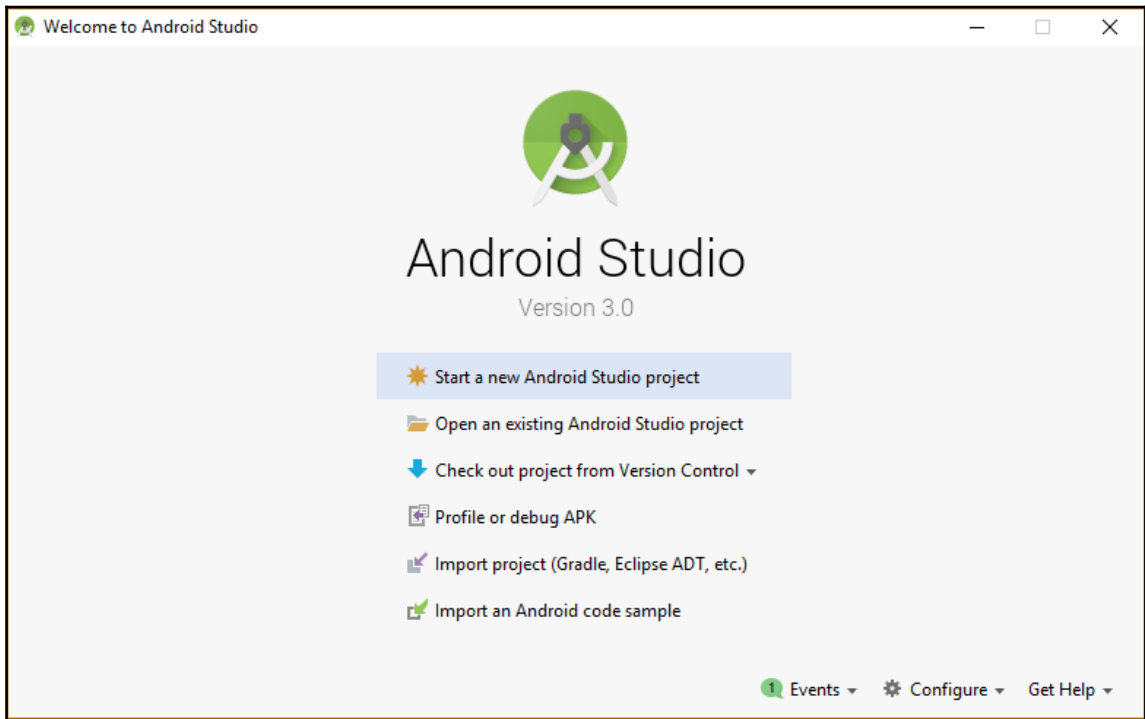
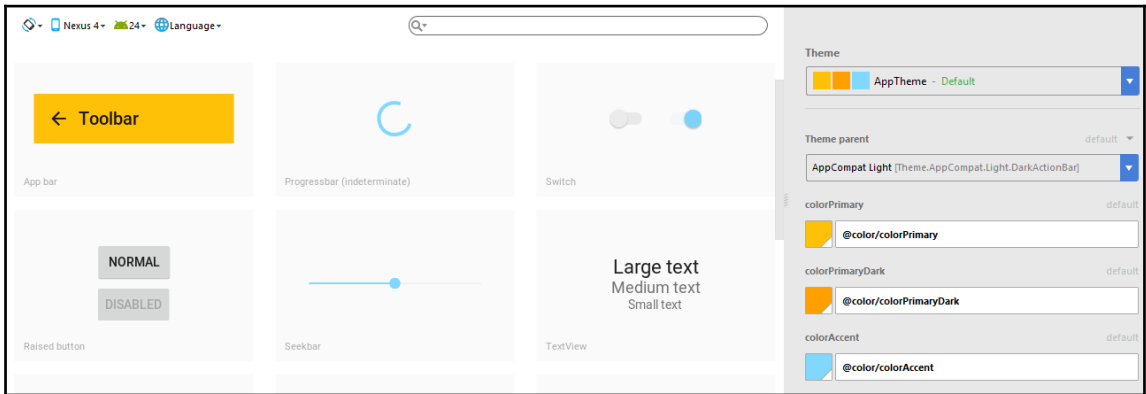
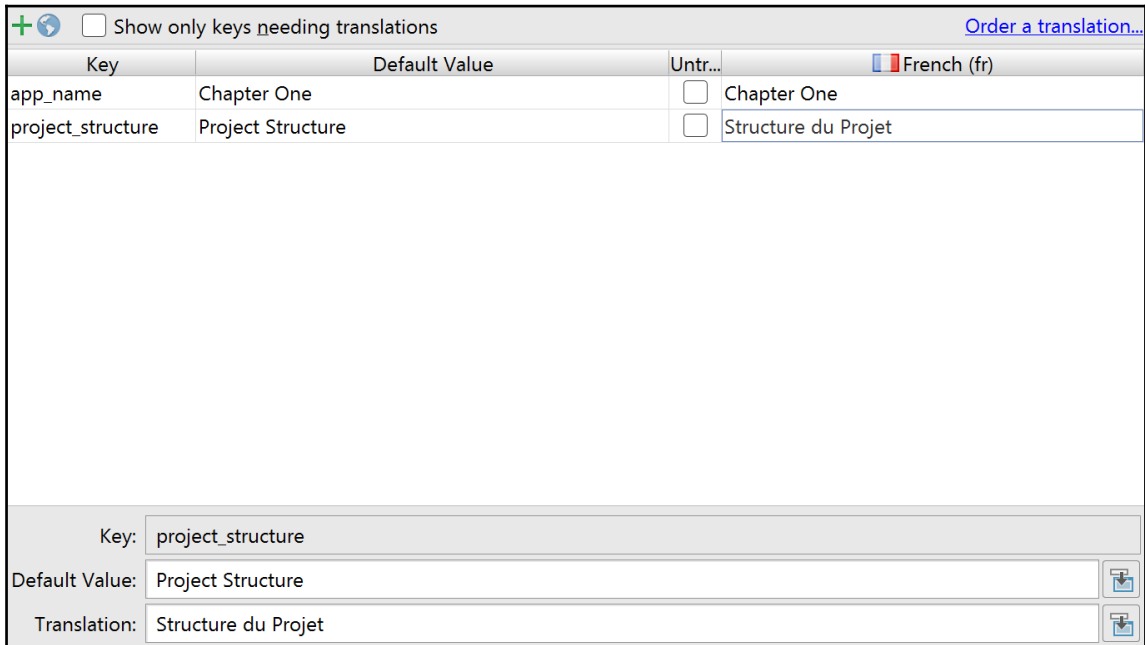
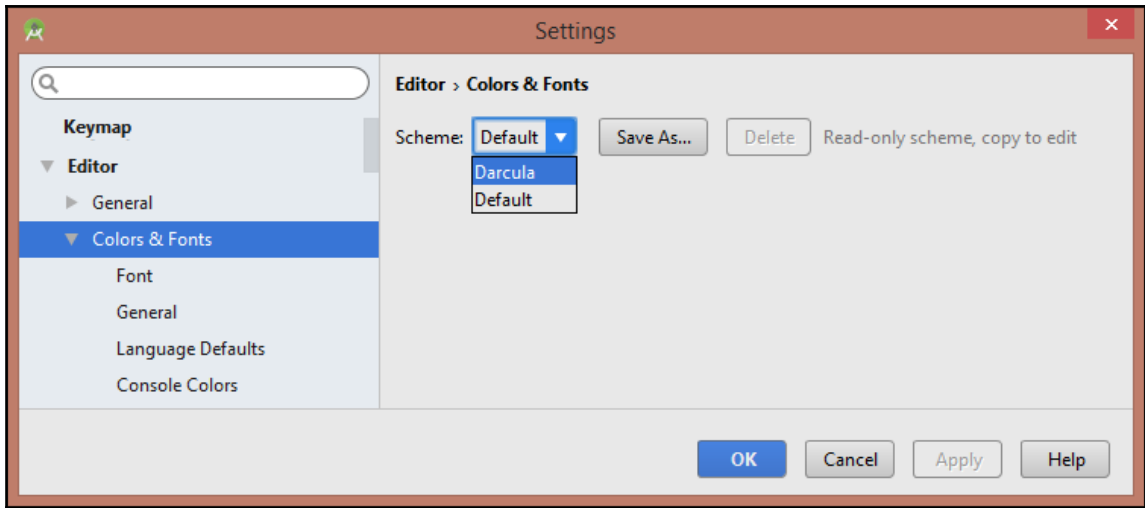
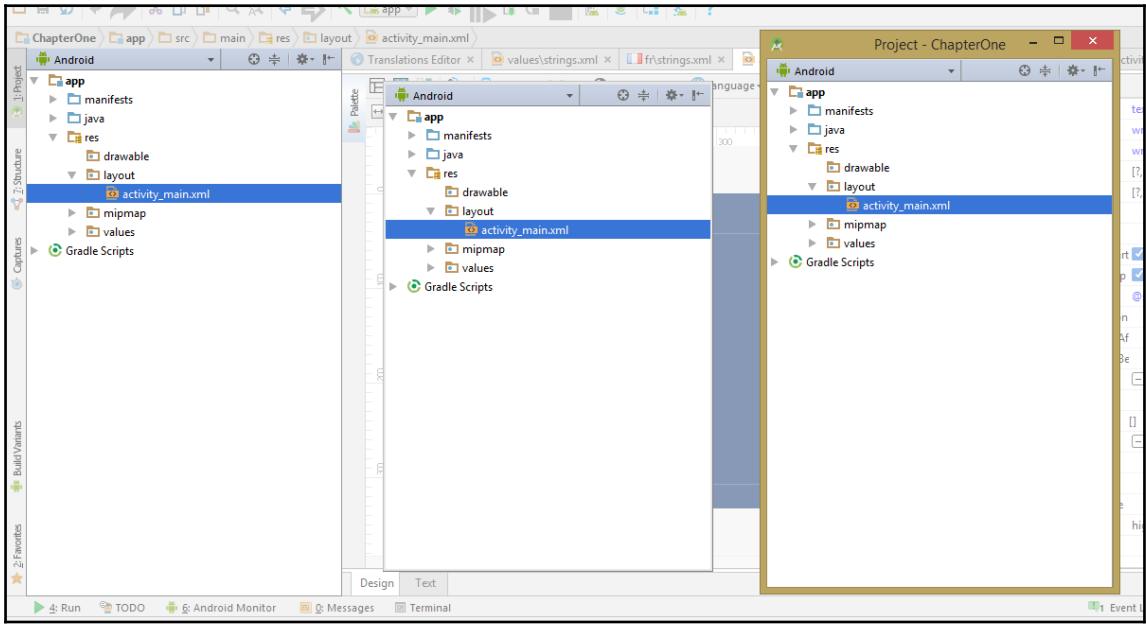
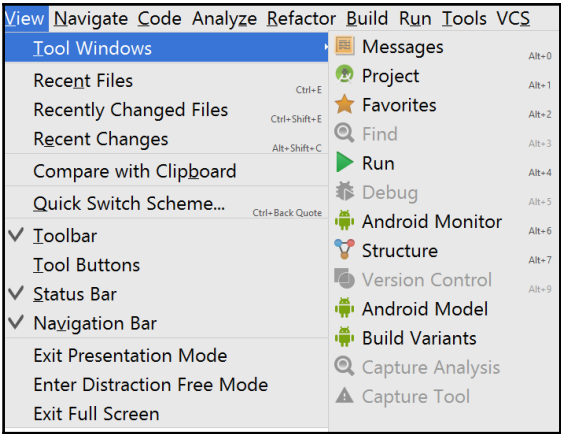


Chapter 1: Workspace Structure































Device File Explorer			
TCL 9001X Android 6.0.1, API 23			
Name	Permissi...	Date	Size
▶ acct	drwxr-xr-x	1970-01-11 07	
▶ cache	drwxrwx--	2017-08-11 04	
▶ config	dr-x-----	1970-01-11 07	
▶ d	lrwxrwxrwx	1970-01-11 07	
▼ data	drwxrwx--	2017-01-31 23	
▶ app	drwxrwx--	2017-01-31 23	
▼ data	drwxrwx--	2017-01-31 23	
▶ air.com.oranginalpl	drwxrwx--	2017-01-31 23	
▶ android	drwxrwx--	2017-01-31 23	
▶ android.overlay	drwxrwx--	2017-01-31 23	

 Name	API	Rev.	Status
▲ <input type="checkbox"/> Tools			
<input type="checkbox"/>  Android SDK Tools		25.2.4	 Installed
<input type="checkbox"/>  Android SDK Platform-tools		25.0.3	 Installed
<input type="checkbox"/>  Android SDK Build-tools		24.0.1	 Installed
<input type="checkbox"/>  Android SDK Build-tools		24	 Installed
▲ <input type="checkbox"/>  Android 7.0 (API 24)			
<input type="checkbox"/>  SDK Platform	24	2	 Installed
▶ <input type="checkbox"/>  Android 5.1.1 (API 22)			
▶ <input type="checkbox"/>  Android 5.0.1 (API 21)			
▲ <input type="checkbox"/> Extras			
<input type="checkbox"/>  Android Support Repository		41	 Installed
<input type="checkbox"/>  Google Repository		41	 Installed
<input type="checkbox"/>  Android Auto API Simulators		1	 Installed
<input type="checkbox"/>  Google USB Driver		11	 Installed

Select a system image

Recommended x86 Images Other Images

Release Name	API Level ▾	ABI	Target
O	26	x86	Android 8.0 (Google APIs)
Nougat	25	x86	Android 7.1.1 (Google APIs)
Nougat Download	24	x86	Android 7.0 (Google APIs)
Marshmallow Download	23	x86	Android 6.0 (Google APIs)
Lollipop Download	22	x86	Android 5.1 (Google APIs)



O



API Level
26

Android
8.0

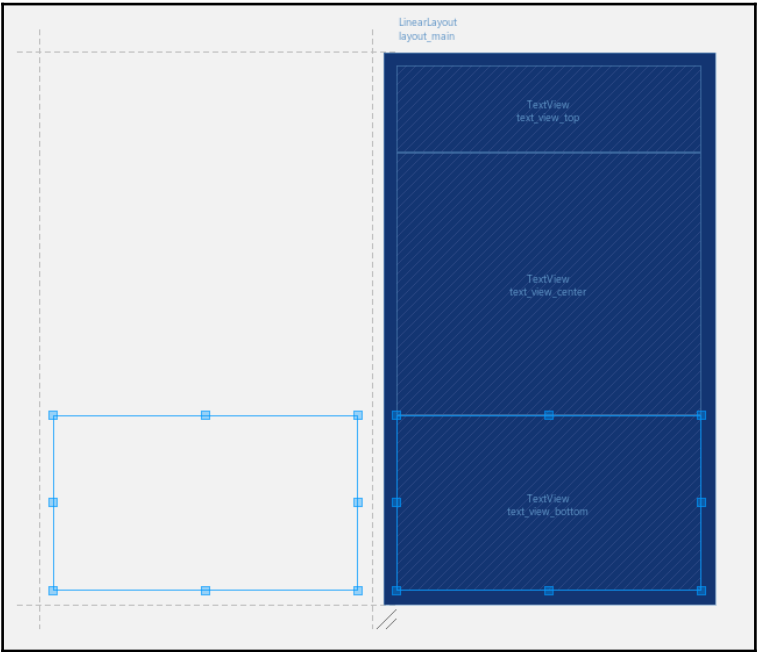
Google Inc.

