

# **GoferEats Eater App**

# **Android Configuration**

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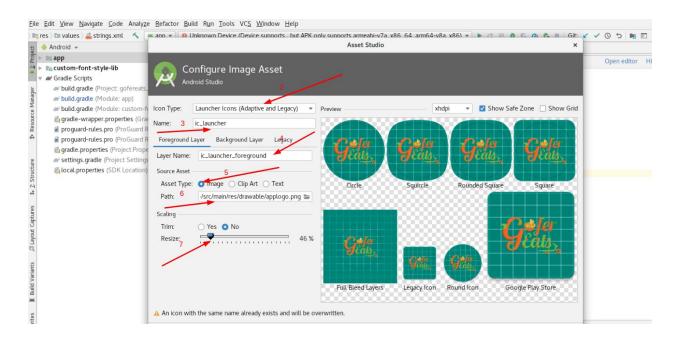
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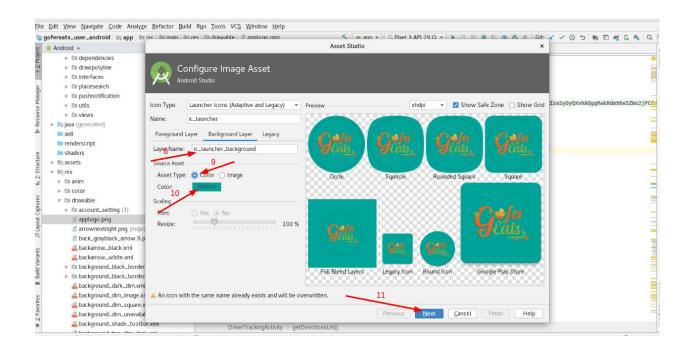
# **Updating APP Icon**

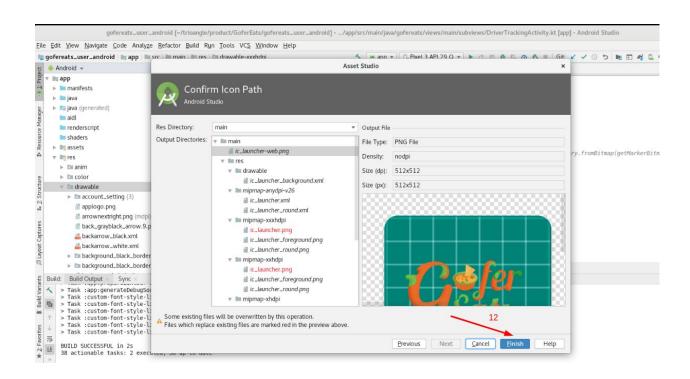
# Steps To Update App Icon

- 1. Click File  $\rightarrow$ New  $\rightarrow$  Image Asset
- 2. Set Icon type as Launcher Icons (Adaptive and Legacy)
- 3. Set your image name as ic\_launcher.
- 4. Foreground Layer →Set your Layer Name as ic launcher foreground.
- 5. Set Asset Type to Image
- 6. Foreground Layer →Path and select your icon
- 7. Resize your icon (if needed)
- 8. Background Layer → Set your Layer Name as ic launcher background.
- 9. Background Layer →Source Assets →Asset Type →Color
- 10. Set your background color for the icon
- 11. Click Next and at the next page click finish

### Reference Below







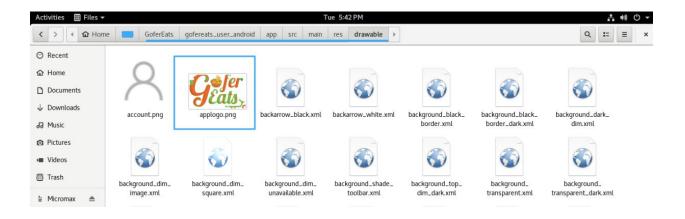
# **Updating App Logo**

Updating app logo

## Steps To Update App Logo

- 1. To change the app logo image follow the steps
  - Set your image name as corresponding to selected image name like (applogo.png)
  - b. You can design your own image and change the below images.
  - c. In Source folder  $\rightarrow$  app  $\rightarrow$  src  $\rightarrow$  main  $\rightarrow$  res  $\rightarrow$  drawable  $\rightarrow$  replace corresponding image

