

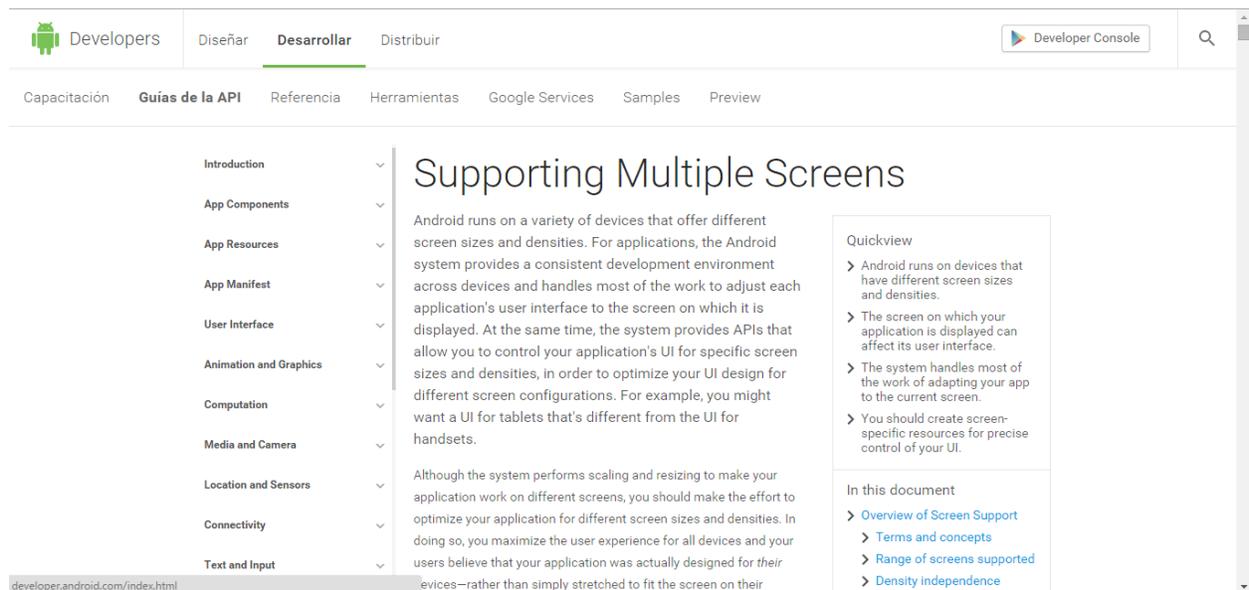
Documentation About App

Thank you for purchasing our app. If you have any questions that are beyond the scope of this help file, please feel free to email via my user page contact form here : [Elvee Infotech](#) .

Change Package Name Video Link

<https://www.youtube.com/watch?v=uVPTmjuLGb0>

1) Reskin and Installation Instruction Video



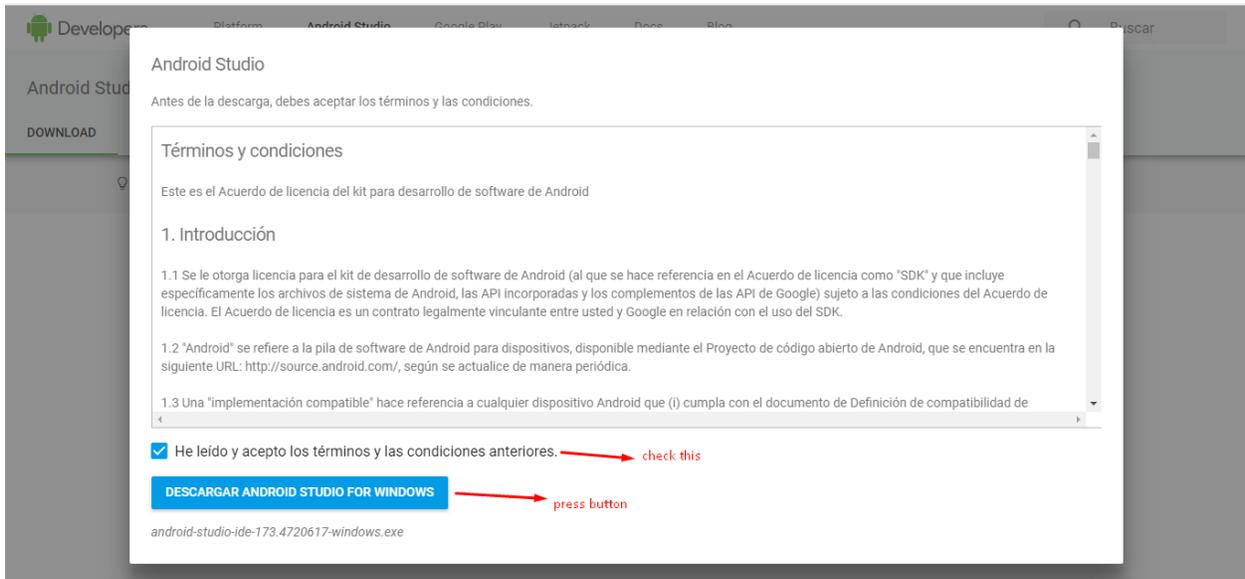
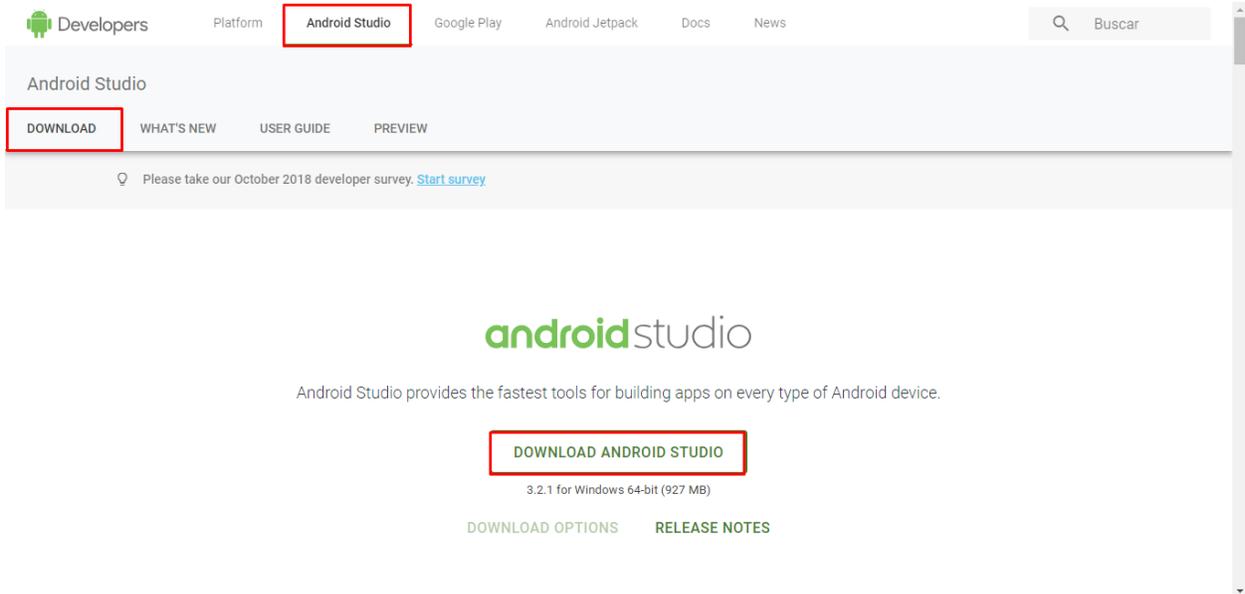
The screenshot shows the Android Developers website. The top navigation bar includes the Android logo, 'Developers', and tabs for 'Diseñar', 'Desarrollar', and 'Distribuir'. Below this is a secondary navigation bar with links for 'Capacitación', 'Guías de la API', 'Referencia', 'Herramientas', 'Google Services', 'Samples', and 'Preview'. The main content area is titled 'Supporting Multiple Screens' and includes a table of contents on the left, a main text block, and a 'Quickview' section on the right. The 'Quickview' section lists key points: Android runs on devices with different screen sizes and densities; the system handles most of the work of adapting the app to the current screen; and users should create screen-specific resources for precise control of the UI. The 'In this document' section lists links for 'Overview of Screen Support', 'Terms and concepts', 'Range of screens supported', and 'Density independence'.

