Steps to Integrate HockeyApp SDK with Android Application.

CREDENTIALS :- UserName :- hd00483723@techmahindra.com
Password :- Techm_2018

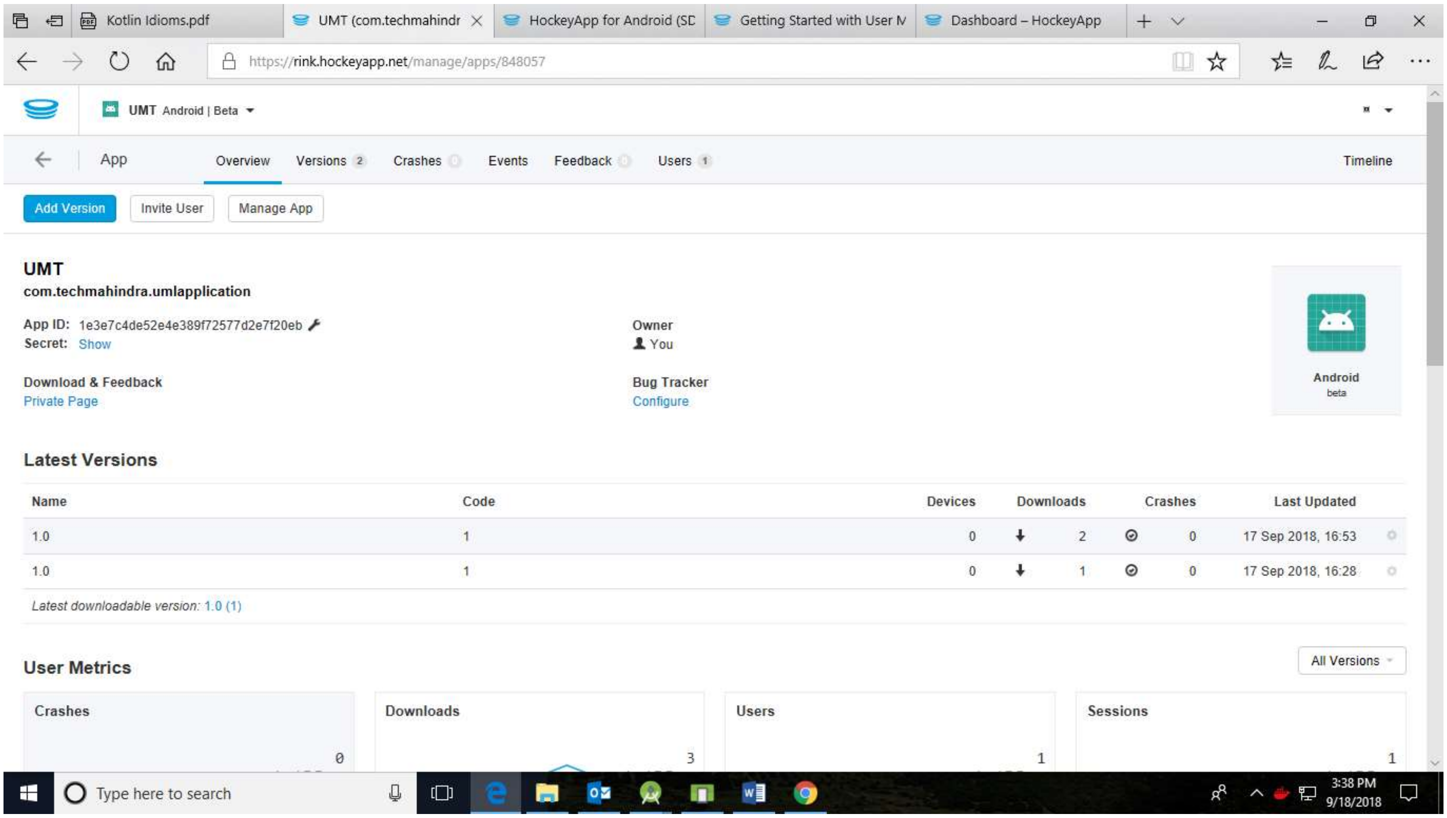
REQUIREMENTS :-

1. The SDK runs on devices with API Level 15 or later (Android 4.0.3 and up).
2. Android project in Android Studio or another Android IDE.

