

"Cash Rewards" v1.1

Created: 15/04/2020

1. Getting Started

Android Studio Project

Before starting to use Android Studio source code and developing app you need to first install the following softwares to your computer. If you have already installed these softwares you can skip this step.

1. Install "Java JDK 8"

2. Install "Android Studio 3.6.2"

3. Now you should be able to open/edit the Android project and build APK

2. App Configuration

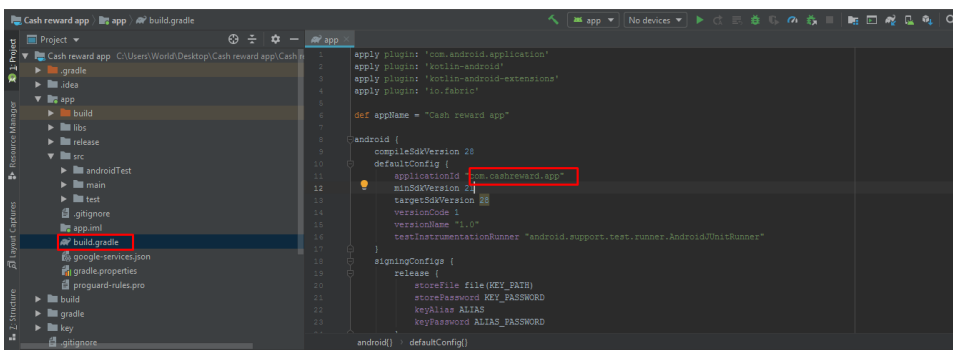
This chapter describes how to configure the project to be ready for publishing. All these steps are very important!

1. Import

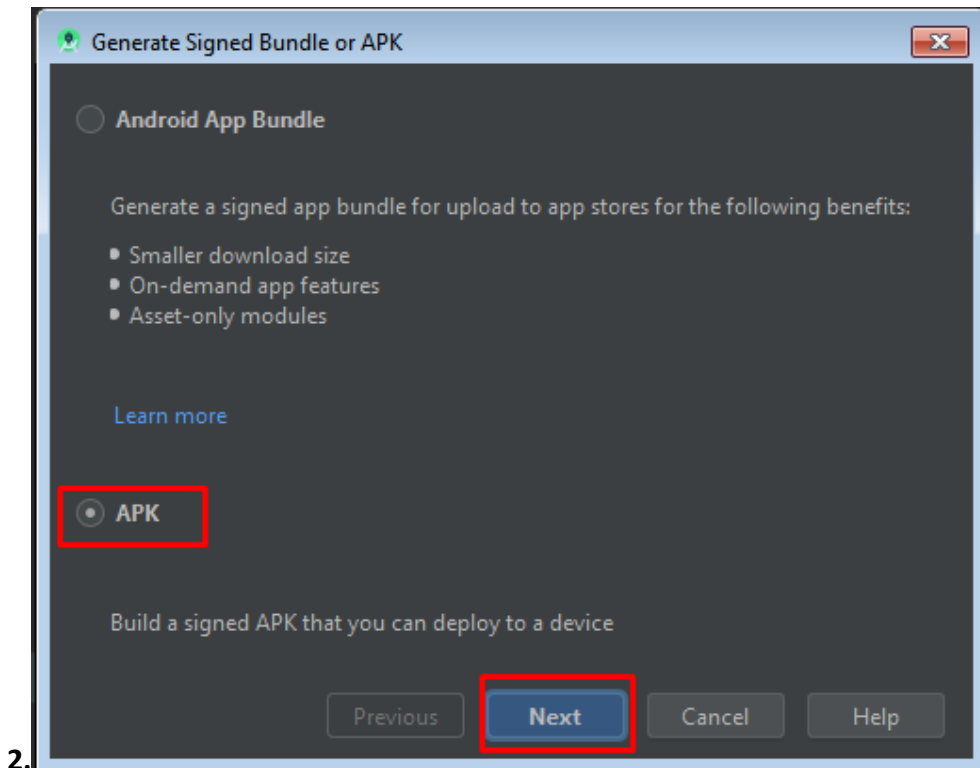
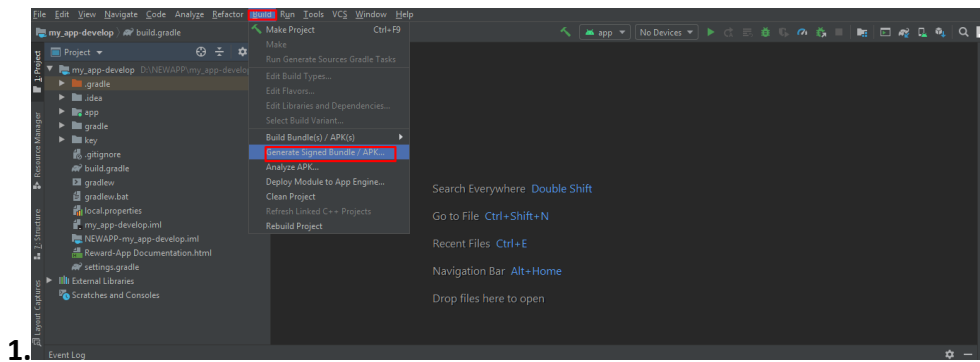
Unzip the package and import/open the project in Android Studio

2. Change Package Name

Change the package name in the **build gradle** file



3. Create an application signature key.



Generate Signed Bundle or APK

Module: app

Key store path: [empty]

Create new... Choose existing...

Key store password: [empty]

Key alias: [empty]

Key password: [empty]

☒ Remember passwords

Previous Next Cancel Help

3.

4. Fill in all the fields and click OK.

(remember all fields to fill in and passwords)

New Key Store

Key store path: [red text]

Password: [red text] Confirm: [red text]

Key

Alias: key0

Password: [red text] Confirm: [red text]

Validity (years): 25

Certificate

First and Last Name: [red text]

Organizational Unit: [red text]

