

My Map-Find My Phone

Documentation 2021



 Java

Locate Your Another Phone-Find Your Phone

 *Android App*

- Track Your Lost/Stolen Phone.*
- Locate Your Another Phone.*
- Live tracking 24hr Service*
- Secured and effective*

 Kotlin

Instruction:1

Import the project into your Android studio.

To import the code into your Android studio do the following steps:

- i)Unzip the Project File
- ii)Open Android Studio exe
- iii)Click on Open an Existing Project on Android Studio
- iv)Select our Android Project

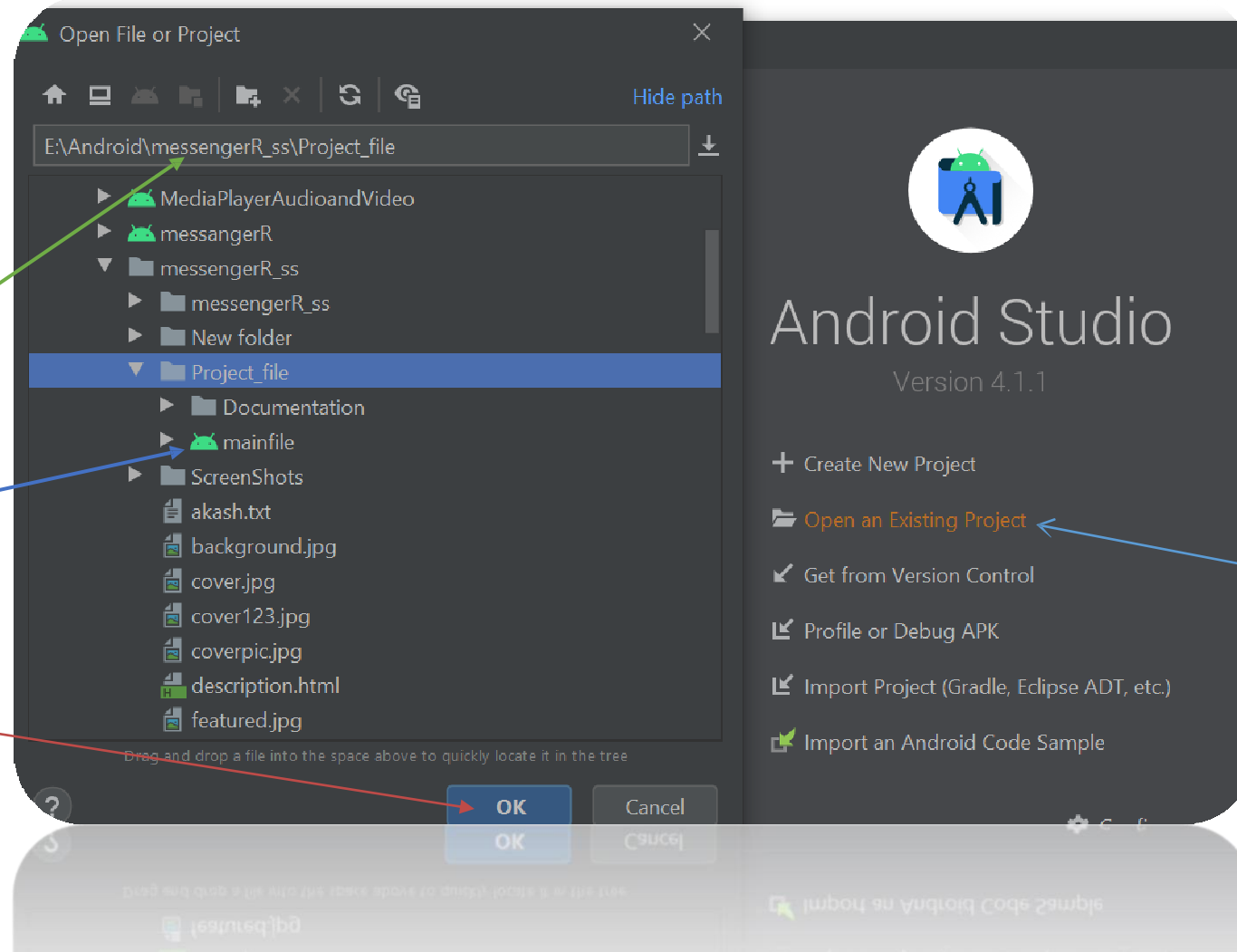
[In Android Studio Opening dialog,when you choose the option "Open an Existing Project" ,You have to put the path of project root path. Then Select our project file ... See Examples]

Examples

step1

Unzip the Project file

Step 3
put the Root location of
the unzip file
and Select our main
project
Then
click ok. Files will be
imported automatically
on Android Studio within
less than one minute



Step 2

After Open Android Studio
Click on Open an Existing
Project

Instruction 2:

Changing the basics of project like app name, package name, icon, color, ui designs as you preferences...

=>You can use ours also but you have to change package name must for creating your own network with firebase....

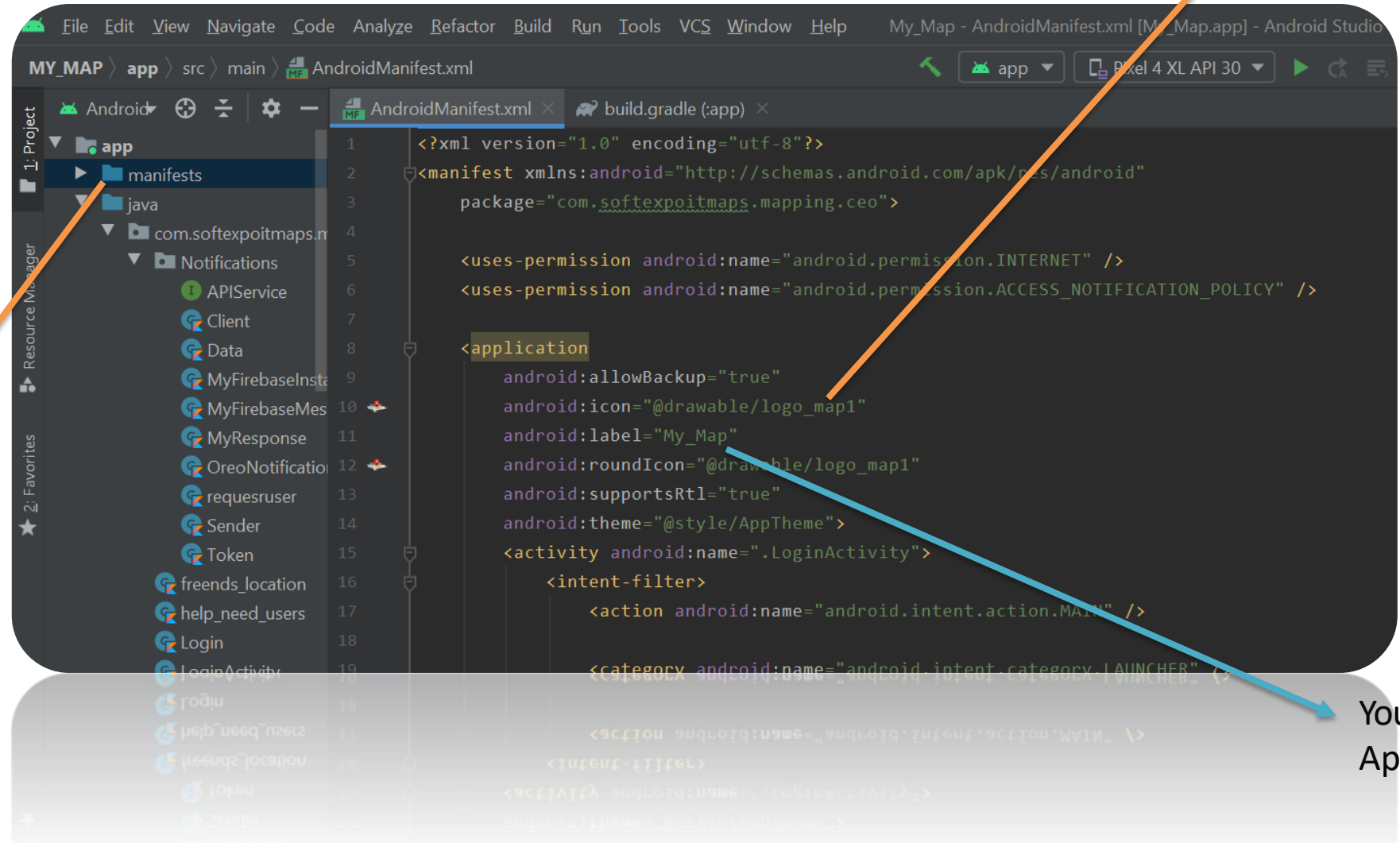
⇒You can change the app_name and icon from manifest file...if you want to change colors and ui designs, just go to XML files and change these...

⇒import your designs at drawable folder and set these designs from xml File...Our Designs are open source...You can also use these.

