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Github Public Repositories: https://github.com/A1vin-aaa/Yupeng_Ex1

Overview:
This project is a simple Shop App built with Flutter, allowing users to browse popular sports items, filter by categories, view item details, add to a shopping bag, and see the subtotal, tax, and total at checkout

Project Structure:
lib/main.dart
lib/models/item.dart
lib/widgets/item_tile.dart
lib/screens/home_screen.dart
lib/screens/cart_screen.dart
assets/images/
pubspec.yaml

File Descriptions:
lib/main.dart
Sets up the MaterialApp, defines the theme, and launches HomeScreen as the app's home

lib/models/item.dart
Defines the Item data model with fields:
name (String)
price (double)
assetImage (String path to local asset)
category (String for filtering)

lib/widgets/item_tile.dart
Renders each item in a Container with:
Image from assets (via Image.asset)
Name (tappable to show full-size image in a dialog)
Price displayed as \$XX.XX
Add-to-cart IconButton

lib/screens/home_screen.dart
Manages the main shop UI:
Displays a ListView of either the top 5 "Popular" items or items filtered by category
Provides a horizontal ChoiceChip bar (Popular, Ball, Racket, Bat, Glove, Board) for filtering using ChoiceChip widgets
Shows the cart icon with item count badge in the bottom bar.

lib/screens/cart_screen.dart
Displays the shopping bag:

ListView of selected items with name, price, and a delete button.
Calculates and shows Subtotal, Tax (13%), and Total (with tax) dynamically

All product images (.png / .jpg) reside in assets/images/. Ensure pubspec.yaml includes:
flutter:
  uses-material-design: true
  assets:
    - assets/images/

Running on a Physical Android Device
Enable Developer Options
On your device, open Settings → About phone and tap Build number seven times until you see
"You are now a developer!"
Return to Settings, open System → Advanced → Developer options.
Allow USB Debugging
In Developer options, scroll to USB debugging and toggle it On.
Confirm the prompt "Allow USB debugging?" on your device.
Select USB Configuration → MIDI
Still in Developer options, find Networking (or Select USB configuration) and choose MIDI.
This routes your device's USB port to act as a MIDI interface, which Android Studio and IntelliJ
use to establish an ADB connection reliably

Connect Your Device
Use a data-capable USB cable to plug your phone into your computer.
When prompted, tap Allow on the "USB debugging" authorization dialog.
Run from IntelliJ IDEA

In IntelliJ's Run/Debug configurations, select "No Device" or your project's launch config; the
IDE will now list your physical device in the target selector
Click the Run or Debug button to build and install the APK directly on your device