

## Lesson - 13

Publish APK on Google Play Store

# Useful Resources for the career

---

- ◉ Android Weekly is a free newsletter that helps you to stay cutting-edge with your Android Development also job openings around the world.
- ◉ The newsletter comes once a week and covers a broad range of topics like tutorials, screencasts, news... just everything that's awesome in the Android Development world!
  - <https://androidweekly.net/>
- ◉ Kotlin Weekly is a free newsletter to get your weekly Kotlin Dose
  - <http://kotlinweekly.net/>

# Technologies support career

---

- ◉ Popular Android Design Pattern
  - Model View Presenter (MVP), Model View View Model(MVVP), Model View Intent(MVI)
- ◉ Knowledge of
  - Kotlin programming
  - Strong in Android Fundamentals and Components
  - Dagger(Framework to manage dependency)
  - Retrofit2(REST Client - network library)
  - RxJava(Reactive Extensions are a set of interfaces and methods)
  - RESTful web services
  - Firebase
  - Android Jetpack(Jetpack is a suite of libraries, tools, and guidance to help developers write high-quality apps easier. )
  - Material Design

# How to share your app

---

Ways to distribute your app to your friends or team or higher authorities

- Zip it up and share, they can extract and import the project
- Share the source code through cloud drive like one drive, google drive etc.,
- Publish to github
- Make an APK

# Publish .apk worldwide

---

- After you have created, and fully debugged, your application, you might want to deploy it to the Google Store for others to enjoy.
- Before uploading the application in Google Play Store(android market), the basic points to be noted are as follows:
  - Testing the application.
  - Checking the application performance.
  - SDK Compatibility.
  - Remove log data.
- The following sections outline the steps for publishing your applications.

# Steps for publishing your app

---

- ◎ Prepare app for release
- ◎ Generate signed APK
- ◎ Upload to Google Play
- ◎ Run alpha and beta tests(optional)
- ◎ Publish to the world

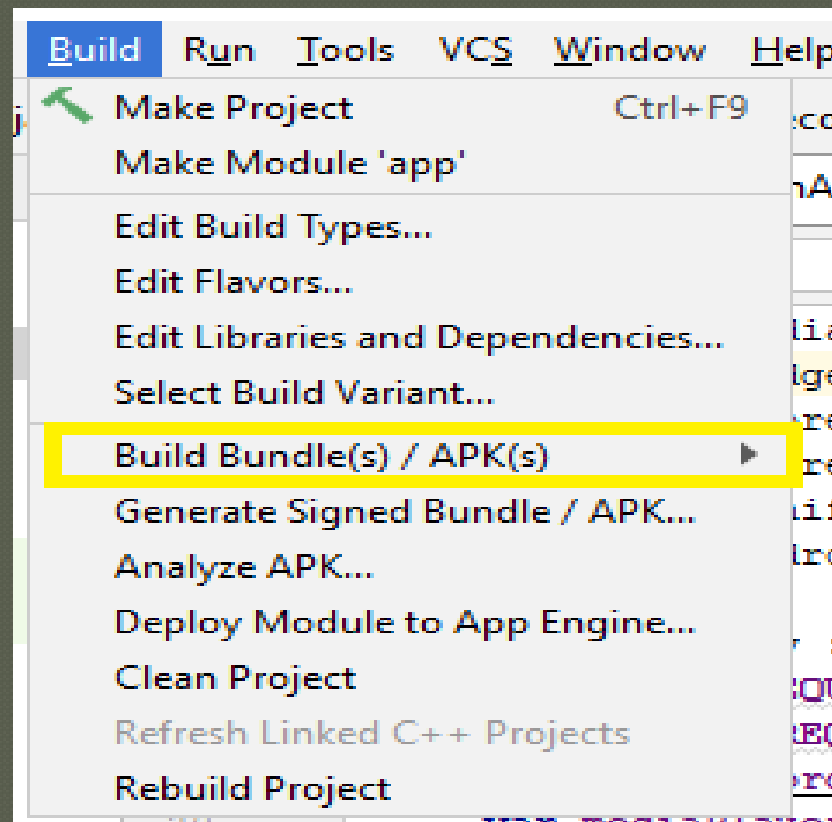
# What is an APK?

---

- **A**ndroid **A**pplication **P**ackage file (.apk)
- It's like an executable file
- Each Android application is compiled and packaged in a single file that includes all the app's code, resources, assets, and manifest file
- You need an APK to publish on Google Play Store

# Build APK for Testing Purpose not for Deployment

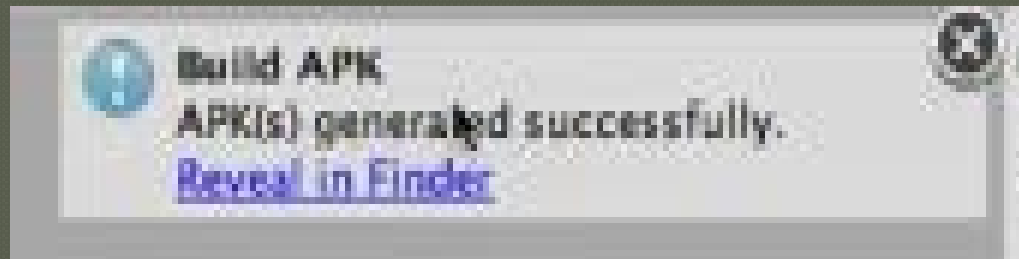
Step 1 : Click Build → Build Bundles(s)/APK(s) APK, will provide APK to test into various Android Device



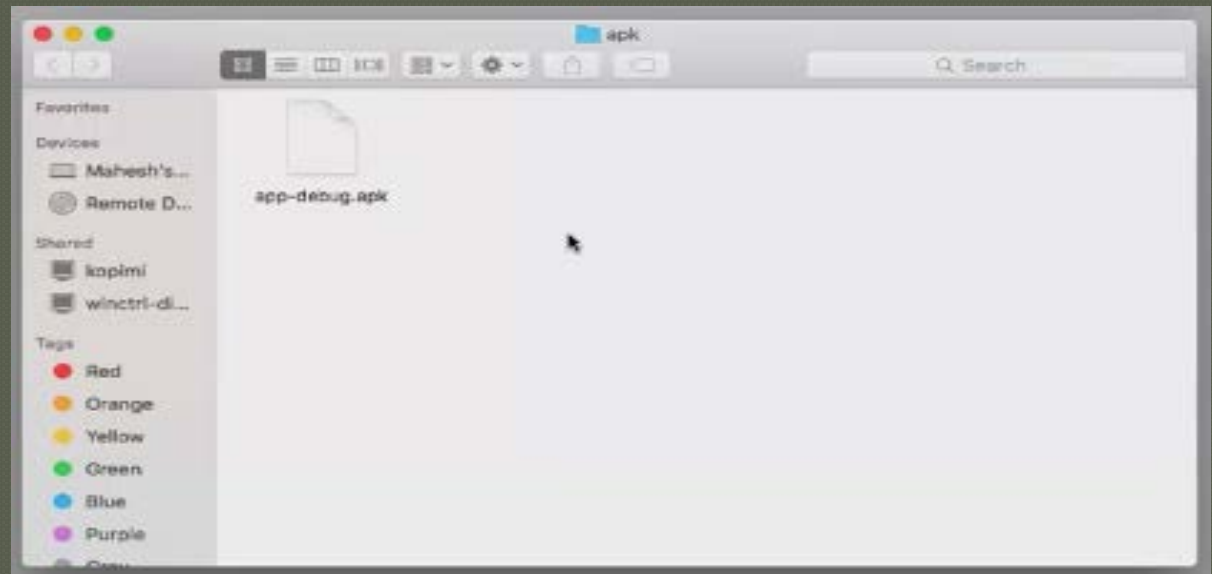


# Build APK for Testing Purpose not for Deployment

Step 2 : Once the APK is generated you will get this message.



