

MEETING MONITOR APP

DOCUMENTATION

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INTRODUCTION

Meeting Monitor is an Android app that gives power to meeting chairman to silence and lock screens of all meeting participants' android smartphones using his/her smartphone.

APP FEATURES

Meeting Monitor app works following procedures below:

- Chairman creates meeting by entering Meeting name and meeting time(how long meeting will take)
- Chairman shares meeting link to participants through any channel of choice (SMS, WhatsApp, email, social media etc.)
- Participants join using meeting link from chairman
- Meeting Monitor App Locks participants phone screen and puts it in vibration mode
- If Participant tries to unlock screen Meeting Monitor Locks Screen again and Notifies Chairman by Updating Participants number of screen openings on participants list
- If participant reboots his/her phone while in meeting mode, after reboot Meeting Monitor App will lock participants screen
- Chairman can remove specific participant from participants list, which will allow participant to access his/her phone
- Chairman can end meeting which will allow all participants to access their phones and end meeting session in their phones

REQUIREMENTS

The following are basic requirements needed for Meeting Monitor App:

- Android OS 4.2 and Above
- Android Studio 3.0 and above
- Knowledge of Kotlin programming language

- AdMob account (<https://admob.google.com>)
- Firebase account(<https://firebase.google.com/>)

CUSTOMIZATION

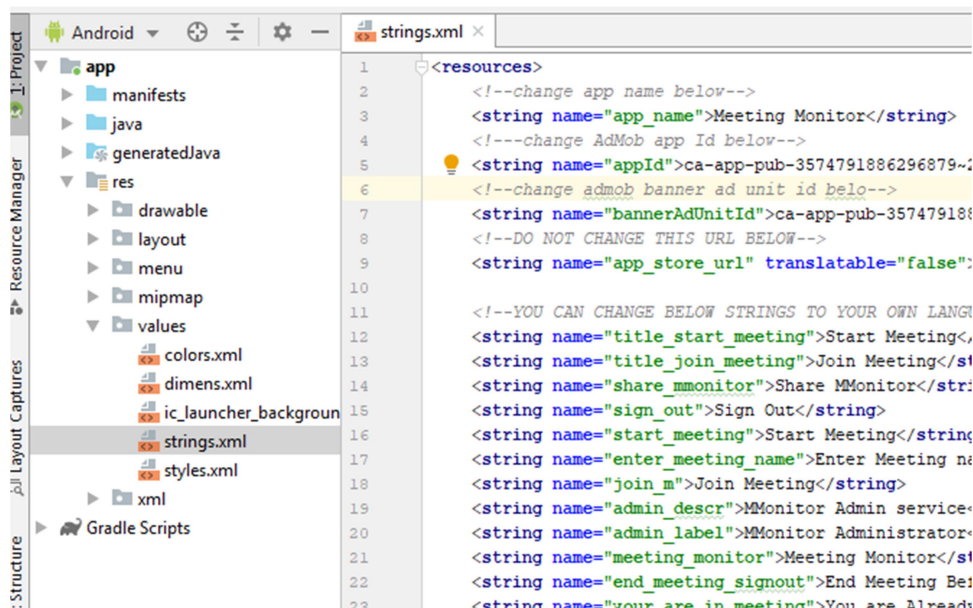
To customize Meeting Monitor App, Extract zip file you downloaded, save it in your computer. Open Android Studio 3.0 or above, Choose 'Import Project (Gradle, Eclipse ADT, etc)' select folder where you extracted Meeting Monitor app. After importing is done now it is time to customize it.

1. Change App Name

To Change App Name Open strings.xml file in Android Studio, go to first line with

