## Debugging Firebase analytics guide for an Android application and macOS device

1. You will need access to the Firebase console (specific project)

You can ask about access from the project manager, tech lead, or customer.

2. Debug the .apk file installed on the device

(if adb is not installed you can check it after step 5)

adb shell dumpsys package <package name> | findstr flags

if the build is debuggable, the "flags" line will have the "DEBUGGABLE" parameter present. If it's not there, the build is not debug

3. Device connected to the MacBook

Usual connection via cable

4. Installed homebrew package manager

If it is not installed use the following command in the Terminal

/bin/bash -c "\$(curl -fsSL

https://raw.githubusercontent.com/Homebrew/install/master/install.sh)" 5. Installed

adb

If it is not installed, use the following command in Terminal

brew install android-platform-tools

6. Connected device

To confirm it, use the following command in Terminal

adb devices

In this step, the device may not be displayed. All that you need - enable "developers options" and "USB debugging". For each Android device steps may be different, so google it!

Once a device appears in the list, Need to approve debugging on the device. 7.

Enabled Firebase debug mode

adb shell setprop debug.firebase.analytics.app [package\_name]

To find the package name you will need to use the following command:

adb <mark>shell</mark> pm list packages

Need to use all info after "package:" In my case following command looks like

this: adb shell setprop debug.firebase.analytics.app

org.flowmsp.com.FlowMSP

8. Perform action in the app

If you do all right your device will appear on the left top corner and you will see a debug stream of events after performing an action in the app.

Note: Need to send at least one event to Firebase.

Note 2: Sometimes need to reopen the app.









