



# Social Media Apps Programming

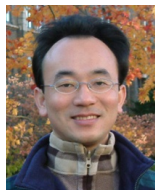
## Case Study on Social Media Apps Programming and Marketing in Google Play and App Store

1031SMAP09

TLMXM1A (8687) (M2143) (Fall 2014)

(MIS MBA) (2 Credits, Elective) [Full English Course]

Thu 8,9 (15:10-17:00) V201



Min-Yuh Day, Ph.D.

Assistant Professor

Department of Information Management

Tamkang University

<http://mail.tku.edu.tw/myday>



# Course Schedule (1/3)

- | Week | Date       | Subject/Topics  |
|------|------------|---|
| • 1  | 2014/09/17 | Course Orientation and Introduction to Social Media and Mobile Apps Programming |
| • 2  | 2014/09/24 | Introduction to Android / iOS Apps Programming                                  |
| • 3  | 2014/10/01 | Developing Android Native Apps with Java (Eclipse) (MIT App Inventor)           |
| • 4  | 2014/10/08 | Developing iPhone / iPad Native Apps with Swift / Objective-C (XCode)           |
| • 5  | 2014/10/15 | Mobile Apps Using HTML5/CSS3/JavaScript   |
| • 6  | 2014/10/22 | jQuery Mobile   |

# Course Schedule (2/3)

Week	Date	Subject/Topics
• 7	2014/10/29	Create Hybrid Apps with Phonegap
• 8	2014/11/05	jQuery Mobile/Phonegap
• 9	2014/11/12	jQuery Mobile/Phonegap
• 10	2014/11/19	Midterm Exam Week (Midterm Project Report)
• 11	2014/11/26	Case Study on Social Media Apps Programming and Marketing in Google Play and App Store
• 12	2014/12/03	Google Cloud Platform

# Course Schedule (3/3)

Week	Date	Subject/Topics
• 13	2014/12/10	Google App Engine
• 14	2014/12/17	Google Map API
• 15	2014/12/24	Facebook API (Facebook JavaScript SDK) (Integrate Facebook with iOS/Android Apps)
• 16	2014/01/31	Twitter API
• 17	2015/01/07	Final Project Presentation
• 18	2015/01/14	Final Exam Week (Final Project Report)

# Outline

- **Case Study on Social Media Apps Programming and Marketing in Google Play and App Store**
  - **Business Model**
  - **Apps Development Life Cycle**
  - **Programming**
  - **Marketing**



# Android /iOS Apps Programming

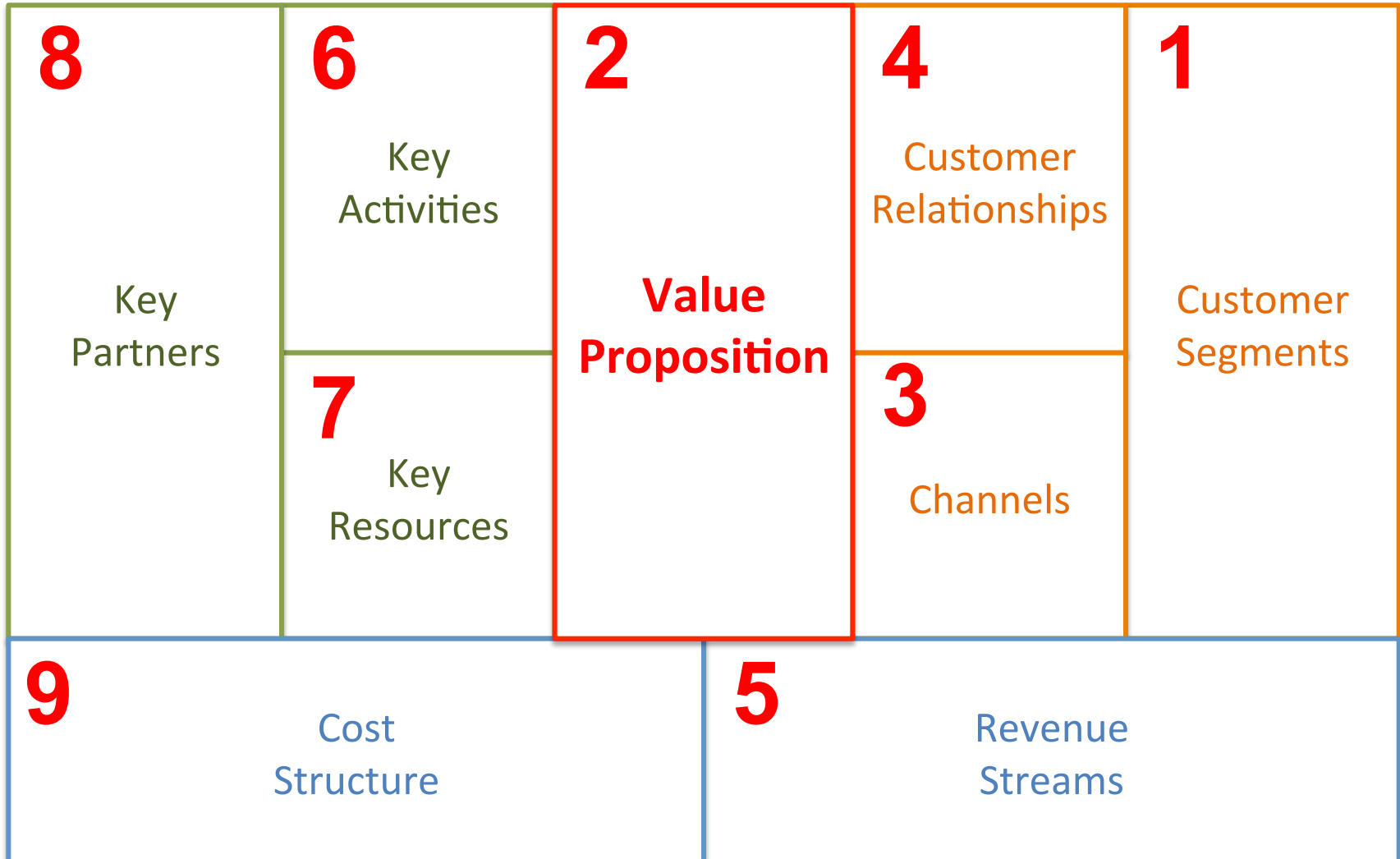
Native Apps

Hybrid Apps

Mobile Web Apps



# Business Model

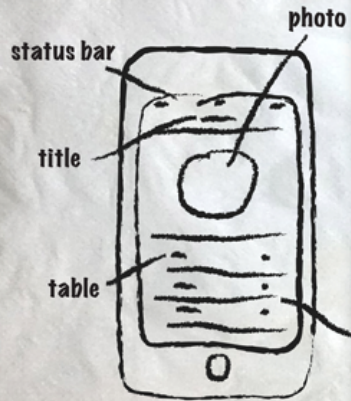


# Mobile Apps Marketing

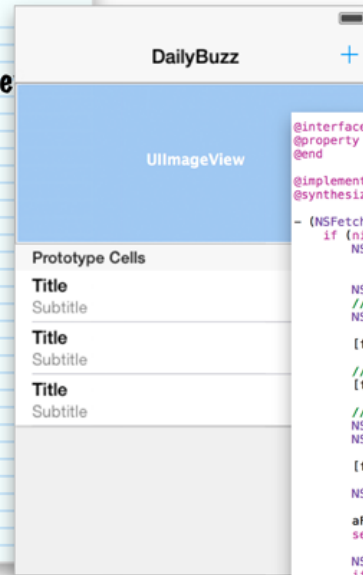
- Push Notifications
- Loyalty Cards
- Click to Call
- GPS Coupons and Deals
- QR Code Coupons
- GPS Directions
- Check-In Rewards



# iOS App Development Process



- Focus: Primary Target
- Think top down
- Consistent UI
- Gestures
- Orientation?
- Check target size
- Reduce settings



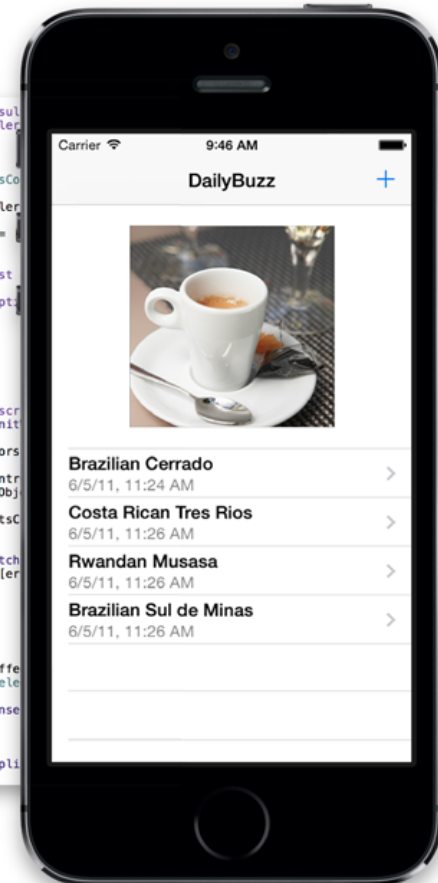
```
@interface BrewSessionsViewController () <NSFetchedResultsControllerDelegate>
@property (strong, nonatomic) NSFetchedResultsController *fetchedResultsController;
@end

@implementation BrewSessionsViewController
@synthesize fetchedResultsController = _fetchedResultsController;

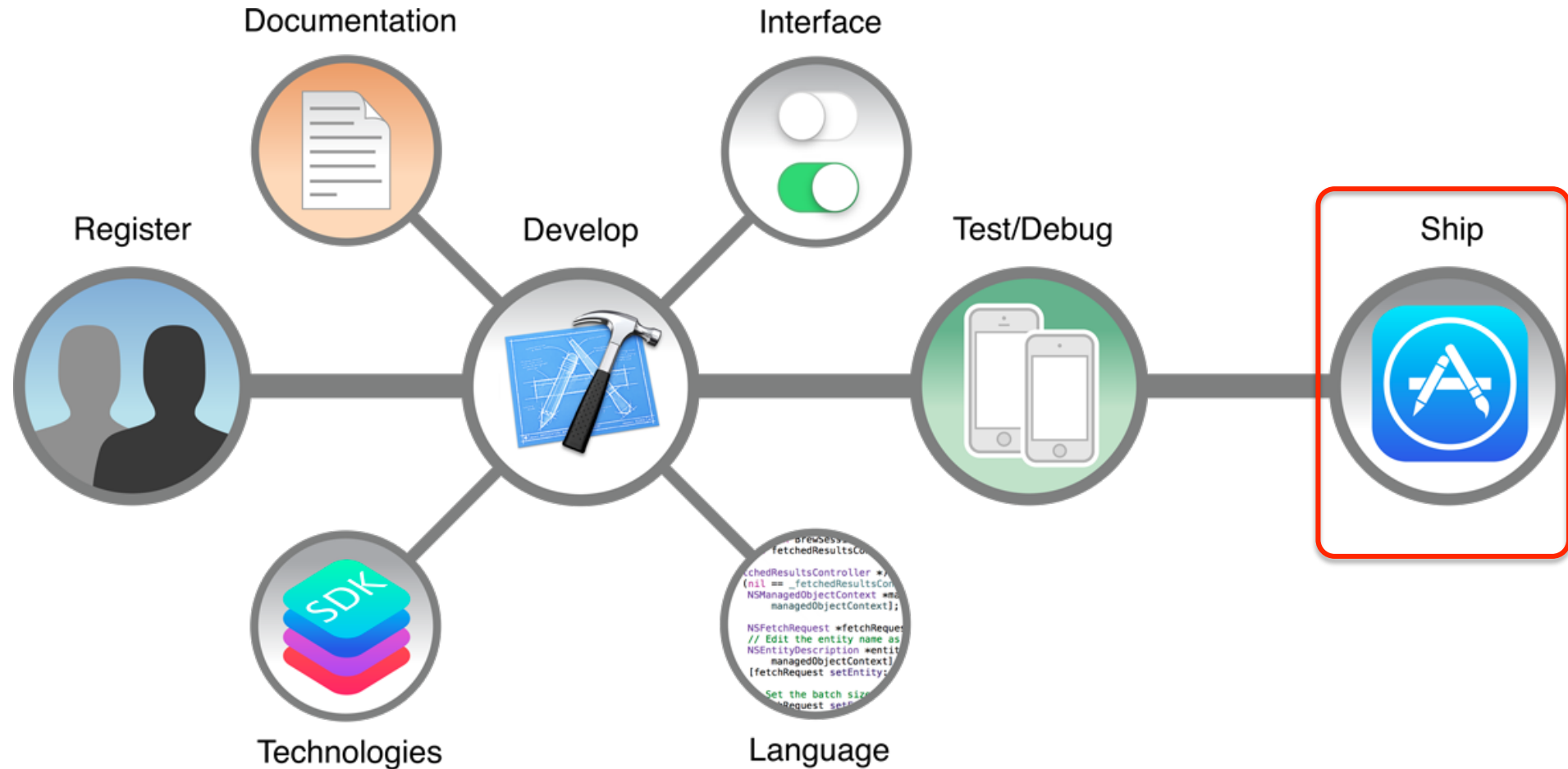
- (NSFetchedResultsController *)fetchedResultsController {
    if (nil == _fetchedResultsController) {
        NSFetchedResultsController *aFetchedResultsController = [[NSFetchedResultsController alloc] initWithFetchRequest:fetchedRequest managedObjectContext:managedObjectContext];
        NSFetchedResultsController *aFetchedResultsController = [[NSFetchedResultsController alloc] initWithFetchRequest:fetchedRequest managedObjectContext:managedObjectContext];
        aFetchedResultsController.delegate = self;
        self.fetchedResultsController = aFetchedResultsController;
    }
    return _fetchedResultsController;
}

- (void)addBrewSessionForCoffee:(NSManagedObject *)coffee {
    NSFetchedResultsController *aFetchedResultsController = [[NSFetchedResultsController alloc] initWithFetchRequest:fetchedRequest managedObjectContext:managedObjectContext];
    NSFetchedResultsController *aFetchedResultsController = [[NSFetchedResultsController alloc] initWithFetchRequest:fetchedRequest managedObjectContext:managedObjectContext];
    aFetchedResultsController.delegate = self;
    self.fetchedResultsController = aFetchedResultsController;
    [session setValue:coffee forKey:@"coffee"];
    [session setValue:date forKey:@"date"];
    [[DailyBuzzAppDelegate sharedInstance] saveSession];
}

- (void)addBrewSessionForCoffee:(NSManagedObject *)coffee {
    NSFetchedResultsController *aFetchedResultsController = [[NSFetchedResultsController alloc] initWithFetchRequest:fetchedRequest managedObjectContext:managedObjectContext];
    NSFetchedResultsController *aFetchedResultsController = [[NSFetchedResultsController alloc] initWithFetchRequest:fetchedRequest managedObjectContext:managedObjectContext];
    aFetchedResultsController.delegate = self;
    self.fetchedResultsController = aFetchedResultsController;
    [session setValue:coffee forKey:@"coffee"];
    [session setValue:date forKey:@"date"];
    [[DailyBuzzAppDelegate sharedInstance] saveSession];
}
}
```



# Apps Development Life Cycle



# App Distribution on App Store

**Table of Contents**

- Introduction
- Managing Accounts
- Configuring Your Xcode Project for Distribution
- Adding Capabilities
- Configuring Push Notifications
- Launching Your App on Devices
- Beta Testing Your iOS App
- Analyzing Crash Reports
- Submitting Your App to the Store
- Releasing and Updating Your App on the Store
- Managing Your App in iTunes Connect
- Managing Your Team in Member Center
- Maintaining Your Signing Identities and Certificates
- Maintaining Identifiers, Devices, and Profiles
- Distributing iOS Developer Enterprise Program Applications
- Distributing Applications Outside the Mac App Store
- Troubleshooting
- Revision History
- Glossary

## About App Distribution

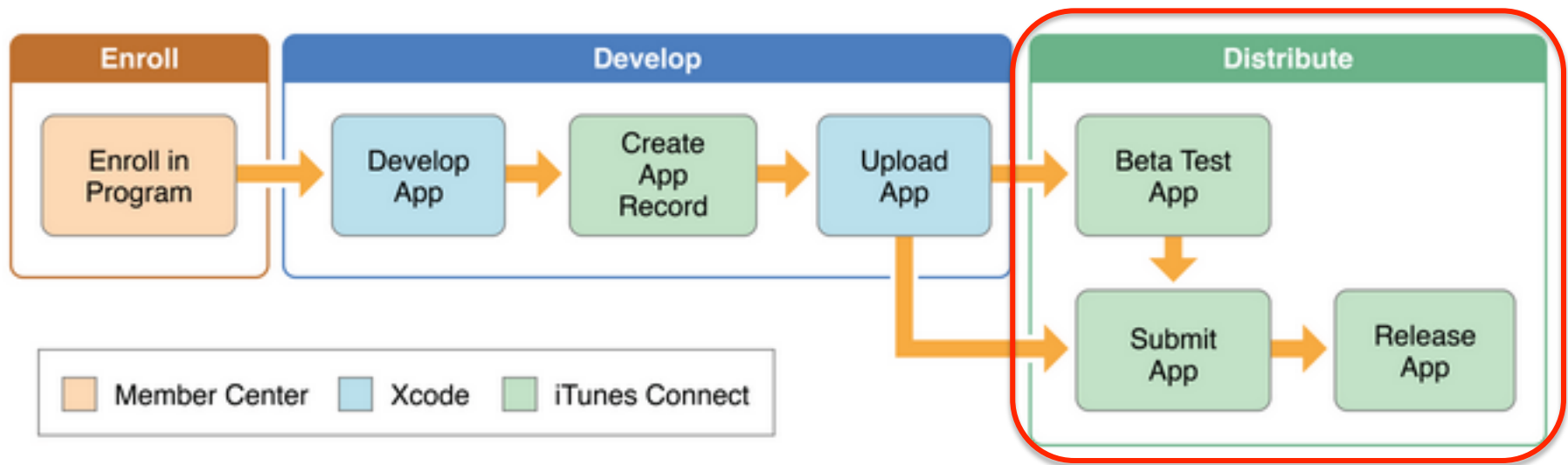
This guide contains everything you need to know to distribute an app through the App Store or Mac App Store.

- Get step-by-step guidance for enrolling in an Apple Developer Program and building, testing, and submitting your app.
- Configure services that are available only to apps submitted to the App Store or Mac App Store.
- Test your app on multiple devices and system versions, or offer testers a preview of your next release.
- Upload metadata about your app so the store can present it to customers.
- Verify that you've prepared your app correctly, and submit it to the store.
- Learn how to release and maintain your app after submission.

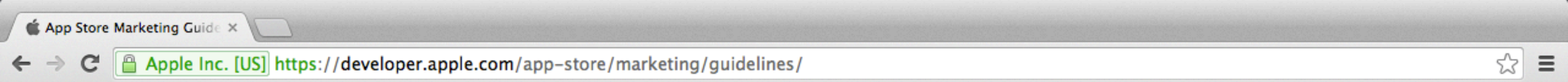
```
graph LR; subgraph Enroll; E[Enroll in Program]; end; subgraph Develop; D[Develop App] --> C[Create App Record]; C --> U[Upload App]; end; subgraph Distribute; U --> B[Beta Test App]; B --> S[Submit App]; S --> R[Release App]; end; E --> D; D --> U; U --> B; B --> S; S --> R;
```

**Note:** If you just want to use Xcode to run an app on a device or write code that uses a service, read [App Distribution Quick Start](#) first and then return to this document for additional tasks you'll perform throughout the lifetime of your app.

# App Distribution on App Store



# App Store Marketing



## App Store Marketing Guidelines

Thousands of developers around the world have helped make the App Store a success. We've created these guidelines so developers can benefit from the Apple identity and contribute to its strength. We believe that powerful marketing communications will help bring continued success for your apps.

### Overview and Requirements

- 1 Download on the App Store Badge
- 2 Apple Product Images
- 3 Custom Photography and Video
- 4 Messaging and Writing Style
- 5 Apps with Accessories and Product Packaging
- 6 App Store Icon
- 7 Legal Requirements

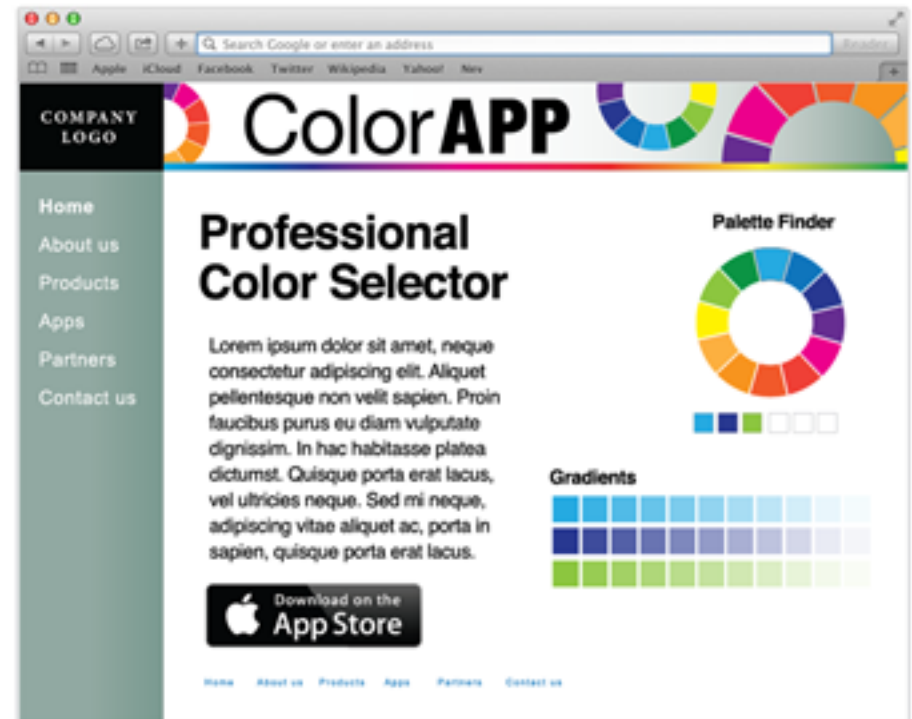
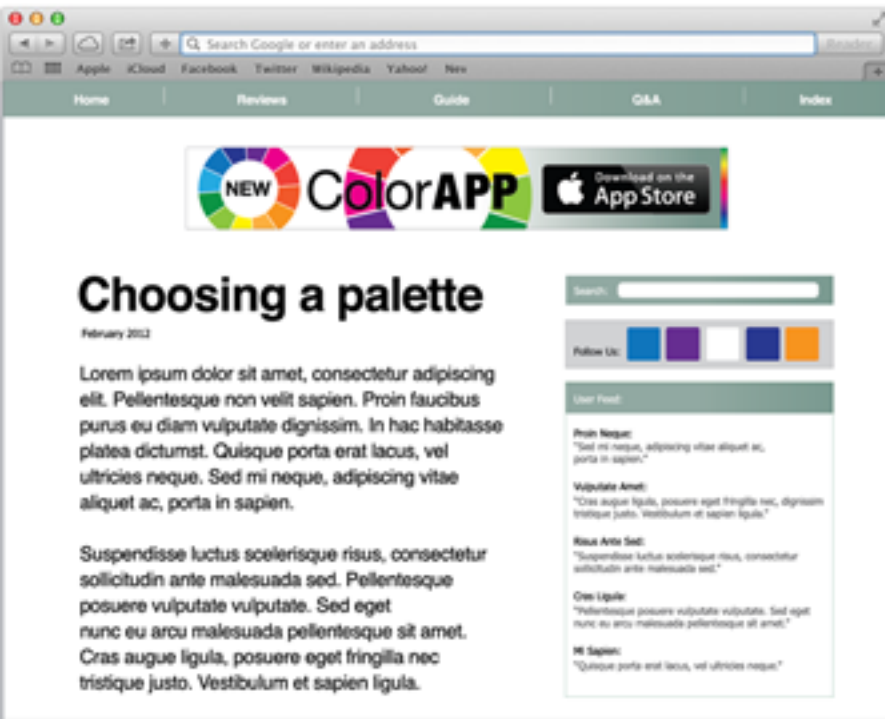
<https://developer.apple.com/app-store/marketing/guidelines/>

# App Marketing



<https://developer.apple.com/app-store/marketing/guidelines/>

# Web Marketing



# Google Play Brand Guidelines

The screenshot shows a web browser window with the URL [developer.android.com/distribute/googleplay/promote/brand.html](http://developer.android.com/distribute/googleplay/promote/brand.html). The page title is "Brand Guidelines | Android". The navigation menu includes "Developers", "Design", "Develop", and "Distribute". The "Distribute" section is active, showing a sidebar with "Promoting" selected. The main content area is titled "Brand Guidelines" and contains the following text:

We encourage you to use the Android and Google Play brands with your Android app promotional materials. You can use the icons and other assets on this page provided that you follow the guidelines described below.

## Android

The following are guidelines for the Android brand and related assets.

### Android in text

- Android™ should have a trademark symbol the first time it appears in a creative.
- Android should always be capitalized and is never plural or possessive.
- "Android" cannot be used in names of applications or accessory products, including phones, tablets, TVs, speakers, headphones, watches, and other devices. Instead use "for Android".
  - **Incorrect:** "Android MediaPlayer"
  - **Correct:** "MediaPlayer for Android"

If used with your logo, "for Android" needs to be smaller in size than your logo. First instance of this use should be followed by a TM symbol, "for Android™".

- Android may be used as a descriptor, as long as it is followed by a proper generic term.
  - **Incorrect:** "Android MediaPlayer" or "Android XYZ app"
  - **Correct:** "Android features" or "Android applications"

Any use of the Android name needs to include this attribution in your communication:

*Android is a trademark of Google Inc.*

### Android robot

## MediaPlayer

for Android™

The MediaPlayer logo consists of a black rounded square containing the letters "XYZ" in white. Below the square, the text "for Android™" is written in a smaller, black font.



