

CSc 317

Publishing an App

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Announcements

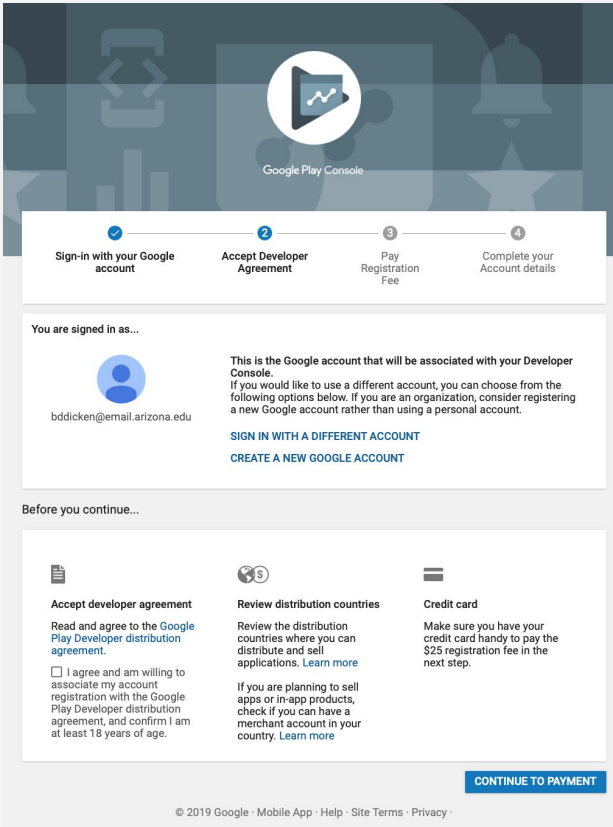
- Final Exam Thursday May 12th, 10:30-12:30
- Presentations in Two days!
- SCS: 76.74%
- Will Add the dropbox for final project later today

Publishing and Application

- Why would you want to publish an app?
 - Share with your friends!
 - Make Money!
 - Might look good on a resume, if you want to do mobile app development as a job
- But . . .
 - It costs \$\$\$
 - The process is not particularly well documented by Google

Set up your account

- Go to <http://play.google.com/console>
- Sign in
- Accept Developer agreement
- Pay \$25 🙄
- Complete account details



The screenshot shows the Google Play Console setup interface. At the top, there's a header with the Google Play Console logo. Below it, a progress bar indicates four steps: 1. Sign-in with your Google account (completed), 2. Accept Developer Agreement, 3. Pay Registration Fee, and 4. Complete your Account details. The main content area shows the user is signed in as 'bddicken@email.arizona.edu'. It provides instructions on how to associate the account with the Developer Console, offering options to 'SIGN IN WITH A DIFFERENT ACCOUNT' or 'CREATE A NEW GOOGLE ACCOUNT'. Below this, a section titled 'Before you continue...' lists three items to review: 'Accept developer agreement', 'Review distribution countries', and 'Credit card'. Each item has a brief description and a 'Learn more' link. At the bottom right, there is a blue button labeled 'CONTINUE TO PAYMENT'.

Google Play Console

1 Sign-in with your Google account

2 Accept Developer Agreement

3 Pay Registration Fee

4 Complete your Account details

You are signed in as...

bddicken@email.arizona.edu

This is the Google account that will be associated with your Developer Console. If you would like to use a different account, you can choose from the following options below. If you are an organization, consider registering a new Google account rather than using a personal account.

[SIGN IN WITH A DIFFERENT ACCOUNT](#)

[CREATE A NEW GOOGLE ACCOUNT](#)

Before you continue...

Accept developer agreement
Read and agree to the Google Play Developer distribution agreement.
 I agree and am willing to associate my account registration with the Google Play Developer distribution agreement, and confirm I am at least 18 years of age.

Review distribution countries
Review the distribution countries where you can distribute and sell applications. [Learn more](#)

If you are planning to sell apps or in-app products, check if you can have a merchant account in your country. [Learn more](#)