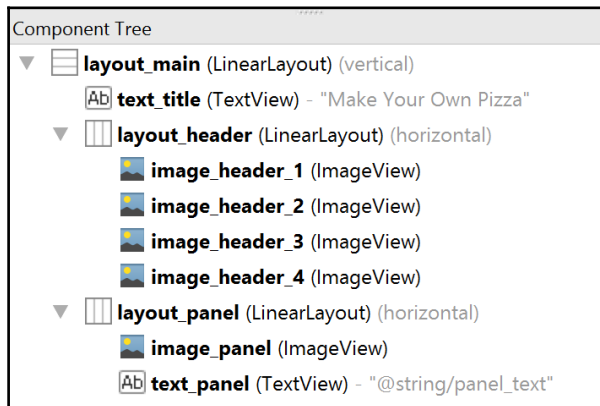
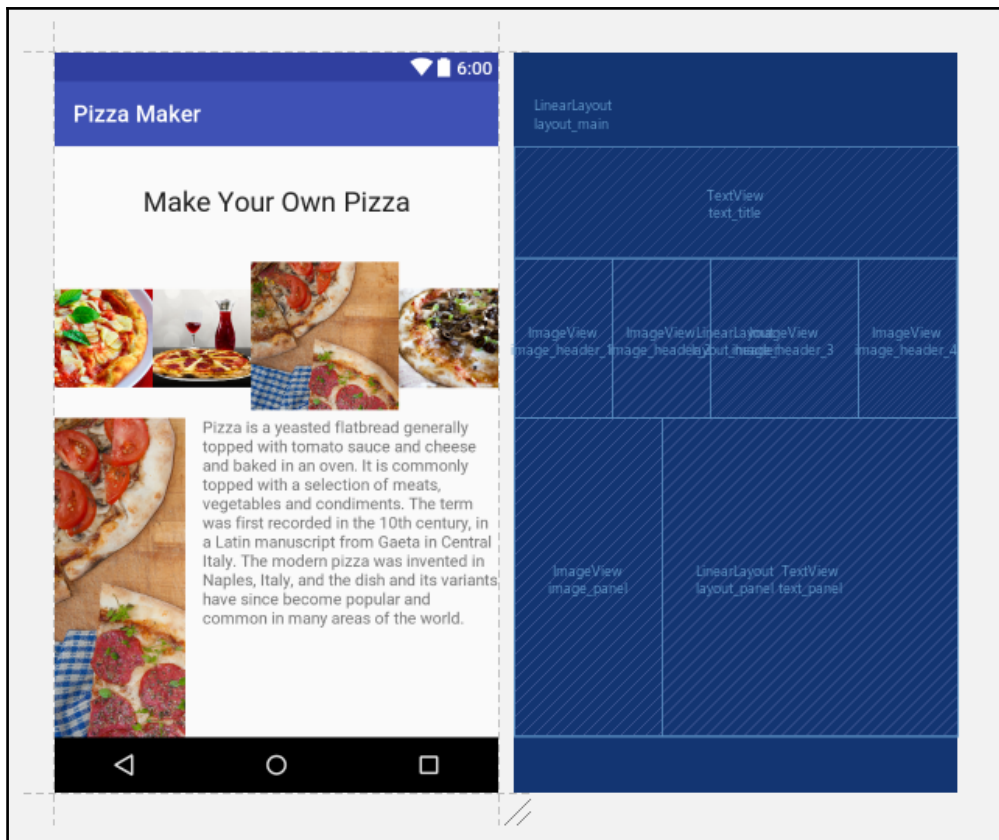
System Image
x86

We recommend these images because they run the fastest and support Google APIs.

Questions on API level?
See the [API level distribution chart](#)

Chapter 2: UI Design





Appearance & Behavior > System Settings > Android SDK

Manager for the Android SDK and Tools used by Android Studio

Android SDK Location: [Edit](#)

SDK Platforms **SDK Tools** SDK Update Sites

Below are the available SDK developer tools. Once installed, Android Studio will automatically check for updates.
Check "show package details" to display available versions of an SDK Tool.

	Name	Version	Status
<input type="checkbox"/>	LLDB		Update Available: 3.0.4213617
<input type="checkbox"/>	Android Auto API Simulators	1	Not installed
<input type="checkbox"/>	Android Auto Desktop Head Unit emulator	1.1	Not installed
<input checked="" type="checkbox"/>	Android Emulator	26.1.3	Installed
<input checked="" type="checkbox"/>	Android SDK Platform-Tools	26.0.0	Installed
<input checked="" type="checkbox"/>	Android SDK Tools	26.0.2	Installed
<input type="checkbox"/>	Documentation for Android SDK	1	Not installed
<input type="checkbox"/>	Google Play APK Expansion library	1	Not installed
<input type="checkbox"/>	Google Play Billing Library	5	Not installed
<input type="checkbox"/>	Google Play Licensing Library	1	Not installed
<input type="checkbox"/>	Google Play services	43	Not installed
<input type="checkbox"/>	Google USB Driver	11	Not installed
<input type="checkbox"/>	Google Web Driver	2	Not installed
<input type="checkbox"/>	Instant Apps Development SDK	1.0.0	Not installed
<input type="checkbox"/>	Intel x86 Emulator Accelerator (HAXM installer)	6.0.6	Update Available: 6.2.0
<input checked="" type="checkbox"/>	NDK	15.1.4119039	Installed
▼ <input checked="" type="checkbox"/>	Support Repository		
<input checked="" type="checkbox"/>	ConstraintLayout for Android		Installed
<input checked="" type="checkbox"/>	Solver for ConstraintLayout		Installed
<input checked="" type="checkbox"/>	Android Support Repository	47.0.0	Installed
<input checked="" type="checkbox"/>	Google Repository	57	Installed

☐ Show Package Details

Convert to ConstraintLayout

This action will convert your layout into a ConstraintLayout, and attempt to set up constraints such that your layout looks the way it did before. You may need to go and adjust the constraints afterwards to ensure that it behaves correctly for different screen sizes.

☒ **Flatten Layout Hierarchy**

When selected, this action will not just convert this layout to ConstraintLayout, it will recursively remove all other nested layouts in the hierarchy as well such that you end up with a single, flat layout. This is more efficient.

☒ **Don't flatten layouts referenced from other files**

If a layout defines an android:id attribute which is looked up from Java code, flattening out this layout may result in code that no longer compiles. Normally this action won't include these layouts, but if you want to get to a completely flat hierarchy, you may want to enable removing these and then updating the code references as necessary afterwards.

OK **Cancel**

New Resource File

File name:

Root element:

Source set:

Directory name:

Available qualifiers:

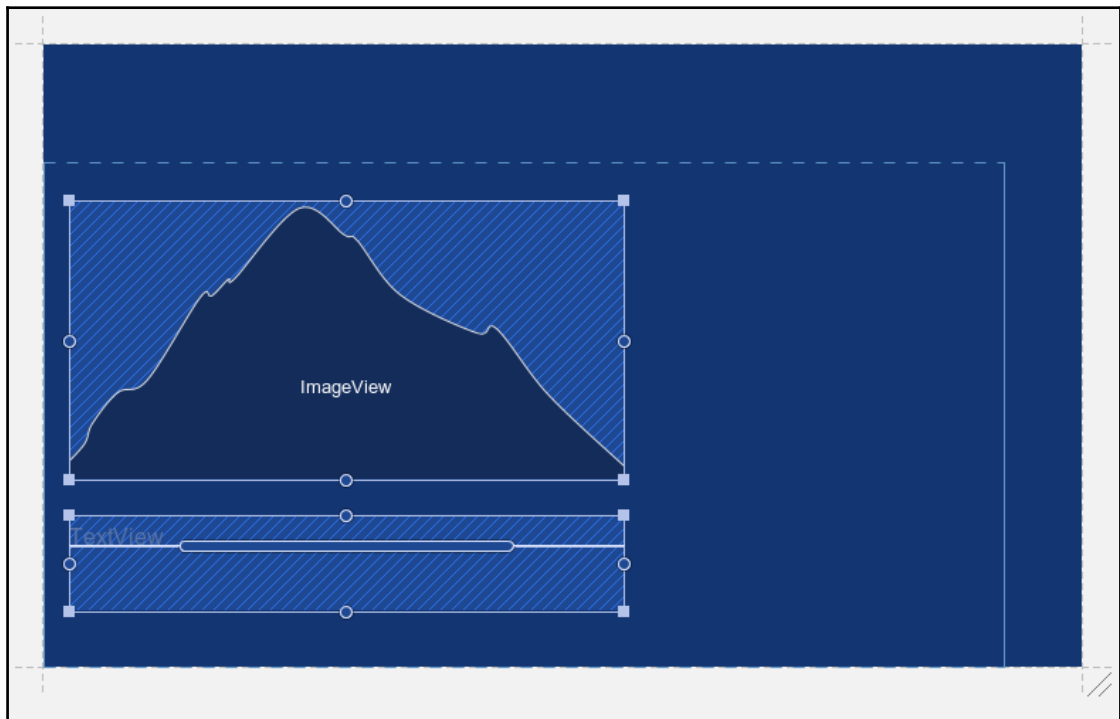
- ☒ Country Code
- ☐ Network Code
- ☐ Locale
- ☐ Layout Direction

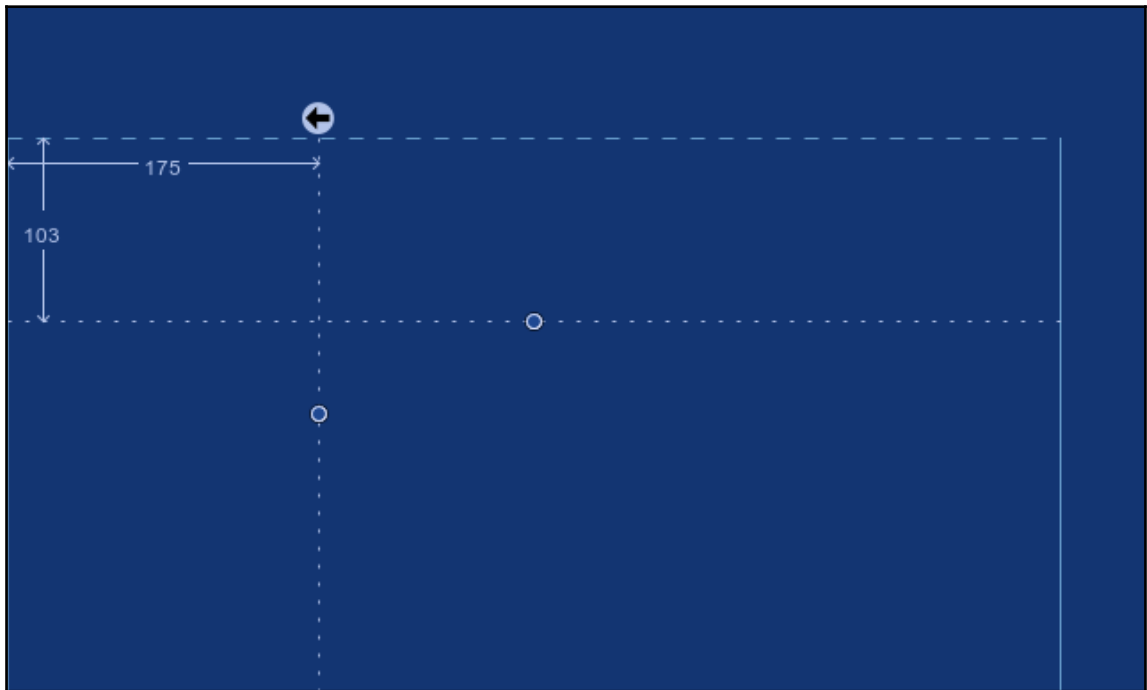
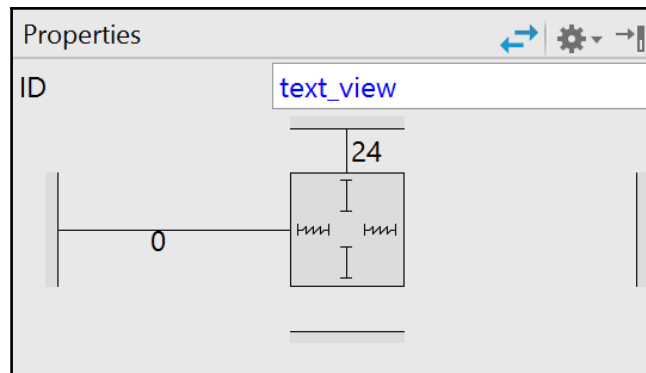
Chosen qualifiers:

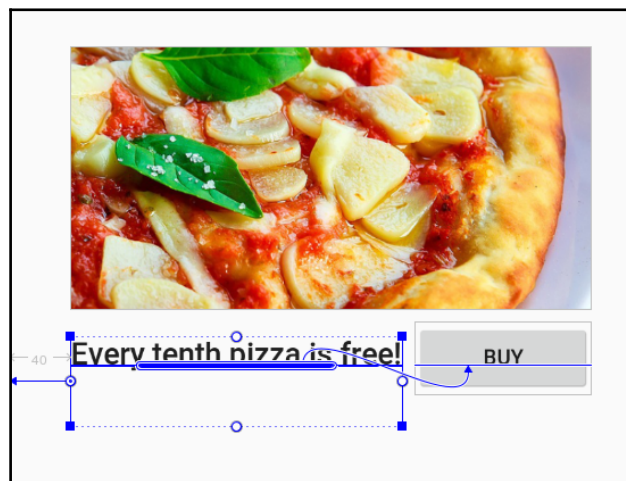
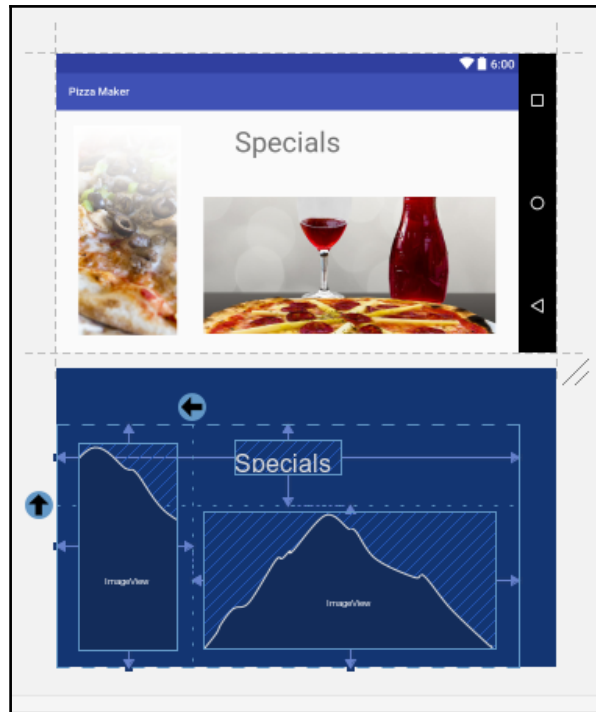
Nothing to show

