



INSTALLATION GUIDE

Workspace Setup / Deployment of Conversation Moderator



DECEMBER 7, 2018

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Loyola University Chicago

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Workspace Setup

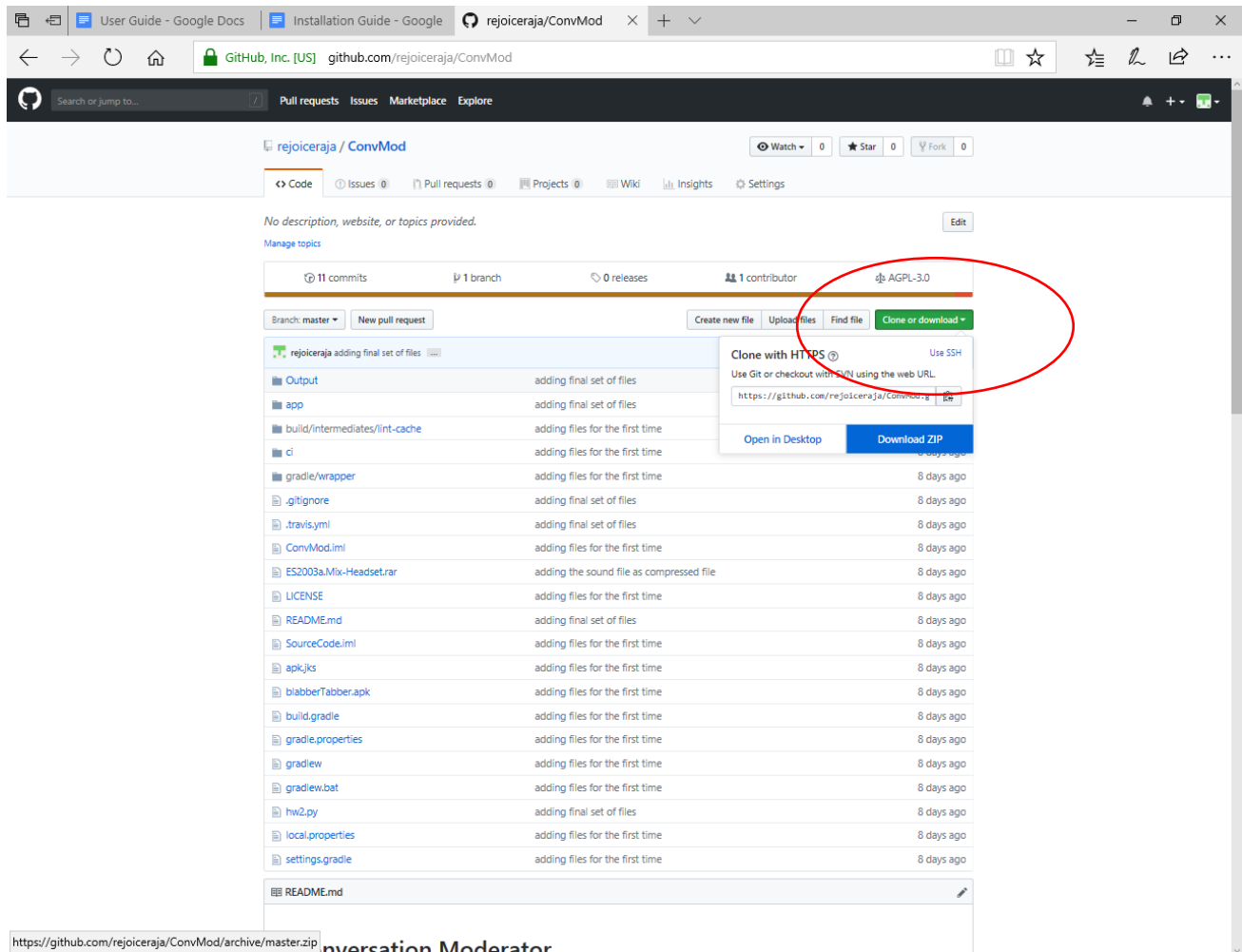
Clone / Download codebase from GITHUB

GitHub URL: <https://github.com/rejoiceraja/ConvMod>

Click the Clone or Download button to view the popup window. In the popup window, click on the Download ZIP button to download codebase to local machine.

In addition, you could copy the URL or use the following URL to clone the code into local machine.

<https://github.com/rejoiceraja/ConvMod.git>



The screenshot shows the GitHub repository page for `rejoiceraja/ConvMod`. The repository has 11 commits, 1 branch, 0 releases, 1 contributor, and is licensed under AGPL-3.0. The 'Clone or download' button is circled in red. A dropdown menu is open, showing the following options:

- Clone with HTTPS (Use Git or checkout with SVN using the web URL)
- Use SSH
- Open in Desktop
- Download ZIP

