



# *Flurry SDK* Android Upgrade Instructions

SDK version 3.3.x  
Updated: 10/28/2013

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Welcome to Flurry!

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## 1. Introduction

Flurry Android SDK release versions 3.3.0 and later are modularized to allow our partners to select exactly the components they wish to integrate into their app. This will allow for more targeted updates and smaller distributions for partners that only integrate a subset of available Flurry services.

The Flurry Android Analytics library is required for any integration. You may optionally add on the Flurry Ads library. More information on these libraries are contained in their respective README documents, however a brief description follows:

- **Flurry Analytics Agent** allows you to track the usage and behavior of your iPhone application on users' phones for viewing in the Flurry Developer Portal.
  - **Flurry Ads Agent** allows you to earn revenue by offering App, Video, and Reengagement recommendations in your app. Supported integrations include banners, takeovers, and offerwalls.
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## 2. Upgrade to 3.3.x

Upgrading from a version 3.2.x to 3.3.0 is a straightforward process that should take less than 10 minutes. If you are upgrading from version prior to 3.2.x and use ads, please first follow instructions in section 3 (upgrade to 3.2.x) and then return to this section.

### Flurry Analytics

1. Remove any existing Flurry library jars from your project's lib folder.
2. Add FlurryAnalytics-3.3.x.jar to your project's libs folder.

### Flurry Ads

1. Make sure to first follow steps for Flurry Analytics integration above. The Ads library is dependent on the Analytics library.
2. Add FlurryAds-3.3.x.jar to your project's libs folder.

3. If you have implemented a `FlurryAdListener`, add the `onRendered` method:

```
public class MyAdListener implements FlurryAdListener {

    ...

    @Override
    public void onRendered(String adSpaceName)
    {
        // Handle rendered
    }

}
```

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### 3. Upgrade to 3.2.x

Flurry SDK releases prior to 3.2.0 included the advertising related APIs under the class *FlurryAgent*. Starting with version 3.2.0, advertising related methods are grouped under a new class called *FlurryAds*.

If you are upgrading from a previous version of the SDK, you will encounter compilation errors from javac (or Eclipse). To fix these, at each instance of an error, simply replace references to *FlurryAgent* with *FlurryAds*.

#### Code sample

Here's a simple diff after upgrading to v3.2.x of the SDK from a version prior to v3.2.0

```
public class Example extends Activity implements FlurryAdListener {
    FrameLayout mBanner;
    public void onCreate(Bundle bundle) {
        super.onCreate(bundle);
        setContentView(R.layout.example);
        mBanner = (FrameLayout) findViewById(R.id.banner);
-        FlurryAgent.setAdListener(this);
+        FlurryAds.setAdListener(this);
    }
    public void onStart() {
        super.onStart();
        FlurryAgent.onStartSession(this, mApiKey);
-        FlurryAgent.fetchAd(this, mAdSpaceName, mBanner, BANNER_BOTTOM);
+        FlurryAds.fetchAd(this, mAdSpaceName, mBanner, BANNER_BOTTOM);
    }
    public void spaceDidReceiveAd(String adSpace) {
-        FlurryAgent.displayAd(this, mAdSpaceName, mBanner);
+        FlurryAds.displayAd(this, mAdSpaceName, mBanner);
    }
    public void onStop() {
        super.onStop();
        FlurryAgent.onEndSession(this);
    }
}
```

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Please let us know if you have any questions. If you need any help, just email [support@flurry.com](mailto:support@flurry.com)!