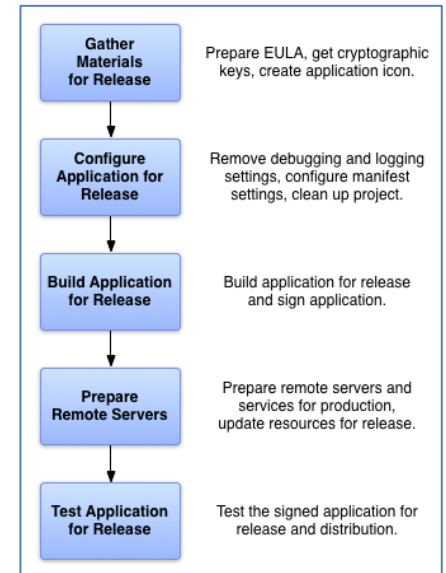
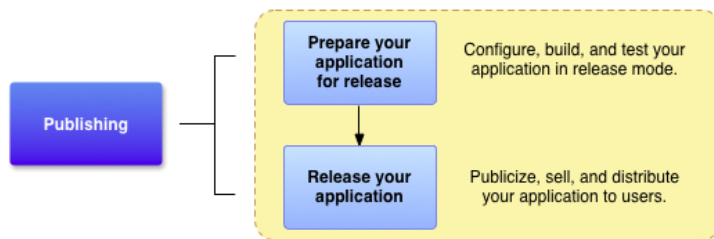


# Publish your app on Google Play Store

Before you publish your apps on Google Play and distribute them to users, you need to get the apps ready, test them, and prepare your promotional materials.

This document helps you **understand the publishing process** and get ready for a successful product launch on Google Play. It summarizes some of the **tasks you'll need to complete before publishing your app on Google Play**, such as **creating a signed, release-ready application package (APK)**, understanding the **requirements of the app**, and **creating the product page** and **graphic assets for each of your apps**.



## A. Convert your Android project into APK file

+ Open one of your practical lab, example: **Lab02\_2\_AndroidQuizApp\_[yourname]**

+ Go to **"Build"** option -> Select **"Generate signed APK"** -> **Generate signed APK:**

. Choose **"Create new ..."** -> Enter **"New Key Store"** window:

\_ Password: **bcs.amesit**

\_ Certificate file: **Complete with your own information**

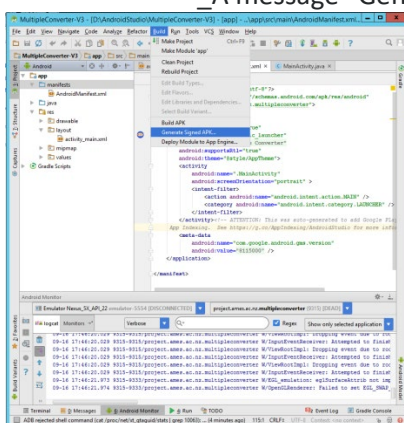
\_ Press **"OK"**

\_ Setup Master Password: **bcs.amesit**

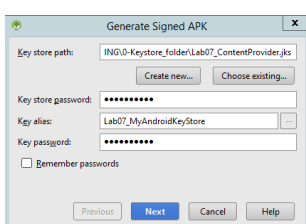
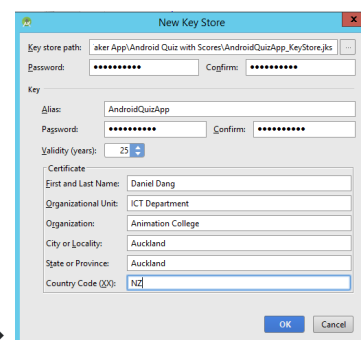
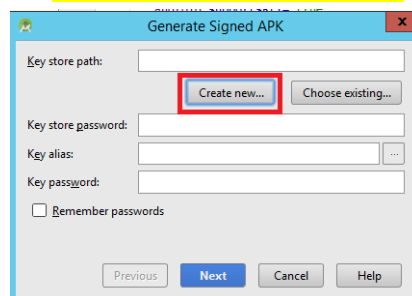
\_ Choose the **APK Destination folder**

