



Publishing

Upon completion of this module, a student will be able to

- prepare app for release
- version app
- build apk file
- sign app
- set up account
- create a store listing
- upload app



Assignment

- Task
 - Pick an app that you have worked on and publish it to a closed alpha track. Submit the opt in test link in your README.
- Repo
 - https://github.com/LambdaSchool/Android_GooglePlayPublishing
- Submission
 - Fork on github and submit pull request

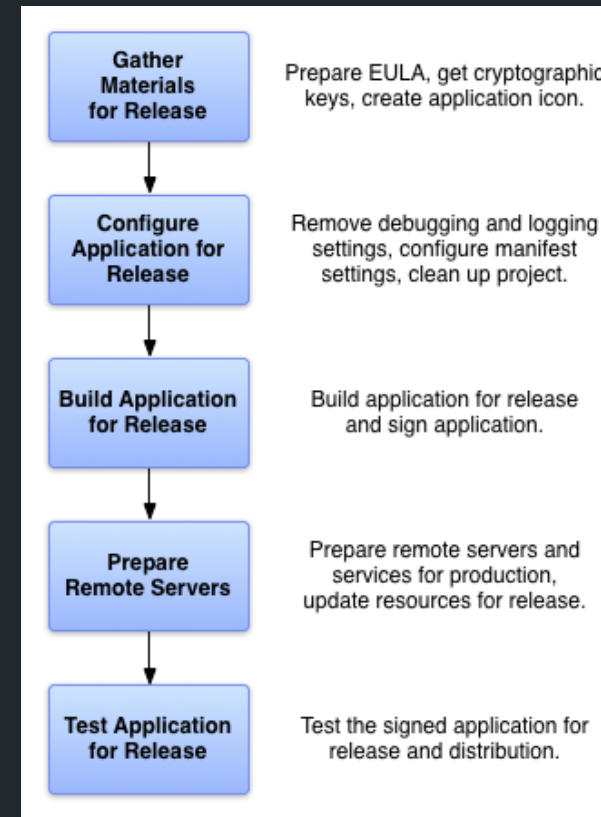




A Student Can
prepare app for release

Preparing an App for Release

- Test Thoroughly
- Prepare Code
- Test again
- Prepare External Resources
- Distribute for internal testing





A Student Can
properly use versioning

Versioning

- Version Code
- Version Name

```
android {  
    compileSdkVersion 28  
    defaultConfig {  
        applicationId "com.lambdaschool.xkcd_comics"  
        minSdkVersion 21  
        targetSdkVersion 28  
        versionCode 1  
        versionName "1.0"  
        ...  
    }  
    ...  
}
```

