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Hi there,

There is a good chance you are here because you have seen or downloaded one of my apps and that you want to know how I did it.

I make passive income monthly by simply building and monetizing mobile apps and games without coding. The process is very simple, first **build** an app or game, **monetize** it by simply placing advertisements inside it then **publish** it to Google Play and make money from Ads!

Or you are here because you have tried to make money online before, but haven't had much success? Perhaps you tried to build websites and show Google Ads using adsense but can't get enough traffic, or maybe you tried to open an eBay store, but you've found the competition is fierce and that there isn't anything cheap to sell. Or maybe you've been burned by MMO and MML offers and programs more times than you can count. Sick of hearing about so-called "loopholes"? Yeah, I understand.

If any of that sounds like you, then you need to keep reading. I am going to reveal a formula for building your own \$5,000 per month business. If you follow this advice, it can literally change your life. And believe me; I'm not going to be copying/pasting a bunch of methods I've bundled from free articles available on the internet. No, this is a *real formula* that I have developed after years of being in the MMO space.

The specific plan I teach is designed to make you \$5,000 per month in passive income earnings, based on 100 apps, with each app having a targeted earnings level of at least \$50 each. Once you understand the process though, you can decide to build 200 of these apps, or 1000! When you stop is up to you (and yes, there are people making tens of thousands of dollars per month on the Internet based on these concepts - they just love the work and don't ever stop building new apps or improving their current ones!).

What's great about the business plan that I teach you is not only the income level you will accomplish if you follow through, but all that you will learn in the process.

Thank you for joining me on this adventure. No long introductions, I know better than anyone that you've to start now. So without further ado, let's get started!

This book has four main chapters:

- **Gmail**
- **AdMob**
- **[Andromo](#)**
- **Play Store**

CHAPTER 1: *Set Up a Gmail account*

Introduction

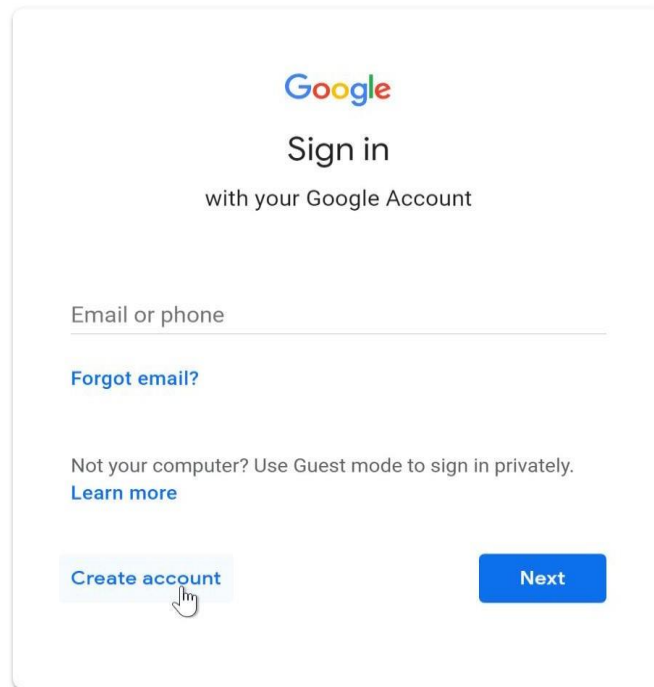
Setting up a Gmail account is easy. You will begin by creating a Google account, and during the quick sign-up process you will choose your Gmail account name. In this chapter, you will learn how to **set up** your **Google account for Gmail**, how to **send** and how to **reply** to emails.

Setting up a Gmail account

To create a **Gmail** address, you'll first need to create a **Google account**. Gmail will redirect you to the Google account sign-up page. You'll need to provide some basic information like your **name**, **birth date**, **gender**, and **location**. You will also need to choose a **name** for your new Gmail address. Once you create an account, you'll be able to start adding **contacts** and adjusting your **mail settings**.

To create an account:

1. Go to www.gmail.com.
2. Click **Create account**.



Google

Sign in

with your Google Account

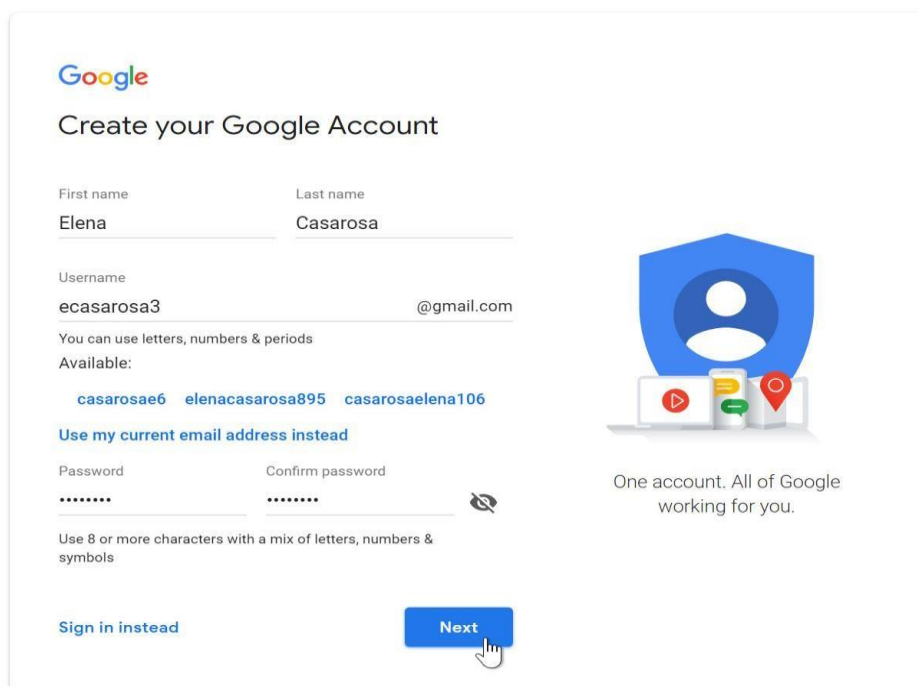
Email or phone

[Forgot email?](#)

Not your computer? Use Guest mode to sign in privately.
[Learn more](#)

[Create account](#) [Next](#)

3. The **sign-up** form will appear. Follow the directions by entering the required information.



Google

Create your Google Account

First name Last name
Elena Casarosa

Username
ecasarosa3@gmail.com

You can use letters, numbers & periods
Available:
casarosae6 elenacasarosa895 casarosaelena106

[Use my current email address instead](#)

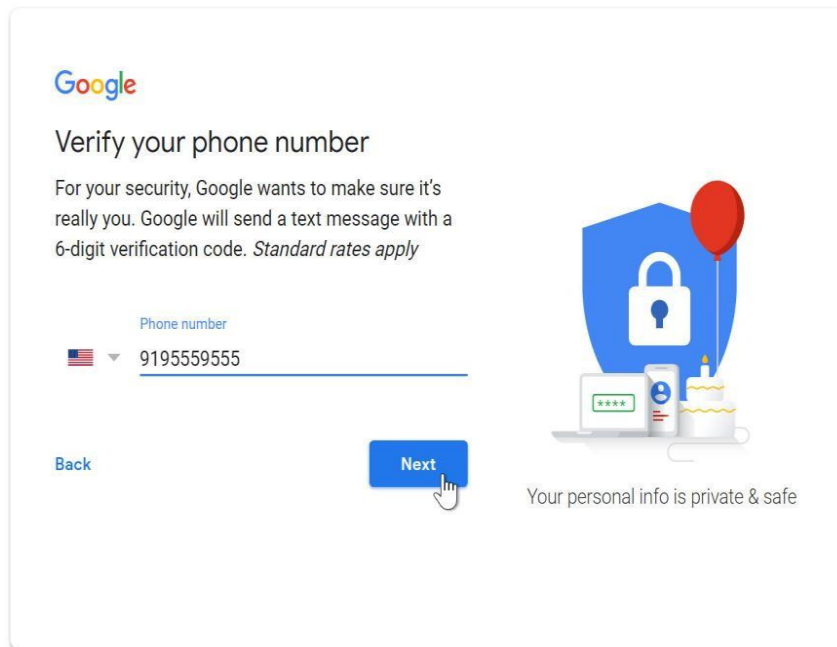
Password Confirm password
.....

Use 8 or more characters with a mix of letters, numbers & symbols

[Sign in instead](#) [Next](#)

One account. All of Google working for you.

4. Next, enter your **phone number** to verify your account. Google uses a two-step verification process for your security.




Google

Verify your phone number

For your security, Google wants to make sure it's really you. Google will send a text message with a 6-digit verification code. *Standard rates apply*

Phone number

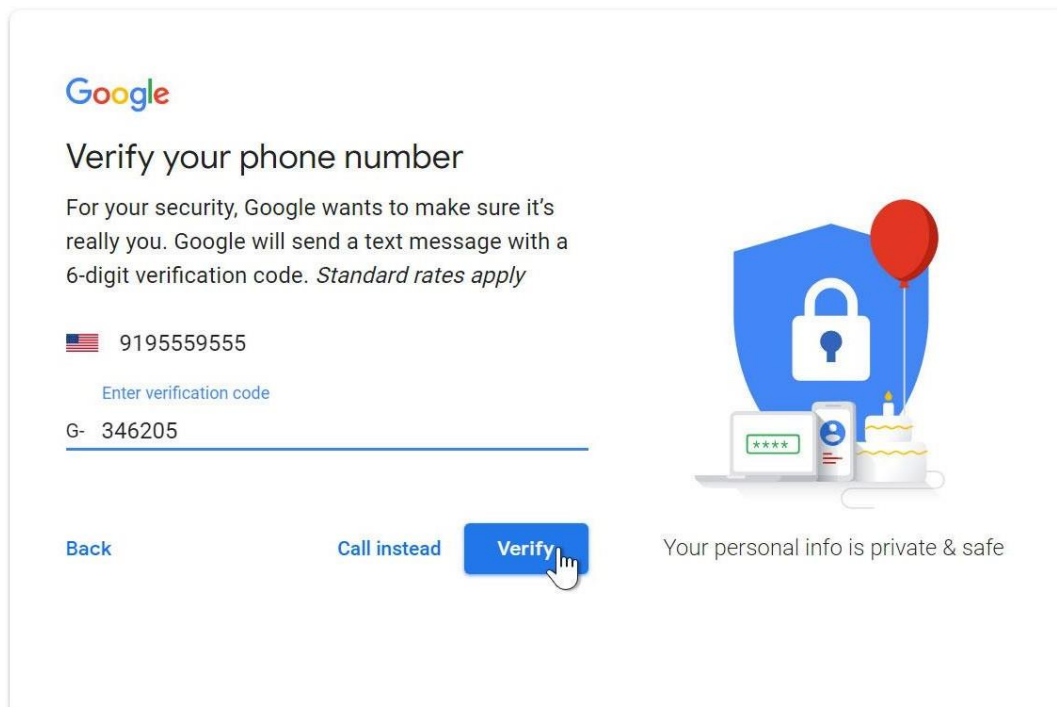
 9195559555

[Back](#) [Next](#)

Your personal info is private & safe

The screenshot shows the Google account verification page. It features the Google logo at the top, followed by the title 'Verify your phone number' and a security message. Below this is a form with a 'Phone number' label, a dropdown menu showing the US flag, and a text input field containing '9195559555'. There are 'Back' and 'Next' buttons. To the right is an illustration of a shield with a lock, a laptop, a phone, and a cake, with the text 'Your personal info is private & safe' below it.


5. You will receive a text message from Google with a **verification code**. Enter the code to complete the account verification.



Google

Verify your phone number

For your security, Google wants to make sure it's really you. Google will send a text message with a 6-digit verification code. *Standard rates apply*

 9195559555

Enter verification code

G- 346205

[Back](#) [Call instead](#) [Verify](#)

Your personal info is private & safe

This screenshot is similar to the first one but at a later stage. The phone number remains '9195559555'. The 'Enter verification code' label is now above a text input field containing '346205'. The 'Next' button has been replaced by 'Call instead' and 'Verify' buttons. The 'Back' button is still present. The illustration and security message on the right are identical to the first screenshot.

6. Next, you will see a form to enter some of your personal information, like your name and birthday.



Elena, welcome to Google



ecasarosa3@gmail.com

Phone number (optional)



9195559555

We'll use your number for account security. It won't be visible to others.

Recovery email address (optional)

We'll use it to keep your account secure

Month	Day	Year
March	02	1982

Your birthday

Gender

Female



Your personal info is private & safe

Why we ask for [this information](#)

[Back](#)

[Next](#)

7. Review **Google's Terms of Service** and **Privacy Policy**, then click **I agree**.



Privacy and Terms

We also combine this data among our services and across your devices for these purposes. For example, depending on your account settings, we show you ads based on information about your interests, which we can derive from your use of Search and YouTube, and we use data from trillions of search queries to build spell-correction models that we use across all of our services.

You're in control

Depending on your account settings, some of this data may be associated with your Google Account and we treat this data as personal information. You can control how we collect and use this data now by clicking "More Options" below. You can always adjust your controls later or withdraw your consent for the future by visiting My Account (myaccount.google.com).

[MORE OPTIONS](#)

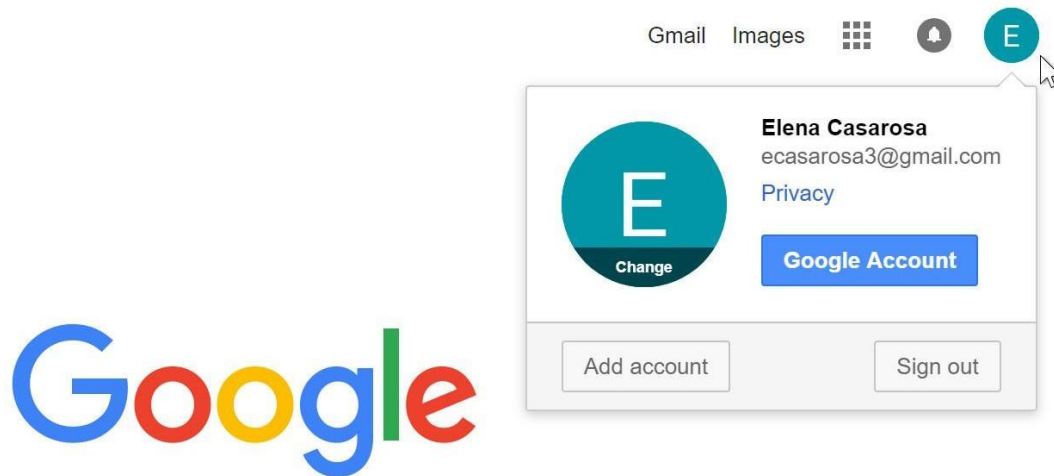
[Cancel](#)

[I agree](#)



You're in control of the data we collect & how it's used

8. Your account will be created.



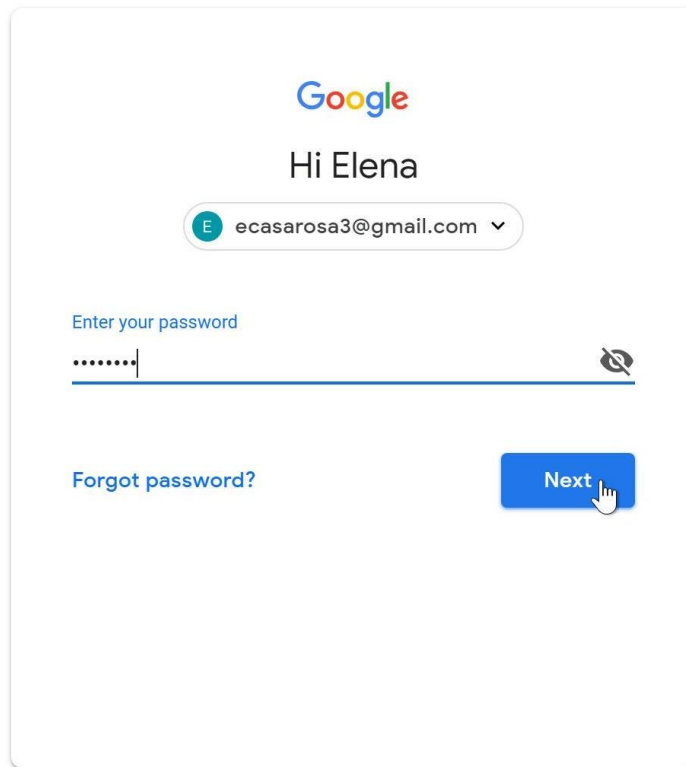
Just like with any online service, it's important to choose a **strong password**—in other words, one that is difficult for someone else to guess.

Signing in to your account

When you first create your account, you will be automatically signed in. Most of the time, however, you'll need to **sign in** to your account and **sign out** when you're done with it. Signing out is especially important if you're using a shared computer (for example, at a **library** or **office**) because it prevents others from viewing your emails.

To sign in:

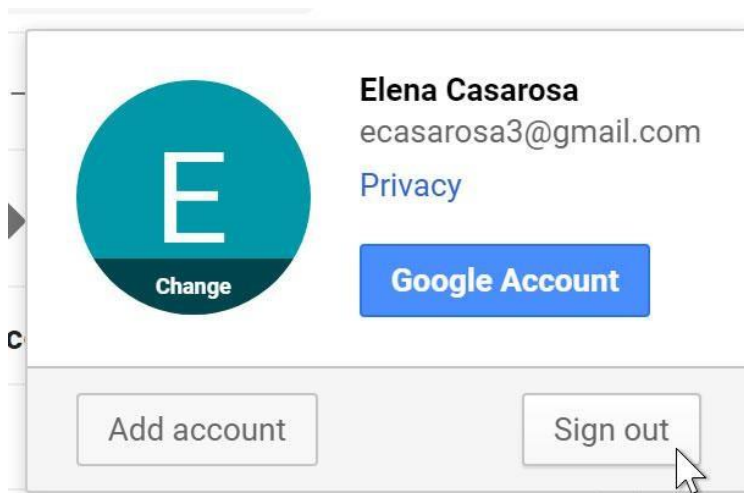
1. Go to www.gmail.com.
2. Type your **user name** (your email address) and **password**, then click **Next**.



The image shows a Google login interface. At the top is the Google logo. Below it, the text "Hi Elena" is displayed. Underneath is a dropdown menu showing the email address "ecasarosa3@gmail.com" with a small downward arrow. Below the email is a password field with the placeholder text "Enter your password" and a series of dots. To the right of the password field is an eye icon. Below the password field is a link that says "Forgot password?". To the right of the "Forgot password?" link is a blue button labeled "Next" with a hand cursor icon over it.

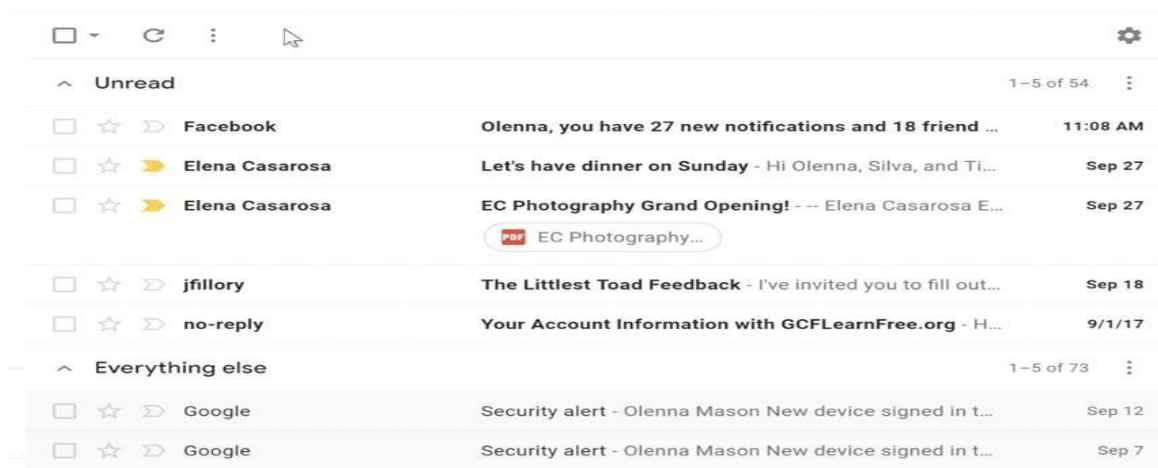
To sign out:

In the top-right corner of the page, locate the circle that has your first initial (if you've already selected an avatar image, it will show the image instead). To sign out, click the circle and select **Sign out**.



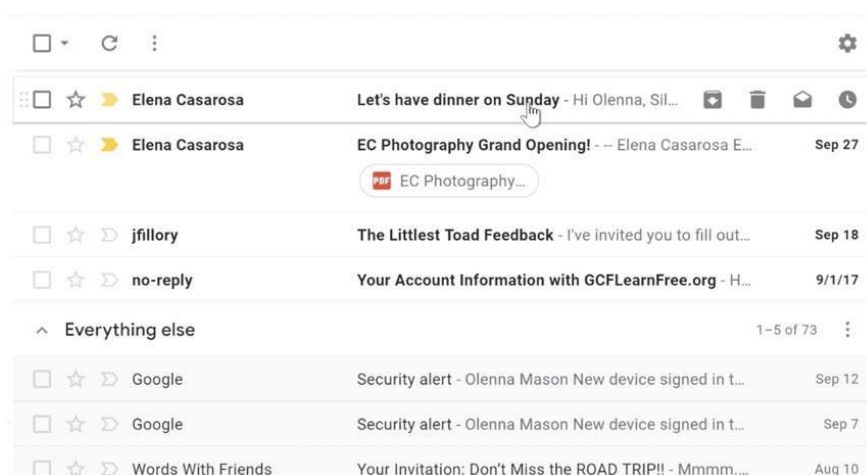
Reading email

By default, any email you receive will go to your **inbox**. You'll be able to tell which emails are **unread** because they'll be **bold**. You can also see the name of the **sender**, the **subject** of the email, and the first few words of the **email body**. This means even before you select an email, you can tell quite a few things about it.

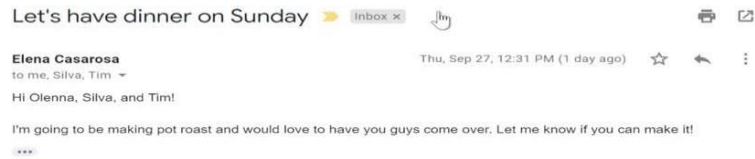


To read an email:

1. From your **inbox**, click the email you want to read.



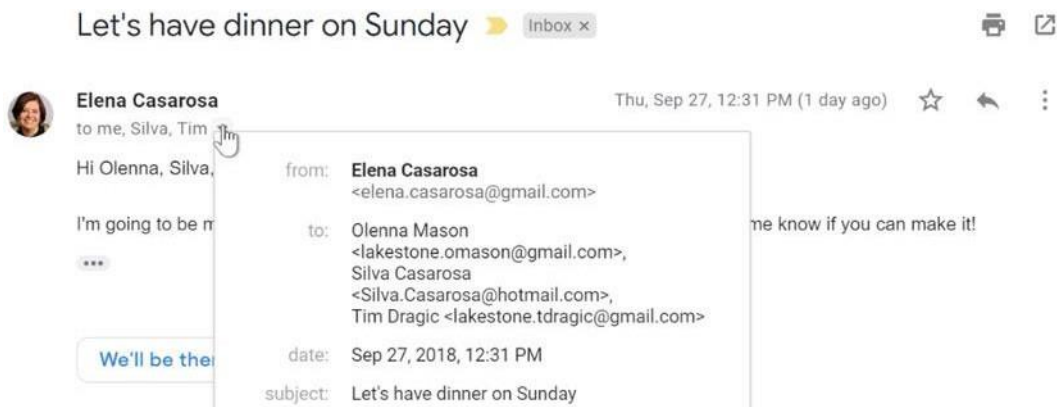
2. The email will open in the same window.



