

How To Build Apps With Zero Coding:

Module 1 Quick Start

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Getting Started with Building Your Own Apps

Congratulations on purchasing How To Build Apps with Zero Coding. You've made a very wise decision to partner with some of the biggest companies on the planet (Apple, Google and Amazon) to help produce a reliable, growing income for you, your family, and your business.

The **How To Build Apps with Zero Coding guides** are designed specifically to help you **take action** as quickly as possible. We teach you exactly what you need to know - nothing more, nothing less.

The first thing we want you to remember is that **EXTREME FOCUS** is required. It doesn't matter what business you're in, what niche you're in, or how experienced you are. No matter what you're doing, you absolutely **MUST** focus to achieve the results you want.

Some of the elements in the **How To Build Apps with Zero Coding** guides might appear to be a little intimidating if you're a total newcomer to the world of mobile devices, apps, or affiliate marketing.

Don't worry...

As with every business, the process might take a little longer the first time you do it. But, as you get the hang of it, it becomes faster and easier to create your very own apps.

If the idea of creating your own app sounds “too hard” right now, there's no doubt that you'll change your mind after reading through these guides. :-)

Before we dive into the requirements of exactly what you need to do to partner with Apple and Google, we want to make sure you get as much use out of these guides as possible.

How To Best Use This Training Guide

To get the most out of **How To Build Apps with Zero Coding**, let's talk about the best way for you to absorb it.

No matter how the information is delivered (text, audio, video, webinar) you will generally find these three different types of information:

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1.) Surface Information

Surface information is all most people see. It's the information that is plainly and easily read or watched or listened to. It doesn't require any brainwork or pondering. It is what it is.

In text it's the words you read.

In audio it's what you hear.

In video or on a webinar it's what you see and hear.

2.) Hidden Information

Hidden information is information that either the author did not know was there OR left it out intentionally so the reader (listener, viewer) could figure it out on their own.

Hidden information is derivative information. **It's putting two related or unrelated facts together and coming up with a new idea.**

Here's a perfect example.

Here are two separate bits of information from a book I read about earning extra income with Google AdSense:

1.) The author mentioned early in the book that some niche markets paid much better than others. And although you could get some Pay Per Click data from the Google Keyword tool, the only way to know for sure was to test for yourself.

2) Later on in the eBook he talked about selling your AdSense Sites on Flippa. He mentioned several things you should put in your ad when you listed them. One of these things was screenshots of your AdSense earnings.

Do you see the connection? Even though the author didn't explicitly mention it, there is hidden information you can produce with those two bits of information:

You can find the highest paying niche markets by searching Flippa for AdSense auctions and looking at the revenue numbers!

Now, by telling you this, maybe you're already starting to think... "could I use the Google Keyword Tool to look up the pay-per-click data and determine which app markets and niches are most likely the **most profitable?**"

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The answer is a strong **yes**. As I've said already, building your own apps is like building any other business.

This information was completely hidden from view and most people just reading the surface information would have completely missed it.

3.) Quantum Information

This is where it gets spooky.

Are you familiar with “**Quantum Entanglement?**” Basically, Quantum Entanglement happens when two elementary particles, such as protons or electrons, interact physically and are then separated.

After separation, each particle is still aware of and seems to “communicate” with the other particle - **no matter how much distance separates them**.

This is not just theory. It's been demonstrated experimentally by numerous scientists. Einstein called it, “spooky action at a distance.”

Information has a Quantum Connection as well.

Quantum information exists **BETWEEN** two different informational entities. One entity may be a video you watch. Another could be a book you read.

If you look hard enough, you can find information that is derived from the **intersection** of the video and the book. These are the new ideas, realizations and epiphanies that you personally produce (and should, **in every case**, write down *immediately*) when you study information.

In order to make use of all this **you will need to read this information many times**. Just reading it once or twice you will only pick up the surface information. To find the hidden information you need to read it several times.

I suggest you print these instructions out and read it three times straight through without questioning anything or pondering the information. Just to get a good grounding in the surface information.

Next, read it again.

This time as you read each section **highlight facts that are interesting or offer new knowledge to you**. Highlight anything that you don't agree with or that you find contradictory to what you've been told. You can use a highlighter but some people will find it better to write in the margins.