\_ Click **"Finish"**

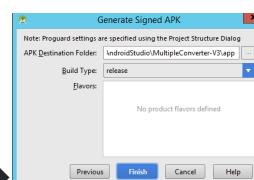
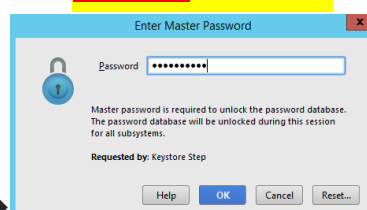
\_ A message **"Generate Signed APK"** pops up to show that APK has been created successfully.



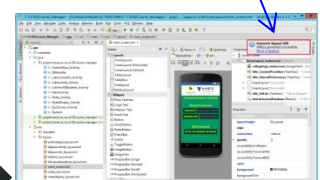
**Password: bcs.amesit**

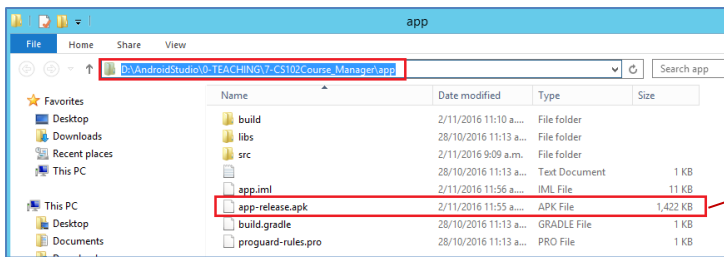


**Password: bcs.amesit**



**Click on this message**





**Release-ready application package (APK)**

**File "app-release.apk"**

**Note:** Enter all the fields in this screen and press enter. Now your keystore will be created. Please remember all your passwords. Else, this keystore will be useless for you later. For simplicity, keep both the passwords same.

### Reference:

[1]. Reference: <http://developer.android.com/tools/publishing/app-signing.html>

[2]. How to create APK file for Android app in "Android Studio":

<http://stackoverflow.com/questions/28124071/how-to-create-apk-file-for-android-app-in-android-studio>

<http://stackoverflow.com/questions/3997748/how-can-i-create-a-keystore>

[3]. Sign your Android applications for release:

<http://techdroid.kbeanie.com/2010/02/sign-your-android-applications-for.html>

## B. Publish Your Android App on Google Play Store

Google Play is the premier store for distributing an Android app. After sweating out hours on creating a perfect app, you are now ready to put it out in front of over 1 billion active Android users in more than 190 countries and territories around the world. And, to make the process of publishing your app as smooth as it can be on Google Play Store, here is a quick step by step guide. So, are you ready to publish your android app on Google Play Store?

### Step 1: Create a Google account

To publish your app in the Google Play Store, you need to have an account with Google. You might already have a personal email account with them, but it is better to have a separate one to manage your app(s).

While registering your publisher account, you would have to **pay a registration fee of 25 USD**, using **Google payments**. After this, a verification mail would be sent to you; and then, you can sign in to your Developer Console, where all the action would take place.

