

# Setting up your environment

How to setup your development environment to develop muzima.

You will need the following to have your environment ready



Some of this installation are OS specific between Windows, Linux and Mac os X. Where necessary refer to your OS specific documentation.



You will need to install [Java](#) JDK in order to develop around muzima.



Install the [Android SDK](#) as described [here](#). You will need to pick your OS specific installation.



You will need to learn how to use git. [Git Tutorials](#) is a nice place to begin. Install and configure git for your operating system. If you prefer a graphical tool, [SourceTree](#) is a good tool while [most of the IDEs have a VCS plugin](#) that will give you graphical experience with Git.



All mUzima projects are built, compiled and packaged using [Maven](#) except mUzima android that uses gradle. You will have to install and configure [maven v3.0.5](#) (there are known issues with later versions) for your operating system - instructions can be found [here](#).

## Gradle

mUzima android project is built, compiled, packaged and tested using gradle. You need to install and configure gradle for your respective operating system using installation instruction found [here](#).

## IDE

Install your preferred IDE (Integrated Development Environment)

1. [IntelliJ IDEA](#) - (Recommended) v2016.1 is highly tested and is being used by the core developers  
Use the [Step By Step Instructions](#) to configure your IntelliJ IDEA for mUzima development.
2. [Eclipse IDE for Java Developers](#)
3. [Android Studio](#) - Based on IntelliJ IDEA but offers more features that enhance your productivity when building Android apps.
4. [Netbeans IDE](#) - Not tested



Refer to [this](#) link to setup an environment to develop OpenMRS modules.