Android Recipes App

Android Recipes App

Android Recipes App is a recipe cookbook mobile application for Android platform that is ready to use on both phones and tablets. Just fill your recipes, choose one of the many color themes and you are ready to publish your application in Google Play. The application is fully native, using latest features of Android platform to provide the best user experience. The recipes are bundled with the application and can be used without internet connection. The application is specially optimized to be extremely easy to configure and detailed documentation is provided.

Requirements

- Windows XP (32-bit), Vista (32- or 64-bit), or Windows 7 (32- or 64-bit)
- Mac OS X 10.5.8 or later (x86 only)
- Linux (tested on Ubuntu Linux, Lucid Lynx)
  - GNU C Library (glibc) 2.7 or later is required.
  - On Ubuntu Linux, version 8.04 or later is required.
  - 64-bit distributions must be capable of running 32-bit applications.
- Latest ADT Bundle

Getting started

Thank you for buying **Android Recipes App**. To try the template you need to follow a few simple steps:

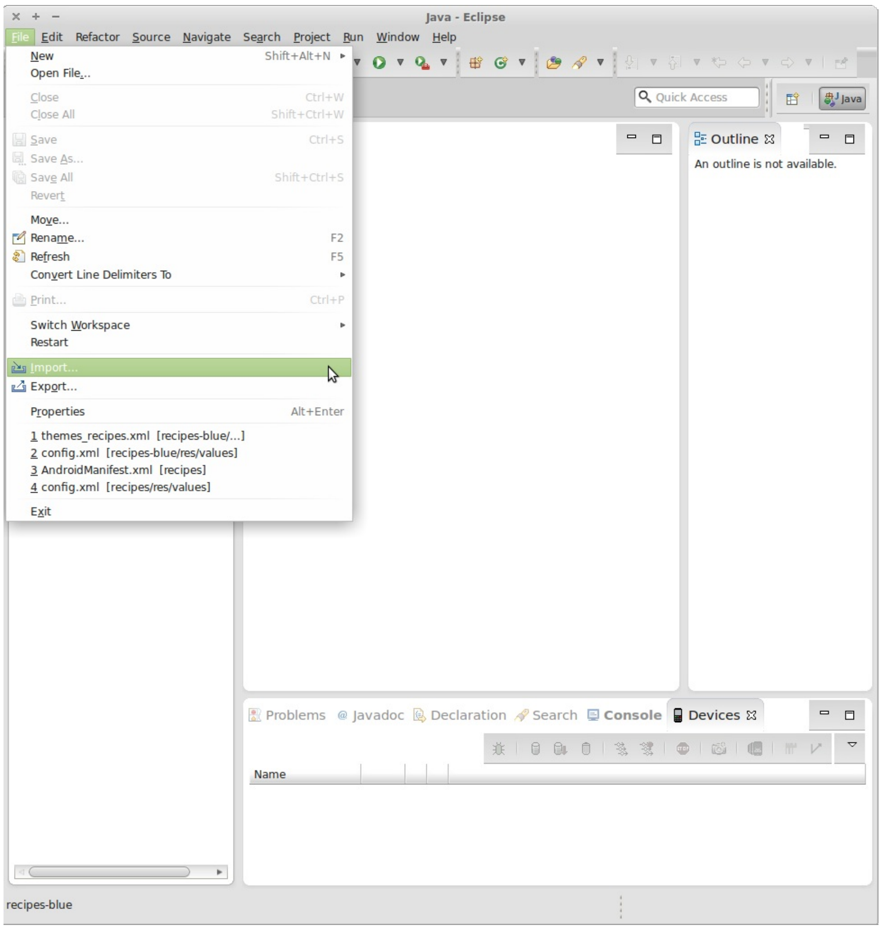
1. Import projects in ADT Bundle
2. Run any theme project

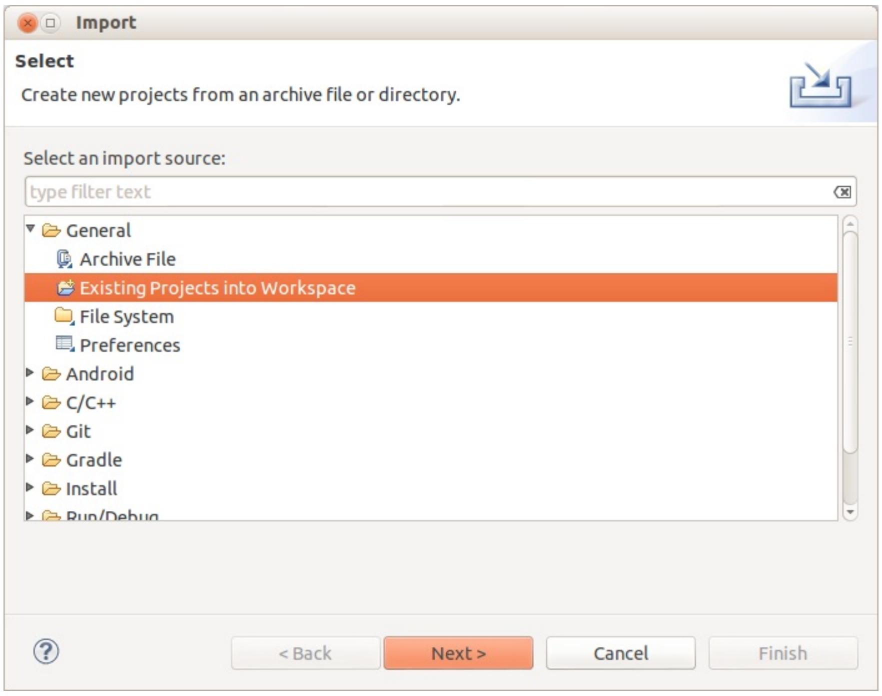
If you are upgrading from previous version, check the upgrading guide.

Import projects in ADT Bundle

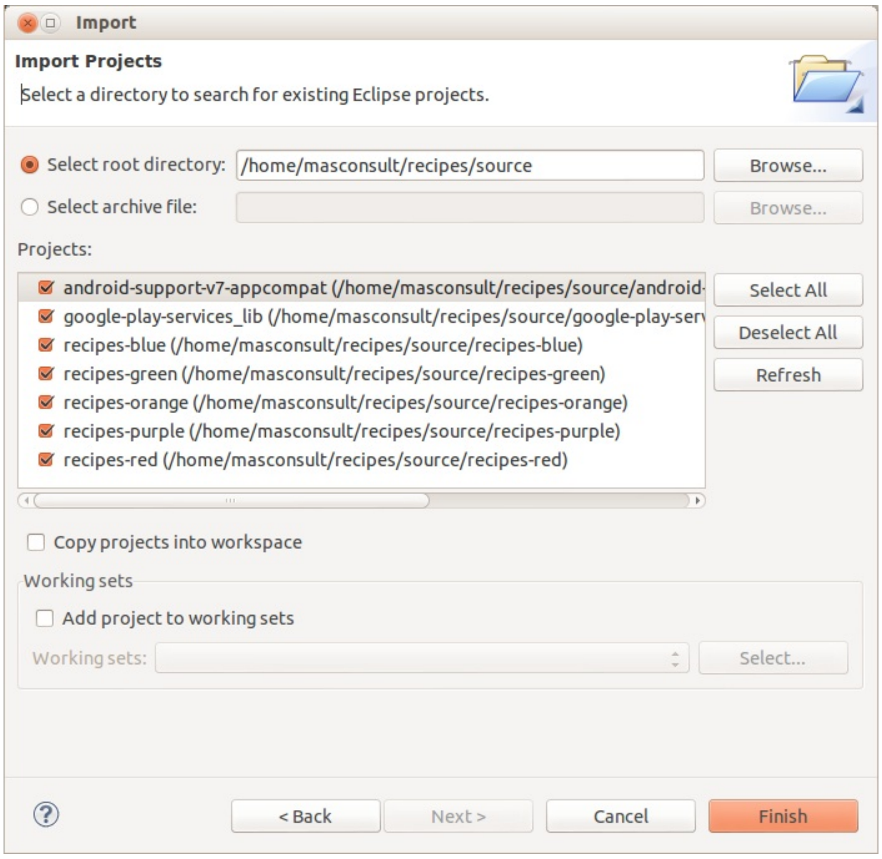
The application is configured to be build with latest ADT Bundle, so you need to install it before proceeding.

