



Yura Dolotov @yuradolotov
Utility Man Development Studio

THANK YOU FOR YOUR PURCHASE!

IF YOU HAVE ANY QUESTIONS - DO NOT HESITATE TO REACH ME ON
MARKETPLACE OR VIA: utilityman.development@gmail.com

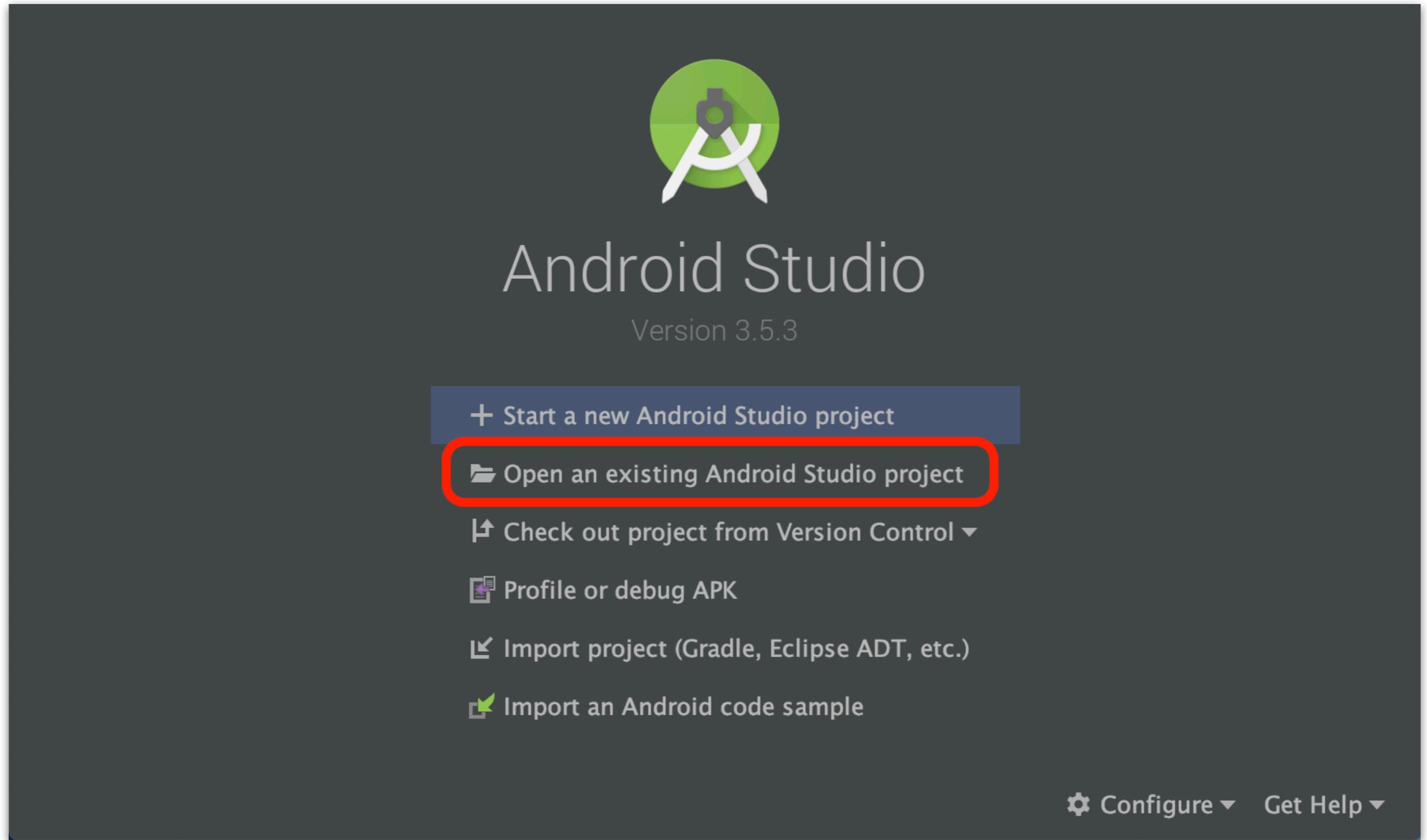


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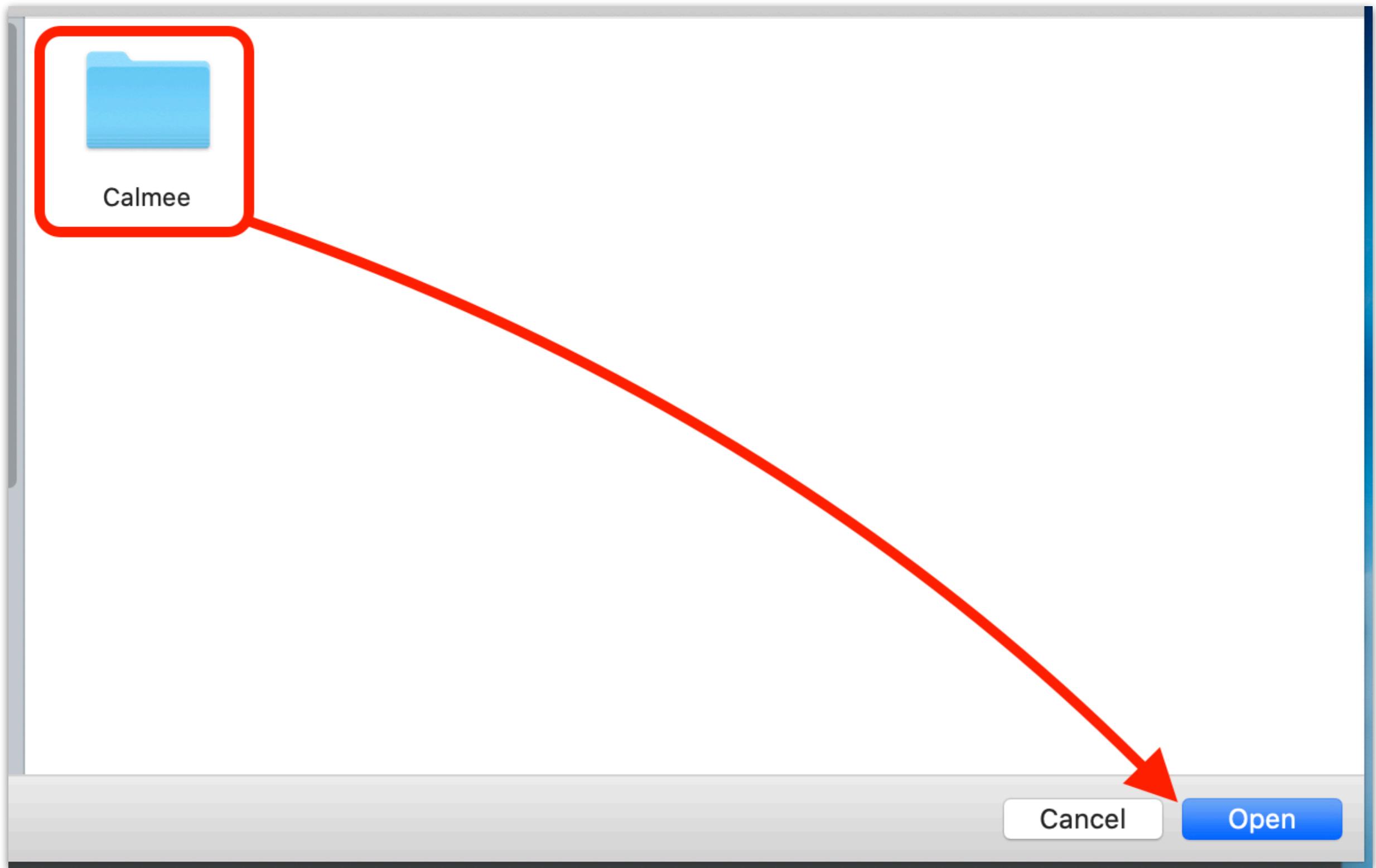
RESOURCES:

1. <https://www.flaticon.com/home> (UI ASSETS)
2. <https://www.fotor.com> (ONLINE PHOTOSHOP TO CREATE ICONS)
3. <https://apps.apple.com/ru/app/app-icon-resizer-air/id1013592989?mt=12>
(ICON RESIZER)
4. <https://app-mockup.com> (CREATE COOL SCREENSHOTS)

