

## Project Walk: Europe

### Installation

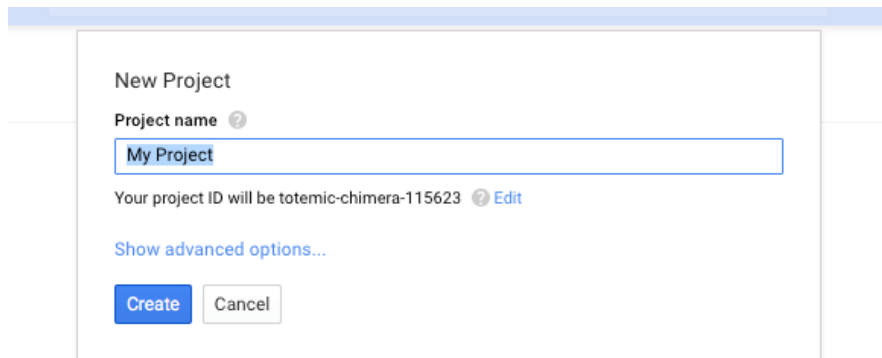
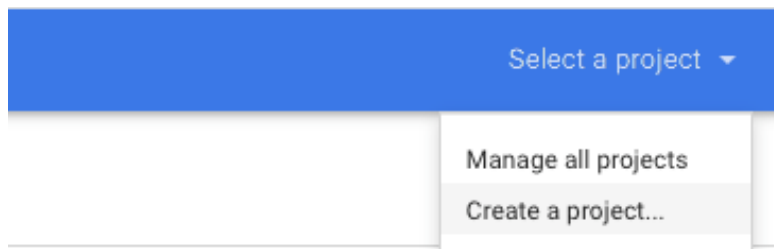
1. Setting up Google Maps API Key
2. For Windows Open the command prompt and go to JDK Bin directory eg  
C:\Program Files\Java\jdk1.7.0\_71\bin>  
Then paste the following command (and replace your\_user\_name with your user name) and run:  
keytool -list -v -keystore c:\users\your\_user\_name\.android\debug.keystore -alias androiddebugkey -storepass android -keypass android  
Skip to step 6
3. For Mac OS follow on,
4. Open terminal,
5. Copy and paste the following command

```
keytool -list -v -keystore ~/.android/debug.keystore -alias androiddebugkey -storepass android -keypass android
```

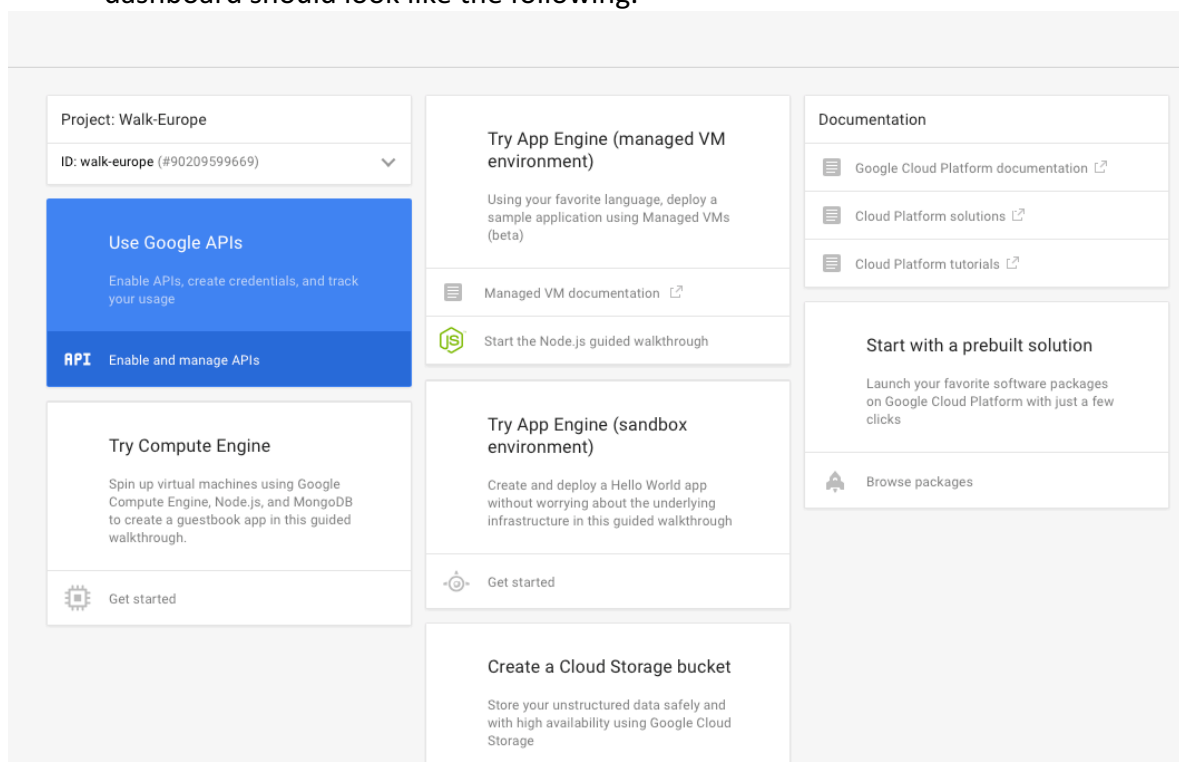
6. Here's an example of what your terminal window should look like:

```
YourDevice:~ YH$ keytool -list -v -keystore
~/.android/debug.keystore -alias androiddebugkey -storepass
android -keypass android
Alias name: androiddebugkey
Creation date: 27-Oct-2015
Entry type: PrivateKeyEntry
Certificate chain length: 1
Certificate[1]:
Owner: CN=Android Debug, O=Android, C=US
Issuer: CN=Android Debug, O=Android, C=US
Serial number: 30c59c40
Valid from: Tue Oct 27 20:32:27 GMT 2015 until: Thu Oct 19
21:32:27 BST 2045
Certificate fingerprints:
    MD5: _____
    SHA1: _____
    SHA256: _____
    Signature algorithm name: _____
    Version: 3
```

