

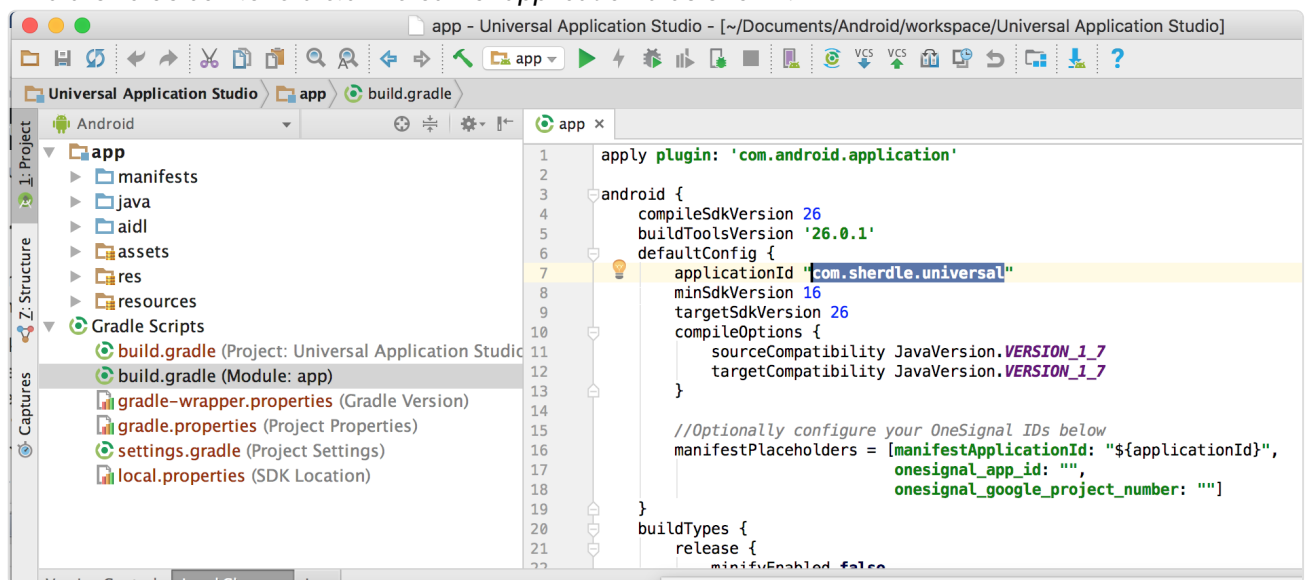
# Preparing for publishment

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

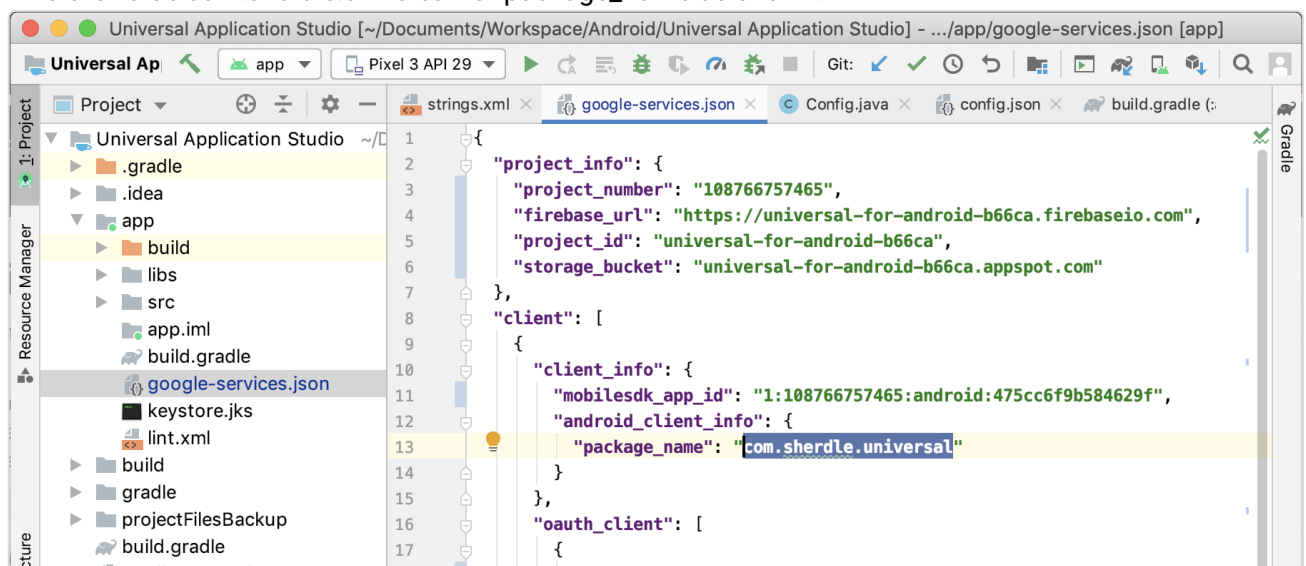
## Changing the package name

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:



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:



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 whether 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 they 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

Exporting



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).