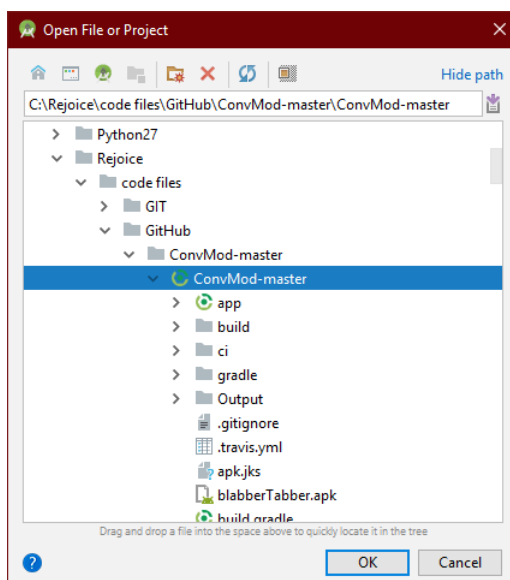
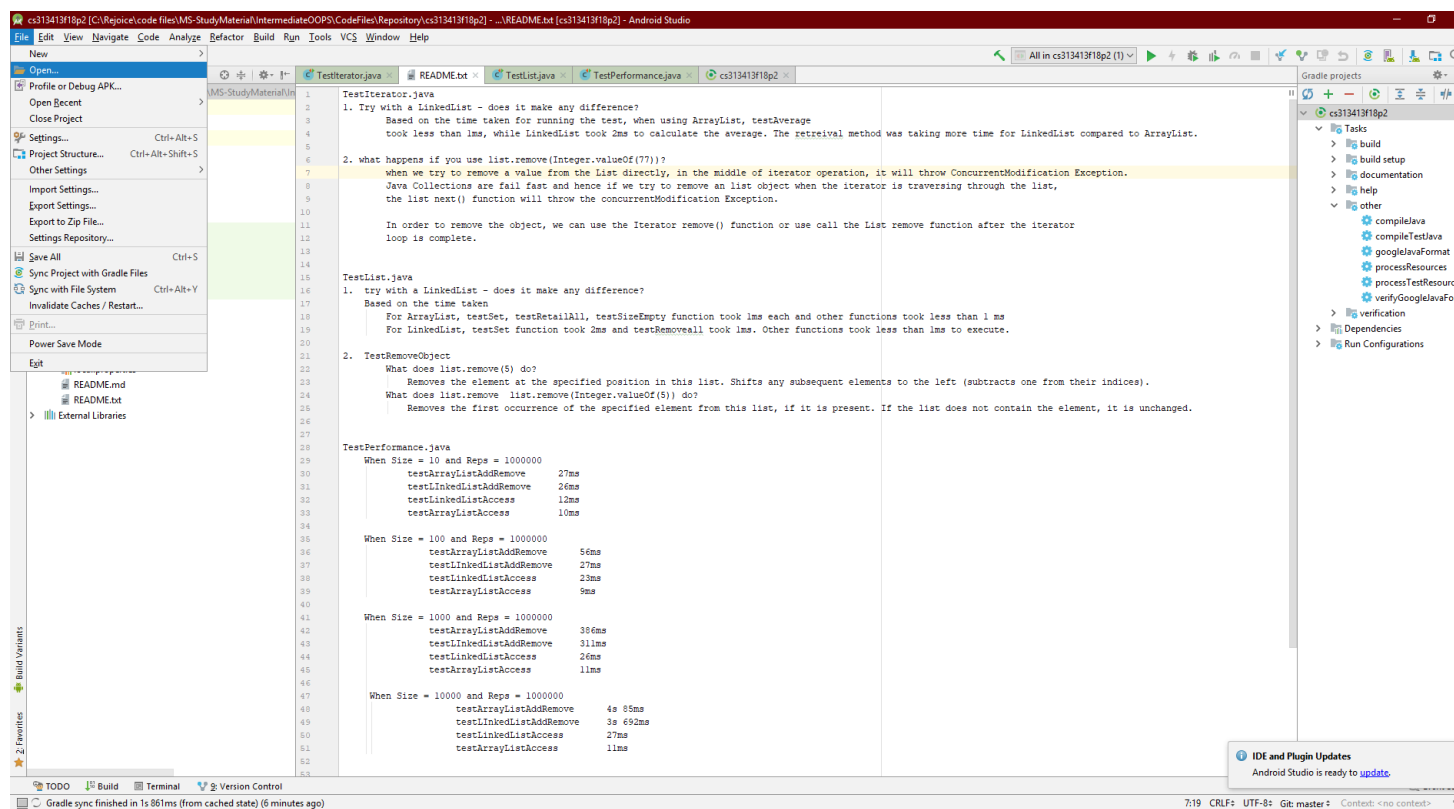
The file list shows the following files and folders:

- Output: adding final set of files
- app: adding final set of files
- build/intermediates/lint-cache: adding files for the first time
- ci: adding files for the first time
- gradle/wrapper: adding files for the first time
- .gitignore: adding final set of files
- .travis.yml: adding final set of files
- ConvMod.iml: adding files for the first time
- ES2003a.Mix-Headset.rar: adding the sound file as compressed file
- LICENSE: adding files for the first time
- README.md: adding final set of files
- SourceCode.iml: adding files for the first time
- apk.js: adding files for the first time
- blabberTabber.apk: adding files for the first time
- build.gradle: adding files for the first time
- gradle.properties: adding files for the first time
- gradlew: adding files for the first time
- gradlew.bat: adding files for the first time
- hw2.py: adding final set of files
- local.properties: adding files for the first time
- settings.gradle: adding files for the first time
- README.md: adding files for the first time

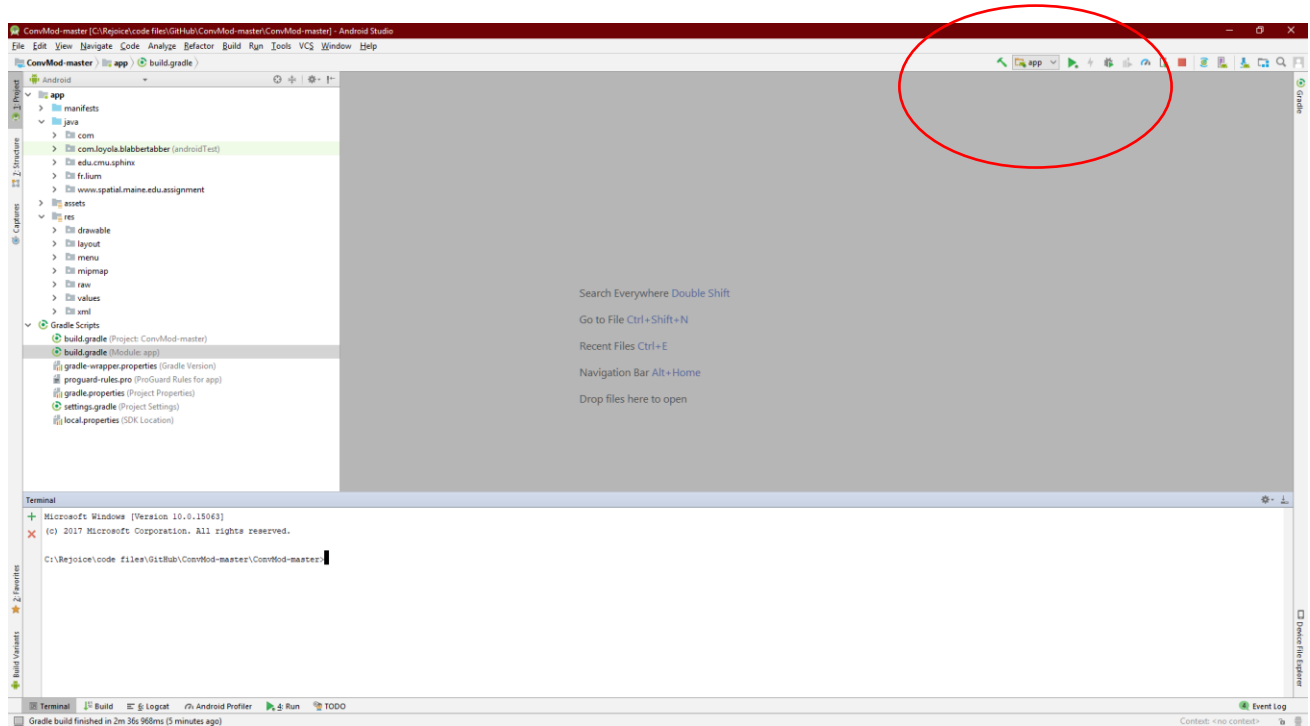
Setup Workspace

Unzip the downloaded file into the required folder or using GIT Client, clone codebase into the GIT repository in the local machine.

After download, open Android Studio. Select Menu -> Open Project and select the downloaded project location.

