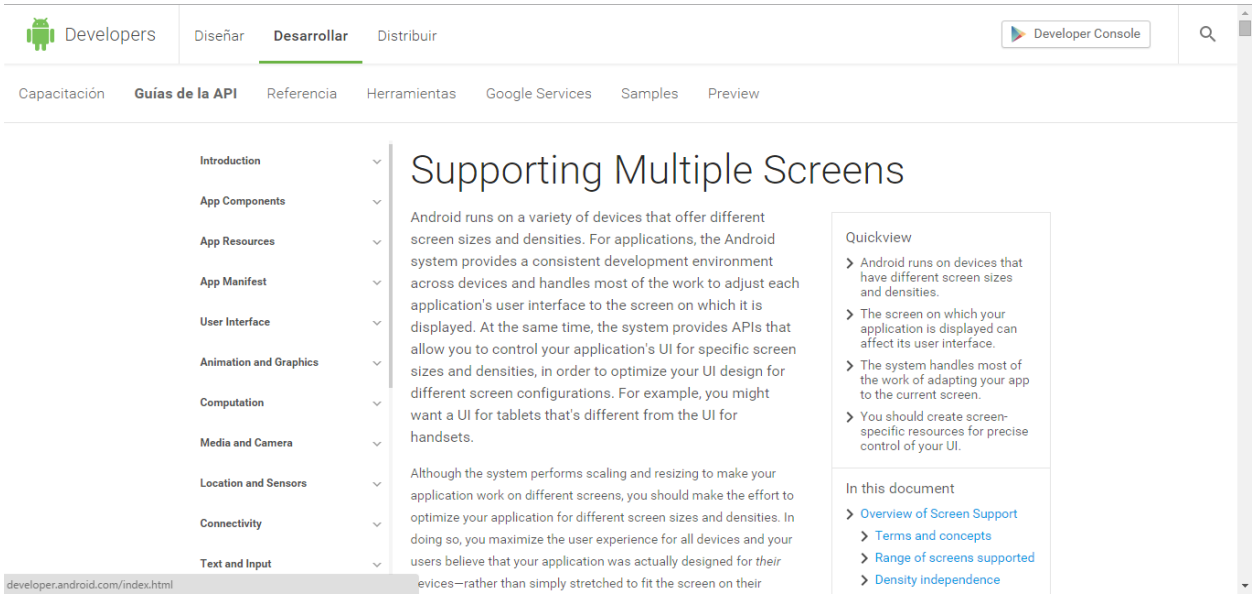
Documentation About App

Thank you for purchasing our app. If you have any questions that are beyond the scope of this help file, please feel free to email via my user page contact form here : Elvee Infotech .

Change Package Name Video Link

https://www.youtube.com/watch?v=uVPTmjuLGb0

1) Reskin and Installation Instruction Video

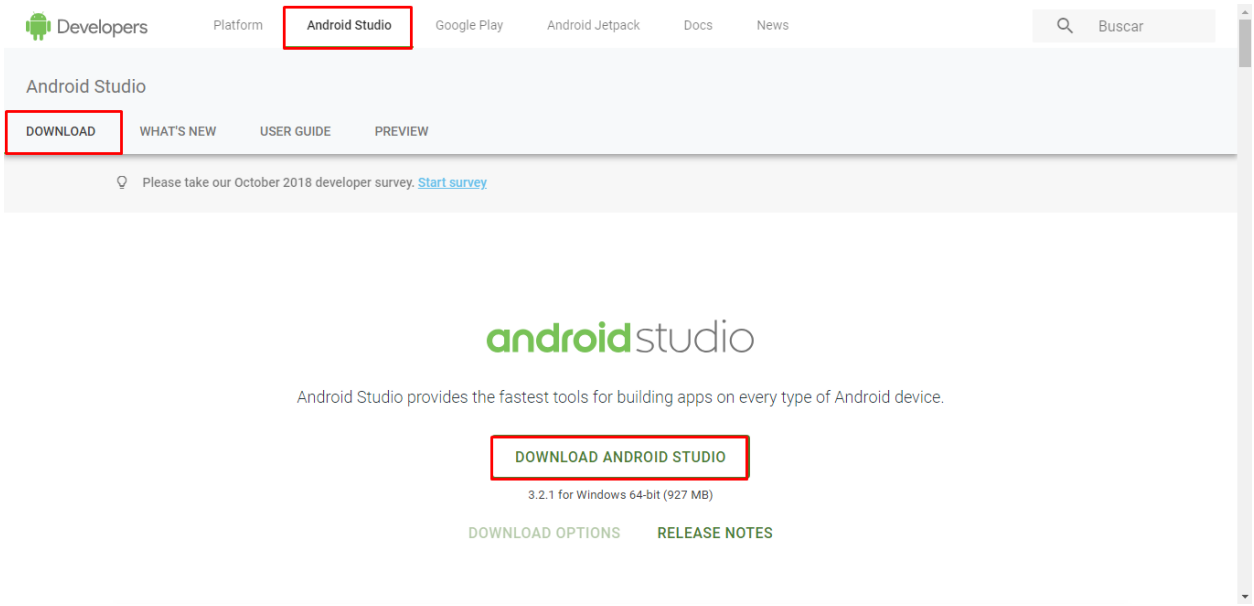


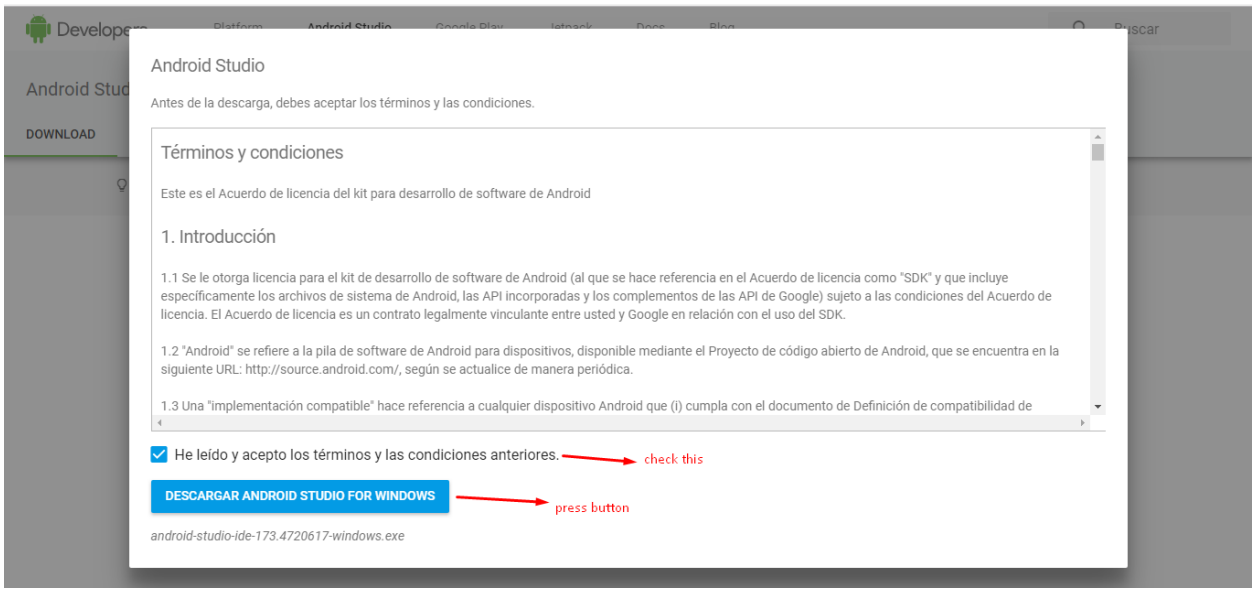
https://drive.google.com/open?id=12xzt7sWCz-jnEGNGr4bhcoJWkqOcAgWB

