Example
Tech Documentation

Technical & Product Glossary

Updated: 2011.01.10

Security classification: **UNCLASSIFIED**

Overview

The Technical and Product Glossary provides terms with definitions related to Example's technologies and products. Terms are followed by definitions, code samples (when relevant) and references for further study. This is a living document and new data will be added to it when available.

A

AAR (Android Archive Library)

The Example Android SDK Android Archive Library (.aar) is a key ingredient of the Example SDK integration process. Android library packages allow developers to bundle Android libraries, resource files, etc., into binary packages that can be used across multiple projects without providing source code.
Reference: Example Android SDK Android Archive Library

Access Coarse Location

An Android system user permission. Example technologies require this to access approximate location functionality.
Reference: Access Coarse Location *(http://developer.android.com/reference/android/Manifest.permission.html#ACCESS_COARSE_LOCATION)*

Access Fine Location

An Android system user permission. Example technologies require this to access precise location functionality.
Reference: Access Fine Location *(http://developer.android.com/reference/android/Manifest.permission.html#ACCESS_FINE_LOCATION)*

Access Network State

An Android system user permission. Example technologies require this to access information about networks.
Reference: Access Network State *(http://developer.android.com/reference/android/Manifest.permission.html#ACCESS_NETWORK_STATE)*

Access Wifi State

An Android system user permission. Example technologies require this to access information about wifi networks.
Reference: Access Wifi State *(http://developer.android.com/reference/android/Manifest.permission.html#ACCESS_WIFI_STATE/)*

activity

A parameter of the init() Method that belongs to the Example Class. Its Java data type is Activity which is an Android class representing a user experience workflow.
Reference: init()

amount

A parameter of the deposit() Method that belongs to the Example Class. Its Java data type is float. This is the actual amount to initiate the deposit with as a preset.
Reference: deposit()

Android APK Workflow

To develop apps for Android, you use a set of tools that are included in Android Studio. In addition to using the tools from Android Studio, you can also access most of the SDK tools from the command line. Developing with Android Studio is the preferred method because it can directly invoke the tools that you need while developing applications.
Reference: Android APK Workflow *(http://developer.android.com/tools/workflow/index.html)*

Android Operating Systems support

The Example Android SDK provides support for the following Android OS versions.

- *Minimum supported version*: Android 4.0 (API level 14)
- *Reference:* Android Codenames, Tags, and Build Numbers *(https://source.android.com/source/build-numbers.html)*

Android SDK

The Example Android SDK is integrated into your individual casino games. It provides the integration with the Example Store Application and payment services for your applications.
Reference: See the latest version of the Example Android SDK.

Android Studio

Android Studio is the official IDE for Android app development and is based on IntelliJ IDEA. The Example Android SDK provides integration instructions and tools for use with the Android SDK.
Reference:

- Google Android Studio *(http://developer.android.com/sdk/index.html)*

- Getting Started with Android Studio *(http://developer.android.com/develop/index.html)*
- Android APK Workflow *(http://developer.android.com/tools/workflow/index.html)*
- Android User Interface (UI) *(http://developer.android.com/guide/topics/ui/overview.html)*

Android User Interface

All user interface elements in an Android app are built using View and ViewGroup objects. A View is an object that draws something on the screen that the user can interact with. A ViewGroup is an object that holds other View (and ViewGroup) objects in order to define the layout of the interface.
Reference: Android User Interface *(http://developer.android.com/guide/topics/ui/overview.html)*

appcompat-v7 Library

This Android library adds support for the Action Bar user interface design pattern. It includes support for material design user interface implementations.
Reference: appcompat-v7 Library *(http://developer.android.com/tools/support-library/features.html#v7-appcompat)*

App History

This is an Android System user permission that retrieves the list of installed apps.
Reference: App History *(http://developer.android.com/reference/android/content/pm/PackageManager.html#getInstalledPackages(int))*

App Information Page

An app information page promotes your app, provides players with information, and drives downloads. To effectively drive consumers to your app, you'll need to supply the following items:

- A featured image
- A featured app preview video
- An app icon
- An app description
- App screenshots