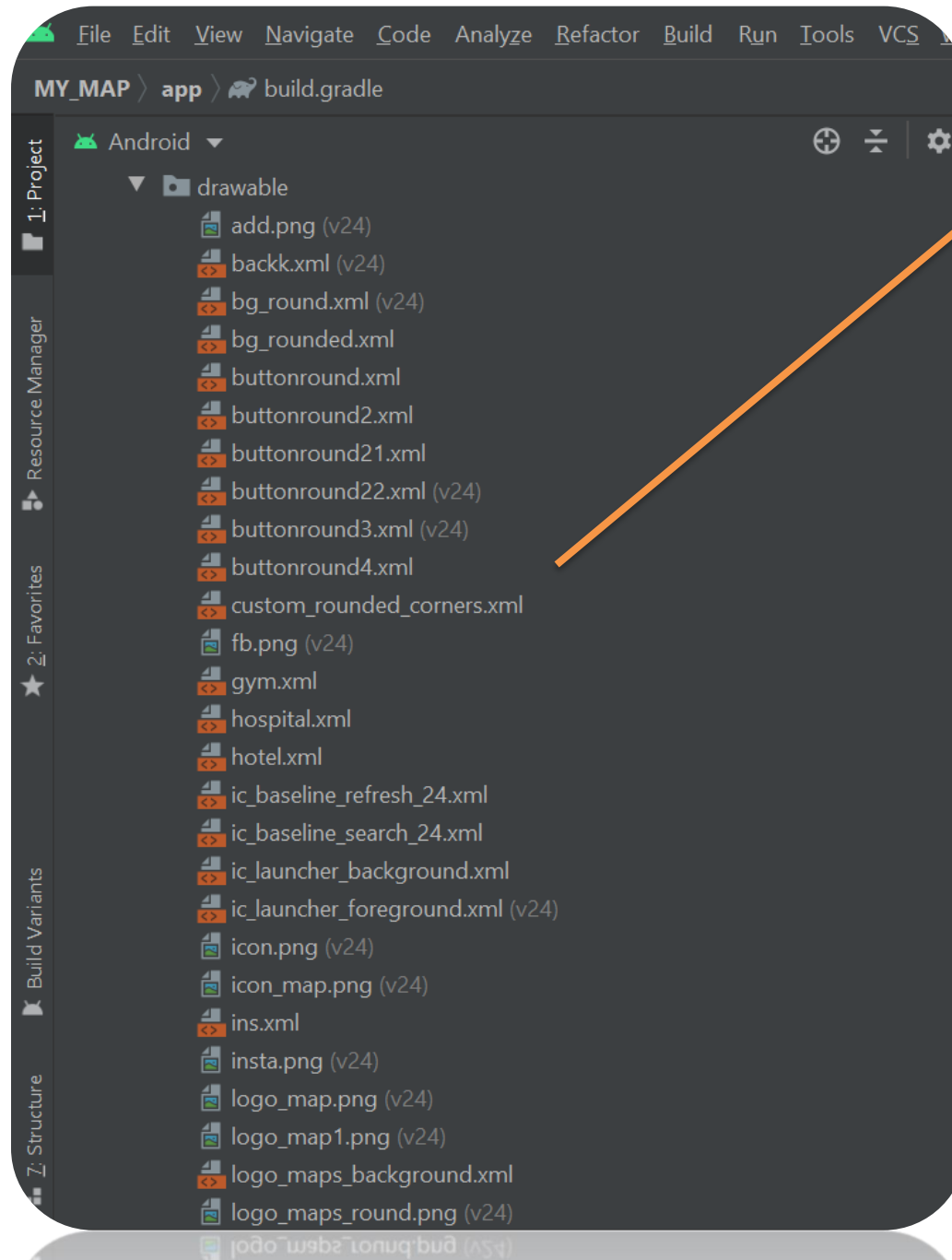
Samplaes

Import your icon in drawable folder and set your app icon here

Step 1
Go to manifests file



You can set your App name here



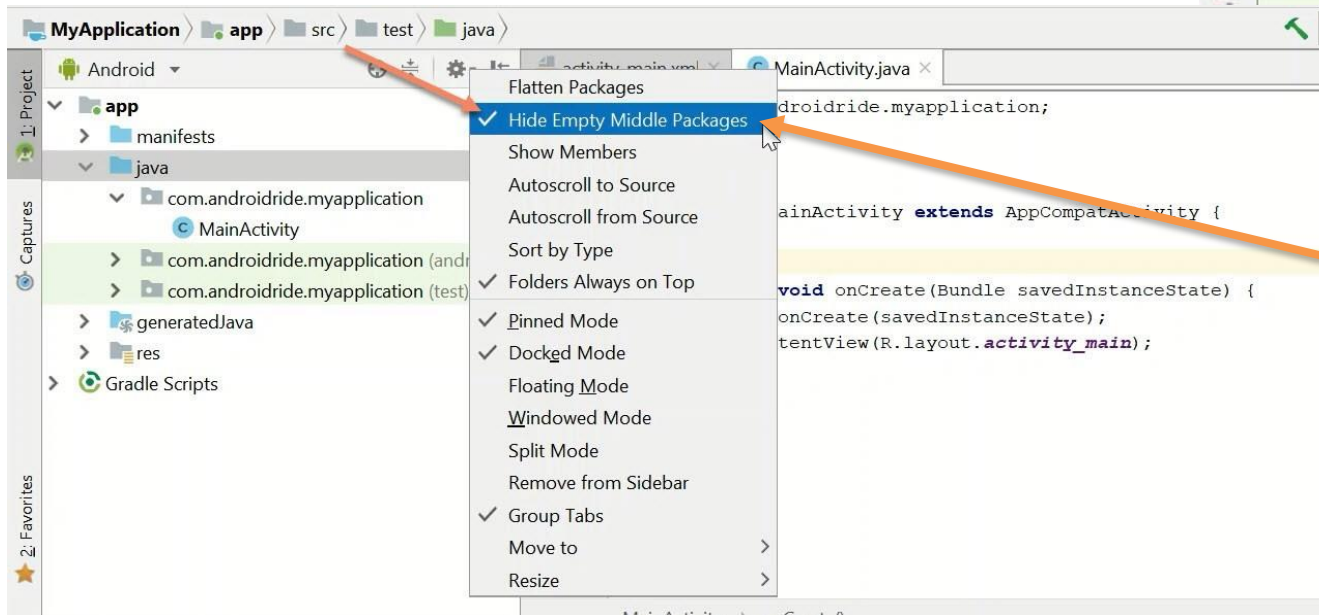
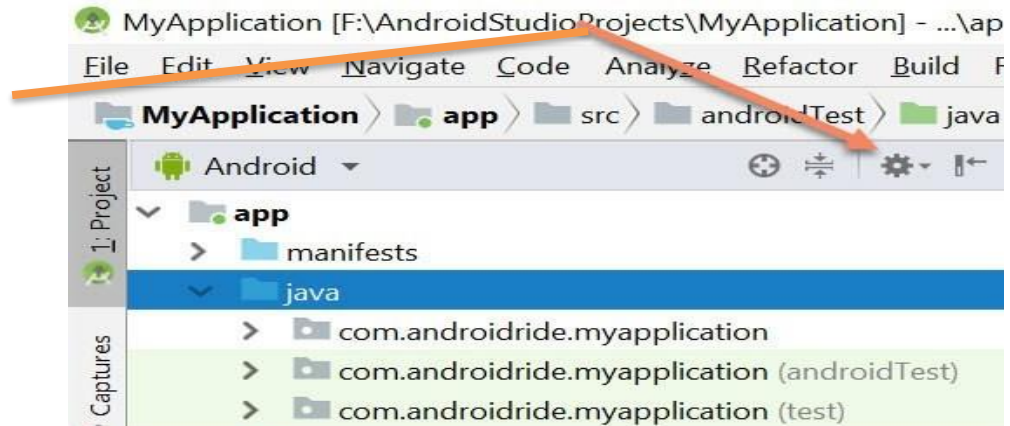
This is our Drawable Folder.
You can copy your image and just paste it here in Drawable Folder. The image will be imported Automatically. Then Go to xml files and you can set your Designs there. Icons are also imported here in Drawable File

You can Replace our photo with your selected photo with the same name. EX:
Our landing page's image name is bg.jpg... You can copy your photo And paste it into drawable folder then delete our bg.jpg picture and rename your photo as bg.jpg ...Your app's landing image will be changed and set with your picture...take a look on our drawable folder...

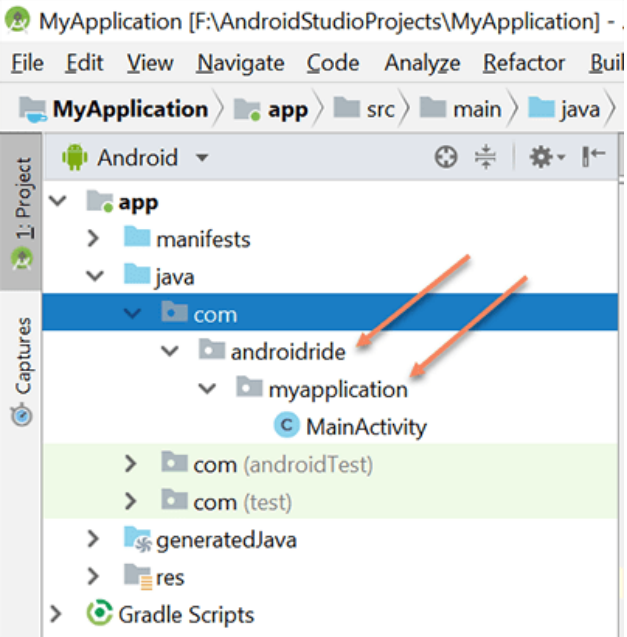
Methods To Change Or Rename Android App Package Name in Android Studio

In this example, we will change package name **com.androidride.myapplication** to **com.xyz.yourapplication**.

Step 1: Open Android Studio project, Select package name or Java, Click the gear icon.

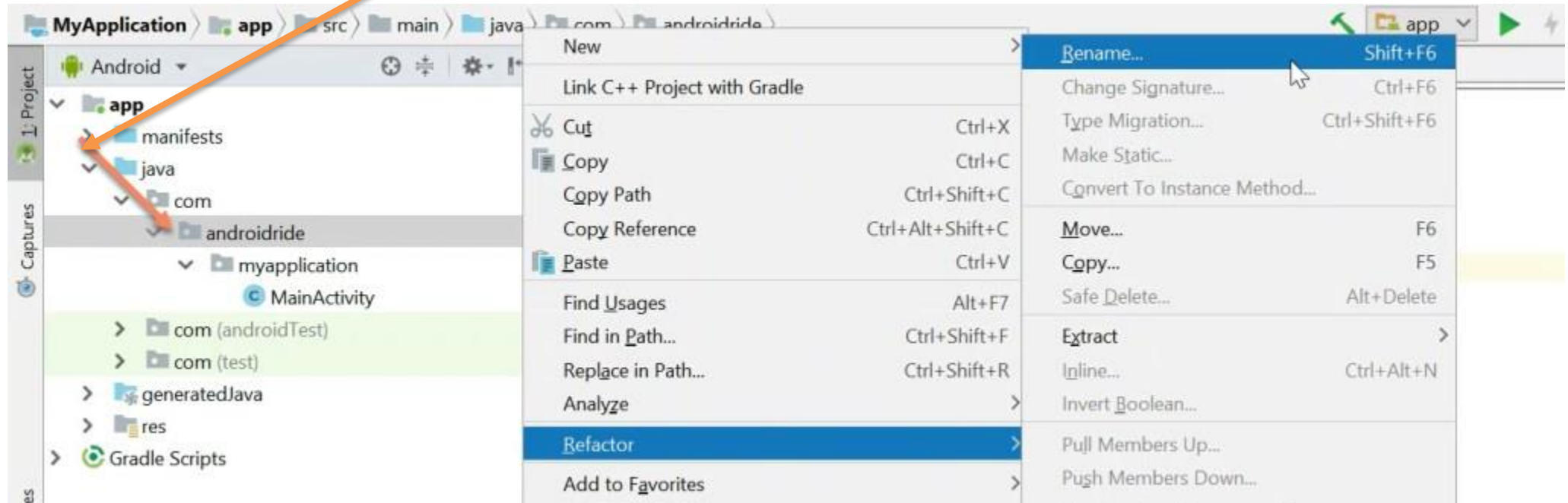


Step 2: Deselect Compact Middle Packages. This breaks your folder structure into parts.