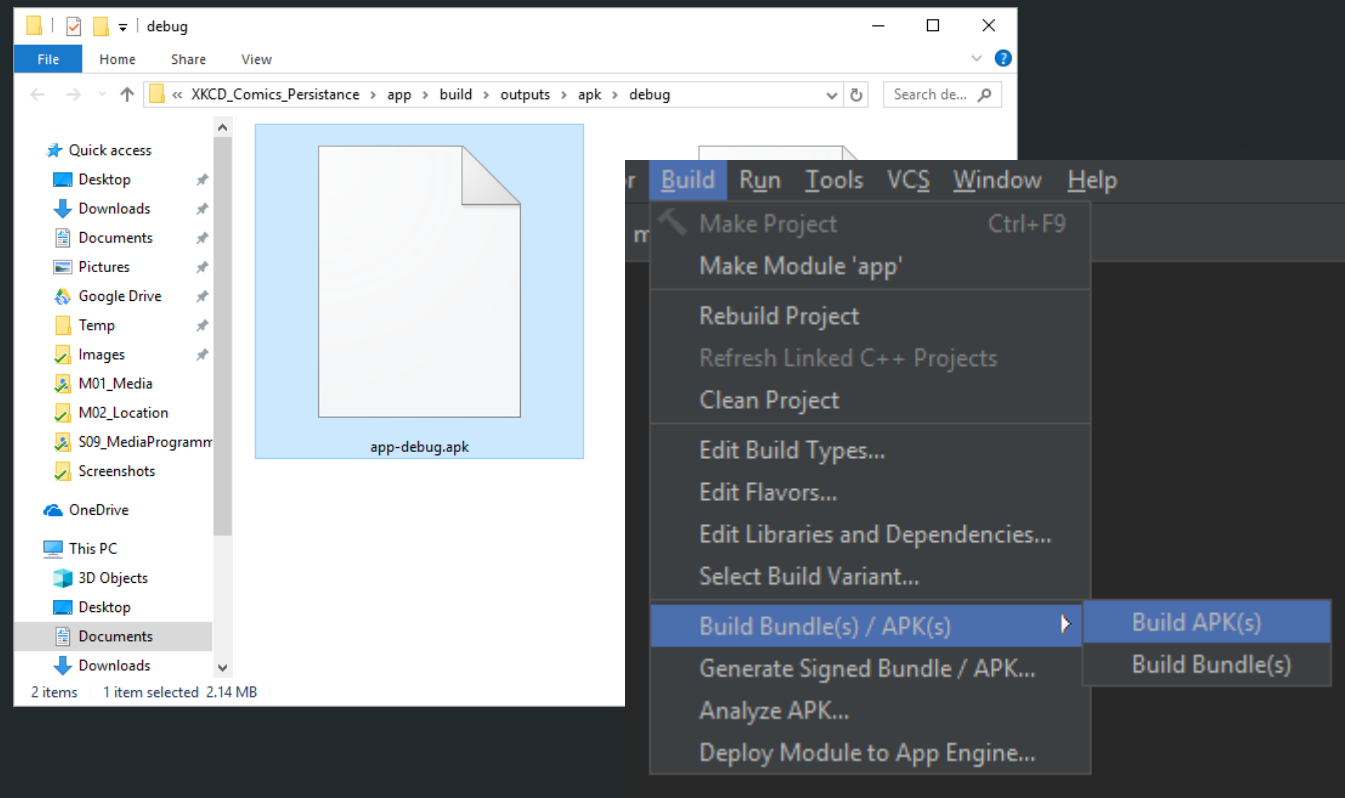




A Student Can
build an app apk file

Build an apk File

- Manually distributable
- Install on test devices
- Sideload Apps





A Student Can
sign an app for secure distribution

App Signing

- Keystore / Key
 - apk distribution
- Google Play Signing
 - Bundle distribution

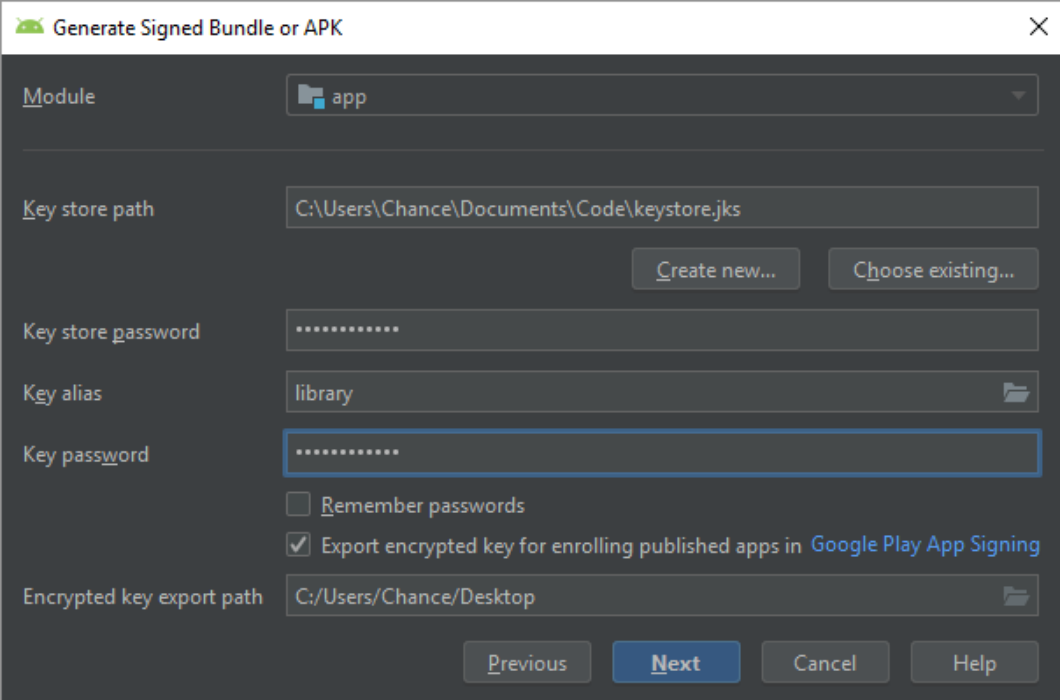


<https://support.google.com/googleplay/android-developer/answer/7384423>



Generate Signed App

- Build > Generate Signed Bundle / APK
- Select Keystore
- Provide Passwords
- Save key for Google Play App Signing



The screenshot shows the 'Generate Signed Bundle or APK' dialog box. The 'Module' dropdown is set to 'app'. The 'Key store path' is 'C:\Users\Chance\Documents\Code\keystore.jks', with 'Create new...' and 'Choose existing...' buttons. The 'Key store password' and 'Key password' fields are masked with dots. The 'Key alias' is 'library'. The 'Remember passwords' checkbox is unchecked, and the 'Export encrypted key for enrolling published apps in Google Play App Signing' checkbox is checked. The 'Encrypted key export path' is 'C:/Users/Chance/Desktop'. At the bottom are 'Previous', 'Next', 'Cancel', and 'Help' buttons.

