



PARSHVANATH CHARITABLE TRUST'S

# A. P. SHAH INSTITUTE OF TECHNOLOGY

(All Branches NBA Accredited)



## Department of Information Technology

Academic Year: 2024-25

Semester: VI

Class / Branch / Div: TE- IT B

Subject: MAD & PWA Lab

Name of Instructor: Manjusha Kashilkar

Name of Student: Chirag Malde

Student ID: 22104186

Roll No. 17

Date of Submission: 19/03/25

### Experiment No.:8

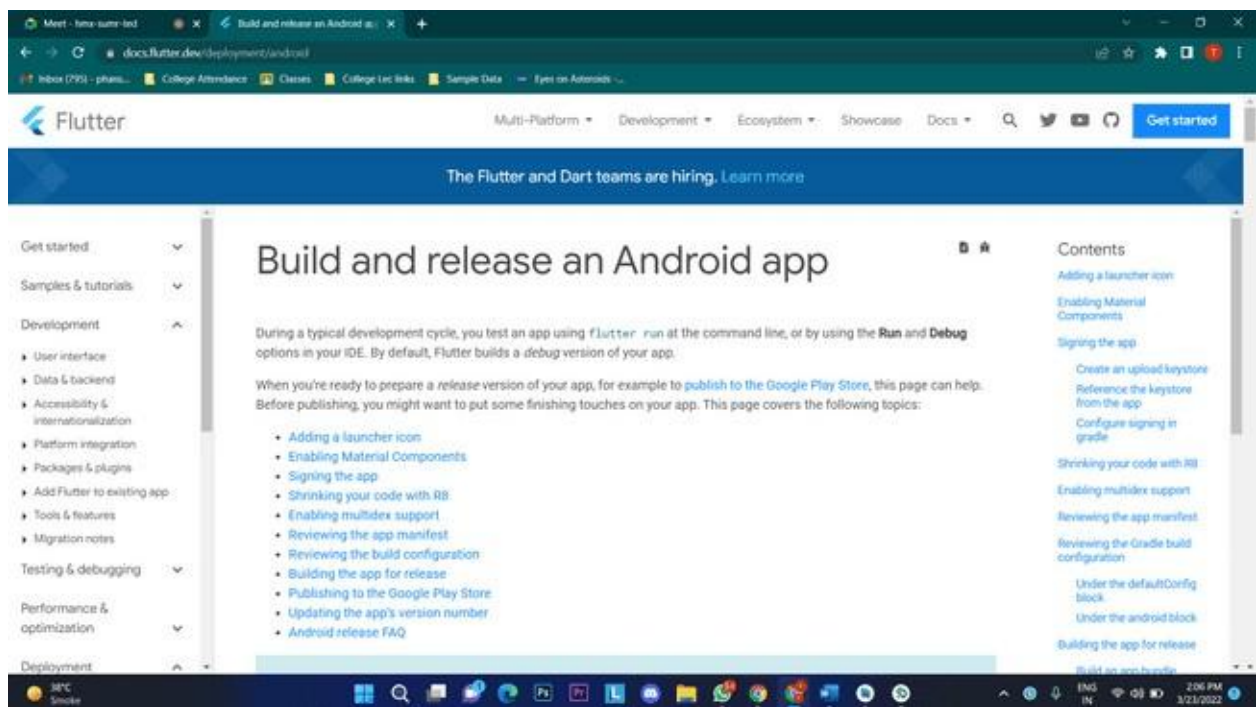
**Aim:** To deploy production ready Flutter App on Android platform **Prerequisites:**

Android studio, flutter SDK.