### Step 2: Goole Play Store

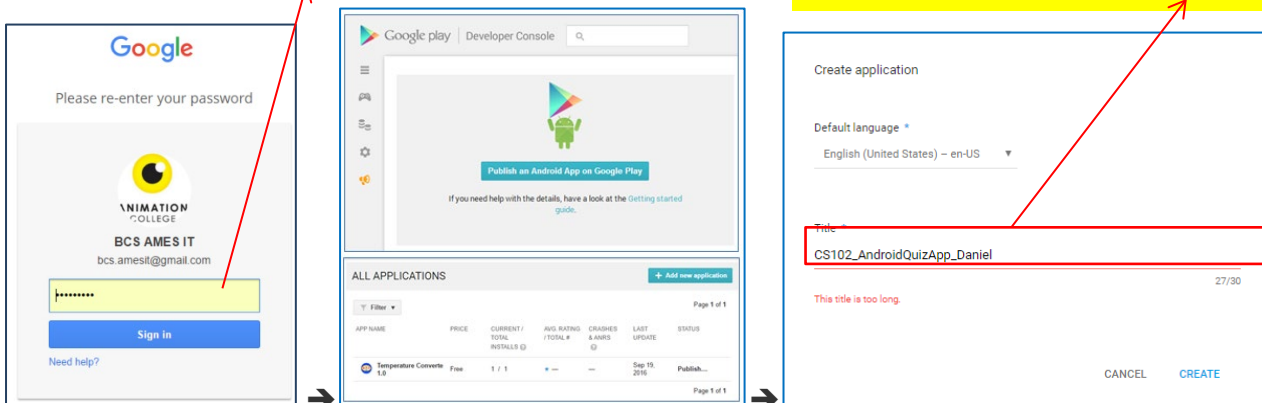
Once you have a developer account, you can go ahead and click "Publish an Android App on Google Play" as in the screenshot below:

Link:

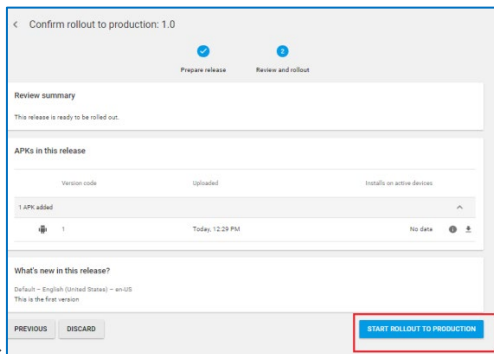
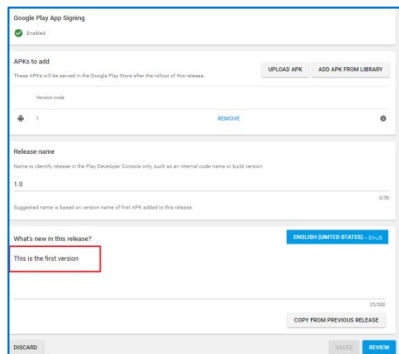
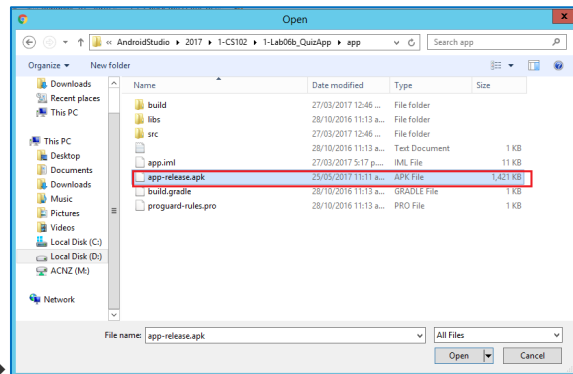
