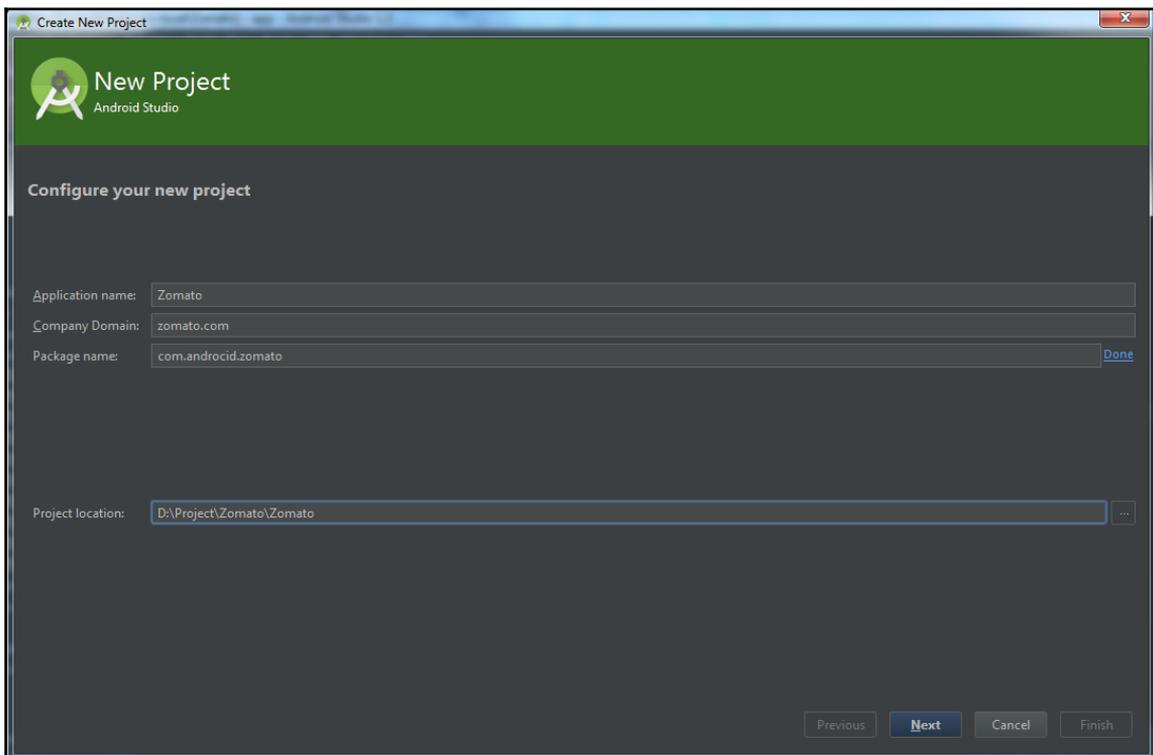
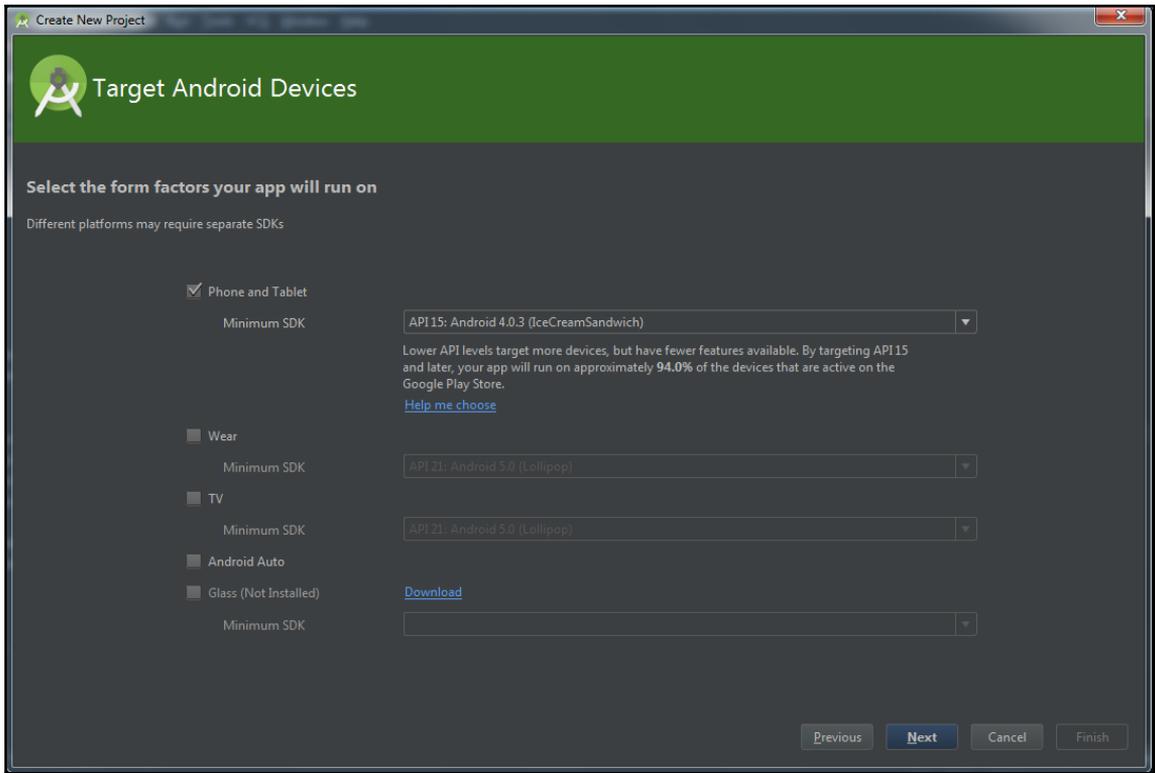
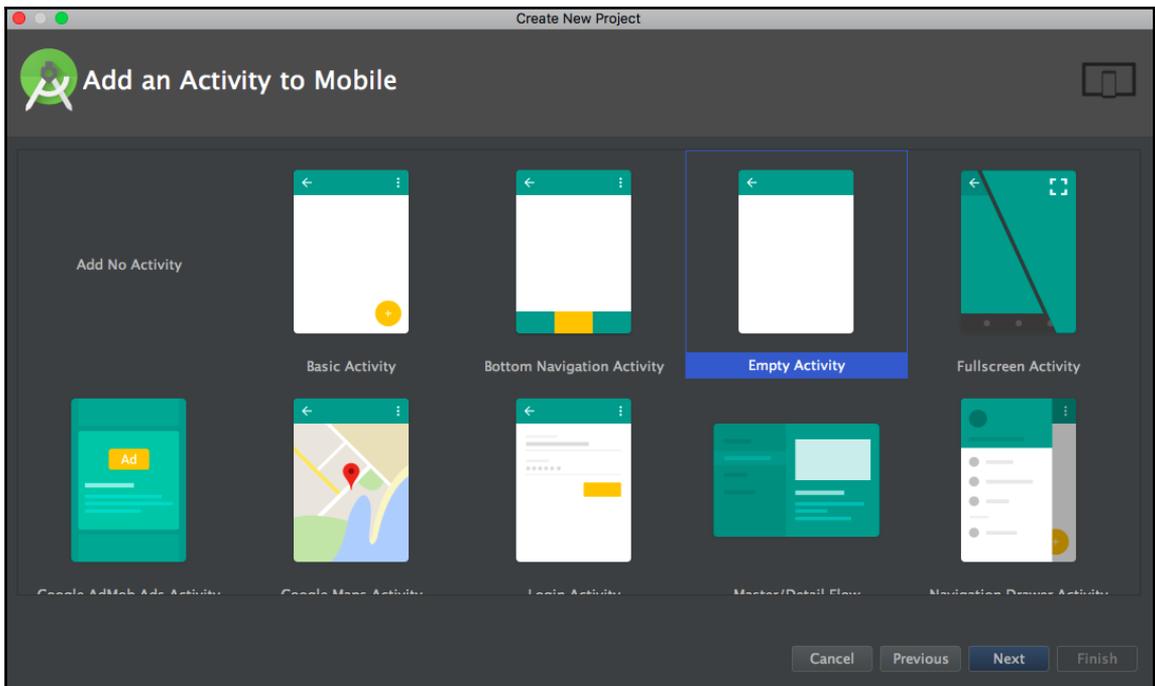
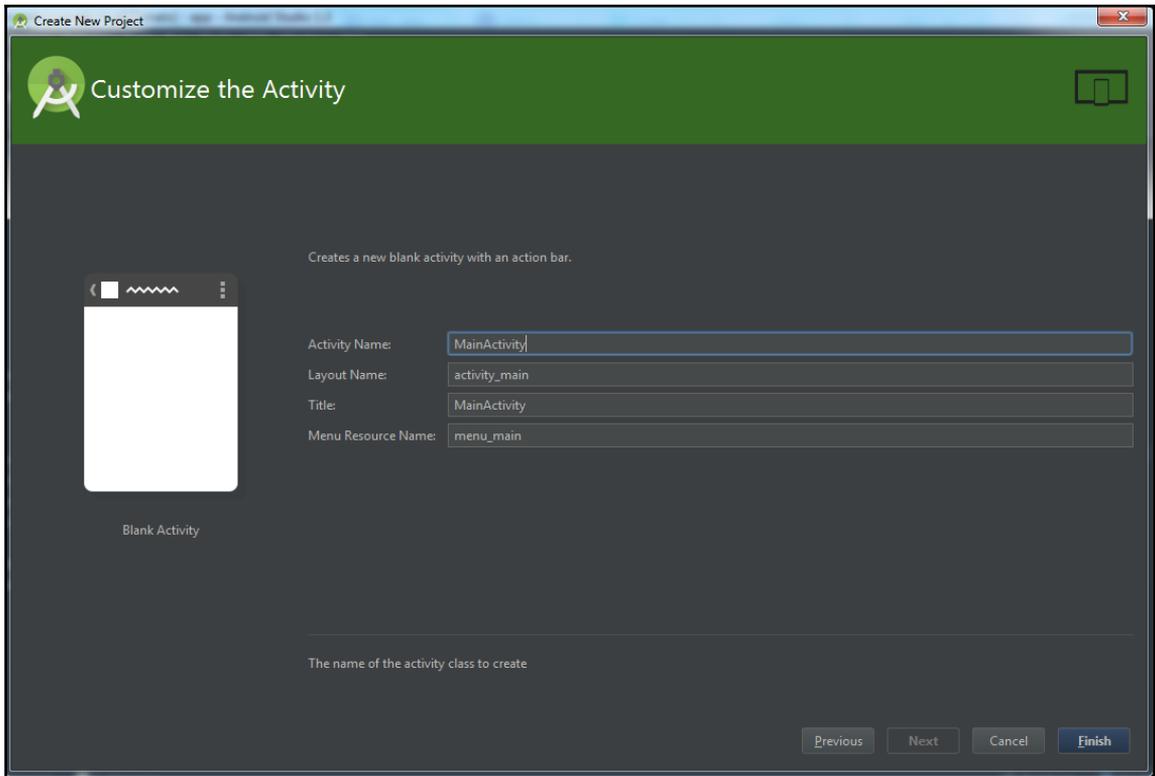


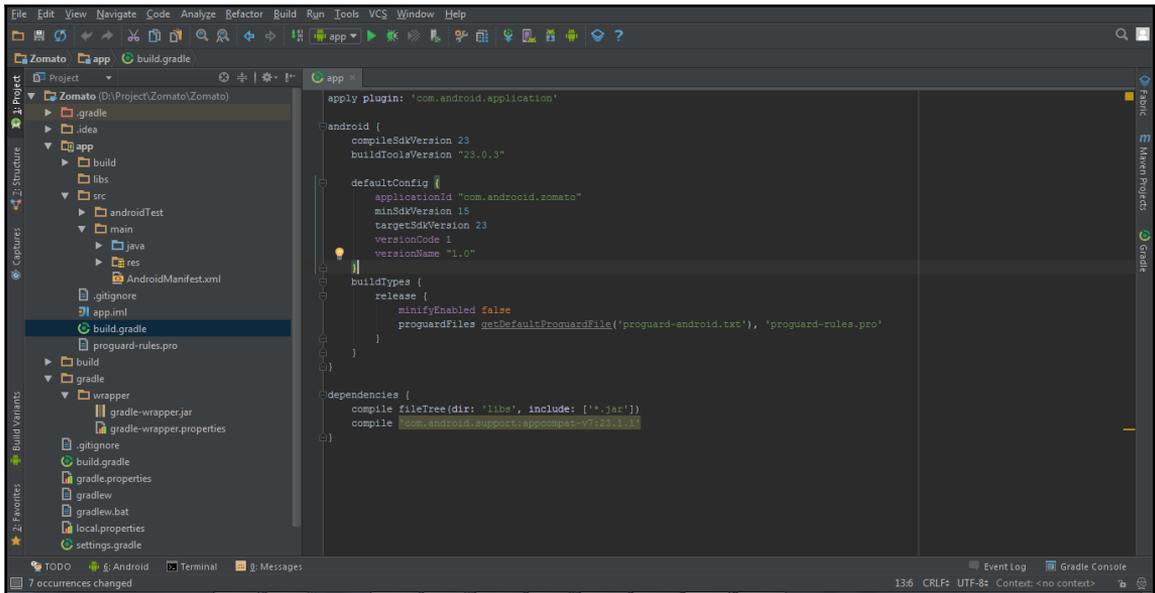
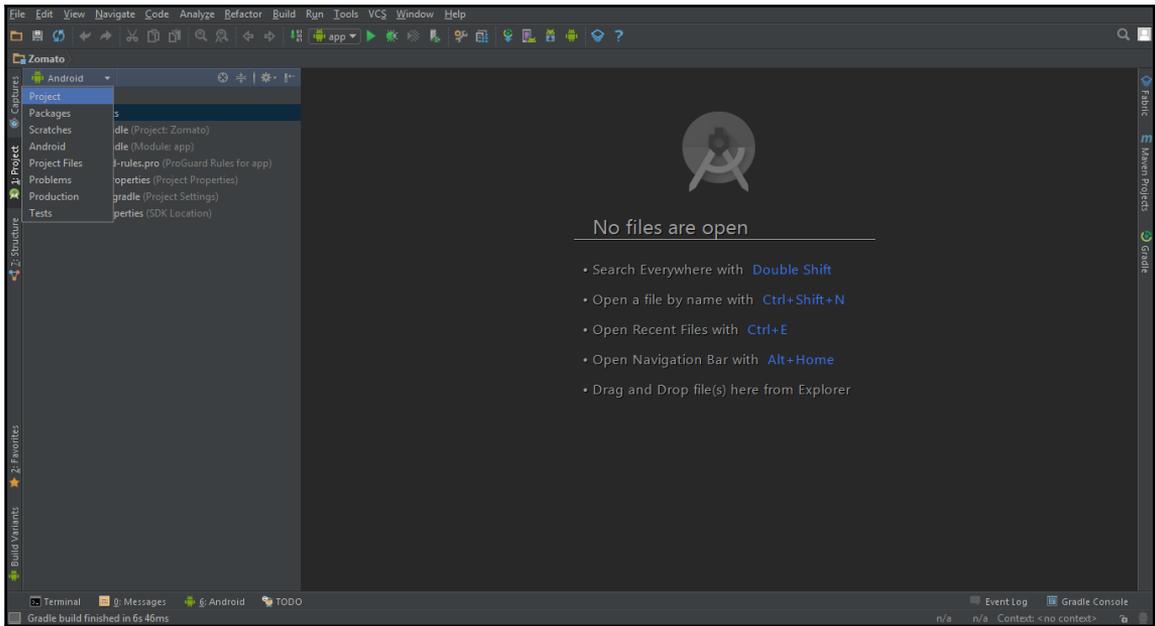
# Understanding the Gradle System



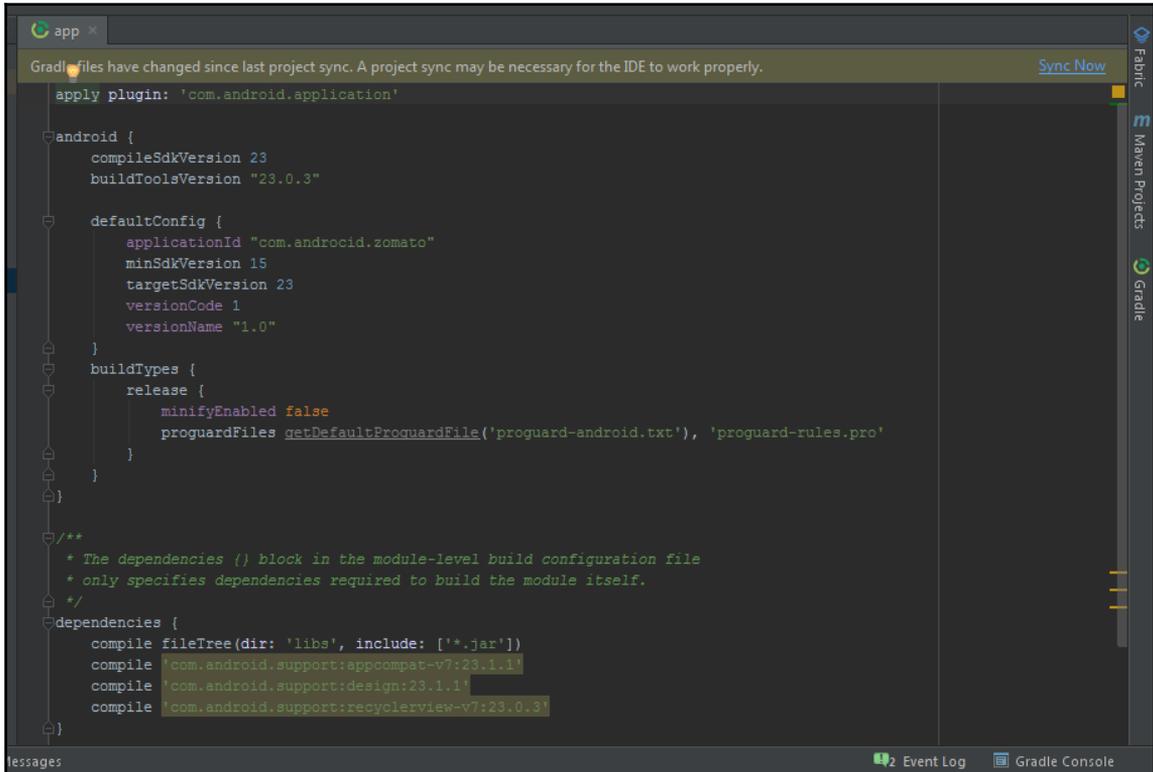








```
dependencies {  
    compile fileTree(dir: 'libs', include: ['*.jar'])  
    compile 'com.android.support:appcompat-v7:23.1.1'  
    compile 'com.android.support:design:23.1.1'  
}
```



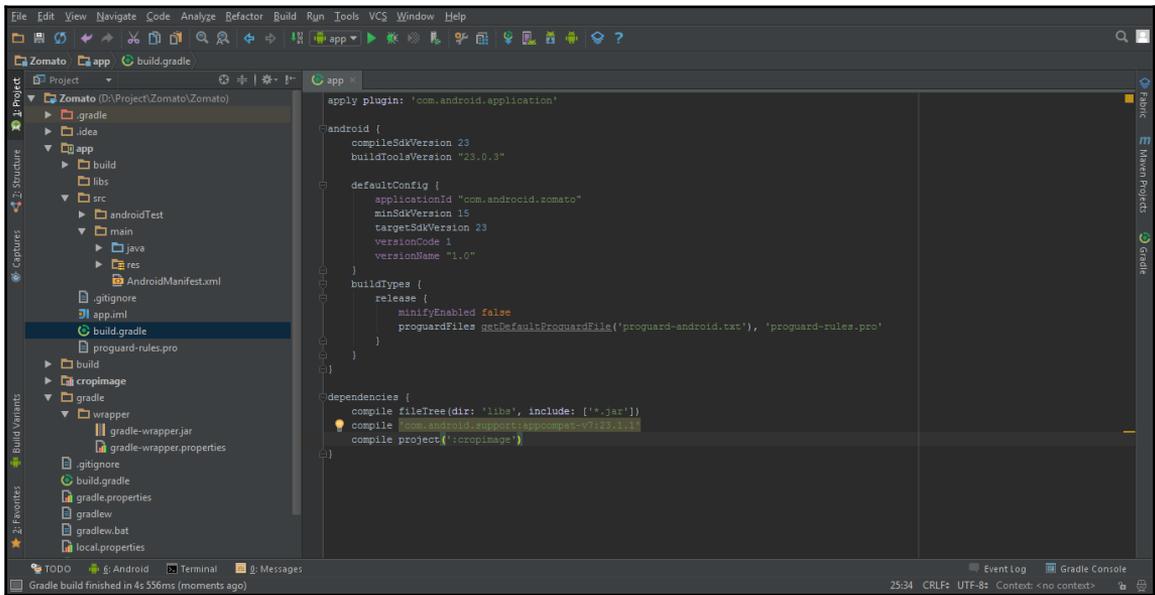
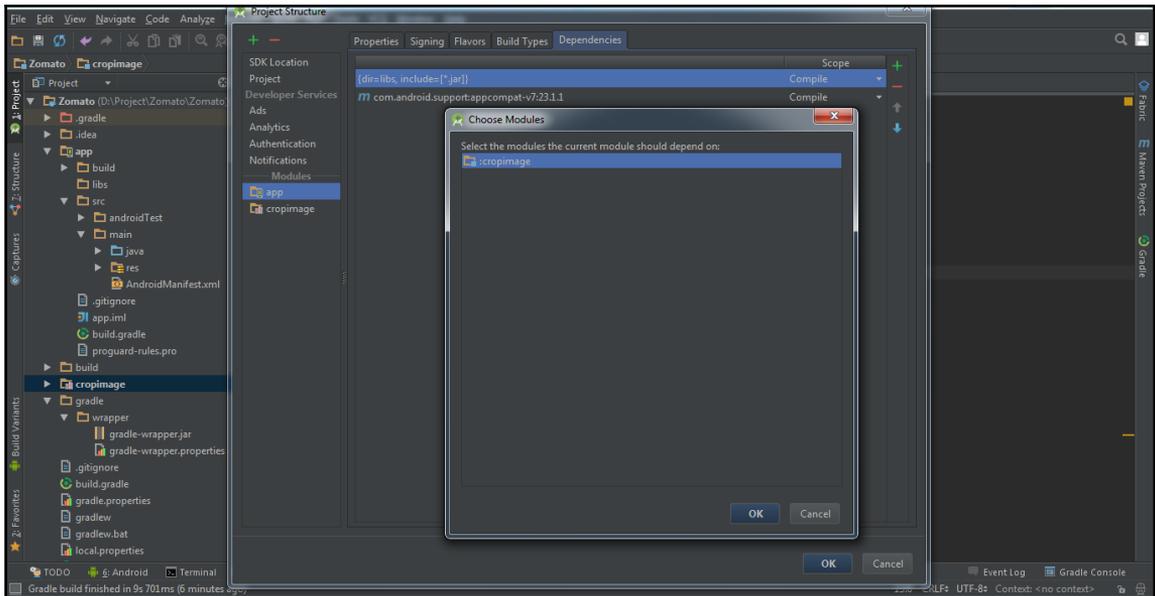
app x

Gradle files have changed since last project sync. A project sync may be necessary for the IDE to work properly. [Sync Now](#)

```
apply plugin: 'com.android.application'  
  
android {  
    compileSdkVersion 23  
    buildToolsVersion "23.0.3"  
  
    defaultConfig {  
        applicationId "com.android.zomato"  
        minSdkVersion 15  
        targetSdkVersion 23  
        versionCode 1  
        versionName "1.0"  
    }  
  
    buildTypes {  
        release {  
            minifyEnabled false  
            proguardFiles getDefaultProguardFile('proguard-android.txt'), 'proguard-rules.pro'  
        }  
    }  
}  
  
/**  
 * The dependencies () block in the module-level build configuration file  
 * only specifies dependencies required to build the module itself.  
 */  
dependencies {  
    compile fileTree(dir: 'libs', include: ['*.jar'])  
    compile 'com.android.support:appcompat-v7:23.1.1'  
    compile 'com.android.support:design:23.1.1'  
    compile 'com.android.support:recyclerview-v7:23.0.3'  
}
```

messages Event Log Gradle Console

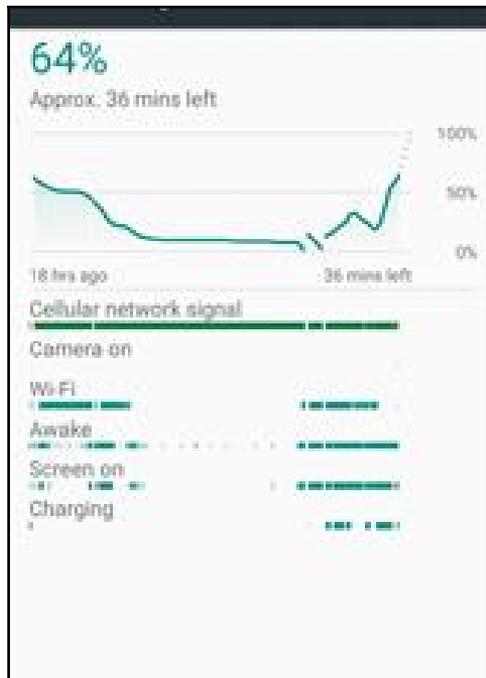




# Exploring Android Studio Developer Tools

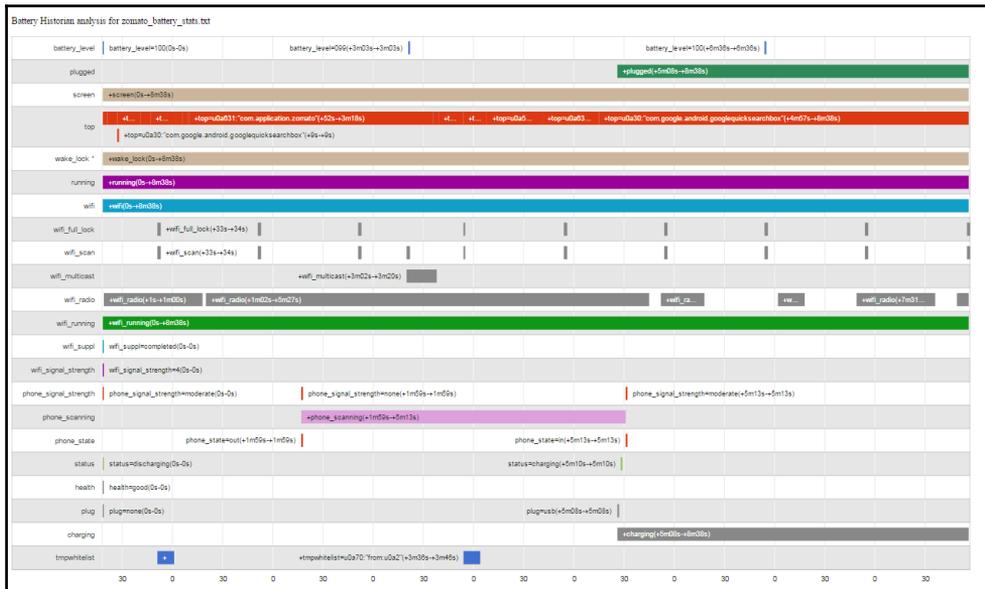
Raw File Size: 914.9 KB, Download Size: 738.6 KB Compare with...