Step 3 : Click on Reveal in Folder to see the APK. Now you copy this file in any android device and test your application.



# Generating a Signed APK

---

- To publish your finished application on the Google Play Store, you must generate a signed APK.
- APK is the compiled, executable version of your application.
- Signing it is much like signing your name to a document.
- The signature identifies the app's developer to Google and the users who install your application.

If your application has more than 1000 lines of code add the highlighted part of code in your app before making signed APK.

GravitySensorDemo - [E:\ReMo\Andriod\_Coding\Lesson10\GravitySensor\GravitySensorDemo] - app - Android Studio 2.3.2

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

GravitySensorDemo app build.gradle

1: Project  
2: Favorites  
3: Build Variants  
4: Captures  
5: Android

app  
Gradle Scripts  
build.gradle (Project: GravitySensorDemo)  
build.gradle (Module: app)  
gradle-wrapper.properties (Gradle Version)  
proguard-rules.pro (ProGuard Rules for app)  
gradle.properties (Project Properties)  
settings.gradle (Project Settings)  
local.properties (SDK Location)

Gradle files have changed since last project sync. A project sync may be necessary for the IDE to work properly. [Sync Now](#)

```
1  apply plugin: 'com.android.application'
2
3  android {
4      compileSdkVersion 25
5      buildToolsVersion "25.0.0"
6      defaultConfig {
7          multiDexEnabled true
8          applicationId "com.example.rmohanraj.gravitysensordemo"
9          minSdkVersion 15
10         targetSdkVersion 25
11         versionCode 1
12         versionName "1.0"
13         testInstrumentationRunner "android.support.test.runner.AndroidJUnitRunner"
14     }
15     buildTypes {
16         release {
17             minifyEnabled false
18             proguardFiles getDefaultProguardFile('proguard-android.txt'), 'proguard-rules.pro'
19         }
20     }
21 }
22
23 dependencies {
24     compile fileTree(dir: 'libs', include: ['*.jar'])
25     androidTestCompile('com.android.support.test.espresso:espresso-core:2.2.2', {
26         exclude group: 'com.android.support', module: 'support-annotations'
27     })
28     compile 'com.android.support:appcompat-v7:25.3.1'
29     compile 'com.android.support.constraint:constraint-layout:1.0.2'
30     compile 'com.android.support:multidex:1.0.0'
31     testCompile 'junit:junit:4.12'
```

Platform and Plugin Updates  
Android Studio is ready to [update](#).

TODO 6: Android Monitor Messages Terminal

Gradle build finished in 8s 808ms (today 2:27 PM)

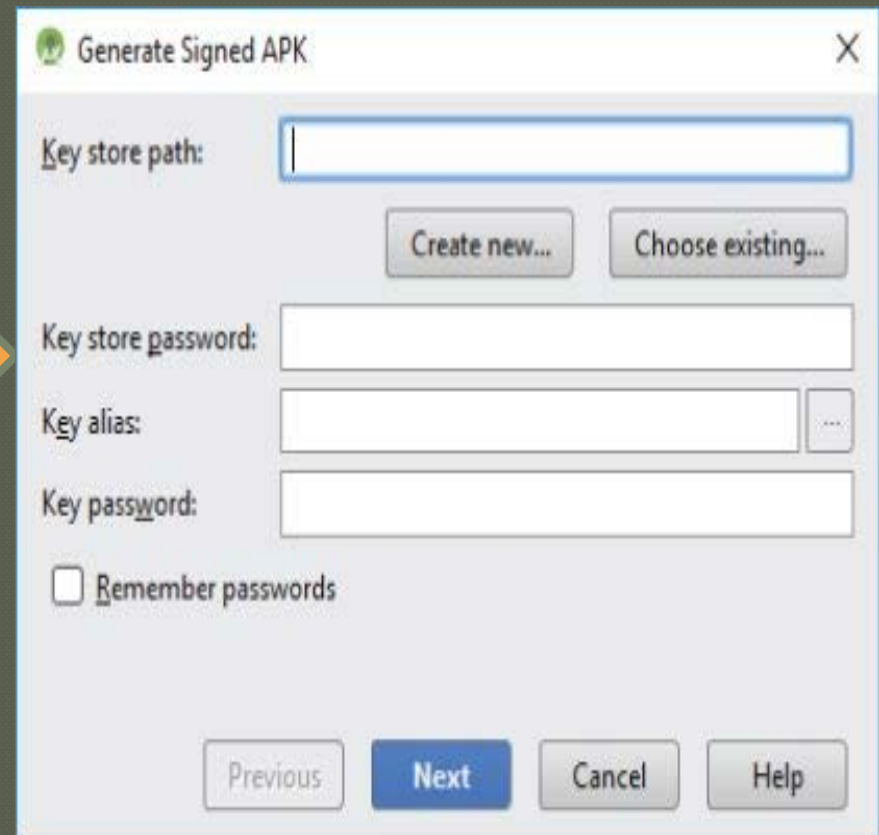
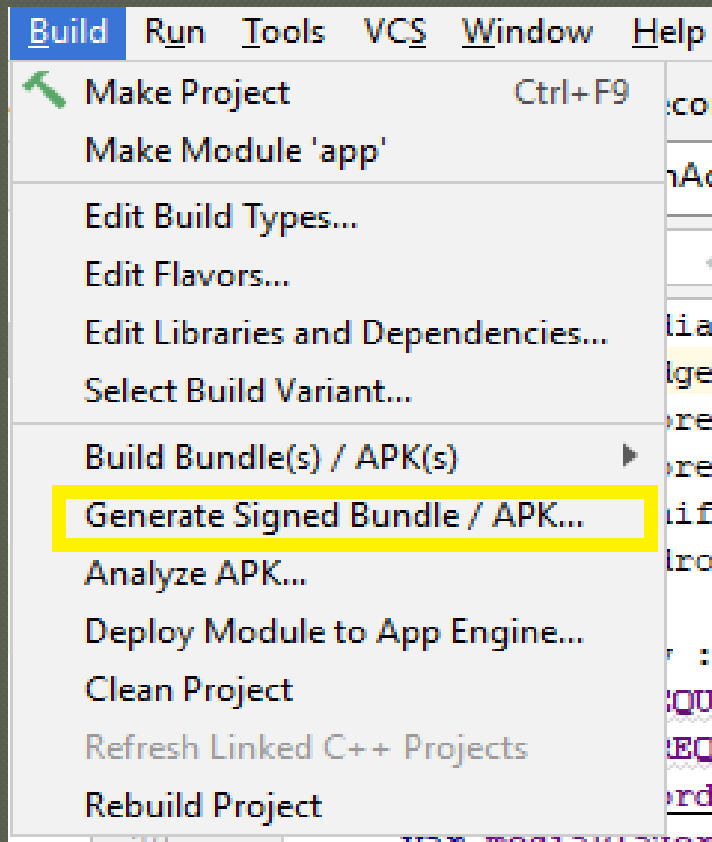
30:48 CRLE+ UTF-8+ Context: <no context>

Type here to search

5:45 PM 8/3/2017

# Generating a Signed APK steps

1. Generate a signed APK from your code by selecting Build Generate Signed APK from the Menu bar to bring up the Generate Signed APK window as shown here and click create new.



2. Assuming you have never published an application from Android Studio, you need to create a new key store. Click the Create New button to display the New Key Store window.

- Signed APK provides two things.
  - a. Signed Key
  - b. APK file.
- The Key is very confidential, it will be useful in future to make any update.
- It should not be shared.
- Signed Key file is stored with the extension .jks(Java Key Store)

# Cont..

- 3. Fill out all of the information on this form because it pertains to your entity and application. Notice that there are two places for a password. These are the passwords for your key store and your key, respectively. Use the same password in both the places.
- Click OK to return to the Generate Signed APK window.

