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It's powered by Google's speech recognition technology, so the captions adjust as your conversation flows. And since conversation flows aren't stored on servers, they stay secure on your preferences. Publish your apps and games with the Google Play Console and grow
your business on Google Play. Benefit from features that help you improve your app's quality, engage your audience, earn revenue, and more. [{ "type": "thumb-down", "id": "tooComplicatedTooManySteps", "label":"Too complicated / too many
steps" },{ "type": "thumb-down", "id": "coutOfDate", "label":"Cout of date" },{ "type": "thumb-down", "id": "samplesCodeIssue", "label":"Cout of date is not contain the date is 
 "label":"Solved my problem" }, { "type": "thumb-up", "id": "otherUp", "label":"Other" }] Stay organized with collections Save and categorize content based on your preferences. The Google Play In-App Review API lets you prompt users to submit Play Store ratings and reviews without the inconvenience of leaving your app or game. Generally, the in-app
review flow (see figure 1) can be triggered at any time throughout the user journey of your app. During the flow, the user has the ability to rate your app using the 1 to 5 star system and to add an optional comment. Once submitted, the review is sent to the Play Store and eventually displayed. To protect user privacy and avoid API misuse, there are
strict guidelines that your app should follow about when to request in-app reviews and the design of the review prompt. Figure 1. In-app reviews only work on the following devices: Android devices (phones and tablets) running Android 5.0 (API level 21) or higher that have the Google Play Store
installed. Chrome OS devices that have the Google Play Store installed. Play Core library requirements To integrate in-app reviews in your app, your app must use version 1.8.0 or higher of the Play Core library. When to request an in-app review from users: Trigger the in-app
review flow after a user has experienced enough of your app or game to provide useful feedback. Do not prompt the user excessively for a review. This approach helps minimize user frustration and limit API usage (see the section on quotas). Your app should not ask the user any questions before or while presenting the rating button or card, including
questions about their opinion (such as "Do you like the app?") or predictive questions (such as "Would you rate this app 5 stars"). Design guidelines as you determine how to integrate in-app reviews in your app: Surface the card as-is, without tampering or modifying the existing design in any way, including size, opacity, shape,
or other properties. Do not add any overlay on top of the card or around the card or around the card and the card is removed automatically based on either the user's explicit action, or an internal Play Store mechanism. Quotas To
provide a great user experience, Google Play enforces a time-bound quota on how often a user can be shown the review dialog. Because of this quota, calling the launchReviewFlow method more than once during a short period of time (for example, less than a month) might not always display a dialog. Note: The specific value of the quota is an
 implementation detail, and it can be changed by Google Play without any notice. Because the quota is subject to change, it's important to apply your own logic and target the best possible moment to request a review. For example, you should not have a call-to-action option (such as a button) to trigger the API, as a user might have already hit their
quota and the flow won't be shown, presenting a broken experience to the user. For this use case, redirect the user to the Play Store instead. Integrate in-app reviews in your app Learn how to integrate in-app reviews in your app Learn how to integrate in-app reviews in your app.
accessing or using the Play In-App Reviews Library, you agree to the Play Core Software Development Kit Terms of Service. Please read and understand all applicable terms and policies before accessing the library. Data Safety The Play Core in your app's runtime interface with the Google Play Store. As such, when you use Play Core in your app's runtime interface with the Google Play Store.
app, the Play Store runs its own processes, which include handling data as governed by the Google Play Terms of Service. The information below describes how the Play Core libraries handle data (rating and free-text review) Purpose of data
collection The data collected is used to leave a review on the Play Store or, if the app is in a closed test track, the data collected is shared privately with the app developer. Data deletion Users can delete their reviews in their Google Play
Store account or Google account. While we aim to be as transparent as possible, you are solely responsible for deciding how to respond to Google Play's data safety section form regarding your app's user data collection, sharing, and security practices. Digital distribution service by Google Not to be confused with Google Store or Google Play's data safety section form regarding your app's user data collection, sharing, and security practices.
PlayDeveloper(s)GoogleInitial releaseOctober 22, 2008; 13 years ago (2002-08-01)[1]Android TV32.0.18 / July 29, 2022; 46 days ago (2022-07-29)[2]Wear OS31.2.13 / July 10, 2022; 2 months
ago (2022-07-10)[3] PlatformAndroid, Android TV, Wear OS, Chrome OS, WebTypeDigital distribution, App store, Mobile game store, Video on demand, Ebook store Online music store (closed in December 2020)Websiteplay.google.com
operated and developed by Google. It serves as the official app store for certified devices running on the Android operating system and its derivatives as well as ChromeOS, allowing users to browse and download applications developed with the Android software developed with the And
digital media store, offering games, music, books, movies, and television programs be.[4] Content that has been purchased on Google Play Movies & TV and Google Play Books can be accessed on a web browser, and through the Android and iOS apps. Applications are available through Google Play either free of charge or at a cost. They can be
downloaded directly on an Android device through the proprietary Google Play Store mobile app or by deploying the application to a device from the Google Play website. Applications utilizing hardware capabilities of a device from the Google Play website.