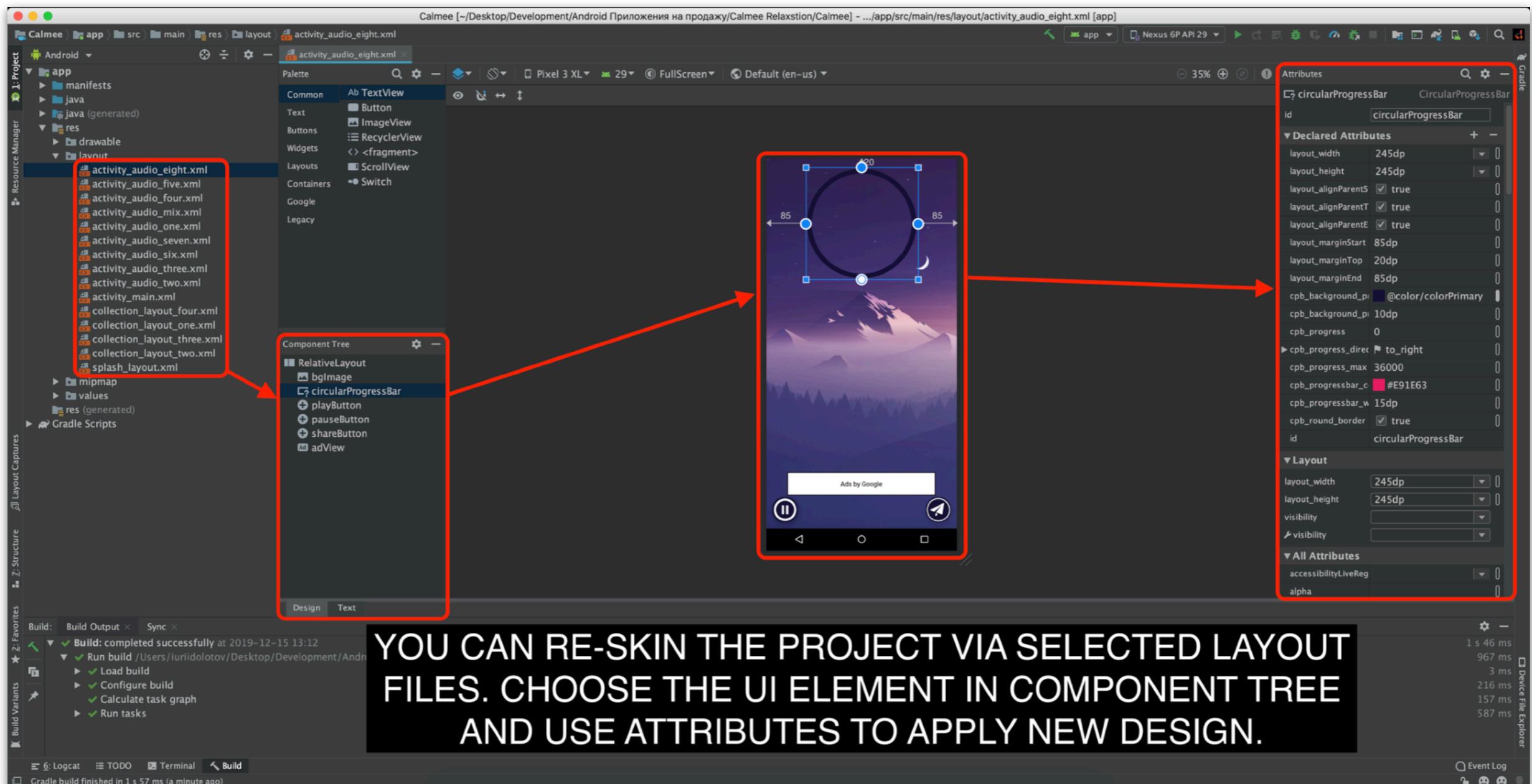
HOW TO START THE PROJECT?



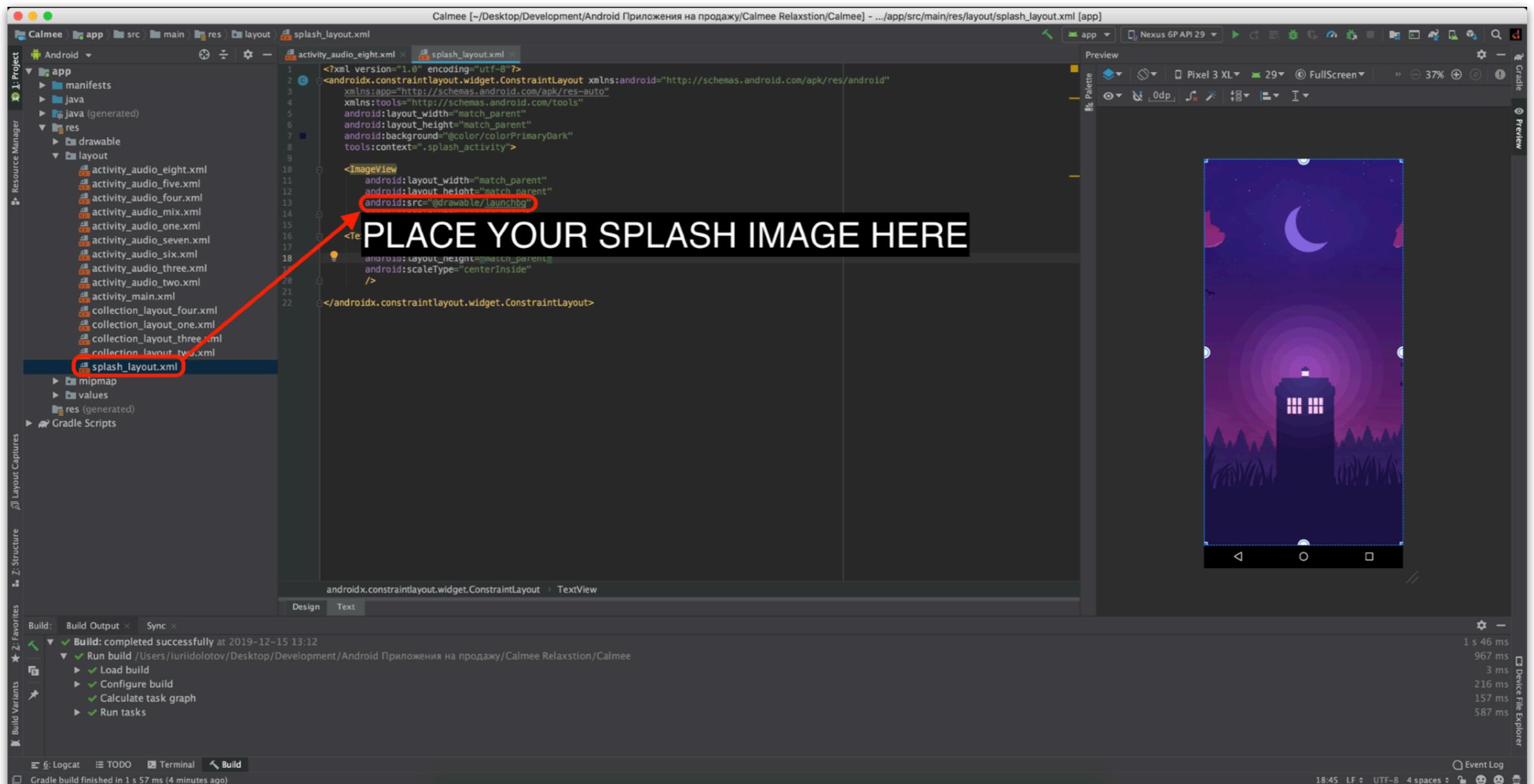
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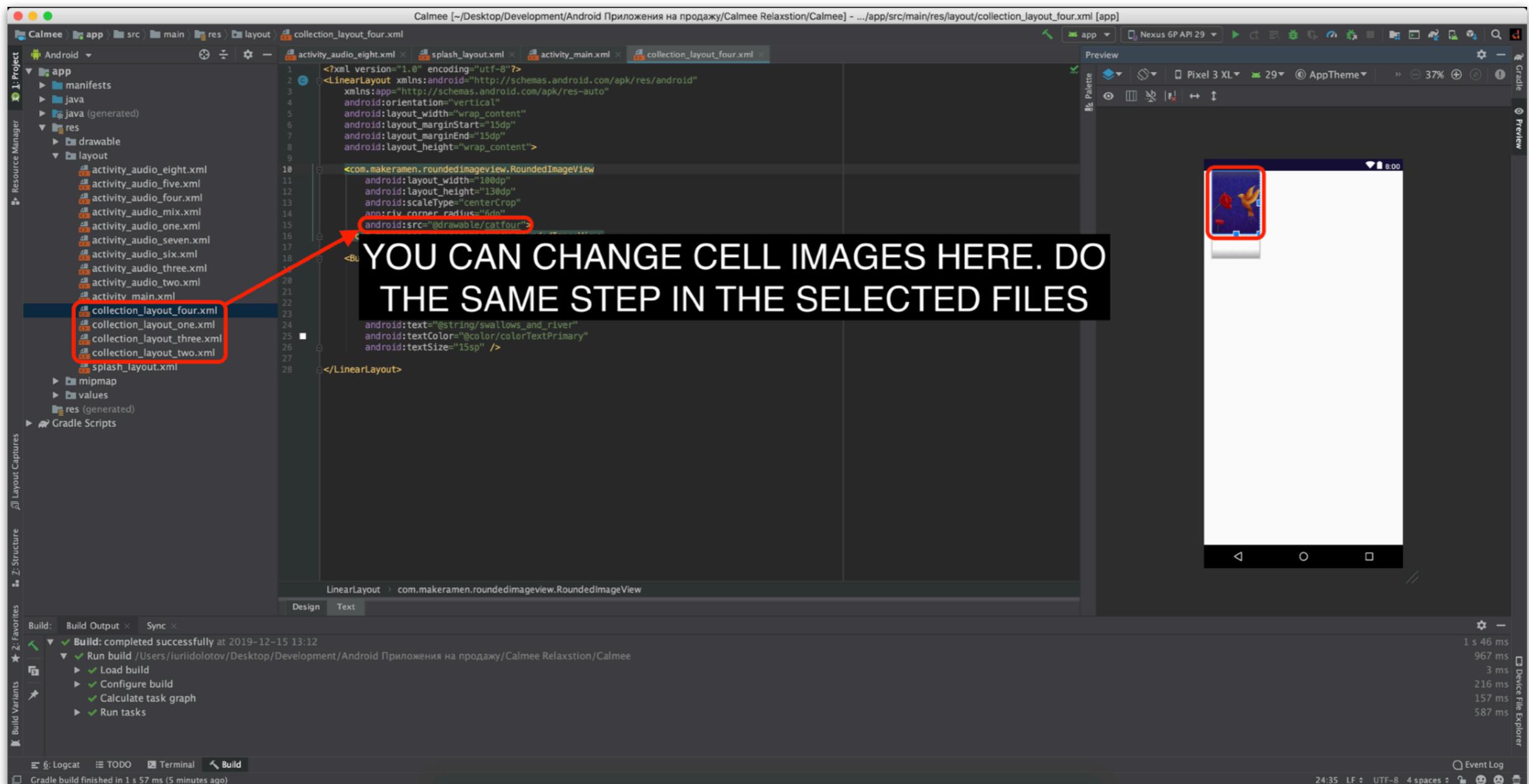
HOW TO RE-SKIN THE APP?