File	Raw File Size	Download Size	% of Total Download size
classes.dex	2 MB	539.6 KB	72.2%
res	200.7 KB	157.5 KB	21.1%
resources.arsc	138.6 KB	34.2 KB	4.6%
META-INF	53.4 KB	15.9 KB	2.1%
AndroidManifest.xml	2 KB	769 B	0.1%



```

Terminal
+ Daily stats:
  Current start time: 2016-09-19-04-20-03
  Next min deadline: 2016-09-20-01-00-00
  Next max deadline: 2016-09-20-03-00-00
  Current daily steps:
    Discharge total time: 11h 29m 52s 400ms (from 70 steps)
    Discharge screen on time: 3h 15m 57s 300ms (from 33 steps)
    Charge total time: 1h 28m 17s 100ms (from 59 steps)
    Charge screen off time: 1h 25m 56s 700ms (from 56 steps)
  Daily from 2016-09-18-01-36-14 to 2016-09-19-04-20-03:
    Discharge total time: 11h 50m 51s 300ms (from 143 steps)
    Discharge screen off time: 1d 9h 21m 40s 300ms (from 1 steps)
    Discharge screen on time: 3h 59m 50s 400ms (from 65 steps)
    Charge total time: 7h 19m 38s 200ms (from 133 steps)
    Charge screen off time: 1h 18m 44s 100ms (from 54 steps)
    Charge screen on time: 12h 12m 24s 300ms (from 73 steps)
  Daily from 2016-09-17-01-13-09 to 2016-09-18-01-36-14:
    Discharge total time: 14h 23m 39s 0ms (from 130 steps)
    Discharge screen off time: 1d 15h 41m 13s 600ms (from 5 steps)
    Discharge screen on time: 3h 25m 26s 600ms (from 43 steps)
    Charge total time: 12h 5m 41s 400ms (from 109 steps)
  
```





## Leap into the Android Support Library

Default Preferences

Appearance & Behavior > System Settings > Android SDK

Manager for the Android SDK and Tools used by Android Studio

Android SDK Location:  [Edit](#)

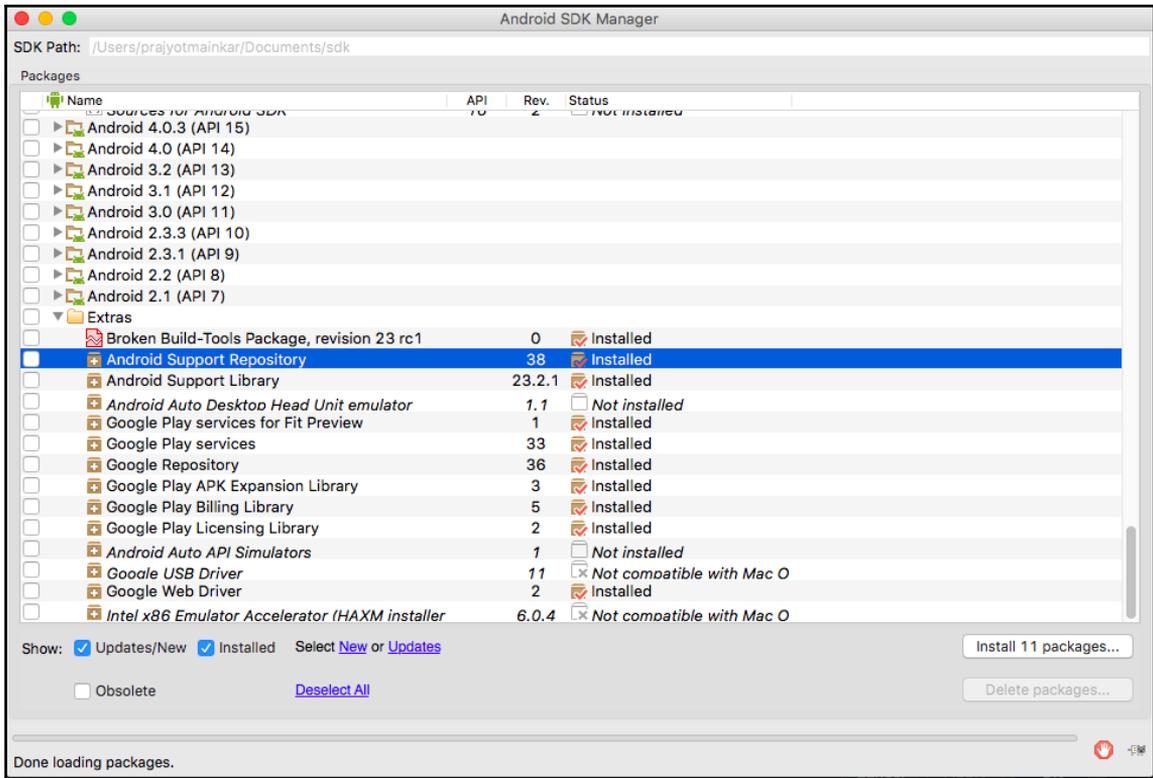
SDK Platforms | **SDK Tools** | SDK Update Sites

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

Name	Version	Status
<input checked="" type="checkbox"/> Android SDK Platform-Tools	24.0.0	Installed
<input checked="" type="checkbox"/> Android SDK Tools	25.2.2	Installed
<input checked="" type="checkbox"/> Documentation for Android SDK	1	Installed
<input type="checkbox"/> GPU Debugging tools	1.0.3	Not installed
<input type="checkbox"/> GPU Debugging tools	3.1.0	Not installed
<input checked="" type="checkbox"/> Google Play APK Expansion Library, rev 3	3.0.0	Installed
<input type="checkbox"/> Google Play APK Expansion library	1	Not installed
<input checked="" type="checkbox"/> Google Play Billing Library, rev 5	5.0.0	Installed
<input type="checkbox"/> Google Play Licensing Library	1	Not installed
<input checked="" type="checkbox"/> Google Play Licensing Library, rev 2	2.0.0	Installed
<input checked="" type="checkbox"/> Google Play services	33	Installed
<input checked="" type="checkbox"/> Google Play services for Fit Preview	1.0.0	Installed
<input checked="" type="checkbox"/> Google Web Driver, rev 2	2.0.0	Installed
<input checked="" type="checkbox"/> Intel x86 Emulator Accelerator (HAXM installer)	6.0.3	Installed
<input type="checkbox"/> NDK	13.0.3315539	Not installed
<input type="checkbox"/> Support Repository <ul style="list-style-type: none"> <li><input type="checkbox"/> ConstraintLayout for Android</li> <li><input type="checkbox"/> Solver for ConstraintLayout</li> <li><input checked="" type="checkbox"/> <b>Android Support Repository</b> 38.0.0 <b>Installed</b></li> <li><input checked="" type="checkbox"/> Google Repository 36 Installed</li> </ul>		

Show Package Details

[Launch Standalone SDK Manager](#)



# GooglePlayServices

New Project

Project name ?

Zomato Project

Your project ID will be zomato-project ? Edit

Show advanced options...

Create Cancel

API Manager

Dashboard

Library

Credentials

### Credentials

Credentials OAuth consent screen Domain verification

Email address ?

vishalv@androcid.co

Product name shown to users

Product name

Homepage URL (Optional)

https:// or http://

Product logo URL (Optional) ?

http://www.example.com/logo.png

This is how your logo will look to end users  
Max size: 120x120 px

Privacy policy URL

Optional until you deploy your app

https:// or http://

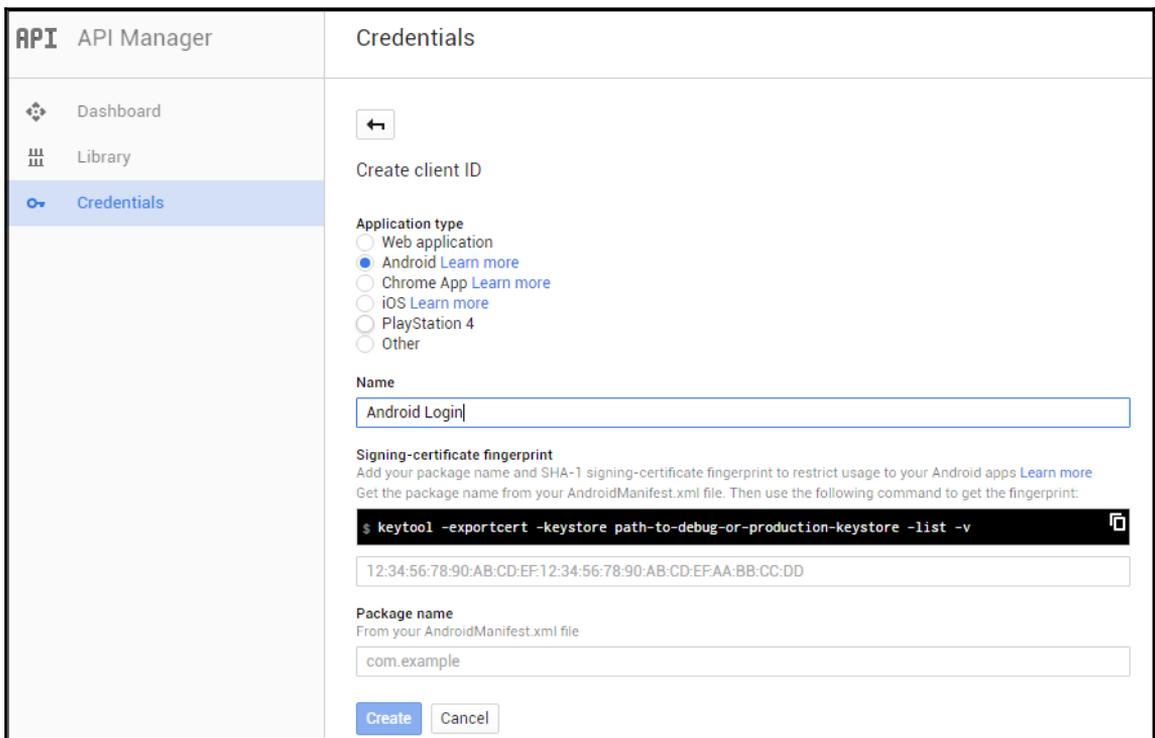
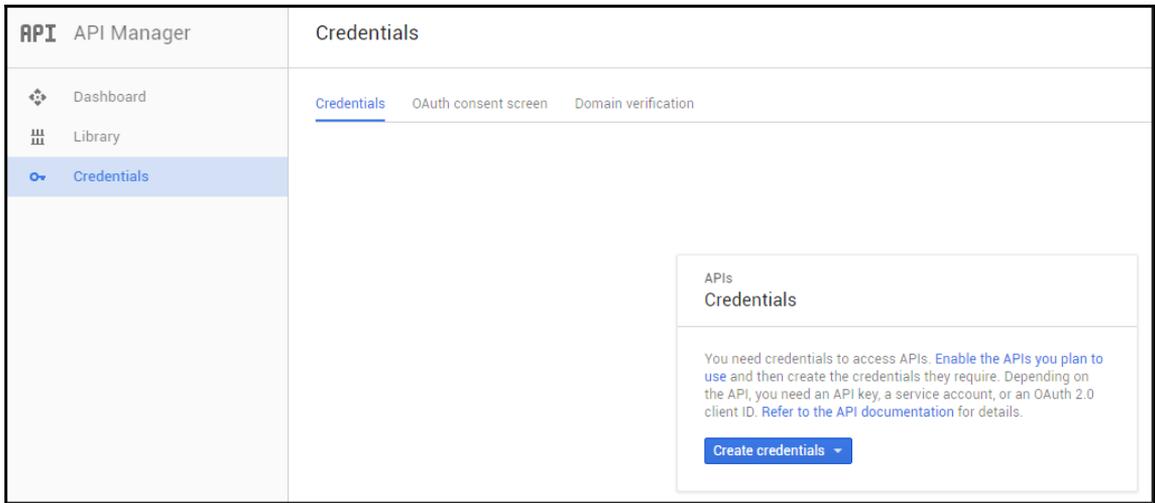
Terms of service URL (Optional)

https:// or http://

Save Cancel

The consent screen will be shown to users whenever you request access to their private data using your client ID. It will be shown for all applications registered in this project.

You must provide an email address and product name for OAuth to work.



## 2 Get a configuration file

To use the sample, you need to provide some additional information to get a configuration file and finish setting up your project. Use the package name `com.google.samples.quickstart.signin` for the sample.

After you complete the registration, download the `google-services.json` file to add to your project.

[GET A CONFIGURATION FILE](#)

## Create or choose an app

App name

Zomato Project ▾



Services will be added to your existing project in the [Google Developers Console](#).

Android package name

`com.androcid.zomatoapp` ▾

CONTINUE TO

[Choose and configure services →](#)

Select which Google services you'd like to add to your app below.



Google Sign-In



Analytics



Cloud Messaging

## Google Sign-In

✓ Enabled for your app

[DOCUMENTATION](#)

✕

Android Signing Certificate SHA-1 MANAGE CREDENTIALS [↗](#)

**32:25:33:09:8E:F4:DB:83:8D:0B:46:0E:65:44:5B:13:F0:72:16:4B**

**CLOSE**

CONTINUE TO  
**Generate configuration files** →

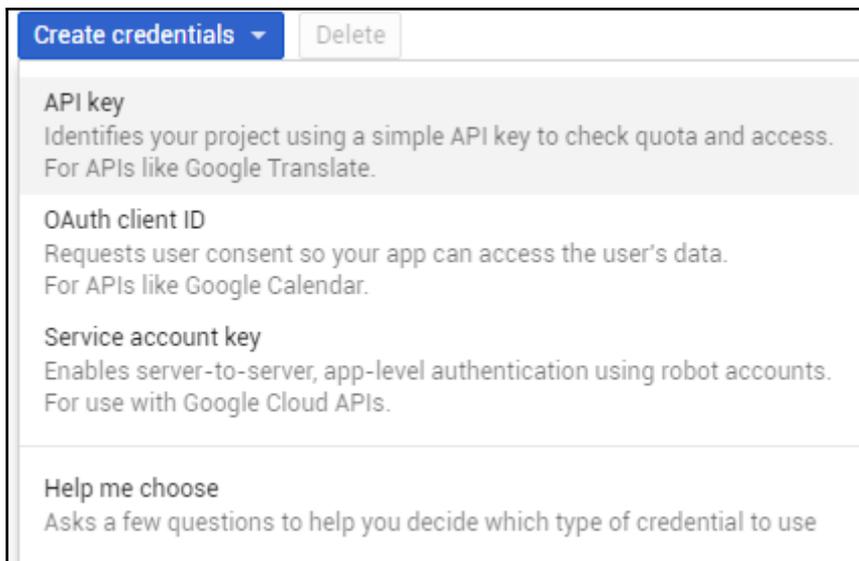
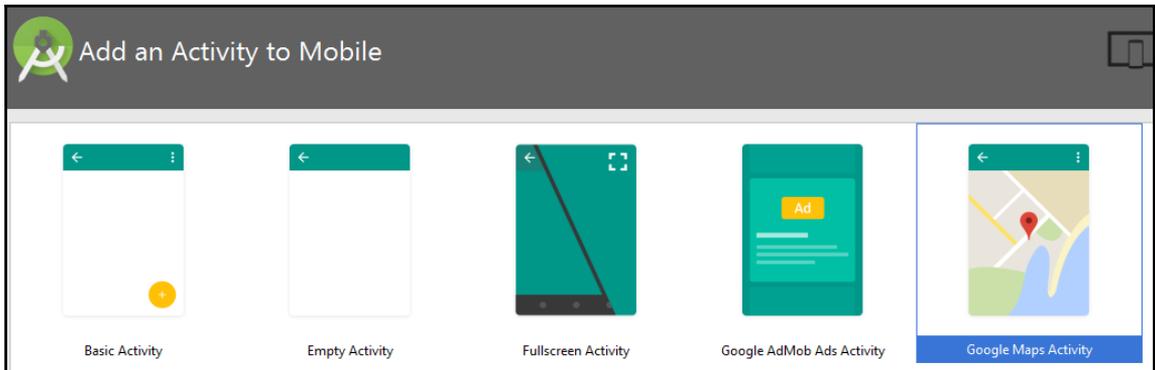
## Download and install configuration



A blue button with a white download icon and the text "Download google-services.json for com.android.zomatoapp".

<ul style="list-style-type: none"><li>Dashboard</li><li><b>Library</b></li><li>Credentials</li></ul>	<h3>Popular APIs</h3> <ul style="list-style-type: none"><li> <b>Google Cloud APIs</b><ul style="list-style-type: none"><li>Compute Engine API</li><li>BigQuery API</li><li>Cloud Storage Service</li><li>Cloud Datastore API</li><li>Cloud Deployment Manager API</li><li>Cloud DNS API</li><li>More</li></ul></li><li> <b>Google Maps APIs</b><ul style="list-style-type: none"><li><b>Google Maps Android API</b></li><li>Google Maps SDK for iOS</li><li>Google Maps JavaScript API</li><li>Google Places API for Android</li><li>Google Places API for iOS</li><li>Google Maps Roads API</li><li>More</li></ul></li></ul>
--	--

<b>API</b> API Manager <ul style="list-style-type: none"><li>Dashboard</li><li>Library</li><li>Credentials</li></ul>	<p>← Google Maps Android API ▶ ENABLE</p> <h3>About this API</h3> <p>Add maps based on Google Maps data to your Android application with the Google Maps Android API. The API automatically handles access to Google Maps servers, map display and response to user gestures such as clicks and drags.</p> <p><b>Using credentials with this API</b></p> <p><b>Using an API key</b> To use this API you need an API key. An API key identifies your project to check quotas and access. Go to the Credentials page to get an API key. You'll need a key for each platform, such as Web, Android, and iOS. <a href="#">Learn more</a></p>  <p>The diagram shows a flow from a laptop icon labeled "Your application" to a key icon labeled "API key", which then points to a server rack icon labeled "Google service".</p>
--	--



**API key**

AIza[REDACTED]

**Name**

Google Map Key

**Key restriction**

Key restriction lets you specify which web sites, IP addresses, or apps can use this key. [Learn more](#)

None

HTTP referrers (web sites)

IP addresses (web servers, cron jobs, etc.)

Android apps

iOS apps

**Restrict usage to your Android apps** (Optional)

Add your package name and SHA-1 signing-certificate fingerprint to restrict usage to your Android apps

Get the package name from your AndroidManifest.xml file. Then use the following command to get the fingerprint:

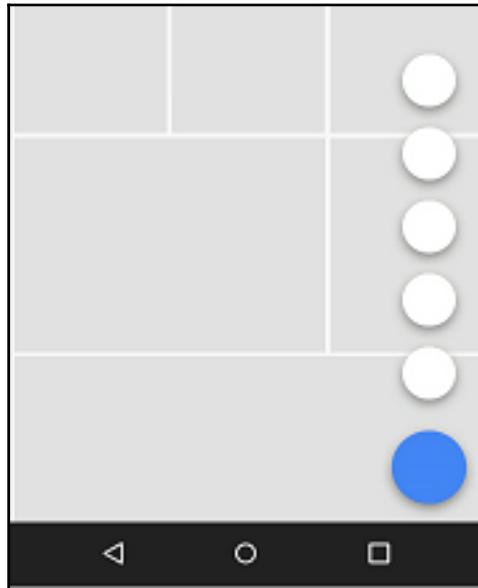
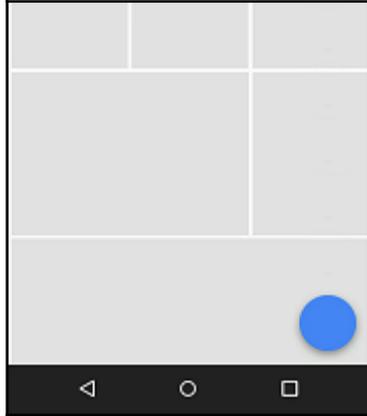
```
$ keytool -list -v -keystore mystore.keystore
```

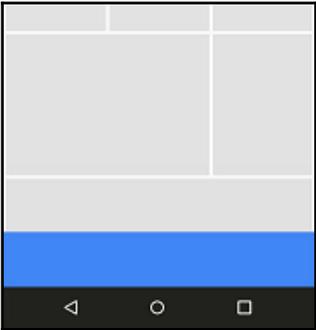
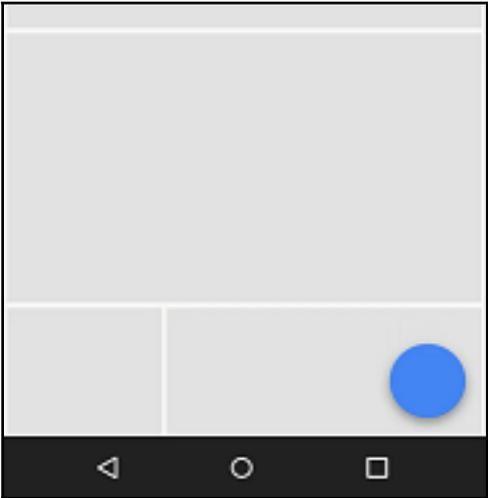
Package name	SHA-1 certificate fingerprint
com.example	12:34:56:78:90:AB:CD:EF:12:34:56:78:90:AB:CD:EF:AA:BB:CC:DD
<a href="#">+ Add package name and fingerprint</a>	

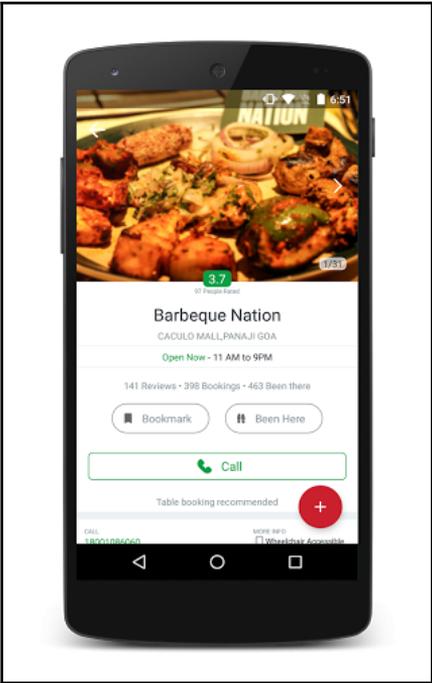
Note: It may take up to 5 minutes for settings to take effect

