**Note: this feature is only available in Basic, Starter and Premium versions of Cell·SDK**

Welcome to another Cell·SDK Tutorial.

Today the Big Brother will teach us a technique to maintain our applications protected and monitored.

Hi dear citizens. I know you are developing apps for mobile devices, and what kind of developers make apps and games and abandoned without know what theirs apps are doing or how are behaving? Yes, a not very serious kind.

So I am here today to show how we can add an analytics system to our apps and games. It is cleverly integrated with Cell·SDK, so the first step we must do is to sign in for an account in <http://www.localytics.com/>.

Once we have our account it is time to add a new application to get a key we need to use in our develops.

Foto

So, it is time to create a new Cell·SDK project.

To be able to use Localytics system we have to add a reference to the library Syderis.CellSDK.WindowsPhone.Analytics.dll, Syderis.CellSDK.IOS.Analytic.dll or Syderis.CellSDK.Android.Analytics.dll, depending on the type of project we are developing, located on their respective directory under $Cell·SDKInstalationFolder/Versions/…

Second, is to initialize the Localytics system, so paste this line where you want in your project:

AnalyticsManager.CreateAnalytics(AnalyticsType.LOCALYTICS, "Mycode");

This line needs the using:

**using** Syderis.CellSDK.Analytics;

Typically you place this line in the Initialize() method of the first screen you load, but it can be placed in Application.cs or in Program.cs.

Now it is time to start to log the different events we are interested in, so it is not a bad idea to have list with that.

For example we will add an event every time the MainScreen is initialized, so paste this code in Initialize method:

AnalyticsManager.CreateAnalytics(AnalyticsType.LOCALYTICS, "myLocalyticsCode");

Dictionary<**string**, **string**> myParams = **new** Dictionary<**string**, **string**>();

myParams.Add("first", "my event occured");

AnalyticsManager.LogEvent("MyEvent", myParams);

As you can see we have done two things: first we have initialized the Localytics system and logged an event with the next three lines.

The important line there is the call to LogEvent which have two overrides:

* LogEvent(**string** eventName) : where eventName is the event name we want to log.
* LogEvent(**string** eventName, Dictionary<**string**, **string**> eventParameters): with a dictionary to add parameters if we need them.

All the information we get will be sent to Localytics server so we could make studies, in example, about how the application is used.

Last thing, we are going to add a button to the screen and log an event every time it is released so the code of our MainScreen.cs have this taste:

public override void Initialize()

{

base.Initialize();

AnalyticsManager.CreateAnalytics(AnalyticsType.LOCALYTICS, "MyLocalyticsCode");

Dictionary<string, string> myParams = new Dictionary<string, string>();

myParams.Add("first", "my event occured");

AnalyticsManager.LogEvent("MyEvent", myParams);

Button b = new Button("Push me");

b.Released += new Component.ComponentEventHandler(b\_Released);

AddComponent(b, Preferences.Width / 2 - b.Size.X, Preferences.Height / 2 - b.Size.Y / 2);

}

void b\_Released(Component source)

{

Dictionary<string, string> myParams = new Dictionary<string, string>();

myParams.Add("first", "my event occured");

AnalyticsManager.LogEvent("buttonClicked", myParams);

}

So that’s all citizens, I hope you enjoyed this tutorial.

Keep on cool-coding.