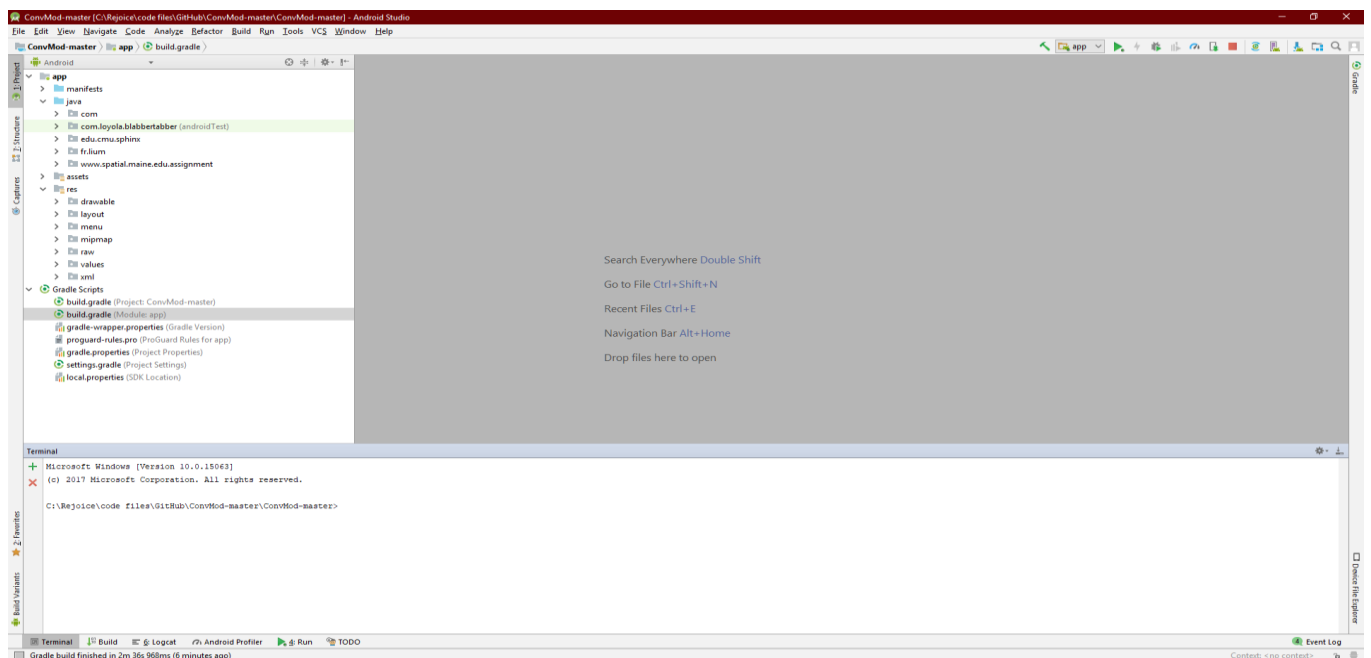


On selecting the project, Android studio will open the project in the Android perspective.



Running App using Android Studio

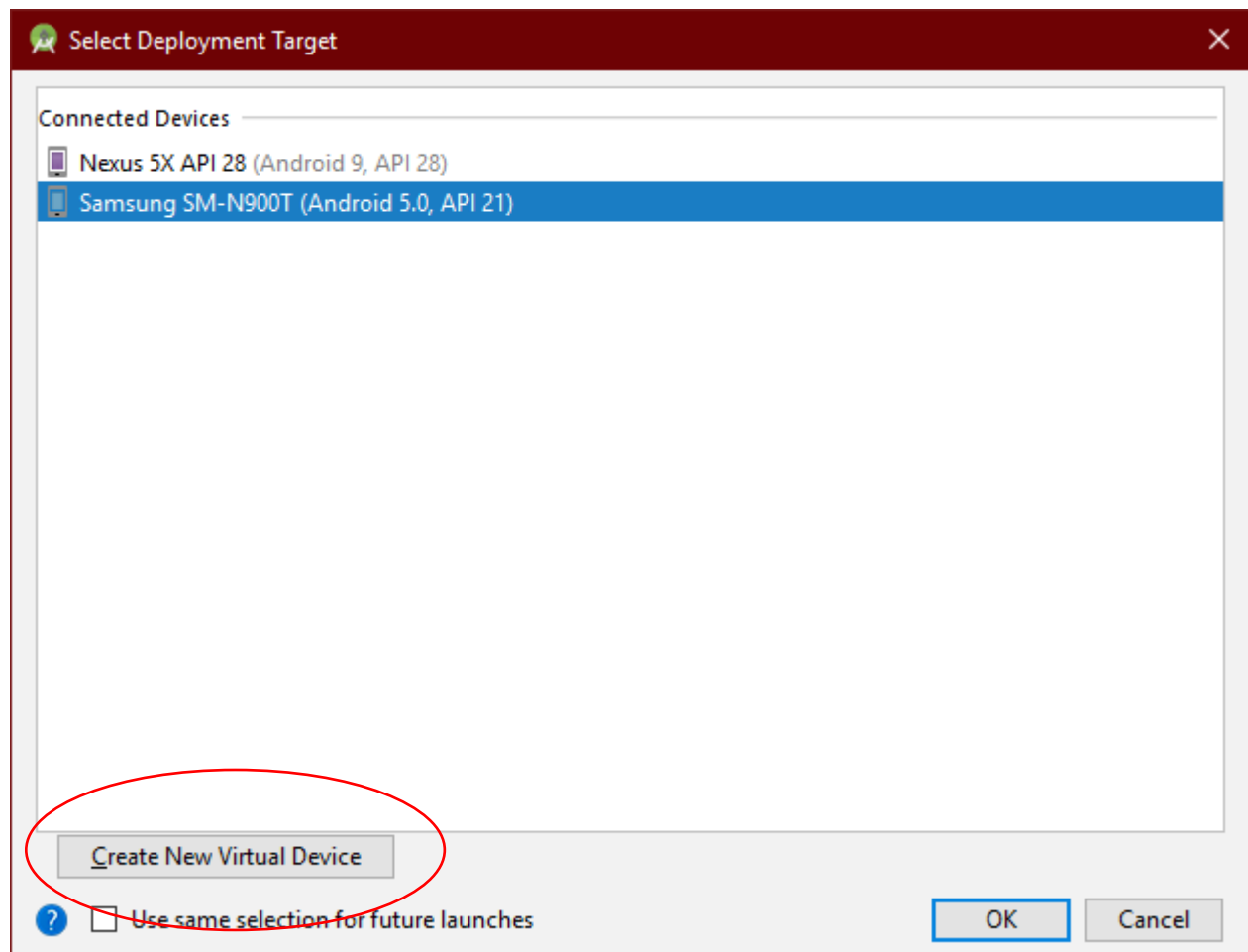
Click the Green Play button on the Top menu after selecting the App from the adjacent Dropdown menu.