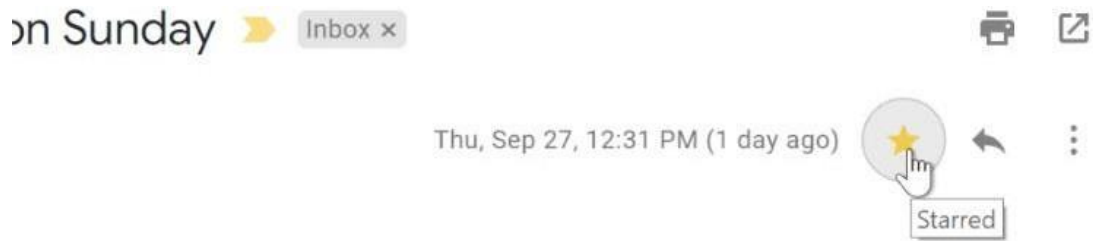
Reading options

In addition to reading the email, you have several reading options.

- You can click **show details** to see the email addresses of the **sender** and any other **recipients**, as well as the **date** the email was sent.

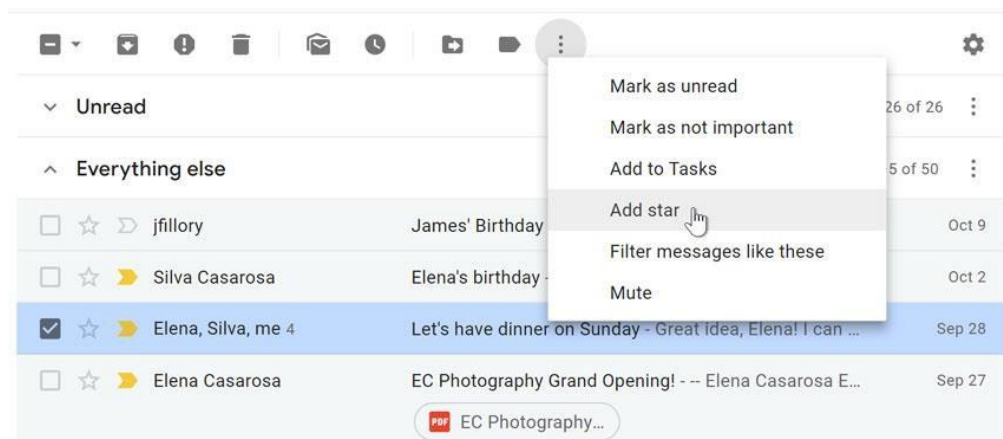


- You can click the **Star** next to the name of the sender to remind yourself to read the email later.

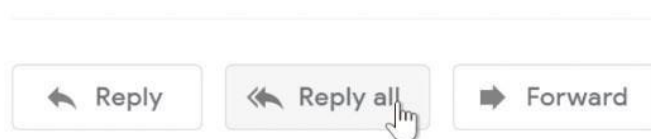


st and would love to have you guys come over. Let me know if you can make it!

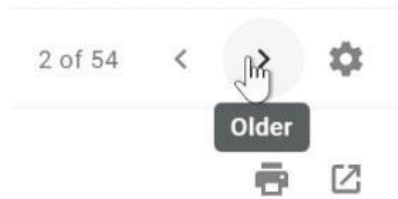
- You can also click the **More** button and select **Add star** from the drop-down menu.



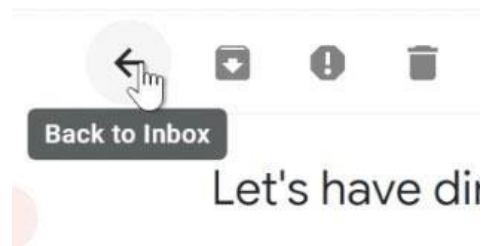
- You can **Reply**, **Reply to all**, or **Forward** the email to someone else.



- You can click **Newer** or **Older** on the right side of the window to view the next email (or previous one).



- You can go **Back to Inbox**.

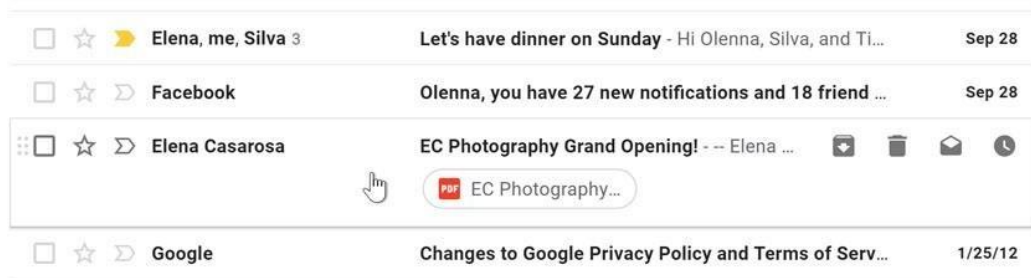


Opening attachments

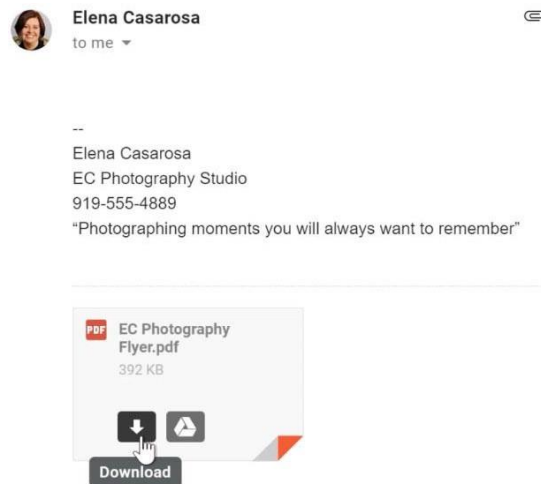
Sometimes you'll receive emails that contain **attachments**. Generally, you will need to **download** an attachment to view it. However, many common file types, like **Word documents** and **images**, can be viewed within a browser window. If the attachment is an image, you'll also see a smaller copy of the image—called a **thumbnail**—inside the body of the email. You can tell which emails contain attachments because they will have a **paper clip** icon to the right of the **subject**.

To open an attachment:

1. Open the **email message** that contains the attachment.



2. Click the **Download icon** to save the attachment to your computer. If your computer asks whether you want to **Open** or **Save** it, choose **Save**. You can then locate the file on your computer and double-click it to open it.



You should generally only open an attachment if it's from a trusted source. Some attachments can contain **viruses**, especially **.exe** files. If you don't recognize the sender—or if you don't know why someone is sending you the attachment—it's safest not to open it.

Gmail for Mobile Devices

Introduction

No matter what type of **mobile device** you use, it's easy to send and receive Gmail messages **on the go**. In this lesson, we'll show you how to set up Gmail with the **native email app** on your device. We'll also talk about using the official **Gmail app** for iPhone and Android.

Gmail for mobile devices

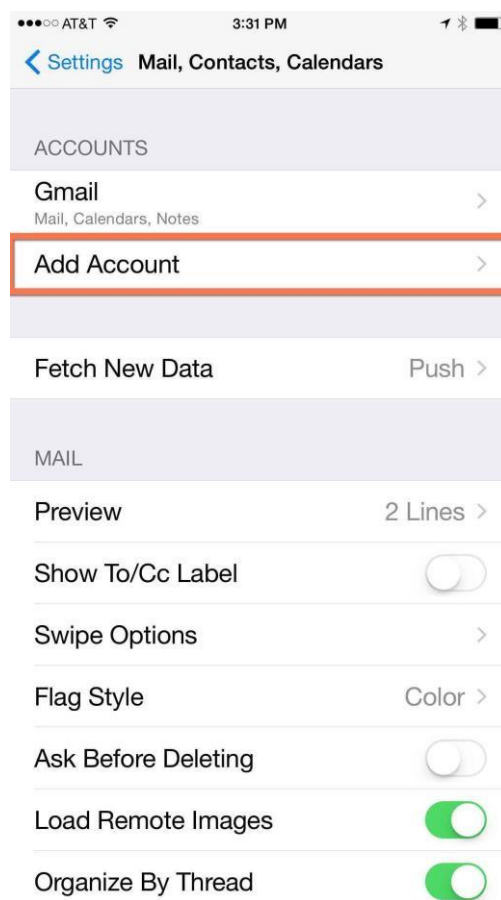
If you have a mobile device, there are two main ways to access your Gmail account:

- **Option 1:** The **native email app** on your device. If you have multiple email accounts through different email providers (such as a personal email and a work email), you may find the native email application to be more convenient because it allows you to view and manage all of your messages in one place.
- **Option 2:** The **official Gmail mobile app**, available for **iOS** and **Android**. If you're already an experienced Gmail user, you may prefer using the official Gmail app. The app looks and feels similar to the desktop version, and it includes some custom Gmail features that may not be available in the native email app on your device.

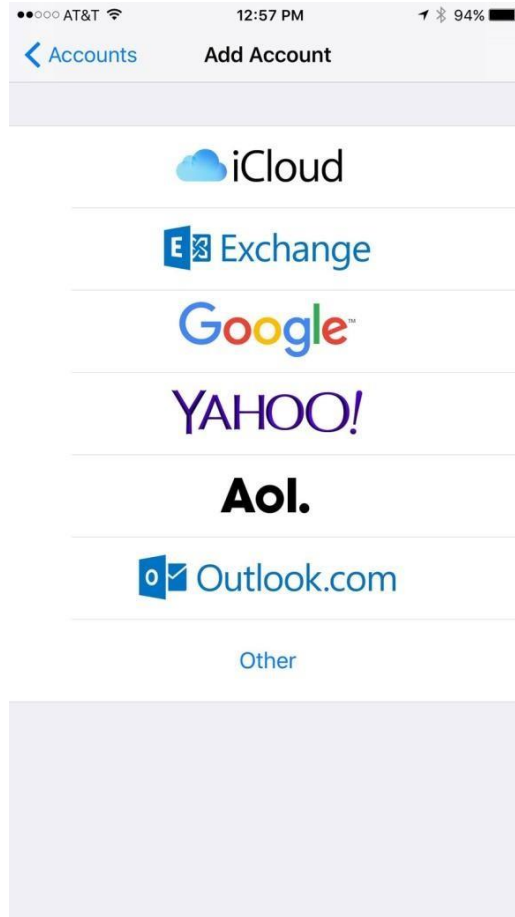
To set up Gmail with the native email app:

In this example, we'll explain how to sync a Gmail account with the **Mail** app for **iOS** devices, including the iPhone and iPad. Keep in mind that this process may vary depending on your device.

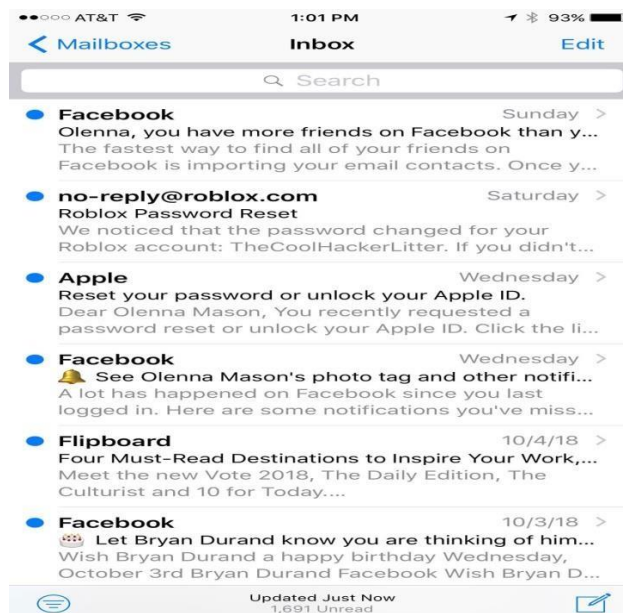
1. Navigate to the **email settings** on your device, then select **Add Account**.



2. Select **Google**.



3. Follow the instructions to connect your account.
4. When you're done, you'll be able to send and receive emails from your Gmail account in the Mail app.

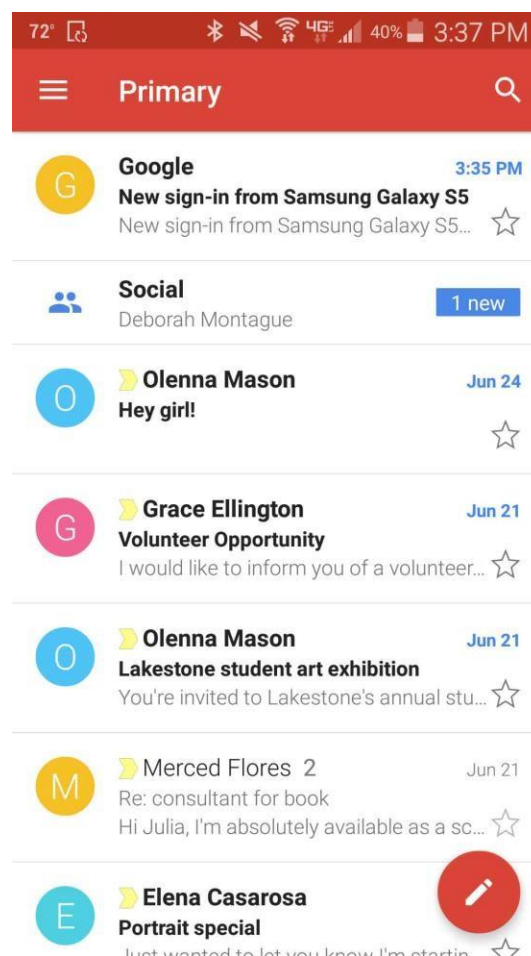


Using the Gmail app

A quick overview of **Gmail for Android** and **Gmail for iPhone**. While the interface for these apps is somewhat different, you'll notice that each app gives you access to the same basic features.

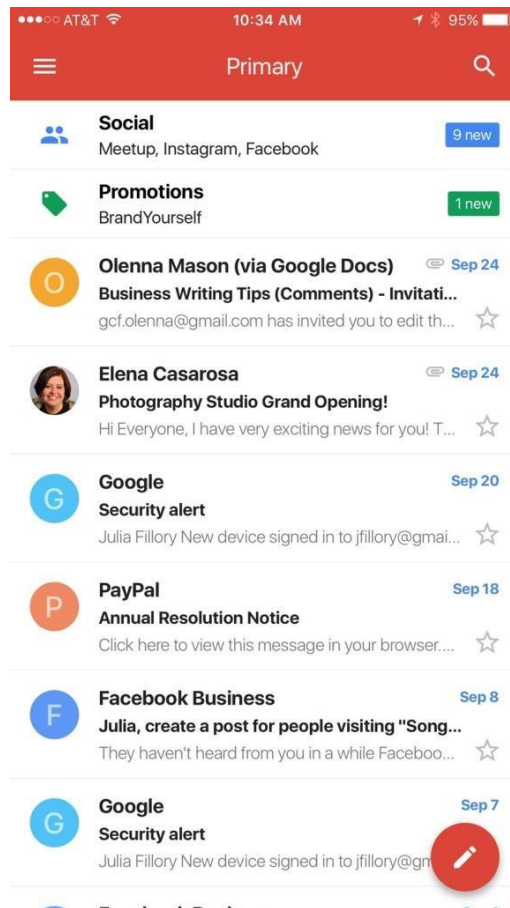
Gmail for Android

Click the buttons in the interactive below to learn more about using Gmail for Android.



Gmail for iPhone

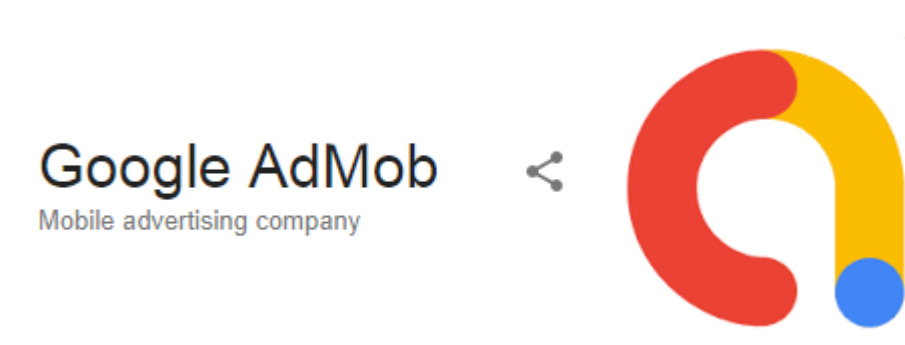
Click the buttons in the interactive below to learn more about using Gmail for iPhone.



Remember, if you're using the native email app on your phone, it will look different from the official Gmail apps above.

CHAPTER 2

CREATING YOUR ADMOB ACCOUNT



AdMob is a mobile advertising company founded by Omar Hamoui. The name AdMob is a portmanteau for "advertising on mobile".

App Developers: Monetize Your Mobile Apps with AdMob

AdMob, [not to be confused with AdSense](#), is a mobile app advertising platform designed specifically for app developers. AdMob helps app developers monetize their mobile apps by showing ads in their mobile apps.



How Does AdMob Work:

AdMob can be used for Android and iOS apps. AdMob allows developers to monetize their app(s) by displaying in-app ads from other advertisers.

You can set filters to ensure the ads being displayed are relevant to your app users. You also have control over the types of ad formats you allow. Choose from banner ads, full pages interstitials, video ads, and native ads.

AdMob also offers a comprehensive mediation platforms which allows developers to manage and mediate ad requests out to more than 40 third-party network. This helps to maximize your app monetization.

How is AdMob different from AdWords:

You can use AdWords to create [app install](#) campaigns that display to users on apps within the AdMob network. Connecting your AdWords and AdMob accounts allows you to optimize your advertising experience. With AdWords, you can create [universal app campaigns](#) to advertise your app across Google Search and Google Play, YouTube, the Google Display Network, AdMob and more. Once you achieve more app installs, you can then use AdMob to show ads in your app and monetize users.



Why is AdMob a Top Choice for App Developers:

AdMob's platform does majority of the work for you so you can focus on improving your app while making money from it. AdMob can be used with all of the top platforms: Android and iOS, with support for leading

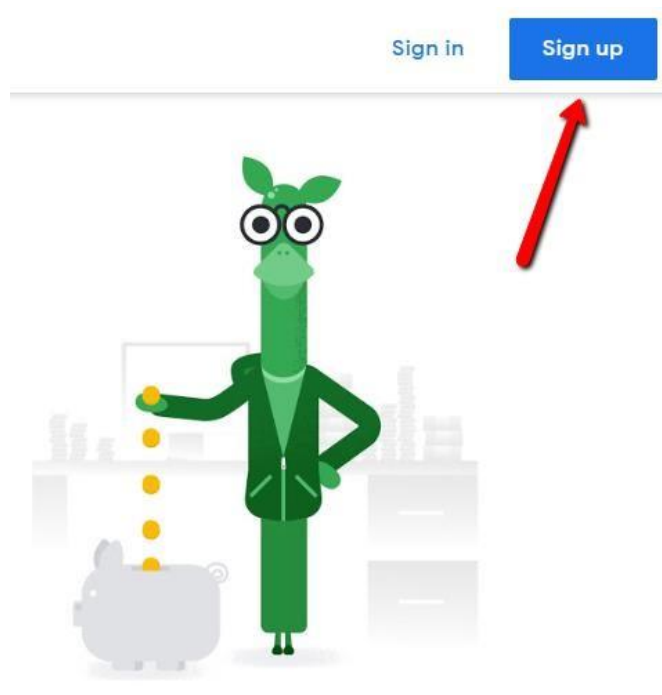
game engines such as Unity and Cocos2d-x. AdMob's integration with Google Play services pushes automatic performance improvements to Android apps without additional SDK changes. AdMob enables app developers to monetize their apps with a variety of formats, including banner, interstitial, native, and rewarded, with wide-ranging media including text, image, video, and playables. You can also use AdMob Mediation to maximize your fill rate and increase your earnings by mediating ads from over 40 ad networks. With AdMob's mediation platform, you can enable ad network optimization (ANO) to automate reporting across networks and to generate the highest possible CPM from your mediation stack. Developers also use AdMob's free campaigns feature to serve their own house ads within their apps.

When Should You Use AdMob:


AdMob helps app developers who are ready to monetize their mobile apps for free within a developer's own apps.

HOW TO MONETIZE YOUR ANDROID APPS USING GOOGLE ADMOB

1. Go to www.admob.google.com/home/
2. Click on Signup. See picture below



3. Enter the email that you have created in chapter one and click next.



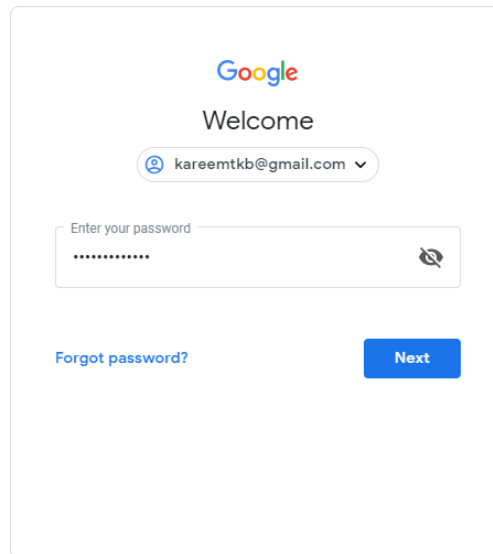
Sign in
to continue to AdMob

[Forgot email?](#)

Not your computer? Use Guest mode to sign in privately.
[Learn more](#)

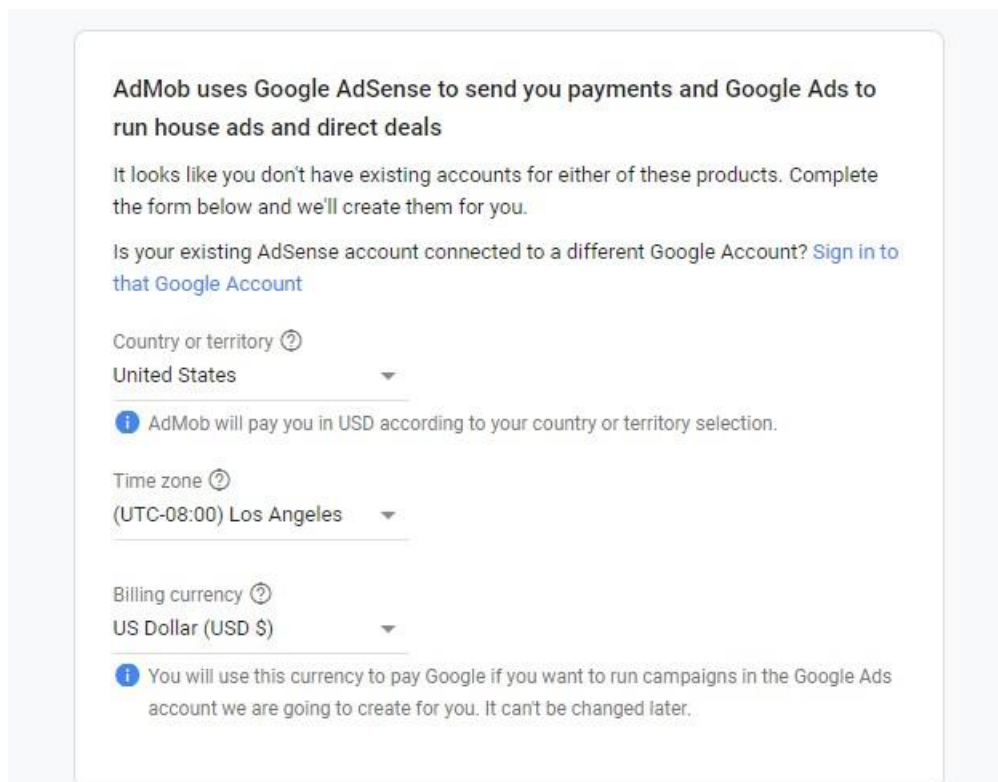
[Create account](#)[Next](#)

4. Enter your gmail account password and click next.



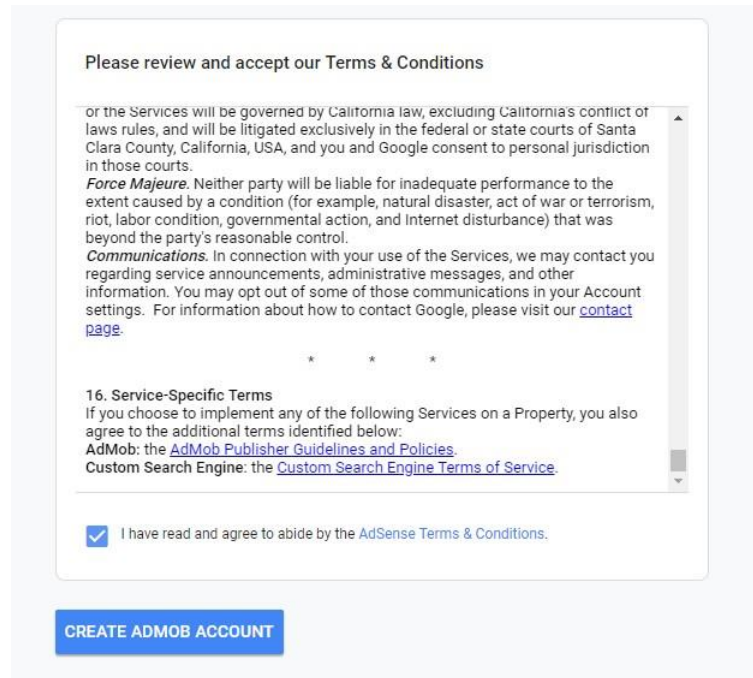
The image shows a Google 'Welcome' screen. At the top is the Google logo. Below it, the word 'Welcome' is displayed. A dropdown menu shows the email address 'kareemtkb@gmail.com'. Below the email is a password field with the placeholder text 'Enter your password' and a masked password '.....'. To the right of the password field is an eye icon for toggling visibility. At the bottom left is a link 'Forgot password?' and at the bottom right is a blue 'Next' button.

