

DELIVERY PRO - DELIVERY BOY APP UI IN FLUTTER V2.0

Fabulous UI in Flutter

Created: 02/08/2020

Last Update: 10/03/2021

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A) Basic Information

- **Flutter Version** - 2.0.1
- **Dart Version** - 2.12.0
- **Install Flutter** - See guide according to your operating system.
 - **Windows**- <https://flutter.dev/docs/get-started/install/windows>
 - **macOS**- <https://flutter.dev/docs/get-started/install/macos>
 - **Linux**- <https://flutter.dev/docs/get-started/install/linux>
- **Set up an editor** - <https://flutter.dev/docs/get-started/editor>
- **Build Our App** - Open **delivery_boy** folder on your selected IDE (Android Studio or VSCode). Run **flutter pub get**. Then follow below guide.
 - <https://flutter.dev/docs/get-started/test-drive> **Run the App** Section
- **Change App Icon**-
https://pub.dev/packages/flutter_launcher_icons
- **Change Package Name**-
<https://stackoverflow.com/questions/51534616/how-to-change-package-name-in-flutter>
- **Build & Release Android App**-
<https://flutter.dev/docs/deployment/android>
- **Build & Release iOS App**-
<https://flutter.dev/docs/deployment/ios>

B) Directories & File Uses

Our Design uses only assets & lib folder. So, don't touch any other folder for ui changes.

- **assets(Folder)** - Put all Static images & other data (in Our Case images & json file) in this folder

ork (l:) > Render Code > Codecanyon > Food Express > main > master v2.0 > Delivery Pro > delivery_boy

Name	Date modified	Type	Size
.idea	8/1/2020 5:33 PM	File folder	
android	8/1/2020 5:35 PM	File folder	
assets	8/1/2020 5:33 PM	File folder	
build	8/1/2020 5:33 PM	File folder	
fonts	8/1/2020 5:34 PM	File folder	
ios	8/1/2020 5:34 PM	File folder	
lib	8/1/2020 5:34 PM	File folder	
test	8/1/2020 5:34 PM	File folder	
.flutter-plugins	8/1/2020 5:22 PM	FLUTTER-PLUGIN...	2 KB
.flutter-plugins-dependencies	8/1/2020 5:22 PM	FLUTTER-PLUGIN...	4 KB
.gitignore	7/30/2020 10:47 AM	GITIGNORE File	1 KB
.metadata	7/30/2020 10:47 AM	METADATA File	1 KB
.packages	8/1/2020 5:22 PM	PACKAGES File	12 KB
delivery_boy.iml	7/30/2020 10:47 AM	IML File	1 KB
pubspec.lock	8/1/2020 5:05 PM	LOCK File	13 KB
pubspec.yaml	8/1/2020 5:04 PM	YAML File	3 KB
README.md	7/30/2020 10:47 AM	MD File	1 KB

- **fonts(Folder)** - Put all font file in this folder

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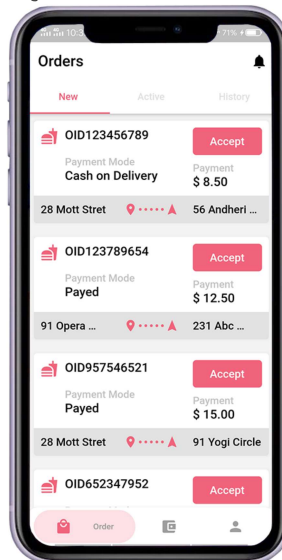
Name	Date modified	Type	Size
.idea	8/1/2020 5:33 PM	File folder	
android	8/1/2020 5:35 PM	File folder	
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- **lib(Folder)** - Main folder that contains all the dart code