# Case Study on Google Play

Google Play

https://play.google.com/store

Google play Search

+Min-Yuh

Share

Store

Apps

Books

My wishlist

Redeem

## Google Play 2013年最佳App

The Best Apps of 2013

See more

**whoscall - Caller ID**  
Gogolook - block calls, 1  
★★★★★ FREE

**ColorNote Notepad Notes**  
★★★★★ FREE

**TuneIn Radio**  
TuneIn Inc  
★★★★★ FREE

## Google Play 2013年最佳遊戲

The Best Games of 2013

See more

<https://play.google.com/store>

# Stanford

stanford - Android Apps

https://play.google.com/store/search?q=stanford&c=apps

Google play

stanford

+Min-Yuh

Share

Apps

My apps











Shop

Games

Editors' Choice

Search Android Apps All prices

Apps

 <p>Stanford Continuing Education GTxcel</p> <p>★★★★★ FREE</p>	 <p>STANFORD LELAND STANFORD JUNIOR UNIVERSITY THE FIRST TREE FREEMONT CALIF.</p> <p>Stanford Business Magazine GTxcel</p> <p>★★★★★ FREE</p>	 <p>STANFORD MAGAZINE</p> <p>Stanford Magazine Stanford Magazine</p> <p>★★★★★ FREE</p>	 <p>Tappats NFC for Stanford Tappern</p> <p>★★★★★ FREE</p>	 <p>LAWYER LAWYER LAWYER</p> <p>Stanford Lawyer GTxcel</p> <p>★★★★★ FREE</p>
 <p>Stanford STANFORD KEYBOARD</p> <p>Stanford Keyboard 2Thumbz, Inc</p> <p>★★★★★ NT\$88.00</p>	 <p>Stanford Ticket Office InstantEncore.com</p> <p>★★★★★ FREE</p>	 <p>Stanford Jazz Workshop InstantEncore.com</p> <p>★★★★★ FREE</p>	 <p>Stanford Live Wallpaper Finaapps</p> <p>★★★★★ NT\$30.00</p>	 <p>MBA Stanford</p> <p>[MBA 정보] Stanford RIDI Corp.</p> <p>★★★★★ FREE</p>
















# Stanford

stanford - Android Apps

https://play.google.com/store/search?q=stanford&c=apps

Search Android Apps All prices

My apps  
Shop  
Games  
Editors' Choice

 <p>Stanford Classic Skin 2Thumbz, Inc</p> <p>★★★★★ NT\$30.00</p>	 <p>Stanford Football &amp; StatSheet, Inc.</p> <p>★★★★★ FREE</p>	 <p>Stanford GSB Spring Reunions Gather Digital</p> <p>★★★★★ FREE</p>	 <p>MediaX at Stanford KitApps, Inc.</p> <p>★★★★★ FREE</p>	 <p>The Stanford Flipside Adam Adler</p> <p>★★★★★ FREE</p>
 <p>Stanford Connected Concursive Corporation</p> <p>★★★★★ NT\$30.00</p>	 <p>Stanford '73 Reunion apmachine.com</p> <p>★★★★★ FREE</p>	 <p>Stanford Daydream Kevin Koleckar</p> <p>★★★★★ FREE</p>	 <p>Stanford Cardinal Football The Football Schedule</p> <p>★★★★★ NT\$30.00</p>	 <p>Stanford Law Alumni Gather Digital</p> <p>★★★★★ FREE</p>
 <p>iStanford iStanford</p> <p>★★★★★ FREE</p>	 <p>Strobe Lyte Stanford CapedCriminal</p> <p>★★★★★ NT\$30.00</p>	 <p>Stanford Football Conjugo LLC</p> <p>★★★★★ FREE</p>	 <p>The Stanford Inn One Mobile Media LLC</p> <p>★★★★★ FREE</p>	 <p>RadLex MantasCode</p> <p>★★★★★ FREE</p>

# iStanford

Google play

Search

+Min-Yuh

Share


Apps

My apps

Shop

Games


Editors' Choice




## iStanford

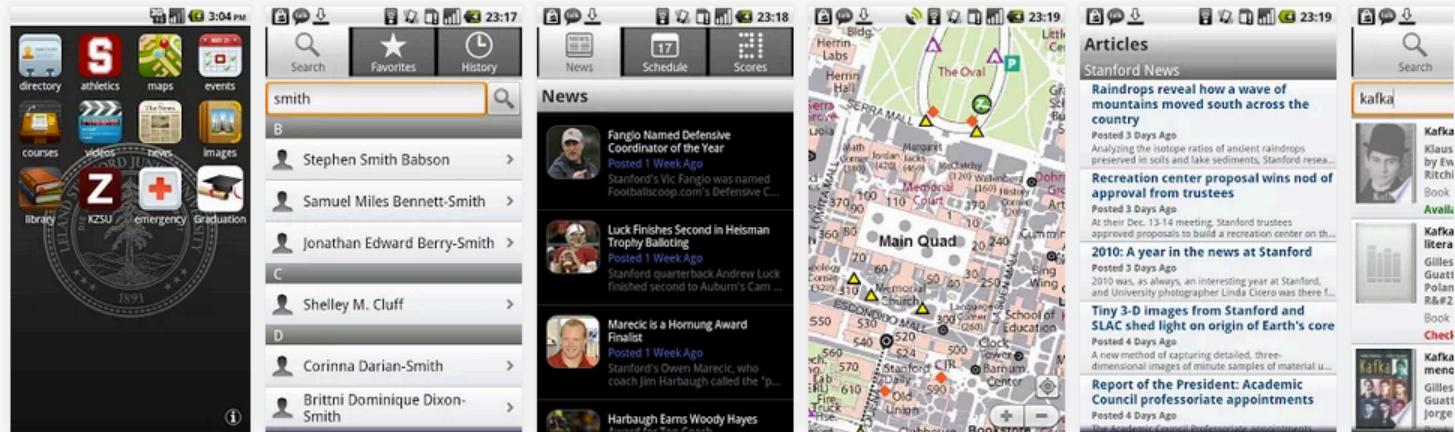
iStanford - December 6, 2013  
Education

[Install](#) [Add to Wishlist](#)

 You don't have any devices

★★★★☆ (54)

 +141 Recommend this on Google



The collage displays several screenshots of the iStanford app interface:

- Home Screen:** Shows a grid of icons for 'directory', 'athletics', 'maps', 'events', 'courses', 'videos', 'news', 'images', 'library', 'KZSU', 'emergency', and 'Graduation'. A large circular seal with the year '1891' is prominent.
- Search Results:** A search bar with 'smith' entered shows a list of names: Stephen Smith Babson, Samuel Miles Bennett-Smith, Jonathan Edward Berry-Smith, Shelley M. Cluff, Corinna Darian-Smith, and Brittni Dominique Dixon-Smith.
- News Section:** Titled 'News', it features articles such as 'Fangio Named Defensive Coordinator of the Year', 'Luck Finishes Second in Heisman Trophy Bidding', 'Marecic is a Hornung Award Finalist', and 'Harbaugh Earns Woody Hayes'.
- Map View:** A map of Stanford University campus with markers for 'The Oval', 'Serra Mall', 'Main Quad', and 'Bookstore'.
- Articles Section:** Titled 'Articles', it lists news items like 'Raindrops reveal how a wave of mountains moved south across the country', 'Recreation center proposal wins nod of approval from trustees', '2010: A year in the news at Stanford', 'Tiny 3-D images from Stanford and SLAC shed light on origin of Earth's core', and 'Report of the President: Academic Council professoriate appointments'.

Description

# iStanford

iStanford - Android Apps

https://play.google.com/store/apps/details?id=com.blackboard.android.central.stanford

**Apps**

- My apps
- Shop**
- Games
- Editors' Choice

## Description


iStanford brings campus life to your smartphone: Athletics (get Cardinal news, scores, and schedules), Courses (find courses), Directory (looking for someone? View the public directory), Library (search the library), Maps (explore our 8,000+ acre campus), News (read all about us!), Links to iTunesU, and more!


## Reviews

[Write a Review](#)

**4.0**  
54 total

★ 5	32
★ 4	6
★ 3	6
★ 2	4
★ 1	6

 *Would be a good app if the info were correct. It would be a great app if the information provided was correct. For*  
**Joseph Churnside** ★★★★★

 *The best is Stanford NO BODY CAN COMMENT UPON STANFORD*  
**ISHAAN DEB** ★★★★★

## What's New

Version 3.0 includes new updated map, fixed images module, and added Omlet app.

## Additional information

<b>Updated</b> December 6, 2013	<b>Size</b> 6.6M	<b>Installs</b> 10,000 - 50,000	<b>Current Version</b> 3.0	<b>Requires Android</b> 2.3 and up
<b>Content Rating</b> Low Maturity	<b>Contact Developer</b> <a href="#">Visit Developer's Website</a>			

# iStanford

iStanford - Android Apps

https://play.google.com/store/apps/details?id=com.blackboard.android.central.stanford

Apps

- My apps
- Shop
- Games
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## Similar

 <p>Stanford Continuing Education GTxcel</p> <p>★★★★★ FREE</p>	 <p>Stanford Business School GTxcel</p> <p>★★★★★ FREE</p>	 <p>Campus Life @ UW PulseTec Solutions</p> <p>★★★★★ FREE</p>	 <p>Virt U: The Virtual University Irynsoft</p> <p>★★★★★ FREE</p>	 <p>HT Campus Calling HT Mobile Solutions Lir</p> <p>★★★★★ FREE</p>
--	---	--	---	---

# Tamkang

The screenshot shows the Google Play Store interface with search results for 'Tamkang'. The browser address bar shows the URL <https://play.google.com/store/search?q=Tamkang&c=apps>. The search bar contains the text 'Tamkang'. The results are displayed in a grid of 10 app cards, each with an icon, title, developer, and rating. The first row includes 'Tamkang University', 'TKU Bus Informatio', '淡江生活', 'TKU Wi-Fi', and '淡江公車通'. The second row includes '平溪遊記', '玩捷運', '淡水遊', '大學城吃甚麼?', and 'Myday Mobile App'. The third row shows the beginning of another row of results.

App Name	Developer	Rating	Price
Tamkang University	realtouchapp (Real Tou)	★★★★★	FREE
TKU Bus Informatio	carhou331	★★★★★	FREE
淡江生活	淡江大學資訊處	★★★★★	FREE
TKU Wi-Fi	Sparks Lab	★★★★★	FREE
淡江公車通	skystar	★★★★★	FREE
平溪遊記	realtouchapp (Real Tou)	★★★★★	FREE
玩捷運	realtouchapp (Real Tou)	★★★★★	FREE
淡水遊	realtouchapp (Real Tou)	★★★★★	FREE
大學城吃甚麼?	CILab	★★★★★	FREE
Myday Mobile App	iMyday	★★★★★	FREE

<https://play.google.com/store>



## 淡江i生活

淡江大學資訊處 - November 27, 2013

Tools

Install

+ Add to Wishlist

⚠ You don't have any devices

★★★★☆ (199)

g+ +72



Translate the description into English using Google Translate?

Translate



淡江i生活 - Android Apps

← → ↻ <https://play.google.com/store/apps/details?id=hsd.hsd> ☆ ☰

**Apps**

- My apps
- Shop**
- Games
- Editors' Choice

## Description

淡江i生活專為淡江大學的學生及教職員設計的App，目前的功能有：

- 1.淡江Wi-Fi：自動登入tku無線網路。
- 2.我是學生：有我的課表、考試小表和期中期末成績查詢。
- 3.我是老師：有我的授課表和修課學生(可察看學生資料的PDF檔)。
- 4.即時影像：即時查看等公車或商館三樓電梯的人潮及運動場的使用情況，還有郵局、五虎崗停車場實況等等。
- 5.圖書館資訊：借閱相關資料查詢和提醒、開放時間及電子資源新訊。
- 6.淡江時報：最新一期(中、英文版)、演講看板、活動看板及近期圖輯。
- 7.公車動態：查看淡江大學附近公車到站情形。
- 8.實習室機位：即時查詢學校電腦實習室的空位。
- 9.淡水天氣：查詢淡水即時溫度、天氣概況及一週天氣預報。
- 10.本日訊息：本日要結束及首發的校園公告和報名活動之資訊。
- 11.近期消息：本校近期公告消息之資訊。
- 12.近期活動：本校近期報名活動之資訊。
- 13.行事曆：查詢本學年度的行事曆。
- 14.校園分機：查詢校園各單位的分機號碼。
- 15.我有話說：想對此App開發團隊說的話。
- 16.節次對照表：簡單查詢節次的時間。

[Read more](#)

## Reviews

[Write a Review](#)

4.5

★ 5 150  
★ 4 24  
★ 3 6  
★ 2 9  
★ 1 10

199 total

 **超方便實用！**  
Allison Wang ★★★★★

 **Great App I'm an international student of computer engineering and even with my bag Chinese speaking this**  
Vernon Frederick ★★★★★

淡江生活 - Android Apps

https://play.google.com/store/apps/details?id=hsd.hsd

## Apps

- My apps
- Shop**
- Games
- Editors' Choice

## What's New

1. 支援「淡江時報」中、英文最新一期之內容可用雙指縮放。
2. 修正「我是老師」和「我是學生」登入錯誤的問題。
3. 改善淡江Wi-Fi常會登入不成功之問題。
4. 支援「協助工具」之語音功能。
5. 持續改善系統穩定性及效能等等。  
(在蘭陽校園使用淡江Wi-Fi功能時，請更新至1.7.2以上版本)

## Additional information

<b>Updated</b> November 27, 2013	<b>Size</b> 1.3M	<b>Installs</b> 10,000 - 50,000	<b>Current Version</b> 1.7.4	<b>Requires Android</b> 2.2 and up
<b>Content Rating</b> Low Maturity	<b>Contact Developer</b> <a href="#">Email Developer</a>			

## Similar



TKU Wi-Fi  
Sparks Lab



大學城吃甚麼?  
CILab



桌面小課表  
skystar



GPS Parking Location  
LKE TECH



Statistics Portable  
行政院主計總處

Tamkang - Android Apps

https://play.google.com/store/search?q=Tamkang&c=apps

Google play

Tamkang

+Min-Yuh

Share

Apps

My apps











Shop

Games

Editors' Choice

Search Android Apps All prices

## Apps

 <p>Tamkang University realtouchapp (Real Tou)</p> <p>★★★★★ FREE</p>	 <p>TKU Bus Informatic carhou331</p> <p>★★★★★ FREE</p>	 <p>淡江生活 淡江大學資訊處</p> <p>★★★★★ FREE</p>	 <p>TKU Wi-Fi Sparks Lab</p> <p>★★★★★ FREE</p>	 <p>淡江公車通 skystar</p> <p>★★★★★ FREE</p>
 <p>平溪遊記 realtouchapp (Real Tou)</p> <p>★★★★★ FREE</p>	 <p>玩捷運 realtouchapp (Real Tou)</p> <p>★★★★★ FREE</p>	 <p>淡水遊 realtouchapp (Real Tou)</p> <p>★★★★★ FREE</p>	 <p>大學城吃甚麼? CILab</p> <p>★★★★★ FREE</p>	 <p>iMyday Myday Mobile App iMyday</p> <p>★★★★★ FREE</p>

# iMyday

The image shows a browser window displaying the Google Play Store search results for the app 'iMyday'. The browser's address bar shows the URL <https://play.google.com/store/search?q=iMyday>. The search bar contains the text 'iMyday'. The search results are displayed under the heading 'Apps'. The top result is 'Myday Mobile App' by 'iMyday', which is described as 'iMyday Mobile App for Prof. Min-Yuh Day, Department of Information Management'. The app icon is an orange square with the text 'iMyday' in white. The app is marked as 'FREE' and has a rating of five stars. The left sidebar of the Google Play Store is visible, showing options for 'Store', 'Apps', 'Books', 'My wishlist', and 'Redeem'. The top right of the page shows the user's name '+Min-Yuh', a notification bell, and a 'Share' button.

# iMyday

Myday Mobile App - Android

https://play.google.com/store/apps/details?id=com.imtku.smap.mydaymobileapp

Google play

Search

+Min-Yuh

Share

Apps

- My apps
- Shop
- Games
- Editors' Choice

## Myday Mobile App

iMyday - December 11, 2013

Education

**Install** Add to Wishlist

You don't have any devices

Recommend this on Google

iMyday iMyday iMyday

Description

# iMyday

Myday Mobile App - Android

https://play.google.com/store/apps/details?id=com.imtku.smap.mydaymobileapp

**Apps**

- My apps
- Shop**
- Games
- Editors' Choice

## Description

iMyday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University.

- \* Research
- \* Teaching
- \* People

## Reviews

[Write a Review](#)

**0.0**

- ★ 5 0
- ★ 4 0
- ★ 3 0
- ★ 2 0
- ★ 1 0

0 total

## What's New

2013/12/12 iMyday 1.0 Myday Mobile App for Android

## Additional information

Updated	Size	Current Version	Requires Android	Content Rating
December 11, 2013	4.4M	1.0.0	2.1 and up	Everyone

# PhoneGap

## iOS: App Store

## Android: Google Play

- provide the correct certificates
- signing keys to allow distribution

# iOS App Distribution on App Store

Apple Inc. developer.apple.com/library/ios/documentation/IDEs/Conceptual/AppDistributionGuide/Introduction/Introduction.html — App Distribution Guide: About A... Reader

iOS Developer Library Developer PDF

App Distribution Guide

Table of Contents

- Introduction
- Managing Accounts
- Configuring Your Xcode Project for Distribution
- Adding Capabilities
- Launching Your App on Devices
- Beta Testing Your iOS App
- Analyzing Crash Reports
- Submitting Your App
- Releasing and Updating Your App
- Managing Your App in iTunes Connect
- Managing Your Team
- Maintaining Your Signing Identities and Certificates
- Maintaining Identifiers, Devices, and Profiles
- Distributing Applications Outside the Mac App Store
- Troubleshooting
- Revision History
- Glossary

## About App Distribution

**Note:** This guide describes Xcode 5. If you're using Xcode 4, read *App Distribution Guide for Xcode 4* in the [Retired Documents Library](#).

This guide contains everything you need to know to distribute an app through the App Store or Mac App Store.

- Get step-by-step guidance for enrolling in an Apple Developer Program and building, testing, and submitting your app.
- Configure technologies that are available only to apps submitted to the App Store or Mac App Store.
- Test your app on multiple devices and system versions, or offer testers a preview of your next release.
- Upload metadata about your app so the store can present it to customers.
- Verify that you've prepared your app correctly, and submit it to the store.
- Learn how to release and maintain your app after submission.

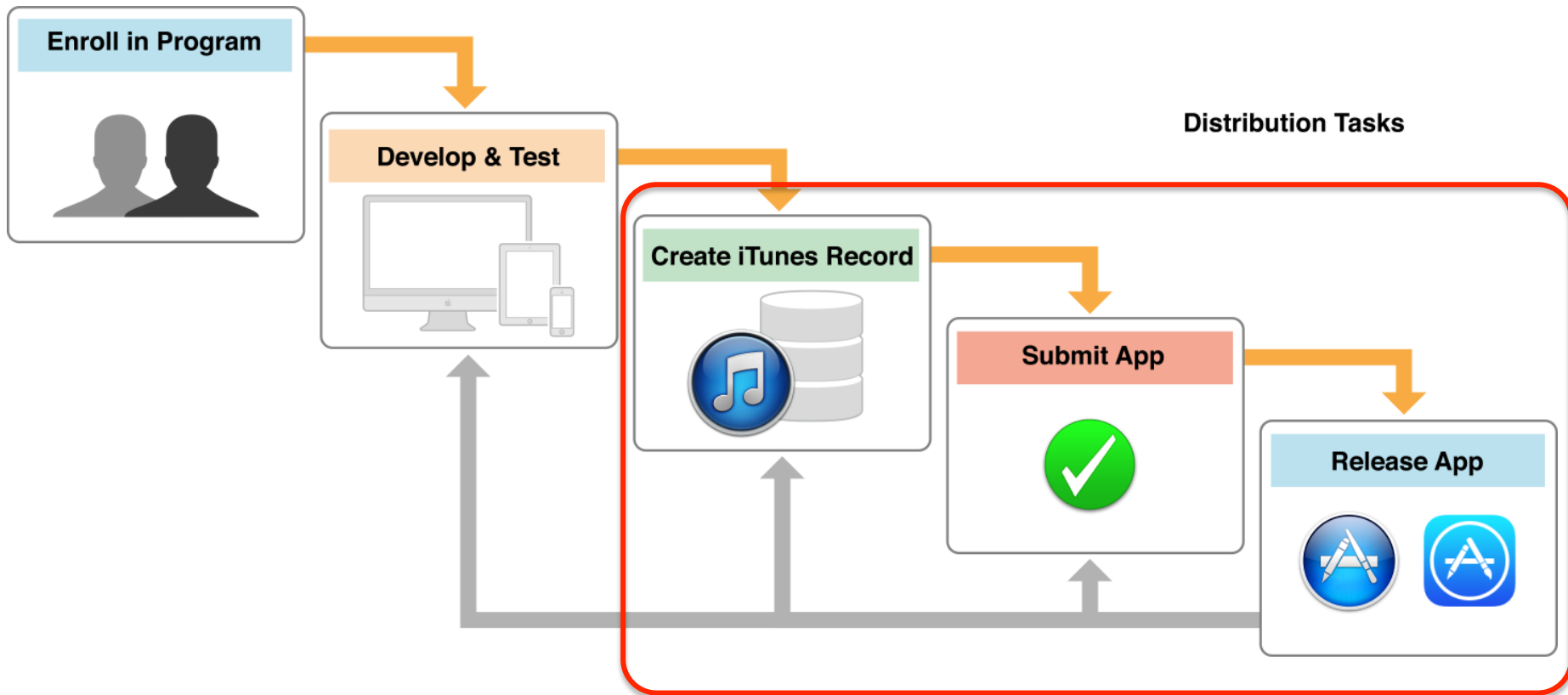
Distribution Tasks

```
graph TD; A[Enroll in Program] --> B[Develop & Test]; B --> C[Create iTunes Record]; C --> D[Submit App]; D --> E[Release App]; E --> B;
```

Provide Feedback



# Submit and Release iOS App on App Store



# App Metadata

- Upload metadata about your app so the store can present it to customers.



# Submit App to App Store

- Verify that you've prepared your app correctly, and submit it to the store



# Release App

- release and maintain your app after submission



# Choosing an iOS Developer Program



## iOS Developer Program (\$99/year)

Select this program if you would like to distribute apps on the App Store as an individual, sole proprietor, company, organization, government entity or educational institution.

[Learn more](#) ▶

Enroll Now



## iOS Developer Enterprise Program (\$299/year)

Select this program if you would like to develop proprietary apps for internal distribution within your company, organization, government entity or educational institution.

[Learn more](#) ▶

Enroll Now



## iOS Developer University Program (Free)

Select this program if you are a degree granting, higher education institution that would like to introduce iOS development into your curriculum.

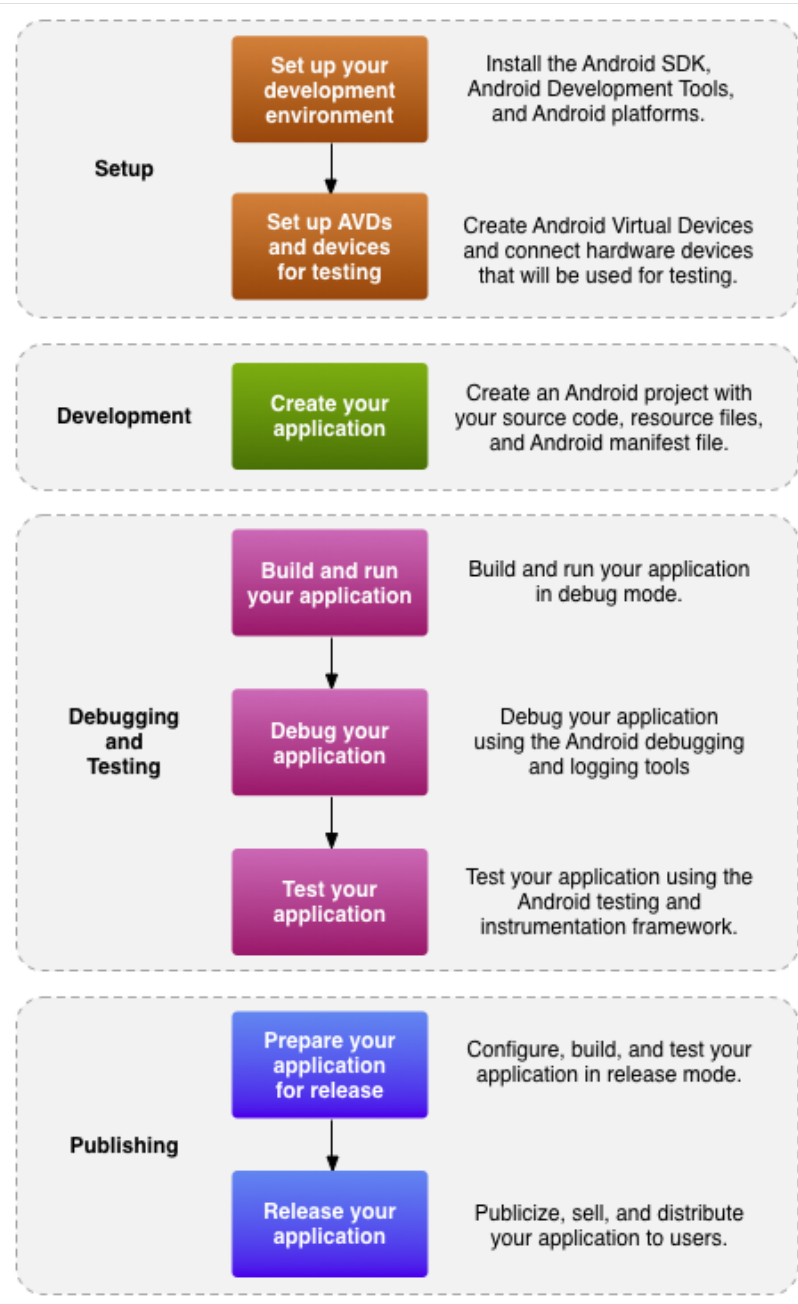
[Learn more](#) ▶

Enroll Now

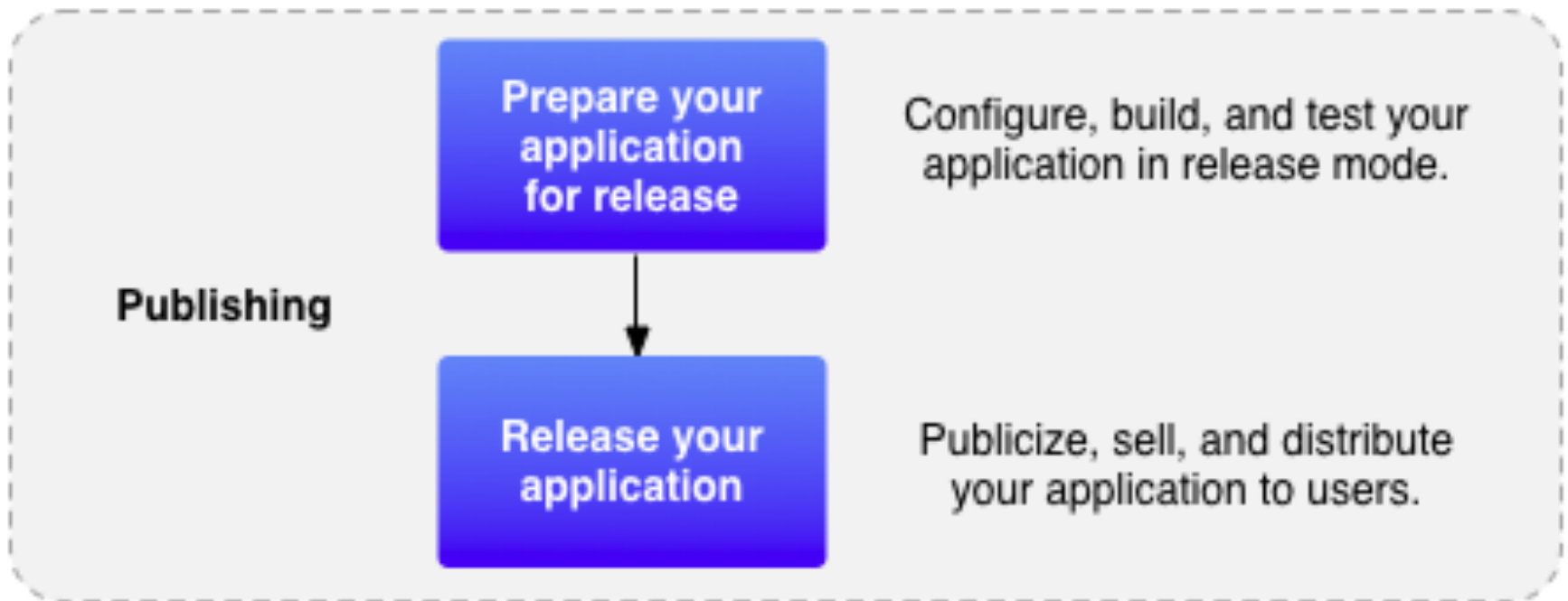
# Compare iOS Developer Programs

	<b>iOS Developer</b> For individuals and organizations creating apps for distribution on the App Store. <a href="#">Learn more ▶</a>	<b>iOS Developer Enterprise</b> For companies and organizations distributing proprietary apps for internal use. <a href="#">Learn more ▶</a>	<b>iOS Developer University</b> For higher education institutions introducing iOS app development into their curriculum. <a href="#">Learn more ▶</a>
iOS SDK	✓	✓	✓
iOS SDK (Pre-release)	✓	✓	N/A
Test apps on iOS devices	✓	✓	✓
Code-level Technical Support	✓	✓	N/A
Ad Hoc Distribution	✓	✓	N/A
App Store Distribution	✓	N/A	N/A
Custom B2B App Distribution	✓	N/A	N/A
iAd Network	✓	N/A	N/A
In-house Distribution	N/A	✓	N/A
Cost	\$99 year	\$299 year	Free
Requirements	If you're enrolling as an organization, a <a href="#">D-U-N-S Number</a> registered to your legal entity is required.	A <a href="#">D-U-N-S Number</a> registered to your legal entity is required.	The University Program is only available to qualified, degree granting, higher education institutions.