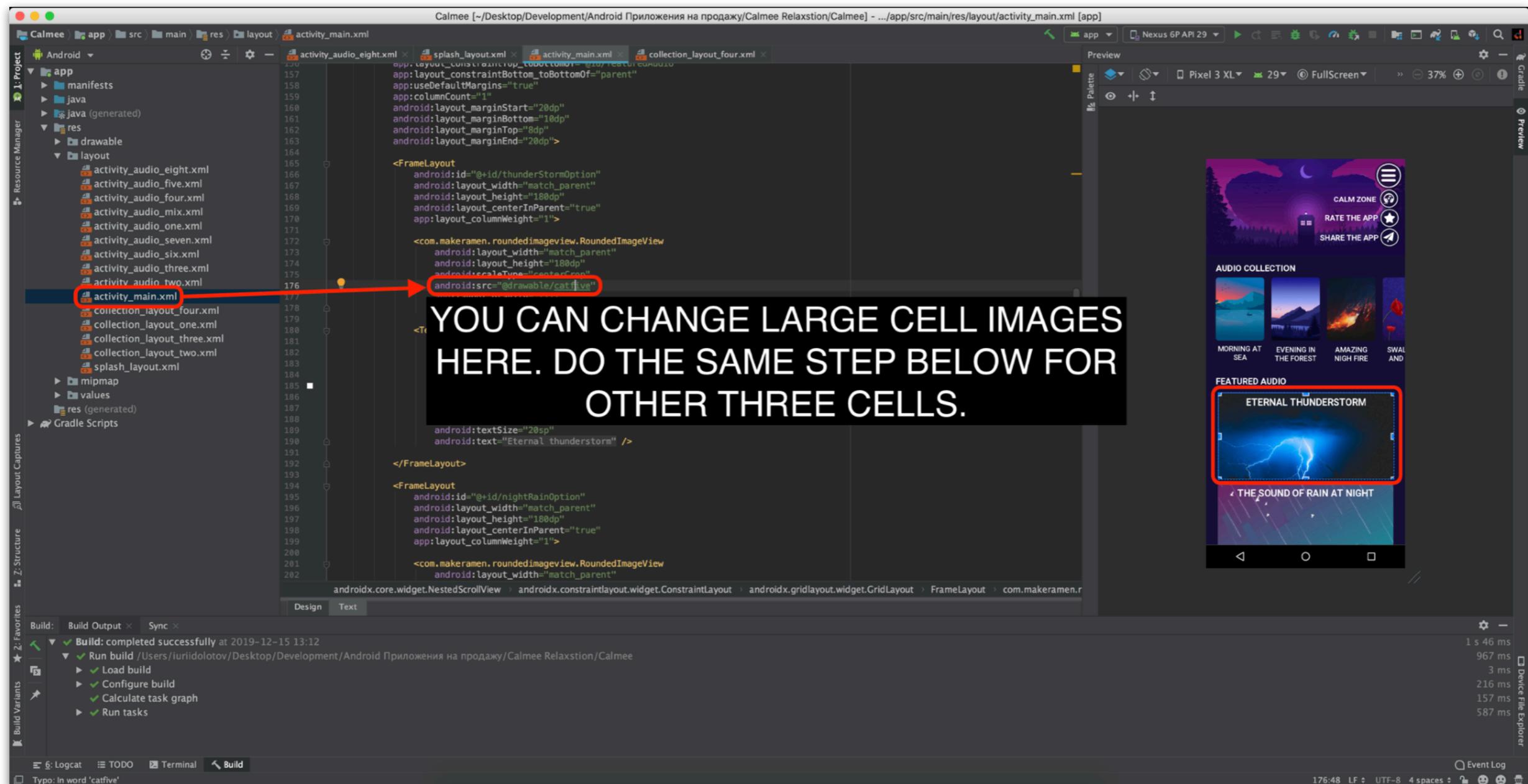
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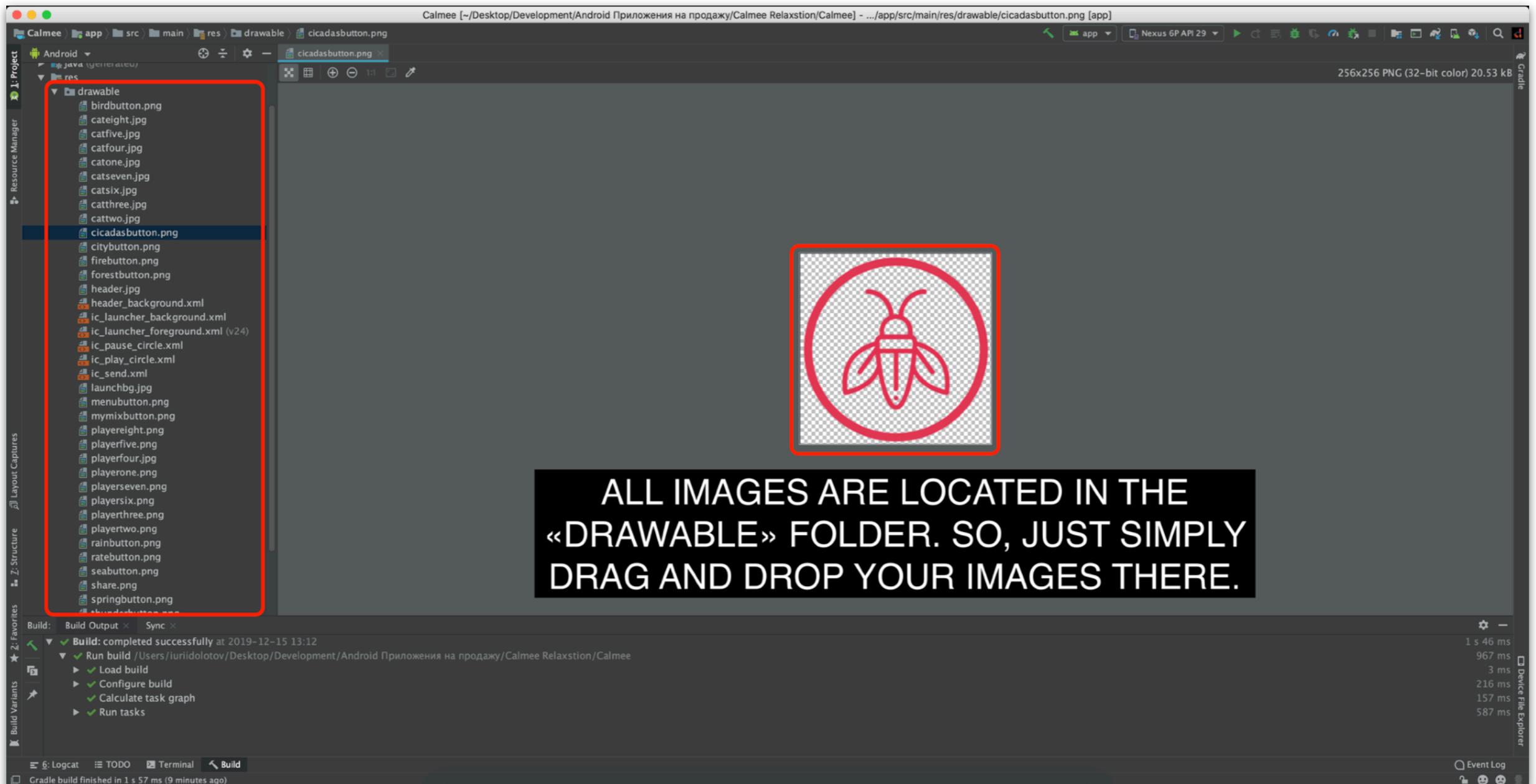
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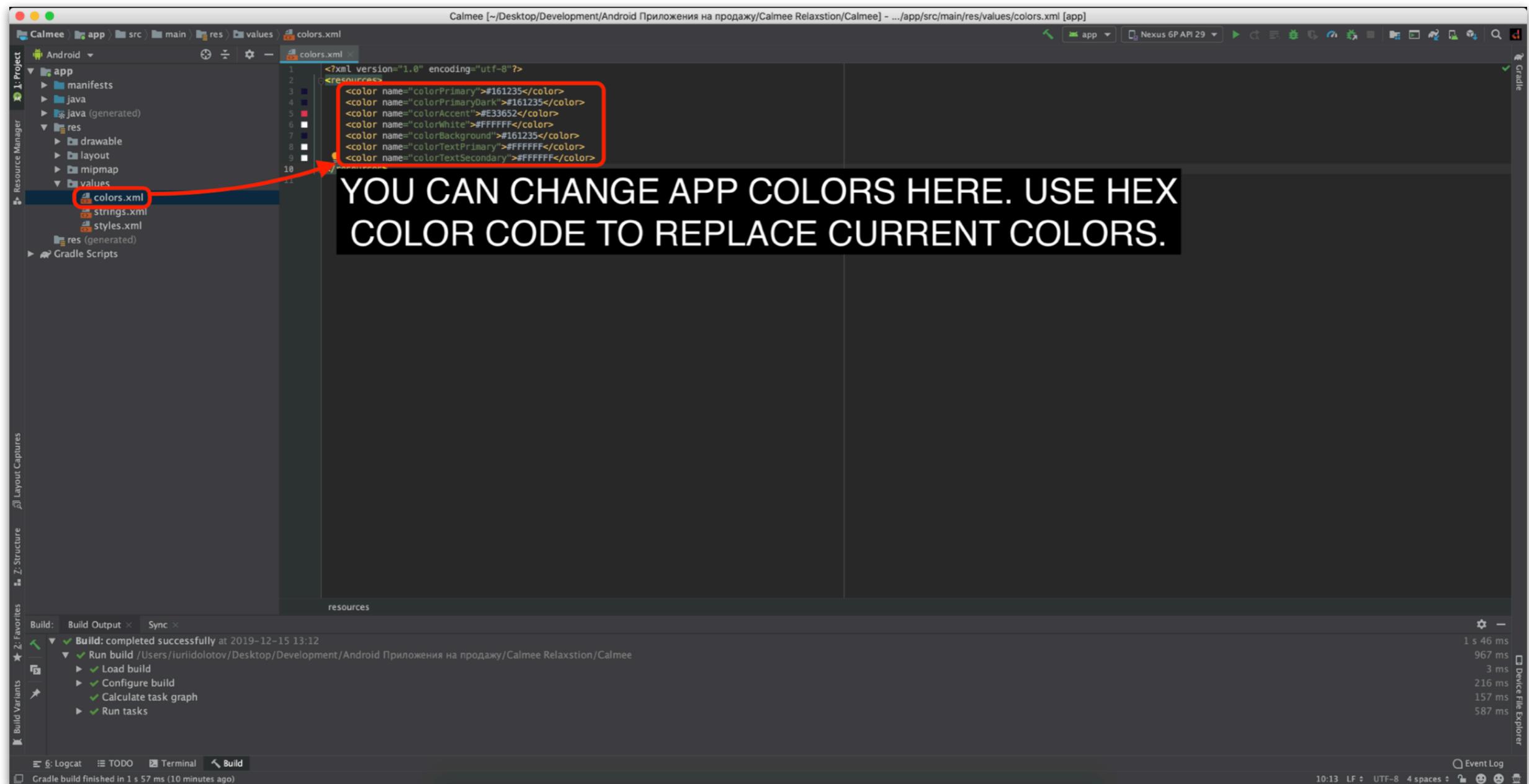