<https://drive.google.com/open?id=12xzt7sWCz-jnEGNGr4bhcoJWkqOcAgWB>

App Setup :

1) Download and Install Android Studio

Link - <https://developer.android.com/studio/>





Android Studio

Version 3.2.1

☀ Start a new Android Studio project

📁 Open an existing Android Studio project

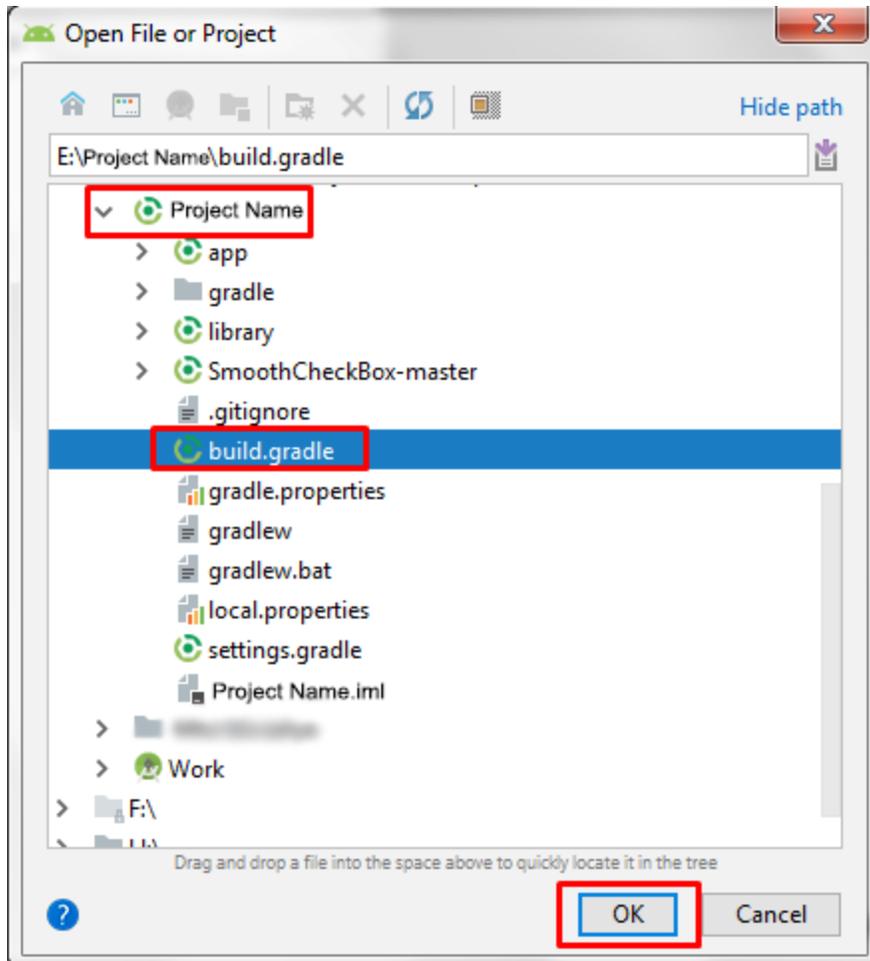
↓ Check out project from Version Control ▾

📄 Profile or debug APK

📁 Import project (Gradle, Eclipse ADT, etc.)

📄 Import an Android code sample

⚙ Configure ▾ 📖 Get Help ▾



2) Import Project

Process - Main.zip you download, you will see some file and folder. You can find project in “Code” Folder.

When your Android Studio ready you can open it

- i) select “Open an existing Android Studio Project”.
- ii) Browse location Project and press “OK” button.
- iii) Wait for few minutes until all process import has finished.

3) Change Package Name

You can change the package name by following these steps. Click link to view steps

