

# Common Development tools

<http://www.tutorialspoint.com/index.htm>



Login all Microsoft apps using company email account

## All developers

### Desktop App



Install all applications and customise them as instructed.

- [Visual Studio Code](#)
  - [VSCoDe Customization](#)
- [Postman](#)
- [Git](#), Git main program (Windows Only)
  - Mac OS has Git pre-installed, no need to install
  - [Set git newline character](#)
- [Sublime Merge](#)
- Google Chrome browser
- [Microsoft Teams](#)
- WeChat desktop app
  - Mac via App Store
- WhatsApp desktop app (only for Hong Kong staff)
  - Mac via App Store
- [Homebrew](#) (Mac Only)

### Mobile App

- WeChat
- Microsoft Authenticator (for 2-factor authentication)
- Microsoft Teams
- Microsoft Outlook or Web Outlook
- Microsoft OneDrive

## Web developer (frontend/ Backend/ QA/ Web Designer)

- Node.js, install via NVM
  - if you have already installed node.js via the official installer, you will need to uninstall it and delete the folder "c:\program files\nodejs" before you run the NVM installer
  - NVM (MacOS), <https://github.com/nvm-sh/nvm>

- NVM for Windows, <https://github.com/nvm-sh/nvm>
- use npm global install the following package
  - `pnpm: npm install -g pnpm@7`
  - `gulp-cli: pnpm install -g gulp-cli`
- Google Chrome Browser
  - Vue.js devtools  
<https://chrome.google.com/webstore/detail/vuejs-devtools/nhdogjmejiglipccpnnanhbleda/jbpd>
- MongoDB (no need for Web Designer)
  - Mac via Homebrew, read [below](#)
- [Studio 3T Free](#)
  - need register an account with email to start using it. The registration is free.

## Flutter developer

- [set up a Flutter development machine](#)



You need to setup the Android Studio but we will use VS Code for the development tool.

- Android Studio
  - Dart plugin
  - Flutter plugin



On Mac, if install Android Studio 4.1, may need to create a symbolic link so that 'flutter doctor' could check the Dart and Flutter plugins correctly.

```
$ ln -s ~/Library/Application \Support/Google/AndroidStudio4.1/plugins  
~/Library/Application \Support/AndroidStudio4.1
```

- Xcode (via App Store) Mac only
  - Xcode Command Line Tools (after install Xcode, run this command via terminal 'xcode-select -install')
  - [CocoaPods \(Library manage tools\)](#)

## Web Designer

- Install AMP (Apache 2.4 or up, MySQL 8 or up, PHP 7.3 or up)
  - [Instructions for MacOS](#)
  - [Instructions for Windows 10](#)
- WordPress 6 or up

## Designer

- AI
- Photoshop
- Google Chrome

## QA

- [k6](#)
- [Postman-to-k6](#): `npm install -g @apideck/postman-to-k6`
- [Using k6.script](#)
- [mobile testing environment setup](#)

## .NET developer

- Visual Studio 2022 (v17.2.6)
  - .NET 6 SDK and Runtime (included in Visual Studio 17.2.6)
- Swagger
- Entity Framework
- Json.NET - Newtonsoft

## Deployment Tools

- [Azure-Cli](#)
- [OrbStack](#) (faster than Docker desktop)
- [Docker](#) (you may skip the installation of Docker desktop, but the command are still the same for OrbStack)

## Install an App with specific version via Homebrew 使用 Mac OS only

```
$ brew tap homebrew/versions
```

Then search for your desired package:

```
$ brew search mongodb
```

This might give you the follow results:

```
...
mongodb/brew/mongodb-community
mongodb/brew/mongodb-community@4.2
mongodb/brew/mongodb-community@5.0
```

And then install the desired version:

```
$ brew install mongodb/brew/mongodb-community@4.2
```

## Miscellaneous software

- [Online Sprite Creator](#)

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