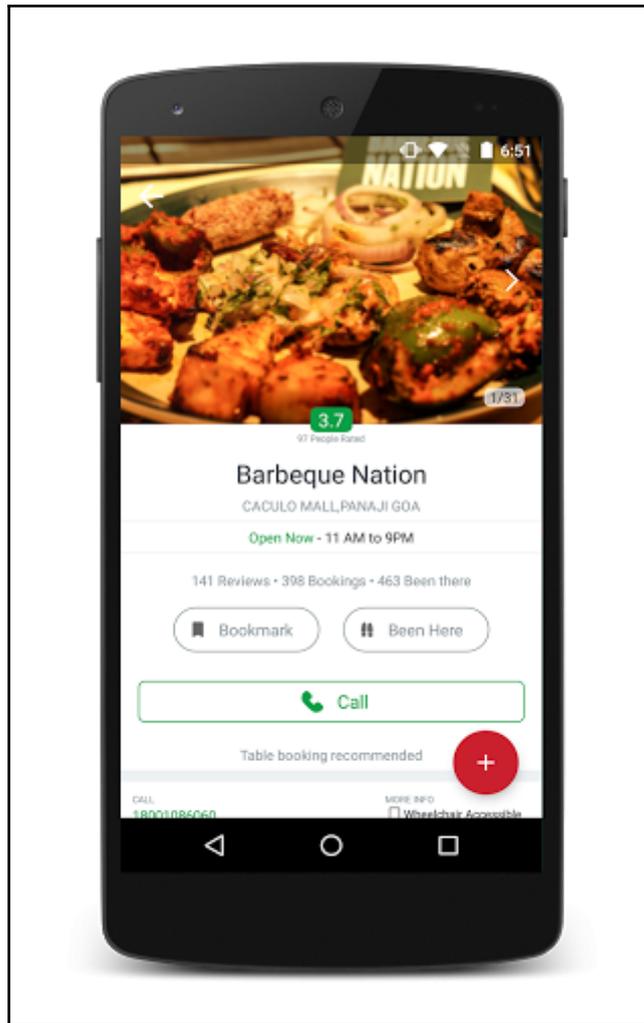
**Save** Cancel

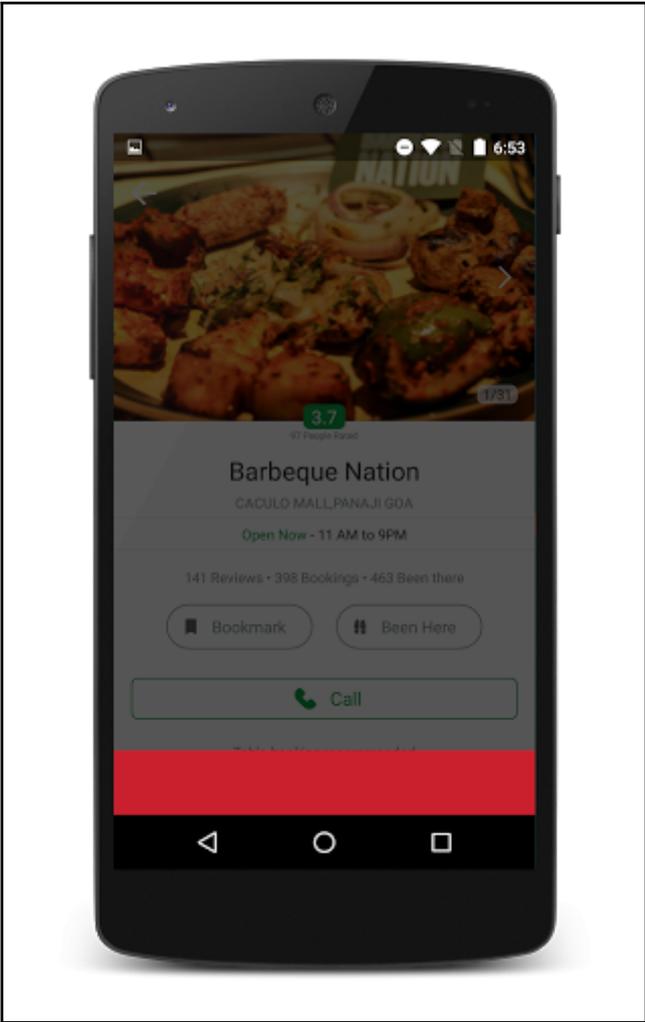
# MaterialDesign

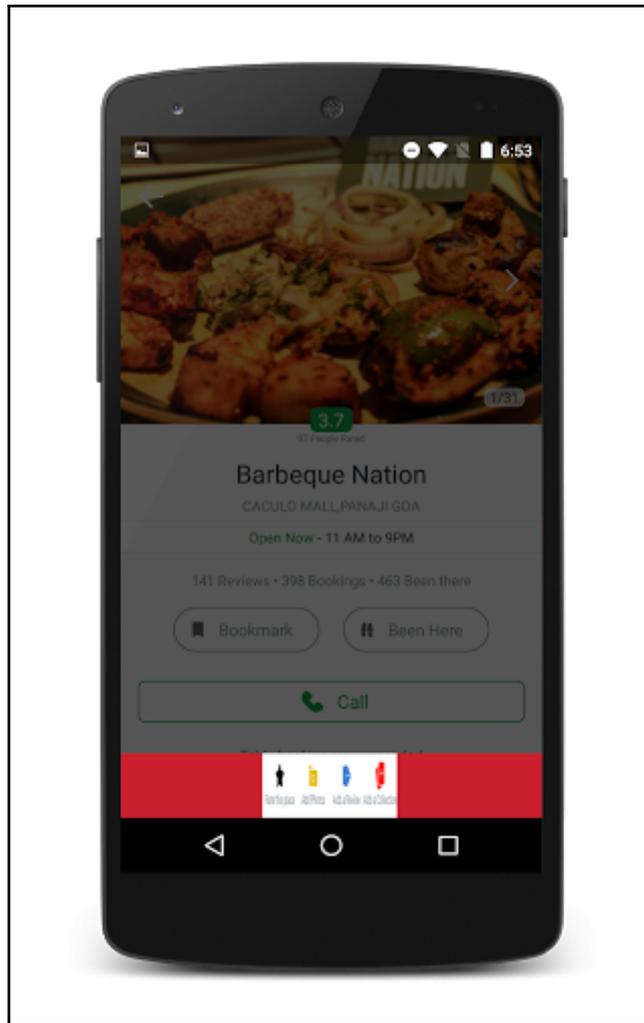


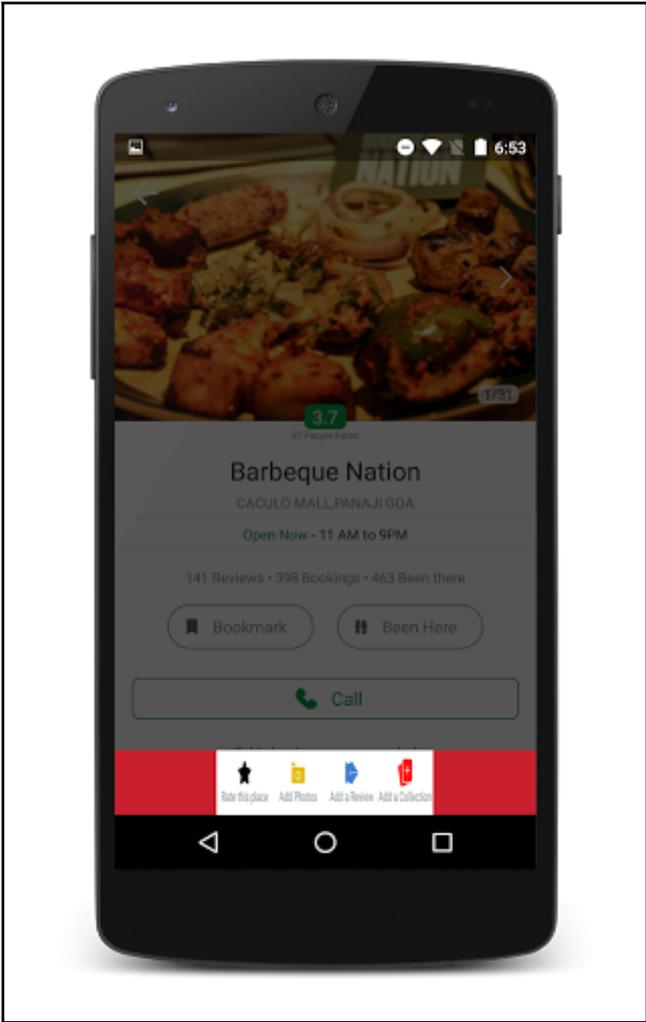


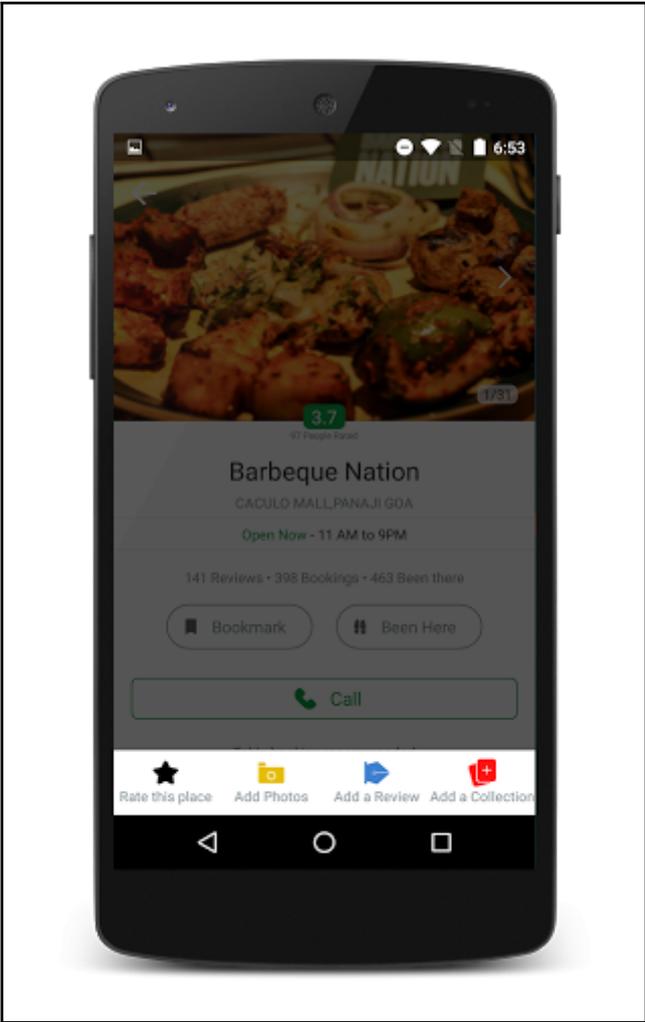


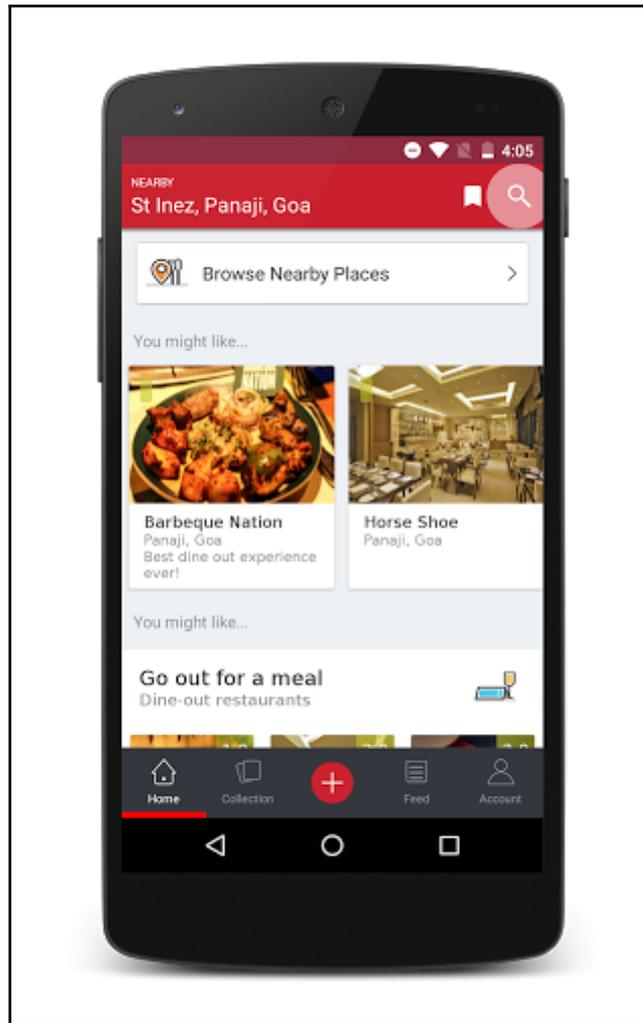


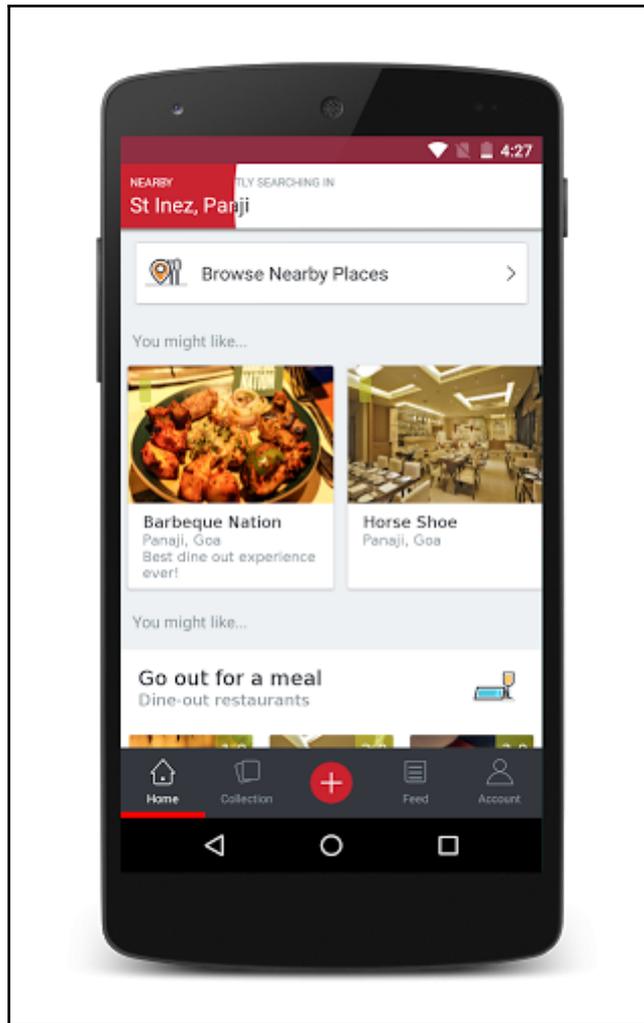


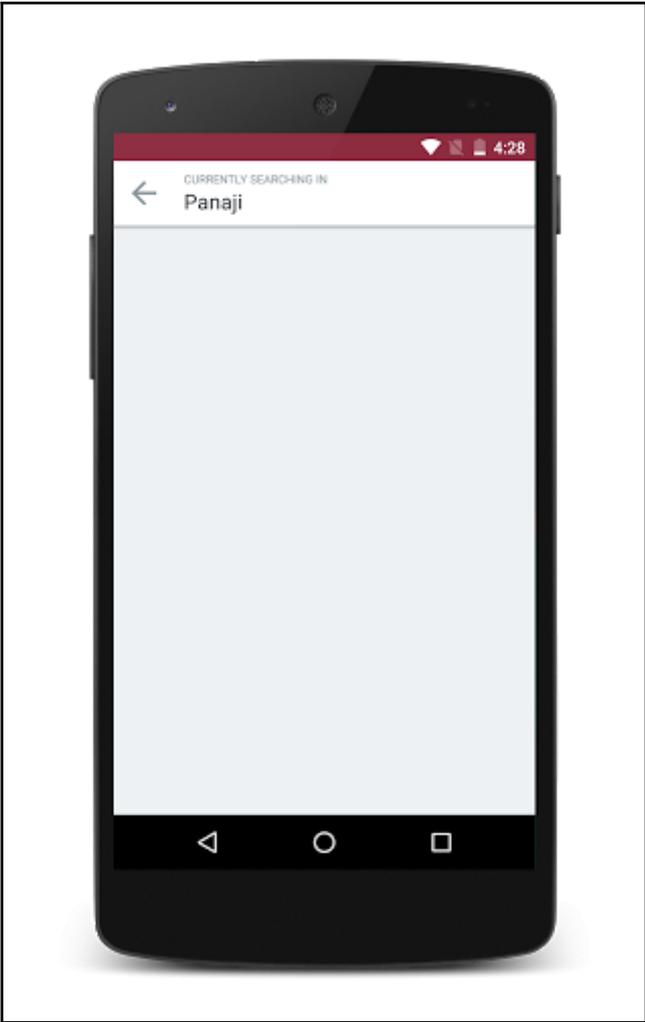


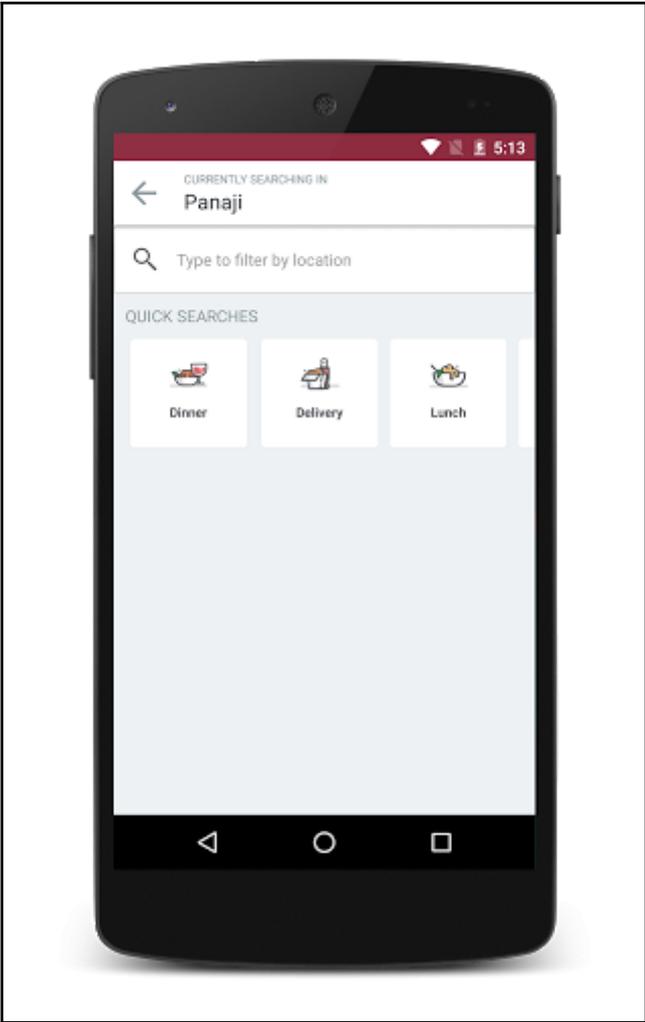


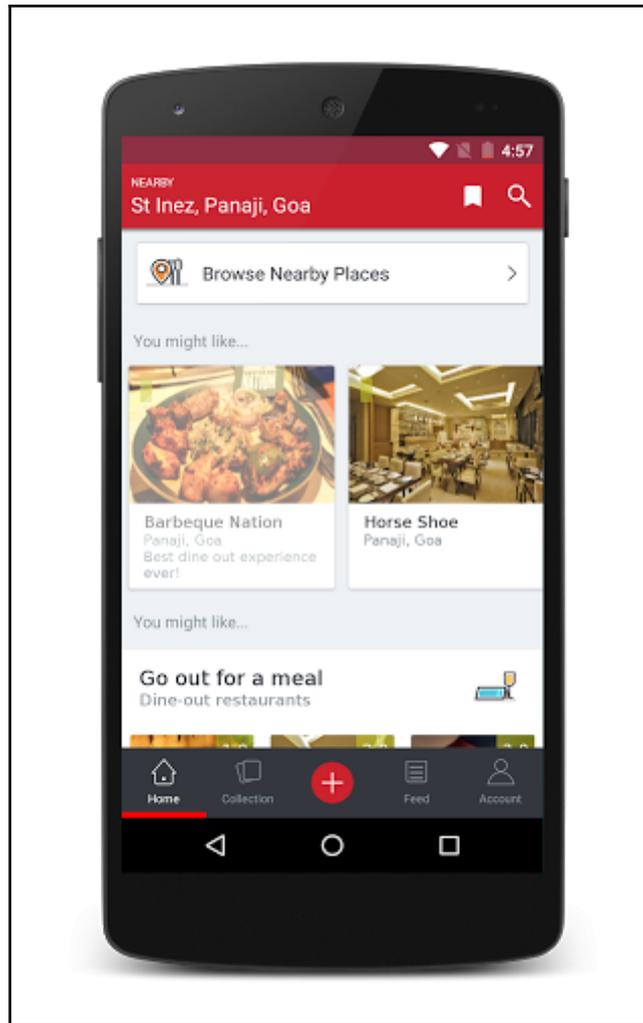




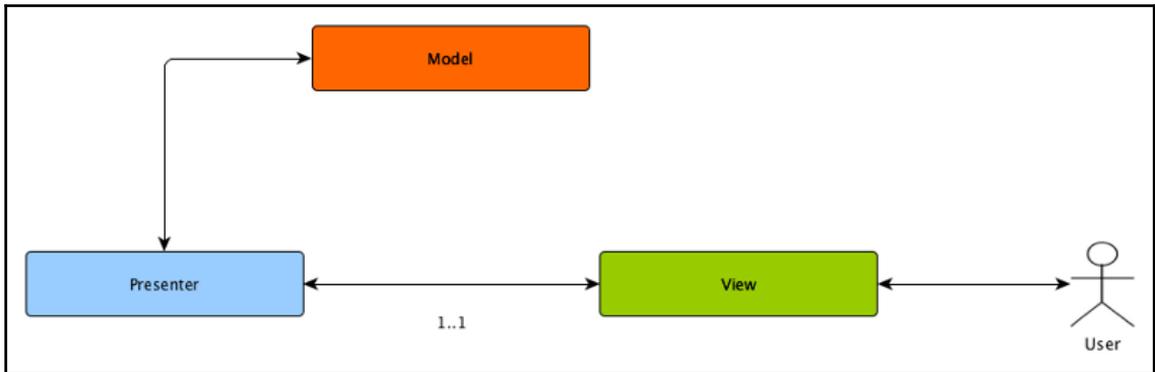
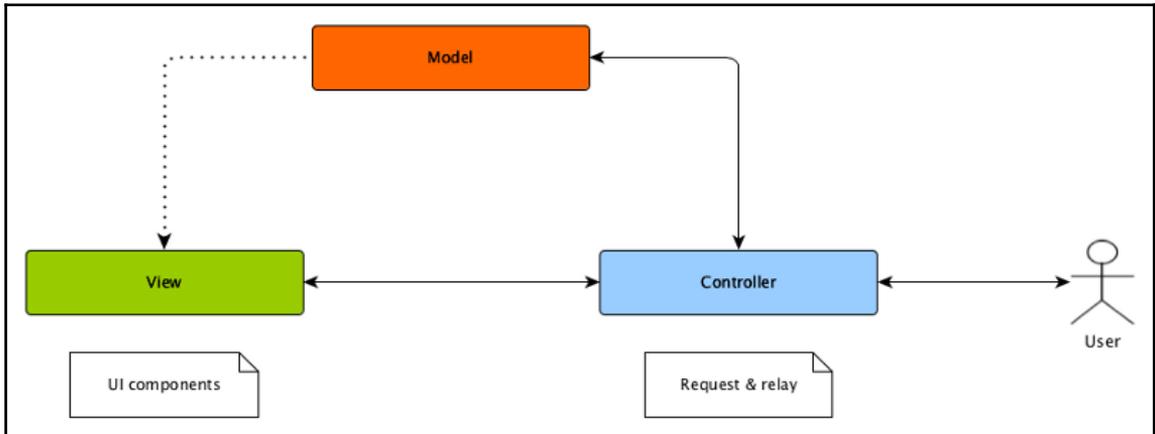


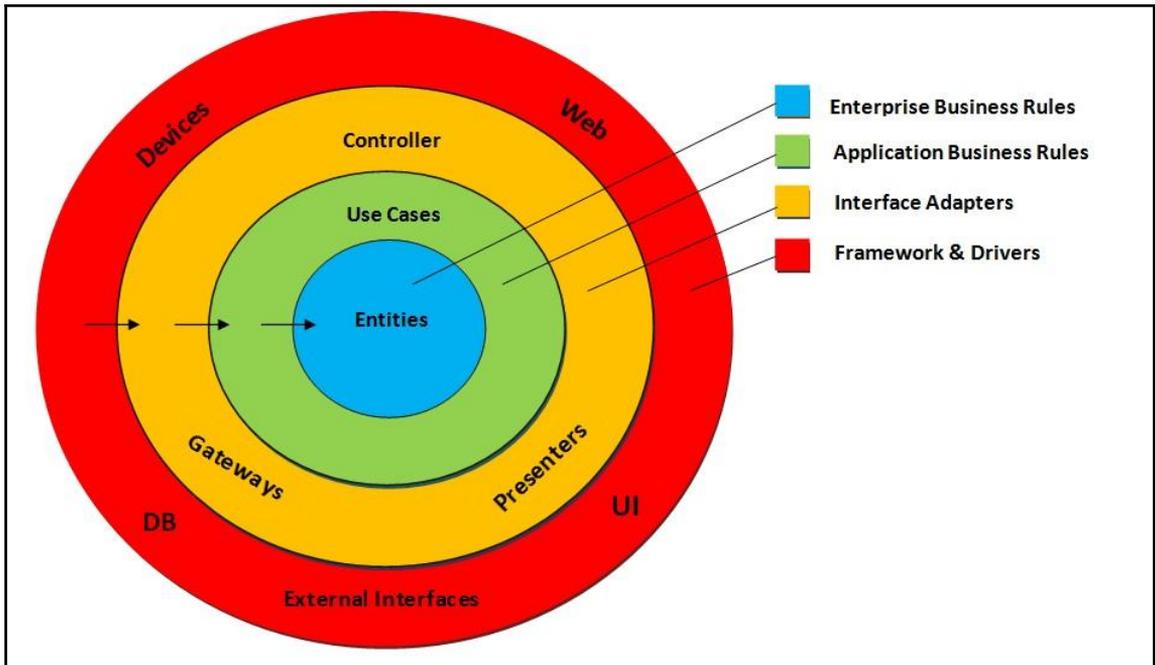
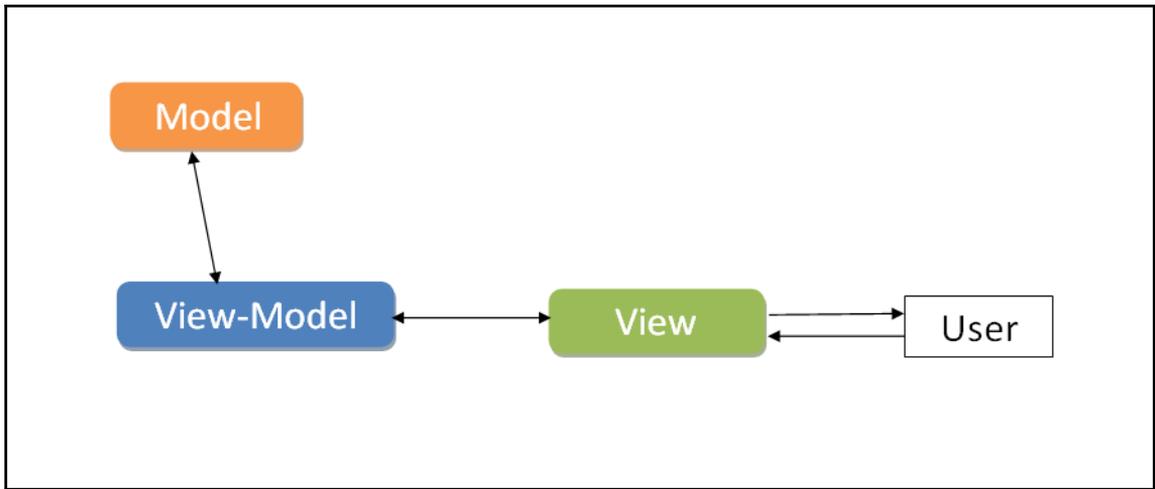