# The development process for Android applications

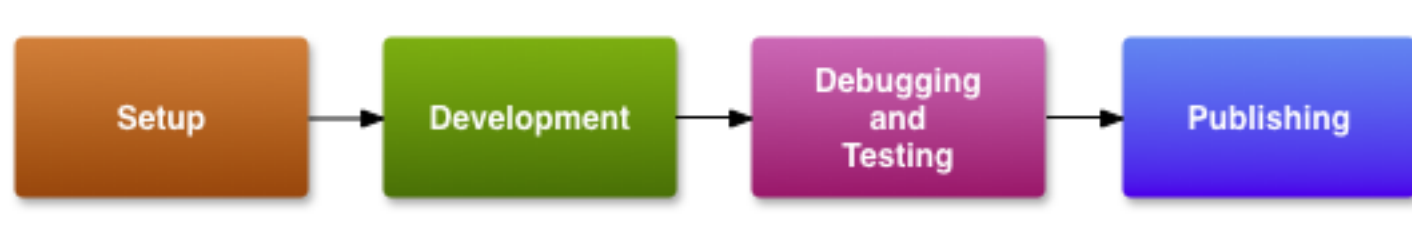


# Publishing process for Android applications





# Publishing is the last phase of the Android application development process



# Distribute Your Apps on Google Play

The screenshot shows the 'Distribute' page on the Android Developer website. The browser address bar shows 'developer.android.com/distribute/index.html'. The navigation menu includes 'Developers', 'Design', 'Develop', and 'Distribute'. A left sidebar lists various categories like 'Google Play', 'Visibility', 'Monetizing', 'Distribution', 'Publishing', 'Promoting', 'App Quality', 'Policies', 'Spotlight', 'Google Play for Education', and 'Open Distribution'. The main content area features a large image of a monitor, smartphone, and tablet displaying the Google Play store interface. To the right of the image is a section titled 'Your Apps on Google Play' with a description and a 'Go to Developer Console' button. Below the image are three columns of benefits: 'Growth Engine', 'Build Your Business', and 'Distribution Control', each with a 'Read More' link.

## Your Apps on Google Play

The most visited store in the world for Android apps. Cloud-connected and always synced, it's never been easier for users to find and download your apps.

[Go to Developer Console »](#)

### Growth Engine

A billion downloads a month and growing. Get your apps in front of millions of users at Google's scale.  
[Read More >](#)

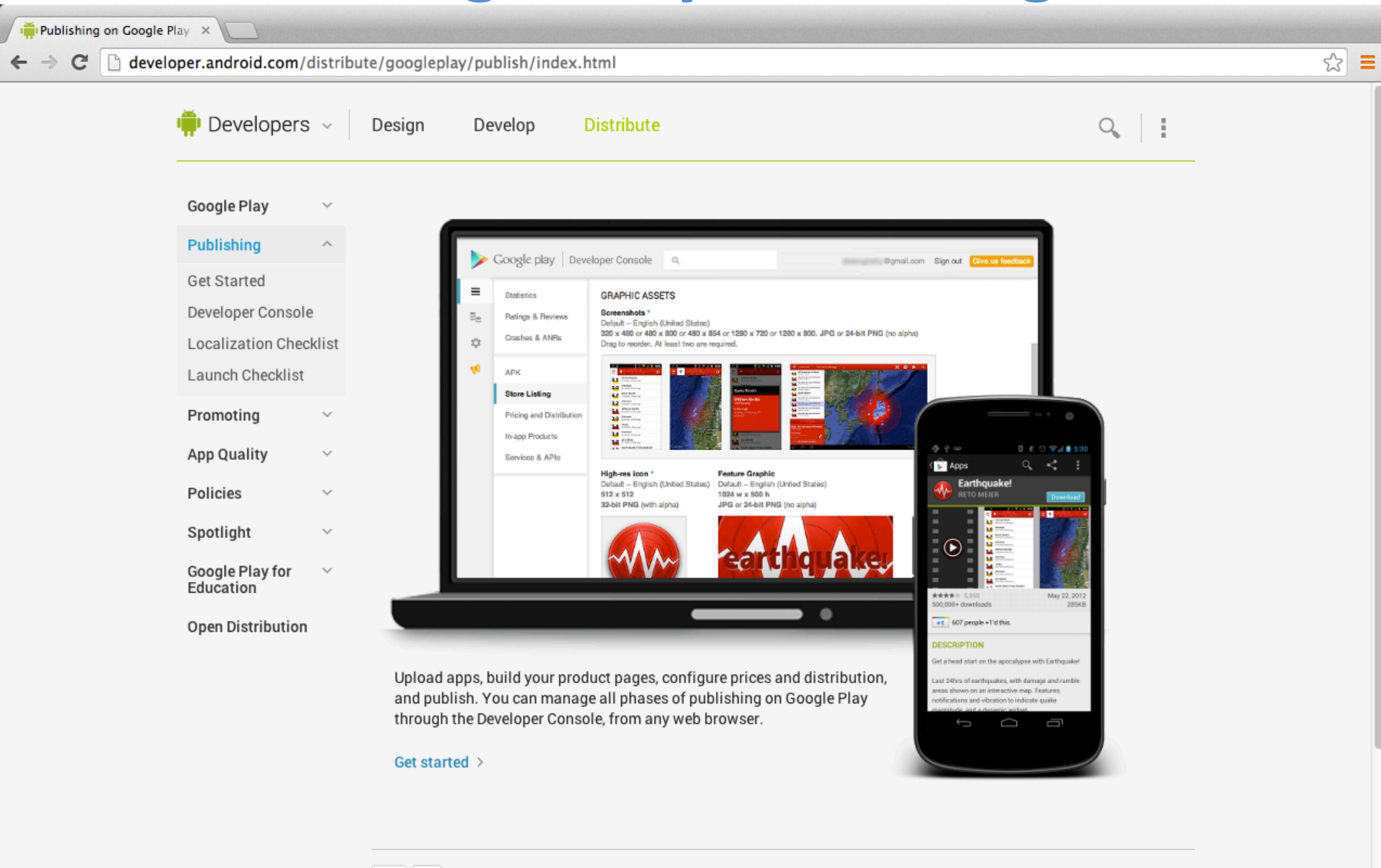
### Build Your Business

Sell your app in over 130 countries. Flexible monetization options with in-app purchase, subscriptions, and more.  
[Read More >](#)

### Distribution Control

Deliver your apps to the users you want, on the devices you want, on *your* schedule.  
[Read More >](#)

# Google Play Publishing



Publishing on Google Play

developer.android.com/distribute/googleplay/publish/index.html

Developers Design Develop **Distribute**

Google Play Publishing Get Started Developer Console Localization Checklist Launch Checklist Promoting App Quality Policies Spotlight Google Play for Education Open Distribution

Google play Developer Console

Statistics Ratings & Reviews Crashes & ANRs APIK **Store Listing** Pricing and Distribution In-app Products Services & APIs

**GRAPHIC ASSETS**

**Screenshots \***  
Default – English (United States)  
320 x 480 or 480 x 800 or 480 x 854 or 1280 x 720 or 1280 x 800. JPG or 24-bit PNG (no alpha)  
Drag to reorder. At least two are required.

**High-res icon \***  
Default – English (United States)  
512 x 512  
32-bit PNG (with alpha)

**Feature Graphic**  
Default – English (United States)  
1024 w x 500 h  
JPG or 24-bit PNG (no alpha)

Upload apps, build your product pages, configure prices and distribution, and publish. You can manage all phases of publishing on Google Play through the Developer Console, from any web browser.

[Get started >](#)

Earthquake!  
RETO MEIER  
5.000+ downloads  
May 22, 2012  
285KB  
607 people +1'd this.

**DESCRIPTION**  
Get a head start on the apocalypse with Earthquake!  
Last 24hrs of earthquakes, with damage and rubble areas shown on an interactive map. Features notifications and vibrations to indicate quake intensity and duration.

# Launch Checklist

## for **publish your app on Google Play**

1. Understand the publishing process
2. Understand Google Play policies
3. Test for core app quality
4. Determine your content rating
5. Determine country distribution
6. Confirm the app's overall size
7. Confirm app compatibility ranges

# Launch Checklist

## for **publish your app on Google Play**

8. Decide on free or priced
9. Consider In-app Billing
10. Set prices for your apps
11. Start localization early
12. Prepare promotional graphics
13. Build the release-ready APK
14. Plan a beta release

# Launch Checklist

## for **publish your app on Google Play**

15. Complete the product details
16. Use Google Play badges
17. Final checks and publishing
18. Support users after launch



### Nexus 5

5" @ XXHDPI  
1080x1920



### Nexus 7

7" @ XHDPI  
1200x1920  
67% size output



### Nexus 10

10" @ XHDPI  
1600x2560  
50% size output

Google Play Badges | Android x

developer.android.com/distribute/googleplay/promote/badges.html

Developers | Design | Develop | **Distribute**

Google Play

Publishing

Promoting

Linking to Your Products

Google Play Badges

Device Art Generator

Brand Guidelines

App Quality

Policies

Spotlight

Google Play for Education

Open Distribution

## Google Play Badges

Google Play badges allow you to promote your app with official branding in your online ads, promotional materials, or anywhere else you want a link to your app.

In the form below, input your app's package name or publisher name, choose the badge style, click *Build my badge*, then paste the HTML into your web content.

If you're creating a promotional web page for your app, you should also use the [Device Art Generator](#), which quickly wraps your screenshots in real device artwork.



For guidelines when using the Google Play badge and other brand assets, see the [Brand Guidelines](#).



Language:

Package name:

or

Publisher name:

[Build my badge](#)



# Keytool

- Keytool
  - To generate a keystore and private key, used to sign your .apk file.
  - Keytool is part of the JDK.
- Jarsigner (or similar signing tool)
  - To sign your .apk file with a private key generated by Keytool.
  - Jarsigner is part of the JDK.

- Developer Tools
- Download
- Workflow
- Setting Up Virtual Devices
- Using Hardware Devices
- Setting Up Projects
- Building and Running
- Testing
- Debugging
- Publishing
  - Preparing for Release
  - Versioning Your Apps
  - Signing Your Apps
- Support Library
- Tools Help
- Revisions

## Signing Your Applications

The Android system requires that all installed applications be digitally signed with a certificate whose private key is held by the application's developer. The Android system uses the certificate as a means of identifying the author of an application and establishing trust relationships between applications. The certificate is not used to control which applications the user can install. The certificate does not need to be signed by a certificate authority: it is perfectly allowable, and typical, for Android applications to use self-signed certificates.

The important points to understand about signing Android applications are:

- All applications *must* be signed. The system will not install an application on an emulator or a device if it is not signed.
- To test and debug your application, the build tools sign your application with a special debug key that is created by the Android SDK build tools.
- When you are ready to release your application for end-users, you must sign it with a suitable private key. You cannot publish an application that is signed with the debug key generated by the SDK tools.
- You can use self-signed certificates to sign your applications. No certificate authority is needed.
- The system tests a signer certificate's expiration date only at install time. If an application's signer certificate expires after the application is installed, the application will continue to function normally.
- You can use standard tools — Keytool and Jarsigner — to generate keys and sign your application .apk files.
- After you sign your application for release, we recommend that you use the `zipalign` tool to optimize the final APK package.

### QUICKVIEW

- All Android apps *must* be signed
- You can sign with a self-signed key
- How you sign your apps is critical — read this document carefully
- Determine your signing strategy early in the development process

### IN THIS DOCUMENT

- [Signing Process](#)
- [Signing Strategies](#)
- [Basic Setup for Signing](#)
- [Signing in Debug Mode](#)
- [Signing Release Mode](#)
  - [Obtain a suitable private key](#)
  - [Compile the application in release mode](#)
  - [Sign your application with your private key](#)
  - [Align the final APK package](#)
  - [Compile and sign with Eclipse](#)

# Android: Signing in Release Mode

1. Obtain a suitable private key
2. Compile the application in release mode
3. Sign your application with your private key
4. Align the final APK package

```
$ keytool -genkey -v -keystore  
my-release-key.keystore  
-alias alias_name -keyalg RSA -keysize  
2048 -validity 20000
```

# Android: Signing in Release Mode

```
keytool -genkey -v -keystore  
my_release_key.keystore  
-alias my_android -keyalg RSA  
-validity 20000
```

```
keytool -genkey -v -keystore  
my-release-key.keystore  
-alias alias_name -keyalg RSA -keysize  
2048 -validity 20000
```

# Applications/Utilities/Terminal.app

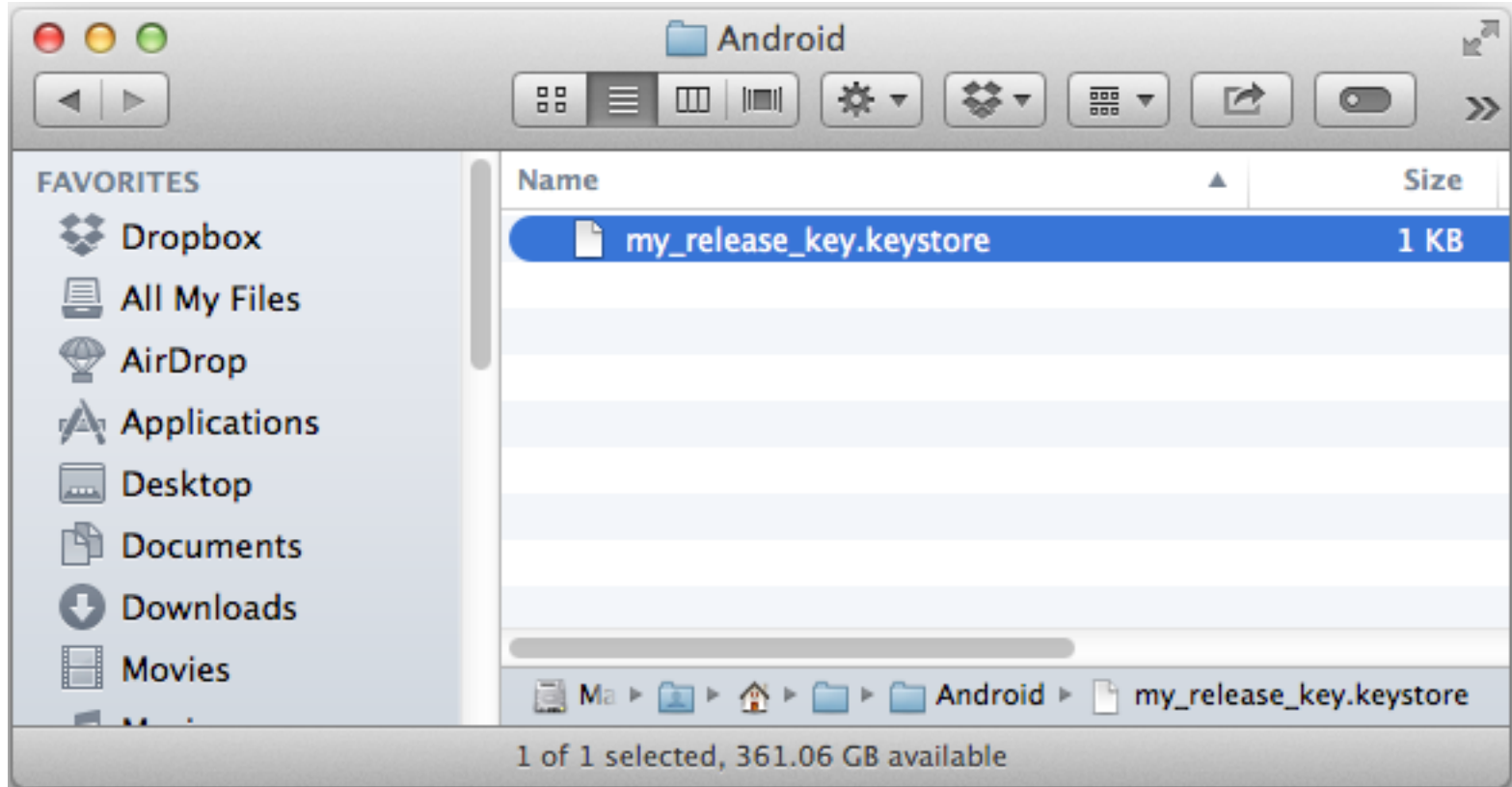
Macintosh HD > Applications > Utilities > Terminal.app

```
imydaytekiMacBook-Pro:~ imyday$ keytool -genkey -v -keystore my_release_key.keystore -alias my_android -keyalg RSA -validity 20000
Enter keystore password:
Re-enter new password:
What is your first and last name?
 [Unknown]: Min-Yuh Day
What is the name of your organizational unit?
 [Unknown]: IMTKU
What is the name of your organization?
 [Unknown]: TKU
What is the name of your City or Locality?
 [Unknown]: Taipei
What is the name of your State or Province?
 [Unknown]: Taiwan
What is the two-letter country code for this unit?
 [Unknown]: TW
Is CN=Min-Yuh Day, OU=IMTKU, O=TKU, L=Taipei, ST=Taiwan, C=TW correct?
 [no]: y

Generating 1,024 bit RSA key pair and self-signed certificate (SHA1withRSA) with a validity of 20,000 days
for: CN=Min-Yuh Day, OU=IMTKU, O=TKU, L=Taipei, ST=Taiwan, C=TW
Enter key password for <my_android>
 (RETURN if same as keystore password):
[Storing my_release_key.keystore]
imydaytekiMacBook-Pro:~ imyday$
```

```
keytool -genkey -v
-keystore my_release_key.keystore
-alias my_android
-keyalg RSA -validity 20000
```

# my\_release\_key.keystore



# Keytool

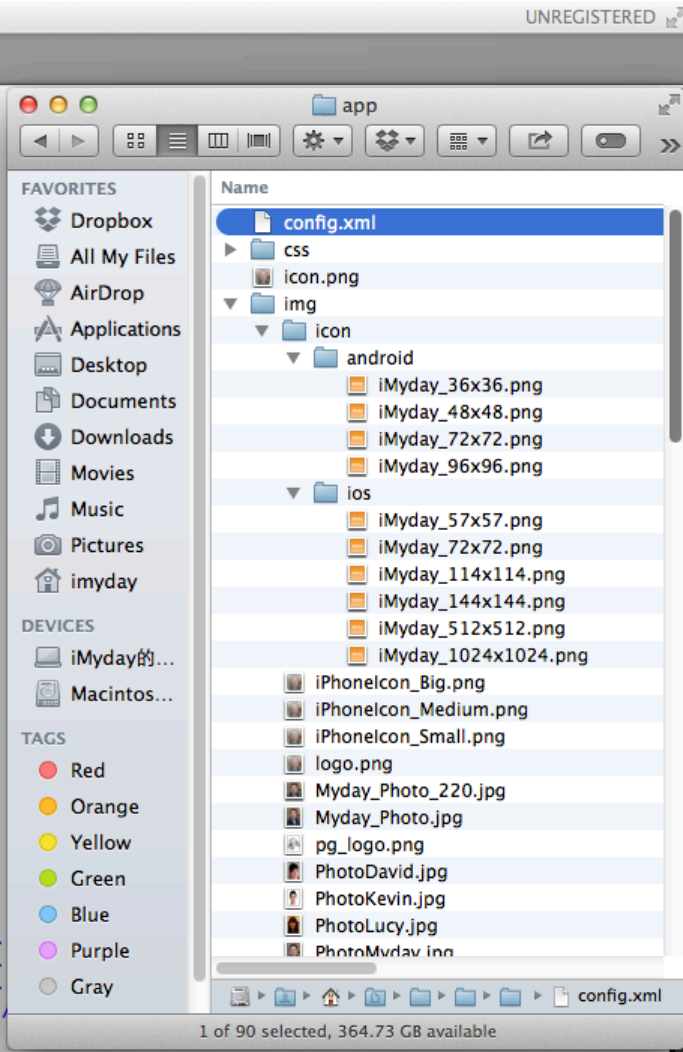
- Keytool OptionDescription
- -genkeyGenerate a key pair (public and private keys)
- -v Enable verbose output.
- -alias <alias\_name> An alias for the key. Only the first 8 characters of the alias are used.
- -keyalg <alg> The encryption algorithm to use when generating the key. Both DSA and RSA are supported.
- -keysize <size> The size of each generated key (bits). 2048 bits or higher.
- -validity <valdays> The validity period for the key, in days. Note: A value of 10000 or greater is recommended.
- -keystore <keystore-name>.keystore A name for the keystore containing the private key.

Keytool Option	Description
<code>-genkey</code>	Generate a key pair (public and private keys)
<code>-v</code>	Enable verbose output.
<code>-alias &lt;alias_name&gt;</code>	An alias for the key. Only the first 8 characters of the alias are used.
<code>-keyalg &lt;alg&gt;</code>	The encryption algorithm to use when generating the key. Both DSA and RSA are supported.
<code>-keysize &lt;size&gt;</code>	The size of each generated key (bits). If not supplied, Keytool uses a default key size of 1024 bits. In general, we recommend using a key size of 2048 bits or higher.
<code>-dname &lt;name&gt;</code>	A Distinguished Name that describes who created the key. The value is used as the issuer and subject fields in the self-signed certificate.  Note that you do not need to specify this option in the command line. If not supplied, Jarsigner prompts you to enter each of the Distinguished Name fields (CN, OU, and so on).
<code>-keypass &lt;password&gt;</code>	The password for the key.  As a security precaution, do not include this option in your command line. If not supplied, Keytool prompts you to enter the password. In this way, your password is not stored in your shell history.
<code>-validity &lt;valdays&gt;</code>	The validity period for the key, in days.  <b>Note:</b> A value of 10000 or greater is recommended.
<code>-keystore &lt;keystore-name&gt;.keystore</code>	A name for the keystore containing the private key.
<code>-storepass &lt;password&gt;</code>	A password for the keystore.  As a security precaution, do not include this option in your command line. If not supplied, Keytool prompts you to enter the password. In this way, your password is not stored in your shell history.