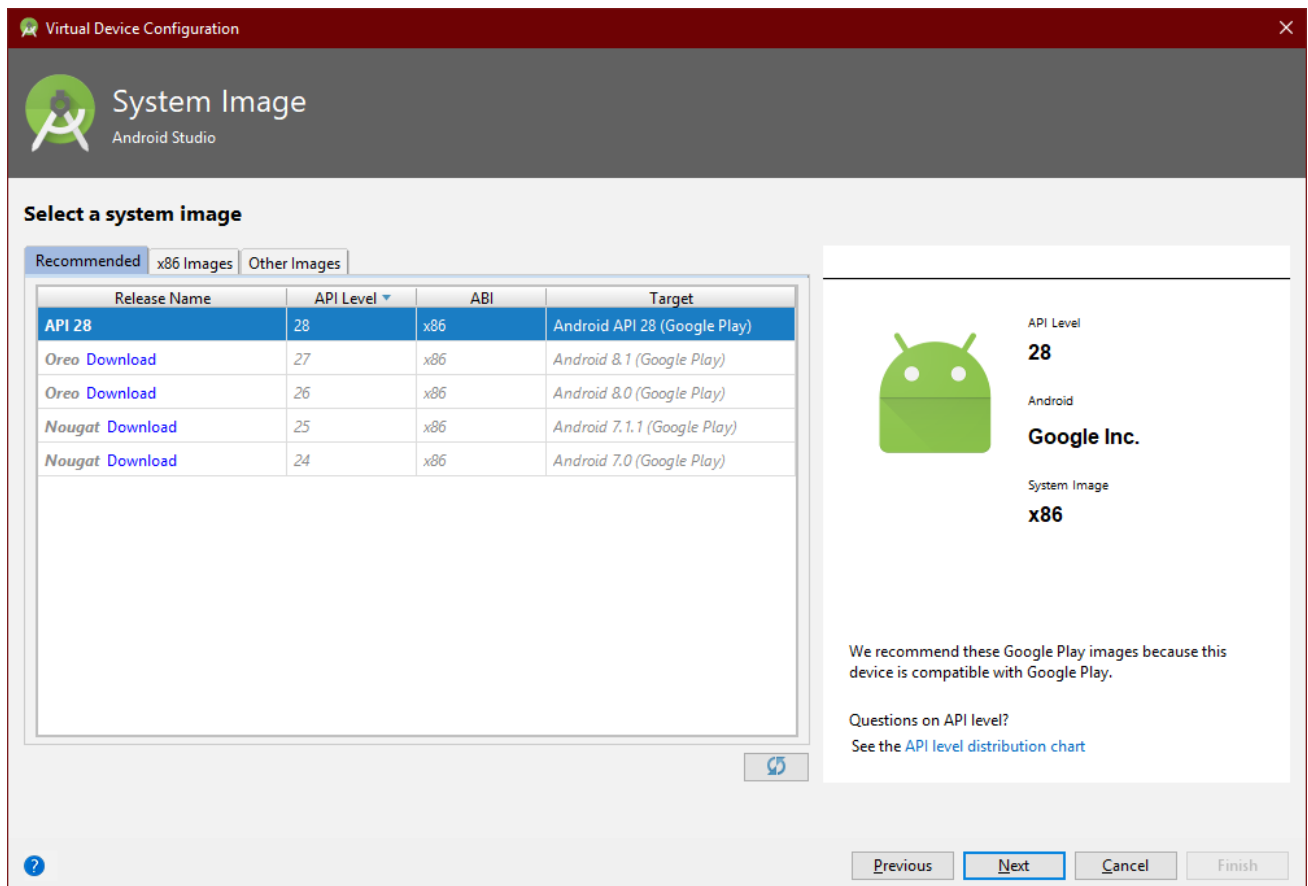
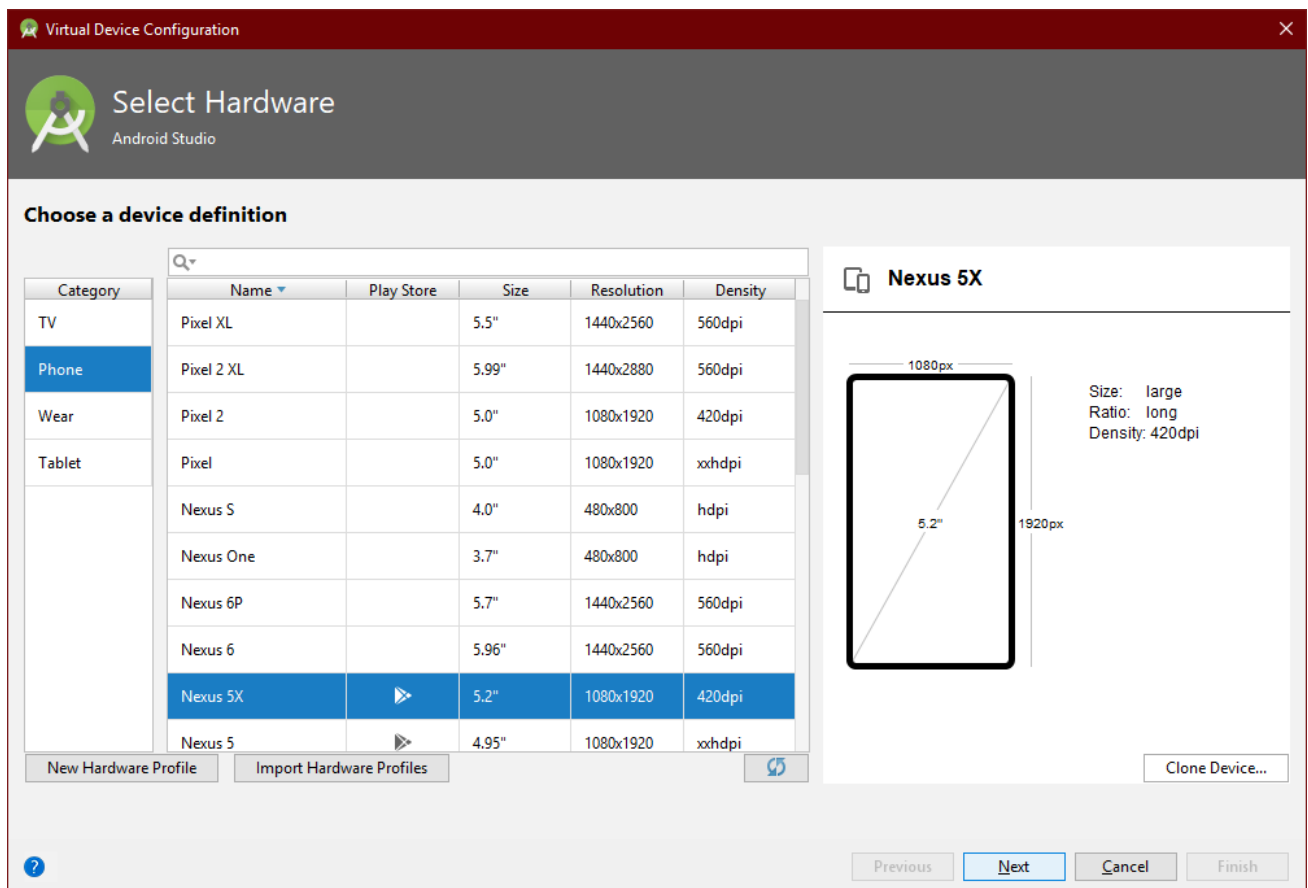