1. Launch ADT Bundle.
2. Select from the menu File->Import->General->Existing Projects into Workspace


Java - Eclipse
File Edit Refactor Source Navigate Search Project Run Window Help
New Shift+Alt+N
Open File...
Close Ctrl+W
Close All Shift+Ctrl+W
Save Ctrl+S
Save As...
Save All Shift+Ctrl+S
Revert
Move...
Rename... F2
Refresh F5
Convert Line Delimiters To
Print... Ctrl+P
Switch Workspace
Restart
Import...
Export...
Properties Alt+Enter
1 themes_recipes.xml [recipes-blue/...]
2 config.xml [recipes-blue/res/values]
3 AndroidManifest.xml [recipes]
4 config.xml [recipes/res/values]
Exit
Quick Access
Java
Outline
An outline is not available.
Problems Javadoc Declaration Search Console Devices
Name
recipes-blue



3. Browse to the location where you extracted the **Android Recipes App**
4. Beside the **Projects:** list press Select All
5. Press Finish


Import

Import Projects

Select a directory to search for existing Eclipse projects.

[✓ Select root directory:] /home/masconsult/recipes/source

Select archive file:

Projects:

- ✓ android-support-v7-appcompat (/home/masconsult/recipes/source/android-
- ✓ google-play-services_lib (/home/masconsult/recipes/source/google-play-serv
- ✓ recipes-blue (/home/masconsult/recipes/source/recipes-blue)
- ✓ recipes-green (/home/masconsult/recipes/source/recipes-green)
- ✓ recipes-orange (/home/masconsult/recipes/source/recipes-orange)
- ✓ recipes-purple (/home/masconsult/recipes/source/recipes-purple)
- ✓ recipes-red (/home/masconsult/recipes/source/recipes-red)

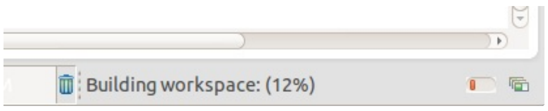
Copy projects into workspace

Working sets

Add project to working sets

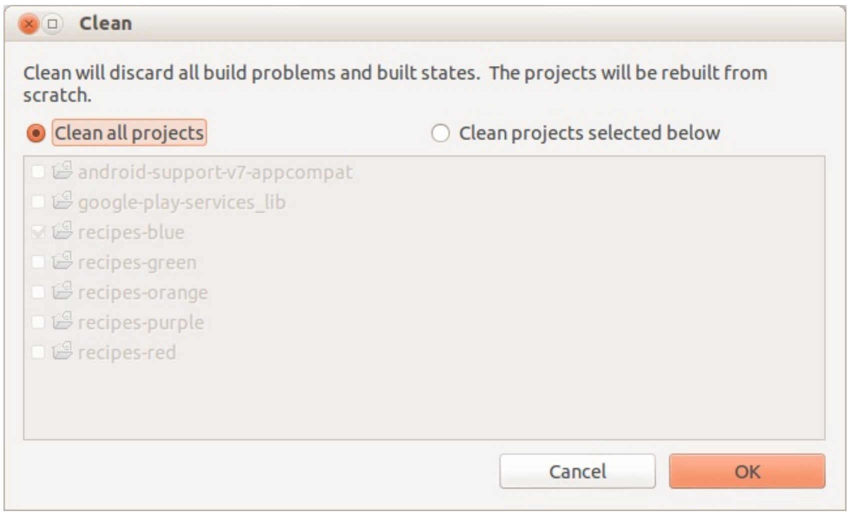
Working sets:

6. You should wait until ADT Bundle builds the projects and then you can run any of recipes-* projects to explore the different themes.


Building workspace: (12%)

Note: If you get errors, try by cleaning all projects:

1. from the menu Projects->Clean
2. select all projects and press OK.


Clean

Clean will discard all build problems and built states. The projects will be rebuilt from scratch.

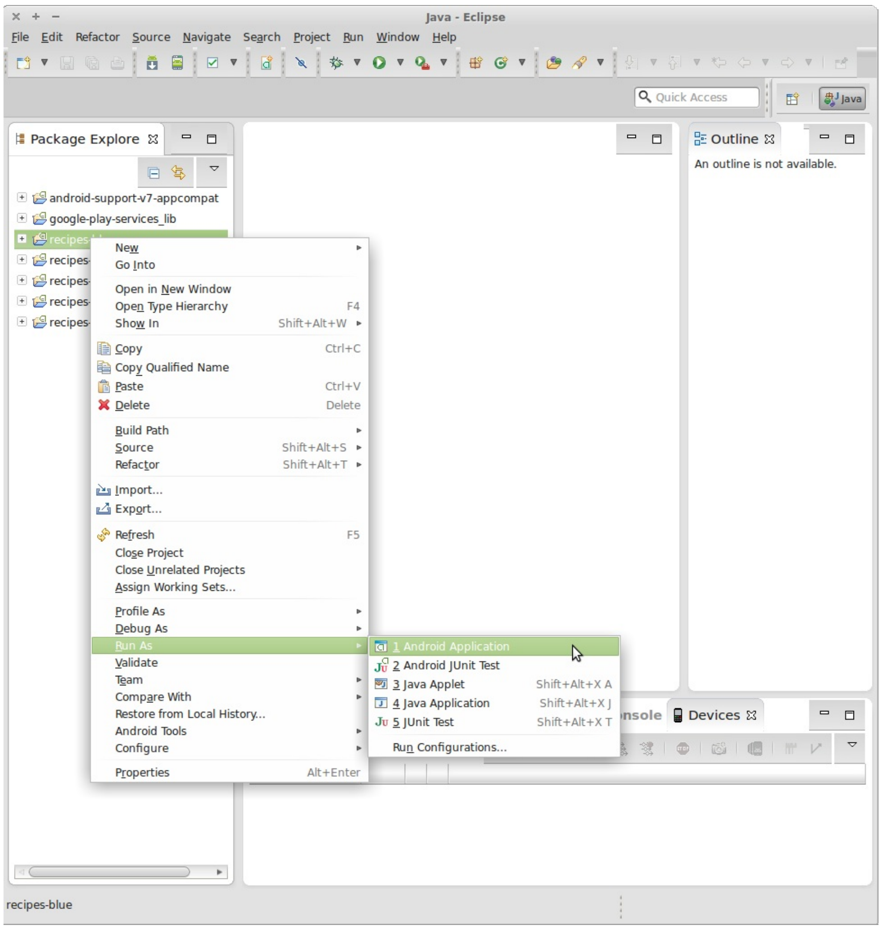
[✓ Clean all projects] Clean projects selected below