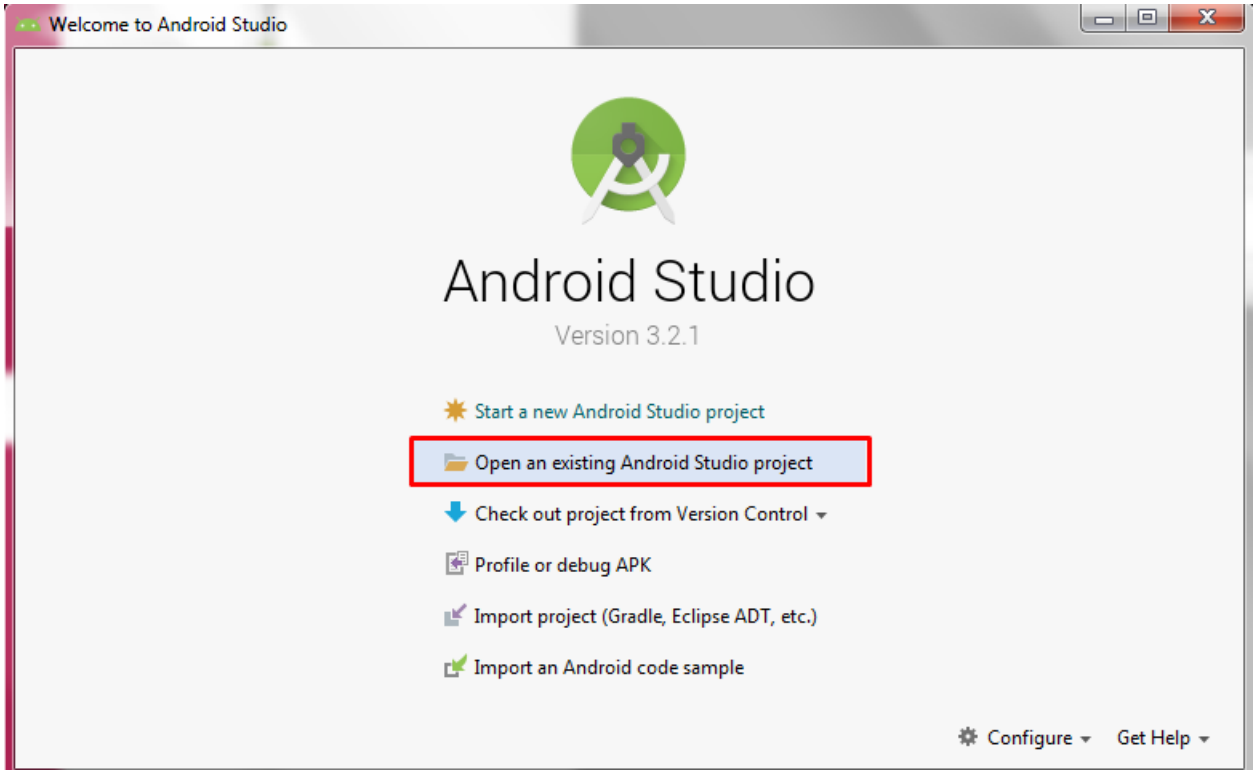
App Setup :

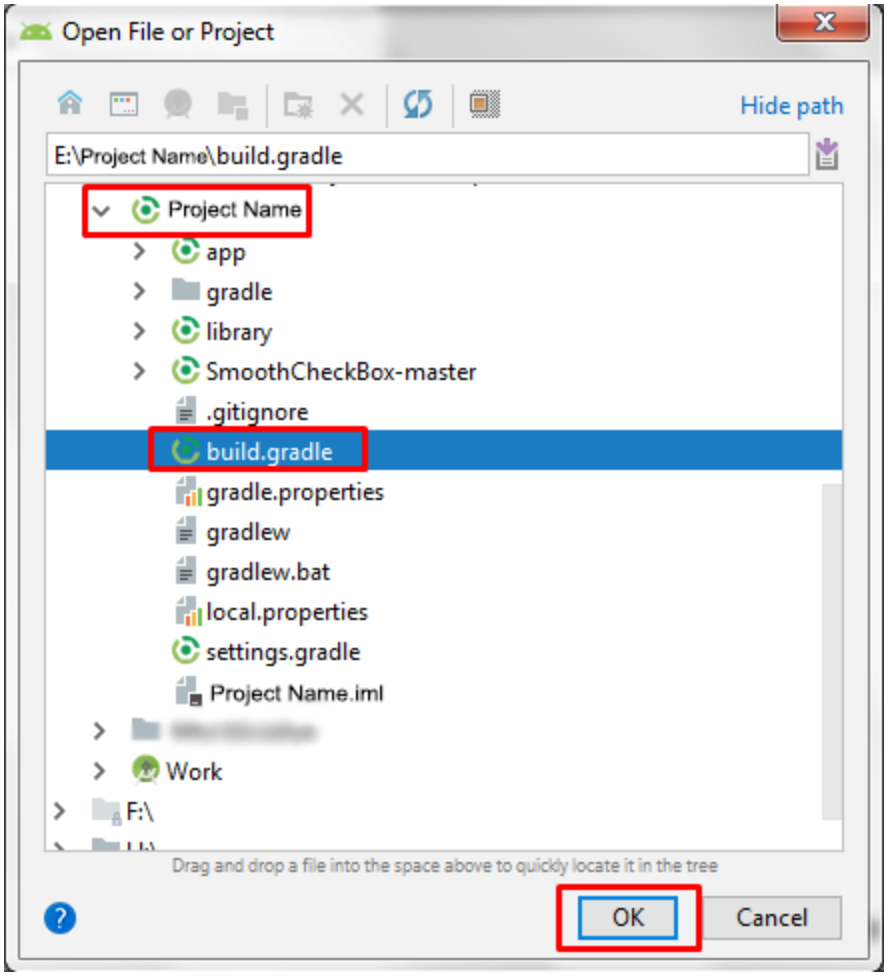
1) Download and Install Android Studio

Link - https://developer.android.com/studio/






Welcome to Android Studio
Android Studio
Version 3.2.1
Start a new Android Studio project
Open an existing Android Studio project
Check out project from Version Control
Profile or debug APK
Import project (Gradle, Eclipse ADT, etc.)
Import an Android code sample
Configure
Get Help



2) Import Project

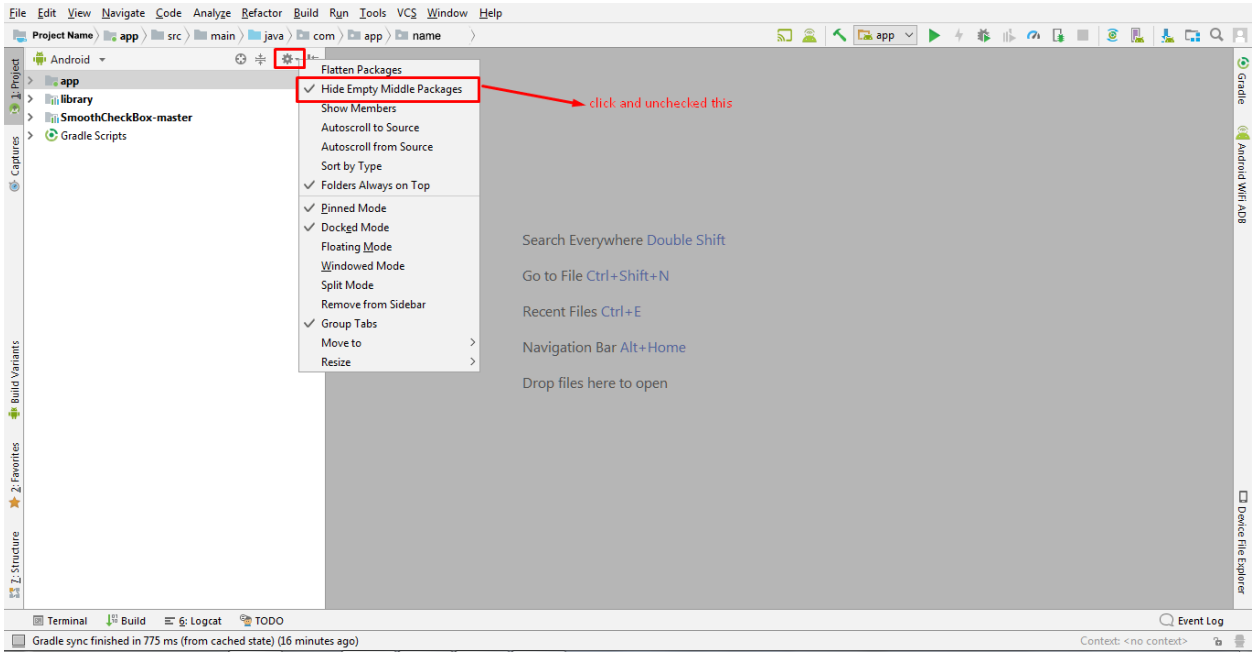
Process - Main.zip you download, you will see some file and folder. You can found project in **"Code"** Folder.
When your Android Studio ready you can open it
i) select "Open an existing Android Studio Project".
ii) Browse location Project and press "OK" button.
iii) Wait for few minutes until all process import has finished.