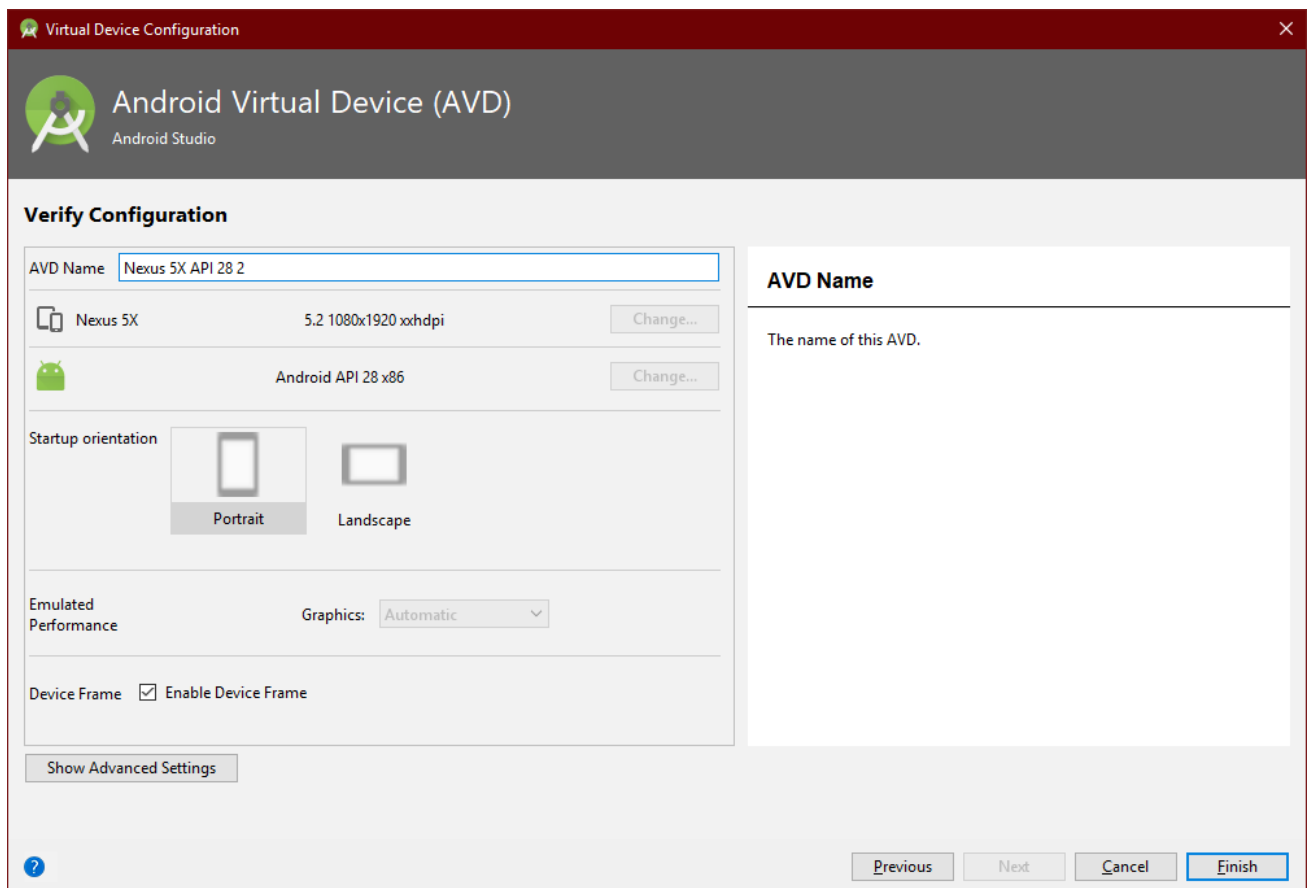
Running App in Local Machine

On clicking the play button, Android Studio will open the window to select the deployment Target.

If you have plugged in the Android phone to your local machine, deployment window will display the connected Android phone. You can select the phone for testing directly in the phone or you can create a new virtual machine for testing the application.

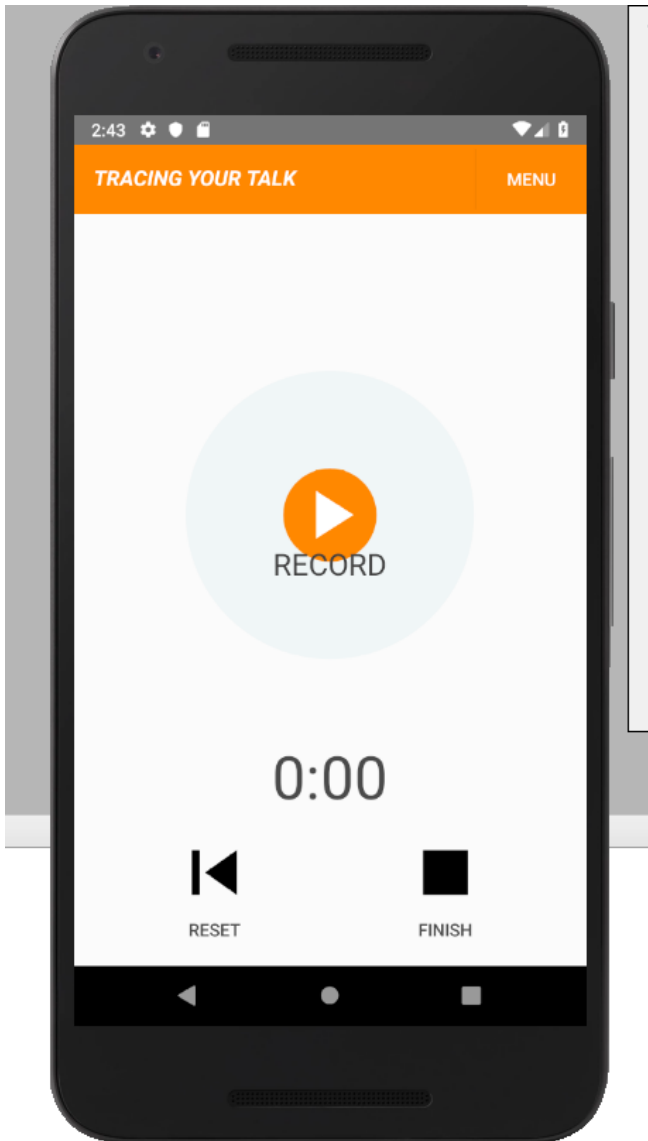






On clicking Finish button, Android Studio opens the selected Virtual Machine, builds the app using gradle build tool and deploy the APK in the virtual machine.

