

How to publish your app on Google's Play Store

1. If you don't have one yet, you need first to create a free account with Codename One (the tool we use to create apps).

To do so, visit their website at www.codenameone.com and select "Sign up".

Choose the free version. You are not obliged to choose to receive the newsletter.

Please open the confirmation email you will receive and click on the link in it to confirm the creation of your account.

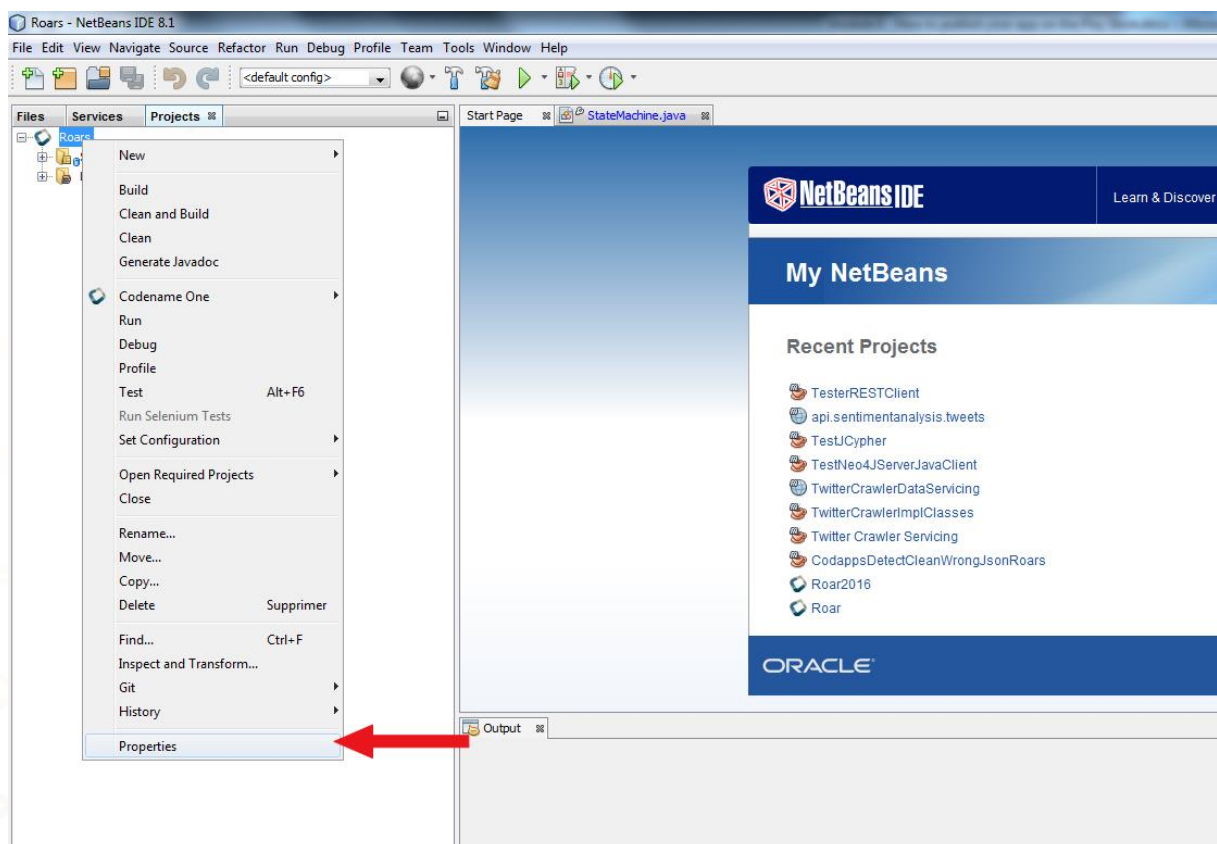
2. You also need to create a "Google Play Developer account". That sounds fancy, but this is just something you can get here:

<https://play.google.com/apps/publish/signup/>

Note! This account allows you to publish as many apps as you want for Android phones, without limit of time. The account costs a one time fee of 25\$.

