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Apps not ing on google play store

When creating a mobile app, developers must decide whether to use iOS or Android or create two versions of their app. It's hard for developers to make this option without looking at app stores. The Apple App Store and the Google Play Store are two different platforms where developers expand and sell apps, each with advantages and disadvantages for developers. We looked at both to give mobile app developers an idea of them that suits them better. Despite the long and long approval process and intense competition, the Apple App Store is a big investment for developers, with reasonable registration fees and a high percentage of sales going to the developer. Google Play Store developers have a less boring approval process, and apps can be offered at affordable prices. Each of the app stores has a wide audience, ensuring good visibility of the app, but you may have to work a little harder to make money with the Google Play Store app, as Android users tend to prefer free apps. Apple has paid more than \$100 billion to developers since the creation of the App Store in 2008. When developing an iOS App Store, the biggest problem developers face is getting approval for their application. It's not easy to get an app in the App Store. Applications can be rejected due to minor errors, which can be frustrating for developers who have specific ideas about how their applications look and work. Developers must take a great deal of time and care to make sure their apps fit Apple's standards and rules. Many applications are rejected at the first attempt, but that's not necessarily a bad thing. The app review team at the App Store gives the developer clear feedback on why the app was not made. Developers may feel frustrated in the short term, but in the end they become more skilled at creating mobile apps. Getting the app in the Google Play Store is an easier process. Apps have little chance of declining on the Android app platform. This avoids the frustration app store faces developers and leaves developers free to experience their ideas. The only downside to this freedom is that it enhances the chances of buggy applications trending to users, causing frustration at its end as well as security concerns. It is also difficult to stand out in the field of many applications, and since applications do not get the kind of comments provided by the App Store, applications with less chance of success go straight and don't always work. The Google Play Store generates more than twice as much downloads in the Apple App Store, but the App Store achieves about twice as much as the Google Play Store. The App Store offers developers an amazing view. Once you've moved on to the cumbersome approval process, your app has a good opportunity to upgrade through multiple channels, such as appearing in the popular app category, the Week application, and more. However, it can be difficult to maintain visibility. With this high competition and newer and more exciting applications coming all the time, You have to get creative to get the app to stand out. Part of your app's vision is to reach the right target audience. When you send an app to the iOS App Store, you choose keywords that match your app in the send form. The user doing a search should search for one of these keywords to find your app. This is useful if some keywords are clear and fit for a good application, but if keywords don't match well, it may hurt to see your app. Once the app is running on the Google Play Store, developers can work on building a customer base with good customer service, updates, and an application that provides a useful service. But just like the store, keep the vision difficult within such a sea of competition. The Google Play Store model doesn't depend on the keywords you select. If a user searches, the Google Play Store acts as a search engine, matching the query with everything from the app name to its description. This makes it easy for users to find the app. The Android platform is fragmented, with many manufacturers and devices, an issue Android developers should consider. When you register as an app store developer, you pay \$99 a year, and you get a large number of developer resources at your disposal. The developer receives 70% of app sales, so the more popular your app, the more you do. The Google Play Store charges a one-time fee of \$25 to become a Google Play developer, and Then Google Play Console guides you through the app's creation process. Developers also receive 70% of the app's revenue and can deploy as many applications as possible. However, most apps on the Google Play Store are free. Android users seem more inclined to download free apps, rather than iOS users, who are used to paying for good apps. This forces an Android developer to think of alternative ways to make money using their free app. The iOS app store and Google Play store are the big players in the app industry. Both have wide audiences and popular platforms, both form excellent developer resources and user bases. While Google has a larger mobile market than Apple, the App Store brings more revenue and has more monetization opportunities for developers. Many developers prefer to launch an app first on the App Store, then create an Android version if all goes well. Both the Store and the Google Play Store have excellent developer support resources on marketing, promotion, app launch, monetization, and much more. Leveraging these resources enhances your chances of success. Google removed seven Android apps from the Play Store after it turned out to have allowed people to chase others. Applications were very common, with a total of 130,000 downloads. It seems that all seven