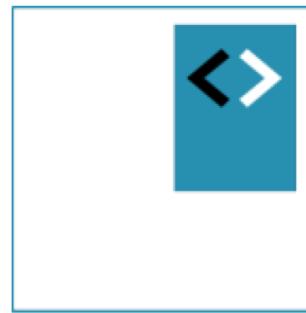




Ministerie van Defensie

Crossplatform Mobile Apps

Module 10 –PhoneGap Publishing



Peter Kassenaar – info@kassenaar.com

Herhaling vorige week

- Vervolg PhoneGap API's
 - device, camera, accelerometer, connection, geoLocation
- Third party API's
 - BarcodeScanner
- Google Maps

“Standaard” plug-ins

This documentation describes this plugin at version master. Other versions are on GitHub.

AppVeyor	Travis CI

cordova-plugin-battery-status

This plugin provides an implementation of an old version of the [Battery Status Events API](#). It adds the following three events to the `window` object:

- `batterystatus`
- `batterycritical`
- `batterylow`

Applications may use `window.addEventListener` to attach an event listener for any of the above events after the `deviceready` event fires.

Installation

<https://cordova.apache.org/docs/en/latest/>

Plugin APIs

Battery Status

Get events for device battery level.

Camera

Take pictures with the device camera.

Device

Get device information.

Dialogs

Use native dialog UI elements

File

Read/write files on the device.

Geolocation

Access GPS data.

Inappbrowser

Open an in-app browser window.

Media

Record and play audio on the device.

Media Capture

Capture audio, video, and images.

Network Information

Get information about wireless connectivity.

Screen Orientation

Set the screen orientation

Splashscreen

Control the splash screen for your app.

Statusbar

Control the device status bar

Vibration

Vibrate the device

Whitelist

Whitelist external content accessible

Generieke werking API's

- Werken volgens het `async/callback`-principe
 - Methode aanroepen
 - functies definieren als callback-parameters
- vaak:
 - `success` callback
 - `error` callback
 - `options` object

Issues vorige week

- **Quiz component** – knoppen actief/inactief maken op basis van vraag/antwoord
- **Maps applicatie** – starten met component in plaats van homepage

Doelen van de training

1. Theorie: Algemene kennis van App-ontwikkeling en diverse soorten apps (native, hybride, web).
2. Praktijk: Hybride apps maken met HTML, CSS en JavaScript.
3. Praktijk: Libraries kunnen inzetten om apps te maken.
Specifiek: gebruik van Framework 7 en Cordova.
4. Praktijk: De app builden en testen op een mobile device.
5. **Theorie:** Kennis van distributie via App Store of op andere wijze.

Standaard webdevelopment



Appdevelopment



29, 30, 31 oktober – **Framework 7**

12, 13, 14 november – **PhoneGap**

App uitbreiden

- Quiz
- Google Maps
- ...
- Publicatie App Stores

Afronden

- Publicatie App Stores vervolg
- Laatste vragen & zelf oefenen

Vandaag: 22 november

Morgen: 23 november



Publicatie: App Stores

Je app beschikbaar maken voor het grote publiek



Boek: Hoofdstuk 8 en 9

App Stores - startpunten

<http://developer.apple.com>



App Store

<http://developer.android.com>



Publicatie in de App Store

- Uitgangspunten
 - Intel Mac met **xCode**
 - **Apple Developer account**
 - **App** gereed
 - **Graphics** gereed - screenshots
- App Store Review Guidelines
 - wat mag wel/niet



App Store Review Guideline

https://developer.apple.com/appstore/resources/approval/guidelines.html

Developer Technologies Resources Programs Support Member Center Search Developer

App Store Review Guidelines

Introduction

We're pleased that you want to invest your talents and time to develop applications for iOS. It has been a rewarding experience - both professionally and financially - for tens of thousands of developers and we want to help you join this successful group. We have published our App Store Review Guidelines in the hope that they will help you steer clear of issues as you develop your app and speed you through the approval process when you submit it.

We view Apps different than books or songs, which we do not curate. If you want to criticize a religion, write a book. If you want to describe sex, write a book or a song, or create a medical app. It can get complicated, but we have decided to not allow certain kinds of content in the App Store. It may help to keep some of our broader themes in mind:

- We have lots of kids downloading lots of apps, and parental controls don't work unless the parents set them up (many don't). So know that we're keeping an eye out for the kids.
- We have over 350,000 apps in the App Store. We don't need any more Fart apps. If your app doesn't do something useful or provide some form of lasting entertainment, it may not be accepted.
- If your App looks like it was cobbled together in a few days, or you're trying to get your first practice App into the store to impress your friends, please brace yourself for rejection. We have lots of serious developers who don't want their quality Apps to be surrounded by amateur hour.

Enkele kernpunten

- Volg de Apple User Interface-richtlijnen
 - “HIG” *Human Interface Guidelines*
- Geen verborgen features
- Geen kopieën van Apple-features
- Geen mockups of test-apps
- Niet crashen (test, test, test!)
- Geen geweld, haat, pornografie

iOS Human Interface Guide

https://developer.apple.com/library/ios/#documentation/UserExperience/Conceptual/MobileHIG/Introducti

iOS Developer Library

Apple Developer | PDF

Table of Contents

- Introduction
- Platform Characteristics
- Human Interface Principles
- App Design Strategies
- Case Studies: Transitioning to iOS
- User Experience Guidelines
- iOS Technology Usage Guidelines
- iOS UI Element Usage Guidelines
- Custom Icon and Image Creation Guidelines

Revision History

Introduction

iOS Human Interface Guidelines describes the guidelines and principles that help you design a superlative user interface and user experience for your iOS app.

Focus: Primary task
Think top down
Consistent UI
Gestures?
Orientation?
Check target size
Reduce settings

Next

iOS Dev Center ▶ iOS Developer Library ▶ Topic ▶ User Experience

...niemand doet het, maar...

- lees dit! Minimaal 1x.

https://medium.com/@the_manifest/how-to-publish-your-app-on-apples-app-store-in-2018-f76f22a5c33a

The Manifest [Follow](#)
 Practical business wisdom to help you make your business goals a reality. Visit us at <https://themanifest.com>.
Jul 3 · 9 min read

How to Publish Your App on Apple's App Store in 2018

Once you have developed an iOS app, you need to publish it to Apple's App Store for mass distribution. This step-by-step guide will show you how to prepare your app for publication and submit the app for Apple's review while avoiding the pitfalls that can lead to rejection.