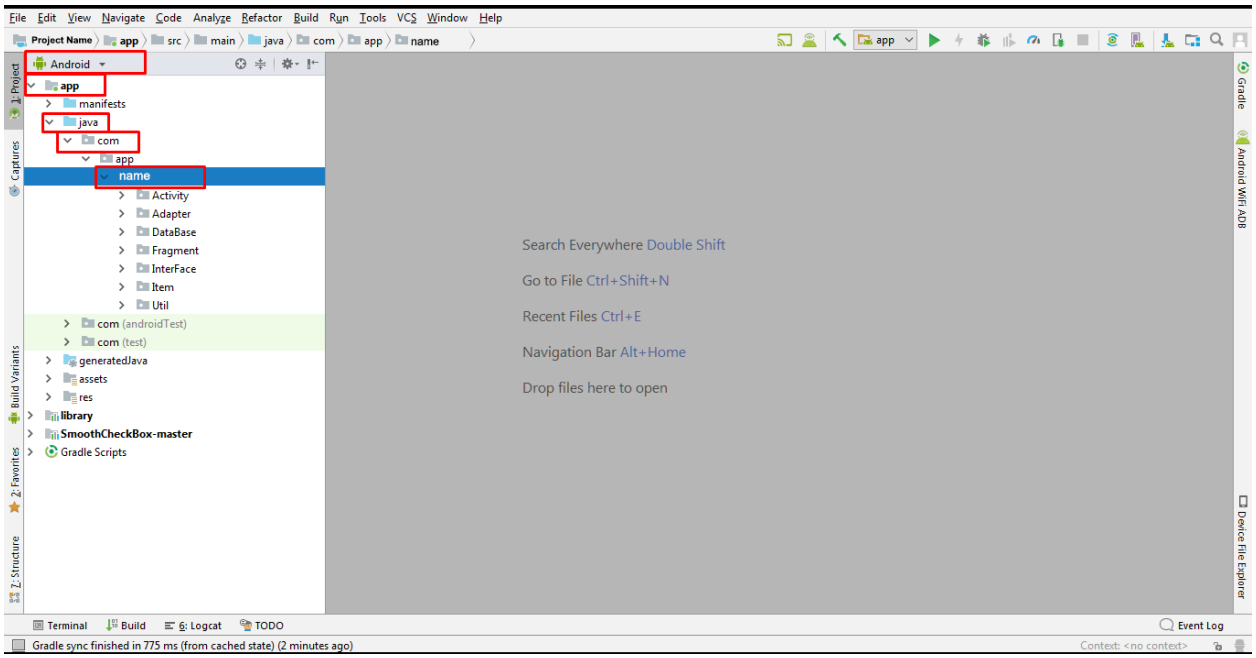
3) Change Package Name

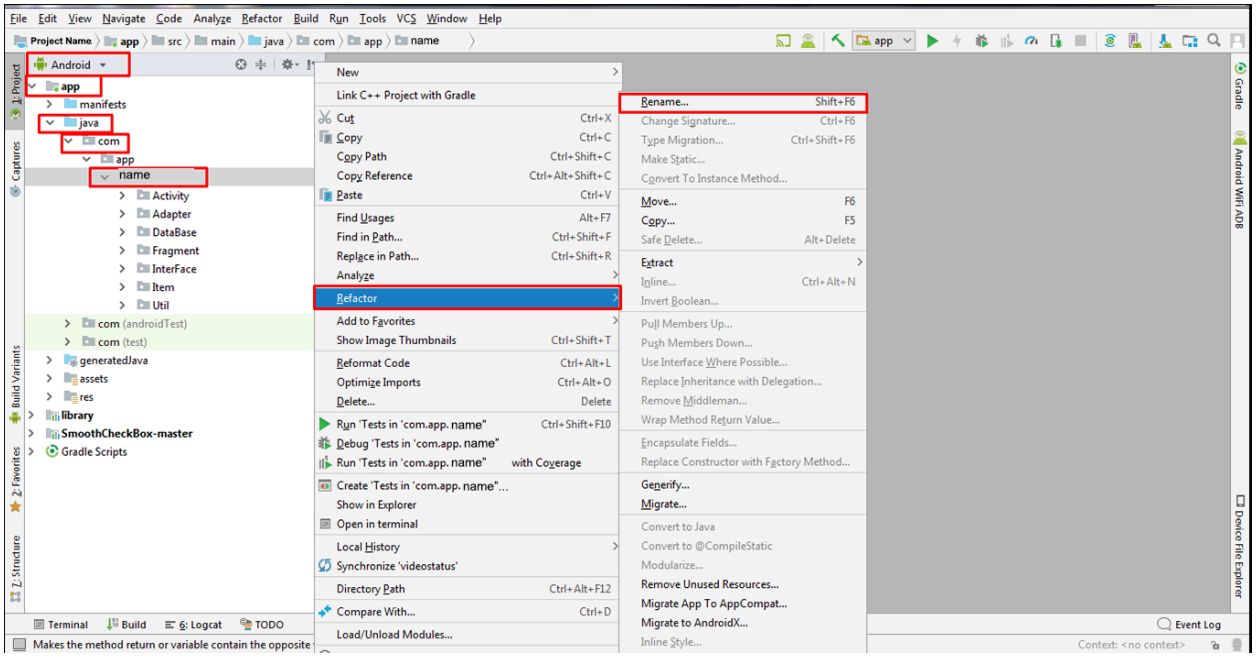
You can change the package name by following these steps. Click link to view steps
Video URL
https://www.youtube.com/watch?v=uVPTmjuLGb0

