ./gradlew assembleRelease", "bundle": "react-native bundle --platform android --dev false --entry-file index.js --bundle-output android/app/src/main/assets/index.bundle --sourcemap-output android/app/src/main/assets/index.map --assets-dest android/app/src/main/res", "generate-gradle-properties": "sh generate-gradle-properties.sh > android/gradle.properties", ... } ... } Where the generate-gradle-propeties.sh file looks something like, the code below. The file is essentially a template file, where the ${variable} are determined by the environment variables set (the values we set earlier on GitLab). So, in this case, the GitLab CI will pass in our keystore variables as environment variables and this file will simply fill them in and will create our gradle.properties file. #!/usr/bin/env bash cat android/app/my-key.keystore - yarn generate-gradle-properties - yarn bundle - yarn android-package --no-daemon artifacts: paths: - ./android/app/build/outputs/ Let's break this job down line by line; First we need a Docker image which contains all the prerequisites for building our APK. I think the reactnativecommunity/react-native-android has everything we need for our React Native/Android build (Java, Android SDK etc). Depending on your exact project, you may need to increase the inoitfy file watcher limit, you can do this using echo fs.inotify.max_user_watches=524288 | tee -a /etc/sysctl.conf && sysctl -p. Essentially, file watchers are used to monitor changes in the file system. You can find more information about Linux's inotify here. We then install our project dependencies using yarn install. We then decode the keystore file base64 -d $ANDROID_KEYSTORE > android/app/my-key.keystore the file need to be saved in android/app folder so it can be used during the building of the APK. We then generate our gradle.properties file using yarn generate-gradle-properties, where we store variables required during the build process such as the keystore passsword. Then we run yarn bundle, which creates the bundle, where all of our (JavaScript) React Native file are bundled into a single Javascript file. Finally we run the command that will actually build our APK yarn android-build-apk --no-daemon. Since this is a CI job we don't need to start a daemon, to speed up future builds hence the --no-daemon argument. Also we make some build artifacts available so everything with in this folder, ./android/app/build/outputs/ can be accessed/downloaded the APK after the job has completed, so we can then upload our APK manually. #AAB An AAB is the Android App Bundle, which is now the recommended way to upload our app to the Play Store. It has a few advantages over the APK, the main one being it usually makes your app slimmer and takes fewer bytes on your users device's. Luckily for us the change in code required to create an AAB instead of an AAB is very small. All we have to do is open our package.json and edit the android-package script so that it contains the following "android-package": "cd android && ./gradlew bundleRelease". So essentially we change the Gradle target from assembleRelease to bundleRelease and that it. #Appendix React Native for a long time has been the developer’s favorite framework to create Android applications through JavaScript. It has native components and provides the same experience as native but with familiar methodology and extra profitability. It requires less time for React Native app development, and it makes effortless integration too. App creation is quite easy on the platform, and this is why it is gaining popularity. If you develop apps, you might have to debug APK to present the app development to your client. Here you will find different ways to generate a debug APK in React Native. Generating debug apps using this framework is a lot easier than you think and just requires few steps. Read further to know how you can do that. But first, understand about debugging APK. What Debug APK Means and What Can You Utilize It For? Debug .apk files enable installation of applications and testing of it before publishing it to application stores. APK files are formats are utilized in the Android operating system to distribute and install mobile apps. It is quite the same as .exe files of Windows OS, and .apk is just for android users. But the debug .apk files are only for testing and installation purposes and are not ready to publish. You will require certain things to do before publishing the file. Nevertheless, these files are best for testing and initial distribution. You can hire React Native developer who will enable debugging options on the phone and run the apk for your Android project. To generate a debug .apk, it is essential to have a React Native version greater than 0.58. (react-native version > 0.58) Must Read: How React Native Is The Future Of Hybrid App Development? The Process to Generate a Debug APK File Using React Native For generating the debug APK, one needs to follow four simple steps. These are mentioned below. Step 1: Asset Directory The first thing developers have to do is to make the asset directory. After that, open the terminal YourProject/android/app/src/main. Run the command given below in that. mkdir assets You can also run the below command directly from the root directory of your project. mkdir android/app/src/main/assets Select only a single method for creating the asset and always remember that it is just a step for one time. You will not need to create the asset folder again. Step 2: Create Blank File After making an asset directory, build one empty file inside the assets folder you created in the first step. If you are creating a file using a terminal or command prompt, you can include the below command from the project’s root directory. touch android/app/src/main/assets/index.android This step is also one-time, and you will not have to create the index.android file. Step 3: App Bundle Creation This is the third step where the developers will bundle the app and its entire files. To fulfill this purpose, they have to run the below commands. This is an important step of React Native app development as here, the bundle for an app is created. Step 4: Generate APK In this step, you will generate your project’s APK file. Ensure that you have followed all the previous steps. For creating APK, you need to change the directory from your Project folder to the Android folder. After that, execute the command gradlew assembleDebug. It is a command that will take a certain time to create the APK file. One can get the APK file in Project/android/app/build/outputs/apk/debug/ having the name app-debug.apk. Then you have to copy the file and do the installation on an Android device. Must Read: Top 10 Databases to Use for React Native Mobile App Development How to Release APK file Through React Native? Step 1: Create a Keystore When you hire React Native developer for your Android app project, they keep attention to detail throughout the process from debugging to release. First, the developer will require a signing key generated using Java. The signing key is used to create the executable binary in React Native. You can also make one through the keytool present inside the terminal, and to get it, look through the below command. After developers execute the keytool utility, they will then be prompted for the password typing, which can be changed again as you want. Step 2: Add Keystore to the Project You have to copy this file your_key_name.keystore. After that, you have to paste it inside the android/app file in the project folder. Then on the Terminal, you have to follow the command. You require to open the file android\app\build.gradle and add Keystore configuration in it. There are few ways of project configuration with Keystore. The first one is build.gradle-keystore configuration. But this way is not secure. So, you can stipulate the passwords rather than keeping them in the .gradle file. Step 3: Release your APK generation Simply place the terminal directory into android through the cd android command. For Windows, you can do gradlew.assembleRelease. For Mac OSX and Linux, follow the command /gradlew.assembleRelease. Now, the APK making process is finished. You can access the file at android/app/build/outputs/apk/app-release.apk. It is a real app that can be uploaded to application stores. Conclusion By following the entire process, you can successfully generate and release APK with much ease. If anywhere you feel stuck in the middle, then look through this and complete it.

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