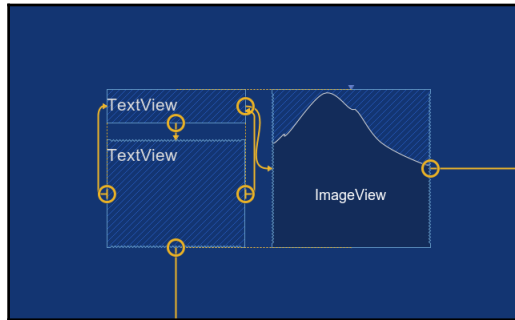
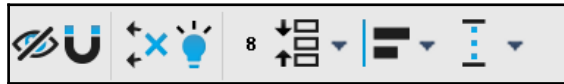
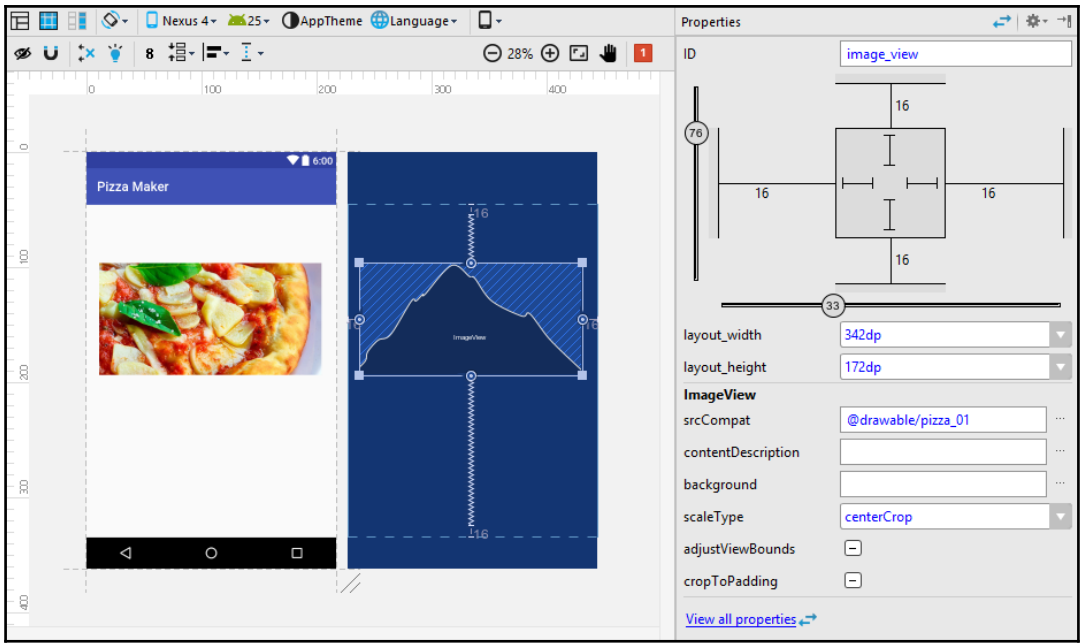
>> <<

OK Cancel Help











Configure Hardware Profile

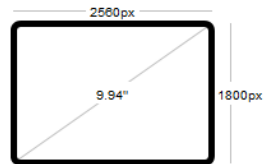
Android Studio

Configure this hardware profile

Device Name	<input type="text" value="Tablet"/>		
Device Type	<input type="button" value="Phone/Tablet"/>		
Screen	Screen size:	<input type="text" value="9.94"/>	inch
	Resolution:	<input type="text" value="2560"/> x <input type="text" value="1800"/>	px
	<input type="checkbox"/> Round		
Memory	RAM:	<input type="text" value="1536"/>	<input type="button" value="MB"/>
Input	<input type="checkbox"/> Has Hardware Buttons (Back/Home/Menu)		
	<input checked="" type="checkbox"/> Has Hardware Keyboard		
	Navigation Style:	<input type="button" value="None"/>	
Supported device states	<input type="checkbox"/> Portrait		
	<input checked="" type="checkbox"/> Landscape		



Tablet



Size: xlarge
Ratio: notlong
Density: xhdpi

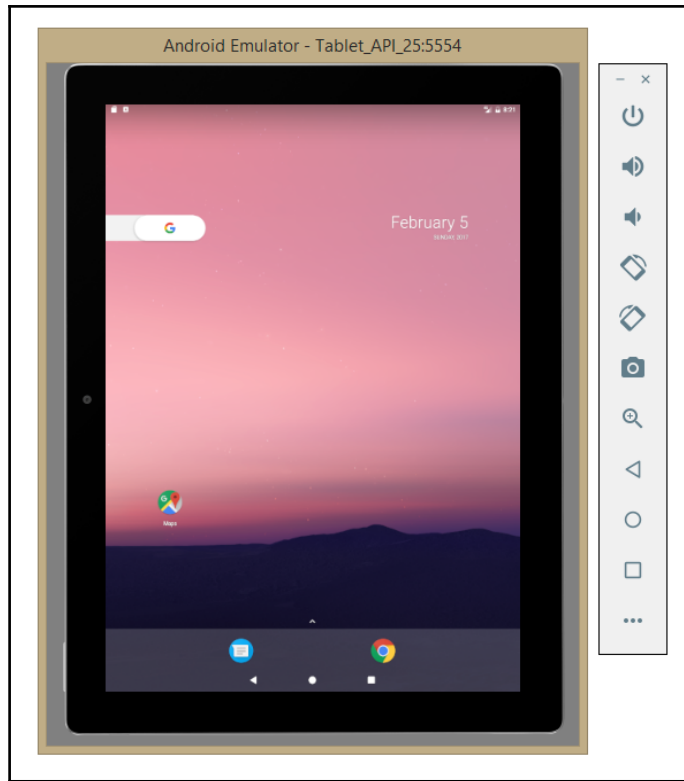
Enables the portrait device screen state in emulator.

