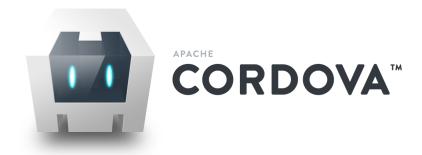
# Convert Website to Android App Using Apache Cordova & Publishing app to Google Play Store



## **Contents of Tutorial**

- 1. Installation of required software.
- 2. Converting Website to App.
- 3. Publishing app to Google Play Store.



# 1. Installation of required software.

Before proceed we need following software to be installed and setup on your computer.

- I. Java Development Kit (JDK)
- II. Android SDK
- III. NodeJS
- IV. Apache Cordova

#### **Installing JDK:**

Download and install jdk from below link

https://www.oracle.com/java/technologies/javase-jdk16-downloads.html

#### **Installing Android SDK**

Downloading link https://developer.android.com/studio#downloads

You will need to download the Android SDK without Android Studio bundled. Go to Android SDK and navigate to the **SDK**Tools Only section. Copy the URL for the download that's appropriate for your build machine OS.

#### Get just the command line tools

If you do not need Android Studio, you can download the basic Android command line tools below. You can use the included sdkmanager to download other SDK packages.

These tools are included in Android Studio.

	SDK tools package		
Windows	tools_r25.2.3-windows.zip	292 MB (306,745,639 bytes)	23d5686ffe489e5a1af95253b153ce9d6f933e5dbabe14c494631234697a0e08
Mac	tools_r25.2.3-macosx.zip	191 MB (200,496,727 bytes)	593544d4ca7ab162705d0032fb0c0c88e75bd0f42412d09a1e8daa3394681dc6
Linux	tools_r25.2.3-linux.zip	264 MB (277,861,433 bytes)	1b35bcb94e9a686dff6460c8bca903aa0281c6696001067f34ec00093145b560

See the SDK tools release notes.

#### **Installing NodeJS/NPM**

Download and install NodeJS from below links

https://nodejs.org/en/download/



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#### **Installing Apache Cordova**

Cordova is installed using the Node Package Manager (npm). Type the following in the command window to install:

# npm install -g cordova

You can follow below tutorial to setup apache cordova

https://cordova.apache.org/docs/en/10.x/guide/platforms/android/index.html



## Converting Website to Android App

#### 1. Creating a cordova project.

```
cordova create directory_name package_name app_title
```

#### Example:

cordova create hello com.example.hello HelloWorld

Once you create project change directory to project directory and type following command to check all requirements installed properly

cordova requirements

Administrator: C:\Windows\System32\cmd.exe

C:\Users\SulochanaTutorials\Desktop\agridoctornew>cordova requirements

Requirements check results for android:

Java JDK: installed 1.8.0
Android SDK: installed true

Android target: installed android-29,android-28,android-22

Gradle: installed C:\Gradle\gradle-6.3\bin\gradle.BAT

C:\Users\SulochanaTutorials\Desktop\agridoctornew>

#### 2. Add platform android to project.

Once you create project add platform android to project using following command

Cordova platform add android

#### 3. Install necessary plug-ins.

Install any plugin using below command

Cordova plugin add plug-in-name



We need to install following plugins

- cordova-plugin-dialogs
- cordova-plugin-inappbrowser
- cordova-plugin-network-information

Type below command to list a installed plug-ins

```
cordova plugin
```

#### 4. Update config.xml file.

Add Access Origin to your website link

```
<access origin="http://mywebsite.com*"/>
<access origin="http://www.mywebsite.com*"/>
<access origin="https://www.mywebsite.com*"/>
<access origin="https://mywebsite.com*"/>
```

#### Add App Icon



Copy pleasewait.gif and logo.png image inside www/img/ folder

#### JavaScript Code: Put below JavaScript code inside index.js file

```
function redirectTo(location) {
       window.open = cordova.InAppBrowser.open;
        //showPleasewait('Redirecting','Please wait');
       var d = setInterval(function () {
               window.open(location, ' self',
'location=no, zoom=no, toolbar=no');
                clearInterval(d);
        }, 1500);
var app = {
        // Application Constructor
        initialize: function () {
                document.addEventListener('deviceready',
this.onDeviceReady.bind(this), false);
       },
        // deviceready Event Handler
        \ensuremath{//} Bind any cordova events here. Common events are:
        // 'pause', 'resume', etc.
        onDeviceReady: function () {
               this.receivedEvent('deviceready');
        },
        // Update DOM on a Received Event
        receivedEvent: function (id) {
```



#### Replace application tag in AndroidManifest.xml file

You will find this file inside ..\platforms\android\app\src\main

Add android:usesCleartextTraffic="true"

```
<application android:hardwareAccelerated="true"
android:icon="@mipmap/ic_launcher" android:label="@string/app_name"
android:supportsRtl="true" android:usesCleartextTraffic="true">
```

5. Create debug APK file.

Create APK file using following command

```
cordova build android
```

- 6. Creating Signed APK.
  - a. Go to your cordova project for generate our release build:

```
cordova build --release android
```

You will find unsigned APK file inside ... android\app\build\outputs\apk\release

b. Key Generation:



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#### Command:

keytool -genkey -v -keystore <keystoreName>.keystore -alias <Keystore AliasName> -key
alg <Key algorithm> -keysize <Key size> -validity <Key Validity in Days>

#### Example:

keytool -genkey -v -keystore agridoctor.keystore -alias agridoctor -keyalg RSA -keysize 2048 - validity 10000

#### 3. Sign APK file

Place the generated keystore in ...\platforms\android\ant-build

To sign the unsigned APK, run the jarsigner tool which is also included in the JDK:

#### Syntax:

jarsigner -verbose -sigalg SHA1withRSA -digestalg SHA1 -keystore <keystorename <Unsigned APK file> <Keystore Alias name>

#### Example:

jarsigner -verbose -sigalg SHA1withRSA -digestalg SHA1 -keystore agridoctor.keystore apprelease-unsigned.apk agridoctor

#### Step:4

Finally, we need to run the zip align tool to optimize the APK:

zipalign -v 4 app-release-unsigned.apk app-release-signedapk