- android-support-v7-appcompat
- google-play-services_lib
- recipes-blue
- recipes-green
- recipes-orange
- recipes-purple
- recipes-red

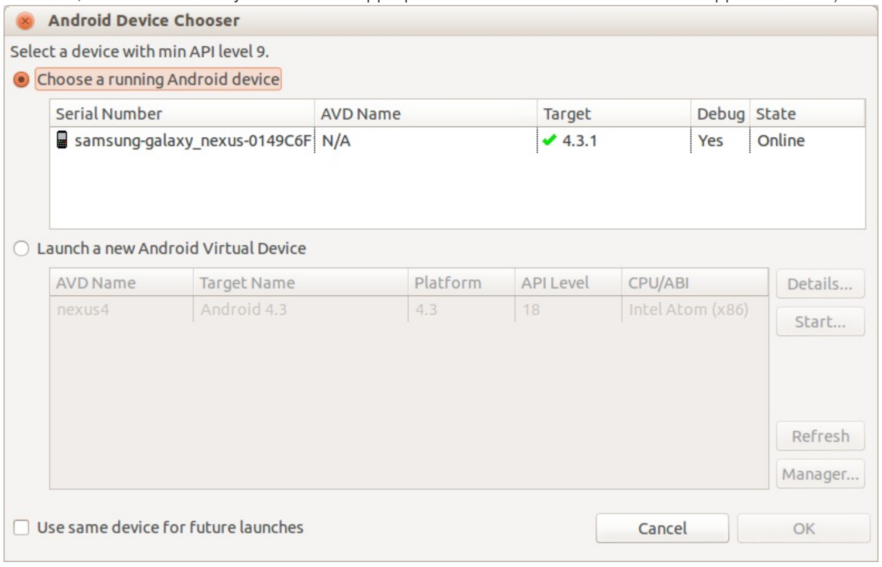
Run Android recipes app on a device or on Android emulator

Bellow are described the steps for running the application on Android emulator or on real device

1. Right click on the project you want to run Run As->1 Android Application



2. Choose on what device or emulator to run the app.(If you haven't connected any devices or started any emulator, ADT Bundle will try to start most appropriate Android emulator and run the application on it).


Android Device Chooser

Select a device with min API level 9.

● Choose a running Android device

Serial Number	AVD Name	Target	Debug	State
samsung-galaxy_nexus-0149C6F	N/A	✓ 4.3.1	Yes	Online

○ Launch a new Android Virtual Device

AVD Name	Target Name	Platform	API Level	CPU/ABI
nexus4	Android 4.3	4.3	18	Intel Atom (x86)

Customization

In the following lines I'll describe how to customize **Android Recipes App** to match your brand and needs.

After you buy **Android Recipes App** you need to:

1. Import projects in ADT Bundle
2. Choose your color theme
3. Add some data(Build json file with recipes and add recipes images)
4. Choose what indices to display in list and detailed page
5. Change Launcher icon

6. Change Splash screen icon
7. Change Application name
8. Set up notifications
9. Set up Ads
10. Set up Google Analytics
11. Translate in different language

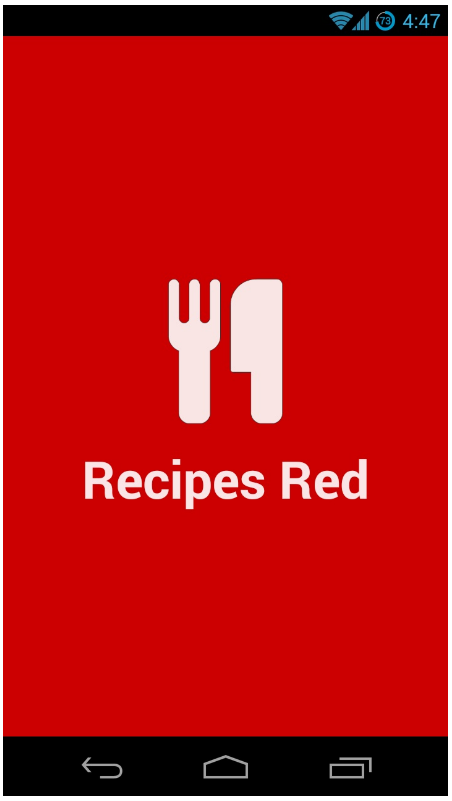
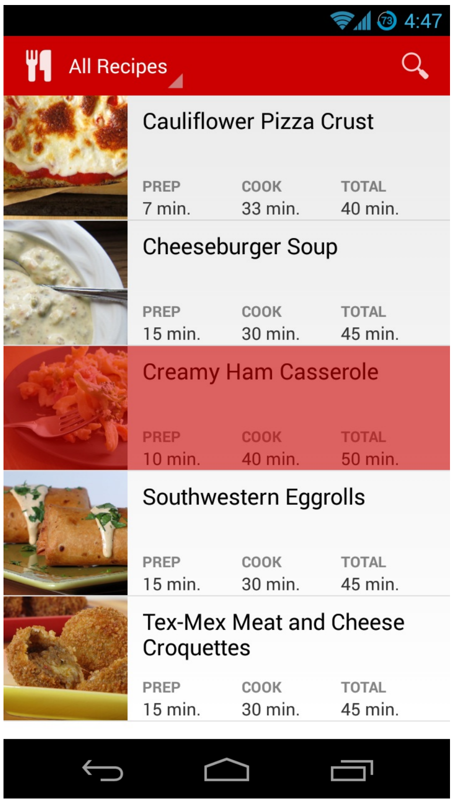
Note: You need to run the project after making changes, to see them in the application!

Choose your color theme

We provide **Android Recipes App** with 5 different color themes separated in 5 android projects. You should choose one of these themes and make all the configurations and customizations in the project representing the color you have choosen. If you wish to see how the colors look like in the app you can run any one of theme projects on a Device or on a Emulator

Red theme

Project name: **recipes-red**

Splash	List
	

Cauliflower Pizza Crust
PREP 7 min. COOK 33 min. TOTAL 40 min.

Cheeseburger Soup
PREP 15 min. COOK 30 min. TOTAL 45 min.