`<string name="app_name">Meeting Monitor</string>`

Replace meeting Monitor with your Desired App Name

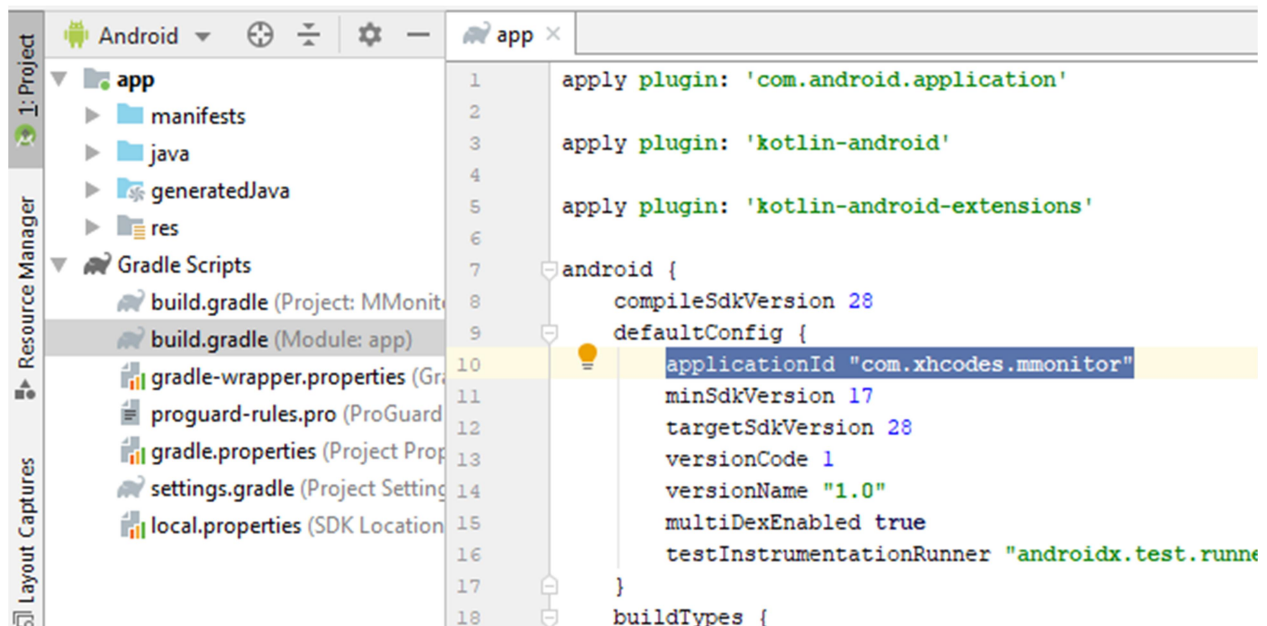


2. Change Application Id

Application ID is the unique identifier of your app in Google Play. To change this ID open build.gradle (Module:app) under Gradle Scripts folder.

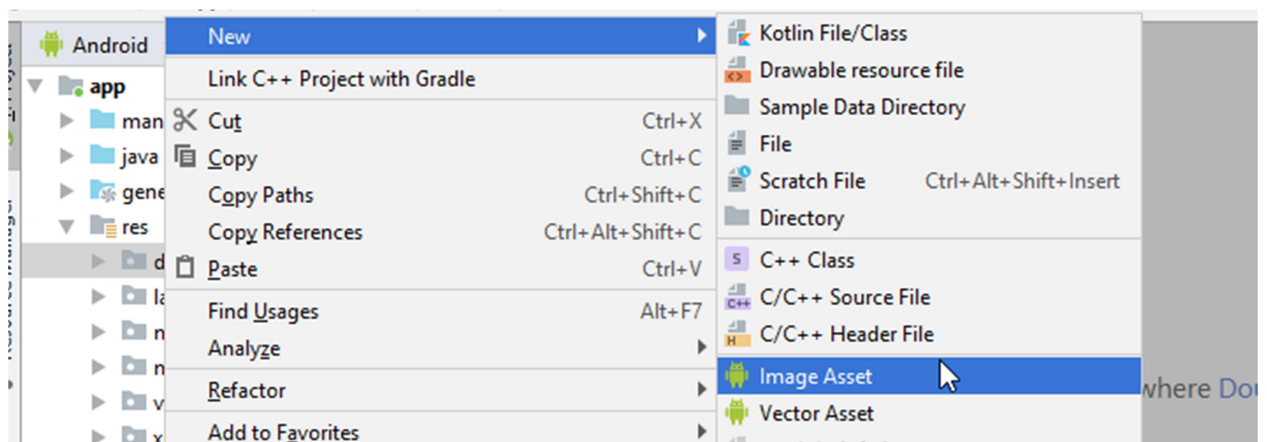
Find `com.xhcodes.mmonitor`

Replace it with your desired string with the same format, example com.xyz.memonitor.