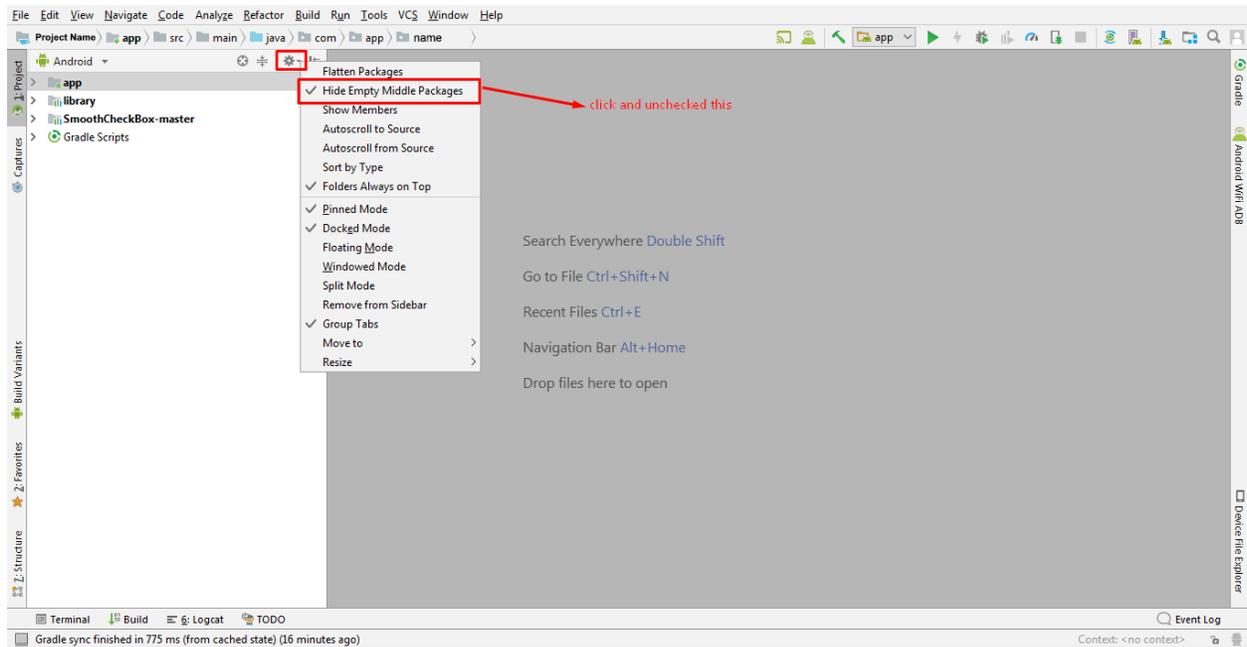
Video URL

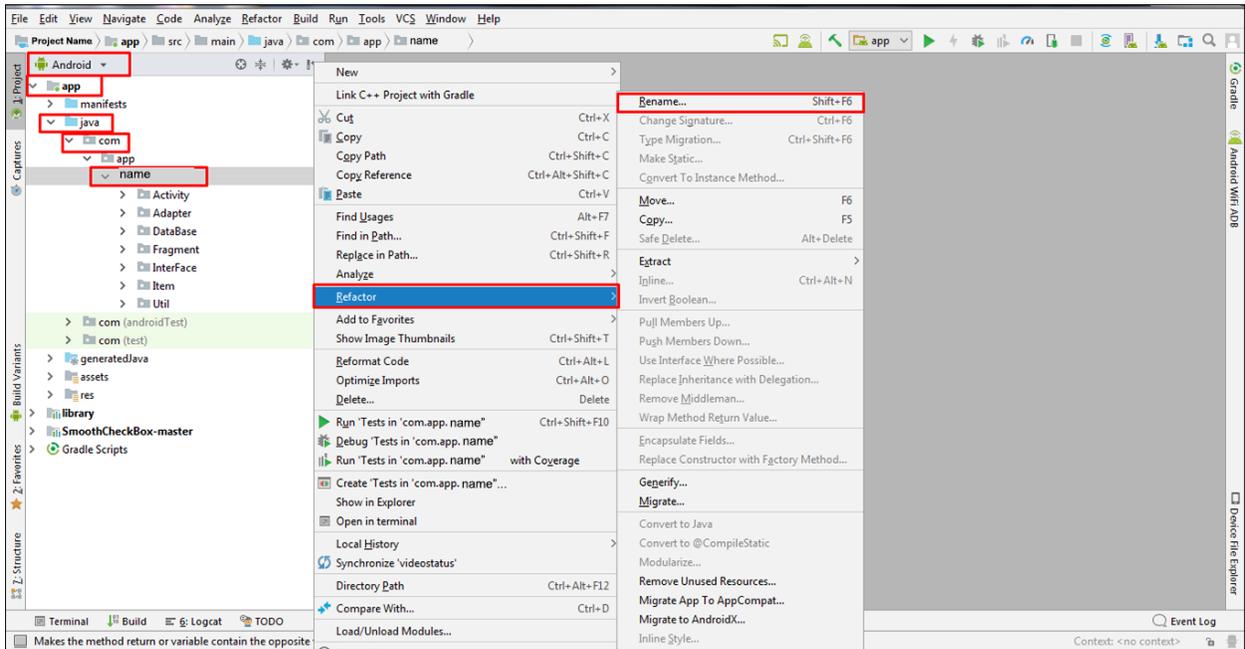
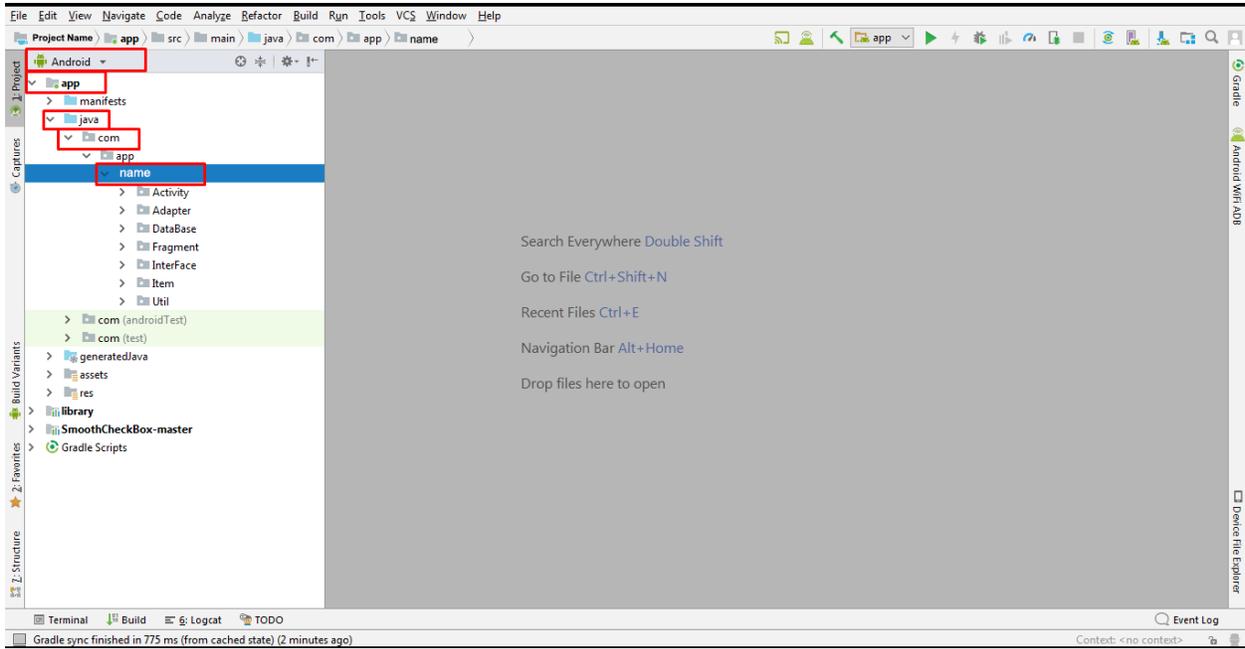
<https://www.youtube.com/watch?v=uVPTmjuLGb0>