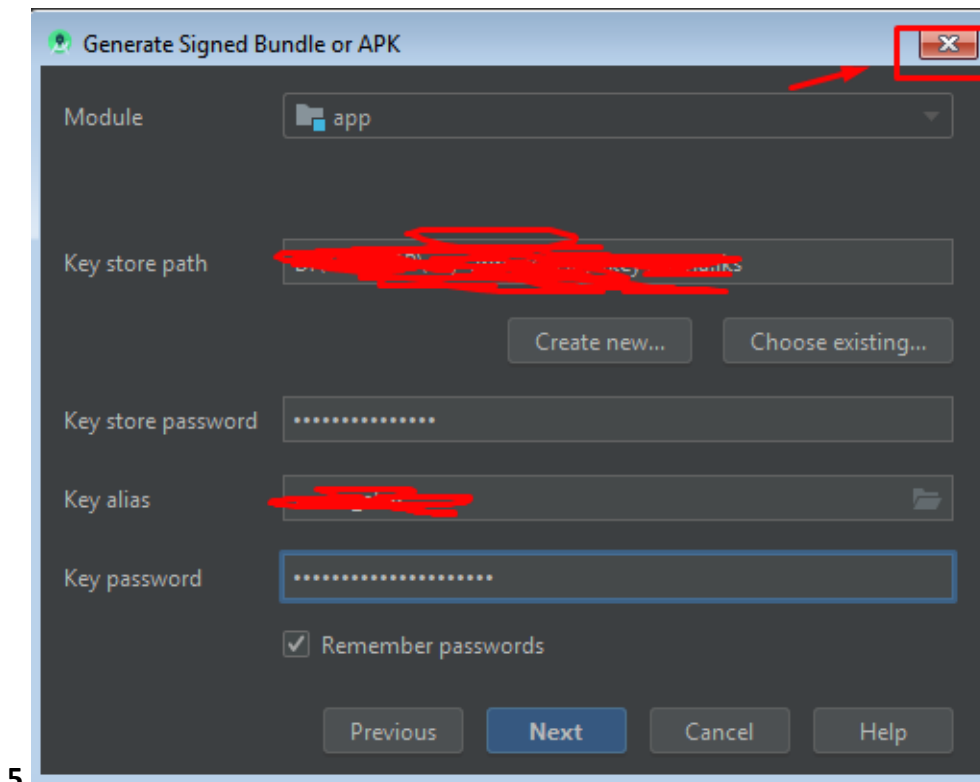
Organization: [red text]

City or Locality: [red text]

State or Province: [red text]

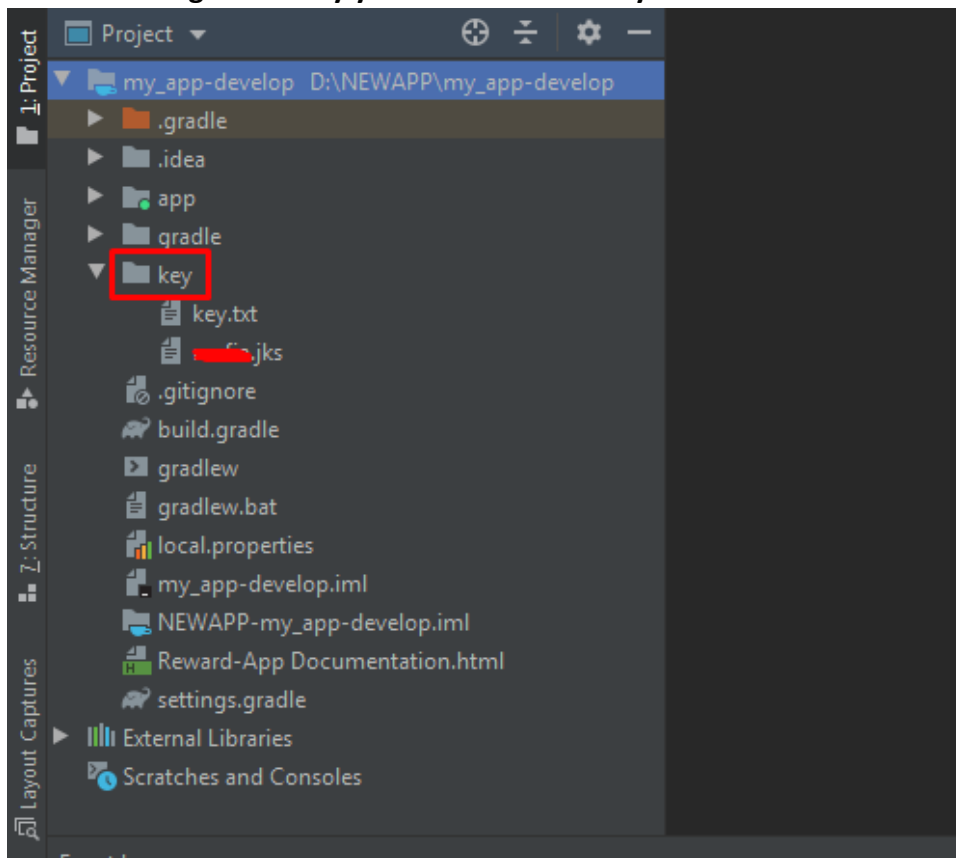
Country Code (XX): [red text]

OK Cancel



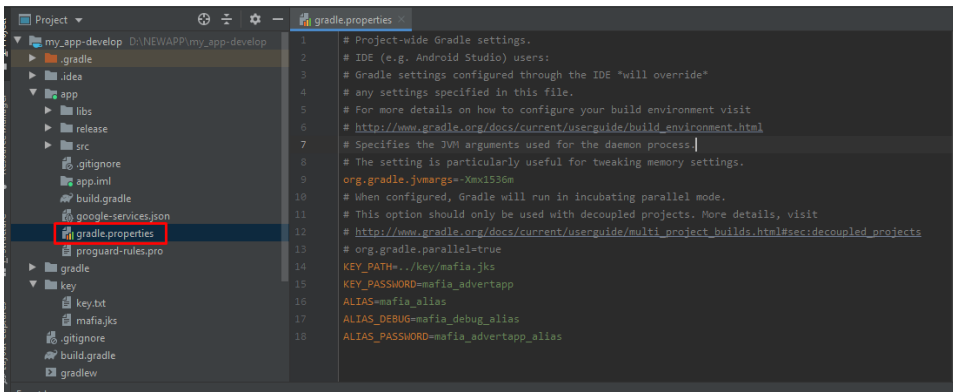
5.

