

# Classify

## User Guide

Thanks for purchasing **Classify**, Android Universal Classifieds App Template, we really appreciate your support and we're sure you'll have so much fun with this template!

If you need to learn the process of publishing apps on **Google Play Store**, read the official documentation: **Official Documentation**

### - Customization -

- **User Interface:** If you want to edit the User Interface of **Classify**, you can do so by xml files in **Android Studio and its Interface builder too**, please always use the latest version of **Android Studio**.
- **Images:** You can easily change App icons, logo, buttons and other images by accessing **drawable** folder, its path is **app/src/main/res/drawable**.  
For the App icons, you have to replace the png images included into all the **mipmaps** folders.

### - Configuration -

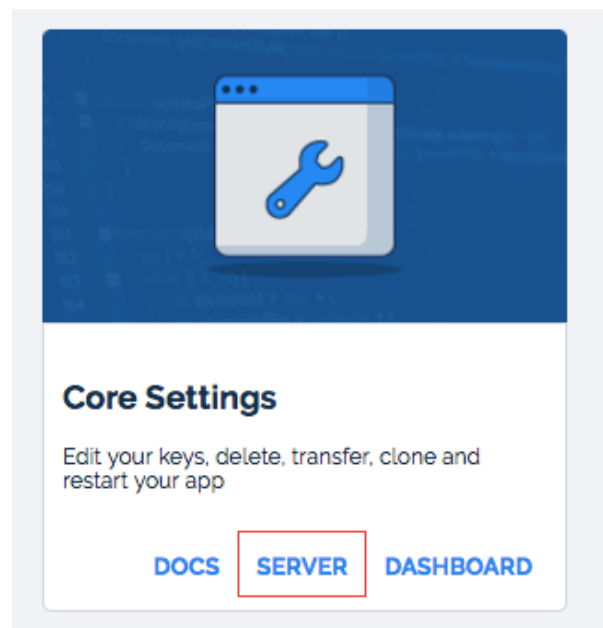
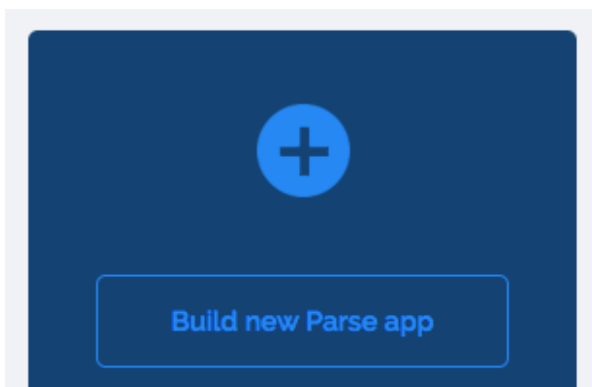
Head over **Configs.java** file and check out the **comments** in such file which will help you editing this template.

Please also check the **tou.html** file that's into **app/src/main/assets** folder, that's just an example of terms Of Use for this app, you must edit it as you wish to provide terms of use to the users who will download and use your app.

## - Parse database setup on back{4}app -

Before using the app, you must create your own App on <https://dashboard.back4app.com/apps> and a Bundle Identifier as mentioned in the beginning of this guide. The link we've provided above points already to the back4app Dashboard, but in case you don't have an account on [back4app.com](https://back4app.com) yet you'll be redirected to the sign up page.

Once you'll be signed in in back4app, enter your dashboard and simply click on the **Build new Parse app** button, give your app a name and a brief description (optional), click **Next** and you'll be redirected to the setting page. Click on **SERVER** in the **Core Settings** box, copy the **App ID** and **Client Key** strings and replace the existing ones into **Configs.java**



```
public static String PARSE_APP_KEY = "QHh02vFWw7QbAr1Vvh8S43500QLc0z1kJD5s3D4";  
public static String PARSE_CLIENT_KEY = "o0Du2Cdgbhk0QBdf28IS60PLvF0bBLEI2Y3zbPhh";
```

That's it, you can start using your app, back4app provides also the classic Parse dashboard where you can edit records manually.

▪ **Categories:** We've set a few categories into **Configs.java** file, they're stored into a simple Array:

```
public static String[] categoriesArray = new String[] {  
    "Jobs",  
    "Real Estate",  
    "Services",  
    "Electronics",  
    "Vehicles",  
    "Shopping",  
    "Community",  
    "Pets",  
    "Free stuff"  
    // You can add more Categories here...  
};
```

As the comment above says, you can add new categories underneath the existing ones, or you can also edit the existing ones as you wish, the app will show them in the Home screen and wherever they get called.

