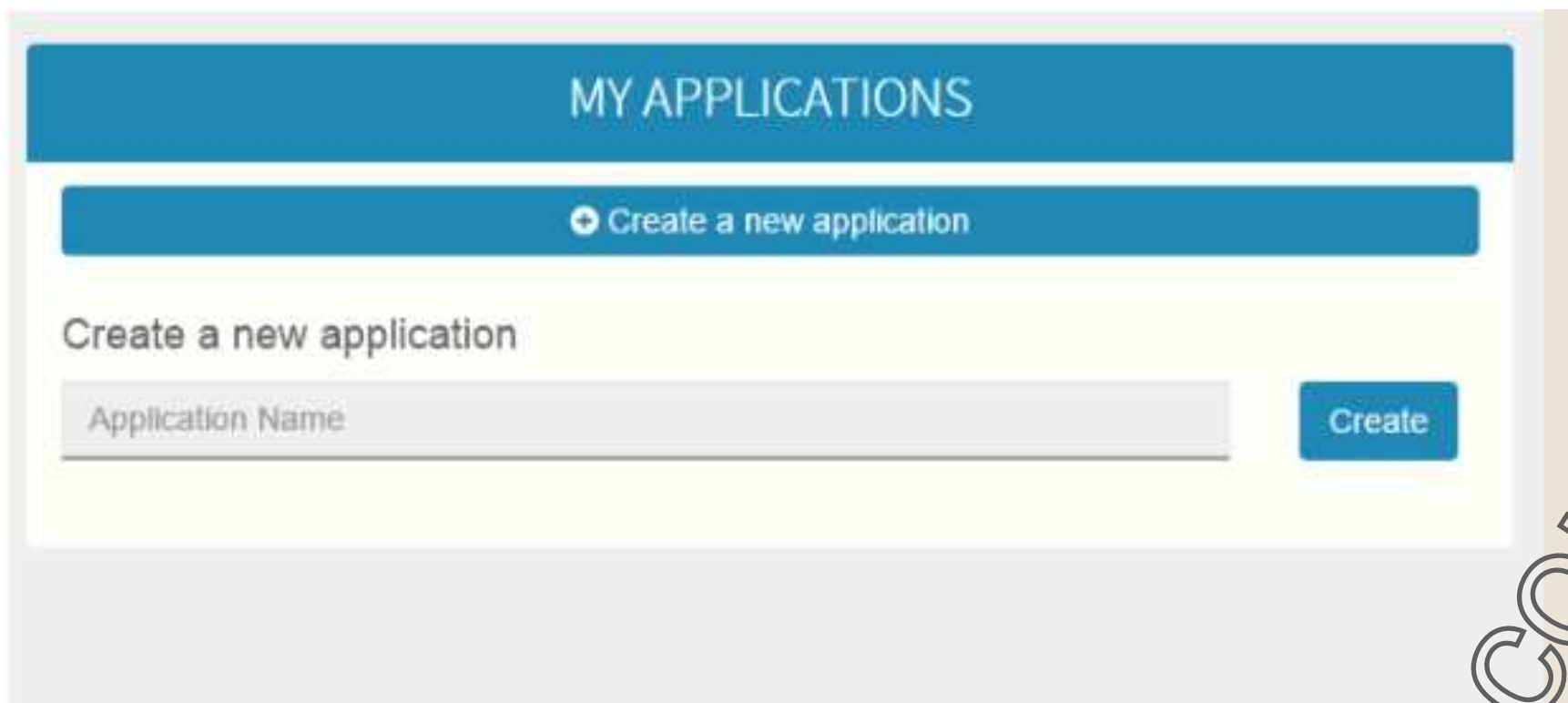# HOW TO CREATE AN APPLICATION FROM SCRATCH

We are going to show you how Platform 2.0 App Builder works and go through the entire process of creating an application.

You can either start by creating an application or, if you are a reseller, creating your white label administration interface. A white label administration interface enables your clients to handle the everyday management of their applications by connecting to your domain name, rather than by accessing CreateMobilesApp.com. Your clients won't see us at all. Now we are going to examine the process of creating an application.