games) or a front-facing camera (for online video calling). The Google Play Store had over 82 billion apps downloads in 2016 and reached over 3 million.[6] It has been the subject of multiple issues concerning security, in which malicious software has been approved and
uploaded to the store and downloaded by users, with varying degrees of severity. Google Play was launched on Market, Google Movies and the Google Play was launched on Market, Google Movies and the G
geographical support for each of the services. Since 2018, Google has gradually sunsetted the Play Music was rebranded as Google TV in 2021. In 2022, Play Games is expected to shut down its mobile app
in favor of an Android emulator for Windows with the same name.[7] The remaining standalone mobile app will be Play Books. Catalog content Android applications Further information: Android applications.[5][8] After Google purged a
lot of apps from the Google Play Store, the number of apps has risen back to over 3 million Android applications. As of 2017, developers in more than 150 locations could distribute apps on Google Play, though not every location supports merchant registration. Developers receive 85% of the application price, while the remaining 15% goes to the
distribution partner and operating fees. Developers can set up sales, with the original price struck out and a banner underneath informing users when the sale ends.[9][10] Google Play allows developers to release early versions of apps to a select group of users, as alpha or beta tests.[10] Users can pre-order select apps (as well as movies, music,
books, and games) to have the items delivered as soon as they are available.[11] Some network carriers offer billing for Google Play purchases, allowing users to opt for charges in the monthly phone bill rather than on credit cards.[12] Users can request refunds within 48 hours after a purchase.[13] Games Main article: Google Play Games At the
Google I/O 2013 Developer Conference, Google announced the introduction of Google Play Games is an online gaming service for Android that features real-time multiplayer gaming capabilities, cloud saves, social and public leaderboards, and achievements. Its standalone mobile app was launched on July 24, 2013.[15] Books
Main article: Google Play Books Global availability of Google Play Books Google Play Books is an ebook digital distribution service. Google Play Books of Interior of PDF or EPUB file formats.[17] As of January 2017[update], Google Play Books of Interior of PDF or EPUB file formats.[17] As of January 2017[update], Google Play Books of Interior of PDF or EPUB file formats.[18] and users can also upload up to 1,000 of their own ebooks in the form of PDF or EPUB file formats.[18] and users can also upload up to 1,000 of their own ebooks available for purchase, [18] and users can also upload up to 1,000 of their own ebooks available for purchase, [18] and users can also upload up to 1,000 of their own ebooks in the formats.[18] and users can also upload up to 1,000 of their own ebooks available for purchase, [18] and users can also upload up to 1,000 of their own ebooks available for purchase, [18] and users can also upload up to 1,000 of their own ebooks available for purchase, [18] and users can also upload up to 1,000 of their own ebooks available for purchase, [18] and users can also upload up to 1,000 of their own ebooks available for purchase, [18] and users can also upload up to 1,000 of their own ebooks available for purchase, [18] and users can also upload up to 1,000 of their own ebooks available for purchase, [18] and [18] and [18] and [18] are purchased as a purchase and [18] are purchased as a purcha
Books is available in 75 countries.[18] Movies and TV shows Main article: Google TV (service) Global available for purchase or rental, depending on availability.[19] As of January 2017[update], movies are available in over 110
countries, while TV shows are available only in Australia, Austria, Canada, France, Germany, Japan, Switzerland, the United States and the United States a
to Google TV by May 2022.[20] Play Pass Main article: Google Play Pass Global availability of Google Play Pass Global availability of Google Play Pass On September 2019, subscribers could access the games and apps without ads and in-app purchases. The program is
invitation-only for app developers, who then can integrate the service into their existing apps.[23] Device updates Google introduced Project Mainline in Android 10, allowing core OS components to be updated via the Google Play Store, without requiring a complete system update.[24][25] Android 10 supports updates for core OS components
including: Security: Media Codecs, Media Framework Components, DNS Resolver, Conscrypt Privacy: Documents UI, Permission Controller, ExtServices Consistency: Time zone data, ANGLE (developers opt-in), Module Metadata, Networking components, Captive Portal Login, Network Permission Configuration[24] On December 4, 2019, Qualcomm
announced their Snapdragon 865 supports GPU drivers updated via the Google Play Store. This feature was initially introduced with Android Oreo but vendors had not added support yet. [26] Teacher Approved in 2020, Google launched a new children-focused 'Teacher Approved' section for the Google Play Store. Apps marked as 'Teacher Approved' section for the Google Play Store. This feature was initially introduced with Android Oreo but vendors had not added support yet. [26] Teacher Approved in 2020, Google launched a new children-focused 'Teacher Approved' section for the Google Play Store. This feature was initially introduced with Android Oreo but vendors had not added support yet. [26] Teacher Approved in 2020, Google Play Store. This feature was initially introduced with Android Oreo but vendors had not added support yet. [26] Teacher Approved in 2020, Google Play Store. This feature was initially introduced with Android Oreo but vendors had not added support yet. [26] Teacher Approved in 2020, Google Play Store. This feature was initially introduced with Android Oreo but vendors had not added support yet. [26] Teacher Approved in 2020, Google Play Store. This feature was initially introduced with Android Oreo but vendors had not added support yet. [26] Teacher Approved in 2020, Google Play Store. This feature was initially introduced with Android Oreo but vendors had not added support yet. [26] Teacher Approved in 2020, Google Play Store. This feature was initially introduced with Android Oreo but vendors had not added support yet. [26] Teacher Approved in 2020, Google Play Store. This feature was initially introduced with Android Oreo but vendors had not added support yet. [26] Teacher Approved in 2020, Google Play Store. This feature was initially introduced with Android Oreo but vendors had not added support yet. [26] Teacher Approved in 2020, Google Play Store was initially introduced with Android Oreo but vendors had not added support yet. [26] Teacher Approved in 2020, Google Play Store was initially int