# Modify config.xml: icon.png

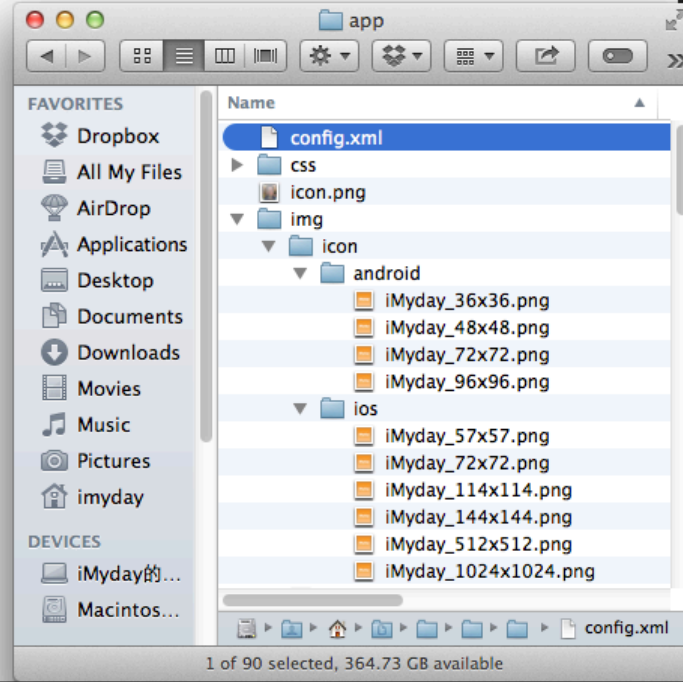
```
config.xml
14 <preference name="fullscreen" value="true" />
15 <preference name="webviewbounce" value="true" />
16 <preference name="prerendered-icon" value="true" />
17 <preference name="stay-in-webview" value="false" />
18 <preference name="ios-statusbarstyle" value="black-opaque" />
19 <preference name="detect-data-types" value="true" />
20 <preference name="exit-on-suspend" value="false" />
21 <preference name="show-splash-screen-spinner" value="true" />
22 <preference name="auto-hide-splash-screen" value="true" />
23 <preference name="disable-cursor" value="false" />
24 <preference name="android-minSdkVersion" value="7" />
25 <preference name="android-installLocation" value="auto" />
26
27 <icon src="icon.png" />
28
29 <icon gap:density="ldpi" gap:platform="android" src="res/icon/android/icon-36-ldpi.png" />
30 <icon gap:density="mdpi" gap:platform="android" src="res/icon/android/icon-48-mdpi.png" />
31 <icon gap:density="hdpi" gap:platform="android" src="res/icon/android/icon-72-hdpi.png" />
32 <icon gap:density="xhdpi" gap:platform="android" src="res/icon/android/icon-96-xhdpi.png" />
33
34 <icon gap:density="ldpi" gap:platform="android" src="res/icon/android/icon-36-ldpi.png" />
35 <icon gap:density="mdpi" gap:platform="android" src="res/icon/android/icon-48-mdpi.png" />
36 <icon gap:density="hdpi" gap:platform="android" src="res/icon/android/icon-72-hdpi.png" />
37 <icon gap:density="xhdpi" gap:platform="android" src="res/icon/android/icon-96-xhdpi.png" />
38
39 <icon gap:platform="blackberry" src="res/icon/blackberry/icon-80.png" />
40 <icon gap:platform="blackberry" gap:state="hover" src="res/icon/blackberry/icon-80.png" />
41
42 <icon gap:platform="ios" height="57" src="res/icon/ios/icon-57.png" width="57" />
43 <icon gap:platform="ios" height="72" src="res/icon/ios/icon-72.png" width="72" />
44 <icon gap:platform="ios" height="114" src="res/icon/ios/icon-57-2x.png" width="114" />
45 <icon gap:platform="ios" height="144" src="res/icon/ios/icon-72-2x.png" width="144" />
46
47 <icon gap:platform="webos" src="res/icon/webos/icon-64.png" />
48 <icon gap:platform="winphone" src="res/icon/windows-phone/icon-48.png" />
49 <icon gap:platform="winphone" gap:role="background" src="res/icon/windows-phone/icon-173.png" />
50
51 <gap:splash gap:density="ldpi" gap:platform="android" src="res/screen/android/screen-ldpi-portrait.png" />
52 <gap:splash gap:density="mdpi" gap:platform="android" src="res/screen/android/screen-mdpi-portrait.png" />
53 <gap:splash gap:density="hdpi" gap:platform="android" src="res/screen/android/screen-hdpi-portrait.png" />
54 <gap:splash gap:density="xhdpi" gap:platform="android" src="res/screen/android/screen-xhdpi-portrait.png" />
55 <gap:splash gap:platform="blackberry" src="res/screen/blackberry/screen-225.png" />
56 <gap:splash gap:platform="ios" height="480" src="res/screen/ios/screen-iphone-portrait.png" width="320" />
57 <gap:splash gap:platform="ios" height="960" src="res/screen/ios/screen-iphone-portrait-2x.png" width="640" />
58 <gap:splash gap:platform="ios" height="1024" src="res/screen/ios/screen-ipad-portrait.png" width="768" />
59 <gap:splash gap:platform="ios" height="768" src="res/screen/ios/screen-ipad-landscape.png" width="1024" />
```



# Modify config.xml: icon.png

config.xml

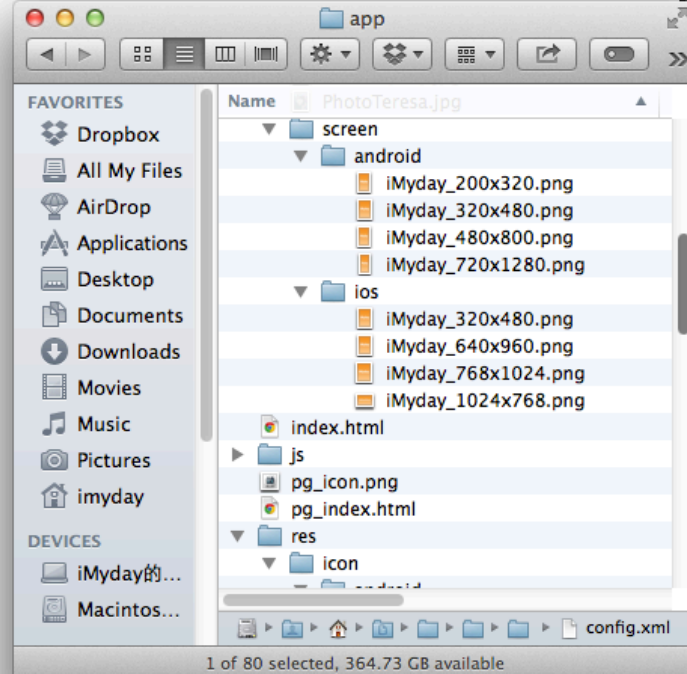
```
1 <?xml version='1.0' encoding='utf-8'?>
2 <widget id="com.imtku.smap.mydaymobileapp" version="1.0.0" xmlns="http://www.w3.org/ns/widgets" xmlns:gap="http://phonegap.com/ns/1.0">
3   <name>Myday Mobile App</name>
4   <description>
5     Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University
6   </description>
7   <author email="myday@mail.tku.edu.tw" href="http://mail.tku.edu.tw/myday">
8     Min-Yuh Day
9   </author>
10  <feature name="http://api.phonegap.com/1.0/device" />
11  <preference name="permissions" value="none" />
12  <preference name="orientation" value="default" />
13  <preference name="target-device" value="universal" />
14  <preference name="fullscreen" value="true" />
15  <preference name="webviewbounce" value="true" />
16  <preference name="prerendered-icon" value="true" />
17  <preference name="stay-in-webview" value="false" />
18  <preference name="ios-statusbarstyle" value="black-opaque" />
19  <preference name="detect-data-types" value="true" />
20  <preference name="exit-on-suspend" value="false" />
21  <preference name="show-splash-screen-spinner" value="true" />
22  <preference name="auto-hide-splash-screen" value="true" />
23  <preference name="disable-cursor" value="false" />
24  <preference name="android-minSdkVersion" value="7" />
25  <preference name="android-installLocation" value="auto" />
26
27  <icon src="icon.png" />
28
29  <icon gap:density="ldpi" gap:platform="android" src="img/icon/android/iMyday_36x36.png" />
30  <icon gap:density="mdpi" gap:platform="android" src="img/icon/android/iMyday_48x48.png" />
31  <icon gap:density="hdpi" gap:platform="android" src="img/icon/android/iMyday_72x72.png" />
32  <icon gap:density="xhdpi" gap:platform="android" src="img/icon/android/iMyday_96x96.png" />
33
34  <icon gap:platform="ios" height="57" src="img/icon/ios/iMyday_57x57.png" width="57" />
35  <icon gap:platform="ios" height="72" src="img/icon/ios/iMyday_72x72.png" width="72" />
36  <icon gap:platform="ios" height="114" src="img/icon/ios/iMyday_114x114.png" width="114" />
37  <icon gap:platform="ios" height="144" src="img/icon/ios/iMyday_144x144.png" width="144" />
38
39  <icon gap:platform="blackberry" src="res/icon/blackberry/icon-80.png" />
40  <icon gap:platform="blackberry" gap:state="hover" src="res/icon/blackberry/icon-80.png" />
41  <icon gap:platform="webos" src="res/icon/webos/icon-64.png" />
42  <icon gap:platform="winphone" src="res/icon/windows-phone/icon-48.png" />
43  <icon gap:platform="winphone" gap:role="background" src="res/icon/windows-phone/icon-173.png" />
44
45  <gap:splash gap:density="ldpi" gap:platform="android" src="img/screen/android/iMyday_200x320.png" />
46  <gap:splash gap:density="mdpi" gap:platform="android" src="img/screen/android/iMyday_320x480.png" />
47  <gap:splash gap:density="hdpi" gap:platform="android" src="img/screen/android/iMyday_480x800.png" />
```



# Modify config.xml: screen.png

config.xml

```
14 <preference name="fullscreen" value="true" />
15 <preference name="webviewbounce" value="true" />
16 <preference name="prerendered-icon" value="true" />
17 <preference name="stay-in-webview" value="false" />
18 <preference name="ios-statusbarstyle" value="black-opaque" />
19 <preference name="detect-data-types" value="true" />
20 <preference name="exit-on-suspend" value="false" />
21 <preference name="show-splash-screen-spinner" value="true" />
22 <preference name="auto-hide-splash-screen" value="true" />
23 <preference name="disable-cursor" value="false" />
24 <preference name="android-minSdkVersion" value="7" />
25 <preference name="android-installLocation" value="auto" />
26
27 <icon src="icon.png" />
28
29 <icon gap:density="ldpi" gap:platform="android" src="img/icon/android/iMyday_36x36.png" />
30 <icon gap:density="mdpi" gap:platform="android" src="img/icon/android/iMyday_48x48.png" />
31 <icon gap:density="hdpi" gap:platform="android" src="img/icon/android/iMyday_72x72.png" />
32 <icon gap:density="xhdpi" gap:platform="android" src="img/icon/android/iMyday_96x96.png" />
33
34 <icon gap:platform="ios" height="57" src="img/icon/ios/iMyday_57x57.png" width="57" />
35 <icon gap:platform="ios" height="72" src="img/icon/ios/iMyday_72x72.png" width="72" />
36 <icon gap:platform="ios" height="114" src="img/icon/ios/iMyday_114x114.png" width="114" />
37 <icon gap:platform="ios" height="144" src="img/icon/ios/iMyday_144x144.png" width="144" />
38
39 <icon gap:platform="blackberry" src="res/icon/blackberry/icon-80.png" />
40 <icon gap:platform="blackberry" gap:state="hover" src="res/icon/blackberry/icon-80.png" />
41 <icon gap:platform="webos" src="res/icon/webos/icon-64.png" />
42 <icon gap:platform="winphone" src="res/icon/windows-phone/icon-48.png" />
43 <icon gap:platform="winphone" gap:role="background" src="res/icon/windows-phone/icon-173.png" />
44
45 <gap:splash gap:density="ldpi" gap:platform="android" src="img/screen/android/iMyday_200x320.png" />
46 <gap:splash gap:density="mdpi" gap:platform="android" src="img/screen/android/iMyday_320x480.png" />
47 <gap:splash gap:density="hdpi" gap:platform="android" src="img/screen/android/iMyday_480x800.png" />
48 <gap:splash gap:density="xhdpi" gap:platform="android" src="img/screen/android/iMyday_720x1280.png" />
49
50 <gap:splash gap:platform="ios" height="480" src="img/screen/ios/iMyday_320x480.png" width="320" />
51 <gap:splash gap:platform="ios" height="960" src="img/screen/ios/iMyday_640x960.png" width="640" />
52 <gap:splash gap:platform="ios" height="1024" src="img/screen/ios/iMyday_768x1024.png" width="768" />
53 <gap:splash gap:platform="ios" height="768" src="img/screen/ios/iMyday_1024x768.png" width="1024" />
54
55 <gap:splash gap:platform="blackberry" src="res/screen/blackberry/screen-225.png" />
56 <gap:splash gap:platform="winphone" src="res/screen/windows-phone/screen-portrait.jpg" />
57 <access origin="http://127.0.0.1*" />
58 </widget>
```



# Refine index.css animation:fade

```
index.css x
100 @keyframes fade {
101     from { opacity: 1.0; }
102     50% { opacity: 0.4; }
103     to { opacity: 1.0; }
104 }
105
106 @-webkit-keyframes fade {
107     from { opacity: 1.0; }
108     50% { opacity: 0.4; }
109     to { opacity: 1.0; }
110 }
111
112 .blink {
113     animation:fade 1000ms infinite;
114     -webkit-animation:fade 1000ms infinite;
115 }
```

```
.blink {
  animation:fade 3000ms infinite;
  -webkit-animation:fade 3000ms infinite;
}
```

```
.blink {
  animation:fade 1000ms infinite;
  -webkit-animation:fade 1000ms infinite;
}
```

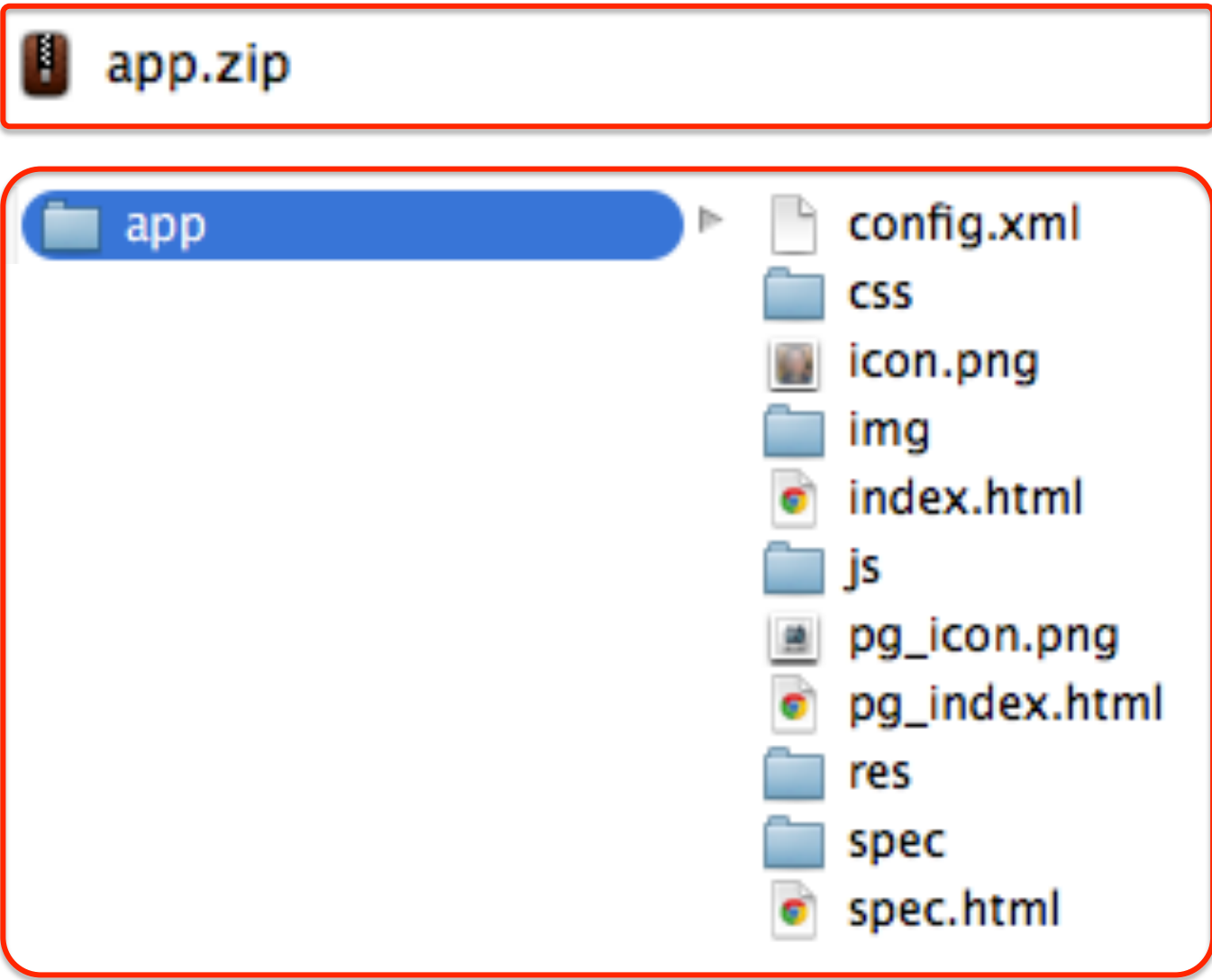
# Refine index.css

index.css

x

```
23 body {
24     -webkit-touch-callout: none;           /* prevent callout to copy image, etc when tap to hold */
25     -webkit-text-size-adjust: none;       /* prevent webkit from resizing text to fit */
26     -webkit-user-select: none;           /* prevent copy paste, to allow, change 'none' to 'text' */
27     background-color:#E4E4E4;
28     background-image:linear-gradient(top, #A7A7A7 0%, #E4E4E4 51%);
29     background-image:-webkit-linear-gradient(top, #A7A7A7 0%, #E4E4E4 51%);
30     background-image:-ms-linear-gradient(top, #A7A7A7 0%, #E4E4E4 51%);
31     background-image:-webkit-gradient(
32         linear,
33         left top,
34         left bottom,
35         color-stop(0, #A7A7A7),
36         color-stop(0.51, #E4E4E4)
37     );
38     background-attachment:fixed;
39     font-family:'HelveticaNeue-Light', 'HelveticaNeue', Helvetica, Arial, sans-serif;
40     font-size:12px;
41     height:100%;
42     margin:0px;
43     padding:0px;
44     text-transform:none;
45     width:100%;
46 }
47
48 /* Portrait layout (default) */
49 .app {
50     background:url(..img/logo.png) no-repeat center top; /* 170px x 200px */
51     position:absolute; /* position in the center of the screen */
52     left:50%;
53     top:50%;
54     height:50px; /* text area height */
55     width:225px; /* text area width */
56     text-align:center;
57     padding:180px 0px 0px 0px; /* image height is 200px (bottom 20px are overlapped with text) */
58     margin:-115px 0px 0px -112px; /* offset vertical: half of image height and text area height */
59     /* offset horizontal: half of text area width */
60 }
61
```

# Refine App Files and Update app.zip



# Update code and Rebuild all on PhoneGap Build

The screenshot shows the Adobe PhoneGap Build web interface. The browser address bar displays <https://build.phonegap.com/apps>. The navigation bar includes links for 'Bd', 'Apps', 'Plugins', 'Docs', 'Blog', 'FAQ', and 'Support'. A user profile icon and the Adobe logo are visible in the top right corner.

The main content area is titled 'Your apps' and features a '+ new app' button. The primary app displayed is 'Myday Mobile App', which includes a printer icon and a description: 'Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University'. To the right of the app name, a table provides details:

App ID	Version	PhoneGap
573842	1.0.0	2.9.0

Additional information for the app includes: 'Owned by imyday@gmail.com', 'Last built (19) 18 days', and 'Source: zip package'. A QR code and a 'private' visibility toggle are also present.

At the bottom of the app card, there are two buttons: 'Update code' (highlighted with a red box) and 'Rebuild all'. Below this, a banner for 'Part of Adobe Creative Cloud' states: 'Your PhoneGap Build plan includes a Creative Cloud free membership. Sign in with an AdobeID to receive 2GB of storage access to Adobe Edge Tools & Services and more.' A 'Get started' button is located at the bottom right of the banner.

The footer contains a language selector set to 'English', a 'Powered by Adobe® PhoneGap™' logo, and a 'Find out more' link. Copyright information for 2013 Adobe Systems Incorporated is also provided.

On the left side of the page, there is a vertical 'Feedback' button. At the bottom left, a status bar indicates 'Uploading (78%)...'.

# Update code: Upload app.zip

Adobe PhoneGap Build

https://build.phonegap.com/apps

Bd Apps Plugins Docs Blog FAQ Support

+ new app

Your apps

## Myday Mobile App


Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University

App ID	Version	PhoneGap
573842	1.0.0	2.9.0

Owned by  
imyday@gmail.com

Last built (19)  
18 days

Source  
.zip package



private

ios android windows wp7 hp i

Update code Rebuild all

New source

No file chosen

**Please note** this is a destructive action.  
We won't keep a copy of your old code.

be Creative Cloud

plan includes a Creative Cloud free membership. Sign in with an AdobeID to receive 2GB of  
be Edge Tools & Services and more.

Get started

Language: English

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Find out more



# Update code: Upload app.zip

The screenshot shows the Adobe PhoneGap Build web interface. The browser address bar displays <https://build.phonegap.com/apps>. The main navigation bar includes 'Bd', 'Apps', 'Plugins', and 'D'. The page content features a 'Your apps' section with a card for 'Myday M' (Myday Mobile App for Pr Tamkang University) and buttons for 'iOS' and 'Android'. Below this are 'Update code' and 'Rebuild all' buttons. A file upload dialog is open, showing the 'Documents' folder with a list of files and folders. The file 'app.zip' is highlighted with a red rectangle. The dialog has 'Cancel' and 'Open' buttons. A 'New source' dialog is also visible, with a 'Choose File' button and the text: 'No file chosen. Please note this is a destructive action. We won't keep a copy of your old code.' It has 'Cancel' and 'Upload' buttons. The Adobe Creative Cloud banner is partially visible at the bottom, mentioning a free membership and a 'Get started' button.

Language:

English

Navigation

Powered by Adobe® PhoneGap™



Find out more

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# Update code and Rebuild all on PhoneGap Build

Adobe PhoneGap Build

https://build.phonegap.com/apps/573842/builds

Bd Apps Plugins Docs Blog FAQ Support

Your application has updated and a build has been queued

**iMyday** Myday Mobile App  
Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University

QR Code

Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (23)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

iOS Myday Mobile App pending No key selected Rebuild apk

Windows Rebuild xap No key selected pending

hp Rebuild ipk Rebuild wgz

Feedback

# Update code and Rebuild all on PhoneGap Build

Adobe PhoneGap Build

← → ↻ <https://build.phonegap.com/apps/573842/builds> ☆ ☰

**Bd** Apps Plugins Docs Blog FAQ Support

Your application has updated and a build has been queued

**iMyday** Myday Mobile App  
Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University

Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (2S)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

ios Myday Mobile App Rebuild ipa

android No key selected Rebuild apk

wp No key selected Rebuild OTA install

hp Rebuild ipk


i Rebuild wgz

Feedback

# No key selected: debug.apk


Adobe PhoneGap Build



← → ↻ <https://build.phonegap.com/apps/573842/builds> ☆ ☰


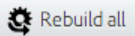


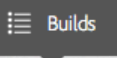
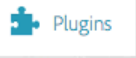


## Myday Mobile App

Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University






 



 



 Builds  Plugins  Collaborators  Settings


App ID	Version	PhoneGap	Owned by	Last built (25)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package



**iOS** Myday Mobile App 

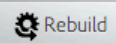

 

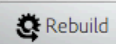

 

**Android** No key selected 


 


 

title

Alias

Keystore file  No file chosen

Language: **English** 

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Feedback

68

# Download debug.apk for Testing


Adobe PhoneGap Build



← → ↻ <https://build.phonegap.com/apps/573842/builds> ☆ ☰

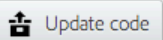
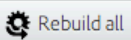





## Myday Mobile App

Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University






 



 

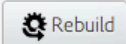

**Builds**  Plugins  Collaborators  Settings


App ID	Version	PhoneGap	Owned by	Last built (25)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package



**iOS** Myday Mobile App 



 



 

**Android** No key selected 


title

Alias

Keystore file  No file chosen

Language: English

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<https://build.phonegap.com/apps/573842/download/android>  [Find out more](#)

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# Download debug.apk for Testing

Adobe PhoneGap Build

https://build.phonegap.com/apps/573842/builds

## Myday Mobile App

Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University

QR Code

Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (25)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

ios Myday Mobile App Rebuild ipa

Windows Rebuild xap

hp Rebuild ipk

Android No key selected Rebuild apk

title

Alias

Keystore file

Choose File No file chosen

Language: MydayMobileApp-debug.apk

MydayMobileApp-de....apk

Powered by Adobe® PhoneGap™

Show All

# Add a key to Build release.apk for Google Play

The screenshot shows the Adobe PhoneGap Build web interface for an application named "Myday Mobile App". The app is owned by "imyday@gmail.com" and is version 1.0.0, built using PhoneGap 2.9.0. The interface includes a navigation menu with "Builds", "Plugins", "Collaborators", and "Settings". A table lists the app's details, including its ID (573842) and last build time (1 minute). Below this, there are build options for various platforms: iOS (Myday Mobile App), Android (No key selected), Windows (xap), and HP (ipk). The Android build options are highlighted, and a modal dialog is open for the "No key selected" option, showing a red box around the "add a key ..." button. The modal also contains input fields for "title" and "Alias", and a "Keystore file" section with a "Choose File" button and the text "No file chosen".

Adobe PhoneGap Build

https://build.phonegap.com/apps/573842/builds

**iMyday** Myday Mobile App  
Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University

Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (25)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

ios Myday Mobile App Rebuild ipa

android **No key selected** Rebuild apk

Rebuild add a key ...

Windows Rebuild xap

hp Rebuild ipk

OTA install

wgz

title

Alias

Keystore file

Choose File No file chosen


Language: Powered by Adobe® PhoneGap™

MydayMobileApp-de....apk Show All

# Add a key to Build release.apk


Adobe PhoneGap Build

https://build.phonegap.com/apps/573842/builds



## Myday Mobile App

Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University



Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

**No key selected: debug.apk**

ios	Myday Mobile App	Rebuild	ipa	<b>No key selected</b>	Rebuild	apk
Windows		Rebuild	xap	No key selected	Rebuild	OTA install
hp		Rebuild	ipk		Rebuild	wgz

Language: English

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# Add a key to Build release.apk

The screenshot shows the Adobe PhoneGap Build web interface for an application named "Myday Mobile App". The interface includes a header with the app name and a QR code, a main content area with "Update code" and "Rebuild all" buttons, and a navigation menu with "Builds", "Plugins", "Collaborators", and "Settings". A table below the menu lists app details: App ID (573842), Version (1.0.0), PhoneGap (2.9.0), Owned by (imyday@gmail.com), Last built (27) (1 minute), and Source (zip package). The main content area features build options for iOS, Windows, and HP, and a section for Android builds. The Android section shows "No key selected" and a "Rebuild" button. A modal dialog box is open, titled "Add a key: release.apk", with fields for "title" (Myday Mobile App) and "Alias" (my\_android). The "Keystore file" field is empty, and a "Choose File" button is visible. The dialog has "cancel" and "submit key" buttons at the bottom.

Adobe PhoneGap Build

https://build.phonegap.com/apps/573842/builds

iMyday Myday Mobile App  
Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University

Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

Feedback

Add a key: release.apk

title  
Myday Mobile App

Alias  
my\_android

Keystore file  
Choose File No file chosen

cancel submit key

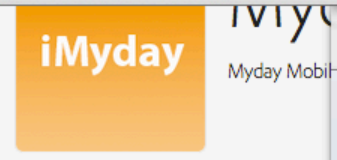
Language: English

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and Cookies

Feedback



Android

my\_release\_key.keystore

Cancel Open



App ID	Version	PhoneGap	Owned by
573842	1.0.0	2.9.0	imyday@

Myday Mobile App

Rebuild ipa

Rebuild xap

Rebuild ipk

No key selected

Rebuild apk

Rebuild OTA install

Rebuild wgz

title  
Myday Mobile App

Alias  
my\_android

Keystore file  
**Choose File** No file chosen

cancel submit key

Language: English

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Apps

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# myday MOBILE APP

Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University



Install

Update code Rebuild all

- Builds
- Plugins
- Collaborators
- Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

**iOS** Myday Mobile App

**Android** No key selected

title

Alias

Keystore file  
 my\_release\_key.keystore

Feedback

Language: English

Navigation

[Apps](#)

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# Myday Mobile App

Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University



Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

iOS Myday Mobile App

Rebuild ipa

Myday Mobile App



pending



Rebuild xap



No key selected

Rebuild OTA install



Rebuild ipk



Rebuild wgz

Feedback

Language: English

Navigation

Apps

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Find out more

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# Myday Mobile App

Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University



Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	4 minutes	zip package

iOS Myday Mobile App

Rebuild ipa

Myday Mobile App

Rebuild Error



Rebuild xap

No key selected

Rebuild OTA install



Rebuild ipk



Rebuild wgz

Feedback

Language: English

Navigation

Apps

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Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	4 minutes	zip package

ios Myday Mobile App	Rebuild ipa	android Myday Mobile App	Rebuild Error
windows	Rebuild xap	no	OTA install
hp	Rebuild ipk		wgz

Unlock key `Myday Mobile App`

certificate password

keystore password

This key will be unlocked for one hour

cancel submit key

Feedback

Language: English

Powered by Adobe® PhoneGap™



Find out more

Apps Plugins Docs



Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	4 minutes	zip package

ios	Myday Mobile App	Rebuild	ipa	android	Myday Mobile App	Rebuild	Error
windows		Rebuild	xap	no		OTA install	
hp		Rebuild	ipk	i		wgz	

Unlock key `Myday Mobile App`

certificate password  
.....

keystore password  
.....

