

Firebase In App Messaging

1. AndroidManifest.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">
</androidx.constraintlayout.widget.ConstraintLayout>
```

2. build.gradle (Project)

```
buildscript {
    repositories {
        google()
        mavenCentral()
    }
    dependencies {
        classpath "com.android.tools.build:gradle:7.0.2"
        classpath
            "org.jetbrains.kotlin:kotlin-gradle-plugin:1.5.31"
        classpath 'com.google.gms:google-services:4.3.10'
    }
}

task clean(type: Delete) {
    delete rootProject.buildDir
}
```

3. build.gradle (module)

```
plugins {
    id 'com.android.application'
    id 'kotlin-android'
    id 'kotlin-android-extensions'
    id 'com.google.gms.google-services'
}

android {
    compileSdk 31

    defaultConfig {
        applicationId "polinema.mi.appx10"
        minSdk 21
        targetSdk 31
        versionCode 1
        versionName "1.0"

        testInstrumentationRunner
            "androidx.test.runner.AndroidJUnitRunner"
    }

    buildTypes {
        release {
```

```

        minifyEnabled false
        proguardFiles getDefaultProguardFile(
            'proguard-android-optimize.txt'), 'proguard-rules.pro'
    }
}
compileOptions {
    sourceCompatibility JavaVersion.VERSION_1_8
    targetCompatibility JavaVersion.VERSION_1_8
}
kotlinOptions {
    jvmTarget = '1.8'
}
}