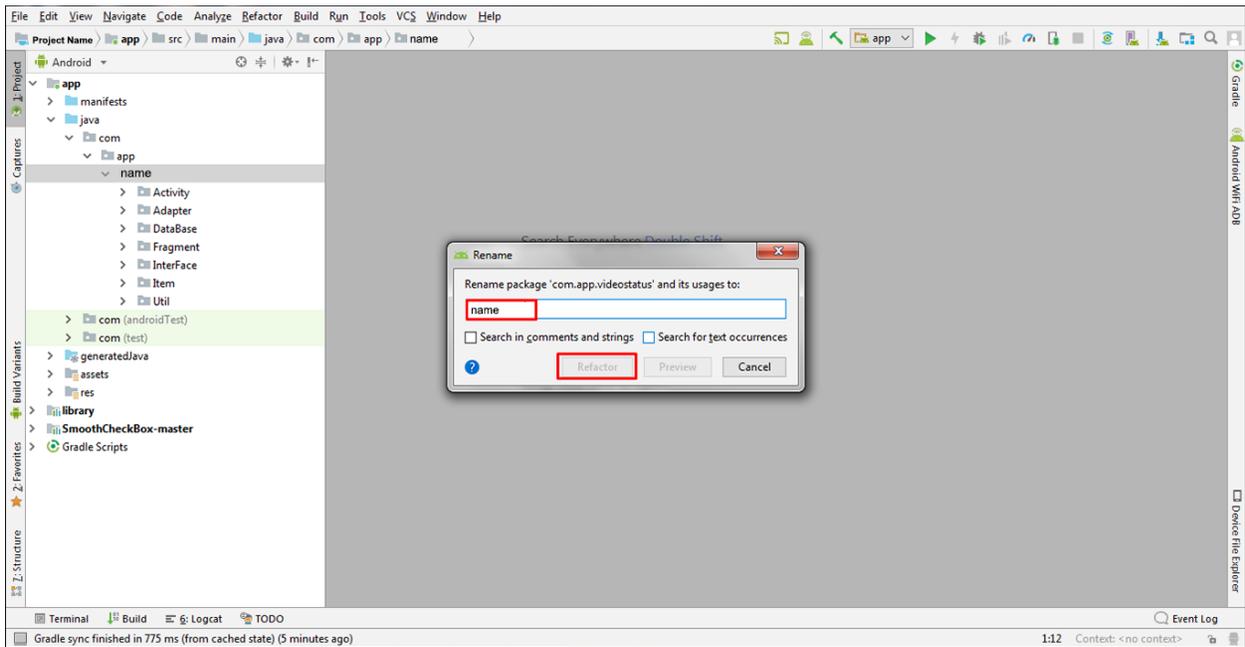
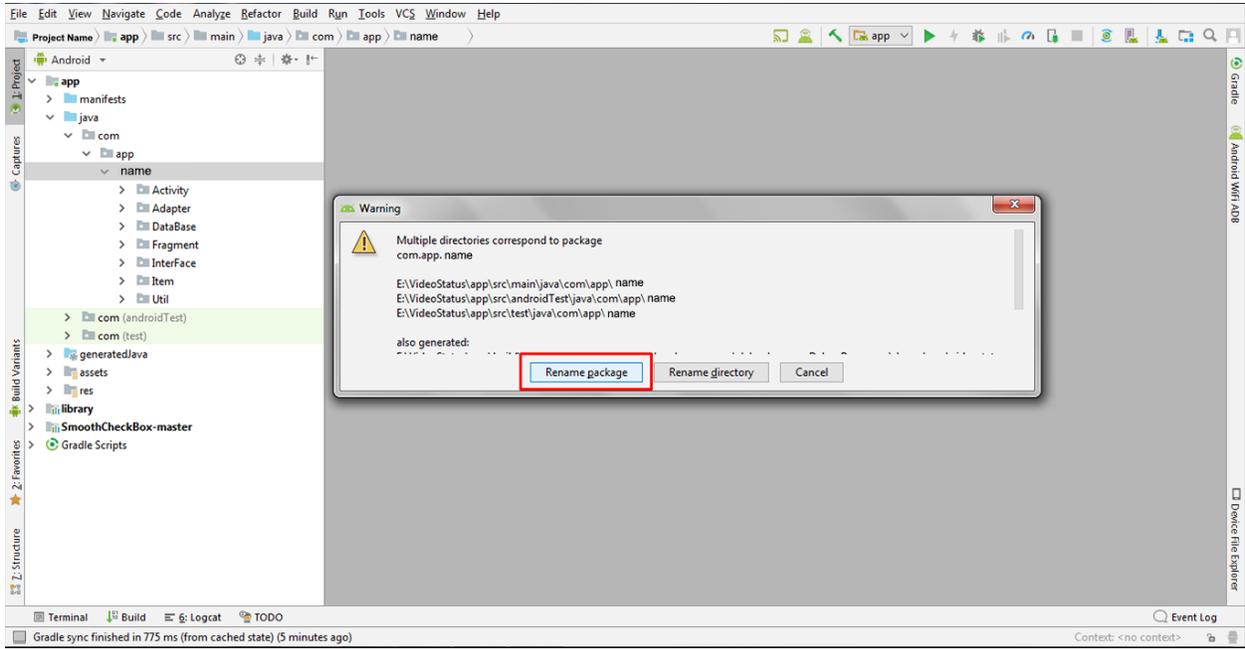
or