**One important thing is that you name their relative .png images exactly like the strings you've edited/added in the `categoriesArray`, in lowercase letters and with underscore to separate 2 words.**

**Example:** if you're adding a category called "For fun" into `categoriesArray`, you must create its png icon and name it as "**for\_fun.png**". Same thing if your category has 1 word, for example "Fun", its png image must be named as "**fun.png**".

**NOTE:** Category names have a limit of max. 2 words.

### **- Path to the .php file that will send a reply to a user -**

This app package includes a .php file called **sendReply.php**. You need to upload it into a folder in your web server (you should have an active domain and hosting with some provider like GoDaddy or whatever you like, you must be able to access it via FTP, and make sure that it has PHP 5 or above enabled. Most of the hosting providers in the world have PHP included even in their basic plans, so you don't need to buy an expensive hosting service).

Once you've uploaded ***sendReply.php*** into your directory, get its **path**.

**Example:** if your domain name is **johndoe.com**, and you've created a folder into the root called "*classify*", then your **path** will be the following:

**<http://johndoe.com/classify/>**

It's important to add the **"/"** (slash) symbol at the end of the folder's name, as shown in the example above.

Lastly, replace the following red string into your own url path in **Configs.java**:

```
public static String PATH_TO_PHP_FILE = "http://fvimagination.com/classify/";
```

In this way users will be able to send messages to the ones who posted ads in the app (of course, they must have updated their profiles with a valid email address).

In order for you to test this awesome feature, create a test user via **Classify** app, update its profile with **your own email address**, post an Ad and get back to the same ad from the Home screen (not from My Ads), like if you were another users. Fill the Text Fileds of the ad and tap **SEND MESSAGE** button. If you've done all things right, you should received an email with your message and details from the back4app server.

## - Facebook Login setup -

1. Create your own Facebook App here: <https://developers.facebook.com/apps/>
2. Open the [Facebook App Dashboard](#) and select your application.
3. Select **Settings** from the left navigation.
4. Click **Add Platform** at the bottom of the page and select **Android**.
5. Locate your package name in Android Studio and copy it to your clipboard.
6. Return to the **App Dashboard** and paste your package name into the **Google Play Package Name** field.
7. Type **Login** in the **Class Name** field.
8. Enable **Single Sign On**.
9. Enter **Login.java**, scroll down and replace the existing package name with your own one:

// IMPORTANT: REPLACE THE PACKAGE NAME BELOW WITH YOUR OWN ONE!  
**"classify.domain.com.classify",**

10. Now run your app via Android Studio, either on the Emulator or real device, do not login, just wait for the app to print a Key Hash in your Logcat. You should get something like this (just an example):

I/log-: keyhash: **U05jRHlAyYvJZCAuPfKI+/l6fzQ=**

11. Copy that key hash in your clipboard and paste it in the **Key Hashes** field
12. Click **Save Changes** at the bottom of the App Dashboard window.

App ID: 391091497906765

App Secret: [Redacted]

Display Name: [Redacted]

Namespace: [Redacted]

+ Add Platform

Android

Google Play Package Name: domain.com.classify

Class Name: Login

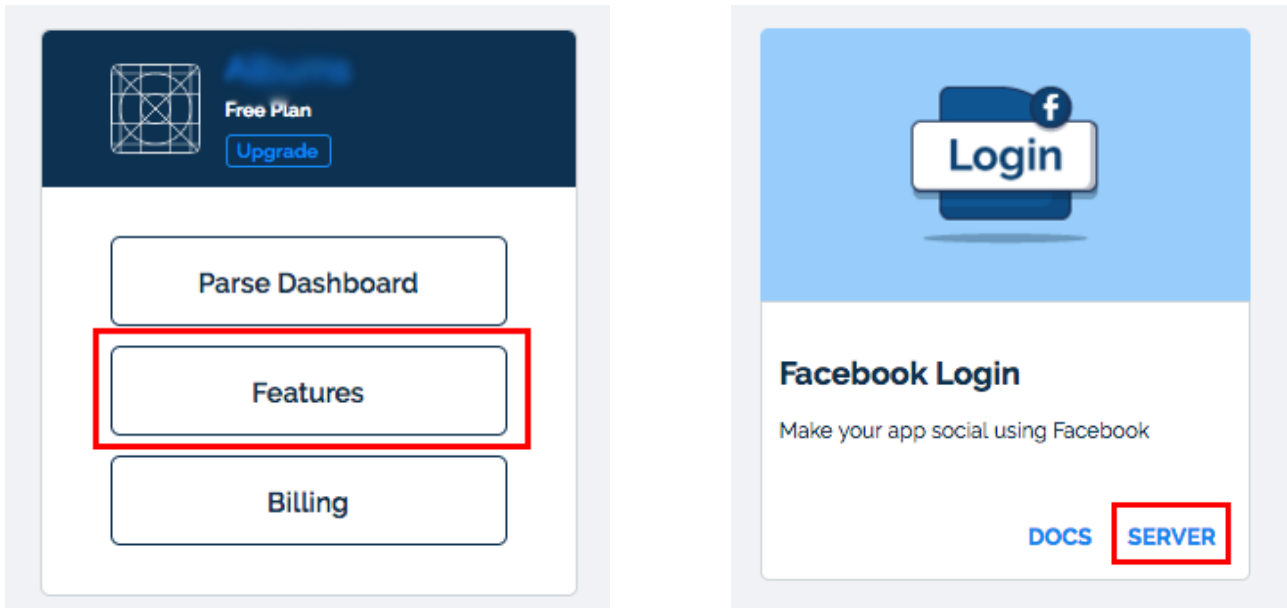
Key Hashes: U05jRHlAyYvJZCAuPfKI+/l6fzQ=