meet higher standards approved for educational purposes.[27][28] History Former Google Play (previously styled Google Play (
users on October 22.[32][33] In December 2010, content filtering was added to Android Market, each app's details page started showing a promotional graphic at the top, and the maximum size of an app was raised from 25 megabytes to 50 megabytes.[34][35][36] The Google eBookstore was launched on December 6, 2010, debuting with three
million ebooks, making it "the largest ebooks collection in the world".[37] In November 2011, Google announced Google Music, a section of the Google Play Store offering music purchases. [38][39] In March 2012, Google increased the maximum allowed size of an app by allowing developers to attach two expansion files to an app's basic download
each expansion file with a maximum size of 2 gigabytes, giving app developers a total of 4 gigabytes.[40][41] Also in March 2012, Android Market was re-branded as Google Play Store, including all Android apps, came to Chrome OS in September 2016.[45][46] In May 2021, Google Play announced plans to implement a
new section with privacy information for all applications in its storefront. The project is similar to App Store's privacy labels and is expected to be released in full in the first half of 2022. The feature will show users what kind of information each app collects, whether the data it stores is encrypted and whether users can opt out of being tracked by the
application.[47] Music Main article: Google Play Music Global availability of Google Play Music was a music and podcast streaming service and online music locker. It features over 40 million songs,[48] and gives users free cloud storage of up to 50,000 songs.[49] As of May 2017[update], Google Play Music was a wailable in 64
countries.[18] In June 2018, Google Play Music was shut down Play Music by 2020 and offered users to migrate to YouTube Music, migration to Google Play Music was shut down in December 2020 and was replaced
by YouTube Music and Google Play Newsstand Global availability of 
2013, combining the features of Google Play Magazines and Google Currents into a single product. [54] As of January 2017 [update], the basic Newsstand content was available in more than 35 countries. [citation needed] On May 15, 2018, the mobile app merged with Google News &
Weather to form Google News. The Newsstand section continued to appear on the Google Play website until Movember 5, 2018, but now is only available through the Google News app. [55] Devices Main article: Google Store Until March 2015, Google Play had a "Devices" section for users to purchase Google News app. [55] Devices Main article: Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available through the Google Play website until Movember 5, 2018, but now is only available
Chromecasts, other Google-branded hardware, and accessories. A separate online hardware retailer called the Google Store was introduced on March 11, 2015, replacing the Devices section of Google Play.[56][57] User interface Apart from searching for content by name, apps can also be searched through keywords provided by the developer.[58]
When searching for apps, users can press on suggested search filters, helping them to find apps matching the determined filters. [59] For the discoverability of apps, Google Play Store consists of lists featuring top apps in each category, including "Top Free", a list of the most popular free apps of all time; "Top Paid", a list of the most popular paid apps
of all time; "Top Grossing", a list of apps generating the highest amounts of revenue; "Trending Apps", a list of the most popular new free apps; "Top New Free", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Free", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular new free apps; "Top New Paid", a list of the most popular n
frequently-updated list of apps selected by the Google Play team; "Editors' Choice", a list of apps considered the best. [60] In March 2017, Google added a "Free App of the Week" section, offering one normally-paid app for free. [61][62] In July 2017, Google
expanded its "Editors' Choice" section to feature curated lists of apps deemed to provide good Android experiences within overall themes, such as fitness, video calling and puzzle games.[63][64] Google Play enables users to know the popularity of apps, by displaying the number of times the app has been downloaded. The download count is a color
coded badge, with special color designations for surpassing certain app downloads, green for 100,000 and 50,000 downloads, blue for 10,000 and 50,000 downloads, blue for 100,000 and 50,000 downloads, green for 100,000 and 50,000 downloads, blue for 100,000 and 50,000 downloads, green for 100,000 and 50,000 downloads, blue for 100,000 and 50,000 downloads, blue for 100,000 and 50,000 downloads, green for 100,000 and 50,000 downloads, blue for 100,000 and 50,000 downloads, green for 100,000 and 50,000 downloads, blue for 100,000 and 50,000 downloads, green for 100,000 and 50,000 downloads, blue for 100,000 and 50,000 downloads, green for 100,000 downloads, green for
ratings for apps and digital content distributed through Google Play, which are displayed publicly. Ratings are based on a 5-point scale. App developers can respond to reviews[67] using the Google Play, which are displayed publicly. Ratings are based on a 5-point scale. App developers can respond to reviews[67] using the Google Play Developer Console.
