

# Final APK Build Instructions – de Mello's Tips™ App

This PDF is designed for use with the package: de\_mellos\_tips\_full\_package.zip

Use this document to compile the APK in Android Studio or an alternative build platform.

## 1. ■ Requirements:

- Android Studio (latest version)
- Java 11 or higher
- Gradle (bundled in Android Studio)
- Optional: JDK, ADB, physical device or emulator

## 2. ■ Structure After Unzipping:

- app/src/main/assets/ → Audio, CSV, TXT, JSON data
- app/src/main/res/drawable/ → Backgrounds, icons, and visual assets
- Documentation/ → Legal, PDFs, and raw Percarus material
- README.md → GitHub summary

## 3. ■ Steps to Import in Android Studio:

- a. Open Android Studio > Open > Select root of unzipped folder.
- b. Allow Gradle sync to complete.
- c. Place all MP3s inside `quotes.zip` and `bible.zip` into `assets/`.
- d. Confirm MainActivity, ViewModels, and Fragments are detected.
- e. Build > Build Bundle(s) / APK(s) > Build APK(s).

## 4. ■ Optional Future Feature:

- To add interpretation audio:
  - a. Place `quote\_interpretation\_audio.zip` in assets/
  - b. Include MP3s named interpretation\_001.mp3 ... interpretation\_551.mp3
  - c. Add toggle in Advanced Settings
  - d. Modify FullQuoteViewModel.kt to recognize & play them

## 5. ■ Backup Build Option (if Android Studio fails):

- Use **Sketchware Pro** (limited)
- Use **AIDE (Android IDE)** on Android directly
- Use **Gradle CLI** if you're experienced

## 6. ■ Signing APK:

- Go to: Build > Generate Signed APK
- Create a new Keystore or use an existing one
- Save credentials securely!

## 7. ■ Google Play Upload:

- Ensure versionCode/versionName in `build.gradle` is updated
- Include the zipped output from this build process

- Add privacy policy, assets, screenshots, and contact info

8. ■ Support:

- Email: [lexdemello@aol.com](mailto:lexdemello@aol.com)