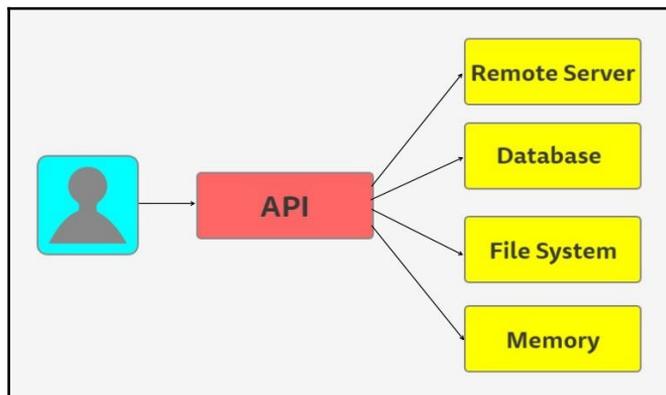
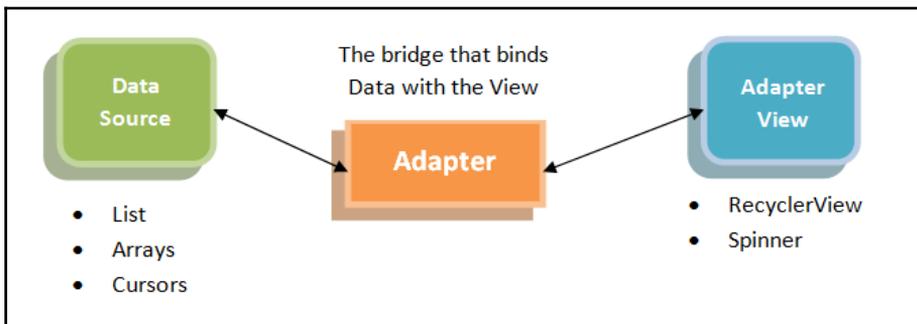
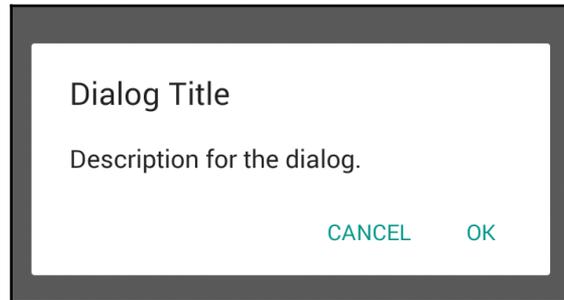


# Understanding MVC, MVP, MVVM and Clean Arch hPatterns

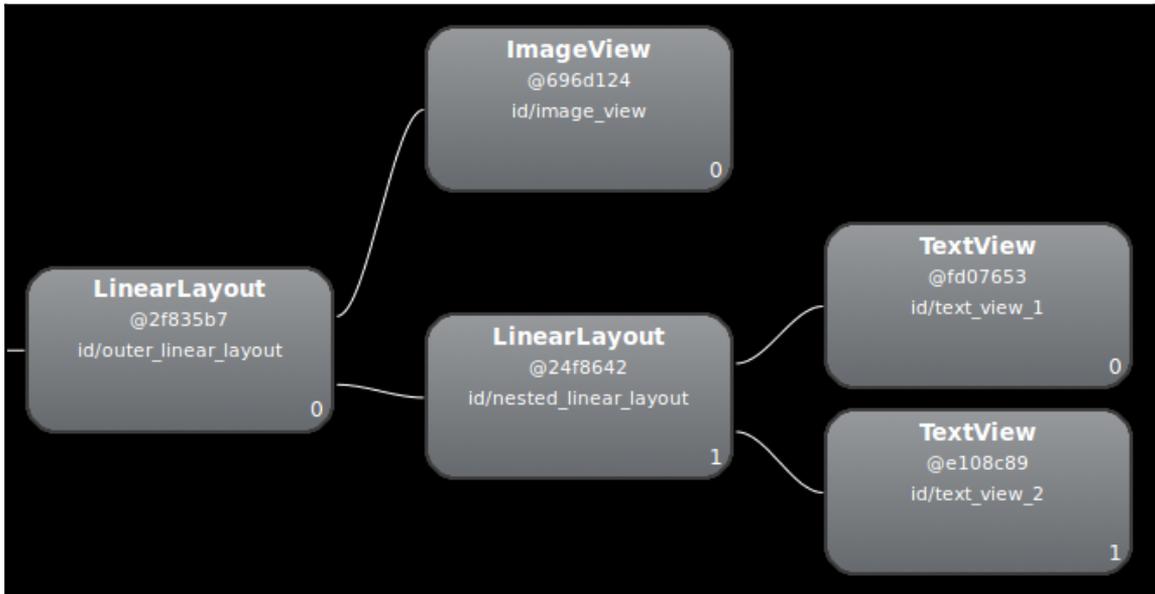


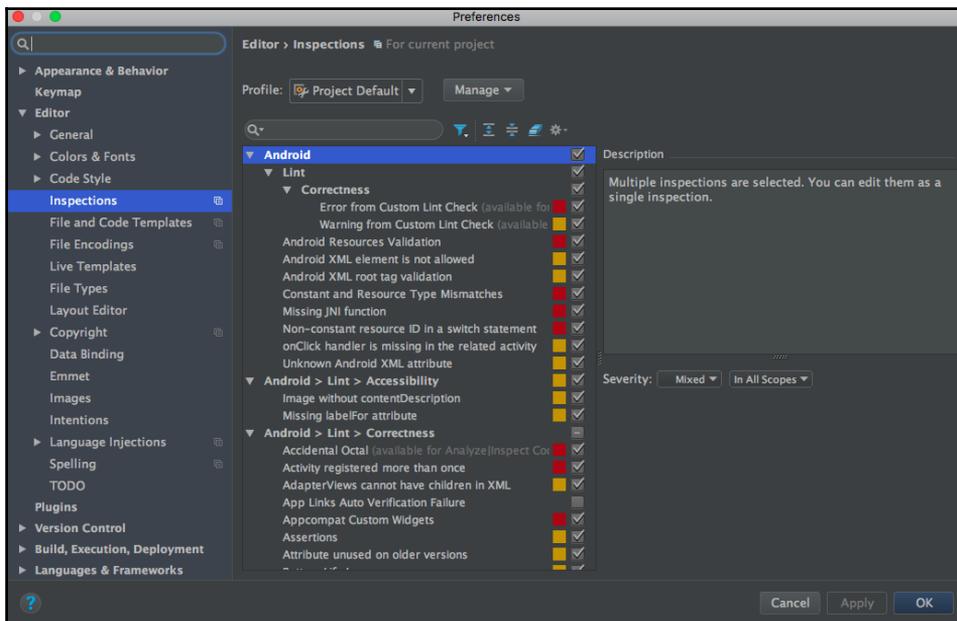
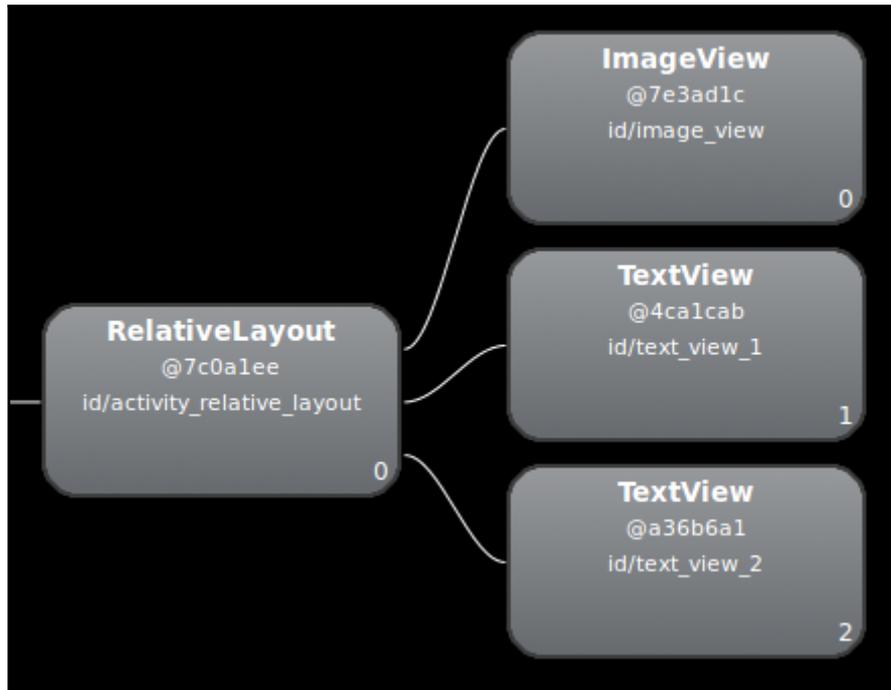


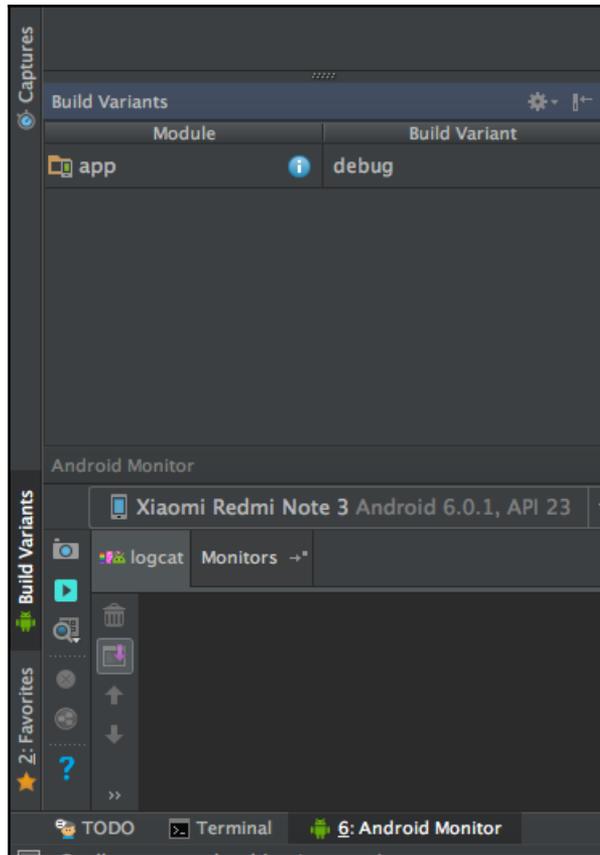
# DecisionMaking

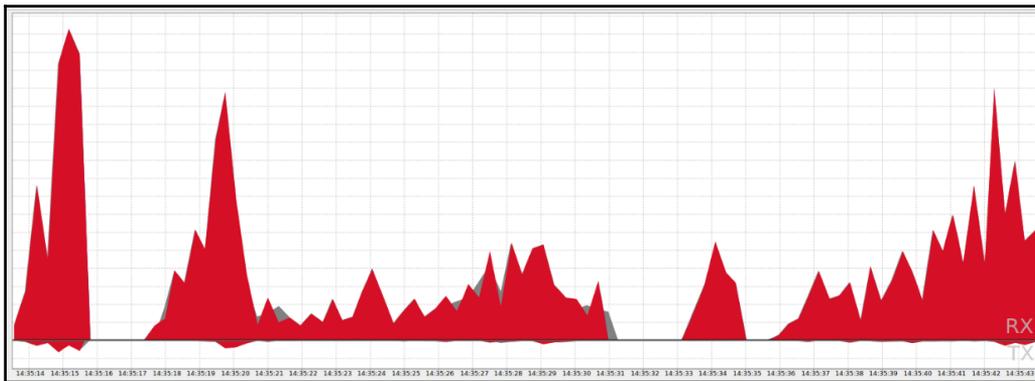
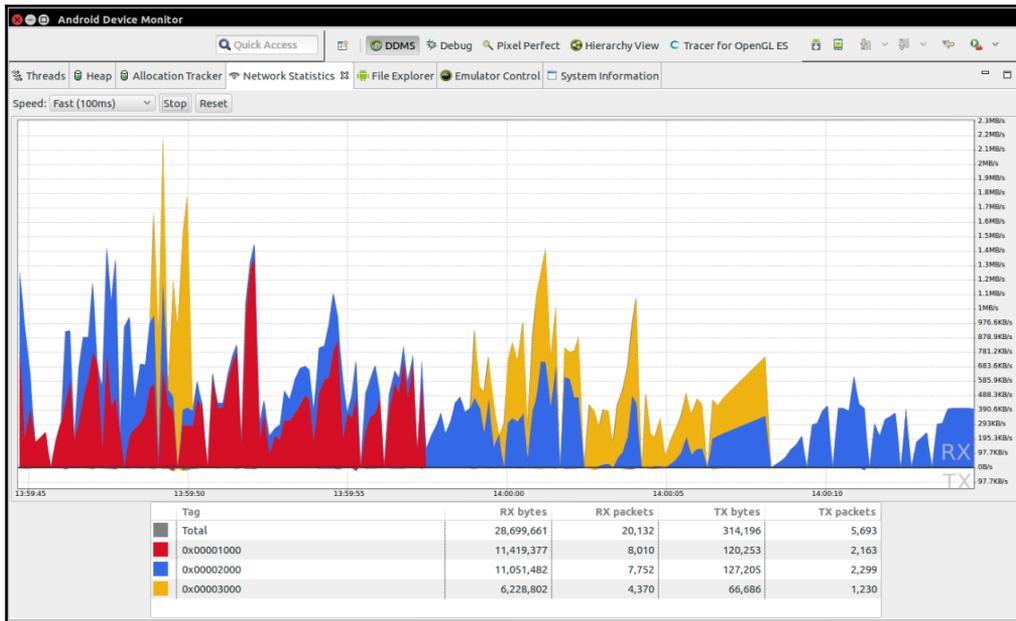


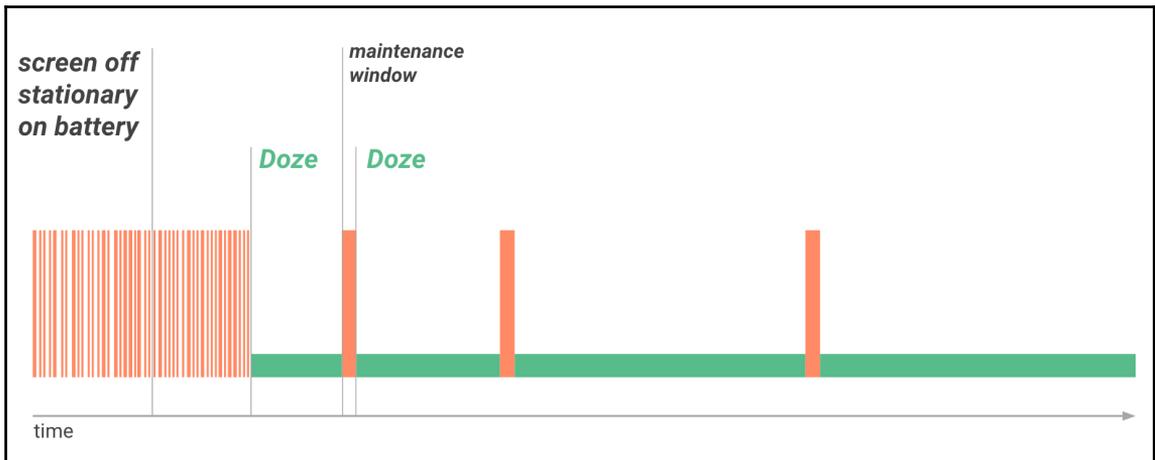
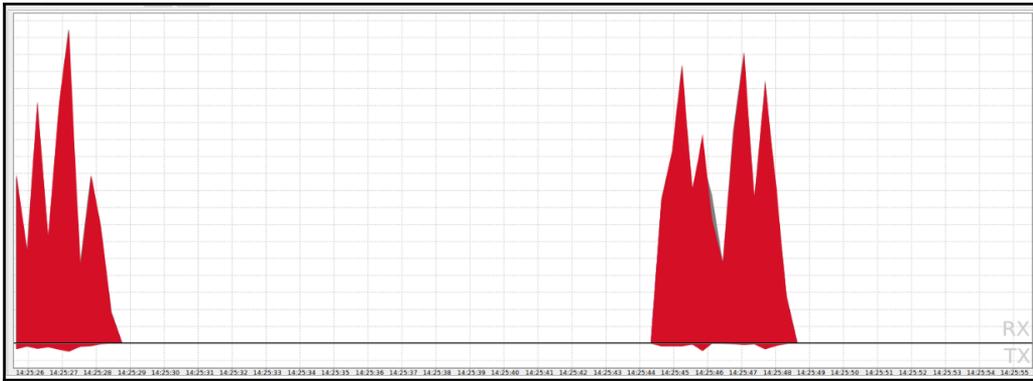
# PerformanceMatters

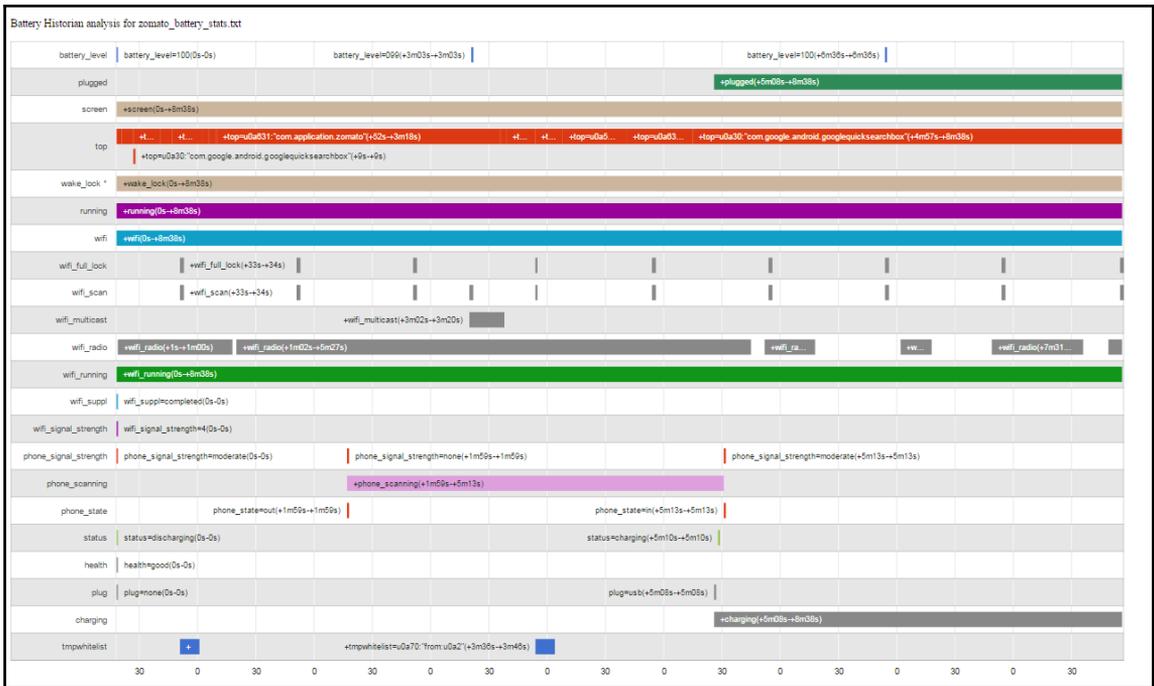




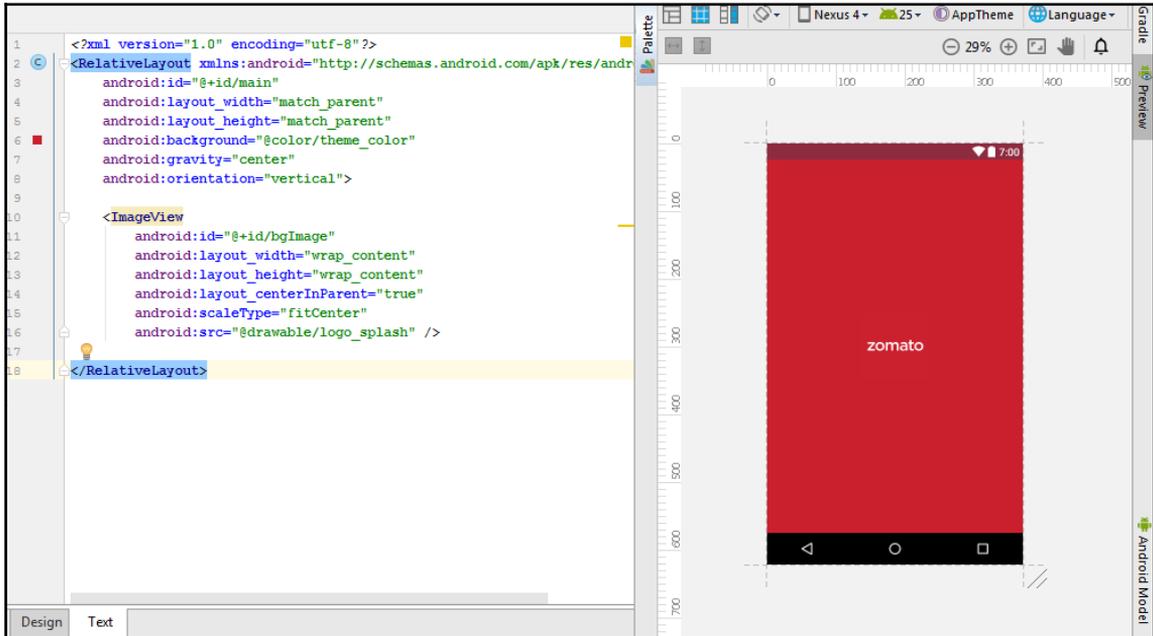




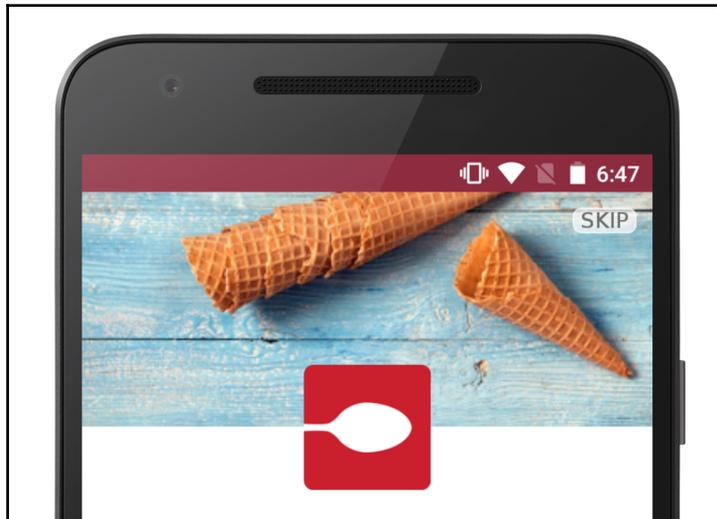
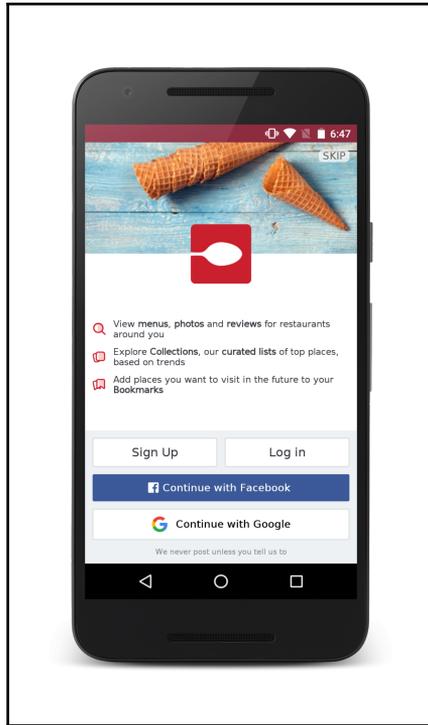