New Key Store

Key store path:

Password:  Confirm:

Key

Alias:

Password:  Confirm:

Validity (years):

Certificate

First and Last Name:

Organizational Unit:

Organization:

City or Locality:

State or Province:

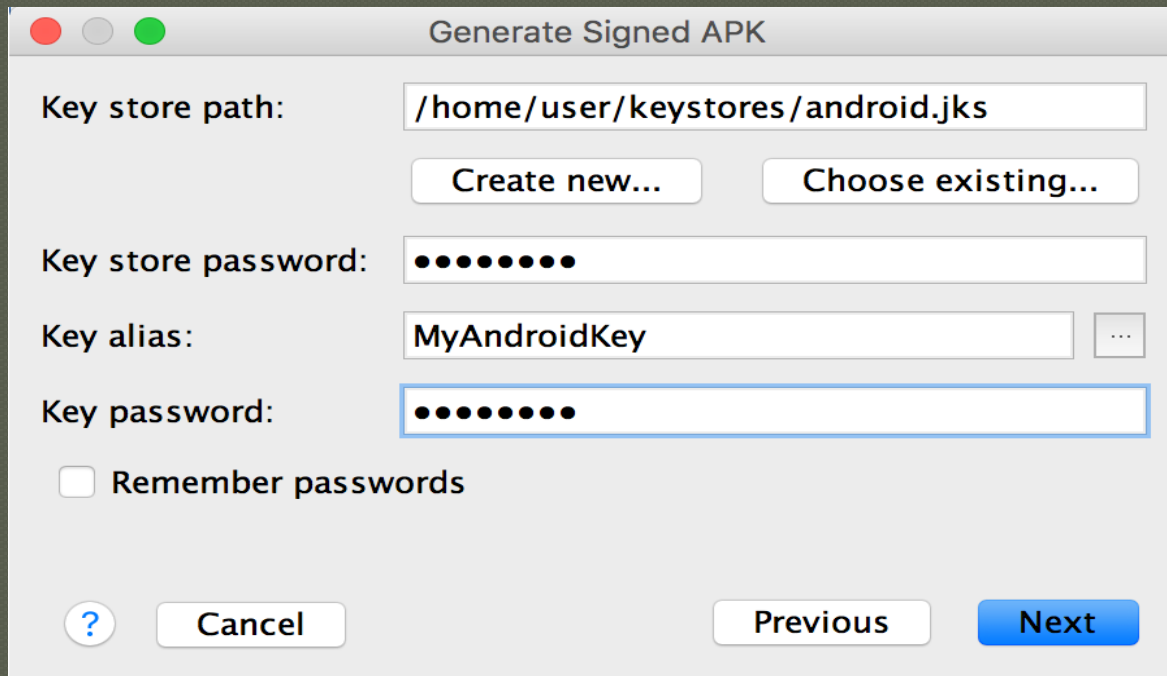
Country Code (XX):

Cancel OK

# Cont..

## 4. Click Next button

The **Key Alias** is just a commonplace name that points to a specific certificate. You can create one for each release, or just use the same one for all your apps.



The screenshot shows the 'Generate Signed APK' dialog box. It has a title bar with standard macOS window controls (red, yellow, green buttons) and the title 'Generate Signed APK'. The dialog contains the following fields and controls:

- Key store path:** A text field containing '/home/user/keystores/android.jks'. Below it are two buttons: 'Create new...' and 'Choose existing...'.
- Key store password:** A password field with ten black dots.
- Key alias:** A text field containing 'MyAndroidKey' and a small '...' button to its right.
- Key password:** A password field with ten black dots, which is currently selected with a blue border.
- Remember passwords:** An unchecked checkbox.
- Navigation buttons:** At the bottom, there is a help button (a circle with a question mark), a 'Cancel' button, a 'Previous' button, and a 'Next' button (highlighted in blue).



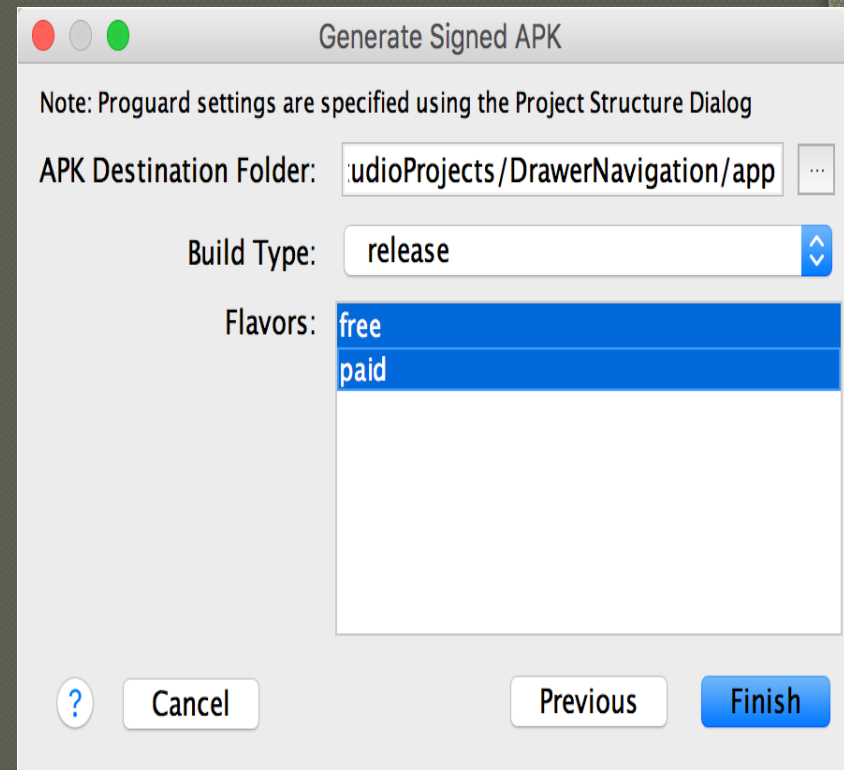
# Cont...

5. On the next window, select a destination for the signed APK(s), select the build type, (if applicable) choose the product flavor(s), and click **Finish**.

6. You will get, Click on this link to see the signed APK



Link Generating Signed apk  
<https://developer.android.com/studio/publish/app-signing>





