

Lab 02: Preparing an Android App for Publishing

Prerequisites

You will need a development environment, either a Mac or Windows PC with the Android SDK and Xamarin tools installed. See the **Xamarin.Android** setup documentation if you need help getting your environment setup:

http://docs.xamarin.com/guides/android/getting_started/installation/

Downloads

<https://university.xamarin.com/classes/xam220-publishing-an-app>

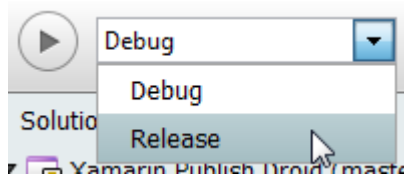
Lab Goals

The goal of this lab will be to configure our application for release to the Google Play Store.

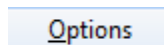
Steps

Configure the Application for Release Mode

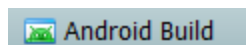
1. Switch the project to **Release** Mode



2. Open the properties dialog for the project



3. Navigate to the **Android Build** tab

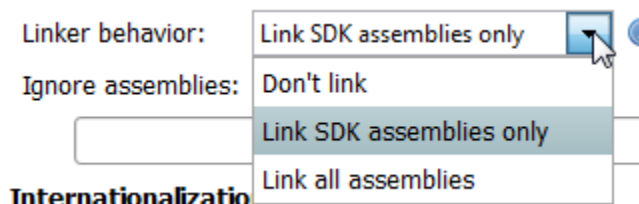


4. On the **Packaging** tab, make sure that **Use shared Mono runtime** is **not** checked

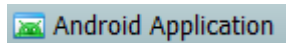
Packaging and Deployment

- ☐ Use shared Mono runtime Faster deployment during development ⓘ
- ☐ Fast assembly deployment ⓘ
- ☒ Embed assemblies in native code ⓘ

- a. If you have an Enterprise license, **check** the **Embed assemblies in native code** option
5. Configure the **Linker** tab and select either **Link SDK assemblies only** or **Link all assemblies**



6. Navigate to the **Android Application** tab



7. Make sure that an **Application icon** has been specified
8. Set a **Version Number** and **Version Name**
 - a. Version Number is an integer value
 - b. Version Name is a string value and can be set to meet your needs

Disable Debugging

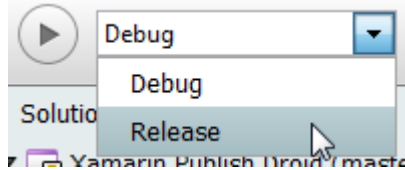
1. Open the **Properties\AssemblyInfo.cs** file
2. Add in the following code snippet

```
#if DEBUG
[assembly: Application(Debuggable=true)]
#else
[assembly: Application(Debuggable=false)]
```

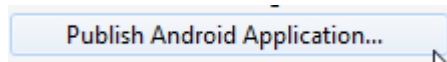
```
#endif
```

Create a Keystore

1. Switch the project to **Release** Mode



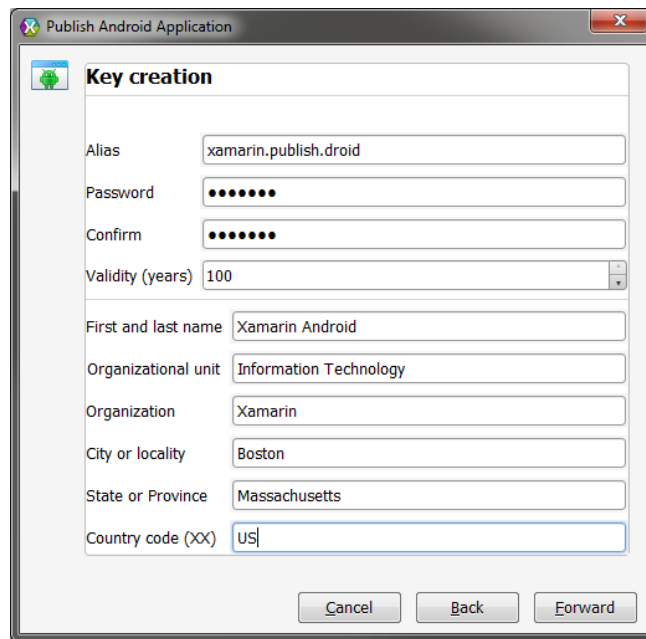
2. Select **Project > Publish Android Application...**



3. Select the **Create new keystore** option



- a. Provide a location **include the filename as well**
 - i. {Project}\Keystore\Xamarin.Publish.Droid.keystore
 - b. Set the password to **xamarin**
 - c. Confirm
4. Configure the android application has shown



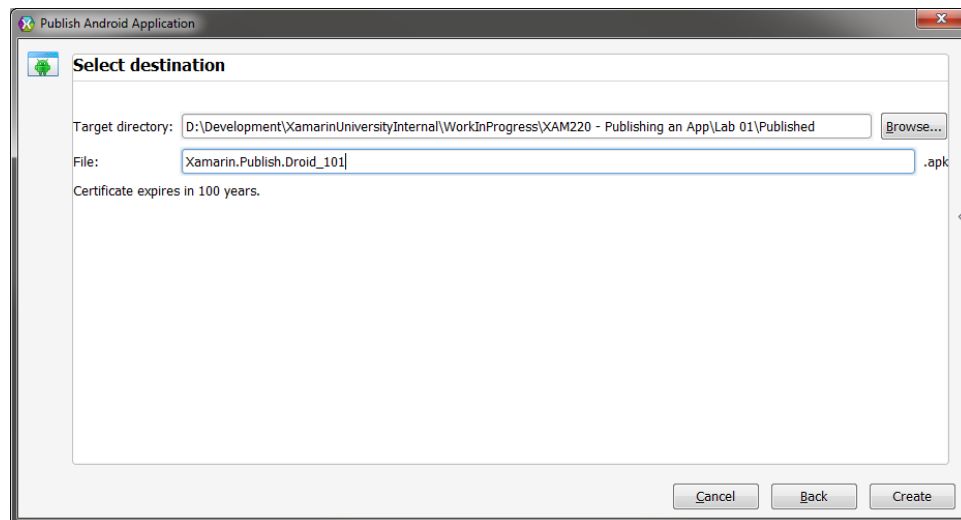
The screenshot shows the 'Publish Android Application' dialog box with the 'Key creation' tab selected. The dialog contains the following fields and values:

- Alias: xamarin.publish.droid
- Password: [masked with dots]
- Confirm: [masked with dots]
- Validity (years): 100
- First and last name: Xamarin Android
- Organizational unit: Information Technology
- Organization: Xamarin
- City or locality: Boston
- State or Province: Massachusetts
- Country code (XX): US

At the bottom, there are three buttons: Cancel, Back, and Forward.

a. Set the password to **xamarin**

5. Create the application and publish



The screenshot shows the 'Publish Android Application' dialog box with the 'Select destination' tab selected. The dialog contains the following fields and values:

- Target directory: D:\Development\XamarinUniversityInternal\WorkInProgress\XAM220 - Publishing an App\Lab 01\Published
- File: Xamarin.Publish.Droid_101.apk
- Certificate expires in 100 years.

At the bottom, there are three buttons: Cancel, Back, and Create.

a. Provide a filename that will be unique for that particular release

6. Click **Create**

Summary

In this lab, we learned how to configure our application for release to the Google Play Store.