

**Publicar app android gratis**

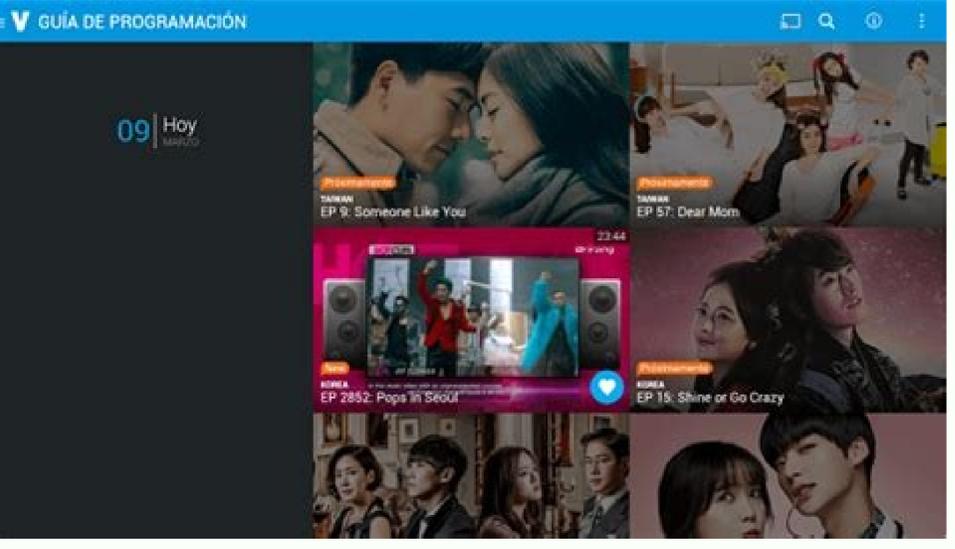
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WHERE HAS THE MYSTERIOUS GIRL ASKED HER DRIVER TO TAKE HER?



Results		
	Yumi's Cells Yumi's Cells - c0 - Prologue [webtoons.com] - (Manga)	95.66%
	さとりスマックダウン Title: Satori Smack Down DOB ID: 355533	45.6%
	【アザゼルさん】アニメ×4話感想 Pixiv ID: 18593640 Member: のら	43.83%



