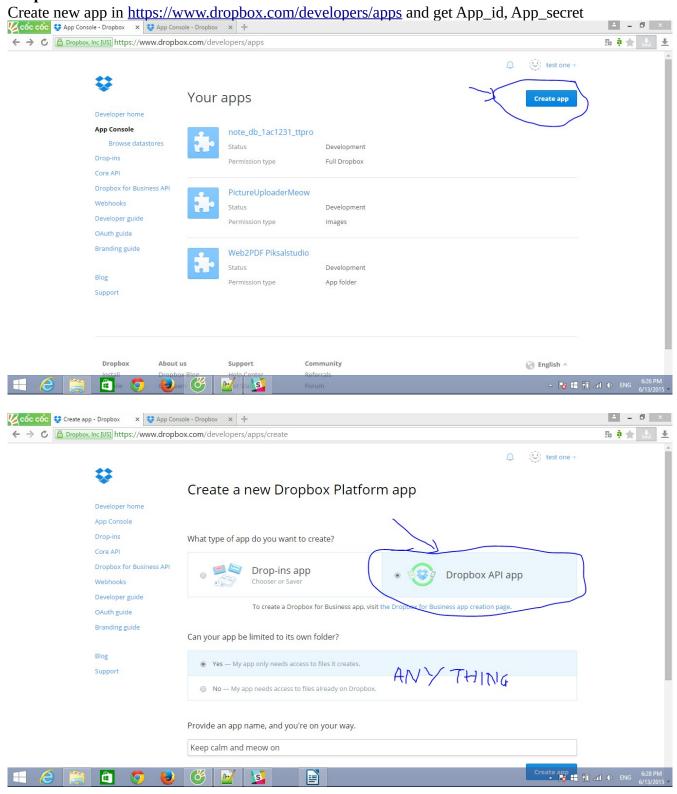
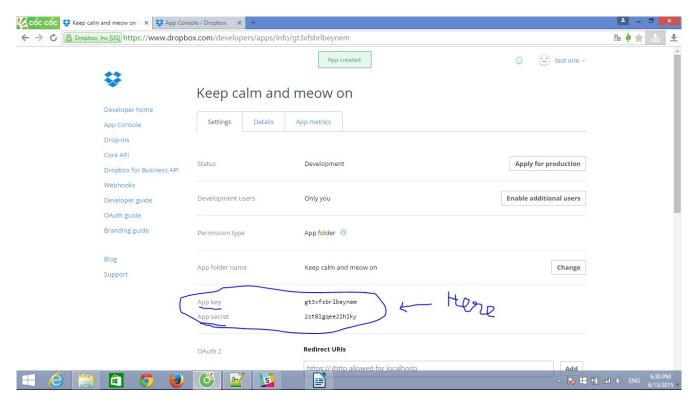
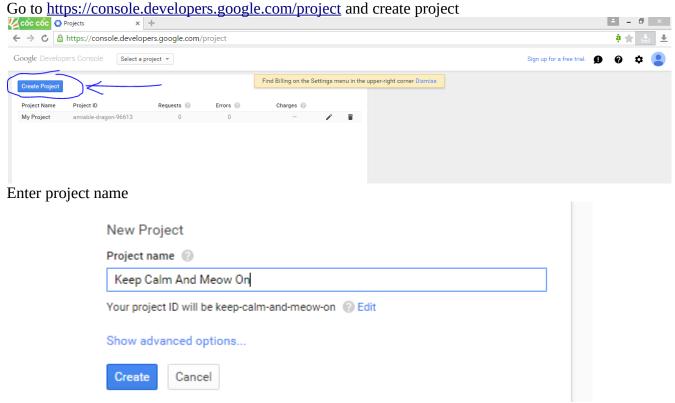
# \*\*CREATE APP in developer console Dropbox





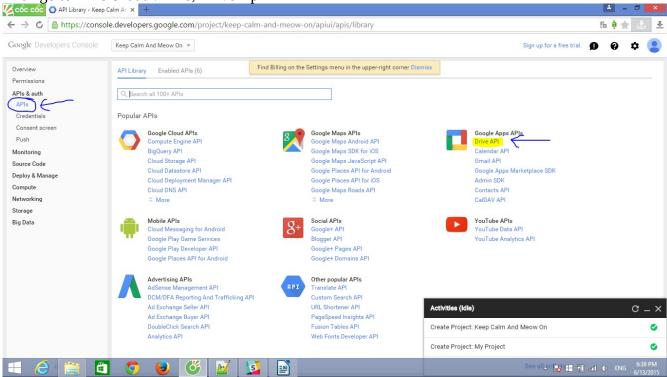
Save App key and App secret somewhere. You will need it.