Enter the name of your application. Say, for example, "Pizza App." and click on **"Create".**
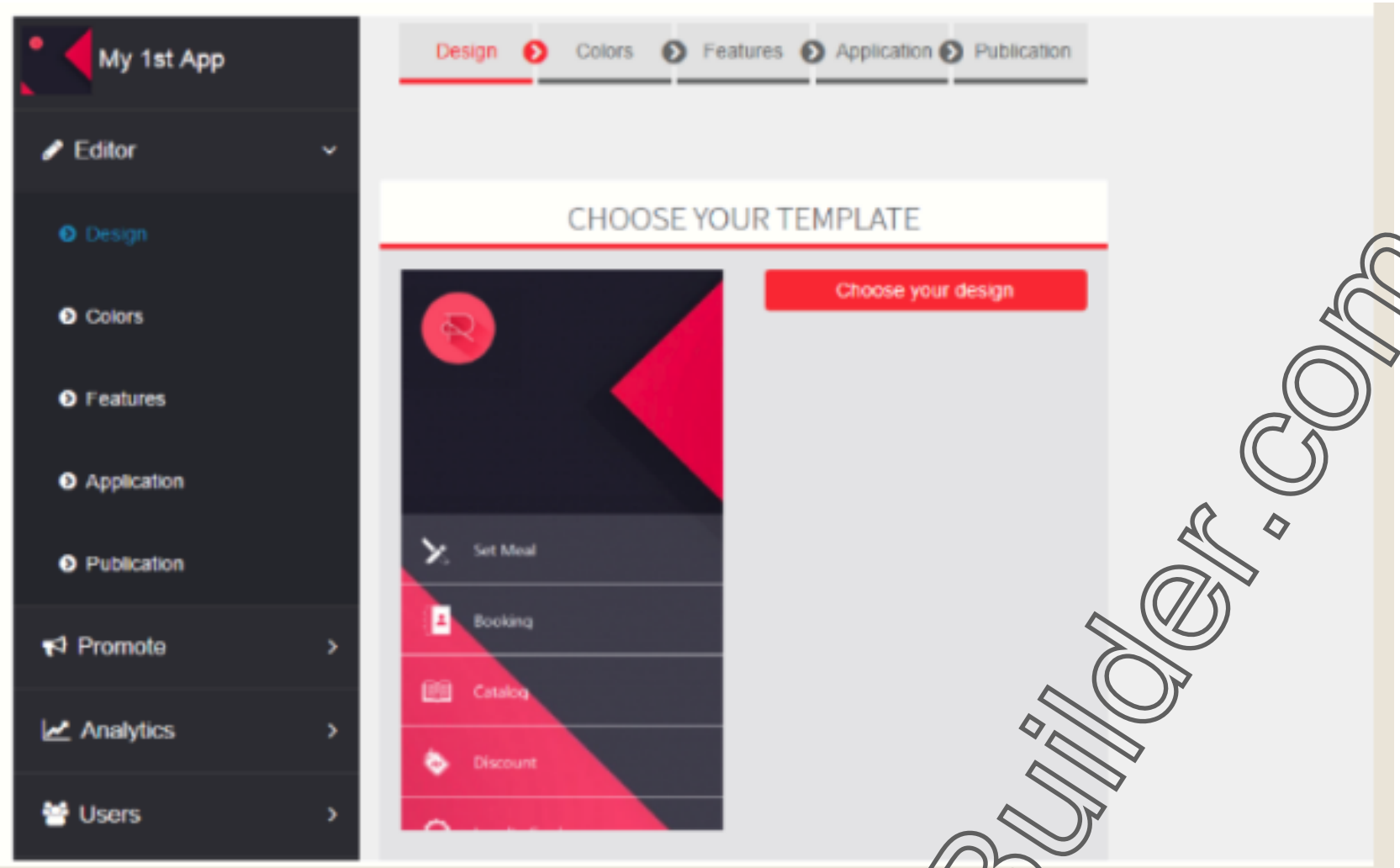
    You will access this page:
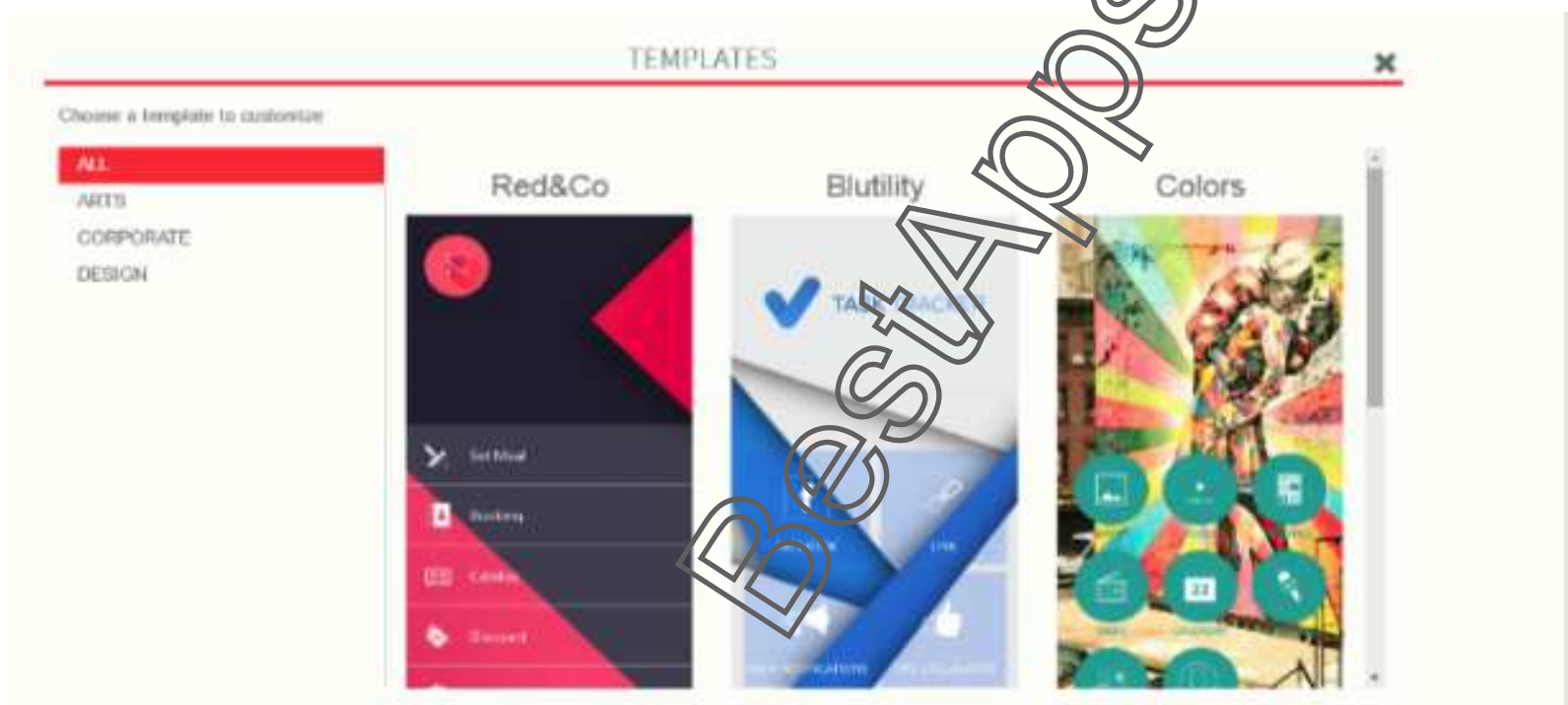
Choose your Template