**Software:** Android studio, flutter SDK.

### Code & Output:

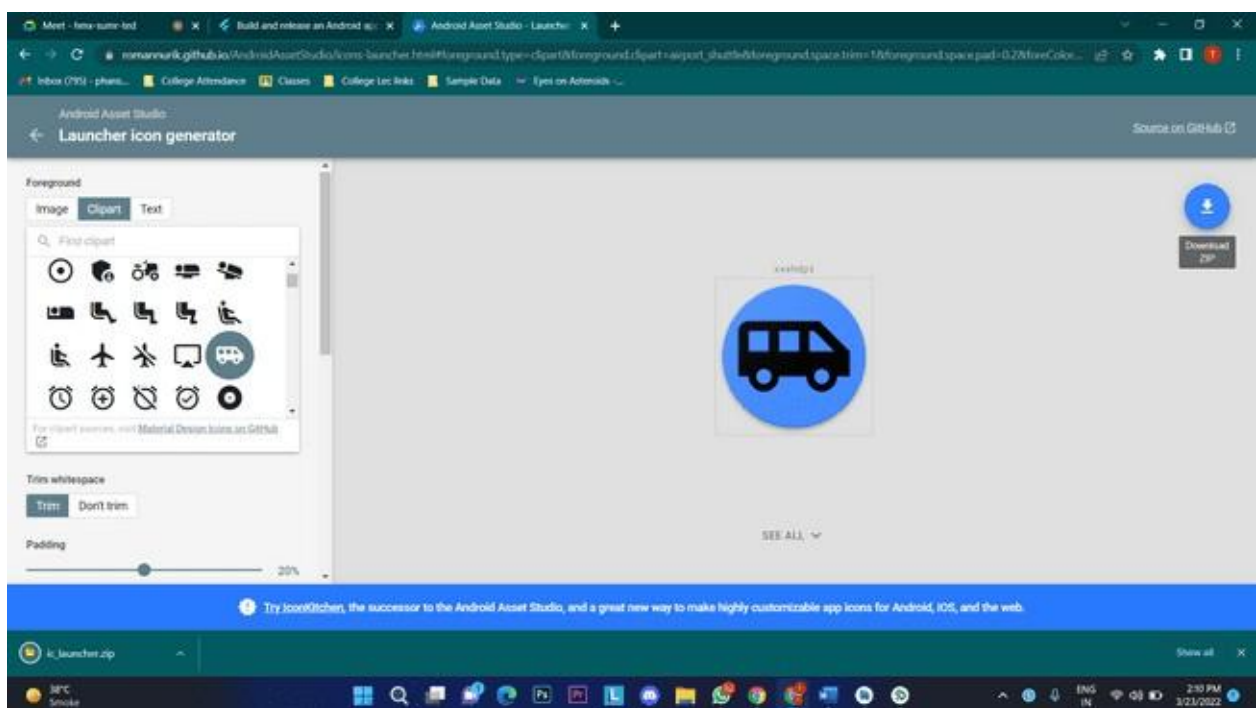
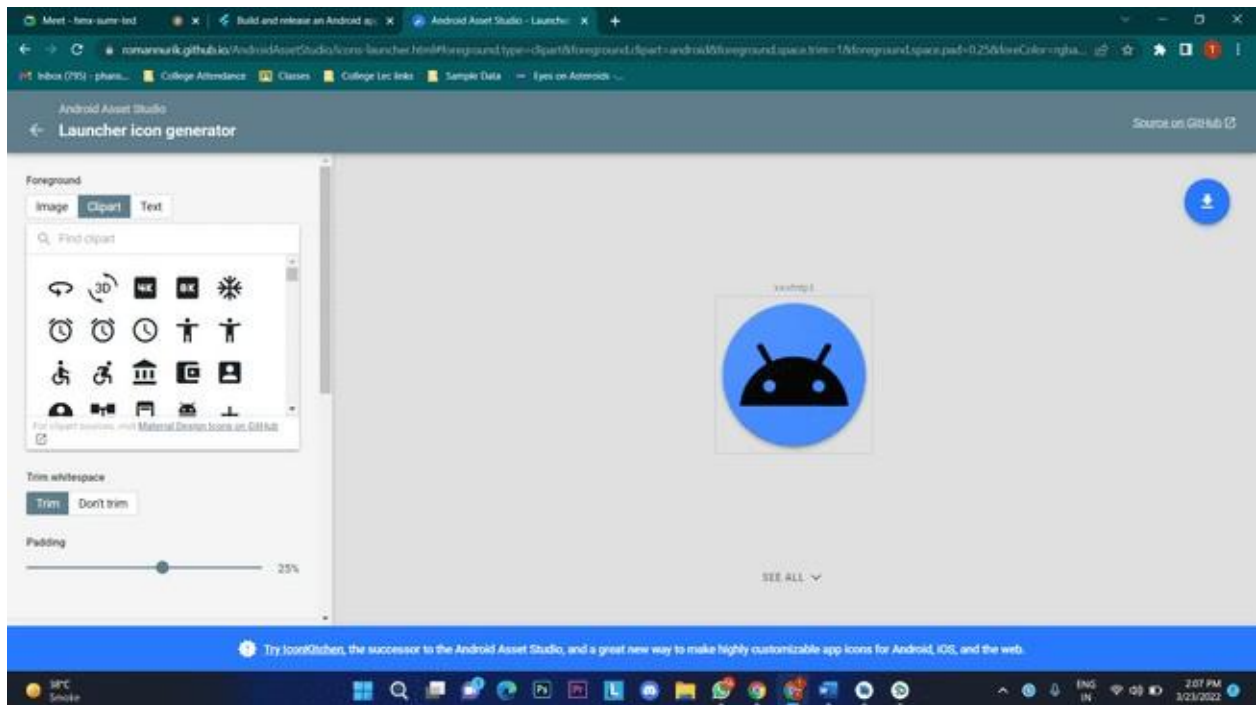
Go to the site <https://docs.flutter.dev/deployment/android> and read the adding a launcher icon document part