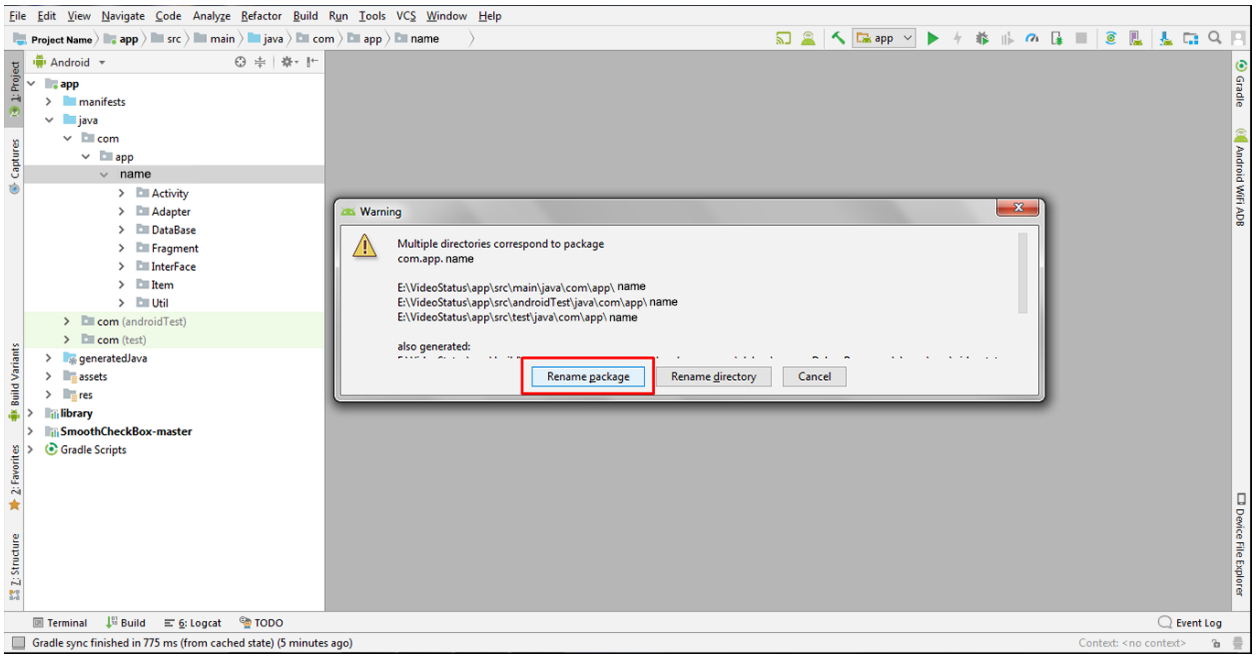
or

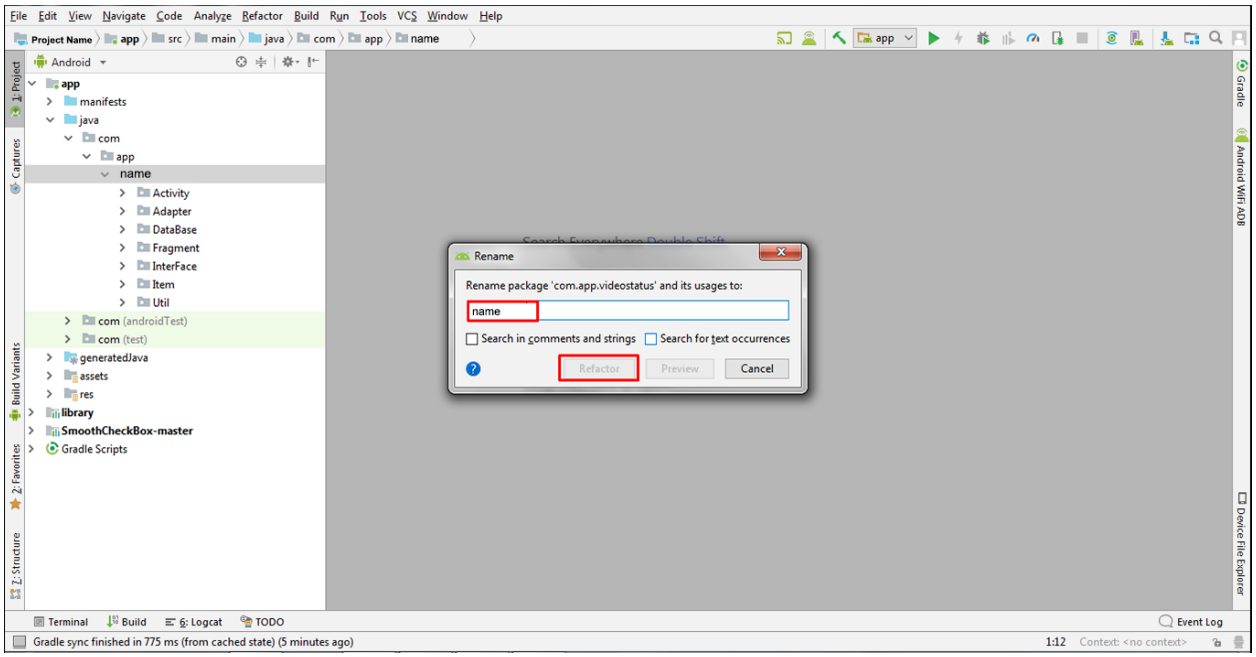
https://stackoverflow.com/a/29092698
Note :- You Package Name Should be unique and different.

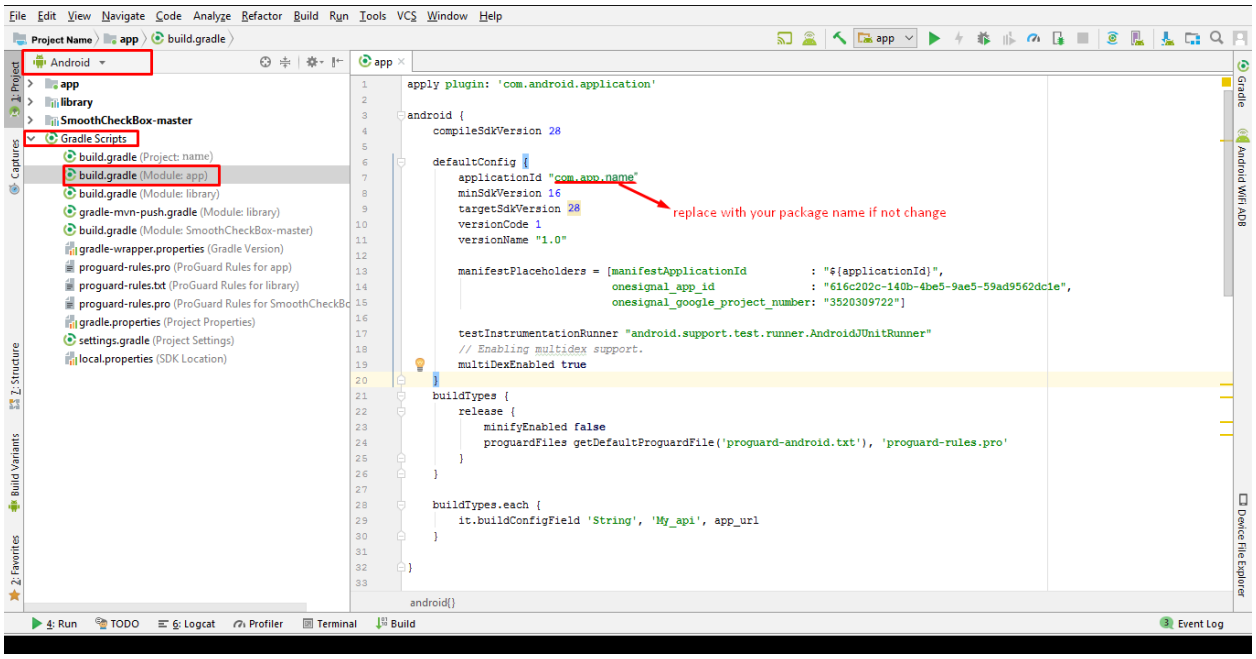



File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help
Project Name app src main java com app name
Android
app
manifests
java
com
app
name
Activity
Adapter
DataBase
Fragment
InterFace
Item
Util
com (androidTest)
com (test)
generatedJava
assets
res
library
SmoothCheckBox-master
Gradle Scripts
Search Everywhere Double Shift
Go to File Ctrl+Shift+N
Recent Files Ctrl+E
Navigation Bar Alt+Home
Drop files here to open
Terminal
Build
6: Logcat
TODO
Event Log
Gradle sync finished in 775 ms (from cached state) (2 minutes ago)
Context: <no context>


