**Project Guidelines**

**Monetization:**

Google Mobile Ads SDK can be explored and its test version can be implemented.

If you want to implement monetization via online payments you might explore Google pay API.

**Analytics:**

Mobile App Reporting in Google Analytics can be explored. You can use analytics to log custom events that make sense for your app

**FireBase** can prove to be an aid in the above two processes as well as server as a server to place information that should be available for all the users of an app.

**Service:**

It is an application component that can perform long-running operations in the background, and it doesn't provide a user interface. Another application component can start a service, and it continues to run in the background even if the user switches to another application.

E.g. if a new product is added in your firebase storage you may use a service to keep checking for new additions

**Content Provider:**

A content provider component supplies data from one application to others on request. Such requests are handled by the methods of the Content Resolver class. A content provider can use different ways to store its data

E.g. the contacts app provides contacts via content provider and the messages app allows you to send contacts via content resolver

**Broadcast receiver:**

Broadcast Receivers simply respond to broadcast messages from other applications or from the system itself.

E.g. an app may receive a broad cast the battery is low or the internet connectivity has changed.