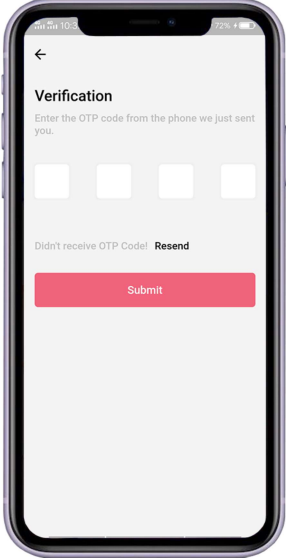
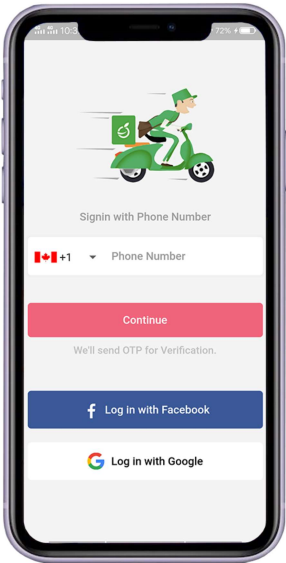
ork (l:) > Render Code > Codecanyon > Food Express > main > master v2.0 > Delivery Pro > delivery_boy

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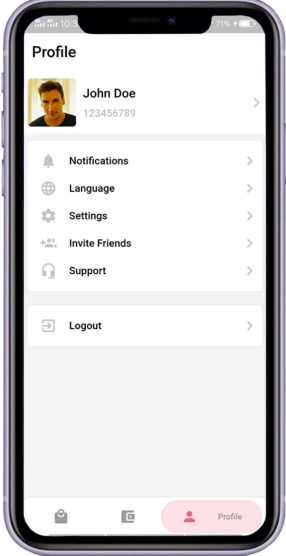
- **constant(Folder)** - Contain Constants (fixPadding, textstyle, etc) in this folder
- **Pages(Folder)** - Contain All App Pages in this folder except **main.dart**
 - **home(Folder)** - Contain All the Component that use in Discover Page in this folder

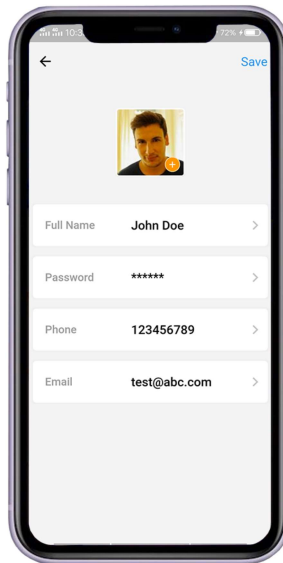


- **login_signup(Folder)** - Contain Login and otp Page

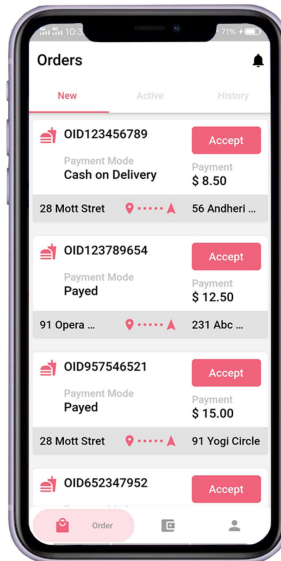


- **profile(Folder)** - Contain All Profile related files in this folder

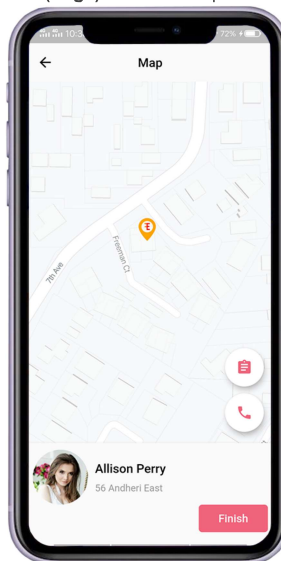




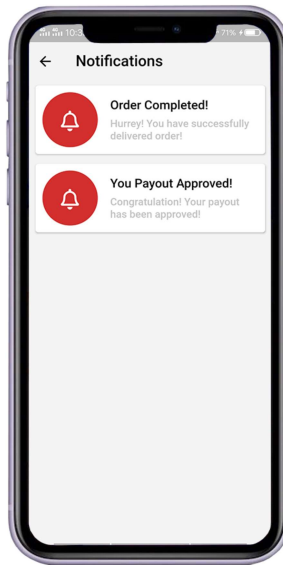
- **home.dart(Page)** - Contain Home Page Scaffold that contain also bottom bar.