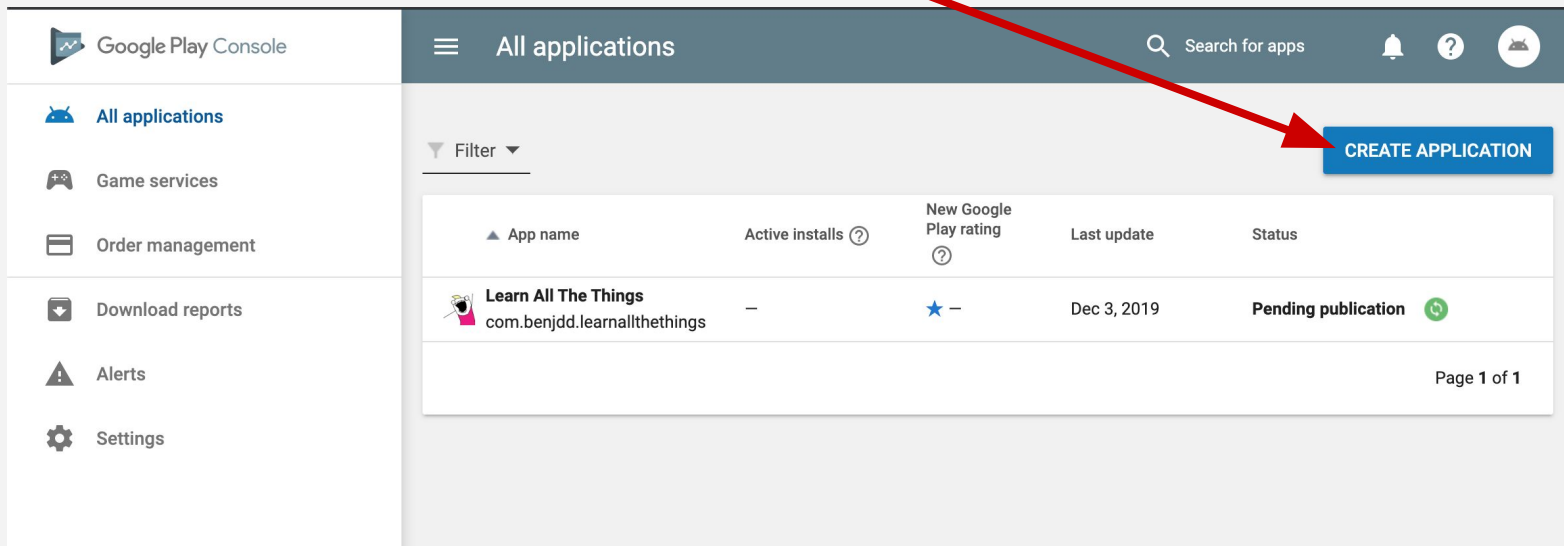
Credit card
Make sure you have your credit card handy to pay the \$25 registration fee in the next step.

[CONTINUE TO PAYMENT](#)



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Create an App

- If you just created the account, probably won't have any apps in the console
- Click "CREATE APPLICATION"



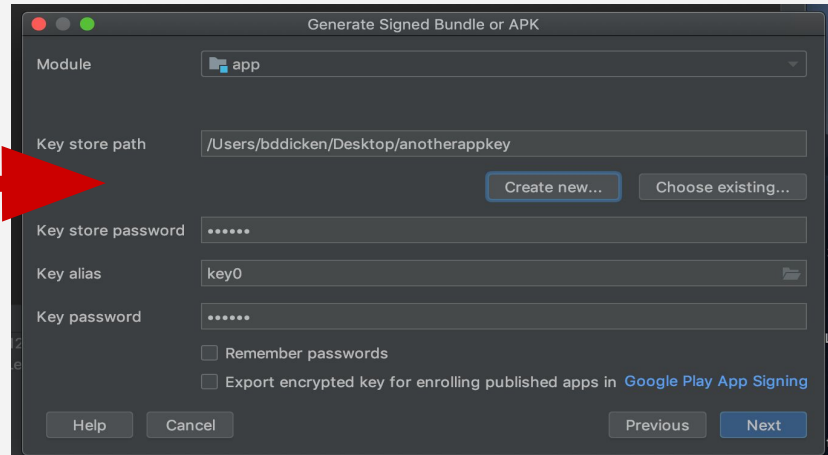
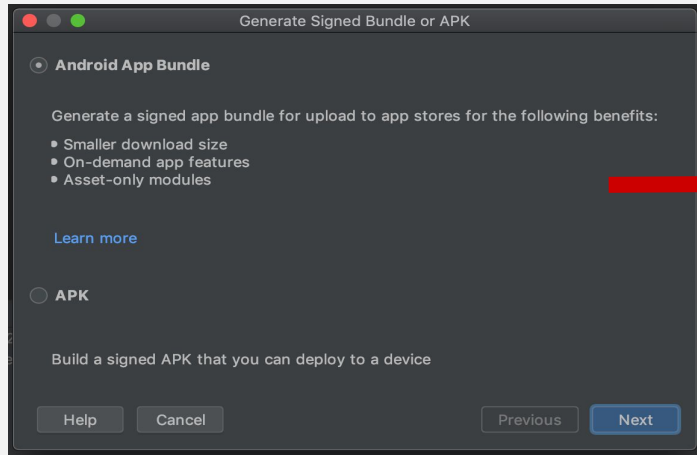
The screenshot displays the Google Play Console interface. On the left is a navigation sidebar with options: All applications, Game services, Order management, Download reports, Alerts, and Settings. The main header shows 'All applications' and a search bar. Below the header is a table of applications. A red arrow points from the text 'Click "CREATE APPLICATION"' to a blue button labeled 'CREATE APPLICATION' in the top right corner of the main content area.