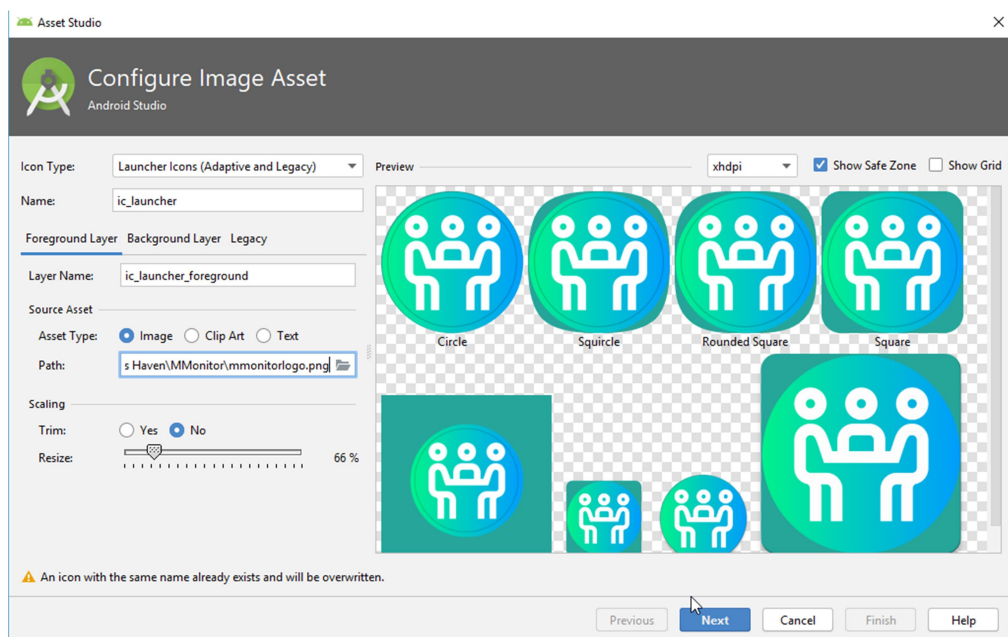


3. Change App Logo

Using any image editor design Your logo, with dimension at least 512x512 pixels. Save it to any location in your computer. Go to Android Studio in Meeting Monitor project you imported. On left pan right click on drawable directory which is under res directory, then choose New, Go to Image Asset



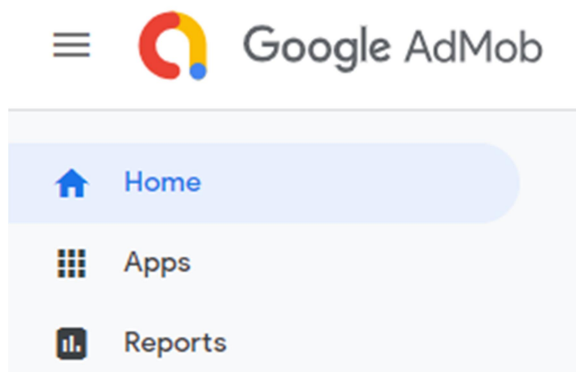
On opened Android Studio Window go to path and choose image you saved into your computer



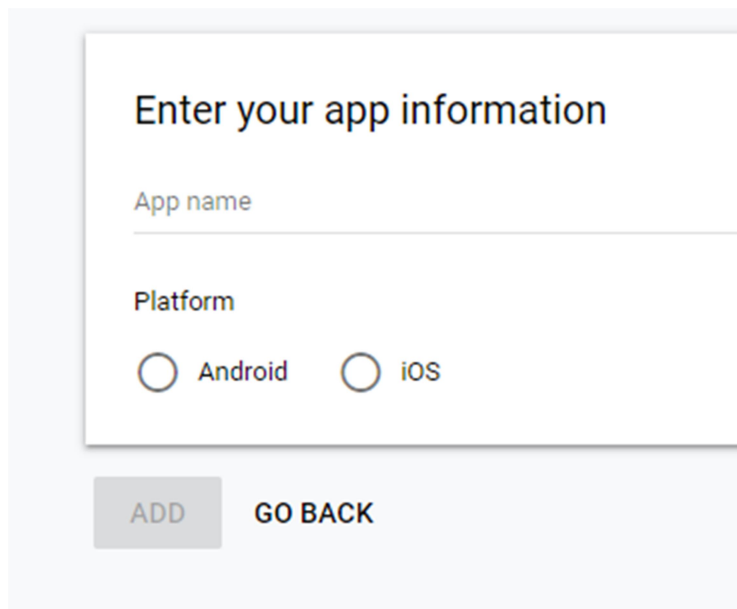
Click Next and Then Finish. Your App Logo now is changed.