6. Place the signature key you created in the key folder. **Cash-Rewards\key**

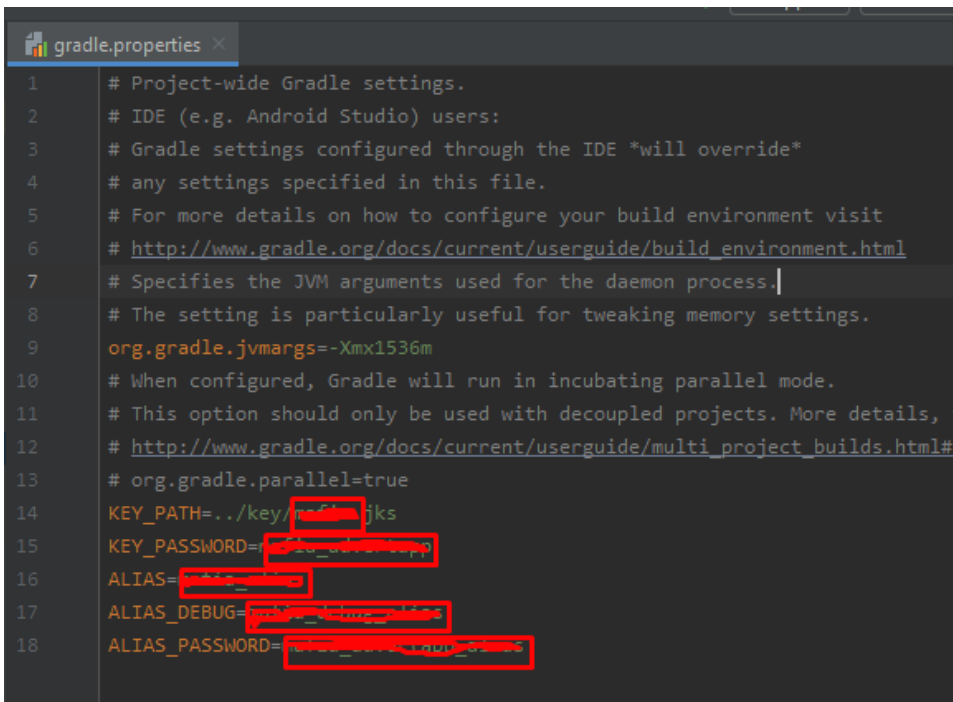


4. File - **gradle.properties**

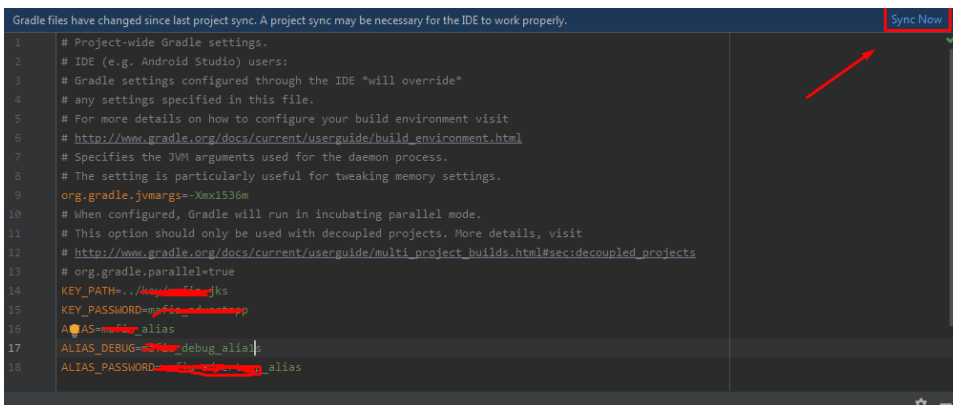
1. Open the file “**gradle.properties**”



2. Replaces all values and passwords with the values and passwords of your signature key.

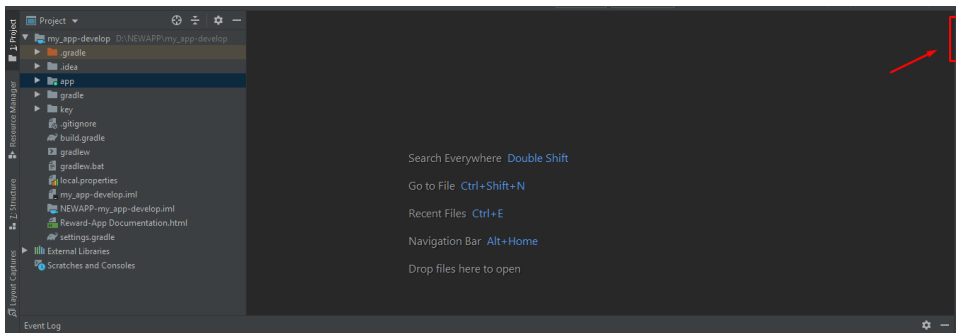


3. Press on “**Sync Now**”

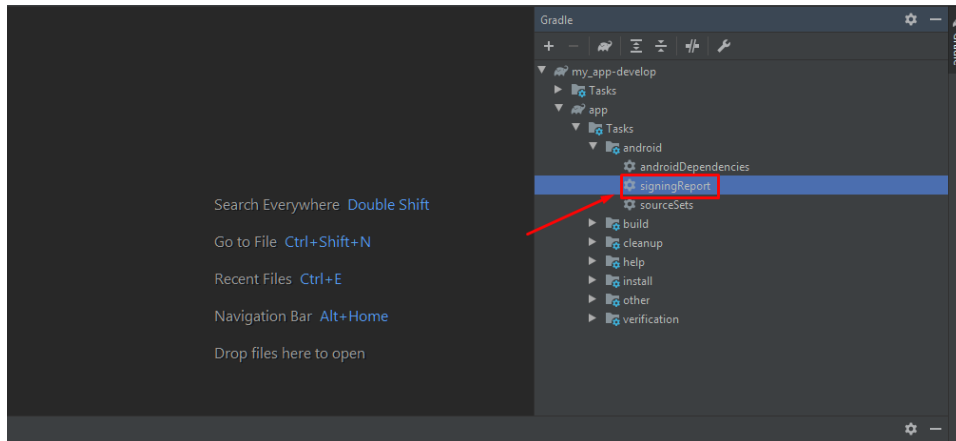


5. “**Sha1**” and “**Sha256**” key generation

1. Click on the Gradle menu

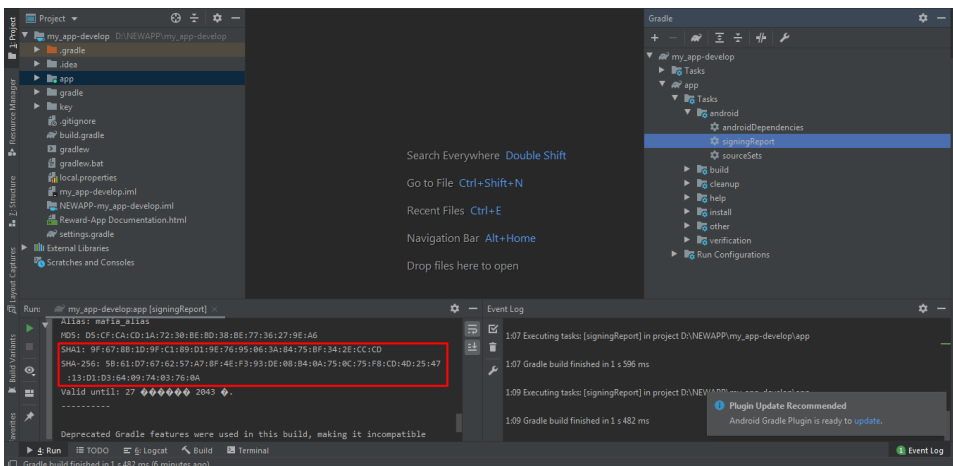


2. Click on "signingReport"



3. Find the generated keys in the terminal.

(save the sha1 sha256 keys in a text notebook, as we will need them later)