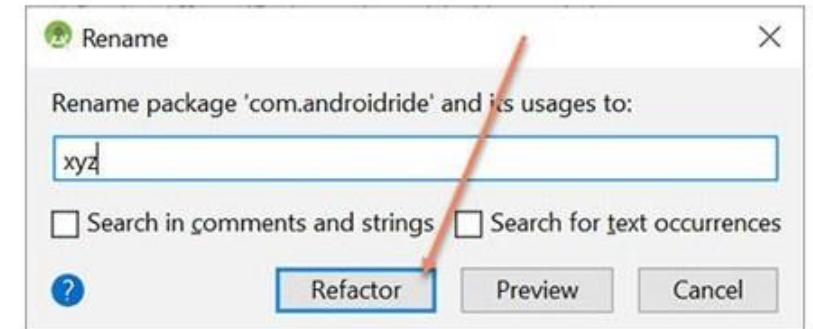
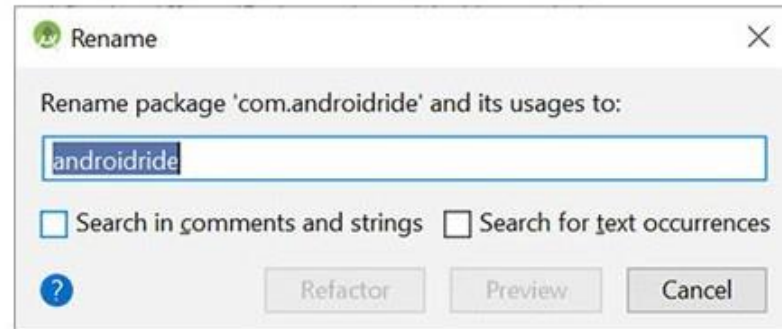
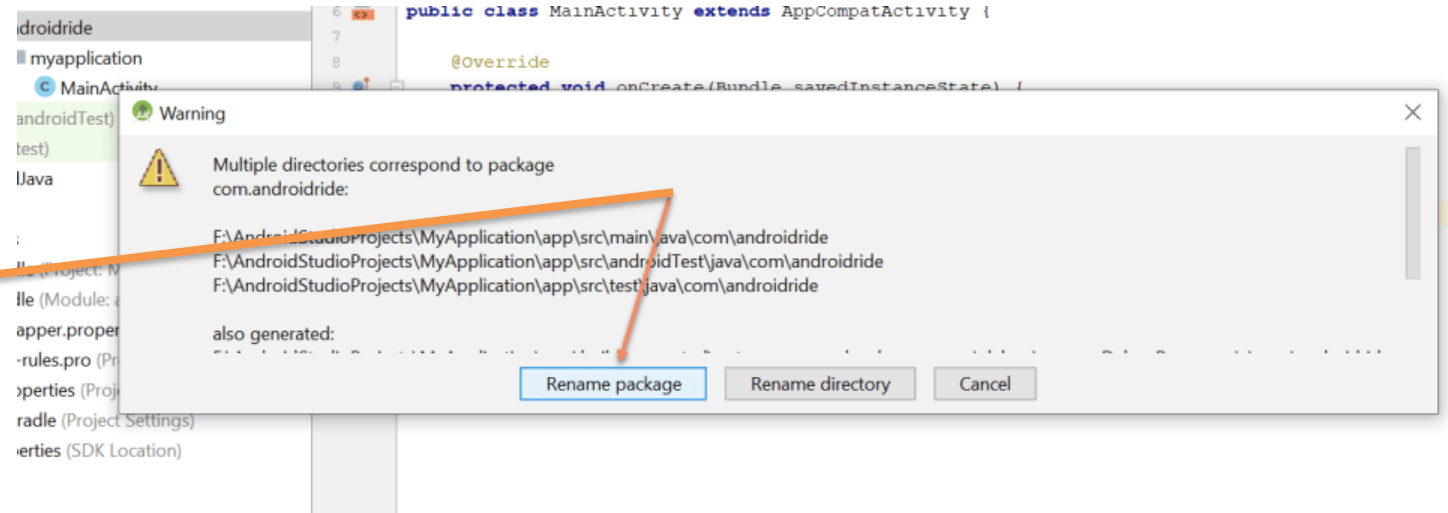


The package is broken down.

Step 3 : Right Click on AndroidRide, **Refactor -> Rename** . You can also use **Shift + F6**.



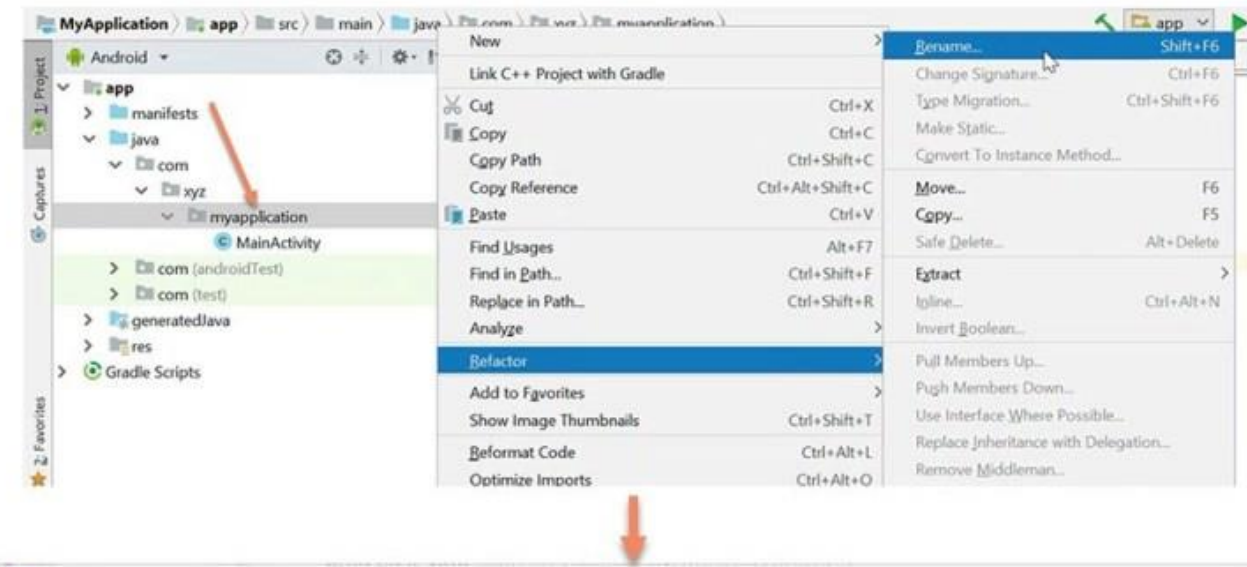
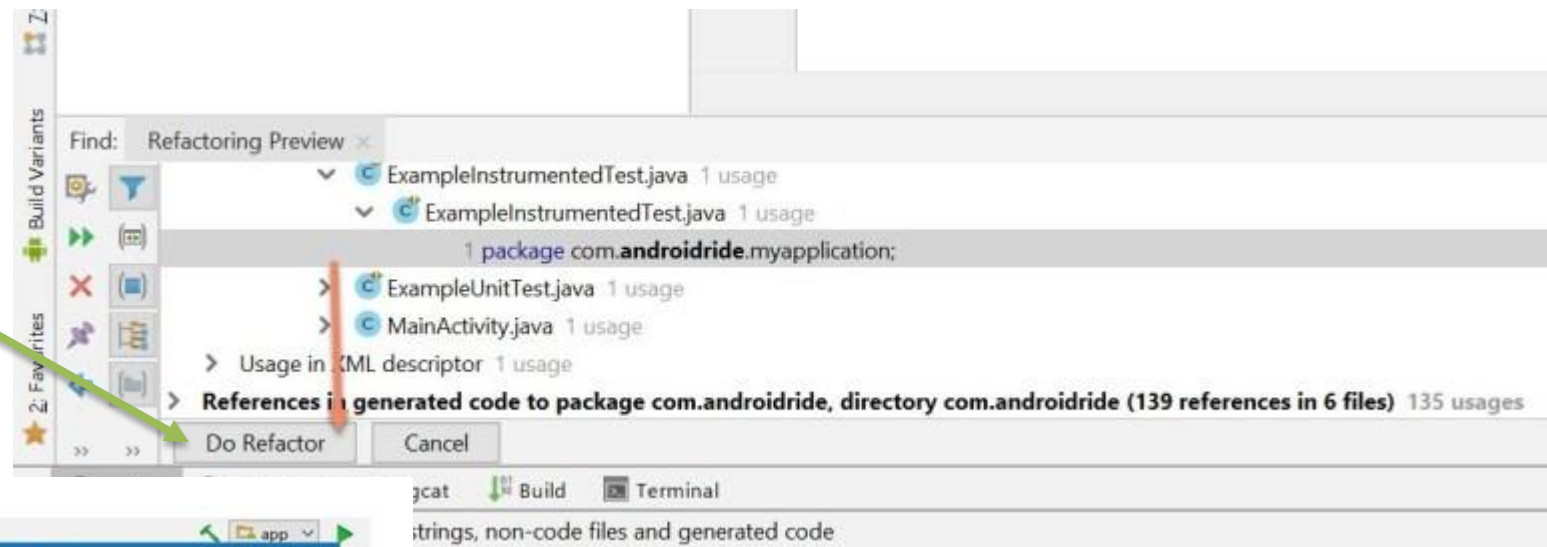
Step 4 : Click on **Rename package**



Step 5 : Clear AndroidRide and put new Name in it.
Here **"xyz"**

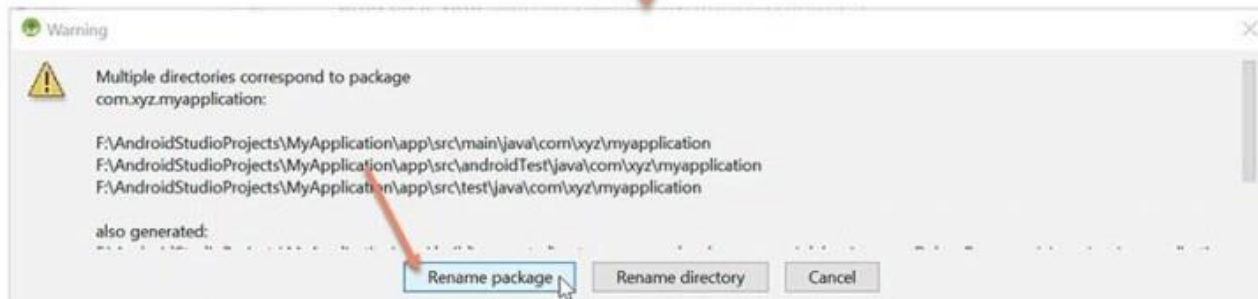
Step 6:

If This dialog will come, click on do Refactor otherwise not need

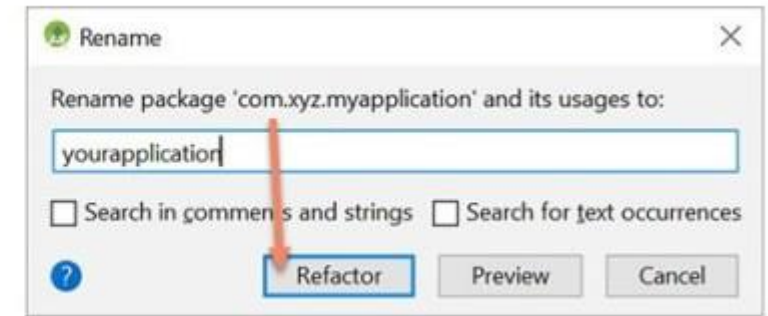
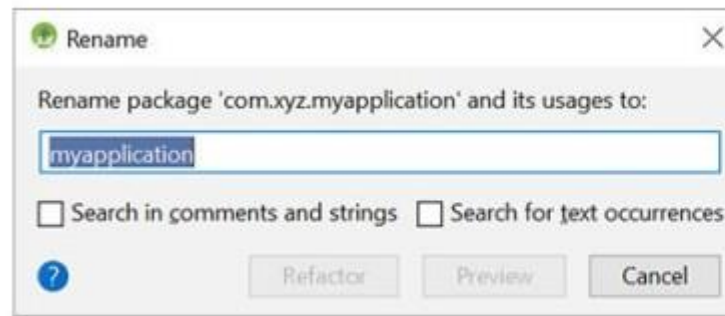


Step:7

- Repeat the same process.
- Right click on **myapplication**, Refactor -> **Rename** and **Rename package**.