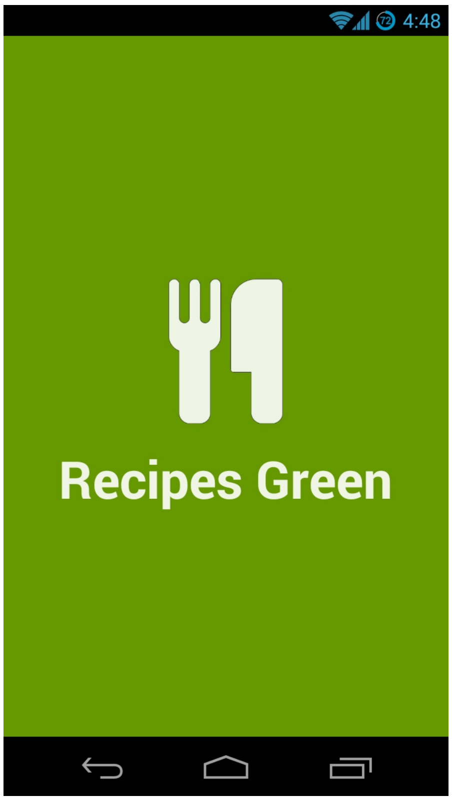
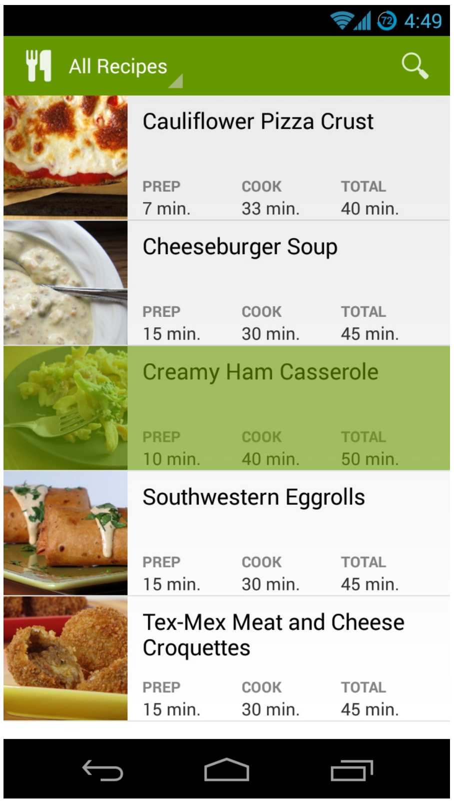
Creamy Ham Casserole
PREP 10 min. COOK 40 min. TOTAL 50 min.

Southwestern Eggrolls
PREP 15 min. COOK 30 min. TOTAL 45 min.

Tex-Mex Meat and Cheese Croquettes
PREP 15 min. COOK 30 min. TOTAL 45 min.

Green theme

Project name: **recipes-green**

Splash	List
	

4:48

Recipes Green

4:49

All Recipes

Cauliflower Pizza Crust

PREP 7 min. COOK 33 min. TOTAL 40 min.

Cheeseburger Soup

PREP 15 min. COOK 30 min. TOTAL 45 min.

Creamy Ham Casserole

PREP 10 min. COOK 40 min. TOTAL 50 min.

Southwestern Eggrolls

PREP 15 min. COOK 30 min. TOTAL 45 min.

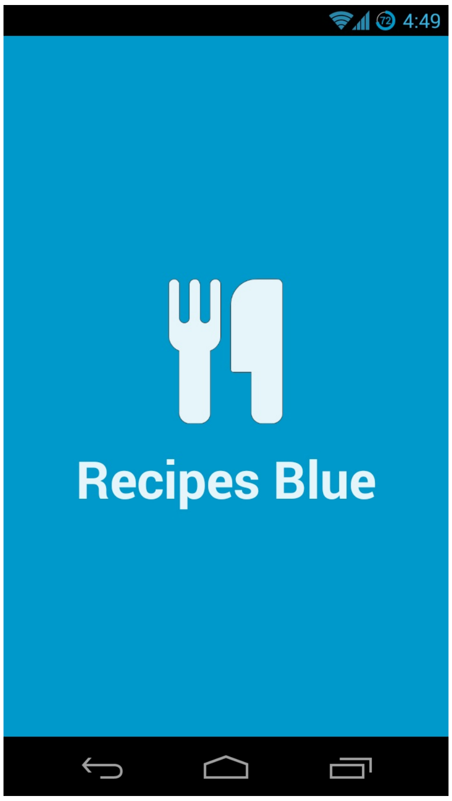
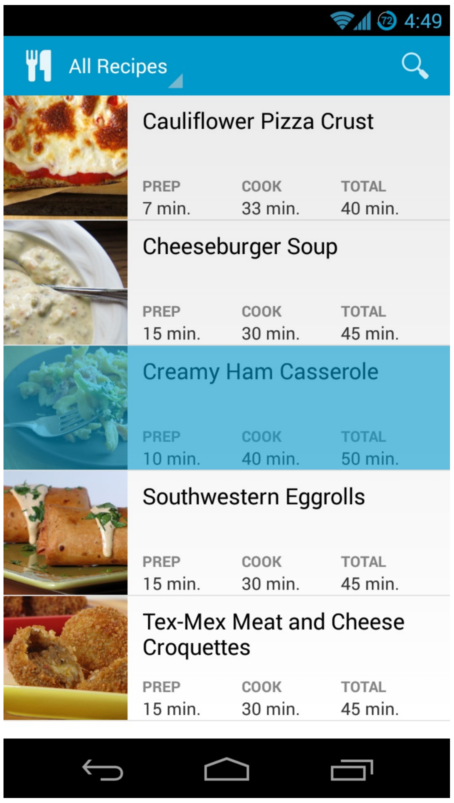
Tex-Mex Meat and Cheese Croquettes

PREP 15 min. COOK 30 min. TOTAL 45 min.

Blue theme

Project name: **recipes-blue**

Splash	List

4:49
All Recipes

Cauliflower Pizza Crust
PREP 7 min. COOK 33 min. TOTAL 40 min.

Cheeseburger Soup
PREP 15 min. COOK 30 min. TOTAL 45 min.

Creamy Ham Casserole
PREP 10 min. COOK 40 min. TOTAL 50 min.

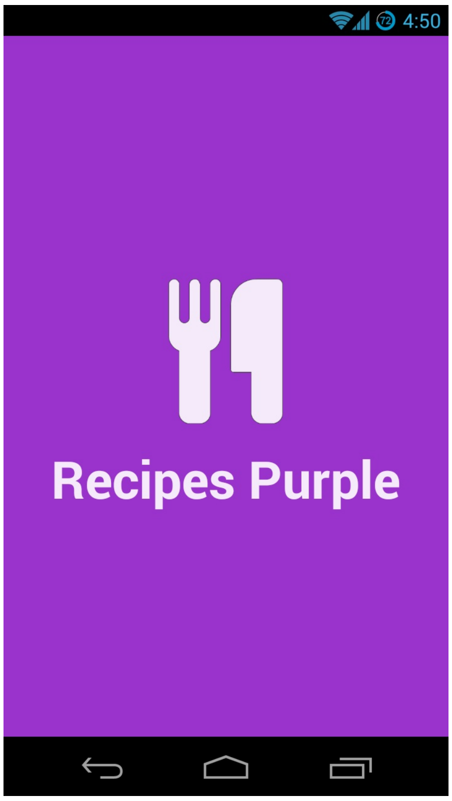
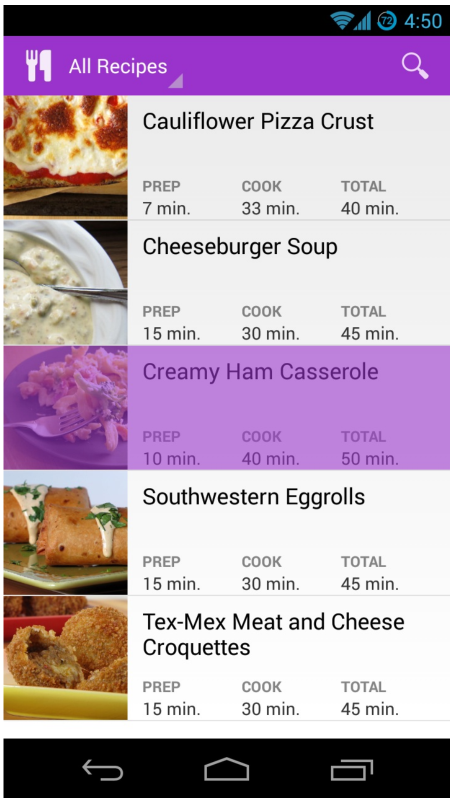
Southwestern Eggrolls
PREP 15 min. COOK 30 min. TOTAL 45 min.