Previous

Next

Cancel

Finish



Chapter 3: UI Development

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
  <style name="TextStyle" parent="TextAppearance.AppCompat">
    <item name="text"
    </style>
  </resources>
```

textColor

textColorHighlight

textColorHint

textColorLink

textSize

android:text

android:textAlignment

android:textAllCaps

android:textAppearance

android:textAppearanceButton

Deep Purple	Indigo	Blue
500#673AB7	500#3F51B5	500#2196F3
50#EDE7F6	50#E8EAF6	50#E3F2FD
100#D1C4E9	100#C5CAE9	100#BBDEFB
200#B39DDB	200#9FA8DA	200#90CAF9
300#9575CD	300#7986CB	300#64B5F6
400#7E57C2	400#5C6BC0	400#42A5F5
500#673AB7	500#3F51B5	500#2196F3
600#5E35B1	600#3949AB	600#1E88E5
700#512DA8	700#303F9F	700#1976D2
800#4527A0	800#283593	800#1565C0
900#311B92	900#1A237E	900#0D47A1
A100#B388FF	A100#8C9EFF	A100#82B1FF
A200#7C4DFF	A200#536DFE	A200#44BAFF
A400#651FFF	A400#3D5AFE	A400#2979FF
A700#6200EA	A700#304FFE	A700#2962FF

colorPrimary



@color/colorPrimary

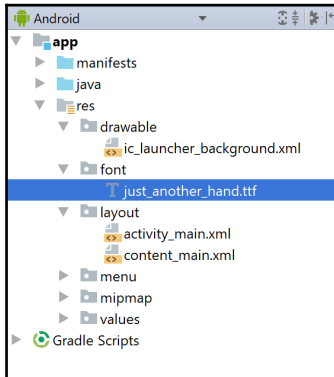


Primary text - 87% opaque = #DF000000

Secondary text - 54% opaque = #8A000000

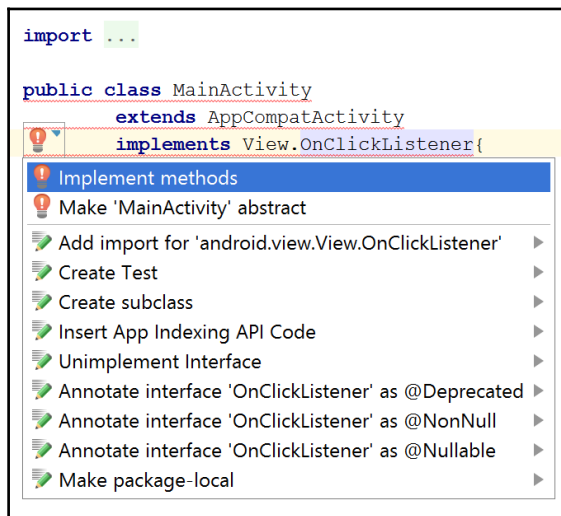
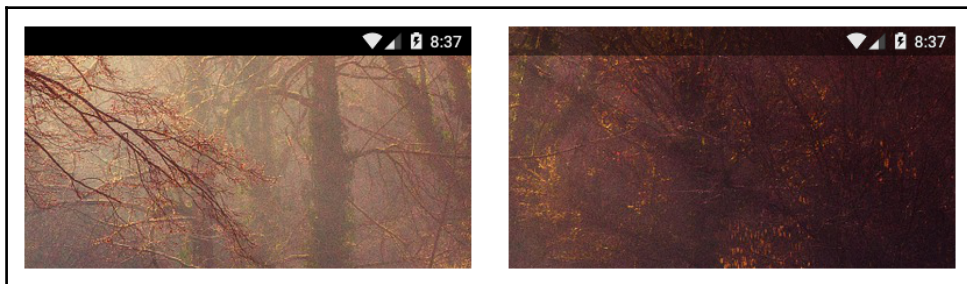
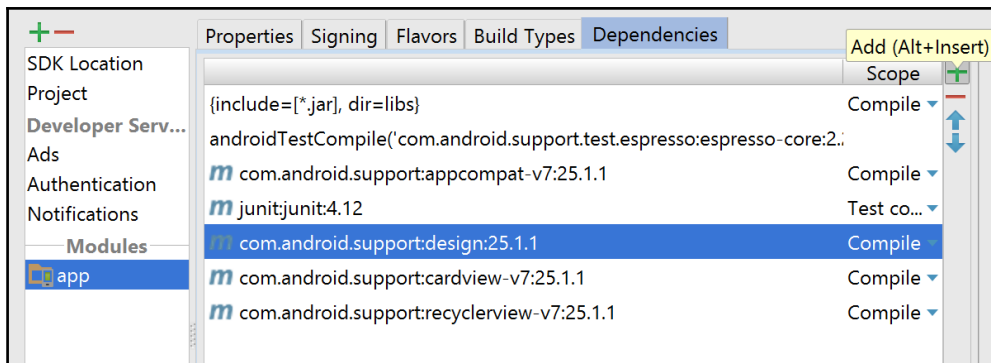
Primary text - solid = #212121

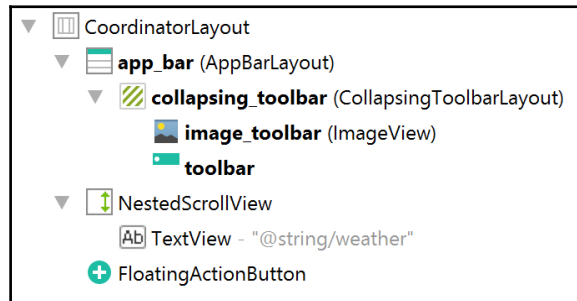
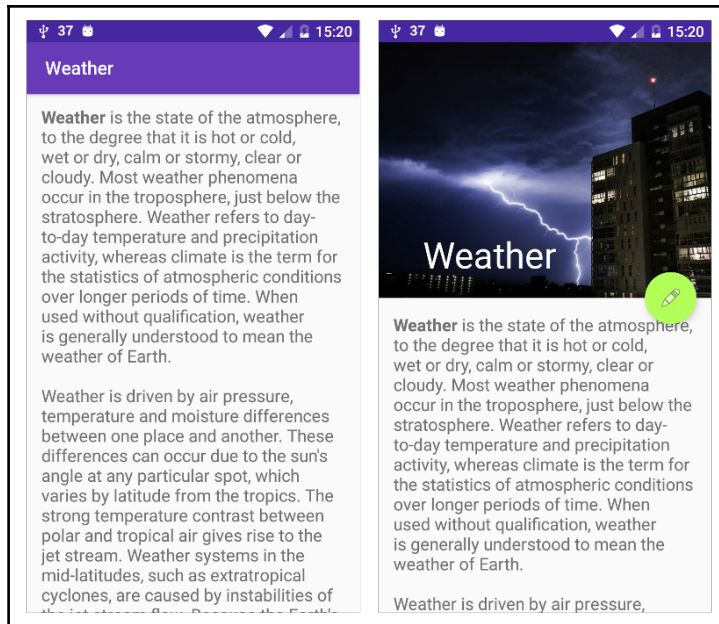
Secondary text - solid = #757575



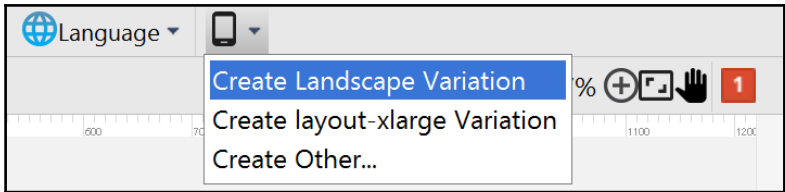
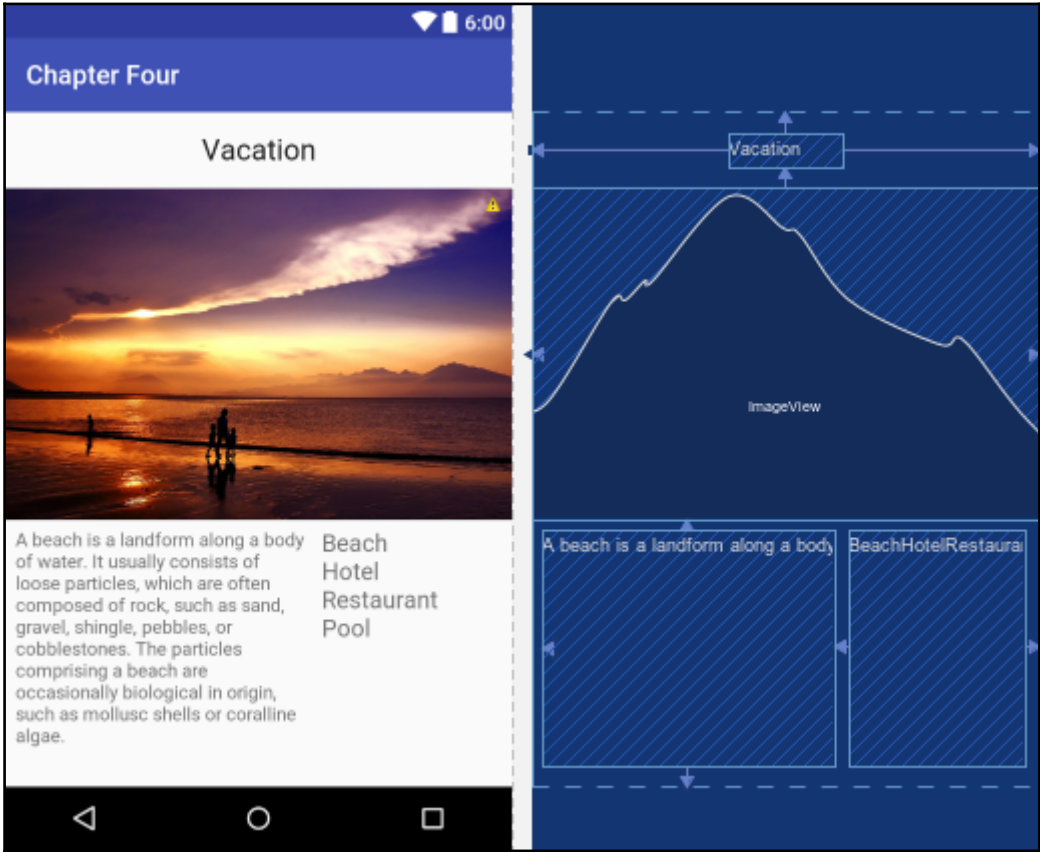
Just Another Hand

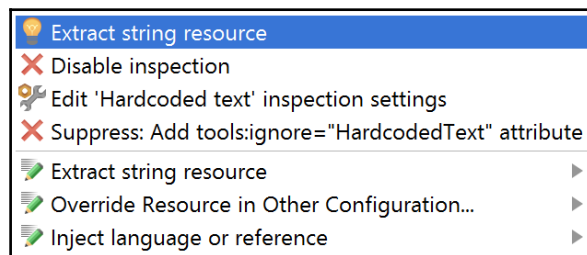
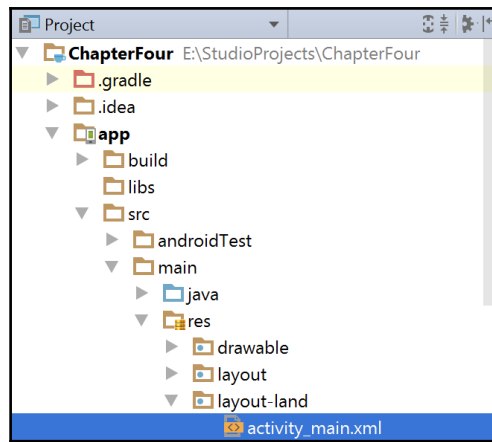
Lorem ipsum dolor sit amet, consectetur adipiscing elit. A accusantium dolores perferendis praesentium quia quisquam voluptatem! Aperiam hic nobis numquam omnis ut? Autem, corporis dicta distinctio id impedit molestiae nobis numquam soluta ullam vero? Commodi ex facilis minima nemo numquam quo sapiente voluptatum! Ad eos facilis ipsum iure minima officiis.

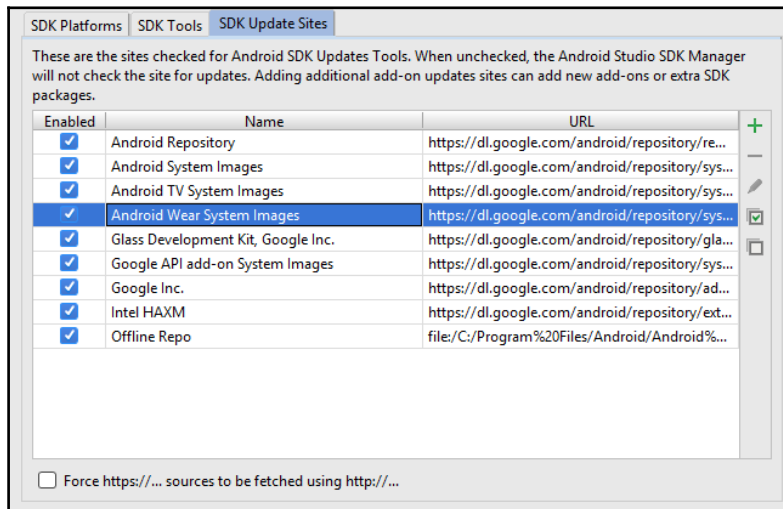
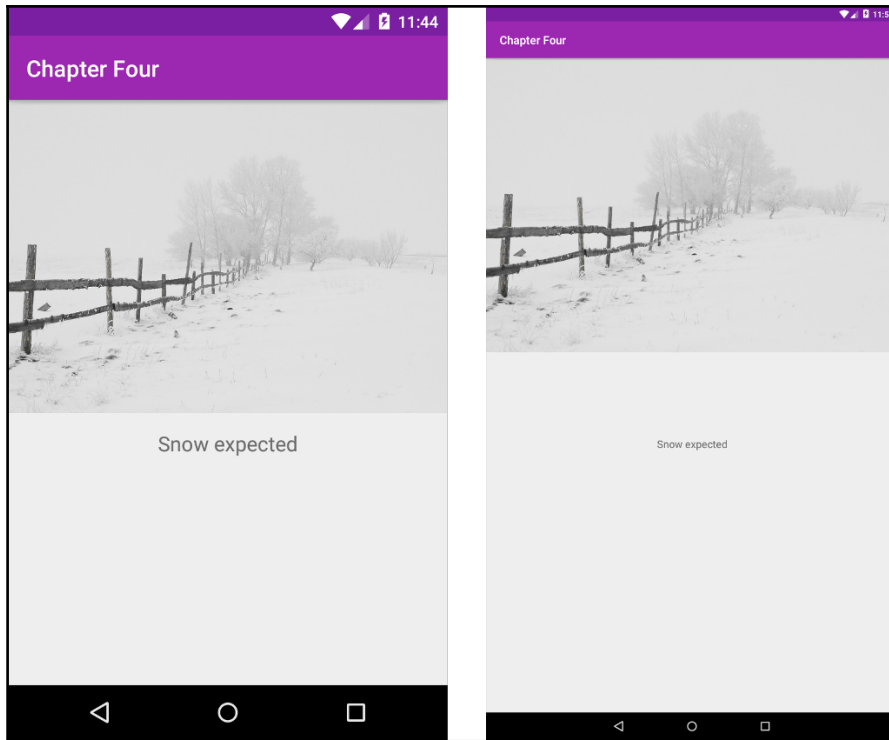


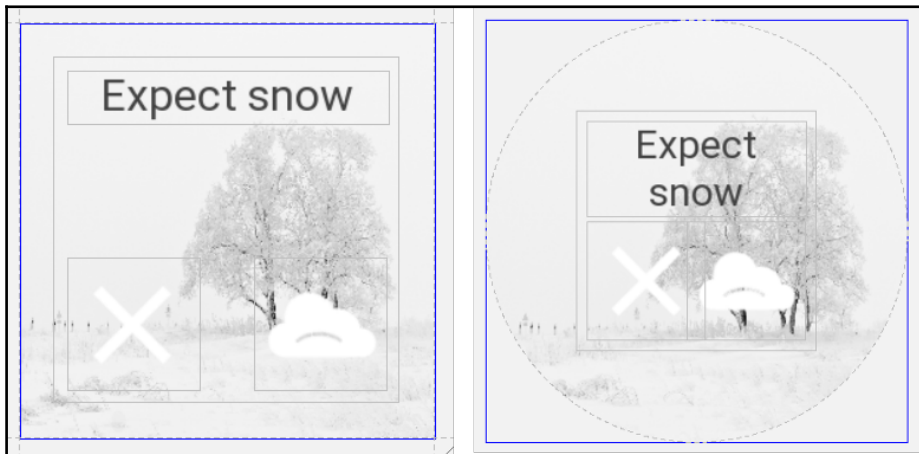
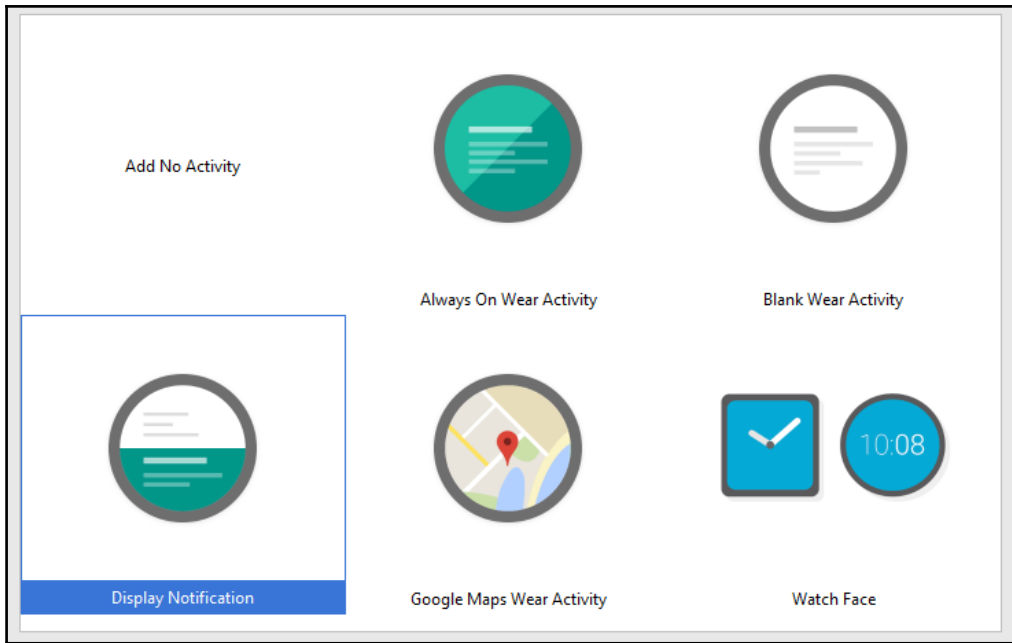


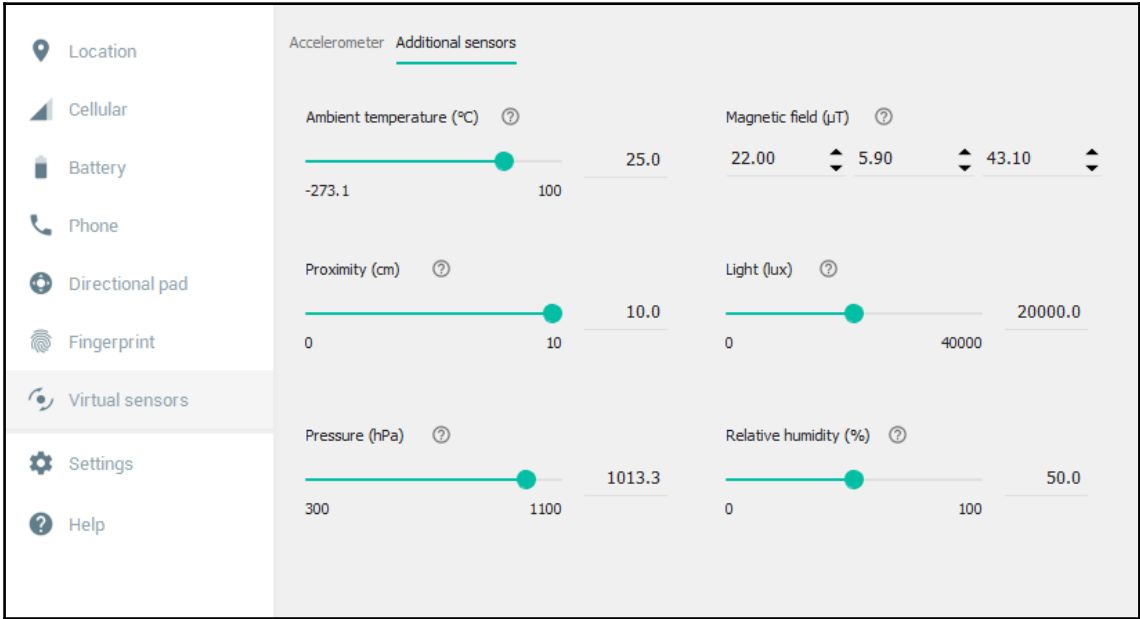
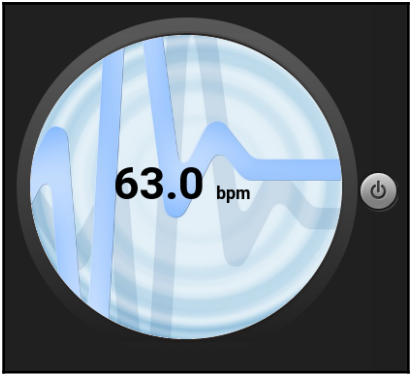
Chapter 4: Device Development

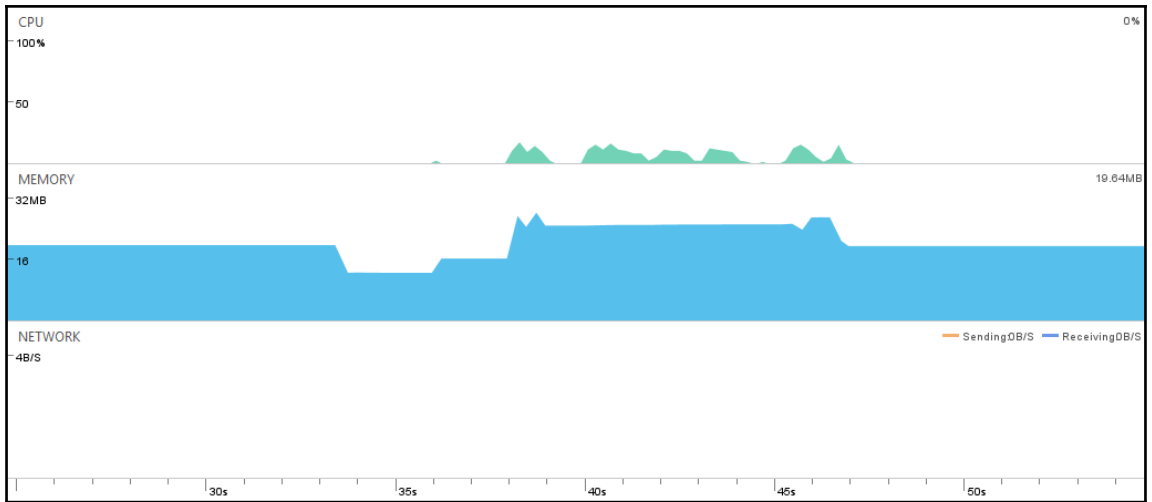












Create New Logcat Filter

+ -

debug_test

Filter Name:

debug_test

Specify one or several filtering parameters:

Log Tag:

☒ Regex

Log Message:

☒ Regex

Package Name:

☒ Regex

PID:

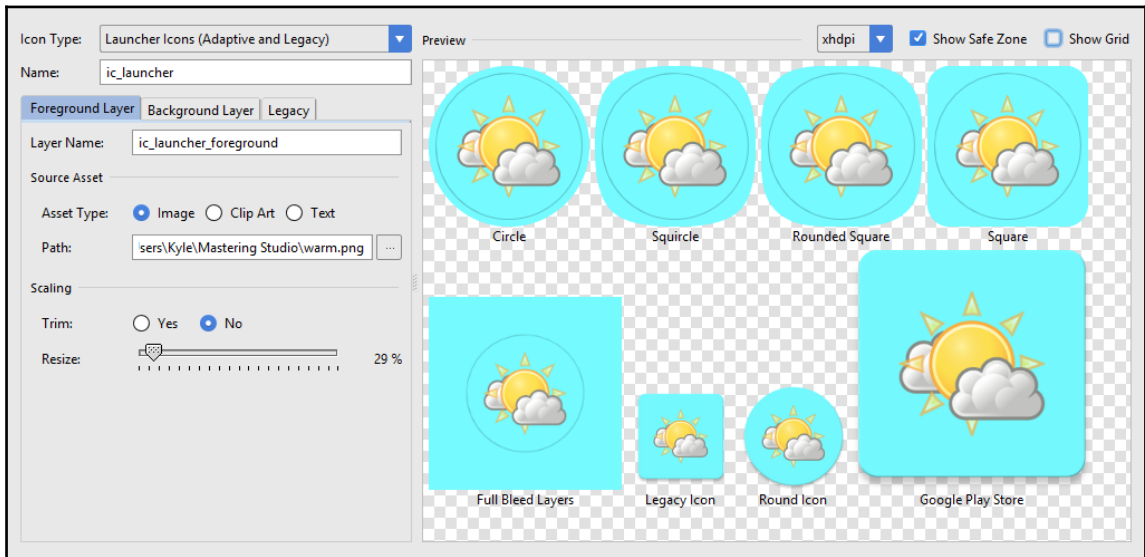
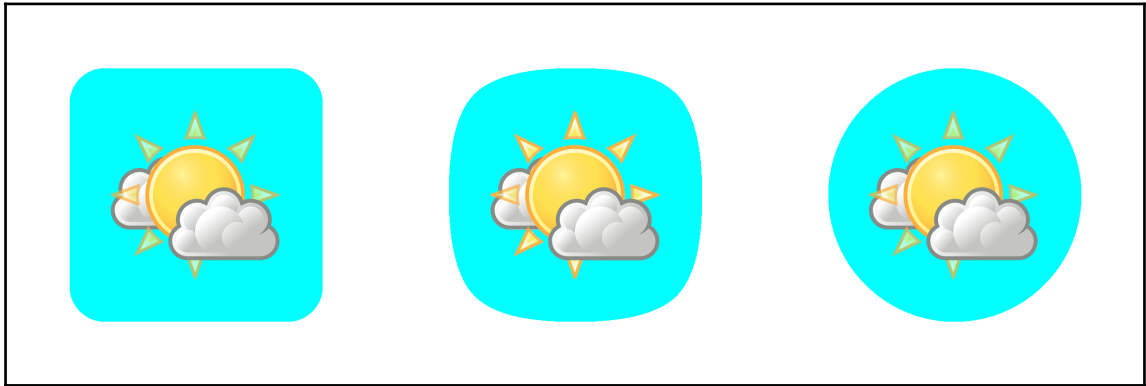
Log Level:

Debug

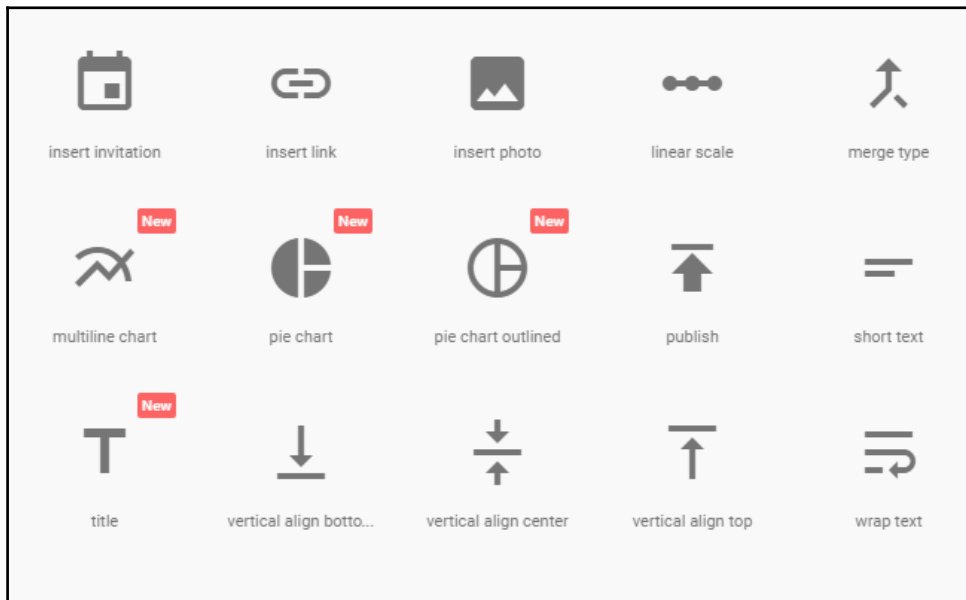
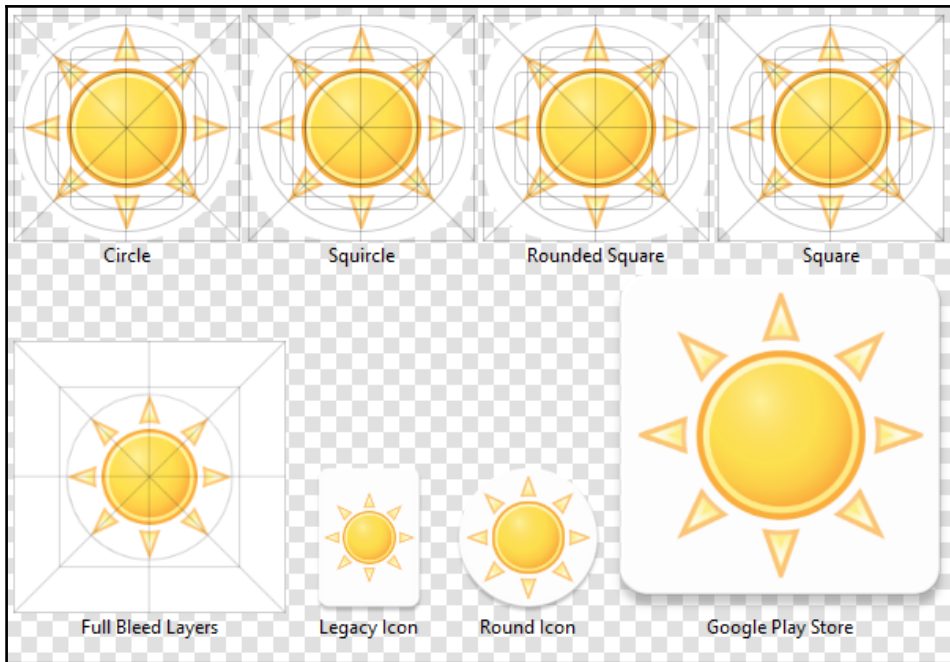
OK

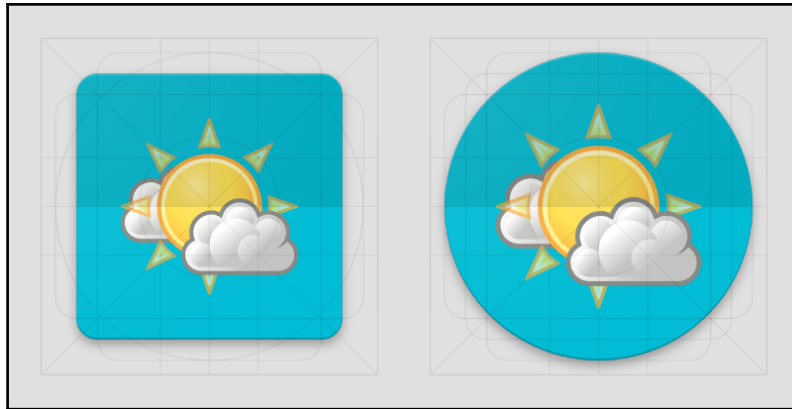
Cancel

Chapter 5: Assets and Resources









Category: All

Sort by: name

	Android Drawable Importer	216,708	★★★★★	4 months ago
CODE TOOLS				
	Android Icon Creator	4,883	★★★★★	2 months ago
UI				
	Android Material Design Icon Generator	107,215	★★★★★	6 months ago
UI				
	Angular material design v2, Teradata covale	1,745	★★★★★	2 weeks ago
CODE EDITING				
	ChroMATERIAL	10,946	★★★★★	one year ago
FORMATTING				
	Exynap	8,011	★★★★★	5 hours ago
CODE TOOLS				
	Material Color Palette	2,714	★★★★★	one month ago
GRAPHICS				

CODE TOOLS

Android Drawable Importer

Install

★★★★★ 216708 downloads

Updated 20/11/2016 v0.5-81

This plugin consists of three main features. You can access them by a right-click anywhere, but **not on a file**, inside an Android module under New.