applications were created by one Russian developer. Google pulled seven apps from the Play Store after researchers discovered a mobile phone threat in Avast that allowed people to chase employees and children or Partners. Google Avast reported four apps on Tuesday, after which they were quickly removed from the Play Store. The other three apps were reported on Wednesday and were also withdrawn. The applications require the offender to access the target's phone and then install the app to start spying. They were then asked to enter their email address and password so that the spy app could be sent there. Next, the intrusion can access sensitive information such as the target location, communications, SMS, and call history. It is almost impossible for the target to detect the spy app as intrusive can hide all app tags from the target phone, including icons. Spy apps on the Play Store have been deployed as tools designed to help parents monitor their children or help employers monitor their employees' working time. Of the seven apps removed by Google, Spy Tracker and SMS Tracker were the most popular, both of which were installed more than 50,000 times. All seven applications combined have been installed more than 130,000 times. Nikolaus Cressidos, Head of Mobile Threat Intelligence and Security at Avast, said in a statement: The best anti-virus applications for android in 2019, we may earn a commission for purchases using our links. Learn more. March 13, 2018 4 minutes reading the opinions expressed by entrepreneurship shareholders are their own. You read the entrepreneur in India, an international franchise for entrepreneurial media. There are 3 million mobile apps on the Google Play Store and only 30 categories. This means you compete on average for 100,000 apps in your category. Every mobile app developer wants their own app to stand out and get ranked as the top app. The high rating of your app depends on different factors. It takes time, patience, understanding your target audience and a lot to reach the top position. If you are an app developer looking to improve the order of your app and ultimately aim to get your app as rank 1, you have to pay attention to the following factors: building a product that people wantAs told several times by Paul Graham, founder of Y-Combinator, the best startup incubator in the world, make the product that people want. If you build an app no one wants from what you are doing it is a blind hope that people will stick to your product and keep using it. Your app should be about a niche that can meet users' needs. The great test app is a toothbrush test. If you build a product that users can't survive without using it daily like a toothbrush says, you're on your way to becoming a successful app developer. Google measures how much time users spend per day on your app, the frequency of using and retaining the app any for every 100 users, how much does you cancel your GrowthApp Membership You can get paid downloads or your app has organic downloads? Google tracks the source of customer acquisition. Organic downloads are those that users discover without showing ads Different ad networks such as Google Play Store and Facebook. Content marketing, your social media app and in-app referrals are the 3 most effective ways to grow organic. The elapsed time if you make the app that users love, they will start spending more and more time each week after they have downloaded your app. The best feature apps rated no 1 on Google have time spent more than one hour a week per user. Great apps like WhatsApp and Facebook have users spending a few hours a day on them. RetentionIf 100 users download your mobile app every day, how much still use the app 30 days, 60 days or 90 days afterwards? How many users have uninstalled the app? The app with the highest retention in the category has the highest chances to be featured as rank #1 on The Play Store.Daily DownloadsW when Google chooses to feature the app, and the app with top daily downloads also counts along with the above factors. Do not total downloads grow day by day and keep improving your product increase downloads. The consistently consistently consistently consistent lyce-tat and consistent download rate improves app evaluation. The App Store rankings are the best apps in any category with ratings higher than 4.4 out of 5. App developers should not try to get fake ratings and reviews as Google measures the time spent in the app and retains the user who gave the app a 5-star rating. If Google measures any asymmetric link between these two things, you may penalize your app by lowering your ratings. The best way to enhance your ratings is to continue to improve your product and interact from 1 to 1 with users and take their comments constantly. Loyal app users like to see that their feedback is being implemented as new features in the app. App Store ReviewsGoogle tracks keywords like Love, Like, Handy, and other positive keywords in app reviews that users write with app store ratings. Negative keywords such as unhelpful, 'bad', 'hate, etc.' are also taken into account. If users leave negative comments to your Play Store app, try contacting them in person. Find their fears and try to work on it. You should contact them again and ask them to review their reviews. Apps that get featured have a positive keyword number of 1,000 or more. 90% of mobile apps have active users of less than 10%. Active users are those who have downloaded the app but have not yet installed it. Get premium apps have an active user base of above 30% except for gaming apps. Snapchat, the most traded app these days has an active user base of 44%. Keeping the 9 factors mentioned above in mind will help improve the order of your app in the App Store. Stores.