1. SETUP :-

- **Obtain an app identifier**

1. Login in hockey app with above mentioned Credentials.
2. Add App & App Details in Hockey App Website.
3. This will provide you with an HockeyApp-specific App Identifier to be used to initialize the SDK.



UMT
com.techmahindra.umlapplication

App ID: 1e3e7c4de52e4e389f72577d2e7f20eb
Secret: Show

Owner
You

Download & Feedback
Private Page

Bug Tracker
Configure

Latest Versions

Name	Code	Devices	Downloads	Crashes	Last Updated
1.0	1	0	2	0	17 Sep 2018, 16:53
1.0	1	0	1	0	17 Sep 2018, 16:28

Latest downloadable version: 1.0 (1)

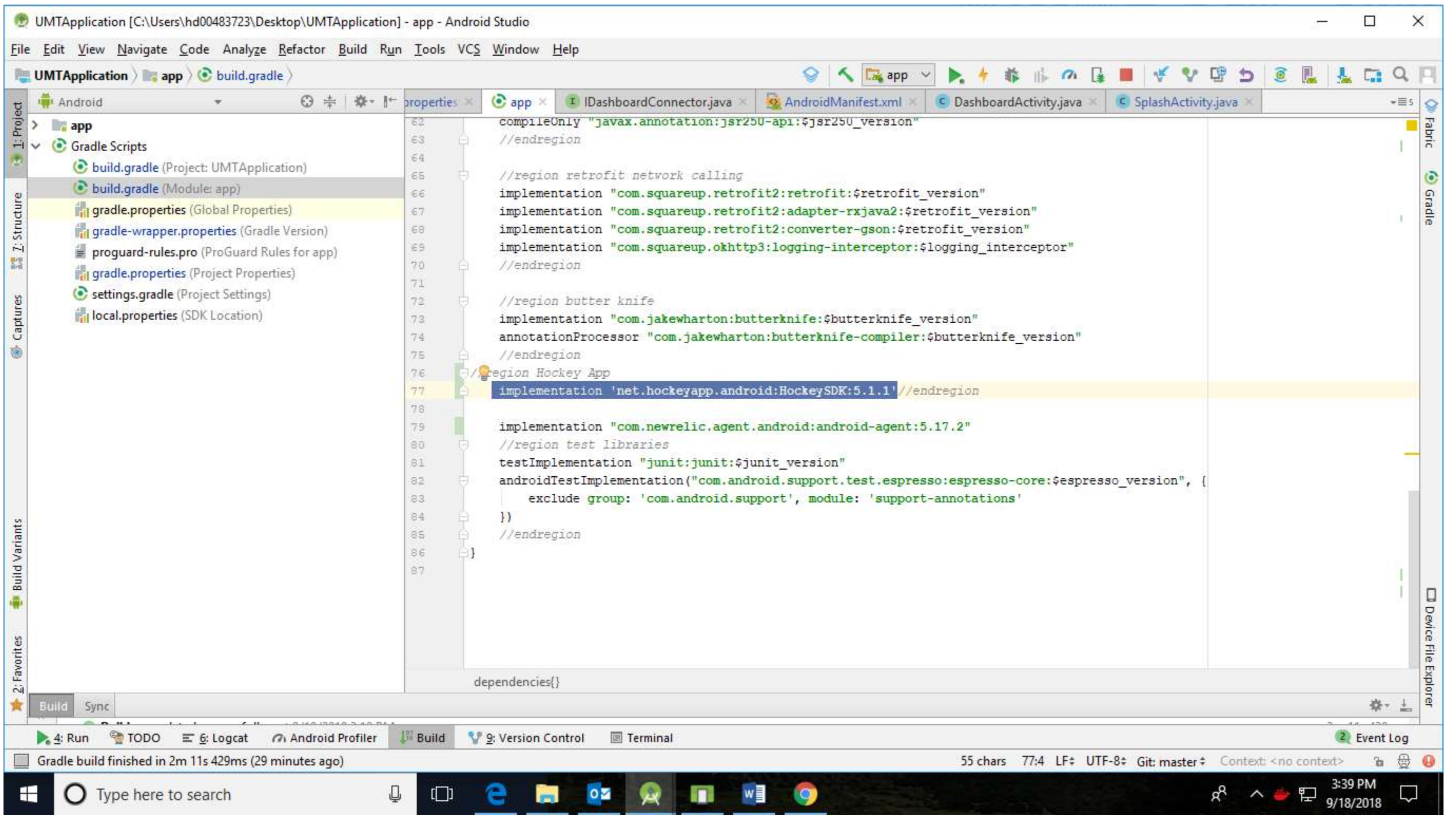
User Metrics

Crashes	Downloads	Users	Sessions
0	3	1	1

- **Get the SDK**

1. Add the SDK to your app module's dependencies in Android Studio by adding the following line to your `dependencies { ... }` configuration:

```
compile 'net.hockeyapp.android:HockeySDK:5.1.1'
```


UMTApplication [C:\Users\hd00483723\Desktop\UMTApplication] - app - Android Studio
File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help
UMTApplication 〉 app 〉 build.gradle 〉
app
Android
app
Gradle Scripts
build.gradle (Project: UMTApplication)
build.gradle (Module: app)
gradle.properties (Global Properties)
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Gradle build finished in 2m 11s 429ms (29 minutes ago)
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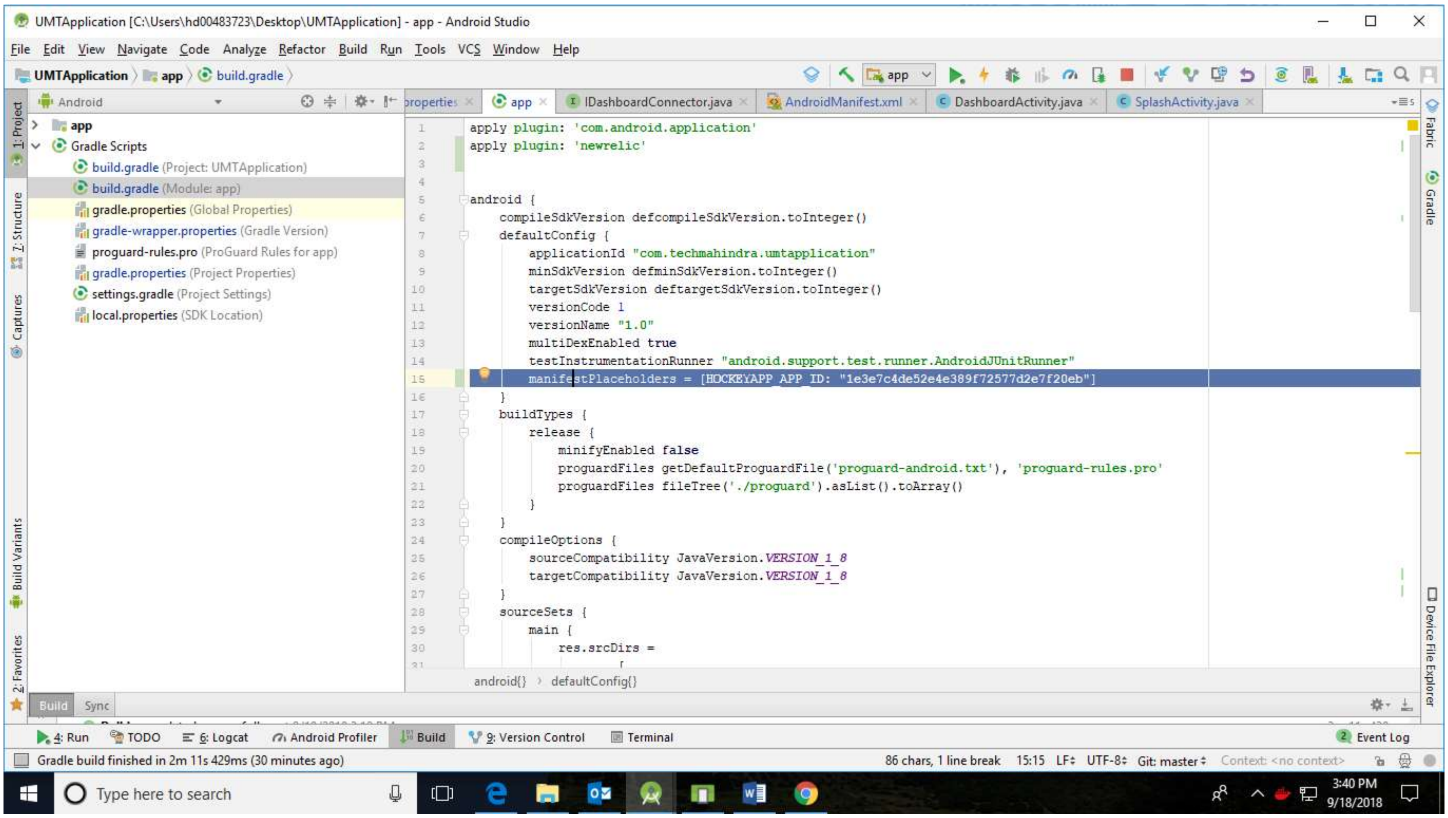
```
    compileOnly "javax.annotation:jsr250-api:$jsr250_version"
    //endregion

    //region retrofit network calling
    implementation "com.squareup.retrofit2:retrofit:$retrofit_version"
    implementation "com.squareup.retrofit2:adapter-rxjava2:$retrofit_version"
    implementation "com.squareup.retrofit2:converter-gson:$retrofit_version"
    implementation "com.squareup.okhttp3:logging-interceptor:$logging_interceptor"
    //endregion

    //region butter knife
    implementation "com.jakewharton:butterknife:$butterknife_version"
    annotationProcessor "com.jakewharton:butterknife-compiler:$butterknife_version"
    //endregion
//region Hockey App
    implementation 'net.hockeyapp.android:HockeySDK:5.1.1'//endregion

    implementation "com.newrelic.agent.android:android-agent:5.17.2"
    //region test libraries
    testImplementation "junit:junit:$junit_version"
    androidTestImplementation("com.android.support.test.espresso:espresso-core:$espresso_version", {
        exclude group: 'com.android.support', module: 'support-annotations'
    })
    //endregion
}
```