Amazon Appstore URL (Optional): Ex. http://www.amazon.com/dp/B004GJDQT8

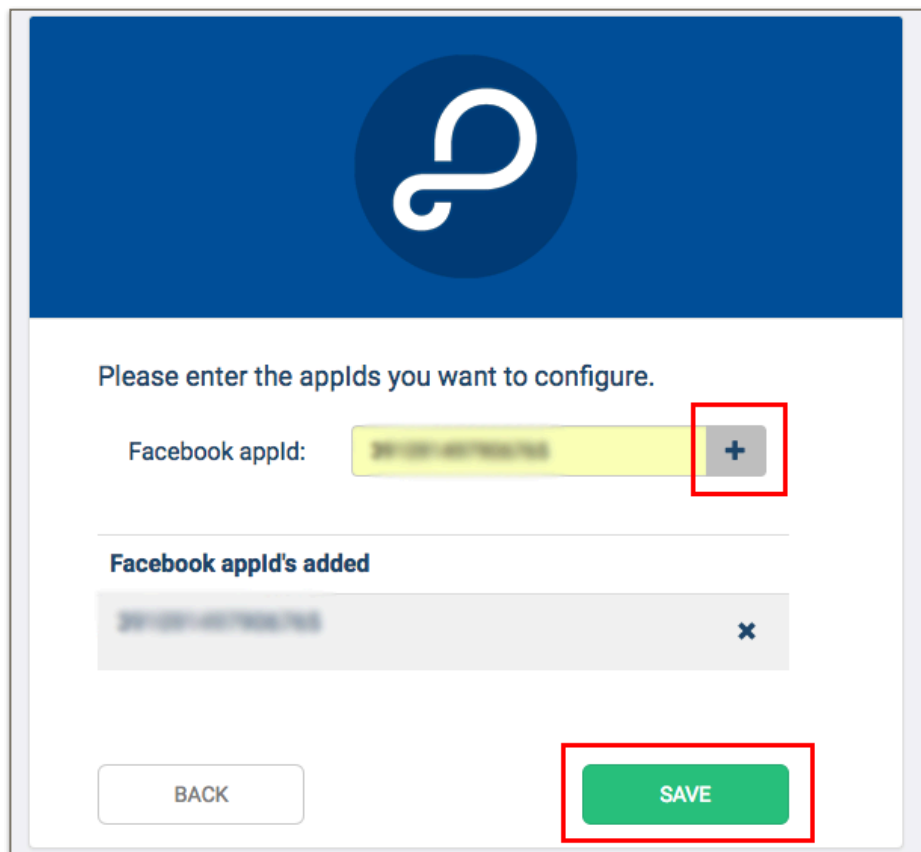
Single Sign On: Yes

Deep Linking: No

13. Enter your app **Features** on back4app, scroll down to **Facebook Login** and click **SERVER**



14. Paste your **Facebook App ID** in the empty filed and click the **+** button, then **SAVE**



15. Now open **strings.xml** in Android Studio and replace the existing ID with your own Facebook App ID:

```
<string name="facebook_app_id">1583796018568051</string>
```

**You're done with setting up Facebook Login in this app, now you can test it.**

#### - Ad banners setup -

You must create a Banner Unit ID on [apps.admob.com](https://apps.admob.com) in order to get its Unit ID and replace the string in **strings.xml** with your own ID, in order to make your AdMob banner work in the app.

```
<string name="ADMOB_BANNER_UNIT_ID">ca-app-pub-3120536913205473/5975042732</string>
```

**Good luck with Classify template, and don't forget to rate it on your Downloads page!**



[fvimagination.com](https://fvimagination.com)