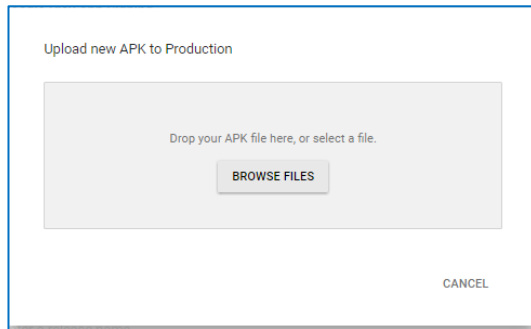
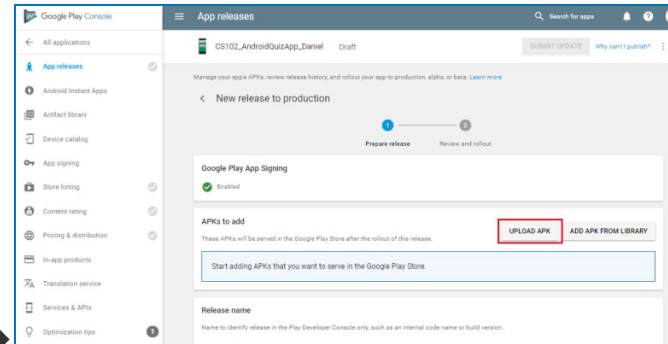
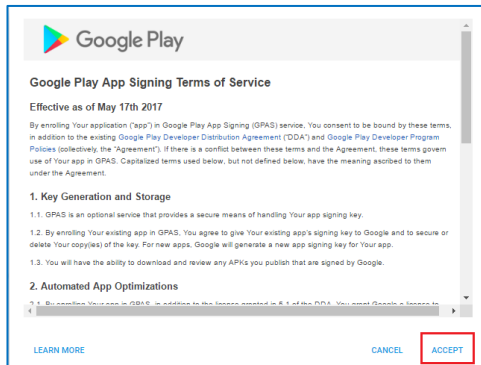
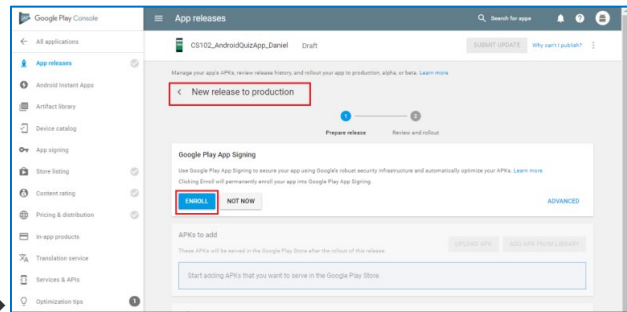
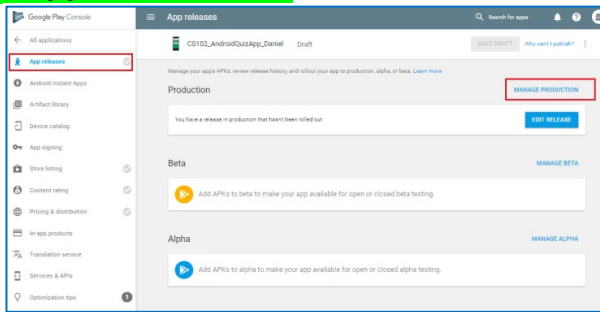
<https://accounts.google.com/ServiceLogin?service=androiddeveloper&passive=1209600&continue=https://play.google.com/apps/publish/%23&followup=http://>

