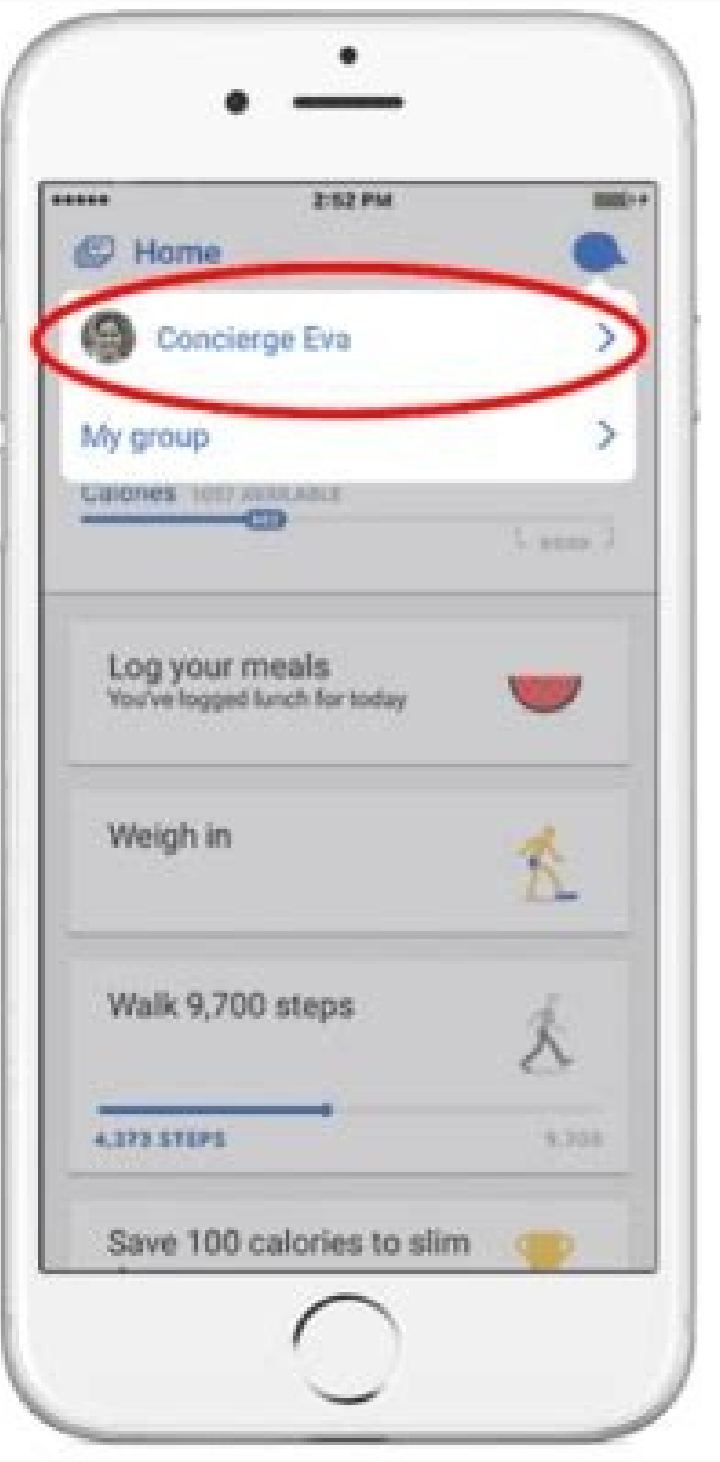
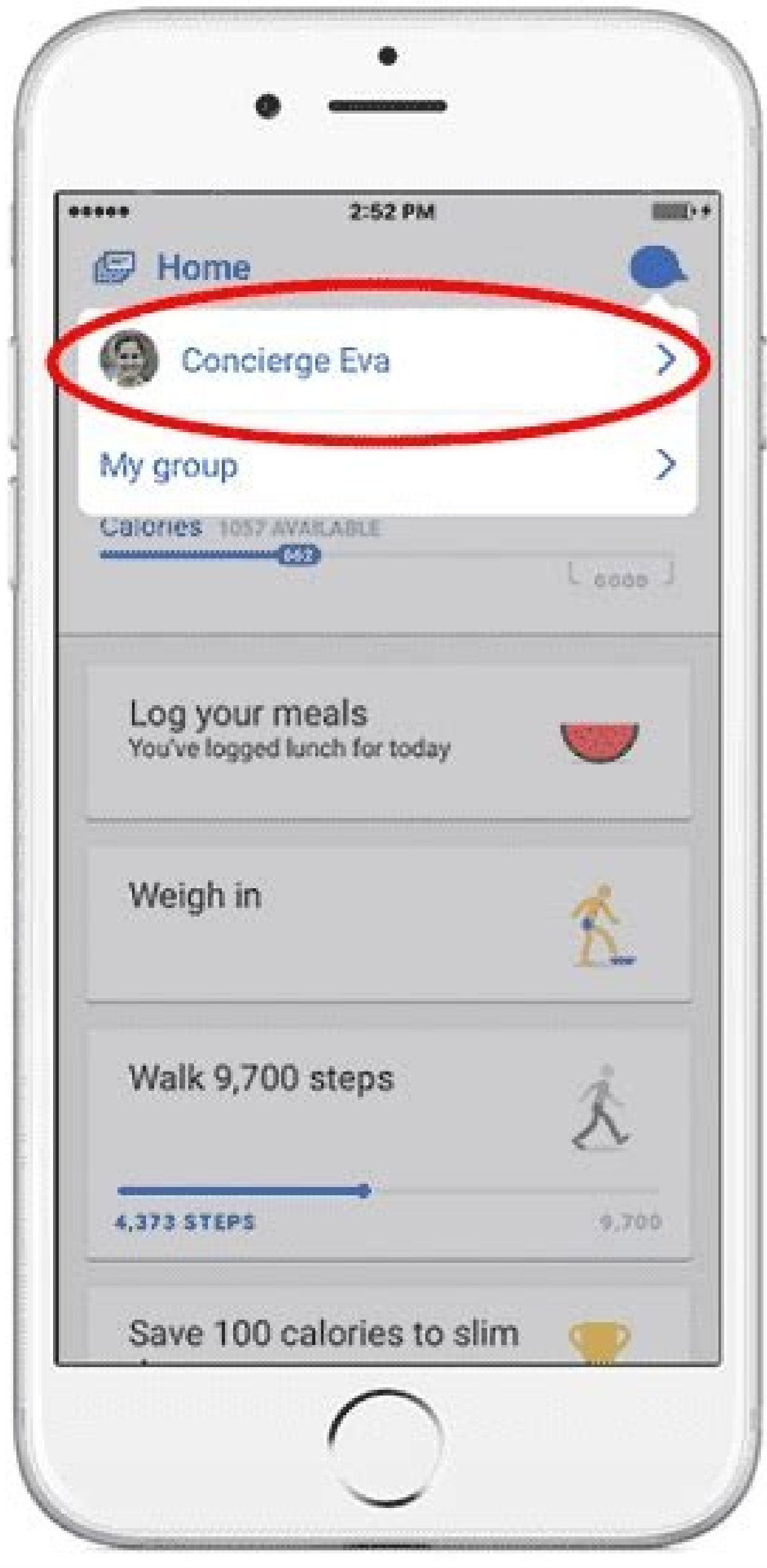
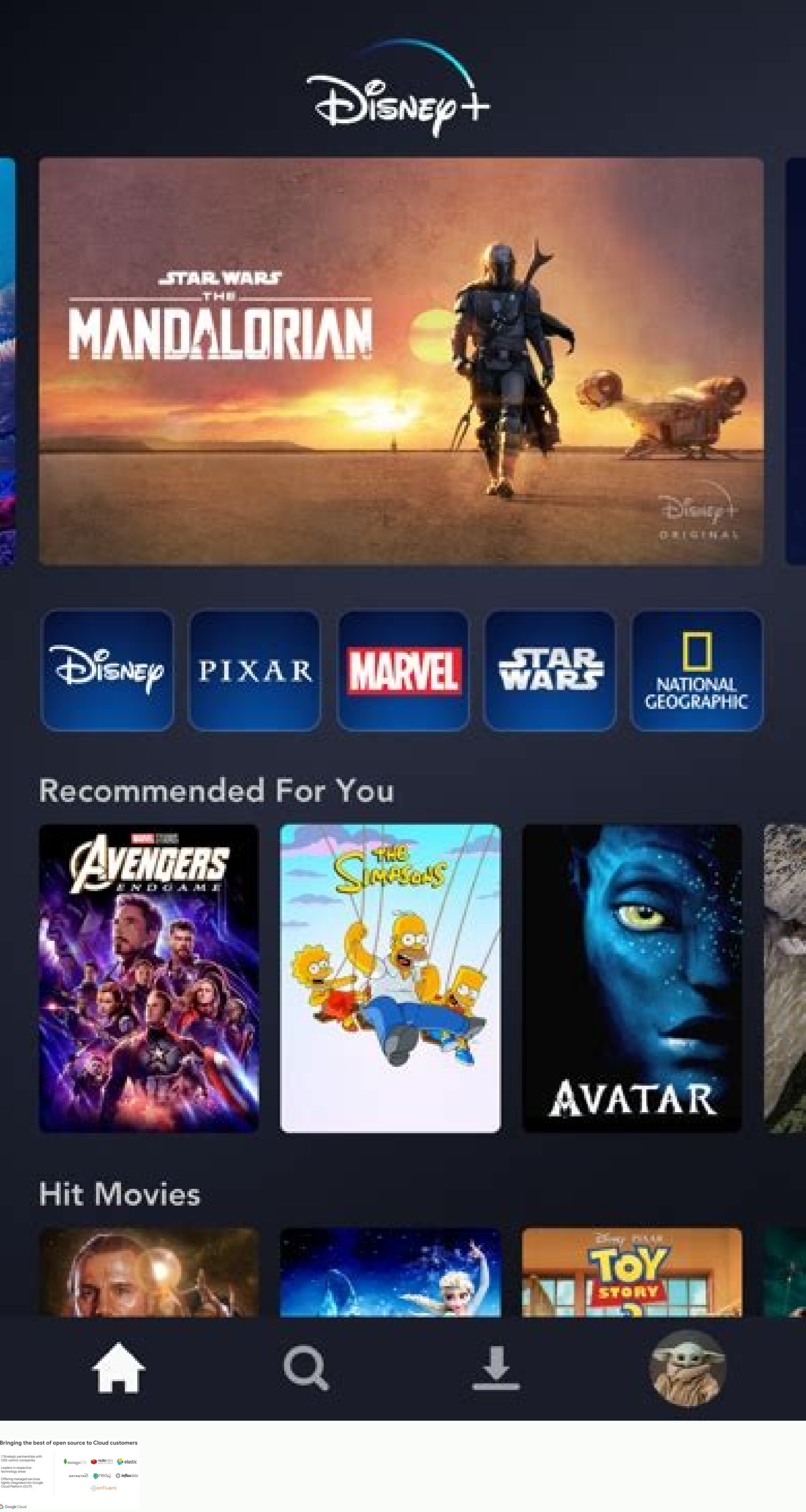


I'm not robot!





Android in-app billing subscription sample. Android in-app billing subscription sample github. In app purchase fees android. How do you enroll in an in-app subscription. How to add subscription in android app.