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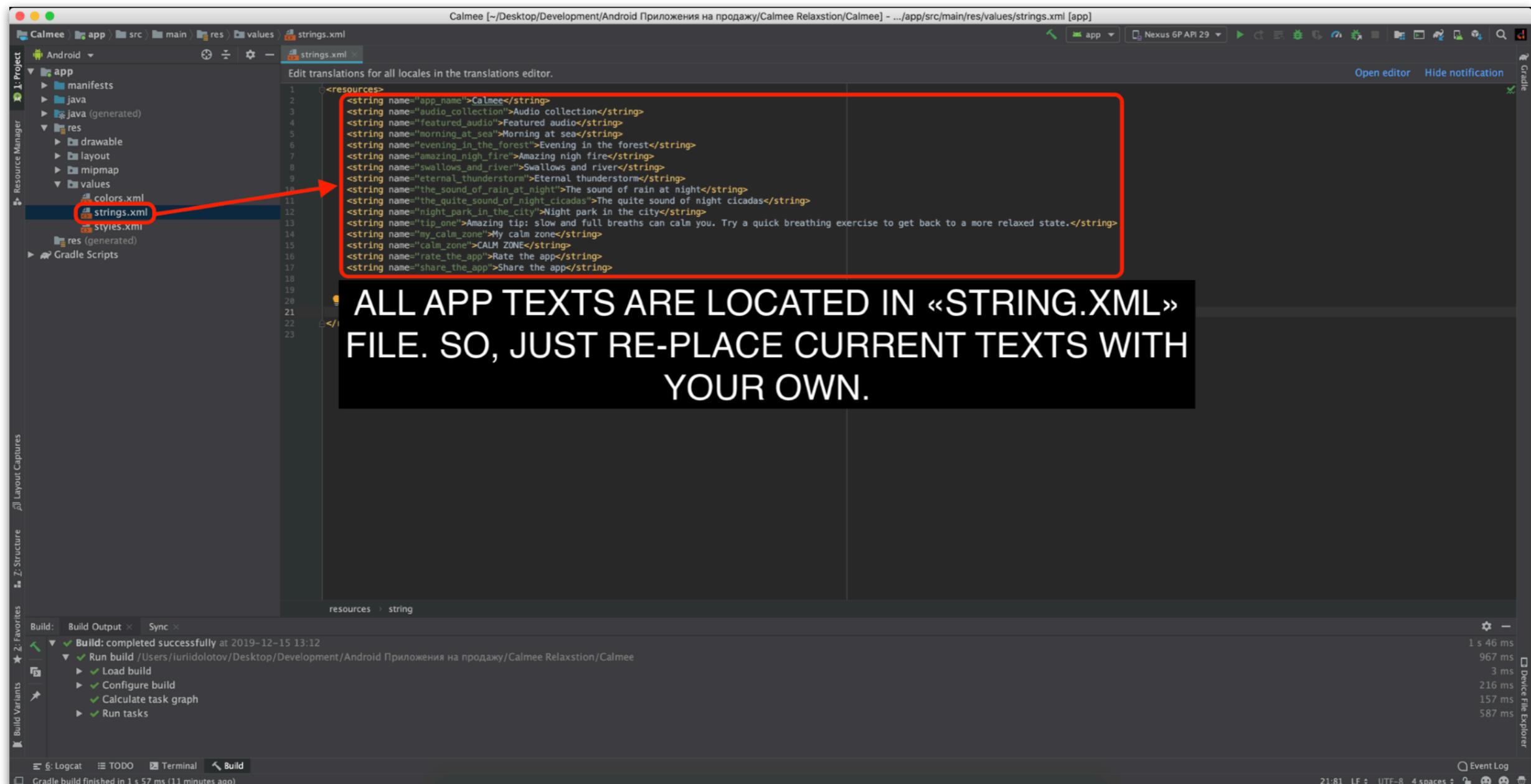
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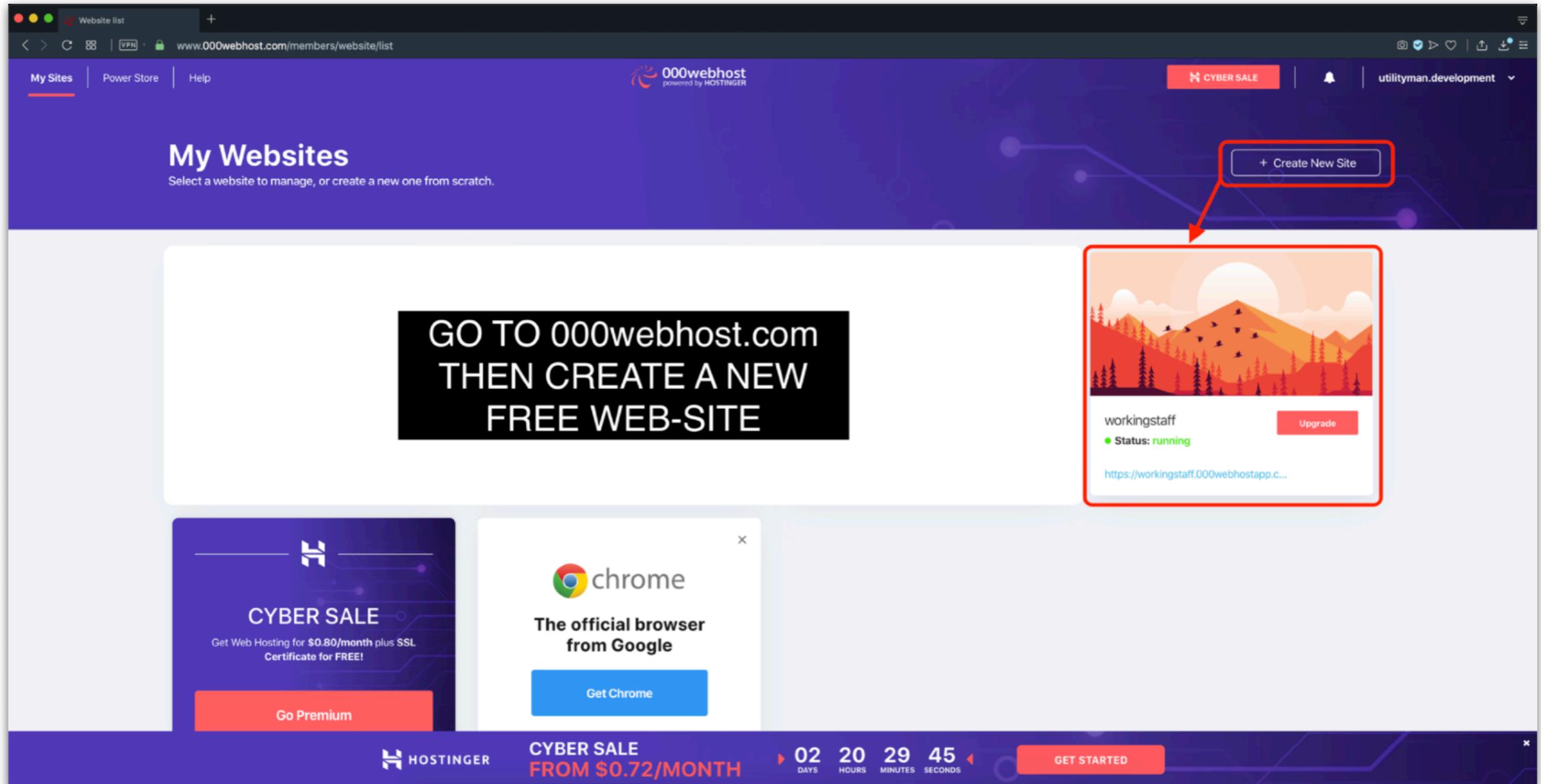
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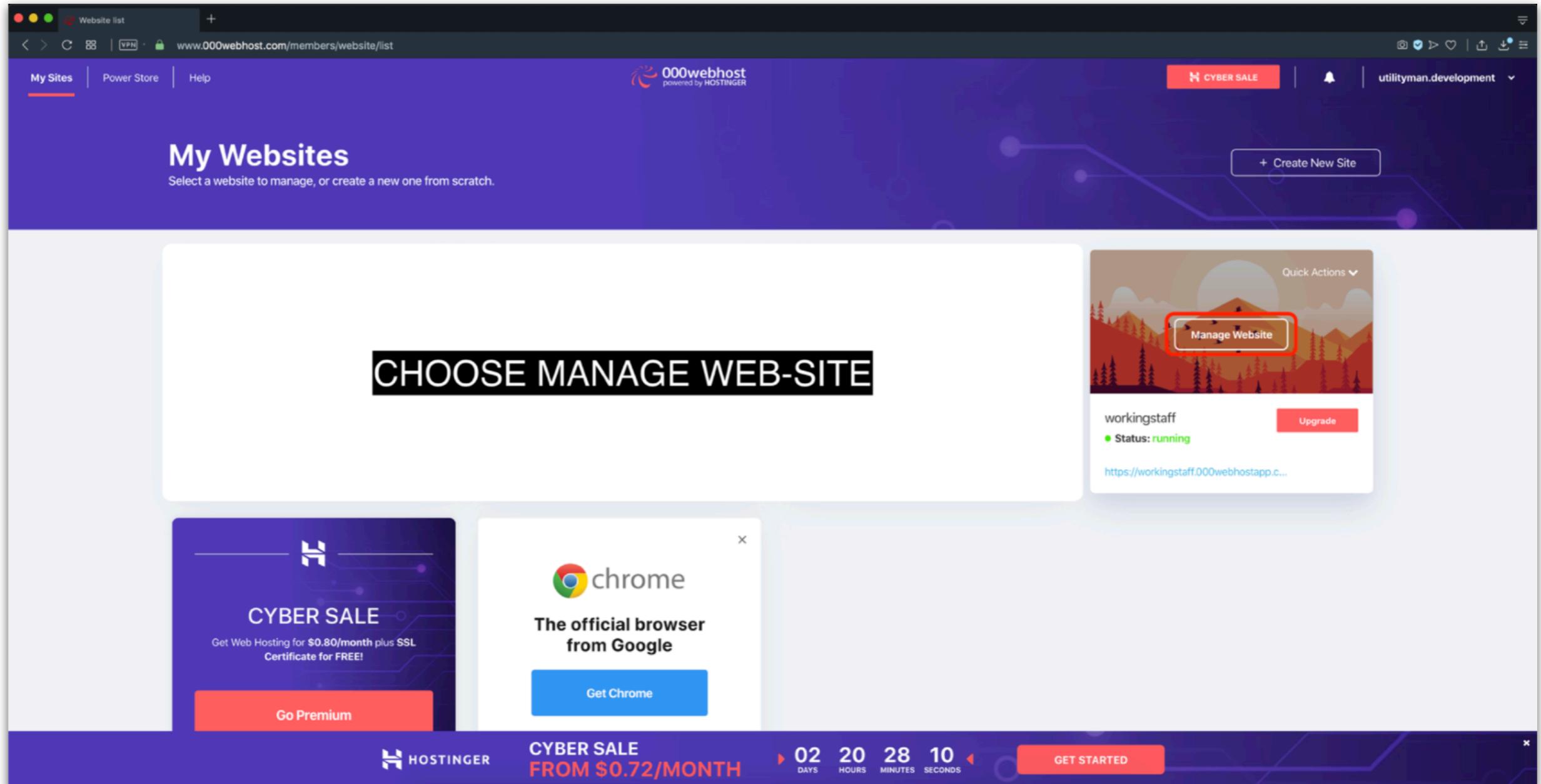
HOW TO RE-SKIN THE APP?



