

Lab 02: Preparing an Android App for Publishing

Prerequisites

You will need a development environment, either a Mac or Windows PC with the Android SDK and Xamarin tools installed. See the **Xamarin.Android** setup documentation if you need help getting your environment setup:

http://docs.xamarin.com/guides/android/getting_started/installation/

Assets

Content/Exercises/Publishing/Lab 02 Resources

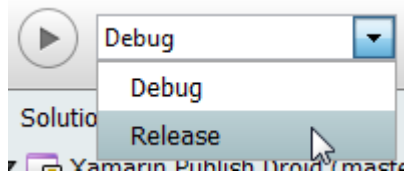
Lab Goals

The goal of this lab will be to configure our application for release to the Google Play Store.

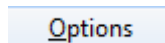
Steps

Configure the Application for Release Mode

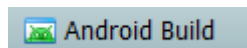
1. Switch the project to **Release** Mode



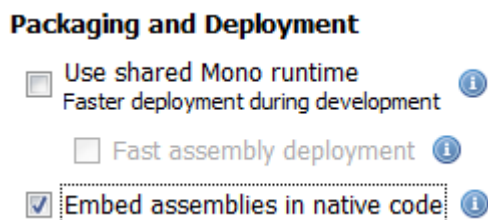
2. Open the properties dialog for the project



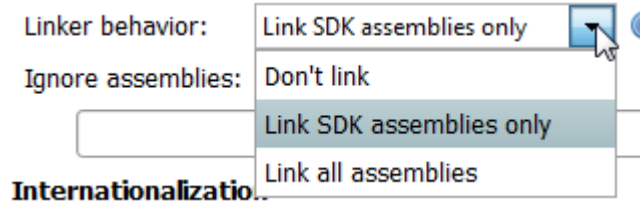
3. Navigate to the **Android Build** tab



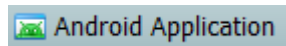
4. On the **Packaging** tab, make sure that **Use shared Mono runtime** is not checked



- a. If you have an Enterprise license, **check** the **Embed assemblies in native code** option
5. Configure the **Linker** tab and select either **Link SDK assemblies only** or **Link all assemblies**



6. Navigate to the **Android Application** tab



7. Package name will need to be all lowercase
 - a. If we start our package name with a capital letter, it will not be allowed to be uploaded and we can have issues with push notifications
8. Make sure that an **Application icon** has been specified
9. Set a **Version Number** and **Version Name**
 - a. Version Number is an integer value
 - b. Version Name is a string value and can be set to meet your needs

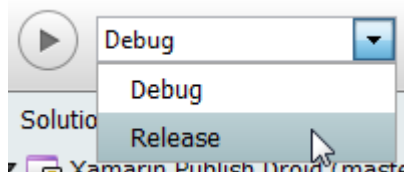
Disable Debugging

1. Open the **Properties\AssemblyInfo.cs** file
2. Add in the following code snippet

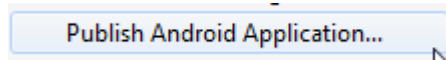
```
#if DEBUG
[assembly: Application(Debuggable=true)]
#else
[assembly: Application(Debuggable=false)]
#endif
```

Create a Keystore

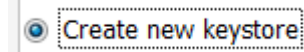
1. Switch the project to **Release** Mode



2. Select **Project > Publish Android Application...**



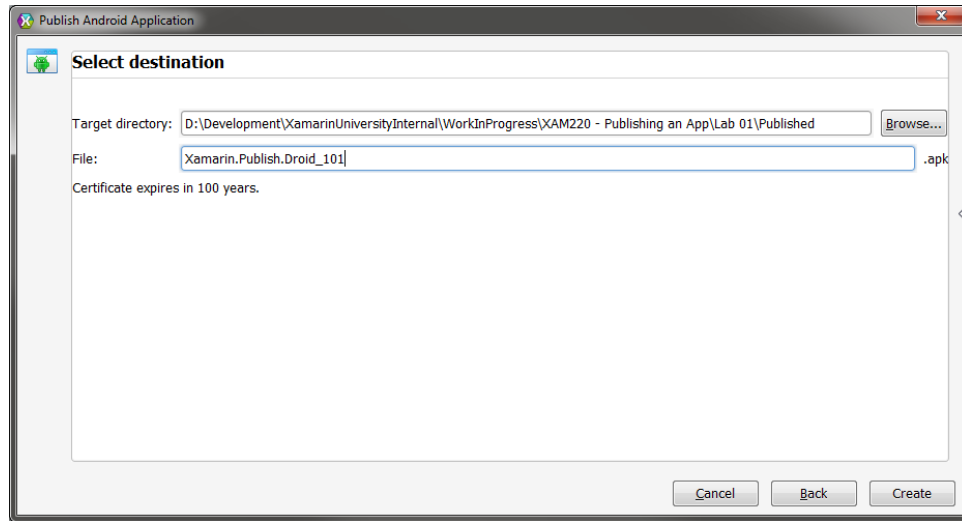
3. Select the **Create new keystore** option



- a. Provide a location **include the filename as well**
 - i. {Project}\Keystore\Xamarin.Publish.Droid.keystore
 - b. Set the password to **xamarin**
 - c. Confirm
4. Configure the android application has shown

A screenshot of the "Publish Android Application" dialog box, specifically the "Key creation" tab. The dialog has a title bar with a close button. Inside, there's a section titled "Key creation" with an Android icon. Below this, there are several input fields: "Alias" (xamarin.publish.droid), "Password" (masked with dots), "Confirm" (masked with dots), "Validity (years)" (100), "First and last name" (Xamarin Android), "Organizational unit" (Information Technology), "Organization" (Xamarin), "City or locality" (Boston), "State or Province" (Massachusetts), and "Country code (XX)" (US). At the bottom, there are three buttons: "Cancel", "Back", and "Forward".

- a. Set the password to **xamarin**
5. Create the application and publish



- a. Provide a filename that will be unique for that particular release
6. Click **Create**

Summary

In this lab, we learned how to configure our application for release to the Google Play Store.