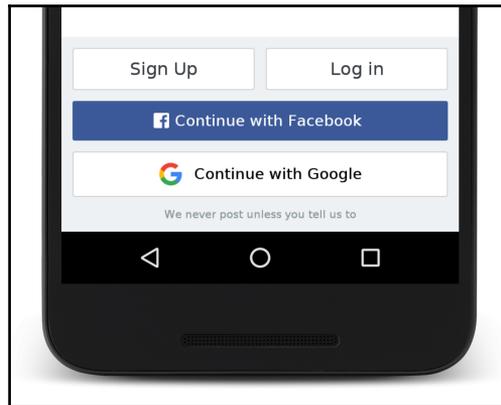
# Building Restaurantfinder

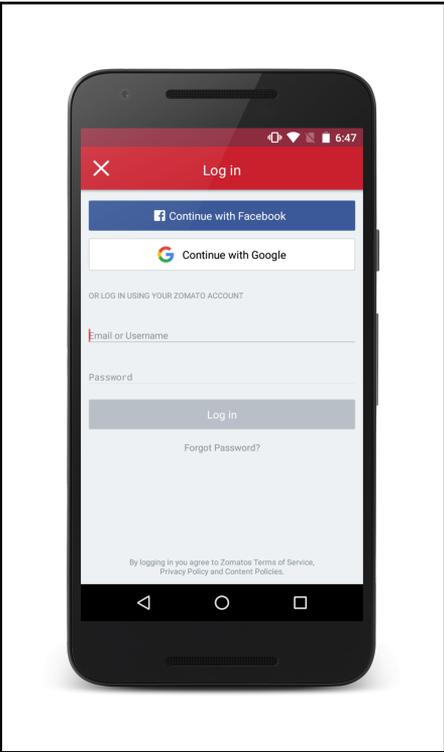


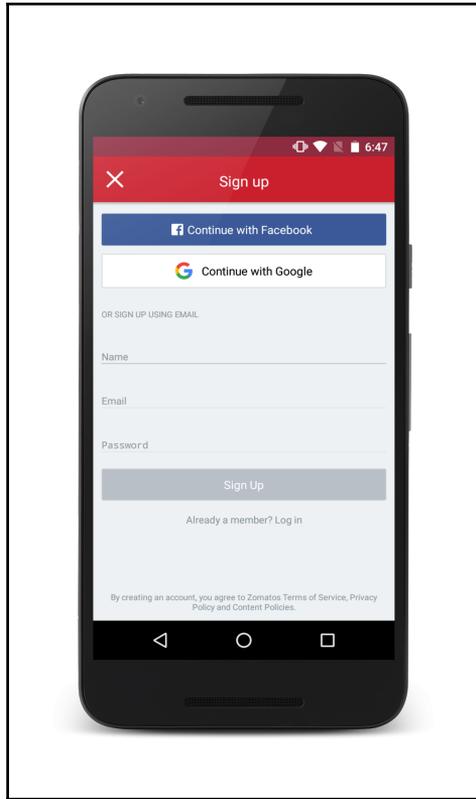




-  View **menus, photos** and **reviews** for restaurants around you
-  Explore **Collections**, our **curated lists** of top places, based on trends
-  Add places you want to visit in the future to your **Bookmarks**



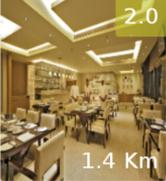
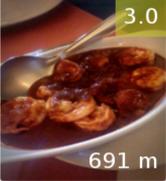




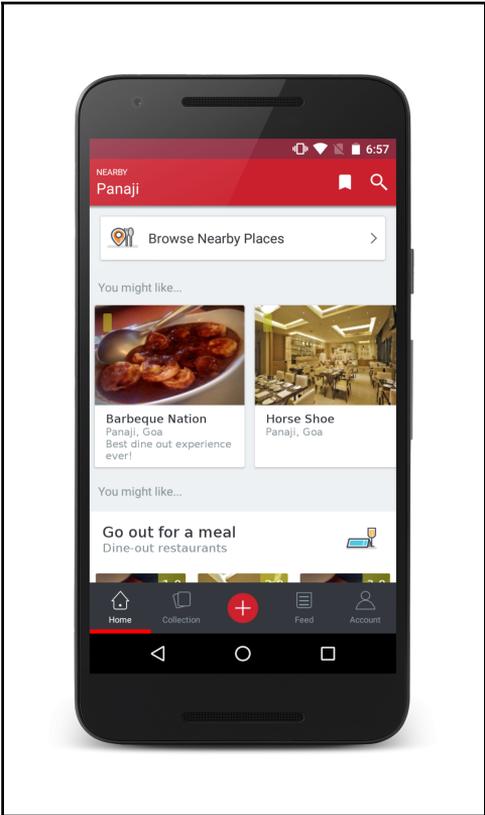
### Go out for a meal

Dine-out restaurants

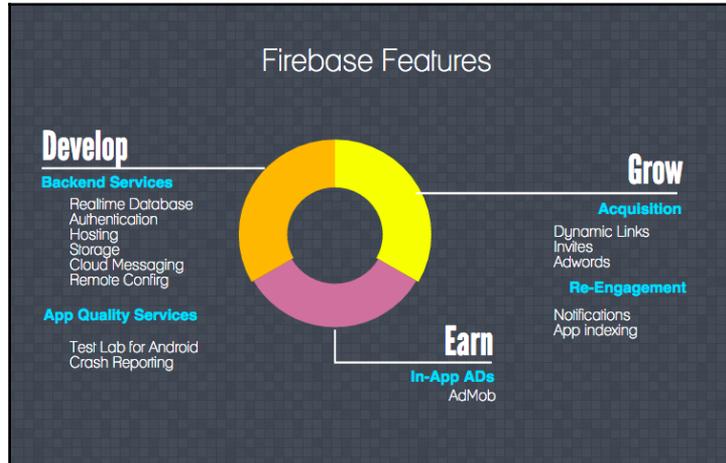


 <p>1.0</p> <p>196 m</p>	 <p>2.0</p> <p>1.4 Km</p>	 <p>3.0</p> <p>691 m</p>
<p><b>Barbeque Nation</b> Panaji, Goa Best dine out experience ever!</p>	<p><b>Horse Shoe</b> Panaji, Goa</p>	<p><b>Tamari - Vivanta By Taj</b> Panaji, Goa</p>

[See More](#)



# BackendService



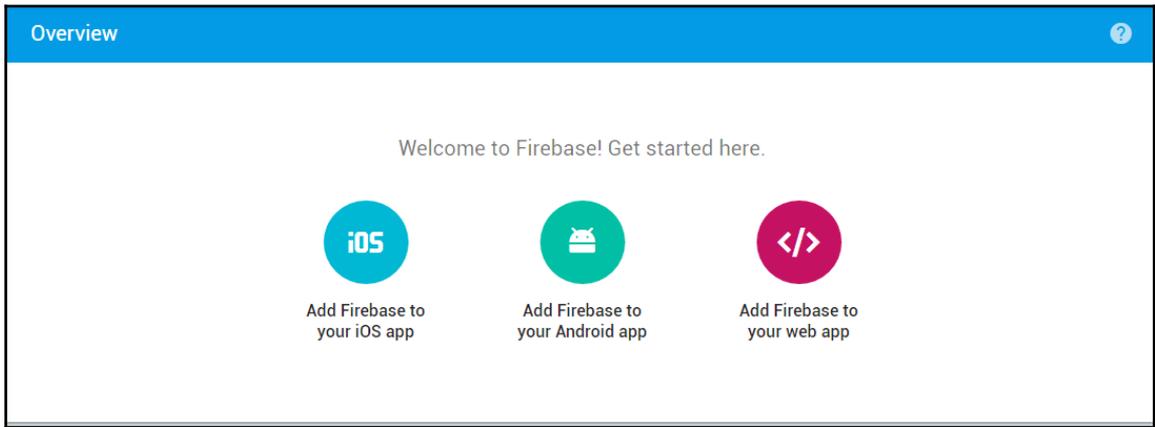
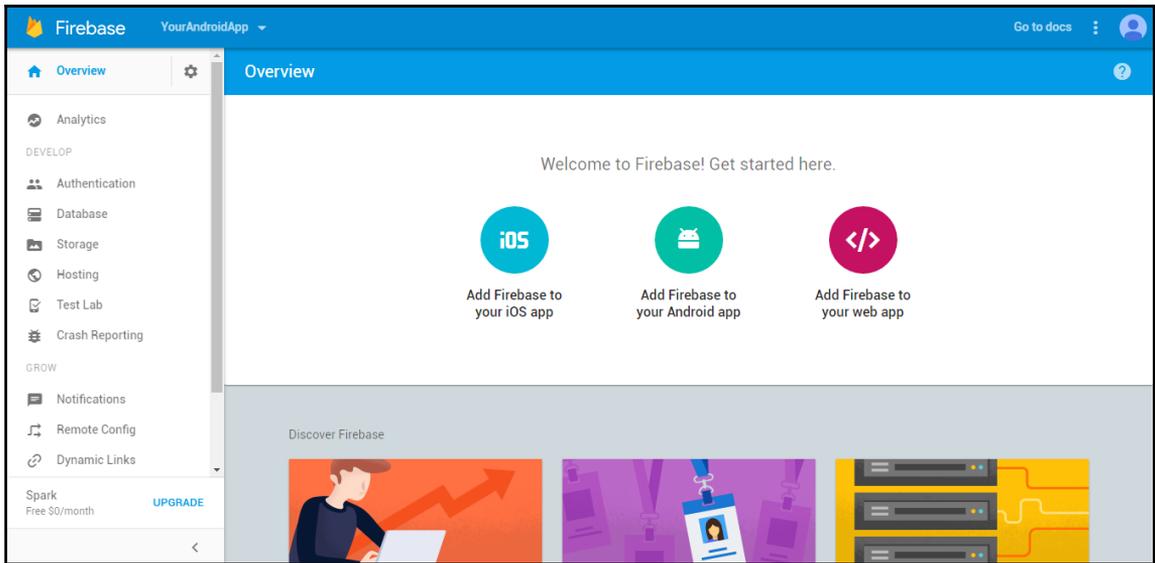
The screenshot shows the top portion of the Firebase website. The header is a blue bar with the "Firebase" logo on the left and "Go to docs" with a menu icon on the right. The main content area has a white background with a large, stylized illustration of a smartphone on the right side. A small character is standing at the bottom of the phone, appearing to hold it up.

**Welcome to Firebase**

Tools from Google for developing great apps, engaging with your users, and earning more through mobile ads. [Learn more](#)

**CREATE NEW PROJECT**

[or import a Google project](#)



1      2      3

Enter app details      Copy config file      Add to build.gradle

Package name [?](#)

Debug signing certificate SHA-1 (optional) [?](#)

Required for Dynamic Links, Invites, and Google Sign-In support in Auth. Edit SHA-1s in Settings.

CANCEL      ADD APP

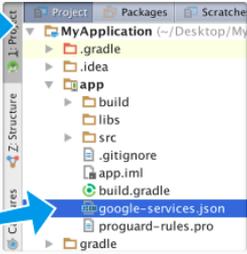
*downloads  
google-services.json for  
your app*

### Add Firebase to your Android app

1 Enter app details      2 Copy config file      3 Add to build.gradle

Switch to the **Project** view in Android Studio to see your project root directory.

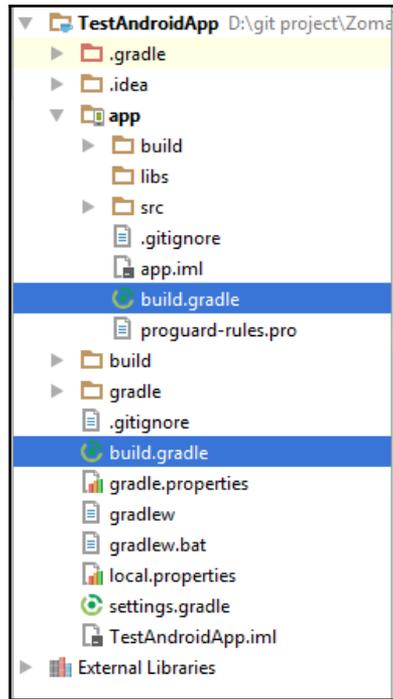
Move the **google-services.json** file you have just downloaded into your Android app module root directory.



**google-services.json**

Already added the dependencies?  
[Skip to the console](#)

**CONTINUE**



Message text

Enter message

Message label (optional) ?

Enter message nickname

Delivery date ?

Send Now

Target

User segment  Topic  Single device

Target user if...

App Select app AND

ADD TARGET

Conversion events ?

Advanced options

SAVE AS DRAFT SEND MESSAGE

Delivery date ?

Time:

Time zone ?

Send Later 20/10/2016 12:00 PM Recipient time zone

Recipient time zone

Target

User segment  Topic  Single device

Target user if...

App Select app AND

ADD TARGET

**Target**

User segment
  Topic
  Single device

FCM registration token

	Count	Users		Last 30 days
app_clear_data	5	2	-	<input type="checkbox"/>
app_exception	4	1	-	<input type="checkbox"/>
app_remove	7	7	-	<input type="checkbox"/>
favourite_feed	81	4	-	<input type="checkbox"/>
first_open	8	8	-	<input checked="" type="checkbox"/>
notification_dismiss	1	1	-	<input type="checkbox"/>
notification_foreground	6	2	-	<input type="checkbox"/>
notification_open	4	1	-	<input type="checkbox"/>
notification_receive	12	3	-	<input type="checkbox"/>
session_start	24	9	-	<input type="checkbox"/>

DASHBOARD   EVENTS   AUDIENCES   **ATTRIBUTION**   FUNNELS   COHORTS   USER PROPERTIES

Add Filter
 
 Last 30 days  
 Compared to Dec 9, 2016 - Jan 7, 2017

CONVERSION EVENTS   NETWORK SETTINGS

Conversion name ↑	Count	↔	Value	↔	Mark as conversion
first_open	8	-	-	-	<input checked="" type="checkbox"/>

**Advanced options** ^  
*All fields optional*

Title ?

Custom data ?  

Key	Value
<input type="text"/>	<input type="text"/>

Priority ?      Sound  
**High** ▾      **Disabled** ▾

Expires ?  
**4** ▾      **Weeks** ▾

**SAVE AS DRAFT**      **SEND MESSAGE**

**Settings** ?

GENERAL    CLOUD MESSAGING    ANALYTICS    ACCOUNT LINKING    SERVICE ACCOUNTS

Project credentials

Server key	Sender ID <span>?</span>
AAAAYS0FD0:APA91bELqx6ecmFP4CimJlpyI5QAAWER r7ksx8FIHOG6wt8LTKRIAp967o_1vCx5tlmOdLMI33cBQ -uGYxB57736XCsmUf8rE_IMEes8XZdI9IJFStTL5siMd0 eB40U81q3Zv6pZ5uH8	870837392442

Parameter key      Default value      [Add value for condition](#) ▾

           **Other empty values** ▾

**CANCEL**      **ADD PARAMETER**

Authentication  
Database  
Storage  
Hosting  
Test Lab  
Crash Reporting

GROW

Notifications  
**Remote Config**  
Dynamic Links

Spark  
Free \$0/month [UPGRADE](#)

Customize and experiment with app behavior using server-side configuration parameters

Parameter key:

Default value:

[Add value for condition](#)

[CANCEL](#) [ADD PARAMETER](#)

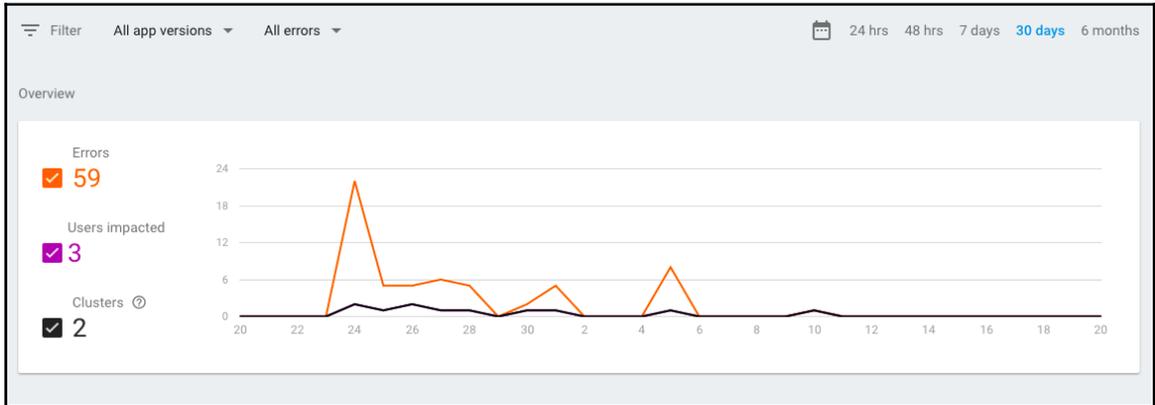
**Remote Config** [PUBLISH CHANGES](#) [DISCARD ALL](#) [?](#)

**PARAMETERS**

[ADD PARAMETER](#)

welcome_message	Welcome to Zomato App
latest_app_version	1

# AppQualityService



Clusters

Errors	Users	Versions	Cluster	Stack trace
43	2	1	java.lang.RuntimeException ActivityThread.java - Line 2732 <span style="color: red; font-weight: bold;">Fatal</span>	android.app.ActivityThread.handleReceiver (ActivityThread.java:2732) android.app.ActivityThread.-wrap14 (ActivityThread.java)
<p><b>Exception java.lang.RuntimeException: Unable to start receiver xintcube.viwid.com.trots.receiver.StepUpdaterReceiver; java.lang.NullPointerException: Attempt to invoke interface methc</b></p> <pre>                     android.app.ActivityThread.handleReceiver (ActivityThread.java:2732)                     android.app.ActivityThread.-wrap14 (ActivityThread.java)                     android.app.ActivityThread\$H.handleMessage (ActivityThread.java:1421)                     android.os.Handler.dispatchMessage (Handler.java:102)                     android.os.Looper.loop (Looper.java:148)                     android.app.ActivityThread.main (ActivityThread.java:5417)                     java.lang.reflect.Method.invoke (Method.java)                     com.android.internal.os.ZygoteInit\$MethodAndArgsCaller.run (ZygoteInit.java:726)                     com.android.internal.os.ZygoteInit.main (ZygoteInit.java:616)                 </pre> <p style="text-align: right;">CANCEL <span style="background-color: #007bff; color: white; padding: 2px 10px; border-radius: 4px;">VIEW DETAILS</span></p>				
16	3	1	java.lang.ClassCastException UserInfo.java - Line 28 <span style="color: red; font-weight: bold;">Fatal</span>	xintcube.viwid.com.trots.model.UserInfo.extractFromMap (UserInfo.java:.. xintcube.viwid.com.trots.server.TrotDataRetriever\$6.onDataChange (Trot.

**Upload a ProGuard mapping file to deobfuscate future stack traces for version 1** UPLOAD

### Upload mapping files

To deobfuscate future stack traces and help identify clusters, upload ProGuard mapping files for each version of your app.

Version	Date uploaded
1	<a href="#">UPLOAD</a>

Rows Per Page: 10 ▾ 1-1 of 1 < >

Open ▾

Errors	Users	Versions	Cluster	Stack trace
4	1	1	java.lang.NullPointerException HomeActivity.java - Line 328 <span>Fatal</span>	[REDACTED]_home.HomeActivity\$9.success (Ho.. home.HomeActivity\$9.success (Ho..
3	2	1	java.lang.RuntimeException ActivityThread.java - Line 2426 <span>Fatal</span>	android.app.ActivityThread.performLaunchActivity (ActivityTh.. android.app.ActivityThread.handleLaunchActivity (ActivityThr..
3	1	1	java.lang.IllegalStateException View.java - Line 3994 <span>Fatal</span>	<a href="#">android.view.View\$1.onClick (View.java:3994)</a> android.view.View.performClick (View.java:4756)

Overview ⚙️ Test Lab

← Run a Robo test

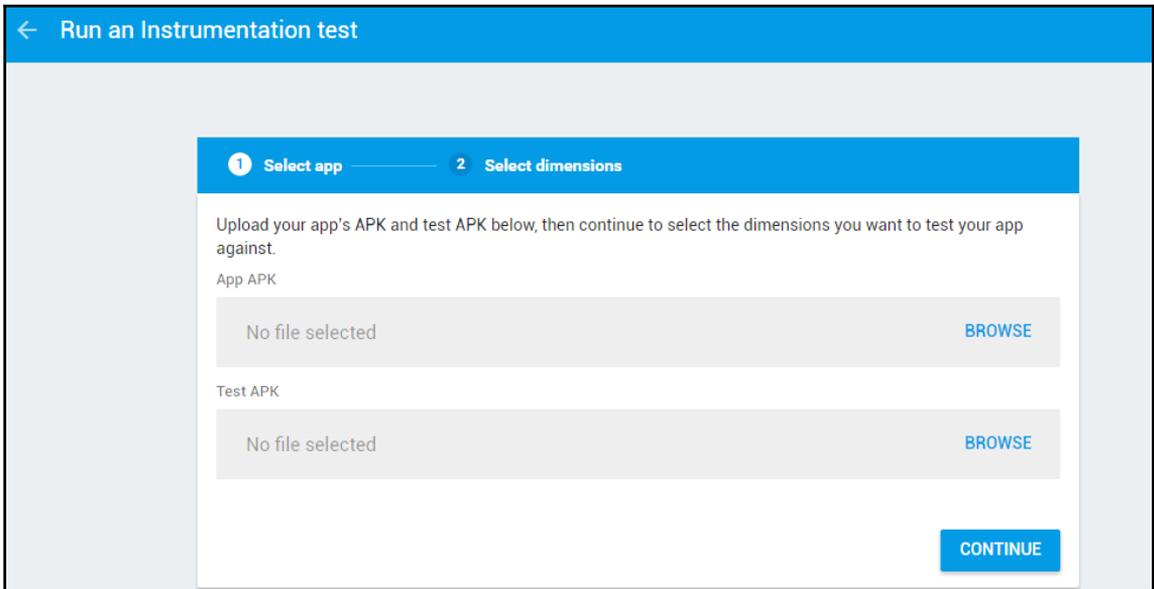
1 Select app 2 Select dimensions

Upload your app's APK, then select the dimensions you want to test.

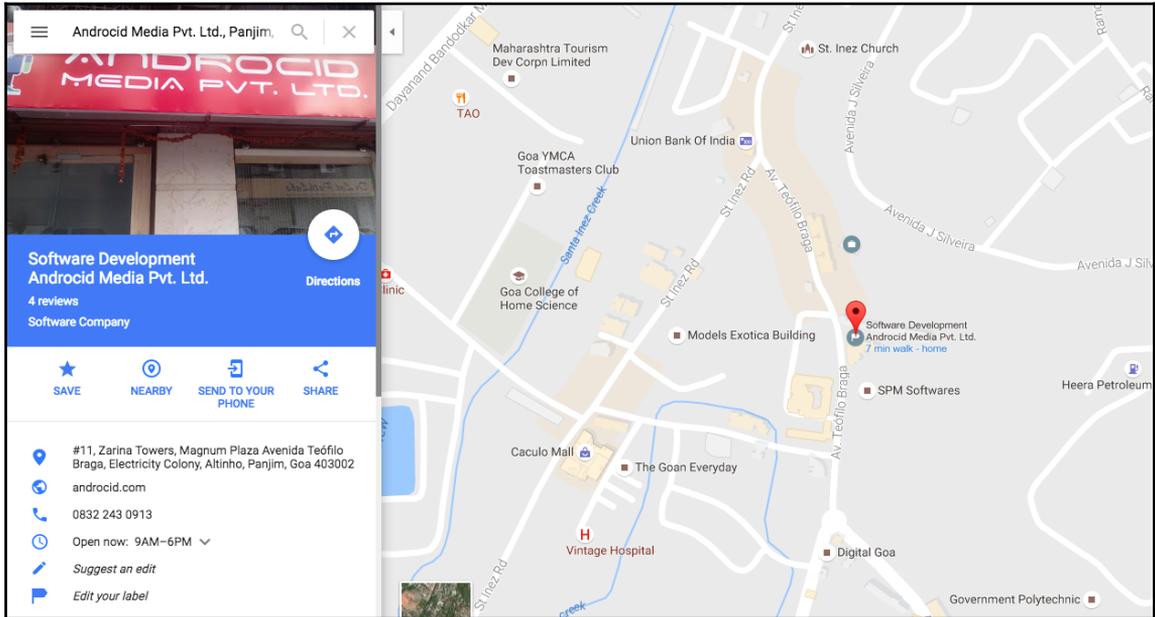
App APK

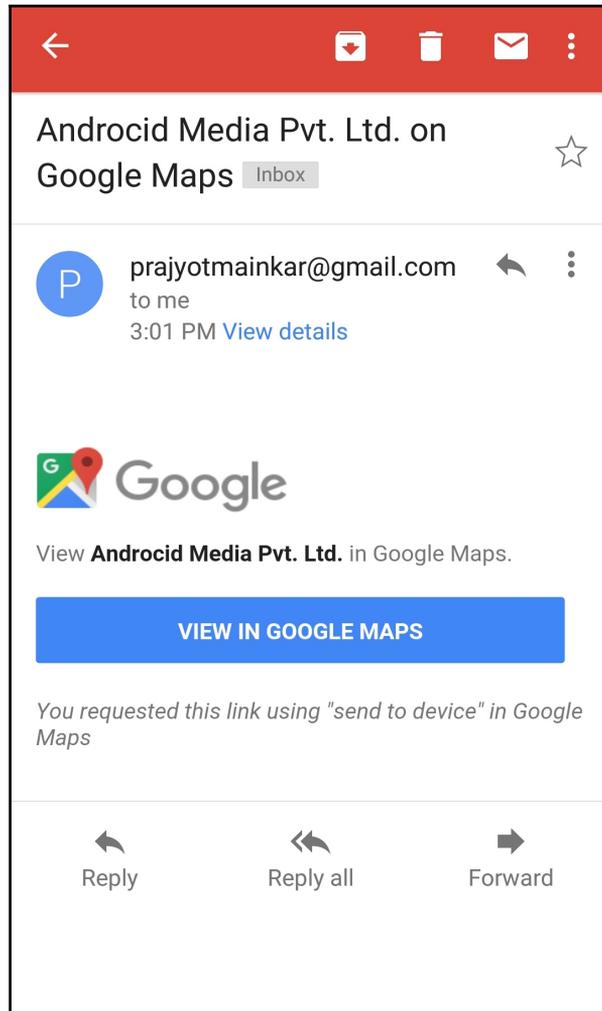
No file selected BROWSE

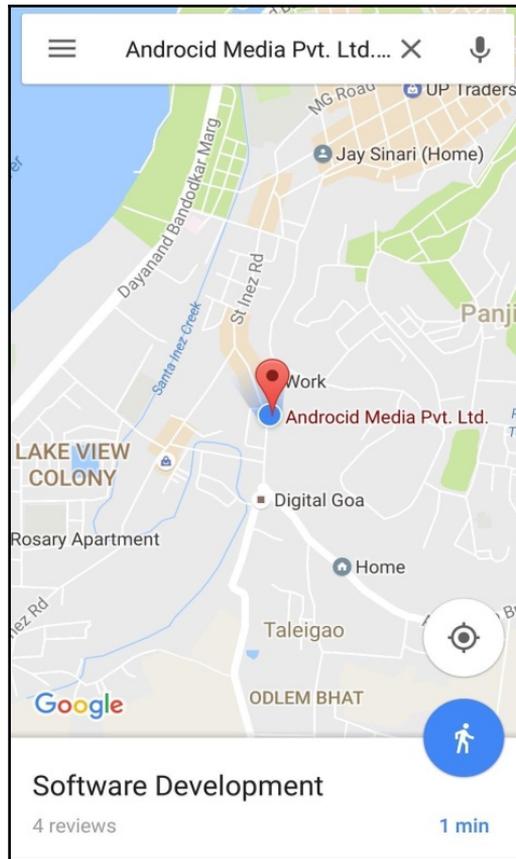
[CONTINUE](#)