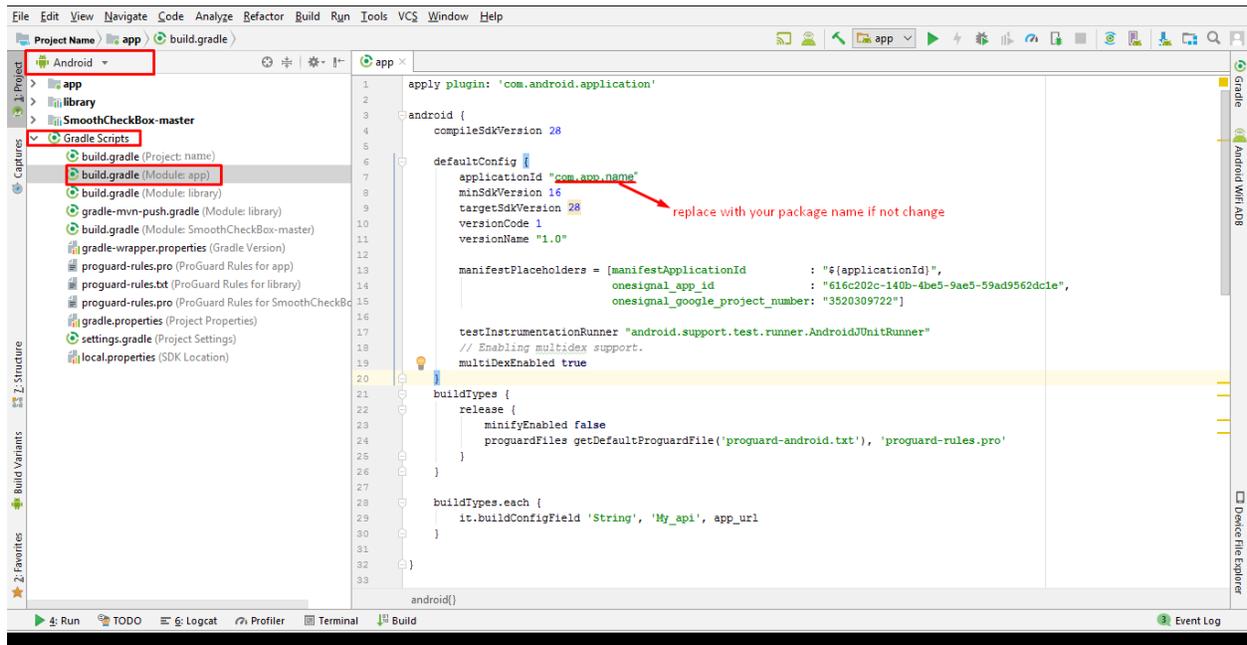
<https://stackoverflow.com/a/29092698>

Note :- You Package Name Should be unique and different.









4) Admob Ad Setup

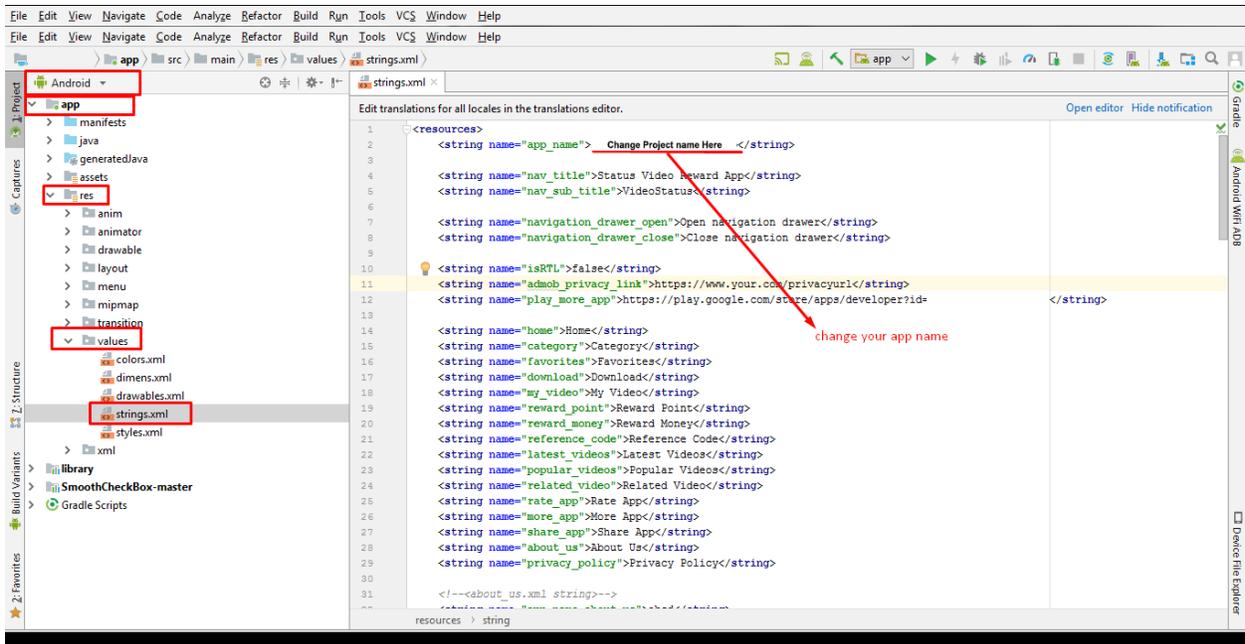
- Login to your AdMob account, create an app and generate your ad unit id
- Open project in Android Studio
- The go to find "AdAdmob.java" in main package
- Now Open that "AdAdmob.java"
- In this file you can find below code
- Where you show red colour code ID which you have to replace with your real Id before publishing on Google Play Store

String BannerAdID = "/6499/example/banner", FullscreenAdID = "/6499/example/interstitial";

```
1 package com.demo.example.code;
2
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4 import androidx.appcompat.app.AppCompatActivity;
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27 public class AdAdmob {
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29     String BannerAdId = "/499/example/banner", FullscreenAdId = "/499/example/interstitial";
30
31     ProgressDialog ProgressDialog;
32
33     public AdAdmob(Activity activity) {
34
35         MobileAds.initialize(activity, new @InitializationCompleteListener() {
36             @Override
37             public void onInitializationComplete(InitializationStatus initializationStatus) {
38
39             });
40
41     }
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47     public void BannerAd(Final RelativeLayout Ad_Layout, Activity activity) {
48
49         AdView mAdView = new AdView(activity);
50         mAdView.setAdSize(AdSize.BANNER);
51         mAdView.setAdUnitId(BannerAdId);
52         AdRequest adore = new AdRequest.Builder().build();
53         mAdView.loadAd(adore);
54         Ad_Layout.addView(mAdView);
55
56         mAdView.setAdListener(new AdListener() {
57             @Override
58             public void onAdLoaded() {
59                 Ad_Layout.setVisibility(View.VISIBLE);
60                 super.onAdLoaded();
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62         }
63     }
64 }
```

