

MINGGU 13

APP CONFIGURATION & PUBLICATION

DESKRIPSI TEMA

App Configuration & Publish App

CAPAIAN PEMBELAJARAN MINGGUAN (SUB-CAPAIAN PEMBELAJARAN)

Mahasiswa mampu **menguji**, **membandingkan** dan **menyusun** kode program yang optimal (C4, C5, C6)

Mahasiswa mampu **menciptakan** aplikasi yang bermanfaat dan dapat dipublikasikan di PlayStore dan/atau AppStore. (C6)

PERALATAN YANG DIGUNAKAN

WebStorm atau VS Code

LANGKAH-LANGKAH PRAKTIKUM

Konfigurasi App

1. Ubah appId dan appName pada capacitor.config.json, appId akan menjadi nama package pada Android dan iOS app, dan harus unik dan berbeda dari semua app yang sudah pernah di publish di PlayStore atau AppStore.




```
1 {
2   "appId": "com.alexwawo.ionic.memories",
3   "appName": "Memories",
4   "webDir": "build",
5   "bundledWebRuntime": false
6 }
```

2. Ubah nama app pada public/manifest.json - untuk webapp



```
1 {
2   "short_name": "Memories",
3   "name": "Memories",
4   "icons": [
```

3. Ubah title pada index.html

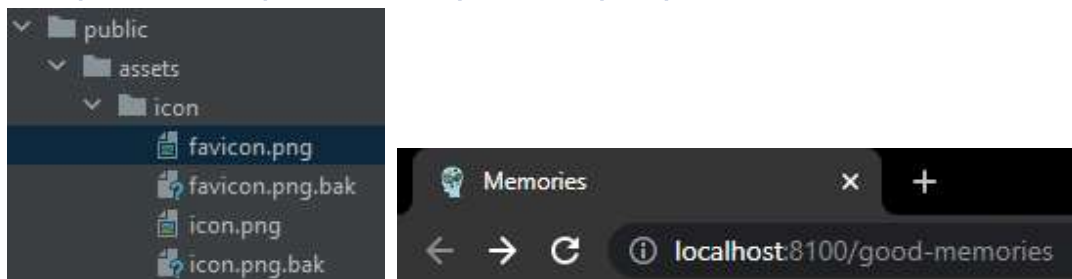


```

1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4    <meta charset="utf-8" />
5    <title>Memories</title>
6

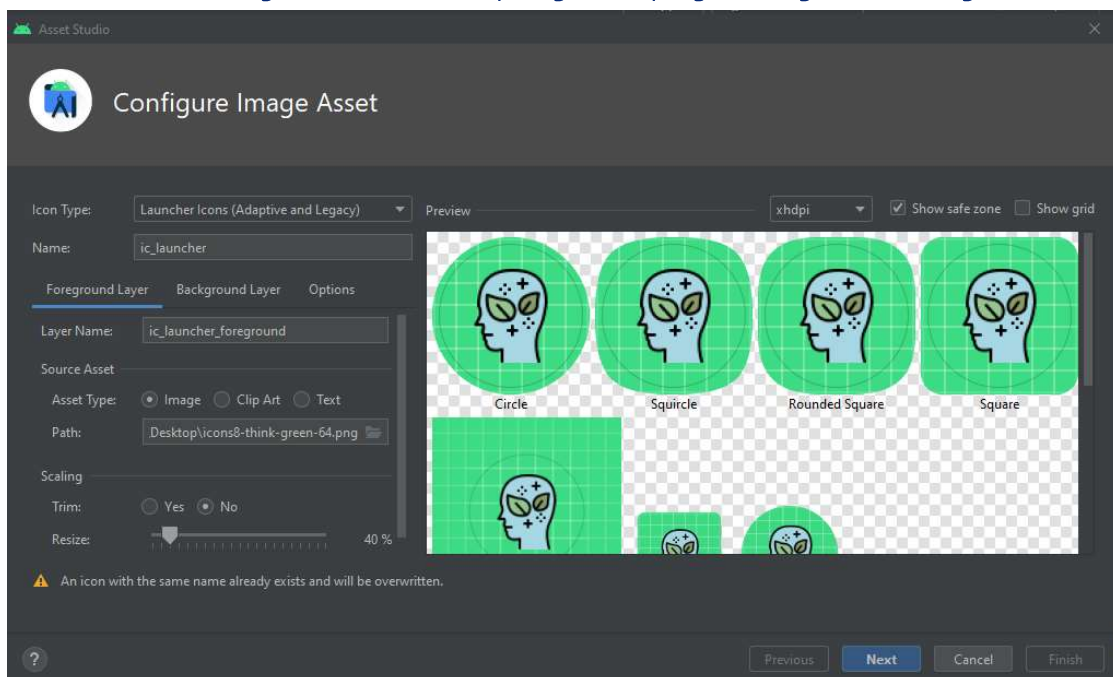
```