5. Enter your country, time zone and billing currency.



The image shows the AdMob account setup screen. It starts with a heading 'AdMob uses Google AdSense to send you payments and Google Ads to run house ads and direct deals'. Below this is a paragraph: 'It looks like you don't have existing accounts for either of these products. Complete the form below and we'll create them for you.' Then, a question: 'Is your existing AdSense account connected to a different Google Account?' with a link 'Sign in to that Google Account'. The form has three dropdown menus: 'Country or territory' (selected: United States), 'Time zone' (selected: (UTC-08:00) Los Angeles), and 'Billing currency' (selected: US Dollar (USD \$)). Each dropdown has a help icon. Below the country dropdown is an info message: 'AdMob will pay you in USD according to your country or territory selection.' Below the currency dropdown is another info message: 'You will use this currency to pay Google if you want to run campaigns in the Google Ads account we are going to create for you. It can't be changed later.'

6. Review and accept the terms and conditions then click **CREATE ADMOB ACCOUNT**.

A screenshot of the AdMob account creation process. It shows a window titled "Please review and accept our Terms & Conditions". The text inside includes legal disclaimers about jurisdiction in Santa Clara County, California, and sections on "Force Majeure" and "Communications". Below this, it lists "16. Service-Specific Terms" for AdMob and Custom Search Engine. At the bottom, there is a checked checkbox stating "I have read and agree to abide by the AdSense Terms & Conditions." and a blue button labeled "CREATE ADMOB ACCOUNT".

Please review and accept our Terms & Conditions

or the Services will be governed by California law, excluding California's conflict of laws rules, and will be litigated exclusively in the federal or state courts of Santa Clara County, California, USA, and you and Google consent to personal jurisdiction in those courts.

Force Majeure. Neither party will be liable for inadequate performance to the extent caused by a condition (for example, natural disaster, act of war or terrorism, riot, labor condition, governmental action, and Internet disturbance) that was beyond the party's reasonable control.

Communications. In connection with your use of the Services, we may contact you regarding service announcements, administrative messages, and other information. You may opt out of some of those communications in your Account settings. For information about how to contact Google, please visit our [contact page](#).

* * *

16. Service-Specific Terms
If you choose to implement any of the following Services on a Property, you also agree to the additional terms identified below:
AdMob: the [AdMob Publisher Guidelines and Policies](#).
Custom Search Engine: the [Custom Search Engine Terms of Service](#).

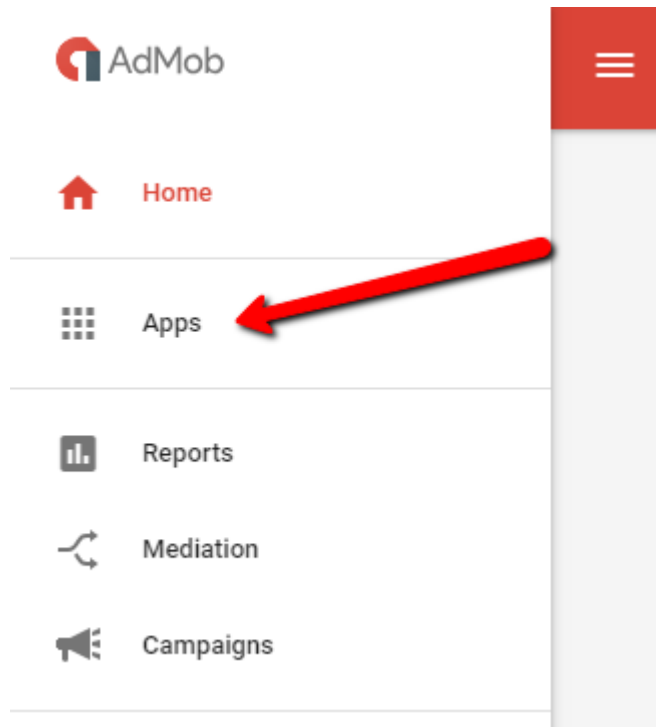
☒ I have read and agree to abide by the [AdSense Terms & Conditions](#).

CREATE ADMOB ACCOUNT

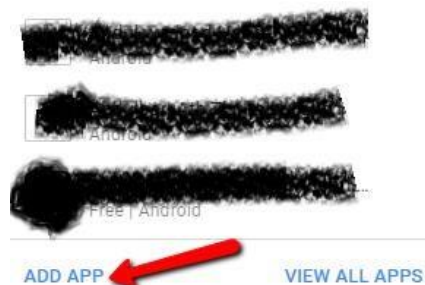
Congratulations! Welcome to AdMob!!

HOW TO CREATE AD UNITS:

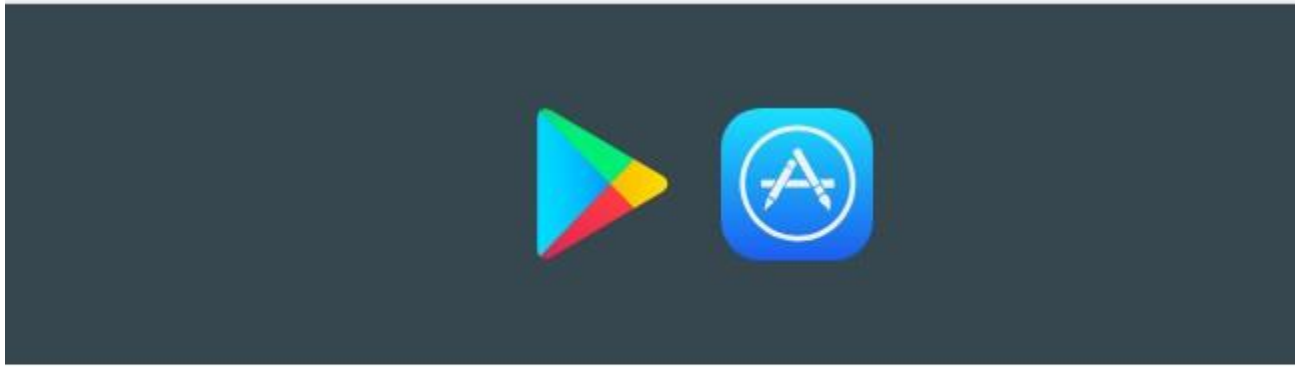
1. Login to your AdMob account at <https://apps.admob.com>.
2. Click the "Apps" tab located at the top left of the page.



3. On the pop-up screen click the "ADD APP" button.



4. After clicking on ADD APP button, you shall see the window below. Click no.



Have you published your app on Google Play or the App Store?

YES

NO



5. Now enter your app name. Select Android platform. Then click ADD.

Enter your app information

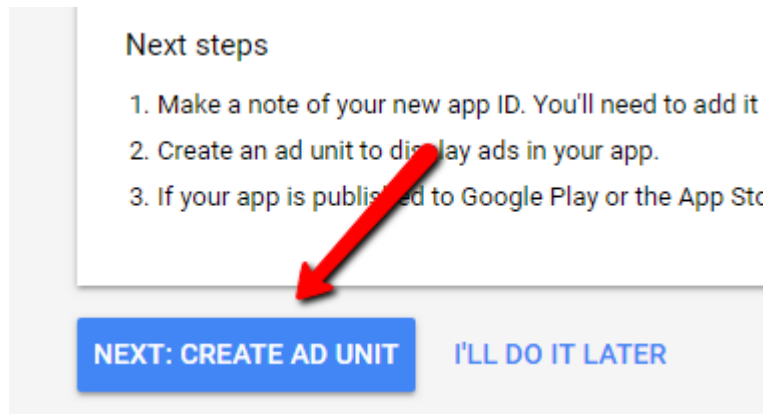
App name

Platform

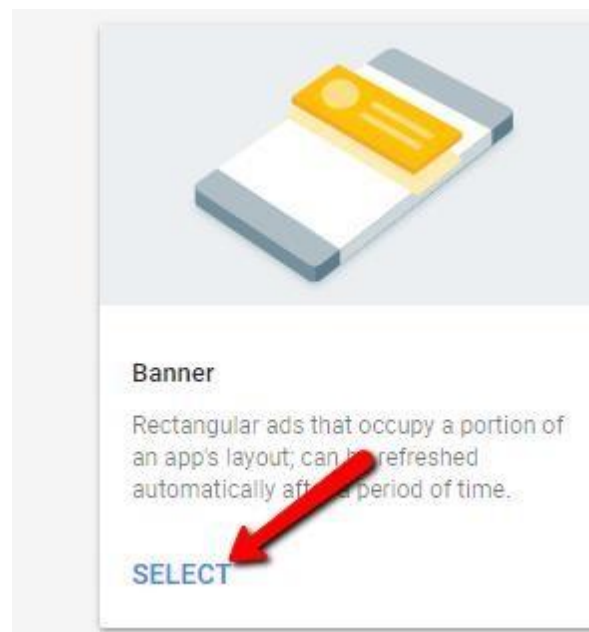
☐ Android ☐ iOS

ADD GO BACK

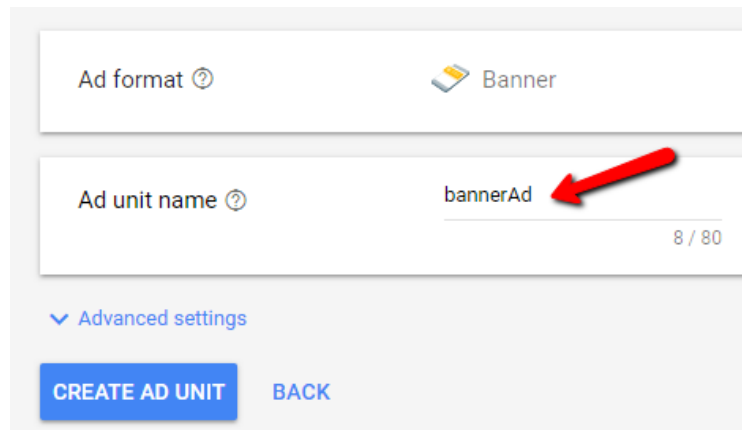
On the next screen click on “NEXT: CREATE AD UNIT”



Next, select banner.



Next, give your banner ad a name and click “CREATE AD UNIT”. For the sake of this example, I named my banner ad (bannerAd).



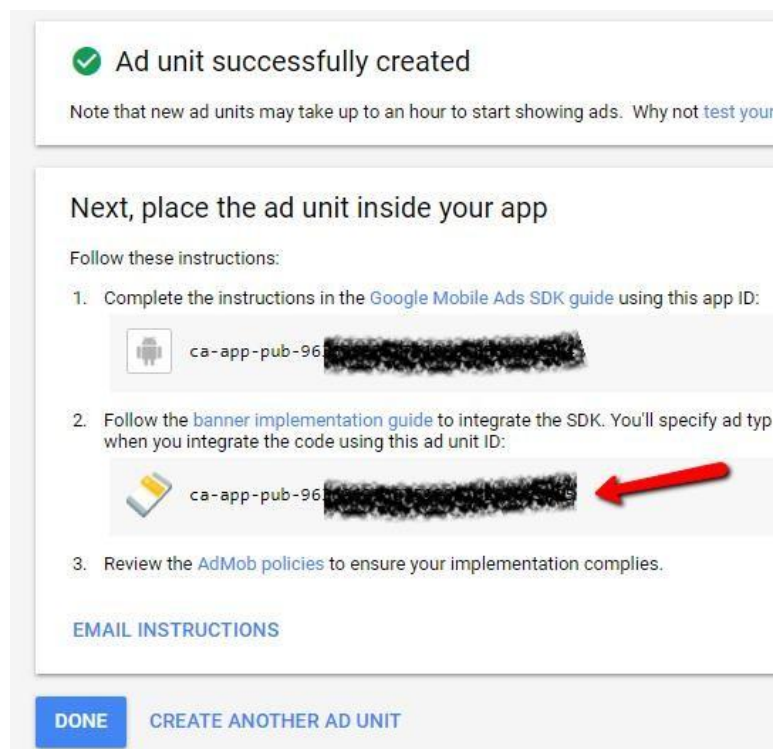
Ad format ⓘ Banner

Ad unit name ⓘ bannerAd 8 / 80

▼ Advanced settings

CREATE AD UNIT BACK

Next you will see the window below. Copy the number indicated by the arrow (copy from the beginning where it says ca-app...till the end of the number). You will paste this code in [ANDROMO](#) -> MONETIZATION TAB -> AdMob Banner Ad Unit ID slot (more on this later). Then click on “CREATE ANOTHER AD UNIT”.





✓ Ad unit successfully created

Note that new ad units may take up to an hour to start showing ads. Why not [test your ad](#)?

Next, place the ad unit inside your app

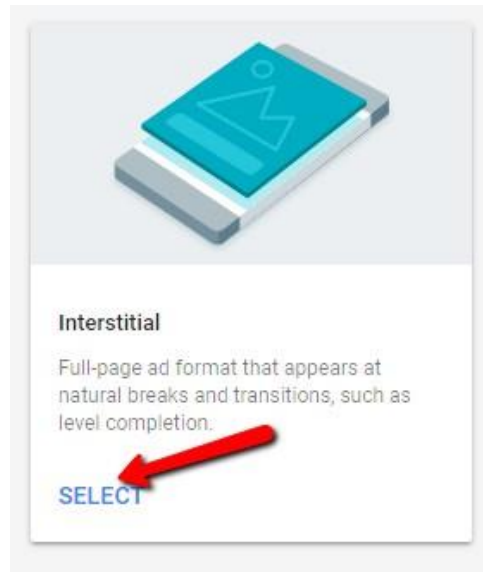
Follow these instructions:

1. Complete the instructions in the [Google Mobile Ads SDK guide](#) using this app ID:
 ca-app-pub-96[redacted]
2. Follow the [banner implementation guide](#) to integrate the SDK. You'll specify ad type when you integrate the code using this ad unit ID:
 ca-app-pub-96[redacted]
3. Review the [AdMob policies](#) to ensure your implementation complies.

[EMAIL INSTRUCTIONS](#)

DONE CREATE ANOTHER AD UNIT

This time select interstitial and repeat the process.



Also you will paste this interstitial ad code in [ANDROMO](#) -> MONETIZATION TAB -> AdMob Interstitial Ad Unit ID slot (more on this later too). Above is how to create ad units (banner and interstitials) for each of your apps.

Address verification with PIN:

To protect the security of accounts, Google requires you to verify your address before we can send you any payments.

When your earnings reach the verification threshold, we'll mail a Personal Identification Number (PIN) to the address shown in the Payments section of your account. When you receive your PIN, enter it in AdMob to verify your address. **Note:** It may take 2 to 4 weeks for your PIN to be delivered by mail.

Enter your PIN to verify your address:

If you've received a letter containing a PIN to verify your address, please follow these instructions:

1. Sign in to your AdMob account at <https://apps.admob.com>.
2. Find the PIN verification card on your home dashboard. Click **VERIFY**.
3. Enter the PIN you received in the mail and click **SUBMIT**.

Your payment address is now verified. You'll be paid when your account balance reaches the [payment threshold](#), as long as there are no [holds](#) on your account and you're in compliance with the [AdSense & AdMob program policies](#).

More PIN resources:

- Learn more about [Address \(PIN\) verification](#)
- Troubleshoot [problems with PIN verification](#)

Haven't received your first PIN? After 4 weeks of the initial request, you can request up to 2 additional [replacement PINs](#).

Verify your address a different way:

If you've requested a PIN three times and it still hasn't arrived within 2 to 4 weeks of your last request, you may be able to send us an official document as proof of your address. If you're eligible, you'll see a notice on the homepage of your AdMob account with instructions on how to send us your official document.

Please read more here:

<https://support.google.com/admob/answer/2772302>

Important: Not seeing ads in your app?

When using your Ad Unit ID for the first time, or after a period of inactivity, it can take a couple minutes for ads to begin to be served. If after a while you still aren't seeing ads, you'll want to double check the value you've entered in Andromo, as well as the settings for the Ad Unit in AdMob.

One common mistake is mixing up the ad formats when providing the Ad Unit ID. ie. Entering a banner Ad Unit ID under Andromo's Interstitial Ads section, or interstitial Ad Unit ID under Andromo's Banner Ads section. Ensure that you provide the correct ID based upon it's created ad format.

HOW TO RECEIVE MY ADMOB EARNINGS?

Payment schedule

The AdMob payment cycle is monthly. You'll accrue estimated earnings over the course of a month, and then at the beginning of the following month your earnings are finalized and posted to your balance on your **Payment history**. If your balance exceeds the [payment threshold](#) and you have no [payment holds](#), you'll be issued a payment on or around the 21st of the month.

For example, you'll accrue estimated earnings throughout the month of June. By July 3rd, you'll see your June 1st-30th finalized total earnings credited to your **Payment history**. You'll then be issued a payment for your June earnings and any other credits on your balance as one lump sum on July 21st. The exact time you'll receive your payment depends on which form of payment you've selected.

What if my balance doesn't meet the payment threshold?

If your monthly earnings didn't reach the payment threshold, your earnings will be rolled over and combined with your next month's earnings. If your new balance exceeds the payment threshold, you'll be issued a payment at the end of the following month. For example, if your June earnings did not meet the payment threshold, they'll be rolled over and combined with your July earnings. If your new balance exceeds the payment threshold, we'll issue a single lump sum payment for your combined June and July earnings at the end of August.

If a payment hold prevented your most recent balance from payment in our normal payment cycle, your payment will be issued within a few days of removing the payment hold.





How do I track my payments?

Your **Payment history** is updated to indicate the progress of your payments. You'll see line items added and updated throughout the month as your earnings are finalized and then issued for payment. You also might notice other line items for various payments and credits. Click your form of payment below to see your customized payment timeline.

Depending on your country, you can collect your money via:

Electronic Funds Transfer (ETF)

Review this monthly calendar for different payment milestones and to learn when you'll be paid each month if you've selected Electronic Funds Transfer (EFT) as your form of payment.

			1	2	3	4
						
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
						
26	27	28	29	30	31	
						



3rd of each month: Your estimated earnings for the previous month are finalized and posted to your **Payment history**. In your **Payment history**, you'll see a line item with your earnings total added

to the previous month's transactions.

Your **Payment history** will also display any deductions related to adjustments or fees. Please note that you may not see line items for invalid activity deductions taken during the finalization process. Learn about more about [how Google prevents invalid activity](#).



20th of each month: Changes to payment information (including removing payment holds) must be completed on or before the 20th. Changes made after the 20th of any month won't take effect until the following month's payment cycle. Also, your total balance on the 20th must reach the [payment threshold](#). If your balance does not meet the payment threshold or if you have a payment hold, you will not be paid that month and your balance will be rolled over to the following month.



21st of each month: On the 21st of the month, a "Payment in Progress" line appears on the **Payments history**, indicating that the earnings are processed and issued to your banking institution. When this line item updates to say "Payment Initiated", this means that our bank has accepted the payment and it has been sent for processing.



Seven business days: You should receive your payment up to seven business days after it was

issued. If you haven't received it by the end of the month, please follow up with your banking institution.

If the 21st falls on a weekend or holiday, payments may be issued on the first business day following the 21st of that month.

Check

Check payments for your previous month's earnings are issued on the 21st of the month and can take as long as four weeks to arrive at your payment address.

Checks are only available in countries where EFT is not yet available. If you don't see check payments as an option in your **Payment settings**, then it is not available in your country.

- **3rd of each month:** Previous month's estimated earnings are finalized and posted to your **Payment history**.
- **20th of each month:** Changes to payment information (including removing payment holds) must be completed on or before the 20th. Changes made after the 20th of any month won't take effect until the following month's payment cycle. Also, your total balance on the 20th must reach the [payment threshold](#). If your balance does not meet the payment threshold or if you have a payment hold, you will not be paid that month and your balance will be rolled over to the following month.

- **21st (or first business day after the 21st):** Check mailed for eligible accounts. You'll see a "Payment in progress" line item appear in your Payment history. Please allow **two to four weeks** for your check to arrive in the mail. Arrival times may vary depending on the postal service in your area.

Western Union Quick Cash

Western Union Quick Cash payments are sent on the 21st of the month and will be available for pick up at any Western Union location in your country one business day after they're issued.

- **3rd of each month:** Previous month's estimated earnings are finalized and posted to your **Payment history**.
- **20th of each month:** Changes to payment information (including removing payment holds) must be completed on or before the 20th. Changes made after the 20th of any month won't take effect until the following month's payment cycle. Also, your total balance on the 20th must reach the [payment threshold](#). If your balance does not meet the payment threshold or if you have a payment hold, you will not be paid that month and your balance will be rolled over to the following month.
- **21st (or first business day after the 21st):** Payment sent to Western Union. You'll see a "Payment in progress" line item appear in your Payment history.

You'll need to pick up your payment within 60 days of issue otherwise the amount will be returned and credited back to your AdSense account.

To pick your money up click the blue link that'll appear in your payment history tab..then copy the MTCN (Money transfer control number), amount, receiver name (which is you), take your National ID card with you, passport or driver license e.t.c

Note: You can edit the receiver's name in your Admob account. It must not be you.

Wire Transfer

- **3rd of the month:** Previous month's estimated earnings are finalized and posted to your **Payment history**.
- **20th of each month:** Changes to payment information (including removing payment holds) must be completed on or before the 20th. Changes made after the 20th of any month won't take effect until the following month's payment cycle. Also, your total balance on the 20th must reach the [payment threshold](#). If your balance does not meet the payment threshold or if you have a payment hold, you will not be paid that month and your balance will be rolled over to the following month.

- **21st (or first business day after the 21st):** Wire transfer initiated. You'll see a "Payment in progress" line item appear in your Payment history.