interface for the then-named Android Market that provides access through a computer.[69] Applications purchased are downloaded and installed on an Android device remotely, with a "My Market Account" section letting users give their devices a nickname for easy recognition.[70] In May 2011, Google added new application lists to Android Market.
including "Top Paid", "Top Free", "Editor's Choice", "Top Grossing", "Top Developers", and "Trending".[71][72] In July, Google introduced an interface with a focus on featured content, more search filters, and (in the US) book sales and movie rentals.[73] In May 2013, a redesign to the website interface matched the then-recently redesigned Android
app.[74] In July 2014, the Google Play Store Android app added new headers to the Books/Movies sections, a new Additional Information screen offering a list featuring the latest available app version, installed size, and content rating, and simplified the app permissions prompt into overview categories.[75] A few days later, it got a redesign consistent
with the then-new Material Design design language, [76][77] and the app was again updated in October 2015 to feature new animations, divide up the content into "Apps and Games" and "Entertainment" sections, as well as added support for languages read right-to-left. [78][79][80] In April 2016, Google announced a redesign of all the icons used for
its suite of Play apps, adding a similar style and consistent look.[81][82] In May 2017, Google removed the shopping bag from the Google Play icon, with only the triangle and associated colors remaining.[83][84] In March 2018, Google experimented by changing the format of the screenshots used for the App pages from the WebP format to PNG but
reverted the change after it caused the images to load more slowly. The update also saw small UI tweaks to the Google Play Store site with the reviews section now opening to a dedicated page and larger images in the light box viewer.[85][86] In July 2022, Google announced a new logo for the Google Play Store that is more uniform in color with
other Google services.[87] Google Play Instant Apps Launched in 2017, Google Play Instant, also known as Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or game without installing it first.[88][89] App monetization Google Instant Apps, allows a user to use an app or ga
users, including paid distribution, in-app products, subscriptions, and ad-based models", and requires that developers to comply with the policies in order to "ensure the best user experience". It requires that developers to comply with the policies in order to "ensure the best user experience".
app functionality must also use the Google Play payment system, except in cases where the purchase "is solely for physical products" or "is for digital content that may be consumed outside of the app itself (e.g. songs that can be played on other music players)."[90] Support for paid applications was introduced on February 13, 2009, for developers in
the United States and the United Kingdom,[91] with support expanded to an additional 29 countries on September 30, 2010.[92] The in-app billing system was originally introduced in March 2011.[93] All developers on Google Play are required to feature a physical address on the app's page in Google Play, a requirement established in September
2014.[94] In February 2017, Google announced that it would let developers set sales for their apps, with the original price struck out and a banner underneath informing users when the sale ends. Google also announced that it had made changes to its algorithms to promote games based on user engagement and not just downloads. Finally, it
announced new editorial pages for what it considers "optimal gaming experiences on Android", further promoting and curating games. [95][9][10] Payment methods Picture of Google Play Gift Cards, or through PayPal. [96] Google began rolling out carrier
billing for purchases in May 2012,[12][97] followed by support for PayPal in May 2014.[98][99] Gift cards started circulating online in August 2012 after references to it were discovered by Android Police in the 3.8.15 version update of the Google Play Store Android app.[100] Soon after, images of the gift cards
started to leak,[101] and on August 21, 2012, they were made official by Google and rolled out over the next few weeks.[102][103] As of April 2017 Google Play gift cards are available in the following countries: Australia, Austria, Belgium, Brazil, Canada, Denmark, Finland, France, Germany, Greece, Hong Kong, India, Indonesia, Ireland, Italy, Japan,
Malaysia, Mexico, Netherlands, New Zealand, Norway, Poland, Portugal, Saudi Arabia, Singapore, South Africa, South Korea, Spain, Sweden, Switzerland, Turkey, the United Kingdom and the United States.[104] Subscriptions Google introduced in-app subscriptions to Google Play in May 2012.[105][106] In June 2016, some sources