Reference: Example App Information Page *(http://sb.dicemedia.com/Example.com/developer/web/app-information-page/)*

App integration into the Example Store

This consists of the following steps as described in this document:

1. Sign up for an account in the Example Early Access Program.
2. Develop your gambling app and integrate it with the latest Example Android SDK.
3. Submit your gambling app to be certified by an authorized agency.
4. Submit your app to Example

Reference: Integrating your app into the Example Store *(http://sb.dicemedia.com/Example.com/developer/web/integrating-your-app-into-the-Example-store/)*

App submission preparation

Pay close attention to preparing your app with Example's technologies and having it placed in the Example Store. There are three tasks to complete:

- Phase 1. Integrate the latest Example Android SDK with your Android gaming app.
- Phase 2. Complete the initial checklist presented in this document.
- Phase 3. Go over the final checkpoints and make sure you are compliant with all items.

Reference: Get your app ready for submission *(http://sb.dicemedia.com/Example.com/developer/web/get-your-app-ready-for-submission/)*

App testing

Testing the release version of your application helps ensure that your application runs properly under realistic device and network conditions. Ideally, you should test your application on at least one handset-sized device and one tablet-sized device to verify that your user interface elements are sized correctly and that your application's performance and battery efficiency are acceptable.
Reference: Test your app *(http://sb.dicemedia.com/Example.com/developer/web/test-your-app/)*

Architecture

The foundation of Example's system architecture is comprised of key back-end services and client distributables.

- *Back-end services* are the Example Core System and the Example Transaction System.
- *Client distributables* are the Example Store Application (.apk) and the Example Android SDK.