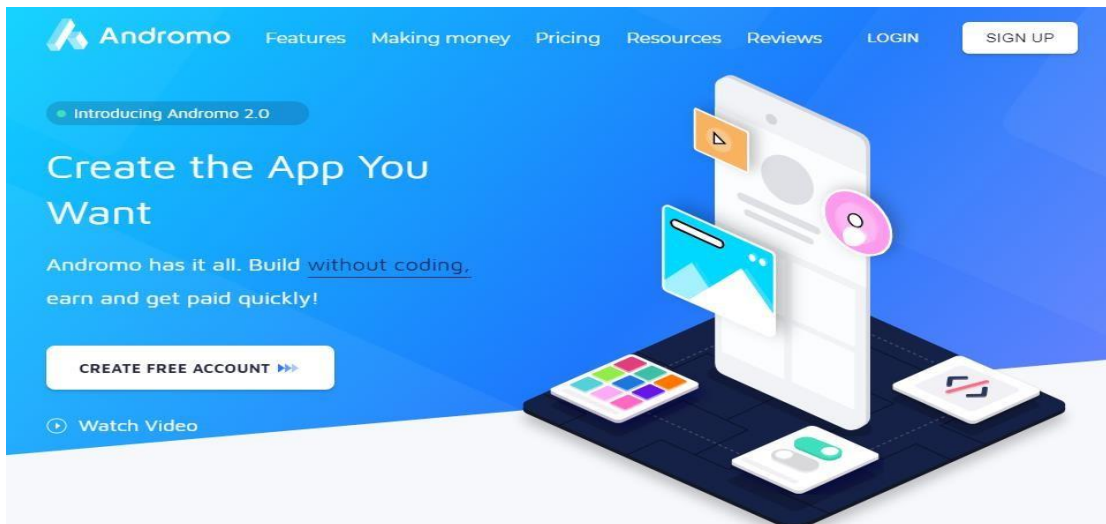
Please allow **ten days** for the transfer to complete. The length of time it takes for your wire transfer to arrive in your bank account may vary depending on your banking institution.

If the 21st falls on a weekend or holiday, payments may be issued on the first business day following the 21st of that month.

CHAPTER 3

[ANDROMO](#) *account*

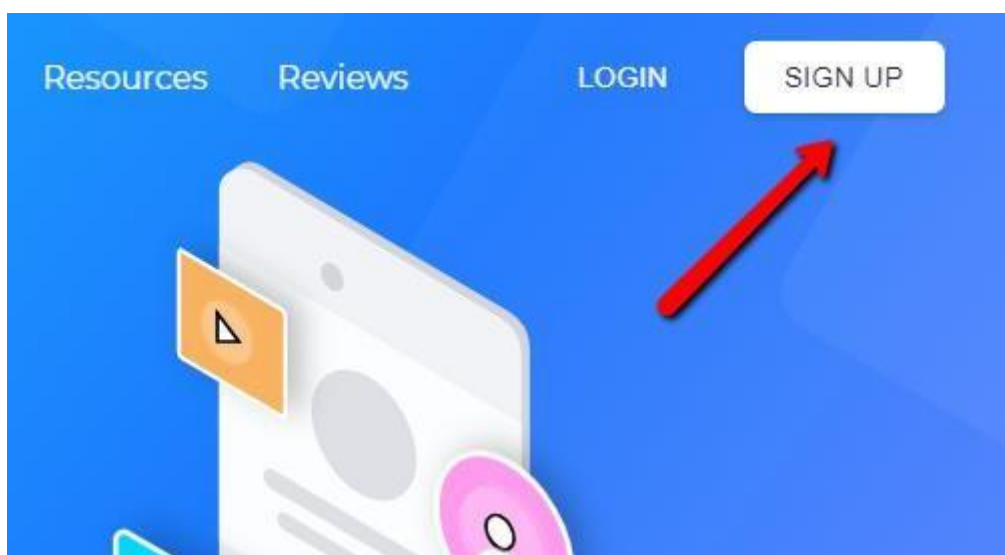
CREATE AN ANDROMO ACCOUNT



Click here to register for your free [andromo](https://andromo.co).
You upgrade when you are ready.

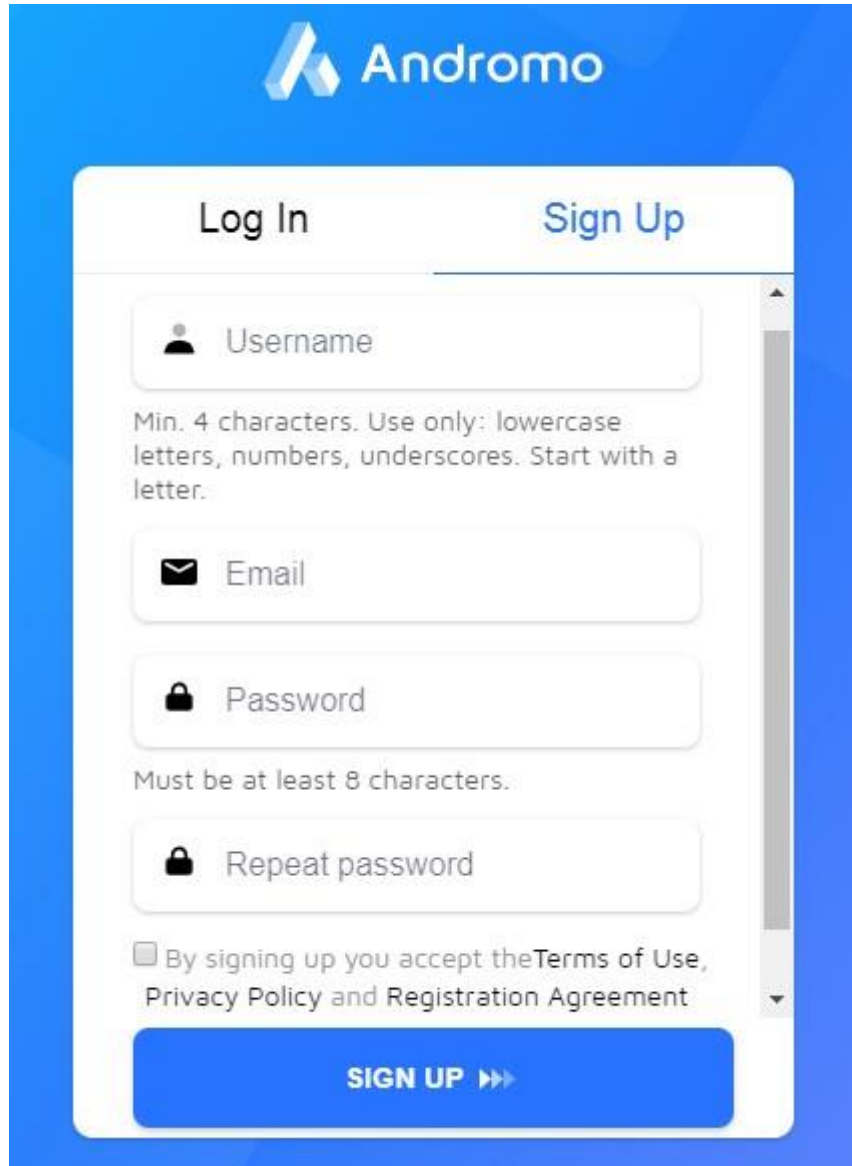
For the newbies, here's how to do it step by step:

1. Press the control (ctrl) key then click here:
[andromo](https://andromo.co)
2. Click the signup button – see the picture below:

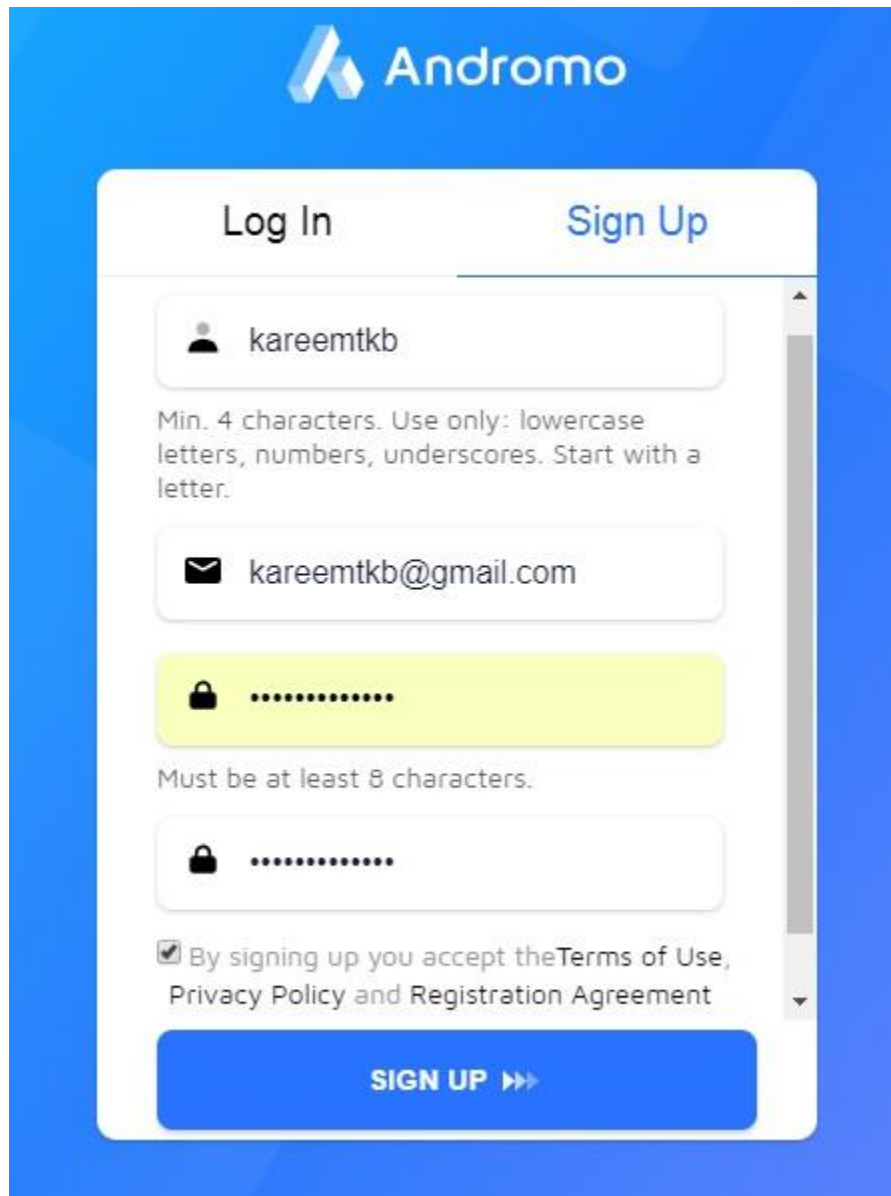


3. In the window below, put your username (this can be your first name), enter the email address

that you created previously, select an andromo password (it can be the same password you used to create your gmail account), repeat/confirm this password (by typing it again in the space provided and click signup.

A screenshot of the Andromo Sign Up form. The form is white with a blue border and is set against a blue background. At the top, the Andromo logo is visible. The form has two tabs: 'Log In' and 'Sign Up', with 'Sign Up' being the active tab. The form contains four input fields: 'Username' (with a user icon), 'Email' (with an envelope icon), 'Password' (with a lock icon), and 'Repeat password' (with a lock icon). Below the 'Username' field, there is a text requirement: 'Min. 4 characters. Use only: lowercase letters, numbers, underscores. Start with a letter.' Below the 'Password' field, there is a text requirement: 'Must be at least 8 characters.' At the bottom of the form, there is a checkbox labeled 'By signing up you accept the Terms of Use, Privacy Policy and Registration Agreement'. A large blue button with the text 'SIGN UP' and two right-pointing arrows is at the bottom of the form.

4. When you're done filling the form, your form should look like this:



The image shows a mobile application interface for 'Andromo'. At the top, the 'Andromo' logo is displayed. Below it, there are two tabs: 'Log In' and 'Sign Up'. The 'Sign Up' tab is selected. The form contains the following fields and elements:

- A username field with the text 'kareemtkb' and a user icon.
- A password field with the text 'Min. 4 characters. Use only: lowercase letters, numbers, underscores. Start with a letter.'
- An email field with the text 'kareemtkb@gmail.com' and an envelope icon.
- A password field with a lock icon and a yellow background.
- A second password field with a lock icon and a white background.
- A checkbox labeled 'By signing up you accept the Terms of Use, Privacy Policy and Registration Agreement'.
- A blue button labeled 'SIGN UP >>>'.

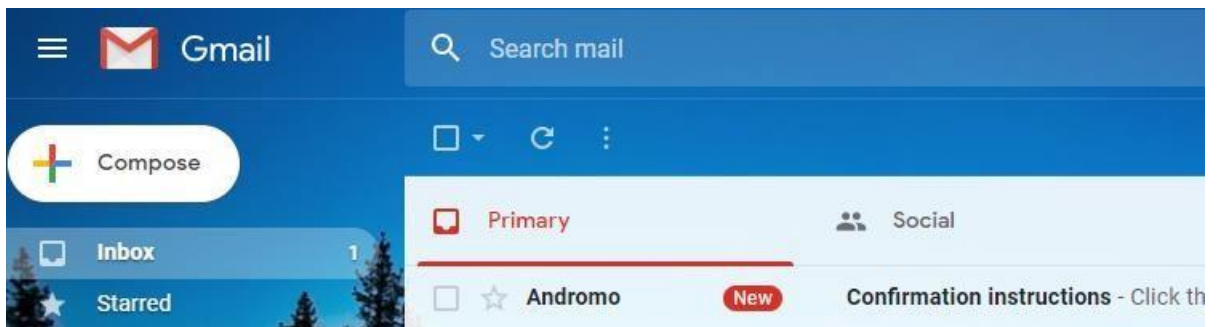
5. Once you filled the form and clicked SIGN UP, you should see this:

Please Verify Your Email!

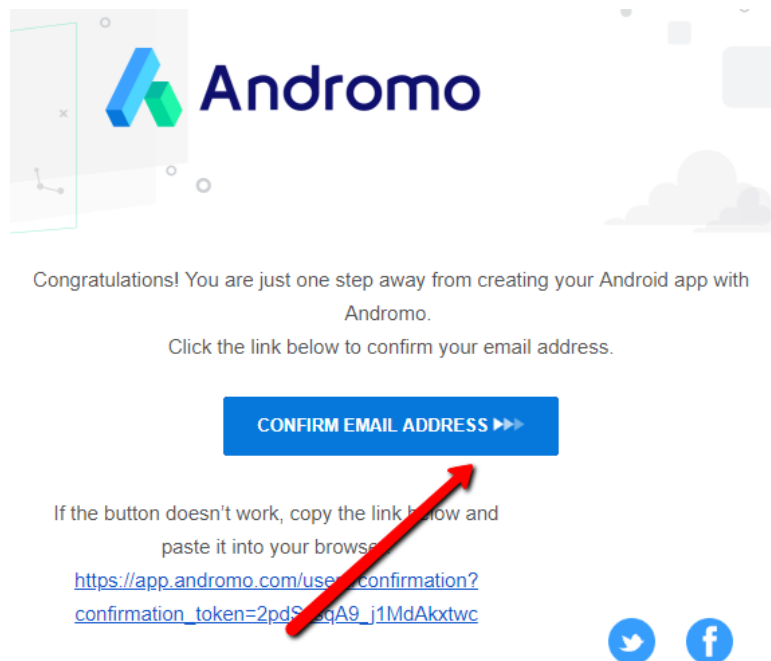
Just one more step to start building your first App! We need to check whether you're a real person. Look into your email - there's a message from Andromo with a link to activate your account.

[Resend confirmation link.](#)

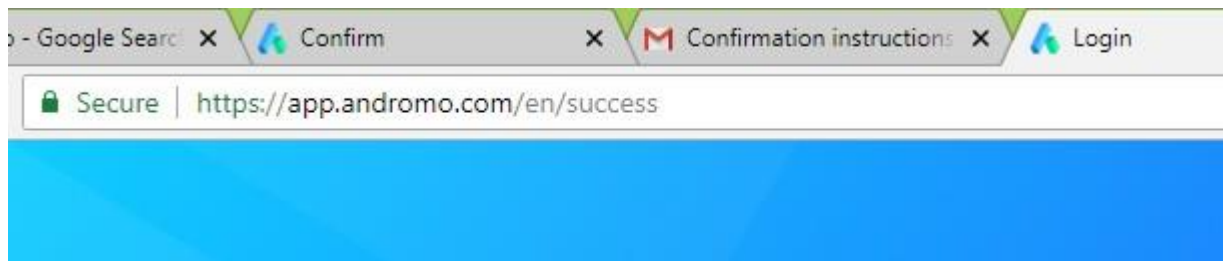
6. Now go and login to your gmail account and check your inbox.



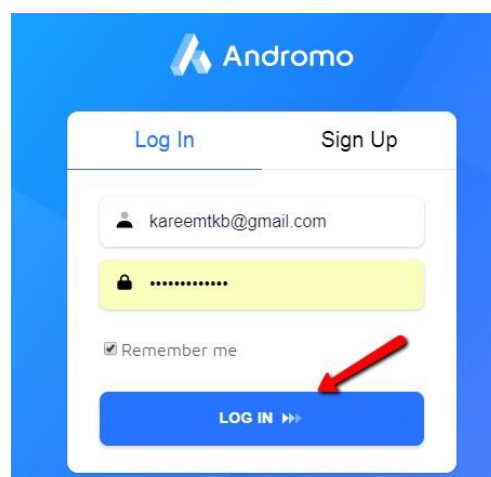
7. Open the email and click the confirmation link to verify your [andromo](#) account.



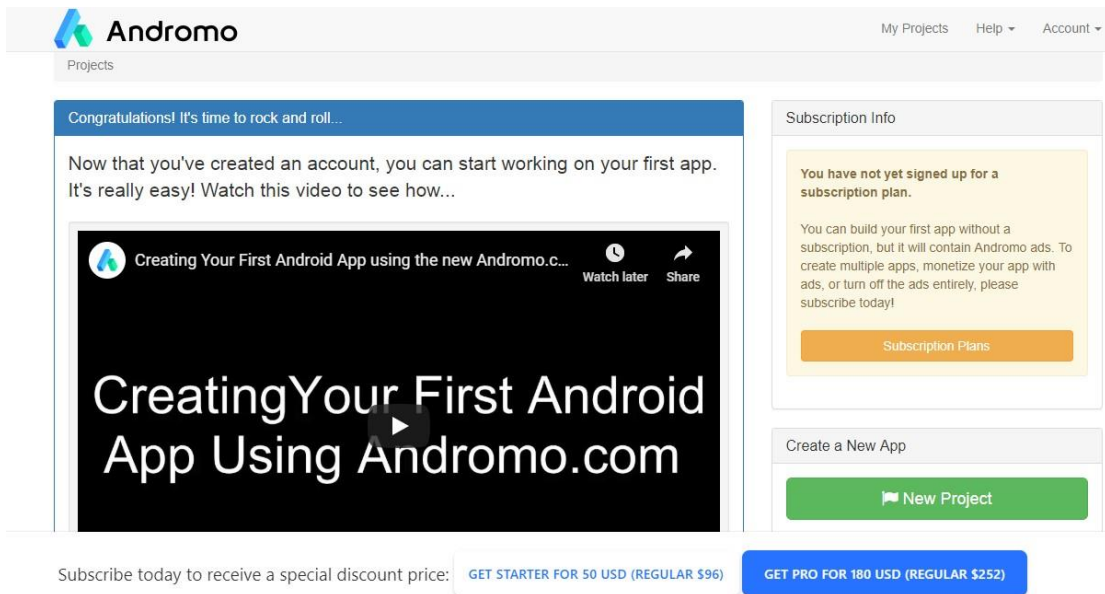
8. Once you click the CONFIRM EMAIL ADDRESS button, you should arrive at this page:



9. Now enter your email and password to login back to andromo again:



10. Once you logged in, you should be able to see this page:



11. Watch the video tutorial by clicking on the video you saw on the welcome page or by clicking this link_ <https://www.youtube.com/watch?v=HguXVfPgpBY> (will open in YouTube).
12. In the video, you have seen how easy it is to build an Android App without coding.

NOW I will show you how to create APPS with andromo, how to put advertisements (Ads) inside them using AdMob, and how to upload these apps to the Google Play Market and start making money.

CREATING ANDROID APPS THAT MAKE MONEY

YOU CAN CREATE **1 FREE ANDROMO APP** TO TEST THE ANDROMO TOOL, BUT YOU WILL NOT BE ABLE TO PUT YOUR ADVERTISEMENTS INTO THIS APP AND SO IT WILL NOT MAKE YOU ANY MONEY.

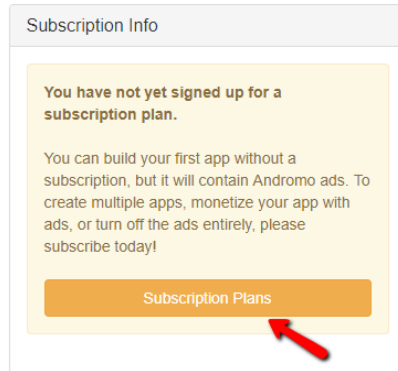
TO CREATE APPS THAT WILL MAKE YOU MONEY, YOU NEED AN ANDROMO SUBSCRIPTION.

REGULAR ANDROMO PRICES ARE:

1. STARTER PLAN \$8/MONTH (\$96 – BILLED ANNUALLY) – CREATE UPTO 50 APPS ONLY.
2. PRO PLAN \$21/MONTH (\$252 – BILLED ANNUALLY) - CREATE UNLIMITED APPS.

CURRENTLY (FEBRUARY 2019), ANDROMO IS OFFERING NEW SUBSCRIBERS A DISCOUNTED OFFER, \$180 FOR A PRO PLAN (YOU SAVE \$72).

On top-right of the [andromo](#) page, you will see:



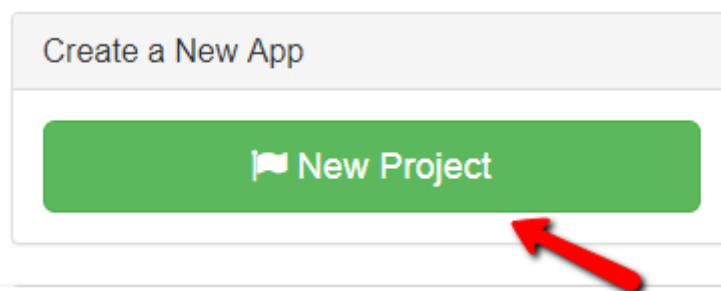
Click on the Subscription Plans button to see the andromo pricing. (Remember: If you get the andromo offer (\$180) that I discussed above, don't miss it). If you don't have the \$180 you can still go for the starter \$96 plan and you can make up to 100apps instead of 50 apps (I will explain to you how).

A screenshot of the Andromo website's subscription page. The browser address bar shows "Secure | https://app.andromo.com/subscription". The page header includes the Andromo logo and navigation links for "My Projects", "Help", and "Account". The main heading is "Pick your plan. Make your apps. Get started!". Below this is a descriptive paragraph: "Andromo makes it super easy to make super apps. We give you solid features, lower prices, and we generate 100% pure native-code Android apps." Two plan cards are displayed side-by-side. The "Starter" plan is \$8/month and includes features like "Create up to 50 apps", "All activities included", "Ads or no ads. Your choice!", "Sell your apps on Google Play", and "You keep the ad and/or sales revenue!". The "Professional (Best Value)" plan is \$21/month and includes "Unlimited apps!", "All activities included", "Ads or no ads. Your choice!", "Sell your apps on Google Play", "You keep the ad and/or sales revenue!", "No Andromo logo on About screen", and "Use a custom Java package name". Both plans are billed annually and have a "Select Plan" button.

