

# Getting Started with Android In-App Purchase

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## GOOGLE PLAY BILLING OVERVIEW



**Yan Zhang**

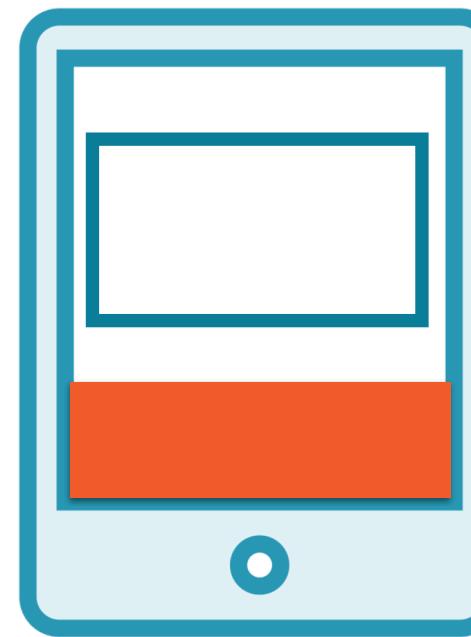
MOBILE APP DEVELOPER

@flamesoftab [www.flamesoft.se](http://www.flamesoft.se)

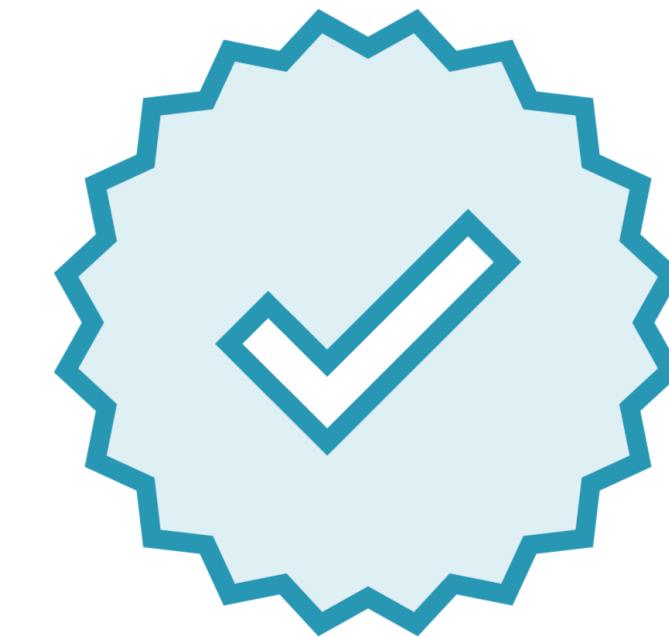
# Monetize Your App



Paid app



Ads



In-app purchase

# Course Overview

**Google Play Billing Overview**

**Creating Digital Products in Google Play**

**Integrate and Test Google Play Billing**

**Further Work before Production**

# Prerequisite

**Android Studio 4+**

**Android mobile with Android 5+**

**Android developer account**

- [https://play.google.com/apps/publish/  
signup](https://play.google.com/apps/publish/signup)

**Basic knowledge of Android app  
development**

- Kotlin
- Room



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# Android Apps with Kotlin: Build Your First App

by Jim Wilson

Kotlin greatly simplifies the task of creating Android apps. Become a successful Android developer by developing your understanding of the Kotlin language and the creation of interactive user experiences with Android Activities.

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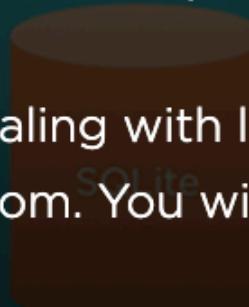
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What Is Room?

# Android: Room Fundamentals

Room Database

by Annapurna Agrawal



Database layer on top of SQLite

Provides an abstraction layer over SQLite  
for fluent database access

Dealing with local storage of data in an extendable way has always been a challenge, but Google has introduced a new option:  
Object Relation Mapping(ORM) library  
Room. You will learn how to deal with the database for local storage in an easy way without hampering the user experience.