Module	app
Key store path	C:\Users\Chance\Documents\Code\keystore.jks Create new... Choose existing...
Key store password
Key alias	library
Key password
<input type="checkbox"/> Remember passwords <input checked="" type="checkbox"/> Export encrypted key for enrolling published apps in Google Play App Signing	
Encrypted key export path	C:/Users/Chance/Desktop
Previous Next Cancel Help	

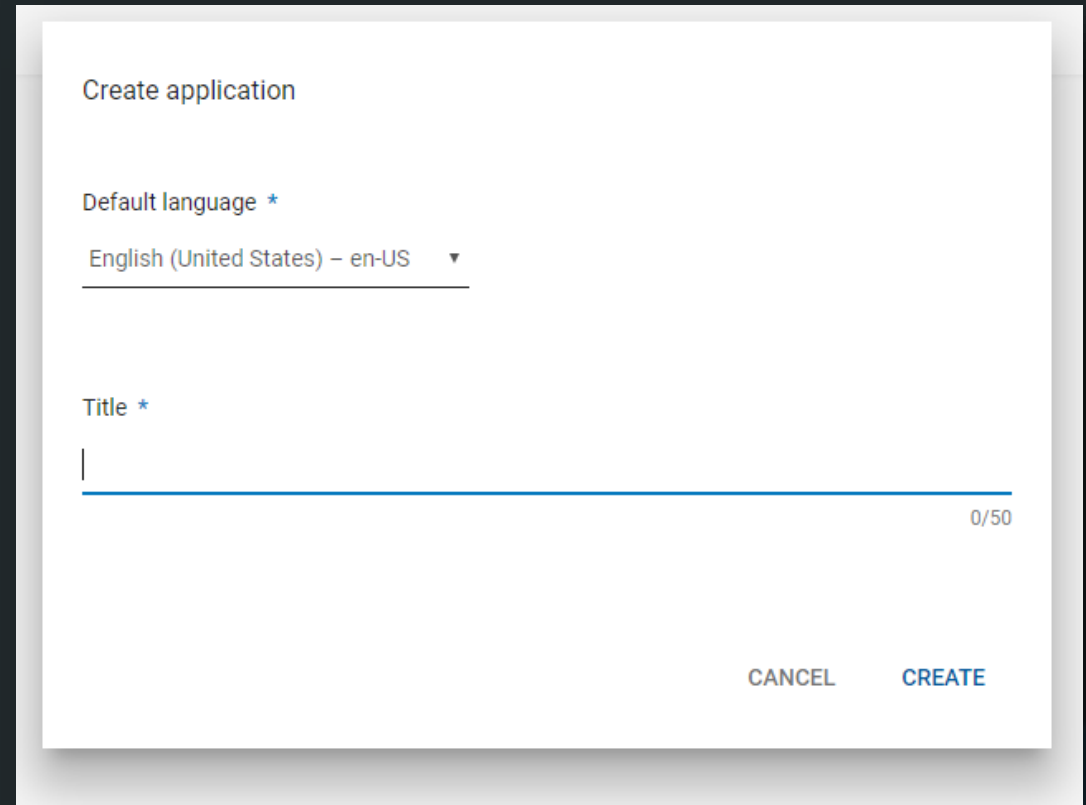




A Student Can
create a store listing

Creating a Store Listing

- Create a developer account at
- Navigate to <https://play.google.com/apps/publish>
- Click “Create Application”



The screenshot shows a 'Create application' dialog box. It has a title 'Create application' at the top. Below it is a 'Default language' field with a star icon, showing 'English (United States) – en-US' with a dropdown arrow. Below that is a 'Title' field with a star icon, which is currently empty. To the right of the title field is a character count '0/50'. At the bottom right of the dialog are two buttons: 'CANCEL' and 'CREATE'.