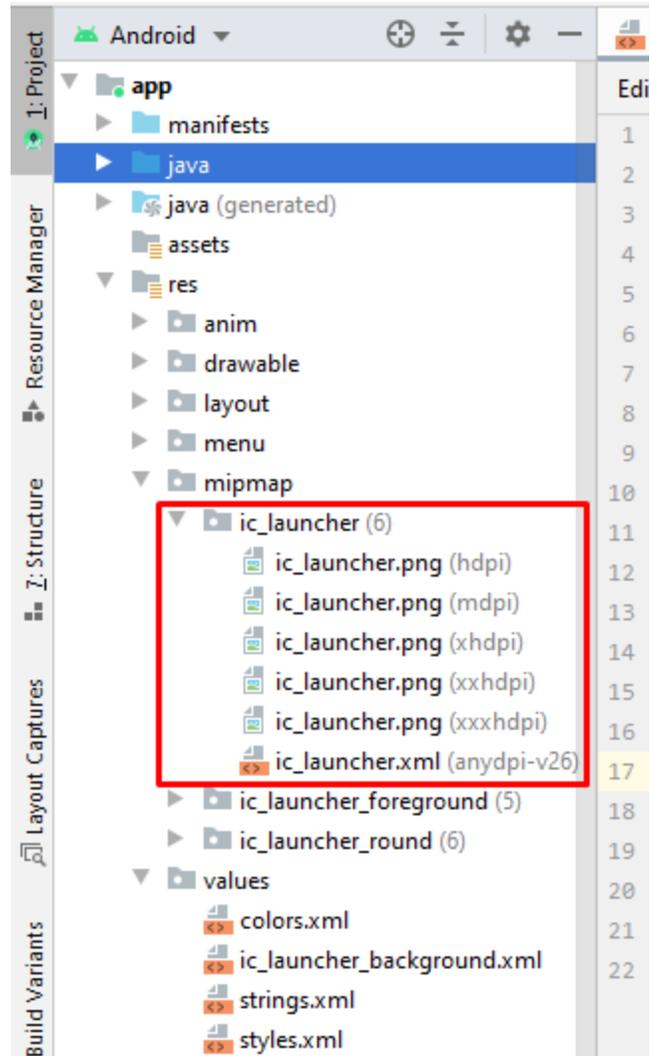
5) Change App Name and other string resources for language :

- i) res/value/string.xml Locate this
- ii) You can change App Name and other string resources from this file
<string name="app_name">All in one status saver</string>



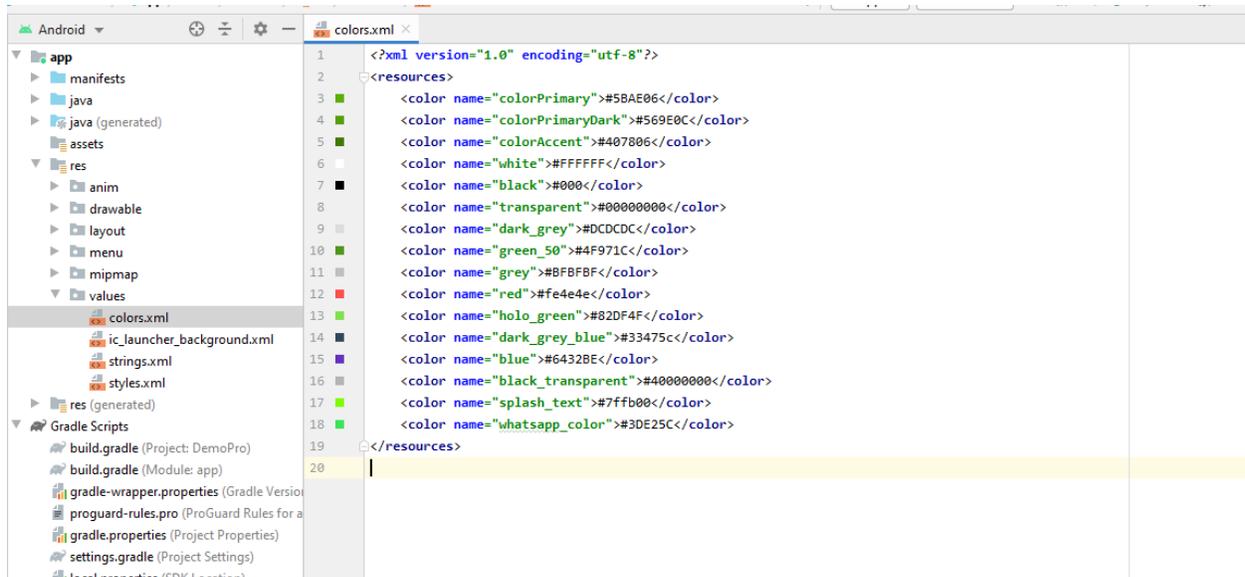
6) Change App Logo : Please refer screenshot-1.1

i) Go to the res folder in app Launcher icon from mipmap or drawable folder.