Tex-Mex Meat and Cheese Croquettes
PREP 15 min. COOK 30 min. TOTAL 45 min.

Purple theme

Project name: **recipes-purple**

Splash	List

4:50

All Recipes

Cauliflower Pizza Crust
PREP 7 min. COOK 33 min. TOTAL 40 min.

Cheeseburger Soup
PREP 15 min. COOK 30 min. TOTAL 45 min.

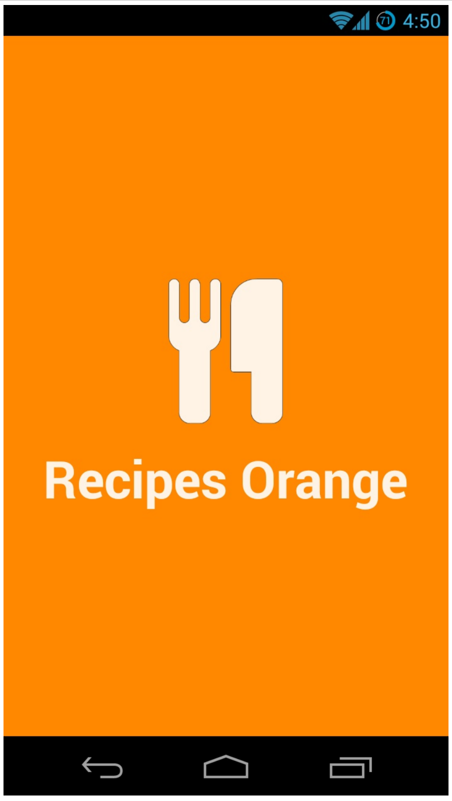
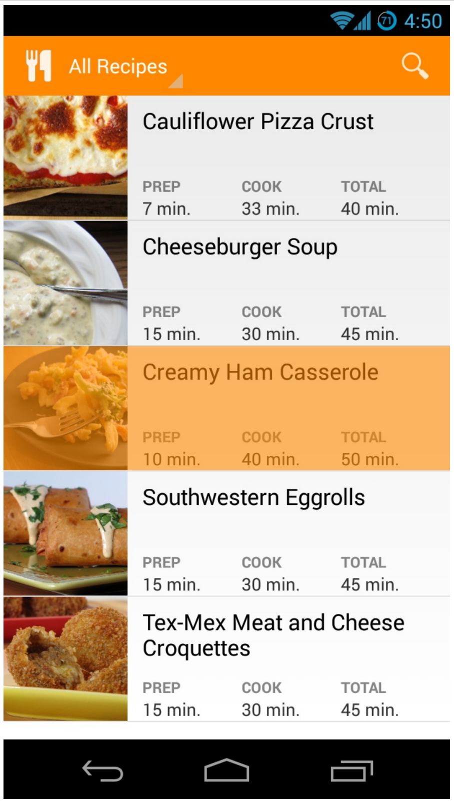
Creamy Ham Casserole
PREP 10 min. COOK 40 min. TOTAL 50 min.

Southwestern Eggrolls
PREP 15 min. COOK 30 min. TOTAL 45 min.

Tex-Mex Meat and Cheese Croquettes
PREP 15 min. COOK 30 min. TOTAL 45 min.

Orange theme

Project name: **recipes-orange**

Splash	List
	

4:50

All Recipes

Cauliflower Pizza Crust
PREP 7 min. COOK 33 min. TOTAL 40 min.

Cheeseburger Soup
PREP 15 min. COOK 30 min. TOTAL 45 min.

Creamy Ham Casserole
PREP 10 min. COOK 40 min. TOTAL 50 min.

Southwestern Eggrolls
PREP 15 min. COOK 30 min. TOTAL 45 min.

Tex-Mex Meat and Cheese Croquettes
PREP 15 min. COOK 30 min. TOTAL 45 min.

Add some data to the application

Recipes are loaded when application starts and imported inside a local database. While the application is running it displays data from the local database, so even without internet connection the recipes will be browsable.

Configuring source of recipes data

The configuration is located inside res/values/config.xml. If you want to load recipes from remote location you need to specify the full URL:

```
    <!-- res/values/config.xml -->
    <!-- when url is specified the recipes are loaded from that location -->
    <string name="recipes_url">http://s3.amazonaws.com/masconsult-template-recipes/recipes.json</string>
```

When you don't need to load recipes from remote location, but rather ship with preloaded list, just clear the configuration and recipes will be loaded from local assets/recipes.json file.

```
    <!-- res/values/config.xml -->
    <!-- when no url is specified the recipes are loaded from assets/recipes.json file -->
    <string name="recipes_url"></string>
```

Recipes data format

The recipes data uses JSON format. Bundled with each project is a sample file assets/recipes.json with populated data which can help you understand the structure.

```
{
    "recipes": [
        {
            "id": "recipe1",
            "category": "dinner",
            "name": "Beef",
            "image": "beef.jpg",
            "summary": "Beef dinner",
            "direction": "1. Take one beef\n 2. Slice\n 3. Spice\n 4. Cook\n 5. Serve with wine",
            "prep_time": 7,
            "cook_time": 45,
            "total_time": 55,
            "serves": 1,
            "ingredients": [
                "1kg of fresh beef meat",
                "1 bottle of fine red wine"
            ]
        }
    ]
}
```

Each recipe is surrounded by { and } (opening and closing curly brackets). Inside you have a series of name:value with the following meaning:

- id: is an optional identificator for recipe, when ommited the combination of category and name is used to check for duplicating recipes. If you are using only local file, you can safely ignore this field.
- category: is the category of the recipe, you may enter whatever category you decide, just bear in mind that this is the name visible in the categories list inside the application
- name: is the name of recipe as seen in the application
- image: the name of the image to use for this recipe. Images are located inside images directory and may be divided in subdirectories - in which case you need to enter the subdirectory name followed by / (forward slash)
- summary: a short summary presenting the result of the recipe
- directions: the full directions needed to follow the recipe
- prep_time: is the time in minutes needed to prepare the recipe.
- cook_time: is the time in minutes needed to cook the recipe.
- total_time: is the total time in minutes needed to cook the recipe. If this number is omitted but prep_time and/or cook_time is present it will be automatically calculated.
- serves: the number of serving for the given ingredients quantities.
- ingredients: is a comma-separated list (defined using square brackets [and]) of strings, each one surrounded by " (double quotes). E.g.:

```
"ingredients": ["flour", "salt", "water"]
```

Warning: If you need to add a quote " inside the strings you need to escape it like this \"

Note: If you want to add new line in the summary or directions fields use \n. E.g.

```
[{ "summary": "Great appetizer.\nRecommended with spices" }]
```

To verify the file is syntactically correct you can copy/paste it to JSONLint

Recipes update

When using local assets/recipes.json file to load recipes, they are loaded only when the application is first run, or when application have been updated. When using remote recipes url, every time the application is started the url is retrieved and recipes are loaded. To minimize the traffic, you can use the extended format for remote recipes and specify url that will only return new recipes.