HOW TO UPLOAD AUDIO ON HOSTING?



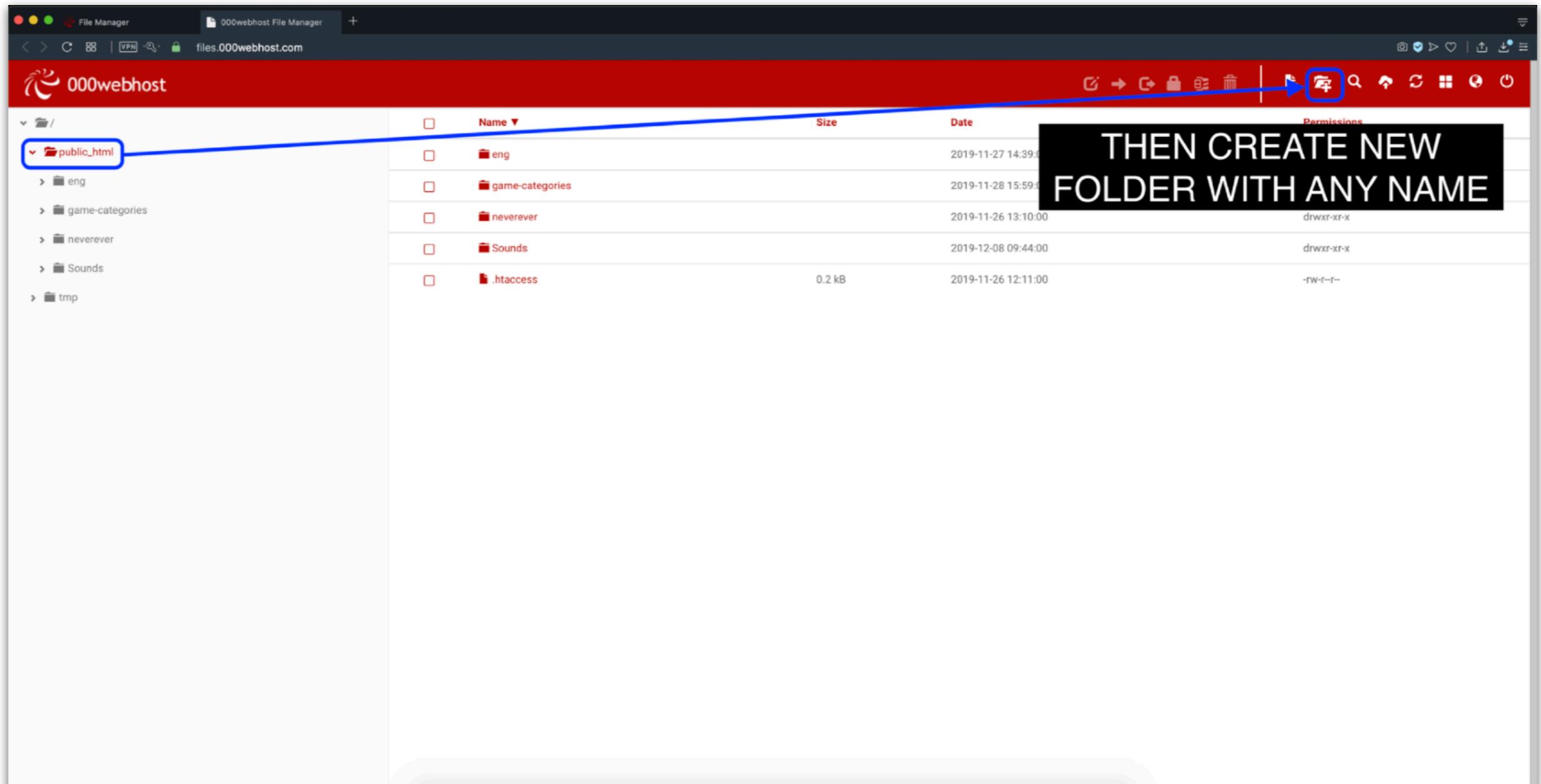
HOW TO UPLOAD AUDIO ON HOSTING?