Select a subscription plan and upgrade your [andromo](https://app.andromo.com/subscription) account.

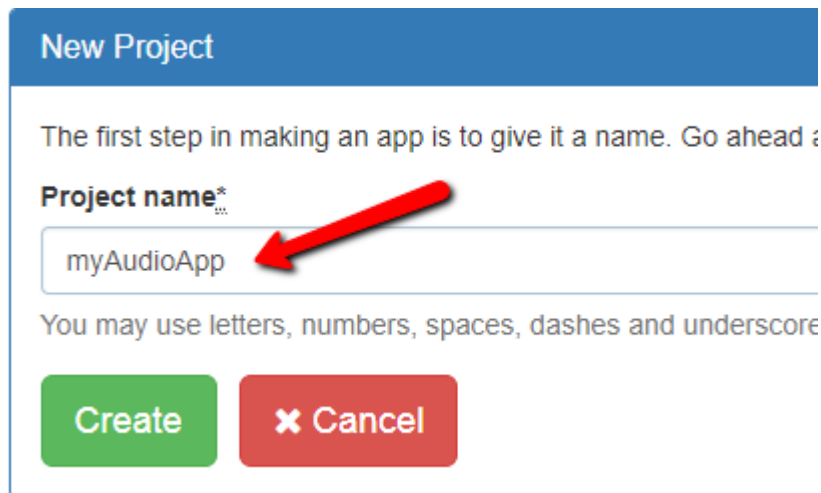
HOW TO BUILD APPS ON ANDROMO

1. LOG IN TO ANDROMO AND CLICK ON **CREATE NEW PROJECT**



NEW PROJECT = NEW APP

2. GIVE YOUR PROJECT A NAME.



New Project

The first step in making an app is to give it a name. Go ahead :

Project name*

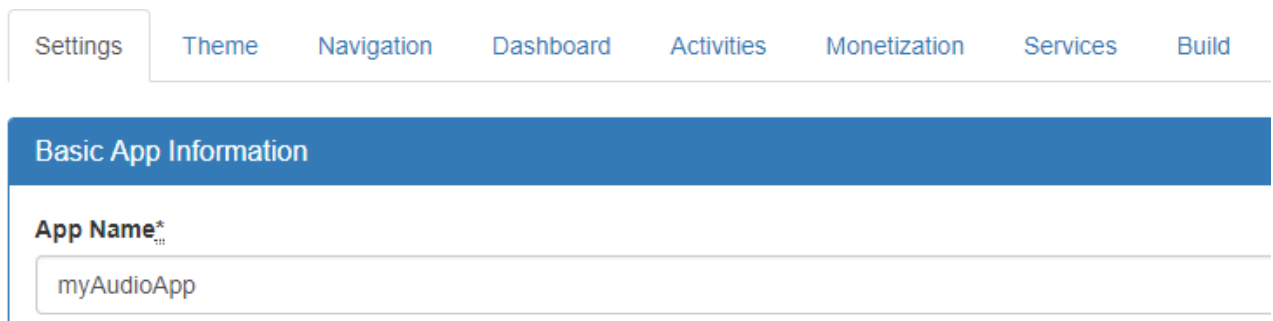
myAudioApp

You may use letters, numbers, spaces, dashes and underscore

Create Cancel

GIVE YOUR APP A NAME AND CLICK CREATE

3. YOU WILL THEN SEE THESE TABS



Settings Theme Navigation Dashboard Activities Monetization Services Build

Basic App Information

App Name*

myAudioApp

Settings

The first step in creating your project is defining your app's name and selecting an application icon.

Basic App Information

App Name

The *App Name* is the name that will be shown on the *toolbar* on top of the dashboard and underneath your app icon.

App Version

The version number allows you to keep track of releases of your app. Once you release your app to the public you will want to increment this version number each time you distribute a new version (1.0.0, 1.0.1 etc.). If your app is in *Google Play*, this will let people know that a new version is available.

Target Market

Use this setting in order to build a version of your app that will target a specific marketplace. The setting controls destination links for Google Play activities, PDF dependencies, share text, etc. so they point to either Google Play or the Amazon Appstore. More information can be found in the [Making Kindle Fire apps with Andromo](#) knowledge base article.

- **Google Play: Android Phones and Tablets** – Select this when you are building your app for distribution in Google Play. Share links and Google Play activities will always use Google Play links.
- **Amazon Appstore: Kindle Fire and Kindle Fire HD** – Select this when you are building your app for distribution through the Amazon Appstore. Share links and Google Play activities will use Amazon Appstore links. **Note:** This must be selected for approval in the Amazon Appstore. **Note:** AirBop is not supported on Amazon devices as they do not have the necessary Google Services installed. AirBop will be disabled in the app when the Target Market is set to Amazon Appstore.
- **Samsung Apps: Android Galaxy devices** – Select this when you are building your app for distribution

through the Samsung Apps app store. Share links and Google Play activities will use Samsung Apps links. **Note:** The Samsung Apps store only allows deep linking using package names, the “Showing all of your Apps” and "Using a General Search Query" Google Play Activity options are not supported when targeting Samsung apps.

Category

This describes what category your app falls into. Choose the category name that best describes the content in your app.

Package Name

This allows you to select which default package name will be used for the app.

Switching between the standard and alternate package names can be useful if you want to build a second version of your app with small modifications -- for example, an ad-free version of your app. It can also be useful if you need to relaunch your project as a "new" app in Google Play, with a different package name.

What is a package name?

The package name is a string of text that serves as a unique identifier for the app. For example, the package name is used in the URL when linking to an app in Google Play.

Each app in Google Play must have its own package name. Once an app has been uploaded to Google Play, its package name is "locked in" forever -- you will always need to use that same package name to update the app, and no other app will be able to use that package name.

If you changed the package name and rebuilt the app, Google Play would see it as a different app, because of the package name.

When you start an Andromo project, two unique package names are generated for you. The default package names begin with either "com.andromo" or "net.andromo" followed by a unique developer id and project id. Even if you're on the starter plan, you can create upto 100 projects (first 50 projects will have com.andromo packages and the other 50 will have net.andromo packages). Remember to make significant changes to your project before changing its package name for a new app. You can do this by adding more activities to the com.andromo project and/or disable previous activities and change the project's package name to net.andromo.

You can override the default package names if you are on the Professional subscription plan.

App Icon

The app icon allows users to easily identify your app on their phone/tablet in order to run it. It's shown in various places, such as their apps list, and when they're managing their applications.

License Agreement

Show License Agreement

Allows you to show a EULA to your users that they must accept before running your app. The dialog is shown when the user launches your app for the first time. If the user declines, the app will exit.

License Title

The title to show on the license agreement dialog. It can be: "Privacy Policy & Advertising Terms."

License Text

The text you want to show on the license agreement dialog.

This text supports some very basic HTML markup: `` for bold, `<i>` for italic, and `<a>` for hyperlinks. (No other HTML is supported.)

Sample license text: Privacy Policy

I developer yourDeveloperNameHere built this app as a free ad-supported app. This SERVICE is provided by me and is intended for use as is.

This page is used to inform my app users and/or website visitors regarding my policies with the collection, use, and disclosure of Personal Information if anyone decided to use my Service.

If you choose to use my Service, then you agree to the collection and use of information in relation with this policy. The Personal Information that I collect are used for providing and improving the Service. I will not use or share your information with anyone except as described in this Privacy Policy.

The terms used in this Privacy Policy have the same meanings as in my Terms and Conditions, which is accessible at my app, unless otherwise defined in this Privacy Policy.

Information Collection and Use: For a better experience while using my Service, I may require you to provide me with certain personally identifiable information, including but not limited to [users name / address / location / pictures / device identifier]. The information that I request is [retained on your device and will be retained by me and used as described in this privacy policy.

The app does use third party services that may collect information used to identify you. We'll partner with Google and use a unique identifier on your device to serve only non-personalized ads. For information about how Google uses your mobile identifier please visit: <https://policies.google.com/technologies/partner-sites>.

Log Data: I want to inform you that whenever you use my Service, in case of an error in the app I collect data

and information (through third party products) on your phone called Log Data. This Log Data may include information such as your devices's Internet Protocol ("IP") address, device name, operating system version, configuration of the app when utilising my Service, the time and date of your use of the Service, and other statistics.

Cookies: Cookies are files with small amount of data that is commonly used an anonymous unique identifier. These are sent to your browser from the website that you visit and are stored on your devices's internal memory.

This Services does not uses these "cookies" explicitly. However, the app may use third party code and libraries that use "cookies" to collection information and to improve their services. You have the option to either accept or refuse these cookies, and know when a cookie is being sent to your device. If you choose to refuse my cookies, you may not be able to use some portions of this Service.

Service Providers: I may employ third-party companies and individuals due to the following reasons:

To facilitate my Service;

To provide the Service on my behalf;

To perform Service-related services; or

To assist us in analyzing how my Service is used.

I want to inform users of this Service that these third parties have access to your Personal Information. The reason is to perform the tasks assigned to them on my behalf. However, they are obligated not to disclose or use the information for any other purpose.

Security: I value your trust in providing me your Personal Information, thus i am striving to use commercially acceptable means of protecting it. But remember that no method of transmission over the internet, or method of electronic storage is 100% secure and reliable, and I cannot guarantee its absolute security.

Links to Other Sites: This Service may contain links to other sites. If you click on a third-party link, you will be directed to that site. Note that these external sites are not operated by me. Therefore, I strongly advise you to review the Privacy Policy of these websites. I have no control over, and assume no responsibility for the content, privacy policies, or practices of any third-party sites or services.

Children's Privacy :This Services do not address anyone under the age of 13. I do not knowingly collect personal identifiable information from children under 13. In the case I discover that a child under 13 has provided me with personal information, I immediately delete this from my servers. If you are a parent or guardian and you are aware that your child has provided me with personal information, please contact me so that I will be able to do necessary actions.

Changes to This Privacy Policy

I may update my Privacy Policy from time to time. Thus, you are advised to review this page periodically for any changes. I will notify you of any changes by posting the new Privacy Policy on this page. These changes are effective immediately, after they are posted on this page.

Contact me

*If you have any questions or suggestions about my Privacy Policy, do not hesitate to contact me.
yourEmailHere*

Launch Notice (EU User Consent Notice)

Show Launch Notice

Allows you to show a one-time notice the first time your app is launched. You can choose whether to show the notice anywhere in the world, or only within countries that are part of the European Union where an "EU Cookie Notice" needs to be shown.

You should use this to comply with EU privacy laws which require that you get consent or inform your users about any data collection, sharing, or usage that takes place within your app. See: [EU User Consent](#).

The Launch Notice dialog is shown when the user launches your app for the first time. If *Show License Agreement* is enabled, the launch notice will be shown after the license agreement has been accepted.

Notice Title

The title to show on the launch notice dialog. It can be: "Notice."

Notice Text

The text you want to show on the launch notice dialog.

This text supports some very basic HTML markup: `` for bold, `<i>` for italic, and `<a>` for hyperlinks. (No other HTML is supported.)

European Union countries only (uncheck for Worldwide)

Allows you to restrict the launch notice to only be shown in countries that are part of the European Union where

EU User Consent is required. If this option is unchecked, the launch notice dialog will be shown anywhere in the world.

The app will attempt to determine the user's country by using one of these methods, in the following order:

1. If it is a GSM phone, it will use the MCC reported by the mobile network (cell phone service provider).
2. If that fails, and an internet connection is available, it will perform an IP lookup.
3. If that fails, it will make an assumption based on the device language settings.

The check for the end user's country will not be repeated; once a country has been determined, that country will be used in the future, until the app is uninstalled or its data cache is cleared.

Andromo is committed to ensuring that apps created on it's platform comply with the European Union (EU) General Data Protection Regulation (GDPR) which took affect on May 25th, 2018.

With today's release of [Andromo v5.0.15](#), we've taken the following steps to provide GDPR compliance for your apps:

- AdMob – Will only serve non-personalized ads for EU users.
- StartApp – Will only serve non-personalized ads for EU users.

- AppLovin – Will only serve non-personalized ads for EU users.
- Others – Disabled the following ad networks for EU users: Amazon, AppBrain, Facebook Audience Network.
- Analytics – Disabled Andromo & Google analytics for EU users.
- AirBop – Disabled AirBop for EU users.

Requirements for AdMob, StartApp or AppLovin Ads

If your app includes AdMob, StartApp or AppLovin ads, you must perform the following steps to be compliant:

1. Enable the “Launch Notice” dialog in your app for EU users. To do this, go to your project’s “Settings” tab, enable the “Show Launch Notice” checkbox and then enable the “European Union countries only (uncheck for Worldwide)” checkbox. The text you provide is up to you, however below is an example of what might be appropriate for your app if you include AdMob:

We care about your privacy and data security. We keep this app free by showing ads. We’ll partner with Google and use a unique identifier on your device to serve only non-personalized ads.

For information about how Google uses your mobile identifier please visit:

<https://policies.google.com/technologies/partner-sites>

You should inform users about these ad networks in your Launch Notice text, including links to their privacy policies.

The privacy policies for StartApp and AppLovin can be found here:

<https://www.applovin.com/privacy>

<http://www.startapp.com/policy/privacy-policy/>

Google's policy page can be found at:

<https://policies.google.com/technologies/partner-sites>

Professional Features

This section contains professional features. They can only be used if you have a [Professional subscription](#).

Custom Package Name

Only available with a Professional subscription.

WARNING: Leave this blank unless you are 100% sure of what you are doing and why you are doing it.

Anything you enter will be used as the package name for your Android app. More information on this setting can be found in the package section of the [Android Manifest documentation](#):

A full Java-language-style package name for the application. The name should be unique. The name may

contain uppercase or lowercase letters ('A' through 'Z'), numbers, and underscores ('_'). However, individual package name parts may only start with letters.

To avoid conflicts with other developers, you should use Internet domain ownership as the basis for your package names (in reverse). For example, applications published by Google start with com.google. You should also never use the com.example namespace when publishing your applications.

Caution: Once you publish your application, you cannot change the package name. The package name defines your application's identity, so if you change it, then it is considered to be a different application and users of the previous version cannot update to the new version.

It is not necessary to change the package name, and most users will never see the package name. However if you want to change your package name to follow [package naming conventions](#) or change it for a customer you can. You also must avoid reserved Java keywords when creating your package name. You can find a list of these in the [Java Language Keywords](#) topic. If your package name includes any of these, it will fail during the build process.

If you leave this field blank Andromo will use a default package name in this format:

```
com.andromo.devXXXX.appYYYY
```

Where XXXX is your User ID, and YYYY is the Project ID.

Note: If you change your package name while you have a Professional subscription and then let your Professional subscription expire, you will not be able to update your app in Google Play, as the package name will revert to the default. Change this value with care.

Show Customized Text on About Dialog

Only available with a Professional subscription.

Allows you to show custom text that will appear on the About dialog, which is accessible from the overflow menu on the toolbar (in the top right corner of the screen).

Enabling this option displays the *About Dialog Text* field where you can enter the custom dialog text.

About Dialog Text

The text you want to show on the About dialog. This can be useful for showing simple instructions, listing credits for the content you've used, or describing the changes in the latest version of your app.

This text supports some very basic HTML markup: `` for bold, `<i>` for italic, and `<a>` for hyperlinks. (No other HTML is supported.)

Note: the user will be able to scroll the text if you enter more text than will fit on the About dialog at once.

Theme

The *Theme* tab allows you to customize the global theme colors, toolbar settings, and image settings you want to use for the global style of your app. These settings can be inherited or overridden on a parent or per-activity basis (see each activity's settings for available customization).

Global Color Settings

Note: Some colors do not affect activity content containing HTML such as the Website, Custom Page, HTML Archive, or RSS feed details. Their colors are controlled via HTML.

Primary Color

The primary color you want to use for your application. The primary color is generally your app's "branding" color. It is used for toolbar backgrounds and to represent activities when images aren't provided.

Accent Color

The accent color you want to use for your application. The accent color is used for parts of the UI such as buttons/gadgets and hyperlinks (where applicable).

Body Style

This setting controls what colors are used in the "body" of activity content, such as its background and text color.

- **Material Light** - Use the standard Material colors for a body with a light background.

- **Material Dark** - Use the standard Material colors for a body with a dark background.
- **Custom** - Enables the *Custom Body Colors* settings, allowing you to customize the *Window Color*, *Background Color* and *Text Color*.

Custom Body Colors

The following settings are available when "Custom" *Body Style* is selected:

Window Color

The color you want to use for the bottom-most window background (ie. the area 'behind' cards).

Background Color

The color you want to use for the background of areas where text may be shown (ie. the card background color).

Text Color

The color you want to use for all body text, including primary and secondary text. Opacity is applied to different text levels automatically per material guidelines.

Global Image Settings

This section allows you to provide global image settings that can be inherited in your app.

Background Image

The background image is an optional image that can be shown behind the dashboard/activity's content.

Background images are only supported on some activity types.

- **None** - Don't use a background image.
- **Custom** - Enables the *Custom Background Image Settings* section of settings allowing you to upload a global background image.

Custom Background Image Settings

The following settings are available when "Custom" *Background Image* is selected:

Upload a Background Image

Allows you to upload a background image. Click the "Browse" button to select an image file from your computer. The selected image should be a maximum of 1440x1440, 1.5 MB, JPG or PNG format.

Background Image Effect

Applies a filter to the background image when it is shown in the app, changing the color of the image automatically. This can help improve the contrast of text drawn over the background image -- for example, darkening the background to improve the readability of brightly colored text.

- **None** - No filter (show the original image unchanged).
- **Darken** - Darken the image by 40%, i.e. scale the original color into [0-153] instead of [0-255].

- **Lighten** - Lighten the image by 60%, i.e. scale the original color into [153-255] instead of [0-255].
- **Midnight** - Darken + Greyscale.
- **Twilight** - Lighten + Greyscale.
- **Greyscale** - Convert all colors to shades of grey, i.e. desaturate the image.
- **Tint** - Modify the image so it takes on the current primary/automatic toolbar color.

Feature Image

A feature image is an optional image that can be shown as the background of an activity's toolbar or at the top of the content (outside of the toolbar). It can also be used to represent the activity on a dashboard. These settings allow you to provide a global feature image to inherit in your app.

- **None** - Don't use a global feature image.
- **Custom** - Use a global feature image. Selecting this option enables the *Custom Feature Image Settings* section containing the settings to use for a global feature image.

Custom Feature Image Settings

The following settings are available when "Custom" is selected as the *Feature Image*.

Aspect Ratio

The aspect ratio of the area where the feature image will be shown. This setting controls the initial height of the toolbar when using an *Expanded* toolbar style, or the height of the feature image outside a *Standard* toolbar.

Upload a Feature Image

Allows you to upload a global feature image. Click the "Browse" button to select an image file from your computer. The selected image should be a maximum of 1440x1440, 1.5 MB, JPG or PNG format.

Wide Image

The wide image is another variation of a feature image that is designed to be shown in an area with an aspect ratio of 16:9. If provided, this image will be used when an item style requests it (e.g. for a Card style).

- **None** - Don't use a wide image.
- **Use feature image** - Use the provided *Feature* image when a wide image is requested in an item style.
- **Custom** - Use a global wide image. Selecting this option enables the *Custom Wide Image Settings* section containing the settings to use for a global wide image.

Custom Wide Image Settings

The following settings are available when "Custom" is selected as the *Wide Image*:

Upload a Wide Image

Allows you to upload a global wide image. Click the "Browse" button to select an image file from your computer. The selected image should be a maximum of 1440x1440, 1.5 MB, JPG or PNG format.

Square Image

The square image is another variation of a feature image that is designed to be shown in an area that is square. If

provided, this image will be used when an item style requests it (e.g. for a Grid style).

- **None** - Don't use a square image.
- **Use wide image, cropped** - Use the provided *Wide* image when a square image is needed in an item style.
- **Use feature image, cropped** - Use the provided *Feature* image when a square image is needed in an item style.
- **Custom** - Use a custom square image. Selecting this option enables the *Custom Square Image Settings*.

Custom Square Image Settings

Upload a Square Image

Allows you to upload a global square image (1:1 aspect ratio recommended). Click the "Browse" button to select an image file from your computer. The selected image should be a maximum of 1440x1440, 1.5 MB, JPG or PNG format.

Global Toolbar Settings

Toolbar Style

- **Standard** - A standard toolbar with a solid color background. If a feature image is enabled, it will appear "outside" the toolbar, and will scroll beneath it as the activity contents are scrolled.
- **Compact** - A compact toolbar. A compact toolbar is similar to the standard toolbar, but with support for showing the feature image as the toolbar background, appearing "inside" the toolbar.

- **Expanded** - A collapsible toolbar that starts out expanded. If a feature image is enabled, it will appear within the expanded toolbar, and collapse along with it.

Scroll Behavior

- **Always visible** - Keep the toolbar visible when scrolling activity content.
- **Auto hiding** - Automatically hide the toolbar when scrolling activity content.

Show Advanced Settings

Shows or hides the *Advanced Toolbar Settings* for the selected style containing settings such as the *Background Type*, *Background Color*, *Background Color Preference* and *Primary Toolbar Text/Icon Color*.

Advanced Toolbar Settings

Background Type

This setting is available when "Compact" or "Expanded" *Toolbar Style* is selected.

- **Color** - Use a solid color for the toolbar background.
- **Feature Image** - Use the activity's feature image as the toolbar background.
- **Feature image morphing to color (Expanded Toolbar style only)** - Morph the activity's feature image into a solid color as it collapses.

Background Color

- **Primary** - Use the global *Primary* color as the background.
- **Automatic** - Automatically select a background color based on the provided *Feature Image*.

- **Nearest material primary** - Automatically select a background color based on the provided *Feature Image*, but use the nearest primary color from the material palette (subset of recommended primary colors).

Background Color Preference

This setting is available when "Automatic" or "Nearest Material Primary" *Background Color* is selected.

- **Automatic** - Automatically select a light or dark color based on the overall "darkness" of the provided *Feature Image*.
- **Light** - Use a "light" color for the background. If no light color is available, the primary color will be used.
- **Dark** - Use a "dark" color for the background. If no dark color is available, the primary color will be used.

Primary Toolbar Text/Icon Color

- **Automatic** - Automatically select a color for the toolbar text and action icons based on the primary color.
- **Custom** - Enables the *Custom Toolbar Text/Icon Color* setting allowing you to choose a custom color for the toolbar text and icons.

Custom Toolbar Text/Icon Color

The color you want to use for the toolbar text and icons. This setting is available when "Custom" is selected as the *Primary Toolbar Text/Icon Color*. This setting is ignored unless *Background Color* is set to "Primary."

Navigation

The *Navigation* tab allows you to enable and customize the look of your app's Navigation Drawer. The navigation drawer is a panel that displays the app's main navigation options on the left edge of the screen. It is hidden most of the time, but is revealed when the user swipes a finger from the left edge of the screen or touches the menu icon in the toolbar.

Navigation Drawer

Enable Navigation Drawer

Allows you to enable or disable the navigation drawer for your app.

Start App with Drawer Open

Whether or not the navigation drawer will be in an open state when starting the app for the first time.

Title

The title to show on the navigation drawer.

Subtitle

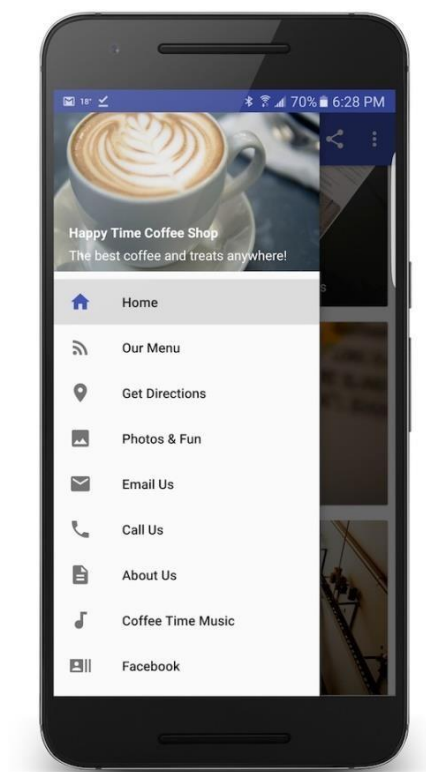
The subtitle to show on the navigation drawer.

