Preparing for publishment

Before we can submit our app to the play store, you have to change your package name and compile your application.

Changing the package name

The package name is you apps unique identifier. The package name of your app is usually formatted like a reverse domain name and should always be unique to your app. E.g. com.yourcompany.yourappname.

- 1. Open the **build.gradle** file (in the app module in the Android view)
- 2. Find the value com.sherdle.universal for applicationId as shown:

```
app - Universal Application Studio - [~/Documents/Android/workspace/Universal Application Studio]
▼ □ app
                                                        apply plugin: 'com.android.application'
    manifests
    ▶ □ java
                                                        android {
                                                            compileSdkVersion 26
    ▶ □ aidl
                                                            buildToolsVersion '26.0.1'
    assets
                                                            defaultConfig {
                                                             applicationId "com.sherdle.universal
    ▶ □ res
                                                               minSdkVersion 16
    resources
                                                                targetSdkVersion 26
  ▼ ( ) Gradle Scripts
                                                                compileOptions {
       build gradle (Project: Universal Application Studio 11
                                                                   sourceCompatibility JavaVersion. VERSION 1
                                                                   targetCompatibility JavaVersion.VERSION_1_7
       build.gradle (Module: app)
       gradle-wrapper.properties (Gradle Version)
                                                               //Optionally configure your OneSignal IDs below
manifestPlaceholders = [manifestApplicationId: "${applicationId}",
       aradle.properties (Project Properties)
       settings.gradle (Project Settings)
                                                                                     onesignal_app_id:
       local.properties (SDK Location)
                                                                                     onesignal_google_project_number: ""]
                                                            buildTypes {
                                                                release
  Varian Cantralia Laval Channas Lava
```

- 3. Replace this value with your own package name.
- 4. Open the *google-services.json* file (in the app folder the Project view)
- 5. Find the value com.sherdle.universal for package_name as shown:

```
🌘 🌕 🕒 Universal Application Studio [~/Documents/Workspace/Android/Universal Application Studio] - .../app/google-services.json [app]
  틚 Universal Ap 🔨 🕍 app 🔻 🗠 Pixel 3 API 29 🔻 🕨 🎊 🗒 🦸 🕟 🗥 義 🔳 Git: 🗹 🗸 🔘 🤼 ங 🗈 🚱 🚨 🍇 🔾
                                                                😲 🛣 🕏 — 👼 strings.xml × 🚮 google-services.json × © Config.java × 🚮 config.json × 🔊 build.gradle (s
                                                                                                                                                                                                                                                                                                                                                                                          Gradle
         ▼ Image: The work with white The work with the work wi
                                                                                                                                               "project_info": {
             .gradle
                                                                                                                                                     "project_number": "108766757465",
               idea .idea
                                                                                                                                                    "firebase_url": "https://universal-for-android-b66ca.firebaseio.com",
               ▼ 📭 app
Resource Manager
                                                                                                                                                     "project_id": "universal-for-android-b66ca",
            build
                                                                                                                                                    "storage_bucket": "universal-for-android-b66ca.appspot.com"
                      ▶ libs
                                                                                                                  7
                                                                                                                                             }.
                                                                                                                  8
                                                                                                                                              "client": [
                             🐂 app.iml
                                                                                                                  9
                               w build.gradle
                                                                                                                                                          "client_info": {
                            google-services.json
                                                                                                                                                                "mobilesdk_app_id": "1:108766757465:android:475cc6f9b584629f",
                                                                                                                11
                               keystore.jks
                                                                                                                                                                "android_client_info": {
                               int.xml
                                                                                                                                                                      "package name": "com.sherdle.universal"
                                                                                                                13
                build
                                                                                                                14
                                                                                                                                                               }
                aradle
                                                                                                                15
                                                                                                                                                         }.
                projectFilesBackup
                                                                                                                16
                                                                                                                                                           "oauth_client": [
                       build.gradle
```

6. Replace this value with your own package name

Translating If you would like to translate your app, you can do this in Strings.xml

Removing permissions

If you don't use the In-App purchase functionality of Universal, open up AndroidManifest.xml and remove the line below:

```
<uses-permission android:name="com.android.vending.BILLING" />
```

You can also remove any other permissions in the manifest you are certain you don't need. Note that permissions are grouped and commented in AndroidManifest.xml, the comments should help you decide wether a permission can safely be removed or if it needs to be kept. Removing these additional permissions will help users on older devices decide to install your app.

Some permissions, like Read Phone State, shouldn't be removed as the are part of Google Play Services and required for your app to work. These permissions require a Privacy Policy on Google Play (read this article (https://support.google.com/googleplay/android-developer/answer/113469?hl=en) on privacy policies). Only if you are a developer, and are absolutely sure, you can force remove (http://stackoverflow.com/a/27542669/1683141) them.

Compiling our app



In this step we are going to create an apk, and you can run it on your phone!

- 1. Make sure your project is selected.
- 2. Click Build > Generate Signed APK.
- 3. Follow the onscreen instructions to create a keystore, this is only required once. Save the keystore on a safe place, otherwise you won't be able to update your app.
- 4. Export the android application to a location (desktop for example).

You can now put this file: Xxx.apk on your phone, you will be prompted to check the unknown sources checkbox if you have not checked it already, you users won't have to do this if they download the app from the google play store.

Run directly You can also connect your phone to your PC and run the app directly using Run > Run "App" (you can also debug using Run & Logcat).