[Apple Developer](#) [Discover](#) [Design](#) [Develop](#) [Distribute](#) [Support](#) [Account](#)

Apps for iPad
Get ready for the new iPad Pro.

The screenshot shows the home screen of an iPad. At the top left is the date and time: "9:41 AM Tue Oct 30". At the top right is the battery level: "100%". The screen displays a grid of app icons:

- Row 1: FaceTime, Calendar, Photos, Camera, Contacts
- Row 2: Clock, Maps, Home, Notes, Reminders
- Row 3: News, Stocks, TV, iTunes Store, App Store
- Row 4: Books, Settings

A red circle highlights the "Account" menu item in the top navigation bar.



Account

Program Resources

Overview

① Membership

⚙ Certificates, IDs & Profiles

⤷ App Store Connect

⤷ CloudKit Dashboard

✗ Code-Level Support

Additional Resources

☰ Documentation

⤵ Downloads

💬 Forums

🐞 Bug Reporter

ⓘ Account Help

📞 Contact Us



Membership

Your team's membership information

Membership Information

Program Type Apple Developer Program

Team Name Peter Kassenaar

Team ID 3NJE6788AG

Entity Type Individual

Phone

Address Alphons Diepenbrocklaan 7
Dieren 6952BS
Netherlands

Expiration Date March 31, 2019

Device Reset Date March 31, 2019

Team Agent

Peter Kassenaar



VEEL – niet zozeer moeilijk

The screenshot shows the Apple Developer portal interface. The top navigation bar includes links for Discover, Design, Develop, Distribute, Support, Account, and a search bar. The user is logged in as Peter Kassenaar.

The main content area is titled "Certificates, Identifiers & Profiles" and is set to "iOS, tvOS, watchOS". On the left, there is a sidebar with the following categories:

- Certificates**: Options for All, Pending, Development, and Production.
- Keys**: Option for All.
- Identifiers**: Selected, showing sub-options for App IDs, Pass Type IDs, Website Push IDs, iCloud Containers, App Groups, Merchant IDs, Music IDs, and Maps IDs.
- Devices**: Options for All, Apple TV, Apple Watch, iPad, iPhone, and iPod Touch.
- Provisioning Profiles**: Options for All, Development, and Distribution.

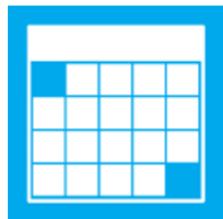
The main right-hand panel is titled "iOS App IDs" and displays a table of 6 App IDs Total:

Name	ID
chuckApp Distribution ID	com.kassenaar.chuckApp
com.kassenaar.CardsMETA	com.kassenaar.CardsMETA
mobileTest	com.kassenaar.mobileTest
Sample distribution App ID	com.kassenaar.demoApp
WDL PhoneGap Distribution App ID	com.kassenaar.wdlPhoneGap
Xcode: iOS Wildcard AppID	*

Certificaten

- Dit heb je (minimaal) nodig:
 - Developer certificate
 - Distribution certificate
 - Developer Provisioning Profile
 - Distribution Provisioning Profile
 - App ID / Identifier

Identifiers



“com.kassenaar.app1”

Certificates



Developer
“Peter”

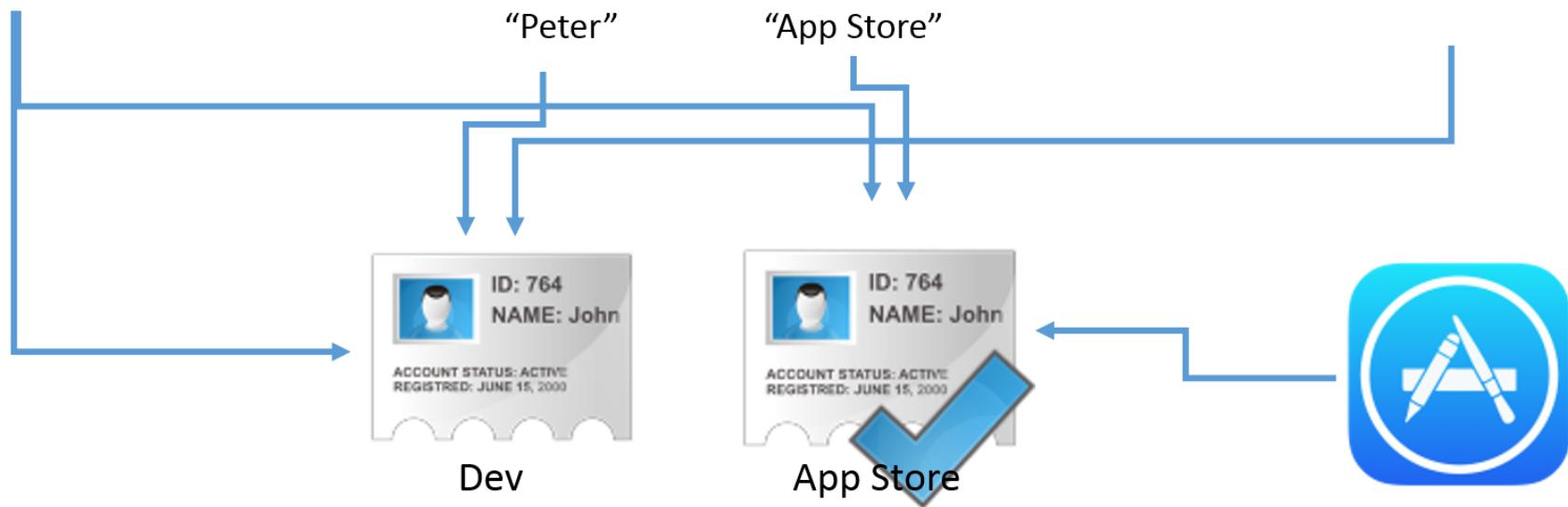


Distribution
“App Store”

Devices



“Peter’s iPhone”



Provisioning Profiles

App Store

Certificates, Identifiers & Profiles

(voorheen iOS Provisioning Portal)

 **Developer**

Account

Peter Kassenaar 

Peter Kassenaar

Program Resources

-  **Overview**
-  Membership
-  Certificates, IDs & Profiles
-  App Store Connect
-  CloudKit Dashboard
-  Code-Level Support

Additional Resources

-  Documentation
-  Downloads
-  Forums
-  Bug Reporter
-  Account Help
-  Contact Us

Peter Kassenaar

Apple Developer Program



Certificates, Identifiers & Profiles

Manage the certificates, identifiers, profiles, and devices you need to develop and distribute apps.

