

# APK Setup and Signing APK

1. Set the SVG file as logo
  - a. Download the SVG file
    - i. Convert the png from <https://www.pngtosvg.com> or any other
    - ii. Minify using <https://www.svgminify.com> → make sure to minimise to avoid warning or error of unsupported or **string too large to encode using UTF-8 written instead as 'STRING\_TOO\_LARGE'**.
  - b. Go to **res > drawable** → right click → **New > Vector Asset** → **Choose Local file (SVG)** and select your .svg → Click finish
  - c. Android will generate a `logo.xml` file in the drawable folder.
  - d. Open `AndroidManifest.xml` and inside the `<application>` tag:

```
<application
    android:icon="@drawable/logo"
    android:roundIcon="@drawable/logo"
    ... >
```

2. Set up in the packages and bundle files

- a. In `app/build.gradle`

```
buildTypes {
    release {
        minifyEnabled true           // Enables R8/ProGuard
        shrinkResources true         // Removes unused XML/images
        debuggable false             // Blocks debugging in release
        proguardFiles getDefaultProguardFile('proguard-android-optimize.txt'), 'proguard-rules.pro'
    }
}
```

- b. In src/[proguard-rules.pro](#) → you can create unless not present.

```
# --- KEEP NECESSARY CLASSES FOR COMPOSE ---
-keep class androidx.compose.** { *; }
-dontwarn androidx.compose.**

# --- KEEP KOTLIN METADATA ---
-keep class kotlin.Metadata { *; }

# --- KEEP ANNOTATIONS ---
-keepattributes *Annotation*

# --- REMOVE LOG STATEMENTS IN RELEASE ---
-assumenosideeffects class android.util.Log {
    public static *** d(...);
    public static *** v(...);
    public static *** i(...);
    public static *** w(...);
    public static *** e(...);
}

# --- OBFUSCATE SOURCE INFO ---
-renamesourcefileattribute SourceFile
-keepattributes SourceFile,LineNumberTable
```

### 3. Creating the Signed APK

- a. Go to → Build → Generate Signed Bundle / APK > APK

**i. Make sure to select APK**

**b. Set keystroke**

- i. First set the secure place to store the Key →  
**Important**
- ii. Set the name → set alias → set password → set required info (optional)
- iii. Start the build.