4. Ganti gambar icon.png dan favicon.png sesuai yang diinginkan (untuk web app)

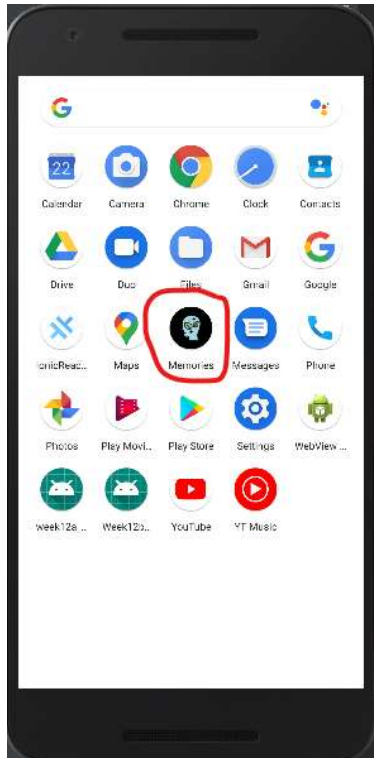


App Icon Android

1. Pilih menu New > Image Asset, kemudian pilih gambar yang akan digunakan sebagai icon.




2. Coba jalankan kembali, maka icon akan tampil seperti gambar yang dipilih.



Splash Screen

1. Buka URL: <https://apetools.webprofusion.com/>, Pilih Icon (opsional) dan gambar untuk Splashscreen

Ape Tools Home About Contact

 **Ape Tools - Image Gorilla**

Tired of creating all your icons and splashscreen sizes manually? You've come to the right place.

Upload your Icons and/or Splashscreen and we'll do all the hard work to create the sizes you need for each platform:

Need to design a logo first? Try [Logojoy](#)

Want to quickly make some PNGs (or JPGs) tiny? Check out [tinyPNG.App](#)

Struggling with the GIT command line? Use [GitKraken](#)

Step 1 - Select Your Icon

No file selected.

Select an Icon image in PNG format (transparency allowed) measuring 1024x1024 pixels.

Step 2 - Select Your Splashscreen

icons8-think-green-64.png

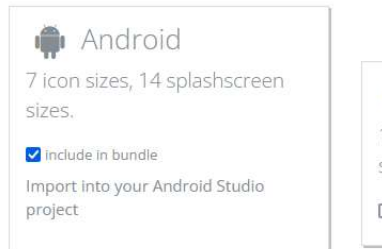
Select a Splashscreen image in PNG format (no transparency) measuring 4096*4096 pixels with the important stuff centred, we'll then resize from the centre outwards, sampling the top left corner colour as background. ■

- Pilih Android, kemudian klik Kapow!.

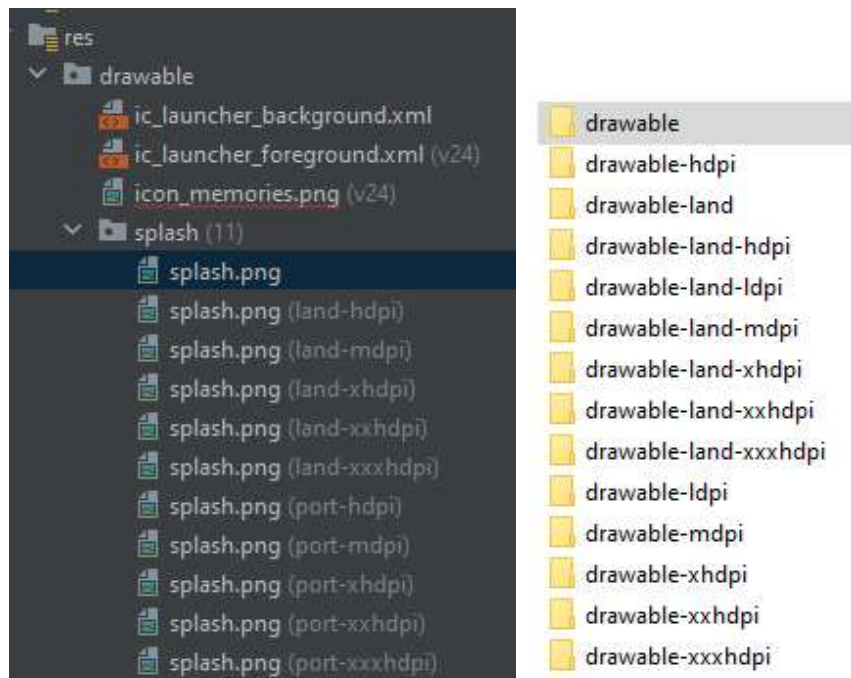
Step 3 - Where the magic happens



We will generate an asset bundle you can download f



- Download file yang dihasilkan, kemudian buka Android Studio dan replace semua file splash yang ada.