This key will be unlocked for one hour

cancel submit key

Feedback

Language: English

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Find out more

Apps  
Plugins  
Docs



Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	4 minutes	zip package

ios Myday Mobile App

Myday Mobile App Error

No key selected

Feedback

Language: English

Navigation

Apps  
Plugins  
Docs

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Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	4 minutes	zip package

ios	Myday Mobile App	Rebuild	ipa	<b>Android</b>	Myday Mobile App	pending
Windows		Rebuild	xap	BlackBerry	No key selected	Rebuild OTA install
hp		Rebuild	ipk	iOS		Rebuild wgz

Feedback

Language: English

Navigation

Apps  
Plugins

Powered by Adobe® PhoneGap™



Find out more

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# Download MydayMobileApp-release.apk from PhoneGap Build

The screenshot shows the Adobe PhoneGap Build web interface. The browser address bar displays the URL <https://build.phonegap.com/apps/573842/builds>. The main content area features a QR code, an 'Install' button, and 'Update code' and 'Rebuild all' buttons. A navigation menu includes 'Builds', 'Plugins', 'Collaborators', and 'Settings'. Below this is a table with the following data:

App ID	Version	PhoneGap	Owned by	Last built (28)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

Below the table, there are several rows of build options for different platforms. The 'android' row is highlighted with a red box, showing the 'apk' download button. The other rows include 'ios' (Myday Mobile App), 'windows' (No key selected), and 'hp' (No key selected).

Feedback

Language:

English

Navigation

Apps

Plugins

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[Find out more](#)

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# Download MydayMobileApp-release.apk from PhoneGap Build

Adobe PhoneGap Build

https://build.phonegap.com/apps/573842/builds

QR Code

Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (28)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

iOS Myday Mobile App Rebuild ipa

Windows No key selected Rebuild apk

HP No key selected Rebuild ipk wgz

Language: English

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PhoneGap is a trademark of Adobe. You may not use PHONEGAP or GAP in the title of any application built using PhoneGap or the PhoneGap Build service.

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MydayMobileApp-release.apk

MydayMobileApp-rel...apk 2.7/4.4 MB, 5 secs left

Show All


# Download MydayMobileApp-release.apk from PhoneGap Build

Adobe PhoneGap Build

https://build.phonegap.com/apps/573842/builds

## Myday Mobile App

Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University



Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (28)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

ios Myday Mobile App Rebuild ipa

android Myday Mobile App Rebuild apk

windows Rebuild xap

hp Rebuild ipk

No key selected Rebuild OTA install

Rebuild wgz

Language: MydayMobileApp-release.apk

MydayMobileApp-rel....apk

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Show All

# app.zip

MydayMobileApp-debug.apk

my\_release\_key.keystore

MydayMobileApp-release.apk



Name app.zip  
Kind Zip  
Size 3.9 MB



Name MydayMobileApp-debug.apk  
Kind Document  
Size 4.6 MB



Name my\_release\_key.keystore  
Kind Document  
Size 1 KB



Name MydayMobileApp-release.apk  
Kind Document  
Size 4.6 MB



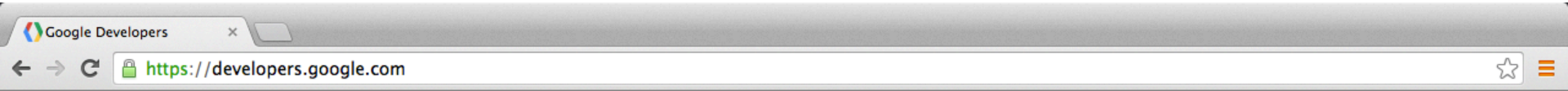
# Demo: Publishing App on Google Play

 \$25

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



# Google Developers



- Home
- Products
- Conferences
- Showcase
- Live
- Groups

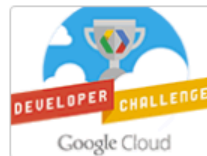
## Inspiring developers everywhere

876k

Google Compute Engine is now Generally Available. Run your large-scale computing workloads on Google's infrastructure.



Learn how to use WebGL on Android  
Read "The Hobbit" Chrome Experiment case study.



Google Cloud Developer Challenge  
Compete in the Google Cloud Developer Challenge.

### Google Developers Live [\(View all\)](#)

[Root Access: Dealing with acquisition offers, with Ryan Damico from Crocodoc](#)  
 12/10, 2:00 a.m. - 2:30 a.m.

[Google Developers Weekly](#)  
 12/10, 3:00 a.m. - 4:00 a.m.

[YouTube Developers Live](#)  
 12/12, 2:00 a.m. - 2:30 a.m.

### Upcoming events [\(View all\)](#)

[GDG Budapest - December Meeup](#)  
1134 Budapest, Váci út 19, Hungary - 12/10/13, 2:00 a.m.

[GDG Campinas Next](#)  
Starbucks Dom Pedro Flores, Campinas - São ... - 12/10/13, 4:30 a.m.

[AppClinic Brasil #1](#)  
Google Brasil - Avenida Brigadeiro Faria

## Google Developers News

[Scalr and Google Compute Engine](#) Google Cloud Platform Blog - 12/9, 10:00 a.m.

Today's guest post is from Sebastian Stadil, CEO of Scalr. The company provides a web-based control panel for cloud infrastructure that serves as an interface between end users and the multiple cloud ... [more](#)

[Using Your Terminal From The DevTools](#) HTML5Rocks - 12/9, 8:00 a.m.

How to access a complete terminal from inside the Chrome Developer Tools [more](#)

[Cloud9 IDE on Google Compute Engine](#) Google Cloud Platform Blog - 12/8, 5:00 a.m.

Today's guest post comes from Ivar Pruijijn, Product Manager at Cloud9 - a popular cloud-based IDE. In this post, Ivar discusses their work with Google Compute Engine. Cloud9 IDE moves your entire ... [more](#)

<https://developers.google.com/>


# Publish App on Google Play

## Signup Google Developer Account

Google Play Developer Console

Sign-in with your Google account | **Accept Developer Agreement** | Pay Registration Fee | Complete your Account details

YOU ARE SIGNED IN AS...


 **Min-Yuh Day**  
imyday@gmail.com

**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...

 Read and agree to the [Google Play Developer distribution agreement](#).

I agree and I am willing to associate my account registration with the Google Play Developer distribution agreement.

 Review the distribution countries where you can distribute and sell applications.

If you are planning to sell apps or in-app products, check if you can have a merchant account in your country.

 **\$25**

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

[Continue to payment](#)



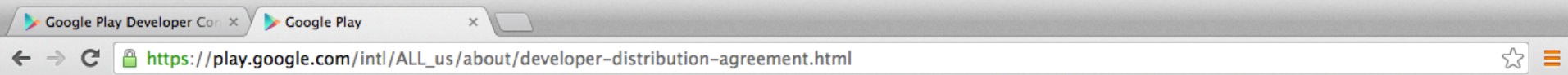
USEFUL ANDROID RESOURCES

NEED HELP?

<https://play.google.com/apps/publish/signup/>



# Google play Developer Distribution Agreement



## Developer Distribution Agreement

### Definitions

**Google:** Google Inc., a Delaware corporation with principal place of business at 1600 Amphitheatre Parkway, Mountain View, CA 94043, United States.

**Device:** Any device that can access the Market, as defined herein.

**Products:** Software, content and digital materials distributed via the Market.

**Market:** The marketplace Google has created and operates which allows registered Developers in certain countries to distribute Products directly to users of Devices.

**Developer or You:** Any person or company who is registered and approved by the Market to distribute Products in accordance with the terms of this Agreement.

**Developer Account:** A publishing account issued to Developers that enables the distribution of Products via the Market.

**Payment Processor(s):** Any party authorized by Google to provide payment processing services that enable Developers with optional Payment Accounts to charge Device users for Products distributed via the Market.

**Payment Account:** A financial account issued by a Payment Processor to a Developer that authorizes the Payment Processor to collect and remit payments on the Developer's behalf for Products sold via the Market. Developers must be approved by a Payment Processor for a Payment Account and maintain their account in good standing to charge for Products distributed in the Market.

**Authorized Carrier:** A mobile network operator who is authorized to receive a distribution fee for Products that are sold to users of Devices on its network.

### 1. Introduction

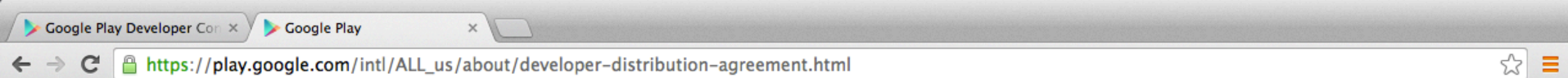
1.1 The Market is a publicly available site on which Android Developers can distribute Products for Devices. In order to distribute Products on the Market, you must acquire and maintain a valid Developer Account.

1.2 If you want to charge a fee for your Products, you must also acquire and maintain a valid Payment Account from an authorized Payment Processor.

### 2. Accepting this Agreement

2.1 This agreement ("Agreement") forms a legally binding contract between you and Google in relation to your use of the Market to distribute Products. In order to use the Market to distribute Products, you must first agree to this Agreement by clicking to accept where this option is made available to you. You may not distribute Products on the Market if you do not accept this Agreement.

# Google play Developer Distribution Agreement



14.1 Google may make changes to this Agreement at any time by sending the Developer notice by email describing the modifications made. Google will also post a notification on the Market site describing the modifications made. The changes will become effective, and will be deemed accepted by Developer, (a) immediately for those who become Developers after the notification is posted, or (b) for pre-existing Developers, the modified Agreement will become effective upon Developer's acceptance of the modified Agreement (except changes required by law which will be effective immediately). Pre-existing Developers will show their acceptance of the modified Agreement by going to the Market site and accepting the modified Agreement. In the event that Developer does not agree with the modifications to the Agreement within thirty (30) days after the date the email is sent, then Google will suspend the distribution of your Products until Developer agrees to the modified Agreement. In the event that You do not agree with the modifications within ninety (90) days after the date the email is sent, then You must terminate your use of the Market, which will be your sole and exclusive remedy.

## 15. General Legal Terms

15.1 This Agreement constitutes the whole legal agreement between you and Google and governs your use of the Market, and completely replaces any prior agreements between you and Google in relation to the Market.

15.2 You agree that if Google does not exercise or enforce any legal right or remedy which is contained in this Agreement (or which Google has the benefit of under any applicable law), this will not be taken to be a formal waiver of Google's rights and that those rights or remedies will still be available to Google.

15.3 If any court of law, having the jurisdiction to decide on this matter, rules that any provision of this Agreement is invalid, then that provision will be removed from this Agreement without affecting the rest of this Agreement. The remaining provisions of this Agreement will continue to be valid and enforceable.

15.4 You acknowledge and agree that each member of the group of companies of which Google is the parent shall be third party beneficiaries to this Agreement and that such other companies shall be entitled to directly enforce, and rely upon, any provision of this Agreement that confers a benefit on (or rights in favor of) them. Other than this, no other person or company shall be third party beneficiaries to this Agreement.

15.5 EXPORT RESTRICTIONS. PRODUCTS ON THE MARKET MAY BE SUBJECT TO UNITED STATES EXPORT LAWS AND REGULATIONS. YOU MUST COMPLY WITH ALL DOMESTIC AND INTERNATIONAL EXPORT LAWS AND REGULATIONS THAT APPLY TO YOUR DISTRIBUTION OR USE OF PRODUCTS. THESE LAWS INCLUDE RESTRICTIONS ON DESTINATIONS, USERS AND END USE.

15.6 The rights granted in this Agreement may not be assigned or transferred by either you or Google without the prior written approval of the other party. Neither you nor Google shall be permitted to delegate their responsibilities or obligations under this Agreement without the prior written approval of the other party.

15.7 This Agreement, and your relationship with Google under this Agreement, shall be governed by the laws of the State of California without regard to its conflict of laws provisions. You and Google agree to submit to the exclusive jurisdiction of the courts located within the county of Santa Clara, California to resolve any legal matter arising from this Agreement. Notwithstanding this, you agree that Google shall still be allowed to apply for injunctive remedies (or an equivalent type of urgent legal relief) in any jurisdiction.

15.8 The obligations in Sections 5, 6.2 (solely as necessary to permit Google to effectuate Section 3.6), 7, 11, 12, 13, and 15 will survive any expiration or termination of this Agreement.

# Accept Developer Agreement

The screenshot shows a web browser window with the URL <https://play.google.com/apps/publish/signup/>. The page header includes the Google Play logo and 'Developer Console'. A progress bar at the top indicates four steps: 'Sign-in with your Google account', 'Accept Developer Agreement' (highlighted in blue), 'Pay Registration Fee', and 'Complete your Account details'. Below the progress bar, the text 'YOU ARE SIGNED IN AS...' is followed by a profile card for 'Min-Yuh Day' with email 'imyday@gmail.com'. To the right, a message states: '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.' Below this message are two links: 'Sign in with a different account' and 'Create a new Google account'. The section 'BEFORE YOU CONTINUE...' contains three items: 1) A document icon with the text 'Read and agree to the [Google Play Developer distribution agreement](#).' Below this is a checked checkbox with the text 'I agree and I am willing to associate my account registration with the Google Play Developer distribution agreement.' and a 'Continue to payment' button. 2) A globe and dollar sign icon with the text 'Review the distribution countries where you can distribute and sell applications. If you are planning to sell apps or in-app products, check if you can have a merchant account in your country.' 3) A credit card icon with '\$25' and the text 'Make sure you have your credit card handy to pay the \$25 registration fee in the next step.' The footer contains 'USEFUL ANDROID RESOURCES' with a link to 'Android Developers' and 'NEED HELP?' with a link to 'Help center'.

Google Play Developer Console


Sign-in with your Google account

**Accept Developer Agreement**

Pay Registration Fee

Complete your Account details

YOU ARE SIGNED IN AS...


 **Min-Yuh Day**  
imyday@gmail.com

**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...


 Read and agree to the [Google Play Developer distribution agreement](#).

I agree and I am willing to associate my account registration with the Google Play Developer distribution agreement.


[Continue to payment](#)

 Review the distribution countries where you can distribute and sell applications.

If you are planning to sell apps or in-app products, check if you can have a merchant account in your country.

 **\$25**

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

 **USEFUL ANDROID RESOURCES**  
[Android Developers](#)

**NEED HELP?**  
[Help center](#)

# Set up Google Wallet

The screenshot shows the Google Play Developer Console interface. The main window is titled "Set up Google Wallet" and is displayed over a background page that is partially obscured. The background page shows the "Agreement" step of the account setup process, with the user "Min-Yuh Day" (imyday@gmail.com) signed in. The "Set up Google Wallet" dialog box contains the following sections:

- NAME AND HOME LOCATION**: A dropdown menu for "Taiwan (TW)", a "Name" input field, and a "Postal code" input field.
- PAYMENT METHOD**: A section titled "Credit or debit card" with a "Card number" input field, a "Security code" input field, and a "CVC" input field with a help icon.
- Billing address**: A section with two checkboxes: "Billing address is the same as name and home location" (checked) and "Send me Google Wallet special offers, invitations to provide product feedback, and newsletters." (checked).
- Agreement**: A statement "I agree to the Google Wallet Terms of Service and Privacy Notice." with "Cancel" and "Accept and continue" buttons.

The background page also shows a "Continue to payment" button and a "USEFUL ANDROID RESOURCES" section with links to "Android Developers", "Android Design", and "Android.com".

# Set up Google Wallet

Google Play Developer Console

https://play.google.com/apps/publish/signup/

YOU ARE SIGNED IN AS...  
Min-Yuh Day  
imyday@gmail.com

BEFORE YOU CONTINUE...  
Read and agree to the [Google Play Developer distribution agreement](#).

I agree and I am willing to associate my account registration with the Google Play Developer distribution agreement.

[Continue to payment](#)

**Google Wallet** imyday@gmail.com

### Set up Google Wallet

**NAME AND HOME LOCATION**

Taiwan (TW)

Min-Yuh Day

**PAYMENT METHOD**

**Credit or debit card**

VISA

**Expiration date** / **Security code**

**Billing address**

Billing address is the same as name and home location

Send me Google Wallet special offers, invitations to provide product feedback, and newsletters.

I agree to the Google Wallet [Terms of Service](#) and [Privacy Notice](#).

[Cancel](#) [Accept and continue](#)

USEFUL ANDROID RESOURCES  
Android Developers  
Android Design  
Android.com

NEED  
Help  
Know  
Cont

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# Review your purchase

Google Play Developer Con x


https://play.google.com/apps/publish/signup/

account Agreement details

YOU ARE SIGNED IN AS...

 **Min-Yuh Day**  
imyday@gmail.com

BEFORE YOU CONTINUE...

 Read and agree to the [Google Play Developer distribution agreement](#).



I agree and I am willing to associate my account registration with the Google Play Developer distribution agreement.

[Continue to payment](#)


Google Wallet imyday@gmail.com

### Review your purchase

Pay to: **Google**

Pay with:  Visa- 

Item	Price
<b>Google Play</b> Developer Registration Fee	<b>\$25.00 USD</b>
<b>Tax</b>	<b>\$0.00 USD</b>
<b>Total</b>	<b>\$25.00 USD</b>

 Currency fluctuations, bank fees, and applicable taxes may change your final amount.

[Buy](#)

...w. If you are an  
...nt.

... credit card handy to pay  
... the next step.



## USEFUL ANDROID RESOURCES

[Android Developers](#)  
[Android Design](#)  
[Android.com](#)

## NEED HELP?

[Help center](#)  
[Known Issues](#)  
[Contact support](#)

# Update billing information


The screenshot shows a web browser window with the URL `https://play.google.com/apps/publish/signup/`. The page has three tabs: "account", "Agreement", and "details". The "Agreement" tab is active. The main content area shows the user is signed in as "Min-Yuh Day" (imyday@gmail.com). Below this, there is a section titled "BEFORE YOU CONTINUE..." with a document icon and a link to the "Google Play Developer distribution agreement". A checkbox is checked, indicating agreement. A "Continue to payment" button is visible. A modal window titled "Google Wallet" is overlaid on the page, titled "Update billing information". It shows a "VISA Visa-4709" card and asks the user to verify their billing address. The address is listed as "Taiwan (TW)", "Min-Yuh Day", and "New Taipei City". There are several input fields for the address, some of which are blurred. At the bottom of the modal are "Cancel" and "Buy" buttons.

Google Play Developer Cor x


← → ↻ <https://play.google.com/apps/publish/signup/> ☆ ☰

account Agreement details

YOU ARE SIGNED IN AS...

 **Min-Yuh Day**  
imyday@gmail.com

BEFORE YOU CONTINUE...

 Read and agree to the [Google Play Developer distribution agreement](#).

I agree and I am willing to associate my account registration with the Google Play Developer distribution agreement.

[Continue to payment](#)

USEFUL ANDROID RESOURCES

- Android Developers
- Android Design
- Android.com


NEED

- Help center
- Known Issues
- Contact support


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**Google Wallet** imyday@gmail.com

Update billing information

 **Visa-4709**

For your security, please verify your billing address information below.

 **Taiwan (TW)**

Min-Yuh Day

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**New Taipei City** \_\_\_\_\_

\_\_\_\_\_

[Cancel](#) [Buy](#)

# Your Payment is Complete


The screenshot shows a web browser window with the URL <https://play.google.com/apps/publish/signup/>. The page has three tabs: 'account', 'Agreement', and 'details'. The 'Agreement' tab is active. The main content area is titled 'YOU ARE SIGNED IN AS...' and shows a profile for 'Min-Yuh Day' with the email 'imyday@gmail.com'. Below this, it states 'This is the Google account that will be associated with your Developer Console.' and provides instructions on how to use a different account or create a new one. A modal dialog box is overlaid on the page, displaying a green checkmark and the text 'YOUR PAYMENT IS COMPLETE'. Below this, it says 'You will receive a receipt by email.' and features a blue button labeled 'Continue registration'. In the background, the 'BEFORE YOU CONTINUE...' section is visible, showing a document icon and a checkbox that is checked, indicating agreement to the Google Play Developer distribution agreement. A 'Continue to payment' button is also visible at the bottom left of the main content area. The footer contains links for 'USEFUL ANDROID RESOURCES' (Android Developers, Android Design, Android.com) and 'NEED HELP?' (Help center, Known Issues, Contact support), along with the copyright notice '© 2013 Google - Google Play Terms of Service - Privacy Policy -'.

Google Play Developer Console

← → ↻ <https://play.google.com/apps/publish/signup/> ☆ ☰

account Agreement details

YOU ARE SIGNED IN AS...


 **Min-Yuh Day**  
imyday@gmail.com

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...

 Read and agree to the [Google Play Developer distribution agreement](#).

I agree and I am willing to associate my account registration with the Google Play Developer distribution agreement.


[Continue to payment](#)

 **YOUR PAYMENT IS COMPLETE**

You will receive a receipt by email.

[Continue registration](#)

[Credit card handy to pay next step.](#)

 **USEFUL ANDROID RESOURCES**

- Android Developers
- Android Design
- Android.com

**NEED HELP?**

- Help center
- Known Issues
- Contact support

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# Complete registration

Google Play Developer Console

Sign-in with your Google account | Accept Developer Agreement | Pay Registration Fee | **Complete your Account details**

**YOU ARE ALMOST DONE...**  
Just complete the following details. You can change this information later in your account settings if you need to.

Fields marked with \* need to be filled before saving.

**DEVELOPER PROFILE**

**Developer name \***   
6 of 50 characters  
The developer name will appear to users under the name of your application.

**Email address \***

**Website**

**Phone Number \***   
Include plus sign, country code and area code. For example, +1-800-555-0199.  
[Why do we ask for your phone number?](#)

**Email updates**  I'd like to get occasional emails about development and Google Play opportunities.

**Complete registration**



USEFUL ANDROID RESOURCES

Android Developers

NEED HELP?

Help center

# Publish an Android App on Google Play

The screenshot shows the Google Play Developer Console interface. At the top, there's a browser address bar with the URL [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240](https://play.google.com/apps/publish/?dev_acc=18117969802857634240). The page header includes the Google Play logo, "Developer Console", a search bar, and user information: "iMyday imyday@gmail.com Sign out Help & Feedback".

The main content area is divided into four panels:

- Top Left:** Features the Android robot holding a Google Play flag. A blue button reads "Publish an Android App on Google Play". Below it, text says: "If you need help with the details, have a look at the [Getting started guide](#)."
- Top Right:** Features icons for social gaming (crown, sword, gear) and a game controller. A blue button reads "Use Google Play game services". Below it, text says: "Add social gaming features to your games on Android, iOS and the web. [Learn more](#)"
- Bottom Left:** Features three Android robot icons. Text says: "Are you working in a team? [Invite co-workers to the Developer Console](#)."
- Bottom Right:** Features an Android robot icon and a stack of coins. Text says: "If you are planning to create paid apps or in-app products, you'll need to [set up a merchant account](#)."

The footer contains three sections: "USEFUL ANDROID RESOURCES", "USEFUL TOOLS", and "NEED HELP?".

## GAME SERVICES

### TERMS OF SERVICE

Google Play game services are provided through several Google APIs. You need to review and accept the terms and conditions for these APIs before you can continue.



terms for such products and services also apply.

#### Section 1: Account and Registration

**Accepting the Terms.** You may not use the APIs and may not accept the Terms if (a) you are not of legal age to form a binding contract with Google, or (b) you are a person barred from using or receiving the APIs under the applicable laws of the United States or other countries including the country in which you are resident or from which you use the APIs.

**Your Google Account.** You may need to create a Google account in order to use an API or a Google account may be assigned to you by an administrator, such as your employer or educational institution. If you are using a Google account assigned

I have read and agree to the Google APIs terms and conditions.

[Next](#) [Cancel](#)

### TERMS OF SERVICE

Google Play game services are provided through several Google APIs. You need to review and accept the terms and conditions for these APIs before you can continue.



terms for such products and services also apply.

#### Section 1: Account and Registration

**Accepting the Terms.** You may not use the APIs and may not accept the Terms if (a) you are not of legal age to form a binding contract with Google, or (b) you are a person barred from using or receiving the APIs under the applicable laws of the United States or other countries including the country in which you are resident or from which you use the APIs.

**Your Google Account.** You may need to create a Google account in order to use an API or a Google account may be assigned to you by an administrator, such as your employer or educational institution. If you are using a Google account assigned

I have read and agree to the Google APIs terms and conditions.

[Next](#) [Cancel](#)

GAME SERVICES

**TERMS OF SERVICE**

Google Play game services are provided through several Google APIs. You need to review and accept the terms and conditions for these APIs before you can continue.



**Google Play App State**

**Terms of Service**

By using this API, you consent to be bound by the Google APIs Terms of Service ("API ToS") at <https://developers.google.com/terms>.

I have read and agree to the Google Play App State terms and conditions.

Finish

Cancel

# GAME SERVICES

## TERMS OF SERVICE

Google Play game services are provided through several Google APIs. You need to review and accept the terms and conditions for these APIs before you can continue.



### Google Play App State

#### Terms of Service

By using this API, you consent to be bound by the Google APIs Terms of Service ("API ToS") at <https://developers.google.com/terms>.

I have read and agree to the Google Play App State terms and conditions.

Finish

Cancel

# Publish an Android App on Google Play

The screenshot shows the Google Play Developer Console interface. At the top, the browser address bar displays the URL: [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240#AppListPlace](https://play.google.com/apps/publish/?dev_acc=18117969802857634240#AppListPlace). The page header includes the Google Play logo, the text "Developer Console", a search bar, and user information: "iMyday imyday@gmail.com Sign out Help & Feedback".

The main content area is titled "ALL APPLICATIONS" and features a teal button labeled "+ Add new application". Below this, a large light gray box contains the message: "You don't have any applications yet." with a link below it that says "Add your first application".

At the bottom of the page, there are three sections: "USEFUL ANDROID RESOURCES" with a link to "Android Developer", "USEFUL TOOLS" with a link to "Google Wallet Market Center", and "NEED HELP?" with a link to "Help center".

# Receipt of Google Play Developer Registration Fee

 **Google Wallet** <noreply@wallet.google.com>

23:54 (10 分鐘前) ☆



寄給我 ▾



Hello Min-Yuh Day,

Thanks for buying from Google using Google Wallet! Google will charge your order soon.

## How do I check on this order?

[Get up-to-date information about order #05912476870148976978.token.1434555839845198](#)

## Problems with this order?

[Contact Google](#)

Order date: **December 9, 2013 7:53:52 AM PST**  
Google order number: **05912476870148976978.token.1434555839845198**

Qty	Item	Price
1	Google Play - Developer Registration Fee	\$25.00 USD
		Tax Total : \$0.00 USD
		<b>Total: \$25.00 USD</b>

**Paid with:** Visa-4709

---

Need help? Visit the [Google Wallet help center](#). Please do not reply to this message.