Just choose from one of the available templates to get a prebuilt app with features in it, colors and content, or choose the blank template (or just close this template window) to start with an empty app.
Then this page appears:

You can see 5 steps to get your app done:
 Design, Colors, Features, Application, Publication.

Let's see them one by one in details.
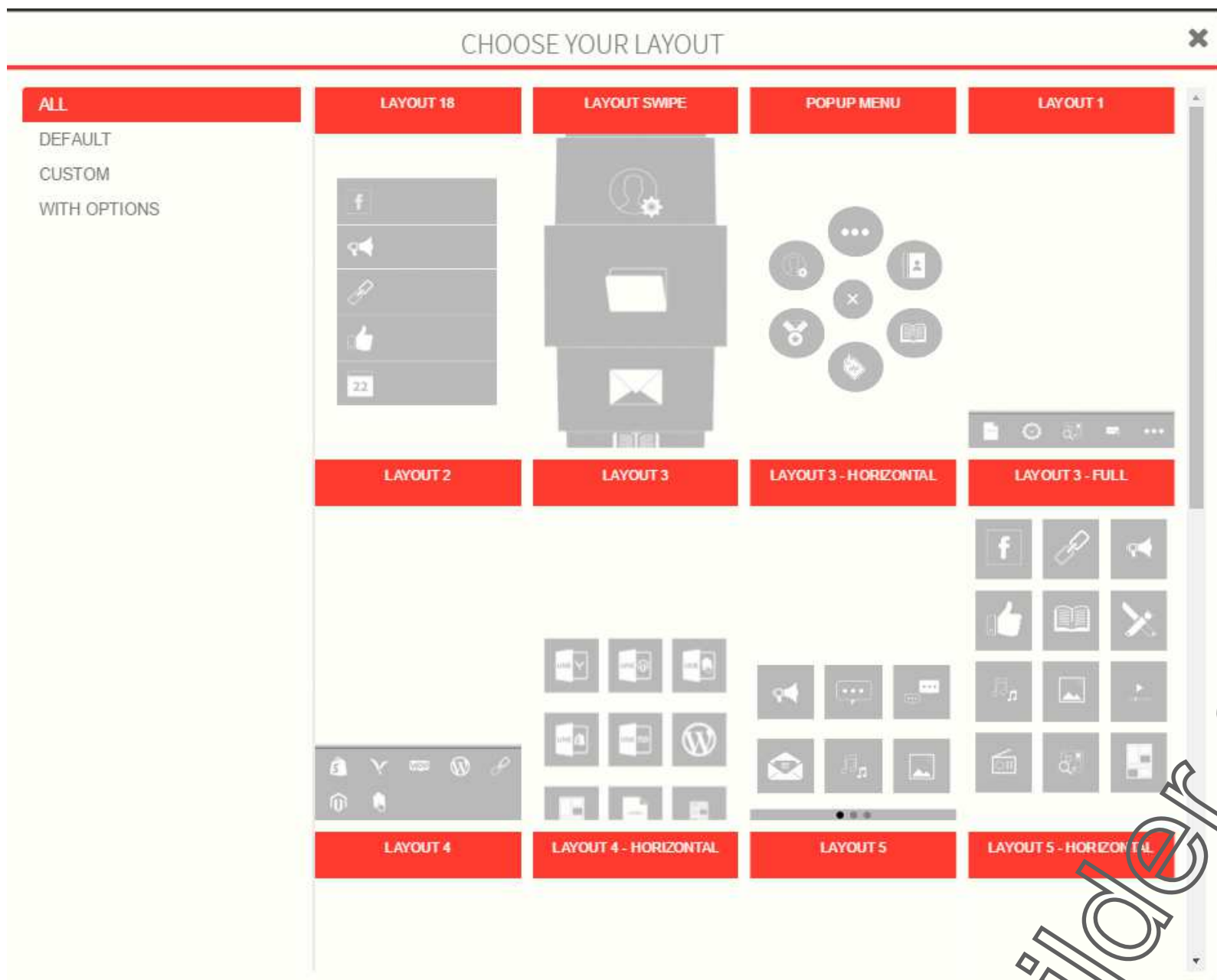
[1]   Choose your template
We've just seen it. By clicking on the button "Choose your design" you will be able to change the template of your app.

Take care if you have already chosen some colors and images for your app, they will be replaced by the ones of this template.

[2]   Choose your layout
Choose your layout as shown in the diagram below:

Choosing your Layout

A layout is the type of icons tab bar of your app. If you are ok with the default layout of your choosen template, you can skip this step. Otherwise you can choose a new tab bar for your app:

Whether you would like your application to be a single row of icons: Or any other layouts. You can play with them, that will not hurt your app.

The Layouts also have options for you to adjust your layouts, stretch the layouts and so on. Just play around with these tools to get the full effect.