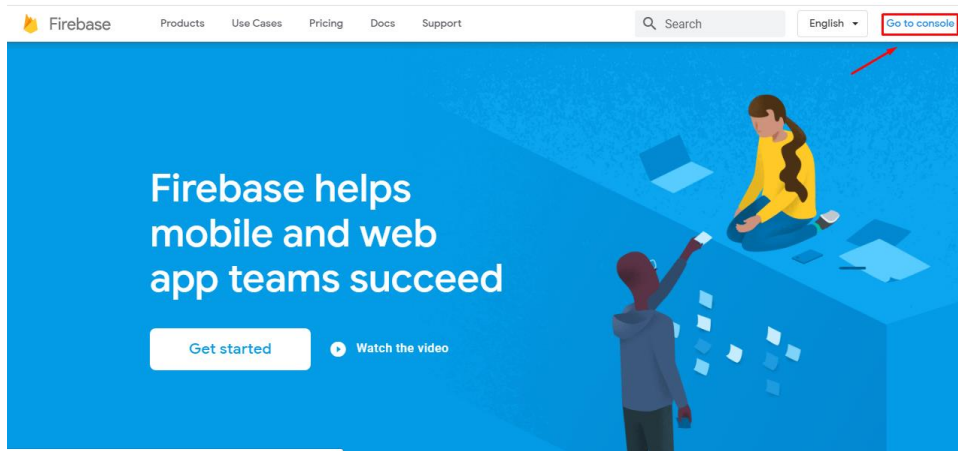


(Important: It happens that the keys are generated two pairs of "debug_alias" and "release_alias", that is, there will be 2 x sha1 and 2x sha256 so carefully scroll through the entire terminal dialog.)

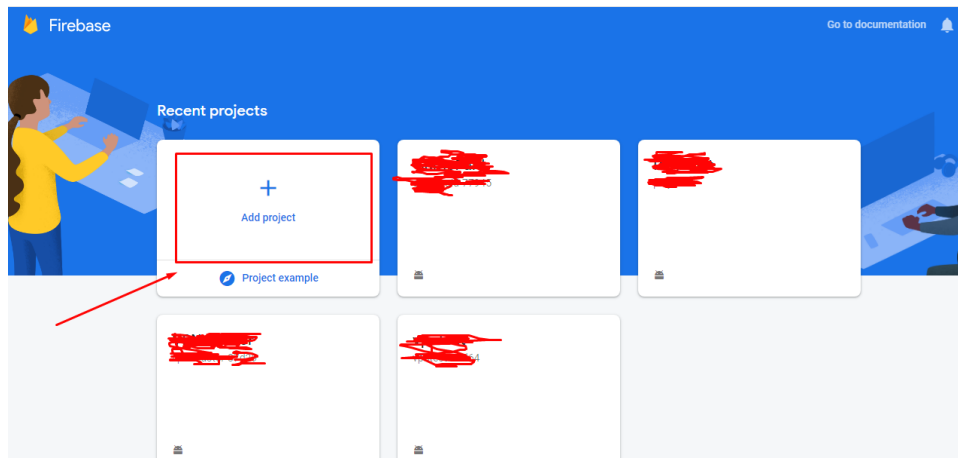
6. Firebase

1. Register a Firebase Account. (<https://firebase.google.com/>)

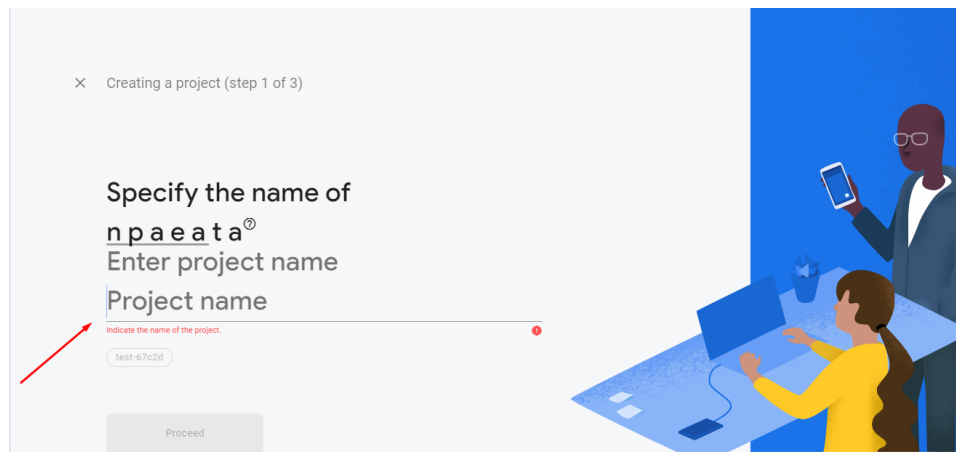
2. Go to console.

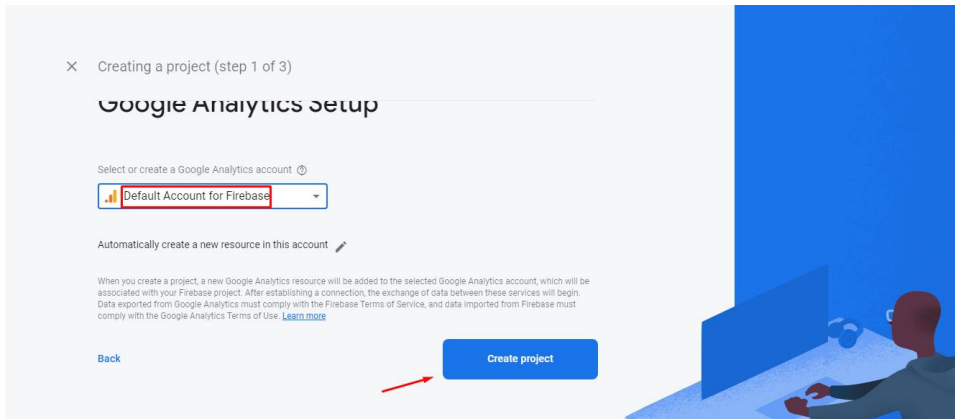
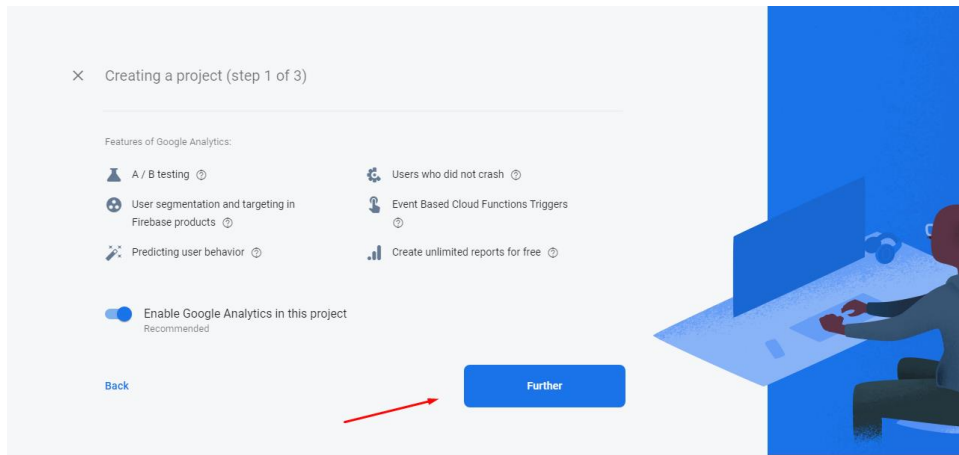