Upload a Header Image

Allows you to upload a header image for the navigation drawer. Click the "Browse" button to select an image file from your computer. The selected image should be a maximum of 1440X1440, 1.5 MB, JPG or PNG format.

Example Navigation Drawer Screenshot

Here's what the Navigation Drawer looks like when running on an Android device:



Dashboard

What is the Dashboard?

The dashboard is your 'home' screen (activity), where users can navigate through all the activities (features) in your app. If you've chosen "Show dashboard" as the *Startup Mode*, this is what your end users will see the first time they launch your application.

The dashboard will display items representing each activity that you have added to your application. The items are constructed using the name of each activity, an

optional subtitle and description, and the image or drawer icon that you assigned to it. These settings are configured on the individual activity's properties page.

Startup

Startup Mode

The startup mode controls which initial screen ('home' screen) will be shown when the user launches your app.

- **Show dashboard** - Show the dashboard when launching the app.
- **Show first activity (no dashboard)** - Show the activity with the lowest "Position" from the activity list (Activities tab).

Dashboard Settings

Dashboard Name

The name that you want to use to represent the dashboard on the *Navigation Drawer*. For example, "Home".

Item Style

The item style you want to use to represent the activities in your app. Choose from styles such as cards, grids, and lists.

You can see [screenshots of all the dashboard item styles](#) to help you pick your favorite look.

Show Banner Ads on Dashboard

This setting controls whether or not banner ads will be shown at the bottom of the dashboard when [Banner](#)

[Ads](#) are enabled. You can configure Banner Ads on the [Monetization](#) tab of your Andromo project.

Show Social Sharing Button

This setting controls whether or not a share icon will be shown on the dashboard. This option enables your users to share a link to your app in the chosen app store.

Note: The format of the generated link used to share your app is automatically converted to the proper location based on the chosen "Target Market" setting on your project's "Settings" tab. See the [Settings](#) article for more information about that setting.

Dashboard Theme

Theme Mode

- **Global** - Use the project's *Global Color Settings* for the dashboard's colors. These colors are defined on the "Theme" tab of your project.
- **Custom** - Enables the *Custom Theme Colors* settings allowing you to choose what colors you want to use on this dashboard.

Custom Theme Colors

The following settings are available when "Custom" *Theme Mode* is selected:

Primary Color

The primary color you want to use for the dashboard. The primary color is generally your app's "branding" color. It is used for toolbar backgrounds and to represent activities when images aren't provided.

Accent Color

The accent color you want to use for the dashboard. The accent color is used for parts of the UI such as buttons/gadgets and hyperlinks (where applicable).

Body Style

This setting controls what colors are used in the "body" of dashboard content, such as its background and text color.

- **Material Light** - Use the standard Material colors for a body with a light background.
- **Material Dark** - Use the standard Material colors for a body with a dark background.
- **Custom** - Enables the *Custom Body Colors* settings, allowing you to set a custom *Window Color*, *Background Color* and *Text Color*.

Custom Body Colors

The following settings are available when "Custom" *Body Style* is selected:

Window Color

The color you want to use for the bottom-most window background (i.e. the area 'behind' cards). You can think of this color as being /behind/ the Background Color. It will only be visible when it isn't obscured by the Background Color -- for example, the window color becomes visible when a "card" item style is used.

Background Color

The color you want to use for the background of areas where text may be shown (e.g. the card background color).

Text Color

The color you want to use for all body text, including primary and secondary text. Opacity is applied to different text levels automatically per material guidelines.

Dashboard Images

This section allows you to provide the images to show on the dashboard and that will be used to represent it.

Background Image

The background image is an optional image that can be shown behind the dashboard's content.

- **None** - Don't use a background image.
- **Inherit from theme** - Use the global theme's background image.
- **Custom** - Enables the *Custom Background Image Settings* section of settings allowing you to upload a background image for the dashboard.

Custom Background Image Settings

The following settings are available when "Custom" *Background Image* is selected:

Upload a Background Image

Allows you to upload a background image. Click the "Browse" button to select an image file from your

computer. The selected image should be a maximum of 1440x1440, 1.5 MB, JPG or PNG format.

Background Image Effect

Applies a filter to the background image when it is shown in the app, changing the color of the image automatically. This can help improve the contrast of text drawn over the background image -- for example, darkening the background to improve the readability of brightly colored text.

- **None** - No filter (show the original image unchanged).
- **Darken** - Darken the image by 40%, i.e. scale the original color into [0-153] instead of [0-255].
- **Lighten** - Lighten the image by 60%, i.e. scale the original color into [153-255] instead of [0-255].
- **Midnight** - Darken + Greyscale.
- **Twilight** - Lighten + Greyscale.
- **Greyscale** - Convert all colors to shades of grey, i.e. desaturate the image.
- **Tint** - Modify the image so it takes on the current primary/automatic toolbar color.

Feature Image

The feature image is an optional image that can be shown as the background of the dashboard's toolbar or at the top of the content (outside of the toolbar).

- **None** - Don't use a feature image.
- **Inherit from theme** - Use the global theme's feature image.

- **Custom** - Enables the *Custom Feature Image Settings* section of settings allowing you to upload a feature image for the dashboard.

Custom Feature Image Settings

The following settings are available when "Custom" *Feature Image* is selected:

Aspect Ratio

The aspect ratio of the area where the feature image will be shown. This setting controls the initial height of the toolbar when using an *Expanded* toolbar style, or the height of the feature image outside a *Standard* toolbar.

Upload a Feature Image

Allows you to upload a feature image. Click the "Browse" button to select an image file from your computer. The selected image should be a maximum of 1440x1440, 1.5 MB, JPG or PNG format.

Wide Image

- **None** - Don't use a wide image.
- **Inherit from theme** - Use the provided *Wide* image from the theme.
- **Use feature image** - Use the provided *Feature* image when a wide image is requested in an interface.
- **Custom** - Specify a wide image to use. Selecting this option enables the *Custom Wide Image Settings* section containing the settings to use for a wide image.

Custom Wide Image Settings

The following settings are available when "Custom" *Wide Image* is selected:

Upload a Wide Image

Allows you to upload a wide image (16:9 aspect ratio recommended). Click the "Browse" button to select an image file from your computer. The selected image should be a maximum of 1440x1440, 1.5 MB, in JPG or PNG format.

Square Image

- **None** - Don't use a square image.
- **Inherit from theme** - Use the provided *Square* image from the theme.
- **Use wide image, cropped** - Use the provided *Wide* image when a square image is requested in an interface.
- **Use feature image, cropped** - Use the provided *Feature* image when a square image is requested in an interface.
- **Custom** - Specify a square image to use. Selecting this option enables the *Custom Square Image Settings* section containing the settings to use for a square image.

Custom Square Image Settings

The following settings are available when "Custom" *Square Image* is selected:

Upload a Square Image

Allows you to upload a square image (1:1 aspect ratio). Click the "Browse" button to select an image file from your computer. The selected image should be a maximum of 1440x1440, 1.5 MB, in JPG or PNG format.

Drawer Icon

The icon you want to use to represent the dashboard on the navigation drawer.

Dashboard Toolbar

Toolbar Mode

- **Global** - Use the Global toolbar settings from the *Theme* tab of your project.
- **Custom** - Enables the *Custom Toolbar Settings* section of settings allowing you to customize the toolbar style for the dashboard.

Custom Toolbar Settings

Toolbar Style

- **Standard** - Use a standard toolbar with a solid color background. If a feature image is enabled, it will appear "outside" the toolbar, and will scroll beneath it as the dashboard contents are scrolled.
- **Compact** - Use a compact toolbar. A compact toolbar is similar to the standard toolbar, but with support for showing the feature image as the toolbar background, appearing "inside" the toolbar.
- **Expanded** - Use an expanded toolbar which is a collapsible toolbar that starts out expanded. If a feature image is enabled, it will appear within the expanded toolbar, and collapse along with it.

Scroll Behavior

- **Always visible** - Keep the toolbar visible when scrolling dashboard content.
- **Auto hiding** - Automatically hide the toolbar when scrolling dashboard content.

Show Advanced Settings

Shows or hides the *Advanced Toolbar Settings* for the selected style containing settings such as the *Background Type*, *Background Color*, *Background Color Preference* and *Primary Toolbar Text/Icon Color*.

Advanced Toolbar Settings

Background Type

This setting is available when "Compact" or "Expanded" *Toolbar Style* is selected.

- **Color** - Use a solid color for the toolbar background.
- **Feature Image** - Use the dashboard's feature image as the toolbar background.
- **Feature image morphing to color (Expanded Toolbar style only)** - Morph the dashboard's feature image into a solid color as it collapses.

Background Color

- **Primary** - Use the global *Primary* color as the background.
- **Automatic** - Automatically select a background color based on the provided *Feature Image*.
- **Nearest material primary** - Automatically select a background color based on the provided *Feature Image*, but use the nearest primary color from the material palette (subset of recommended primary colors).

Background Color Preference

This setting is available when "Automatic" or "Nearest Material Primary" *Background Color* is selected.

- **Automatic** - Automatically select a light or dark color based on the overall "darkness" of the provided *Feature Image*.
- **Light** - Use a "light" color for the background. If no light color is available, the primary color will be used.
- **Dark** - Use a "dark" color for the background. If no dark color is available, the primary color will be used.

Primary Toolbar Text/Icon Color

- **Automatic** - Automatically select a color for the toolbar text and action icons based on the primary color.
- **Custom** - Enables the *Custom Toolbar Text/Icon Color* setting allowing you to choose a custom color for the toolbar text and icons.

Custom Toolbar Text/Icon Color

The color you want to use for the toolbar text and icons. This setting is available when "Custom" is selected as the *Primary Toolbar Text/Icon Color*. This setting is ignored unless *Background Color* is set to "Primary."

Activities

Apps created using *Andromo* contain a 'home' screen called the [Dashboard](#) containing selectable items for one or more *activities* that users can open.

Activities come in a variety of types and are composed of one or more screens that users can navigate through.

Add an Activity

The first step is to choose the type of activity you want to add based on the type of information you would like to

show. More activity types will be added in the future, but at present you can choose from the following activity types by clicking the 'Add an Activity' button and selecting the desired activity type from the list. These settings can be found on the 'Activities' tab while editing your project:

About

The About activity is used to display information about yourself, your company and/or your app. You can show information such as your name, title, description, and links to various sites where your users can find out more. For more information, see [About Activity](#).

Audio Player

The Audio Activity allows you to play audio files within your Andromo application. For more information, see [Audio Player Activity](#).

Contact

The Contact Activity is designed to make it easy for users of your app to get in touch with you. You can decide what contact details to make available such as you Phone, Email, Website and Address - each being interactive! For more information, see [Contact Activity](#).

Custom Page

The Custom Page activity allows you to easily create stylish pages with text, graphics, tables and forms. It's perfect for creating pages like 'About Us', 'Biography',

'Contact Information' etc. For more information, see [Custom Activity](#).

Email

The Email activity is used to initiate an email message using the end user's chosen email client with a specific email address, and optional subject and text. This allows users to initiate an email with a single click. For more information, see [Email Activity](#).

Facebook

The Facebook activity lets you easily embed a mobile-friendly Facebook page into your app. For more information, see [Facebook Activity](#).

Flickr

The Flickr Image Gallery Activity allows you to take your photos from [flickr](#) and display them in your Android application. For information on creating flickr feed URLs please see the [Flickr Services Documentation](#) and the [Flickr Photo Feeds](#) knowledge base article. The preferred feed format is rss_200. For more information, see [Flickr Activity](#).

Google Play

The Google Play activity is used to create an icon on the dashboard that points to an application, or list of applications on Google Play (previously known as the Android Market). This allows you to do things such as provide easy access to a paid version of your app, or

show other apps you've created. For more information, see [Google Play Activity](#).

HTML Archive

The HTML Archive Activity allows you to display web content (HTML files) by storing HTML files within the application so it can be read directly from the device.

This allows you to provide previously created content to your users that can be as simple as a single HTML file, or a complex directory structure of files and related image resources. Once you've composed what you want to show, simply zip the content using your favorite zip utility and upload the resulting file. For more information, see [HTML Archive Activity](#)

Map

The Map Activity lets you display your locations on an interactive map. Your users can then see your address, nearby locations, and even get directions and navigation to your business. For more information, see [Map Activity](#).

PDF

The PDF activity is used to quickly and easily embed a PDF document into your Android application. Your PDF document will be opened external to your app in a supported installed viewer (Adobe Reader app recommended). If the user does not have the Adobe Reader app, or something similar installed, they will be prompted to install the app via the Google Play app store. For more information, see [PDF Activity](#).

Phone

The Phone activity is used to display the phone dialer (if available) filled in with a specific telephone number. This allows users to contact you with a single click. For more information, see [Phone Activity](#).

Photo Gallery

The Photo Gallery Activity is used to add a photo gallery to your app. For more information, see [Photo Gallery Activity](#).

Podcast

The Podcast Activity displays an iTunes Podcast RSS 2.0 feed in your app. It supports both streaming over the network and downloading episodes for playback offline. For more information, see [Podcast Activity](#).

RSS Feed

The RSS Feed activity allows you to take an existing web feed from the web and display it in your application, making it easy for mobile users to browse and read. Most websites and blogs publish feeds that you can use, including sites like Twitter, Blogger etc. For more information, see [RSS Feed Activity](#).

SHOUTcast Radio

The Radio activity allows you to play streaming audio from internet radio stations in your application. It's

similar to the Audio activity, with additional support for SHOUTcast and Icecast streaming audio. For more information, see [Radio Activity](#).

Twitter

The Twitter Activity allows you to display one of three different twitter timelines. You can choose to: display a specific twitter user's timeline, a timeline from a list, or a timeline based on a search of the most recent public tweets. For more information, see [Twitter Activity](#).

Website

The Website activity is used to display the contents of a website in your application. It is one of the simplest activities, yet its ability to display web content makes it very powerful. All you need is the URL of a website, and the user will be able to navigate to it simply by pressing its icon on your dashboard. For more information, see [Website Activity](#).

YouTube

The YouTube Activity allows you to take video content from [YouTube](#) and display it in your Android application. For more information, see [YouTube Activity](#).

Changing the Order of Activities

In order for your application to look its best, you'll probably want at least 4 or more activities. You can add as many as you want and order them however you please. For more information on the activity order,

see [How to change the order of the icons on the dashboard](#).

Monetization

This area allows you to choose from a variety of advertising options for your apps.

Ad Formats

Banner Ads

Banner ads are small rectangular ads that generate revenue when they're clicked. They are usually shown at the bottom of the screen (but may be shown at the top in some activity types). These ads are relatively popular with users because they don't interfere very much with their use of the app.

If you choose to show more than one, an ad network will be selected randomly by the app each time it needs to show an activity. (Each banner ad network you select has an equal chance of being chosen whenever an activity is shown.)

Remember to click *Save Changes* at the bottom of the page so the changes are applied to your project, and then build a new version of your app and distribute it to your users.

Note: Banner ads will appear on your app's dashboard by default. If you don't want ads on the dashboard, you can

disable the feature by unchecking the "Show Banner Ads on Dashboard" checkbox on your project's [Dashboard](#) tab.

Interstitial Ads

Interstitial ads are large ads that appear 'between' activities in your app. Since they really grab the user's attention, they can be more effective than banner ads at generating clicks. However, you don't want to show them too frequently, or you may risk annoying some of your users.

AdMob

AdMob banner ads are *cost per click (CPC)*, which generate a little revenue every time the user clicks on an ad. See the article [Setting Up AdMob Ads](#) for further details about setting up your AdMob account.

AdMob Banner Ads

To enable AdMob banner ads in your app, check the box labelled **AdMob Banner Ads**, and copy your app's *Ad Unit ID* for banners from your AdMob account into the **AdMob Ad Unit ID (Banner)** field.

AdMob Interstitial Ads

To enable AdMob interstitial ads in your app, check the box labelled **AdMob Interstitial Ads**, and copy your app's interstitial *Ad Unit ID* from your AdMob account into the **AdMob Ad Unit ID (Interstitial)** field.

AdMob App ID

The AdMob App ID for your app. This setting is optional however if provided improves initialization time. To find your app ID, click the App management option under the

settings dropdown (located in the upper right-hand corner) on the AdMob account page. App IDs have the form ca-app-pub-XXXXXXXXXXXXXXXXXXXX~NNNNNNNNNNNN.

AdMob Test Device IDs

This setting allows you to define one or more devices as 'test devices' so that you will only be shown test ads on your device. You're encouraged to do this to prevent false impressions/clicks. You can get your device ID by installing Andromo's [Device ID Utility App](#) on your device(s), copying each ID, and entering them here.

Amazon Mobile Ads

Amazon Mobile Ads is an ad network that delivers high-quality ads on Amazon Kindle tablets, as well as Android phones and tablets. See [Setting Up Amazon Mobile Ads](#) for further details about setting up your account.

Amazon Banner Ads

To enable Amazon Mobile Ad banners in your app, check the box labelled **Amazon Banner Ads** and copy your *Amazon Application Key* from your app's **Mobile Ads** tab in your Amazon Mobile App Distribution account into the **Amazon Application Key (Banner)** field.

Amazon Interstitial Ads

To enable Amazon interstitial ads in your app, check the box labelled **Amazon Interstitial Ads**, and copy your *Amazon Application Key* from your app's **Mobile Ads** tab in your Amazon Mobile App Distribution

account into the **Amazon Application Key (Interstitial)** field.

AppBrain

See the article [Setting Up AppBrain Ads](#) for further details about setting up your account.

AppBrain Interstitial Ads

To enable AppBrain interstitial ads in your app, check the box labelled **AppBrain Interstitial Ads**.

AppLovin

AppLovin ads are *cost-per-action (CPA)*, which generate revenue when the end user performs some action such as installing an app. See the article [Setting Up AppLovin Ads](#) for further details about setting up your account.

AppLovin Interstitial Ads

To enable AppLovin interstitial ads in your app, check the box labelled **AppLovin Interstitial Ads**, and copy your *AppLovin Key* from your AppLovin account into the **AppLovin SDK Key** field.

Facebook Audience Network

Facebook's Audience Network helps you monetize your app by tapping into Facebook's powerful advertising platform which includes all of the people-based targeting, measurement, and real-time optimization that's used on Facebook itself. See the article [Setting Up Facebook Audience Network Ads](#) for further details about setting up your Facebook developer account.

Facebook Banner Ads

To enable Facebook Audience Network banner ads in your app, check the box labeled **Facebook Banner Ads**, and copy your app's ad *Placement ID* for banners from your Facebook developer account into the **Facebook Placement ID (Banner)** field.

Facebook Interstitial Ads

To enable Facebook Audience Network interstitial ads in your app, check the box labelled **Facebook Interstitial Ads**, and copy your app's interstitial ad *Placement ID* from your Facebook developer account into the **Facebook Placement ID (Interstitial)** field.

StartApp

StartApp ads are either *cost per click (CPC)*, or *cost-per-action (CPA)*, which generate revenue when the end user either clicks on an add or performs some action such as installing an app. See the article [Setting Up StartApp Ads](#) for further details about setting up your account.

StartApp Banner Ads

To enable StartApp banner ads in your app, check the box labelled **StartApp Banner Ads**, and copy your *StartApp Developer ID* and *StartApp App ID* from your StartApp account into their corresponding fields.

StartApp Interstitial Ads

To enable StartApp interstitial ads in your app, check the box labelled **StartApp Interstitials**, and copy your *StartApp Developer ID* and *StartApp App ID* from your StartApp account into their corresponding fields (the same IDs are used for both banners and interstitials).

Interstitial Ad Settings

Time between Ads

This setting controls the duration between interstitial ad impressions. Try to choose an appropriate value based on how often you think your users would want to see an interstitial ad. Keep in mind that shorter times aren't always better -- setting this value too low may cause some users to uninstall your app.

Require several interactions before showing an interstitial ad

This setting controls whether or not the user has to interact with your app more than once to see an interstitial ad. Enabling this option will add a bit of randomness to when the interstitial ad is shown so that it does not always display when the first activity is selected.

Remember to click *Save Changes* at the bottom of the page so the changes are applied to your project, and then build a new version of your app and distribute it to your users.

Services

This area allows you to choose from a variety of useful tools and services like Google Analytics and AirBop Push Messaging.

Google App Analytics

Google Analytics lets you anonymously track user activity within your app. Using the Google Analytics service, you can view statistics like which activities your users visit, how much time they spend there, and even often they launch your app. This can give you valuable insight into how your users interact with your apps, helping you make your apps better.

Note: As of version 3.0.6 of Andromo, you need to use an App analytics code instead of a Web one (your old Web analytics UA-XXXXX-YY code will no longer work). If you were using analytics prior to 3.0.6, you will need to generate a new App ID and update the settings in your project.

See [How to use Google Analytics in your Application](#) for full instructions on using Google Analytics in your project.

AirBop Push Message Notifications

AirBop Push notifications allow you to send information to the users of your apps, even when the apps aren't running. They're an incredibly powerful marketing tool -- if used properly and judiciously. For complete details about integrating push notifications into your app, please see the [AirBop Push Message Notifications](#) knowledge base article.

Build

Generate your App

This is where you build your Android application when you are ready. When you press the green **Build My App** button, Andromo will build your Android Package File (APK) and then email you when the build has finished. After downloading your APK you may want to [install your application on a mobile device](#) or [test your application without a mobile device](#)

Your app's email download link expires after 24 hours, however you can always download your app directly from Andromo by going to "My Projects", locating your project in the list, and selecting "Download" from the "Action" dropdown.

Note: Building your app can take some time, depending on how busy our servers are. It's not unusual for the build to take as little as five minutes, but it can take an hour on a very busy day. Please check your inbox (and spam folder) for emails from andromo@andromo.com.

Getting Started With Andromo

The 10,000 Foot View of Andromo.com

Andromo.com is a website that allows you to take an idea and transform it into an Android app in three easy steps:

1. **Create a project:** Each project you create within your Andromo account represents one app. To create an Android app using Andromo, you need to create a project.
2. **Add activities to your project:** Activities are what give your app functionality. In order for your app to do *anything* you need to add activities to it.
3. **Build your Project:** Building your project will generate your Android app. When you are done, or when you want to test, you need to build your project via the Build tab. This will generate an APK file which you can install on your Android device.

You can also watch this short video which will walk you through the process:

[Creating Your First Android App using Andromo.com](#)

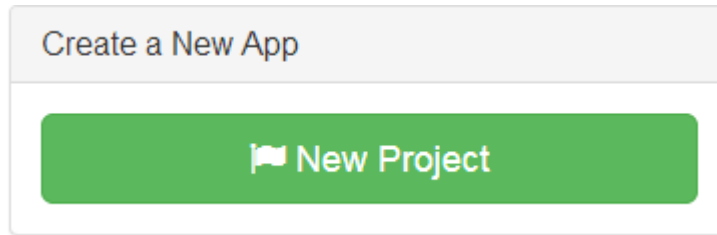
In More Detail

Projects

As mentioned above, a project within Andromo represents an Android app. If you want to create an Android app using Andromo you need to create a project first.