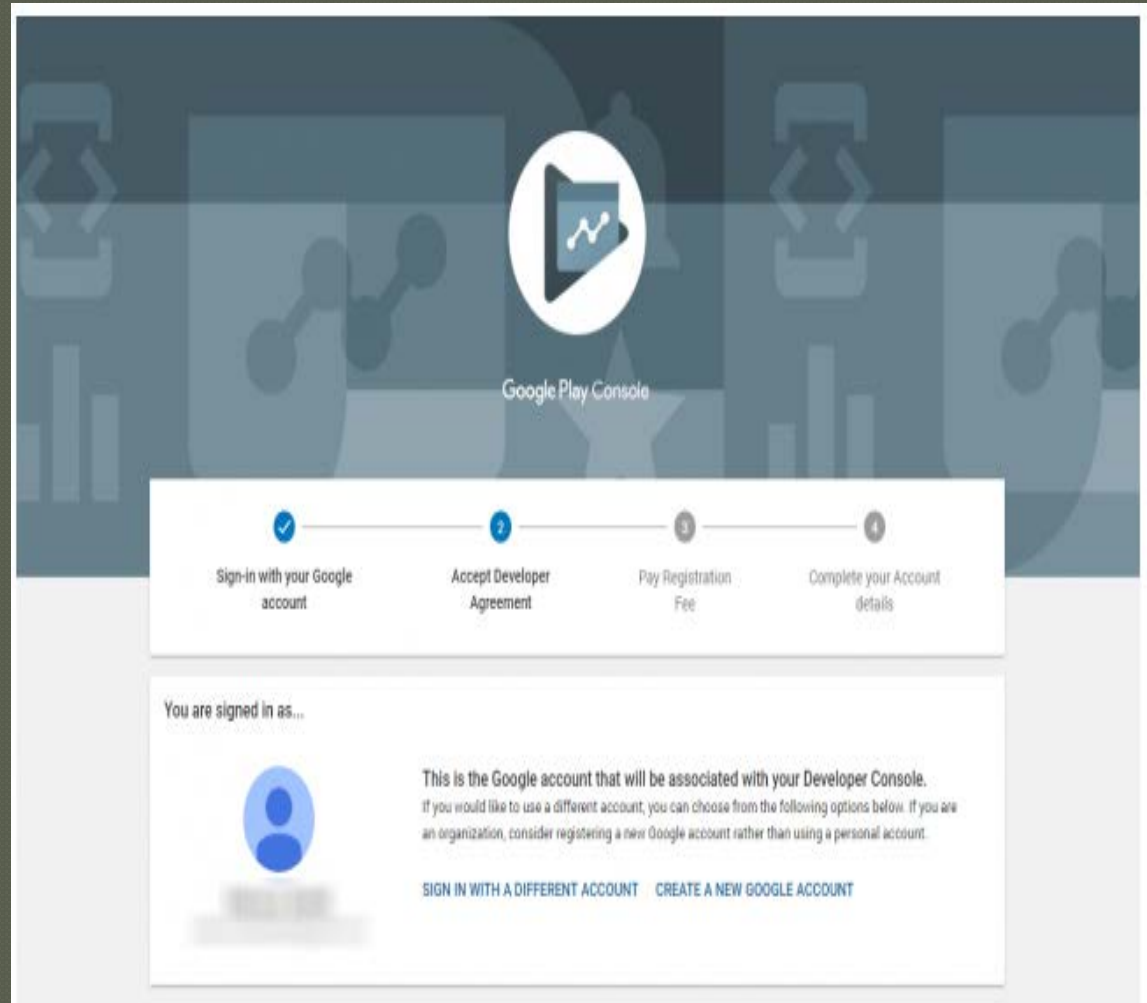
# Signup for Google Play

---

- Now you have a signed APK, you can upload it to the Google Play Store using the developer console at <https://play.google.com/apps/publish/>
- Once you clicked on the link, need to sign in with your google account.
- You have to create a Play store account and pay some amount(\$25) for this account.
- You will get lifetime membership. You can upload N number of Apps.

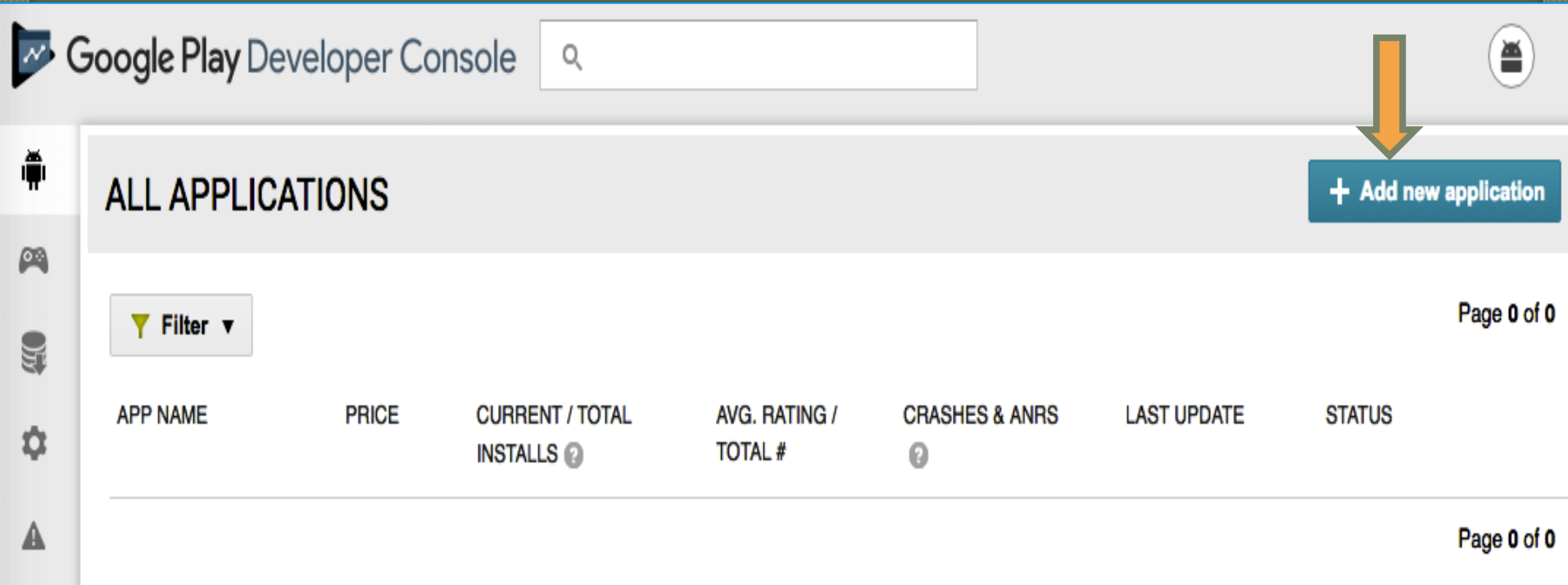
# Google Play Console

- Pay the \$25 fee
- Complete your account details such as
  - Name
  - Address
  - Website
  - Phone
  - Email



# Google Play Store uploading Steps

1. Click Add new Application to upload your APK file.



The screenshot displays the Google Play Developer Console interface. At the top, the header includes the Google Play Developer Console logo, a search bar, and a user profile icon. Below the header, the main content area is titled 'ALL APPLICATIONS'. On the right side of this section, there is a blue button labeled '+ Add new application', which is highlighted by a large orange arrow. On the left side, there is a sidebar with icons for various tools: a game controller, a database, a gear, and a warning sign. Below the 'ALL APPLICATIONS' title, there is a 'Filter' button with a downward arrow. The main table area is currently empty, showing only the column headers: APP NAME, PRICE, CURRENT / TOTAL INSTALLS (?), AVG. RATING / TOTAL #, CRASHES & ANRS (?), LAST UPDATE, and STATUS. The page number 'Page 0 of 0' is displayed in the top right corner of the table area.

Google Play Developer Console

ALL APPLICATIONS

+ Add new application

Filter ▼

APP NAME	PRICE	CURRENT / TOTAL INSTALLS ?	AVG. RATING / TOTAL #	CRASHES & ANRS ?	LAST UPDATE	STATUS
----------	-------	-------------------------------	--------------------------	---------------------	-------------	--------