3. Create a project

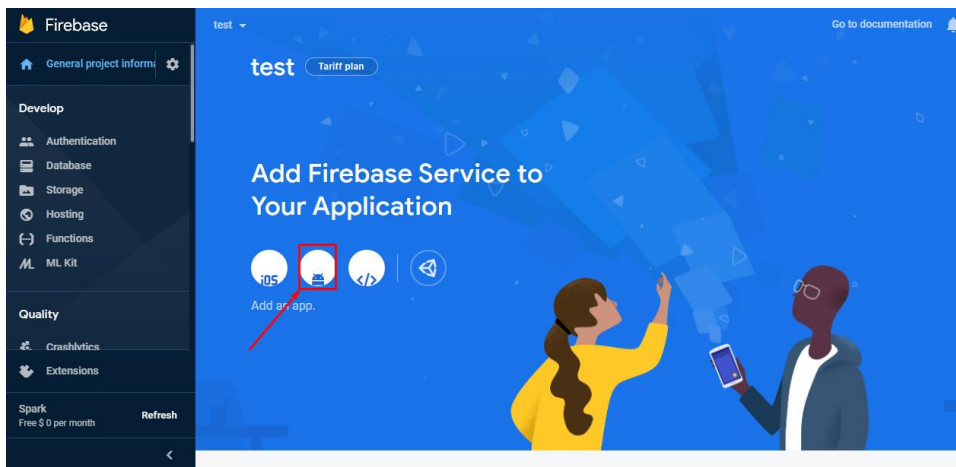


4. In 3 steps, fill in all the information that firebase asks for.





5. Choose Android



6. Write your package name, and click on the button

1 Register application

Android package name

Application alias (optional)

Debug certificate hash (optional)

Required for working with Dynamic Links and Invites. In addition, it allows you to add login through your Google account and by phone number in the Auth service. You can change SHA-1 in the settings.

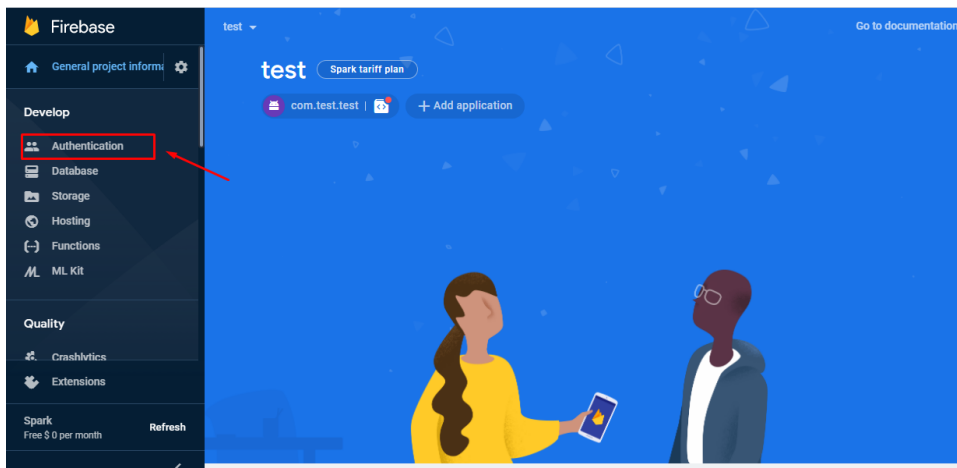
2 Register application

2 Download configuration file

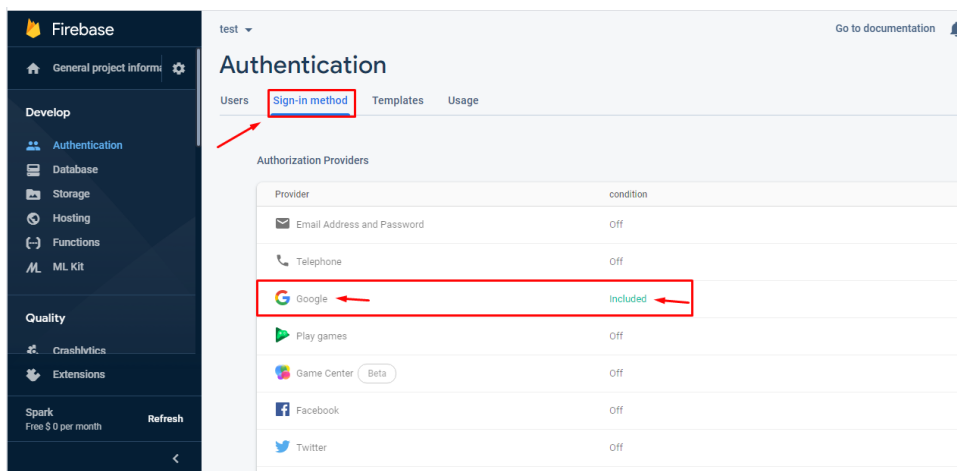
Go to documentation

7. All the next steps we skip, just push forward and skip.

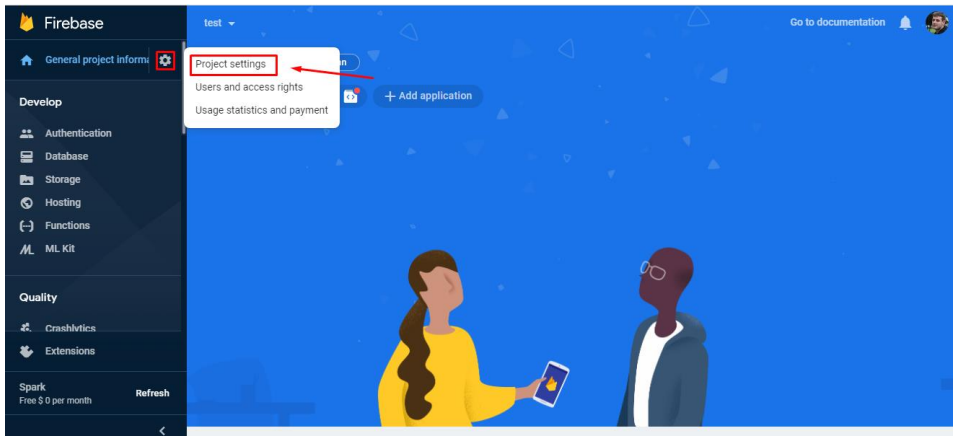
8. Click on the authentication button.



