



# Quikpik

Developer Guide v1.0

Fall 2020

## **Quikpik Developer Guide v1.0**

### **Privacy Policy**

The Quikpik app is a free app. This Service is provided by Quikpik at no cost and is intended for use as is.

This page is used to inform visitors regarding our policies with the collection, use, and disclosure of Personal Information if anyone decided to use our Service.

If you choose to use our Service, then you agree to the collection and use of information in relation to this policy. The Personal Information that we collect is used for providing and improving the Service. We will not use or share your information with anyone except as described in this Privacy Policy.

The terms used in this Privacy Policy have the same meanings as in our Terms and Conditions, which is accessible at Quikpik unless otherwise defined in this Privacy Policy.

#### **Information Collection and Use**

For a better experience, while using our Service, we may require you to provide us with certain personally identifiable information, including but not limited to Name, E-mail Address and Location. The information that we request will be retained by us and used as described in this privacy policy.

The app does use third party services that may collect information used to identify you.

Link to privacy policy of third party service providers used by the app

- [Google Play Services](#)

### **Log Data**

We want to inform you that whenever you use our Service, in a case of an error in the app we collect data and information (through third party products) on your phone called Log Data. This Log Data may include information such as your device Internet Protocol ("IP") address, device name, operating system version, the configuration of the app when utilizing our Service, the time and date of your use of the Service, and other statistics.

### **Cookies**

Cookies are files with a small amount of data that are commonly used as anonymous unique identifiers. These are sent to your browser from the websites that you visit and are stored on your device's internal memory.

This Service does not use these "cookies" explicitly. However, the app may use third party code and libraries that use "cookies" to collect information and improve their services. You have the option to either accept or refuse these cookies and know when a cookie is being sent to your device. If you choose to refuse our cookies, you may not be able to use some portions of this Service.

## **Quikpik Developer Guide v1.0**

### **Service Providers**

We may employ third-party companies and individuals due to the following reasons:

- To facilitate our Service
- To provide the Service on our behalf
- To perform Service-related services
- To assist us in analyzing how our Service is used

we want to inform users of this Service that these third parties have access to your Personal Information. The reason is to perform the tasks assigned to them on our behalf. However, they are obligated not to disclose or use the information for any other purpose.

### **Security**

We value your trust in providing us your Personal Information, thus we are striving to use commercially acceptable means of protecting it. But remember that no method of transmission over the internet, or method of electronic storage is 100% secure and reliable, and we cannot guarantee its absolute security.

### **Links to Other Sites**

This Service may contain links to other sites. If you click on a third-party link, you will be directed to that site. Note that these external sites are not operated by us. Therefore, we strongly advise you to review the Privacy Policy of these websites. we have no control over and assume no responsibility for the content, privacy policies, or practices of any third-party sites or services.

### **Children's Privacy**

These Services do not address anyone under the age of 13. we do not knowingly collect personally identifiable information from children under 13. In the case we discover that a child under 13 has provided us with personal information, we immediately delete this from our servers. If you are a parent or guardian and you are aware that your child has provided us with personal information, please contact us so that we will be able to do the necessary actions.

### **Changes to This Privacy Policy**

We may update our Privacy Policy from time to time. Thus, you are advised to review this page periodically for any changes. we will notify you of any changes by posting the new Privacy Policy on this page.

This policy is effective as of 2020-04-27

### **Contact Us**

If you have any questions or suggestions about our Privacy Policy, do not hesitate to contact us at [Dev.Quikpik@gmail.com](mailto:Dev.Quikpik@gmail.com).

## Document Updates

<b>Version 1.0</b>	12/10/20
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# Preface

## ***Important Information About this Developer Manual***

This developer manual is subject to change, as the Quikpik app is currently a work in progress. The guides listed here in this manual are not final and may not reflect the features of a final version of the application.

## ***Intended Audience***

This guide was intended for anyone that is interested in the developer-specific aspects of the Quikpik mobile application.

# About

## ***Quikpik Development Team***

The Quikpik Development Team is based in Long Beach, California. The team consists of students attending California State University, Long Beach. This application, Quikpik, was meant as a Senior Project for the students on this development team.