reported that Google announced that subscriptions charged through Google Play would now split the revenue 85/15, where developers receive 85% of revenue and Google takes 15%, a change from the traditional 70/30 split in years prior. The move followed Apple's then-recently announced change of the same model, although commentators were
quick to point out that while Apple grants the 85/15 revenue share after one year of active subscriptions, Google's subscription products decreased to 15% for any subscribers developers retain after 12 paid months,[110] establishing that,
unlike what sources were reporting, Google Is using the same model as Apple with in-app subscriptions on the App Store on Android Google Play Store on Android Google Is using the same model as Apple with in-app subscriptions on the App Store on Android Google Play Store on And
Play badge Google Play Store, shortened to Play Store on the Home screen and App screen, is Google's official pre-installed app store on Android-certified devices. It provides access to content on Google Play, including apps, books, magazines, music, movies, and television programs.[111] Devices do not ship with the Google Play Store in China, with
manufacturers offering their own alternative.[112] Google Play Store filters the list of apps to those components (such as vidget), and Android versions (such as 7.0 Nougat).[113] Carriers can also ban certain apps from being installed
on users' devices, for example tethering applications from a developer's website or through a third-party app store alternative.[115] Google Play Store applications are self-contained Android Package files (APK)
similar to .exe files to install programs on Microsoft Windows computers.[116] On Android devices, an "Unknown sources" feature in Settings allows users to bypass the Google Play Store and install APKs from other sources.[117] Depending on developer preferences, some apps can be installed to a phone's external storage card.[118] Installation
history The Google Play Store app features a history of all installed apps. Users can remove apps from the list, with the changes also synchronizing to the Google Play website interface, where the option to remove apps from the history does not exist.[119] Compatibility Google publishes the source code for Android through its "Android Open Source
compatible with third-party apps written by developers". Only Android devices that comply with Google's compatibility requirements may install and access the Google Play Store application. As stated in a help page for the Android open Source Project, "Devices that are "Android compatible" may participate in the Android ecosystem, including
Android Market; devices that don't meet the compatibility requirements exist outside that ecosystem. In other words, the Android compatible devices that merely run derivatives of the source code. We welcome all uses of the Android source code, but only Android compatible devices-
as defined and tested by the Android Compatibility Program—may participate in the Android ecosystem."[120] Some device manufacturers choose to use their own app store instead of or in addition to the Google Play Services Main article: Google Play Services In 2012, Google began decoupling certain aspects of its Android
operating system (particularly its core applications) so they could be updated through the Google Play store independently of the OS. One of those components, Google Play Services, is a closed-source system-level process providing APIs for Google services, installed automatically on nearly all devices running Android 2.2 "Froyo" and higher. With
growth Year Month Applications available Downloads to date 2009 March 2,300[123] December 16,000[124] 2010 March 30,000[125] April 3 billion[131] July 250,000[131] 4,5 billion[131] July 250,000[132] 6 billion[132] October 500,000[123] December 10,000[128] Decem
 billion[135] 2012 April 15 billion[136] June 600,000[137] 20 billion[141] 50 billion[147] 2016 82 billion[140] July 1 million[141] 50 billion[141] 50 billion[
emphasizing app quality, innovation, and having a launch or major update in the last 12 months", with the winners announced in May.[143][144] Google Play's launch, Google Play's launch, Google released lists of the best-selling apps
games, movies, music, and books over the past five years.[147][148] In June 2017, Google introduced "Android Excellence", a new editorial program to highlight the apps deemed the highest quality by the Google Play editors.[149][150] In 2020, Google Play awarded Disney+ as the top app of the year for users in the US, and SpongeBob: Krusty Cook
Off taking the honors in the gaming category.[151] Application approval Google places some restrictions on the types of apps that can be published, in particular not allowing sexually explicit content, child endangerment, violence, bullying & harassment, hate speech, gambling, illegal activities, and requiring precautions for user-generated content.