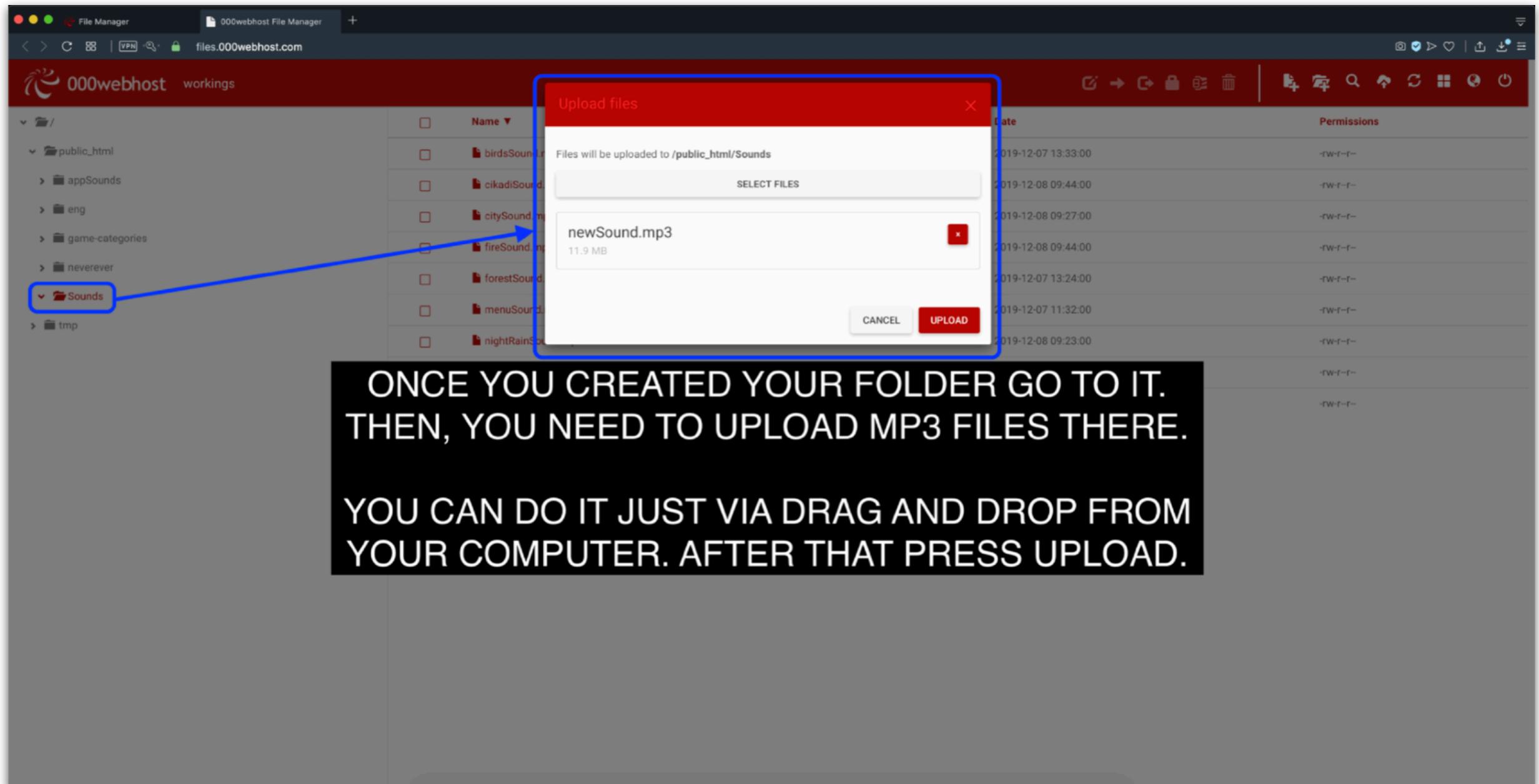
HOW TO UPLOAD AUDIO ON HOSTING?

The screenshot shows the 000webhost dashboard interface. On the left, a sidebar menu includes 'Dashboard' (selected), 'Tools', 'Website Settings', 'Community Help', 'Earn Money', 'Learn to Code', 'Customer Support', and 'Power Store'. The main content area features a 'Statistics' section with four circular progress bars: 'Monthly Bandwidth Quota (10 000 MB)' at 35.88% used, 'Disk Space Quota (1000 MB)' at 11.34% used, 'Inode Usage Quota (20 000)' at 0.14% used, and 'Sendmail Daily Quota (50)' at 0% used. Below the statistics is a 'Website' section with icons for 'Website Builder', 'Install WordPress', 'Error Pages', 'SEO Toolkit', 'Learn to Code', and 'Earn Money'. A large black button labeled 'CHOOSE FILE MANAGER' contains three options: 'File Manager' (with a red border around it), 'Backups', and 'FTP Accounts'. At the bottom, a purple banner promotes a 'CYBER SALE FROM \$0.72/MONTH' with a timer showing 02 days, 20 hours, 27 minutes, and 02 seconds, and a 'GET STARTED' button.

HOW TO UPLOAD AUDIO ON HOSTING?



HOW TO UPLOAD AUDIO ON HOSTING?



HOW TO UPLOAD AUDIO ON HOSTING?

The screenshot shows a web browser window titled "File Manager" with the URL "workingstaff.000webhostapp.com/?dir=Sounds" highlighted with a red box. A red arrow points from this URL to a list of MP3 files in the file manager.

Hooray, your free website has been started!

workingstaff.000webhostapp.com

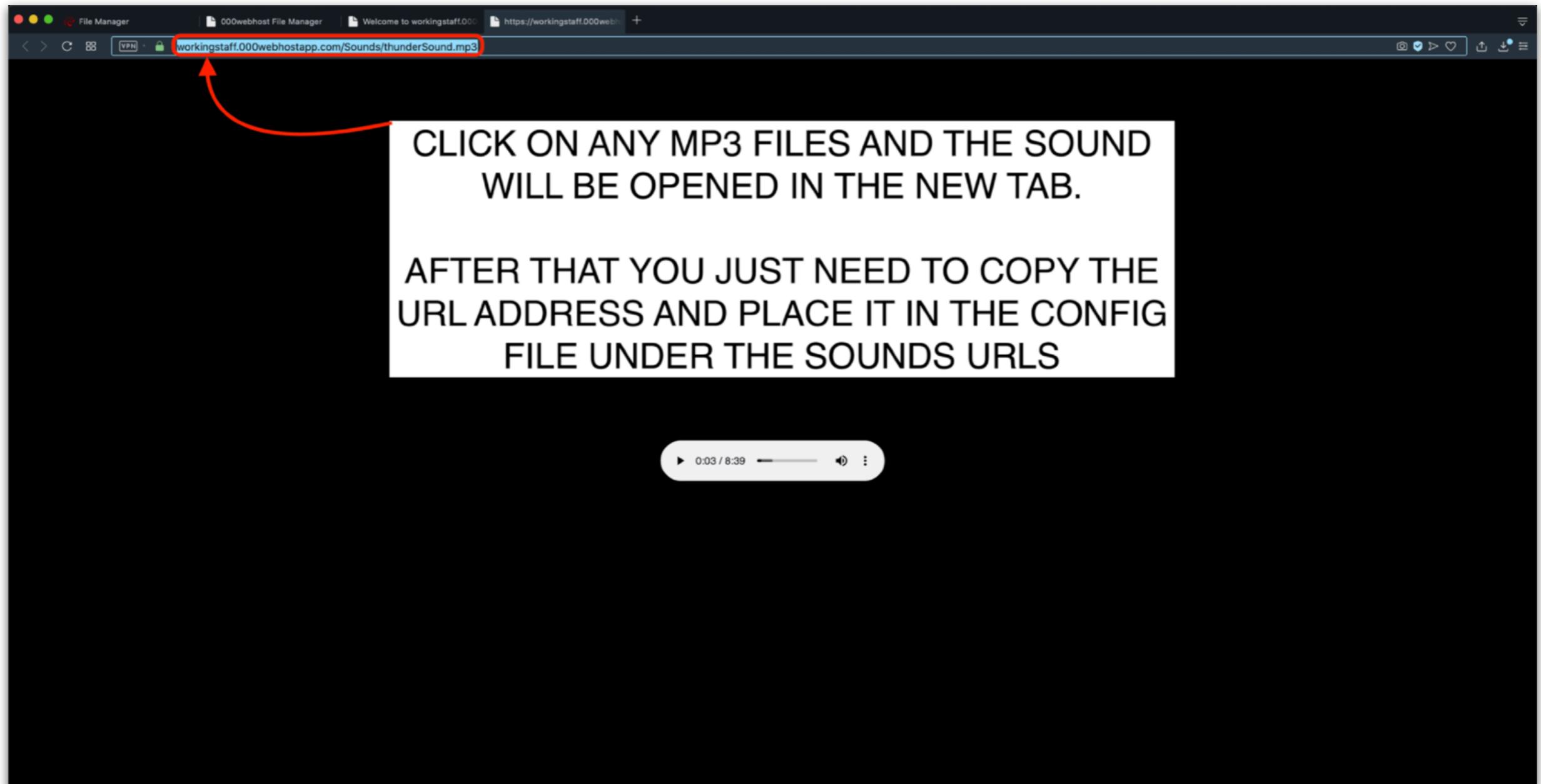
THEN GO TO THE WEB
URL OF YOUR FOLDER
AND THERE WILL BE LIST
OF YOUR MP3 FILES

| | birdsSound.mp3 | 10861KB Dec 07 2019 01:33:26 PM |
|--|--------------------|---------------------------------|
| | cikadiSound.mp3 | 5324KB Dec 08 2019 09:44:29 AM |
| | citySound.mp3 | 1689KB Dec 08 2019 09:27:51 AM |
| | fireSound.mp3 | 1415KB Dec 08 2019 09:44:55 AM |
| | forestSound.mp3 | 6654KB Dec 07 2019 01:24:04 PM |
| | menuSound.mp3 | 62239KB Dec 07 2019 11:32:21 AM |
| | nightRainSound.mp3 | 2499KB Dec 08 2019 09:23:49 AM |
| | seaSound.mp3 | 13124KB Dec 07 2019 11:39:58 AM |
| | thunderSound.mp3 | 12184KB Dec 08 2019 09:21:48 AM |

