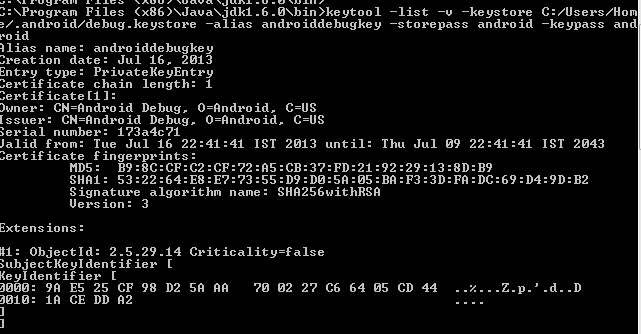
Generating MAP API Key for Emulator device:

1. Go to you java path
2. Cd C:\Program Files (x86)\Java\jdk1.6.0\bin
3. Type below command

keytool -list -v -keystore C:/Users/Home/.android/debug.keystore -alias androiddebugkey -storepass android -keypass android



SHA 1 KEY will generated for debugging.

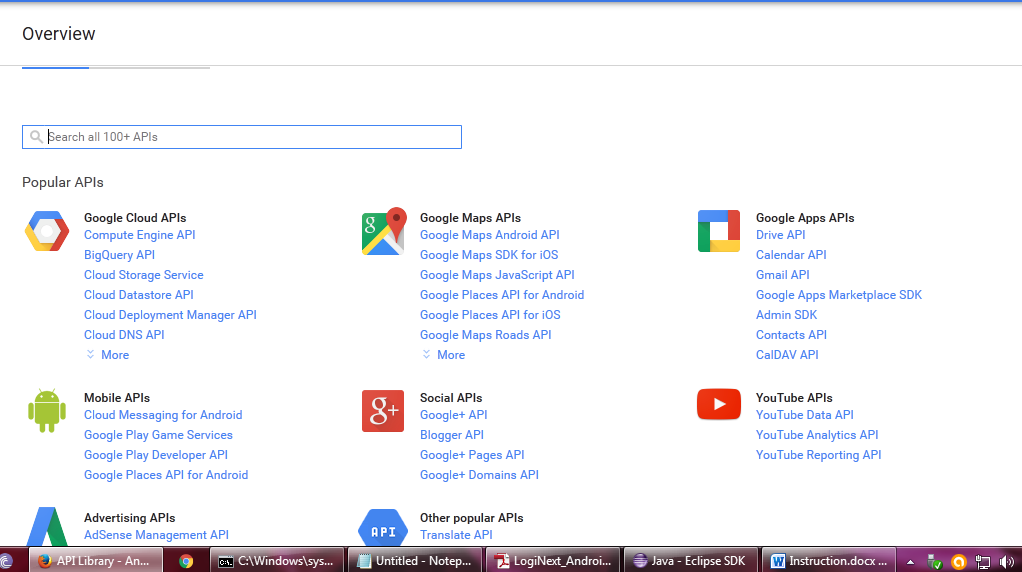
Note: for releasing on play store, get sha1 key while exporting.

Step 3: Above SHA 1 key will help in generating api key to be used in our APP

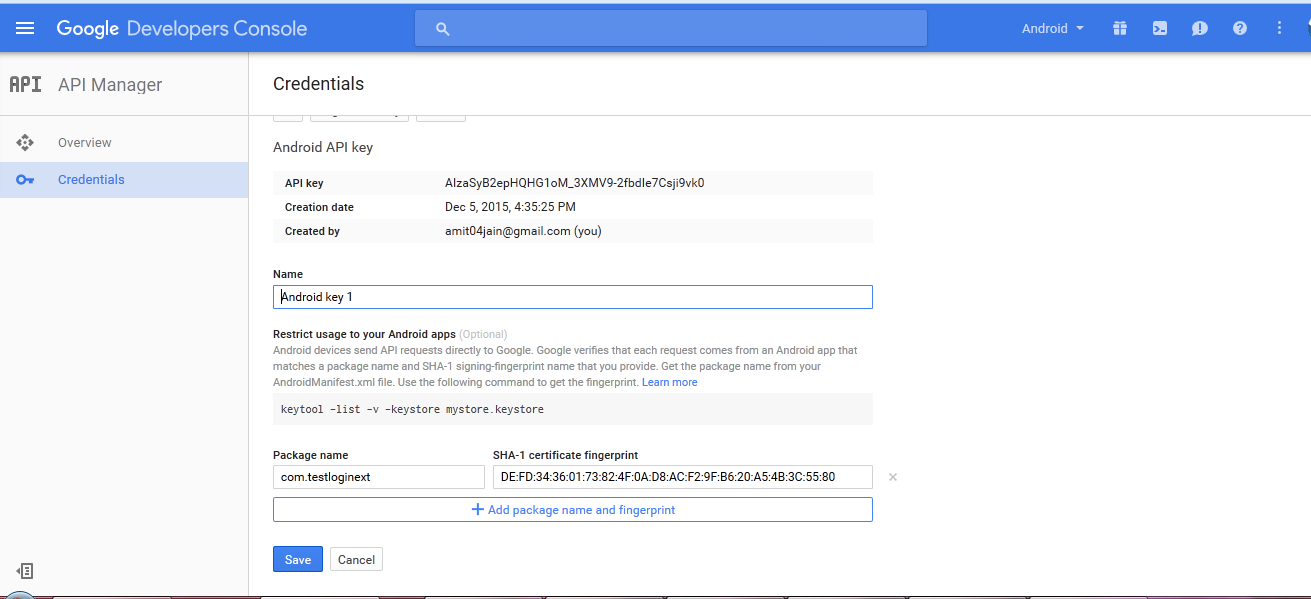
And the sha 1 key need to applied in creating a package in google developer console and enable the map related api it will generate a below key which can be used for development;

*AIzaSyAPbQ82tzH3GyBUKbmIgN8r6TRbpaDpIa0*

*Enable Api here*



Add sha1 key here with your app package name:



Step 4:

Change the API key in android manifest file.

<meta-data

android:name=*"com.google.android.maps.v2.API\_KEY"*

android:value=*" AIzaSyAPbQ82tzH3GyBUKbmIgN8r6TRbpaDpIa0"* />

value will be the api key

MainActivity:

Is a main screen that display maps and imageview with 2 buttons

DATA\_POINTS - number of location datapoints that are stored in activity.

TWO\_MINUTES- change the time as needed.

At Line 267, remove below line to check for accuracy else mock locatin will work.

isBestLocation = **true**;

PHOTO Button: will give your display pic from gallery or capture by camera.

Capture from camera pic will be saved and notify by toast.

**LocationService:**

Variable that are passed to location provider for location updated and thread to run after certain time.

**private** **static** **final** **long** *DISTANCE\_CHANGE\_UPDATES* = 10;

**private** **static** **final** **long** *NEXT\_RUN* = 1000 \* 60 \* 2;

getLocation always take gps location in last as there are most accurate if available.