4. Change AdMob Banner Id

To get banner ad id, you must register your app in your admob account, go to <https://admob.google.com> create account if your do not have one. Go to Apps on left side, then Add App



Then Enter Your App name.



Enter your app information

App name

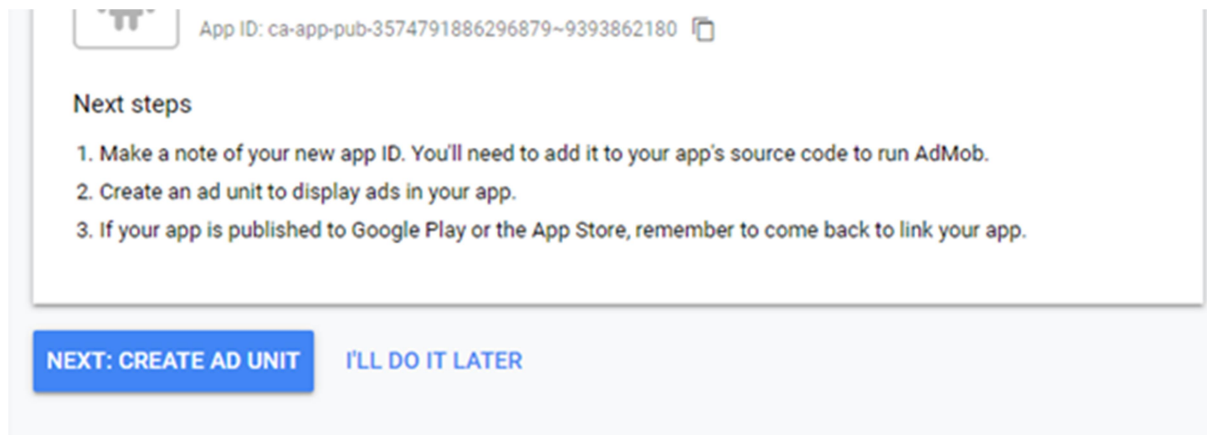
Platform

☐ Android ☐ iOS

ADD GO BACK

On platform, Choose Android. Click Add

On next Screen, Copy App ID



App ID: ca-app-pub-3574791886296879~9393862180

Next steps

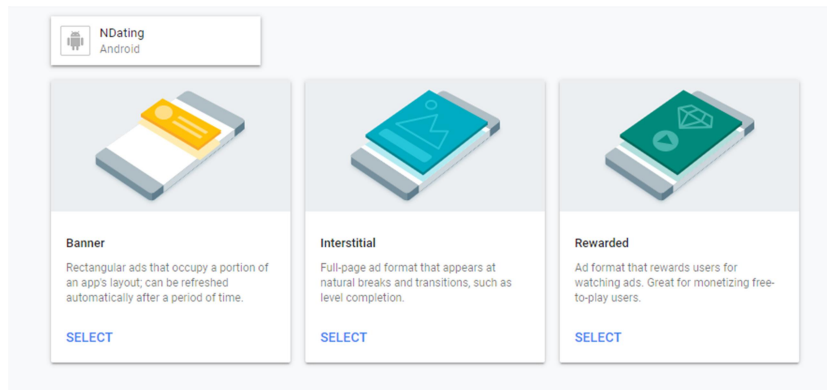
1. Make a note of your new app ID. You'll need to add it to your app's source code to run AdMob.
2. Create an ad unit to display ads in your app.
3. If your app is published to Google Play or the App Store, remember to come back to link your app.