# **Google Drive**

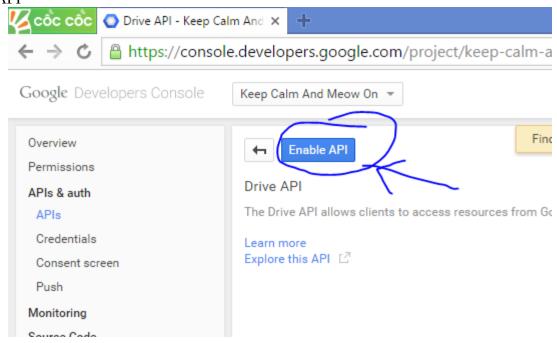


# Wait until project is created.

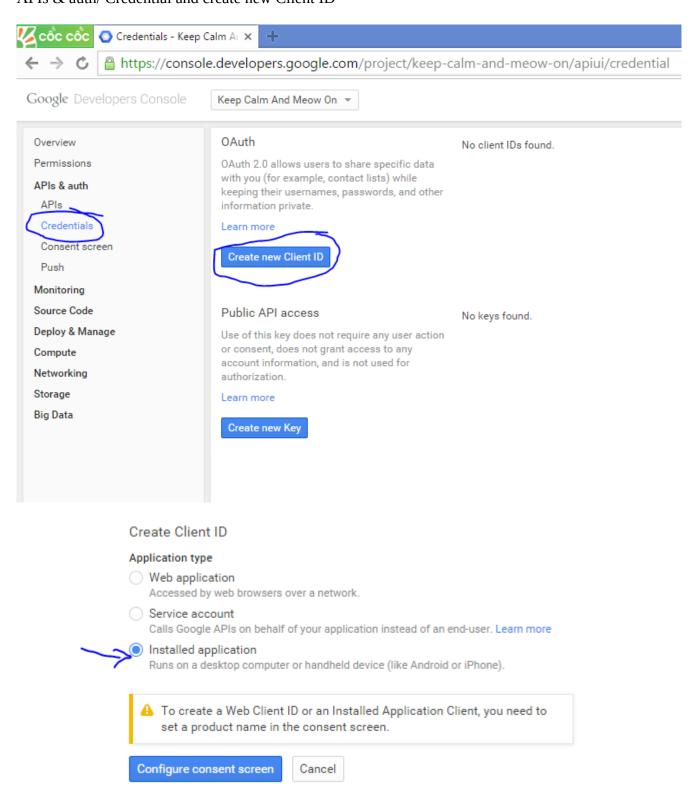
Then go to APIs & auth/APIs, Drive Api



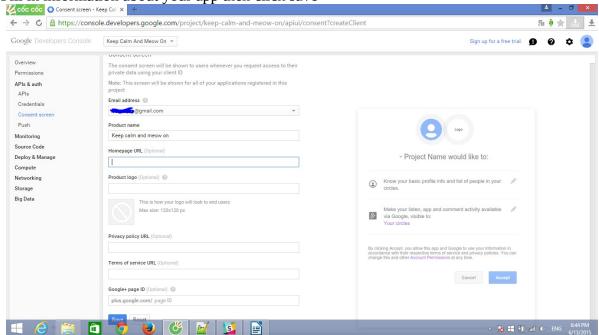
#### **Enable API**



# APIs & auth/ Credential and create new Client ID



Fill in information about your app then click save



Now it is time to get SHA1 of your .keystore

+ find your debug.keystore

(debug.keystore is usually in "C:\Users\Your\_User\_Name\.android\debug.keystore")

- +open CMD
- + navigate to C:\Program Files\Java\jdk1.8.0\_45\bin
- + run command

keytool -exportcert -alias androiddebugkey -keystore "C:\Users\Thien\.android\debug.keystore" -list -v