dependencies {

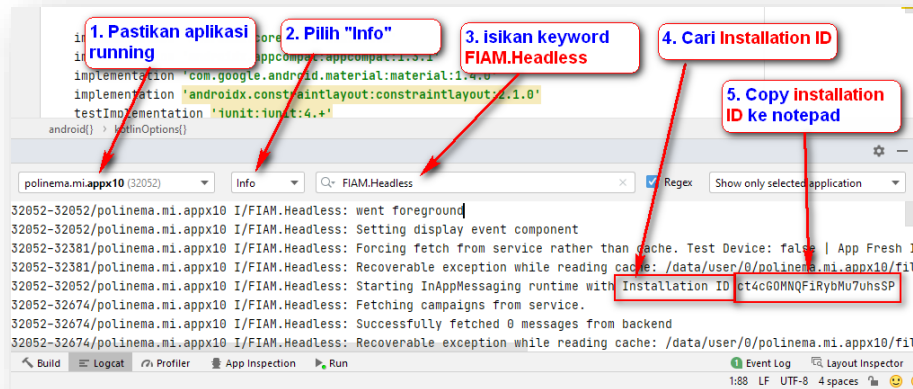
    implementation 'androidx.core:core-ktx:1.6.0'
    implementation 'androidx.appcompat:appcompat:1.3.1'
    implementation 'com.google.android.material:material:1.4.0'
    implementation 'androidx.constraintlayout:constraintlayout:2.1.0'
    testImplementation 'junit:junit:4.+'
    androidTestImplementation 'androidx.test.ext:junit:1.1.3'
    androidTestImplementation
        'androidx.test.espresso:espresso-core:3.4.0'
    implementation platform('com.google.firebase:firebase-bom:28.4.1')
    implementation
        'com.google.firebase:firebase-inappmessaging-display-ktx'
    implementation 'com.google.firebase:firebase-analytics-ktx'
}

```

4. Jalankan / run aplikasi anda

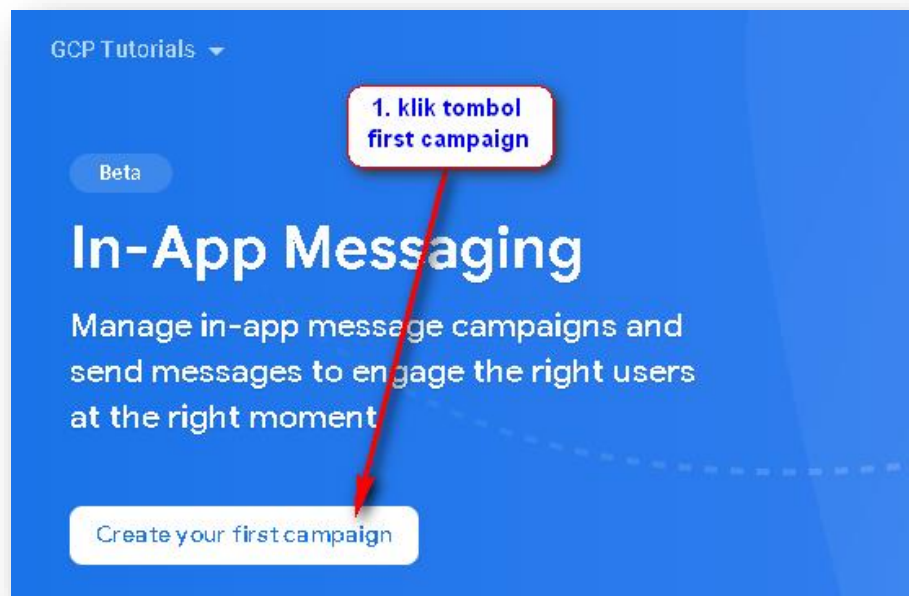
5. Catat/copy **installation ID** dengan mengikuti langkah berikut

a.



6. Buka Firebase Console, masuk ke menu In-App Messaging dan buat **Campaign** baru dan ikuti langkah-langkah berikut ini

a.



b Pilih style dari campaign dan isikan content-nya

1 Style and content

Message layout

Card **Modal** Image only Top banner

2. Isi/pilih kolom-kolom berikut

Message content

Background #ffffff Text color #000000

Message title Ready for new life ?

Body (optional) Get a job !

Image (optional)

Image URL (optional) <https://firebasestorage.googleapis.com/v0/b/gc...>

Button (optional)

Button text (optional) Button text

Next

Device preview

This preview provides a general idea of how the message will appear on a mobile device. Actual message rendering may vary depending on the device. Test with a real device for actual results.

c Isikan identitas / detail campaign dan pilih target aplikasi berdasarkan nama *package app* Android

Make sure you have the latest In-App Messaging SDK installed

Style and content

2 Target

3. Isilah kolom-kolom berikut

Campaign name Get a better life !

Campaign description (optional) Carilah pekerjaan / buat lapangan kerja setelah anda lulus kuliah

Eligible users

App App x10.b

100% of potential users are eligible for this campaign

Localize your message to provide more targeted experience

4. Pilih nama package app yang telah anda daftarkan

5. Klik tombol next

Next

- d Pilih jadwal kapan campaign / pop-up ads akan ditampilkan, dan pilih pada event apa campaign akan ditampilkan

3 Scheduling

Start ?
Now

End ?
No end date

Trigger this in-app message whenever any of the following events occur [Learn more](#)

Event + on_foreground

Per-device frequency limit ?
Once per device for this campaign

Next

6. Pilih waktu kapan campaign akan ditampilkan

7. Pilih pada saat event apa campaign ditampilkan

8. klik tombol next

- e Publish campaign an

Review campaign

Basics
Get a better life !
Carilah pekerjaan / buat lapangan kerja setelah anda lulus kuliah

Content
Ready for new life ?
Get a job !
Modal

Target
App App x10.b

Schedule
Starts now - No end date
Trigger event: on_foreground
Once per device for this campaign

Cancel Publish

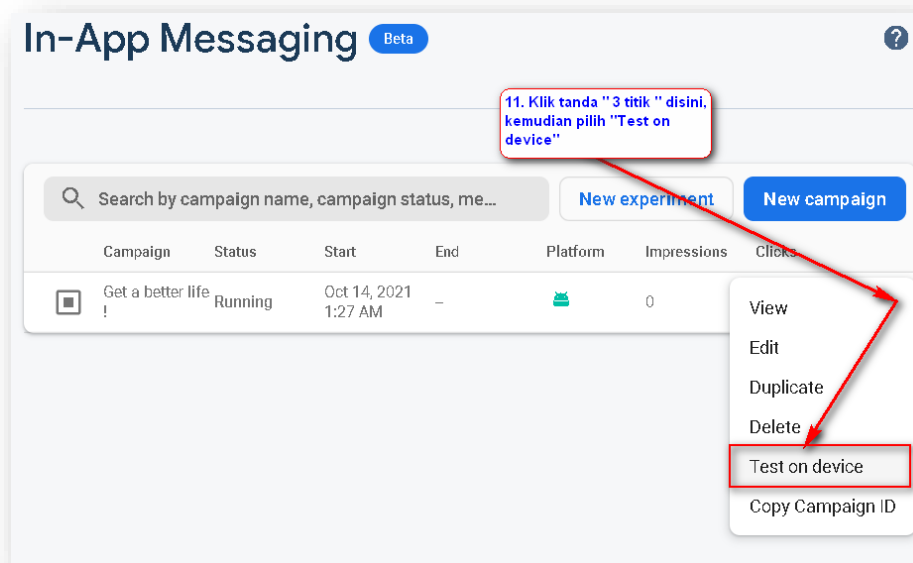
9. Klik tombol review

10. Klik tombol Publish

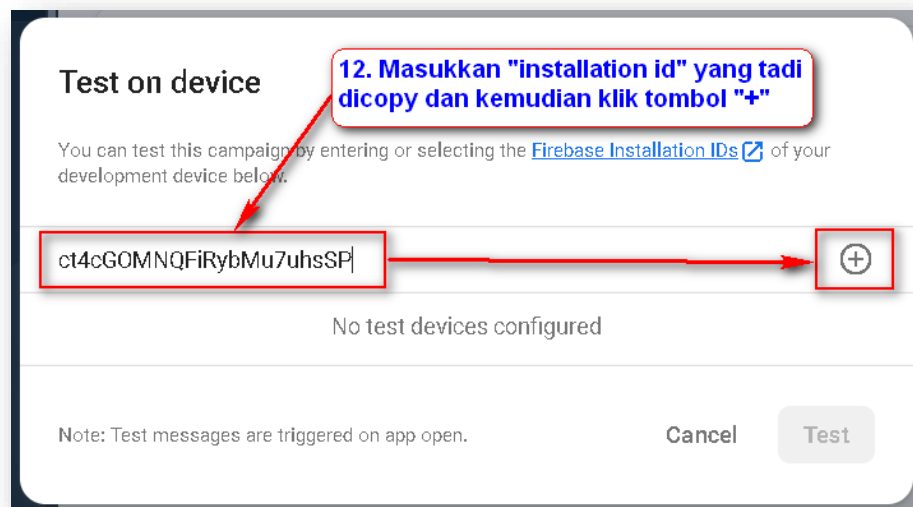
5 Additional options (optional)
Save as draft Review

7. Test **campaign** anda pada beberapa device. Ikuti langkah-langkah berikut

a. Masuk ke *In-app Messaging Console*



b. Masukkan *installation ID* yang tadi sudah dicatat / di-copy



- c Pastikan installation ID sudah dipilih / dicentang dan kemudian klik tombol test



- d Untuk mencoba hasilnya, minimize / close aplikasi anda dan kemudian buka kembali aplikasi anda