Page 0 of 0

## 2. Click Upload APK and drag your APK to play store.(Max Size is 100 MB)

a

### ADD NEW APPLICATION

#### Default language \*

English (United States) – en-US

#### Title \*

0 of 30 characters

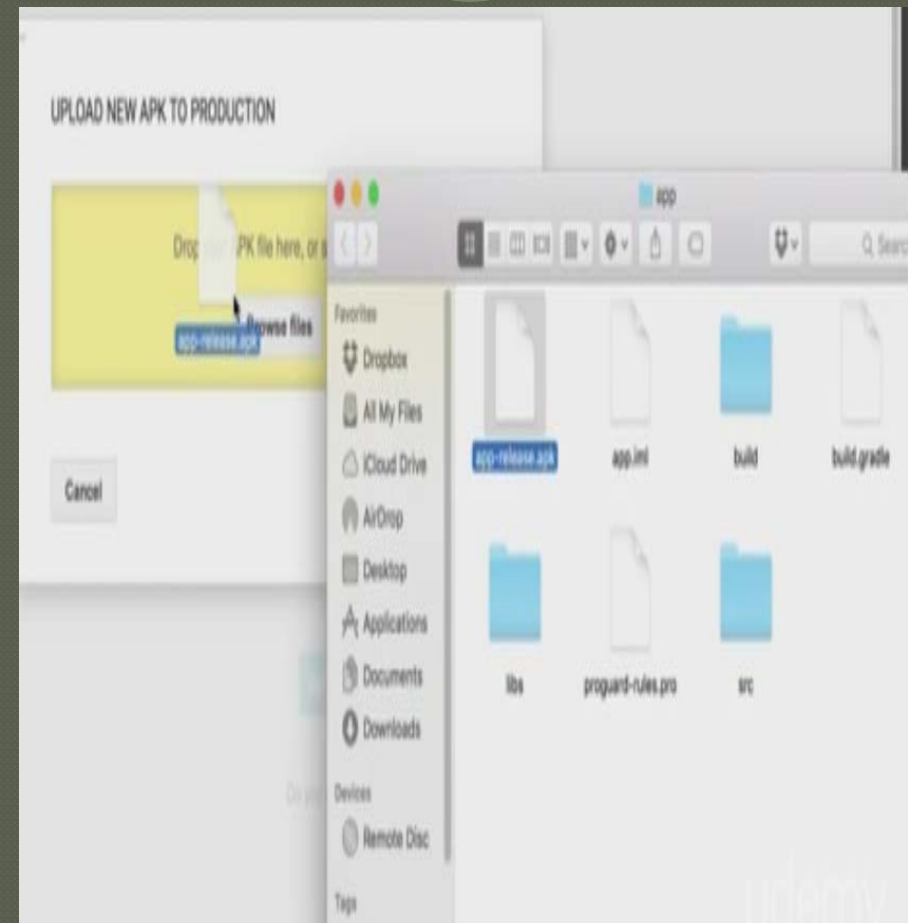
What would you like to start with?

Upload APK

Prepare Store Listing

Cancel

b



3. Finish the remaining steps in the order how it appeared and fill out the required information from the highlighted part.

The screenshot displays the Google Play Developer Console for a test app. The left sidebar contains a menu with 'APK' highlighted. The main area shows the 'PRODUCTION' version '1' and the 'CURRENT APK' uploaded on Sep 21, 2016. The 'Supported devices' count is 10786, and 'Excluded devices' count is 0. A table at the bottom shows the version '1 (1.0)' with status 'Draft in Prod'.

**Test app**  
com.hussienalrubaye.myapplication  
DRAFT Delete app

**APK** (highlighted in sidebar)

**PRODUCTION**  
Version 1

**BETA TESTING**  
Set up Beta testing for your app

**ALPHA TESTING**  
Set up Alpha testing for your app

**PRODUCTION CONFIGURATION** Upload new APK to Production

**CURRENT APK** uploaded on Sep 21, 2016, 4:09:06 PM

**Supported devices**  
10786  
[See list](#)

**Excluded devices**  
0  
[Manage excluded devices](#)

VERSION	UPLOADED ON	STATUS	ACTIONS
1 (1.0)	Sep 21, 2016	Draft in Prod	

# 3.a. Store Listing Information

Provide Title, Short Description and Full Description about your app.

The screenshot shows the Google Play Developer Console interface for an app named "Bluetooth Scanner" by "cubexsoft.btex". The app is in a "DRAFT" state. The left sidebar contains a menu with options: APK, Manage Releases, Store Listing (highlighted with a yellow circle), Content Rating, Pricing & Distribution, In-app Products, Services & APIs, and Optimization Tips. The main content area is titled "STORE LISTING" and "PRODUCT DETAILS". It shows the app's title, short description, and full description, all in English (United States) - en-US. The title is "Bluetooth Scanner" (17 of 30 characters). The short description is "Bluetooth Scanner app is used to manage BT, used to get near by BT devices..." (77 of 80 characters). The full description is "Bluetooth Scanner app is used to manage BT, used to get near by BT devices..." (77 of 4000 characters). At the bottom, there is a note about checking the Metadata policy and a link to contact the Google Play App Review team.

Google Play Developer Console

Bluetooth Scanner  
cubexsoft.btex  
DRAFT Delete app

Why can't I publish?  
Save draft Publish app

APK STORE LISTING

Manage Releases

Store Listing

Content Rating

Pricing & Distribution

In-app Products

Services & APIs

Optimization Tips

English (United States) - en-US Manage translations ▼

**Title\***  
English (United States) - en-US  
Bluetooth Scanner  
17 of 30 characters

**Short description\***  
English (United States) - en-US  
Bluetooth Scanner app is used to manage BT, used to get near by BT devices...  
77 of 80 characters

**Full description \***  
English (United States) - en-US  
Bluetooth Scanner app is used to manage BT, used to get near by BT devices...  
77 of 4000 characters

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.



# 3.a. Store Listing Information

Provide minimum of two screenshots of your app in the Graphic Assets is mandatory. Under graphic assets, you can add screenshots, images, videos, promotional graphics, and icons that showcase your app's features and functionality.

The screenshot shows the 'STORE LISTING' page in the Google Play Store Developer Console. The left sidebar contains navigation links: APK, Manage Releases, Store Listing (highlighted with a yellow circle), Content Rating, Pricing & Distribution, In-app Products, Services & APIs, and Optimization Tips. The main content area is titled 'STORE LISTING' and 'PRODUCT DETAILS'. It shows the language 'English (United States) - en-US' and a 'Manage translations' button. The 'GRAPHIC ASSETS' section includes instructions on adding localized graphics and a 'Screenshots' section with requirements for phone, tablet, and Android TV screenshots. Below the instructions are tabs for 'Phone', 'Tablet', 'Android TV', and 'Android Wear'. The 'Phone' tab is active, showing two existing screenshots and a large area with a plus sign and the text 'Add screenshot' and 'Drop image here'. At the bottom, there are sections for 'Hi-res icon', 'Feature Graphic', and 'Promo Graphic', each with its own requirements and a default language setting.

**STORE LISTING**

**PRODUCT DETAILS**

English (United States) - en-US Manage translations

**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  
JPEG 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)

## 3.a. Store Listing Information

- The next step is to provide Hi-res-icon for your app with specified 512 x 512 size. You can create an icon using [falticon.com](http://falticon.com), then upload your icon.
- You should add Feature graphic with 1024 w x 500 h size. Other sizes are not allowed. (like Banner )

### Hi-res icon \*

Default – English (United States) – en-US  
512 x 512  
32-bit PNG (with alpha)



### TV Banner

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

### Feature Graphic \*

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



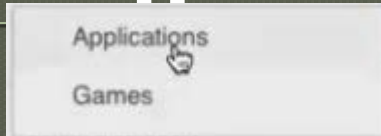
### Daydream 360 degree stereoscopic image

Default – English (United States) – en-US  
4096 w x 4096 h  
JPG or 24-bit PNG (no alpha)