Amazon let customers know on Tuesday they can no longer rent or buy books or pay for Kindle Unlimited subscriptions using the Kindle app. In an email, the company explained people will have to pay for the digital content on a web browser and then access the books through their app's digital library. The change was necessary "to remain in compliance with updated Google Play Store policies," Amazon said in the email. The Kindle app for Android displays this message when users click on a link saying, "Why can't I buy on the app?." CNET The notification went out one day before a deadline set by Google to comply with the policy. The Android maker said in 2020 that apps must use the Google Play billing system to charge for "in-app features and services," which include digital content in addition to subscription services, upgraded versions of a free app and cloud services like data storage. The company later gave app developers until June 1, 2022, to comply. Google takes a 15% cut of transactions on its Play Store billing system. The fee was cut from 30% in January. The billing system isn't used for the sale of physical objects like groceries and clothes or for peer-to-peer payments or gambling that takes place on apps. Google said it will remove non-compliant apps from the Play Store starting on Wednesday. Amazon implemented the change in version 8.5.0 of the Kindle app for Android. The app displays a notification that in-app purchases and rentals aren't available. The company has also reportedly disabled in-app purchases on its Audible and Music apps, in addition to removing digital purchasing features on its Shopping and Prime Video apps. iPhone users are already familiar with this arrangement for the Kindle app. Apple required e-reader makers to remove links in their iOS apps that allowed people to make purchases in 2011, even if the links redirected to a website. With application licensing, you can set up a list of Gmail accounts to test your in-app billing and subscription integration. Your own publishing account is always considered a licensed tester. Set up application licensing To set up application licensing, start by adding your list of testers' Gmail addresses in Play Console. Open Play Console. Click Setup > License testing. In "Add license testers" box, enter your testers' Gmail addresses. In the bottom right corner of the screen, select Save changes. Once your list is ready, make sure that: Test in-app billing and subscriptions You're able to purchase your own app, in-app item, or subscription as a test purchase. Once you've set up application licensing, authorized users can also purchase in-app products and subscriptions without charging the users' accounts. When making a purchase from a license test user, you will see two choices for payment method: "Test card, always approves" "Test card, always declines" Before they can be tested, your in-app products and subscriptions need to be published. Learn more about testing in-app billing and using static responses. You should be testing your integration throughout development. To test during the development phase, we recommend leveraging license testers to run through the scenarios described in this topic. To configure license testers, see Test in-app billing with application licensing. Using license testers provide the following benefits: Ordinarily, the Google Play Billing Library is blocked for apps that aren't signed and uploaded to Google Play. License testers can bypass this check, meaning you can sideload apps for testing, even for apps using debug builds with debug signatures without the need to upload to the new version of your app. Note that the package name must match that of the app that is configured for Google Play, and the Google account must be a license tester for the Google Play Console account. License testers have access to test payment methods that avoid charging the testers real money for purchases. You can also use test payment methods to simulate certain situations, such as when a payment is declined. Figure 1 shows these test forms of payment as they appear within the purchase flow. License testers can rapidly test subscription features. Figure 1. License testers have access to test payment methods. Here are some additional details about the test purchase process: Test purchases use the same app purchase flow used by actual purchases. Taxes are not computed for test purchases. Google Play indicates a test purchase by displaying a notice across the center of the purchase dialog. You can confirm the account that is making a purchase by expanding the purchase dialog. Note the following: Test accounts must be on the tester's Android device. If the device has more than one account, the purchase is made with the account that downloaded the app. If none of the accounts have downloaded the app, the purchase is made with the first account. Before distributing your app, you can make use of Google Play test tracks to perform additional validation. For example, you can leverage test tracks to have your QA team qualify a new release. With test tracks, users can install your app from Google Play and test a version of your app that is not yet publicly available. Users can make real purchases using any of their payment methods in Google Play. Note: User purchases in test tracks result in actual charges to user accounts unless the user is also a license tester. To test your Google Play Billing Library integration using test tracks, do the following: Publish your app to a test track. Note that after you publish an app to a testing track, it can take a few hours for the app to be available for testers. Ensure each tester opts-in to your app's test. On your test's opt-in URL, your testers see an