NEXT: CREATE AD UNIT I'LL DO IT LATER

After Copying App Id, go to strings.xml file in android studio find, paste your app Id

```
<string name="appId" translatable="false">APP ID HERE</string>
```

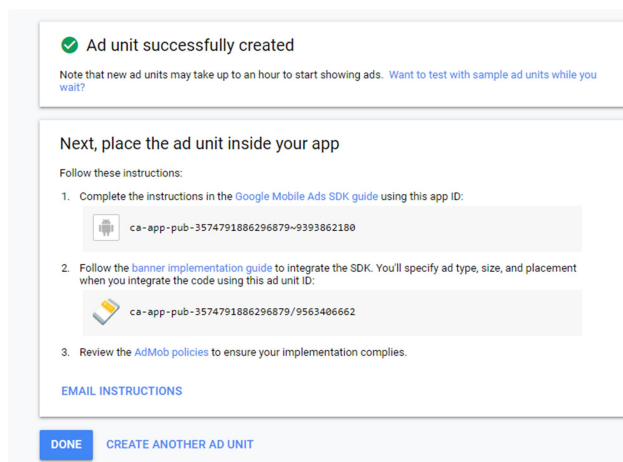
Then go back to your Ad Mob App Creation Screen in browser, Click 'NEXT: CREATE AD UNIT'



Select Banner. In next Screen enter Ad Unit Name you desire

The screenshot shows the Google AdMob console interface. At the top, there's a header with the 'NDating Android' app icon. Below it, the 'Ad format' dropdown is set to 'Banner'. The 'Ad unit name' input field is visible with the placeholder text 'Example name' and a character count '0 / 80'. Below the input field, there's a link for 'Advanced settings'. At the bottom, there are two buttons: 'CREATE AD UNIT' and 'BACK'.

Then Click 'CREATE AD UNIT', in next screen copy ID in step 2



Go to strings.xml in android studio find

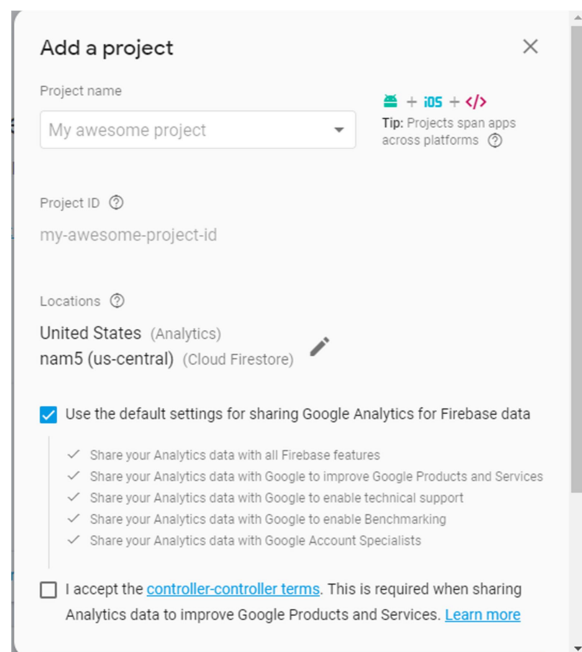
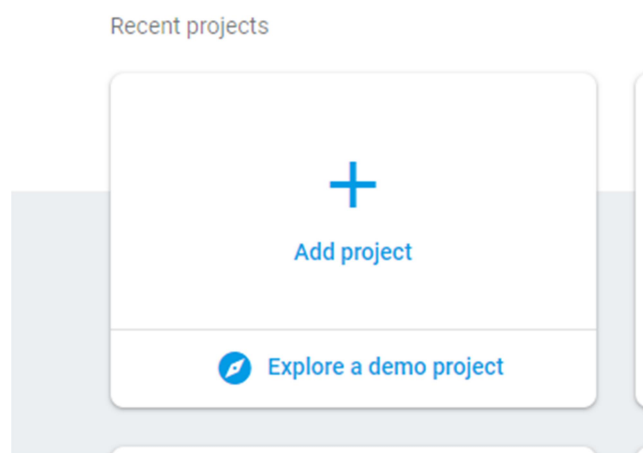
```
<string name="bannerAdUnitId">YOUR BANNER AD UNIT ID HERE</string>
```

Paste your Banner ad Unit Id there.