- **Integrate Hockey SDK**

1. Open your module's build.gradle file.
2. Add the following manifest placeholder to your configuration (typically the defaultConfig):

```
manifestPlaceholders = [HOCKEYAPP_APP_ID: "$APP_ID"]
```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4: Run TODO 6: Logcat Android Profiler Build 9: Version Control Terminal Event Log
86 chars, 1 line break 15:15 LF UTF-8 Git: master Context: <no context>
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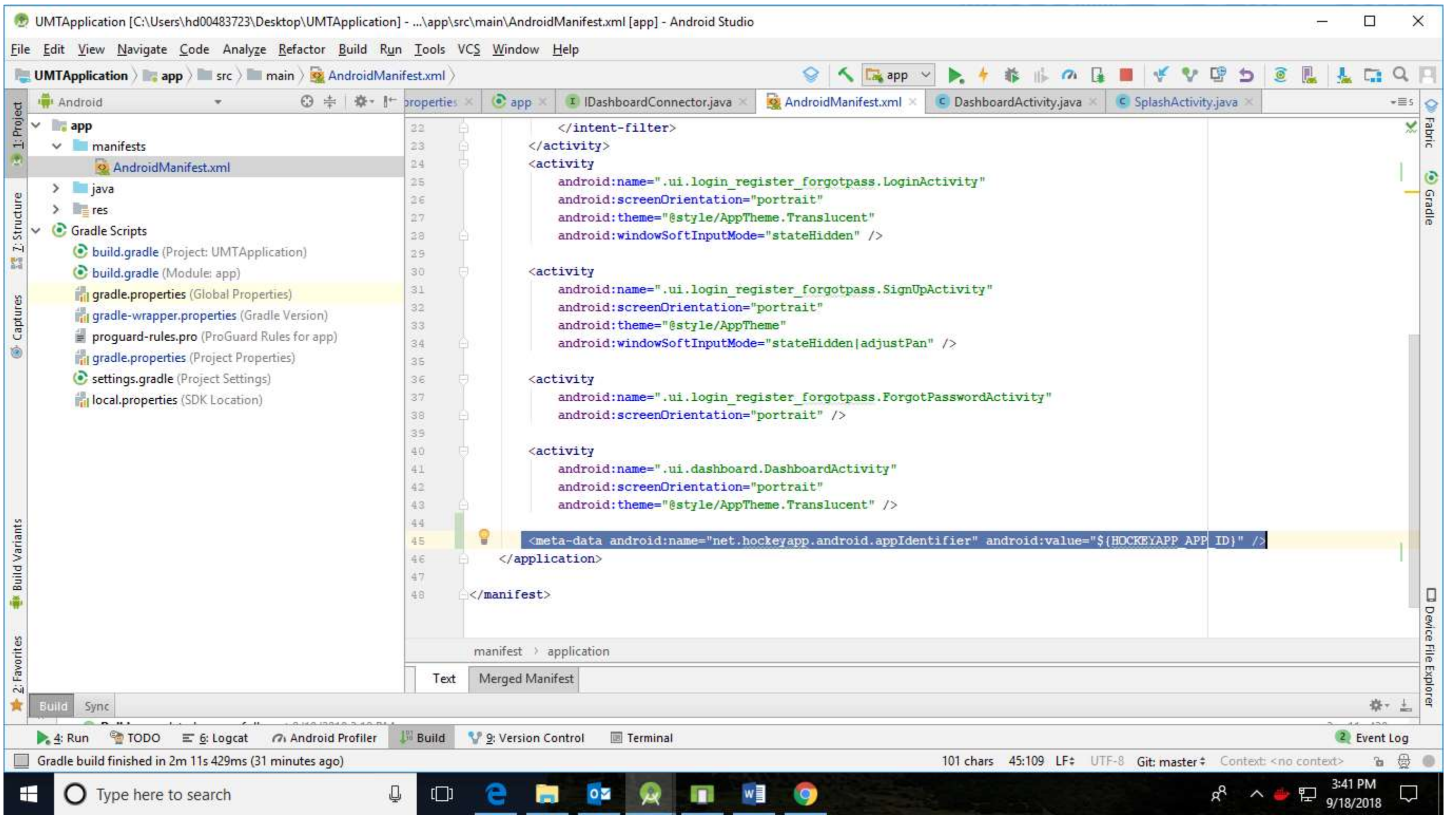
```
apply plugin: 'com.android.application'
apply plugin: 'newrelic'


android {
    compileSdkVersion defcompileSdkVersion.toInteger()
    defaultConfig {
        applicationId "com.techmahindra.umtapplication"
        minSdkVersion defminSdkVersion.toInteger()
        targetSdkVersion deftargetSdkVersion.toInteger()
        versionCode 1
        versionName "1.0"
        multiDexEnabled true
        testInstrumentationRunner "android.support.test.runner.AndroidJUnitRunner"
        manifestPlaceholders = [HOCKEYAPP_APP_ID: "1e3e7c4de52e4e389f72577d2e7f20eb"]
    }
    buildTypes {
        release {
            minifyEnabled false
            proguardFiles getDefaultProguardFile('proguard-android.txt'), 'proguard-rules.pro'
            proguardFiles fileTree('./proguard').asList().toArray()
        }
    }
    compileOptions {
        sourceCompatibility JavaVersion.VERSION_1_8
        targetCompatibility JavaVersion.VERSION_1_8
    }
    sourceSets {
        main {
            res.srcDirs =
```

Gradle build finished in 2m 11s 429ms (30 minutes ago)