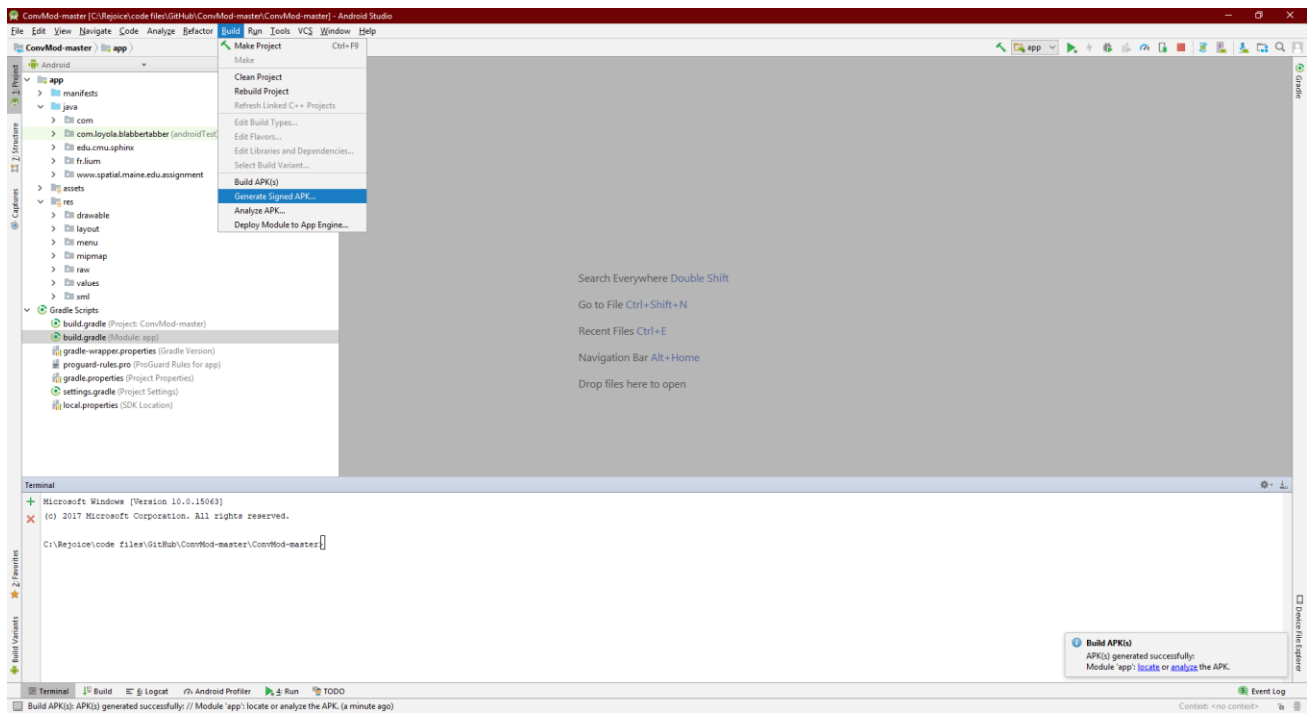
After deployment, the APK opens in the virtual machine like the below screenshot.



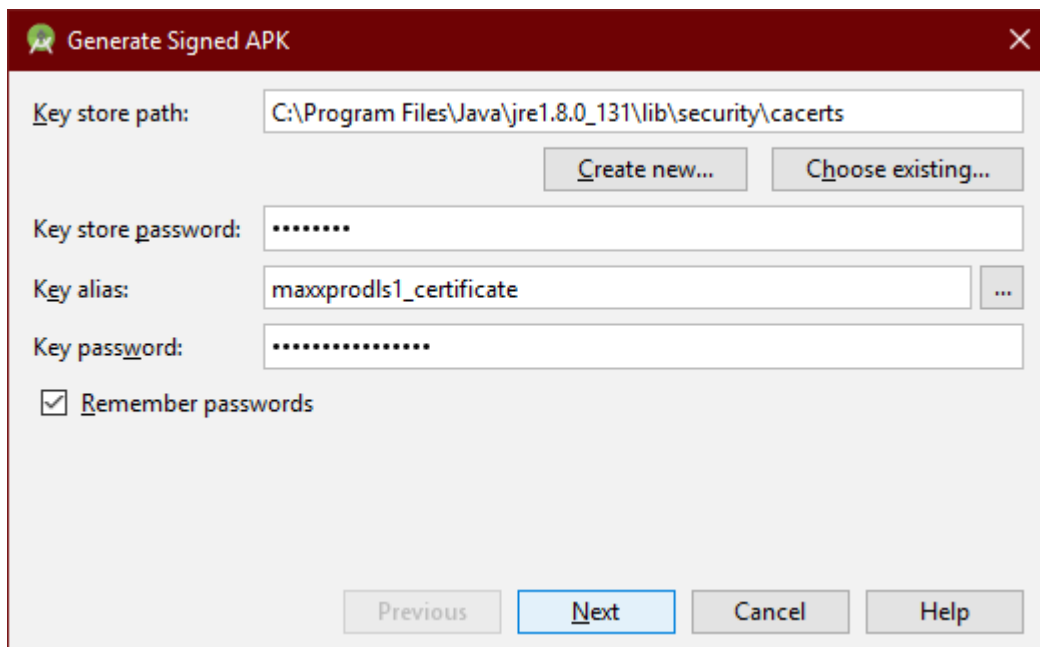
You can read the user guide to know more on how to use the app.

Building APK from Local Machine

For building APK, select Build ->Generate Signed APK option.