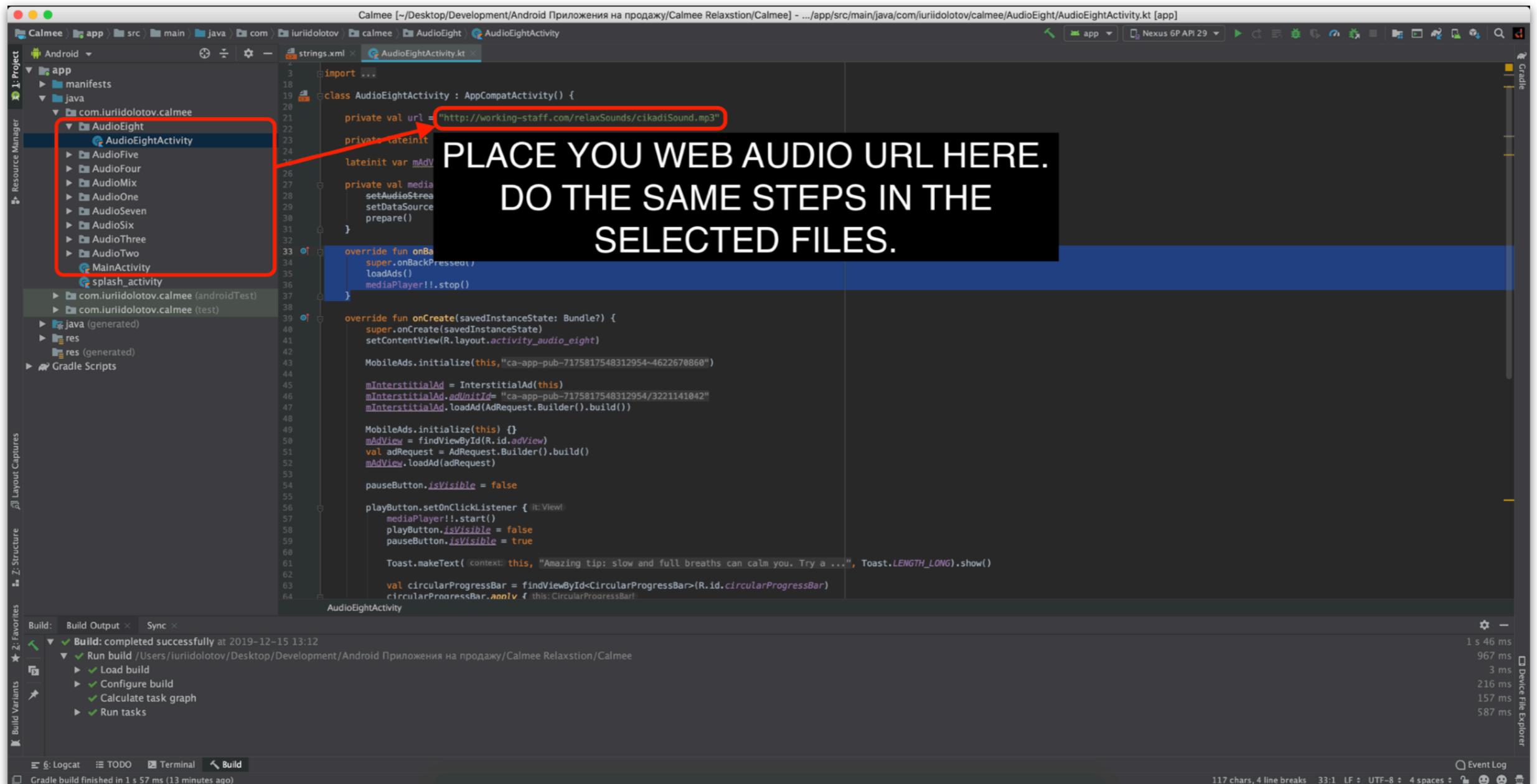
What's next? Simply upload your workingstaff.000webhostapp.com website to public_html folder. Looking for more ideas? Check this out: <https://workingstaff.000webhostapp.com/Sounds/thunderSound.mp3>

Powered by 000webhost

HOW TO UPLOAD AUDIO ON HOSTING?



HOW TO INSERT THE AUDIO LINK?

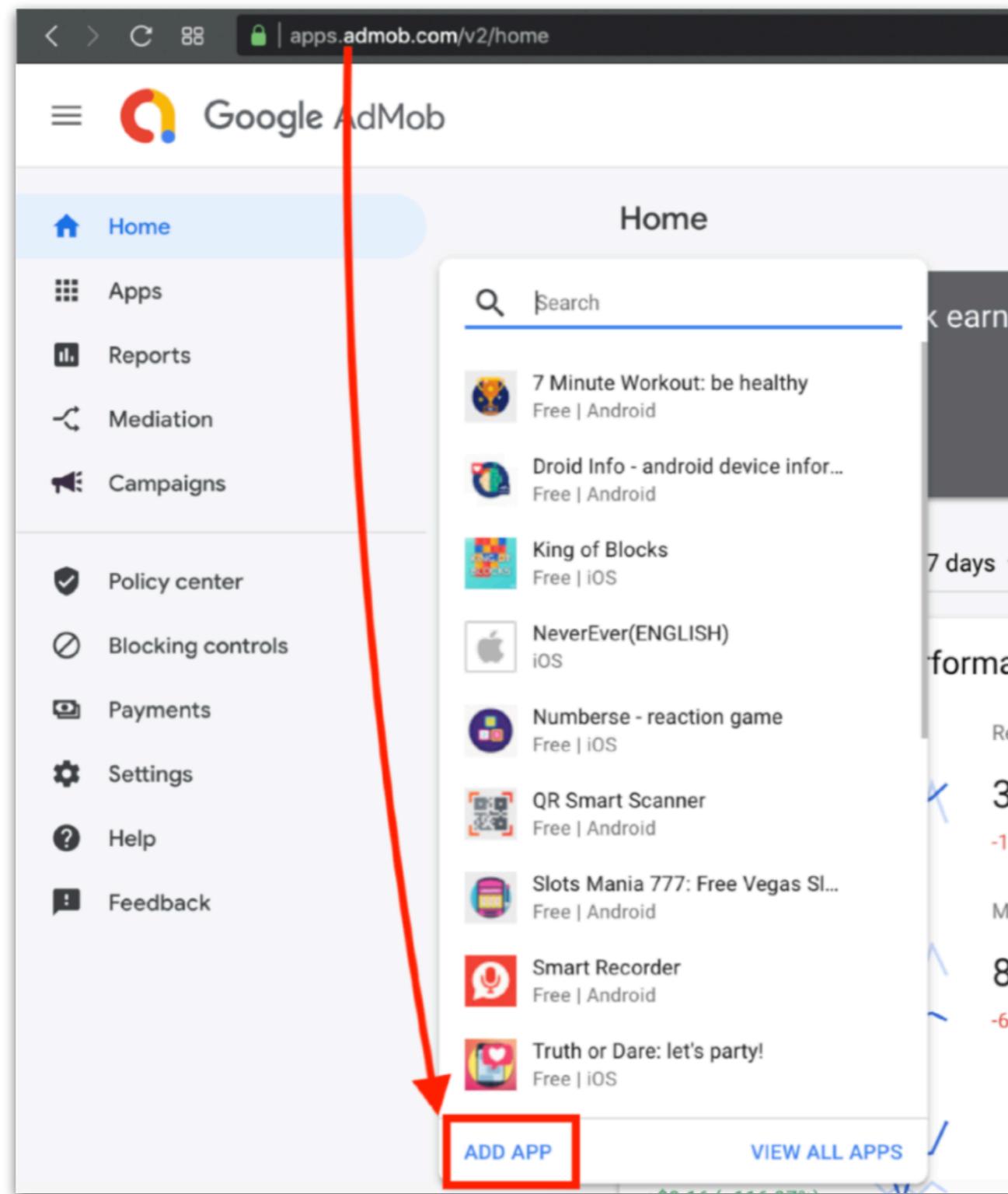


PLACE YOU WEB AUDIO URL HERE.
DO THE SAME STEPS IN THE
SELECTED FILES.