5. Create Firebase Project

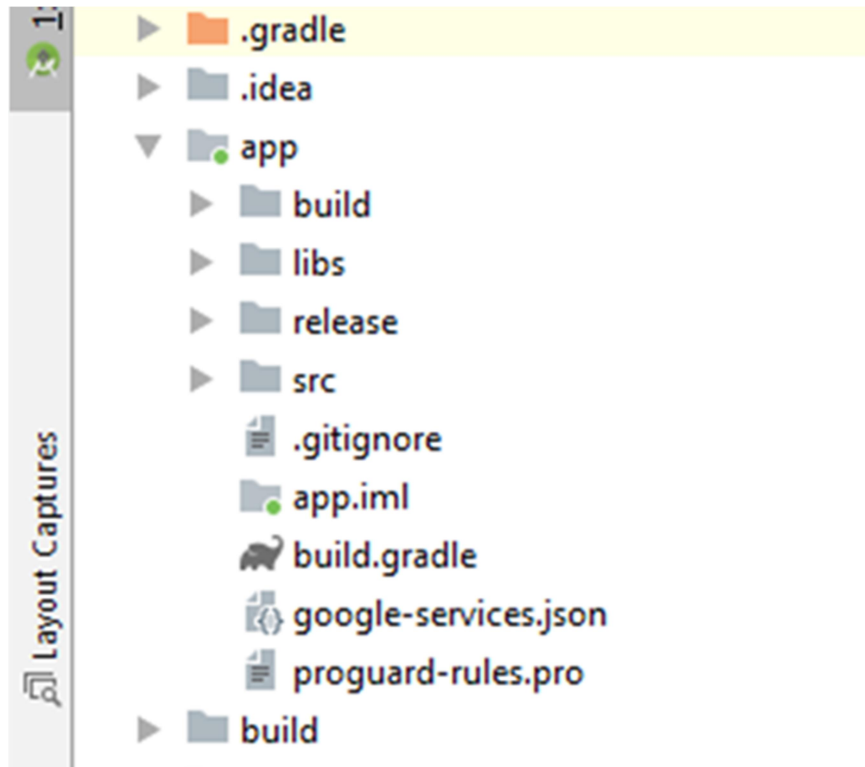
Firebase Project is required for storing Meeting Monitor app data using Firebase Real time database and handling user Sign In using Firebase Auth. To Create project:

Go to <https://firebase.google.com> register. After registration go and create new project in Firebase console

A screenshot of the 'Add a project' dialog in the Firebase console. The dialog has a title bar with a close button. It contains the following fields and options:

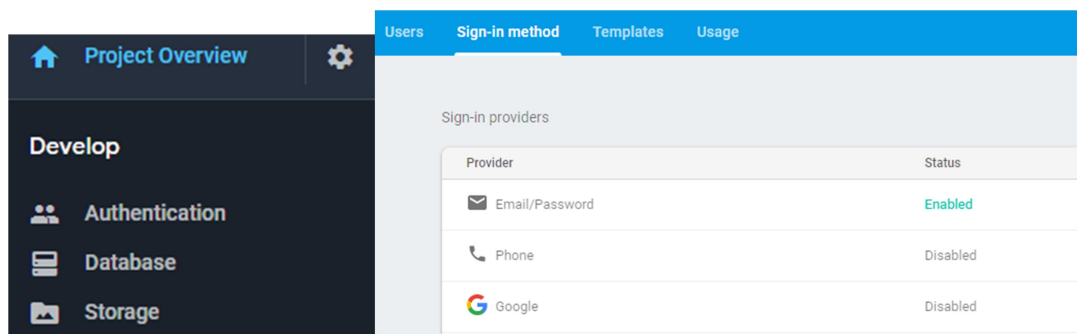
- Project name:** A dropdown menu with 'My awesome project' selected.
- Project ID:** A text field with 'my-awesome-project-id'.
- Locations:** A section with 'United States (Analytics)' and 'nam5 (us-central) (Cloud Firestore)' listed.
- Analytics sharing:** A checked checkbox labeled 'Use the default settings for sharing Google Analytics for Firebase data'. Below it are five sub-options, all checked:
 - Share your Analytics data with all Firebase features
 - Share your Analytics data with Google to improve Google Products and Services
 - Share your Analytics data with Google to enable technical support
 - Share your Analytics data with Google to enable Benchmarking
 - Share your Analytics data with Google Account Specialists
- Terms:** An unchecked checkbox labeled 'I accept the [controller-controller terms](#). This is required when sharing Analytics data to improve Google Products and Services. [Learn more](#)'.