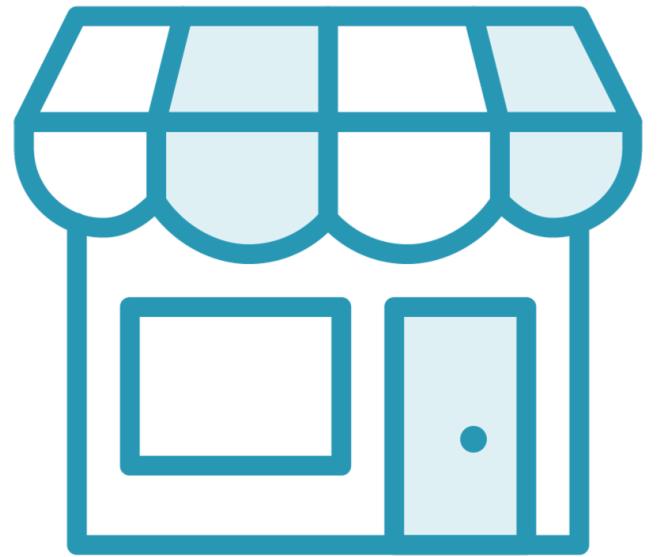
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# Markets

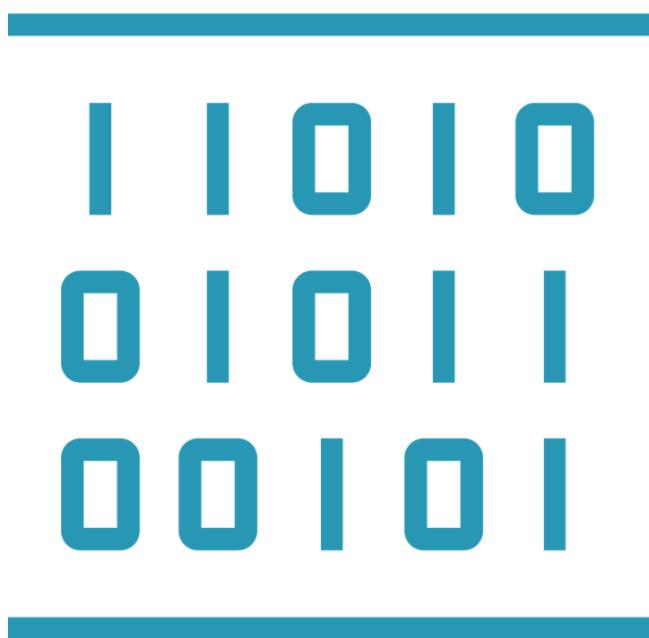


Food market

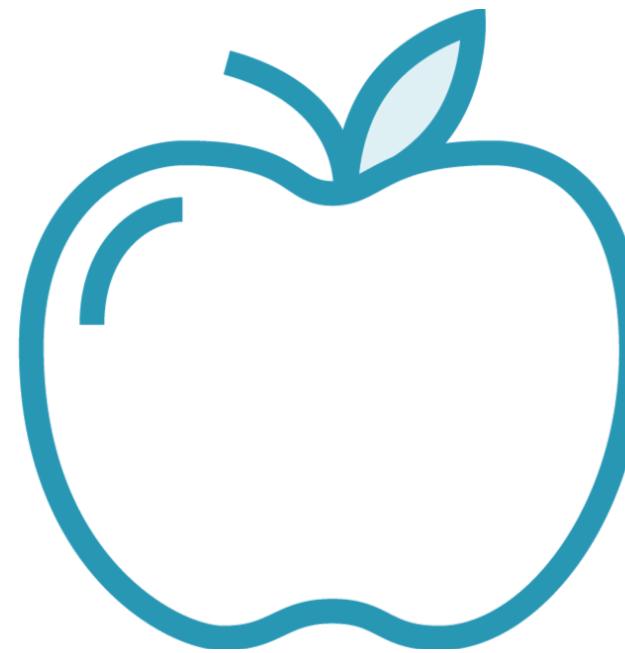


Google Pay

# What to sell?



**Google Play billing**



**Google Pay**

# Google Developer Program Policy

<https://support.google.com/googleplay/android-developer/answer/9914283?hl=en>

# Digital Content



**One-time products**



**Subscriptions**

# One-time product

**Content that users can purchase with a single, non-recurring charge to the user's form of payment.**



**Consumable Product**  
**Game currency**  
**Lives in a game**



Non-consumable Product

**Premium features**

**Ad-free**

# Subscriptions

**It offers users ongoing access to content or services for a recurring fee.**

# Subscription Features

Free trial

Introductory pricing

Grace period

Price change

Upgrade &  
downgrade

# Summary

## Overview

### Prerequisite

- Android Studio
- An Android mobile
- Android developer account
- Basic knowledge of Android app development

### Digital content

- One-time products
- Subscriptions