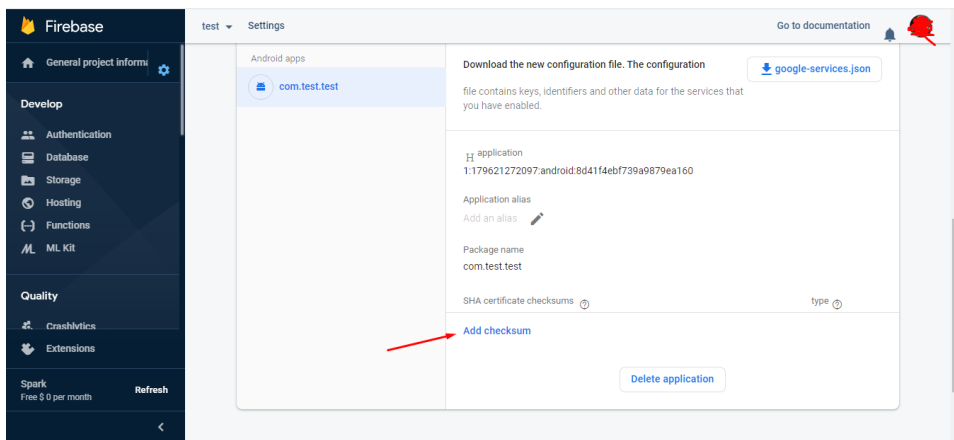
9. Enable authorization through Google.



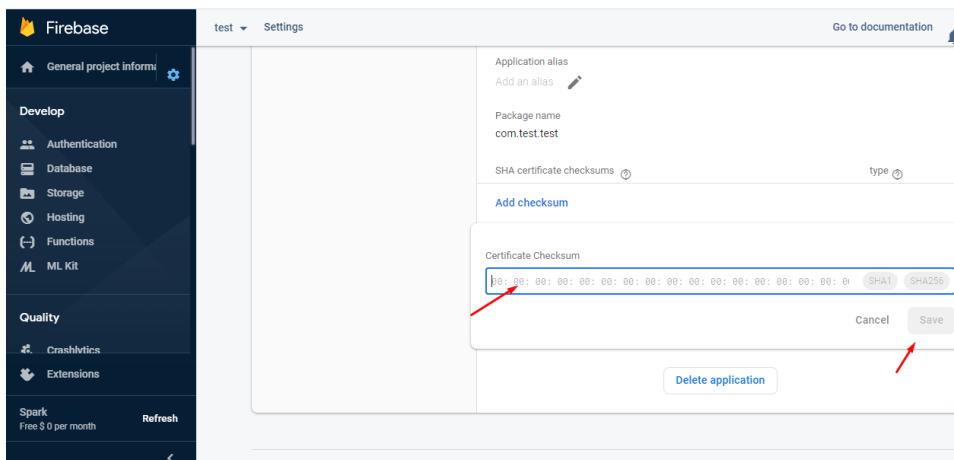
10. Click on the project settings button.



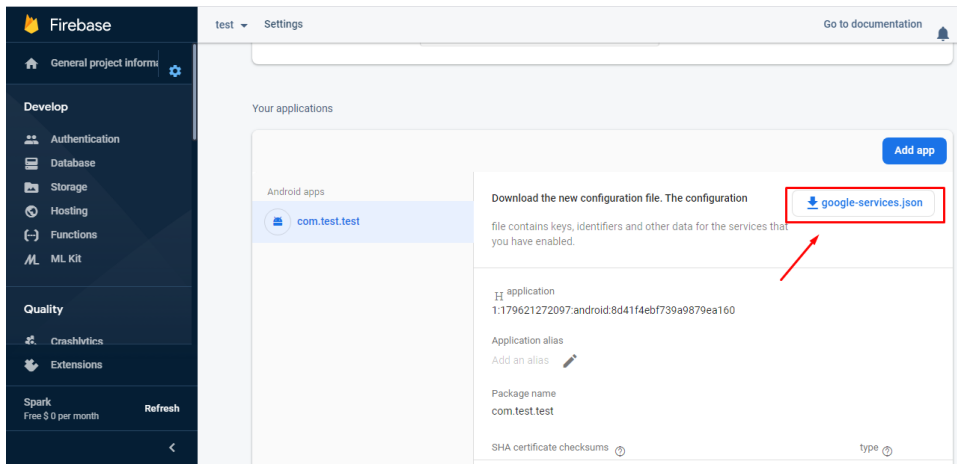
11. Scroll down the page and click on the add checksum button.



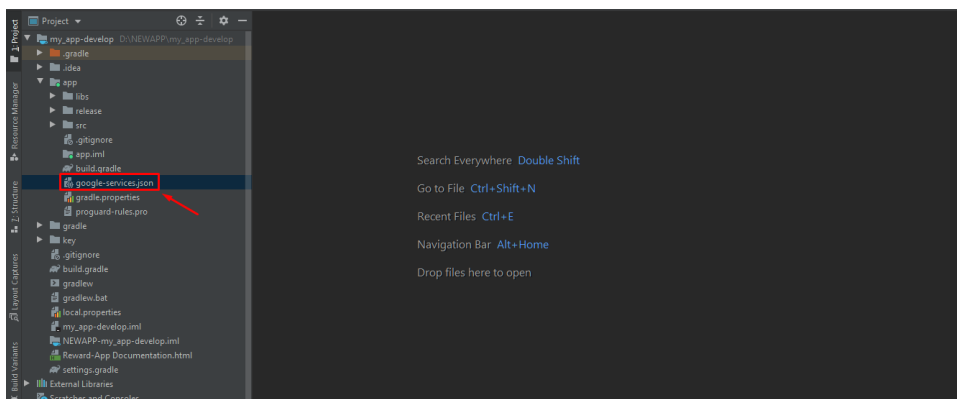
12. Insert your sha1 and sha256 keys one at a time and save.



13. After you add your sha1 and sha256 keys, scroll to the page above and download google-services.json

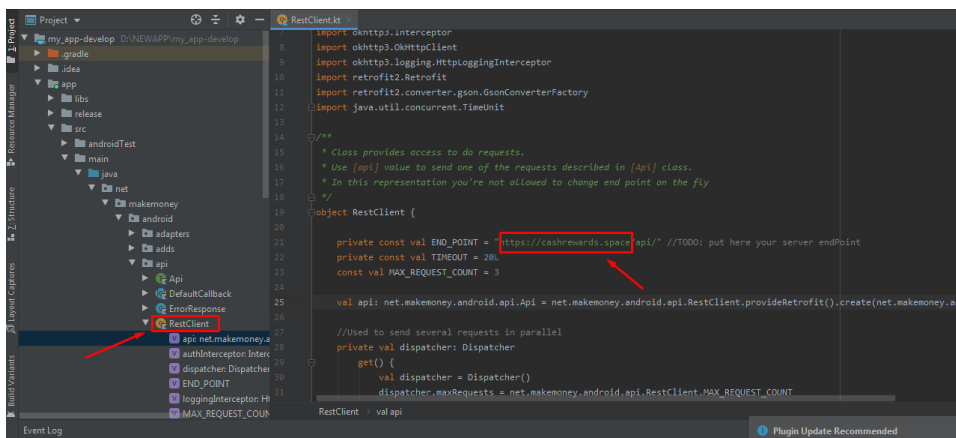


14. Replace the google-services.json file in the project folder with the new google-services.json file that you downloaded from the Firebase console.



