M. Tech. in Software Engineering Cross Platform Application Development SEZG585

Flutter App with Back4app Integration

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1. Open command prompt and Navigate to your project path:

```
Command Prompt - flutter doctor - flutter - flutter run
                                                                                                                Run your Flutter app on an attached device.
                    Run Flutter unit tests for the current project.
  test
Tools & Devices
 attach
                    Attach to a running app.
                    List, reset, add and delete custom devices.
  custom-devices
                    List all connected devices.
 devices
                    List, launch and create emulators.
 emulators
  install
                    Install a Flutter app on an attached device.
                    Show log output for running Flutter apps.
  logs
 screenshot
                    Take a screenshot from a connected device.
                    Symbolize a stack trace from an AOT-compiled Flutter app.
  symbolize
Run "flutter help <command>" for more information about a command.
Run "flutter help -v" for verbose help output, including less commonly used options.
D:\BITS WILP\01 SS Sem3\Cross Platform Application Development\FlutterAssignment\flutter_app>flutter run
Connected devices:
Windows (desktop) • windows • windows-x64
                                             • Microsoft Windows [Version 10.0.19045.3693]
Chrome (web)
                  • chrome • web-javascript • Google Chrome 119.0.6045.160
Edge (web)

    edge

                            • web-javascript • Microsoft Edge 119.0.2151.72
1]: Windows (windows)
[2]: Chrome (chrome)
 3]: Edge (edge)
Please choose one (or "q" to quit):
```

2. And run the app with "flutter run" and select the device to run the app (Select 2: Chrome Browser):

```
Command Prompt - flutter doctor - flutter - flutter run
                     Run your Flutter app on an attached device.
 run
                     Run Flutter unit tests for the current project.
  test
ools & Devices
 attach
                    Attach to a running app.
                    List, reset, add and delete custom devices.
 custom-devices
                    List all connected devices.
 devices
                    List, launch and create emulators.
Install a Flutter app on an attached device.
 emulators
  install
                     Show log output for running Flutter apps.
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                    Take a screenshot from a connected device.
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Run "flutter help <command>" for more information about a command.
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D:\BITS WILP\01 SS Sem3\Cross Platform Application Development\FlutterAssignment\flutter_app>flutter run
Connected devices:
Windows (desktop) • windows • windows-x64

    Microsoft Windows [Version 10.0.19045.3693]

                  • chrome • web-javascript • Google Chrome 119.0.6045.160
Chrome (web)

    edge

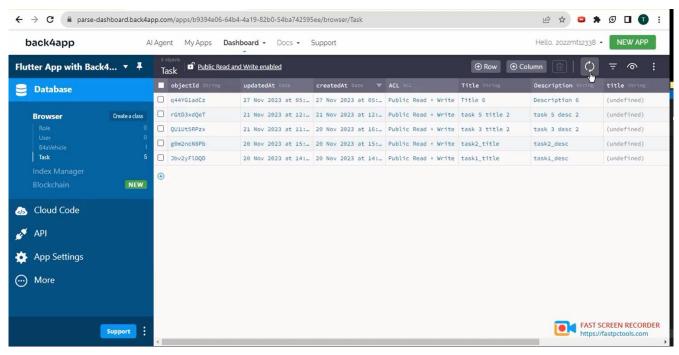
                             • web-javascript • Microsoft Edge 119.0.2151.72
Edge (web)
[1]: Windows (windows)
2]: Chrome (chrome)
[3]: Edge (edge)
Please choose one (or "q" to quit): 2
Launching lib\main.dart on Chrome in debug mode...
Waiting for connection from debug service on Chrome...
```

