

## Putting your Android App on the Google Play Store

First, an important disclaimer...

You are free to use images from the Internet for your apps, *provided that the author of the image has given permission for the image be used commercially*. Just because an image is on the Internet, does not mean that it can be used in an app that you will publish.

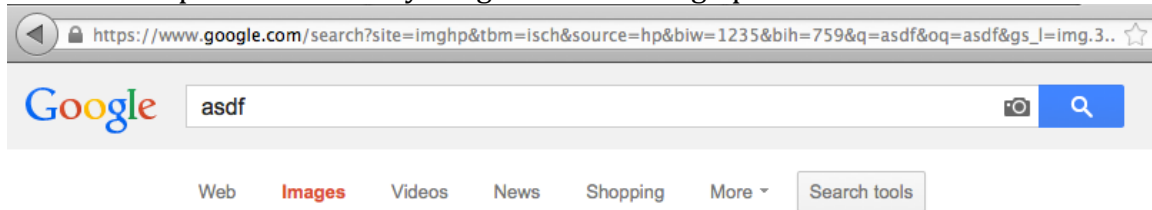
All of the images we have used thus far have been cleared for our use.

Fortunately there are a few great resources for obtaining images that are free to use in any way you want.

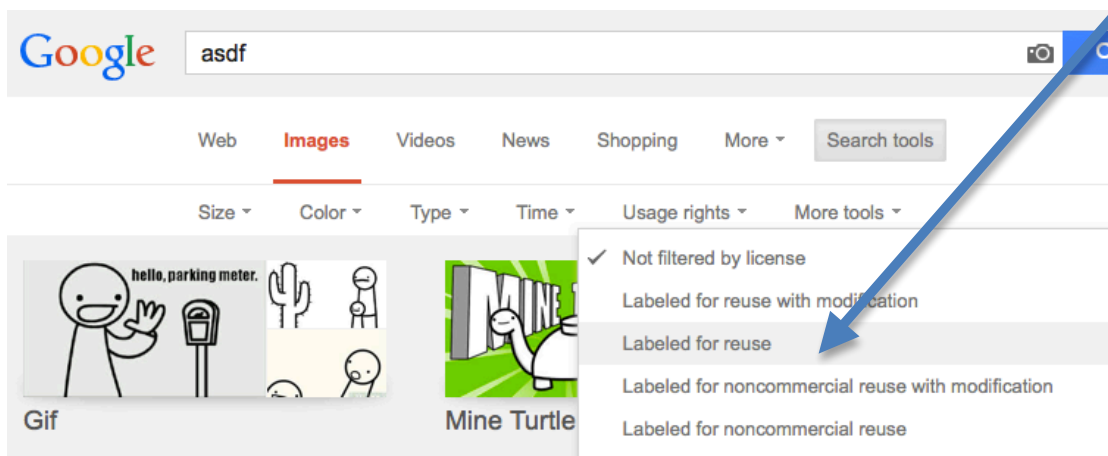
The first is <http://www.freeimages.com/>  
Anything on this website is free for you to use.

Secondly, you can do a google search as follows:  
Point your browser to <http://google.com/images>

And do a simple search for anything. It should bring up a result window like this.



Click on the “Search tools” box. Then select the “usage rights” option. Select “labeled for reuse”.



The results from this google search should now give you only images that are available for reuse.

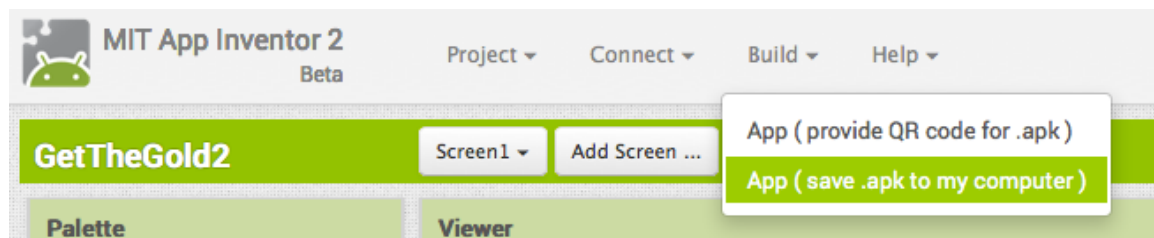
You'll need 3 things to put your app on the Google Play Store

1. An .apk file of your app
2. A 512x512 pixel .png image. This will be your "App Icon"
3. Two different "screen shot" images that must be at least 320 pixels

### Step 1. Generate your .apk file

An APK file is a bundled file that contains all of the code and images necessary to install your app on a phone. It will be generated for you by App Inventor, so it's a really easy step.