Set up recipe indices

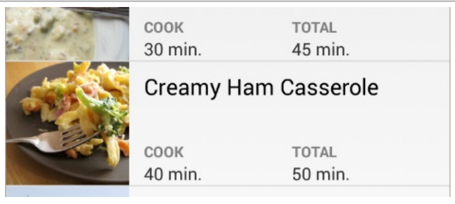
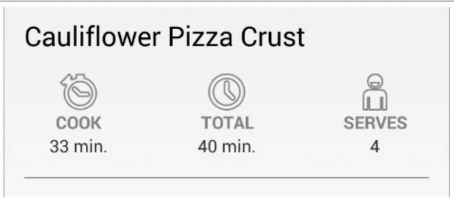
You can set up what indices to display in the recipes list and recipe detail screens. Supported indices are:

- Preparation time
- Cooking time
- Total time
- Servings

You can enable/disable each one of indices from res/values/config.xml.

Display preparation time

Controls whether to display preparation time for each recipe. If you do not support preparation time, disable by setting false.

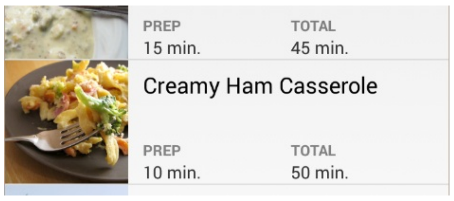
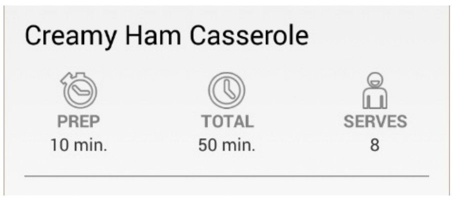
List	Recipe
 COOK 30 min. TOTAL 45 min. Creamy Ham Casserole COOK 40 min. TOTAL 50 min.	 Cauliflower Pizza Crust COOK 33 min. TOTAL 40 min. SERVES 4

```
<!-- res/values/config.xml -->
<bool name="show_prep_time">true</bool>
```

Display cooking time

Controls whether to display cooking time for each recipe. If you do not support cooking time, disable by setting false.

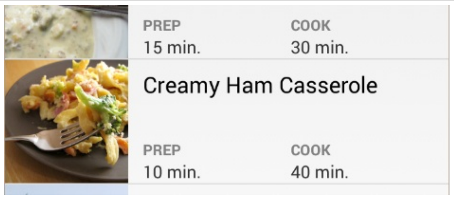
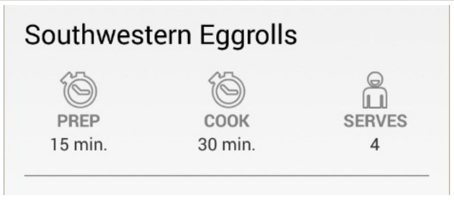
List	Recipe

 PREP 15 min. TOTAL 45 min. Creamy Ham Casserole PREP 10 min. TOTAL 50 min.	 Creamy Ham Casserole PREP 10 min. TOTAL 50 min. SERVES 8

```
<!-- res/values/config.xml -->
<bool name="show_cook_time">true</bool>
```

Display total time

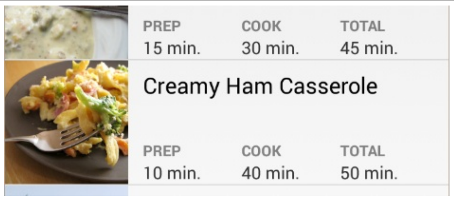
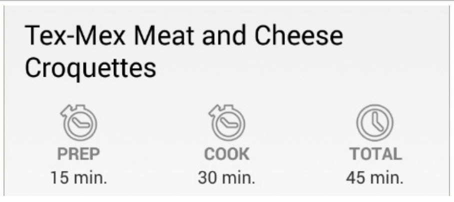
Controls whether to display total time for each recipe. If you do not supply total time in your data it is calculated by summing prep_time and cook_time. If you do not want to display preparation time, disable by setting false.

List	Recipe
 PREP 15 min. COOK 30 min. Creamy Ham Casserole PREP 10 min. COOK 40 min.	 Southwestern Eggrolls PREP 15 min. COOK 30 min. SERVES 4

```
<!-- res/values/config.xml -->
<bool name="show_total_time">true</bool>
```

Display servings

Controls the display of servings. If you do not want to display serving, disable it by setting to false.

List	Recipe
 PREP 15 min. COOK 30 min. TOTAL 45 min. Creamy Ham Casserole PREP 10 min. COOK 40 min. TOTAL 50 min.	 Tex-Mex Meat and Cheese Croquettes PREP 15 min. COOK 30 min. TOTAL 45 min.

```
<!-- res/values/config.xml -->
<bool name="show_servings">true</bool>
```

Change Launcher icon

For best result you should have your icon designed in 512x512 pixels resolution. Then replace the following files:

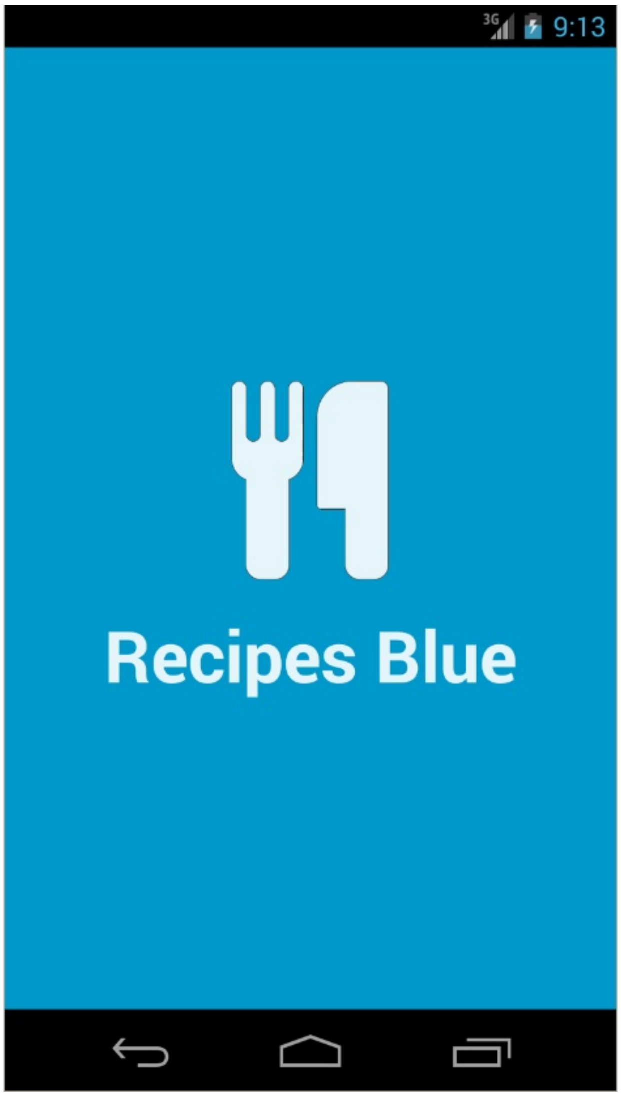
- res/drawable-mdpi/ic_launcher.png with 48x48 px
- res/drawable-hdpi/ic_launcher.png with 72x72 px
- res/drawable-xhdpi/ic_launcher.png with 96x96 px
- res/drawable-xxhdpi/ic_launcher.png with 144x144 px
- res/drawable-xxxhdpi/ic_launcher.png with 192x192 px

Note: You need the 512x512 px size for publishing to Google Play.