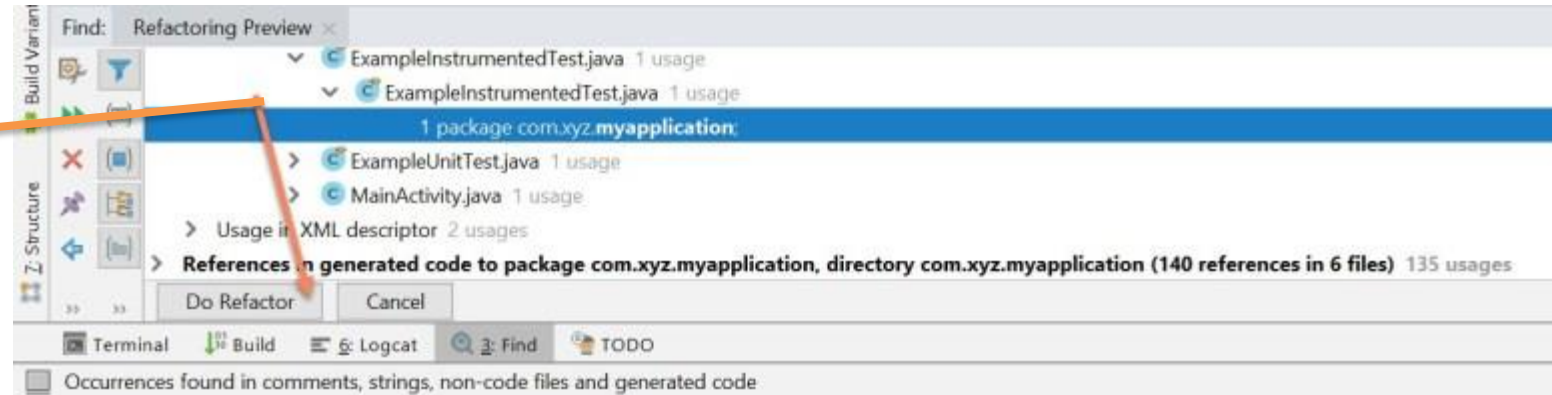
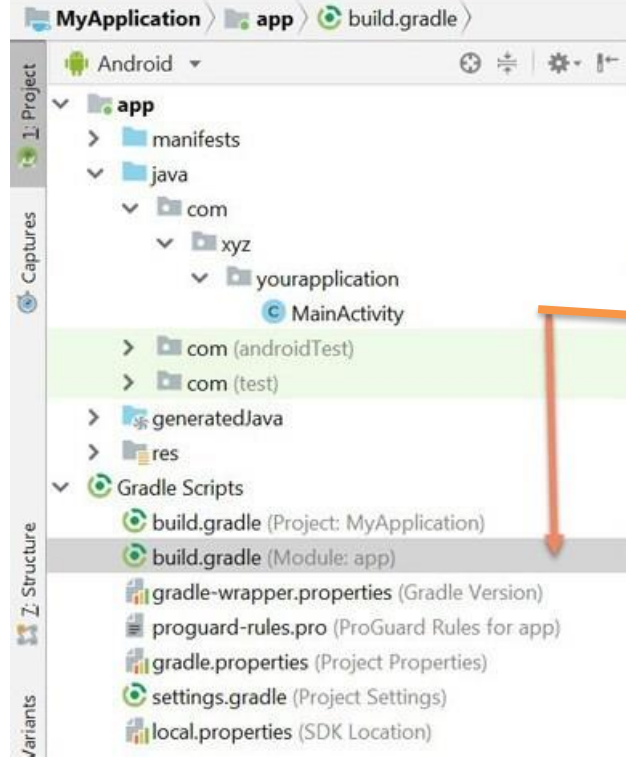


Step 8:
Change **myapplication** to
yourapplication

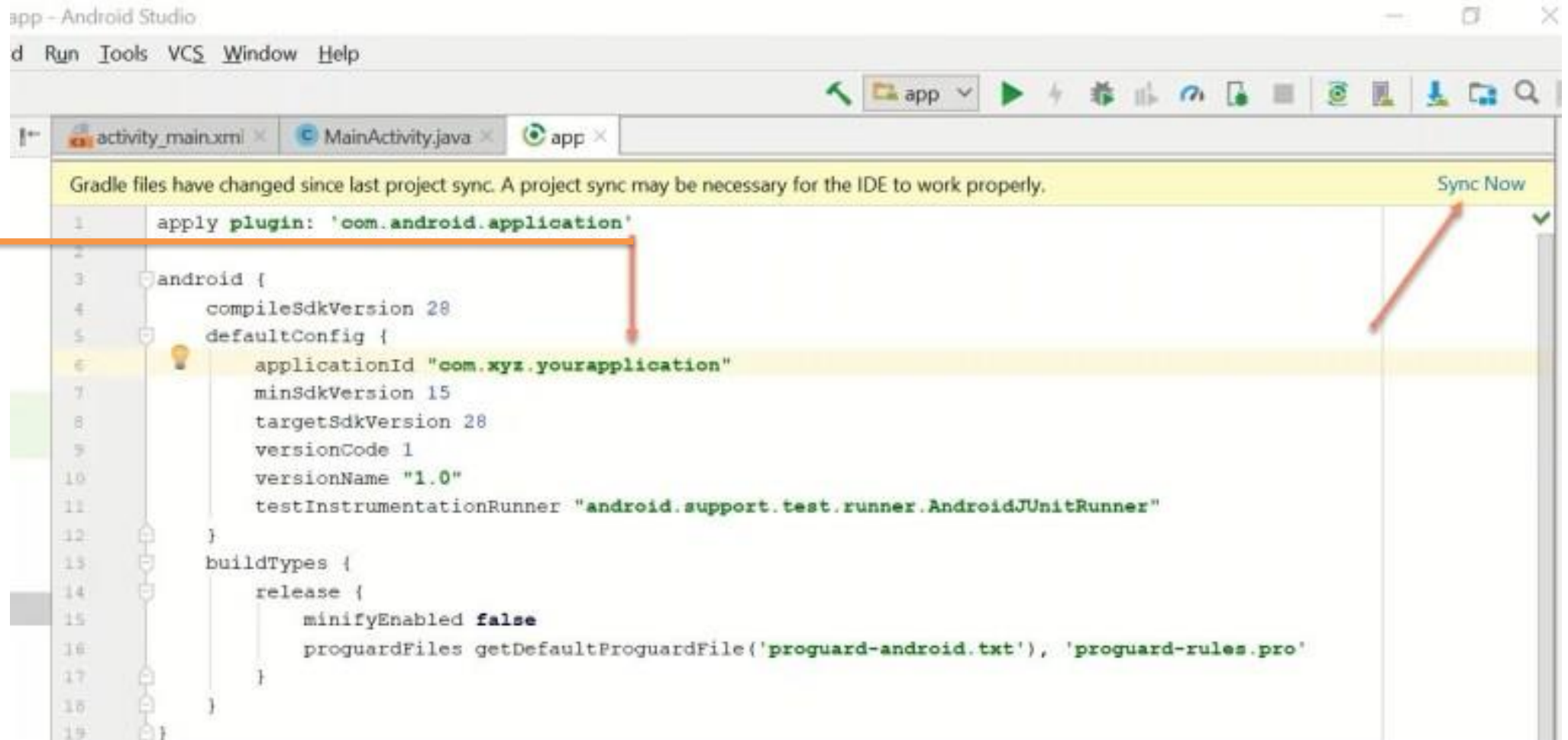


•Step 9: Click on **Do Refactor**.

MyApplication [F:\AndroidStudioProjects\MyApplication] - app -
File Edit View Navigate Code Analyze Refactor Build R



Step 10: After changing the package name,
open **build.gradle(module)** and change **Application Id**



change

applicationid **"com.androidride.myapplication"** to **"com.xyz.yourapplication"**.

-After changing applicationid, click on **sync now**.

Congrats. Package name successfully changed.

Instruction 3:

This project is completely built for Use. If you want to create Your own Network with firebase, Just you have create an account on

<https://console.firebase.google.com/> Click Here and then create a project in It , Then, setup your android app inside that project ...For setup:

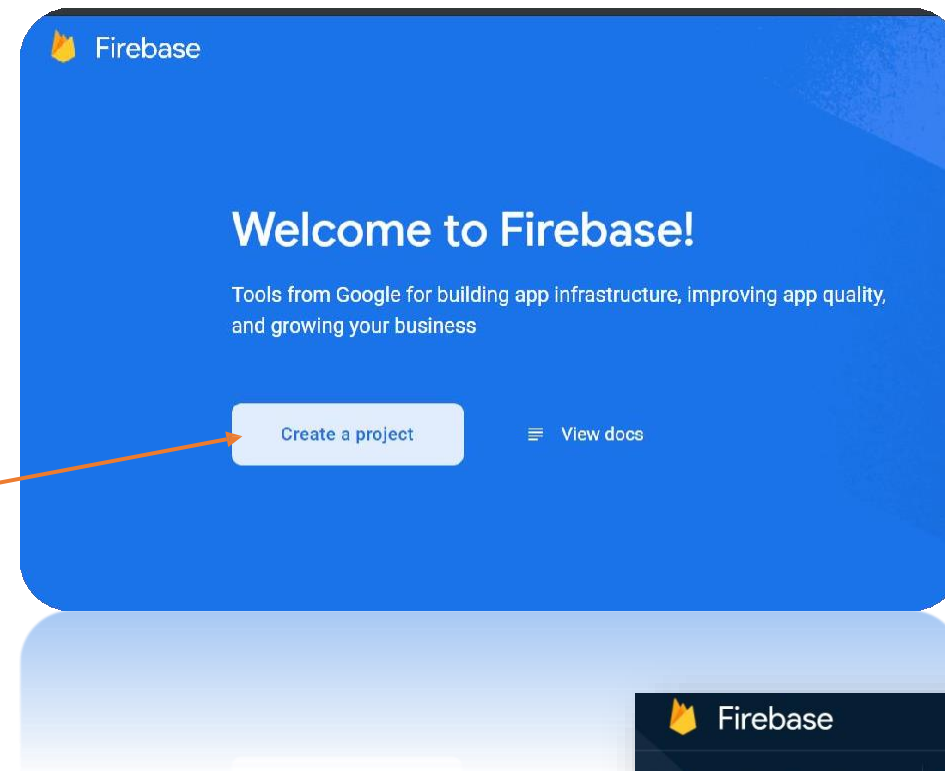
⇒After Opening the project and Click on add app Android icon option then give your package name and download the config file from firebase . Following firebase instructions delete our existing config file from the project and in that position paste your downloaded config file. That's it. You can find the location of our config file from the firebase's instruction . After Clicking Continue to console your network is Created Successfully....