explanation of what it means to be a tester along with a link to opt-in. You can test your integration on any Android-powered hardware device running Android 1.6 or higher. The most current version of the Google Play application must be installed on the device. For general information about how to set up a device for use in developing Android applications, see Using Hardware Devices. Note: While license testers are recommended for development and testing, ensure you also test your app using non-license tester accounts, either occasionally or when making large changes. Non-license testing helps to ensure that your app does not rely on testing-specific logic such as renewal durations. Note: Users in the testing tracks can also be license testers for your app. Test one-time products Test consumable products When testing consumable products, we recommend testing a variety of situations, including the following: A successful purchase where the user receives an item. With a license tester, you can use the Test instrument, always approves payment method. A purchase where the payment method failed to be charged, and the user should not receive the item. With a license tester you can use the Test instrument, always declines payment method. Ensure items can be purchased multiple times. You should also verify that purchases are properly acknowledged as described in processing purchases. For purchases from license testers, a purchase will be refunded after 3 minutes if your app does not acknowledge the purchase and you will receive an email about the cancellation. You can also check the Orders tab in the Google Play Console to see if an order was refunded after 3 minutes. Test non-consumable products Non-consumables should be tested the same as consumables, but you should verify an item cannot be purchased again within your app. Be sure to verify purchase acknowledgement for both non-consumables and consumables (when applicable) since the logic to process each the two types of purchases vary. Note: To perform multiple test purchases for the same non-consumable product, you can refund and revoke purchases using Google Play Console. Test pending purchases You should test a pending purchase where the item should be granted when the purchase state becomes PURCHASED. License testers have access to two test instruments for delayed forms of payment where the payment automatically completes or cancels after a couple of minutes. Make a purchase with a delayed form of payment "Slow test card, declines after a few minutes", as shown in Figure 2. Restart the app, validate that the purchase has not been granted. Figure 2. Test a purchase with a declined slow test card. Make a purchase with a delayed form of payment "Slow test card, approves after a few minutes", as shown in Figure 3. Wait a few minutes, validate that the purchase has been granted. Figure 3. Test a purchase with an approved slow test card. You can find more information at Handling pending transactions. The purchase flows for one-time products and subscriptions are similar, but subscriptions have additional scenarios, such as successful or declined subscription renewals. To test renewals, you can use the Test instrument, always approves and Test instrument, always declines payment methods that are available for license testers, as shown in figure 1. Use these payment instruments to test scenarios beyond the successful subscription scenario. Similar to one-time products, you should also verify that purchases are properly acknowledged as described in processing purchases. For purchases from license testers, a purchase will be refunded after 3 minutes if your app does not acknowledge the purchase and you will receive an email about the cancellation. You can also check the Orders tab in Google Play Console to see if an order was refunded after 3 minutes. Renewal periods Test subscriptions renew more quickly than actual subscriptions, and test subscriptions can renew a maximum of six times. The following table lists the testing renewal times for subscriptions of various durations. These times are approximate. You may see small variations in the precise time of an event. To compensate for variation, call the API to view the current status after every subscription expiration date. Production subscription period Test subscription renewal 1 week 5 minutes 1 month 5 minutes 3 months 10 minutes 6 months 15 minutes 1 year 30 minutes Time-based subscription features such as free-trials are also shortened for testing. The following table identifies the testing time periods associated with time-based subscription features: Feature Test period Purchase acknowledgement 5 minutes Free trial 3 minutes Introductory price period Same as subscription test period Grace period (both 3- and 7-day) 5 minutes Account hold 10 minutes Pause (1 month) 5 minutes Pause (2 months) 10 minutes Pause (3 months) 15 minutes Test Cases Expand the following section by clicking Show/Hide to show testing scenarios you should use to verify your subscription integration. Time User action System event Expected testing outcome 12:00 pm Sign up for an in-app subscription using your licensed test account and the payment method of "Test instrument, always approves" Subscription started 12:05 Subscription renews 12:15 Subscription renews 12:20 Subscription renews 12:25 Subscription renews 12:30 Subscription renews 12:35 Subscription ends (after 6 renewals) User should lose access to in-app subscription content Time User action System event Expected testing outcome 12:00 pm Sign up for an in-app subscription using your licensed test account and the payment method of "Test instrument, always approves" Subscription started 12:03 Subscription renews 12:08 Subscription renews 