



Esri International Developer Summit  
Palm Springs, CA

# Deploying Android Apps

Eric Bader

# Before you can begin ...

## Hardware

- Windows
- Intel based Mac
- Linux
  
- Android device
  - 2.3.3 and above
  - **Required**



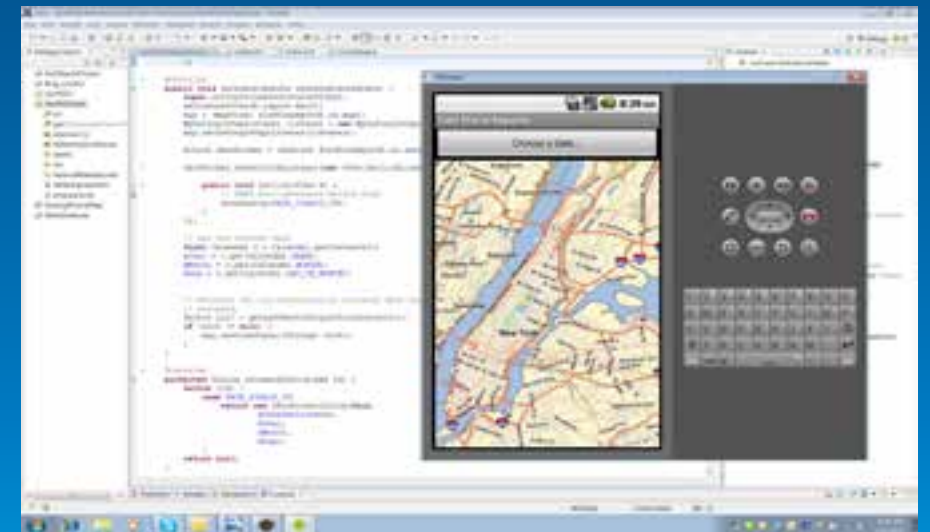
# Before you can begin ...

## Software

- **Eclipse Java IDE (or Android Studio, or...)**
  - If Eclipse: ADT Plugin
- **ArcGIS Runtime SDK for Android**
- **Developers site**
  - [Developers.arcgis.com](http://Developers.arcgis.com)
  - Download Bits
  - Concepts and reference doc
  - Samples, forums, blogs



Eclipse



*Requires Android 2.3.3 API 10 and higher*

## Before you can begin ...

Google development program

- **Get Google account**
- **Purchase developer program**
  - **One time fee**



Google play | Developer Console

# Android Development Life Cycle - Fees



*No Fee for Enterprise deployment*

# Debugging



Develop



Debug

Does not require  
a developer program

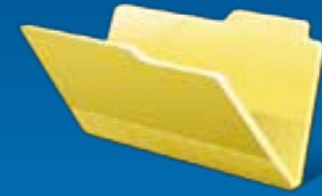
# Another option: Enterprise Deployments