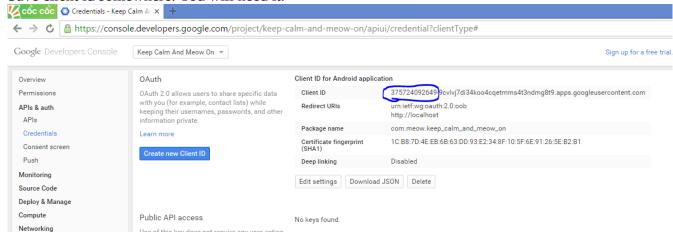
+enter password: android

+ copy your SHA1

# + Now fill in Create Client ID form

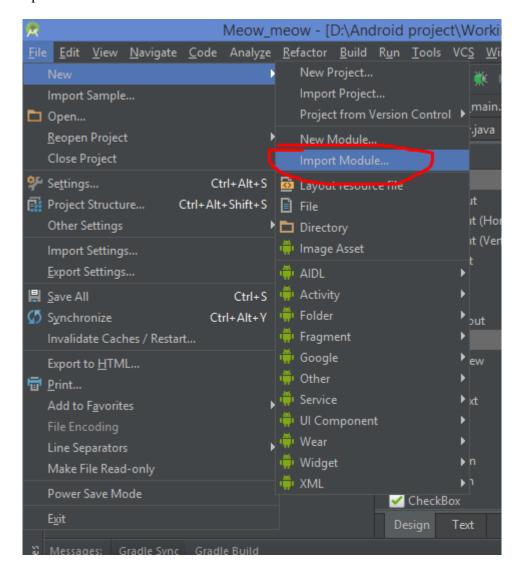
	cation type
○ W	
	eb application
Α	ccessed by web browsers over a network.
	ervice account
	alls Google APIs on behalf of your application instead of an end-user. Learn more
	nstalled application uns on a desktop computer or handheld device (like Android or iPhone).
Instal	led application type
A	ndroid Learn more
○ C	hrome Application Learn more
) i	OS Learn more
P	layStation 4
O 0	ther
Goog	equests are sent directly to Google from your clients' Android devices. le verifies that each request originates from an Android application that hes the package name and SHA1 signing certificate fingerprint name listed v.
Packa	age name
con	n.meow.keep_calm_and_meow_on
Signi	ng certificate fingerprint (SHA1)
10:	B8:7D:4E:EB:6B:63:DD:93:E2:34:8F:10:5F:6E:91:26:5E:B2:B1
	,
Deep	linking
( E	nabled
O D	isabled

# Save client id somewhere. You will need it.

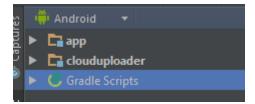


#### IMPORT MODULE TO PROJECT

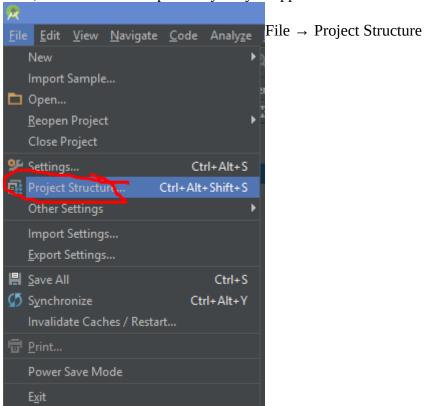
Import module

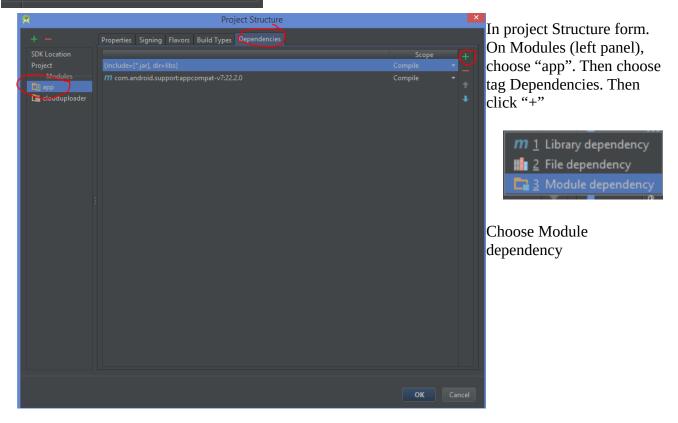


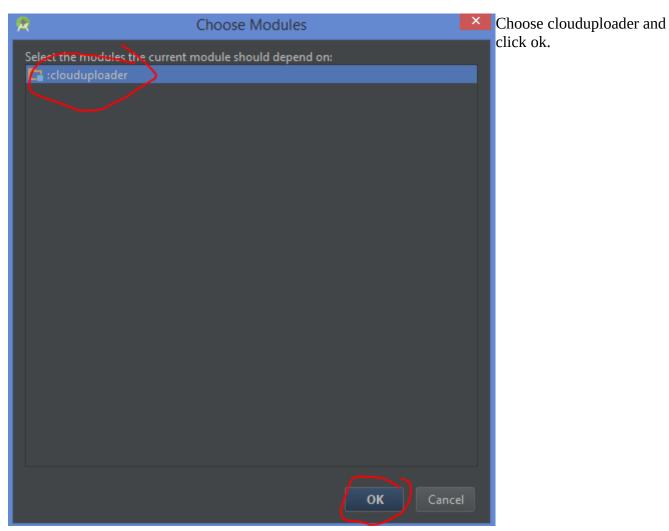
From ...\PictureUploader2\clouduploader Wait android studio import for you. It take about 1 to 5 minutes. You will see like this



Next, we need to add dependency for you app.







Wait a bit for android studio to work for you. Now you are done import clouduploader to your project.