12:13 Subscription renews 12:18 Subscription renews 12:23 Subscription renews 12:28 Subscription renews 12:30 Subscription ends (after 6 renewals) User should lose access to in-app subscription content Time User action System event Expected testing outcome 12:00 pm Sign up for an in-app subscription using your licensed test account and the payment method of "Test instrument, always approves" Subscription started 12:01 Go to the Account > Subscriptions section of the Google Play app, click your test subscription, and change payment method to "Test instrument, always declines" 12:05 Subscription payment declines and user enters grace period 12:08 Go to the Account > Subscriptions section of the Google Play app, click your test subscription, and change payment method to "Test instrument, always approves" Subscription recovered and exit grace period 12:10 Subscription renews 12:15 Subscription renews 12:20 Subscription renews 12:25 Subscription renews 12:30 Subscription renews 12:35 Subscription renews 12:40 Subscription ends (after 6 renewals) Time User action System event Expected testing outcome 12:00 pm Sign up for an in-app subscription using your licensed test account and the payment method of "Test instrument, always approves" Subscription started 12:01 Go to the Account > Subscriptions section of the Google Play app, click your test subscription, and change payment method to "Test instrument, always declines" 12:05 Subscription payment declines and user enters grace period 12:10 Subscription is cancelled due to involuntary churn User should lose access to in-app subscription content Time User action System event Expected testing outcome 12:00 pm Sign up for an in-app subscription using your licensed test account and the payment method of "Test instrument, always approves" Subscription started 12:01 Go to the Account > Subscriptions section of the Google Play app, click your test subscription, and change payment method to "Test instrument, always declines" 12:30 Payment declined and enter grace period 12:35 Exit grace period and enter account hold User should lose access to in-app subscription content 12:45 Go to the Account > Subscriptions section of the Google Play app, click your test subscription, and change payment method to "Test instrument, always approves" Subscription is recovered, renews, and exits account hold User should regain access to in-app subscription content 1:15 Subscription renews 1:45 Subscription renews 2:15 Subscription renews 2:45 Subscription renews 3:15 Subscription renews 3:45 Subscription ends (after 6 renewals) Time User action System event Expected testing outcome 12:00 pm Sign up for an in-app subscription using your licensed test account and the payment method of "Test instrument, always approves" Subscription started 12:01 Go to the Account > Subscriptions section of the Google Play app, click your test subscription, and change payment method to "Test instrument, always declines" 12:30 Payment declined and enter grace period 12:35 Exit grace period and enter account hold User should lose access to in-app subscription content 12:45 Subscription is cancelled due to involuntary churn Time User action System event Expected testing outcome 12:00 pm Sign up for an in-app subscription using your licensed test account and the payment method of "Test instrument, always approves" Subscription started 12:01 Go to the Account > Subscriptions section of the Google Play app, click your test subscription, and change payment method to "Test instrument, always declines" 12:05 Payment declined and enter account hold. User should lose access to in-app subscription content 12:15 Go to the Account > Subscriptions section of the Google Play app, click your test subscription, and change payment method to "Test instrument, always approves" Subscription is recovered, renews, and exits account hold User should regain access to in-app subscription content 12:20 Subscription renews 12:25 Subscription renews 12:30 Subscription renews 12:35 Subscription renews 12:40 Subscription renews 12:45 Subscription ends (after 6 renewals) Time User action System event Expected testing outcome 12:00 pm Sign up for an in-app subscription using your licensed test account and the payment method of "Test instrument, always approves" Subscription started 12:01 Go to the Account > Subscriptions section of the Google Play app, click your test subscription, and change payment method to "Test instrument, always declines" 12:05 Payment declined and enter account hold. User should lose access to in-app subscription content 12:15 Subscription is cancelled due to involuntary churn. You can use the Google Play Console to create codes for your own testing. Keep in mind that you may only create 500 promo codes per managed products in an app. You should test the following promo code redemption scenarios: When the promo code is entered in the purchase dialog that was launched within your app. When the promo code is redeemed in the Google Play Store app. When the promo code is redeemed at using the Redeem button in the left-hand navigation. Within these scenarios, you should test redeeming codes in as many ways as possible. We recommend perform the following tests at a minimum: Redemption before the app is installed. Redemption while the app is running in the foreground. Note that for this test, you need another device to test using the Google Play Store app. Be sure to test redemptions from different screens in your app. Redemption with multi-window mode, where both your app and the Google Play Store app are being displayed at the same time. For each test, make sure that the item is correctly detected and that the user is notified.

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