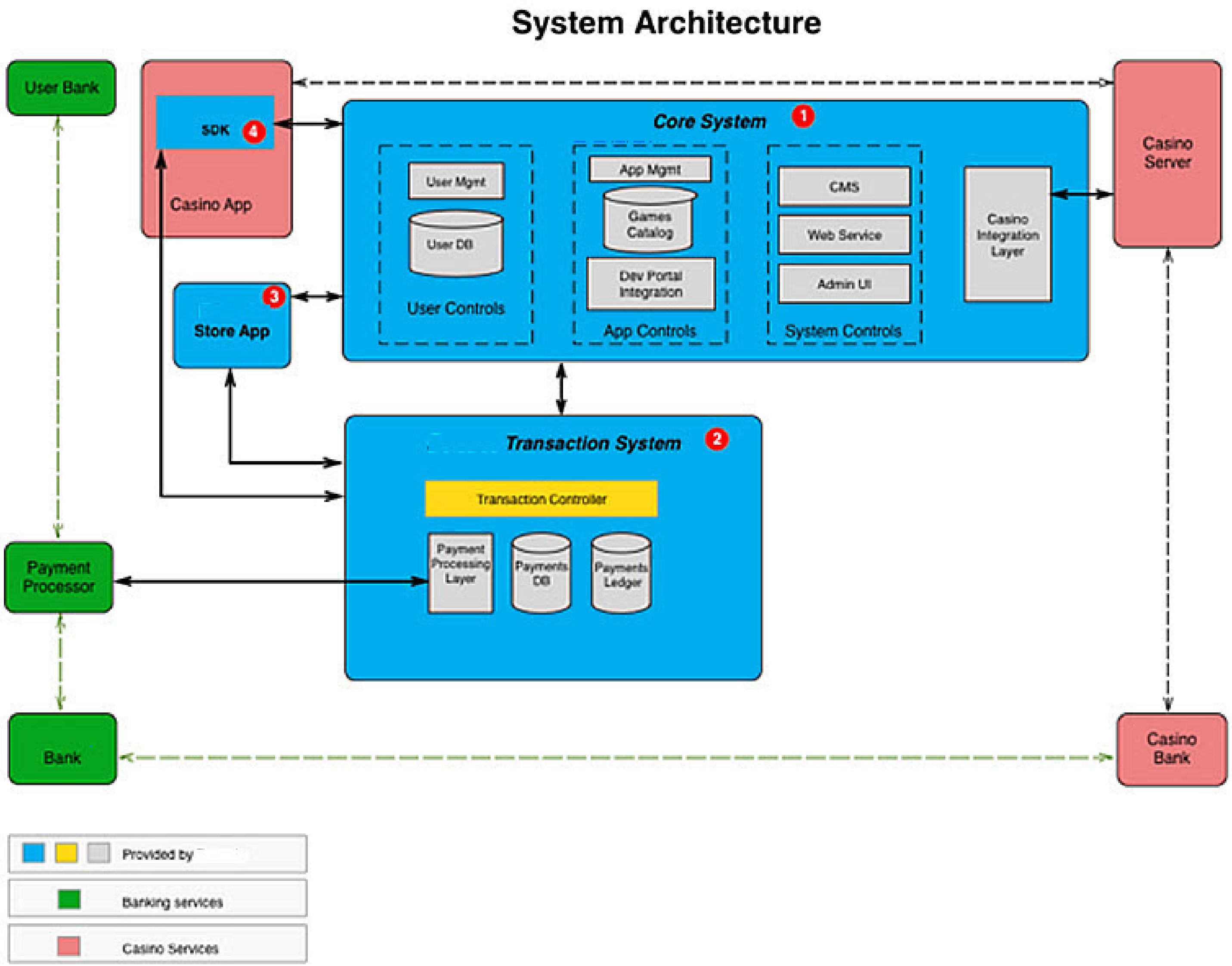

Figure: A high-level view of the Example system architecture
Reference:

1. Core System
2. Transaction System
3. Store Application (.apk)
4. SDK Android

Audience
The Example Android SDK is intended for use by Example Partner developers, engineers, and integrators who work with the Google Android APK application build process.
Reference: Example Android SDK Introduction: Getting Started

B

Back-end services
Back-end services are part of the Example System Architecture consisting of:

- **Example Core System:** This is the main controller managing user activities and provides the integration with the casino's back-end servers.
- **Example Transaction System:** This is responsible for all payment-related activities, including management of payment processing interactions and user payment methods.
- *Reference:* Example Android SDK Getting Started > System architecture overview

C

checkUpdates()
A Example Java Method of the `Example` Class that checks for new updates to a game app.
Reference: `checkUpdates()`

Class (Java)

In object-oriented programming terms, a class is the blueprint from which individual objects are created. A class can also be defined as a template/blue print that describes the behaviors/states that objects of its type support.
Reference: What Is a Class? *(https://docs.oracle.com/javase/tutorial/java/concepts/class.html)*

Client distributables

Client distributables are part of the Example System Architecture consisting of:

- **Example Store Application:** This app will be installed by consumers onto their Android devices and allows a consumer to browse, search for, install, and update casino gaming applications.
- **Example Android SDK:** This is integrated into your individual casino games. It provides the integration with the Example Store Application and payment services for your applications.

Reference: Example Android SDK Introduction: Getting Started

Codenames, Tags, and Build Numbers

At a high level, Android development happens around families of releases, which use code names ordered alphabetically after tasty treats.
Reference: Codenames, Tags, and Build Numbers *(https://source.android.com/source/build-numbers.html)*

Confidential Information

Means any information that is proprietary or confidential to the Discloser or that the Discloser is obligated to keep confidential (e.g., pursuant to a contractual or other obligation owing to a third party). Confidential Information may be of a technical, business or other nature (including, but not limited to, information which relates to the Discloser's technology, research, development, products, services, pricing of products and services, customers, employees, contractors, marketing plans, finances, contracts, legal affairs, or business affairs).
Reference: Example EAPA

Consumers

Example consumers are end-users of the Example Store and the gambling game apps within it.
Reference: Gamer Demographics that Every Developer Should Know *(http://blog.apptopia.com/game-demographics-that-every-developer-should-know/)*

Core System

The Example Core System is the main controller managing user activities and provides the integration with the casino's back-end servers.
Reference: Example Android SDK Introduction: Getting Started

Customers

Example customers are gambling casinos and gambling game operators.
Reference: David Chang – Example – The Android Challenge *(http://www.sbcnews.co.uk/europe/2016/03/17/david-chang-Example-the-android-challenge/#ixzz439kGg4Tr)*