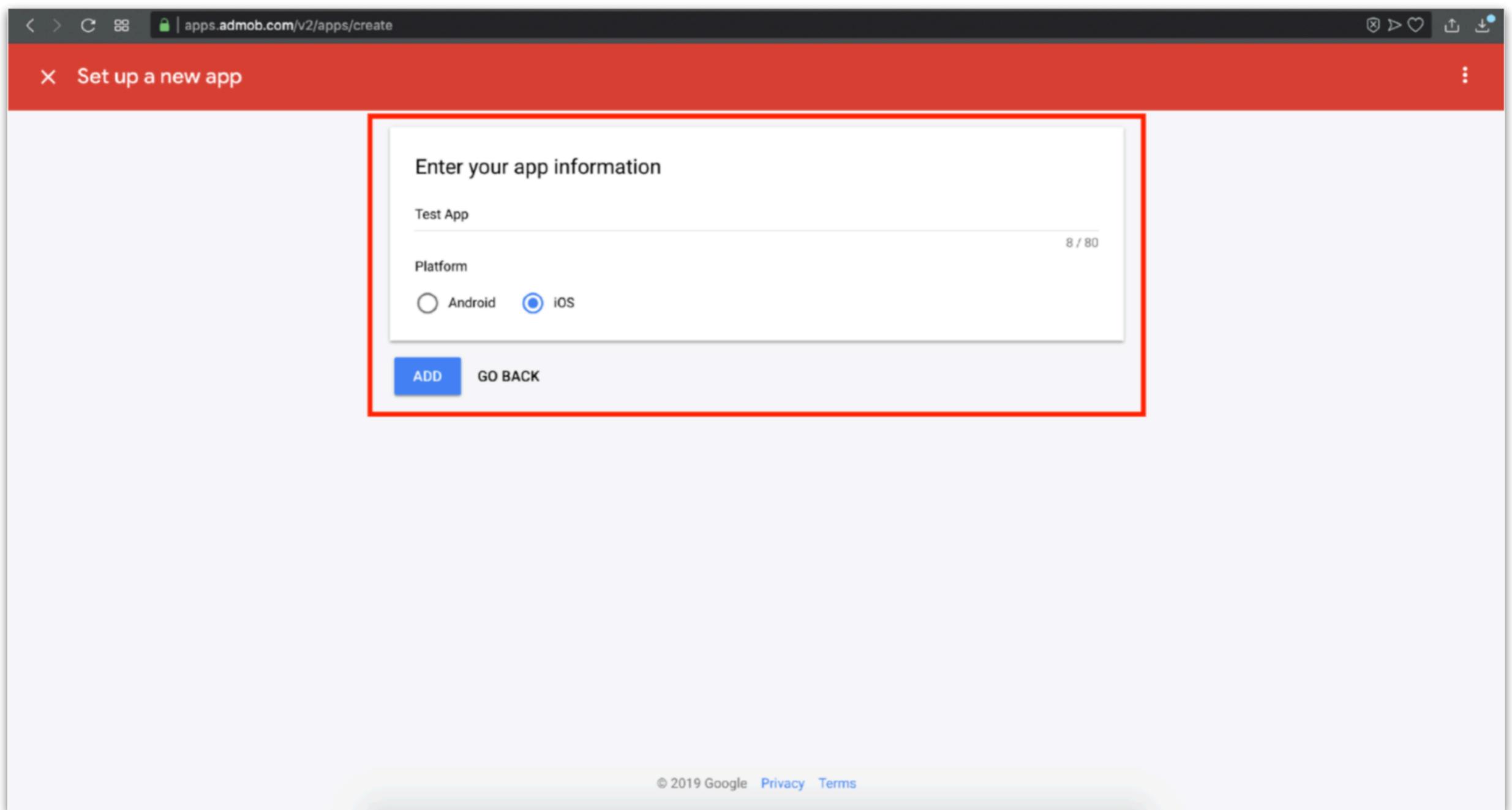
```
import ...
class AudioEightActivity : AppCompatActivity() {
    private val url = "http://working-staff.com/relaxSounds/cikadiSound.mp3"
    lateinit var mAdView
    private val media
        setAudioStream
        setDataSource
        prepare()
    override fun onBackPressed() {
        super.onBackPressed()
        loadAds()
        mediaPlayer!!.stop()
    }
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_audio_eight)
        MobileAds.initialize(this, "ca-app-pub-7175817548312954~4622670860")
        mInterstitialAd = InterstitialAd(this)
        mInterstitialAd.adUnitId = "ca-app-pub-7175817548312954/3221141042"
        mInterstitialAd.loadAd(AdRequest.Builder().build())
        MobileAds.initialize(this)
        mAdView = findViewById(R.id.adView)
        val adRequest = AdRequest.Builder().build()
        mAdView.loadAd(adRequest)
        pauseButton.isVisible = false
        playButton.setOnClickListener { it: View -
            mediaPlayer!!.start()
            playButton.isVisible = false
            pauseButton.isVisible = true
            Toast.makeText(context, "Amazing tip: slow and full breaths can calm you. Try a ...", Toast.LENGTH_LONG).show()
        }
        val circularProgressBar = findViewById<CircularProgressBar>(R.id.circularProgressBar)
        circularProgressBar.animateFor(this: CircularProgressBar)
    }
}
```

The screenshot shows the Android Studio interface with the project 'Calmee' open. The code editor displays 'AudioEightActivity.kt'. A red box highlights the line 'private val url = "http://working-staff.com/relaxSounds/cikadiSound.mp3"'. A callout box with the text 'PLACE YOU WEB AUDIO URL HERE. DO THE SAME STEPS IN THE SELECTED FILES.' is positioned over the code editor area. The bottom status bar shows 'Gradle build finished in 1 s 57 ms (13 minutes ago)'.

HOW TO SET-UP THE GOOGLE ADMOB ADS?



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HOW TO SET-UP THE GOOGLE ADMOB ADS?

The screenshot shows a web browser window for apps.admob.com/v2/apps/create. The main content area displays a success message: "Congrats! Your app has been added to AdMob". Below this, there's a section for an "iOS Test App" with the App ID: ca-app-pub-7175817548312954~1533530917. A large, bold "COPY YOUR APP ID" button is overlaid on the App ID text. To the right of the App ID, there's a red rectangular highlight. Below this section, under "Next steps", there are three numbered instructions: 1. Make a note of your new app ID. You'll need to add it to your app's source code to run AdMob. 2. Create an ad unit to display ads in your app. 3. If your app is published to Google Play or the App Store, remember to come back to link your app. At the bottom left, there are two buttons: "NEXT: CREATE AD UNIT" and "I'LL DO IT LATER".

Congrats! Your app has been added to AdMob

Test App
iOS

App ID: ca-app-pub-7175817548312954~1533530917

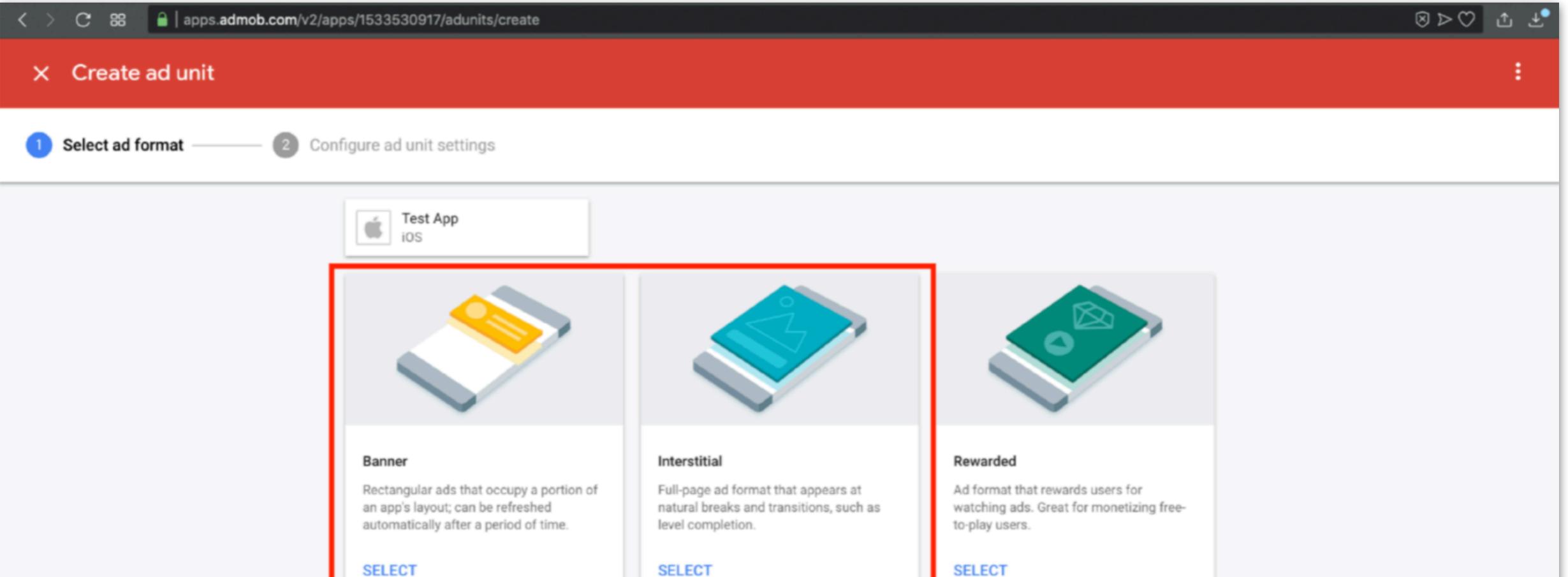
COPY YOUR APP ID

Next steps

1. Make a note of your new app ID. You'll need to add it to your app's source code to run AdMob.
2. Create an ad unit to display ads in your app.
3. If your app is published to Google Play or the App Store, remember to come back to link your app.

NEXT: CREATE AD UNIT I'LL DO IT LATER

HOW TO SET-UP THE GOOGLE ADMOB ADS?



The screenshot shows the 'Create ad unit' page on the AdMob website. At the top, there's a navigation bar with icons and the URL 'apps.admob.com/v2/apps/1533530917/adunits/create'. Below it is a red header bar with the text 'X Create ad unit' and a three-dot menu icon. The main content area has two tabs: '1 Select ad format' (which is active) and '2 Configure ad unit settings'. Under the 'Select ad format' tab, there are three options: 'Banner', 'Interstitial', and 'Rewarded'. Each option includes a small icon of a smartphone displaying the ad format, a name, a description, and a 'SELECT' button. A red box highlights the 'Banner' section. At the bottom of the page, there's a large black call-to-action box with white text that reads: 'CREATE ADS ID VIA THESE OPTIONS AND THEN PLACE THEM IN THE CODE'.

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CREATE ADS ID VIA THESE OPTIONS AND THEN PLACE THEM IN THE CODE

HOW TO SET-UP THE GOOGLE ADMOB ADS?