1. AndroidIcons and Material Icons Drawable Import
 You are able to select the asset, specify your color, change the target resource name and select all the resolutions you want to import.
 All the missing folders will be created automatically. If there are already drawables with the same name, you will be warned. You can even search for your desired asset by just start typing when the first spinner has focus.
 Since Material Icons provide also Vector Drawables, those can be imported now as well!

HTTP Proxy Settings...

Manage repositories...

Close

Icon: ▼

Color: ▼

Size: ▼

Name:

Res Directory: ...

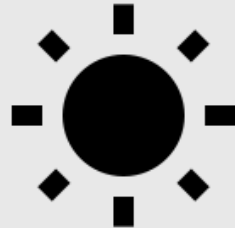
☐ Image

<input checked="" type="checkbox"/> mdpi	<input checked="" type="checkbox"/> hdpi
<input checked="" type="checkbox"/> xhdpi	<input checked="" type="checkbox"/> xxhdpi
<input checked="" type="checkbox"/> xxxhdpi	

☒ Vector

<input checked="" type="checkbox"/> drawable	<input checked="" type="checkbox"/> drawable-v21
--	--

Show [icons overview](#) or [github repository](#).





Write Android drawables for all DPI folders

Project res Folder

Android Folder Prefix

☒ drawable
☐ mipmap

Image Base Name

Target DP Width

Export ldpi

No

Export mdpi

Yes

Export hdpi

Yes

Export xhdpi

Yes

Export xxhdpi

Yes

Export xxxhdpi

Yes

Create upscaled images

Yes

Image Format

☐ gif
☒ png
☐ jpg



Configure Vector Asset

Android Studio

Asset Type: ☒ Material Icon ☐ Local file (SVG, PSD)

Name:

Icon:



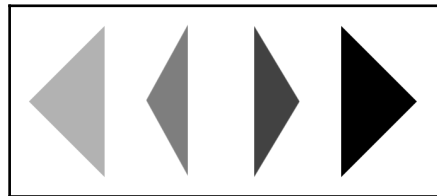
Size: dp X dp ☐ Override

Opacity: 100 %

☐ Enable auto mirroring for RTL layout



Vector Drawable Preview



com.android.support:palette-v7:25.2.0

Enter terms for Maven Central search, or fully-qualified coordinates (e.g. *com.google.code.gson:gson:2.2.4*)

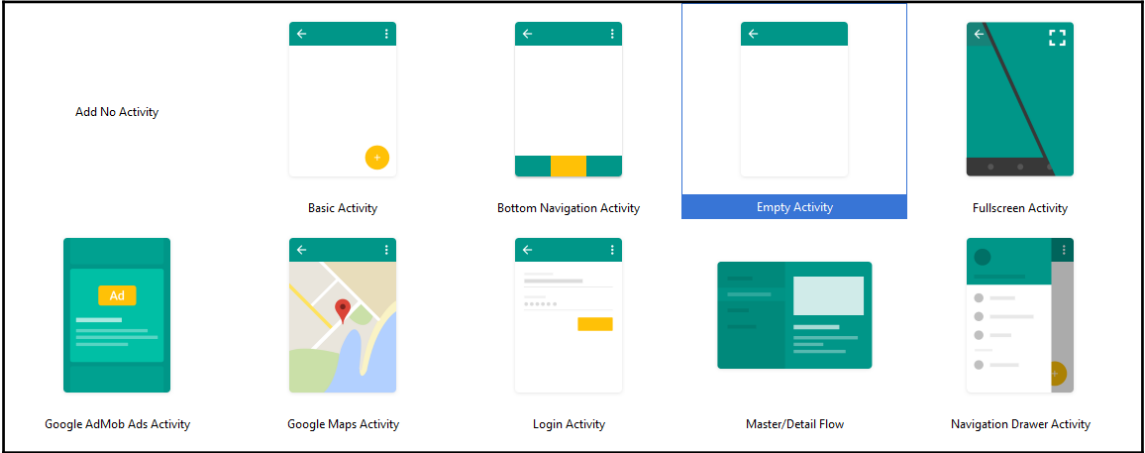
com.android.support:palette-v7 (com.android.support:palette-v7:25.2.0)

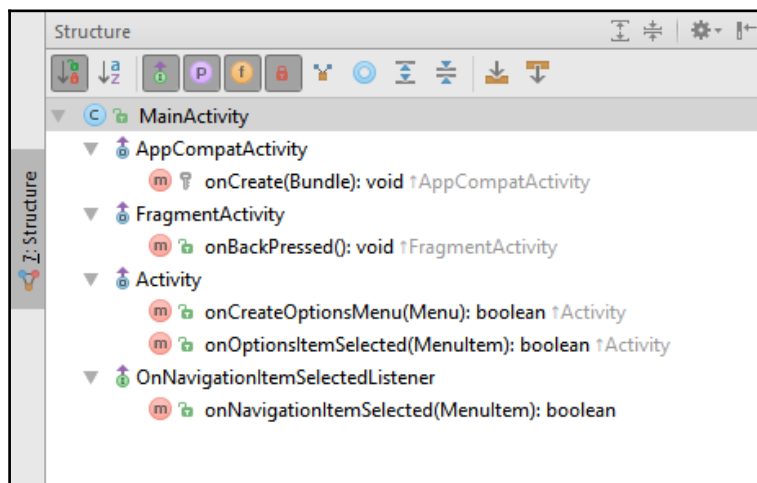
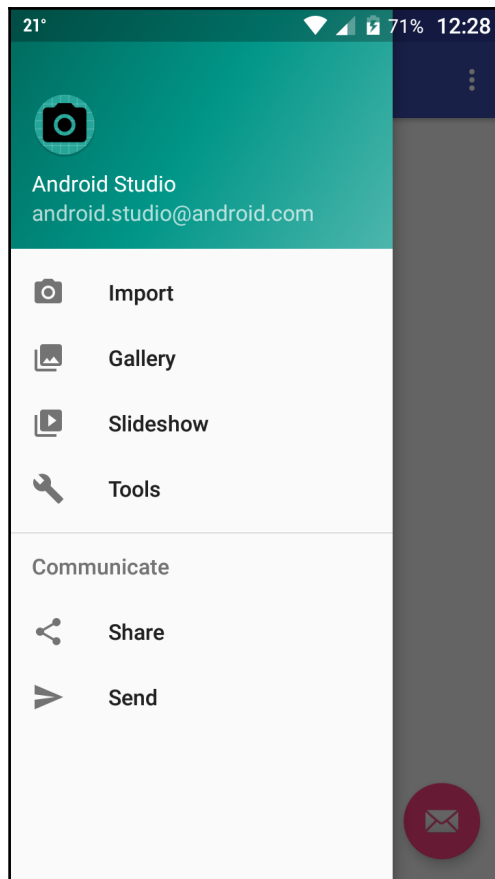
OK

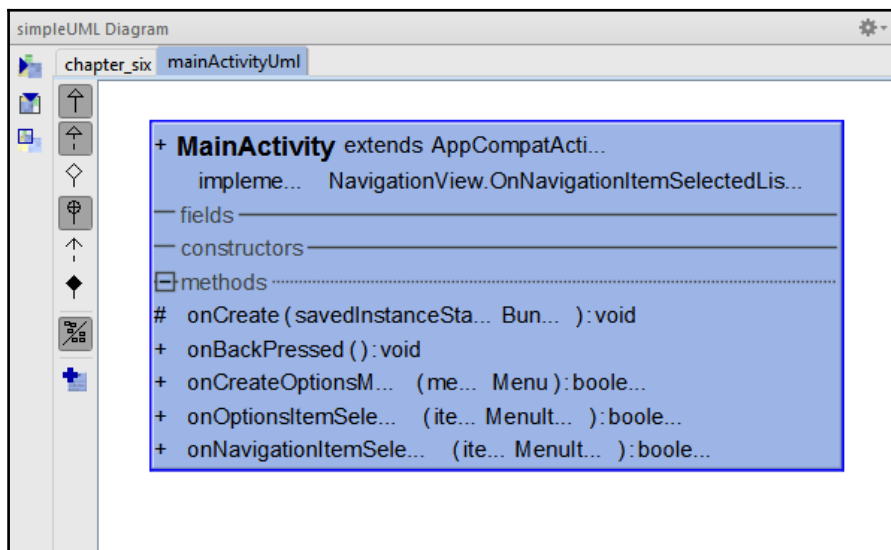
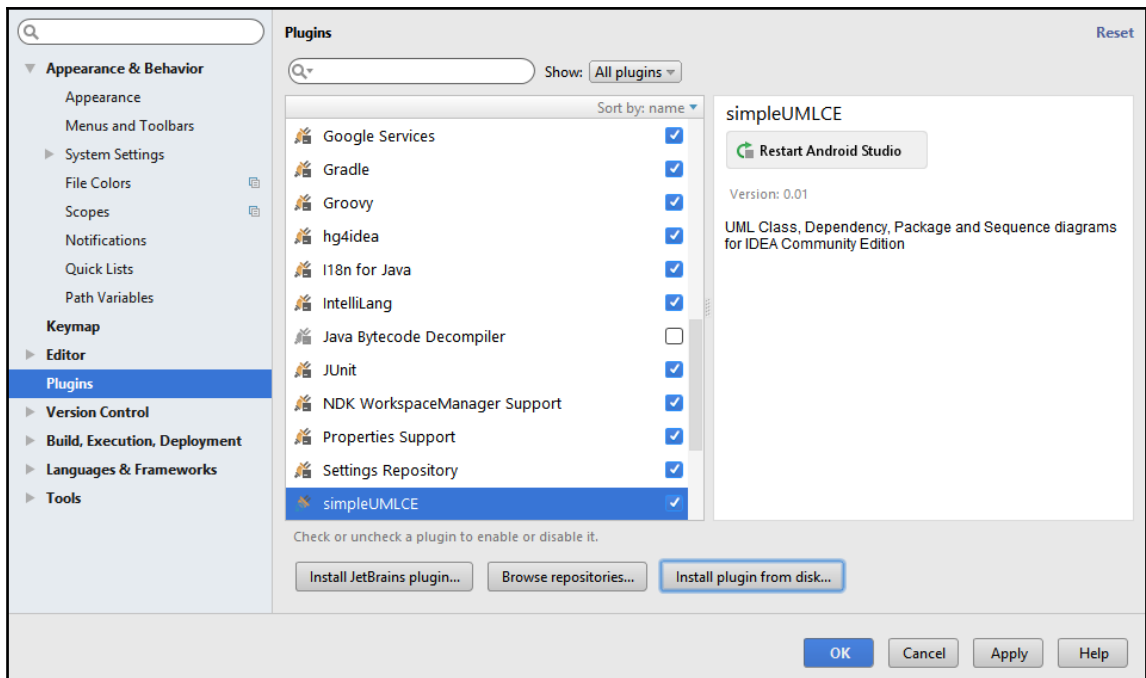
Cancel



Chapter 6: Templates and Plugins







UML

Category: All

Sort by: name

Code Iris	73,312	★★★★★	2 years ago
MODELING AND CASE TOOLS			
PlantUML integration	427,144	★★★★★	one week ago
MODELING AND CASE TOOLS			
Transliterate Umlauts	375	★★★★★	8 months ago
NAVIGATION			

MODELING AND CASE TOOLS

Code Iris

Install

★★★★★ 73312 downloads

Updated 30/10/2014 v1.11-beta

This plugin visualizes the modules, packages and classes of your project.

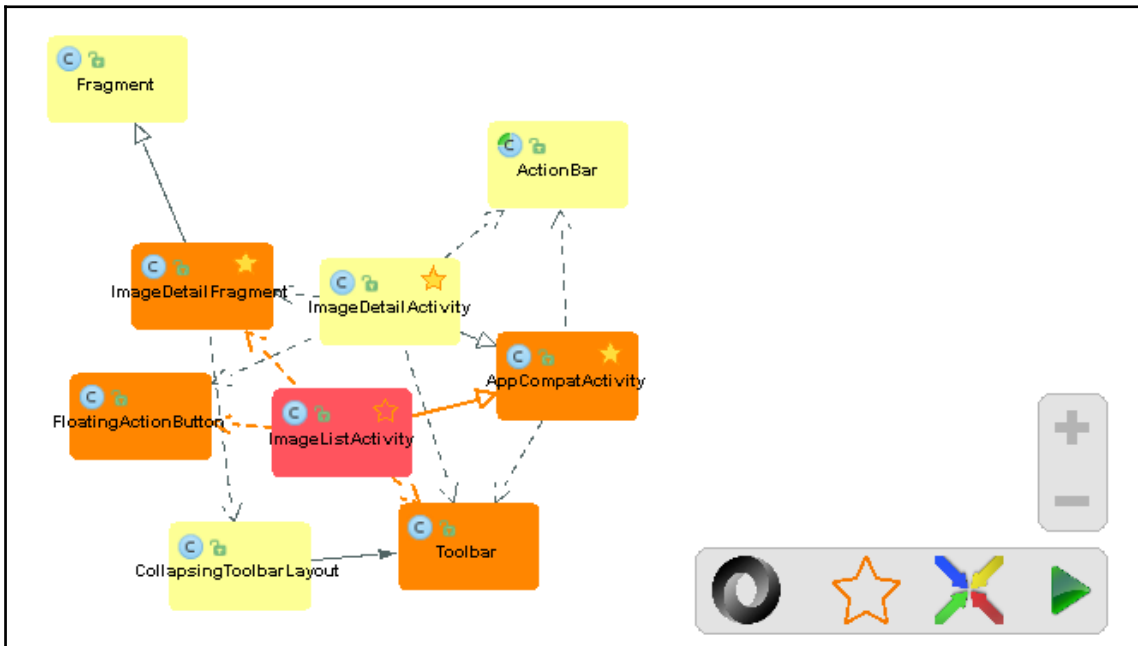
It's like a **UML** based "Google Maps" for your Source Code.

Features:

- parsing groovy and java source code
- visualize modules and their dependencies
- visualize classes and their dependencies
- visualize packages and their classes
- filtering of classes and packages
- highlighting of classes and packages
- basic structural metrics
- manual layouting
- organic layouting based on dependencies
- navigate from and to class

HTTP Proxy Settings...

Manage repositories...



92

15:17

Master Detail Flow	
1	Item 1
2	Item 2
3	Item 3
4	Item 4
5	Item 5

Schema: Default

FilesIncludesCodeOther

HTML File

HTML4 File

XHTML File

Class

Interface

Enum

AnnotationType

package-info

XML Properties File

Gradle Build Script

Gradle Build Script with wrapper

C++ Class

C++ Class Header

C Header File

C Source File

Singleton