Change Splash screen icon

The splash screen uses by default themed background and larger version of the launcher icon centered in the middle. If you just want to change the icon you should replace the file res/drawable-xxhdpi/logo.png with one about 300x300 pixels.

If you want to make more modifications the layout for splash screen is located at res/layout/activity_splash.xml.



Change Application name

The application name is stored inside res/values/strings.xml as:

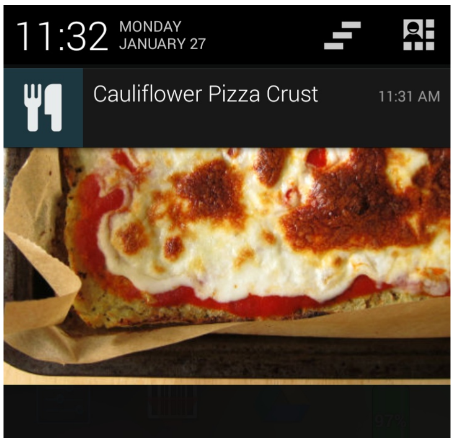
```
<!-- res/values/strings.xml -->
<string name="app_name">Recipes</string>
```

Just change to whatever your application will be called.

Set up system notifications

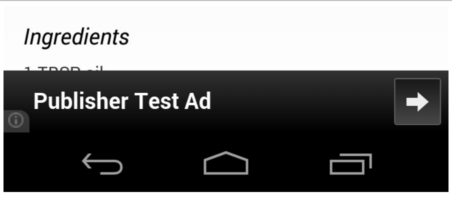
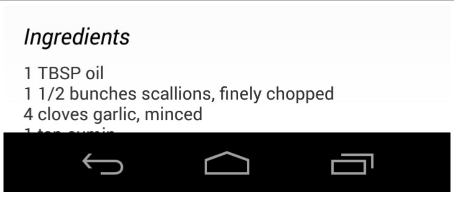
By default every day a notification will be presented featuring one recipe. When user clicks on the notification it will open the application on that recipe. The notifications don't include sound, vibrator or led indicator. You can modify the interval(in hours) or if you put zero the notifications will be disabled:

Closed notification	Large notification



```
<!-- res/values/config.xml -->
<integer name="notifications_interval">22</integer>
```

Set up Ads

With ads	Without ads
 Ingredients Publisher Test Ad	 Ingredients 1 TBSP oil 1 1/2 bunches scallions, finely chopped 4 cloves garlic, minced

The template comes with integrated AdMob. To enable it you need to enter your AdMob unit id.

1. Open res/values/config.xml
2. Locate **admob_unit_id**
3. Enter your AdMob unit ID

```
<!-- res/values/config.xml -->
<string name="admob_unit_id">{YOUR ADMOB UNIT ID GOES HERE}</string>
```

To find your AdMob unit ID, login to AdMob click the Monetize tab. Click All apps from the left-hand side and select an app. The ad unit ID is under the ad unit name. For more information refer to AdMob Help.

If you leave the entry empty ads will not be displayed.

Set up Google Analytics

To enable Google Analytics you need to enter your Google Analytics tracking ID. If you want to disable analytcis just leave the entry empty.

1. Open res/values/config.xml
2. Locate **ga_trackingId**
3. Enter your Google Analytics tracking ID

```
<!-- res/values/config.xml -->
<string name="ga_trackingId">{YOUR TRACKING ID GOES HERE}</string>
```

Translate in different language

All the texts used in the template are contained in a single file /res/values/strings.xml. To translate the template change all values in the file with appropriate translation.

Remote Recipes Optimization

Splitting data in smaller chunks

When retrieving recipes over network it is good practice to split large files in smaller chunks. This allows for partial display of data as well as handle network connection change. To tell the application that you are serving only a part of the whole data, add a field next_page with absolute URL where the next part is located. You can repeat this process as long as needed. Good rule of thumb is to split data in sizes of about 50-60kb, which should translate in about 25 recipes.

```
{
    "recipes": [{...}, {...}],
    "next_page": "http://s3.amazonaws.com/masconsult-template-recipes/recipes-page2.json",
}
```

Note: the recipes array is ommitted for clarity!

Warning: you need to provide absolute url for next_page field.

Loading only new data

Having downloading all recipes every time the application starts may lead to excess data usage and unhappy users. To optimize the transfer of only new data, add a field next_update with absolute URL which will be used the next time recipes are updated. Good rule of thumb is to include the timestamp when the current update is happening, so you can return only data that is newer than this timestamp next time.

```
{
    "recipes": [{...}, {...}],
    "next_update": "http://s3.amazonaws.com/masconsult-template-recipes/recipes-update.json",
}
```

Note: the recipes array is ommitted for clarity!

Warning: you need to provide absolute url for next_update field.

Upgrading from previous version

Upgrading from 1.0

1. Copy over the content of recipes-<color> folder contained in the package you downloaded over your project, without assets folder and res/values/config.xml.

2. Edit config.xml and add to the bottom just before the final </resources> line:

   ```
   <!-- URL where the recipes are located. Application will load only remote recipes if URL is present or lo
   <!--
   uncomment to test with remote recipes
   <string name="recipes_url" translatable="false">http://s3.amazonaws.com/masconsult-template-recipe
   -->
   <!-- when empty recipes are loaded from local assets/recipes.json file -->
   <string name="recipes_url" translatable="false"></string>
   ```

3. Edit your assets/recipes.json file and add at the very beggining before the first [:

   ```
   {
     "recipes":
   ```

4. Edit your assets/recipes.json file and add at the very end after the final]:

   ```
   }
   ```

5. Make sure your assets/recipes.json file looks like this:

```
{
 "recipes": [
   {
     ... ommitted for clarity
   },
   {
     ... ommitted for clarity
   }
 ]
}
```