Layout Options to tweak your Layouts

You are free to test all these layout tweaks to suite your needs
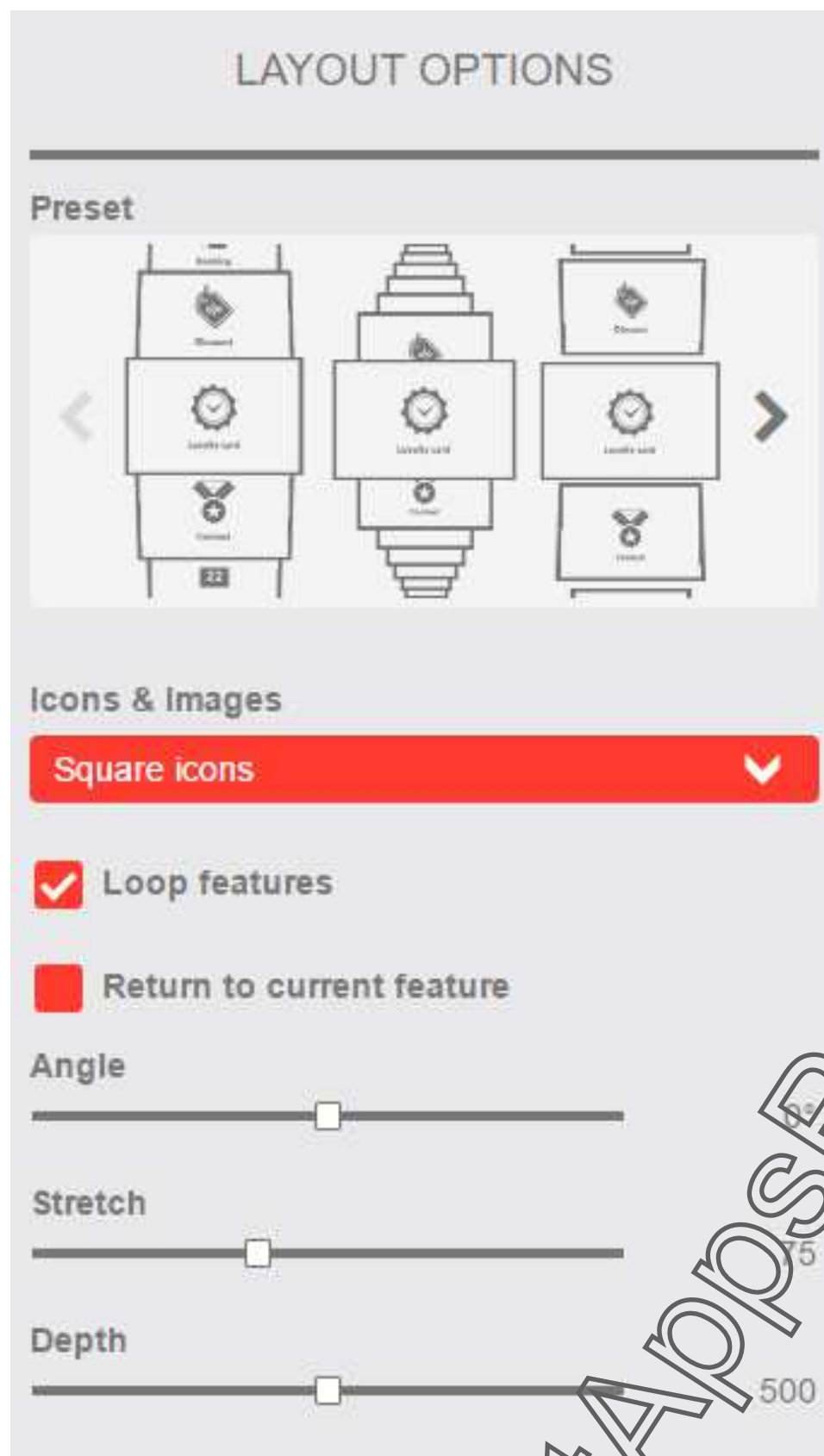
Another option is "Display the homepage slider", with this option you will be able to upload images to display a slider on your app homepage.

Choose your Homepage Image

Choose your homepage image
From there you can upload the background images that will be used for your homepage. Be sure to upload an image for all screen sizes to match every devices (iPhones, iPads, Android phones and tablets)

If you check the option "Use into all your application's page", this image will be
set as a background image for all your application's page.

If you check the option " Hide iOS status bar ", the status bar displaying the time, battery level, etc will not be displayed in your iOS app.

You may also choose the country of the app, it is useful only if you use some features like Mcommerce to display the good currency, and you can also change the font used in your app.