1. The param $APP_ID must be replaced by your HockeyApp App Identifier. The app identifier can be found on the app's page in the "Overview" section of the HockeyApp backend.
2. Save your build.gradle file and make sure to trigger a Gradle sync.
3. Open your AndroidManifest.xml file and add a meta-data-tag for the HockeySDK.

```
  <application>
   //your activity declarations and other stuff
    <meta-data android:name="net.hockeyapp.android.appIdentifier"
android:value="${HOCKEYAPP_APP_ID}" />
  </application>
```

Save your AndroidManifest.xml file.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Type here to search
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```
            </intent-filter>
        </activity>
        <activity
            android:name=".ui.login_register_forgotpass.LoginActivity"
            android:screenOrientation="portrait"
            android:theme="@style/AppTheme.Translucent"
            android:windowSoftInputMode="stateHidden" />

        <activity
            android:name=".ui.login_register_forgotpass.SignUpActivity"
            android:screenOrientation="portrait"
            android:theme="@style/AppTheme"
            android:windowSoftInputMode="stateHidden|adjustPan" />

        <activity
            android:name=".ui.login_register_forgotpass.ForgotPasswordActivity"
            android:screenOrientation="portrait" />

        <activity
            android:name=".ui.dashboard.DashboardActivity"
            android:screenOrientation="portrait"
            android:theme="@style/AppTheme.Translucent" />

        <meta-data android:name="net.hockeyapp.android.appIdentifier" android:value="${HOCKEYAPP_APP_ID}" />
    </application>

</manifest>
```

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1. Add Crash Reporting

This will add Crash Reporting capabilities to app.

1. Open your main activity.
2. Add the following lines:

Java:

```
import net.hockeyapp.android.CrashManager;

public class YourActivity extends Activity {
  @Override
  public void onResume() {
    super.onResume();
    // ... your own onResume implementation
    checkForCrashes();
  }

  private void checkForCrashes() {
    CrashManager.register(this);
  }

}
```

3. Add User Metrics

To integrate User Metrics perform the following steps:

1. Open your app's main activity and add the import statement and one line of code to the activity's `onCreate`-callback. Add the `trackEvent()`-call wherever you want to track a Custom Event.

Java:

```
//add this import
import net.hockeyapp.android.metrics.MetricsManager;

// add this to your main activity's onCreate()-callback
MetricsManager.register(getApplication());

// add this wherever you want to track a custom event
MetricsManager.trackEvent("YOUR_EVENT_NAME");

// add this wherever you want to track a custom event and attach properties or
measurements to it
HashMap<String, String> properties = new HashMap<>();
properties.put("Property1", "Value1");
HashMap<String, Double> measurements = new HashMap<>();
measurements.put("Measurement1", 1.0);