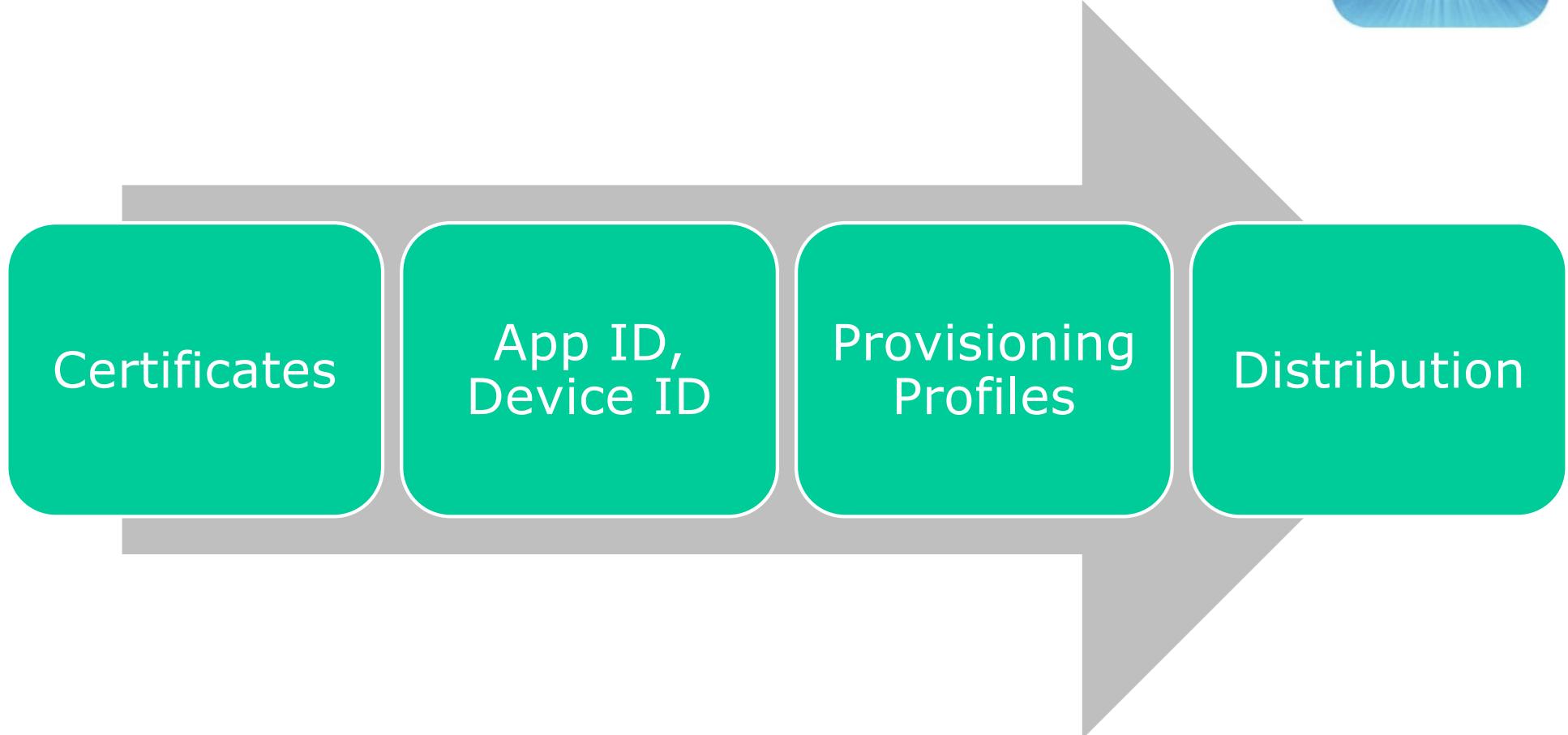


App Store Connect

Publish and manage your apps on the App Store with App Store Connect.

<https://developer.apple.com/ios/manage/overview/index.action>

Workflow (globaal)