⇒That's it

- Samples

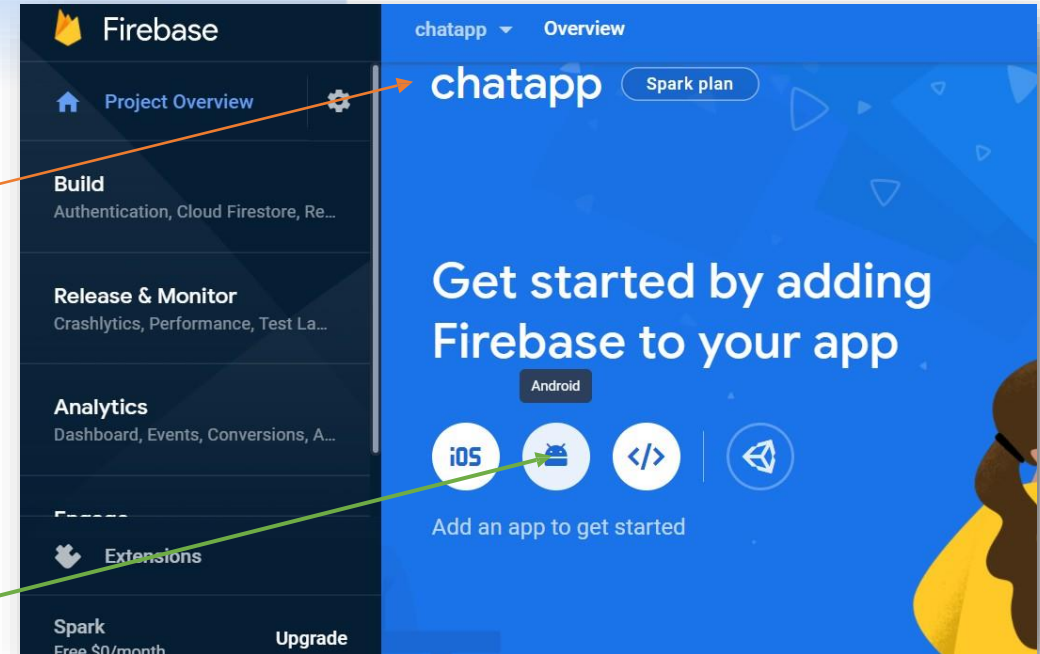
You can login to
firebase account
with your email id
Then,
Create a Project here

Firebase is
Completely Free and
Fast Server



We create a
project named
Chatapp

Click Here to Setup Your
Network



[illegible]

Enter your app's Package Name
here

Download the config file And Follow Their Instructions

If You Don't Understand Their Instructions
Follow ours on next slide

✓

Register app

Android package name: com.chatapp.sss

2

Download config file

Instructions for Android Studio below | [Unity](#) [C++](#)

Download google-services.json

Switch to the **Project** view in Android Studio to see your project root directory.

Move the `google-services.json` file you just downloaded into your Android app module root directory.

google-services.json

Project Packages Scratch

MyApplication (~\Desktop\My

.gradle

.idea

app

build

libs

src

.gitignore

app.iml

build.gradle

google-services.json

proguard-rules.pro

gradle

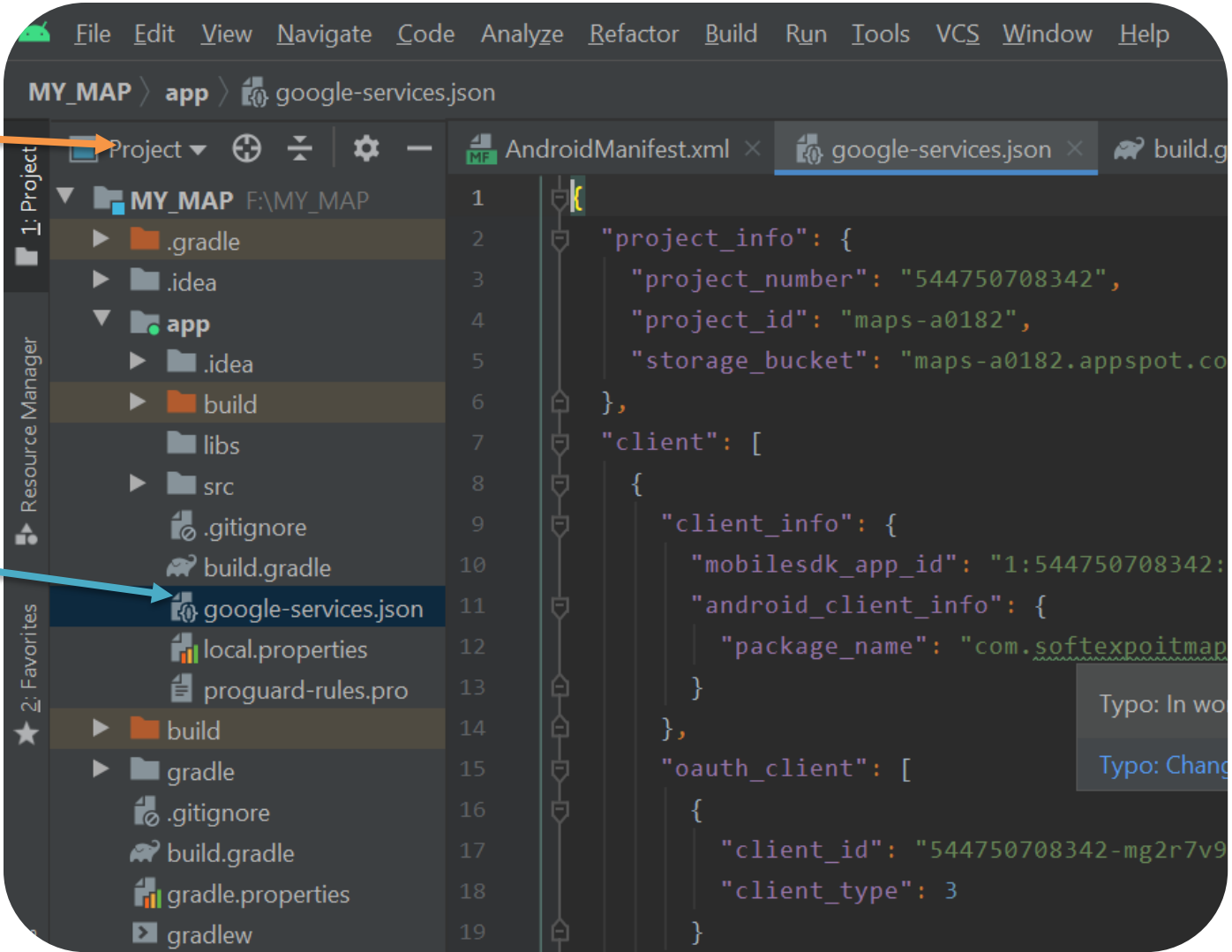
Previous

Next

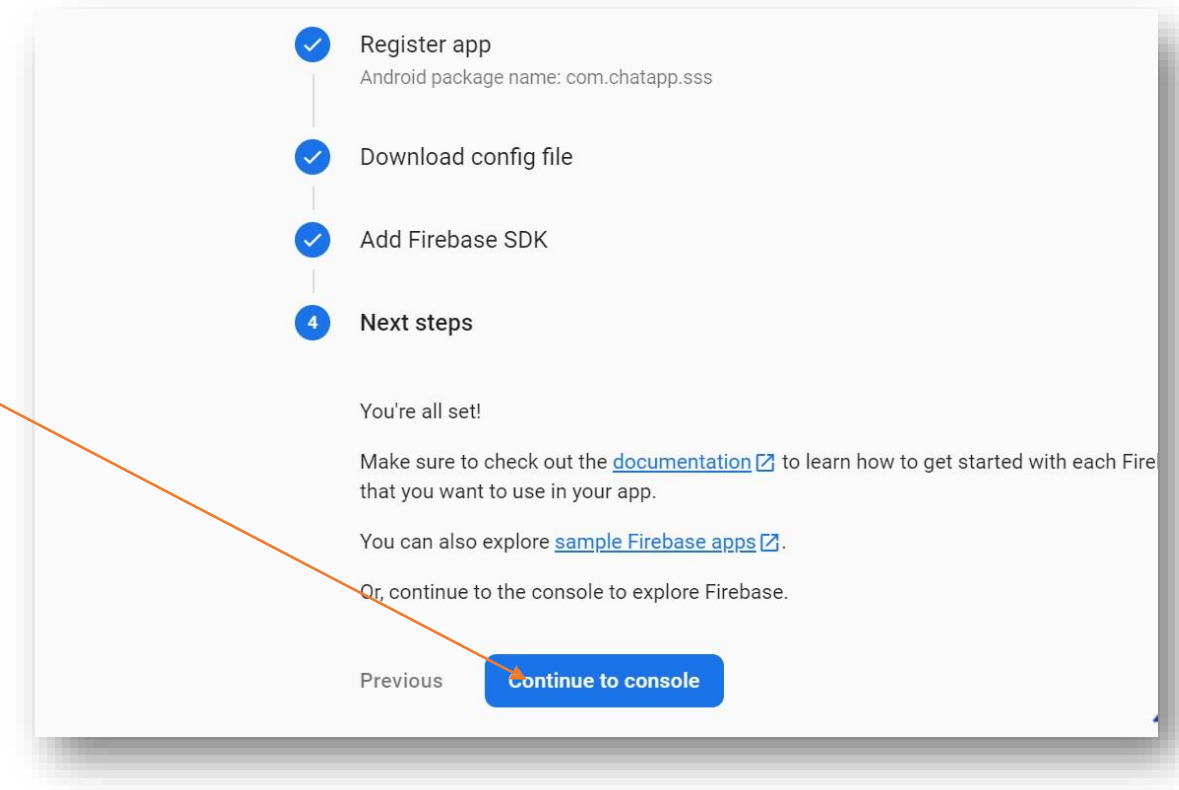
Change android to
Project Here

Delete our google-
services.json file from
here
And paste your new
Copied services.json file
here
At the same position

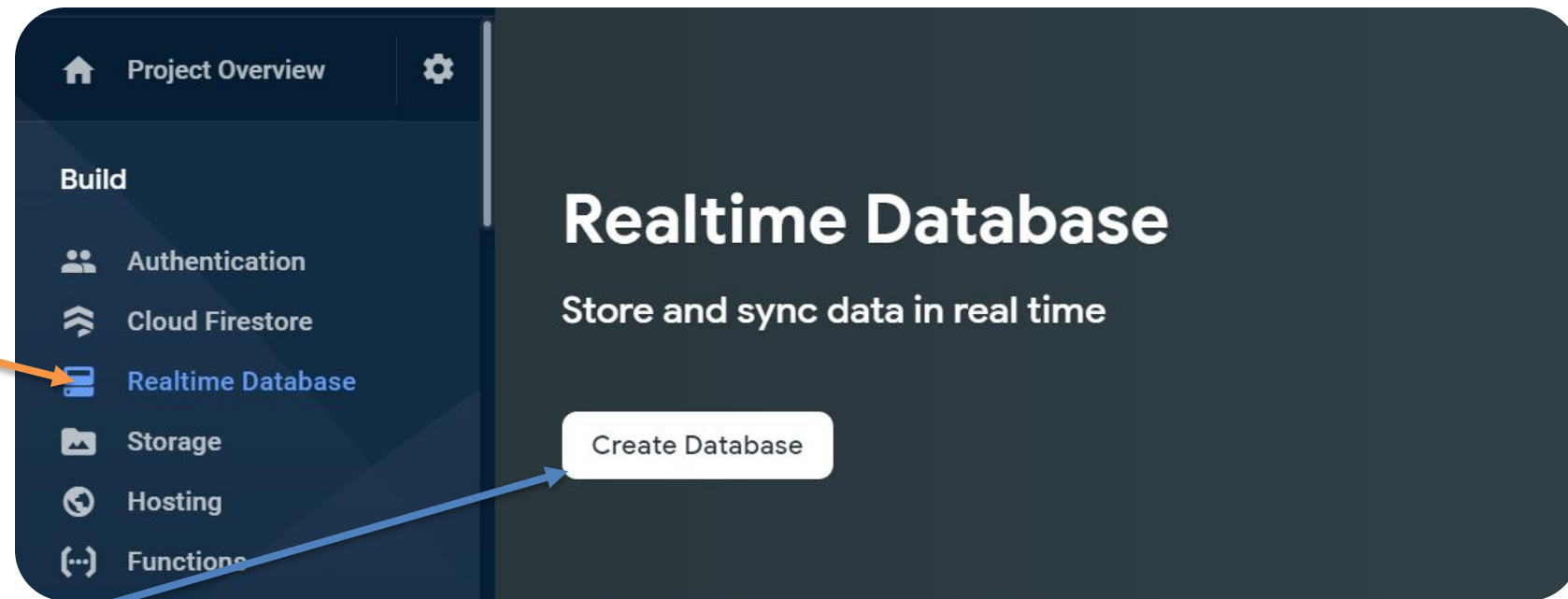
Be Careful
It is most Important part



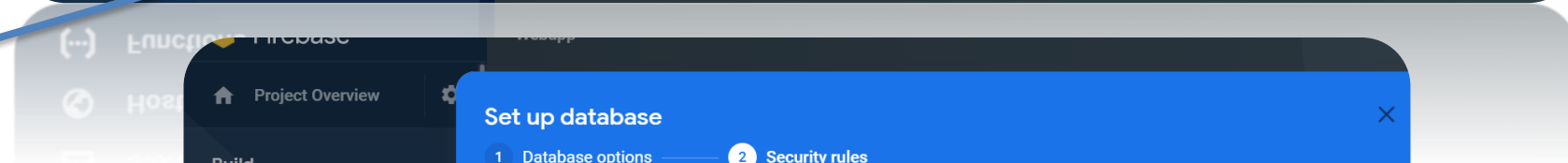
Then Click Continue the Console
Your Network Setup Finished completely