MetricsManager.trackEvent("YOUR_EVENT_NAME", properties, measurements);
```

Make sure to replace `"YOUR_EVENT_NAME"` with a name for your custom event, e.g. `"Login Button Pressed"`.

Limits

- Accepted characters for tracking events are: [a-zA-Z0-9_. -]. If you use other than the accepted characters, your events will not show up in the HockeyApp web portal.
- There is currently a limit of 300 unique event names per app per week.
- There is NO limit on the number of times an event can happen.
- Properties and measurements added to Custom Events are available in Application Insights Analytics as a preview. Please have a look at the public announcement to find out more.

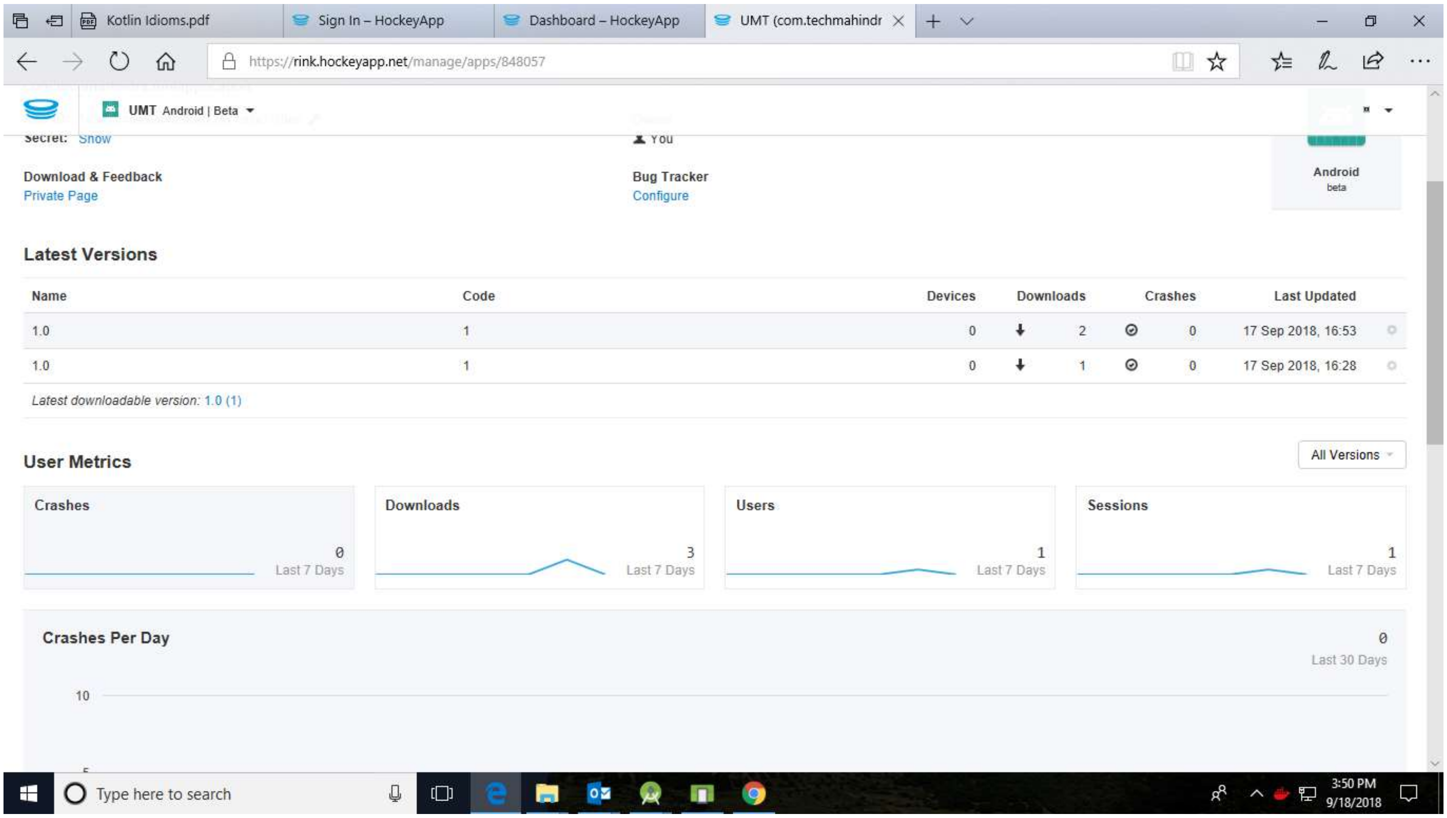
4. Add update distribution

1. Open the activity where you want to inform the user about updates. We'll assume you want to do this on startup of your main activity for our example.
2. Add the following lines and make sure to always balance `register(...)` calls to SDK managers with `unregister()` calls in the corresponding lifecycle callbacks:

Java:

```
import net.hockeyapp.android.UpdateManager;

public class YourActivity extends Activity {
  @Override
  public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    // Your own code to create the view
    // ...

    checkForUpdates();
  }

  private void checkForUpdates() {
    // Remove this for store builds!
    UpdateManager.register(this);
  }

  private void unregisterManagers() {
    UpdateManager.unregister();
  }

  @Override
  public void onDestroy() {
    super.onDestroy();
    unregisterManagers();
  }
}
```

5. We can check Crash Reports,Downloads etc. in Hockey APP Dashboard.



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User Metrics All Versions

Crashes	Downloads	Users	Sessions
0 Last 7 Days	3 Last 7 Days	1 Last 7 Days	1 Last 7 Days

Crashes Per Day 0 Last 30 Days