Test



- Email attachment or link



- Manual install



- Web site

*Devices must be set to allow the installation of apps from unknown sources.*

# ArcGIS Runtime Licensing

## Development and Deployment Workflow



1. Download and Install



2. Develop and Test



3. Deploy and Distribute



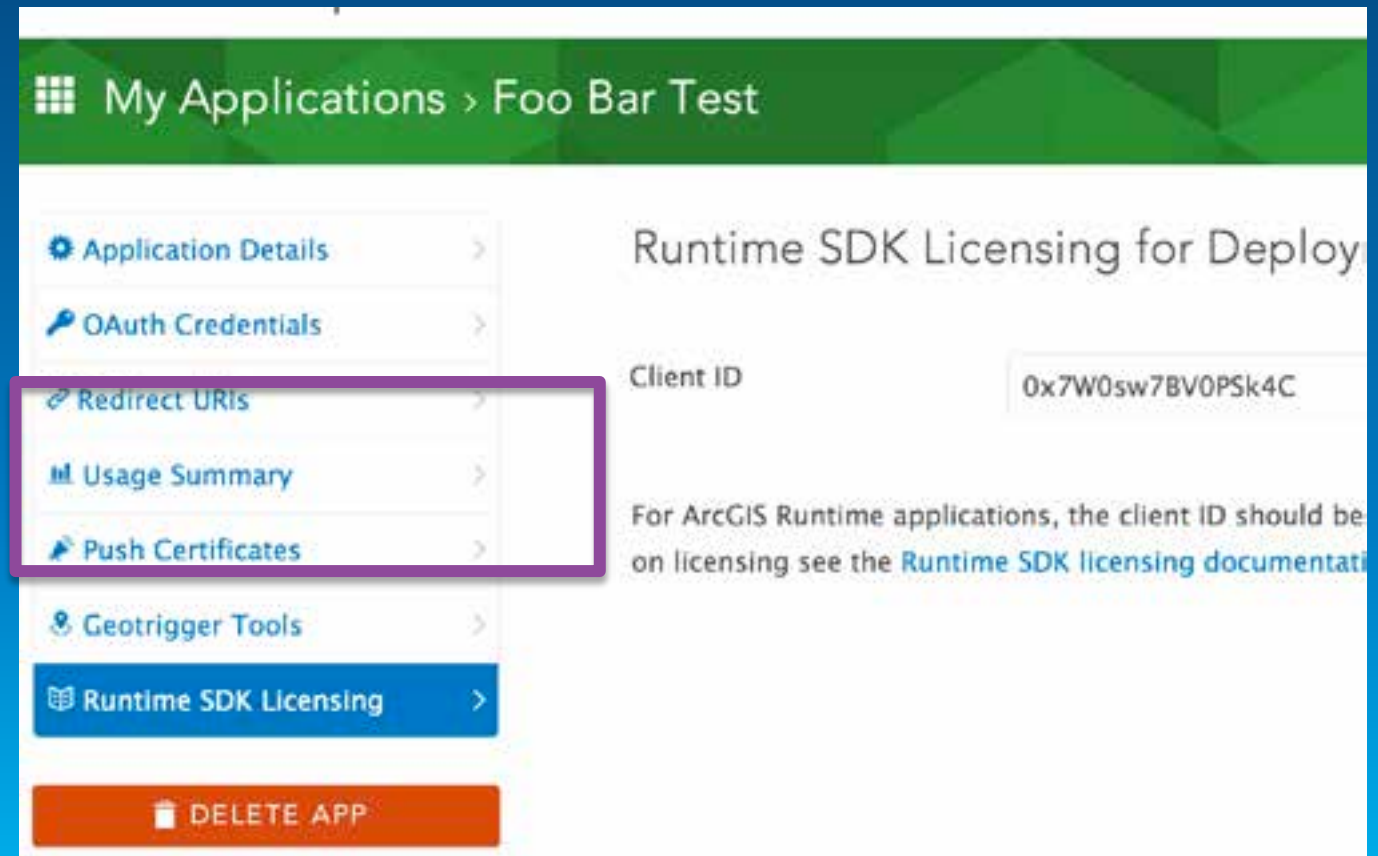
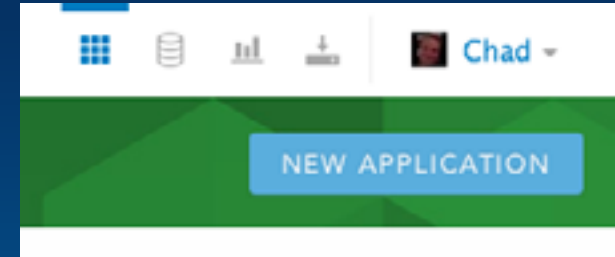
## License levels and functionality

License Level	Available functionality
Developer (development and testing only)	All functionality (watermarks and debug messages will be generated, nag screens with local server*)
Basic	Connected - all functionality Offline - map viewing only
Standard	Connected and offline - all functionality, includes: <ul style="list-style-type: none"><li>• Local locators (geocoding)</li><li>• Local routing</li><li>• Local geodatabase editing</li><li>• Local geodatabase sync operations</li><li>• Local server*</li></ul>

\* For those SDKs that support it

# How to license your app at the basic level

- <http://developers.arcgis.com>
- Under Application section, create a New Application (or select existing)
- Click on Runtime SDK Licensing
- Copy the Client ID and use it to set your clientID in the code