[152] In March 2015, Google disclosed that over the past few months, it had been begun using a combination of automated tools and human reviewers to check apps for malware and terms of service violations before they are published in the Google Play Store. At the same time, it began rolling out a new age-based ratings system for apps and games
 based on a given region's official ratings authority (for example, ESRB in the US).[153][154][155] In October 2016, Google announced a new detection and filtering system is aimed to detect and filter cases where developers have been attempting to
 "manipulate the placement of their apps through illegitimate means like fraudulent installs, fake reviews, and incentivized ratings".[156][157][158] In April 2019, Google announced changes to the store's app review process, stating that it would take several days to review app submissions from new and less-established developers.[159] The company
later clarified that, in exceptional cases, certain apps may be subject to an expanded review process, delaying publication by seven days or longer.[160][161] Application bans Some mobile carriers can block users from installing certain apps. In March 2009, reports surfaced that several tethering apps were banned from the store.[162] However, the
apps were later restored, with a new ban preventing only T-Mobile subscribers from downloading the apps. Google released a statement:[163] On Monday, several applications that enable tethering were removed from the Android's Developer
Distribution Agreement (section 7.2), we remove applications from the Android Market catalog that violate the erms of service of a carrier or manufacturer. We inadvertently unpublished the applications for all carriers, and today we have access to
the applications. We have notified the affected developers. In April 2011, Google removed the Grooveshark app from the store due to unspecified policy violations. CNET noted that the removal came "after some of the top music labels have accused the service of violations. CNET noted that the removal came "after some of the top music labels have accused the service of violations." [164] TechCrunch wrote approximately two weeks later that
Grooveshark had returned to Android, "albeit not through the official App Market", but rather "Playing on Android's ability to install third-party applications through the browser, Grooveshark has taken on the responsibility of distributing the applications through the browser, Grooveshark has taken on the responsibility of distributing the applications through the browser, Grooveshark has taken on the responsibility of distributing the applications through the browser, Grooveshark has taken on the responsibility of distributing the applications through the applications through the applications through the browser, Grooveshark has taken on the responsibility of distributing the applications through the applicati
emulators. Neither Google nor the developer publicly revealed the reason for the ban.[166] In March 2013, Google began to pull ad blocking apps from the Google Play Store, per section 4.4 of the developers' agreement, which prohibits apps that interfere with servers and services.[167] Apps that exempt themselves from power management policies
introduced on Android Marshmallow without being "adversely affected" by them, are banned. [168] In July 2018, Google banned additional categories of apps, including those that perform cryptocurrency mining on-device, apps that "facilitate the sale of explosives, firearms, ammunition, or certain firearms accessories", are only used to present
ads, contain adult content but are aimed towards children, "multiple apps with highly similar content and user experience," and "apps that are created by an automated tool, wizard service, or based on templates and submitted to Google Play by the operator of that service on behalf of other persons."[170] Application security In February 2012,
Google introduced a new automated antivirus system, called Google Bouncer, to scan both new and existing apps for malware (e. g. spyware or trojan horses).[171][172] In 2017, the Bouncer feature and other safety measures within the Android platform were rebranded under the umbrella name Google Play Protect, a system that regularly scanson
apps for threats.[173][174] Android apps can ask for or require certain permissions on the device, including access to body sensors, calendar, camera, contacts, location, microphone, phone, SMS, storage, WI-FI, and access to body sensors, calendar, camera, contacts, location, microphone, phone, SMS, storage, WI-FI, and access to body sensors, calendar, camera, contacts, location, microphone, phone, SMS, storage, WI-FI, and access to body sensors, calendar, camera, contacts, location, microphone, phone, SMS, storage, WI-FI, and access to body sensors, calendar, camera, contacts, location, microphone, phone, SMS, storage, WI-FI, and access to body sensors, calendar, camera, contacts, location, microphone, phone, SMS, storage, WI-FI, and access to body sensors, calendar, camera, contacts, location, microphone, phone, SMS, storage, with the categories of the categorie
similar functionalities, such as calculator apps, are grouped together and attributes compared. If one app stands out, such as requesting more device permissions than others in the same group, Google's systems automatically flag the app and security engineers take a closer inspection. Peer grouping is based on app descriptions, metadata, and
statistics such as download count.[176][177] Security issues In early March 2011, DroidDream, a trojan rootkit exploit, was released to the then-named Android Market in the form of several free applications that were, in many cases, pirated versions of existing priced apps. This exploit allowed hackers to steal information such as IMEI and IMSI and IMS
numbers, phone model, user ID, and service provider. The exploit also installed a backdoor that allowed the hackers to download more code to the infected devices running Android versions earlier than 2.3 "Gingerbread".[179] Google removed the apps from the Market immediately after being alerted,[180] but
the apps had already been downloaded more than 50,000 times, according to Android Police's estimate.[178] Android Police wrote that the only method of removing the exploit from an infected device was to reset it to a factory state, although community-developed solutions for blocking some aspects of the exploit were created.[180] A few days later
Google confirmed that 58 malicious apps had been uploaded to Android Market, and had been downloaded to 260,000 devices before being removed from the store.[181] Google emailed affected users with information that "As far as we can determine, the only information obtained was device-specific (IMEI/IMSI, unique codes which are used to
identify mobile devices, and the version of Android running on your device)" as opposed to personal data and account information.[181] It also announced the then-new "remote kill" functionality, alongside a security update, that lets Google remotely remove malicious apps from users' devices.[181] However, days later, a malicious version of the
security update was found on the Internet, though it did not contain the specific DroidDream malware, renamed DroidDream Light, surfaced the following June, and were also removed from the store.[183] At the Black Hat security conference in 2012, security firm Trustwave demonstrated their ability to upload
an app that would circumvent the Bouncer blocker system. The application used a JavaScript exploit to steal contacts, SMS messages, and photos, and was also capable of making the phone open arbitrary web pages or launch denial-of-service attacks. Nicholas Percoco, senior vice president of Trustwave's SpiderLabs advanced security team, stated