Enter project name. Follow all steps there. Download 'google-services.json' file. Save your file in Downloads folder. Then Copy that file, go to android studio Paste it under app folder in project view.



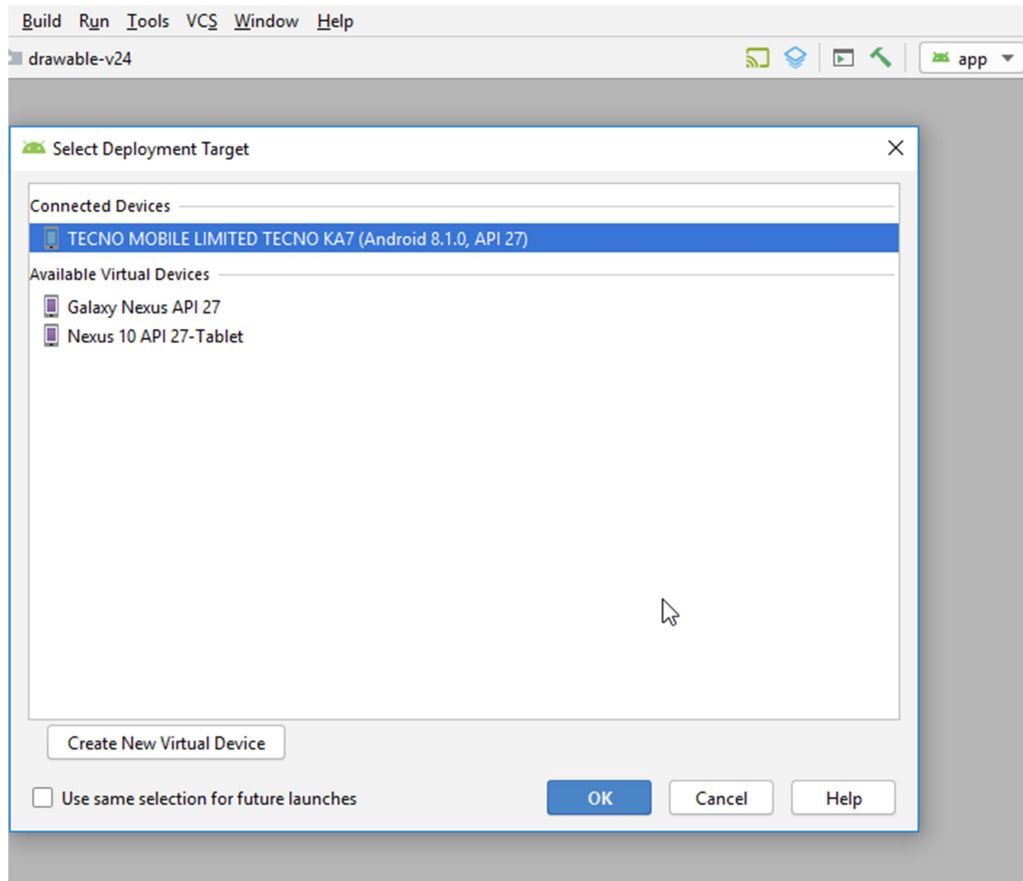
6. Enable Firebase Authentication

Meeting Monitor uses Firebase Authentication for user registrations and Sign-In. You must enable at least one Sign-In method from your Firebase project. Click Authentication menu on left side then click Sign-in Method tab. Enable Email/Password method.



7. Build and Run

After following all the steps above it is time to test your app. Connect Your android phone with debugging enabled, then in android studio click Run Menu followed by Run 'App'. Choose your phone and click Ok, wait for Android Studio to Build and Run your app into your phone.



CUSTOMER SUPPORT

In case you need any help which is not covered in this document, email us at xebusinesshaven@gmail.com, we will try to respond to your enquiry within 2 business days.