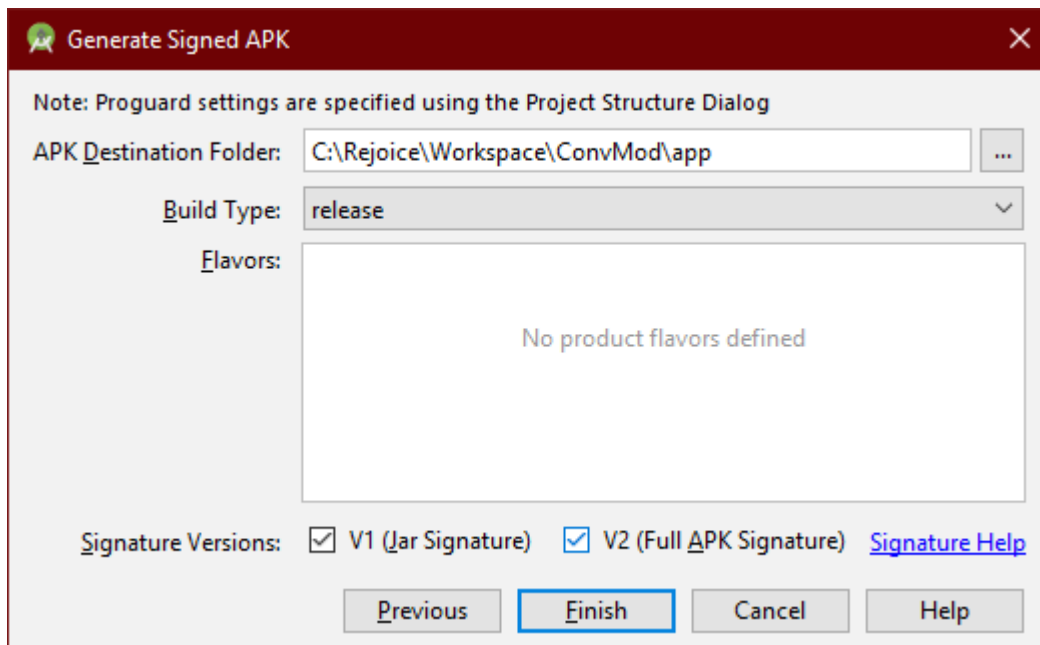


For signing the APK, you need to have a SSL Certificate added to the Java Key Store. After adding the certificate to the Java Key store, you need to add the key store path, keystore Password, Certificate Alias and certificate Password in the build window. An example is shown below.



On clicking Next button, you need to specify the APK Destination folder and the APK Build type. There are two types of APK build type, Debug and Release. Also, select the V1 and V2 signature version.

After providing the required details, click Finish to generate the APK file.



Deploying APK in Google Play store

Use the following URL to login into Google Play store. If you have not setup an account, you need to setup a Google PlayStore account.

<https://play.google.com/apps/publish>

Click on the Create Application button for deploying new application in Google Play store.

Google Play Console

All applications

Filter

CREATE APPLICATION

App name	Active installs	Avg. rating / Total #	Last update	Status
Conversation Moderator edu.luc.cs.ConvMod	2	★ —	Nov 6, 2018	Published

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New Feature

Role-specific emails & tips
To get emails most relevant to your role and tips to improve your apps, Update your email notification settings.

UPDATE SETTINGS

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Browser tabs: Moving A Git Re... turn off motion... What Causes Ha... (1) Facebook... Two dozen p... (19) G... All applications -

Address bar: https://play.google.com/apps/publish/?account=7182188440464855277#AppListPlace

Google Play Console sidebar:

- All applications
- Game services
- Order management
- Download reports
- Alerts
- Settings

Main header: All applications

Filter: [v]

CREATE APPLICATION

App name	Active installs	Avg. rating / Total #	Last update	Status
Conversation Moderator edu.luc.cs.ConvMod	2	★ —	Nov 6, 2018	Published

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Create application

Default language *
English (United States) – en-US

Title *
testing New Application

23/50

CANCEL CREATE

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Google Play Console

All applications

Dashboard

App releases

Android Instant Apps

Artifact library

Device catalog

App signing

Store listing

Content rating

Pricing & distribution

In-app products

Translation service

Services & APIs

Optimization tips

Store listing

testing New Application
Draft

ENGLISH (UNITED STATES) – en-US

Manage translations

Fields marked with * need to be filled before publishing.

Title *

English (United States) – en-US

testing New Application

23/50

Short description *

English (United States) – en-US

You provide Short Description

29/80

Full description *

English (United States) – en-US

You provide full description of the app

39/4000

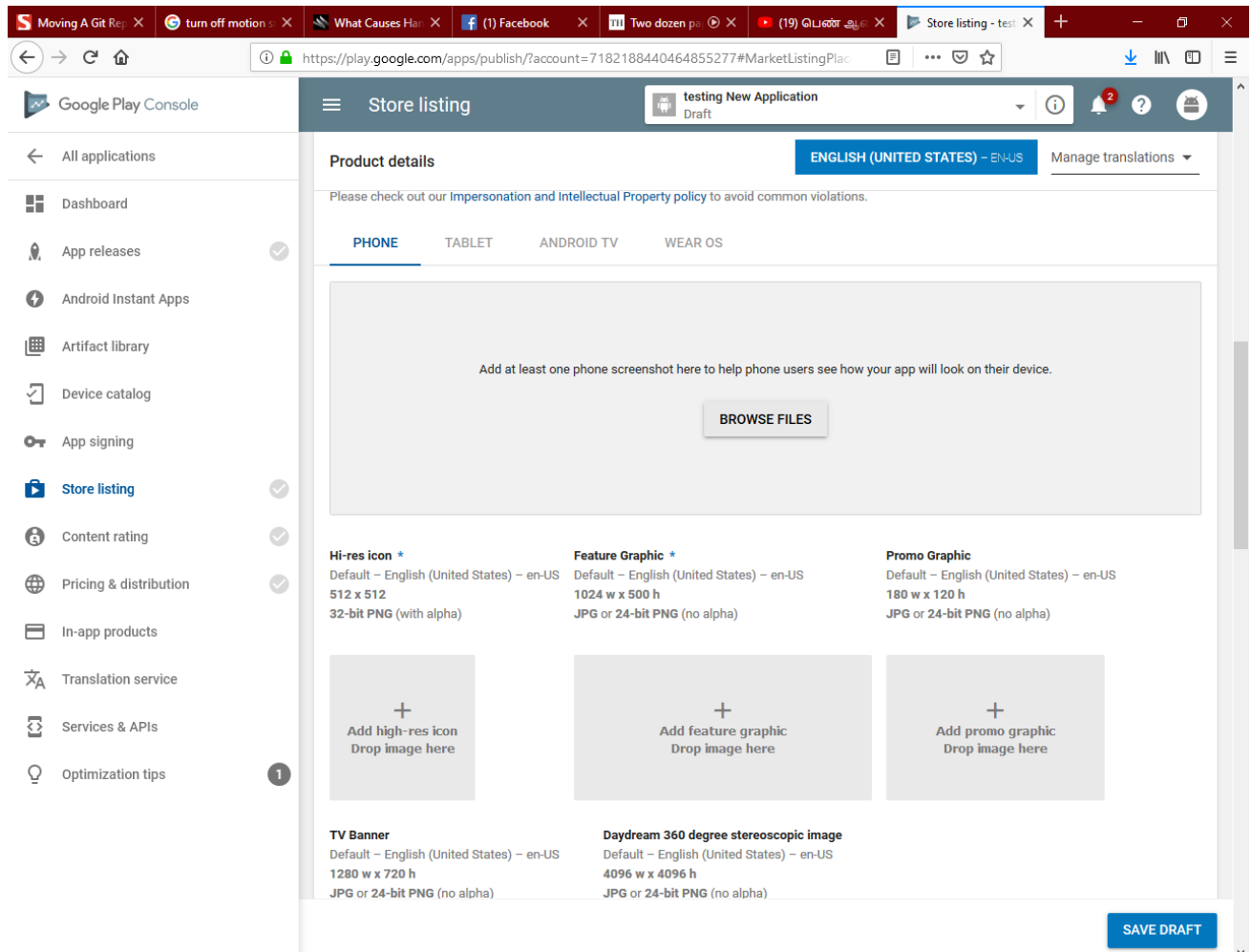
Please check out our [Metadata policy](#) to avoid some common violations related to app metadata. Also, please make sure to review all the other [program policies](#) before you submit your apps.