- **Change App Color**

i) For Changes of app color, you can see on the res/values/colors.xml



7) Generate Signed APK

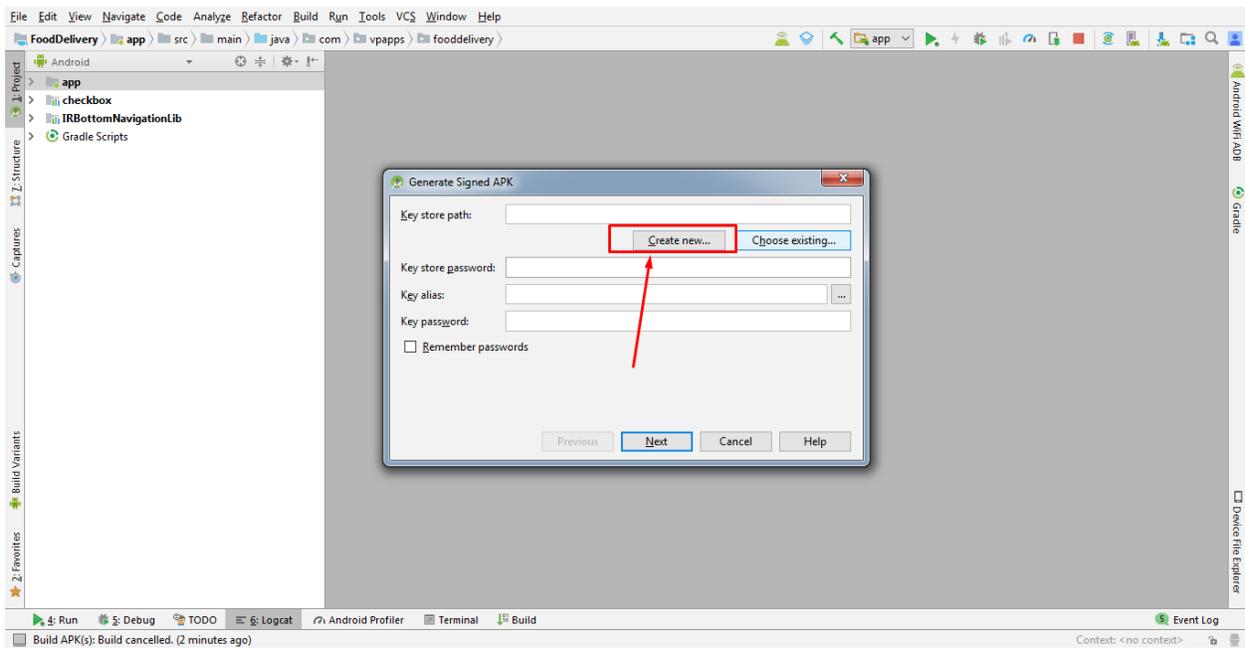
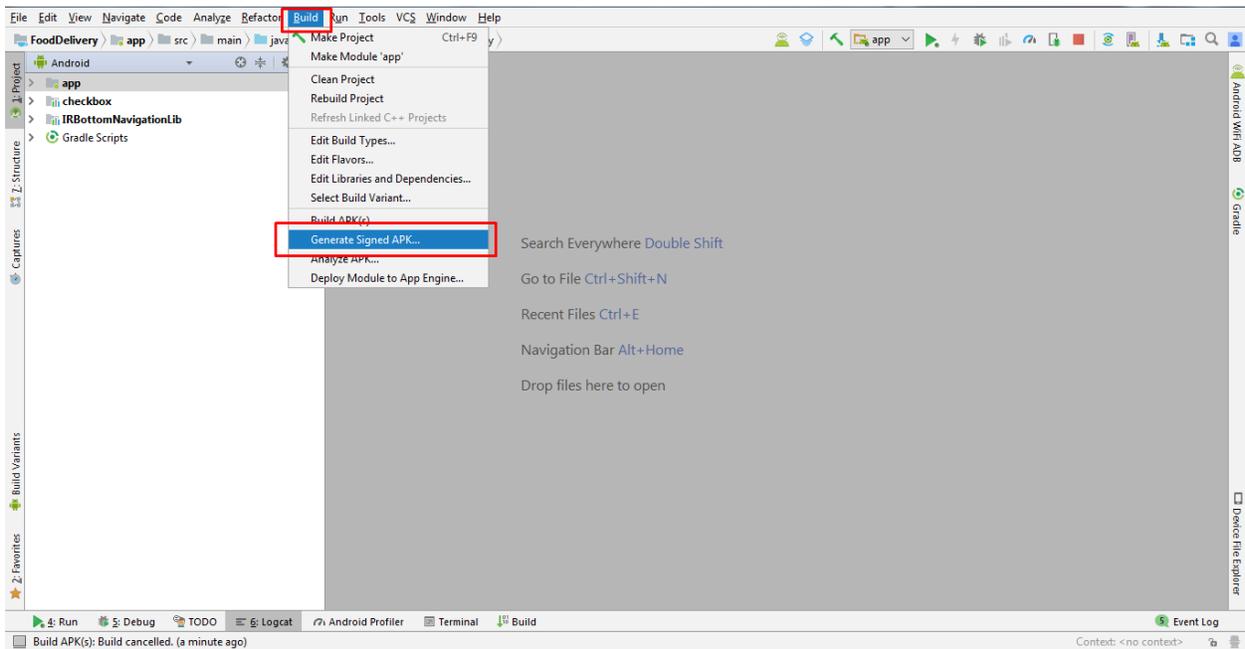
To sign your app in release mode in Android Studio, follow these steps :

