**To get a copy of the project up and running on your local machine, follow these steps:**

## **Platforms**

* Android
* iOS

## **Getting Started**

**To get a copy of the project up and running on your local machine, follow these steps:**

1. Clone the repository:

git clone <https://github.com/oelnemr/MoneyMate_Mobile_app>

1. **Navigate to the Project Directory: Change into the project directory with the command:**

cd MoneyMate2025

1. **Install Dependencies: Ensure all necessary dependencies are installed by running:**

flutter pub get

1. **Run the Application: The application can be executed on an emulator/simulator or a physical device. Use the following command to launch the application:**

flutter run

**For Android:**

Ensure you have an Android emulator running or a physical Android device connected. You can connect a physical device via USB debugging or enable Wireless debugging:

**For iOS:**

Make sure you have an iOS simulator running or a physical iOS device connected. For physical devices, ensure that the device is set up for development by trusting your computer.

Flutter will automatically detect the connected devices and launch the app accordingly.

**To run the app on your device or emulator:**

**• For Android:**

Ensure you have an Android emulator running or a physical device connected. Run the following command: flutter run o Or, press the Run button in your IDE to launch the app directly on the connected Android device.

**• For iOS:**

Make sure you have an iOS simulator running or a physical device connected. Ensure you have set up your iOS device for development. o Run the following command: flutter run o Or, press the Run button in your IDE to launch the app directly on the connected iOS device.