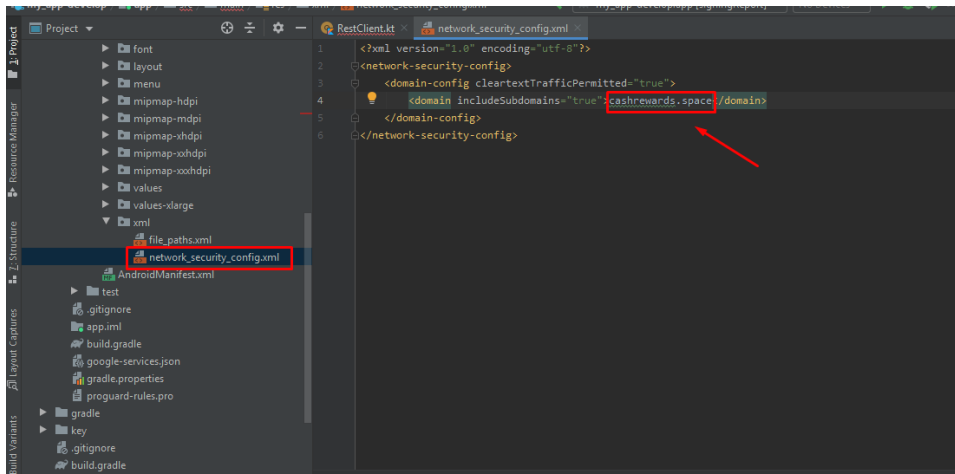
7. Replace the link with your admin panel link.

1. Go to "RestClient" file, and change the link to yours.



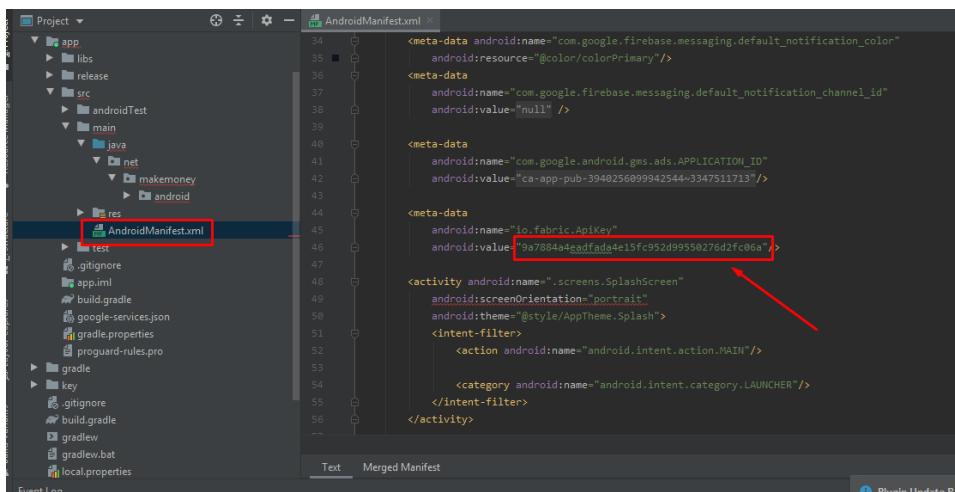
2. Change the domain name to the domain name specified in your admin panel.

Go to "network_security_config" file, and change the domain name to yours.



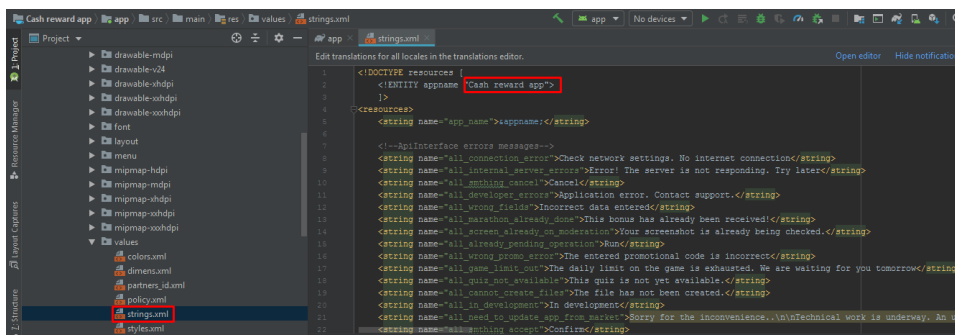
8. Fabric analytics

If you want to use analytics in your application, then add your Fabric ID to the AndroidManifest file

