

# ANDROID DEVELOPMENT

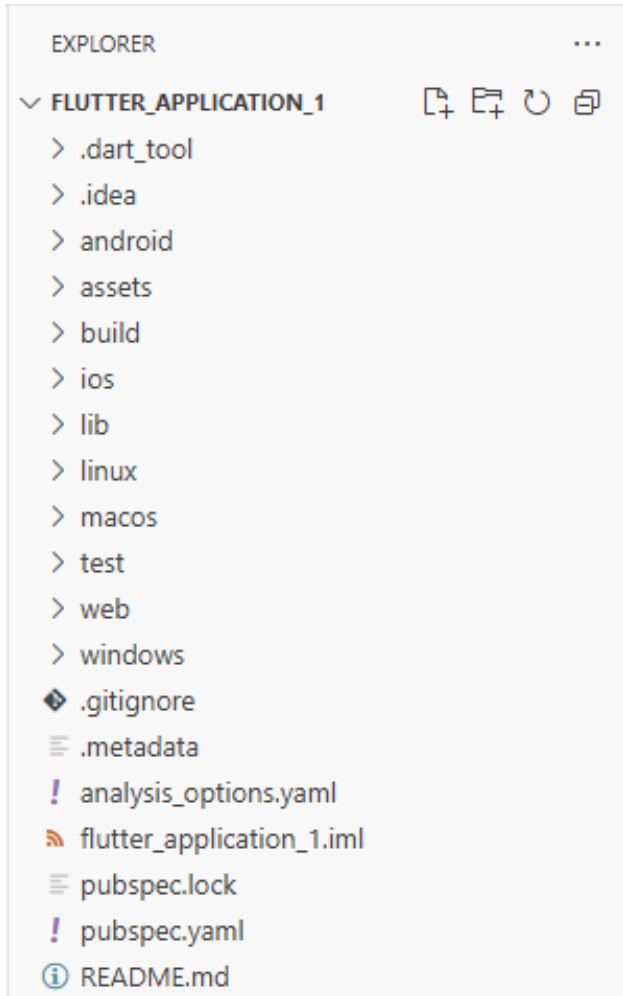
Flutter Documentation  
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## Creating a Project in Flutter

- 1) In VS Code click on search bar and type "> Create Flutter Project"
- 2) Select "Application".
- 3) Give it a name in small letters and without spaces.

## Understanding Job of each component



1) At the top there is your project name also few buttons:

a) Add File : add screens

b) Add Folder : add assets

2) The “lib” folder deals with the entire UI of the app. It contains:

a) main.dart

b) screen1.dart

c) screen2.dart

3) pubspec.yaml most important folder which contains app logo, app name, etc.

## More on pubspec.yaml



To run different operations you need either Command Prompt or you can use Terminal in VS Code. To run terminal in VS Code click on add button and then

select Command Prompt.

Now whenever you need to **build the apk** or **change app logo** or **pacakage name** or **app name** you can simply do it here.



#### Note

Given below are few operations to do it add the corresponding code in pubspec.yaml .

## Adding an asset

```
flutter:  
  
  assets:  
  
    - assets\pictures\icon.png
```

## Adding Fonts

```
flutter:  
  
  fonts:  
  
    - family: Give it a name  
  
  fonts:  
  
    - assets\fonts\icon.ttf
```



#### Note

You cant add 'flutter:' two time always write it once.

# Creating App Details

## Changing Version Name

```
version: 1.0.0+1
```



### Note

Correct version format is shown above, the number after '+' indicates the release version like first release.

## Creating App Icon



### Note

Write the below code in pubspec.yaml .

```
dev_dependencies:
```

```
  flutter_launcher_icons: ^0.13.1
```



### Note

dev\_dependencies: already comes with default code in pubspec.yaml so just edit it dont add a new tag. Enter the below code in a new line as a new tag.

```
flutter_icons:
```

```
  android: true
```

```
  ios: true
```

```
  image_path: "assets\logo.png"
```



### Note

Just this is not enough to add the logo you need to follow below steps also.

1) Open Command Prompt or terminal in VS Code.

2) Run the command in (C:\Users\Noyan\app\_name> [command line](#))

command is : : flutter pub get

as this command ends run this command :

```
flutter pub run flutter_launcher_icons:main
```

## Changing App's Display Name

In file explorer of VS Code navigate to

Your\_Project\_Name\android\app\src\main\AndroidManifest.xml

change `android:label="Default_app_name"`

to `android:label="App Name"`

## Changing App's Package Name

In file explorer of VS Code navigate to

Your\_Project\_Name\android\app\build.gradle

change `namespace = "com.example.projectname"`

`applicationId = "com.example.projectname"`

to `namespace = "com.noyan.app"`

`applicationId = "com.noyan.app"`



### Note

Dont forget to follow below steps otherwise it will show error.

In file explorer of VS Code navigate to

Your\_Project\_Name\android\app\src\main\kotlin\com\example\projectname

Change it to

`Your_Project_Name\android\app\src\main\kotlin\com\noyan\app`

In file explorer of VS Code navigate to

`Your_Project_Name\android\app\src\main\kotlin\com\noyan\app\MainActivity.kt`

Change `package com.example.projectname`

to `package com.noyan.app`

## Exporting App as apk & aab (App bundle)

Open terminal in VS Code and type the command line : `flutter build apk`

Open terminal in VS Code and type the command line : `flutter build appbundle`

# Building UI of different screens

## Adding different screens in Application Project

Click on add file button and add a file in

`Your_Project_Name\lib\screen_name.dart`

This .dart file is your screen.