2. Colors

Here you will be able to choose the colors of your application. Click on the elements to the left and you will see on the right in the preview that the element in question will twinkle for a few seconds.
Here are a few explanations to get you started using the graphics palette:
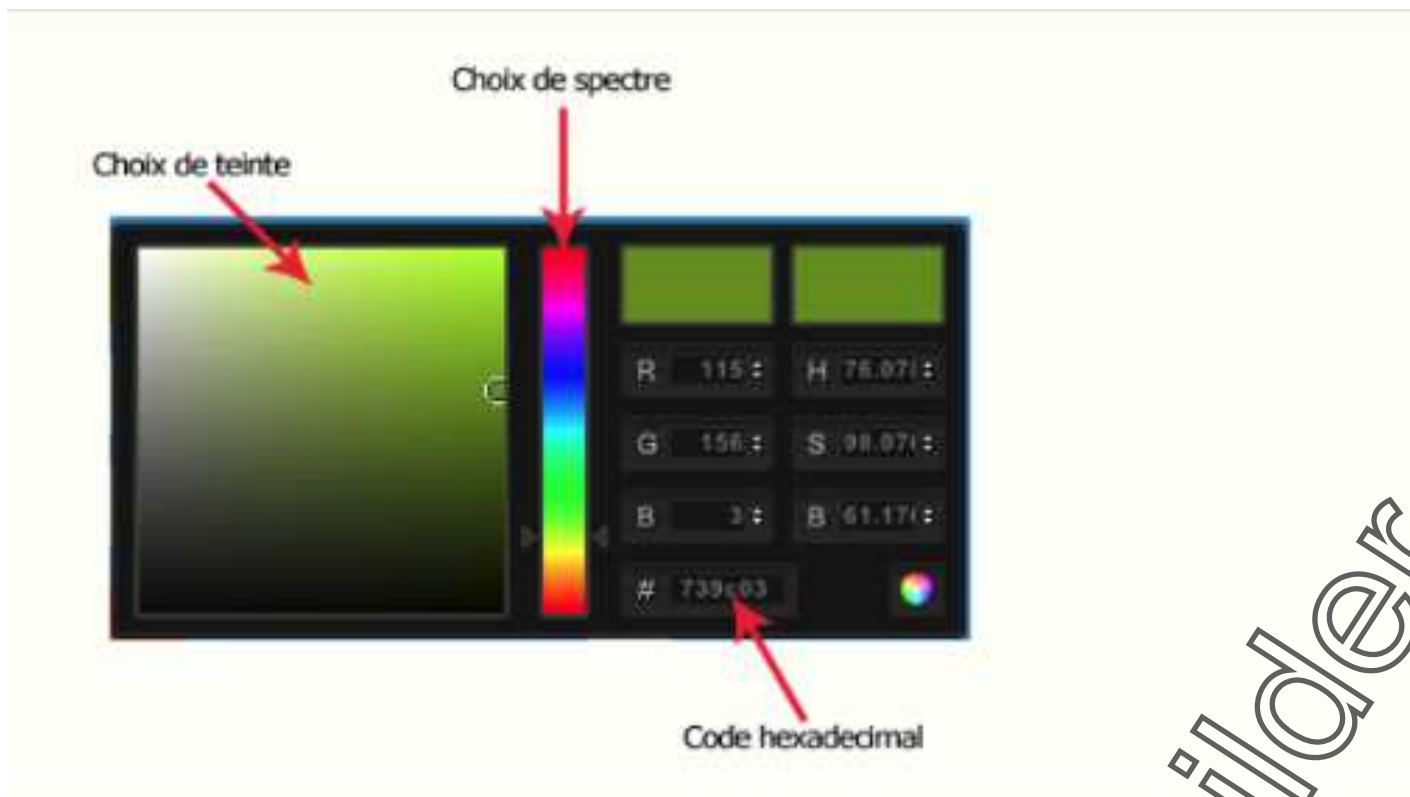
You may begin by using your mouse to choose the color spectrum that you are looking for and then choose the hue. If you know the color's hexadecimal code (or RGB), you may directly type this code into the fields provided and then click Enter.

Keep in mind that Apple will not validate your application if you choose a kaleidoscope of clashing colors. A design tip: If you are not an expert, keep it simple, for example with white letters on a dark background.

Avoid fluorescent colors in particular and you will have the best chances of having your application accepted by Apple.

In "Choose your icon colors" you can activate the option "Transparent", this way your icon tab bar will have no background color.

Adding Features

Adding pages / features to your application:
This part will enable you to create pages / features to your application.

To add pages / features to your application, just click on the features that you wish to add.

ADD PAGES

You will be greeted with a pop-up screen similar to the image below, which explains the purpose of the particular Feature that you have selected. When you are satisfied, click on the ADD button on the right of the pop-up to add the Feature.