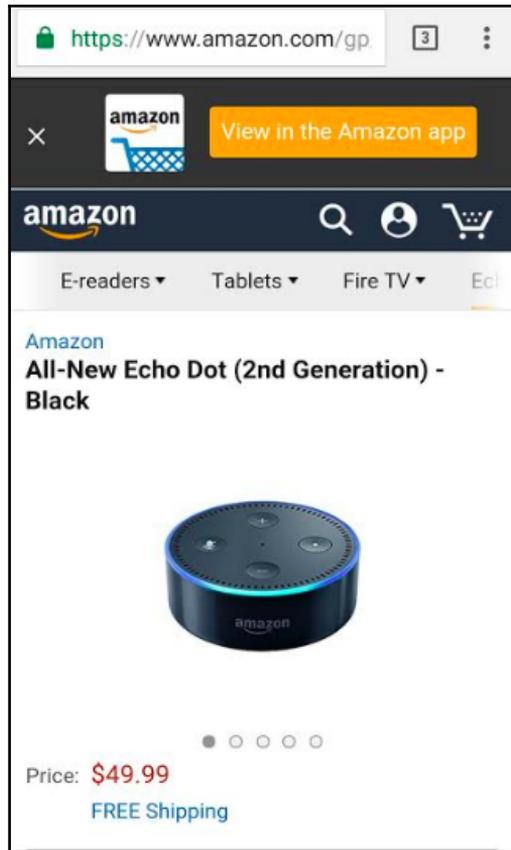


# GrowUp









https://kr858.app.goo.gl/ ⓘ

Generate Dynamic Link     Shorten an existing Dynamic Link ⓘ

Link name (required) ⓘ

Link URL (required) ⓘ

Android app                      iOS app  
                     

**Advanced options**                      ^  
*All fields optional*

**Advanced options**                      ^  
*All fields optional*

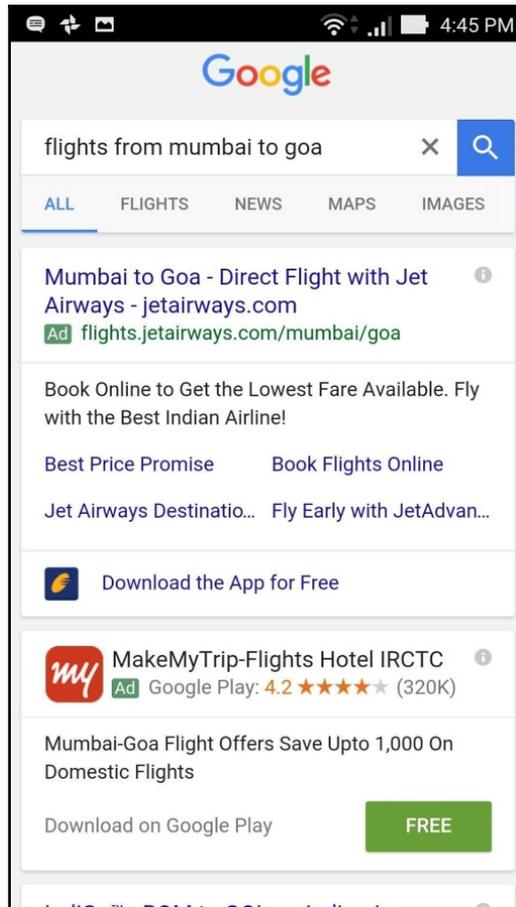
**Android**

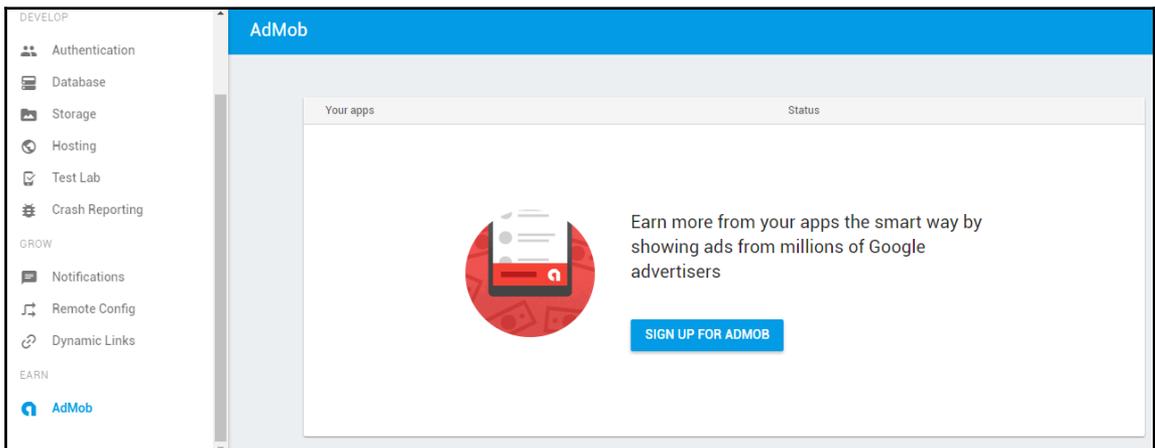
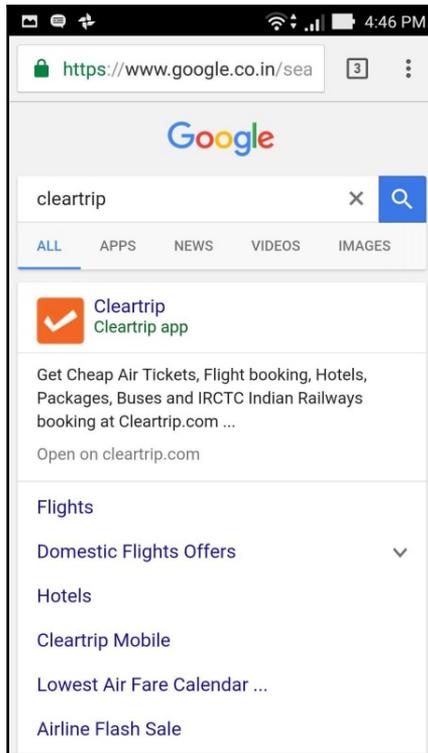
Android fallback link ⓘ

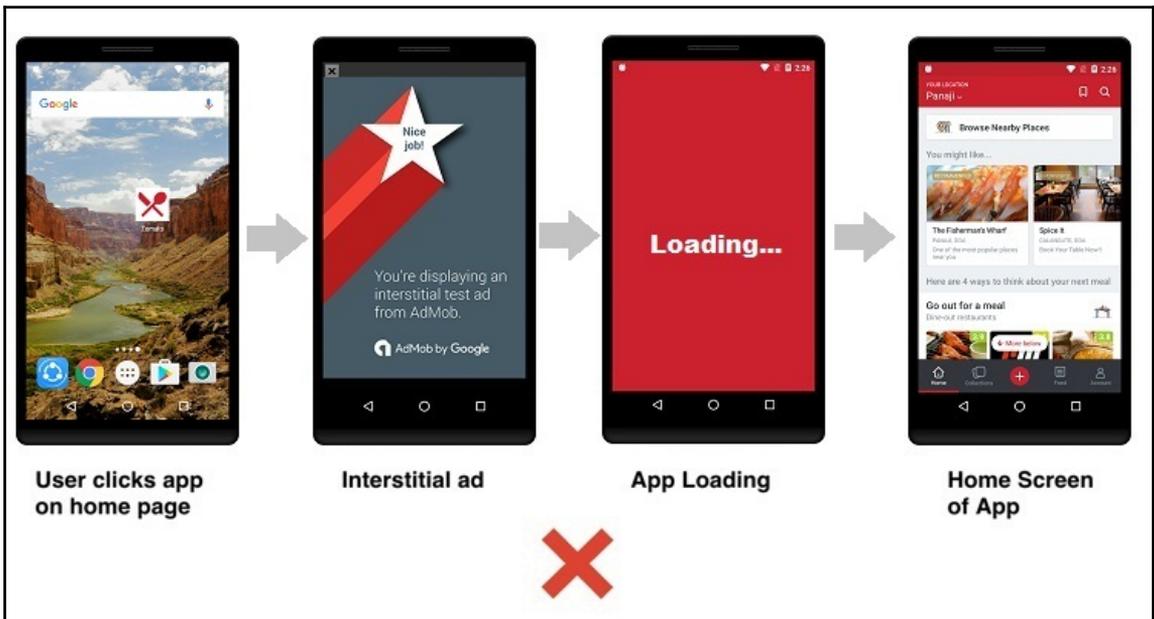
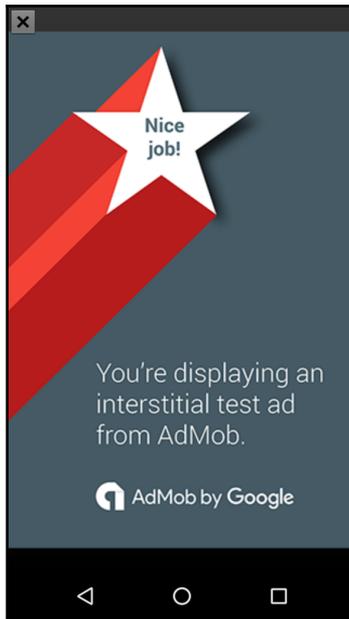
Android minimum version code ⓘ

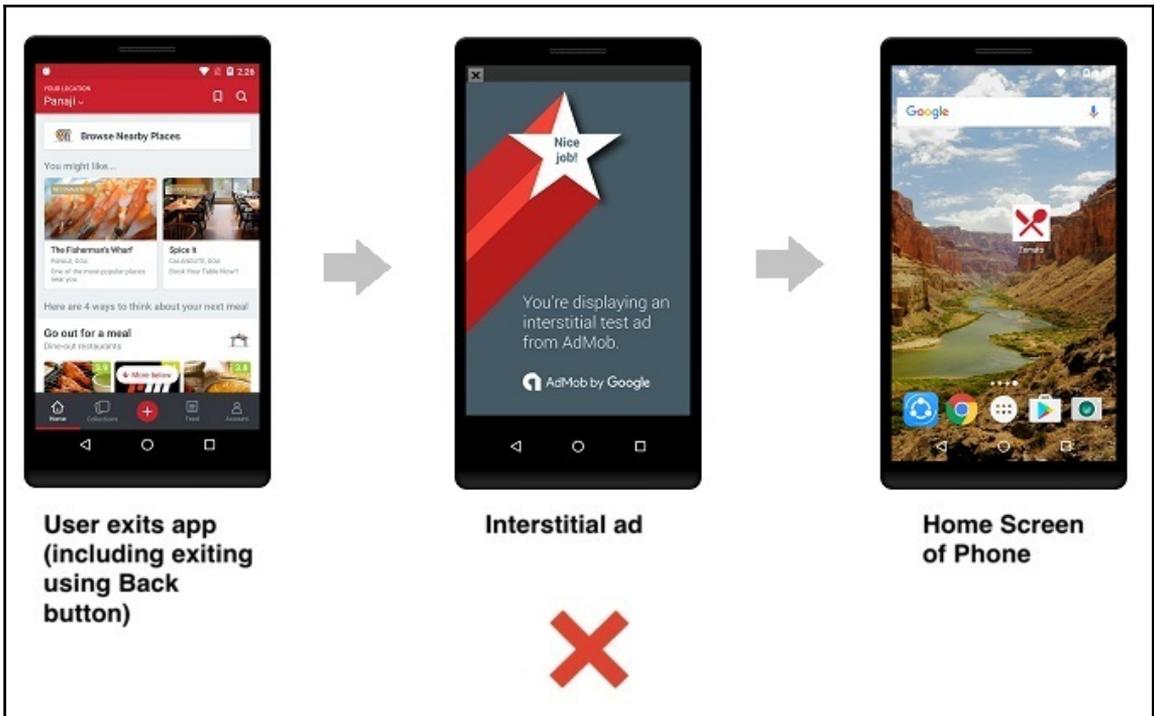
Custom app location ⓘ

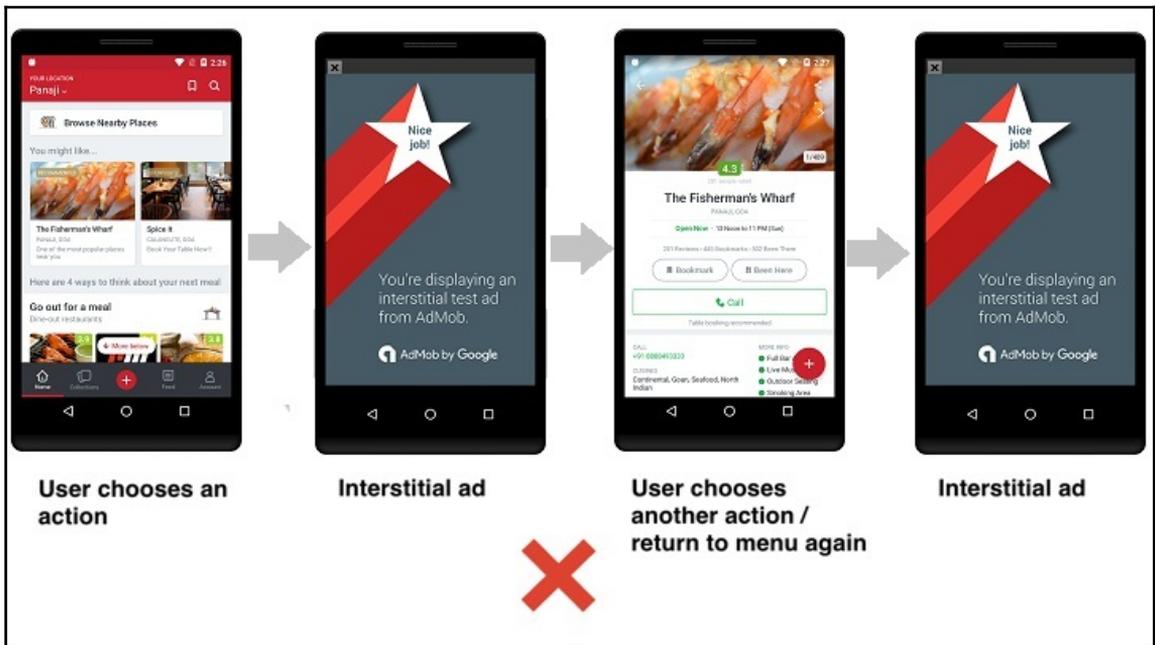
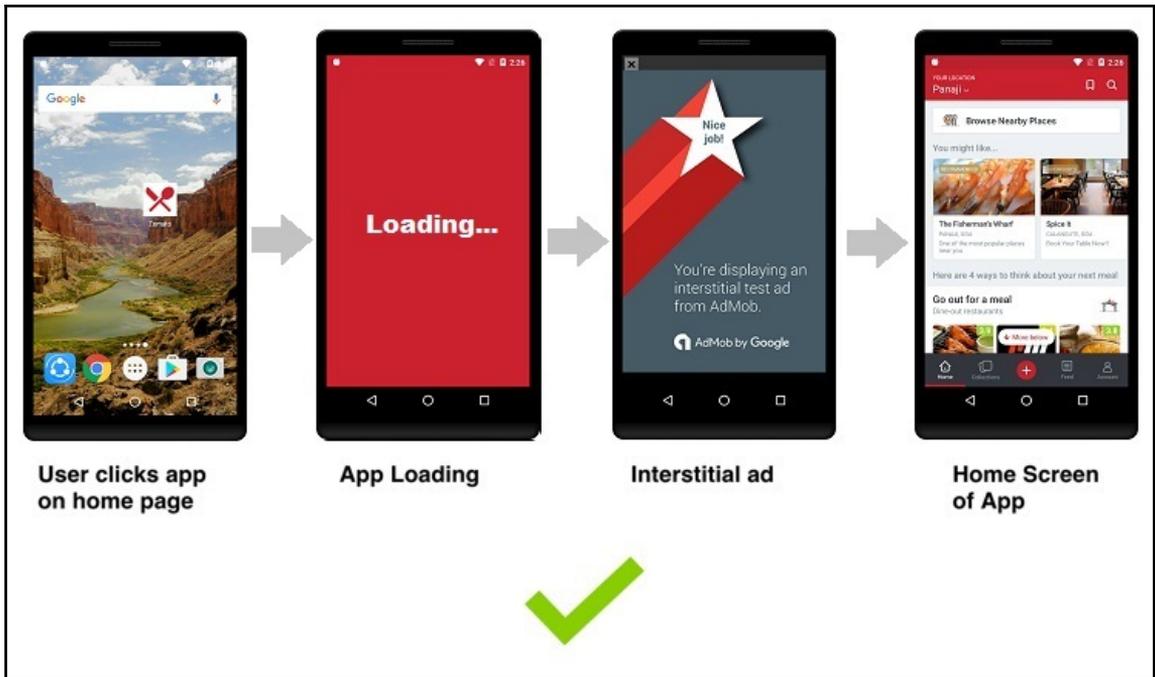


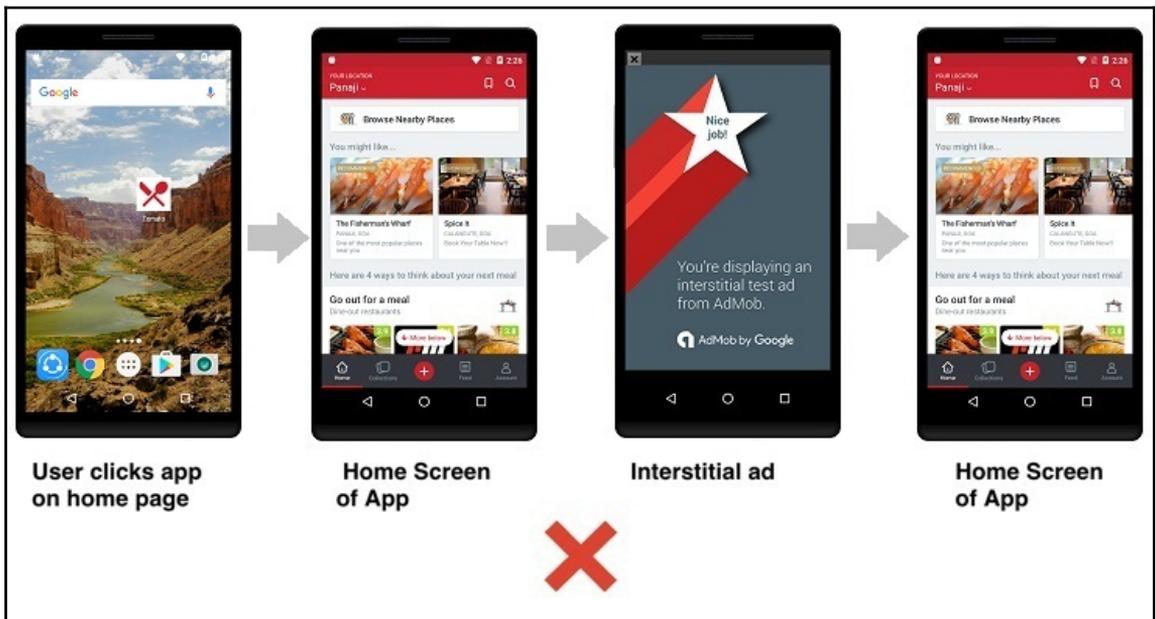
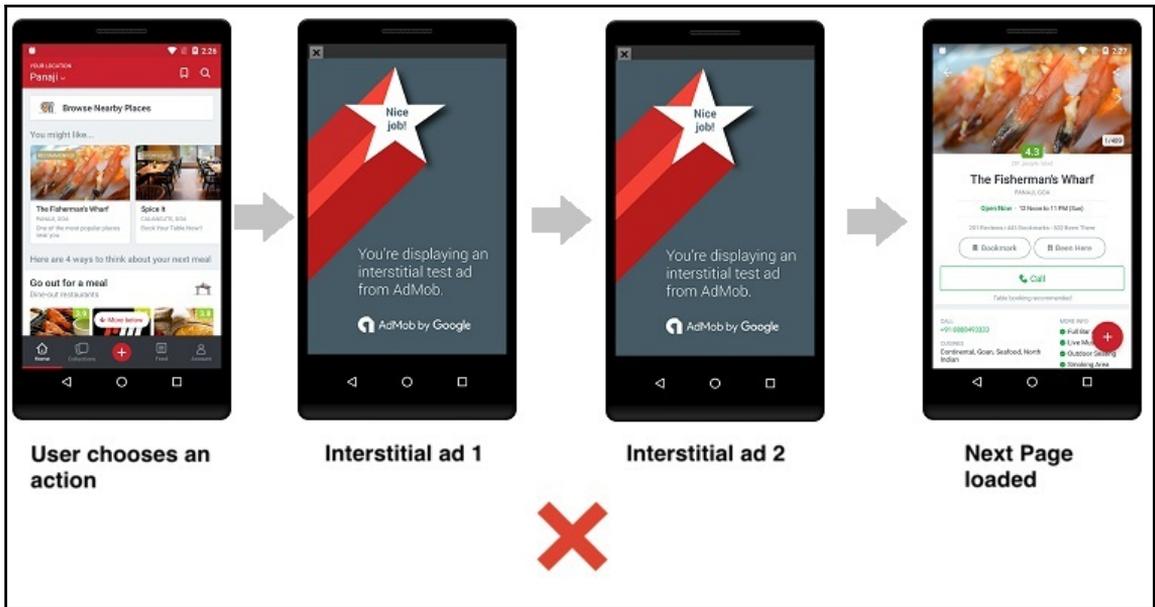