7. Copy the key at SHA1.
8. If this does not work then try the alternate method located at the end of this document
9. Go to: <https://console.developers.google.com/>
10. Log in if you aren't already logged in and on the top of the window click on "Select a project" and then create a new project.



11. Name the project to your liking. Click on that project when it has been created. Your dashboard should look like the following.



12. Click on “Enable and manage APIs”. This will open a new page.
13. Look for “Google Maps API” and in that section click on “Google Maps Android API”.
14. This will open a new page and on the top of the dashboard there should be a button labelled “Enable API”, click that.
15. When the API gets enabled it should say “Go to credentials”, click on that.
16. A new page will open and the API being used should be “Google Maps Android API” for where the API will be called from select “Android” and then click “Cancel”.

17. The credentials page will open now. Click on “New credentials” and then click on “API Key” and then “Android Key”.

Name

**Restrict usage to your Android apps** (Optional)

Android devices send API requests directly to Google. Google verifies that each request comes from an Android app that matches a package name and SHA-1 signing-fingerprint name that you provide. Get the package name from your AndroidManifest.xml file. Use the following command to get the fingerprint. [Learn more](#)

```
keytool -list -v -keystore mystore.keystore
```

[+ Add package name and fingerprint](#)

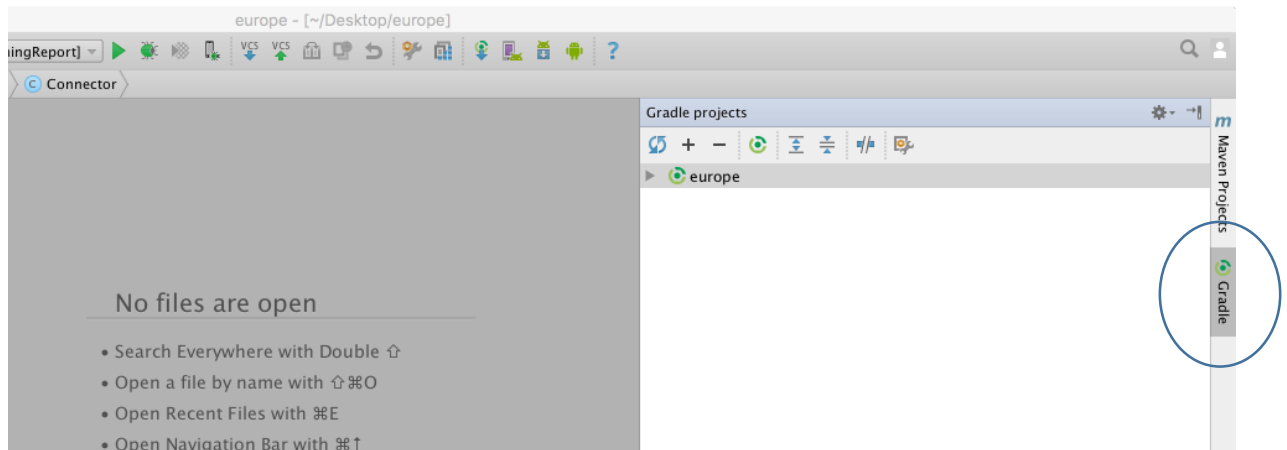
Create

Cancel

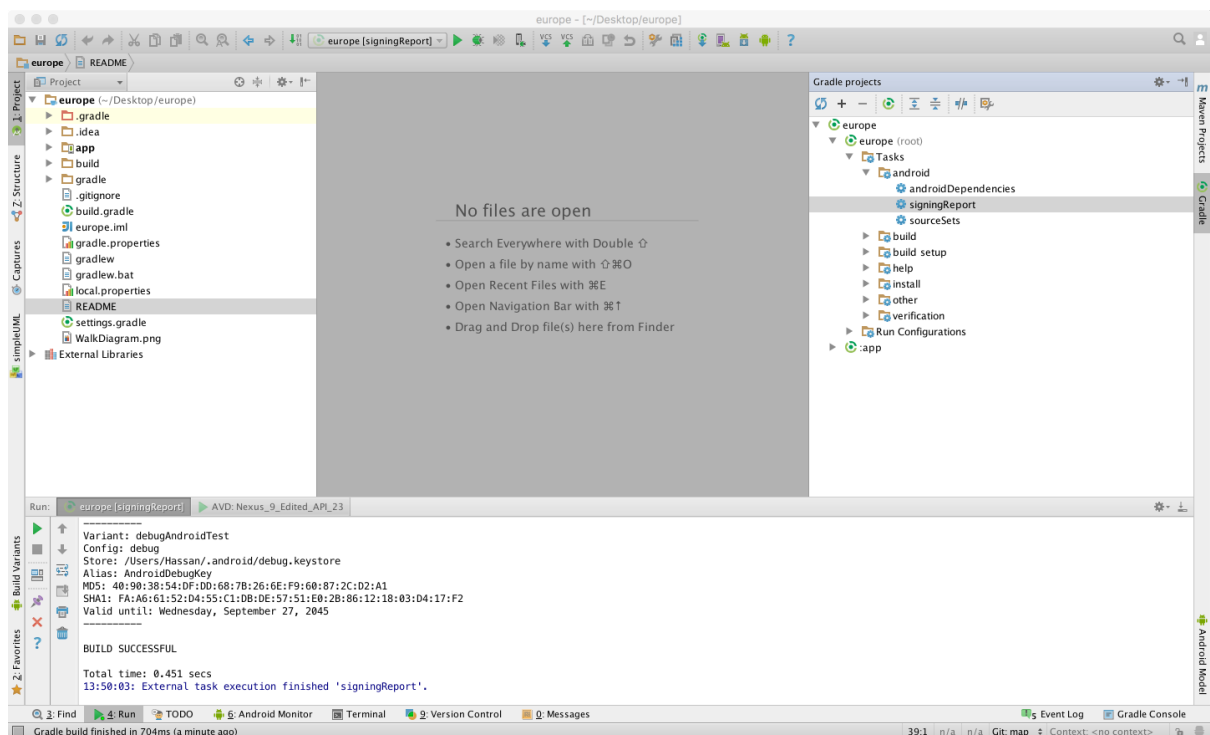
18. Name the key to your liking and click on “Add package name and fingerprint”.
19. Paste the SHA1 key you obtained earlier into SHA-1 certificate fingerprint and in package name add “boysenberry.europe” and click “Create”
20. Once you have done this paste this key in the google\_maps\_api.xml which is located in the values folder

## Alternate way to get SHA1 key

1. Open the project in android studio
2. Build the project
3. Click the gradle tab on the right



4. Go to the following path: Europe/Europe (root)/Tasks/android and run signingReport



5. Copy the SHA1 key