D

data

A parameter of the onActivityResult() Method which belongs to the Example Class. Its Java data type is Intent. It is the standard container used to communicate any extra data in a response from an Intent call (used by the SDK to capture external responses).
Reference: onActivityResult()

deposit - Parameter

A parameter of the onBetcadeDepositSuccess(double deposit) Method which belongs to the Example.DepositListener Interface. Its Java data type is Double. It is called by the SDK when a deposit is successful and returns the amount successfully deposited to the player's account as parameter deposit.
Reference: onBetcadeDepositSuccess()

deposit(float amount) - Method

A Example Java Method with Parameters of the `Example` Class that allows a user to start an in-app payment form and make a deposit.
Reference: `deposit(float amount)`

depositListener

A parameter of the setDepositListener() Method which belongs to the Example Class. Its Java data type is Example.DepositListener. It is a Class instance, provided by the developer at runtime. It is any Class that implements the Interface Example.DepositListener.
Reference: setDepositListener()

Design Support Library

The Android Design Library package provides APIs to support adding material design components and patterns to your apps. It adds support for various material design components and patterns for app developers to build upon, such as navigation drawers, floating action buttons (FAB), snackbars, and tabs.
Reference: Design Support Library *(http://developer.android.com/tools/support-library/features.html#design)*

destroy()

A Example SDK Java Method of the `Example` Class that recycles all held instances.
Reference: `destroy()`

Discloser

Means a Party that discloses any of its Confidential Information to the other Party.
Reference: Example EAPA

Documentation

Means the user manuals, technical manuals, specifications and other documentation relating to any Example Services furnished by Example to Customer under the Example EAPA Agreement.
Reference: Example EAPA

E

errorMessage

A parameter of the onBetcadeMarketError() Method which belongs to the Example.MarketListener Interface. Its Java data type is String. It is called by the SDK when an error has occurred during any interactions, returning an error message to the developer stating the reason.
Reference: onBetcadeMarketError()

Evaluation Period

Means the period commencing on the date the Example Services are made available to Customer and ending December 30, 2016.
Reference: Example EAPA

Example Java Class

A Example SDK Java utility Class that enables and allows communication with the SDK, and contains the following eight Methods:

- `checkUpdates()` - Method that checks new updates for a game app.
- `deposit(float amount)` - Method that allows a user to start an in-app payment form and make a deposit.
- `destroy()` - Method that recycles all held instances.
- `init(Activity activity)` - Method that initializes the singleton instance of Example.
- `onActivityResult(int requestCode, int resultCode, Intent data)` - Method for the results of activities.

- `onResume()` - Method for the resumption of a game.
- `setDepositListener(Example.DepositListener depositListener)` - Method that sets the deposit listener.
- `setMarketListener(Example.MarketListener marketListener)` - Method that sets the market listener.
- `verifyMarketAuthorization()` - Method that verifies the Example app is installed and a user is logged in.

Reference: `Example` Java Class

Example.DepositListener Java Interface

This is an Interface which enables and allows listening to deposit events, and contains the following three Methods:

- `onBetcadeDepositCancel()` - Method that signals a canceled deposit.
- `onBetcadeDepositFail()` - Method that signals a failed deposit.
- `onBetcadeDepositSuccess(double deposit)` - Method that signals a successful deposit.

Reference: `Example.DepositListener`

Example.MarketListener Java Interface

This is an Interface used to listen for general failures. It contains the following Method:
`onBetcadeMarketError(java.lang.String errorMessage)`
Reference: `Example.MarketListener`

Example, LLC

Launching in July 2016, Example is the first dedicated Android app store for the gaming industry and the premier destination for players discover, download and manage the best gaming apps. Example provides a trusted and secure branded app store that makes it easy for operators to distribute and promote their real money gaming apps, and for players to discover, download and play all of the games they love. Once players install Example and download their favorite real-money apps, management, updates and deposits are seamless. Founded to create the first Android ecosystem specifically for gaming, Example's executive team has deep roots in gaming and mobile industries. The company is privately held with offices in Los Angeles and Silicon Valley.
Reference: Example LLC homepage *(http://www.Example.com)*