1. Maak distributie Certificate Signing Request (CSR)



2. Stuur CSR naar Apple en download Certificate



3. Installeer Distribution Certificate in Keychain Access



4. Build de app met Distribution Certificate



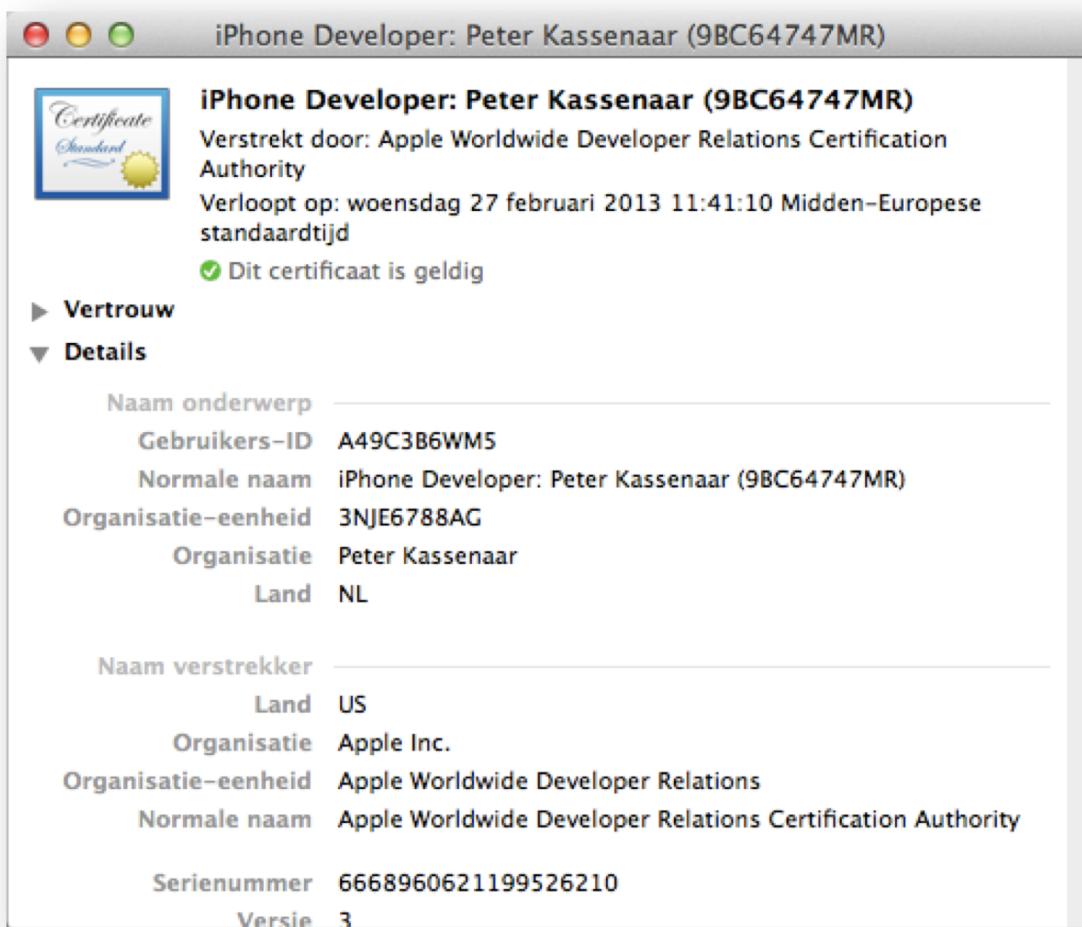
5. Creeer een App-record in iTunes Connect



6. Upload app via Xcode of Application Loader (vanaf Mac)



7. Wacht op goedkeuring van Apple



Twee certificaten:

- *Developer Certificate*: identificeert je als developer
- *Distribution Certificate*: identificeert je organisatie
- Gebonden aan je machine! Exporteer een .p12-bestand om op een andere Mac te kunnen gebruiken (of voor upload naar een Cloud Build service)

Sleutelhangertoegang

Klik om de sleutelhanger 'Inloggen' te vergrendelen.

Sleutelhangers

- Inloggen
- Systeem
- Systeemroots

Categorie

- Alle onderdelen
- Wachtwoorden
- Beveiligde notitie
- Mijn certificaten**
- Sleutels
- Certificaten

iPhone Distribution: Peter Kassenaar

Verstrekt door: Apple Worldwide Developer Relations Certification Authority
Verloopt op: woensdag 27 februari 2013 11:54:20 Midden-Europese standaardtijd

Dit certificaat is geldig

Naam	Soort	Verloopt	Sleutelhanger
00187FFEA27ADFCB%00	Certificaat	23 aug. 2012 14:27:28	Inloggen
iPhone Developer: Peter Kassenaar (9BC64747MR)	Certificaat	27 feb. 2013 11:41:10	Inloggen
Peter Kassenaar	Private sleutel	--	Inloggen
iPhone Distribution: Peter Kassenaar	Certificaat	27 feb. 2013 11:54:20	Inloggen
Peter Kassenaar	Private sleutel	--	Inloggen

Je vindt deze onderdelen in Keychain Access (Sleutelhangertoegang) op je Mac



Technologies Resources Programs Support Member Center

Search Developer

Peter Kassenaar ▾

Certificates, Identifiers & Profiles

iOS Apps

Certificates

All

Pending

Development

Production

Identifiers

Devices

Provisioning Profiles

All

Development

Distribution

iOS Certificates

+

2 Certificates Total

Name	Type	Expires
Peter Kassenaar	iOS Development	Feb 28, 2014
Peter Kassenaar	iOS Distribution	Feb 28, 2014



Name: Peter Kassenaar

Type: iOS Distribution

Expires: Feb 28, 2014

Revoke

Download

Development- & Distribution Certificate

Certificates, Identifiers & Profiles

Peter Kassenaar ▾

iOS Apps

Certificates

- All
- Pending
- Development
- Production

Identifiers

Devices

Provisioning Profiles

- All
- Development
- Distribution

Add iOS Certificate

Select Type Request Generate Download

 What type of certificate do you need?

Development

iOS App Development
Sign development versions of your iOS app.

Apple Push Notification service SSL (Sandbox)
Establish connectivity between your notification server and the Apple Push Notification service sandbox environment. A separate certificate is required for each app you develop.

Production

App Store and Ad Hoc
Sign your iOS app for submission to the App Store or for Ad Hoc distribution.



Certificates, Identifiers & Profiles

iOS Apps

Certificates

Identifiers

App IDs

Pass Type IDs

Website Push IDs

Devices

Provisioning Profiles

iOS App IDs

6 App IDs Total

Name

ID

CardsMETA

*

com.kassenaar.CardsMETA

com.kassenaar.CardsMETA

mobileTest

com.kassenaar.mobileTest

PhoneGapDemo

com.kassenaar.pgdemo

ID

Name: PhoneGapDemo

Prefix: 3NJE6788AG

ID: com.kassenaar.pgdemo

Application Services:

Service	Development	Distribution
Data Protection	<input type="radio"/> Disabled	<input type="radio"/> Disabled
Game Center	<input checked="" type="radio"/> Enabled	<input checked="" type="radio"/> Enabled
iCloud	<input type="radio"/> Disabled	<input type="radio"/> Disabled
In-App Purchase	<input checked="" type="radio"/> Enabled	<input checked="" type="radio"/> Enabled
Last Activity	<input type="radio"/> Enabled	<input type="radio"/> Enabled



Developer

Technologies Resources Programs Support Member Center

Search Developer

Peter Kassenaar ▾

Certificates, Identifiers & Profiles

iOS Apps

Certificates

Identifiers

Devices

All

Provisioning Profiles

iOS Devices



Get Started

Reset your device list before adding any new devices.

You can register 98 additional devices.