ADD A PAGE

The purpose of this feature

The feature to organize your content. With Folder, you can create your own app tree, with folders, subfolders, sub-subfolders, your pages in them. You can even add a search box to help your users to find the content they're looking for. Click on ADD button below to add this feature.
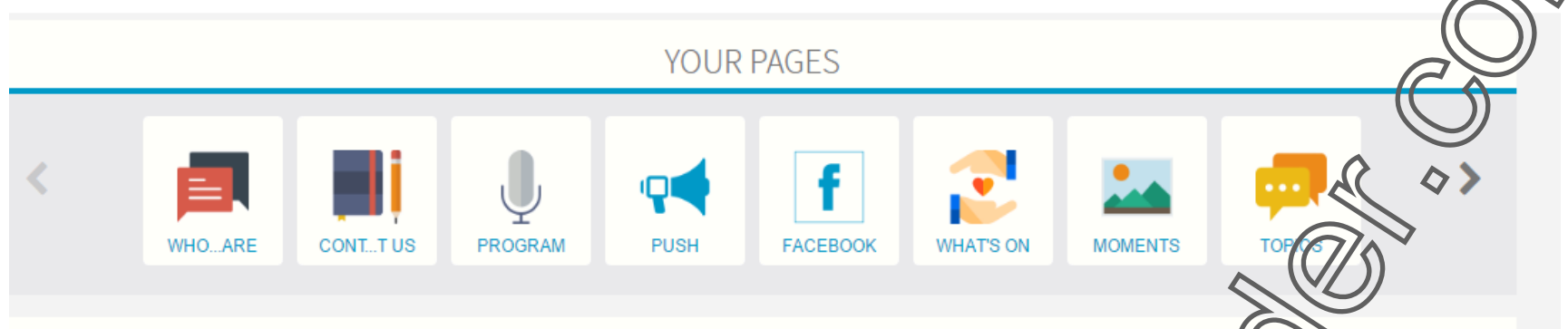
Feature Pages

Each page corresponds with a feature. This means that each page will have
a specific format and function. For example, '"News" enables you to display a short news brief and an optional photo to illustrate it, and gives
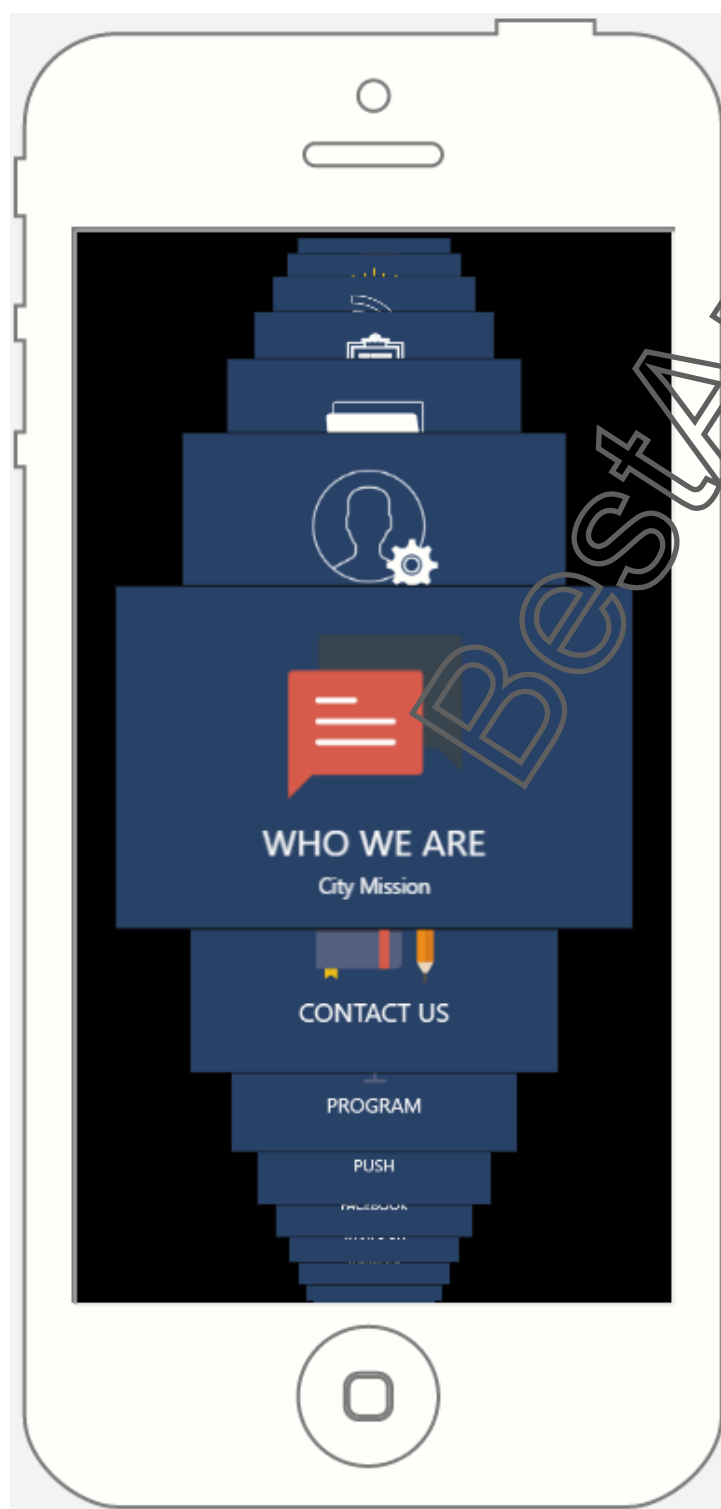the users of the application the opportunity to give feedback on the news.
"Discounts" enables you to create a page with one or more discounts, and
so on. Once again, click on each feature to learn about its purpose.

