My Map Ready to Go Documentation 29 May 2021



Instruction:1

Import the project into your Android studio.

To import the code into your Android studio do the following steps:

i)Unzip the Project File

ii) Open Android Studio exe

iii)Click on Open an Existing Project on Android Studio

iv)Select our Android Project

[In Android Studio Opening dialog, when you choose the option "Open an Existing Project" ,You have to put the path of project root path. Then Select our project file ... See Examples]

Examples

Step 3

project

Then

step1 Unzip the Project file

Step 2



Instruction 2:

Changing the basics of project like app name, package name, icon, color, ui designs as you preferences...

=>You can use ours also but you have to change package name must for creating your own network....

- ⇒You can change the app_name and icon from manifest file…if you want to change colors and ui designs, just go to XML files and change these…
- ⇒import your designs at drawable folder and set these designs from xml
- File...Our Designs are open source...You can also use these.

Samplaes

Step 1

Go to

manifests file

Import your icon in drawable folder and set your app icon here



You can set your App name here



This is our Drawable Folder. You can copy your image and just paste it here in Drawable Folder. The image will be imported Automatically. Then Go to xml files and you can set your Designs there. Icons are also imported here in Drawable File

You can Replace our photo with your selected photo with the same name. EX: Our landing page's image name is bg.jpg... You can copy your photo And paste it into drawable folder then delete our bg.jpg picture and rename your photo as bg.jpg ...Your app's landing image will be changed and set with your picture...take a look on our drawable folder... MyApplication [F:\AndroidStudioProjects\MyApplication] - ...\ap

In this example, we will change package

name com.androidride.myapplication" to "com.xyz.yourapplication".

Step 1: Open Android Studio project, Select package name or Java, Click the gear icon.

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Resize



The package is broken down.

Step 3 : Right Click on AndroidRide, **Refactor -> Rename** . You can also use **Shift + F6**.

Android - Android -	* New	>	<u>R</u> ename	Shift+F6
Y Mann	Link C++ Project with Gradle		Change Signature	Ctrl+F6 =
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public class MainActivity extends AppCompatActivity { droidride myapplication Coverride C MainActi protected woid onCreate (Bundle savedInstanceState) 🖲 Warning X androidTest) test) Multiple directories correspond to package Java com.androidride: Step 4 : Click on Rename package F:\AndroidCtudiorrojects\MyApplication\app\src\main\ava\com\androidride F:\AndroidStudioProjects\MyApplication\app\src\androidTest\java\com\androidride F:\AndroidStudioProjects\MyApplication\app\src\test'java\com\androidride lle (Module apper.proper also generated: . . . -rules.pro (Pr Rename package Rename directory Cancel operties (Pro radle (Project Setting erties (SDK Location) X Rename Rename X Rename package 'com.androidride' and its usages to: Rename package 'com.androidride' and its usages to: androidride xyz Search in comments and strings Search for text occurrences Search in comments and strings Search for text occurrences Cancel Refactor Preview Cancel Step 5 : Clear AndroidRide and put new Name in it. Here "xyz"

Step 6: If This dialog will come, click on do Refactor otherwise not need

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Bui	**	(==)		ExampleInstrumentedTest.java 1 usage package com.androidride.myapplication;
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*	>>	>>	Do Refactor	Cancel
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> manifests > mjava	Unk C++ Project with Gradie	Ctrl+X Ctrl+C	Change Signature* Type Migration Make Static Convert To Instance Meth	Ctrl+F6 Ctrl+Shift+F6	
 Dil com Dil xyz Dil myapplication 	Copy Path Copy Reference	Ctrl+Shift+C Ctrl+Alt+Shift+C Ctrl+V	Move Copy	F6 F5	
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	Beformat Code Optimize Imports	Ctrl+Alt+L Ctrl+Alt+O	Replace Inheritance with Delegation Remove Middleman		

 Warning
 X

 Multiple directories correspond to package com.xyz.myapplication:
 F:\AndroidStudioProjects\MyApplication\app\src\main\java\com\xyz\myapplication

 F:\AndroidStudioProjects\MyApplication\app\src\test\java\com\xyz\myapplication
 F:\AndroidStudioProjects\MyApplication\app\src\test\java\com\xyz\myapplication

 also generated:
 Rename package Rename directory
 Cancel

strings, non-code files and generated code

Step:7

•Repeat the same process.