Example Marks

Means any trademarks, service marks, service or trade names, logos, and other designations of Example and its affiliates.
Reference: Example EAPA

Example Parties

Means Example and its affiliates, independent contractors and service providers, and each of their respective members, directors, officers, employees and agents.
Reference: Example EAPA

Example Services

Means Example's app store, together with any Software provided or made available by Example.
Reference: Example EAPA

F

Feedback

Means information and feedback (including, without limitation, questions, comments, suggestions, or the like) regarding the performance, features, functionality and your overall experience using the Example Services.
Reference: Example EAPA

G

Geolocation

An Android system user permission. Example requires geolocation to provide location-relevant search results.
Reference: Geolocation *(http://developer.android.com/reference/android/webkit/GeolocationPermissions.html)*

Get Accounts

An Android system user permission. This authenticates and synchronizes Example account information between apps and devices.
Reference: Get Accounts *(http://developer.android.com/reference/android/Manifest.permission.html#GET_ACCOUNTS)*

Google Play Services

Google Play services enables your app to take advantage of the latest, Google-powered features such as Maps, Google+, etc. with automatic platform updates distributed as an APK through the Google Play store.
Reference: Overview: Google Play Services *(https://developers.google.com/android/guides/overview)*

Gradle

Gradle is the official build system for Android Studio.
Reference: Getting Started with Gradle *(https://gradle.org/getting-started-android/)*

Gson

Gson is a Java library that can be used to convert Java Objects into their JSON representation. It can also be used to convert a JSON string to an equivalent Java object.
Reference: Gson User Guide *(https://github.com/google/gson/blob/master/UserGuide.md#TOC-Overview)*

H

I

init(Activity activity)
A Example SDK Java Method with Parameters of the `Example` Class that initializes the singleton instance of Example.
Reference: `init(Activity activity)`

Integration (SDK)
This Example SDK document provides steps to perform a Example Android SDK integration using the Android Studio IDE.
Reference: SDK Integration using Android Studio

Intellectual Property Rights
Means any patent, copyright, trademark, service mark, trade name, trade secret, know-how, moral right or other intellectual property right under the laws of any jurisdiction, whether registered, unregistered, statutory, common law or otherwise (including any rights to sue, recover damages or obtain relief for any past infringement, and any rights under any application, assignment, license, legal opinion or search).
Reference: Example EAPA

Interface (Java)
An interface is a reference type in Java, it is similar to class and is a collection of abstract methods. A class implements an interface, thereby inheriting the abstract methods of the interface. Along with abstract methods an interface may also contain constants, default methods, static methods, and nested types.
Reference: What Is an Interface? *(https://docs.oracle.com/javase/tutorial/java/concepts/interface.html)*

Internet
An Android system user permission. Example technologies require this to open network sockets.
Reference: Internet *(http://developer.android.com/reference/android/Manifest.permission.html#INTERNET)*

J

Java Class Library
The Example Java Class and its Interfaces, Methods, and Parameters are of primary importance and use during the integration process.
Reference: They are documented in each SDK's Java Class Library web page.

K

L

Location Services
The Example Android SDK requires the Android OS Location Services package. Android gives your applications access to the location services supported by the device through classes in the `android.location` package. The central component of the location framework is the `LocationManager` system service, which provides APIs to determine location and bearing of the underlying device (if available).
Reference: Location Services *(http://developer.android.com/guide/topics/location/index.html#location)*

M

marketListener
A parameter of the setMarketListener() Method which belongs to the Example Class. Its Java data type is Example.MarketListener. It is a Class instance provided by the developer at runtime. It is any Class that implements the Interface Example.MarketListener
Reference: setMarketListener()

Materials
Means content of any data or information that Customer provides to the Example Services.
Reference: Example EAPA

Method (Java)
A method is a set of code which is referred to by name and can be called (invoked) at any point in a program simply by utilizing the method's name. Think of a method as a subprogram that acts on data and often returns a value. Each method has its own name. When that name is encountered in a program, the execution of the program branches to the body of that method. When the method is finished, execution returns to the area of the program code from which it was called, and the program continues on to the next line of code.
Reference: Defining Methods *(https://docs.oracle.com/javase/tutorial/java/javaOO/methods.html)*