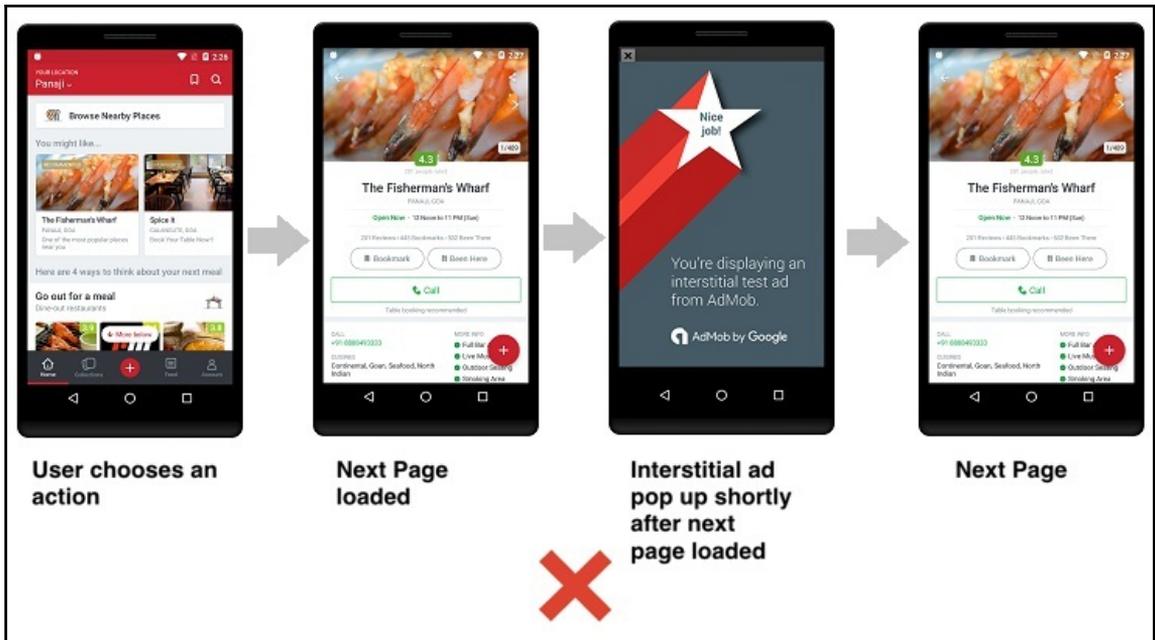


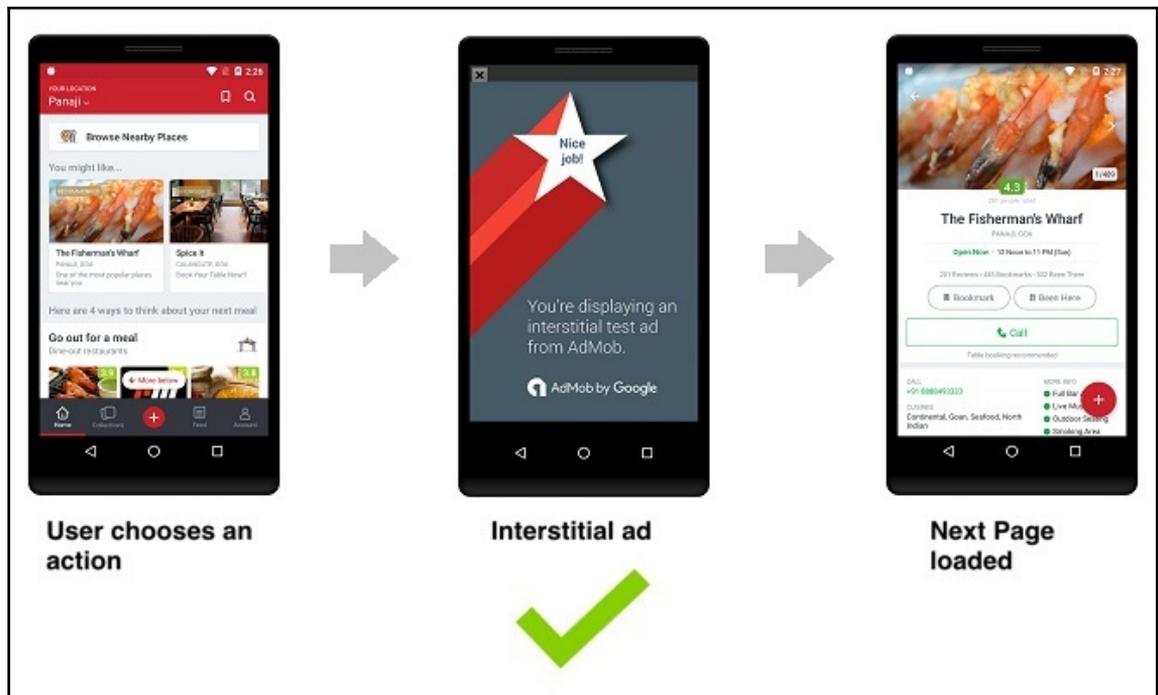




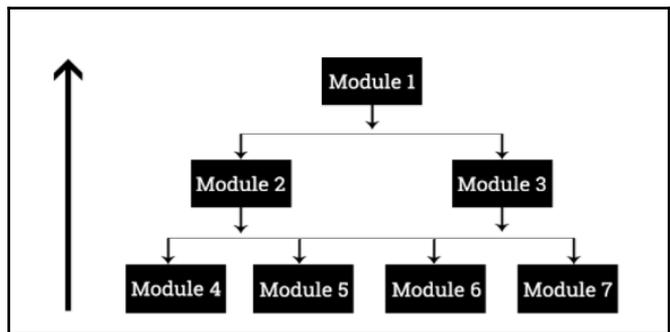
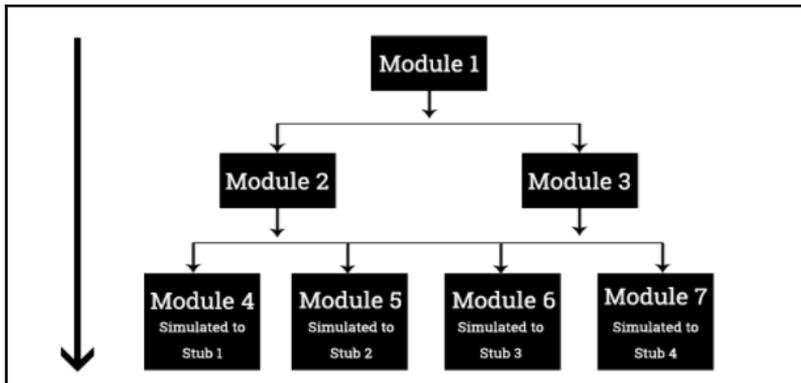
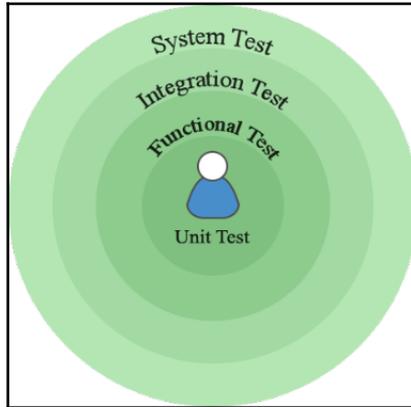


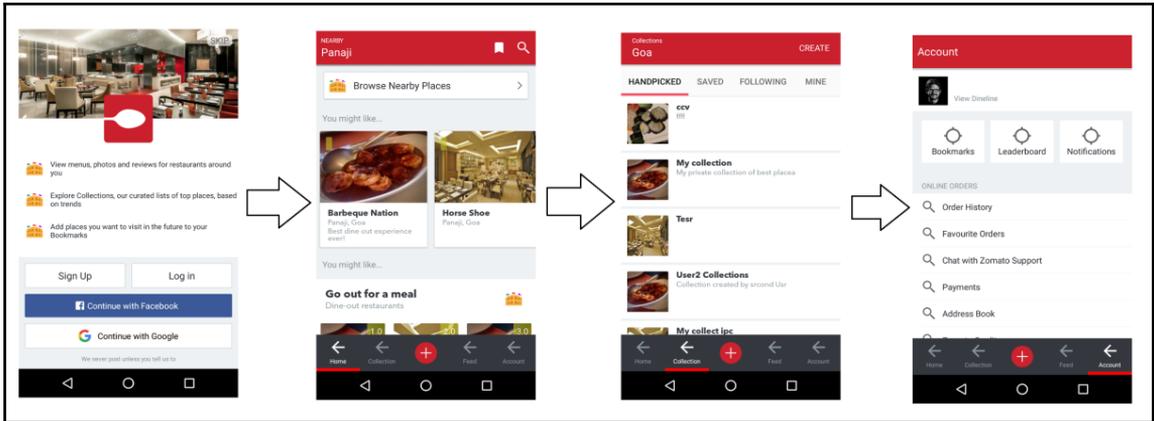




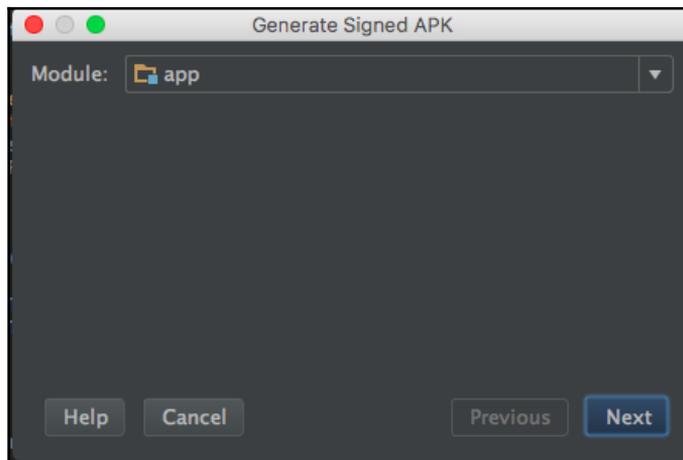
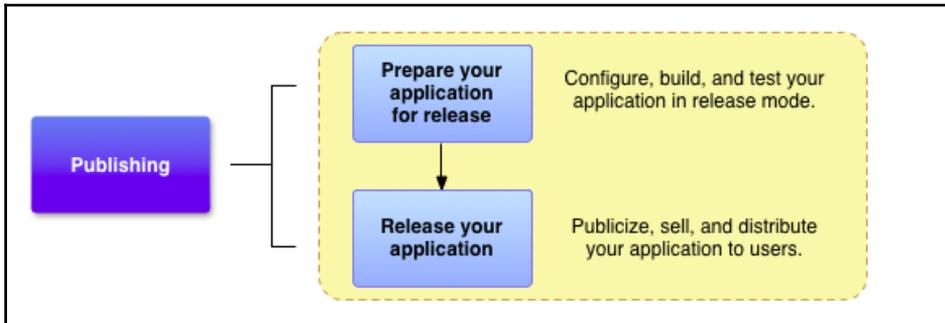


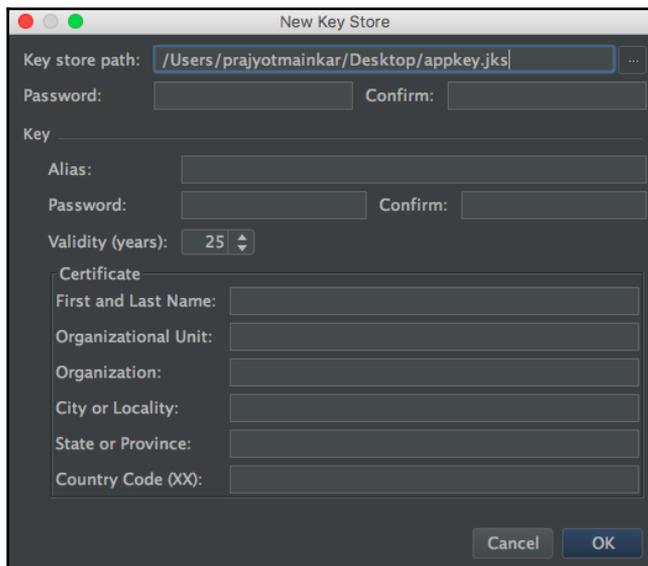
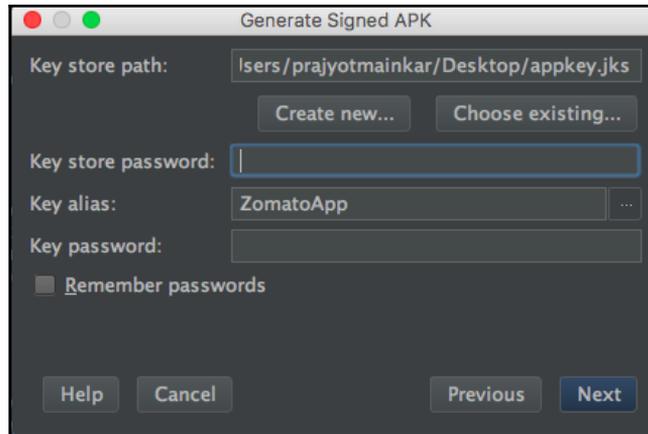
# Testing

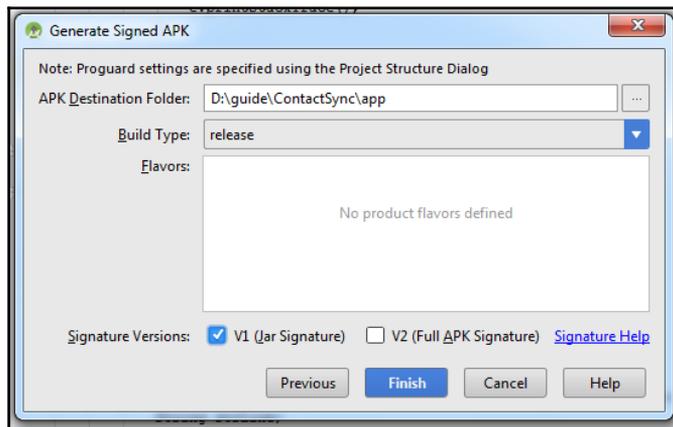
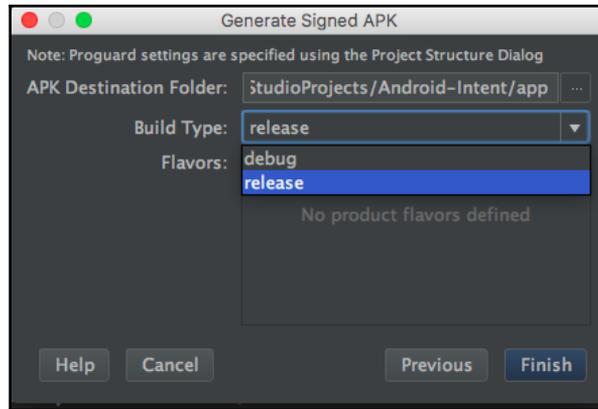




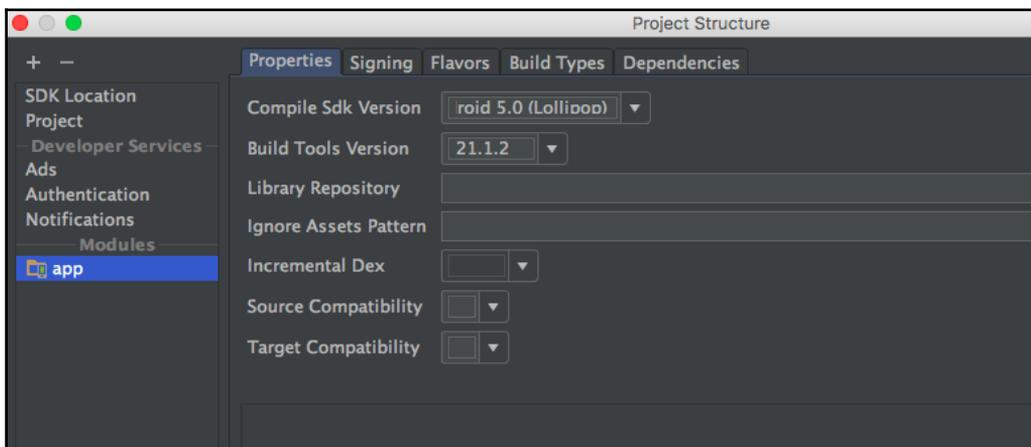
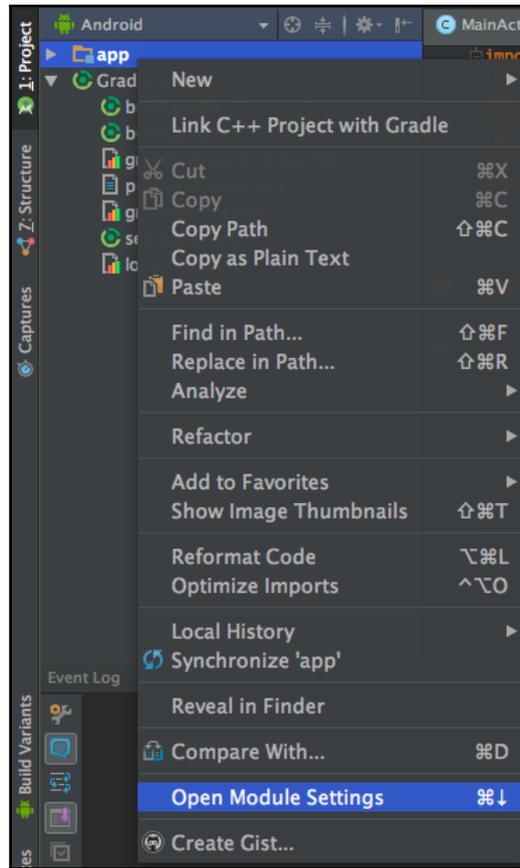
# Preparing for Google Play

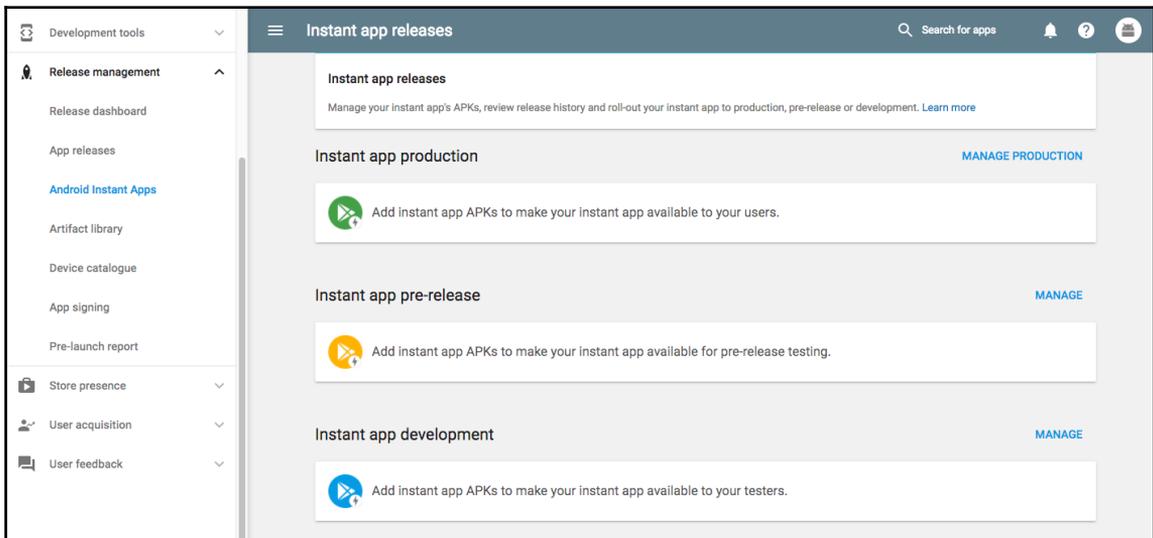
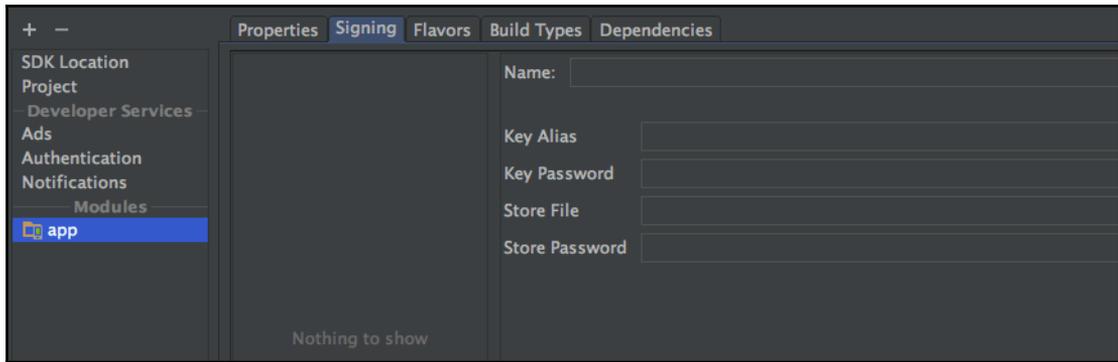






```
4:12:37 PM Executing tasks: [:app:assembleRelease]
4:13:09 PM Gradle build finished in 31s 737ms
4:13:09 PM Generate Signed APK
APK(s) generated successfully.
Reveal in Finder
```





**Instant app production** [MANAGE PRODUCTION](#)

 Add instant app APKs to make your instant app available to your users.

**Instant app pre-release** [MANAGE](#)

 Add instant app APKs to make your instant app available for pre-release testing.

**Instant app development** [MANAGE](#)

 Add instant app APKs to make your instant app available to your testers.

[<](#) **Beta** [CREATE RELEASE](#)

**Manage testers** Open Beta Testing ^

Choose how to run your testing programme. [Learn more](#) [DISABLE BETA TESTING](#)

Choose a testing method

- Open Beta Testing
- Closed Beta Testing
- Beta Testing using Google Groups or Google+ Communities

Maximum number of testers

Feedback channel [?](#)

Opt-in URL

Share this opt-in link with your testers.

[SAVE](#)

  
[Designed for Families](#)

  
Google Play for Education

  
**Managed Google Play**

  
Daydream

  
Android Wear

  
Android TV

  
Android Auto

---

This application is

PAID

FREE

To publish paid applications, you need to ask the account owner to link a merchant account to this developer console. The contact email address is [vrushalikhadse@gmail.com](mailto:vrushalikhadse@gmail.com). [Learn more](#)

---

Countries \*

MANAGE COUNTRIES

Available in **141 countries + Rest of the world.**

Aruba	<input type="radio"/>	<input checked="" type="radio"/>	
Australia	<input type="radio"/> Unavailable	<input checked="" type="radio"/>	<a href="#">Hide options</a>
Limit distribution to these operators:			
<input type="checkbox"/> Hutchison 3G Australia Pty. Ltd.			
<input type="checkbox"/> Optus			
<input type="checkbox"/> Telstra			
<input type="checkbox"/> Vodafone			
Austria	<input type="radio"/>	<input checked="" type="radio"/>	<a href="#">Show options</a>

### Pre-launch report

Would you like pre-launch testing to be performed on all your alpha & beta apps? [Learn more](#)

- Yes, activate pre-launch report testing
- No

### Product details

ENGLISH (UNITED KINGDOM) – EN-GB

Manage translations ▾

Fields marked with \* need to be filled before publishing.

Title \*

English (United Kingdom) – en-GB

0/30

Short description \*

English (United Kingdom) – en-GB

0/80

Full description \*

English (United Kingdom) – en-GB

0/4000

PHONE    **TABLET**    ANDROID TV    ANDROID WEAR

**7-inch tablet**

+  
Add screenshot  
Drop image here

Add at least one 7-inch screenshot here to help tablet users see how your app will look on their device.

**10-inch tablet**

+  
Add screenshot  
Drop image here

Add at least one 10-inch screenshot here to help tablet users see how your app will look on their device.

Rating System	Rating Category	Descriptors
<b>Classificação Indicativa (ClassInd)</b> Brazil		All ages
<b>Entertainment Software Rating Board (ESRB)</b> North America		Everyone
<b>Pan-European Game Information (PEGI)</b> Europe		PEGI 3
<b>Unterhaltungssoftware Selbstkontrolle (USK)</b> Germany		USK: All ages
<b>IARC Generic</b> Rest of world		Rated for 3+
<b>Google Play</b> South Korea  A game unsuitable for minors younger than 18 may be removed from Google Play in Korea unless pre-rated by GRAC. Please see <a href="#">here</a> for more detail.		Rated for 3+

**Choose experiment type** ✕

**Global**  
(graphics only)

- Experiment with graphic assets in your app's default store listing language.
- If you've added any localised graphic assets in other languages, users viewing your app in those languages are excluded from your experiment.

[CREATE](#)

**Localised**  
(text and graphics)

- Experiment with your app's descriptions and graphic assets in a specific language.
- Shows to users viewing your app's store listing in this specific language.
- Run up to 5 localised experiments at the same time.

5 out of 5 remaining.