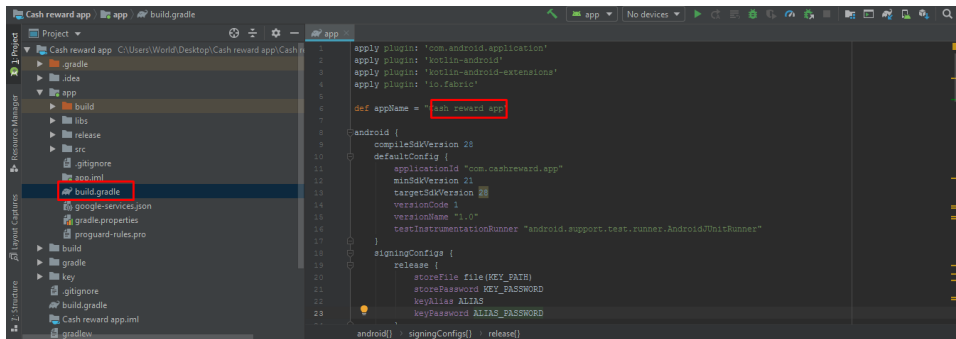


9. Change the name of the app

1. Go to "res/values/" directory and edit "strings.xml" file, change the app name.

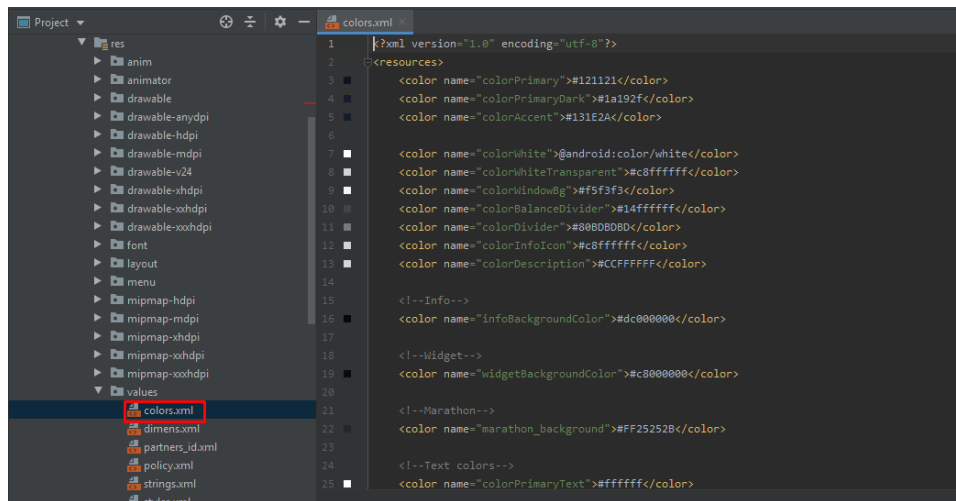


2. Go to build gradle file and change the app name



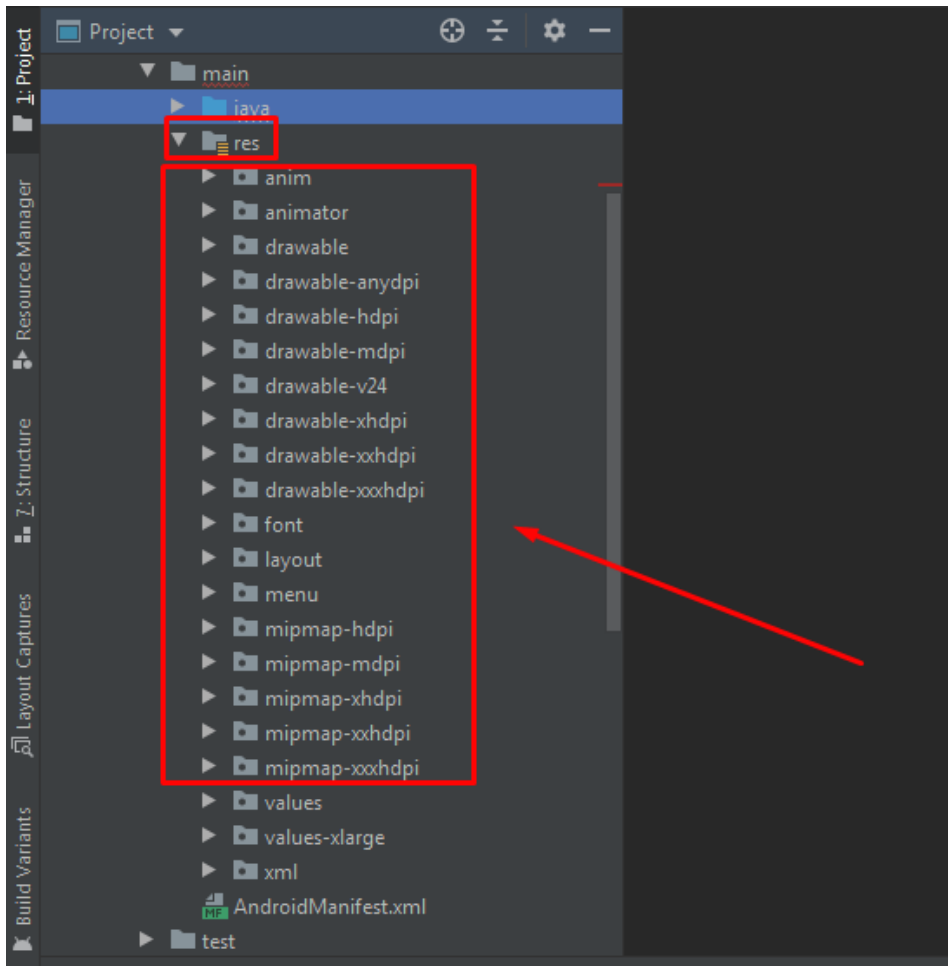
10. Change the color theme

Go to "**res/values/**" directory and edit "**colors.xml**" file



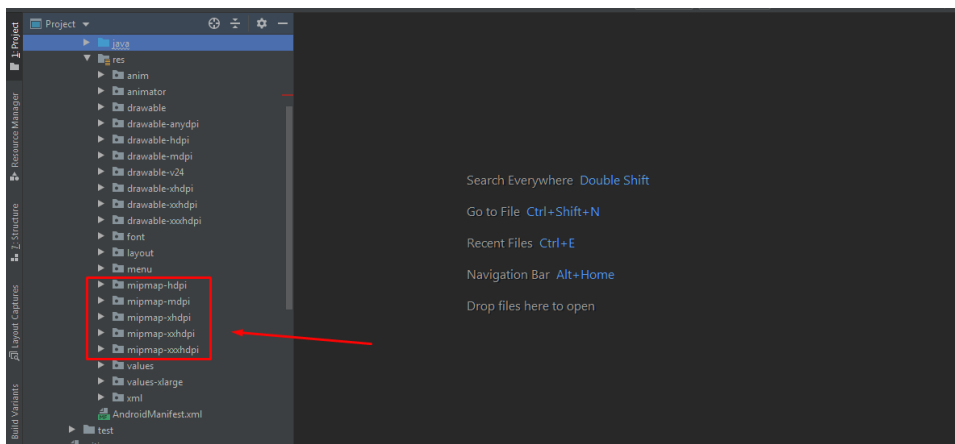
11. Change the graphics resources of the application

All graphics resources are in the "**res**" folder



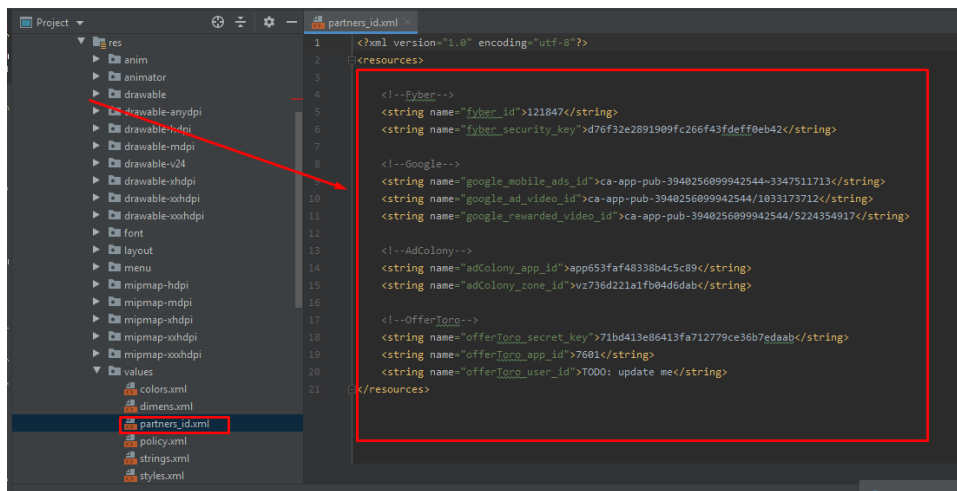
12. Change application icon.

Replace the application icon with your icon in these folders.



13. Edit ad network IDs.

Go to " **res/values/**" directory and edit " **partners_id** " file.



Thank you for purchasing our application.

For all questions, please contact us: [Skype - "derevinskyi"](#)