When you connect you’re your mobile to the pc it may happen that your device which not be recognize by the pc hence you have to follow few steps:

1.go to the mobile system setting open ABOUT PHONE.

2.click 7 times on the build no.

3.then you became a developer statement will pop-up.

4.now again go to system setting and now you will see developers option .

5.in that enable usb debugging .

6.now you can connect your device now will see your device in pc.

First of for clicking the button and to see effect after clicking we have to some program in our mainactivity.java file

Continue program

Public void sendMessage(View view)

{

Intent intent=new Intent(this,MessageActivity.class);

startActivity(intent);

}

CODE EXPLAINED:

View is class which is extended class . In android mostly all the UI components will extend View Class. UI components will extend View Class.

Hence when you click button you need to know which object is clicked this is know by this class

In android we can handle click events by two ways

**First way**

Providing the method in xml itself. For example

android:onClick="sendMessage"

This is how it happens in the example provided by him.

**Second way**

We can extend an onClickListener in the Activity or Fragment and we should override onClickmethod.

You may go through the R.layout error problem follow steps:

1.import android.r.

2.then remove it.

3.problem will solve;

Now if you are creating more than two activities in a project then you have to make a navigation to get direct access to the first page that means we don’t have to use back button on the mobile more than once on it .it make easier for the user to use the app.so for this process use have the use the following steps.steps are sas follow:

1.open your manifest file in the java folder or say java project.

2.you have to add some lines to the manifest file.

3.suppose you are having 3 activities so modification for the second activity in the manifest:

<**activity android:name=".MessageActivity"  
 android:parentActivityName="MainActivity"** >  
</**activity**>

4.now the modification for the third activity :

<**activity android:name=".final\_activity"  
 android:parentActivityName=".MainActivity"** >  
  
</**activity**>

5.basically what we are doing is that we are including the parent activity name in the rest of the activities.

SYNTAX:android:parentActivityName:”YOUR PARTENT ACTIVITY NAME”;

Now lets move the uploading part of the files in the app through firebase

1.First of all install node.js from the following link<https://nodejs.org/en/download/>

2.then go to the the nodejs folder in the path where you install the nodejs through the command prompt .

3.then type

npm install -g firebase-tools

in the command prompt.

4.then there is big error u come with that might blow your mind that is error:

keytool error: java.lang.Exception: Keystore file does not exist: c:\User\shreyash\.android\debug.keystor

but guys don’t worry here I have a simple solution for you guys

C:\Program Files\Java\jdk-10.0.1\bin>

keytool -list -v -keystore c:\Users\shreyash\.android\debug.keystore -alias androiddebugkey -storepass android -keypass aandroid\

enter this statement in your command prompt by replacing shreyash by your own username of the pc or laptop.

Now comes uploading finally by clicking button in the app pdf should start downloading

Refer to this link

**https://www.youtube.com/watch?v=TJNduj22Lw8**