Name	UDID
iPad van Peter Kassenaar	ce4f031aa63b0c9bc342ad691a621415b4724a7b
iPhone van Peter Kassenaar	0910c14f908711e9f026d046be3cb5c463e1baa6
Ronald's iPhone	2db98f47514249fb16d782f0f51d74d9b7268c41

Provisioning Profiles

- Doel: apparaat geschikt maken voor testen
- Worden gemaakt op basis van certificates.
 - Zorg dus dat je certificaten beschikbaar zijn.
- Ook nodig: App ID (naam) en DeviceID
 - Maak deze dus eerst.
- Zie ook: App Distribution Guide:
 - <https://developer.apple.com/library/ios/documentation/IDEs/Conceptual/AppStoreDistributionTutorial/Introduction/Introduction.html>

[Technologies](#)[Resources](#)[Programs](#)[Support](#)[Member Center](#) Search Developer

Peter Kassenaar ▾

Certificates, Identifiers & Profiles

[iOS Apps](#)[Certificates](#)[Identifiers](#)[Devices](#)[Provisioning Profiles](#) All Development Distribution

iOS Provisioning Profiles



3 profiles total.

Name	Type	Status
CardsMETA	Development	● Active
iOS Team Provisioning Profile: ...	Development	● Active (Managed by Xcode)
mobileTest Profile	Development	● Expired

App testen op device

- Koppelen aan Mac
- Selecteren in xCode
- Indien nodig: aangeven dat apparaat gebruikt mag worden.
- Kiezen tussen simulator en device

Organizer – Devices

Devices Repositories Projects Archives Documentation

LIBRARY

- Provisioning Profiles
- Software Images
- Device Logs
- Screenshots

TEAMS

- Peter Kassenaar

DEVICES

- My Mac 10.7.3 (i1D50)
- iPhone van Peter... 4.3.5 (8L1)

- Provisioning Profiles
- Applications
- Console
- Device Logs
- Screenshots

iPhone van Peter Kassenaar

Capacity 31,49 GB
Model iPhone 3GS
Serial Number 879221LX3NR
ECID 1030558119245
Identifier 0910c14f908711e9f026d046be3cb5c463e1baa6
Software Version 4.3.5 (8L1)
Xcode cannot find the software image to install this version

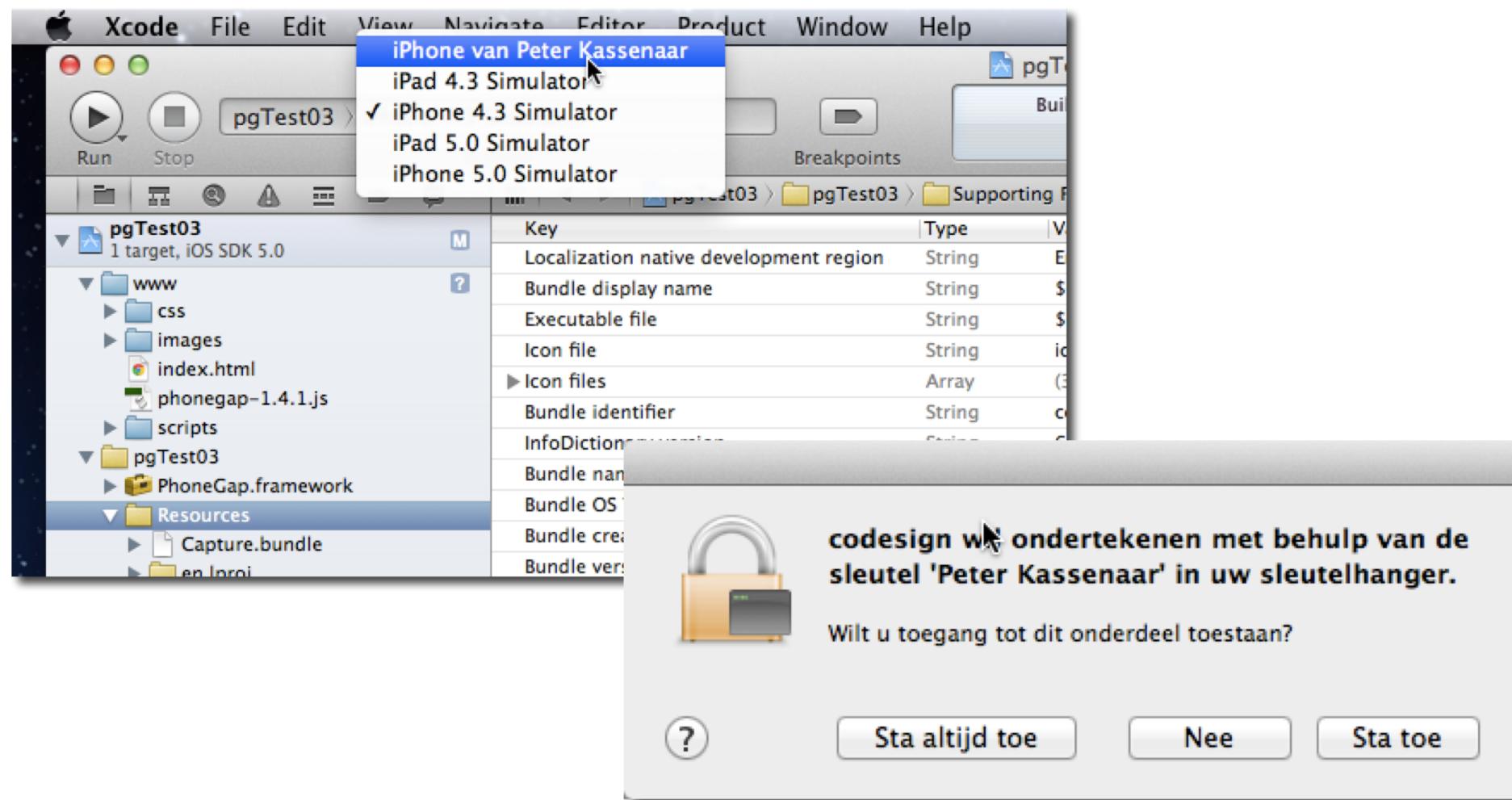
Provisioning iOS Team Provisioning Profile: *