•Right click on **myapplication**,Refactor -> Rename and Rename package.

Step 8: Change myapplication to yourapplication

🕐 Rename			×	😨 Rename	×
Rename pack	age 'com <i>x</i> yz.myapplic m	ation' and its usa	ages to:	Rename package 'com.xyz.myap	plication' and its usages to:
Search in comments and strings Search for text occurrences				Search in commen s and stri	ngs 🔲 Search for text occurrences
0	Refactor	Preview	Cancel	Refactor	Preview Cancel







Step 10: After changing the package name, open **build.gradle(module)** and change **Application Id**



change

applicationid "com.androidride.myapplication" to "com.xyz.yourapplication".

-After changing applicationid, click on **sync now**.

Congrats. Package name successfully changed.

Instruction 3:

This project is completely built for Use. If you want to create Your own Network, Just you have create an account on <u>https://console.firebase.google.com/</u> <u>Click Here</u> and then

- create a project in It, Then, setup your android app inside that project ...For setup:
- ⇒After Opening the project and Click on add app Android icon option then give your package name and download the config file from firebase . Following firebase instructions delete our existing config file from the project and in that position paste your downloaded config file. That's it. You can find the location of our config file from the firebase's instruction . After Clicking Continue to console your network is Created Successfully....
- ⇒For Push Notifications System go to Firebase's Project overview->Project Settings ->Cloud Messaging->copy the server key token and then go to our project file->java ->package name file->Notifications>APIService.java file
 - ->"Authorization : key = 'paste the token here'" ...Your push

Notification Service is Build Completely...That's it. Network is Setup with Push Notifications

Samples

You can login to firebase account with your email id Then, Create a Project here

Firebase is **Completely Free and** Fast Server





Change android to Project Here

Delete our googleservices.json file from here And paste your new

Copied services.json file

here

At the same position

Be Careful It is most Important part

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Then Click Continue the Console Your Network Setup Finished completely



For Push notifications go to Project Settings from Project Overview



Then You have to create a database just click here

Then Click on Create Database

Then Enable it Your Database will be created automatically

...











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George MyFirebaseMessagingService	59 private var <u>lng1</u> : Double = 0.toDouble()	
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CreoNotification	61 private lateinit var <u>ll</u> : LatLng	
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Make sure you are login in Android studio with the same email id That you used in firebase console to make the project Here we use Google Apis For searching, Navigating, Finding Places Around The World as well as Nearby places We use 2 Apis... Places API and Maps SDK for Android Api... You have to Sign in <u>Google Cloud Platform</u> and Enable these 2 Apis

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Select an API to view details in Marketplace

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OAuth 2.0 Client IDs

Copy maps sdk api key and paste it here





Instruction 5

 Build your Project to get your app's APK file...The process is : Build->Build Bundle(s)/APK(s)->Build APK(s)

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	MessageChatActivity	Dro	p filoc poro to opop				
	😪 MainActivity						

Instruction 6

- Deploy The APK File in the play store/Any where you want.
- You can also Distribute the APK File with any Link

That's it . These are the only steps you need to Follow . You can also get the apk file from Projectfile_Location\mainfile\app\build\outputs\apk\debug Our APK APP So if Anyone don't want to build APKs They will Directly use our Released APK File from Here

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	🔎 app-debug.apk	12/4/2020 7:52 AM	APK File	12,380 KB
	output-metadata.json	12/4/2020 7:52 AM	JSON File	1 KB

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