N

O

onActivityResult(int requestCode, int resultCode, Intent data)
A Example SDK Method of the `Example` Class with Parameters used for the results of activities.
Reference: `onActivityResult(int requestCode, int resultCode, Intent data)`

onBetcadeDepositCancel()
A `Example.DepositListener` Method that signals a canceled deposit.
Reference: `onBetcadeDepositCancel()`

onBetcadeDepositFail()
A `Example.DepositListener` Method that signals a failed deposit.
Reference: `onBetcadeDepositFail()`

onBetcadeDepositSuccess(double deposit)
A `Example.DepositListener` Method that signals a successful deposit.
Reference: `onBetcadeDepositSuccess(double deposit)`

onResume()
A Example Java Method of the `Example` Class for the resumption of a game.
Reference: `onResume()`

Operator information
The operator information page promotes your brand and all of the gaming apps you're offering on the Example store. It should consist of the following items:

- Your featured image
- Your operator logo
- Your operator description
- Your operator apps

Reference: Example Operator Information *(http://sb.dicemedia.com/Example.com/developer/web/operator-info-page/)*

P

Parameter (Java)
In Java there are two types of parameters, implicit parameters and explicit parameters. Explicit parameters are the arguments passed into a method. The implicit parameter of a method is the instance that the method is called from. Arguments are simply one of the two types of parameters.
Reference: Passing Information to a Method or a Constructor *(https://docs.oracle.com/javase/tutorial/java/javaOO/arguments.html)*

Partners
Example partners are gambling game app developers and operators.
Reference: How To Make Money With Casino Apps *(http://www.bluecloudsolutions.com/source-codes/party_slots_b/#)*

Party
Means Example or Customer.
Reference: Example EAPA

Policies
Means Example’s acceptable use policy and Example’s privacy policy as found on the Site, all restrictions described on the Site, and any other policy or terms incorporated by reference into this Example EAPA Agreement.
Reference: Example EAPA

Q

R

Read External Storage (Read/Write)
This an Android user permission that is required to read and write from an external storage.
Reference: Read External Storage (Read/Write) *(http://developer.android.com/reference/android/Manifest.permission.html#READ_EXTERNAL_STORAGE)*

Read Phone State
This is an Android System user permission that is required to get Device specific details such as device id, OS, etc.
Reference: Read Phone State *(http://developer.android.com/reference/android/Manifest.permission.html#READ_PHONE_STATE)*

Recipient
Means a Party that receives any Confidential Information of the other Party.
Reference: Example EAPA

recyclerview-v7 Library
The recyclerview library adds the RecyclerView class. This class provides support for the RecyclerView widget, a view for efficiently displaying large data sets by providing a limited window of data items.
Reference: recyclerview-v7 Library *(http://developer.android.com/tools/support-library/features.html#v7-recyclerview)*

requestCode
A parameter of the onActivityResult() Method which belongs to the Example Class. Its Java data type is integer. It is a unique request code, numeric, provided by the developer when the call was started (unused in the SDK, default for platform signature).
Reference: onActivityResult()

resultCode
A parameter of the onActivityResult() Method which belongs to the Example Class. Its Java data type is integer. It is a unique result code returned to the developer to indicate the operation status (used by the SDK to capture external responses).
Reference: onActivityResult()

S

SDK (Android)
The Example Android SDK is integrated into your individual casino games. It provides the integration with the Example Store Application and payment services for your applications.
Reference: See the latest version of the Example Android SDK.

setDepositListener(Example.DepositListener depositListener)
A Example SDK Java Method of the `Example` Class with an Interface and Parameter that sets the deposit listener.
Reference: `setDepositListener(Example.DepositListener depositListener)`

setMarketListener(Example.MarketListener marketListener)
A Example SDK Java Method of the `Example` with an Interface and Parameter that sets the market listener.
Reference: `setMarketListener(Example.MarketListener marketListener)`

Site
Means www.Example.com *(http://www.Example.com)* , and any successor or related site designated by Example.
Reference: Example EAPA