A few days ago, it was explained that he was developing the first application for Android devices. This now explains how applications, games or content are published on the official Google Play Store so that millions of Android users can buy and download them. First of all, the developer must convert his Google Play developer console into a developer account using the Google Play developer console, accessible from this link once previously identified in a Google account. Once the Google Play developer console is available, you need to pay the price that Google invoices to all developers to add their applications to the store. To do this, you must accept the terms and conditions of Google and click on the button displayed at the end of the button to make the payment. The Google Wallet screen below will open to allow you to continue paying for 25 days. Once transferred via the box, applications can now be managed as a developer from the administration and information center that provides the new application. Display a list of approved applications, go to Google Play Games services, consult the benefits of advantages. Configure, announce or warn men. To make a new application on Google Play, you must click on the "Add a new application" button, which will open a new window containing the language and the name of the ASO application in the form of a button to install -apk add the application. After adding the APK, which can be saved in the alpha and beta test phase and in production mode, you just need to perform all the actions visible on the screen to the left of the masters. The memory list includes a full description, a promotional text, an application icon, screenshots, a memory category, including contact information, privacy instructions, etc. Price and sales Select the countries in which you will make the application available for download and if the application is free or paid. Once all this information completed a few days ago the steps to develop the first application for Android devices were explained. Well, now we are going to explain how to continue the application, game or content on the official Google Play Store for Android users to buy and download. In the beginning, the programmer needs to convert a Google account into the programmer's program through the Google Play programmer's console, which can be obtained from this link after accessing the Google account. Access to Google Play Console you have to pay Google for all programmers to include their applications in the store. To do this, it is necessary to accept Google terms and click on the "Withdrawal" button shown below. The Google Portfolio screen will open to continue paying USD 25 with Google to register as a developer of the application and publish in the store. After checking out, you can manage applications from the administration and information center as a programmer, so that you add a new application, read the list of added applications, access Google Services Game games, profits, settings menu, advertising, advertising and advertising or warnings. To continue adding Google Play you must click on "add a new application" to open the button to add a new window with the title of the language and the application. apartment After adding APK that can be considered both in ALFA and Beta testing phase as well as in production mode, just follow all the steps that can appear in the menu on the left side of the screen. Store promotion, full description of the store to be included, introductory text, application icon, screens, category, contact details, privacy policy, etc. This is a place to mention. Pricing and Distribution allow you to select countries where you want to run the application for download and determine if the application is free or paid. After all this information, Post a requirement by changing the current state of the project. It is also recommended that you read the tips on how to optimize information on Google Play in the Google app offered by Google. If it is selected, the program makes payments. If the developer already owns it before registering on the Google Play Store, the terms of this agreement apply, except for conflicts with the developer sales program established by Google Play. In this case, the terms of this contract apply. The developer is the official seller of the products sold through Google Play, and the one who sets the price in the various currencies he creates. Based on the price of your products, the amount received as a payment is set, as Google increases the operating commission on the selling price of each product. This transaction commission is based on a full 30% of the application price, so the developer receives 70% and the remaining 30% goes to the sales partner. Therefore, the total cost of publishing our application on the Google Play Store is 25 USD (a little more than 20 euros) for registration as a developer, which is paid only for the first and 30% of all sales calculations, applications that can be found in the Store should also be dedicated Google. Important: 2021 August. You must publish Novos apps through the Android app bundle, not through Google Play. Novos apps Less than 150MB Agora Tym supports feature delivery or Livrot resources. Publicila £ or Eo Processo General available for Android applications. AO, Publish an Android, Phaz or Seguinte App: Prepare or Apply or Start. In the pre-payment phase, the Vocé Cria version of the Lanã\$Rament application. Lanãša or application to us. In the Lanã šramento phase, distribution, sale and distribution of the version of the application that can be sent by downloading and installing Android devices. This página violates Uma £ about Geral to process prepała \$ £ £ or post SEU application. He is a lawyerPublish on Google Play, read some launch cases. If you are using a persistent integration server, you can configure it to automate the steps described here. You can also configure builds to be pushed to the internal test distribution channel. Application Release Preparing an application for release is a multi-step process that includes the following tasks: Configure the application for release. At the very least, make sure logging is disabled and removed, and the final build writes the script set to "False for Groova" or "isSebuggable=False for Kotlin". Program version information must also be set. Create and sign a release of the application. You can use Gradle build files with a release build type and subscribe to the released version of your application. For more information, see Build and get started with your app. Try the app version. Before distributing the application, it is necessary to thoroughly test your version on at least one target smartphone and tablet. The FireBase Test Lab is useful for testing various devices and configurations. Update apps for feature releases. Make sure that all of your app's resources, such as media and graphics files, are up-to-date and either in your app or hosted on the appropriate production servers. Prepare the remote servers and services that the application depends on. If your application depends on external servers or services, make sure they are secure and production-ready. A few additional tasks may be required as part of the preparation process. For example, if you don't already have one, you'll need to create an account with the app store you want to use. You should also create an app icon and prepare an End User License Agreement (EULA) to protect yourself, your organization, and your intellectual property. To learn how to prepare your app for release, see Prepare for release to learn how to configure and create a released version of your app. Once you've finished preparing your app for release, you have a signed APK to send to users. There are several ways for users to launch home programs. Typically, you launch an app from an app store like Google Play. You can also run the app on your deviceOr send them directly to the user. Skip the App Store if you want to spread your applications to the widest recipients, skip them in the App Store. Google Play is a front market for Android and is especially useful if you want to spread your applications into a global global audience. However, you can distribute your applications in any application warehouse and use various stores. The application of publishing on Google Play Google Play is a powerful publication platform that helps to sell, sell and distribute applications for Android users around the world. When you jump via Google Play, you will get access to many programmers tools that allow sales analysis, setting trends on the market and the drive in which the application is distributed. Google Play also provides access to other income functions, such as application settlement and application licensing. The wide availability of tools and resources in combination with various sources of users makes Google the best store for sale and purchase of Android applications. Launching the application on Google Play is a simple process covering three basic steps: preparation of advertising materials. To fully use Google Play marketing and advertising functions, create advertising materials such as screen, movies, images and advertising text for your application. Configure recording options and functions. In Google Play, you can choose the application according to the world group and devices. By configuring various Google Play settings, you can choose the countries you want to get, languages in which the application will be advertised, and the price you want to download in every country. You can also configure advertising information, such as type, category and assessment of the content of the application. After configuration, you can record advertising materials and applications as an editor. Publish the application version. If you can be sure that the publication settings are correct and the submitted application is ready for public release, click publish. After checking Google Play, the application will be published and available for download worldwide. For more information, see how Google Play works. If you do not want to skip the application to the store, such as Google Play, you can start from the sideTo download on your own web, or on the server, including private or business servers. Launch on the Internet: when users get access to the download link from their Android device, the file will be uploaded, and the system will automatically run the installation. Note. The installation process begins automatically only if the user settings authorize the installation of applications from unknown sources. Although it is relatively easy to execute the application on your own web, this option can be ineffective. For example, if you want to monetize your application, you must process and follow all financial transactions yourself, and you cannot use the Google Play payment service to sell products in Google Play. It is also impossible to use a license for the application to prevent unauthorized installation and use of the application. The selection of users for unknown applications and sources Android protects users from installation and downloading applications that are random from places different from the owner and stores of the owner, such as Google Play. It blocks these installations until the user allows the installation of applications from other sources. The activation process depends on the version of the Android used on the user: Figure 1. The system settings are installed by unknown applications where the user provides authorization to a specific source for the installation of unknown applications. On Android 12 (API 31) and higher executive devices, users can authorize applications such as web browser or file browser for installing additional applications. On Android 8.0 (API 26 of the level 26) and higher devices, the user must access the screen "Installation of unknown applications" in the system settings in order to allow you to install applications from a certain source. On Android 7.1.1 (API 25) and lower devices, the user must activate the preference of an unknown source or authorize the unique installation of an unknown application. Installation of unknown applications on devices performing Android 8.0 (API -Ural 26) and higher, the user must provide an authorization for installing applications from a source that is different from the main application store. To do this, you must activate the parameter allowing the installation of applications for this resource on the settings of your device.Install unknown applications as shown in Figure 1. The user can change this parameter at any time. As a result, the origin that records unknown applications should always call CanrequestPackAstalls () to allow them to allow them. If this method returns incorrectly, the user should invite the user to re-activate the "application installation" authorization. Unknown Sources Figure 2 - An unknown welding parameter determines whether the user can install applications that are not withdrawn from Google Play. Android 7.1.1 (API 25) and allowing third -party applications to be installed on devices with lower devices as shown in Figure 1, the possibility of an unknown source allows you to set up> security. When the user tries to upload, Android 7.1.1 (API 25) (API 25) or an unknown application on a device that triggers an earlier version, the system can display a dialog box that only requires to authorize the installation of a specific unknown application. In most cases, we recommend that users enable one installation of an unknown application if this setting is available. In both cases, the user must change this setting before downloading and installing unknown applications on the device. Note. Some network suppliers do not allow users to install applications from unknown sources. Unknown.