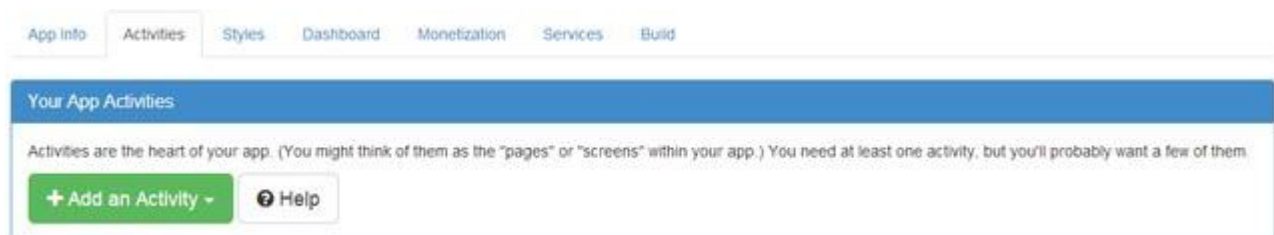
To create a project, log into your Andromo account and visit your [projects page](#)

There you will see a large green button that you can click to create a new project:



After you click this button you will be prompted to name your project. The name of your project will be what your end user sees on their Android device. Don't be too concerned with your project name at first -- you can always change it later.

Activities



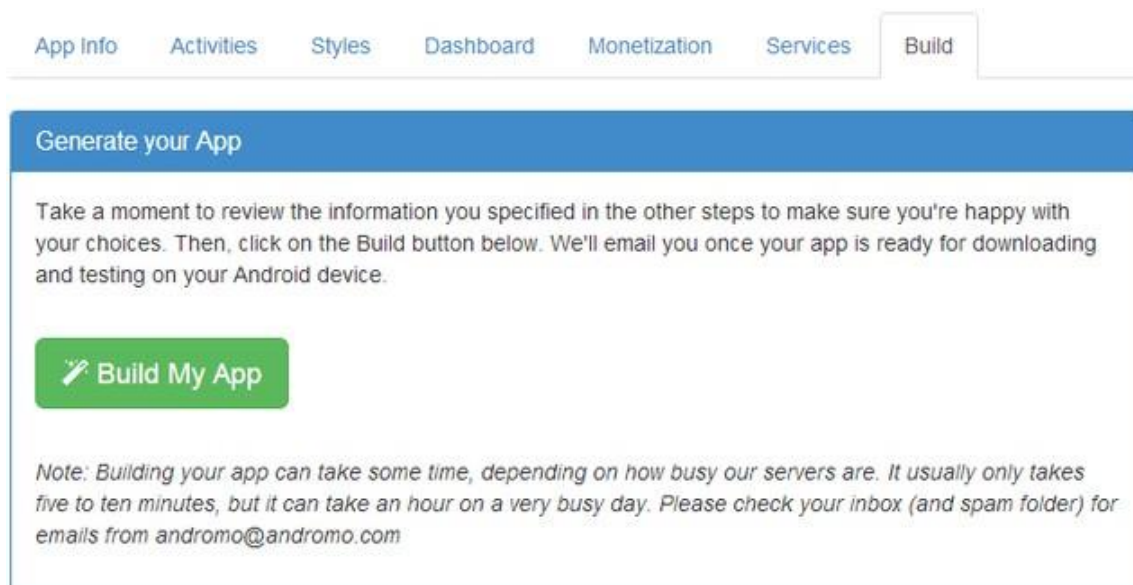
Activities are what give your Android app functionality. Without any activities your Android app won't do anything, so the first thing that you want to do after creating your project is go to the Activities tab.

To add an activity, just click the **Add an Activity** button. There are 19 different activity types that you can use in your app, from the **About Activity** to the **YouTube Activity**. These activities are the main tools that you have at your disposal when creating your app. You can add as few or as many activities to your app as you want, but you'll probably want at least four.

See the [Activities Knowledge Base](#) section for more information on the different activity types available to you and how you can make use of them.

Building

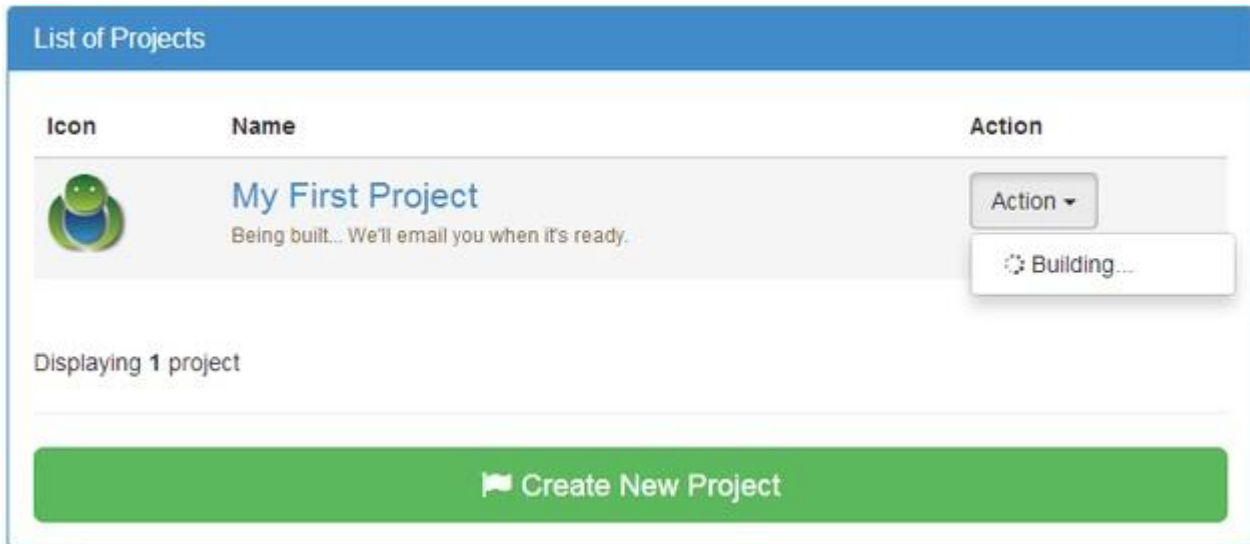
Building is the process of transforming your Andromo project into an Android APK. An Android APK is a single file that represents your Android app. This is the file that your end user will install onto their Android device and then execute in order to use your app. When you are satisfied with your app, or when you want to test what you have created so far, you need to visit the build tab to generate your Android APK.



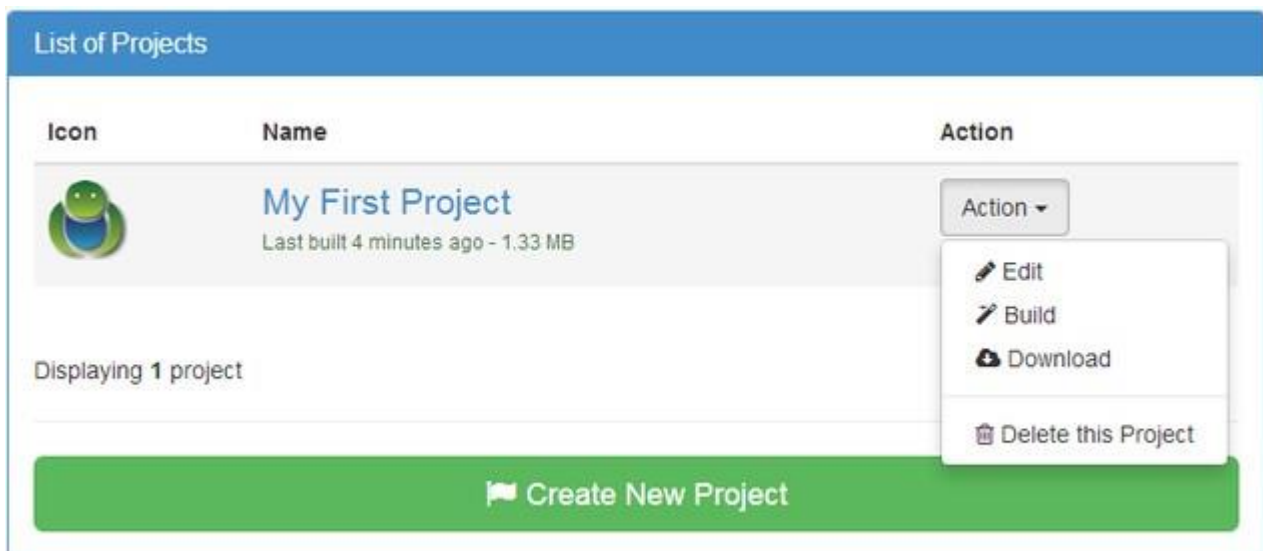
Building your project is very easy, simply click the big green **Build My App** button on the Build tab, and Andromo will start building your app.

Once the build process has completed you will be emailed a link to your Android APK file. A download link will also be made available in the Action button next to that [project](#) at Andromo.com.

While your app is building, the project list will look like this:



If you refresh your browser after the app is done building, you can download the APK using the Action button:



Once you have the link to your Android APK you can [install](#) your app on your Android device and [publish your app to Google Play](#).

Coming up with a successful app idea

Every great app starts with an idea. Here's our best advice on how to find a successful idea for your [app](#).

Use your hobbies

Do you have any hobbies or interests? Things that you enjoy make great subjects for an app. If you're going to put time and effort into something, why not make it something you're already interested in?

Try to think of ways that you can make an app that would be useful to other people with the same interests. What would you have liked to know when you first got started? Would other people be interested in seeing pictures and videos of what you do?

Make an app about your hobby for people who want to learn about it.

Share your knowledge and expertise

Are you an expert in your field? Is there something you are really good at? Do your friends and family value your advice? Turn your accumulated wisdom into a service-oriented app. This could be in the form of written instructions, step-by-step images, how-to videos -- anything that people would find helpful.

Examples: game walkthroughs, car buying tips, how-to videos

What is your passion?

Is there something that really excites you? A subject that you never get tired of? Try to think of ways to share that passion in the form of an app.

Examples: favorite recipes, movie reviews, reading lists

Do some good

Is there a cause or charity that could use your support? Do you feel like you have a mission in life? Try to think of ways that you could contribute, and benefit others by making an app.

Take a look at trending apps

Check out what apps are being spotlighted on Google Play. Use the [Top Charts](#) and [New Releases](#) to give you insight into what kinds of apps are popular right now.

Think about the different categories

Spend some time thinking about the app categories in Google Play. For each category, try to imagine different apps that you could make for it. What's the first thing that comes to your mind when you think of the category? What's the first thing that you can think of that wouldn't fit inside the category?

Browse existing apps

Look for apps that are popular with users but that you could improve upon functionally or aesthetically. The goal isn't to copy other apps, but to gain inspiration.

What do you like or dislike about the apps you see?
What would you do differently? Think about how you could reach the same users with a different kind of app.

Seeing other apps might spark an idea for an app of your own.

Search the markets

Pick a subject you're interested in, and search for it in Google Play. Are there any apps that surprise you? Are there any apps that stand out? Why?

Now do the same thing for another subject. Do the apps stand out in the same way? Are there any gaps in the results -- apps you expected to see, that aren't there?

Repeat the search in other app markets. Are there any differences? Are there any apps that are popular in one market that seem to be missing from the others?

Try to find popular subjects that are under-represented.

Provide a valuable service

It helps to think of your app as providing a service to the user. Try to think of ways an app could solve a problem or address a pain the user is having.

Share your expert research skills

Do you have a knack for finding good information? Make an app that provides curated content about a difficult-to-research subject. For example, the best collection of hard-to-find tutorials, or answers to

questions that are difficult to describe and tricky to search for.

Don't worry too much about what is technically possible

Try not to put the brakes on too much while you're brainstorming ideas. Not every idea is possible without programming, but that doesn't mean that there isn't something you can do with that idea using Andromo. For example, you might not be able to make a game, but you could make an app for the people who would like that game -- a collection of walkthroughs, or a series of articles aimed at game designers that explores what makes the game fun.

You will develop a sense for what is possible as you start to make apps. For now, don't worry too much about what is technically possible. Even the craziest, most impossible ideas are okay -- one of them might spark another idea that is possible. The important thing is to give yourself room to explore as many ideas as you can.

What's popular *right now*?

Pay attention to current events and take advantage of the quick turnaround you can achieve with [Andromo](http://Andromo.com) to put out very topical apps. This could be anything newsworthy, from advice on how to prepare for an impending hurricane, to an app that pokes fun at the latest celebrity gaffe. A slip of the tongue by someone famous could spell opportunity for a quick, successful app.

Take advantage of how quickly you can build an app with Andromo.

Anticipate popularity

Try to predict something that will become popular very soon. For example, you could make an app with information about a cool product about to be released. Being the first on the scene of a cool new trend is a great way to get your app noticed quickly.

Timing is important

Some apps become successful just by being launched at the right time -- for example, right before a related product is announced that everyone starts searching for, or a video about your subject goes viral. Although you can't always predict this kind of luck, it's worth considering such coincidences when you are coming up with app ideas. If you can think of a lucky event that *might* occur, you might be able to prepare an app for it, just in case the opportunity presents itself.

Think about your audience

One way to generate app ideas is to focus on a specific demographic (e.g. males aged 20-29). What kinds of things do they like? What kind of app would they be interested in? Research your subject in Google Play to get a feeling for the possible size of the audience.

Target an underground niche

Look for app niches that might not be served because they are too small to justify the cost of development -- if you didn't have access to a tool like Andromo.

Go local

Consider making an app for a specific location, such as the city or country where you live. Take advantage of your familiarity with the subject to make an app that fits the community's needs, or to inject the apps with local flavor -- something only a person from there would know. Making an app geographically specific can help its ranking when users perform location-based searches.

Be specific

Focusing on a narrower subject might seem like it will limit your app's appeal, but it might also make your app easier to find when users perform a very specific search. For example, an app about a specific car model instead of about cars in general. By being specific, your app is less likely to get lost in a long list of apps about the same subject.

Think about the ad networks (make advertising easier)

If you're planning to monetize your app using ads, one approach that can help you generate some ideas is to think about what topics, age groups, or products the

advertisers would like to target, and then create an app around that.

You might even want to do some research into what types of ads are shown by the network you plan to use, and make apps that will relate well to their ads. In other words, try to make an app that will be easy for the ad network to match up with advertisers.

Try building your app backwards

Another tip for coming up with ideas is to think backwards from the tool to the idea. Go through the list of Andromo activities and think about how you could use them in an app. Try to think of "creative" ways to use each activity. For example, you could use a Photo activity to show a slideshow of information, or an Audio Player to create a pronunciation guide. Challenge yourself to make an app based on each of the activity types.

Be mindful of the terms of service

Be mindful of where you will release your app, and their terms of service (TOS). For instance, Google Play is the most popular app store, and it does not allow nudity or copyright infringement (and neither does Andromo). Make sure that your idea is safe.

Think globally

Remember you have a worldwide audience. Differences in language and culture can have dramatic effects on how

potential users view your apps. Try not to limit yourself to a single region when evaluating your ideas for apps.

Try lots of ideas

Andromo makes it easy and inexpensive to try out different app ideas, so don't limit yourself to just one kind of app. Try different approaches and see what works the best. If your first idea doesn't work, maybe your tenth idea will.

What's Next?

The next article in this series will explain how to [translate your ideas into a working Android app](#) using Andromo. Read on!

Turning your idea into an Android App

In the previous article of this series, we discussed [how to come up with a successful app idea](#). Hopefully we've been able to spark your imagination and get you on the road to making your first app.

This next article will cover the simple steps you need to follow in order to turn your idea into a fully working Android app.

If you haven't decided on an idea yet, no need to worry, just give it a little more thought and perhaps an idea will come to you during this article. Try making an app about your favourite animal, sport, or beverage. Simply going through the process will be helpful.

Whether you have an idea or not, this article will provide you with an overview of [Andromo's app making](#) process.

Explore Andromo's Activity Types

If you haven't already, you'll first want to explore Andromo's available [Activity types](#). This will help you better understand the types of media/content you can include in your app. You can keep that information in mind when gathering, or creating content, however don't let it restrict you. As you gain experience you may find alternate ways to present the content that you weren't aware of.

Gather or Create your Content

Once you've decided on an idea for an app, the next step will be to gather the content you want to include, whether it's publicly available content that you'll be linking to, or your own creations. Below are some examples of common items that may apply to your idea:

- [Photos](#) – your own, public photos in an [RSS/Atom media feed](#), on Flickr, Instagram.
- [YouTube Videos](#) – your own, public videos on the topic.
- [Website Links](#) – your own, a collection of interesting sites surrounding the topic.
- [News feeds \(RSS/Atom\)](#) – your own, or public feeds with the latest news on the topic.

- [Facebook page](#) – your own, or popular pages discussing the topic.
- [Twitter](#) – your own, or others of interest.
- [Audio](#) – your own audio creations, or audio files you can legally distribute or stream.
- [Podcasts](#) – your own, or others that are publicly available.
- [Online Radio](#) – your own, or other stations of interest.
- [Map Locations](#) – your place of business, or locations related to your topic.
- [Custom Text](#) – textual information you have specific knowledge about.
- [PDF Documents](#) - your own, or content you can legally distribute.

If you're using content that is not your own, make sure you don't violate any copyrights by claiming the work as your own. Online content will usually contain information about its usage, so be respectful. When in doubt, ask the owner of the content, or err on the side of caution. Violating copyrights is a sure way to get your account banned in app stores such as Google Play.

You should also be mindful of the subject matter of your content since some app stores and ad networks prohibit using certain types of content. For your first app, we suggest you play it safe until you're familiar with all of the regulations on the topic.

Style your App

When it comes to styling your app, don't be afraid to express your creative side. The goal is to create an interface that is both visually appealing, and easy to read. Changing your app's appearance in Andromo is easy to do, but getting it "just right" may take some experimentation, so don't get hung up on getting things perfect when starting your app.

For your first app, you may want to stick with the default style settings. As you gain experience, you can experiment with different looks to make your app more unique. The following sections discuss some styling decisions you'll want to make before releasing your app to the public.

Choose a Dashboard Type

Your app's dashboard is the first thing the user will see after launching your app, so you'll want to make a good impression by having it look nice. Andromo has a variety of [Dashboard types](#) to choose from, with a number of available customizations. If you're unsure which type you prefer, the "List" type is a safe bet for most apps. Switching the dashboard type is easy, so feel free to experiment in the future. These settings can be found on your project's [Dashboard tab](#).

Choose a Theme

When it comes to making your app unique, simple changes such as choosing a color theme can go a long way when designing your app. Some areas to consider customizing are the action bar style/theme/colors, text

colors and background colors. If you have a logo, perhaps you could tailor your colors around your brand's color scheme. This decision may be more apparent after deciding on your other graphics such as your app icon. To start, feel free to just use the defaults. These style settings can be found on your project's [Styles tab](#).

Create your Icons

There are several icons you'll want to specify before releasing your app, the most important being your App Icon. The app icon will be shown on the device's Home or All Apps screen after it's installed, and in the action bar while your app is running. You can set the app icon on your project's [App Info tab](#).

Your goal should be to choose an icon that is easy to identify and is a representation of your brand or content. Since you'll need it in the future for store listings such as Google Play, you'll want to make sure you have an image available that is at least 512x512 in size to work with. (As a general rule, it's better to have an icon that is too large and scale it down, than it is to have an icon that is too small and scale it up.) The possibilities are endless if you have some graphical abilities, but if you don't, no need to worry. There are many sites available that offer royalty free images that you can use for your icons such as <http://openclipart.org> or <http://www.iconfinder.com>.

The other set of icons you'll want to consider changing before release are the activity icons. These are the icons on your app's dashboard (the first screen) that represent each of the activities you'll add. Each activity's icon can be set on its properties page. Andromo automatically

includes default icons for each activity type, so if they fit the style you're going for, feel free to use them.

Turn your Content into Activities

Activities are the main component of your app and where you'll be adding all of the content that you've gathered for your idea. Each activity you add will be automatically added as an item on the dashboard. This is how your users will access each area. As described earlier, Andromo has a variety of [Activity types](#) to choose from, tailored to different types of content. While Andromo's activities were created with a particular idea in mind, don't be afraid to think of creative ways to use them beyond what we've suggested.

There's no right or wrong answer as to how many activities your app should have, but as a guideline, you'll want to shoot for a minimum of 4, but ideally at least 6. You may also want to stay away from large numbers, since it may become difficult for users to navigate. Quality is often better than quantity. Keep in mind that updating your app is easy, so adding new content in future updates is always a nice surprise for your audience. So don't feel you need to add all the content you've gathered.

You can build your app as many times as you want, so to get your feet wet, just add one or two activities to your project's [Activities tab](#) so you can build your app to see what it looks like. If you don't have any activity content yet, try adding a "Facebook" activity using 'andromorocks' as the Facebook Page.

Build and Test

Your app doesn't need to be finished in order to build and test. It's exciting to see what your app looks like, so don't be afraid to pause and take a look at your work along the way. In general you'll be building numerous times after adding content, fixing issues, or tweaking the appearance of your app. Building your app is as simple as a button click, initiated from the button on the "Build" tab of your project.

Once the build process is completed on Andromo's servers, you'll receive an email containing a download link for your compiled app file. The next step is to install your app to see how it looks, and to make sure it functions the way you want. The easiest way to test your app is on an Android device, so if you have one, follow the instructions in the article [How to install your App onto a device](#). If you don't have a device, don't worry, you can still test your app, but it involves some further steps as described in the article [Testing your application without a mobile device](#).

CHAPTER 4

GOOGLE PLAY DEVELOPER account

How to put your app in Google Play

If you're creating an application that you want to distribute to the public, the best way to do so is to upload your application to [Google Play](#). Google has help specifically aimed at developers, so if you have any questions not answered by this article, it's a great reference: [Google Play for Developers Help](#). There is also a very useful document entitled: [Publishing Checklist for Google Play](#) that discusses what is required to publish to Google Play.

For an in-depth walk through of Google Play and the entire publishing perspective, please read the [Publishing](#) section of the Android developer documentation. It will walk you through all aspects of the publishing phase of development, as well as the Google Play [developer console](#).

Note: Before publishing it is important to decide whether or not you want to charge money for your application. More information on this decision can be found in the [You can't charge for previously published free apps](#) knowledge base article.

Register for Google Play

The first step in publishing is to [register for Google Play](#) at the [Google Play publisher](#) site. The process is relatively straightforward and should only take you a few minutes. **Note:** There is a \$25 USD charge to register.

Are you going to Sell your App?

If you want to sell your apps, instead of offering them for free with ads, you also need to set up a Google Wallet Merchant account as described in the [Getting Started with Publishing](#) article in Google Play's help.

Note: We recommend turning ads off when selling your app on Google Play. An [Andromo subscription](#) is required to do this.

Prepare to Publish

The publishing process in Google Play can be a lot quicker if you have all of the store listing content complete and available before you start. So when you're ready to publish your app, here are the items you should have available:

- Your final Andromo application file (APK) to be uploaded. It must be under 100MB in size to be accepted.
- The title for your app (max 50 characters).
- A description of your app (max 4000 characters).
- High-res icon, 512 x 512 32-bit PNG (with alpha).
- At least 2 screenshots are required overall (Max 8 screenshots per type), JPEG or 24-bit PNG (no alpha). Min length for any side: 320px. Max length for any side: 3840px. (You can upload a maximum of 8 screenshots per type. Types include "Phone", "7-inch tablet" and "10-inch tablet".)

Optional items that can be updated later include:

- Optional promo text (80 characters) and promo graphic. Promo graphic needs to be 180w x 120 h JPG or 24-bit PNG (no alpha).
- Screenshots: Only 2 are required, but you can upload a maximum of 8 screenshots per type. Types include "Phone", "7-inch tablet" and "10-inch tablet".
- Feature graphic: 1024w x 500h JPG or 24-bit PNG (no alpha).

Information on taking screenshots can be found in the [How to take screenshots of your application](#) knowledge base article.

Add New Application

Once you've registered, you can log in to your Google Play developer account and begin publishing your application via the "Create new application" button. The first thing you'll see is a dialog asking for the default language and the title of your app.