#### SET UP DROPBOX AND GOOGLE DRIVE IN YOUR PROJECT

```
In manifest, add some permission.
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.READ EXTERNAL STORAGE" />
<uses-permission android:name="android.permission.GET_ACCOUNTS" />
Add login activity, for both dropbox and google drive
<activity
    android: name="com. PiksalStudio.thien.clouduploader.LoginActivity"
    android:label="@string/title activity login"
    android:parentActivityName=".MainActivity" >
    <meta-data
         android:name="com.google.android.apps.drive.APP ID"
         android:value="id=1025765906493" />
    <intent-filter>
         <action android:name="com.google.android.apps.drive.DRIVE_OPEN" />
         <data android:mimeType="application/vnd.google-apps.drive-sdk.1025765906493" />
         <data android:mimeType="image/png" />
         <data android:mimeType="image/jpeg" />
         <data android:mimeType="image/jpg" />
    </intent-filter>
</activity>
Replace 1025765906493 with your google client ID
Add dropbox activity
<activity
    android: name="com.dropbox.client2.android.AuthActivity"
    android:configChanges="orientation|keyboard"
    android:launchMode="singleTask" >
    <intent-filter>
         <!-- Change this to be db- followed by your app key -->
         <data android:scheme="db-gg5bv3ify8ok6td" />
         <action android:name="android.intent.action.VIEW" />
         <category android:name="android.intent.category.BROWSABLE" />
         <category android:name="android.intent.category.DEFAULT" />
    </intent-filter>
</activity>
Replace gg5bv3ify8ok6td with your app key.
For ever activities that use google drive, add
<meta-data
    android: name="com.google.android.apps.drive.APP ID"
    android:value="id=1025765906493" />
and
<intent-filter>
<action android:name="com.google.android.apps.drive.DRIVE OPEN" />
    <data android:mimeType="application/vnd.google-apps.drive-sdk.1025765906493" />
    <data android:mimeType="image/png" />
    <data android:mimeType="image/jpeg" />
    <data android:mimeType="image/jpg" />
</intent-filter>
Remember to replace 1025765906493 with your google client ID.
```

#### **Initialize** clouduploader by call it public constructor.

```
public CloudUploader( Activity activity, String APP_FOLDER_NAME, String Dropbox_app_id,
String Dropbox_app_secret)
```

Activity: the current activity, which we initialize clouduploader. (ex: My\_Activity.class)

APP\_FOLDER\_NAME: folder with file will be upload to. (ex: my\_picture)

Dropbox\_app\_id and Dropbox\_app\_secret : Dropbox app key and dropbox app secret we already got from app console.

#### LOGIN

#### public void StartLoginActivity()

It will start Login Activity, which allow user to login dropbox and google drive. Call it after constructor. But you may only need to call it once for whole app, not every instance of CloudUploader, because login token are saved in SharedPreference.

You can customize layout in CloudUploader module.

"%\PictureUploader2\clouduploader\src\main\res\layout\activity\_login.xml"

#### **Upload To Dropbox**

public void UploadFileDropbox(String Name, InputStream is, Long Length, Handler handler) Name: name of file you want to store on dropbox. Including extension (ex: my avata.png)

is: InputStream of file

Length: size of file.

File will be upload into folder named we have defined in APP FOLDER NAME

Handler: handler should be initialize in activity before pass in here.

#### **Upload To Google Drive**

public void UploadFileGoogleDrive(String Name, InputStream is, Long Length, Handler handler)
Name: name of file you want to store on dropbox. Including extension (ex: my\_avata.png)
is: InputStream of file

Length: size of file.

File will be upload into folder named we have defined in APP\_FOLDER\_NAME

Handler: handler should be initialize in activity before pass in here.

```
google_drive_handler = new Handler() {
    @Override
    public void handleMessage(Message msg) {
        super.handleMessage(msg);
        if (msg.argl==1) {
            Log.i("GOOGLE DRIVE HANDLER", "Upload ok");
            //do something when upload finished
        }
        if (msg.argl==-1) {
            Log.i("GOOGLE DRIVE", "Upload failed");
            //do something when upload failed
        }
    }
};
```

#### Login To Dropbox

public void LoginDropbox()

Show web browser with login dropbox ui for user.

After user logined, ask for permission and back to current activity which called clouduploader.LoginDropbox()

#### **Check if Dropbox is logined**

public boolean Dropbox isLogin()

Return true when user already logined successfully.

Then you can upload file to dropbox.

This function have it own dummy activities which will be destroy when it login successfully, so there is nothing to do with your activity.

#### **Change Google Drive Account**

public GoogleApiClient SelectGoogleAccount(int Google API request code)

Google\_API\_request\_code: your own define request code which will be used in onActivityResult. Return GoogleApiClient which you will use in onActivityResult.

In your activity which is called clouduploader.SelectGoogleAccount(your\_request\_code), you must edit manifest xml (see page 11) and have onActivityResult

#### GET EXAMPLE AND MODULE HERE

https://github.com/ttpro1995/PictureUploader2