When you have created this Google Play Developer account,

3. In NetBeans, right click on the name of your project and select "Properties"

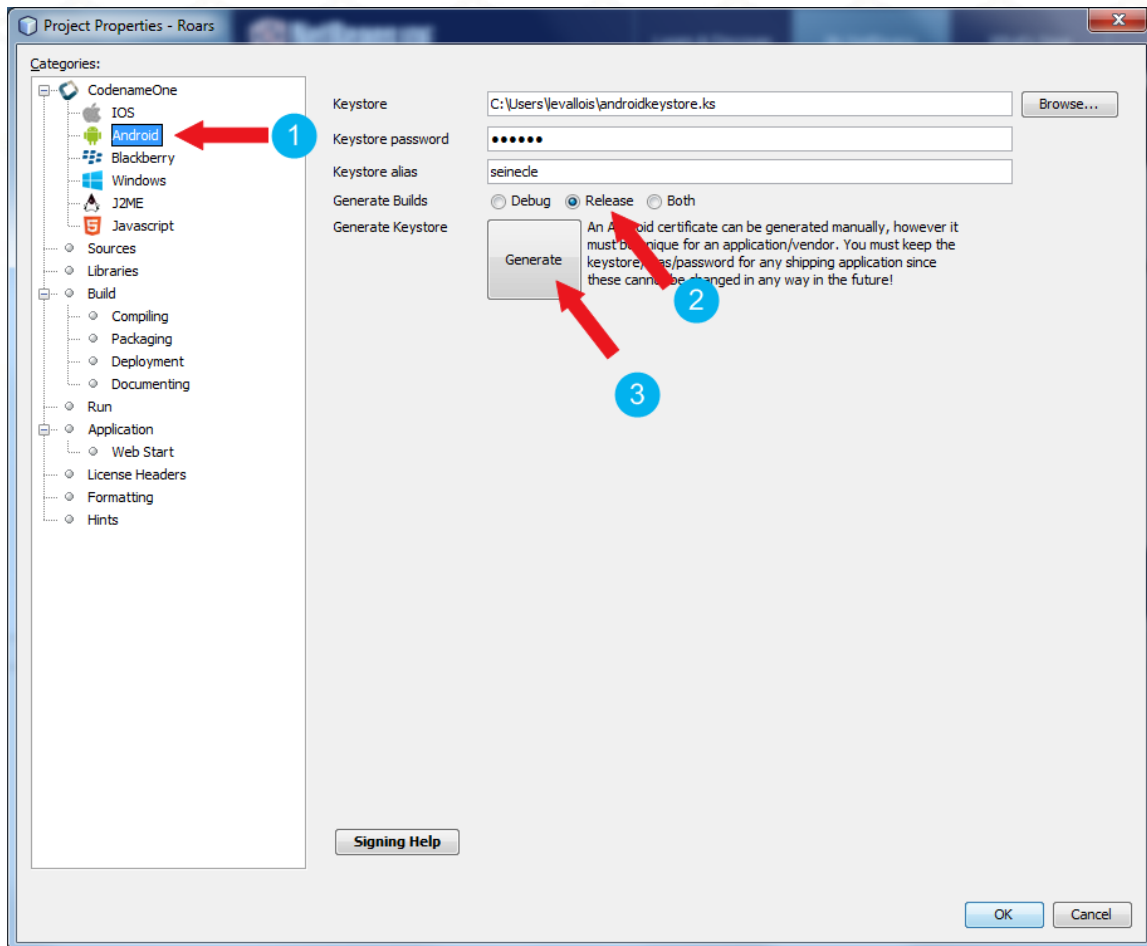


Module 4: Testing your app on a phone and distributing it

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Level of difficulty: ● ○ ○ ○
Estimated time: 15 mn

4. In the menu that opens, follow these 3 steps:



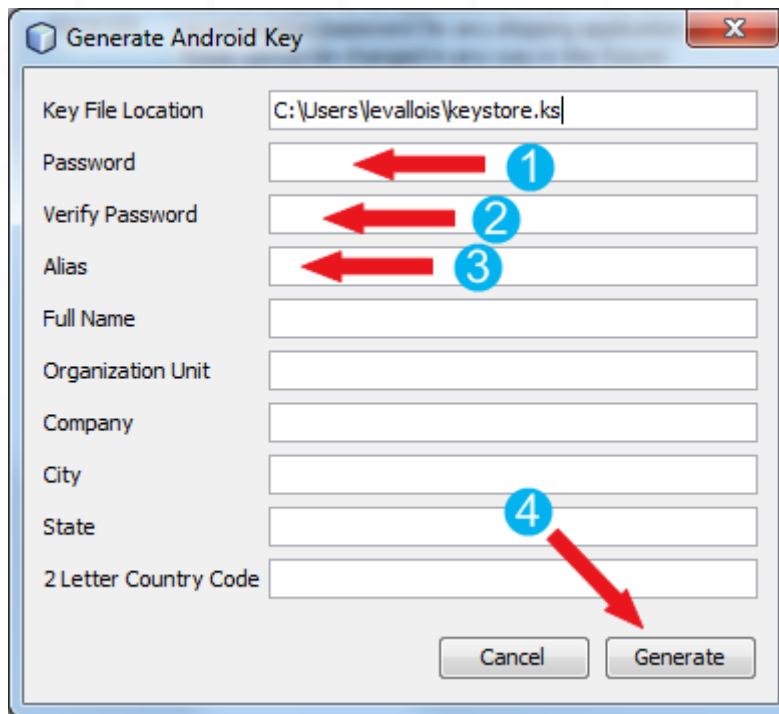
1. Click on “Android”
2. Make sure “release” is selected
3. Click on “Generate”. This opens a new window, follow the steps below:

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1. Choose a password without fancy character (just letters, no spaces)
 2. Repeat the same password
 3. Choose an alias. Again, I advise for something simple: just letters, no spaces.
 4. Click on "Generate"
5. You are back to the previous window. Click on "OK". You can now send your Android build to Codename One, which will create an APK file you can upload to your Google Developer account here: <https://play.google.com/apps/publish>

You should have no error about "APK being in debug mode". If you still have one; it might be because you previously created a certificate for debugging, not for publishing. To erase it and use the correct certificate, redo the steps of this tutorial, making sure you choose "release" in step 4). Then, in step 5, in the window "Generate Android Key", change the name of the keystore. Instead of "keystore.ks", right "keystore2.ks". This will make sure the app uses this newly generated certificate, not the old one valid just for debug.