If your app or store listing is [eligible for advance notice](#) to the Google Play App Review team, [contact us](#) prior to publishing.

SAVE DRAFT

Upload screenshots of the app, which displays to App Users when they are searching / downloading the app from Google Play store.

The important files are Hi-Res Icon and Feature Graphic. For accessing the app by users, the Hi-Res Icon gets downloaded to all User phones. The icon must be of high clarity and of size 512 * 512. In addition, the Feature Graphic is the app banner that is displayed the app page.



In categorization, you need to select if the app is the Application type or the Game type. Based on your selection, further category is populated.

In addition to selecting the Category, you need to fill the following questionnaire to get the content rating.

You need to provide your app Website URL and Privacy Policy.

The screenshot displays the Google Play Console interface for a new application draft. The left sidebar shows the navigation menu with 'Store listing' selected. The main content area is titled 'Store listing' and shows the 'Product details' section. Under 'Categorization', there are two dropdown menus: 'Application type' (labeled 'Select an application type') and 'Category' (labeled 'Select a category'). Below these, the 'Content rating' section displays a message: 'You need to fill a rating questionnaire and apply a content rating.' This message is circled in red. The 'Contact details' section includes a 'Website' field with the value 'http://...' and an 'Email' field with the value 'rejoiceraja@gmail.com'. A 'SAVE DRAFT' button is located at the bottom right of the page.

App Releases

You release App in Google play store in different stages as Internal Testing, Alpha, Beta and Production. For internal testing, you upload the APK into Google Play store and assign testers for testing.

In subsequent Releases, you can move the existing APK to the next stage or you can upload new APK to the next stage for testing.

The screenshot shows the Google Play Console interface for managing app releases. The left sidebar contains navigation options, with 'App releases' highlighted. The main area displays three tracks: Beta (Open track), Alpha (Closed track), and Internal test track. Each track has a 'MANAGE' link. The Internal test track's 'MANAGE' link is circled in red. Below the tracks is a 'Country Availability' table.

Country Availability		
Production countries	Beta countries	Alpha countries
--	--	--
No Production release	No Beta release	No Alpha release


Google Play Console

App releases

testing New Application
Draft

Manage your app's Android App Bundles, APKs, review release history, and rollout your app to production or testing tracks.
[Learn more](#)

← Internal test



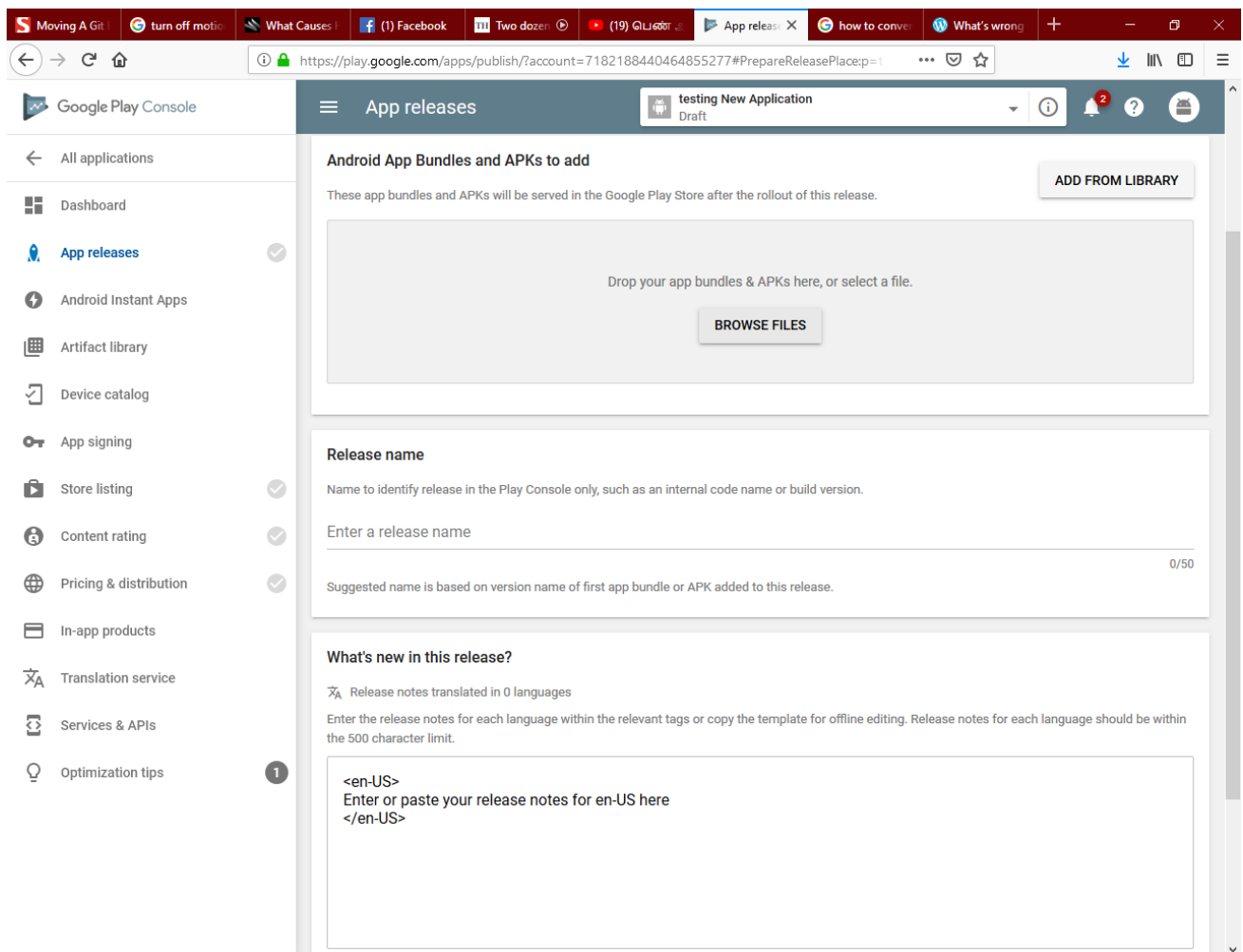
Create release
You can prepare, review, and then publish the version of your app you want to make available to users of the Play Store.

CREATE RELEASE

Manage testers
You must upload an APK before you can configure testers.

Internal test ^

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On clicking the Review / Roll out button, you can upload the APK into Google Play store. After uploading the APK, you can manage testers by uploading their Gmail email address.

Each testing will receive a unique URL through which they can download the app into their device for testing.