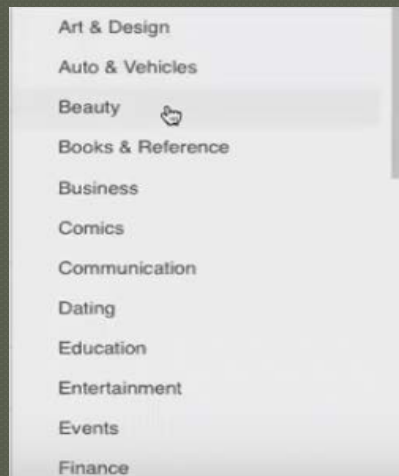


# 3.a. Store Listing Information

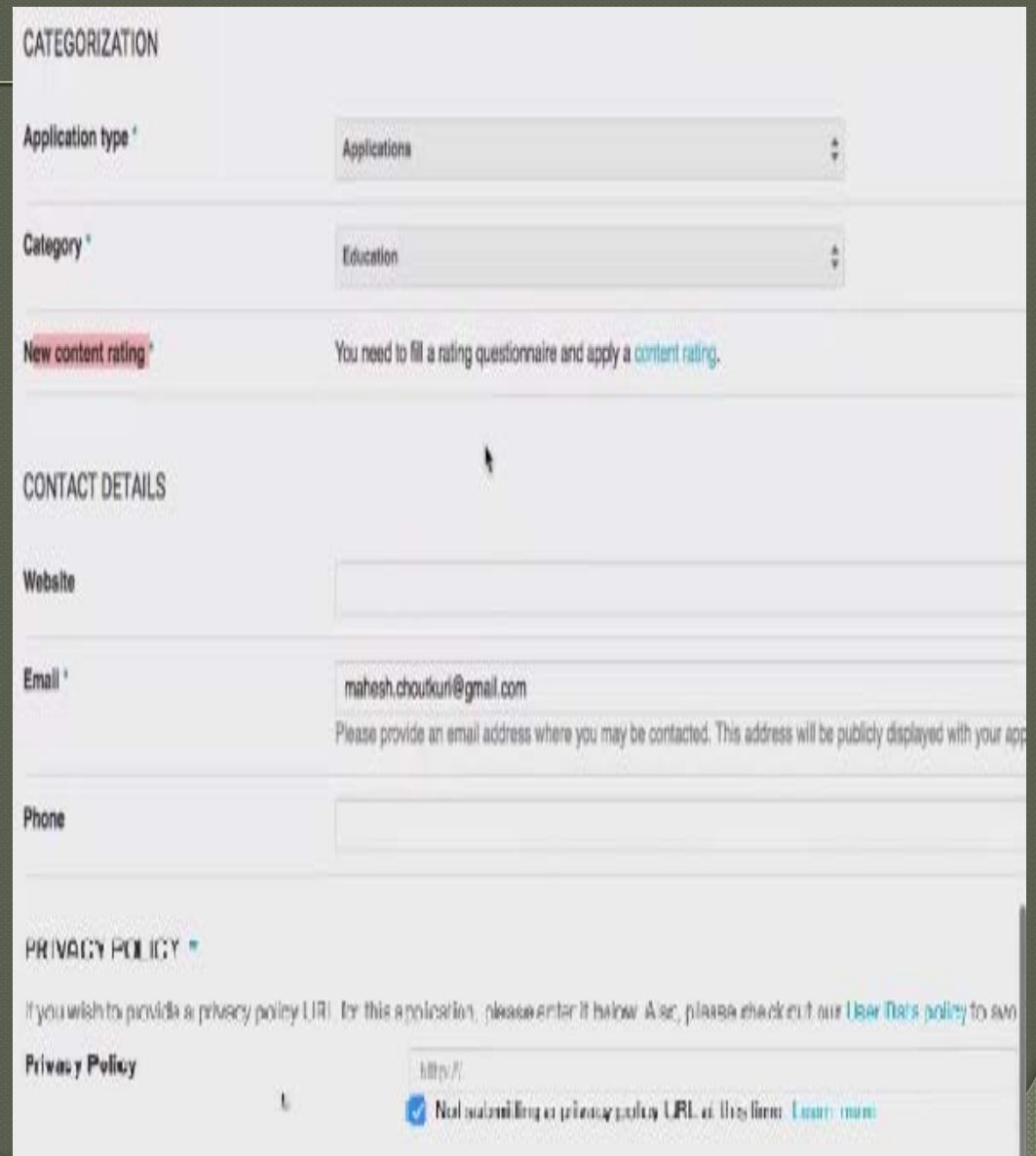
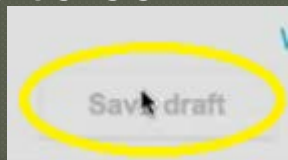
- Choose your application type as



- Choose the specific category from the list.



- After finishing all these steps click save draft in the top of the screen.

A screenshot of the application listing form. The form is divided into several sections: 'CATEGORIZATION', 'CONTACT DETAILS', and 'PRIVACY POLICY'. In the 'CATEGORIZATION' section, 'Application type' is set to 'Applications' and 'Category' is set to 'Education'. A message indicates that a content rating is required. In the 'CONTACT DETAILS' section, the 'Website' field is empty, 'Email' is filled with 'mahesh.choutkuri@gmail.com', and 'Phone' is empty. In the 'PRIVACY POLICY' section, there is a checkbox for 'Not submitting a privacy policy URL at this time' which is checked, and a 'Learn more' link is provided.

# 3.b. Content Rating

Your app's content rating level inform users of it's maturity level. Click on the Continue button.

The screenshot shows the Google Play Developer Console interface for an app named "Bluetooth Scanner" (package name: cubexsoft.btex). The app is currently in "DRAFT" status. The left-hand navigation menu includes options like APK, Manage Releases, Store Listing, Content Rating, Pricing & Distribution, In-app Products, Services & APIs, and Optimization Tips. The "Content Rating" option is highlighted with a yellow circle. The main content area is titled "CONTENT RATING" and explains the Google Play content rating system, which is designed to deliver reputable, locally relevant ratings to users around the world. It includes official ratings from the International Age Rating Coalition (IARC) and its participating bodies. Below this, it lists "Developer responsibilities:" which include completing the content rating questionnaire for each new app submitted and providing accurate responses. It also states "Your rating will be used to:" which includes informing consumers about the age appropriateness of the app, blocking or filtering content in certain territories, and evaluating the app's eligibility for special developer programs. At the bottom of the main content area, there is a "Continue" button, which is also highlighted with a yellow circle. A hand cursor is visible over the "Continue" button.

Google Play Developer Console

Bluetooth Scanner  
cubexsoft.btex  
DRAFT Delete app

APK

Manage Releases

Store Listing

**Content Rating**

Pricing & Distribution

In-app Products

Services & APIs

Optimization Tips

### CONTENT RATING

The Google Play content rating system for apps and games is designed to deliver reputable, locally relevant ratings to users around the world includes official ratings from the International Age Rating Coalition (IARC) and its participating bodies.

Developer responsibilities:

- Complete the content rating questionnaire for each new app submitted to Developer Console, for all existing apps that are active on Google Play updates where there has been a change to app content or features that would affect the responses to the questionnaire.
- Provide accurate responses to the content rating questionnaire. Misrepresentation of your app's content may result in removal or suspension.

Your rating will be used to:

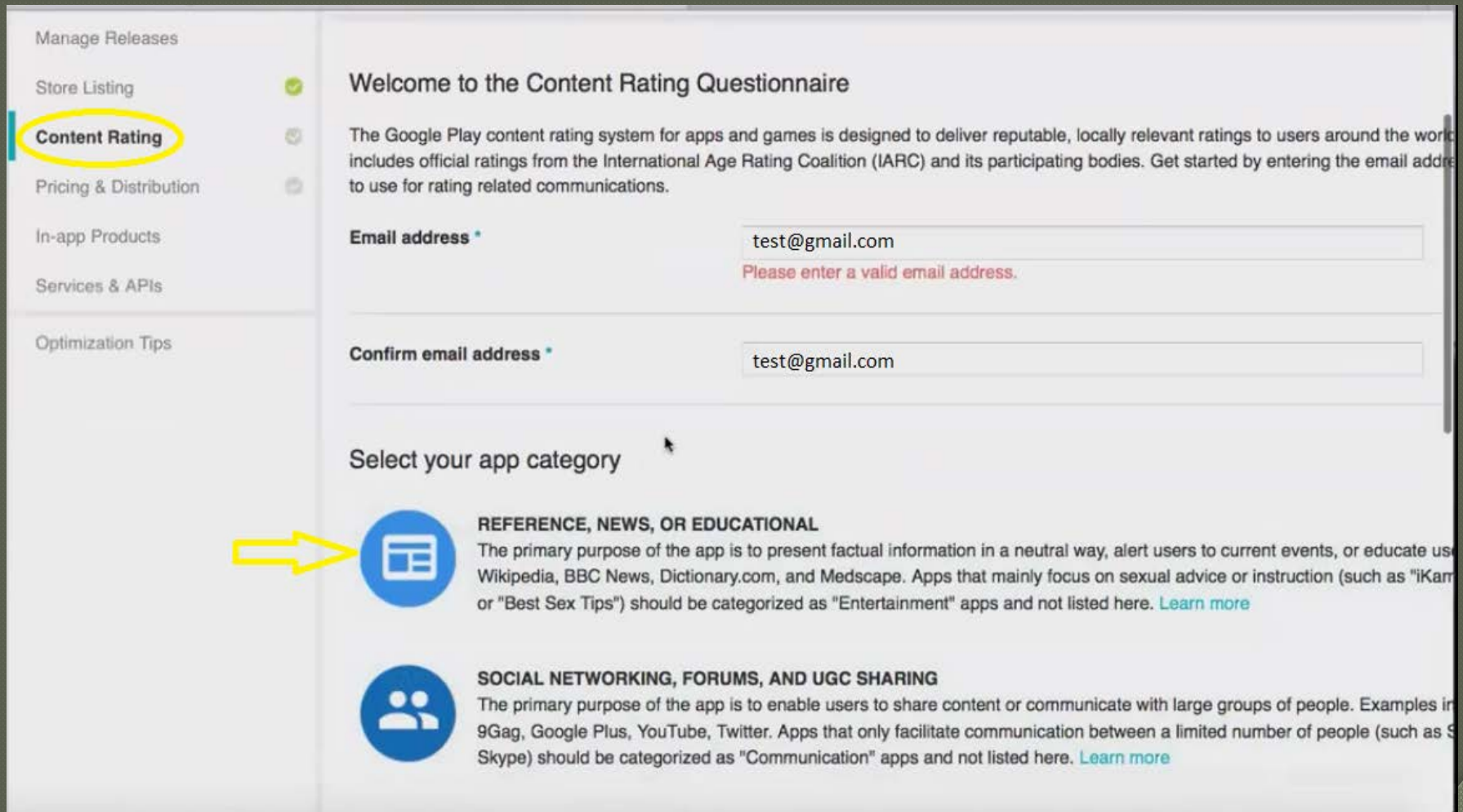
- Inform consumers about the age appropriateness of your app.
- Block or filter your content in certain territories or to specific users where legally required.
- Evaluate your app's eligibility for special developer programs.

