

# Steps to Build Android APK for SkillKonnnect App

Follow these steps to build your Fyne app into an Android APK. This assumes you're on Linux with Go installed.

## Prerequisites

- Go 1.24+ installed.
- Internet connection for downloads.
- About 2-3 GB free space for Android SDK.

## Step-by-Step Build Process

### 1. Install Java (required for Android SDK tools)

The Android build tools are Java-based, so we need JDK 17.

```
sudo apt update && sudo apt install -y openjdk-17-jdk
```

### 2. Set up Android SDK directory and download command line tools

```
mkdir -p ~/android-sdk
wget https://dl.google.com/android/repository/commandlinetools-linux-11076708_latest.zip -O ~/android-sdk/cmdline-tools.zip
cd ~/android-sdk
unzip cmdline-tools.zip
mv cmdline-tools cmdline-tools-temp
mkdir cmdline-tools
mv cmdline-tools-temp cmdline-tools/latest
```

### 3. Set environment variables

Add these to your shell (or ~/.bashrc for permanence):

```
export JAVA_HOME=/usr/lib/jvm/java-17-openjdk-amd64
export ANDROID_HOME=~/android-sdk
export ANDROID_NDK_HOME=$ANDROID_HOME/ndk/26.1.10909125
export PATH=$PATH:$ANDROID_HOME/cmdline-tools/latest/bin:$ANDROID_HOME/platform-tools:$ANDROID_HOME/build-tools/34.0.0
```

### 4. Accept Android SDK licenses

```
yes | sdkmanager --licenses
```

### 5. Install Android SDK components

```
sdkmanager "platform-tools" "platforms;android-34" "build-tools;34.0.0" "ndk;26.1.10909125"
```

This downloads ~1-2 GB; it may take time.

### 6. Install the updated Fyne CLI tool

The old fyne CLI is deprecated.

```
go install fyne.io/tools/cmd/fyne@latest
export PATH=$PATH:~/go/bin # Add fyne to PATH
```

### 7. Create an app icon (required for packaging)

Fyne needs a PNG icon. Create a 512x512 PNG and save as Icon.png in your project root.

### 8. Build the APK

In your project directory:

```
fyne package --os android --app-id com.skillkonnnect.app
```

This generates skillKonnnectApp.apk (~116MB).

## Notes

- The app ID com.skillkonnnect.app is unique—change it if needed.

- If you skip the icon, packaging fails.
- For iOS, you'd need macOS + Xcode instead.
- Test on your phone by transferring the APK and installing it.