# Keytool

```
imydaytekiMacBook-Pro:~ imyday$ keytool -genkey -v -keystore my_release_key.keystore -alias my_android -keyalg RSA -validity 20000
Enter keystore password:
Re-enter new password:
What is your first and last name?
  [Unknown]:  Min-Yuh Day
What is the name of your organizational unit?
  [Unknown]:  IMTKU
What is the name of your organization?
  [Unknown]:  TKU
What is the name of your City or Locality?
  [Unknown]:  Taipei
What is the name of your State or Province?
  [Unknown]:  Taiwan
What is the two-letter country code for this unit?
  [Unknown]:  TW
Is CN=Min-Yuh Day, OU=IMTKU, O=TKU, L=Taipei, ST=Taiwan, C=TW correct?
  [no]:  y


Generating 1,024 bit RSA key pair and self-signed certificate (SHA1withRSA) with a validity of 20,000 days
    for: CN=Min-Yuh Day, OU=IMTKU, O=TKU, L=Taipei, ST=Taiwan, C=TW
Enter key password for <my_android>
    (RETURN if same as keystore password):
[Storing my_release_key.keystore]
imydaytekiMacBook-Pro:~ imyday$
```

```
keytool -genkey -v
-keystore my_release_key.keystore
-alias my_android
-keyalg RSA -validity 20000
```

# Add a key to Build release.apk


Adobe PhoneGap Build

https://build.phonegap.com/apps/573842/builds



## Myday Mobile App

Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University



Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

**No key selected: debug.apk**

Platform	App Name	Rebuild	Build Type	Key Selection	Rebuild	Build Type
iOS	Myday Mobile App	Rebuild	ipa	No key selected	Rebuild	apk
Windows		Rebuild	xap	No key selected	Rebuild	OTA install
hp		Rebuild	ipk		Rebuild	wgz

Language: English

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PhoneGap is a trademark of Adobe. You may not use PHONEGAP or GAP in the title of any application built using PhoneGap or the

# Add a key to Build release.apk

The screenshot shows the Adobe PhoneGap Build web interface. The main content area displays the 'Myday Mobile App' with a QR code and an 'Install' button. Below this, there are navigation tabs for 'Builds', 'Plugins', 'Collaborators', and 'Settings'. A table lists the app's details: App ID (573842), Version (1.0.0), PhoneGap (2.9.0), Owned by (imyday@gmail.com), Last built (27) (1 minute), and Source (zip package). The interface is divided into sections for different platforms: iOS, Windows, HP, and Android. The Android section is currently selected, showing 'No key selected' and a 'Rebuild' button. A modal dialog box is open over the Android section, titled 'Add a key: release.apk'. The dialog has the following fields: 'title' (Myday Mobile App), 'Alias' (my\_android), and 'Keystore file' (Choose File, No file chosen). The dialog also has 'cancel' and 'submit key' buttons.

Feedback

Adobe PhoneGap Build

https://build.phonegap.com/apps/573842/builds

iMyday Myday Mobile App  
Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University

Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

ios Myday Mobile App Rebuild ipa

Windows Rebuild xap

hp Rebuild ipk

Android No key selected Rebuild apk

Rebuild OTA install

Rebuild wgz

Language: English

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Find out more

submit key

cancel

submit key

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and Cookies

Feedback

# iMyday

Myday Mobile

Update code Rebuild all

Builds Plugins

App ID	Version	PhoneGap	Owned by
573842	1.0.0	2.9.0	imyday@

Myday Mobile App

Rebuild ipa


Rebuild xap

Rebuild ipk

Android

my\_release\_key.keystore

Cancel Open



Install

Rebuild apk

Rebuild OTA install

Rebuild wgz

title  
Myday Mobile App

Alias  
my\_android

Keystore file  
**Choose File** No file chosen

cancel submit key


Language: English


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Find out more

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and Cookies

# iMyday Myday Mobile App

Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University




[Install](#) 


[Update code](#) [Rebuild all](#)

- Builds**
- Plugins
- Collaborators
- Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

**iOS** Myday Mobile App [Rebuild](#) [ipa](#)

 [Rebuild](#) [xap](#)

 [Rebuild](#) [ipk](#)

**Android** No key selected [Rebuild](#) [apk](#)

[Rebuild](#) [OTA install](#)

[Rebuild](#) [wgz](#)

title

Alias

Keystore file  
[Choose File](#) my\_release\_key.keystore

[cancel](#) [submit key](#)

Feedback

Language:  
[English](#)

Navigation

[Apps](#)

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[Find out more](#)

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and Cookies



# Myday Mobile App

Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University



Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

iOS Myday Mobile App

Rebuild ipa

Android Myday Mobile App



pending



Rebuild xap



No key selected

Rebuild OTA install



Rebuild ipk



Rebuild wgz

Feedback

Language: English

Navigation

Apps

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Find out more

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# Myday Mobile App

Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University



Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	4 minutes	zip package

iOS Myday Mobile App

Rebuild ipa

Myday Mobile App

Rebuild Error



Rebuild xap

No key selected

Rebuild OTA install



Rebuild ipk



Rebuild wgz

Feedback

Language: English

Navigation

Apps

Powered by Adobe® PhoneGap™

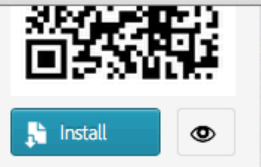


Find out more

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Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	4 minutes	zip package

ios Myday Mobile App [Rebuild] [ipa]

Windows [Rebuild] [xap]

hp [Rebuild] [ipk]

Android Myday Mobile App [Rebuild] [Error]

No [OTA install]

[wgz]

Unlock key `Myday Mobile App`

certificate password

keystore password

This key will be unlocked for one hour

cancel submit key

Feedback

Language: English

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Find out more

Navigation  
Apps  
Plugins  
Docs





Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	4 minutes	zip package

ios Myday Mobile App	Rebuild ipa	android Myday Mobile App	Rebuild Error
windows	Rebuild xap	no	OTA install
hp	Rebuild ipk	i	wgz

Unlock key `Myday Mobile App`

certificate password  
.....

keystore password  
.....

This key will be unlocked for one hour

cancel submit key

Feedback

Language: English

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Find out more

Apps  
Plugins  
Docs



Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	4 minutes	zip package

ios Myday Mobile App

Rebuild ipa

android Myday Mobile App

Rebuild Error



Rebuild xap



No key selected

Rebuild OTA install



Rebuild ipk



Rebuild wgz

Feedback

Language: English

Navigation

Apps Plugins Docs

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Find out more

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Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (27)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	4 minutes	zip package

Feedback

ios	Myday Mobile App	Rebuild	ipa	Android	Myday Mobile App	pending
Windows		Rebuild	xap	BlackBerry	No key selected	Rebuild OTA install
hp		Rebuild	ipk	iOS		Rebuild wgz

Language: English

Navigation

Apps Plugins

Powered by Adobe® PhoneGap™



Find out more

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# Download MydayMobileApp-release.apk from PhoneGap Build

Adobe PhoneGap Build

https://build.phonegap.com/apps/573842/builds

QR code

Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (28)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

ios Myday Mobile App Rebuild ipa

android Myday Mobile App Rebuild apk

wp No key selected Rebuild OTA install

hp Rebuild ipk

i Rebuild wgz

Feedback

Language:

English

Navigation

Apps

Plugins

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Find out more

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# Download MydayMobileApp-release.apk from PhoneGap Build

Adobe PhoneGap Build

https://build.phonegap.com/apps/573842/builds

QR Code

Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (28)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

iOS Myday Mobile App Rebuild ipa

Android Myday Mobile App Rebuild apk

Windows No key selected Rebuild OTA install

HP Rebuild ipk

Rebuild wgz

Language: English

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MydayMobileApp-release.apk

MydayMobileApp-rel....apk 2.7/4.4 MB, 5 secs left

Show All


# Download MydayMobileApp-release.apk from PhoneGap Build

Adobe PhoneGap Build

https://build.phonegap.com/apps/573842/builds

## Myday Mobile App

Myday Mobile App for Prof. Min-Yuh Day, Department of Information Management, Tamkang University



Install

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Last built (28)	Source
573842	1.0.0	2.9.0	imyday@gmail.com	1 minute	zip package

iOS Myday Mobile App Rebuild ipa

Android Myday Mobile App Rebuild apk

Windows Rebuild xap

HP No key selected Rebuild OTA install

Rebuild ipk Rebuild wgz

Language: MydayMobileApp-release.apk

MydayMobileApp-rel....apk

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Show All

# Publish an Android App on Google Play

Welcome - Google Play De x

← → ↻ [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240](https://play.google.com/apps/publish/?dev_acc=18117969802857634240) ☆ ☰

Google play | Developer Console

iMyday imyday@gmail.com Sign out Help & Feedback ▾

**Publish an Android App on Google Play**

If you need help with the details, have a look at the [Getting started guide](#).

**Use Google Play game services**

Add social gaming features to your games on Android, iOS and the web. [Learn more](#)

**Are you working in a team?**  
[Invite co-workers to the Developer Console.](#)

If you are planning to create paid apps or in-app products, you'll need to [set up a merchant account](#).

USEFUL ANDROID RESOURCES    USEFUL TOOLS    NEED HELP?

# Publish an Android App on Google Play

The image shows a browser window with the URL [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240](https://play.google.com/apps/publish/?dev_acc=18117969802857634240). The page title is "Welcome - Google Play De". The main content area is the "Developer Console" with a search bar and user information "iMyday imyday@gmail.com Sign out Help & Feedback". A modal dialog box titled "ADD NEW APPLICATION" is centered on the screen. It contains the following elements:

- ADD NEW APPLICATION** (Section Header)
- Default language \*** (Label) with a dropdown menu showing "English (United States) - en-US".
- Title \*** (Label) with an empty text input field. The input field is highlighted with a red border. Below the field, it says "0 of 30 characters".
- What would you like to start with?** (Text)
- Three buttons: "Upload APK", "Prepare Store Listing", and "Cancel".

At the bottom of the page, there are links for "USEFUL ANDROID RESOURCES", "USEFUL TOOLS", and "NEED HELP?".



# Publish an Android App on Google Play

The screenshot shows the Google Play Developer Console interface. A modal dialog box titled "ADD NEW APPLICATION" is centered on the screen. The dialog contains the following elements:

- Default language \***: A dropdown menu showing "English (United States) - en-US".
- Title \***: A text input field containing "Myday Mobile App". The field is highlighted with a red border. Below the input, it says "16 of 30 characters".
- What would you like to start with?**: A question followed by three buttons: "Upload APK" (highlighted with a red border), "Prepare Store Listing", and "Cancel".

The background of the console is dimmed, showing navigation icons on the left and user information (iMyday, imyday@gmail.com) at the top right. At the bottom of the console, there are links for "USEFUL ANDROID RESOURCES", "USEFUL TOOLS", and "NEED HELP?".

# Upload new APK to Production

The screenshot shows the Google Play Developer Console for an application named "MYDAY MOBILE APP". The browser address bar shows the URL: [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240#ApkPlace:p=tmp.18117969802857634240.1386809083829](https://play.google.com/apps/publish/?dev_acc=18117969802857634240#ApkPlace:p=tmp.18117969802857634240.1386809083829). The page header includes the Google Play logo, "Developer Console", a search bar, and user information: "iMyday imyday@gmail.com Sign out Help & Feedback".

The main content area is titled "MYDAY MOBILE APP" and features a "Draft" button. Below this, there are three tabs: "APK", "BETA TESTING", and "ALPHA TESTING". The "APK" tab is active, showing options for "PRODUCTION", "BETA TESTING", and "ALPHA TESTING".

- PRODUCTION**: Publish your app on Google Play
- BETA TESTING**: Set up Beta testing for your app
- ALPHA TESTING**: Set up Alpha testing for your app

A notification banner states: "License keys are now managed for each application individually. If your application uses licensing services (e.g. if your app is a paid app, or if it uses in-app billing or APK expansion files), get your new license key on the [Services & APIs](#) page." A "NEW" badge is next to the Android logo.

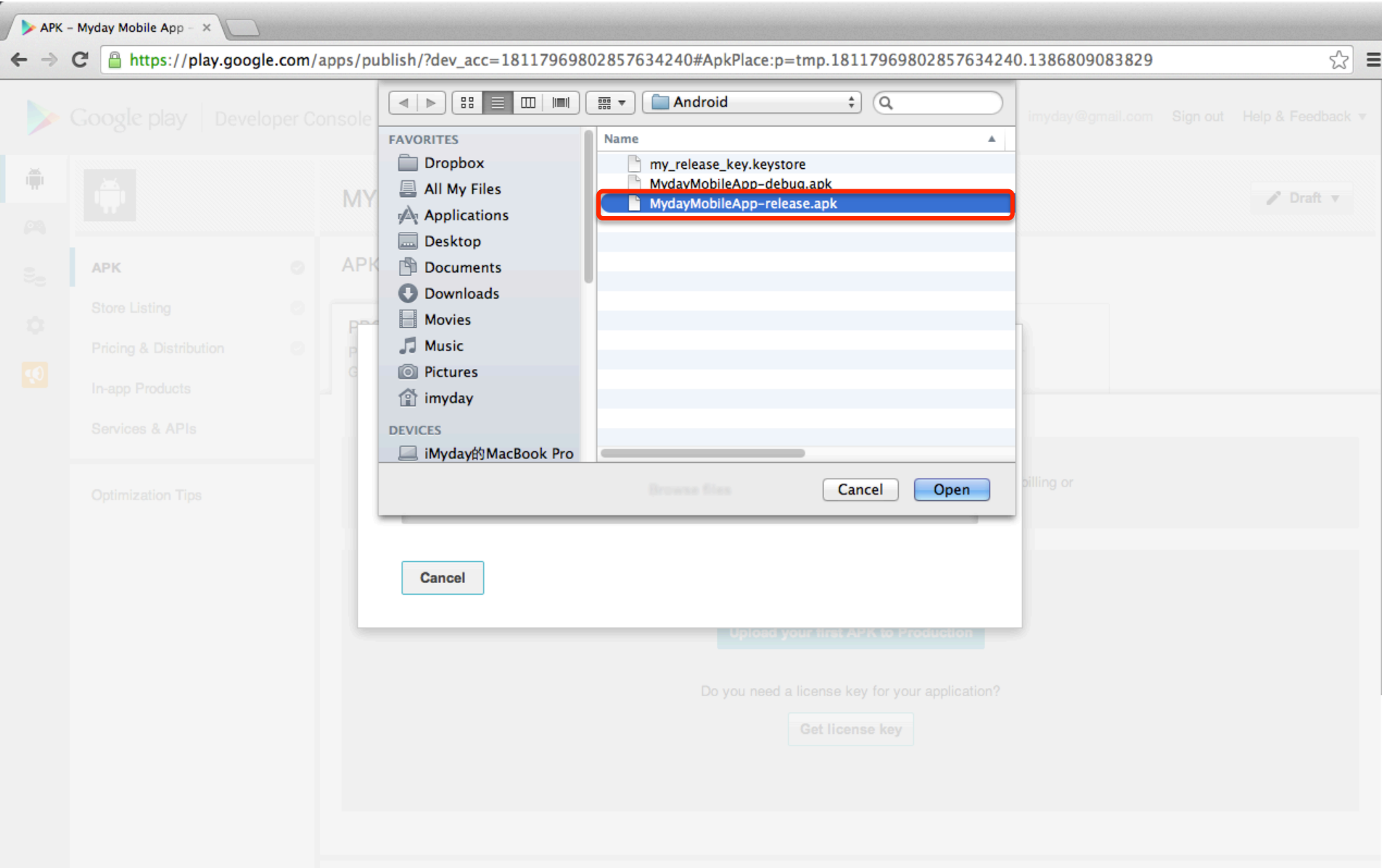
A prominent blue button with a red border is labeled "Upload your first APK to Production". Below it, a question asks "Do you need a license key for your application?" with a "Get license key" button.

The left sidebar contains navigation options: APK (checked), Store Listing (checked), Pricing & Distribution (checked), In-app Products, Services & APIs, and Optimization Tips.

# Upload new APK to Production

The image shows a screenshot of the Google Play Developer Console interface. The browser address bar displays the URL: [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240#ApkPlace:p=tmp.18117969802857634240.1386809083829](https://play.google.com/apps/publish/?dev_acc=18117969802857634240#ApkPlace:p=tmp.18117969802857634240.1386809083829). The page title is "APK - Myday Mobile App". The main content area shows the "MYDAY MOBILE APP" section with a "Draft" button. A modal dialog box is open in the center, titled "UPLOAD NEW APK TO PRODUCTION". Inside the dialog, there is a text prompt: "Drop your APK file here, or select a file." Below this prompt is a button labeled "Browse files", which is highlighted with a red rectangular border. At the bottom left of the dialog is a "Cancel" button. The background of the console is dimmed, showing navigation options like "APK", "Store Listing", "Pricing & Distribution", "In-app Products", "Services & APIs", and "Optimization Tips".

# MydayMobileApp-release.apk



# Upload new APK to Production

The screenshot shows the Google Play Developer Console interface. The browser address bar displays the URL: [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240#ApkPlace:p=tmp.18117969802857634240.1386809083829](https://play.google.com/apps/publish/?dev_acc=18117969802857634240#ApkPlace:p=tmp.18117969802857634240.1386809083829). The page title is "MYDAY MOBILE APP" and the user is logged in as "iMyday imyday@gmail.com". The left sidebar contains navigation options: APK, Store Listing, Pricing & Distribution, In-app Products, Services & APIs, and Optimization Tips. The main content area shows the "APK" section with a "Draft" button. A modal dialog titled "UPLOAD NEW APK TO PRODUCTION" is centered on the screen, displaying a progress bar that is 81% complete. The text below the bar reads "Uploading MydayMobileApp-release.apk" and "81% complete". A "Cancel" button is located at the bottom left of the dialog. Below the dialog, a button labeled "Upload your first APK to Production" is visible, followed by a question "Do you need a license key for your application?" and a "Get license key" button.

# Release APK Uploaded to Production

APK - Myday Mobile App - x

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#ApkPlace:p=com.imtku.smap.mydaymobileapp

Google play | Developer Console

iMyday imyday@gmail.com Sign out Help & Feedback

**MYDAY MOBILE APP** - com.imtku.smap.mydaymobileapp Draft

**APK** Switch to advanced mode

**PRODUCTION** **BETA TESTING** **ALPHA TESTING**

Version 28  
Set up Beta testing for your app  
Set up Alpha testing for your app

**PRODUCTION CONFIGURATION** Upload new APK to Production

**CURRENT APK** uploaded on Dec 11, 2013 5:15:32 PM

<b>Supported devices</b> <b>4541</b> <a href="#">See list</a>	<b>Excluded devices</b> <b>0</b> <a href="#">Manage excluded devices</a>
---	--

VERSION	UPLOADED ON	STATUS	ACTIONS
28 (1.0.0)	Dec 11, 2013	Draft in Prod	

**APP TRANSLATION SERVICE**  
Purchase professional translations of your application. [Learn more](#)

Start new translation or check progress

# Google play Brand Guidelines

The screenshot shows a web browser window with the URL [developer.android.com/distribute/googleplay/promote/brand.html](http://developer.android.com/distribute/googleplay/promote/brand.html). The page header includes navigation links for Developers, Design, Develop, and Distribute. A sidebar on the left lists various sections, with 'Brand Guidelines' highlighted. The main content area is titled 'Brand Guidelines' and contains an introduction, a section for 'Android' guidelines, and a visual example of the 'MediaPlayer for Android' logo. The 'Android' section includes text-based guidelines and a list of correct and incorrect usage examples. The visual example shows a black rounded square with 'XYZ' in white, 'for Android™' in smaller text below it, and 'MediaPlayer for Android™' above it.

Brand Guidelines | Android

Developer.android.com/distribute/googleplay/promote/brand.html

Developers | Design | Develop | **Distribute**

Google Play | Publishing | **Promoting** | Linking to Your Products | Google Play Badges | Device Art Generator | **Brand Guidelines** | App Quality | Policies | Spotlight | Google Play for Education | Open Distribution

## Brand Guidelines

We encourage you to use the Android and Google Play brands with your Android app promotional materials. You can use the icons and other assets on this page provided that you follow the guidelines described below.

### Android

The following are guidelines for the Android brand and related assets.

#### Android in text

- Android™ should have a trademark symbol the first time it appears in a creative.
- Android should always be capitalized and is never plural or possessive.
- "Android" cannot be used in names of applications or accessory products, including phones, tablets, TVs, speakers, headphones, watches, and other devices. Instead use "for Android".
  - **Incorrect:** "Android MediaPlayer"
  - **Correct:** "MediaPlayer for Android"

If used with your logo, "for Android" needs to be smaller in size than your logo. First instance of this use should be followed by a TM symbol, "for Android™".

- Android may be used as a descriptor, as long as it is followed by a proper generic term.
  - **Incorrect:** "Android MediaPlayer" or "Android XYZ app"
  - **Correct:** "Android features" or "Android applications"

Any use of the Android name needs to include this attribution in your communication:

*Android is a trademark of Google Inc.*

#### Android robot

## MediaPlayer

for Android™

XYZ

for Android™

# Store Listing: Product Details

## Title, Description, Promo Text

Store Listing – Myday Mobile x

← → ↻ [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp](https://play.google.com/apps/publish/?dev_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp) ☆ ☰

Google play | Developer Console

iMyday imyday@gmail.com Sign out Help & Feedback ▾

**iMyday**

**MYDAY MOBILE APP** – com.imtku.smap.mydaymobileapp Draft ▾

**STORE LISTING** Save

**PRODUCT DETAILS** Fields marked with \* need to be filled before publishing.

**English (United States)** – en-US Add translations

**Title \***  
English (United States) – en-US   
16 of 30 characters

**Description \***  
English (United States) – en-US   
130 of 4000 characters

Please check out these [tips on how to create policy compliant app descriptions](#) to avoid some common reasons for app suspension.

**Promo text**  
English (United States) – en-US



# Store Listing: Screenshots

The image shows a browser window displaying the Google Play Store listing for an application named "Myday Mobile". The URL in the address bar is [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp](https://play.google.com/apps/publish/?dev_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp). The left sidebar contains navigation options: APK, Store Listing (selected), Pricing & Distribution, In-app Products, Services & APIs, and Optimization Tips. The main content area shows the "Store Listing" section for a 7-inch tablet, with a "7-inch tablet" heading and a "Drop image here" area. Below this is a "10-inch tablet" section. A file selection dialog is open over the 7-inch tablet area, showing the "Documents" folder. The dialog lists several files, including "iMyday\_320x480.png" which is selected. The dialog also shows folders for "icon", "screen", "android", and "ios".

Store Listing - Myday Mobile

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp

APK

Store Listing

Pricing & Distribution

In-app Products

Services & APIs

Optimization Tips

STO

Eng

For yo  
previ  
Learn

Ph

7-inch tablet

10-inch tablet

Documents

FAVORITES

- Dropbox
- All My Files
- Applications
- Desktop
- Documents
- Downloads
- Movies
- Music
- Pictures
- imyday

DEVICES

- iMyday's MacBook Pro

Name

- PhotoKevin.jpg
- Myday\_Photo\_220.jpg
- iPhoneIcon\_Big.png
- logo.png
- pg\_logo.png
- iPhoneIcon\_Medium.png
- iPhoneIcon\_Small.png
- icon
- screen
  - android
    - iMyday\_720x1280.png
    - iMyday\_480x800.png
    - iMyday\_320x480.png**
    - iMyday\_200x320.png
  - ios
- js

Cancel Open

Add screenshot

Drop image here.

Add at least one 7-inch screenshot here to help tablet users see how your app will look on their device.

Add screenshot

Add at least one 10-inch screenshot here to help tablet users see how your app will look on their

# Store Listing: Screenshots

The screenshot shows the Google Play Store listing management interface for an application named "Myday Mobile". The browser address bar shows the URL: [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp](https://play.google.com/apps/publish/?dev_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp). The left sidebar contains navigation options: APK, Store Listing (selected), Pricing & Distribution, In-app Products, Services & APIs, and Optimization Tips. The main content area is titled "Store Listing" and shows a list of screenshots for different devices. A file selection dialog is open, showing the "android" folder with a list of files: iMyday\_720x1280.png, iMyday\_480x800.png (selected), iMyday\_320x480.png, and iMyday\_200x320.png. The dialog also shows a "FAVORITES" list with folders like Dropbox, All My Files, Applications, Desktop, Documents, Downloads, Movies, Music, Pictures, and imyday. At the bottom of the dialog are "Cancel" and "Open" buttons. Below the dialog, the "10-inch tablet" section is visible, with a placeholder for a screenshot and the text: "Add at least one 10-inch screenshot here to help tablet users see how your app will look on their device." At the bottom of the page, there are three sections: "High-res icon \*", "Feature Graphic", and "Promo Graphic", each with a default language and resolution.

**High-res icon \***  
Default – English (United States) – en-US  
512 x 512

**Feature Graphic**  
Default – English (United States) – en-US  
1024 w x 500 h

**Promo Graphic**  
Default – English (United States) – en-US  
180 w x 120 h

# Store Listing: Screenshots

The screenshot shows the Google Play Store listing management interface for an application named 'Myday Mobile'. The browser address bar shows the URL: [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp](https://play.google.com/apps/publish/?dev_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp). The left sidebar contains navigation options: APK, Store Listing (selected), Pricing & Distribution, In-app Products, Services & APIs, and Optimization Tips. The main content area is titled 'Store Listing' and shows a list of screenshots for different device categories. A file selection dialog is open over the '7-inch tablet' section, showing a list of files in the 'android' directory. The files listed are: iMyday\_720x1280.png (selected), iMyday\_480x800.png, iMyday\_320x480.png, and iMyday\_200x320.png. The dialog also shows a sidebar with 'FAVORITES' and 'DEVICES' sections. Below the dialog, the '10-inch tablet' section is visible, with a placeholder for a screenshot and the text: 'Add at least one 10-inch screenshot here to help tablet users see how your app will look on their device.' At the bottom, there are three sections: 'High-res icon \*' (512 x 512), 'Feature Graphic' (1024 w x 500 h), and 'Promo Graphic' (180 w x 120 h).

Store Listing - Myday Mobile

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp

APK

Store Listing

Pricing & Distribution

In-app Products

Services & APIs

Optimization Tips

Store Listing

Eng

7-inch tablet

10-inch tablet

Drop image here.

Add screenshot

Drop image here.

Add at least one 10-inch screenshot here to help tablet users see how your app will look on their device.