### Reference Below



# **Updating App Name, Base URL and Google API Key**

- Get Google APP Key used to authenticate into different types of Web Application,
   Mobile Application.
- Follow the link to create Google API Key <a href="https://console.developers.google.com/">https://console.developers.google.com/</a> and follow the steps
  - http://www.devexchanges.info/2015/07/integrating-with-google-plus-google.html
- To generate signed APK follow these steps http://www.androiddocs.com/tools/publishing/app-signing.html
- To release updated version change version name and version code and generate signed APK

### Reference Below

#### Note:

- Use the same **Google API key** on the web and enable lib in google API.
- Change the **app name**.

# Steps For Updating App Name, Base URL and Google API Key

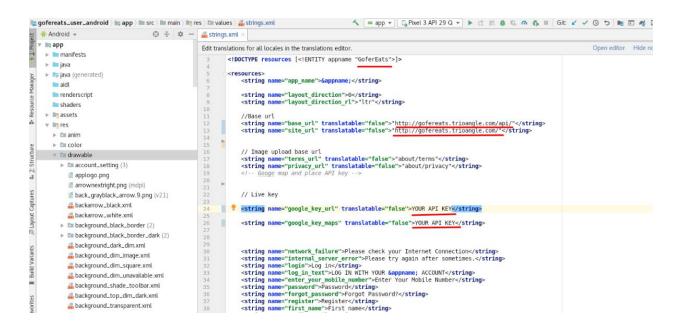
- 1. Open the app folder  $\rightarrow$  res folder  $\rightarrow$  values folder  $\rightarrow$  strings.xml file to change the Google key, Application name ,Base url and eater app package name.
- 2. App name should be updated for all Languages in all the string files
- 3. To update google key replace the text **YOUR API KEY** with your google key

#### Note:

#### **Enable library in google API**

- Google Maps Android API
- Google Maps SDK for iOS
- Google Places API Web Service
- Google Places API for iOS
- Google Places API for Android
- Google Maps Directions API
- Google Maps Distance Matrix API

### Reference Below



# **Updating FCM Key (Firebase Cloud Messaging)**

- Get FCM Key used to push notification into different types of Web Application,
   Mobile Application.
- Follow the link to create FCM <a href="https://console.firebase.google.com">https://console.firebase.google.com</a>
- Create the project and then create app for all driver, eater and restaurant
- Change or get the **package name** to follow the steps
  - In Android studio →Open the project →After build success → Gradle scripts
     → build.gradle (Module: app) →Find applicationId (Get or change)
- Follow the links steps
  - https://webkul.com/blog/generate-api-key-fcm-sender-id/
  - https://developers.intercom.com/docs/android-fcm-push-notifications
- Select the app and Download the **google-services.json** from firebase console
- Get Server id and Legacy server key update in admin panel → site settings → API
   Credential → change Fcm Sender Id and Fcm Sender key

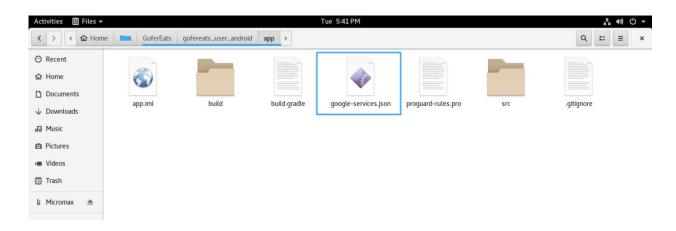
#### Note:

Use same FCM key in web and iOS also.

## Steps To update google-service.json

- 1. Open the Source folder
- 2. And then open project folder (GoferEats)
- 3. And then open the app folder
- 4. Now to place / replace the **google-services.json** file

### Reference Below



### Set up Crashlytics in the Firebase console

- Click **Crashlytics** in the left-hand nav panel of the <u>Firebase console</u>.
- If your Firebase project has multiple apps registered in it, select the app you just added from the dropdown next to Crashlytics in the top bar of the console.
- Click Set up Crashlytics.
- Select This app is new to Crashlytics

Note: The SDK's are already added

# **API Config document**

- Follow the link to get API list and details.
- https://documenter.getpostman.com/view/682036/RW8CHTWm