

Exercise 1: Your Flutter Mobile Shop

1. Project Title

exercise1_aurora_20250507

A simple mobile shopping app built using Flutter.

2. Description

This app simulates a basic shopping interface where users can browse a list of products, add them to their cart, and view a dynamically updated total. The app does not use a database; it runs using static product data in a local list.

3. How to Configure and Run

Prerequisites:

- Flutter SDK (version $\geq 3.5.0$)
- IntelliJ IDEA with Flutter plugin
- Emulator

Steps to Run:

1. Download the project files.
2. Open the project in IntelliJ.
3. Run the following command to fetch dependencies:

```
flutter pub get
```

4. Run the app on an emulator:

```
flutter run
```

4. Project Structure

lib/

```
└─ main.dart      # Main application entry
└─ product.dart   # Product model class
└─ detail_page.dart # (reserved for future use)
```

assets/

```
└─ nike.png
└─ adidas.png
└─ puma.png
```

```
pubspec.yaml      # Configuration file with assets
```

README.pdf

This file

5. Screenshots

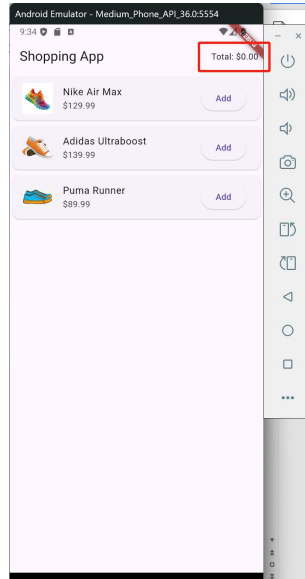


Figure 1. Initial Shopping Interface: The main screen displays a list of products including images, names, and prices. Each item has an "Add" button. The total value starts at \$0.00.

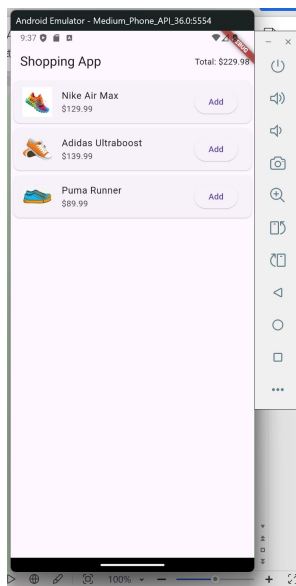


Figure 2. Shopping Cart Updated: After selecting multiple products, the total price updates dynamically. This demonstrates the cart logic and live calculation feature.

6. Features

- Add-to-cart functionality with dynamic total.
- UI built using Material Design.
- Assets loaded from local directory.
- Compatible with Android emulator.

7. Notes

- All assets are declared in pubspec.yaml under the flutter/assets section.
- The cart is managed with a List<Product> using stateful logic.
- Total value is shown in the AppBar.

8. Developer

Aurora Fan