

Cordova - CLI - Useful Commands

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A list of useful commands for working with Cordova's CLI tool.

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Basic

- check current installed Cordova version

```
cordova -v
```

Install and setup

- create an app with a basic structure,

```
cordova create hello com.example.hello HelloWorld
```

- add platforms to your project

```
cordova platform add android --save  
cordova platform add ios --save
```

- check current platforms - lists currently installed and available

```
cordova platform ls
```

- check installed requirements - platform dependent
 - requirements will be checked relative to installed platforms for current project development
 - outputs whether JDK, Android SDK, Gradle &c. are installed

```
cordova requirements
```

Building the app

- build a Cordova app for all included platforms

```
cordova build
```

- optionally limit the scope of a build to a specific platform, e.g. Android

```
cordova build android
```

Test the app

- check available emulators, e.g. Android AVDs

```
cordova run --list
```

- rebuild the current app and view using the specified platform's emulator

```
cordova emulate android
```

& then update the current emulated image with the following command,

```
cordova emulate
```

- rebuild the current app and launch on a connected device (phone, tablet &c.)

```
cordova run android
```

Useful CLI commands

command	example	description
cordova	cordova	general command - outputs overview with 5 categories of information and help
-v	cordova -v	check current installed version of cordova
requirements	cordova requirements	check requirements for each installed platform
create	cordova create basic com.example.basic 422Basic	creates new project with additional arguments for directory name, domain-style identifier, and the app's display title
platform add	cordova platform add android --save	specify target platforms, eg: Android, iOS... (NB: SDK support required on local machine)
platform ls	cordova platform ls	checks current platforms for cordova development on local machine and lists those available
platform remove (platform rm)	cordova platform rm android	remove an existing platform
build	cordova build	iteratively builds the project for the available platforms
build platform	cordova build ios	limit scope of build to a specific platform (useful for testing a single platform...)
prepare	cordova prepare ios	prepare a project, and then open and build etc with native IDE (eg: XCode, Android Studio...)
compile	cordova compile ios	compile ios specific version of app
emulate	cordova emulate android	rebuilds an app and then launches it in a specific platform's emulator

run	cordova run android	run an app on a native device connected to the local machine
run --list	cordova run --list	check available emulators, e.g. Android AVDs

n.b. choice of platform interchangeable in above commands, e.g.

```
cordova build android  
cordova build ios
```