Applications No developed applications
102 FairPlay-encrypted applications

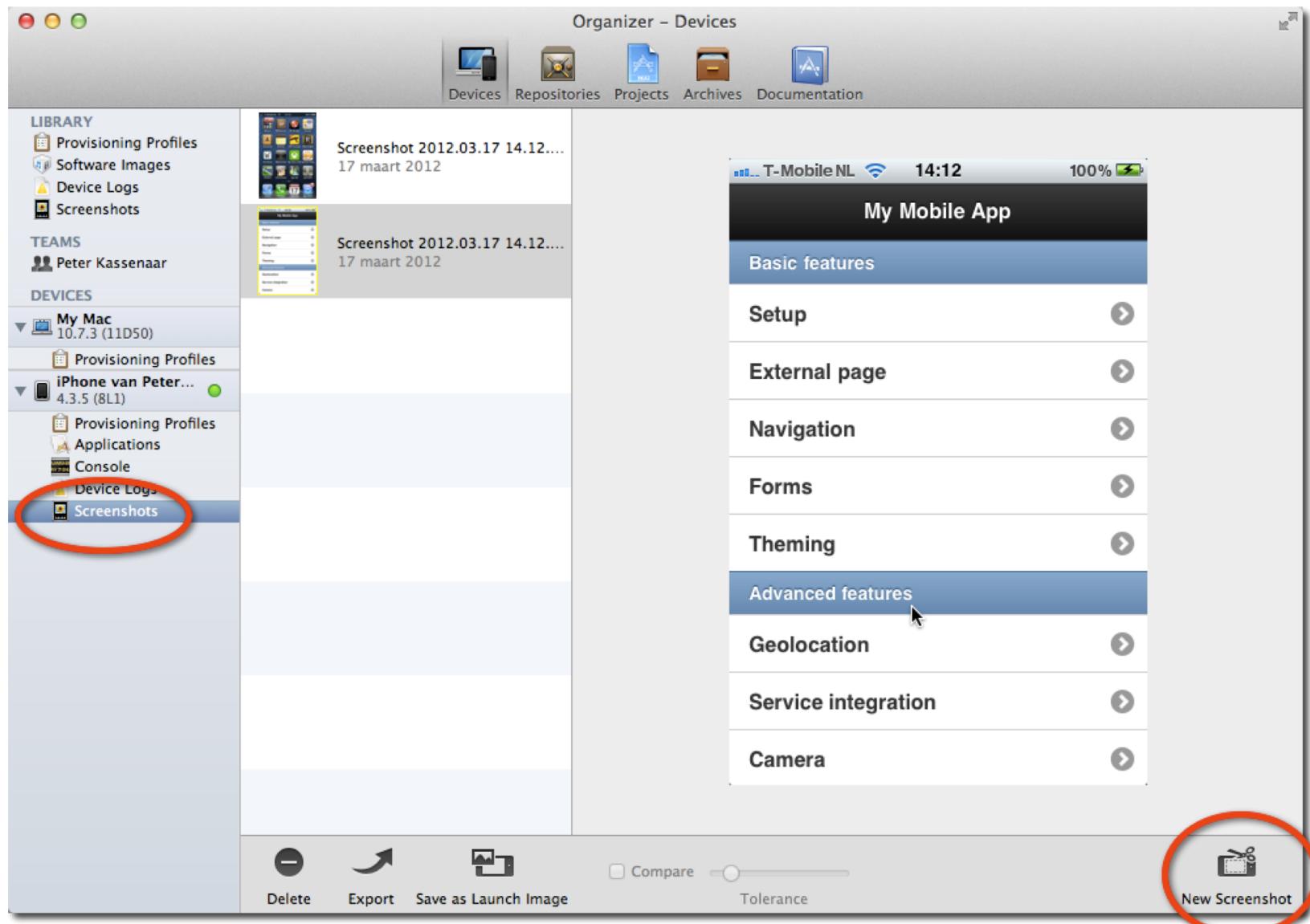
Device Logs No Device Logs

Screenshots No screenshots

Add to Portal Remove



Screenshots maken



Naar de app store

- Application Bundle
 - Container voor je hele app
 - bevat alle bestanden die nodig zijn, in hierarchische (file-) structuur
 - assets: icons, graphics, data en meer
- Eerst: app aanmelden bij App Store Connect

App Store Connect – voorheen iTunes Connect

 **iTunes Connect**

peter@kassenaar.nl ▾

 **Introducing App Transfer**
Apps can now be transferred from one developer to another within iTunes Connect, for example after an acquisition or when a distribution deal expires. Transferring the ownership of an app does not affect the app's availability on the App Store. All ratings and reviews will be transferred and your customers will continue to have access to all available app updates. Only Team Agents may initiate or accept a transfer. For more information about app transfers, see the [video tutorial](#).

 **Introducing iAd Workbench**
You can now use iAd Workbench to create, manage, and optimize your promotional ad campaigns for your iOS apps. iAd Workbench supports the promotion of apps that are available on the U.S. App Store. You can also generate revenue by enabling your apps for iAd and delivering the best ad experience for iOS users. To learn more about iAd, see [developer.apple.com/iad](#).

 **Sales and Trends**
View and download your sales and trends information.

 **Contracts, Tax, and Banking**
Manage your contracts, tax, and banking information.

 **Payments and Financial Reports**
View and download your earnings, payments, and financial reports.

 **Manage Users**
Add, view, and manage iTunes Connect users and In-App Purchase test accounts.

 **Manage Your Apps**
Add, view, and manage your App Store apps.

 **Grow Your Business With iAd**
Monetize your apps and drive downloads.

 **Catalog Reports**
Request catalog reports for your App Store content.

 **Developer Forums**
Find solutions and share tips with Apple developers from around the world.

 **Contact Us**
Find answers or submit a question to an App Store representative.

[Access the Developer Guide.](#)  **FAQs** Review our answers to common inquiries.