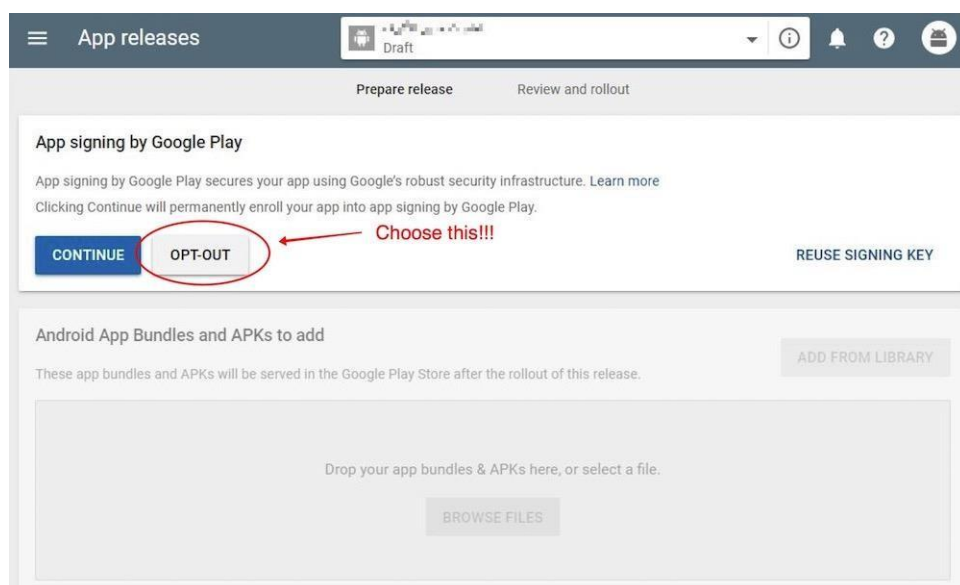
Upload APK

This step is the process of uploading your application's Android Package File (APK). A link to this file is emailed to you whenever you successfully build your application, and can be downloaded at any time from your projects section on [Andromo](#). Click the "Create New Application" button, and browse for your application file to upload. You'll see a "Save Draft" button on the dialog box after you upload the APK. Once you complete this step, you'll see a checkmark listed beside "APK" along the left hand side of the screen.

Google has added a new *optional* item in the Google Play Developer Console called "App Signing by Google Play".

Andromo apps are already signed for you by Andromo.

Since you're not signing the app yourself, and don't possess the original signing credentials, you **MUST** choose OPT-OUT or Google Play will not let you upload your app!



There is no way to "OPT-OUT" later if you choose to continue. The only thing you can do is change the package name of your app and then upload it as a new app.

This is only for new apps, the first time you add them to Google Play. It does not show up for existing app

updates (since you can never change a signing key), so you will only need to do this the first time you add an app to Google Play.

The next step is to prepare your store listing.

Store Listing

The Store Listing controls what your end users will see when they find your application in Google Play. The available listing details are described in detail in Google's [uploading applications](#) help topic. This step involves submitting content such as your title, description, icon, screenshots, categorization, contact details, and privacy policy. As discussed in the "Prepare to Publish" section, some of these items are required, while others are optional. When you're finished, click the save button.

If you've entered all of the required information, you'll see a checkmark listed beside the "Store Listing" along the left hand side of the screen. The next step is to complete the "Pricing & Distribution" details.

You can learn more about graphic assets in the article [Graphic and Image Assets](#) in Google Play's help. Information on taking screenshots can be found in the [How to take screenshots of your application](#) knowledge base article.

Pricing & Distribution

In this section, you define the pricing details for your app (free or paid), where you want it available, and consent options. When you're finished, save your changes and if you've entered all of the required information, it will show a checkmark next to "Pricing & Distribution" along the left-hand side.

Publishing your App

If you've submitted all of the required information, a "Publish this app" button will be enabled on the page. Your application should appear in the store usually after a few hours (but could take longer). If you've included AdMob in your app, don't forget to "link your app" which you can normally do about 24 hours after it's been published.

Editing your Listing

If you want to go back to edit your listing, or upload a new version of your application, you can. When you make your changes simply save them and they should be live in the store in twenty minutes or so. **Note:** This can sometimes take quite a while, so be patient.

Distributing Your App

-
- [How to put your app in Google Play](#)
 - [How to update your app in Google Play](#)
 - [Making Kindle Fire apps with Andromo](#)
 - [How to take screenshots of your application](#)
 - [Google Play: You can't charge for previously published free apps](#)
 - [Why it's important to upload your app to Google Play before sharing it](#)
-

Important: Wants more downloads? Build high quality and good looking Apps!

HOW TO SUCCEED ON GOOGLE PLAY

Even though Android has the largest smartphone market share and the number of Android app downloads are almost twice as large as those of iOS apps, so far Google Play remains slightly less competitive than the AppStore, so if you've developed an Android app, now might be the right time to market it.

The question of monetization is just a matter of time, once people get used to Google payment mechanisms the situation will gradually change for the better.

Here go the most important factors that you should take into account if you're determined to succeed on Google Play:

App Design

Because many iOS developers decide to port their apps to Android, there are tons of apps on Google Play that are poorly designed and have lots of bugs. Designing your app specifically for Android-powered devices might be that competitive edge that will make your app stand out from all the competitors. There are solid examples, when iPhone/iPad app developers doubled their income having decided to develop a separate app for Google Play.

Make device and OS support your top priority

There are so many Android devices out there, some developers tear into pieces trying to figure out, which of them to support. Keep in mind that 20 devices make up 80%

of the whole Android share, also more than 90% of all Android devices support OS 2.2. and higher, so the solution to this problem is easier than you might think.

Take the advantage of the low cost client attraction

The iOS market's rates are caused by huge competition between the developers. Android offers great opportunities to

develop your own market segments and test new strategies at a much lower price.

Ensure the maximum searchability of your app name

Define the most relevant keywords and make sure you include them into your app's name. Potentially this will allow you to rank 80th-100th in the search results, so if you want to maximize the effect, try to replace the app's name in the title with its keyword- rich description. Include the app's name into its description – this way users won't have any trouble finding it by name. Unlike iOS, in Google Play it's possible.

Know your way with keywords

Be wise, when using keywords in the app's description – include each relevant keyword no more than five times. This can help boosting your app's rankings in the search results by 10-20 positions. Make sure you don't overdo it.

Permanent activity works best

Google Play rates applications based on long-term user attraction – apps that attract and retain a large number of satisfied users over a considerable period of time rank really high. Make sure your marketing campaign is a long term strategy and the projected activity is no less than 2-3 months (unlike short term campaigns on the iOS market).

Always aim for user loyalty

Customer loyalty has a huge impact on your app's rankings, so you might wanna tailor your marketing strategies to define what kind of advertising appeals to this segment the most.

Don't be afraid to experiment

Feel free to test all kinds of marketing strategies for your Android apps. In the long run you'll be able to apply your findings to your iOS versions without risking big.

How to do a quick keyword research: **Read carefully please**

As with everything online – mobile apps is a numbers game.

Meaning, the more apps you have – the more traffic you will receive.

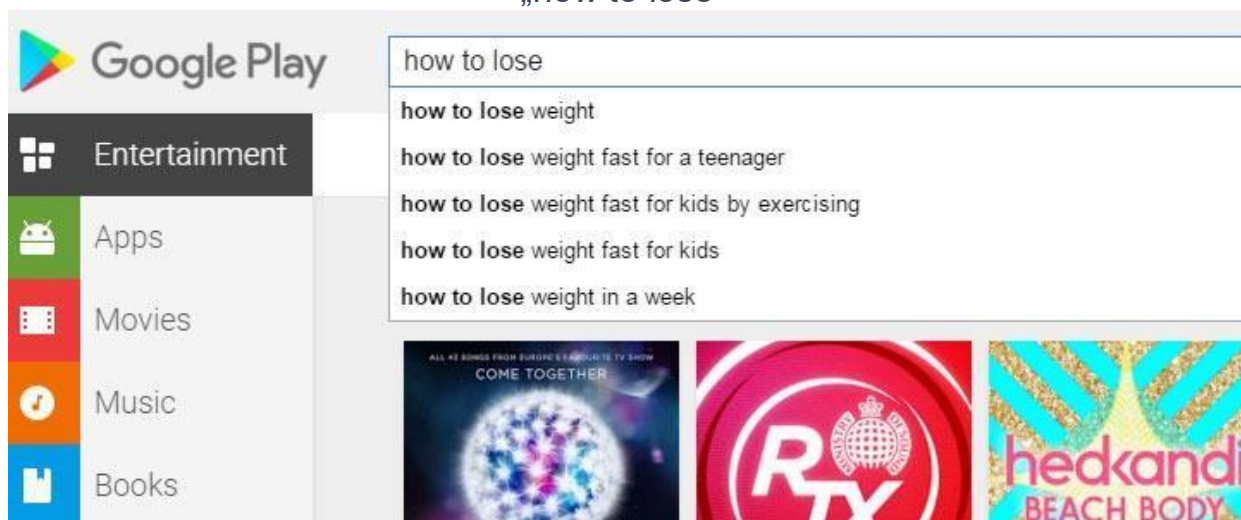
Basically when you are doing keyword research, you want to come up with at least 10-15 keyword ideas for your apps.

Let's say your niche is weight loss/fitness.

Here's what we like to do.

Go to <https://play.google.com> and in the search box type something like:

„how to lose“

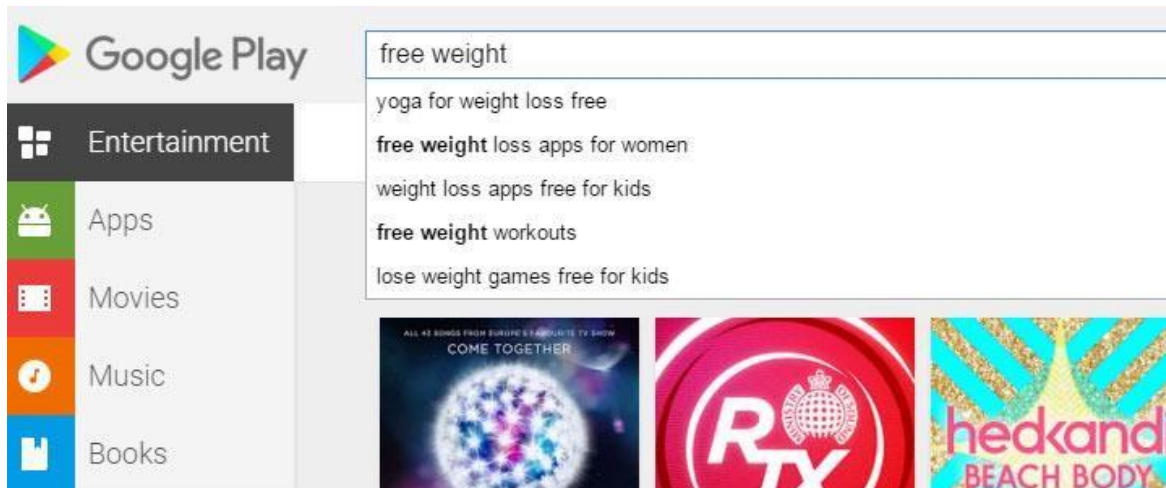


Boom! Just like the Google search, Google Play will display suggested search queries.

What does that mean?

Basically these are the most searched keyword phrases by Google Play users. You can instantly see what kind of apps Google Play users are searching for the most in your chosen niche.

Let's try another one...
„free weight“



Google Play search is also a brilliant way to come up with the app ideas if you are still not sure what products to promote.

! TIP: You can type something like „how to s“ and it will complete the search query automatically for you.



So you can go through all of the letters, such as:

how to q
how to w
how to e
how to r

...

and gather an insane amount of ideas on what kind of apps are in demand right now.

By the way, most of the time highly searched keywords on Google search will be also very popular on Google Play.

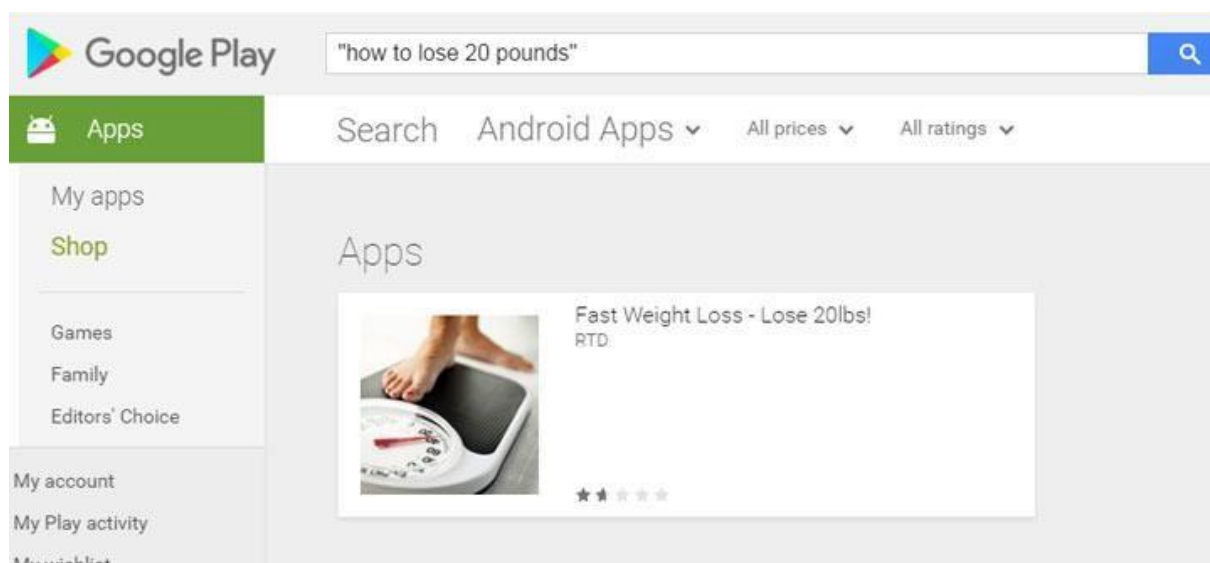
So, you can simply use the Google Keyword Planner Tool as well to come up with long tail keywords for your mobile apps.

How to do a quick competitive analysis

OK. Let's continue with the weight loss niche.

I know that many people who want to get in shape search for "how to lose 20 pounds".

Let's type this in brackets for the exact title search in Google Play Store:



So, there are just 1 app with "how to lose 20 pounds" keyword in the title!

Not bad.

Let's click how much installs it already has:

The screenshot shows the Google Play Store interface. On the left is a navigation menu with options: My apps, Shop, Games, Family, Editors' Choice, My account, and My Play activity. The main content area is titled 'ADDITIONAL INFORMATION' and contains a table with the following data:

Updated	Size	Installs
February 15, 2013	1.3M	1,000 - 5,000
Current Version	Requires Android	Content Rating
2.0	1.5 and up	Unrated Warning – content I not yet been rated. Unrated apps may potentially contain content appropriate mature audiences c Learn more

1,000-5,000 installs.

Not bad for such a narrow keyword. There are general weight loss apps with around 1,000,000 to 5,000,000 installs.

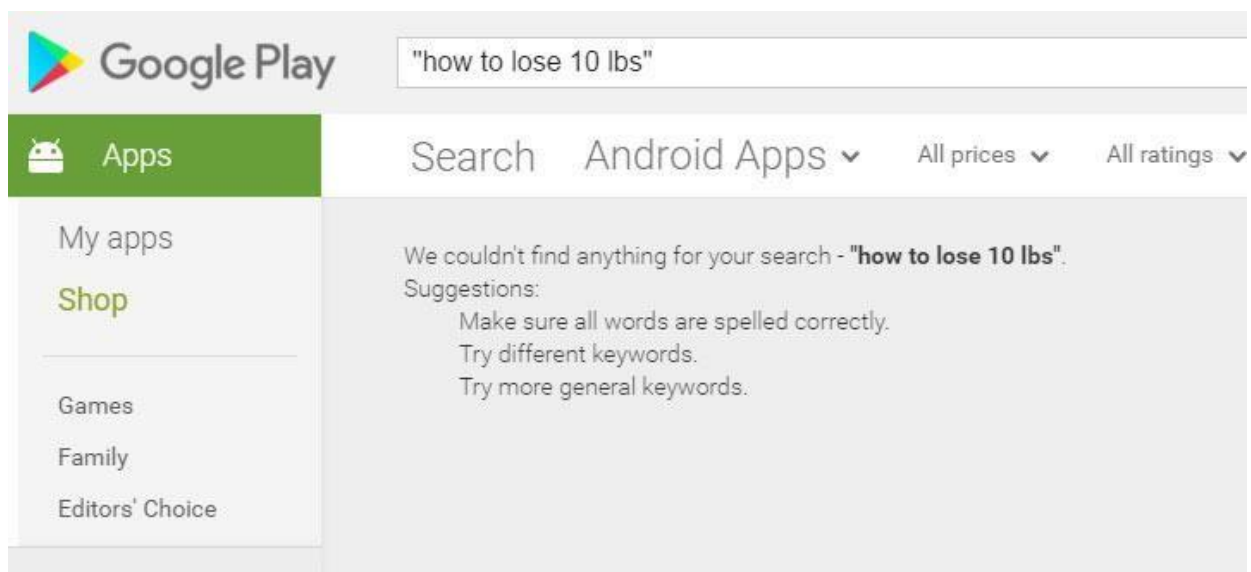
How about we check „how to lose weight in 1 week“?

The screenshot shows the Google Play Store search results for the keyword "how to lose weight in 1 week". The search bar at the top contains the keyword. Below the search bar, there are filters for "Search", "Android Apps", "All prices", and "All ratings". The results show two apps:

- Weight Loss Tips - Serial Daily**: The app icon is a blue circle with an orange figure running.
- Maigrir Rapidement**: The app icon is a photo of a person's midsection with a yellow measuring tape.

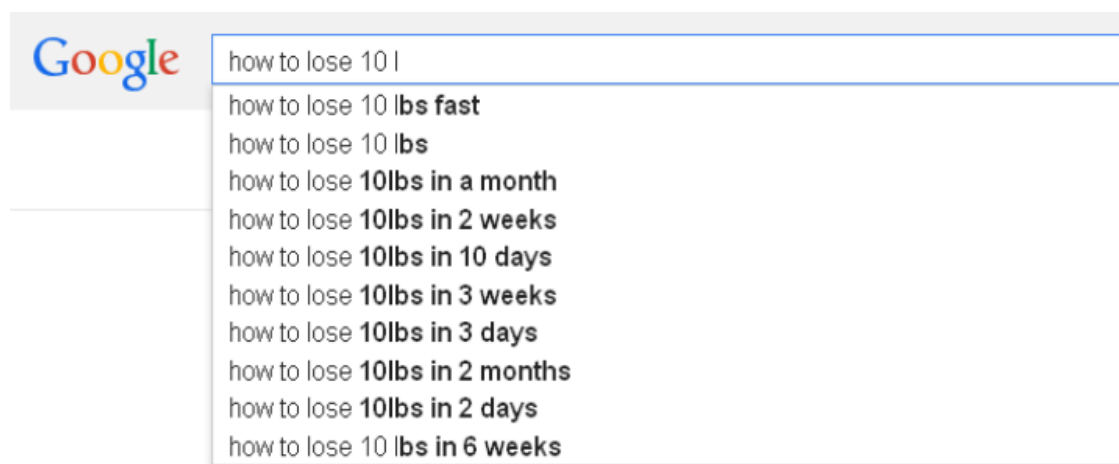
Two apps and none of them are optimized for that keyword.

Type „how to lose 10 lbs“:



Kaboom! There is not even a single app for that keyword! At least at the moment when this was searched.

Knowing that, we can go to <http://www.google.com> and type the same keyword to get some more ideas:



That is how to name your apps and to know which keywords to include in your apps' descriptions.

BIG BONUS: Want to Make Money Creating Android Quiz Games?

Build free-to-play quiz games **easily without any coding knowledge**. Upload them to Google Play and make money from ads!

Start now at <https://quickappninja.com/>

TOP 7 TRAFFIC SOURCES FOR YOUR APP OR GAME

Let's face it, even if you build a super fun and useful app or game, there's no guarantee it will become popular and gain thousands of users. Promoting your app is a sophisticated strategy you need to adopt and stick to if you want to grow your business.

This article is about the hottest traffic sources that will help you draw attention to your app or game. It goes without saying

first you need to really go all out developing a useful and engaging application, otherwise the traffic you bring won't convert into downloads. Assume you already have such application or game, how do you get traffic to capitalize on your creation?

1. Right Name and Keyword-Rich Description

Now this might not be obvious but the success of your app hugely depends on how searchable it is. Instead of coming up with a creative name for your app or game, try to include the words that users type into the search box, when they are looking for an app like yours, e.g. “simple recipes,” “download music”, etc. make sure you include some relevant keywords into the app's title and description on Google Play.

2. Tapjoy.com

Tapjoy is a guaranteed way to boost your app's rankings and build strong traffic at a comparably low cost. If your app has all that potential, it's definitely the way to go.

3. Traditional PR

A really oldschool way many of us underestimate, mainly used by large companies. Contacting people with lots of subscribers on Youtube, Facebook, Twitter or other social networks can go a long way, so make sure you have a good quality video that describes your app/game.

4. Mopub.com and ChartBoost.com

Unique places to advertise your app, that are not super competitive and 100% driven by the user community. Unlike Mopub, ChartBoost not only allows you to buy traffic but also to cross-promote your app by trading traffic with similar ones.

5. Review Websites

A great way to get other people talking about your Android app, as review websites can give you a significant viral boost. We recommend starting with AppAdvice.com, this website is huge!

6. Game blogs

These ones are not gonna cost you anything, but you'll need an awesome game to get there. A feature on TouchArcade.com, for instance, will not only bring you numerous downloads but can also make your game go viral.

7. GetJar.com

Getjar is an Android app and a website, offering

many free apps a day. Users can download for free apps that they would normally have to pay for! A great way to boost your traffic and attract new customers.

Resources:

1. MP3RESIZER (TO COMPRESS AUDIO FILES)

DOWNLOAD:

[HTTPS://WWW.SKYSHAPE.COM/MP3RESIZER.HT
ML](https://www.skyshape.com/mp3resizer.html)

2. TO ADD ROUNDED CORNERS TO YOUR APP
ICONS USE:

[HTTPS://WWW.QUICKPICTURETOOLS.COM/EN/
ROUNDED_CORNERS/](https://www.quickpicturetools.com/en/rounded_corners/)

3. ALTERING IMAGES TO AVOID COPYRIGHT

ISSUES: With Google Play, 99.99% of game app rejections are because of copyright infringement – e.g. using images or names in a game that belong to somebody else. For example, if you use the massive “Candy Crush Saga” game name in yours, e.g. “Candy Crush Saga Quiz” - that is an infringement of copyright. With images, unless you find “open source

images” or “copyright free images”, they will belong to somebody else, such as the photographer. You can only use these types of pictures, for example of celebrities, if you use **filters** and turn the image into your own creation. Use your mobile phone to add one or two filters to every image that you want use in your app.

MASSIVE ACTION PLAN TO MAKE \$5000/MONTH

I want you to dedicate six months for this! At first, go to Google Play Store and find 20 successful apps (with 100k – 1M DOWNLOADS) from each of the following niches:

- **Health and Fitness**
- **Religion**
- **Make Money Online**
- **Beauty**
- **Education**

Next, I want you to download and experiment these apps (start niche by niche taking an app at a time...don't rush but be sure to stay focused). Notice what you can do to improve these apps and build a better version for each one of them. Once you're done building an app, submit it to the play store. Don't wait until you finished creating them all, No.

If you have any question, or need help with anything, feel free to message me on Facebook or contact me at kareemtkb@gmail.com.

THANK YOU & GOOD LUCK TO YOU ONCE AGAIN