

## KEY IN-CLASS STUDENT ACTIVITY 1.4: PUBLISH AN APPLICATION TO A STORE

### Lesson Objective 1.4:

Publish an application to a store. *Topics include:* third-party stores.

### Resources, software, and additional files needed for this lesson:

1. Microsoft® Expression® Design

### Guiding questions:

#### 1. Prior to publishing, how can you ensure that your application works as expected?

Develop a release-ready package that users can install and run on their Android-powered or Windows® devices. Use the package and the Android SDK/Windows SDK tools to test and debug your applications prior to publication.

#### 2. List the steps necessary to publish an application.

The steps for preparing an application for publication include: configure, build, and test a release version. The configure step helps optimize the application.

#### 3. What is the purpose of a launcher icon?

Application launcher icons have three primary goals:

- a. Promote the brand and tell the story of the application.
- b. Help users discover the application in the Android Market or the Windows Store.
- c. Function well in the Launcher. (The icon should represent the application and make it easily identifiable.)

Note: Windows 8 (scheduled for release in late February 2012) is using the Metro apps similar to Windows Phone. The overall designs of the tiles for these apps are big, bold colors, with a focus on text rather than imagery. Windows 8 is more text-based and uses larger icons.

### Student activity:

#### Directions to the student:

Read the following scenario and answer the questions. Verify your answers with the instructor.

#### Scenario:

Dana Birkby is an entry-level developer and tester at Tailspin Toys. The company has created a new Windows game application called Hangwoman to rival the existing hangman game. Dana has thoroughly tested the application, and her supervisor has asked her to prepare a launcher icon to accompany her game for submission to the Android Market.

#### Content:

1. The application was created for an Android operating system. What tool can Dana use to test the application's capabilities?

**The Android SDK provides tools to test and debug Android applications prior to publication.**

2. Why it is important to create an application icon that accurately depicts an application?

**If the icon does not accurately depict the application, end users are not likely to download the application, or they will be disappointed when it does not match their expectations.**

3. Use Expression Design to create a new launcher icon for a new game or application. Save the image to the location specified by your instructor.
  - a. Open Expression Design.
  - b. Create a custom image size for the icon (72 px by 72 px).
  - c. Use the Expression Design tools to create an icon.
  - d. Ask a peer to review your design and provide feedback.
    - Does it convey the purpose of the application?
    - Is it designed to work with various backgrounds?
    - Is the information too cluttered for the space available? Hint: pictures can sometimes reveal more information than text.

**The designs will vary but should provide a clear idea of the game or application being depicted. If time is available, gather the images created by the students (either printed or in a PowerPoint® slideshow). Instruct the class members guess the purpose and goals for the associated application.**