Then You have to create a database just click here



Then Click on Create Database

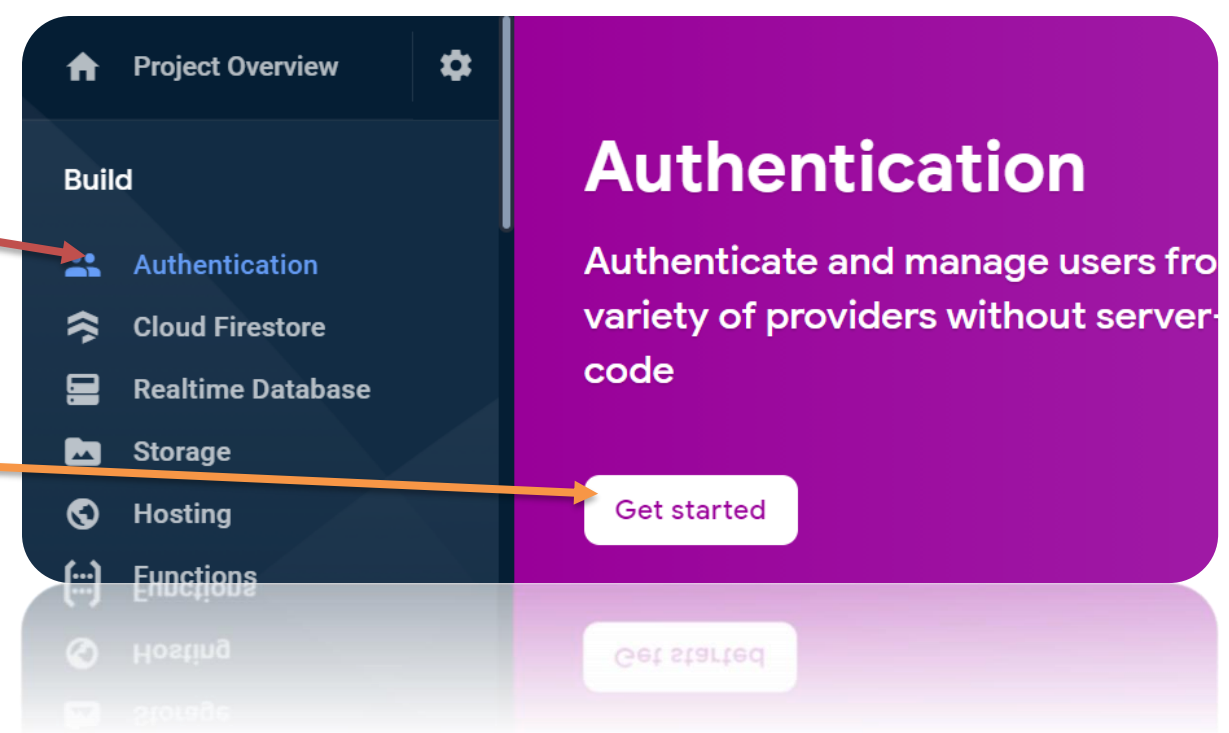


Then Enable it
Your Database will be
created automatically

...