App Store Connect – voor:

- Apps uploaden en gereed maken voor publicatie
- Contracten, belasting & bankgegevens
- Verkopen & downloads checken/beheren
- Advertenties in/uitschakelen
- Overige rapportage



My Apps



App Analytics



Sales and
Trends



Payments and
Financial
Reports



Users and
Access



Agreements,
Tax, and
Banking



Resources and
Help

Publiceren op Google Play (voorheen Android Market)

The screenshot shows the Google Play Developers website. The top navigation bar includes 'Android Developers' (with a dropdown arrow), 'Design', 'Develop', and 'Distribute' (highlighted in green). A search bar and a help icon are also present. On the left, a sidebar under 'Google Play' contains links for 'Visibility', 'Monetizing', 'Distribution', 'Publishing', 'Promoting', and 'Open Distribution'. The main content area features a large image of a computer monitor, a smartphone, and a tablet displaying various Google Play app screenshots. To the right, a section titled 'Your Apps on Google Play' describes it as 'The most visited store in the world for Android apps. Cloud-connected and always synced, it's never been easier for users to find and download your apps.' It includes a blue 'Go to Developer Console >' button. Below this are three sections: 'Growth Engine' (describing a billion downloads a month), 'Build Your Business' (describing selling to over 130 countries with flexible monetization options), and 'Distribution Control' (describing delivering apps to specific users and devices). Each section has a 'Read More' link. At the bottom, there's a social sharing icon for Google+ with '+1' and '162' counts, and a note about Creative Commons Attribution 2.5 licensing.

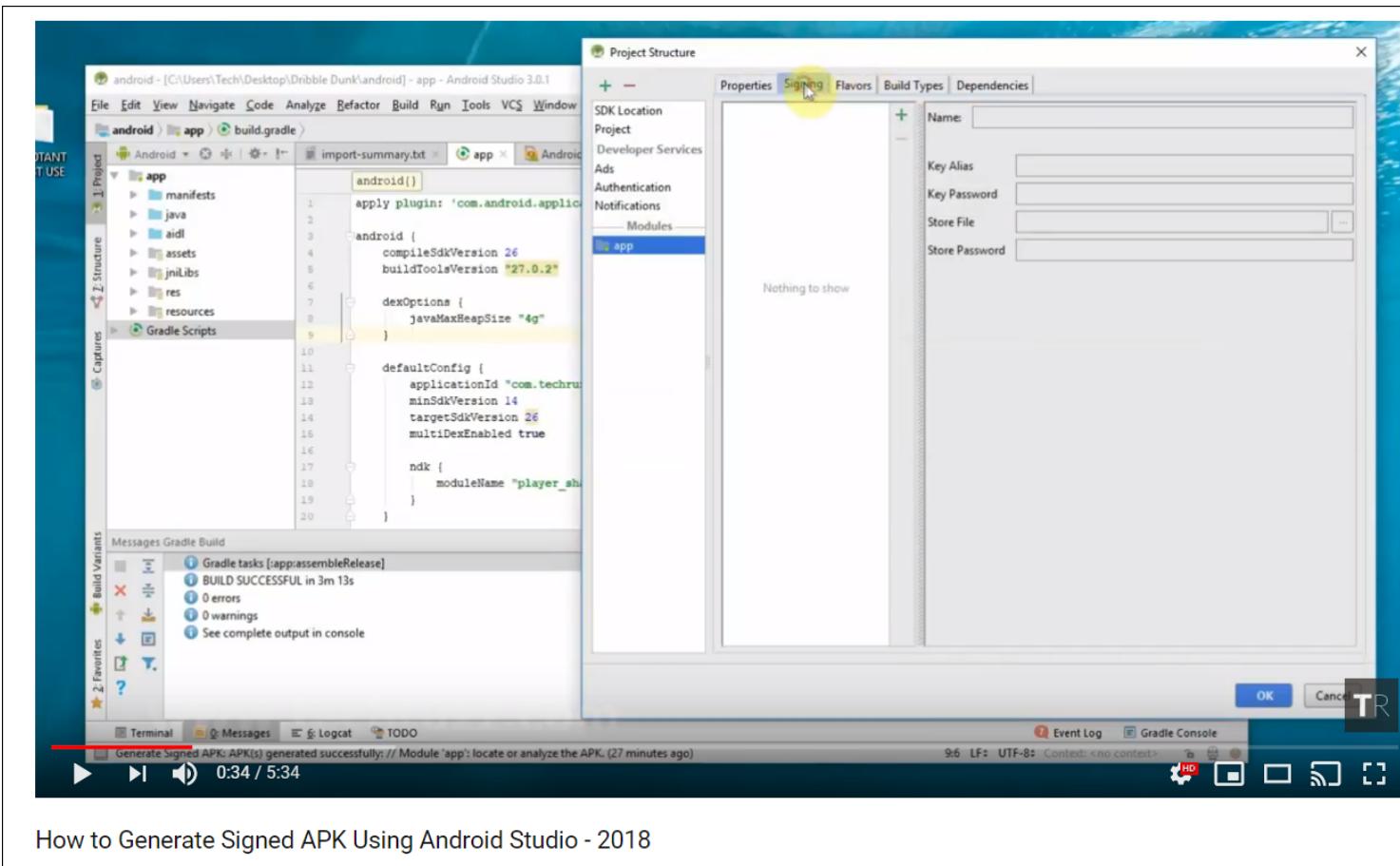
Except as noted, this content is licensed under [Creative Commons Attribution 2.5](#). For details and restrictions, see the [Content License](#).

[About Android](#) | [Legal](#) | [Support](#)

Startpunt: <http://developer.android.com/distribute/index.html>

App Signeren

- Key(store) vanuit Android Studio genereren
- Tutorial: <https://www.youtube.com/watch?v=fYVZXqXuyoo>



...of handmatig signeren

- De app keytool gebruiken

```
$ keytool -genkey -v -keystore my-release-key.keystore  
-alias alias_name -keyalg RSA -keysize 2048 -validity  
10000
```

<http://developer.android.com/tools/publishing/app-signing.html#cert>

Signing Your App Manually

You do not need Android Studio or the ADT plugin for Eclipse to sign your app. You can sign your app from the command line using standard tools from the Android SDK and the JDK. To sign an app in release mode from the command line:

1. Generate a private key using `keytool`. For example:

```
$ keytool -genkey -v -keystore my-release-key.keystore  
-alias alias_name -keyalg RSA -keysize 2048 -validity 10000
```

This example prompts you for passwords for the keystore and key, and to provide the Distinguished Name fields for your key. It then generates the keystore as a file called `my-release-key.keystore`. The keystore contains a single key, valid for 10000 days. The alias is a name that you will use later when signing your app.