High-res icon \*  
Default - English (United States) - en-US  
512 x 512

Feature Graphic  
Default - English (United States) - en-US  
1024 w x 500 h

Promo Graphic  
Default - English (United States) - en-US  
180 w x 120 h

# Store Listing: Screenshots

The screenshot shows the Google Play Store listing editor for an app named 'iMyday'. The browser address bar shows the URL: [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp](https://play.google.com/apps/publish/?dev_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp). The left sidebar contains navigation options: APK, Store Listing (selected), Pricing & Distribution, In-app Products, Services & APIs, and Optimization Tips. The main content area is titled 'STORE LISTING' and includes a 'Save' button. Below this, there is a language selector for 'English (United States) - en-US' and an 'Add translations' button. The 'GRAPHIC ASSETS' section provides instructions on localized graphics and screenshots. It specifies that at least 2 screenshots are required overall, with a maximum of 8 per type. It also notes that for the 'Designed for tablets' list, at least one 7-inch and one 10-inch screenshot are needed. The 'Screenshots' section is currently empty, with two placeholder boxes for 'Phone' and '7-inch tablet' screenshots. Each placeholder shows a preview of the app icon (iMyday) and a button to 'Add screenshot' with the text 'Drop image here.'

Store Listing - Myday Mobil x

← → ↻ [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp](https://play.google.com/apps/publish/?dev_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp) ☆ ☰

APK ✓

**Store Listing** ✓

Pricing & Distribution ✓

In-app Products

Services & APIs

Optimization Tips

## STORE LISTING

Save

English (United States) - en-US Add translations

### GRAPHIC ASSETS

If you haven't added localized graphics for each language, graphics for your default language will be used.  
[Learn more about graphic assets.](#)

**Screenshots \***  
Default - English (United States) - en-US  
JPEG or 24-bit PNG (no alpha). Min length for any side: 320px. Max length for any side: 3840px.  
At least **2 screenshots** are required overall. **Max 8 screenshots per type.** Drag to reorder or to move between types.

For your app to be showcased in the 'Designed for tablets' list in the Play Store, you need to upload at least one 7-inch and one 10-inch screenshot. If you previously uploaded screenshots, make sure to move them into the right area below.  
[Learn how tablet screenshots will be displayed in the store listing.](#)

**Phone**

iMyday +  
Add screenshot  
Drop image here.

**7-inch tablet**

iMyday +  
Add screenshot  
Drop image here.

# Store Listing: Screenshots

The screenshot shows the Google Play Store listing interface for an application named "Myday Mobile". The browser address bar shows the URL: [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp](https://play.google.com/apps/publish/?dev_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp). The left sidebar contains navigation options: APK, Store Listing (selected), Pricing & Distribution, In-app Products, Services & APIs, and Optimization Tips. The main content area is titled "STORE LISTING" and shows a list of screenshots. A file selection dialog is open, displaying a list of files in the "android" directory. The files listed are: iMyday\_1024x500.png (selected), iMyday\_512x512.png, iMyday\_180x120.png, iMyday\_96x96.png, iMyday\_72x72.png, iMyday\_48x48.png, and iMyday\_36x36.png. The dialog has "Cancel" and "Open" buttons. Below the dialog, the "Graphic" section is visible, showing a plus sign and the text "Add promo graphic" and "Drop image here." The "CATEGORIZATION" section includes dropdown menus for "Application type", "Category", and "Content rating".

Store Listing - Myday Mobile

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp

APK

Store Listing

Pricing & Distribution

In-app Products

Services & APIs

Optimization Tips

STORE LISTING

Eng

High-

Defau

512 x

32-bit

Promo

Video

Default - English (United States) - en-US

YouTube video

Please enter a URL

CATEGORIZATION

Application type \*

Select an application type

Category \*

Select a category

Content rating \*

Select a content rating

[Learn more about content rating.](#)

android

FAVORITES

Dropbox

All My Files

Applications

Desktop

Documents

Downloads

Movies

Music

Pictures

imyday

DEVICES

iMyday's MacBook Pro

Name

iMyday\_1024x500.png

iMyday\_512x512.png

iMyday\_180x120.png

iMyday\_96x96.png

iMyday\_72x72.png

iMyday\_48x48.png

iMyday\_36x36.png

Graphic

- English (United States) - en-US

x 120 h

24-bit PNG (no alpha)

+ Add promo graphic

Drop image here.

Cancel Open

# Store Listing: High-res icon, Feature Graphic, Promo Graphic

Store Listing - Myday Mobil x

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp

APK

**Store Listing**

Pricing & Distribution

In-app Products


Services & APIs

Optimization Tips


## STORE LISTING

English (United States) – en-US


**High-res Icon \***  
Default – English (United States) – en-US  
512 x 512  
32-bit PNG (with alpha)



**Feature Graphic**  
Default – English (United States) – en-US  
1024 w x 500 h  
JPG or 24-bit PNG (no alpha)



**Promo Graphic**  
Default – English (United States) – en-US  
180 w x 120 h  
JPG or 24-bit PNG (no alpha)



**Promo Video**  
Default – English (United States) – en-US  
YouTube video  
Please enter a URL

# Store Listing: Categorization, Contact Details, Privacy Policy

Store Listing - Myday Mobil x

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp

**STORE LISTING** Save

**CATEGORIZATION**

**Application type \*** Select an application type

**Category \*** Select a category

**Content rating \*** Select a content rating

[Learn more about content rating.](#)

**CONTACT DETAILS**

Please provide either a website or an email address.

**Website \*** http://mail.tku.edu.tw/myday

**Email \*** imyday@gmail.com

**Phone**

**PRIVACY POLICY \***

If you wish to provide a privacy policy URL for this application, please enter it below.

**Link to policy** http://...

Not submitting a privacy policy URL at this time. [Learn more](#)



# Store Listing: Categorization

The screenshot shows the 'STORE LISTING' page for an application named 'Myday Mobile'. The page is divided into several sections: 'APK', 'STORE LISTING', 'CATEGORIZATION', 'CONTACT DETAILS', and 'PRIVACY POLICY'. The 'CATEGORIZATION' section is the focus, with a dropdown menu open for the 'Category' field. The dropdown menu lists various categories, with 'Education' selected. The 'CONTACT DETAILS' section includes fields for 'Website', 'Email', and 'Phone'. The 'PRIVACY POLICY' section includes a 'Link to policy' field and a checkbox for 'Not submitting a privacy policy URL at this time. Learn more'.

Store Listing - Myday Mobile

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp

**STORE LISTING** Save

**CATEGORIZATION**

Application type \* Applications

Category \*  
✓ Select a category  
Books & Reference  
Business  
Comics  
Communication  
**Education**  
Entertainment  
Finance  
Health & Fitness  
Libraries & Demo  
Lifestyle  
Media & Video  
Medical  
Music & Audio  
News & Magazines  
Personalization  
Photography  
Productivity  
Shopping  
Social  
Sports  
Tools  
Transportation  
Travel & Local  
Weather

**CONTACT DETAILS**  
Please provide either a website or an email address

Website \*  
Email \*  
Phone

**PRIVACY POLICY \***  
If you wish to provide a privacy policy URL for your application, please provide the URL in the field below.

Link to policy  
http://...  
 Not submitting a privacy policy URL at this time. [Learn more](#)





# Store Listing: Categorization

Store Listing - Myday Mobil x

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp

**APK**

**Store Listing**

Pricing & Distribution

In-app Products

Services & APIs

Optimization Tips

## STORE LISTING Save

### CATEGORIZATION

**Application type \*** Applications

**Category \*** High Maturity  
Medium Maturity  
Low Maturity  
**Everyone**

**Content rating \***  Select a content rating

[Learn more about content rating.](#)

### CONTACT DETAILS

Please provide either a website or an email address.

**Website \***

**Email \***

**Phone**

### PRIVACY POLICY \*

If you wish to provide a privacy policy URL for this application, please enter it below.

**Link to policy**

Not submitting a privacy policy URL at this time. [Learn more](#)



# Store Listing: Categorization, Contact Details, Privacy Policy

Store Listing - Myday Mobil x

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp

APK

**Store Listing**

Pricing & Distribution

In-app Products

Services & APIs

Optimization Tips

## STORE LISTING

English (United States) - en-US

### CATEGORIZATION

**Application type \*** Applications

**Category \*** Education

**Content rating \*** Everyone

[Learn more about content rating.](#)

### CONTACT DETAILS

Please provide either a website or an email address.

**Website \***

**Email \***

**Phone**

### PRIVACY POLICY \*

If you wish to provide a privacy policy URL for this application, please enter it below.

**Link to policy**

Not submitting a privacy policy URL at this time. [Learn more](#)

# Pricing & Distribution

Pricing & Distribution - My x

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#PricingPlace:p=com.imtku.smap.mydaymobileapp

APK ✓

Store Listing ✓

**Pricing & Distribution** ✓

In-app Products

Services & APIs

Optimization Tips

## PRICING & DISTRIBUTION Save

To publish paid applications, you need to set up a merchant account. [Set up a merchant account now](#) or [Learn more](#)

### DISTRIBUTE IN THESE COUNTRIES

You have not selected any countries

- SELECT ALL COUNTRIES
- Albania
- Algeria
- Angola
- Antigua and Barbuda
- Argentina
- Armenia
- Aruba
- Australia Show options
- Austria Show options
- Azerbaijan
- Bahamas
- Bahrain

GOOGLE PLAY FOR EDUCATION

# Pricing & Distribution

The screenshot shows the Google Play Developer Console interface for the app "MYDAY MOBILE APP" (package name: com.imtku.smap.mydaymobileapp). The left sidebar contains navigation options: APK, Store Listing, Pricing & Distribution (selected), In-app Products, Services & APIs, and Optimization Tips. The main content area is titled "PRICING & DISTRIBUTION" and includes a "Save" button. Under "This application is", the "Free" option is selected. A note states: "To publish paid applications, you need to set up a merchant account. [Set up a merchant account now](#) or [Learn more](#)". Below this is the "DISTRIBUTE IN THESE COUNTRIES" section, which indicates that 139 countries and the rest of the world are selected. A list of countries is shown with checkboxes, including Albania, Algeria, Angola, Antigua and Barbuda, Argentina, Armenia, Aruba, and Australia. A "Show options" link is visible at the bottom right of the list.

Browser: Pricing & Distribution - My x  
URL: https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#PricingPlace:p=com.imtku.smap.mydaymobileapp

Google play | Developer Console | iMyday | imyday@gmail.com | Sign out | Help & Feedback

**MYDAY MOBILE APP** - com.imtku.smap.mydaymobileapp [Draft]

**PRICING & DISTRIBUTION** [Save]

This application is **Paid** **Free**

To publish paid applications, you need to set up a merchant account. [Set up a merchant account now](#) or [Learn more](#)

**DISTRIBUTE IN THESE COUNTRIES**

You have selected **139 countries + Rest of the world**

- SELECT ALL COUNTRIES
- Albania
- Algeria
- Angola
- Antigua and Barbuda
- Argentina
- Armenia
- Aruba
- Australia

[Show options](#)

# Google play for Education

The screenshot shows the Google Play Console interface. The browser address bar displays the URL: [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240#PricingPlace:p=com.imtku.smap.mydaymobileapp](https://play.google.com/apps/publish/?dev_acc=18117969802857634240#PricingPlace:p=com.imtku.smap.mydaymobileapp). The page title is "Pricing & Distribution - My". The main content area is titled "PRICING & DISTRIBUTION" and includes a "Save" button. A sidebar on the left lists navigation options: APK, Store Listing, Pricing & Distribution (selected), In-app Products, Services & APIs, and Optimization Tips. A modal dialog is centered on the screen, titled "GOOGLE PLAY FOR EDUCATION".

**GOOGLE PLAY FOR EDUCATION**

**Please check the following key criteria for approval before providing some additional information and submitting your app for Google Play for Education.**

- Your app should be written in English and appropriate for schools in the United States
- Your app should be targeting grades Kindergarten to 12, either aligned with US curriculum standards or classroom educational tools

**Typical US curriculum standards include:**  
English, Math, Science, Social Studies, World Languages

**Typical classroom education tools include:**  
Annotations, Communication tools, Graphing tools, Learning/content management systems, Organization, Presentation tools, Student assessment, Screen casting, Video editing

- Your app should NOT be intended for toddlers or preschool
- Your app should NOT be intended for college or university
- Your app should NOT require a school site subscription or be specific to a school site or location

Any app submitted for inclusion in our Play for Education store will be reviewed for US K-12 school educational value. **Any app that is not appropriate for schools will not be approved.**

[Continue](#) [Cancel](#)

# Google play for Education

The screenshot shows the 'Pricing & Distribution' page in the Google Play Console. A dialog box titled 'GOOGLE PLAY FOR EDUCATION' is open, containing the following sections:

- Ads \***
  - Does this application contain any ads?**  
Apps with ads will be labelled as such on Google Play for Education. [Learn more](#)
  - Yes  No
- In-app purchases \***
  - Does this application offer any form of in-app purchases?**  
Apps with in-app purchases will be labelled as such on Google Play for Education. Please note that Google or education institutions purchasing apps may disable end users from using in-app purchase functionality on their devices. [Learn more](#)
  - Yes  No

Below the dialog box, there is a paragraph of text: "Please ensure all apps submitted are appropriate for K-12 purposes and adheres to the [Google Play for Education app requirements and guidelines](#). By including this app, you confirm that it complies with our content policies and accept the terms of the [Google Play for Education Addendum](#). Please note that it can take 4-6 weeks for your application to be reviewed. We will notify you by e-mail (at the e-mail address associated with your developer account) after we've reviewed your application. You can also check the developer console for review status."

At the bottom of the dialog box, there are three buttons: **Save**, **Back**, and **Cancel**.

Below the dialog box, there is a section for **US export laws \*** with a checkbox:  I acknowledge that my software application may be subject to United States export laws, regardless of my location or nationality. I agree that I have complied with all such laws, including any requirements for software with encryption functions. I hereby certify that my application is authorized for export from the United States under these laws. [Learn more](#)

# Google play for Education

Pricing & Distribution - My x

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#PricingPlace:p=com.imtku.smap.mydaymobileapp

APK ✓

Store Listing ✓

**Pricing & Distribution** ✓

In-app Products

Services & APIs

Optimization Tips

## PRICING & DISTRIBUTION Save

<input checked="" type="checkbox"/> Sri Lanka	
<input checked="" type="checkbox"/> Sweden	<a href="#">Show options</a>
<input checked="" type="checkbox"/> Switzerland	<a href="#">Show options</a>
<input checked="" type="checkbox"/> Taiwan	
<input checked="" type="checkbox"/> Tajikistan	
<input checked="" type="checkbox"/> Tanzania	
<input checked="" type="checkbox"/> Thailand	

### GOOGLE PLAY FOR EDUCATION

**Opt-in**  Include this application in [Google Play for Education](#).

**Additional information** [Edit information for your application.](#)

**Approval Status** This application will be reviewed for approval when you publish it.

### CONSENT

**Marketing opt-out**  Do not promote my application except in Google Play and in any Google-owned online or mobile properties. I understand that any changes to this preference may take sixty days to take effect.

**Content guidelines \***  This application meets [Android Content Guidelines](#).  
Please check out these [tips on how to create policy compliant app descriptions](#) to avoid some common reasons for app suspension.

**US export laws \***  I acknowledge that my software application may be subject to United States export laws, regardless of my location or nationality. I agree that I have complied with all such laws, including any requirements for software with encryption functions. I hereby certify that my application is authorized

# Consent

Pricing & Distribution - My x

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#PricingPlace:p=com.imtku.smap.mydaymobileapp

APK ✓

Store Listing ✓

**Pricing & Distribution** ✓

In-app Products

Services & APIs

Optimization Tips

## PRICING & DISTRIBUTION Save

- Tajikistan
- Tanzania
- Thailand

### GOOGLE PLAY FOR EDUCATION

**Opt-in**  Include this application in [Google Play for Education](#).

**Additional information** [Edit information for your application.](#)

**Approval Status** This application will be reviewed for approval when you publish it.

### CONSENT

**Marketing opt-out**  Do not promote my application except in Google Play and in any Google-owned online or mobile properties. I understand that any changes to this preference may take sixty days to take effect.

**Content guidelines \***  This application meets [Android Content Guidelines](#).  
Please check out these [tips on how to create policy compliant app descriptions](#) to avoid some common reasons for app suspension.

**US export laws \***  I acknowledge that my software application may be subject to United States export laws, regardless of my location or nationality. I agree that I have complied with all such laws, including any requirements for software with encryption functions. I hereby certify that my application is authorized for export from the United States under these laws. [Learn more](#)



#### USEFUL ANDROID RESOURCES

Android Developers

#### USEFUL TOOLS

Google Wallet Merchant Center

#### NEED HELP?

Help center



# Ready to publish

Browser address bar: [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240#PricingPlace:p=com.imtku.smap.mydaymobileapp](https://play.google.com/apps/publish/?dev_acc=18117969802857634240#PricingPlace:p=com.imtku.smap.mydaymobileapp)

Google play | Developer Console | iMyday | imyday@gmail.com | Sign out | Help & Feedback

**MYDAY MOBILE APP** - com.imtku.smap.mydaymobileapp Ready to publish

**PRICING & DISTRIBUTION** Saved

This application is Paid Free

To publish paid applications, you need to set up a merchant account. [Set up a merchant account now](#) or [Learn more](#)

**DISTRIBUTE IN THESE COUNTRIES**

You have selected **139 countries + Rest of the world**

<input checked="" type="checkbox"/> SELECT ALL COUNTRIES	
<input checked="" type="checkbox"/> Slovakia	
<input checked="" type="checkbox"/> Slovenia	
<input checked="" type="checkbox"/> South Africa	
<input checked="" type="checkbox"/> South Korea	<a href="#">Show options</a>
<input checked="" type="checkbox"/> Spain	<a href="#">Show options</a>
<input checked="" type="checkbox"/> Sri Lanka	
<input checked="" type="checkbox"/> Sweden	<a href="#">Show options</a>
<input checked="" type="checkbox"/> Switzerland	<a href="#">Show options</a>

# Ready to publish

The screenshot shows the Google Play Developer Console interface for the 'MYDAY MOBILE APP' (package name: com.imtku.smap.mydaymobileapp). The browser address bar shows the URL: https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#InAppPlace:p=com.imtku.smap.mydaymobileapp. The top navigation bar includes the Google Play logo, 'Developer Console', a search bar, and user information for 'iMyday' (imyday@gmail.com) with options to 'Sign out' and 'Help & Feedback'. The left sidebar contains navigation icons for Android, Game, Billing, Settings, and In-app Products (selected), along with menu items for 'iMyday', 'APK', 'Store Listing', 'Pricing & Distribution', 'In-app Products', 'Services & APIs', and 'Optimization Tips'. The main content area is titled 'MYDAY MOBILE APP' and features a 'Ready to publish' button. Under the 'IN-APP PRODUCTS' section, there is a message: 'Your app doesn't have any in-app products yet.' Below this, two instructions are provided: 'To add in-app products, you need to add the BILLING permission to your APK.' with a link 'Upload a new APK', and 'To add in-app products, you need to set up a Google Wallet merchant account.' with a link 'Set up a merchant account'.

In-app Products – Myday

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#InAppPlace:p=com.imtku.smap.mydaymobileapp

Google play | Developer Console

iMyday imyday@gmail.com Sign out Help & Feedback

iMyday

MYDAY MOBILE APP – com.imtku.smap.mydaymobileapp

Ready to publish

APK ✓

Store Listing ✓

Pricing & Distribution ✓

**In-app Products**

Services & APIs

Optimization Tips

**IN-APP PRODUCTS**

Learn more about in-app billing and in-app products.

Your app doesn't have any in-app products yet.

To add in-app products, you need to add the BILLING permission to your APK.  
[Upload a new APK](#)

To add in-app products, you need to set up a Google Wallet merchant account.  
[Set up a merchant account](#)

# Ready to publish

The screenshot shows the Google Play Developer Console interface for an application named 'MYDAY MOBILE APP'. The top navigation bar includes the Google Play logo, 'Developer Console', a search bar, and user information for 'iMyday' with the email 'imyday@gmail.com'. A 'Ready to publish' button is visible in the top right corner of the console area.

The left sidebar contains a navigation menu with icons for various app management tasks: APK, Store Listing, Pricing & Distribution, In-app Products, Services & APIs (which is currently selected), and Optimization Tips. Each item in the menu has a green checkmark next to it, indicating that these sections are ready for publication.

The main content area is titled 'MYDAY MOBILE APP - com.imtku.smap.mydaymobileapp'. It features a section for 'SERVICES & APIS' with a sub-section for 'GOOGLE CLOUD MESSAGING (GCM)'. The GCM section contains the following text:

Google Cloud Messaging (GCM) is a service that helps you to send data from your servers to your applications. [Learn more](#)

To access the GCM stats for your application, you need to link a GCM sender ID that you use for this application by providing your GCM API key.

Once your app is published, you can access the GCM statistics for your application from the statistics page.

A blue button labeled 'Link a sender ID' is provided below the text.

Below the GCM section, there is a section for 'LICENSING & IN-APP BILLING' with the text: 'Licensing allows you to prevent unauthorized distribution of your app. It can also be used to verify in-app billing purchases. [Learn more about licensing.](#)'

Underneath, there is a section titled 'YOUR LICENSE KEY FOR THIS APPLICATION' which states: 'Base64-encoded RSA public key to include in your binary. Please remove any spaces.' Below this text is a code block containing a long Base64-encoded string:

```
MIIBIjANBgkqhkiG9w0BAQEFAAOCAQ8AMIIBCgKCAQEAI3b0OZ6mqGrsQEcRTJ2trmY4AkLh3RePEtqeV/x7cse1Ycwo07W+aEfao3R/6o5loY13HMpLo02rB3i2w6FV86t0Zb4uCx8tZi+1CC06AeqxbPSNm0js1jYTyFf0yKLMqRs56NEm8Nz+jm6o6B+igpI/J/navplu5ebTlu137mM1HU5mzGF1QHfp aq13sLTXSpwiKGxBsu9IAZuOjyRkGX/VMA3yVndchFCM4cH6BeA8xRaij9Zh7I1IY5KH3e2EiPuDe7CkF5rDd3xx6V1yu0Fy2ImWVZY7aebYcCpmj2 7IiLnVG+YnY8PuNxoFGkyLI6yMNTjce041o2LIqWtSbQIDAQAB
```

At the bottom of the console area, there is a section for 'GOOGLE PLAY GAME SERVICES'.

# Ready to publish

Pricing & Distribution - My x

← → ↻ [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240#PricingPlace:p=com.imtku.smap.mydaymobileapp](https://play.google.com/apps/publish/?dev_acc=18117969802857634240#PricingPlace:p=com.imtku.smap.mydaymobileapp) ☆ ☰

Google play | Developer Console  iMyday imyday@gmail.com Sign out Help & Feedback ▾

**iMyday**

**MYDAY MOBILE APP** - com.imtku.smap.mydaymobileapp Ready to publish ▾

**PRICING & DISTRIBUTION** Saved

**This application is**

Paid Free

To publish paid applications, you need to set up a merchant account. [Set up a merchant account now](#) or [Learn more](#)

**DISTRIBUTE IN THESE COUNTRIES**

You have selected **139 countries + Rest of the world**

<input checked="" type="checkbox"/> SELECT ALL COUNTRIES
<input checked="" type="checkbox"/> Albania
<input checked="" type="checkbox"/> Algeria
<input checked="" type="checkbox"/> Angola
<input checked="" type="checkbox"/> Antigua and Barbuda
<input checked="" type="checkbox"/> Argentina
<input checked="" type="checkbox"/> Armenia
<input checked="" type="checkbox"/> Aruba
<input checked="" type="checkbox"/> Australia

[Show options](#)

APK ✓  
Store Listing ✓  
**Pricing & Distribution** ✓  
In-app Products  
Services & APIs  
Optimization Tips

# Published

Browser: Pricing & Distribution - My x  
URL: https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#PricingPlace:p=com.imtku.smap.mydaymobileapp

Google play | Developer Console | iMyday | imyday@gmail.com | Sign out | Help & Feedback

**MYDAY MOBILE APP** - com.imtku.smap.mydaymobileapp Published

**PRICING & DISTRIBUTION** Saved

**This application is** Paid Free  
An app that was published as 'Free' cannot be changed to 'Paid'. [Learn more](#)

**DISTRIBUTE IN THESE COUNTRIES**  
You have selected **139 countries + Rest of the world**

<input checked="" type="checkbox"/> SELECT ALL COUNTRIES
<input checked="" type="checkbox"/> Albania
<input checked="" type="checkbox"/> Algeria
<input checked="" type="checkbox"/> Angola
<input checked="" type="checkbox"/> Antigua and Barbuda
<input checked="" type="checkbox"/> Argentina
<input checked="" type="checkbox"/> Armenia
<input checked="" type="checkbox"/> Aruba
<input checked="" type="checkbox"/> Australia <span>Show options</span>

# Myday Mobile App Statistics

Statistics - Myday Mobile

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#StatsPlace:p=com.imtku.smap.mydaymobileapp&statd=OS\_VERSION&statm=CUR...

Google play | Developer Console

iMyday imyday@gmail.com Sign out Help & Feedback


**MYDAY MOBILE APP** - com.imtku.smap.mydaymobileapp ✓ Published

**STATISTICS** Current installs by device

The number of active devices on which the application is currently installed. [Learn more](#)

Sorry, no data for this metric.

**GET MORE INSIGHTS WITH GOOGLE ANALYTICS FOR MOBILE APPS**

 **Are you already using Google Analytics in your app?**  
Connect your Analytics account with the Developer Console to see user engagement data all in one convenient place.  
[Link Google Analytics and the Developer Console](#)

**Not using Google Analytics in your app?**  
Google Mobile App Analytics gives you the tools you need to collect and analyze data about your app at all stages of the user lifecycle: acquisition, engagement, and outcomes.  
[Learn how to get started using Google Analytics for your Android app.](#)

Application statistics are updated daily.

# Myday Mobile App Statistics

Statistics - Myday Mobile

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#StatsPlace:p=com.imtku.smap.mydaymobileapp&statd=OS\_VERSION&statm=CUR...

Google play | Developer Console

iMyday imyday@gmail.com Sign out Help & Feedback

MYDAY MOBILE APP - com.imtku.smap.mydaymobileapp ✓ Published

STATISTICS

- ✓ Current installs by device
- Daily installs by device
- Daily uninstalls by device
- Daily upgrades by device
- Current installs by user
- Total installs by user
- Daily installs by user
- Daily uninstalls by user
- Daily average rating
- Cumulative average rating

The number of ac... currently installed. [Learn more](#)

Sorry, no data for this metric.

GET MORE INSIGHTS WITH GOOGLE ANALYTICS FOR MOBILE APPS

**Are you already using Google Analytics in your app?**  
Connect your Analytics account with the Developer Console to see user engagement data all in one convenient place.  
[Link Google Analytics and the Developer Console](#)

**Not using Google Analytics in your app?**  
Google Mobile App Analytics gives you the tools you need to collect and analyze data about your app at all stages of the user lifecycle: acquisition, engagement, and outcomes.  
[Learn how to get started using Google Analytics for your Android app.](#)

Application statistics are updated daily.