App name	Active installs [?]	New Google Play rating [?]	Last update	Status
 Learn All The Things com.benjdd.learnallthethings	—	★ —	Dec 3, 2019	Pending publication 

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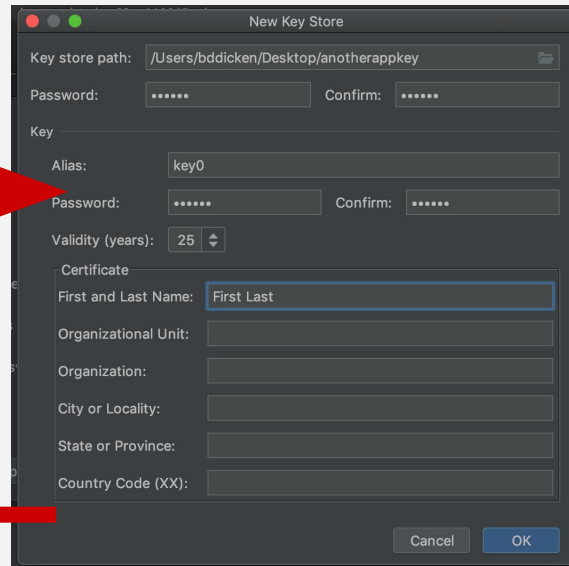
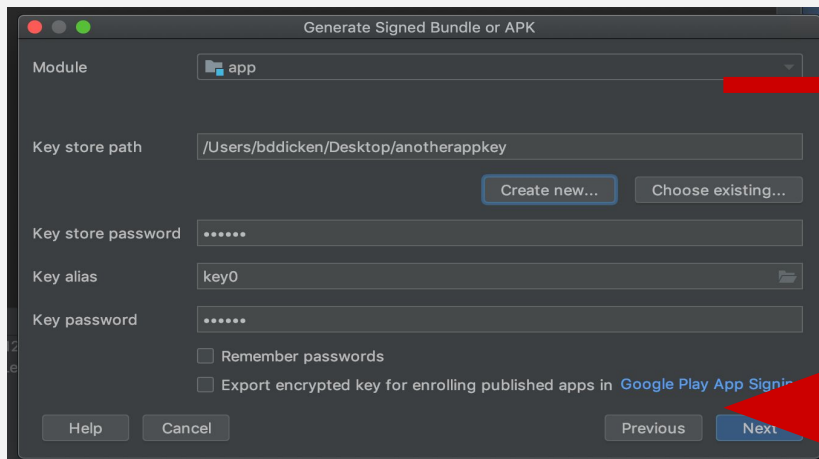
Bundle the application

- Go to Android Studio
- Navigate to **“Build”** -> **“Generate Signed Bundle / APK”**
- Select **Android App Bundle**



Create a Key

- Create a new key
 - Set file path/name, password, years, name
- Then next, select release build, then finish



Bundle the Application

- View the notification, and click on “locate” to view the generated file via the OS file browser
- That is the file to upload

Generate Signed Bundle

App bundle(s) generated successfully for module 'app' with 1 build variant:
Build variant 'release': **locate** or **analyze** the app bundle.

Follow the steps

The screenshot shows the Google Play Console interface. At the top left, there is a hamburger menu icon and the text "Google Play Console". To the right is a search bar with the placeholder text "Search Play Console". In the top right corner, there are icons for notifications, a share link, help, a DVD icon, and a user profile icon labeled "DVD".

Below the search bar is a navigation bar with a back arrow and the text "All apps". Underneath, there is a list of navigation items: "Dashboard" (highlighted in blue), "Inbox" (with a notification count of 6), "Statistics", and "Publishing overview".

Below the navigation bar is a "Release" section with a list of items: "Releases overview", "Production", "Testing" (with a right-pointing arrow), "Device catalog", "App bundle explorer", and "Setup" (with a right-pointing arrow).

The main content area is titled "Dashboard" and features a section "Get started setting up your app". The text in this section reads: "While you're getting set up, the Dashboard shows you what you need to do to get your app up and running. This includes recommendations on how to manage, test, and promote your app. Once you've completed a task, come back here to explore what else you can do." Below this text is a "Hide" link.

On the right side of the dashboard, there is a decorative graphic consisting of several overlapping circles and shapes in shades of blue, green, yellow, and grey.

At the bottom of the dashboard, there is a notification bar with an information icon, the text "We're experiencing longer than usual review times", and a dropdown arrow.

Student Course Survey!