Your Mobile Phone Emulator

Your emulator will display your Feature pages on whichever Layout
you choose for your Apps as shown in the example above. You have
four [4] different emulators on the right of the editor which you can
use to view your Apps as you build it.

Fill in a page / feature:

Fill in a page / feature:

To configure a new feature, most of the time you will have to click on the [+] on the right
after having added this feature to your app:

ADD [+]

Then fill in the fields according to the features.

Note that you can have other options for a page:

MANAGE [v]

BACKGROUND [v]

DESIGN [v]

With "Manage" you can edit, view, remove a previous setting.

With "Background" you can choose a background image for this page.

With "Design", if available for this page, you can choose a new way of displaying your items in
this page. Here is an example for the Discount feature:

DESIGN [^]

There are 4 layouts available for a discount page.

To rearrange the page order of your application:

At this point, you have added pages to your application and would like to change the page order. To do so, just hover the mouse over one of your features in "Your pages".

You will see this icon ✛. Click, drag and drop the icon from your page to the position where you would like it to be. The modification will be visible in the application preview to the right.

4. Application
Here you will provide additional elements necessary for the release of your application.
Home icon:

This icon appears on users' handheld devices once they have downloaded the application. Example on an IPhone:

Just click on "Modify your icon," upload the desired image and adjust the dimensions.

The loading image or splash screen is the first image that the user will see when he launches the application. We offer various elements that you can arrange, and you can also upload your own elements.

App Publication

4. Publication
Here you will enter the additional information necessary for the release of your application.

General information :

Application name :
This will be the name of your application in the Apple and Android stores. Choose a
short name with less than 30 characters. The name of the business is commonly used.
This is here you can change the name of your app if you need to.

Description :
Describe the features that your application offers. An example would be "Get your loyalty
points directly on your mobile device."

Keywords :
Keywords enable the user to find you in the Apple and Android stores. Enter the name of
the business and other appropriate keywords. If you are operating a pizza business, examples
would be "restaurant, pizza." Separate the keywords with commas.

Main category :
Choose the category in which you would like your application to be displayed. Generally
shops are listed in "Lifestyle," while restaurants are listed in "Food and Drink."

Secondary category :
Choosing this category is optional.

stores in the fields provided:

Your App is Ready For Publishing

Apple information and Google information:
Before your application is submitted, you will need to open an iOS
developper account (for Apple products: IPhone and IPad) and a
Google Play account (for Android). These accounts are requisite to
release applications in the Apple and Android stores.
You will pay
$99/year (approximately €79) for an **App Store account**,
and $25 lifetime (approximately €19) for a Google Play account.

These accounts enable you to release as many applications as you
wish;
you will not pay for each application.
If you do not yet have a developer account:
Click here to create an Apple account   https://itunesconnect.apple.com/
Click here to create an Android account
https://developer.android.com/index.html

PLEASE NOTE: You can choose to publish your app under our
own
Apple developer account, but in this case, our company name will
appear as the developer of your app, so we advice that you create
your own accounts.

Once you have created the accounts, you must enter login
information for these stores in the fields provided:

Also If you like you can use our paid premium submission **service**
We will submit your app under your or our app builder developer
account.

If you are a reseller, or whatever, and want to create a
custom url for your webapp (aka mobile website), you need
to go in the "Settings > Domain" menu. It's not mandatory
to publish your app, but in "Settings > Domain" you'll be
able to customise the url of your mobile website with your
own domain url.

YOU'RE DONE!   All you have to do is click on   Ready?
Publish my App.
Once you have paid subscription on website &
You can get your app source code & you can submit to
app stores
Or   we will submit your application under
Paid premium submission service   to the stores.

To make sure your application is accepted by Apple, make
sure you know the ground rules for all applications. Now
you are *a Mobile App Developer*. No one has to know
that you
are building Apps without coding knowledge.
That's Great .