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Make note of any unfamiliar terms and look them up (search Google) in order to fully comprehend them. It's important to understand what all the individual pieces are even if you don't initially understand how they fit together.

Now, **set the report aside for a few days**. Let it gel in your brain. If you're truly interested and excited about doing this I promise your **subconscious** will take over and start coming up with idea after idea.

The **Reticular Activation System** in your brain will start rewarding you by mentally pointing out anything related to what you read and highlighted.

You'll start to see connections everywhere - you'll watch a video that you've watched before and **suddenly it will spark a new idea** about how to use this information. This idea never would have materialized had you only consumed the surface information.

Now, as you prepare to implement the techniques, submerge yourself in the information.

Add your own notations to it.

Take notes.

Read and re-read the information.

From now on, every time you mentally consume anything (read, watch, or listen to) **think back to this lesson**.

Remember - this level of information absorption ONLY occurs if you are willing and able to focus. You need to dive in head first and either apply the information we provide to your EXISTING business, or use it as the foundation for a NEW business.

Ask yourself this question: How can the new information I just learned be used to **grow my App business**?

It will work either way.

Doing this will fine tune your brain and allow you to find hidden gems of information and materialize new ideas that only exist because your brain found the connection between two bits of separate information.

Please be sure to carefully read each How To Build Apps with Zero Coding PDF. We recommend you print out all pages, so we have broken it into easy-to-print sections:

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- 1.) Quick Start Formula (you're reading this now)
- 2.) Research Formula
- 3.) App Building Formula
- 4.) Business Formula
- 5.) App Ideas

OK...

Now that we've covered the preliminary stuff and you're starting to think the right way, it's time for us to get to work. Let's first talk about exactly what you'll need to get started making money by partnering with Apple and building your own apps.

Partnering with Apple

Partnership Signup Link:

<https://developer.apple.com/programs/ios/>

1.) iTunes iOS Developer Account

In order to publish any app on the iTunes Marketplace, you are required to pay a \$99 per year fee. You will want to make sure you are an iOS developer, NOT a Mac Developer. The iOS platform is far more popular and widespread than the Mac Store platform. (The Mac Developer is for those who want to create software for Apple laptop and desktop computers.)

This fee is worth it - not only is it required to publish on the iOS Marketplace, it also gives you two free **“Technical Support Incidents.”**

That means if there's a problem with your code or app that your programmer simply can't figure out, or if there's an urgent matter, you can directly contact Apple and their engineers will provide you assistance.

Pretty cool, right?

They'll actually dive into your code and tell you what is causing the problem. That's above and beyond your normal “tech support,” and it makes you a heck of a lot more confident when you're publishing your apps.

(By the way, I have not run into a situation where I needed to contact Apple support for app assistance - if you hire the right programmers, they'll be more than skilled and you shouldn't run into any problems. We cover how to hire great programmers in Module 3. You can also use [Universal App Maker](#) to build unlimited numbers of apps for Google, Apple and Amazon.)

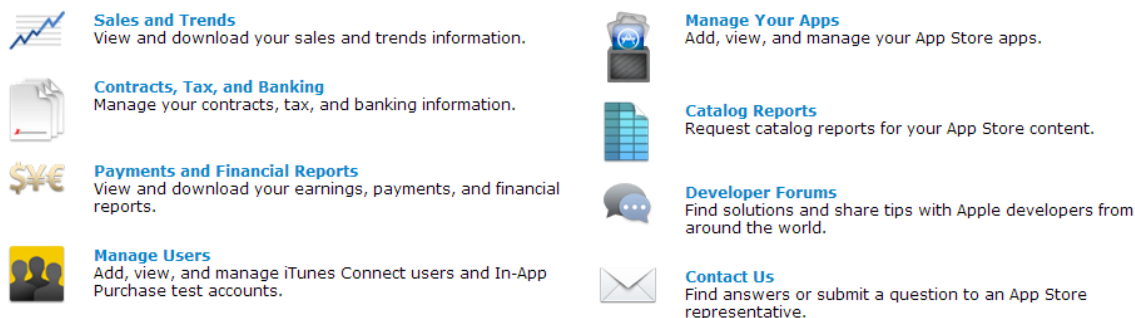
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You only need to have one iTunes Developer account for your entire business. You are able to create additional logins for your programmers so they are able to update and upload your apps without having access to your personal information.