English (United Kingdom) – en-GB ▼ [CREATE](#)

Filter

Search

ALL DEVICES

13,806 total [?](#)

SUPPORTED DEVICES

12,350 supported by this app [?](#)

EXCLUDED DEVICES

0 excluded from this app [?](#)

Installs on active devices (last 30 days) [?](#)

# 5,431

Cumulative average rating [?](#)

# 4.77

**10.or**

1 device

**E**

2048 MB

Qualcomm MSM8937

1080x1920

Supported

ANRS
CRASHES

---

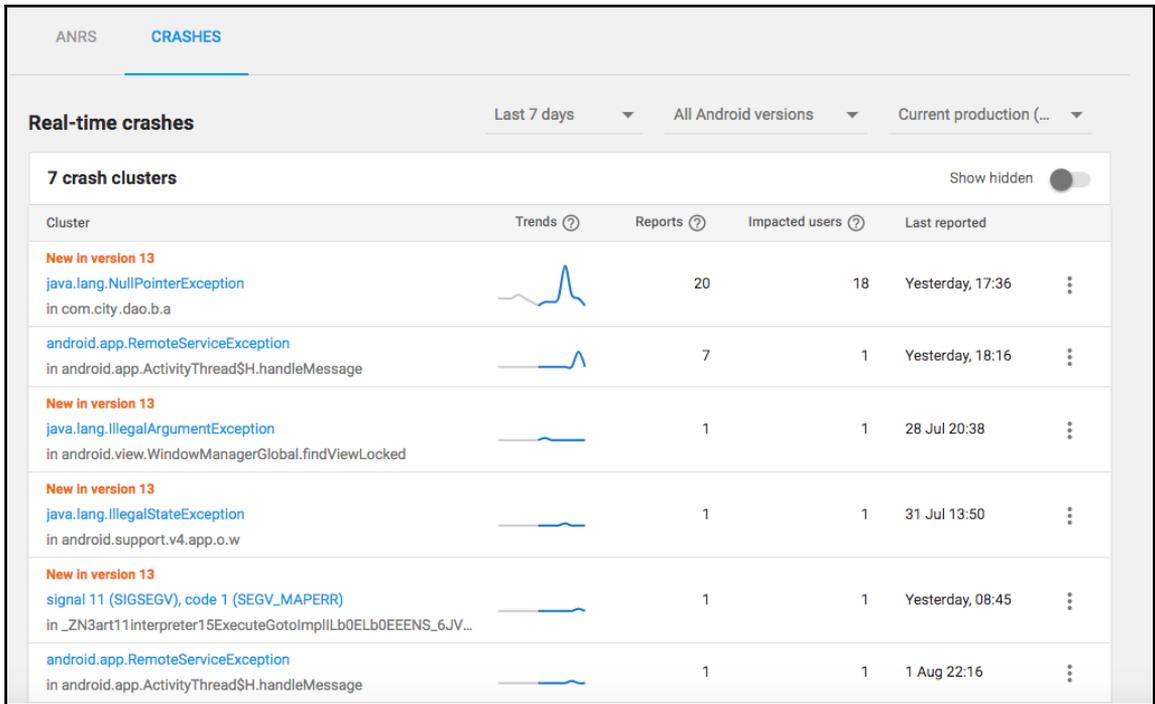
Real-time ANRs

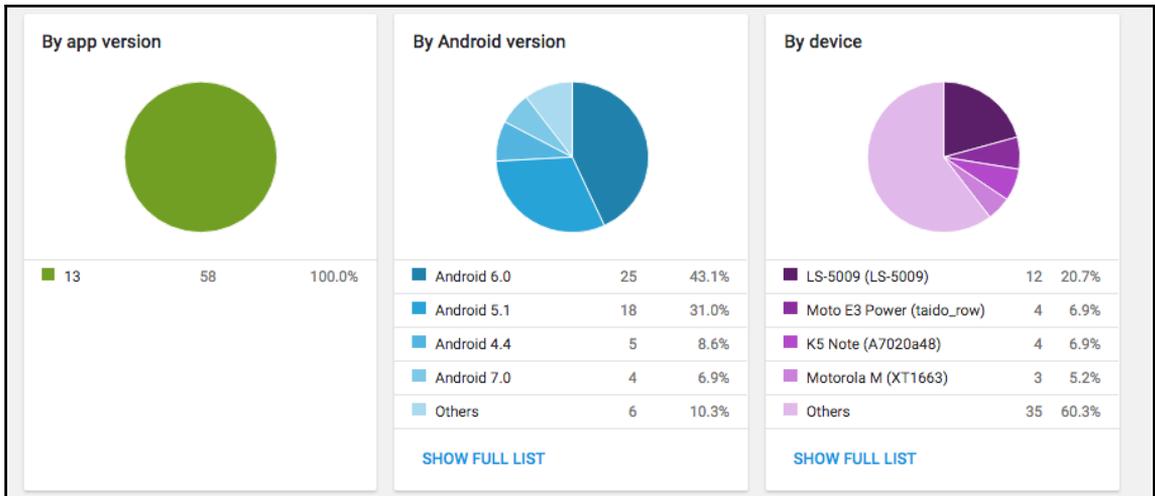
Last 7 days ▼
All Android versions ▼
Current production (...) ▼

**3 ANR clusters** Show hidden

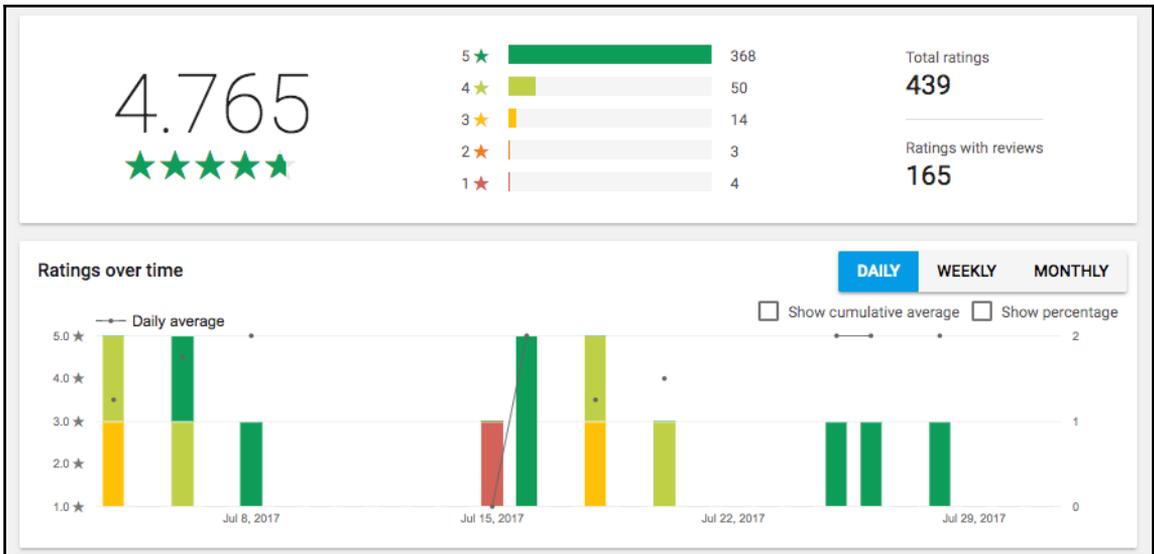
Cluster	Trends <a href="#">?</a>	Reports <a href="#">?</a>	Impacted users <a href="#">?</a>	Last reported	
Input dispatching timed out (Waiting to send non-key event beca... (no location available)		2	2	28 Jul 22:24	⋮
Input dispatching timed out (Waiting to send non-key event beca... (no location available)		2	2	31 Jul 12:05	⋮
<b>New in version 13</b> Input dispatching timed out (Waiting because the touched windo... (no location available)		1	1	27 Jul 17:15	⋮

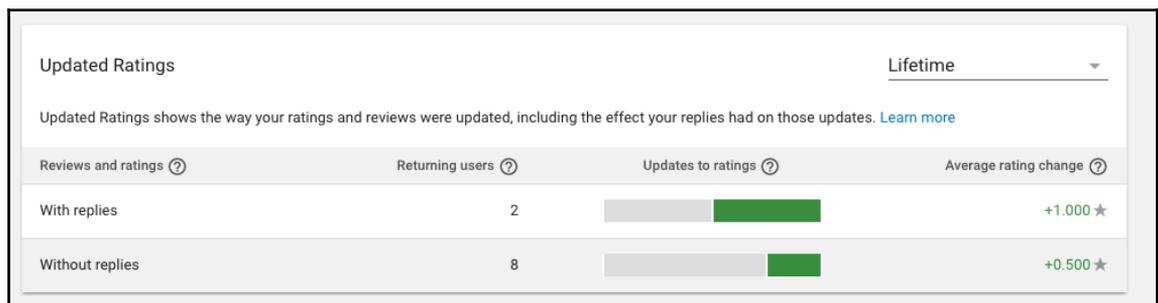
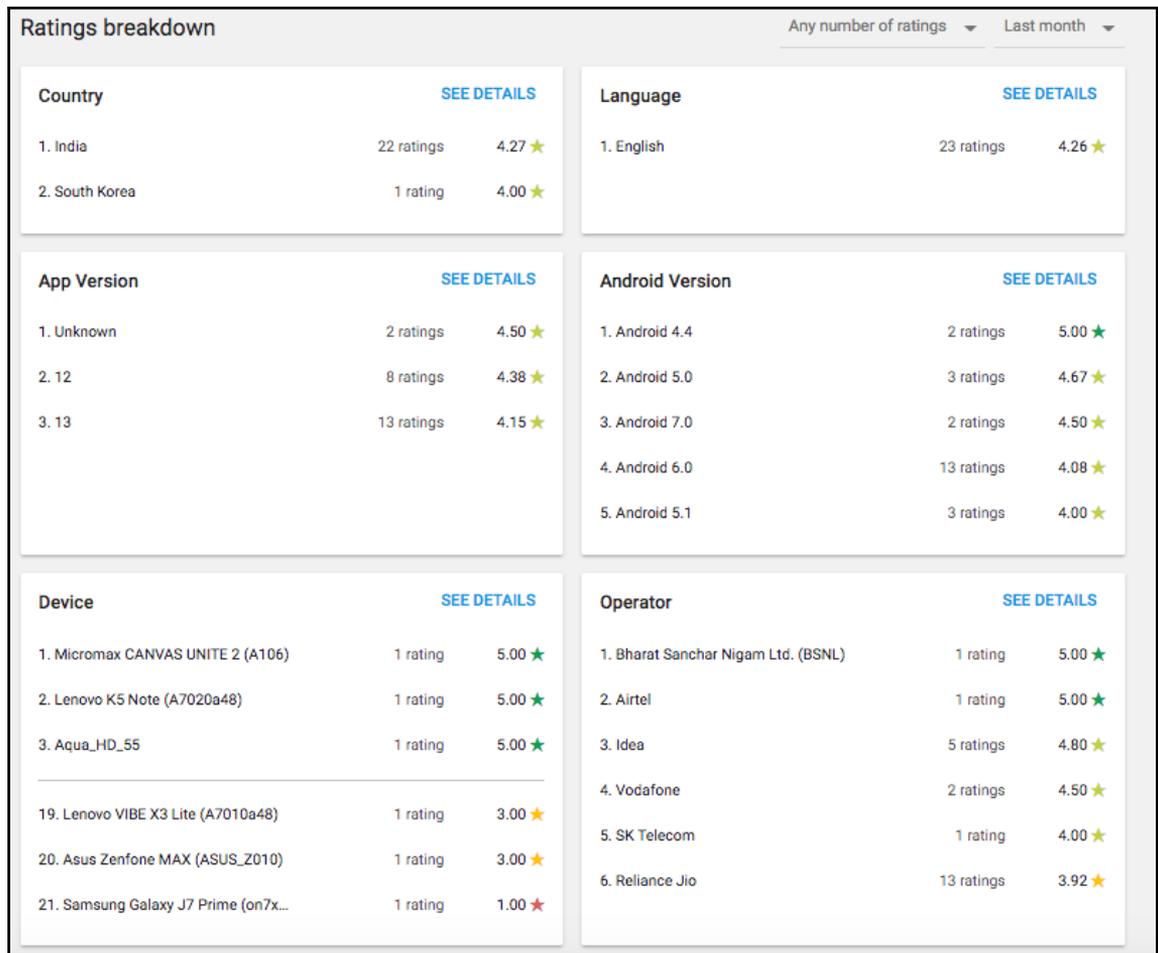
Page 1 of 1





Uploaded	Version	Mapping uploaded on	
	13 (1.1)	–	<a href="#">UPLOAD</a>
	12 (1.1)	–	<a href="#">UPLOAD</a>
	11 (1.0.2)	–	<a href="#">UPLOAD</a>
	10 (1.0.1)	–	<a href="#">UPLOAD</a>
	9 (1.0)	–	<a href="#">UPLOAD</a>
	8 (1.0)	–	<a href="#">UPLOAD</a>
	7 (1.0)	–	<a href="#">UPLOAD</a>
	6 (1.0)	–	<a href="#">UPLOAD</a>
	5 (1.0)	–	<a href="#">UPLOAD</a>





**Benchmarks & topics** All APK versions ▾ 4 Aug 2016 – 3 Aug 2017 ▾

---

**Benchmarks**

Benchmarks display your app's ratings for a fixed set of topics and compare these ratings with similar apps in the **News & Magazines** category. Available for reviews written in English.

▲ Common topic <sup>?</sup>	Average rating	Rating versus peers	Number of reviews	Number versus peers	Effect on rating <sup>?</sup>
speed <sup>?</sup>	4.667 ★	+0.867 ★	3	0.88 ×	
update <sup>?</sup>	4.524 ★	+1.145 ★	21	3.54 ×	
usability <sup>?</sup>	4.500 ★	+0.071 ★	2	0.51 ×	

**ALL** ENGLISH JAPANESE SPANISH

---

Translated topic	Original Topic <sup>?</sup>	Average rating	Number of reviews	▲ Effect on rating <sup>?</sup>
ads	ads (English)	2.667 ★	3	
time	time (English)	2.500 ★	2	
site	site (English)	2.000 ★	1	
work	work (English)	3.500 ★	2	
features	features (English)	4.000 ★	1	
iphone	iphone (English)	4.000 ★	1	
service	service (English)	4.600 ★	5	
developer	developer (English)	5.000 ★	1	
download	download (English)	5.000 ★	1	
facebook	facebook (English)	5.000 ★	1	

Search original review text 🔍 1 Oct 2008 – 4 Aug 2017 ▼

All ratings ▼	All languages ▼	All APK versions ▼
All OS versions ▼	Benchmark/common topic ▼	Topic ▼
All reply states ▼	<a href="#">ADD DEVICE FILTER</a>	

6 Jul



**Anant Vernekar** 6 Jul 2017 at 22:14 👍 0 🗑️ 0 🚩 🔗

★★★★★  
Good news media for goan

Reply to this review

Device: [Galaxy E5 \(e53g\)](#) App version: 13 (1.1) OS: Android 5.1 [MORE](#)

4 Jul



**Diamond Fernandes** 4 Jul 2017 at 10:59 👍 0 🗑️ 0 🚩 🔗

★★★★★  
Superb !

Reply to this review

Device: [Galaxy Grand2 \(ms013g\)](#) App version: 13 (1.1) OS: Android 4.4 [MORE](#)

**UPDATED**

 **nitesh naik** 3 Jul 2017 at 22:32  3  0

☆☆☆☆☆

Hide history 

**nitesh naik** 21 Feb 2017, 15:39:38  
☆☆☆☆☆

**nitesh naik** 22 Feb 2017, 15:46:38  
☆☆☆☆☆ -2★

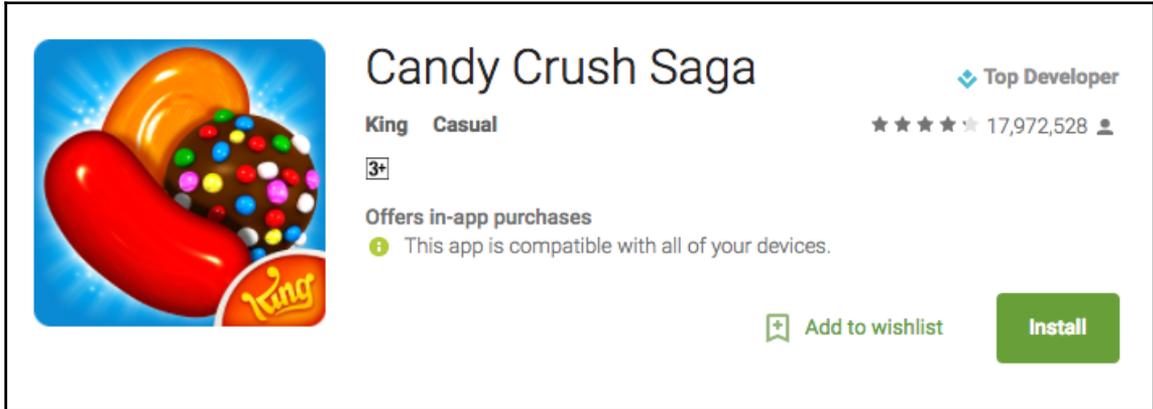
**nitesh naik** 4 Mar 2017, 11:59:52  
☆☆☆☆☆ -1★  
It's very bad after updating cause pop up add started coming.

**You said** 15 Mar 2017, 11:49:50  
Thank you for your feedback. We want to give the App free to our users and hence the advertisements. Shortly the App will becomes self sustaining and you will get an advertisement free App. Thanks yet again. Regards

**nitesh naik** 3 Jul 2017, 22:32:00  
☆☆☆☆☆ +2★  
It's very bad after updating cause pop up add started coming Nice app to get local news.

Nice app to get local news.

# Understanding App Store Analytics for Optimization



The image shows a screenshot of the Candy Crush Saga app page on the App Store. On the left is the app icon, which features a red, orange, and yellow candy swirl with a chocolate swirl containing colorful candies, and the King logo at the bottom. To the right of the icon, the app title "Candy Crush Saga" is displayed in a large, bold font. Below the title, the developer "King" and the genre "Casual" are listed. To the right of the title, there is a "Top Developer" badge and a star rating of 4.5 stars with 17,972,528 reviews. Below the title, there is a "3+" age rating icon. Further down, it says "Offers in-app purchases" and "This app is compatible with all of your devices." At the bottom right, there are two buttons: "Add to wishlist" and a green "Install" button.

**Candy Crush Saga** Top Developer

King Casual ★★★★☆ 17,972,528

3+

Offers in-app purchases

i This app is compatible with all of your devices.

+ Add to wishlist Install

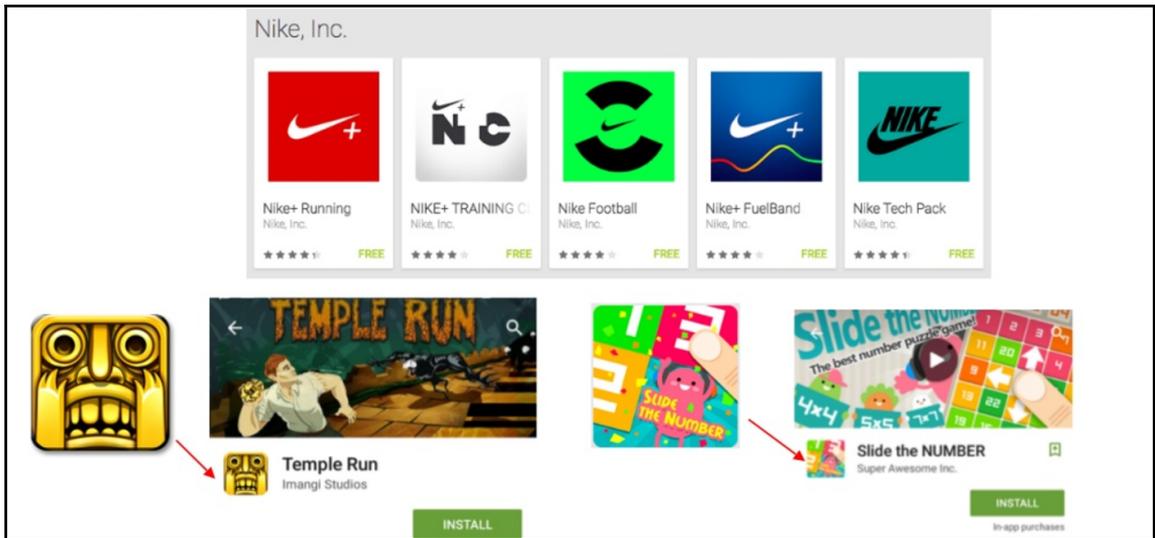
Take on this deliciously sweet Saga alone or play with friends to see who can get the top score!

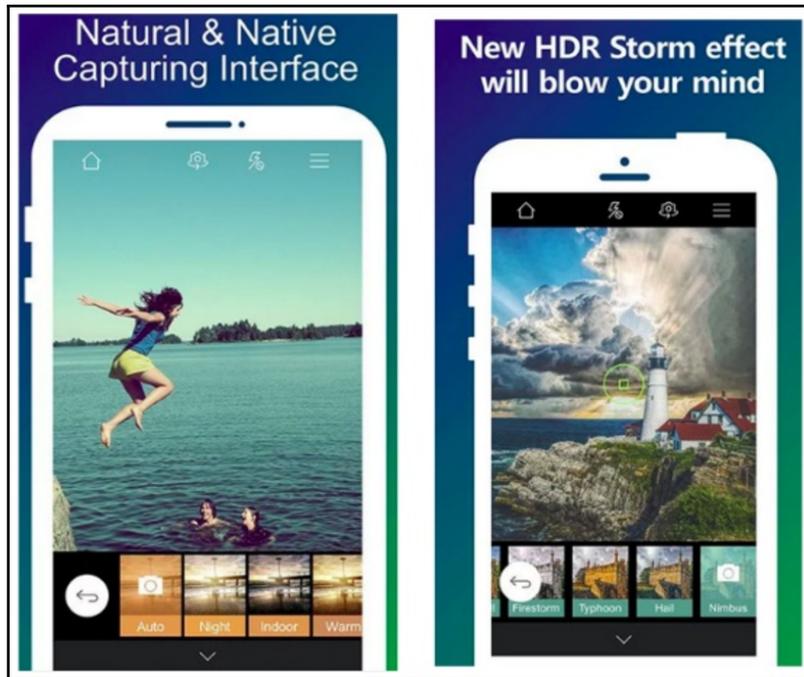
Candy Crush Saga is completely free to play but some optional in-game items will require payment.

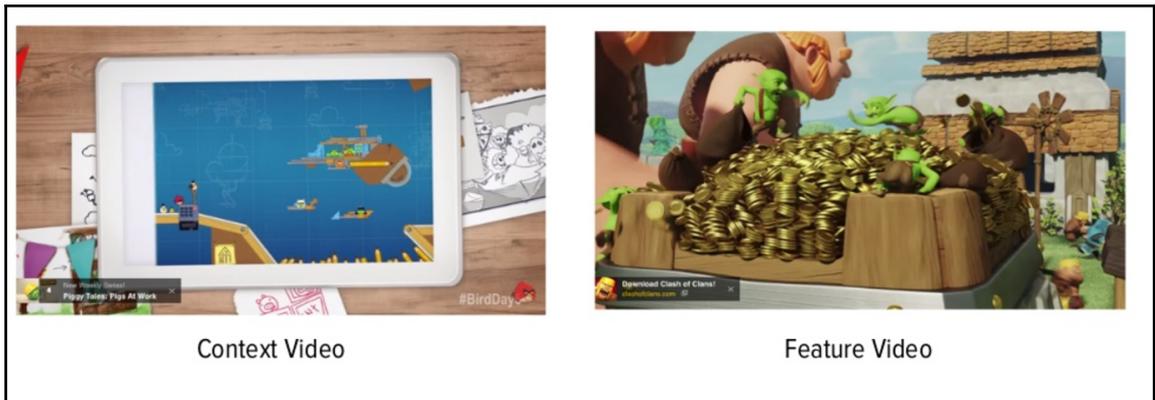
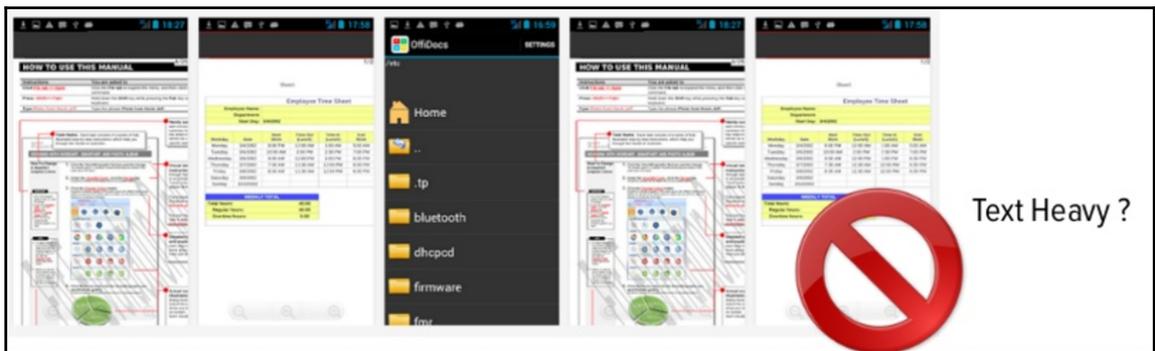
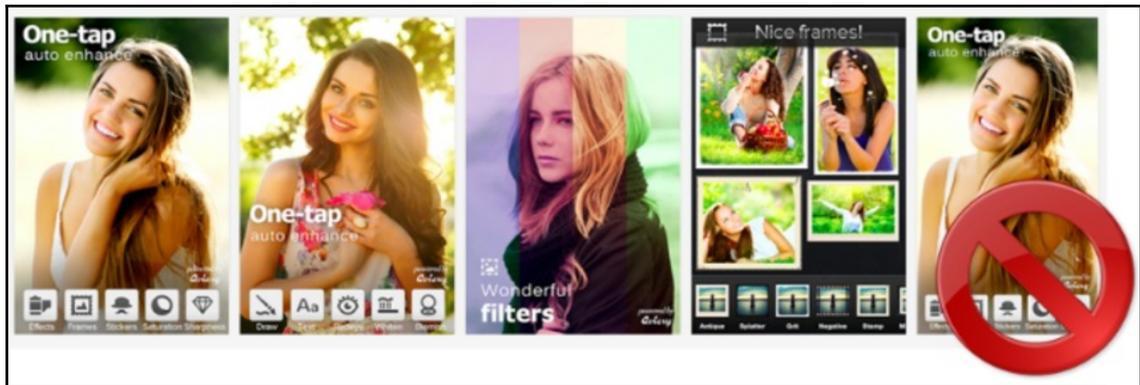
By downloading this game you are agreeing to our terms of service; <http://about.king.com/consumer-terms/terms>

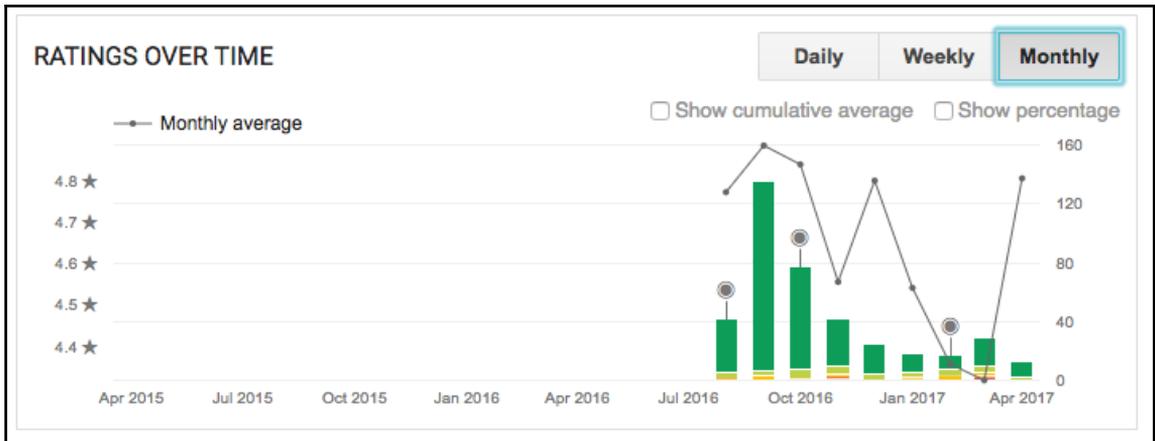
Candy Crush Saga features:

- Tasty ways to play: Target Score, Timed Levels, Drop Down Mode and Order Mode
- Collect sugar drops to progress along the Sugar Track for super sweet surprises!
- Spin the Daily Booster Wheel for a delicious prize
- Pass level 50 to unlock Dreamworld and escape reality with Odus the Owl
- Unwrap delicious environments and meet the sweetest characters
- Tasty Candies, wrapped and striped Special Candies, Color Bombs and various other magical boosters to help with challenging levels
- Hundreds of the best levels in the Candy Kingdom with more added every 2 weeks for your entertainment
- Leaderboards to watch your friends and competitors!
- It's easy to sync the game between devices and unlock full game features when connected to the Internet









By Search

Observe the title

Assets in Locale