3. Applications opens in Chrome as below shown:

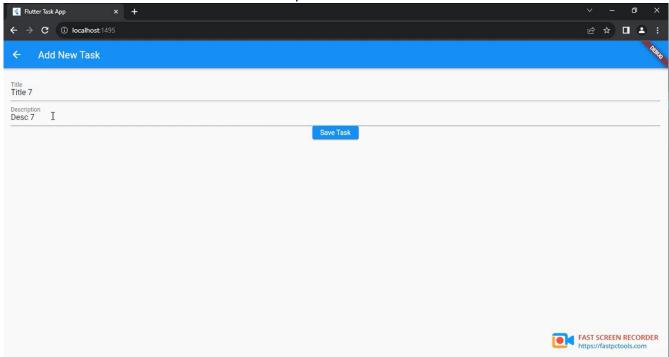
FAST SCREEN RECORDER

https://fastpctools.com

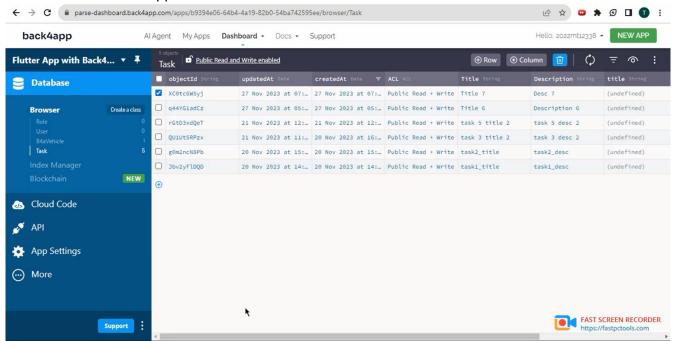
4. Before any addition in the Back4App, in the DB -



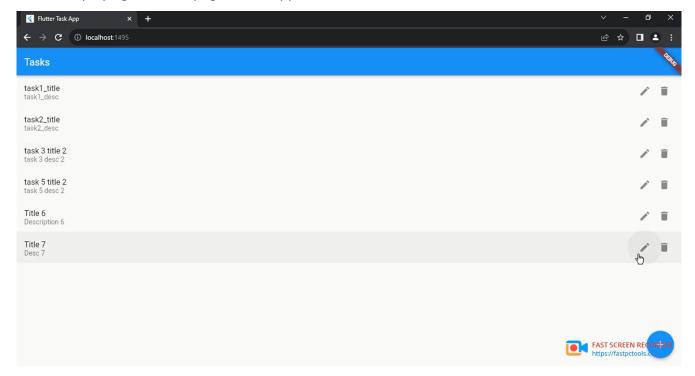
5. Click on Add and enter the Title and Description:



6. Added in the Back4App:

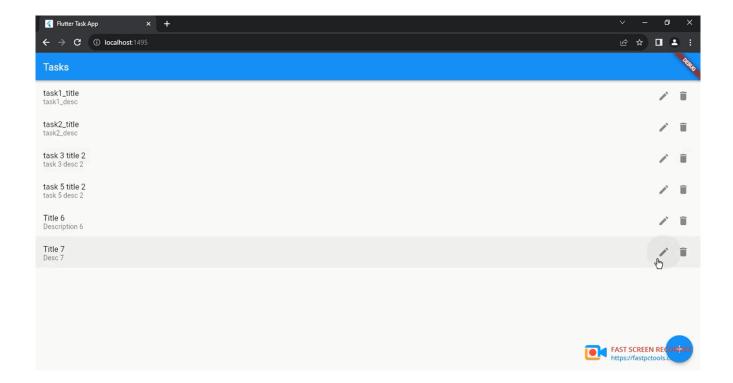


7. Also displaying the main page of the Application:

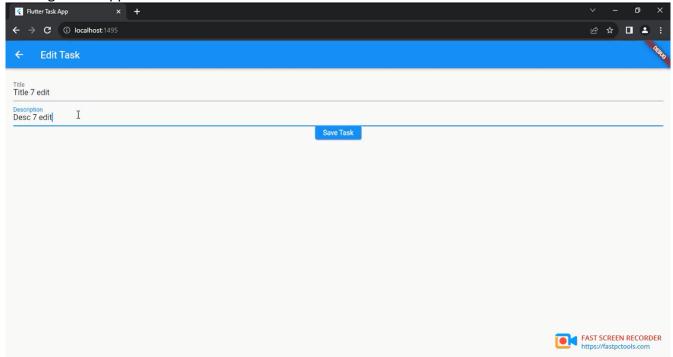


Additional Features:

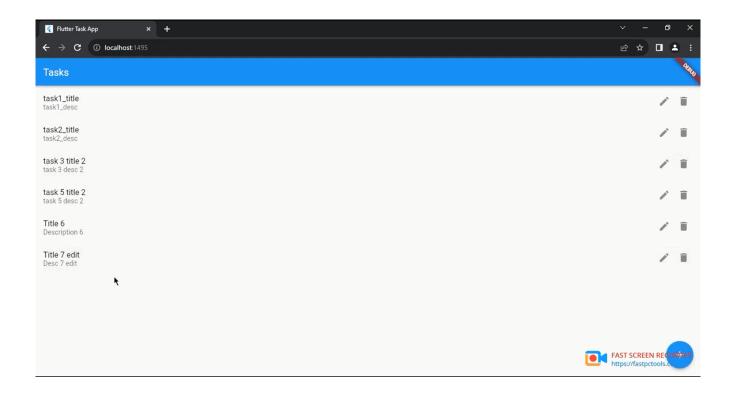
1. Edit feature (Editing the existing Object) -