Your iTunes Developer Account is quick and easy to setup. If you want to do business under a specific business name (rather than using your first name and last name as the app seller) Apple requires that you provide appropriate business documentation to them by fax. This will be covered in Module 4.

Once your account is approved by Apple (it doesn't take long - it only took them a few hours to process mine) you'll get access to an interface called iTunes Connect.

iTunes Connect is a developer's interface that allows you to edit pricing, upload your app, create logins, and more. It's straightforward and easy-to-use:



2.) iOS Device (iPhone, iPad, iPod Touch...)

To be an effective app publisher, you'll also need to make sure that you have at least 1 iOS Device available for testing. It's not technically required for you (your programmer MUST use an Apple product to develop your app) but not having the ability to test your apps after they are produced is a problem.

At the very least, you will need to be able to borrow iOS devices from a friend or family member to ensure that your apps are developed the way you want them and are error-free.

The testing process is significantly easier if you have your own device, and having the cheapest iOS model (iPod Touch) will work fine in terms of testing.

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3.) 1 Programmer, 1 Designer

For the actual creation of the app, you will need someone who can program the actual app, and someone who can design the interface of the app for you.

Occasionally, you will be able to find programmers who are able to do both: Program the code for the actual app, and also design a nice, clean interface based on the specifications that you provide.

However, for high-quality or graphic-intensive apps, you will likely need to hire a designer separately for the best results. (This is certainly NOT required for many apps that you will publish, and is almost definitely not needed for your first app.)

We'll cover the hiring process you should follow for programmers and designers in Module 3. Don't worry - you can get some great people at a very reasonable cost with the resources that we recommend.

That's all you need to partner with Apple and begin producing high-quality apps that put money into your bank account. Notice that we didn't say that programming or design knowledge is necessary for you.

Other people are taking care of that work for you - that's because you're going to be the brains behind your business. Other people will do the dirty work.

(It's a great position to be in, isn't it?)

Partnering with Google

Although Apple currently has the lead in the mobile app market, Google has already started to take a significant portion of the marketshare - approximately 50% of mobile devices are currently powered by the Google Android Operating System.

This is a growing trend: The majority of mobile devices in emerging markets (for example, China) uses Android, and the minority use the iPhone.

In other words, there's huge growth potential to be had, especially if you start to develop your apps for the Google right now. Apps are hosted on Google's Android Marketplace, known as Google Play.

Like Apple, you must sign up as a developer to publish your apps on the Google Play marketplace. When you publish on the Google Play marketplace (also known as the Android Marketplace), anyone with a mobile device that uses the

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Android operating system will have the ability to download your app.

The cost to become a development partner with Google is substantially cheaper - only a one-time fee of \$25.

Most importantly, however, programmers can build apps for the Android Marketplace using any computer. You aren't restricted to a particular operating system to program the apps like you are with Apple.

(Ideally, you should be able to find a programmer with a Mac that can program for both iOS and Android.)

Again, it's recommended that you have an Android device that will be able to test your new apps. This can be a tablet or a phone, just as long as it has access to the Google Play marketplace.

Once you've become a developer with Google Play, uploading your apps is straightforward, and is connected directly to your Google account...

ADD NEW APPLICATION

Default language *

English (United States) – en-US



Title *

0 of 30 characters

What would you like to start with?

Upload APK

Prepare Store Listing

Cancel

Uploading is very easy - even easier than uploading with iTunes Connect. Each part of the upload process is broken down into easy-to-manage chunks, and you can prepare the entire store listing before you upload the final file.

(The “APK” file is the type of file by programmers for apps on the Google Play marketplace. Google uses APK, Apple uses Xcode.)

That means once you're happy with the app you get back from your developers, you can press the “Launch Button” and you'll be ready to go live and start cashing in with your app.

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With that in mind, it's time to get you thinking about the possibilities. There are a LOT of different types of apps that you can develop. We'll talk about them in Module 2, the Research Formula module.