### **Quikpik Development Team:**

Ernie Argel

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Juan Villa

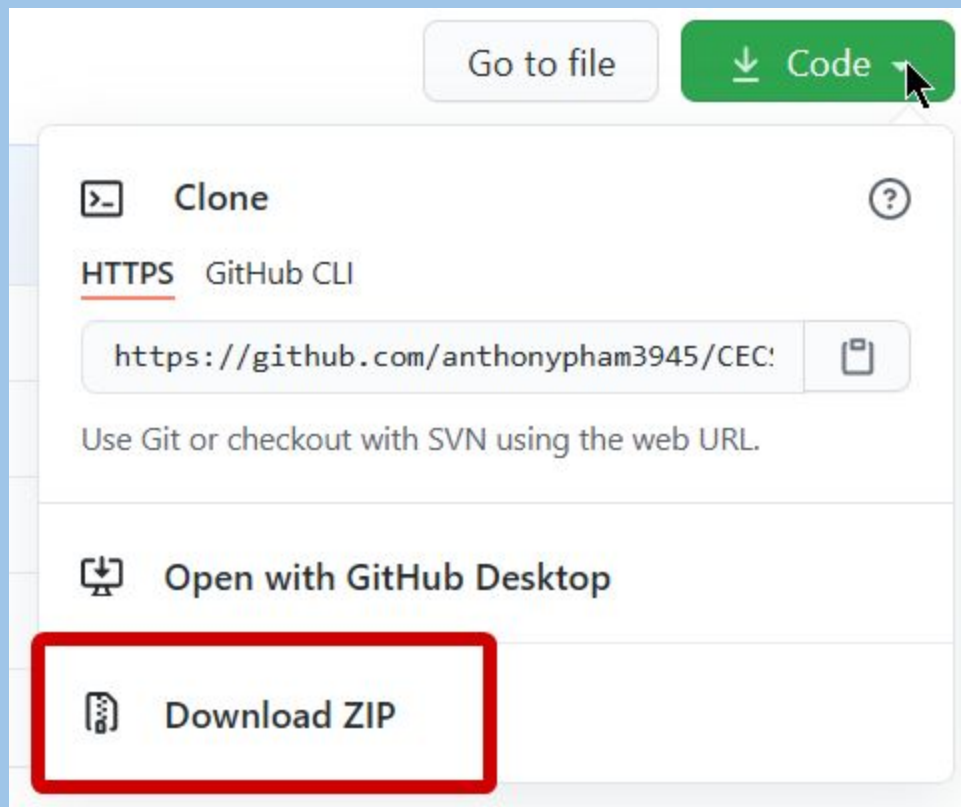


## Accessing Code Base

The code base can be accessed through Github by following the link below

[Quikpik Development Github](#)

To grab your own local version of the code, you can press this button and download a zip file of the entire repository. The code is found in the folder \Code\Quikpik\



## Editing and testing Code

Once you have your local repository, you may access the classes you wish to edit and make any necessary changes. As far as testing goes, there are a couple options.

### Android Studio

Android Studio allows you to download and run your own Virtual Devices. There are instructions available on Android Studio's website.

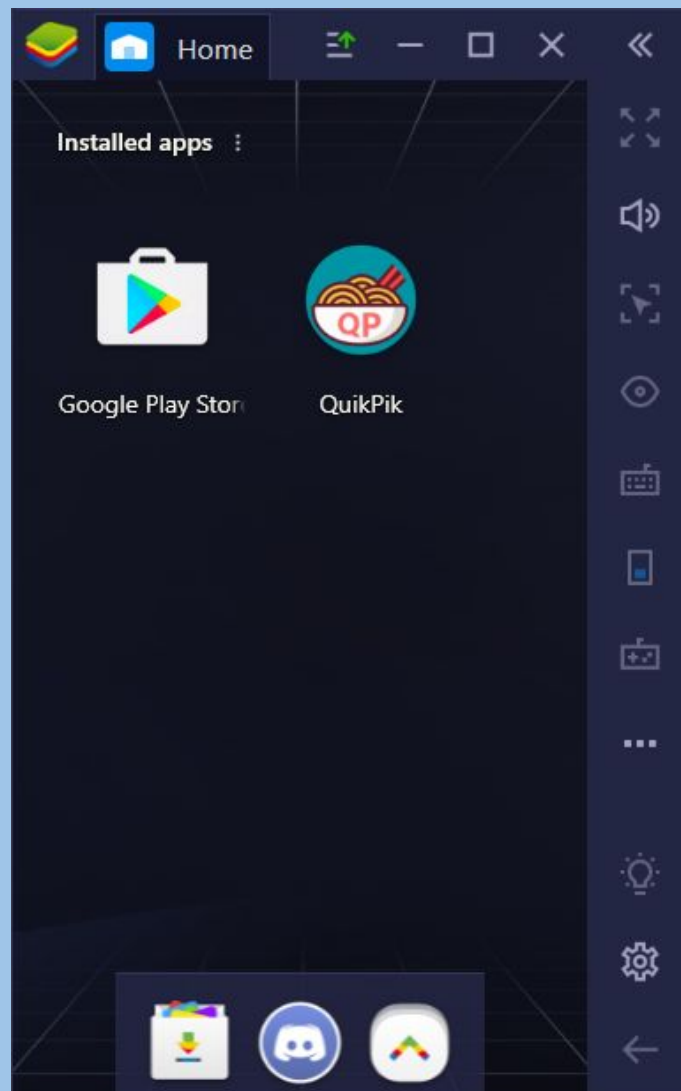
<https://developer.android.com/studio/run/managing-avds>

## BlueStacks

Another option is to build your own .apk files from Android Studio, found in the menu option **Build > Build Bundle(s)/APKs**. Once this is done, you may follow these instructions.

Download and install Bluestacks, [AVAILABLE HERE!](#)

- Once downloaded and installed, download the .apk file for Quikpik from this github.
- You should be able to open the .apk file from this GitHub repo in Bluestacks.
- Test the app!



## If you have an Android device

You should not need an additional download.

### Option 1

- Enable Developer Mode on your android device.
  - Navigate to settings.
  - Tap 'About Phone'.
  - Tap 'Build Number' 7 or 8 times to enable developer mode.
- Go back to settings and enter the 'Developer Mode' menu option.
- Enable USB debugging.
- Connect your phone to your computer.
- Drag .apk file from your computer to your phone's storage.
- Open Quikpik .apk on your phone to test!

### Option 2

- Navigate to this web page on your Android device.
- Download the .apk file to your phone.
- Open Quikpik .apk file to test!
  - Your phone might prompt to enable untrusted application sources.
  - You can trust us ;) enable it.