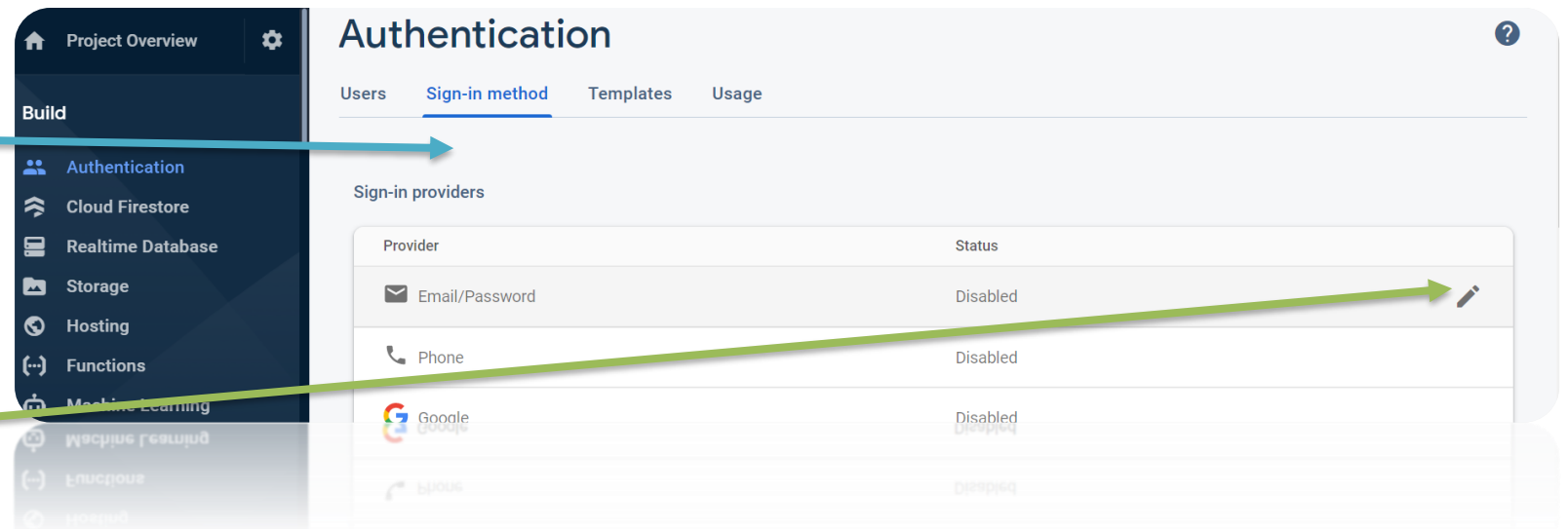
Then Click to Authentication

Click on get started



You can See a page like this

Click here

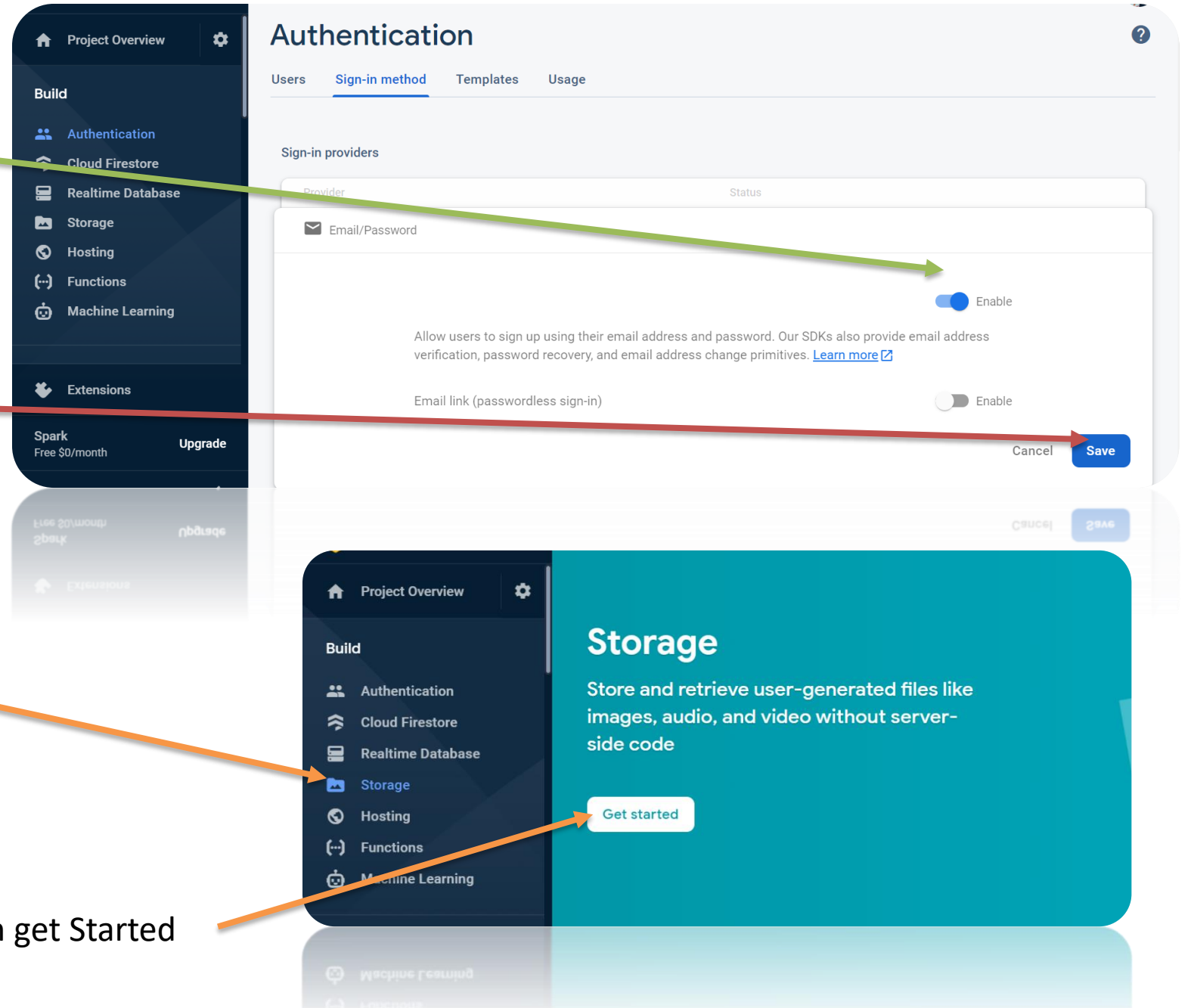


Enable Email/password

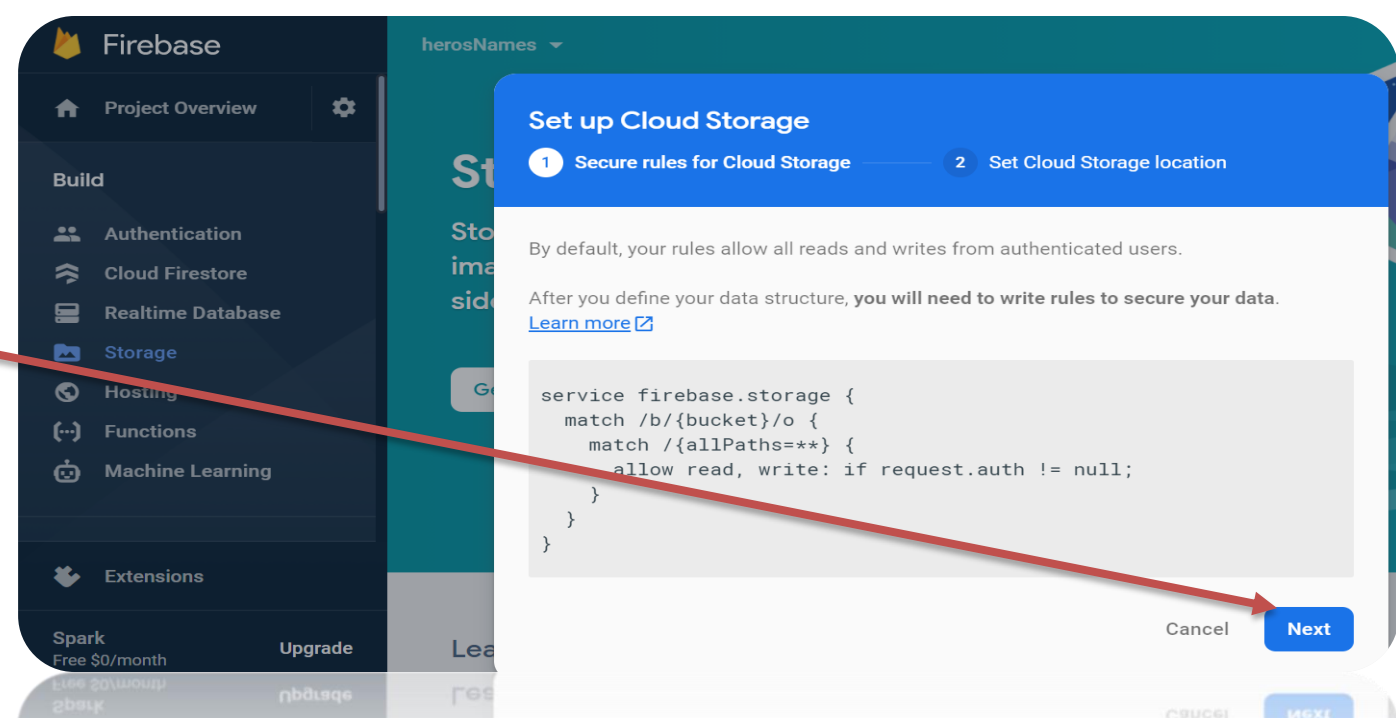
Click on save

Click On Storage

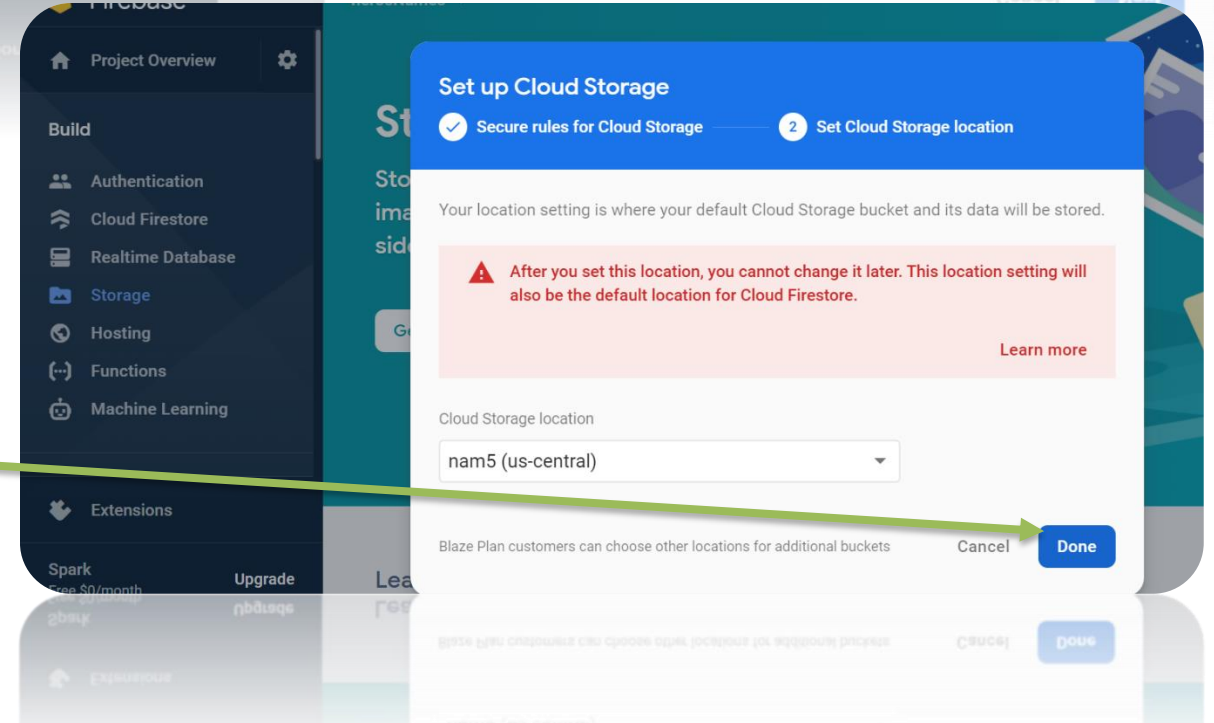
Then Click on get Started



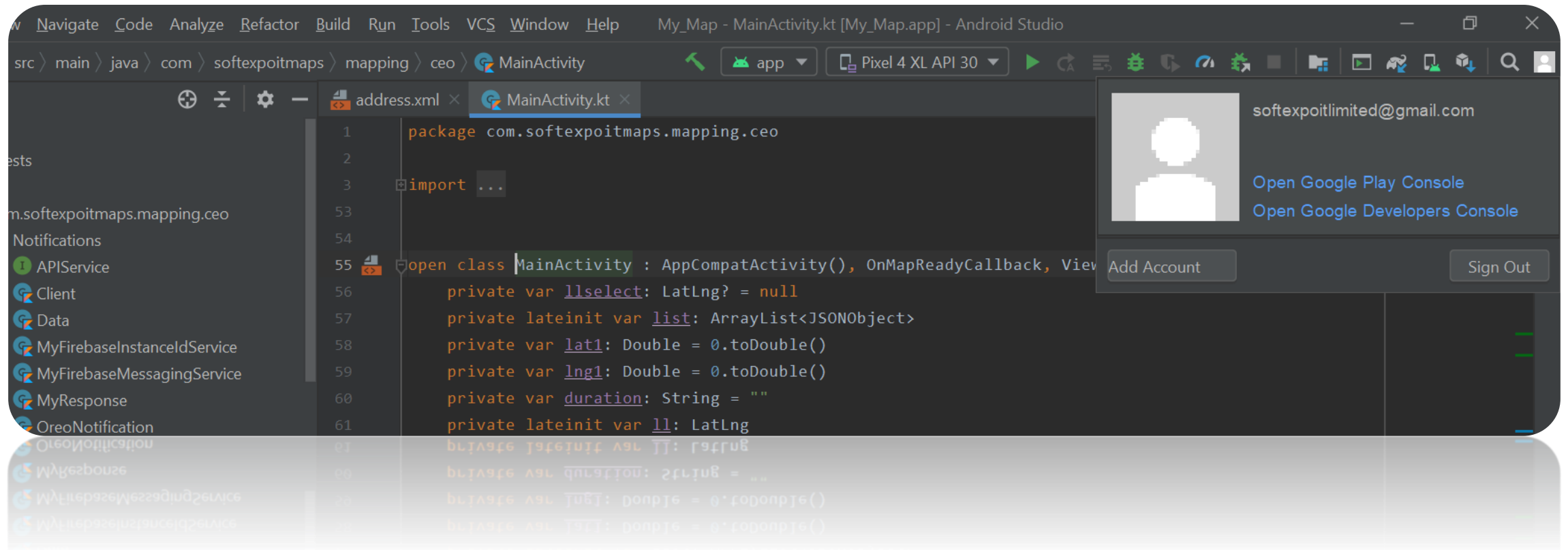
Then click on Next



Click on Done




Your Private Network Creation
is fully completed



Make sure you are login in Android studio with the same email id
That you used in firebase console to make the project

Here we use Google Maps SDK for Android...You have to Sign in [Google Cloud Platform](#) and Enable this Api Only

Google Maps Platform

Overview

APIs

Metrics

Quotas

Credentials

Support

Map Management

Map Styles

APIs

Enabled APIs

Select an API to view details. Figures are for the last 30 days.

| API ↑ | Requests | Errors | Avg latency (ms) | |
|----------------------|----------|--------|------------------|-------------------------|
| Directions API | 443 | 2 | 444 | Details |
| Maps SDK for Android | 354 | 0 | - | Details |
| Places API | 309 | 2 | 685 | Details |
| Roads API | 0 | 0 | - | Details |

Additional APIs

Select an API to view details in Marketplace

Generate a key for the maps sdk for android Api in Credentials section....Copy the key

Google Cloud Platform

My First Project

Search products and resources

Google Maps Platform

Credentials

All Google Maps Platform APIs

Overview

APIs

Metrics

Quotas

Credentials

Support

Map Management

Map Styles

To view all credentials or create new credentials visit [Credentials in APIs & Services](#)

Remember to configure the OAuth consent screen with information about your application.