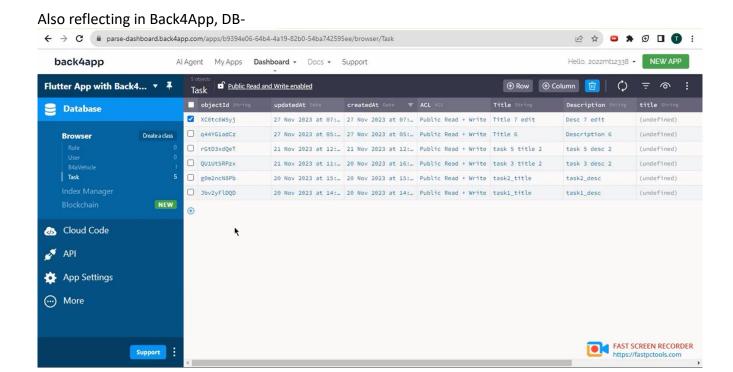


Editting in the Application -



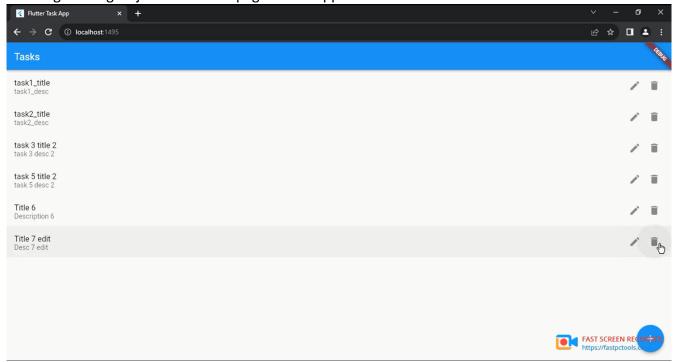
Edited changes reflecting in the main page of the Application-

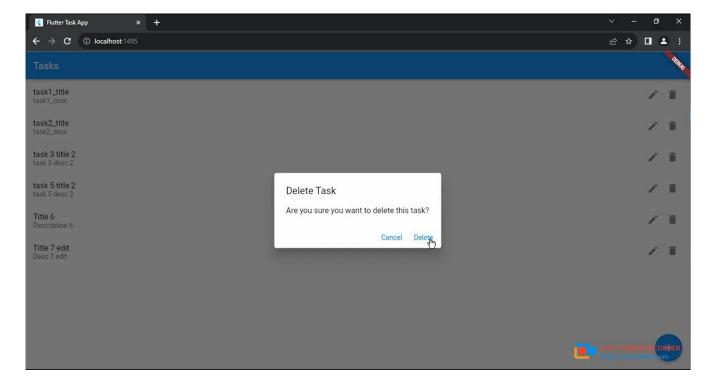




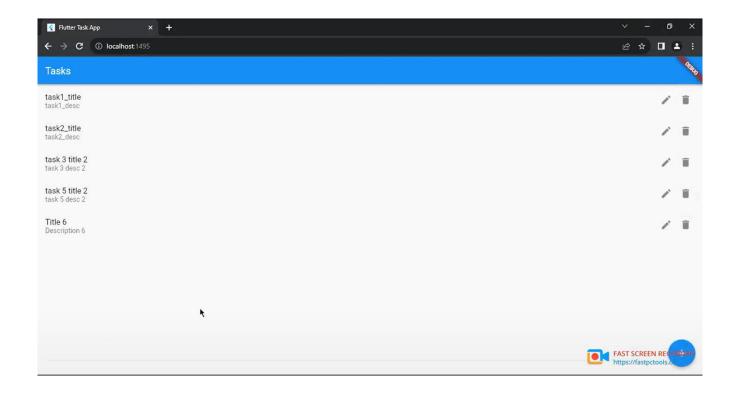
2. Delete Feature -

Deleting existing Object from Main page of the Application -





Deleted from Main page of the Application -



Also deleted from the Back4App, DB -