The content rating questionnaire and the new Content Ratings Guidelines are a condition of your participation in the Google Play store. [Learn more](#)

**Continue**

# 3.b. Content Rating

Fill out the Email address and Confirmation email address, then choose the category of your app. Once you choose the category you will get another screen.



The screenshot shows the Google Play Console interface. On the left, a sidebar contains navigation links: 'Manage Releases', 'Store Listing', 'Content Rating' (highlighted with a yellow circle), 'Pricing & Distribution', 'In-app Products', 'Services & APIs', and 'Optimization Tips'. The main content area is titled 'Welcome to the Content Rating Questionnaire'. It includes an introductory paragraph about the Google Play content rating system. Below this, there are two input fields for email addresses. The first field, labeled 'Email address \*', contains 'test@gmail.com' and has a red error message 'Please enter a valid email address.' below it. The second field, labeled 'Confirm email address \*', also contains 'test@gmail.com'. Further down, the section 'Select your app category' is visible. It lists two categories: 'REFERENCE, NEWS, OR EDUCATIONAL' and 'SOCIAL NETWORKING, FORUMS, AND UGC SHARING'. A yellow arrow points to the 'REFERENCE, NEWS, OR EDUCATIONAL' category icon, which is a blue circle containing a white icon of a newspaper or document.

Manage Releases

Store Listing

**Content Rating**

Pricing & Distribution

In-app Products

Services & APIs

Optimization Tips

## Welcome to the Content Rating Questionnaire

The Google Play content rating system for apps and games is designed to deliver reputable, locally relevant ratings to users around the world. It includes official ratings from the International Age Rating Coalition (IARC) and its participating bodies. Get started by entering the email address to use for rating related communications.

**Email address \***

test@gmail.com

Please enter a valid email address.

**Confirm email address \***

test@gmail.com

### Select your app category

**REFERENCE, NEWS, OR EDUCATIONAL**

The primary purpose of the app is to present factual information in a neutral way, alert users to current events, or educate users. Examples include Wikipedia, BBC News, Dictionary.com, and Medscape. Apps that mainly focus on sexual advice or instruction (such as "iKarr" or "Best Sex Tips") should be categorized as "Entertainment" apps and not listed here. [Learn more](#)

**SOCIAL NETWORKING, FORUMS, AND UGC SHARING**

The primary purpose of the app is to enable users to share content or communicate with large groups of people. Examples include 9Gag, Google Plus, YouTube, Twitter. Apps that only facilitate communication between a limited number of people (such as Skype) should be categorized as "Communication" apps and not listed here. [Learn more](#)

# 3.b. Content Rating

Answer the questions appeared on the screen and click Save questionnaire button. Then click Calculate rating button, you will get next screen.

The screenshot shows the Google Play Console interface for app content rating. On the left is a sidebar menu with options: APK, Manage Releases, Store Listing, Content Rating (highlighted with a yellow circle), Pricing & Distribution, In-app Products, Services & APIs, and Optimization Tips. The main area is titled 'CONTENT RATING' and contains a questionnaire. The instructions state: 'Please complete the questionnaire so that we can calculate your app rating.' Below this is a category selection section with a blue icon and the text 'REFERENCE, NEWS, OR EDUCATIONAL' and 'App is a news, reference, or educational app. Edit Category'. The questionnaire consists of several sections: 'VIOLENCE' with the question 'Can the app contain violent material?' and 'No' selected; 'SEXUALITY' with the question 'Can the app contain sexual material or nudity (except in a natural or scientific setting)?' and 'No' selected; 'LANGUAGE' with the question 'Can the app contain any potentially offensive language?' and 'No' selected; and 'MISCELLANEOUS' with four questions about user interaction, data sharing, location sharing, and digital purchases, all with 'No' selected. At the bottom are two buttons: 'Calculate rating' and 'Save questionnaire'.

APK

Manage Releases

Store Listing

**Content Rating**

Pricing & Distribution


In-app Products

Services & APIs

Optimization Tips

## CONTENT RATING

Please complete the questionnaire so that we can calculate your app rating.

 **REFERENCE, NEWS, OR EDUCATIONAL**  
App is a news, reference, or educational app. [Edit Category](#)

### VIOLENCE

Can the app contain violent material? [Learn more](#)  
Please note that this question does not refer to user-generated content.

☐ Yes ☒ No

### SEXUALITY

Can the app contain sexual material or nudity (except in a natural or scientific setting)? [Learn more](#)  
Please note that this question does not refer to user-generated content.

☐ Yes ☒ No

### LANGUAGE

Can the app contain any potentially offensive language? [Learn more](#)  
Please note that this question does not refer to user-generated content.

☐ Yes ☒ No

### MISCELLANEOUS

Does the app natively allow users to interact or exchange content with other users through voice communication, text or sharing images? [Learn more](#)

☐ Yes ☒ No

Does the app share user-provided personal information with third parties? [Learn more](#)

☐ Yes ☒ No

Does the app share the user's current physical location to other users? [Learn more](#)

☐ Yes ☒ No

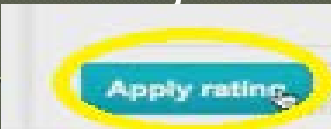
Does the app allow users to purchase digital goods? [Learn more](#)