Software
Means any down-loadable software made available by Example and required for use of the Example Services.
Reference: Example EAPA

Store Application
The Example Store Application (.apk) will be installed by consumers onto their Android devices. It allows a consumer to browse, search for, install, and update casino gaming applications. It requires the consumer to create a user account which is registered with the Example Core System, and provide a payment method which is registered with the Example Transaction System. The payment method is validated through the Bank System and stored in the Transaction System.
Reference: See the Example Android SDK "Getting Started" page System Architecture overview section.

support-v4
The Android Support Library package is a set of code libraries that provide backward-compatible versions of Android framework APIs as well as features that are only available through the library APIs.
Reference: Android Support Libraries *(http://developer.android.com/tools/support-library/index.html#)*

Support Library Setup
How you setup the Android Support Libraries in your development project depends on what features you want to use and what range of Android platform versions you want to support with your application. This document guides you through downloading the Support Library package and adding libraries to your development environment.
Reference: Support Library Setup *(https://developer.android.com/tools/support-library/setup.html)*

T

Trademarks
As between Example and Customer, Example owns all right, title and interest in and to the Example Marks and any goodwill arising out of the use of the Example Marks will remain with and belong to Example and its licensors. The Example Marks may not be copied, imitated or used without the prior written consent of Example or the applicable trademark holder.
Reference: Example EAPA

Transaction System
The Example Transaction System is responsible for all payment-related activities, including management of payment processing interactions and user payment methods.
Reference: Example Android SDK Getting Started > System architecture overview

U

Unauthorized Use
Means any use, reproduction, modification, distribution, disposition, possession, examination, inspection, viewing, disclosure or other activity involving the Example Services, Documentation or Confidential Information of Example that is not expressly authorized under the Agreement or otherwise in writing by Example.
Reference: Example EAPA

User Permissions
The Example Android SDK requires specific user permissions to operate effectively. Android applications should add the following permissions to their user permission model.

- Geolocation *(http://developer.android.com/reference/android/webkit/GeolocationPermissions.html)* : Example requires geolocation to provide location-relevant search results.
- Internet *(http://developer.android.com/reference/android/Manifest.permission.html#INTERNET)* : Required to open network sockets.
- Access Network State *(http://developer.android.com/reference/android/Manifest.permission.html#ACCESS_NETWORK_STATE)* : Required to access information about networks.
- Access Wifi State *(http://developer.android.com/reference/android/Manifest.permission.html#ACCESS_WIFI_STATE)* : Required to access information about Wifi networks.
- Read Phone State *(http://developer.android.com/reference/android/Manifest.permission.html#READ_PHONE_STATE)* : Required to get Device specific details such as device id, OS, etc.
- Read External Storage (Read/Write) *(http://developer.android.com/reference/android/Manifest.permission.html#READ_EXTERNAL_STORAGE)* : Required to read and write from an external storage.
- Access Fine Location *(http://developer.android.com/reference/android/Manifest.permission.html#ACCESS_FINE_LOCATION)* : Required to fetch to access precise location functionality.
- Access Coarse Location *(http://developer.android.com/reference/android/Manifest.permission.html#ACCESS_COARSE_LOCATION)* : Required to access approximate location functionality.
- App History *(http://developer.android.com/reference/android/content/pm/PackageManager.html#getInstalledPackages(int))* : Retrieve the list of installed apps.
- Get Accounts *(http://developer.android.com/reference/android/Manifest.permission.html#GET_ACCOUNTS)* : Authenticate and synchronize Example account information between apps and devices.
- Wake Lock *(http://developer.android.com/reference/android/Manifest.permission.html#WAKE_LOCK)* : Required for certain synchronization events to be handled in the background.

V

verifyMarketAuthorization()
A Example SDK Method of the `Example` Class that verifies the Example app is installed and a user is logged in.
Reference: `verifyMarketAuthorization()`

W - Z

Wake Lock
An Android system user permission. Example technologies require this for certain synchronization events to be handled in the background.
Reference: Wake Lock *(http://developer.android.com/reference/android/Manifest.permission.html#WAKE_LOCK)*