New
Link C++ Project with Gradle
Cut Ctrl+X
Copy Ctrl+C
Copy Path Ctrl+Shift+C
Copy Reference Ctrl+Alt+Shift+C
Paste Ctrl+V
Find Usages Alt+F7
Find in Path... Ctrl+Shift+F
Replace in Path... Ctrl+Shift+R
Analyze
Refactor
Add to Favorites
Show Image Thumbnails Ctrl+Shift+T
Reformat Code Ctrl+Alt+L
Optimize Imports Ctrl+Alt+O
Delete... Delete
Run 'Tests in 'com.app. name'' Ctrl+Shift+F10
Debug 'Tests in 'com.app. name''
Run 'Tests in 'com.app. name'' with Coverage
Create 'Tests in 'com.app. name''...
Show in Explorer
Open in terminal
Local History
Synchronize 'videostatus'
Directory Path Ctrl+Alt+F12
Compare With... Ctrl+D
Load/Unload Modules...
Rename... Shift+F6
Change Signature... Ctrl+F6
Type Migration... Ctrl+Shift+F6
Make Static...
Convert To Instance Method...
Move... F6
Copy... F5
Safe Delete... Alt+Delete
Extract
Inline... Ctrl+Alt+N
Invert Boolean...
Pull Members Up...
Push Members Down...
Use Interface Where Possible...
Replace Inheritance with Delegation...
Remove Middleman...
Wrap Method Return Value...
Encapsulate Fields...
Replace Constructor with Factory Method...
Generify...
Migrate...
Convert to Java
Convert to @CompileStatic
Modularize...
Remove Unused Resources...
Migrate App To AppCompat...
Migrate to AndroidX...
Inline Style...
Makes the method return or variable contain the opposite


File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help
Project Name app src main java com app name
Android
app
manifests
java
com
app
name
Activity
Adapter
DataBase
Fragment
InterFace
Item
Util
com (androidTest)
com (test)
generatedJava
assets
res
library
SmoothCheckBox-master
Gradle Scripts
Warning
Multiple directories correspond to package
com.app. name
E:\VideoStatus\app\src\main\java\com\app\ name
E:\VideoStatus\app\src\androidTest\java\com\app\ name
E:\VideoStatus\app\src\test\java\com\app\ name
also generated:
Rename package
Rename directory
Cancel
Terminal
Build
6: Logcat
TODO
Event Log
Gradle sync finished in 775 ms (from cached state) (5 minutes ago)
Context: <no context>


File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help
Project Name app src main java com app name
Android
app
manifests
java
com
app
name
Activity
Adapter
DataBase
Fragment
InterFace
Item
Util
com (androidTest)
com (test)
generatedJava
assets
res
library
SmoothCheckBox-master
Gradle Scripts
Rename
Rename package 'com.app.videostatus' and its usages to:
name
Search in comments and strings
Search for text occurrences
Refactor
Preview
Cancel
Terminal
Build
6: Logcat
TODO
Event Log
Gradle sync finished in 775 ms (from cached state) (5 minutes ago)
1:12
Context: <no context>

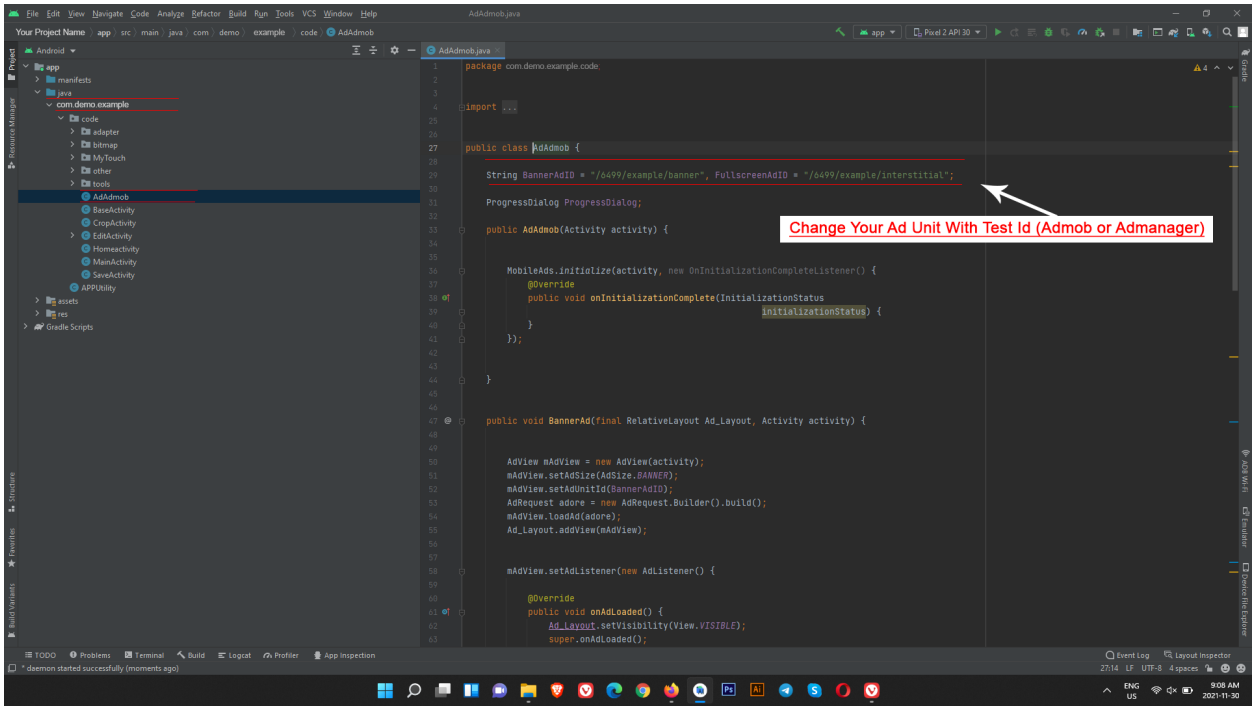


4) Admob Ad Setup

- Login to your AdMob account, create an app and generate your ad unit id
- Open project in Android Studio
- The go to find “AdAdmob.java” in main package
- Now Open that “AdAdmob.java”
- In this file you can find below code
- Where you show red colour code ID which you have to replace with your real Id before publishing on Google Play Store
-
-

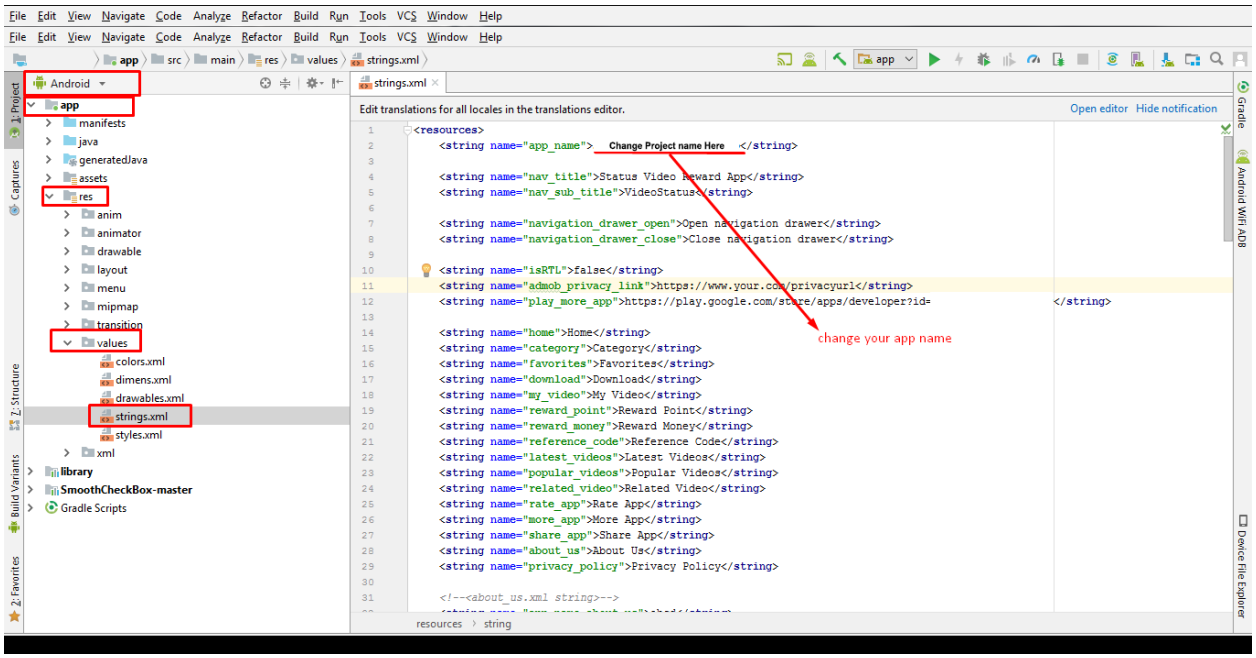
String BannerAdID = "/6499/example/banner", FullscreenAdID = "/6499/example/interstitial";