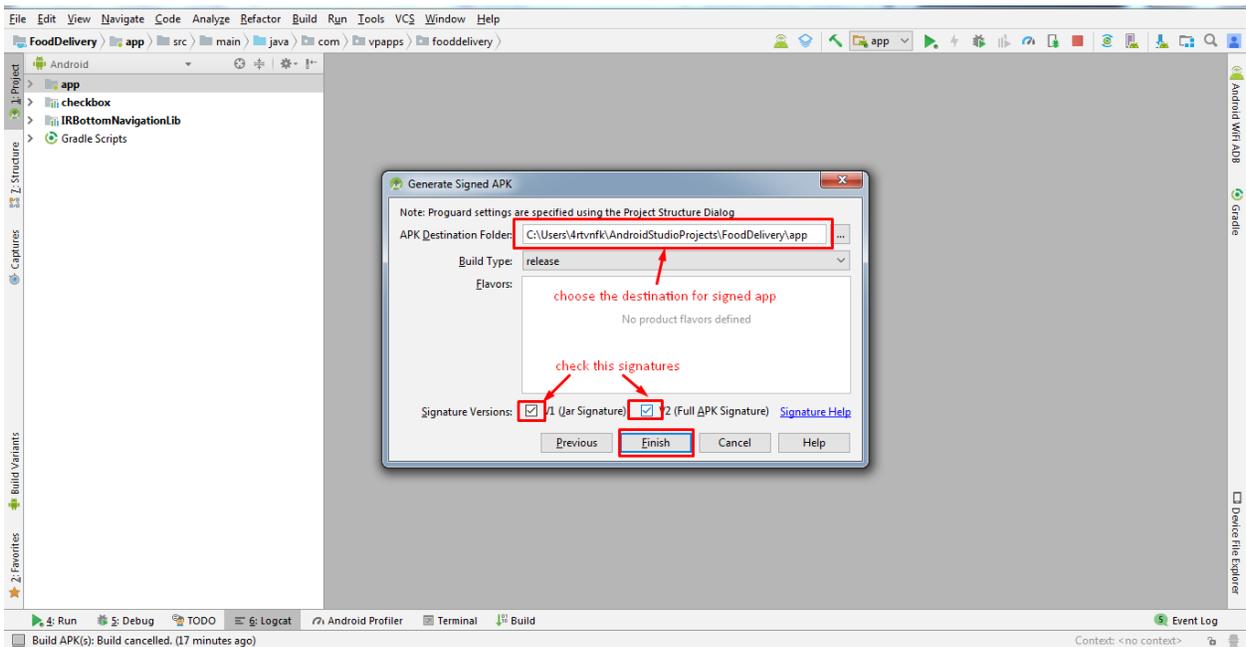
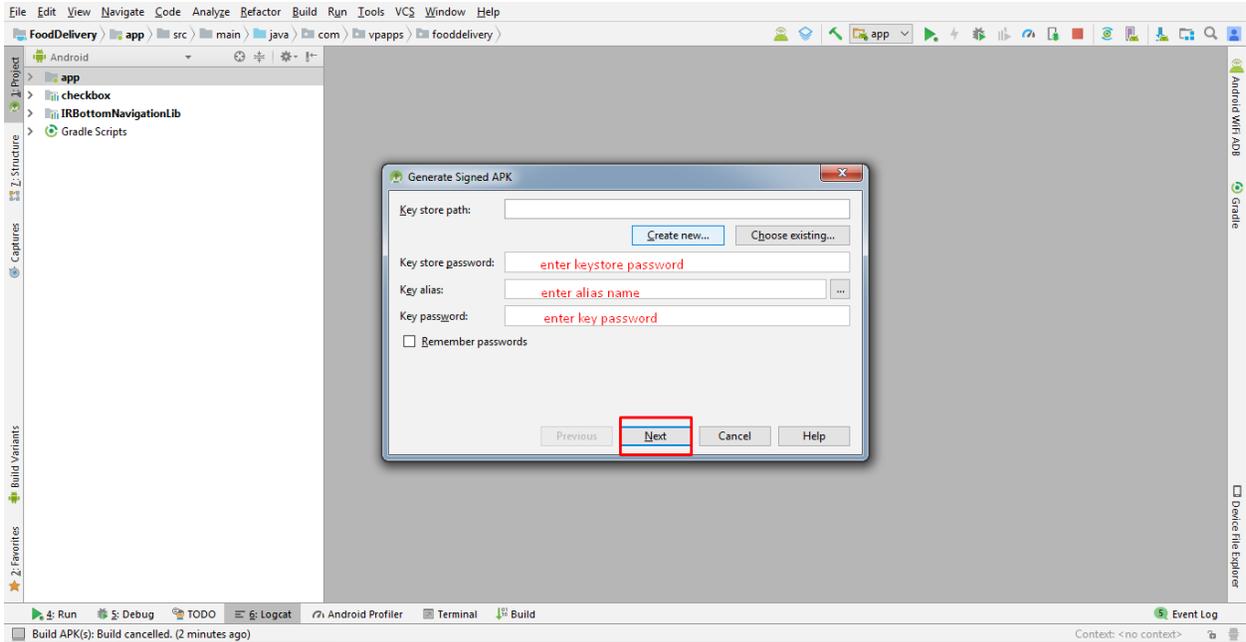
- i) On the menu bar, click Build → Generate Signed Bundle / APK → APK
- ii) If you already have a keystore, go to step v.
- iii) On the Generate Signed APK Wizard window, click Create new to create a new keystore.
- iv) On the New Key Store window, provide the required information, your key should be valid for at least 25 years, so you can sign app updates with the same key through the lifespan of your app.
- v) On the Generate Signed APK Wizard window, select a keystore, a private key, and enter the passwords for both. Then click Next
- vi) On the next window, select a destination for the signed APK and Signature Versions.
- vii) Select Signature Version : V1 (Jar Signature)
- viii) click Finish and the signed apk will generated

If you like our app, we will highly appreciate if you can provide us a rating of 5.

Once again, thank you so much for purchasing this app. As I said at the beginning, I'd be glad to help you if you have any questions relating to this app. No guarantees, but I'll do my best to assist. please feel free to email via our user page contact form or email support on :

elveinfotech@gmail.com

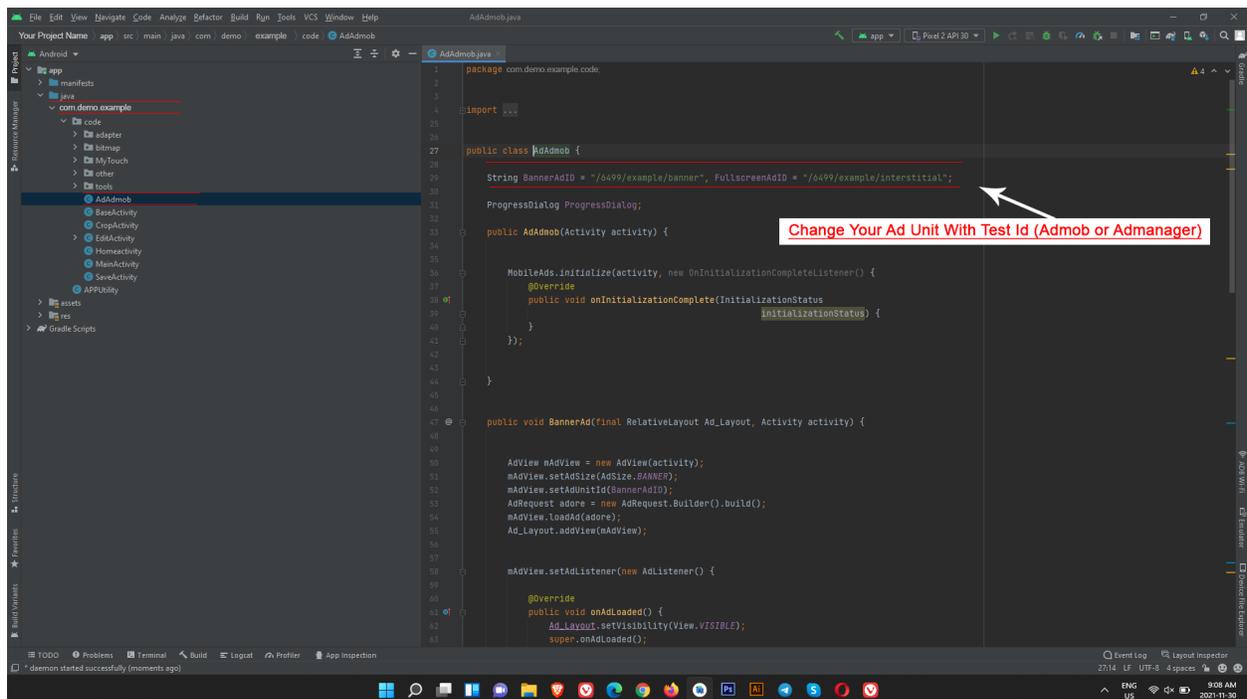




Change Ad Units:-

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Change Your Ad Unit With Test Id (Admob or Admanager)