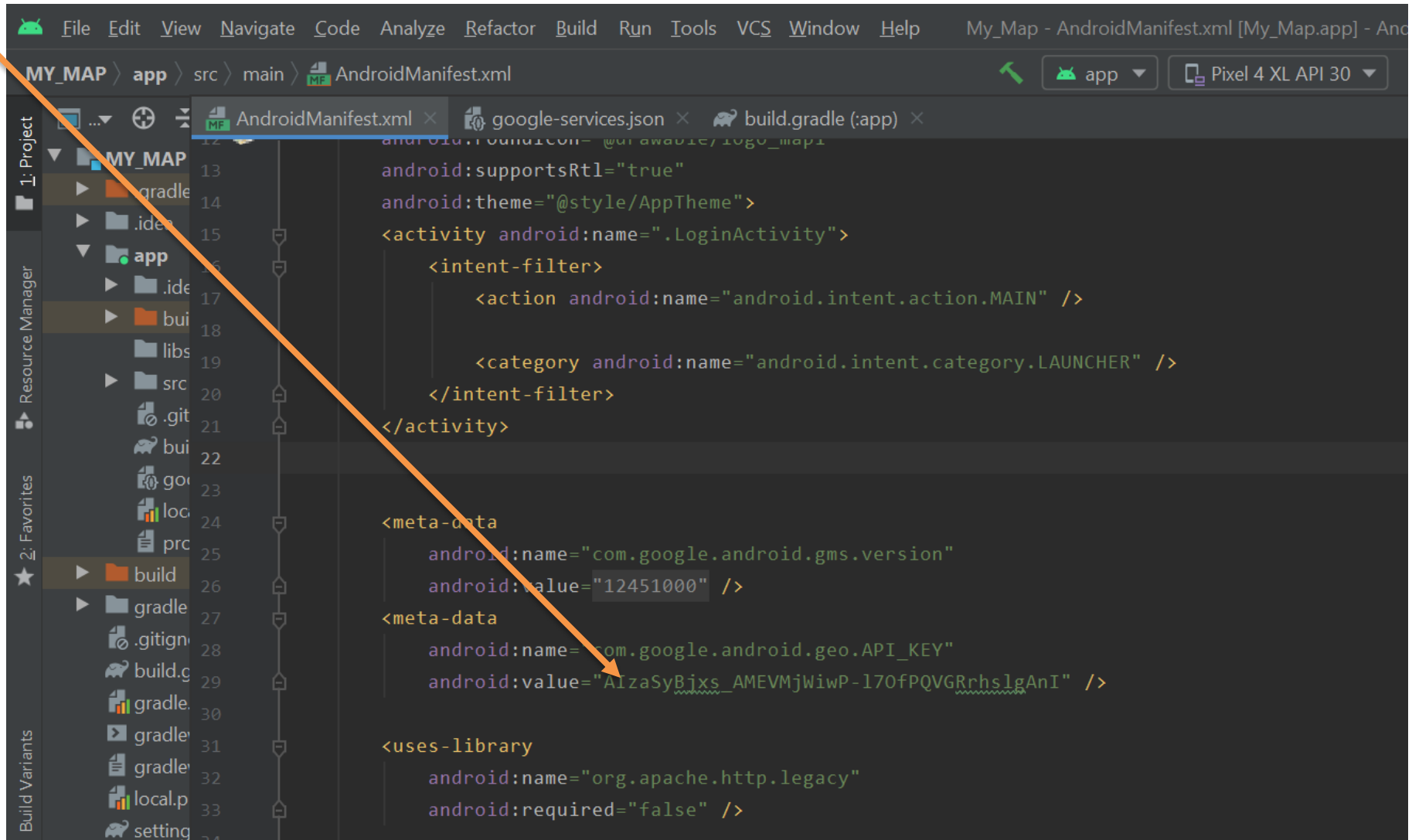
CONFIGURE CONSENT SCREEN

API Keys

| Name | Creation date | Restrictions | Key | | |
|-----------|---------------|--------------|-------------------------|--|--|
| API key 3 | Feb 16, 2021 | None | AIzaSyBjxs...GRrhs1gAnI | | |
| API key 2 | Feb 15, 2021 | None | AIzaSyBsWd...a7LjanU1Io | | |
| API key 1 | Feb 15, 2021 | None | AIzaSyA6C8...iq-XUYa718 | | |

OAuth 2.0 Client IDs

Copy maps sdk api key and
paste it here



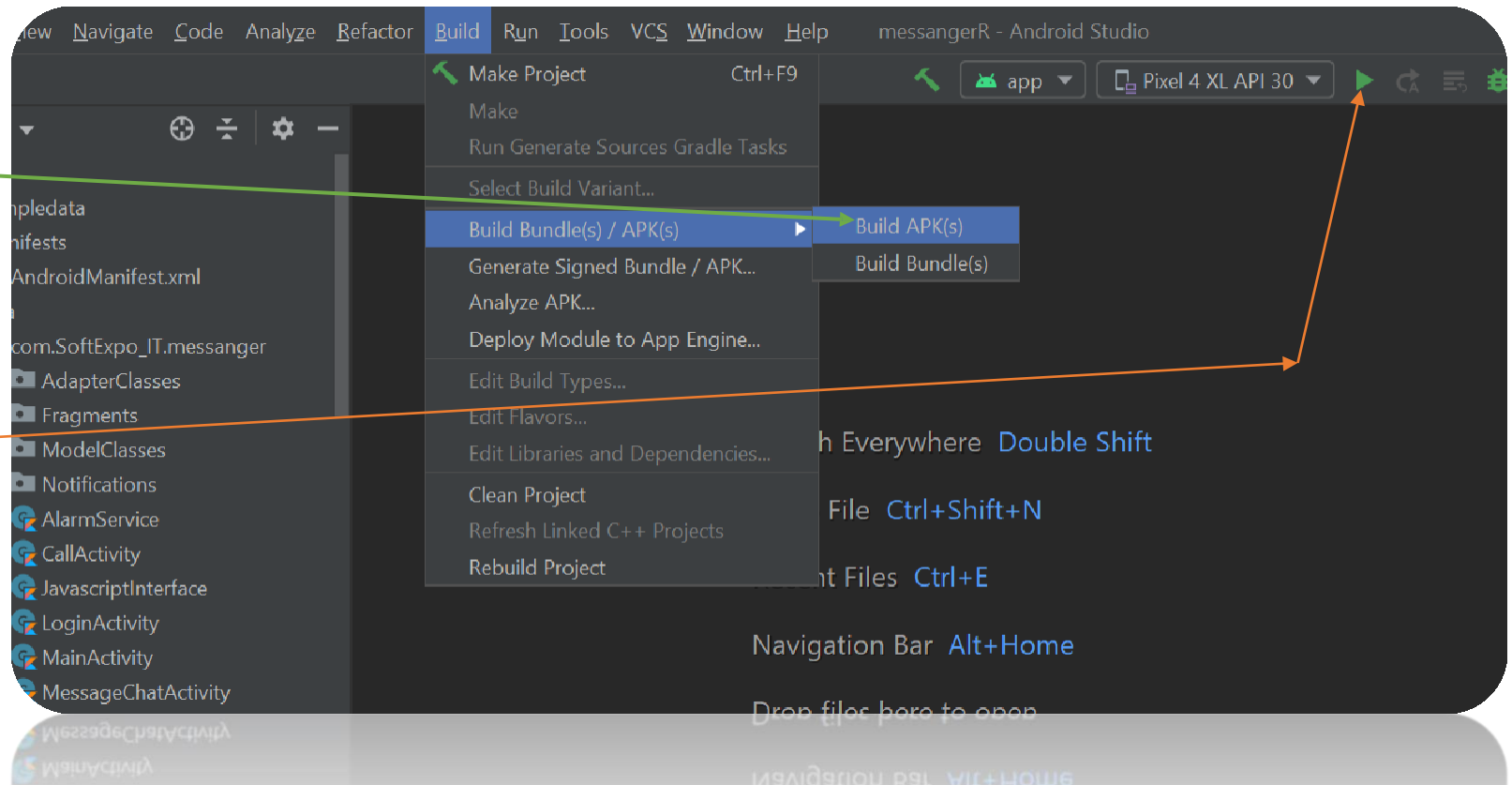
```
12  android:icon="@drawable/logo_map"
13
14  android:supportRtl="true"
15  android:theme="@style/AppTheme">
16    <activity android:name=".LoginActivity">
17      <intent-filter>
18        <action android:name="android.intent.action.MAIN" />
19
20        <category android:name="android.intent.category.LAUNCHER" />
21      </intent-filter>
22    </activity>
23
24    <meta-data
25      android:name="com.google.android.gms.version"
26      android:value="12451000" />
27
28    <meta-data
29      android:name="com.google.android.geo.API_KEY"
30      android:value="AIzaSyBjxs_AMEVMjWiwP-l70fPQVGRrhslgAnI" />
31
32    <uses-library
33      android:name="org.apache.http.legacy"
34      android:required="false" />
```

Instruction 5

- Build your Project to get your app's APK file...The process is :
Build->Build Bundle(s)/APK(s)->Build APK(s)

Build APK File

Before Build You can run
your file in emulator with
this



Instruction 6

- Deploy The APK File in the play store/Any where you want.
- You can also Distribute the APK File with any Link

That's it . These are the only steps you need to Follow .

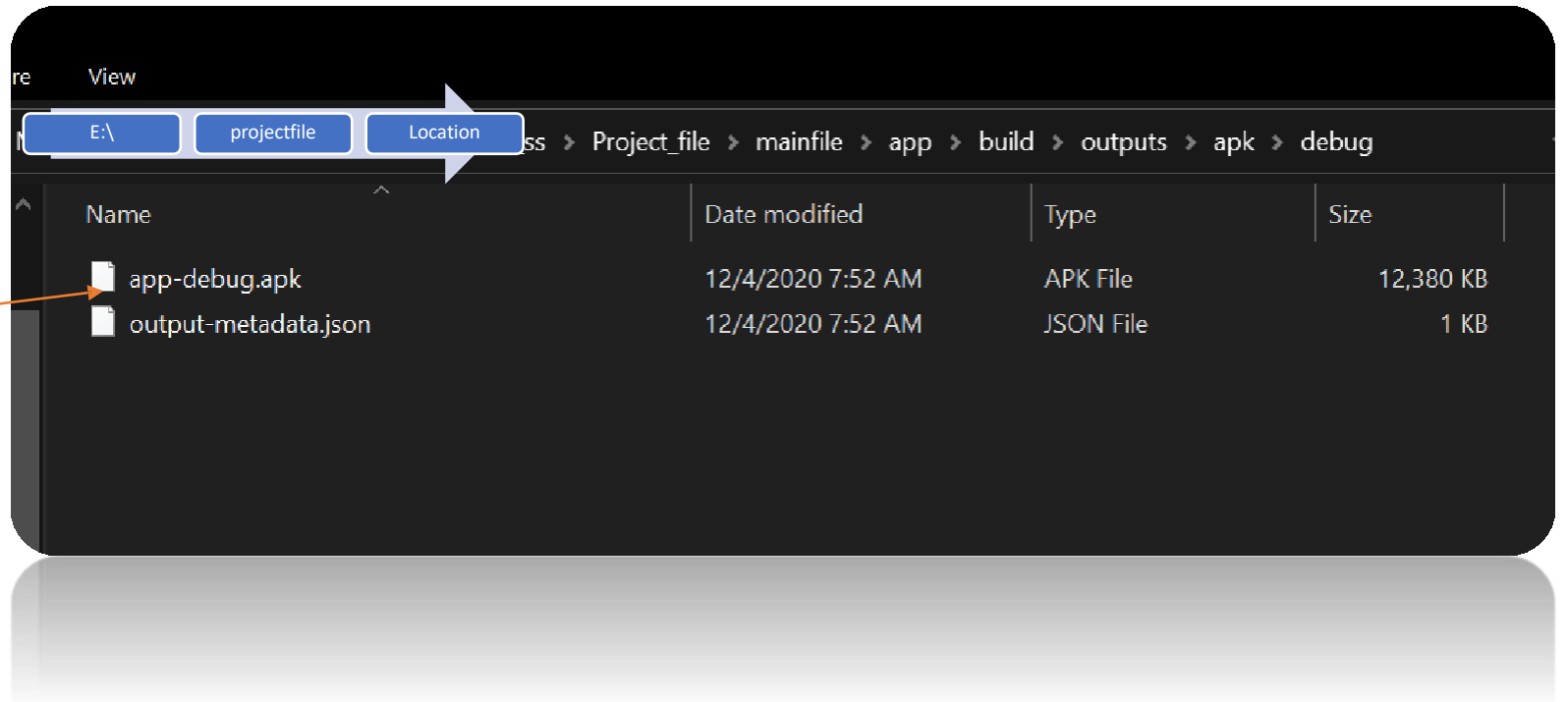
You can also get the apk file from

Projectfile_Location\mainfile\app\build\outputs\apk\debug

Our APK APP

So if Anyone don't want to build
APKs

They will Directly use our Released
APK File from Here



Developed By Softexpoit Limited
Email : softexpoitlimited@gmail.com