that "We wanted to test the bounds of what it's capable of". The app stayed on Google Play for more than two weeks, being repeatedly scanned by the Bouncer system without detection, with Percoco further saying that "As an attack, all a malware attacker has to do to get into Google Play is to bypass Bouncer". Trustwave reached out to Google to
share their findings, but noted that more manual testing of apps might be necessary to detect apps using malware-masking techniques.[184][185] According to a 2014 research study released by RiskIQ, a security services company, malicious apps introduced through Google Play increased 388% between 2011 and 2013, while the number of apps
removed by Google dropped from 60% in 2011 to 23% in 2013. The study further revealed that "Apps for personalizing Android phones led all categories as most likely to be malicious".[186][187] According to PC World, "Google said it would need more information about RiskIQ's analysis to comment on the findings."[188] In October 2016, Engadget
reported about a blog post named "Password Storage in Sensitive Apps" from freelance Android hacker Jon Sawyer, who decided to test the top privacy apps on Google Play.[189] Testing two applications, one named "Hide Pictures Keep Safe Vault" and the other named "Private Photo Vault", Sawyer found significant errors in password handling in
both, and commented, "These companies are selling products that claim to securely store your most intimate pieces of data, yet are at most snake oil. You would have near equal protection just by changing the file extension and renaming the photos."[190][191] In April 2017, security firm Check Point announced that a malware named "FalseGuide
had been hidden inside approximately 40 "game guide" apps in Google Play.[192] The malware is capable of botnet, is also capable of launching DDoS attacks.[193][192] After being alerted to the malware, a type of botnet, is also capable of launching DDoS attacks.[193][192] After being alerted to the malware, a type of botnet, is also capable of launching DDoS attacks.[193][192] After being alerted to the malware, a type of botnet, is also capable of launching DDoS attacks.[193][192] After being alerted to the malware, a type of botnet, is also capable of launching DDoS attacks.[193][192] After being alerted to the malware, a type of botnet, is also capable of launching DDoS attacks.[193][192] After being alerted to the malware, a type of botnet, is also capable of launching DDoS attacks.[193][192] After being alerted to the malware, a type of botnet, is also capable of launching DDoS attacks.[193][192] After being alerted to the malware, a type of botnet, is also capable of launching DDoS attacks.[193][192] After being alerted to the malware, a type of botnet, is also capable of launching DDoS attacks.[193][192] After being alerted to the malware, a type of botnet, is also capable of launching DDoS attacks.[193][192] After being alerted to the malware, a type of botnet, and the malware is all the malware
Google removed all instances of it in the store, [193] but by that time, approximately two million Android users had already downloaded the apps, the oldest of which had been around since November 2016. [192] In June 2017, researchers from the Sophos security company announced their finding of 47 apps using a third-party development library that
shows intrusive advertisements on users' phones. Even after such apps are force-closed by the user, advertisements remain. Google removed from Google Play after security
firm Lookout discovered that the apps contained an SDK that allowed for malicious advertising. The apps had been collectively downloaded over 100 million times, and consisted of a wide variety of use cases, including health, weather, photo-editing, Internet radio and emoji.[195][196] In all of 2017, over 700,000 apps were banned from Google Play
due to abusive contents; this is a 70% increase over the number of apps banned in 2016.[197] In March 2020, Check Point discovered 56 apps containing a malware program that had infected a total of 1 million devices. The program, called Tekya, was designed to evade detection by Google Play Protect and VirusTotal and then fraudulently click on
ads. Around the same time, Dr. Web discovered at least six apps with 700,000 total downloads containing at least 18 modifications program called Android. Circle. 1. In addition to performing click fraud, Android. Circle. 1. In addition to performing click fraud, Android. Circle. 1. In addition to perform phishing at least six apps with 700,000 total downloads containing at least six apps on Google Play
that steal Facebook users' logins and passwords. Their specialists uncovered 9 trojans that were available on Google Play Store with over 5.8 million installs among them. The apps tricked victims into logging into their Facebook accounts and hijacked the credentials via JavaScript code.[199] Google removed these apps later on.[200] On September
29, 2021, Zimperium zLabs recently discovered a large-scale malware campaign has infected more than 10 million Android devices from over 70 countries and likely stole hundreds of millions from its victims by subscribing to paid services without their knowledge. GriftHorse, the trojan used in these attacks, was discovered by researchers who first
spotted this illicit global premium services campaign. This campaign has been active for roughly five months, between November 2020 and April 2021, when their malicious apps were last updated. The malware was delivered using over 200 trojanized Android applications delivered through Google's official Play Store and third-party app stores
Google has removed the apps after being notified of their malicious nature but this malware are still available for download on third-party repositories. [201] On November 30, 2021, ThreatFabric, researchers explain how they discovered four different malware dropper campaigns distributing banking trojans on the Google Play Store. This evolution
includes creating small realistic-looking apps that focus on common themes such as fitness, cryptocurrency, QR codes, and PDF scanning to trick users into installing the app. Once these "dropper" apps are installed, they will silently communicate with the threat actor's server to receive commands. When ready to distribute the banking trojan, the
threat actor's server will tell the installed app to perform a fake "update" that "drops" and launches the malware on the Android device. [202] Patent issues Some developers publishing on Google Play have been sued for patent infringement by "patent issues Some developers publishing on Google Play have been sued for patent issues Some developers. If
the developer manages to successfully challenge the initial assertion, the "patent troll" changes the claim of the violation in order to accuse the developer of having violated a different assertion in the patent. This situation continues until the case goes into the legal system, which can have substantial economic costs, prompting some developers to
 settle.[203] In February 2013, Austin Meyer, a flight simulator game developer, was sued for having used a copy-protection system in his app, a system that he said "Google gave us! And, of course, this is what Google provides to everyone else that is making a game for Android!" Meyer claimed that Google would not assist in the lawsuit, and he stated
that he would not settle the case. [204] His battle with the troll continued for several years, uploading a video in June 2016 discussing that he was then being sued for uploading his app to Google Play, because "the patent troll apparently owns the idea [sic] of the Google Play Store itself". [203] Android Authority wrote that "This scenario has played out of the Google Play Store itself".