-



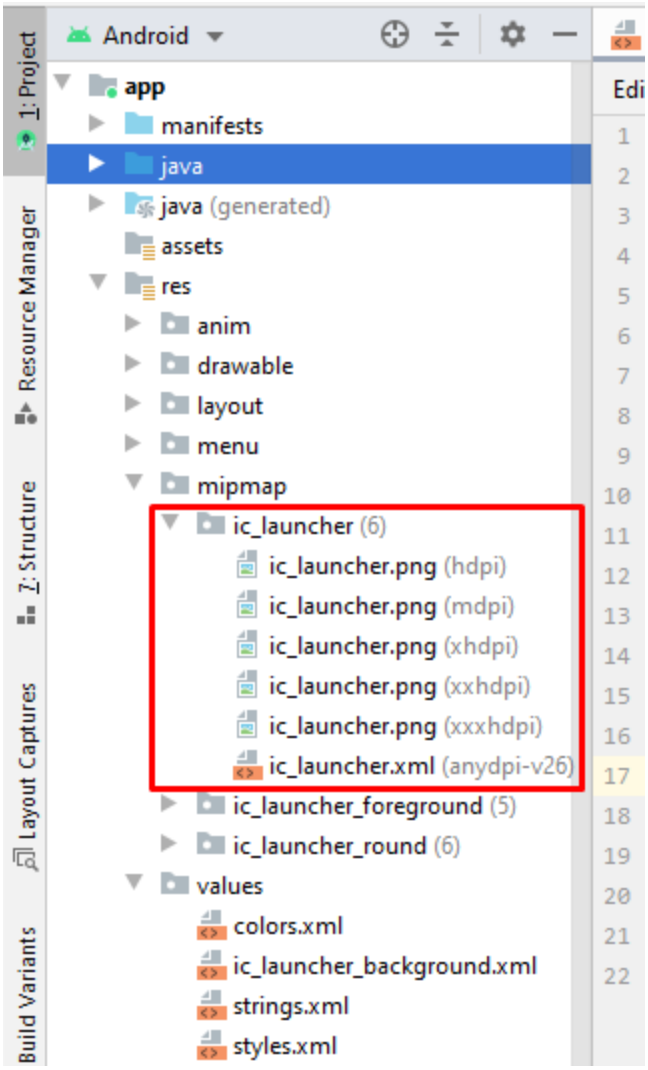
5) Change App Name and other string resources for language :

i) res/value/string.xml Locate this
ii) You can change App Name and other string resources from this file
<string name="app_name">All in one status saver</string>



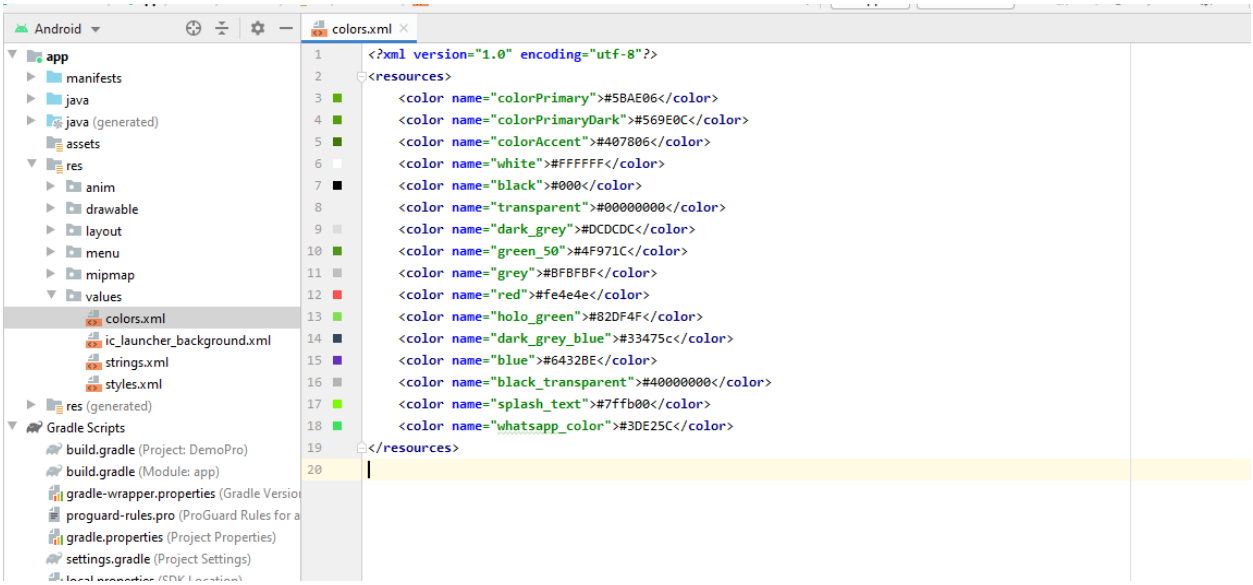
6) Change App Logo : Please refer screenshot-1.1

i) Go to the res folder in app Launcher icon from mipmap or drawable folder.



- **Change App Color**

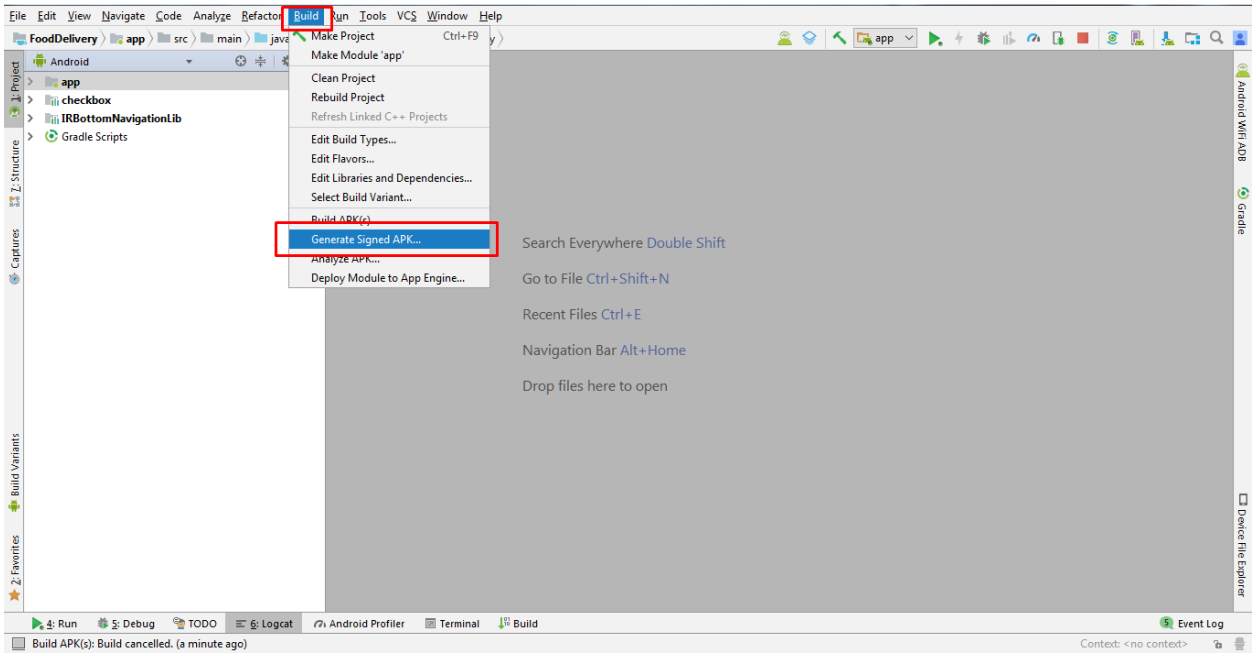
i)For Changes of app color, you can see on the res/values/colors.xml