☐ Yes ☒ No

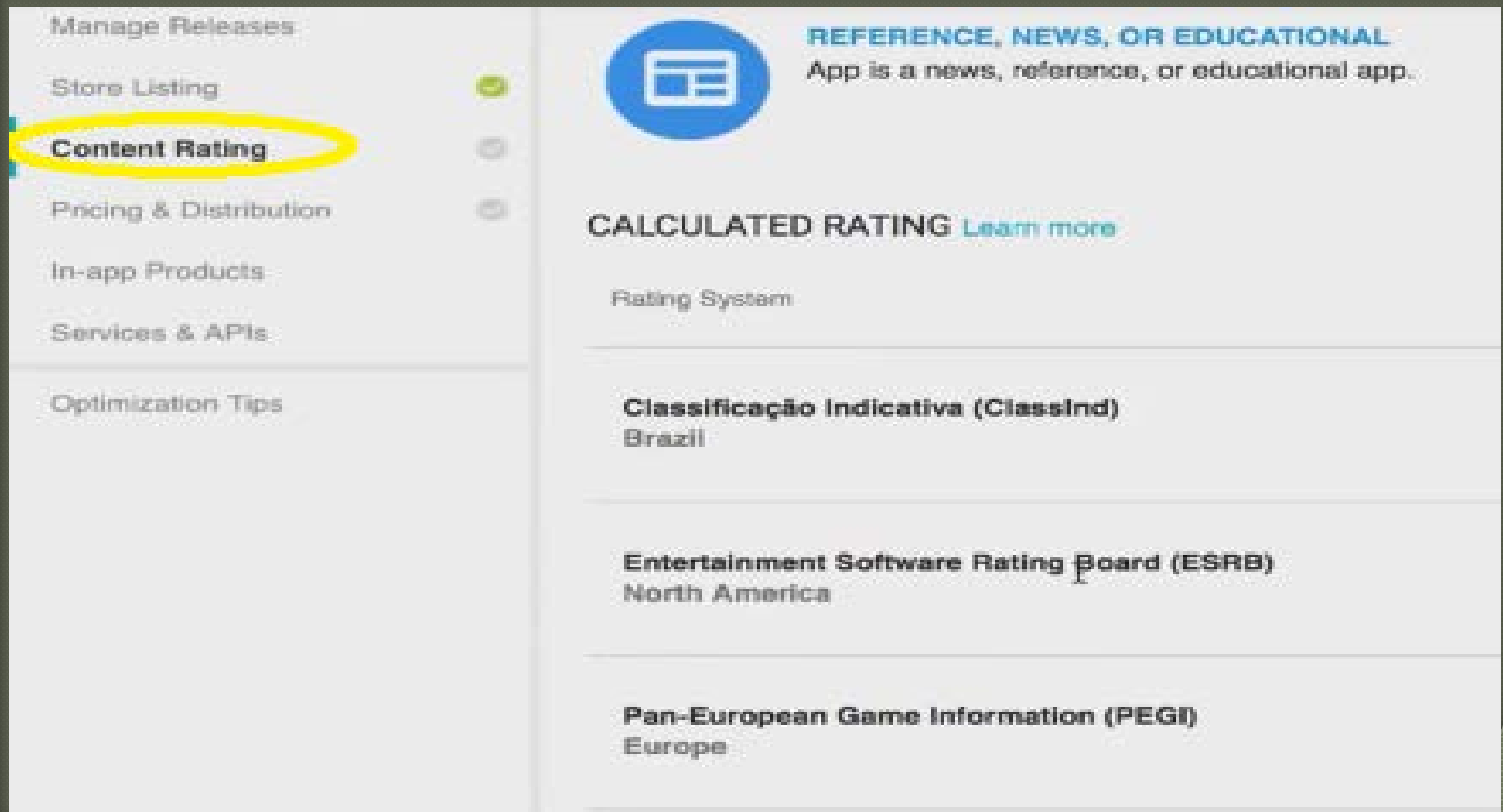
[Calculate rating](#) [Save questionnaire](#)

## 3.b. Content Rating

This screen give the information about different country rating. Finally click



Apply rating button in the bottom of the screen.



Manage Releases

Store Listing

**Content Rating**

Pricing & Distribution

In-app Products

Services & APIs

Optimization Tips

**REFERENCE, NEWS, OR EDUCATIONAL**  
App is a news, reference, or educational app.

**CALCULATED RATING** [Learn more](#)

Rating System

**Classificação Indicativa (ClassInd)**  
Brazil

**Entertainment Software Rating Board (ESRB)**  
North America

**Pan-European Game Information (PEGI)**  
Europe



## 3.c. Pricing & Distribution

---

- You can publish your app as free to download or priced.
- Free apps can be downloaded by any Android user in Google Play.
- Priced apps can be downloaded only by users who are in a country that supports paid downloads and have registered a form of payment in Google Play, such as a credit card or Direct Carrier Billing.
- Priced apps can be changed to free at any time.
- If you do decide on a priced app or are selling in-app products, you'll need to setup a **Google payments merchant account** before you can publish.

# 3.c. Pricing & Distribution

Choose the countries for your app.

Answer the Mandatory option and click Save draft button on the top.

The screenshot shows the Google Play Developer Console interface for the app 'Bluetooth Scanner' (package name: cubexsoft.bltx). The app is in the 'READY TO PUBLISH' state. The left sidebar contains navigation links: APK, Manage Releases, Store Listing, Content Rating, Pricing & Distribution (highlighted with a yellow circle), In-app Products, Services & APIs, and Optimization Tips. The main content area is titled 'PRICING & DISTRIBUTION' and features several icons for targeting different audiences: Designed for Families, Google Play for Education, Google Play for Work, Daydream, Android Wear, Android TV, and Android Auto. Below these, it indicates the app is 'Free' (with 'Paid' as an option) and provides a link to 'set up a merchant account' for paid apps. The 'Countries' section shows the app is distributed to '141 countries + Rest of the world', with a 'Manage countries' button. A list of countries is displayed, all of which are selected with checkboxes: SELECT ALL COUNTRIES, Turkmenistan, Uganda, Ukraine, United Arab Emirates, United Kingdom, and United States. Each country entry has a 'Show options' link to its right.

Google Play Developer Console

Bluetooth Scanner  
cubexsoft.bltx  
READY TO PUBLISH Delete app

Save draft Publish app

APK

Manage Releases

Store Listing

Content Rating

**Pricing & Distribution**

In-app Products

Services & APIs

Optimization Tips

PRICING & DISTRIBUTION

Designed for Families

Google Play for Education

Google Play for Work

Daydream

Android Wear

Android TV

Android Auto

This application is

Paid Free

To publish paid applications, you need to [set up a merchant account](#). [Learn more](#)

Countries \*

Distributing to 141 countries + Rest of the world. Manage countries

☒ SELECT ALL COUNTRIES

☒ Turkmenistan

☒ Uganda

☒ Ukraine

☒ United Arab Emirates

☒ United Kingdom

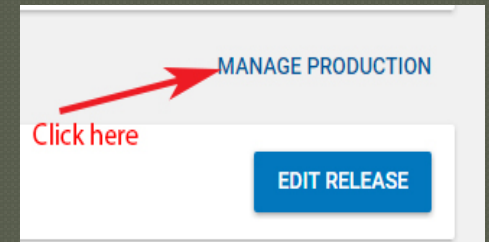
☒ United States

Show options

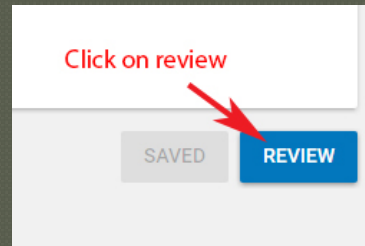
Show options

# Manage Release

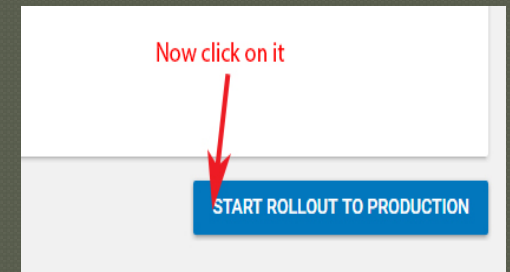
- Click Manage Production. Click Edit Release to perform modification



- Click review



- After review click on Start Rollout to production. Now you need to confirm. After confirm you will need to wait for few hours for approval.





# Publish and update App useful resources

---

## ◎ Publishing guidelines link

- <https://support.google.com/googleplay/android-developer/#topic=3450769>
- <https://developer.android.com/distribute/best-practices/launch>

## ◎ To update the apps on the Play Store read this resource.

- <https://support.google.com/googleplay/answer/113412?hl=en>