 against many other app developers for many years", and have prompted discussions over "a larger issue at stake", in which developers stop making apps out of fear of patent problems. [203] Availability Users outside the countries/region Paid apps and games
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External links Official website Retrieved from "2Australian video-on-demand platform 7 plus Type of site Video on demand, OTT, Catch up, live streamingPredecessor(s)PLUS7HeadquartersSydney, New South Wales, AustraliaOwnerSeven West MediaServicesstreaming service URL7plus.com.auRegistrationFreeLaunched27 November 2017 7plus (stylised as 7+) is a video on demand, catch-up TV service run by the Seven Network. The service became available on 27 November 2017. 7 plus also offers online live streaming of Channel 7, 7two, 7mate, 7 flix, Racing.com and 7 Sport. 7 plus is available across several platforms including Web, iOS and Android TV, Samsung TV, Sony Linux TV, PlayStation 4 and PlayStation 5.[1][not specific enough to verify] History 2010-2017: PLUS7 PLUS7 was a catch up TV service run by the Seven Network through its Yahoo7 joint venture with Yahoo1.[2] The service became available on 18 January 2010. Some titles were exclusively available in Australia on PLUS7, including Other Space and Sin City Saints, as well as the British version of My Kitchen Rules, which were not broadcast on the Seven Network.[3][4] In 2014, PLUS7 was available across several platforms including iOS mobile operating systems (e.g. iPhone, iPad & iPod Touch),[6] Apple TV, [7] Xbox One, [8] PlayStation 4, [9] [10] Windows 10, Sony internet-enabled TVs, Hisense internet-enabled TVs, Humax set top boxes, Windows Mobile 7 & 8 and Samsung devices running Android OS 4.0+ and above. 2017-present: 7plus Following the acquisition of Yahoo! by Verizon Communications in June 2017, Seven announced plans to launch a wholly owned standalone service would be known as 7plus and would launch in November 2017.[13] With the introduction of 7plus, PLUS7 was shut down, becoming unavailable on most platforms from 12 December 2017, and on remaining devices on 31 March 2018.[14] In March 2019, the service added two American-based linear channels, Pac-12 Network and Outdoor Channel, as well as on-demand offerings from these providers.[15] On 23 July 2020, 7 plus introduced a new logo styled as 7+. On 4 August 2022, 7 plus began airing Heartbreak Island, a reality television competition/contest, being deemed "too hot for TV".[16] Availability Through the streaming platform, 7 plus provides access to the whole Seven Network suite of channels, including the main and multichannels. As of August 2022, the following online only channels are also available: [17][18] Ausbiz Bloomberg Television Bloomberg Quicktake Dust Fuel TV Gusto TV iwonder Love Nature Olympic Channel Pac-12 Network PeopleTV Qello Concerts by Stingray Djazz Stingray Djazz Stingray Naturescape Wicked Tuna There are also a number of virtual channels based on programming from Seven: A Country Practice All Saints Australia Supercars Replays This Week on 7 AFL Travel Australia Wicked Tuna WSL Logos PLUS7 logo (2010-2017) 7 plus logo (2010-2020) 7+ logo (2020-present) Slogans 2020-present: Discover Something New See also Television providers List of Internet television providers List of Streaming media services References ^ "7plus Customer Support". 7plus Customer Support. Retrieved 5 July 2018. Tive-way shootout: catch-up TV". The Sydney Morning Herald. September 2012. Retrieved 13 January 2016. September 2015. "Seven launches revamped PLUS7 app with live streaming of linear TV". Media Week. 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