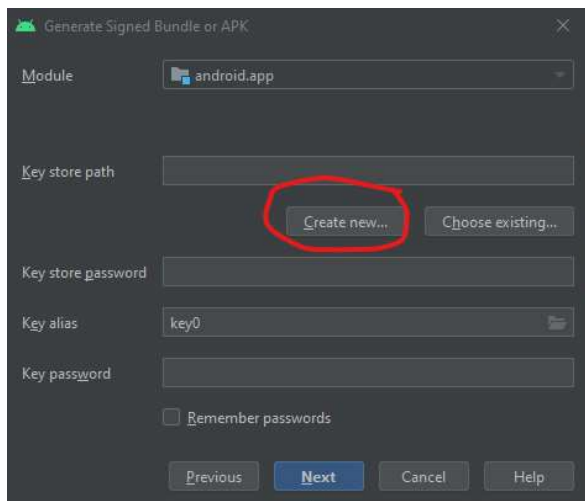


4. Coba run kembali app android, apakah splash screen tampil?

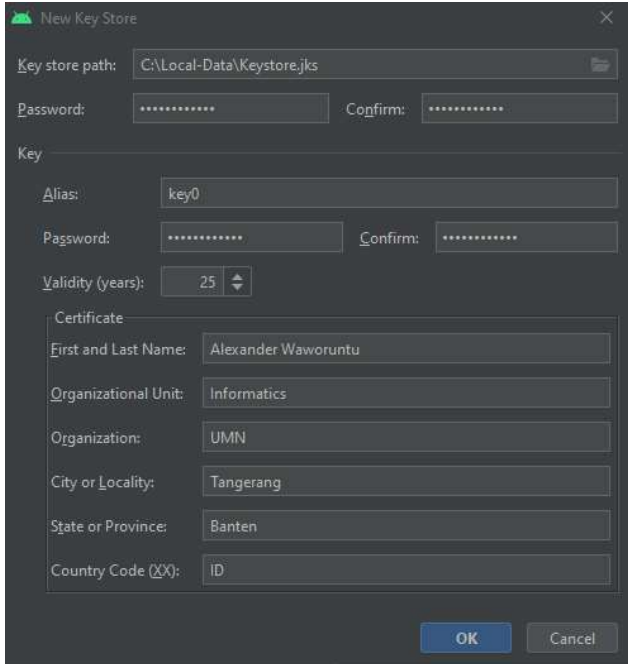


Signing APK

1. Pilih menu Build > Generate Signed Bundle/APK, pilih Create new untuk membuat Keystore baru



2. Lengkapi data Key Store

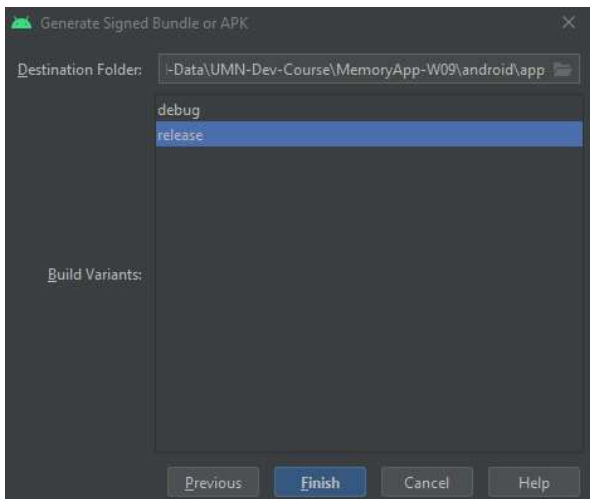


The 'New Key Store' dialog box is shown. It contains the following fields and values:

- Key store path: C:\Local-Data\Keystore.jks
- Password: [masked] Confirm: [masked]
- Key:
 - Alias: key0
 - Password: [masked] Confirm: [masked]
 - Validity (years): 25
- Certificate:
 - First and Last Name: Alexander Waworuntu
 - Organizational Unit: Informatics
 - Organization: UMN
 - City or Locality: Tangerang
 - State or Province: Banten
 - Country Code (XX): ID

Buttons: OK, Cancel

3. Pilih build varian Release untuk publish ke Playstore



The 'Generate Signed Bundle or APK' dialog box is shown. It contains the following fields and values:

- Destination Folder: I:\Data\UMN-Dev-Course\MemoryApp-W09\android\app
- Build Variants: debug, release (selected)

Buttons: Previous, Finish, Cancel, Help

4. Klik locate untuk menemukan hasil build APK