**Password:** Anim@t!On h/

**Title:** CS102\_AndroidQuizApp\_[yourname]



## 2a. "App release" tab:



## 2b. "Store listing" tab

**Product details** ENGLISH (UNITED STATES) - en-US Manage translations

Fields marked with \* need to be filled before publishing.

Title \*  
English (United States) - en-US CS102\_AndroidQuizApp\_Daniel 27/30

Short description \*  
English (United States) - en-US This app is a Multiple-choice Android Quiz 42/80

Full description \*  
English (United States) - en-US The app is a simple Quiz App in Android. The app reads questions from an array defined in a string-array stored in res/values/strings.xml file. The questions are asked one by one. When user clicks to select the correct answer, a Toast Message pops up to indicate whether the answer is right or wrong. User clicks the "Next question" button to proceed. 352/4000

Please check out our [Metadata policy](#) to avoid some common violations related to app metadata. Also, please make sure to review all the other [program policies](#) before you submit your apps.

If your app or store listing is [eligible for advance notice](#) to the Google Play App Review team, [contact us](#) prior to publishing.

**Title:** CS102\_ AndroidQuizApp\_[yourname]

**Short description (max 80 characters):** This app is a Multiple-choice Android Quiz.

**Full description (max 4000 characters):** The app is a simple Quiz App in Android. The app reads questions from an array defined in a string-array stored in res/values/strings.xml file. The questions are asked one by one. When user clicks to select the correct answer, a Toast Message pops up to indicate whether the answer is right or wrong. User clicks the "Next question" button to proceed.

**Graphic Assets**

If you haven't added localized graphics for each language, graphics for your default language will be used. [Learn more about graphic assets.](#)

**Screenshots \***  
Default - English (United States) - en-US  
JPG or 24-bit PNG (no alpha). Min length for any side: 320px. Max length for any side: 3840px.  
At least 2 screenshots are required overall. Max 8 screenshots per type. Drag to reorder or to move between types.

For your app to be showcased in the "Designed for tablets" list in the Play Store, you need to upload at least one 7-inch and one 10-inch screenshot. If you previously uploaded screenshots, make sure to move them into the right area below.

[Learn how tablet screenshots will be displayed in the store listing.](#)

Please check out our [Impersonation and Intellectual Property policy](#) to avoid common violations.

**PHONE** **TABLET** **ANDROID TV** **ANDROID WEAR**

**Hi-res icon \***  
Default - English (United States) - en-US  
512 x 512  
32-bit PNG (with alpha)

**Feature Graphic \***  
Default - English (United States) - en-US  
1024 w x 500 h  
JPG or 24-bit PNG (no alpha)

**Promo Graphic**  
Default - English (United States) - en-US  
180 w x 120 h  
JPG or 24-bit PNG (no alpha)

**TV Banner**  
Default - English (United States) - en-US  
1280 w x 720 h  
JPG or 24-bit PNG (no alpha)

**Daydream 360 degree stereoscopic image**  
Default - English (United States) - en-US  
4096 w x 4096 h  
JPG or 24-bit PNG (no alpha)



**Categorization**

Application type \* Applications

Category \* Education

Content rating \* You need to fill a rating questionnaire and apply a content rating.

**Contact details**

Website http://www.animationcollege.co.nz/

Email \* bcs.amesit@gmail.com  
Please provide an email address where you may be contacted. This address will be publicly displayed with your app.

Phone +642108219683

**Privacy Policy \***  
If you wish to provide a privacy policy URL for this application, please enter it below. Also, please check out our [User Data policy](#) to avoid common violations.

Privacy Policy http://...  
☒ Not submitting a privacy policy URL at this time. [Learn more](#)

**Application type:** Application

**Category:** Education

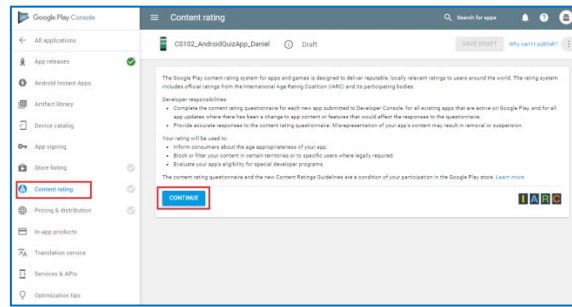
**Website:** http://animationcollege.co.nz