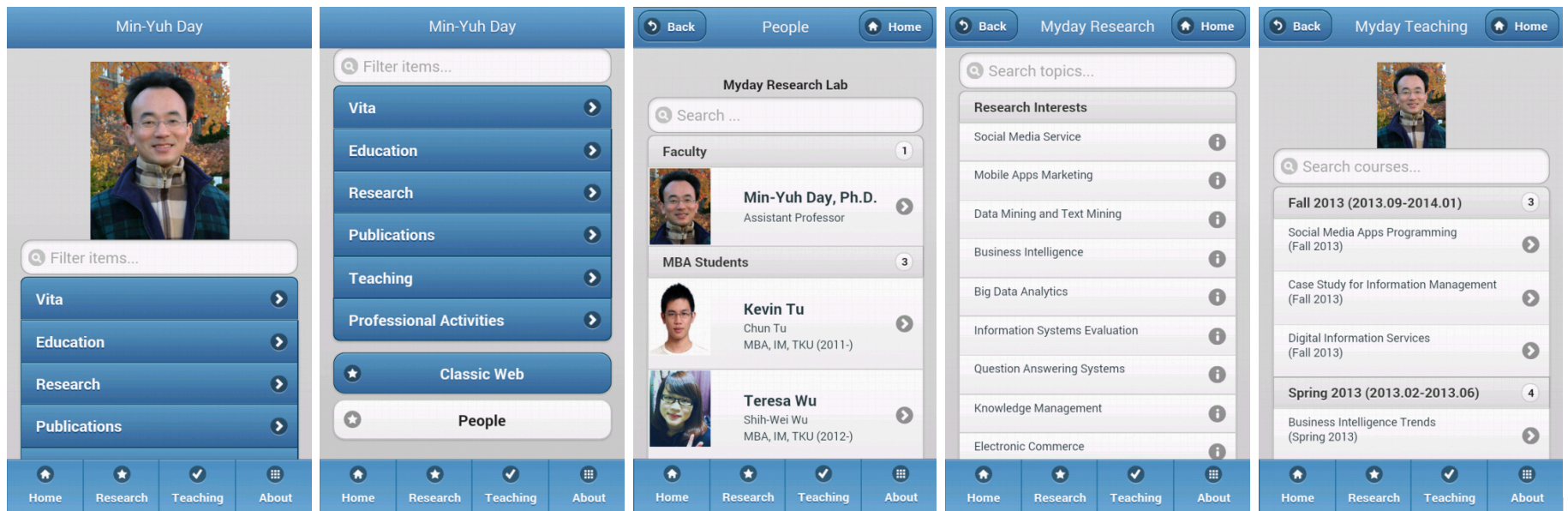
# Myday Mobile App on Google play

The screenshot shows the Google Play Store interface for the 'Myday Mobile App'. The browser address bar displays the URL: <https://play.google.com/store/apps/details?id=com.imtku.smap.mydaymobileapp>. The app's icon is a large orange square with the text 'iMyday' in white. The app title is 'Myday Mobile App', developed by 'iMyday' on December 11, 2013, categorized under 'Education'. There are two buttons: a green 'Install' button and a white 'Add to Wishlist' button. A warning message states: '⚠ You don't have any devices'. Below the app information is a carousel of three identical orange squares, each containing the 'iMyday' logo. A 'g+1' button and the text 'Recommend this on Google' are visible. The left sidebar shows navigation options: 'Apps', 'My apps', 'Shop', 'Games', and 'Editors' Choice'. The bottom of the page shows the start of the 'Description' section.

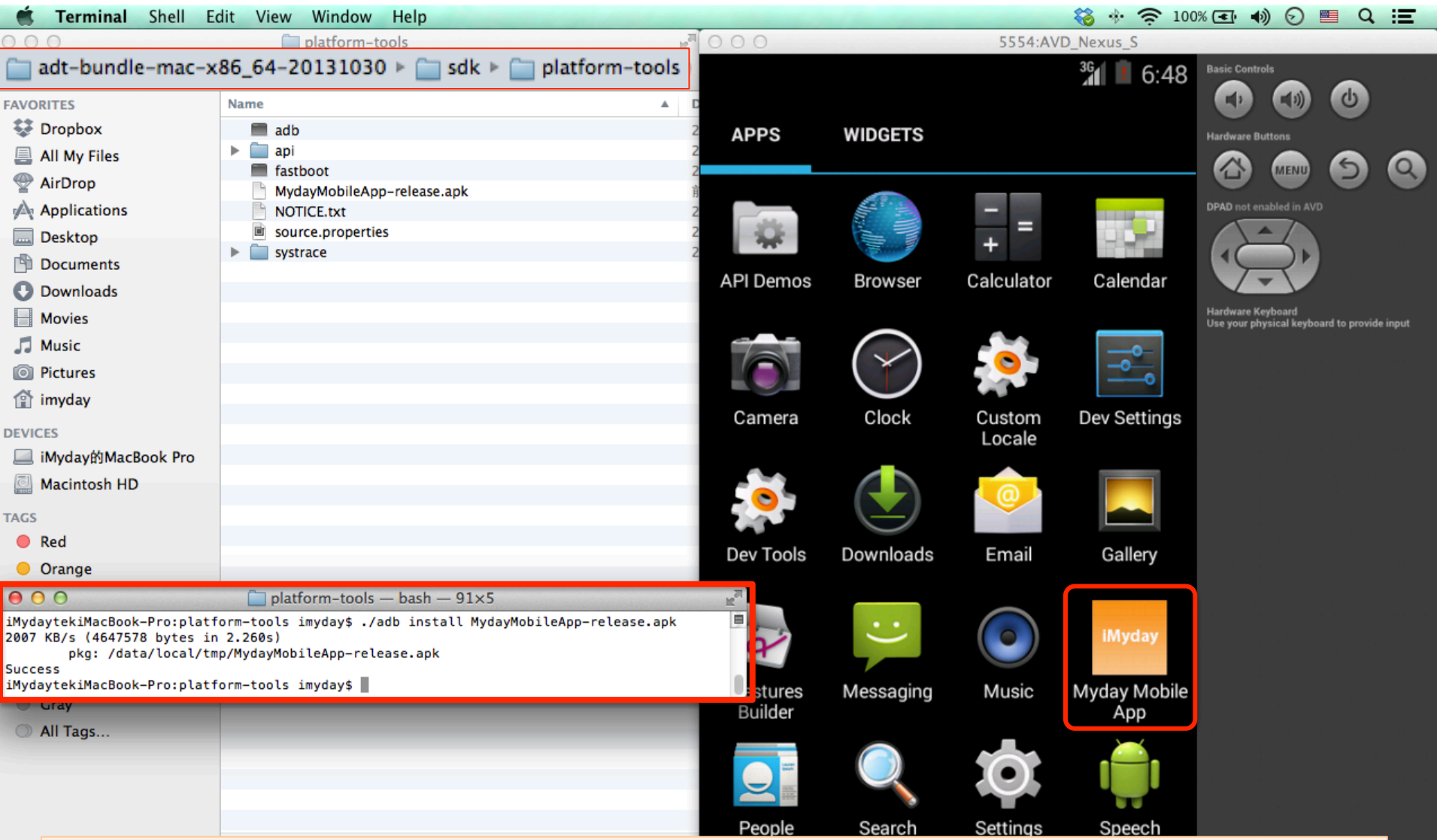


# Update Android App Screenshots

- Download Android App on Google play
  - Capture Screenshot from Android Device
- Install app-release.apk on Android Emulator
  - Android SDK platform tools: abd
    - abd install myapp-release.apk
  - Capture Screenshot from Android Emulator



# adb install MydayMobileApp-release.apk



iMydaytekiMacBook-Pro:platform-tools imyday\$ **./adb install MydayMobileApp-release.apk**  
2007 KB/s (4647578 bytes in 2.260s)  
 pkg: /data/local/tmp/MydayMobileApp-release.apk  
Success

# Capture Screenshot from Android Emulator

The screenshot displays the Android Studio IDE with the 'Window' menu open. The 'Show View' option is selected, revealing a list of views including Allocation Tracker, Bookmarks, Devices, File Explorer, Heap, LogCat, Navigator, Network Statistics, Outline, Problems, Progress, Properties, System Information, Tasks, and Threads. The 'LogCat' window at the bottom shows a search filter set to 'All messages (no filter)' and a search field containing 'verbose'. The 'Devices' window on the left shows a table of processes running on the AVD\_Nexus\_S emulator.

Name	Online	AVD_Nexus_S
system_process	372	8600
com.android.systemui	442	8601
android.process.acore	568	8602
com.android.inputmethod.latin	563	8603
com.android.phone	597	8604
android.process.media	630	8606
com.android.launcher	706	8608
com.android.exchange	724	8609
com.android.email	756	8610
com.android.providers.calendar	864	8612
com.android.deskclock	1056	8615
com.android.gallery	1124	8616
com.android.defcontainer	1160	8618
com.svox.pico	1176	8619
com.imtku.smap.mydaymobileapp	1206	8617
com.android.browser	1261	8605

# Capture Screenshot from Android Emulator

The screenshot shows the Android Studio IDE with the 'Show View' dialog box open. The 'Devices' view is highlighted in the list. The background shows the 'Devices' tab with a table of processes and the 'LogCat' tab with a search filter set to 'verbose'.

Name	Online	AVD_Nexus_S
system_process	372	8600
com.android.systemui	442	8601
android.process.acore	568	8602
com.android.inputmethod.latin	563	8603
com.android.phone	597	8604
android.process.media	630	8606
com.android.launcher	706	8608
com.android.exchange	724	8609
com.android.email	756	8610
com.android.providers.calendar	864	8612
com.android.deskclock	1056	8615
com.android.gallery	1124	8616
com.android.defcontainer	1160	8618
com.svox.pico	1176	8619
com.imtku.smap.mydaymobileapp	1206	8617
com.android.browser	1261	8605

LogCat Search:

# Device Screen Capture

The image shows a screenshot of an Android emulator window titled "emulator64-arm Window". The window displays a list of running processes for the device "AVD\_Nexus\_S [emulator-5554]". A red box highlights the camera icon in the top toolbar. The user profile page shows a photo of Min-Yuh Day and a list of categories: Vita, Education, Research, Publications, Teaching, and Professional Activities. The LogCat window at the bottom shows a search filter set to "All messages (no fi)".

Name	Online	AVD_Nexus_S
system_process	372	8600
com.android.systemui	442	8601
android.process.acore	568	8602
com.android.inputmethod.latin	563	8603
com.android.phone	597	8604
android.process.media	630	8606
com.android.launcher	706	8608
com.android.exchange	724	8609
com.android.email	756	8610
com.android.providers.calendar	864	8612
com.android.deskclock	1056	8615
com.android.gallery	1124	8616
com.android.defcontainer	1160	8618
com.svox.pico	1176	8619
com.imtku.smap.mydaymobileapp	1206	8617
com.android.browser	1261	8605

Basic Controls

Hardware Buttons

DPAD not enabled in AVD

Hardware Keyboard  
Use your physical keyboard to provide input

Filter items...

Vita

Education

Research

Publications

Teaching

Professional Activities

LogCat

Saved Filters +

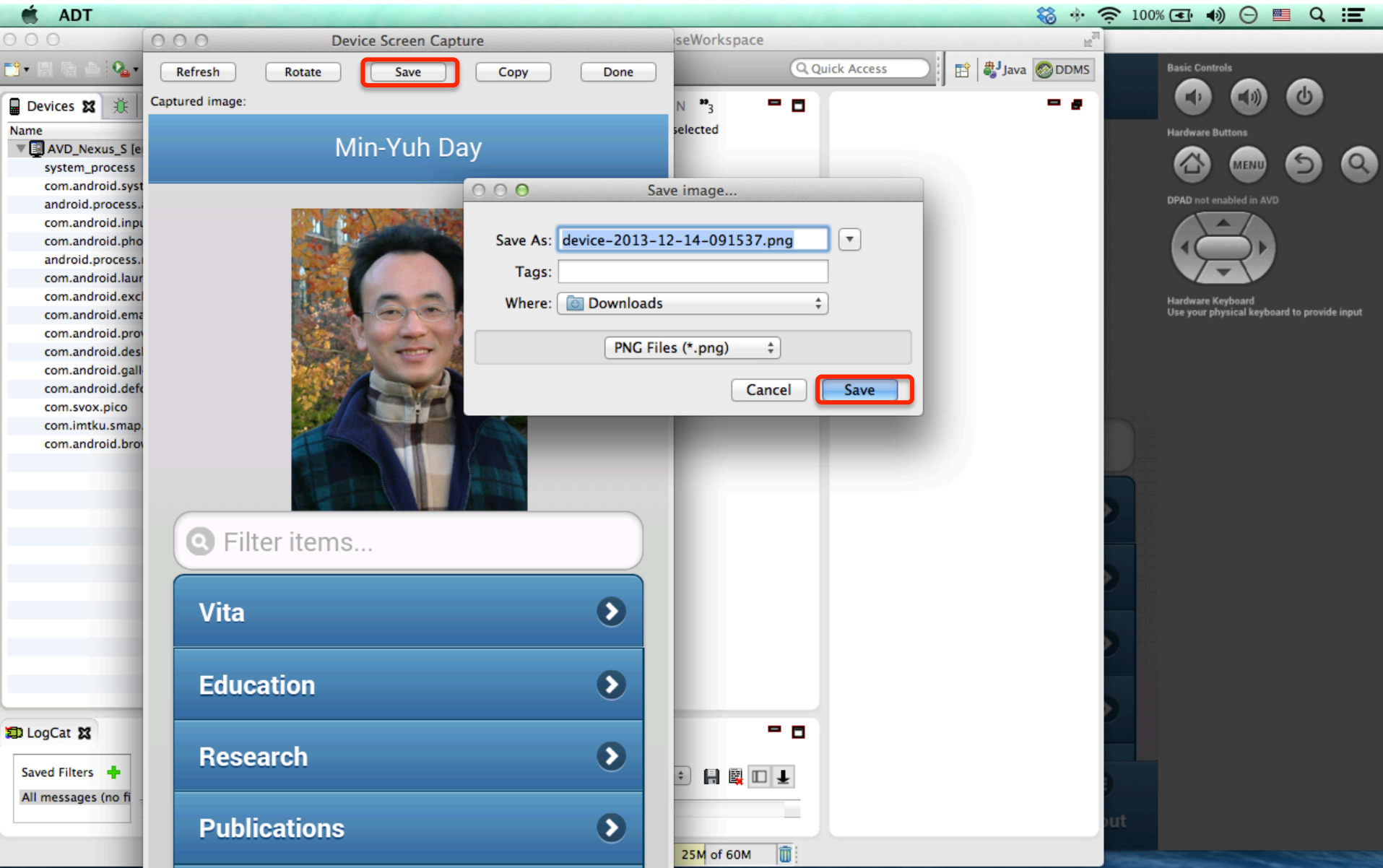
All messages (no fi

Search for messages. Accepts Java regexes. Prefix with pid:, app:, tag: ( verbose

# Device Screen Capture

The image shows an Android emulator window titled "emulator64-arm Window". A "Device Screen Capture" dialog is open, showing a captured image of a person named "Min-Yuh Day". The "Save" button in the dialog is highlighted with a red box. The emulator interface includes a "Devices" list on the left, a "LogCat" window at the bottom left, and a "Basic Controls" panel on the right. The device screen displays a profile page for "Min-Yuh Day" with a search bar and a list of categories: Vita, Education, Research, and Publications. The bottom navigation bar includes Home, Research, Teaching, and About.

# Device Screen Capture (screenshot.png)



# Update Screenshots on Google play Store Listing

The screenshot shows the Google Play Store listing management page for the app 'Myday Mobile'. The browser address bar shows the URL: [https://play.google.com/apps/publish/?dev\\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp](https://play.google.com/apps/publish/?dev_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp). The page title is 'Store Listing - Myday Mobile'. The main content area is titled 'STORE LISTING' and includes a 'Saved' button. Below this, there is a language selector for 'English (United States) - en-US' and an 'Add translations' button. The 'Screenshots' section provides instructions: 'Default - English (United States) - en-US', 'JPEG or 24-bit PNG (no alpha). Min length for any side: 320px. Max length for any side: 3840px.', and 'At least 2 screenshots are required overall. Max 8 screenshots per type. Drag to reorder or to move between types.' A note states: 'For your app to be showcased in the 'Designed for tablets' list in the Play Store, you need to upload at least one 7-inch and one 10-inch screenshot. If you previously uploaded screenshots, make sure to move them into the right area below. Learn how tablet screenshots will be displayed in the store listing.' The interface is divided into three sections: 'Phone', '7-inch tablet', and '10-inch tablet'. Each section displays a grid of five app screenshots. The 'Phone' section has a red-bordered box on the right with a plus sign and the text 'Add screenshot Drop image here.'. The '7-inch tablet' and '10-inch tablet' sections also have similar boxes on the right.

Store Listing - Myday Mobile

https://play.google.com/apps/publish/?dev\_acc=18117969802857634240#MarketListingPlace:p=com.imtku.smap.mydaymobileapp

STORE LISTING Saved

English (United States) - en-US Add translations

**Screenshots \***  
Default - English (United States) - en-US  
JPEG or 24-bit PNG (no alpha). Min length for any side: 320px. Max length for any side: 3840px.  
At least 2 screenshots are required overall. Max 8 screenshots per type. Drag to reorder or to move between types.

For your app to be showcased in the 'Designed for tablets' list in the Play Store, you need to upload at least one 7-inch and one 10-inch screenshot. If you previously uploaded screenshots, make sure to move them into the right area below. [Learn how tablet screenshots will be displayed in the store listing.](#)

**Phone**

**7-inch tablet**

**10-inch tablet**

+

Add screenshot

Drop image here.



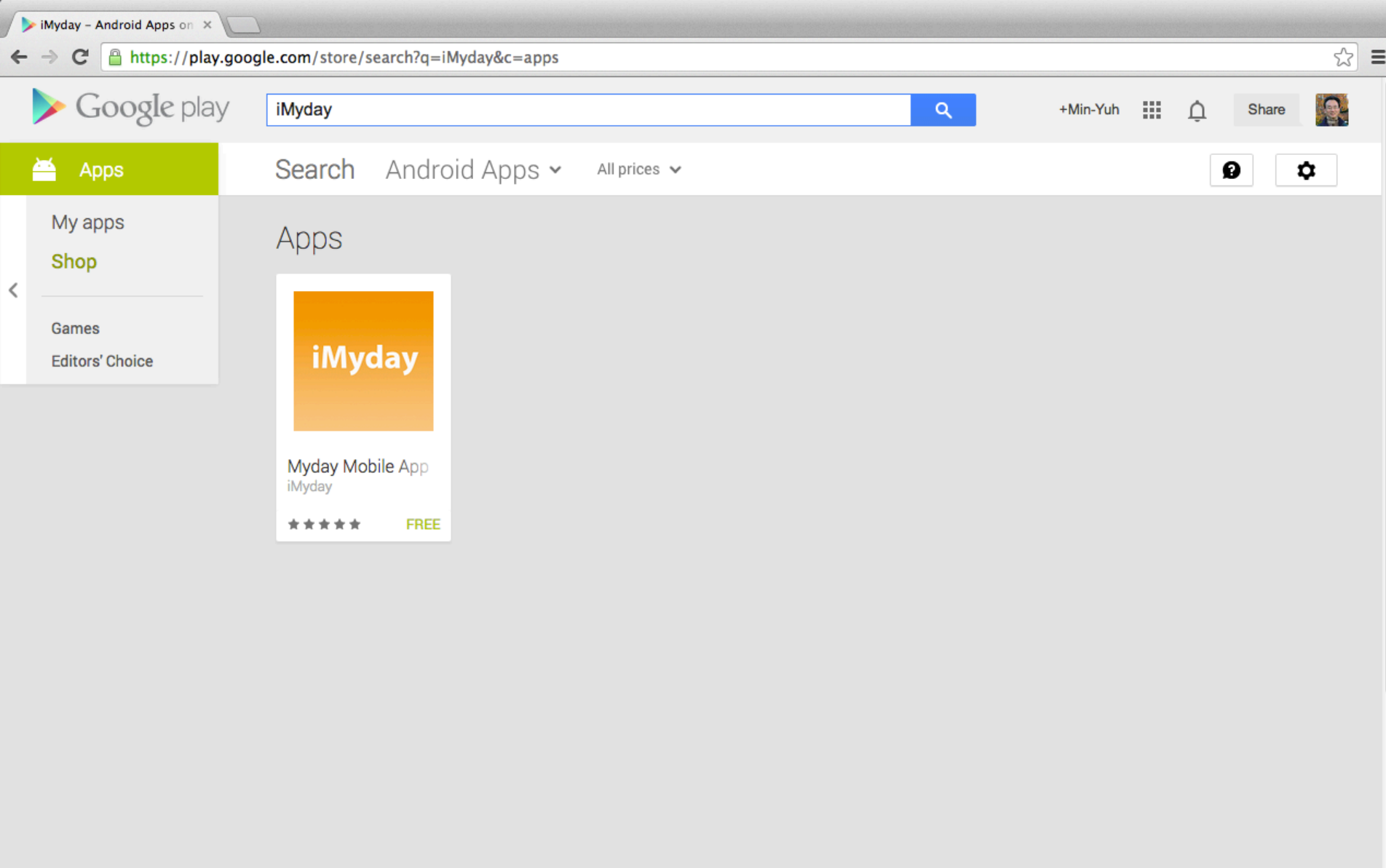
# Search Tamkang on Google play

The screenshot shows a web browser window with the URL <https://play.google.com/store/search?q=Tamkang&c=apps>. The search bar contains the text "Tamkang". The results are displayed in a grid of app cards. Each card includes an app icon, the app name, the developer, a star rating, and the price (all are "FREE").

App Name	Developer	Rating	Price
Tamkang University	realtouchapp (Real Tou)	★★★★★	FREE
TKU Bus Informatio	carhou331	★★★★★	FREE
淡江生活 淡江大學資訊處		★★★★★	FREE
TKU Wi-Fi	Sparks Lab	★★★★★	FREE
iMyday	iMyday	★★★★★	FREE
淡江公車通	skystar	★★★★★	FREE
平溪遊記	realtouchapp (Real Tou)	★★★★★	FREE
EUTW臺灣歐洲聯盟	United Cloud Apps	★★★★★	FREE
玩捷運	realtouchapp (Real Tou)	★★★★★	FREE
淡水遊	realtouchapp (Real Tou)	★★★★★	FREE

<https://play.google.com/store/search?q=Tamkang&c=apps>

# Search iMyday on Google play



The screenshot shows a web browser window with the Google Play Store search results for the app 'iMyday'. The browser's address bar shows the URL <https://play.google.com/store/search?q=iMyday&c=apps>. The search bar contains the text 'iMyday'. The search results display the app 'Myday Mobile App' by 'iMyday'. The app icon is an orange square with the text 'iMyday' in white. Below the icon, the text reads 'Myday Mobile App' and 'iMyday'. The app is rated with five stars and is marked as 'FREE'. The left sidebar shows navigation options: 'Apps', 'My apps', 'Shop', 'Games', and 'Editors' Choice'. The top right of the page shows the user's name '+Min-Yuh', a notification bell, a share button, and a profile picture.

<https://play.google.com/store/search?q=iMyday&c=apps>

# Myday Mobile App on Google play

The image shows the Google Play store page for the Myday Mobile App. The browser address bar displays the URL: <https://play.google.com/store/apps/details?id=com.imtku.smap.mydaymobileapp>. The app is titled "Myday Mobile App" by "iMyday", released on December 14, 2013, in the "Education" category. It features an "Install" button and an "Add to Wishlist" button. A warning message states: "You don't have any devices". The app has a 5-star rating and a "g+1" recommendation. Below the main page, a series of six mobile app interface screenshots are shown, displaying navigation menus and content lists for "Min-Yuh Day", "Myday Research Lab", "Myday Teaching", and "Myday Research".

Description

<https://play.google.com/store/apps/details?id=com.imtku.smap.mydaymobileapp>

# Google Play Badges

Google Play Badges | Android

developer.android.com/distribute/googleplay/promote/badges.html

## Google Play Badges

Google Play badges allow you to promote your app with official branding in your online ads, promotional materials, or anywhere else you want a link to your app.

In the form below, input your app's package name or publisher name, choose the badge style, click *Build my badge*, then paste the HTML into your web content.

If you're creating a promotional web page for your app, you should also use the [Device Art Generator](#), which quickly wraps your screenshots in real device artwork.



For guidelines when using the Google Play badge and other brand assets, see the [Brand Guidelines](#).



Language:

Package name:  [clear](#)

or

Publisher name:

[Build my badge](#)

Copy and paste this HTML into your web site:

```
<a href="https://play.google.com/store/apps/details?id=com.imtku.smap.mydaymobileapp">  
    
</a>
```

# Generate and Customize QR Code

The screenshot displays the QRHacker.com website interface. At the top, the browser address bar shows "www.qrhacker.com". The main header features the "MY QRHACKER" logo with a sign-up and login prompt, the "QRHACKER" logo with the tagline "Pimp Your QR Code", and social media sharing options for Facebook, Twitter, and Google+. The interface is divided into three main sections: "GENERATE", "CUSTOMIZE", and a central QR code display area.

**GENERATE Section:**

- Select input type:** Radio buttons for Text (NEW!), URL (NEW!), Phone number (NEW!), VCard / Contact details BETA, and WiFi Access ANDROID ONLY!
- Your URL:** A text input field with a placeholder "start with http://". Below it, a sample URL is shown: `https://play.google.com/store/apps/details?id=com.imtku.smap.mydaymobileapp`.
- Upgrade Prompt:** A button labeled "GET SMART QR!" with an "UPGRADE" link next to it.
- Generate Button:** A large blue button labeled "GENERATE".

**CUSTOMIZE Section:**

- QR style:** A "PIHEL ROUNDNESS" slider.
- Background:** Checkboxes for "Solid color" and "Photo".
- Foreground:** Checkboxes for "Solid color" (with a close icon) and "Photo".
- Additional Options:** "Edit pixel by pixel" and "Add my logo/photo".
- Tips:** A section with advice: "For the best result see the customization bar & always check your QR codes with multiple QR code readers before saving!".
- Public Gallery:** A checked checkbox labeled "Show my QR code in public gallery".
- Save QR Button:** A large blue button labeled "SAVE QR".

**Central QR Code Display:**

- A large QR code is shown in the center, featuring a custom logo for "iMyday" with the text "ANDROID APP ON Google play".
- Below the QR code, there is a "Customization maximum BETA!" label and a progress bar.

# Summary



- **Case Study on Social Media Apps Programming and Marketing in Google Play and App Store**
  - Business Model
  - Apps Development Life Cycle
  - Programming
  - Marketing



# References

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- Learn HTML5 and JavaScript for iOS: Web Standards-based Apps for iPhone, iPad, and iPod touch, Scott Preston, Apress, 2012
- PhoneGap
  - <http://phonegap.com/>
- PhoneGap Build
  - <https://build.phonegap.com/>
- jQuery Mobile
  - <http://jquerymobile.com/>
- Introduction to PhoneGap Build
  - <http://tv.adobe.com/watch/building-mobile-apps-with-phonegap-build/introduction-to-phonegap-build-building-your-first-app/>