```
#if (${PACKAGE_NAME} != "")package ${PACKAGE_NAME};#end

#if (${IMPORT_BLOCK} != "")${IMPORT_BLOCK}
#end

#parse("File Header.java")

#if (${VISIBILITY} == "PUBLIC")public #end #if (${ABSTRACT} == "TRUE")abstract #end #if
}
```

☒ Reformat according to style

☐ Enable Live Templates

Description

This is a built-in template used each time you create a new Java class, by selecting *New | Java Class | Class* from the popup menu in one of the project views.

The template is editable. Along with Java expressions and comments, you can also use predefined variables (listed below) that will then be expanded like macros into the corresponding values.

It is also possible to specify an arbitrary number of custom variables in the format `${<VARIABLE_NAME>}`. In this case, before the new file is created, you will be prompted with a dialog where you can define particular values for all custom variables.

Using the `#parse` directive, you can include templates from the *Includes* tab, by specifying the full name of the desired template as a parameter in quotation marks. For example:

```
#parse("File Header.java")
```

New SomeActivity

File name: NewActivity

USER NAME: userName

OK

Cancel

Select a sample to import

Repeating Alarm

▼ Camera

Camera2Basic

Camera2Raw

▼ Camera2

Camera2Basic

Camera2Raw

▼ Connectivity

Basic Networking

Basic Sync Adapter

Beam Large Files

Bluetooth Advertisements

Bluetooth Chat

Bluetooth Le Gatt


Card Emulation

Card Reader

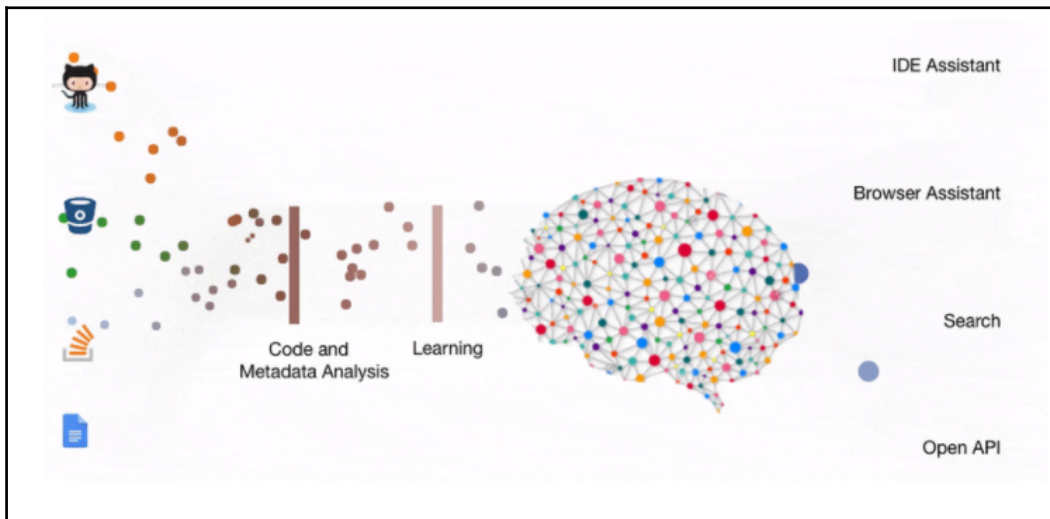
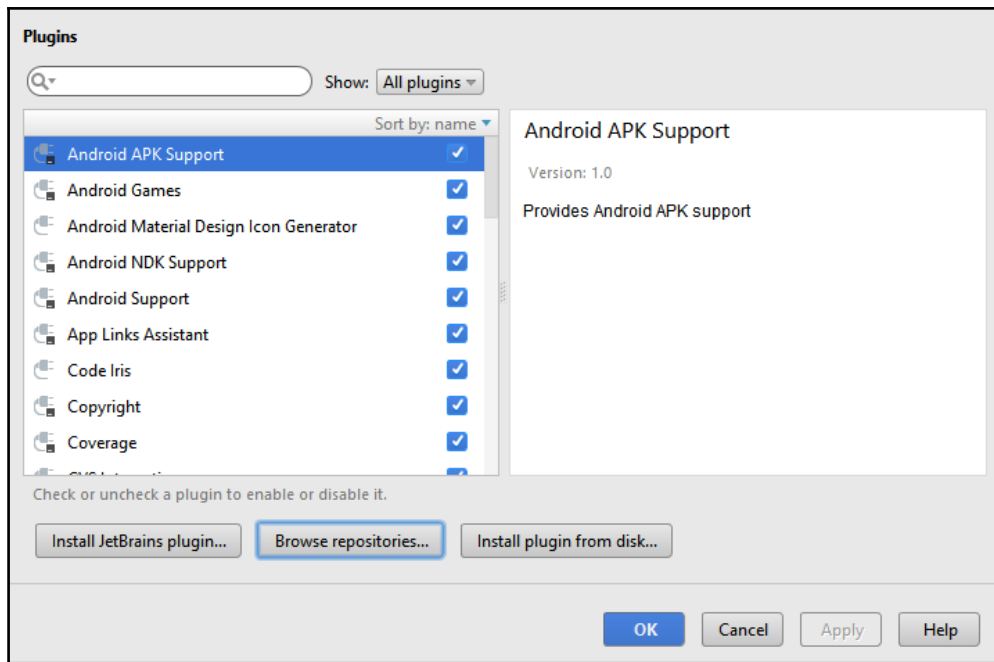
This sample demonstrates how to use basic functionalities of Camera2 API. You can learn how to iterate through characteristics of all the cameras attached to the device, display a camera preview, and take pictures.

Tags: media,camera,camera2


[Browse source in GitHub](#)







Chapter 7: Language Support

 Create Android Project

Application name

Company domain

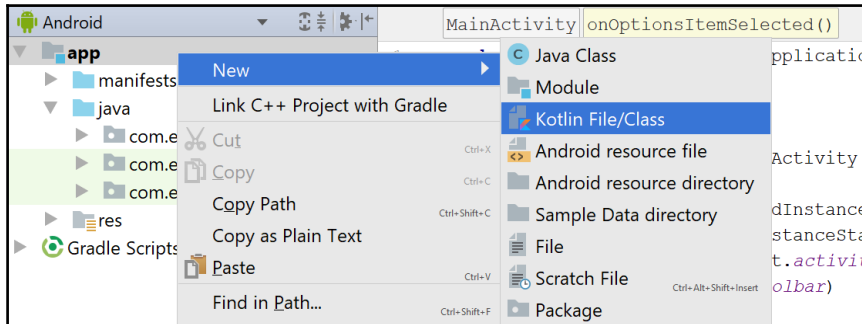
Project location


Package name

com.example.kyle.someapplication

☐ Include C++ support


☒ Include Kotlin support






Configure Activity

Android Studio



Creates a new master/detail flow, allowing users to view a collection of objects as well as details for each object. This flow is presented using two columns on tablet-size screens and one column on handsets and smaller screens. This template creates two activities, a master fragment, and a detail fragment.



Hierarchical Parent

Package name




com.example.kyle.akotlinapp

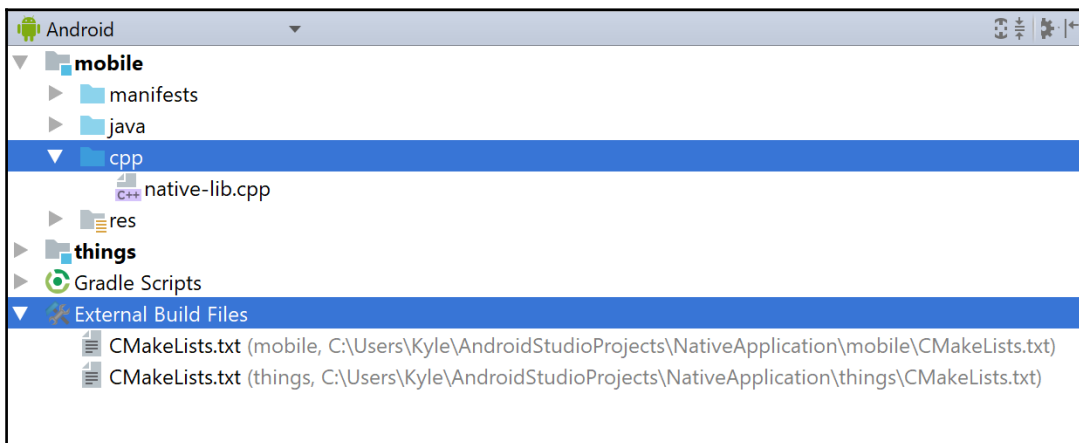
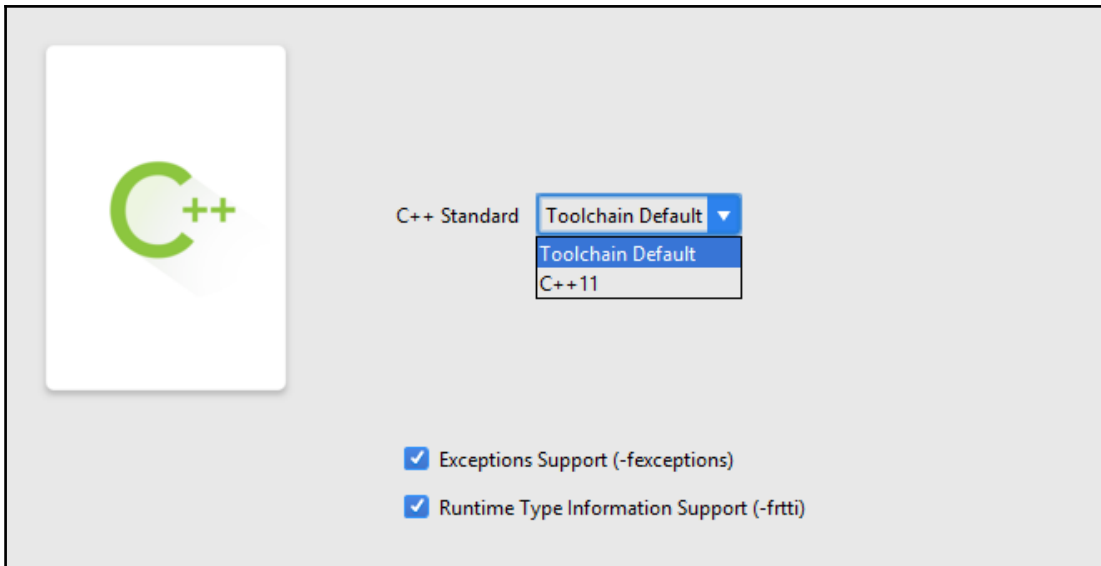
Source Language

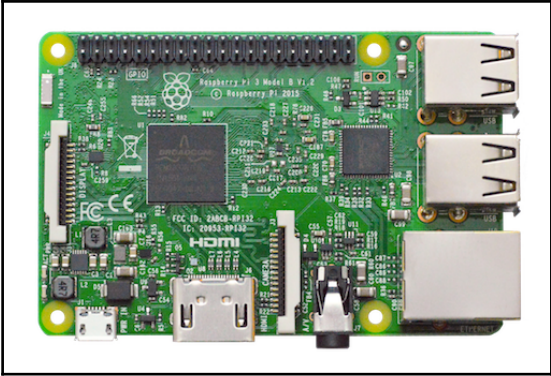
Kotlin

Target Source Set

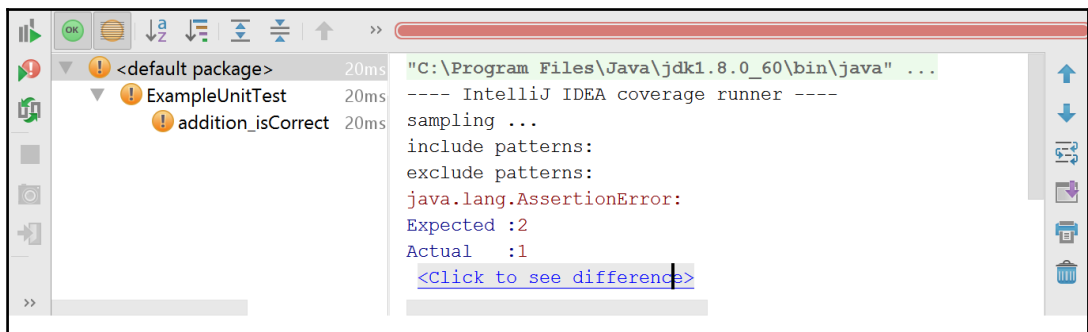
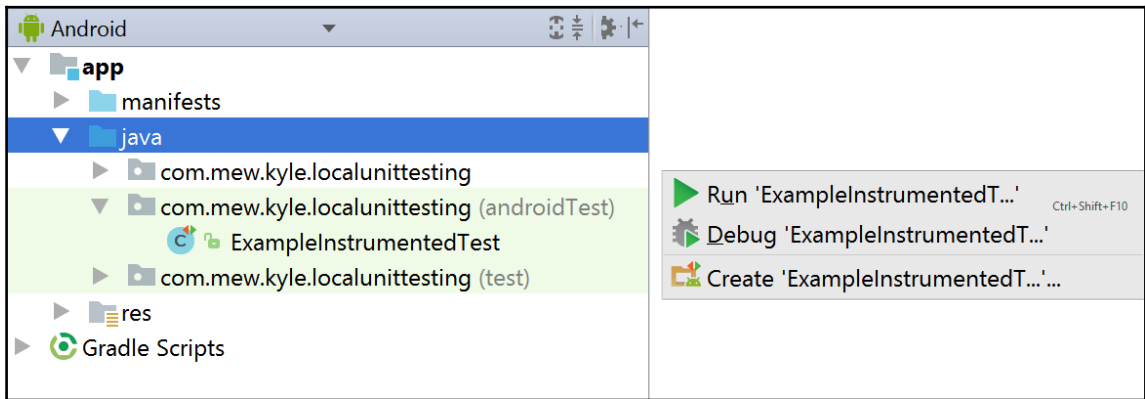
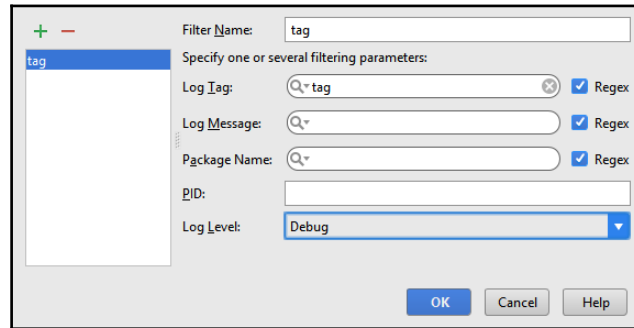
The programming language used for code generation

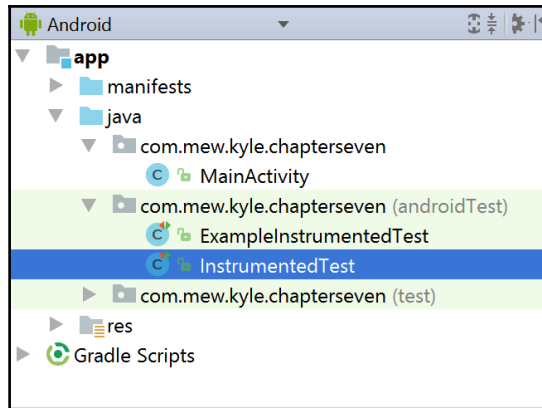
	<input type="checkbox"/> Android SDK Build-Tools	
	<input type="checkbox"/> GPU Debugging tools	
	<input checked="" type="checkbox"/> CMake	
	<input checked="" type="checkbox"/> LLDB	
	<input type="checkbox"/> Android Auto API Simulators	1
	<input type="checkbox"/> Android Auto Desktop Head Unit emulator	1.1
	<input type="checkbox"/> Android Emulator	26.1.3
	<input type="checkbox"/> Android SDK Platform-Tools	26.0.0
	<input type="checkbox"/> Android SDK Tools	26.0.2
	<input type="checkbox"/> Documentation for Android SDK	1
	<input type="checkbox"/> Google Play APK Expansion library	1
	<input type="checkbox"/> Google Play Billing Library	5
	<input type="checkbox"/> Google Play Licensing Library	1
	<input type="checkbox"/> Google Play services	43
	<input type="checkbox"/> Google USB Driver	11
	<input type="checkbox"/> Google Web Driver	2
	<input type="checkbox"/> Instant Apps Development SDK	1.0.0
	<input type="checkbox"/> Intel x86 Emulator Accelerator (HAXM installer)	6.0.6
	<input checked="" type="checkbox"/> NDK	15.1.4119039
	<input type="checkbox"/> Support Repository	



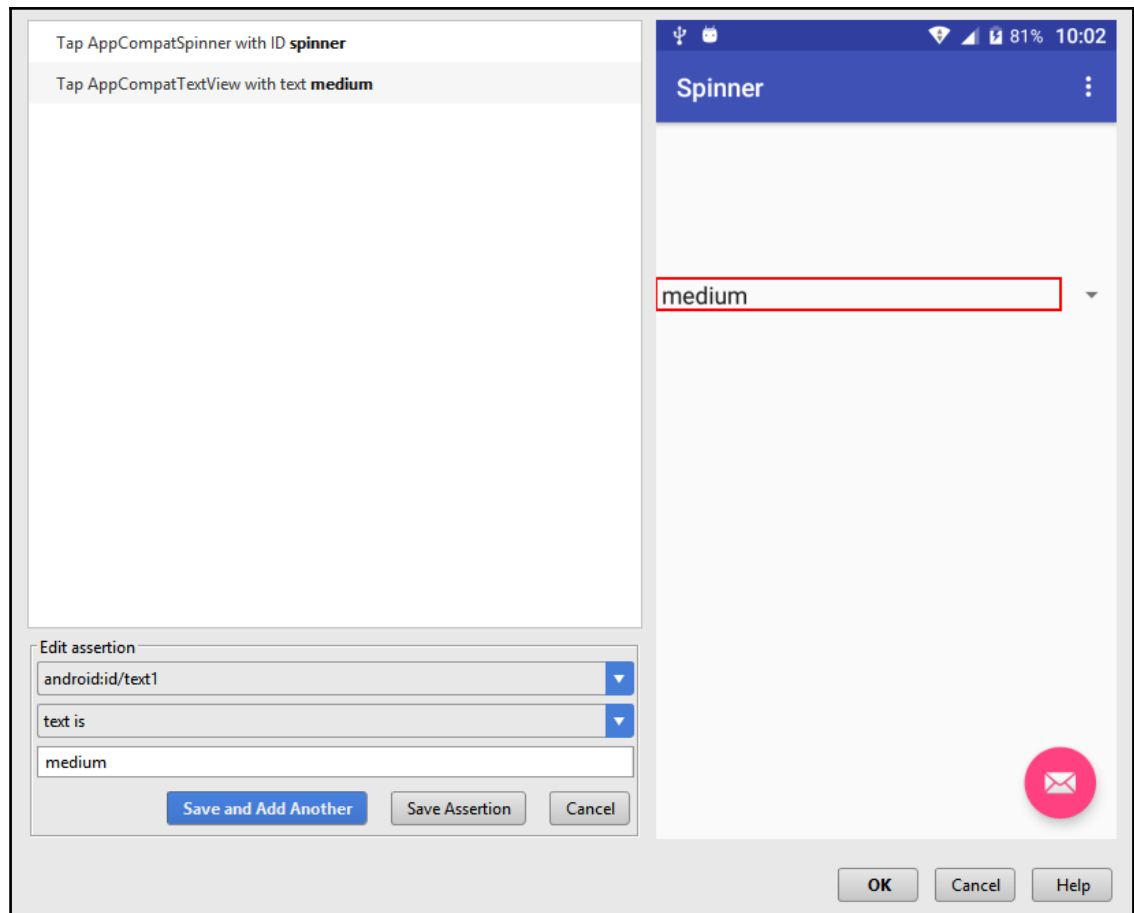


Chapter 8: Testing and Profiling