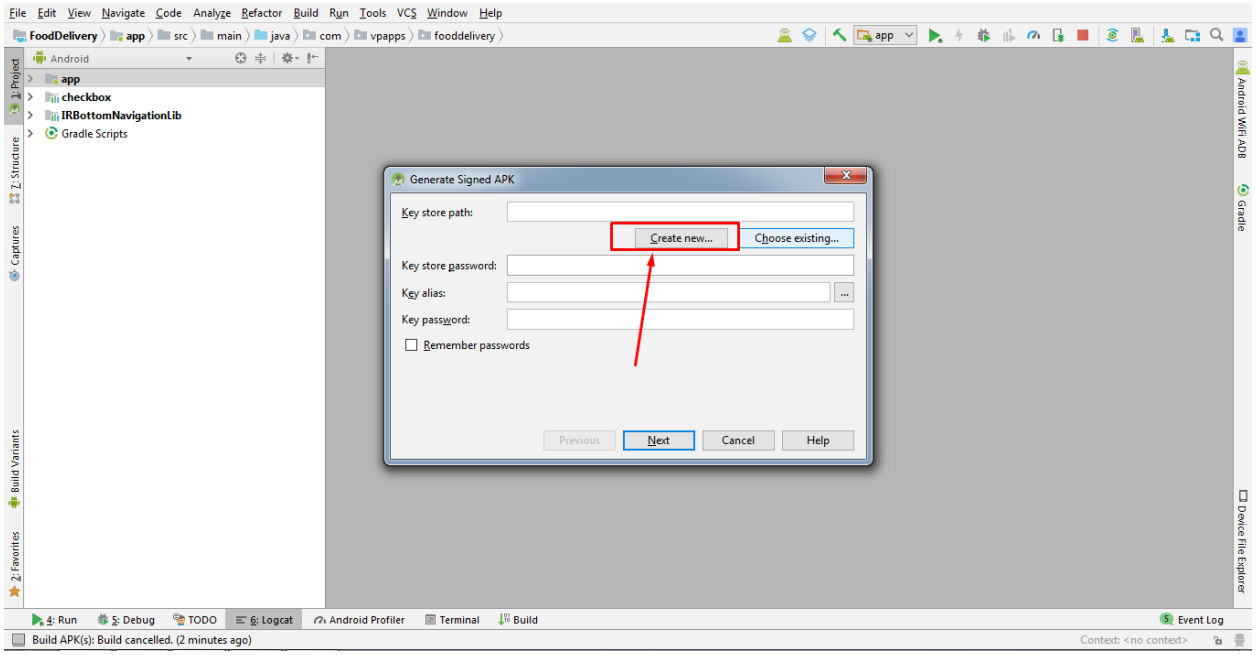


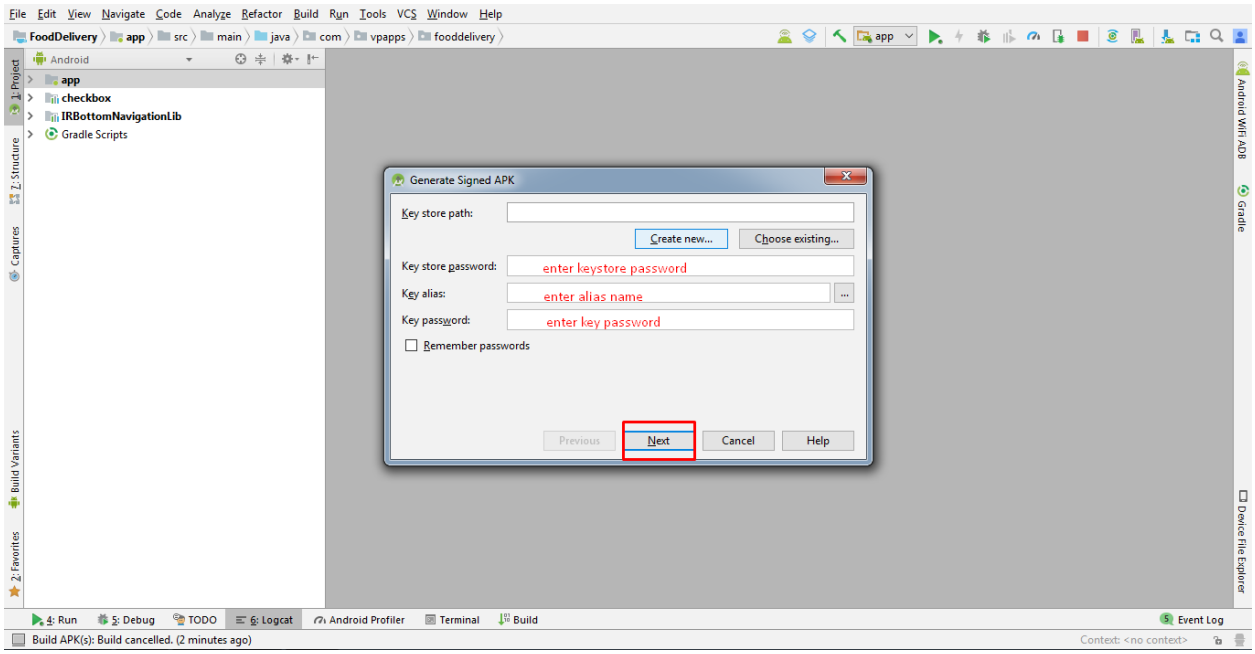
7) Generate Signed APK

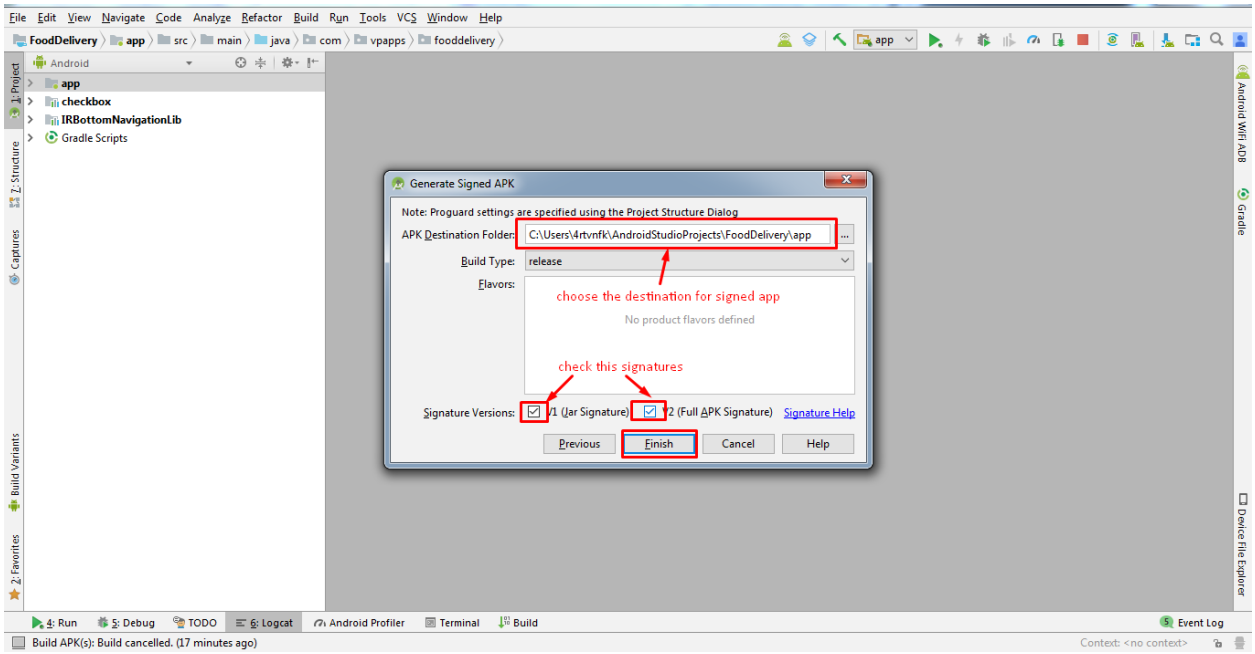
To sign your app in release mode in Android Studio, follow these steps :
i) On the menu bar, click Build → Generate Signed Bundle / APK → APK
ii) If you already have a keystore, go to step v.
iii) On the Generate Signed APK Wizard window, click Create new to create a new keystore.
iv) On the New Key Store window, provide the required information, your key should be valid for at least 25 years, so you can sign app updates with the same key through the lifespan of your app.
v) On the Generate Signed APK Wizard window, select a keystore, a private key, and enter the passwords for both. Then click Next
vi) On the next window, select a destination for the signed APK and Signature Versions.
vii) Select Signature Version : V1 (Jar Signature)
viii) click Finish and the signed apk will generated

If you like our app, we will highly appreciate if you can provide us a rating of 5.
Once again, thank you so much for purchasing this app. As I said at the beginning, I'd be glad to help you if you have any questions relating to this app. No guarantees, but I'll do my best to assist. please feel free to email via our user page contact form or email support on :
elveeinfotech@gmail.com


File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help
FoodDelivery app src main java
Make Project Ctrl+F9
Make Module 'app'
Clean Project
Rebuild Project
Refresh Linked C++ Projects
Edit Build Types...
Edit Flavors...
Edit Libraries and Dependencies...
Select Build Variant...
Build APK(s)
Generate Signed APK...
Analyze APK...
Deploy Module to App Engine...
Android
app
checkbox
IRBottomNavigationLib
Gradle Scripts
Search Everywhere Double Shift
Go to File Ctrl+Shift+N
Recent Files Ctrl+E
Navigation Bar Alt+Home
Drop files here to open