<https://developer.android.com/distribute/best-practices/launch/store-listing>



Descriptions

The screenshot shows the Google Play Console interface for the 'Store listing' of an application named 'Test Application'. The left sidebar contains navigation links: All applications, Dashboard, App releases, Android Instant Apps, Artifact library, Device catalog, App signing, Store listing (highlighted), Content rating, Pricing & distribution, In-app products, Translation service, Services & APIs, and Optimization tips. The main content area is titled 'Product details' and shows the 'ENGLISH (UNITED STATES) - en-US' locale. It includes fields for 'Title', 'Short description', and 'Full description', each with a character count. Below these is a 'Graphic Assets' section with a note about localized graphics and a 'Screenshots' section with a note about image specifications. A 'SAVE DRAFT' button is at the bottom right.

Google Play Console

Store listing

Test Application
Draft

ENGLISH (UNITED STATES) - en-US Manage translations

Fields marked with * need to be filled before publishing.

Product details

Title *
English (United States) - en-US Test Application 16/50

Short description *
English (United States) - en-US 5/50

Full description *
English (United States) - en-US 0/4000

Please check out our [Metadata policy](#) to avoid some common violations related to app metadata. Also, please make sure to review all the other [program policies](#) before you submit your apps.
If your app or store listing is [eligible for advance notice](#) to the Google Play App Review team, contact us prior to publishing.

Graphic Assets
If you haven't added localized graphics for each language, graphics for your default language will be used.
[Learn more about graphic assets.](#)

Screenshots *
Default - English (United States) - en-US
JPEG or 24-bit PNG (no alpha). Min length for any side: 320px. Max length for any side: 3840px.

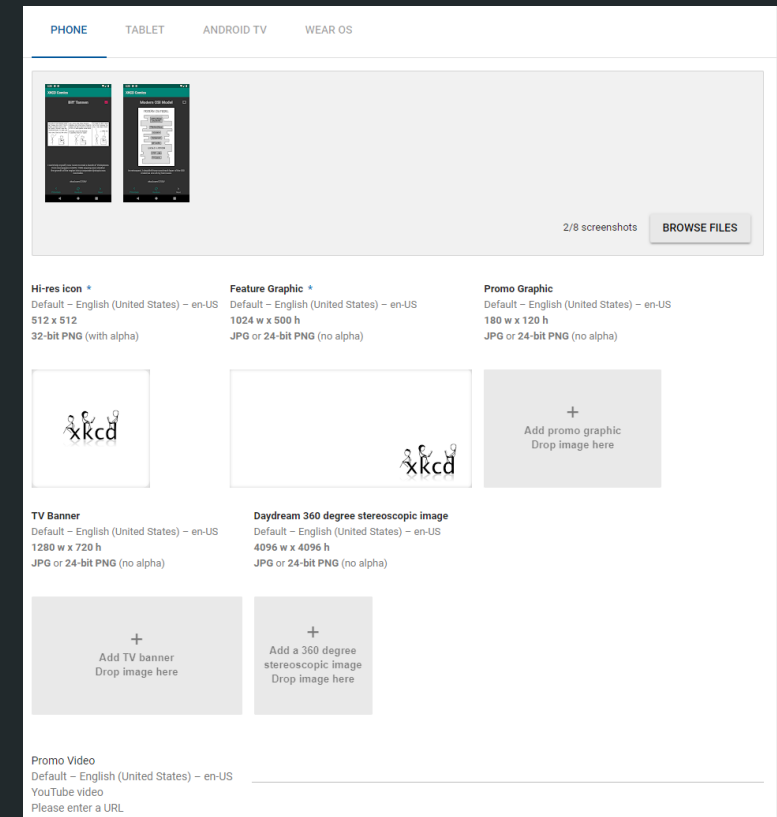
SAVE DRAFT

- Title
- Short Description
- Full Description



Graphics Assets

- Screenshots
 - Taken on device or in emulator
- High Res Icon
 - Can generate in androidassetstudio
- Feature Graphic
 - Generated Independently
- Additional Graphics and Video




<https://developer.android.com/distribute/best-practices/launch/feature-graphic>




Categorization and Content Rating

- Application Type and Category
- Content Rating
 - Questionnaire to determine rating










APPLIED RATING

IARC Certificate ID: 

Submitted: Sep 1, 2018, 10:15 PM

[View details](#) [Learn more](#)