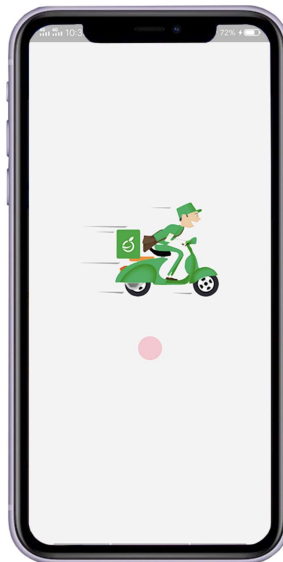
- **map.dart(Page)** - Contain map.



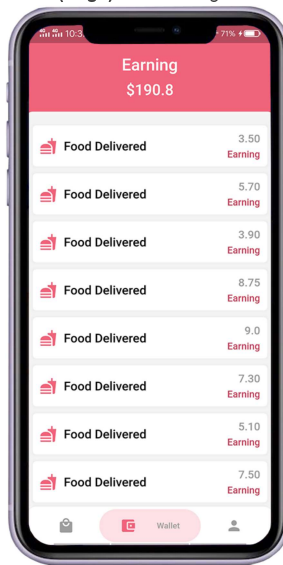
- **notification.dart(Page)** - Notification Page.



- `notification.dart(Page)` - Splashscreen Page.



- `wallet.dart(Page)` - Wallet Page.



- `main.dart` - Entry Point of Our App.
- `pubspec.yaml(File)` - Specification file (All the package and local assets (Like Images, Fonts, etc.) we use in this application is specify in this file.).
- **Packages (Dependencies)**

```
dependencies:
  flutter:
    sdk: flutter
  cupertino_icons: ^0.1.3
  carousel_pro: ^1.0.0
  flutter_swiper: ^1.1.6
  carousel_slider: ^1.3.0
  badges: ^1.1.0
  http: ^0.12.0+2
  font_awesome_flutter: ^8.5.0
  fluttertoast: ^3.1.3
  custom_radio: ^0.1.2
  flutter_rating_bar: ^3.0.0
  page_transition: ^1.1.5
  flutter_spinkit: ^3.1.0
  fancy_on_boarding: ^1.6.0
  shared_preferences: ^0.5.8
  provider: ^2.0.1
  bubble_bottom_bar: ^1.2.0
  flutter_slidable: ^0.5.4
  custom_switch:
  google_maps_flutter: ^0.5.28+1
  sliding_up_panel: ^1.0.2
  flutter_polyline_points: ^0.1.0
  dotted_border: ^1.0.6
  international_phone_input: ^1.0.4
```

• Assets

```
assets:
  - assets/
```

• Fonts

```
fonts:
  - family: Roboto
    fonts:
      - asset: fonts/roboto/Roboto-Regular.ttf
      - asset: fonts/roboto/Roboto-Light.ttf
        weight: 300
      - asset: fonts/roboto/Roboto-Medium.ttf
        weight: 500
```

C) About Google Map Configuration

We use [google_maps_flutter](#) package for google map.

You need Google Map Api key for Accessing Google Map.

- If you want to know how to get Google Map Api Key then please visit this link [google_maps_flutter](#).
- Put that api key in 1 places in our code.
 - `delivery_boy/android/app/src/main/AndroidManifest.xml` line number 42. (Please refer below image)

```
43      <meta-data
44          android:name="flutterEmbedding"
45          android:value="2" />
46      <meta-data android:name="com.google.android.geo.API_KEY"
47          android:value="YOUR GOOGLE MAP API KEY HERE" />
48  </application>
```

D) Still Have a Question?

Please mail us on rendercodetechnology@gmail.com

E) Contact US

If you have any kind of problem with this code then please mail us on rendercodetechnology@gmail.com

If you have any project in flutter then please contact us. We are experience flutter developer team and build high quality apps for android and ios.

Once again, thank you so much for purchasing this item. As I said at the beginning, I'd be glad to help you if you have any questions relating to this item. No guarantees, but I'll do my best to assist. If you have a more general question relating to the application on Codecanyon, you might consider visiting the forums and asking your question in the "Item Discussion" section.

Feel Free To Contact Us rendercodetechnology@gmail.com