Once you have completed you app and are confident there are no bugs in it. Go to the App Inventor Page and select **Build -> App (save.apk to my computer)**.



This will start the process of generating your .apk file for your app. Note that it will likely be saved in your downloads directory.

### Step 2. App Icon

The Drake App Camp webpage has an icon that you can use. It is called CampLogoHiResIcon.png.

The icon needs to be 512x512 pixels and saved as a .png image.

*If you are taking this camp at Drake University Alternatively, you can create a unique app icon by following these instructions (optional):*

Open up Photoshop on the lab machines.

File->Open and open up an image you want to scale (or File->new to create a new one)

Image->ImageSize

Select 512 x 512 for the pixel dimensions (you may need to uncheck the box that says "constrain proportions")

File ->Save As. And save as a .png file

### Step 3. Screen Shots

Once again, The Drake App Camp webpage has images that you can use for the screen shot. The screen shot doesn't have to be accurate to be published on the Google Play store. The images are called HelloWorldScreenShot.png and HelloWorldScreenShot2.png and are available


<http://www.drake.edu/mathcs/studentresources/summerappcamp/summerappcamppart1/>

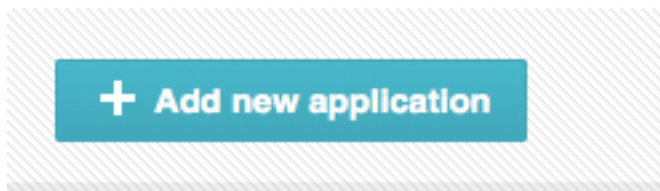
### Step 4. Adding a New Application

In a web browser Go to

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

sign in with your drake university gmail account (e.g. drakeuniversityX)

Click on 



Give your app a title. Then click on

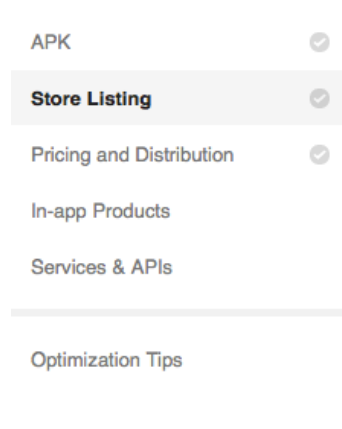


And then



Browse and upload your apk file you downloaded in step 1.

## Step 5. Store listing



Complete the required (noted by the blue astrik) regions of the Store Listing information.

For the website, enter

<http://www.drake.edu/mathcs/studentresources/summerappcamp/>

You DO NOT need to adjust the Content Details. Please leave

[timothyurness@gmail.com](mailto:timothyurness@gmail.com) as the email address, and leave the website blank.

Note that you do need to enter a

- Description

- Your Screen Shots (for Phone)

- High-res (512x512) App Icon

- A Category

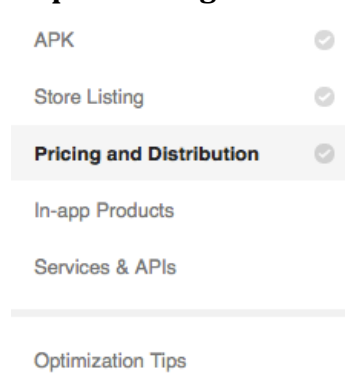
- Content Rating

- A Privacy Policy (or opt to not submit a privacy policy URL)

Save your values by pressing



## Step 6. Pricing and Distribution



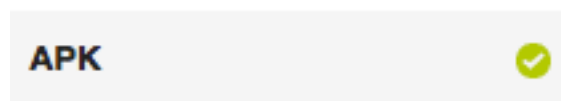
Click the “Pricing and Distribution” tab and select the countries you want the app to be published in (probably all).

Make sure you are comfortable with the **Android Content Guidelines** before checking the box.

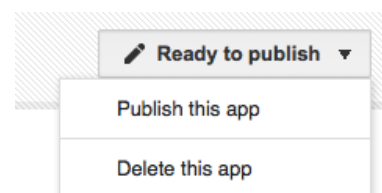
Also make sure you are comfortable with the **US Export Laws** and understand them before checking the box.

## Step 7. Publish!

After all of the check boxes are green



Click in the upper-right corner the button that says “Ready to publish”



Click it and publish the app.

Congratulations!!! Your app is now officially published. It will take roughly 3 or 4 hours for the Google servers to be updated with your app. After that time, however, your app will be visible on the Google play store.