Pricing and Distribution

- Set price
- Set availability
- Additional details

<https://support.google.com/googleplay/android-developer/answer/188189>

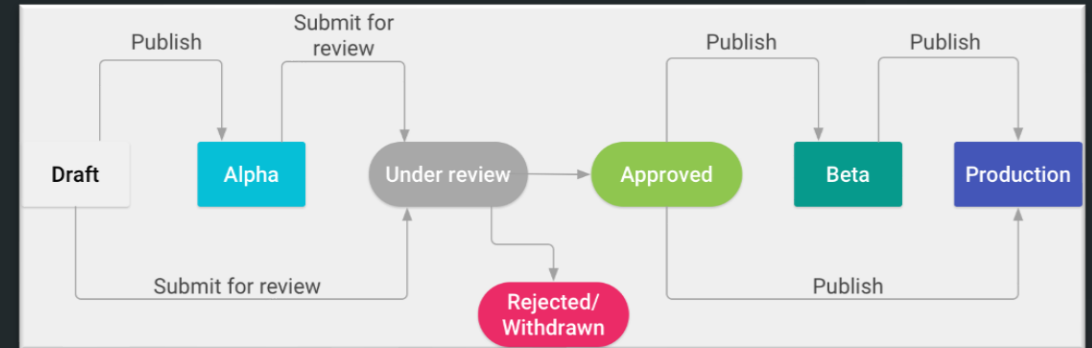




A Student Can
create a release

Release Tracks

- Internal Test
- Alpha
- Beta
- Production



Specify Testers

- Select Track > Manage
- Specify users and how others can opt in
- List of emails or opt in link



Create Release

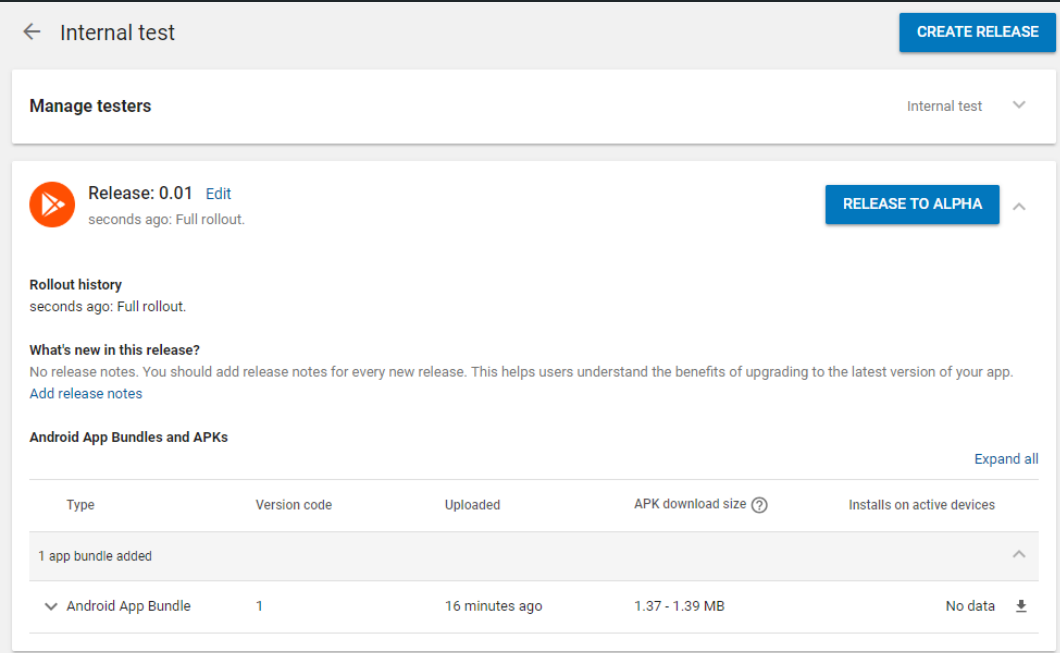
- Select and upload apk or bundle (aab) file
- Give release a name
 - Displayed to user
- Release Notes
- Save > Review

<https://support.google.com/googleplay/android-developer/answer/188189>



Start Rollout

- Click Start Rollout
- Create Release
- Release to Alpha



The screenshot shows the 'Internal test' page in the Google Play Console. At the top, there's a back arrow, the text 'Internal test', and a 'CREATE RELEASE' button. Below this is a 'Manage testers' section with a dropdown menu set to 'Internal test'. The main content area features a release card for 'Release: 0.01' with an 'Edit' link and a 'RELEASE TO ALPHA' button. The release status is 'seconds ago: Full rollout.' Below the release card are sections for 'Rollout history' (also showing 'seconds ago: Full rollout.'), 'What's new in this release?' (with a note about adding release notes and a link to 'Add release notes'), and 'Android App Bundles and APKs' (with an 'Expand all' link). At the bottom is a table with columns: Type, Version code, Uploaded, APK download size, and Installs on active devices. The table shows one entry: an 'Android App Bundle' with version code '1', uploaded '16 minutes ago', with a size of '1.37 - 1.39 MB', and 'No data' for installs.

Type	Version code	Uploaded	APK download size	Installs on active devices
1 app bundle added				
Android App Bundle	1	16 minutes ago	1.37 - 1.39 MB	No data