2. Compile your app in release mode to obtain an unsigned APK.



16 October 2013

How to Sign and Publish a Phonegap App in the Google Play Store

Update- I've now figured out an easier way to do this in one command instead of 5
[\(Android Automation\)](#)

So you've got your awesome app programmed, tested, added a cool icon, and you want to get it out to the world? It's pretty easy to get android apps on your phone when testing, but you have to jump through a few hoops to actually get it in the Google Play store.



Aan de slag

Voordat u software op Google Play kunt publiceren, moet u drie dingen doen:

- Een ontwikkelaarsprofiel maken
- Akkoord gaan met de [Distributieovereenkomst voor Android Market voor ontwikkelaars](#)
- De registratiekosten betalen (US\$ 25,00) met uw creditcard (via Google Checkout)

Details van de vermelding

Uw ontwikkelaarsprofiel bepaalt hoe uw vermelding wordt weergegeven aan klanten op Google Play

Naam van ontwikkelaar

Wordt aan gebruikers weergegeven onder de naam van uw app

E-mailadres

URL van website

Telefoonnummer

Neem een plusteken, landcode en netnummer op. Bijvoorbeeld +1-650-253-0000. [Waarom vragen we dit?](#)

Updates per e-mail
verzenden

Neem af en toe contact met me op over ontwikkelingen en kansen voor Google Play.

[Doorgaan »](#)

<https://play.google.com/apps/publish/signup>



ANDROID DEVELOPER CONSOLE

Register as a developer

Registration fee: \$25.00

Your registration fee enables you to publish software in the market. The name and billing address used to register will bind you to the [Developer Distribution Agreement](#). So make sure you double check!

Pay your registration fee with



[Continue »](#)

[Back to change profile](#)

Verkopen? Merchant ID

Google checkout More leads. Lower costs.

Help | Contact Us Set up Account Enter Business Information

Tell us about your business.

Change Language English (US)

1. Private contact information [?]

How can Google get in touch with you?
Google will use this information to contact you if needed. This information will not be displayed to your customers.

Contact person: CPM Kassenaar

Contact person's email: info@kassenaar.com

Location: Netherlands

Don't see your country? [Learn More](#)

Address: Alphons Diepenbrocklaan 7

Postal Code: [?] 6952 BS

City/Town: Dieren

Phone number: +31-6-23337165

2. Public contact information

How can your customers get in touch with you?
This information will be made available to your customers when they make a purchase.

Business name: Kassenaar IT Services BV

Customer support email: info@kassenaar.com

Public business website: http://www.kassenaar.com/blog

Common Questions

- What is Google Checkout?
- How does Google Checkout help me increase sales and lower costs?
- How much does it cost to process transactions through Google Checkout?

PASSCODE

Up to 14 characters

3. Financial information

What is your current monthly sales volume?

Current sales volume: € per month

Please provide your credit information

In order to process payments, Google needs credit information about you or your company. [?]

Date of birth

Feb 7 1969

Credit card info

saved - not shown for security purposes

4. Terms of service - [Printable version](#)

GPL via het Helpcentrum op <http://checkout.google.com/support/sell/>. GPL is door de Financial Services Authority gemachtigd en gewettigd als uitgever van elektronisch geld ('E-geld') en is ingeschreven in het FSA-register onder registernummer [900008](#). GPL is ook geregistreerd bij De Nederlandsche Bank (DNB) en handelt op basis van een Europees paspoort. GPL is een dochteronderneming van Google International, LLC ('Google'). Gelieve deze overeenkomst volledig

[View: Privacy Policy \(Updated\) - Google Checkout Content Policies](#)

- Send me periodic newsletters with tips and best practices, account management suggestions, and occasional surveys to help Google improve its products.

I agree to the Terms of Service and authorize Android Market to access data and take actions in my Google Checkout account.

Complete sign up

[Google Checkout home](#)- [Privacy policy](#)- [Terms of service](#)- [Google home](#)

Google Payment Ltd. is authorised and regulated by the Financial Services Authority in the United Kingdom as an electronic money institution.

Google Payment Ltd.'s FSA Register Number is 900008.

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Daarna: apps aanmelden.

Centraal adres: <https://play.google.com/apps/publish/v2/>

The screenshot shows the Google Play Developer Console interface. At the top, there is a navigation bar with the Google Play logo, 'Developer Console', and 'PREVIEW'. A search bar is also present. On the right side of the header, the user's name 'Peter Kassenaar', email 'peter.kassenaar@gmail.com', and a 'Afmelden' (Logout) button are visible. Below the header, there is a button labeled 'Geef ons feedback' and a link to 'Terugschakelen naar het oude ontwerp' (Switch back to old design).

The main area is titled 'ALLE APPS' and features a teal button labeled '+ Nieuwe app toevoegen' (Add new app). To the left of the main content area, there is a vertical sidebar with three icons: a list icon, a chart icon, and a gear icon.

The main content area displays a table of application statistics. The columns are labeled: APP, PRIJS, ACTIEF/TOTAAL AANTAL, GEM. BEOORDELING CRASHES EN / ANR'S, LAATSTE UPDATE, and STATUS. The table contains one row for the app 'CardsMETA', which has a status of 'Concept'.

At the bottom of the page, there is a footer section with the text 'Pagina 1 van 1' repeated twice.

Certificaten?....

Google play | Developer Console **PREVIEW**

Peter Kassenaar peter.kassenaar@gmail.com Afmelden

[Geef ons feedback](#) Terugschakelen naar het oude ontwerp**CARDSMETA**

Concept ▾

- APK
- Winkelvermelding**
- Prijzen en distributie
- In-app-producten
- Services en API's

WINKELVERMELDING

Opgeslagen

PRODUCTDETAILS

Velden die zijn gemaakteerd met *, moeten vóór publicatie worden ingevuld.

Nederlands**Vertalingen toevoegen****Titel ***

Nederlands

CardsMETA

9 van 30 tekens

Beschrijving *

Nederlands

0 van 4000 tekens

Promotekst

Nederlands

0 van 80 tekens

Recente wijzigingen

Nederlands

App-details instellen