**Email:** bcs.amesit@gmail.com

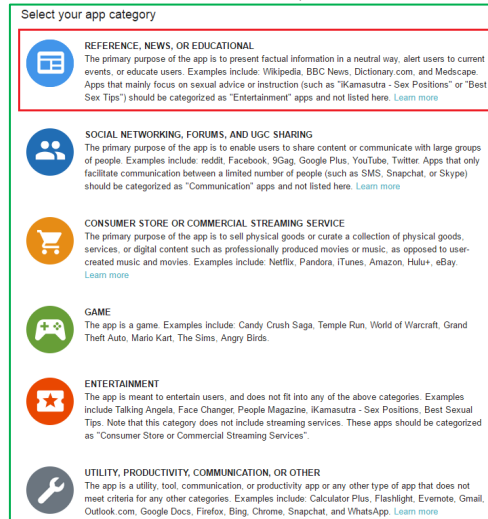
**Phone:** +642108219683

**Tick:** not submitting a privacy policy URP at this time

## 2c. "Content Rating" tab



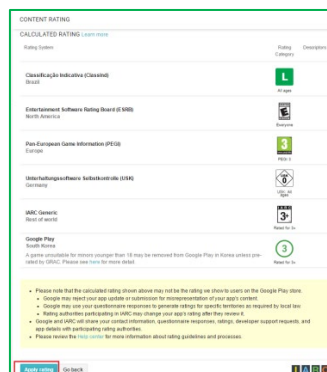
- Email address: [bcs.amesit@gmail.com](mailto:bcs.amesit@gmail.com);
- Confirm email address: [bcs.amesit@gmail.com](mailto:bcs.amesit@gmail.com);
- Select your app category: **Reference, news, or educational**;



- **Violence:** can the app contain violent material? **No**
- **Sexuality:** Can the app contain sexual material or nudity (except in a natural or scientific setting)? **No**
- **Language:** Can the app contain any potentially offensive language? **No**
- **Controlled substance:** Can the app contain references to or depictions of illegal drugs? **No**
- **Miscellaneous:**

- Does the app natively allow users to interact or exchange content with other users through voice communication, text, or sharing images or audio? **No**
- Does the app share user-provided personal information with third parties? **No**
- Does the app share the user's current physical location to other users? **No**
- Does the app allow users to purchase digital goods? **No**

- **Save questionnaire;**
- **Calculate rating:**



- **Apply rating.**
- **Skip create "questionnaire"**

## 2d. "Pricing & Distribution" tab

Move to the next tab, which is "Pricing & Distribution" and select whether it is a "Free" or a "Paid" app:

- For our app, we select **"Free"**;

Select the distribution countries and check the boxes stating that your app complies with the content guidelines.:

- Countries: **Australia, Canada, New Zealand, UK, USA, Vietnam**;

Primarily Child-Directed:

- Select: **No**;

Contains ads: **No, it has no ads**;

Device categories: **N/A**,

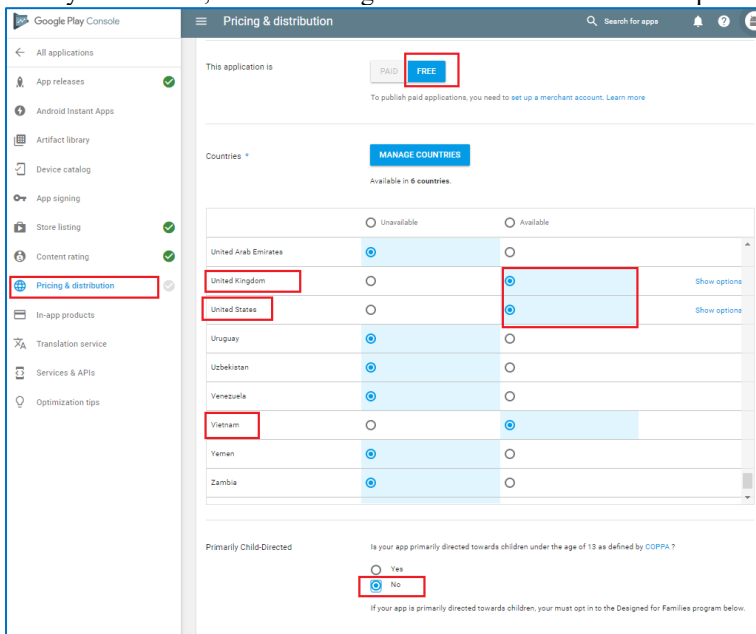
User programs:

- Check **"Google Play for Education"**; → In-app purchases: **No**;

Consent:

- Marketing opt-out: **CHECK**;
- Content guidelines: **CHECK**;
- US export law: **CHECK**;

Once you are done, save the changes and move on to the next step.