```
29
30     @Before
31     public void init() { string = "Some text"; }
32
33     @Test
34     public void testUi() {
35
36         onView(withId(R.id.editText))
37             .perform(typeText(string), closeSoftKeyboard());
38
39         onView(withId(R.id.button))
40             .perform(click());
41
42         onView(withId(R.id.editText))
43             .check(matches(withText("Some text")));
44     }
45
46
```




Assistant

 **Firebase**


Firebase gives you the tools and infrastructure from Google to help you develop, grow and earn money from your app. [Learn more](#)








 **Remote Config**

Customize and experiment with app behavior using cloud-based configuration parameters. [More info](#)

 **Test Lab**

Test your apps against a wide range of physical devices hosted in Google's cloud. [More info](#)

 [Run Firebase Test Lab for Android from Android Studio](#)

Android App

Android Instrumented Tests

testSearchByInvalid...()

All Tests

Android JUnit

Defaults

Name: All Tests

☐ Share

General

Miscellaneous

Debugger

Profiling

Module: mobile

Test: ☒ All in Module ☐ All in Package ☐ Class ☐ Method

Deployment Target Options

Target: Open Select Deployment Target Dialog






☐ Open Select Deployment Target Dialog

USB Device

Emulator

Firebase Test Lab Device Matrix

Before launch: Gradle-aware Make, Activate tool window

Gradle-aware Make

☐ Show this page ☒ Activate tool window

OK

Cancel

Apply

Help

✔ Instrumentation test, 3 minutes ago ⓘ

Failed

Passed

Skipped

Inconclusive

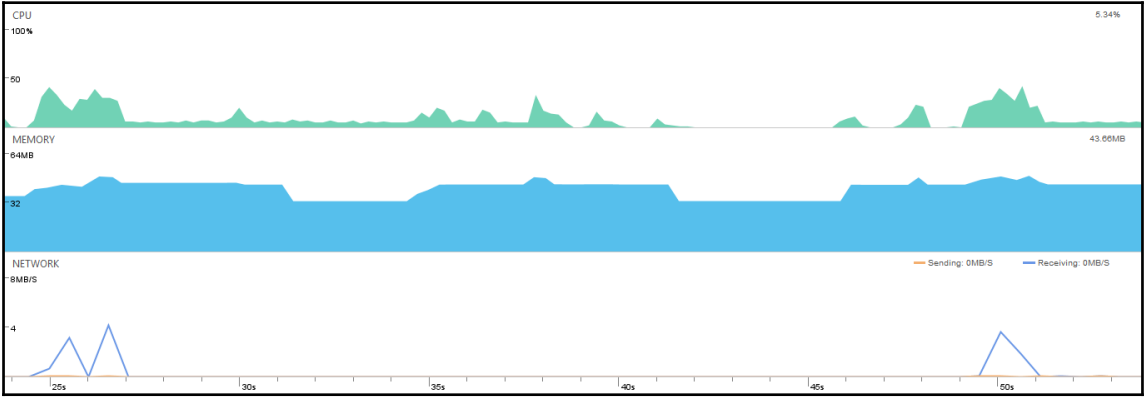
0

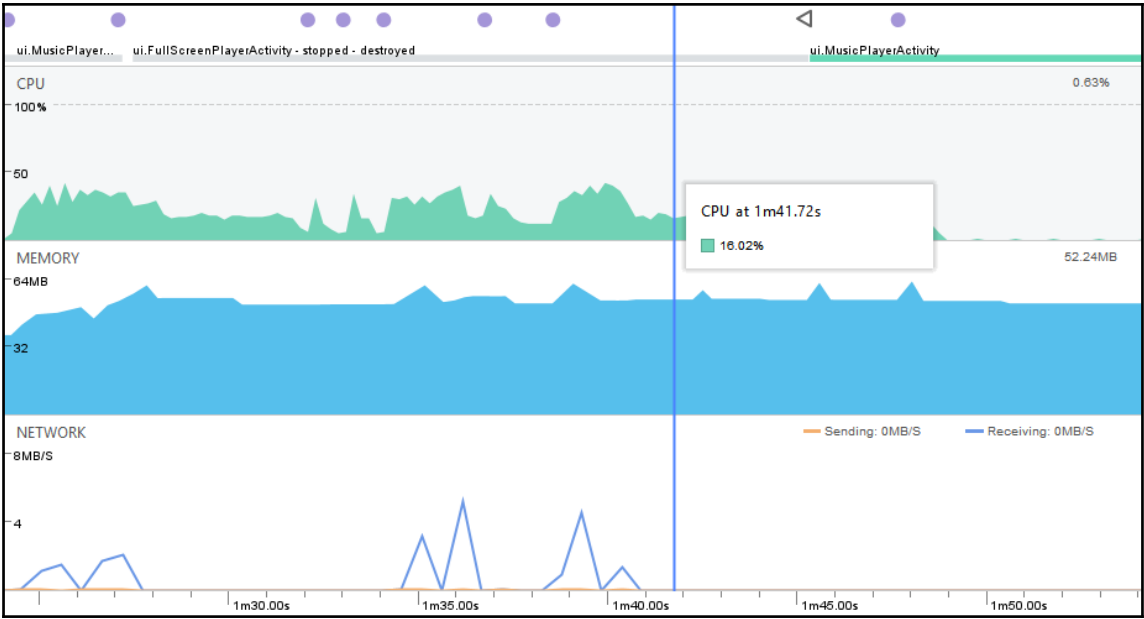
4

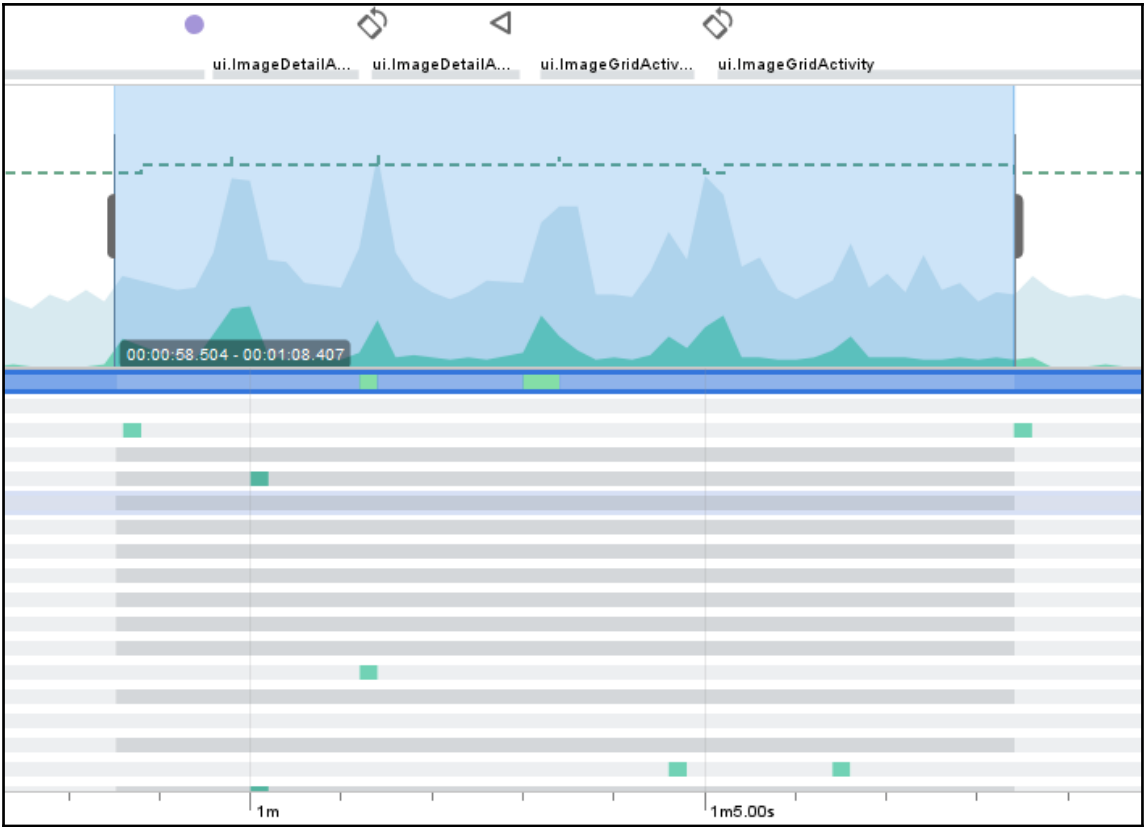
0

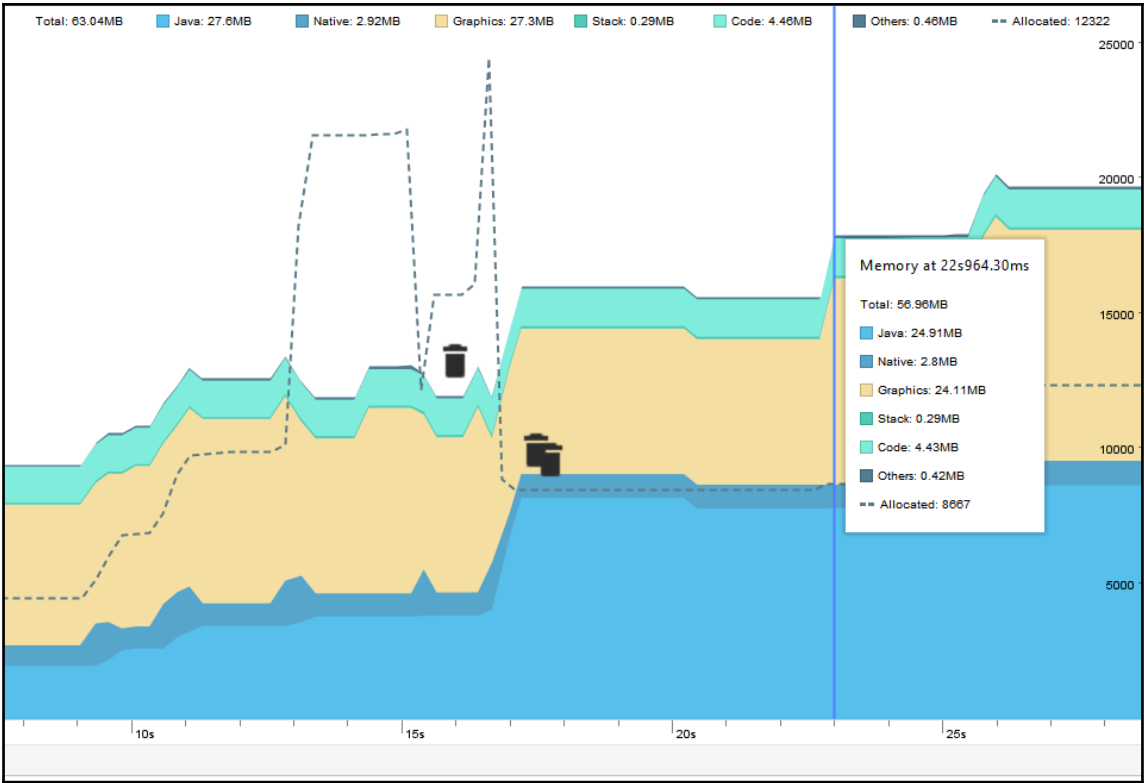
0

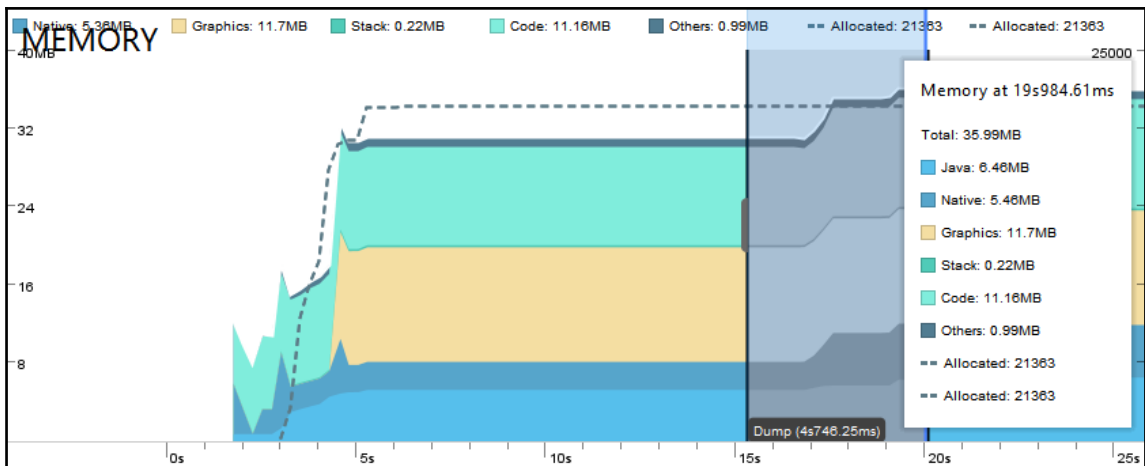
Test execution	Duration	Locale	Orientation	Issues
✔ Nexus 9, Virtual, API Level 23	17 sec	English	Portrait	—
✔ Nexus 9, Virtual, API Level 22	17 sec	English	Portrait	—
✔ Nexus 6, API Level 22	19 sec	English	Portrait	—
✔ Nexus 6, API Level 23	19 sec	English	Portrait	—





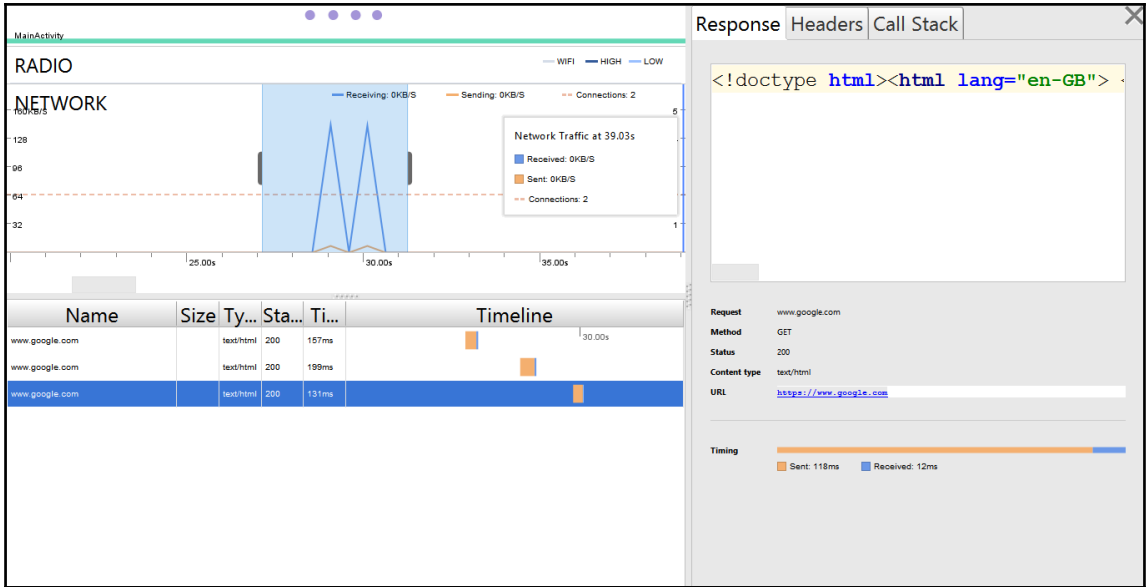




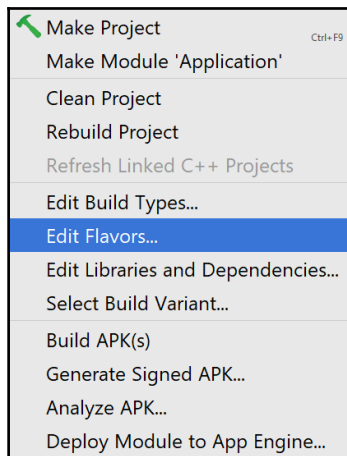
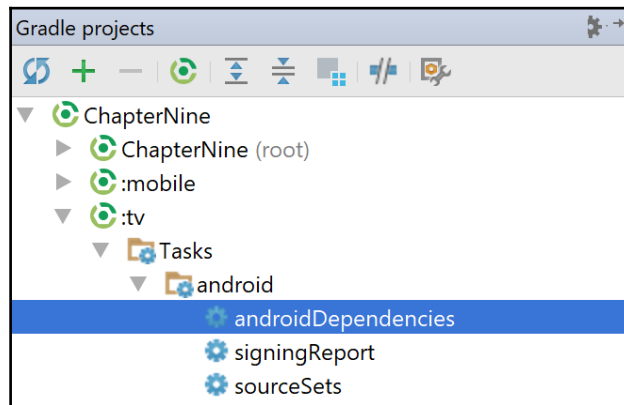
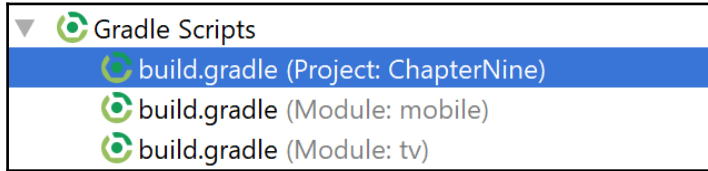


Heap Dump @ 15s19ms | app heap Arrange by class

Class Name	Alloc ...	Sha...	R...
FinalizerReference (java.lang.ref)	595	2142C	16475
int[]	3383	9650496504	
char[]	7068	7899278992	
DexCache (java.)	13	520	7569C
String[] (java.lan)	84	306283160C	



Chapter 9: Packaging and Distribution




org.fangl.chingle (version 1.0)

Raw File Size: 265 KB, Download Size: 213.4 KB

Compare with previous APK...

File	Raw File Size	Download Size	% of Total Download
drawable	82.6 KB	82.5 KB	34.3%
background.jpg	55.1 KB	55.1 KB	22.9%
shakeplay.png	5.9 KB	5.9 KB	2.5%
fangl.png	5.8 KB	5.8 KB	2.4%
icon.png	5.4 KB	5.4 KB	2.2%
slider.png	3.5 KB	3.5 KB	1.4%
autoplay.png	2.8 KB	2.8 KB	1.2%
query_icon.png	1.6 KB	1.6 KB	0.7%
note_icon.png	1.5 KB	1.5 KB	0.6%
note_header.png	1 KB	1 KB	0.4%
layout	731 B	731 B	0.3%

64x64 PNG (32-bit color) 6.03K



com.example.android.basicmultitouch (version 1.0)

Raw File Size: 1.4 MB, Download Size: 1.2 MB

Compare with previous APK...

File	Raw File Size	Download Size	% of Total Download size
classes.dex	925.5 KB	850 KB	76.2%
res	197.1 KB	189.4 KB	17%
resources.arsc	225.1 KB	50.7 KB	4.5%
META-INF	27.2 KB	24.5 KB	2.2%
AndroidManifest.xml	673 B	673 B	0.1%

This dex file defines 1739 classes with 13763 methods, and references 18094 methods.

Class	Defined Methods	Referenced Methods	Size
common	48	61	4.8 KB
basicmultitouch	39	44	29.7 KB
TouchDisplayView	5	9	1.8 KB
TouchDisplayView\$TouchHistory	6	6	802 B
Pools\$SimplePool	4	4	611 B
MainActivity	2	3	214 B
Pools\$SynchronizedPool	3	3	382 B
BuildConfig	2	2	242 B
Pools\$Pool	2	2	128 B
R\$styleable	2	2	7.3 KB
Pools	1	1	123 B
R\$anim	1	1	278 B
R\$attr	1	1	3.8 KB
R\$bool	1	1	204 B


