



Woof-Meow Documentation

Woof-Meow - Pet Sitting Service Platform Flutter App

Last Updated : 30-03-2023

By : [193192](#) & [193101](#)

Woof-Meow is a full application template of Pet Sitting Service Platform Flutter App. Online community for pet sitters. The online platform enables pet owners to find a housesitter to care for their property and pets while they are away from home. Sitters will take care of home and pets free of charge in exchange for a place to stay. If you are interested to develop your own Pet Sitting Service Platform Android and iOS app. So Woof-Meow is perfect for yours. It is full application UI KIT developed by Flutter. It contains 35+ awesome screens with various kind of UI. It's made a lot easier for all developers. Anyone can run apps by following the project instructions.

Requirements

To customised this project you should have Flutter and Dart installed and configured effectively on your gadget [Install Flutter](#) Set up your editor Install the [Flutter and Dart Plugin](#) [S.](#)

- Unzip the files folder and open it. There have source code name as Woof-Meow-source-code, then use your preferred IDE ([Android Studio](#) / [Visual Code](#) / [IntelliJ](#)) to open the project.

For Android Configuration

Get Dependencies:

1. Run the command:

```
flutter pub get
```

Change Package Name:

1. If you want to change the package name following the next steps
2. Open `/android/app/build.gradle` and change the package name

```
defaultConfig {
    applicationId "" // this is the package name
    minSdkVersion 25
    targetSdkVersion 33
    versionCode flutterVersionCode.toInteger()
    versionName flutterVersionName
    testInstrumentationRunner "android.support.test.runner.AndroidJUnitRunner"
    multiDexEnabled true
}
```

3. Open `/android/app/src/main/AndroidManifest.xml` , `/android/app/src/profile/AndroidManifest.xml` , `/android/app/src/debug/AndroidManifest.xml` and specify your:
4. Open `/android/app/src/main/kotlin/MainActivity.kt` and change the package name

Build & Run:

Run the Application:

1. Start `main.dart` without debugging and wait for the application to launch on your configured emulator or click the run icon in the toolbar.

For details, visit the link: [Managing AVDs](#)

2. If you don't use Android Studio or IntelliJ, you can use the command line to run your application using the following command:

```
flutter run
```