# How to license your app at the standard level

- **You have 2 options:**
  1. **Use an organization account (ArcGIS Online or Portal for ArcGIS)**
    - Requires users of your app to log in with their account
  1. **Use a license string obtained from Customer Service or your international distributor**
    - License and Client ID burned into the app
    - Extensions are not available (only available for Java, Qt, and WPF)

**For more info speak to sales or product management**

# Attribution

1. “About” screens must have the following text with a link to <http://developers.arcgis.com/android> :

*Mapping API provided by Esri ArcGIS Runtime SDK for Android.*

2. Copyright text for map data should be attributed as well in “About” screens, for example...

**Copyright Text:** Copyright: © 2013 ESRI, i-cubed, GeoEye

3. Include Esri logo on your map

```
// attribute ESRI logo to map  
mMapView.setEsriLogoVisible(true);
```



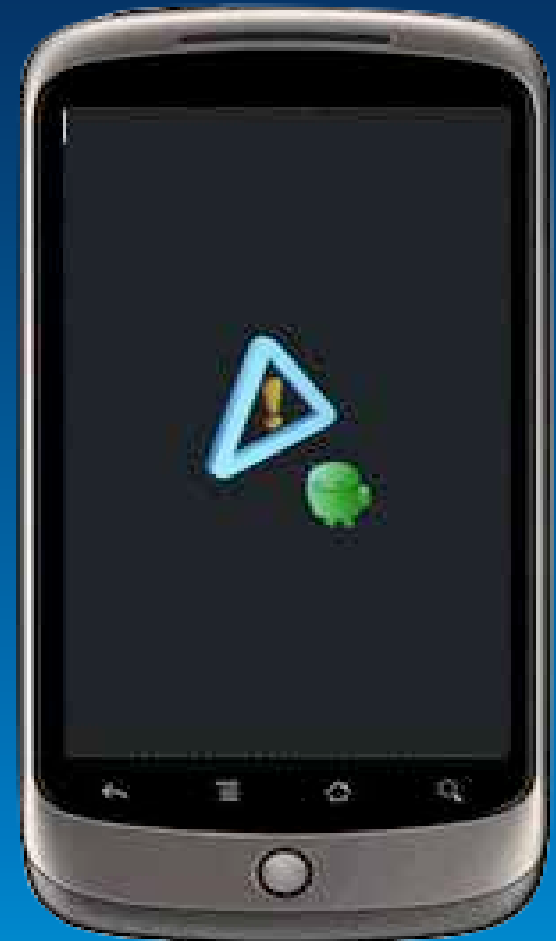
**Also...**

**Build quality!**

**Don't forget to market your app!!**

## Updating your app

- Always certify your app with the latest
  - Google Android SDK
  - ArcGIS Runtime SDK for Android
- Update goes live within hours



# Enterprise Deployment Summary

	<b>iOS</b>	<b>Android</b>	<b>Windows Phone</b>
<b>Debugging</b>	<b>\$\$ on device</b>	<b>No fee</b>	<b>\$\$ on device</b>
<b>Enterprise Deployment</b>	<b>Fee</b>	<b>No Cost</b>	<b>Fee</b>
<b>Annual Subscription</b>	<b>Yes</b>	<b>No (one time)</b>	<b>Yes</b>
<b>Deployment Options</b>	<b>iTunes, Web site</b>	<b>Email, File, Web Site</b>	<b>Deployment tool</b>
<b>Deployment numbers</b>	<b>100 - Unlimited</b>	<b>Unlimited</b>	<b>3</b>

## ArcGIS Runtime SDK sessions Wednesday

Session Name	Time	Location
Building Android Apps with ArcGIS Runtime SDK	2:30pm – 3:30pm	Smoketree A – E
Building Offline Apps with ArcGIS Runtime SDK – Part 1	4:00pm – 5:00pm	Primrose B
Building Offline Apps with ArcGIS Runtime SDK – Part 2	5:30pm – 6:30pm	Primrose B



## ArcGIS Runtime SDK sessions Thursday

Session Name	Time	Location
The Road Ahead: ArcGIS Runtime SDKs	8:30am – 9:30am	Primrose A
Everything (or Anything) You Wanted to Know about the ArcGIS Runtime SDKs	10:00am – 11:00am	Primrose A
Building Android Apps with ArcGIS Runtime SDK	2:30pm – 3:30pm	Mesquite GH



Understanding our world.