```
Terminal
+ Microsoft Windows [Version 10.0.15063]
(c) 2017 Microsoft Corporation. All right
s reserved.

C:\Users\Kyle\AndroidStudioProjects\SomeApp>
```

Key store path: C:\Users\Kyle\Keystores\some_keystore.jks

Create new... Choose existing...

Key store password:

Key alias: some_key

Key password:

☒ Remember passwords

Key store path: C:\Users\Kyle\Keystores\some_keystore.jks

Password: Confirm:

Key

Alias: some_key

Password: Confirm:

Validity (years): 25

Certificate

First and Last Name: Kyle Mew

Organizational Unit: Mastering Android Studio 3.0

Organization: Packt Publishing

City or Locality:

State or Province:

Country Code (XX):


Note: Proguard settings are specified using the Project Structure Dialog

APK Destination Folder: ...

Build Type: release ▼

Flavors:

Signature Versions: ☐ V1 (Jar Signature) ☒ V2 (Full APK Signature) [Signature Help](#)

-  Release management ^
- Release dashboard
 - App releases
 - Android Instant Apps
 - Artifact library
 - Device catalog
 - App signing
 - Pre-launch report



Google Play App Signing Terms of Service

Effective as of 17 May 2017

By enrolling Your application ("app") in Google Play App Signing (GPAS) service, You consent to be bound by these terms, in addition to the existing [Google Play Developer Distribution Agreement](#) ("DDA") and [Google Play Developer Programme Policies](#) (collectively, the 'Agreement'). If there is a conflict between these terms and the agreement, these terms govern use of your app in GPAS. Capitalised terms used below, but not defined below, have the meaning ascribed to them under the Agreement.

1. Key Generation and Storage

- 1.1. GPAS is an optional service that provides a secure means of handling Your app signing key.
- 1.2. By enrolling your existing app in GPAS, You agree to give Your existing app's signing key to Google and to secure or delete Your copy(ies) of the key. For new apps, Google will generate a new app signing key for Your app.
- 1.3. You will have the ability to download and review any APKs that you publish that are signed by Google.

2. Automated App Optimisations

- 2.1. By enrolling Your app in GPAS, in addition to the license granted in 5.1 of the DDA, You grant Google a licence to modify Your app APKs to optimise their performance, security and/or size, for the life of the app. The modifications, and the

[LEARN MORE](#)

[CANCEL](#)

[ACCEPT](#)

SDK Location

Project

Developer Services

Ads

Authentication

Notifications

Modules

app

Properties

Signing

Flavors

Build Types

Dependencies

config

Name: config

Key Alias: AliasPassword

Key Password: KeyPassword

Store File: C:\Users\Kyle\Keystores\some_keystore.jks

Store Password: StorePassword