1: Project
7: Structure
Captures
Build Variants
2: Favorites
Android WiFi ADB
Gradle
Device File Explorer
4: Run
5: Debug
TODO
6: Logcat
Android Profiler
Terminal
Build
Event Log
Build APK(s): Build cancelled. (a minute ago)
Context: <no context>

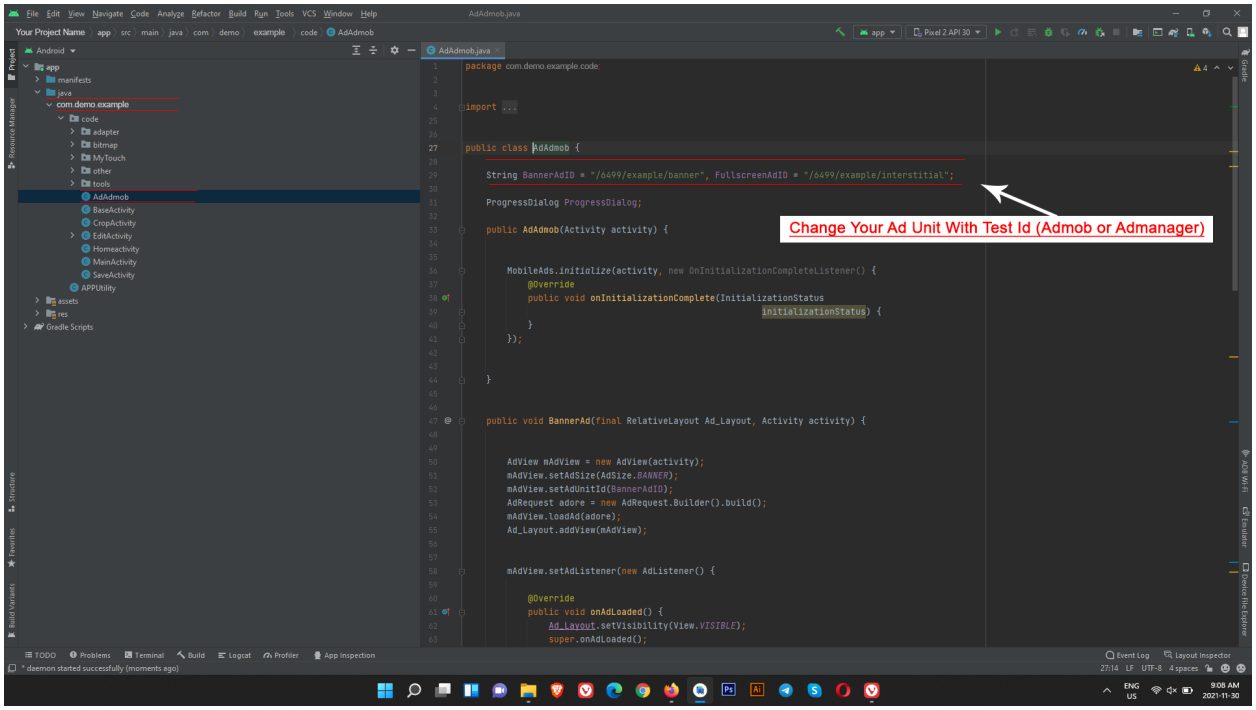

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help
FoodDelivery app src main java com vpapps fooddelivery
Android
app
checkbox
IRBottomNavigationLib
Gradle Scripts
Generate Signed APK
Key store path:
Create new...
Choose existing...
Key store password:
Key alias:
Key password:
Remember passwords
Previous
Next
Cancel
Help
1: Project
7: Structure
Captures
Build Variants
2: Favorites
Android WiFi ADB
Gradle
Device File Explorer
4: Run
5: Debug
TODO
6: Logcat
Android Profiler
Terminal
Build
Event Log
Build APK(s): Build cancelled. (2 minutes ago)
Context: <no context>


Generate Signed APK
Key store path:
Create new...
Choose existing...
Key store password:
enter keystore password
Key alias:
enter alias name
Key password:
enter key password
Remember passwords
Previous
Next
Cancel
Help


Generate Signed APK
Note: Proguard settings are specified using the Project Structure Dialog
APK Destination Folder:
C:\Users\4rtvnfk\AndroidStudioProjects\FoodDelivery\app
Build Type:
release
Flavors:
choose the destination for signed app
No product flavors defined
check this signatures
Signature Versions:
V1 (Jar Signature)
V2 (Full APK Signature)
Signature Help
Previous
Finish
Cancel
Help

Change Ad Units:-

- Open project in Android Studio
- The go to find “AdAdmob.java” in main package
- Now Open that “AdAdmob.java”
- In this file you can find below code
- Where you show red colour code ID which you have to replace with your real Id before publishing on Google Play Store
-
-

String BannerAdID = "/6499/example/banner", FullscreenAdID = "/6499/example/interstitial";

-