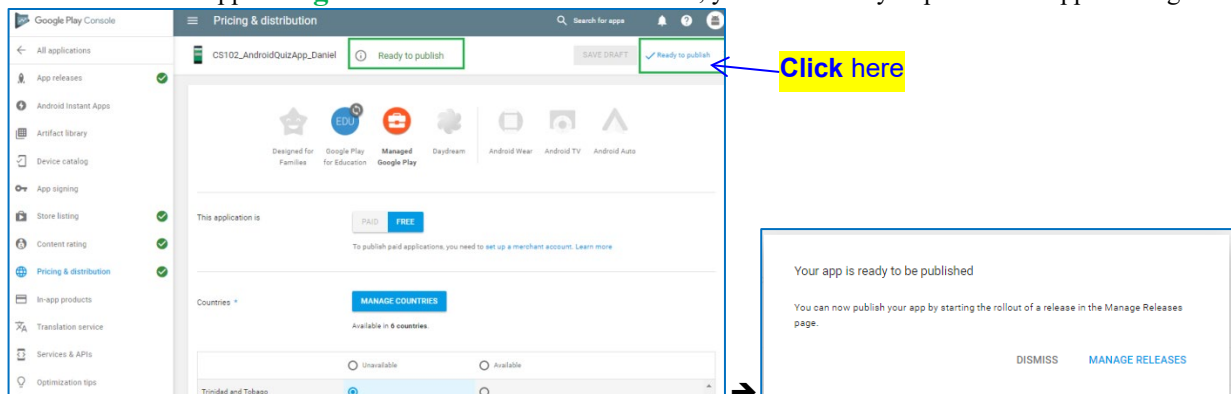


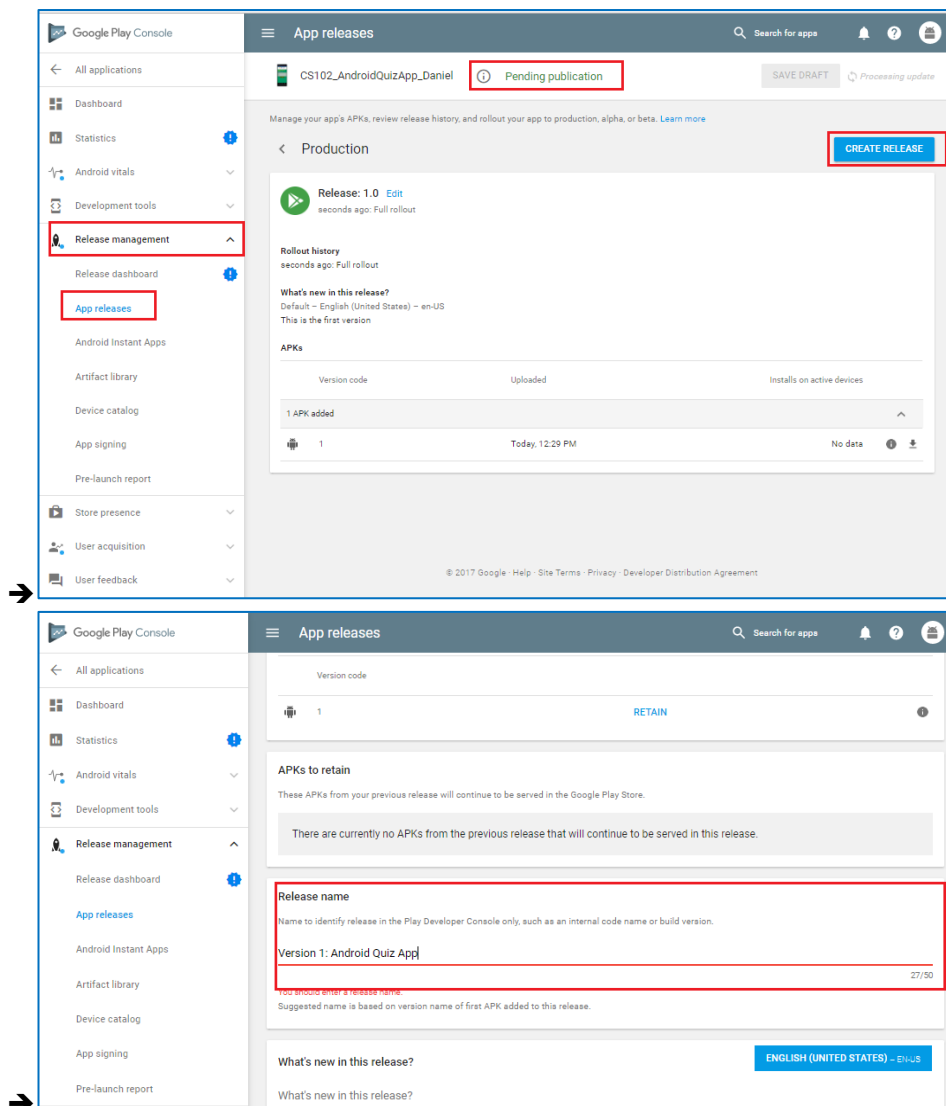
## + Publishing the app:

When all 4 tabs:

- "App Releases",
- "Store Listing"
- "Content Rating"
- "Pricing & Distribution"

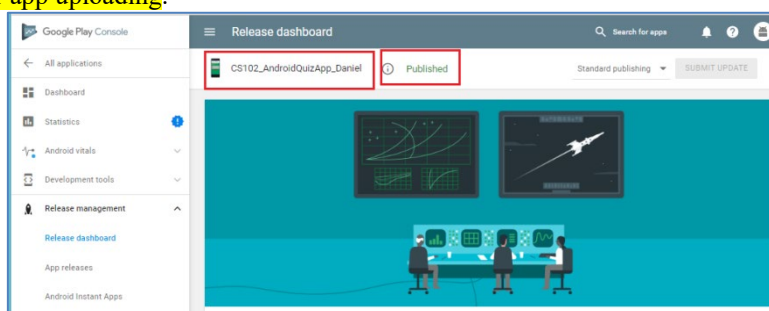
have been filled and there appears a **green check mark** next to them, you are all ready to publish the app in Google Play.





All you need to do is, **click the “Publish app” button under the “Ready to Publish” drop-down menu** at the top right corner of the Developer Console. After you have hit the button, a **confirmation bar** would show up stating that your app would appear shortly in the Google Play Store.

It takes about **15 minutes for app uploading**.



Once your app is published, you can update it as often as you want. You can even make changes with the pricing, configuration and distribution options at any time.

#### Reference:

[1]. Publishing your app: <https://ionicframework.com/docs/guide/publishing.html>

[2]. 10 Steps To Publish Your First Android App On Google Play Store: <https://www.linkedin.com/pulse/10-steps-publish-your-first-android-app-google-play-store-karan>

[3]. Upload an App: <https://support.google.com/googleplay/android-developer/answer/113469?hl=en>



## C. Update app with Google Play and force download

### + Update an existing apk on Google Play Store:

1. Go to your [Google Play Developer Console](#)
2. Select **All applications** in that select **"Your Application"**
3. Select **"Upload APK"**.
4. Choose from the **Production -> Beta, or Alpha channels** → select **"Upload your APK"**.

It takes few hours to publish update.

### + Force users to update:

There are three things:

1. It is not possible in Google Play Store, unless user have set automatic update on.
2. You can use external library like [UpdateChecker](#), [AppUpdater](#), etc.
3. You can change your application structure in that way that whenever user starts you application internal contents get update.

### What is KeyStore?

- It is used to build signed apk.
- Keep your keystore in a secure location. If you lose your keystore, you'll need to publish the app with a new package name and a new key. If you need to do this, you should also unpublish the original app and update its description

## How to unpublish an app after publishing it?

Select app go to Store presence then select pricing and distribution you will find option to publish and unpublish the application