6. Make sure everything works, by **removing** and **installing** the application on device or emulator.

Prepare for publishing

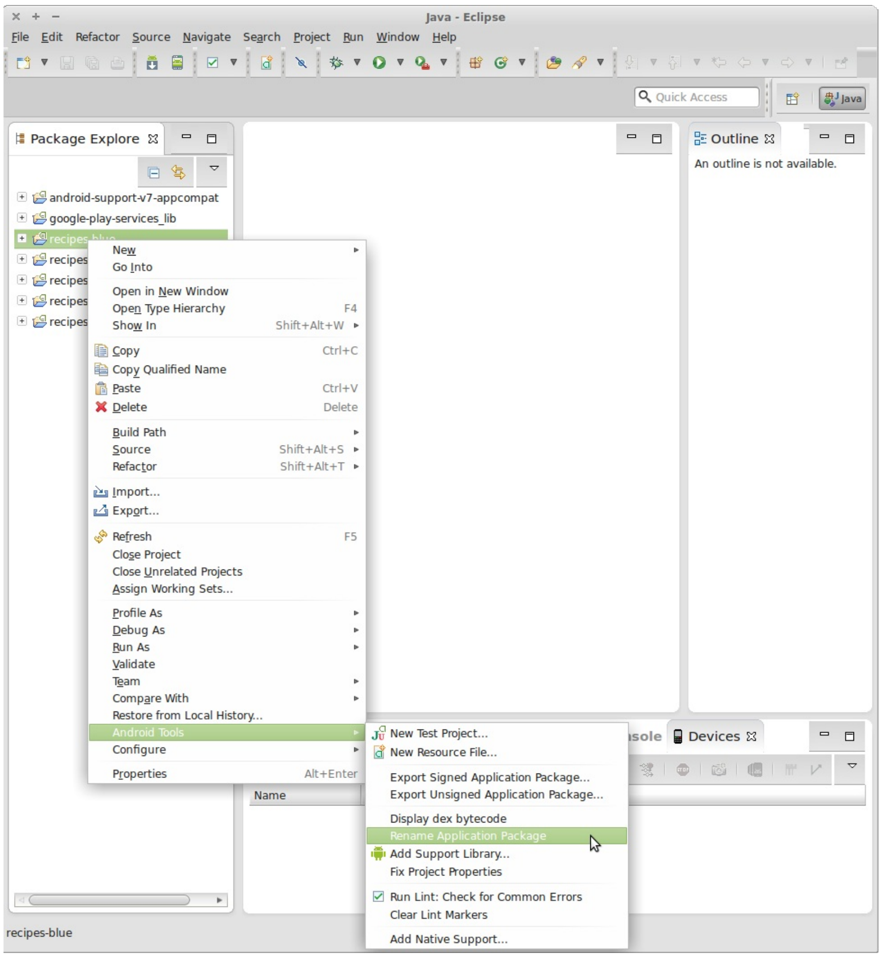
Before publishing the application to Google Play, make sure you have done:

1. Changed the launcher icon in res/drawable-*/ic_launcher.png
2. Changed the splash icon in res/drawable-*/ic_launcher.png
3. Changed the application name in res/values/strings.xml
4. Added recipes in recipes.json
5. Changed the package name in AndroidManifest.xml
6. Changed content provider authorities to match your package name in res/values/config.xml

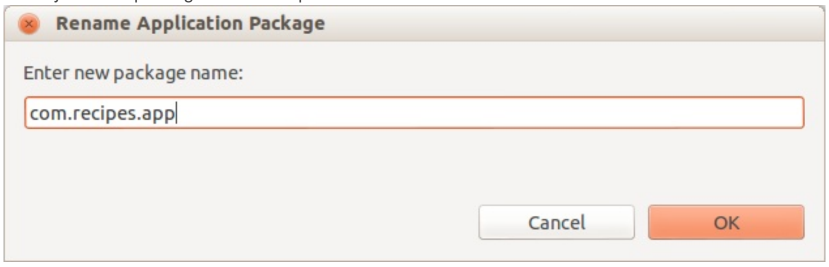
Changing package name

Every application in Google Play has an unique application name usually in the form com.example.app. Before you can publish your application you need to change the application name to something unique (like use your domain as prefix in reverse order). To change it, you need to:

1. Run ADT and open the project
2. Right click on the project
3. From the popup menu select Android Tools->Rename Application Package



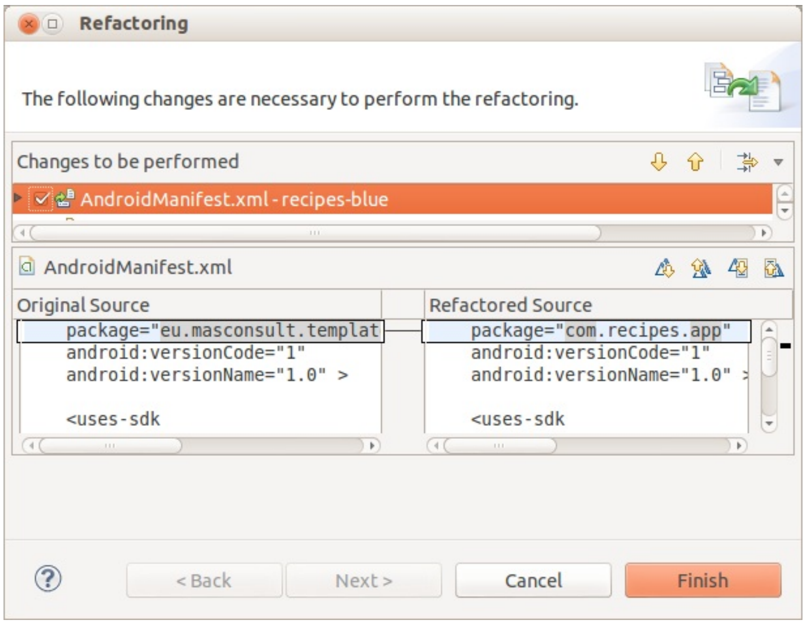
4. Enter your new package name and press OK



Enter new package name:

com.recipes.app

5. Press Finish



The following changes are necessary to perform the refactoring.

```
    package="eu.masconsult.templat
    android:versionCode="1"
    android:versionName="1.0" >

    <uses-sdk
```

```
    package="com.recipes.app"
    android:versionCode="1"
    android:versionName="1.0" >

    <uses-sdk
```

That's it.

Changing content provider authorities

In android, data are stored in a special container called **ContentProvider**. Each content provider needs to have an unique identifier, that is usually derived from the package name with some suffix. Before you publish your application you need to change these unique identifiers called authorities.

1. Open the file res/values/config.xml
2. Locate the lines for search_suggestions_authority and recipes_content_authority:

```
<string name="search_suggestions_authority">eu.masconsult.template.recipes.content.SearchRecipeSu
<string name="recipes_content_authority">eu.masconsult.template.recipes.content.recipesdb</string>
```

3. Replace the text **eu.masconsult.template.recipes** with what you put as your package name.
4. Save and run your application
5. Try to browse and search for recipies to verify everything is working.

Misc

Rating & Suggestions

If you like our app, we will highly appreciate if you can provide us a rating of 5.

We would love to get suggestions from you. Tell us in comment section what other features you want to see with this app. We will try to add more features into it.

Credits

All images and recipes in the demo are for demonstrative purposes only and are not available for use by buyers.

- The Keenan Cookbook
- Cooking Ventures

Icons are generated from:

- Font Awesome
- Web Symbols
- Entypo
- Typicons
- MFG Labs
- Maki
- Elusive
- Linecons

The following libraries are distributed and used:

- Mechanoid version 0.2.2: Apache 2 license
- Universal Image Loader for Android version 1.9.1: Apache 2 license
- CWAC MergeAdapter version 1.0.1: Apache 2 license
- CWAC SackOfViewsAdapter version 1.0.0: Apache 2 license
- Google Analytics Android SDK version 3.01: Copyright 2013 Google, Inc. All rights reserved.
- Google Play Services SDK revision 14: Copyright 2013 Google, Inc. All rights reserved.
- Android Support Library v7 appcompat revision 19.0.1: Apache 2 license

Once again, thank you so much for purchasing this theme. As I said at the beginning, I would be glad to help you if you have any questions relating to this theme. No guarantees, but I will do my best to help.