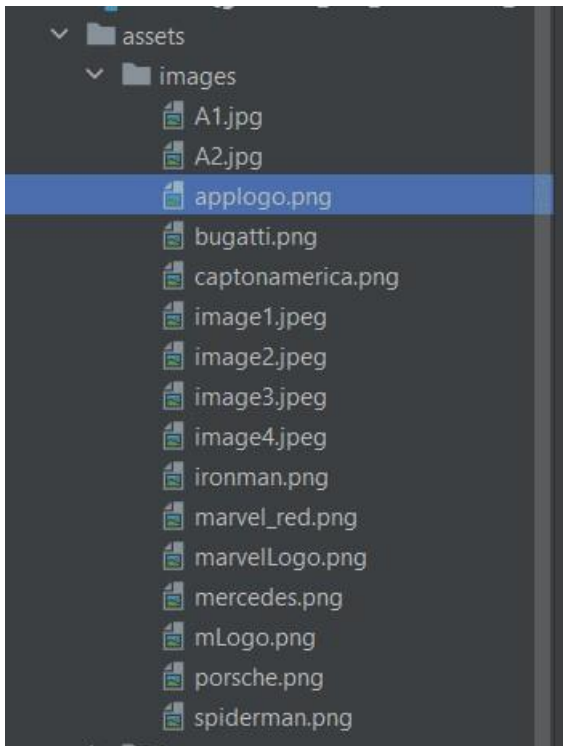


7 Go to

[https://romannurik.github.io/AndroidAssetStudio/icons\\_launcher.html#foreground.type=clipart&foreground.clipart=airport\\_shuttle&foreground.space.trim=1&foreground.space.pad=0.2&foreColor=rgba\(96%2C%20125%2C%20139%2C%200](https://romannurik.github.io/AndroidAssetStudio/icons_launcher.html#foreground.type=clipart&foreground.clipart=airport_shuttle&foreground.space.trim=1&foreground.space.pad=0.2&foreColor=rgba(96%2C%20125%2C%20139%2C%200)

[\)&backColor=rgb\(68%2C%20138%2C%20255\)&crop=0&backgroundShape=circle&effects=none&name=ic\\_launcher](#) for downloading the logo for your app and add the logo to your asset folder





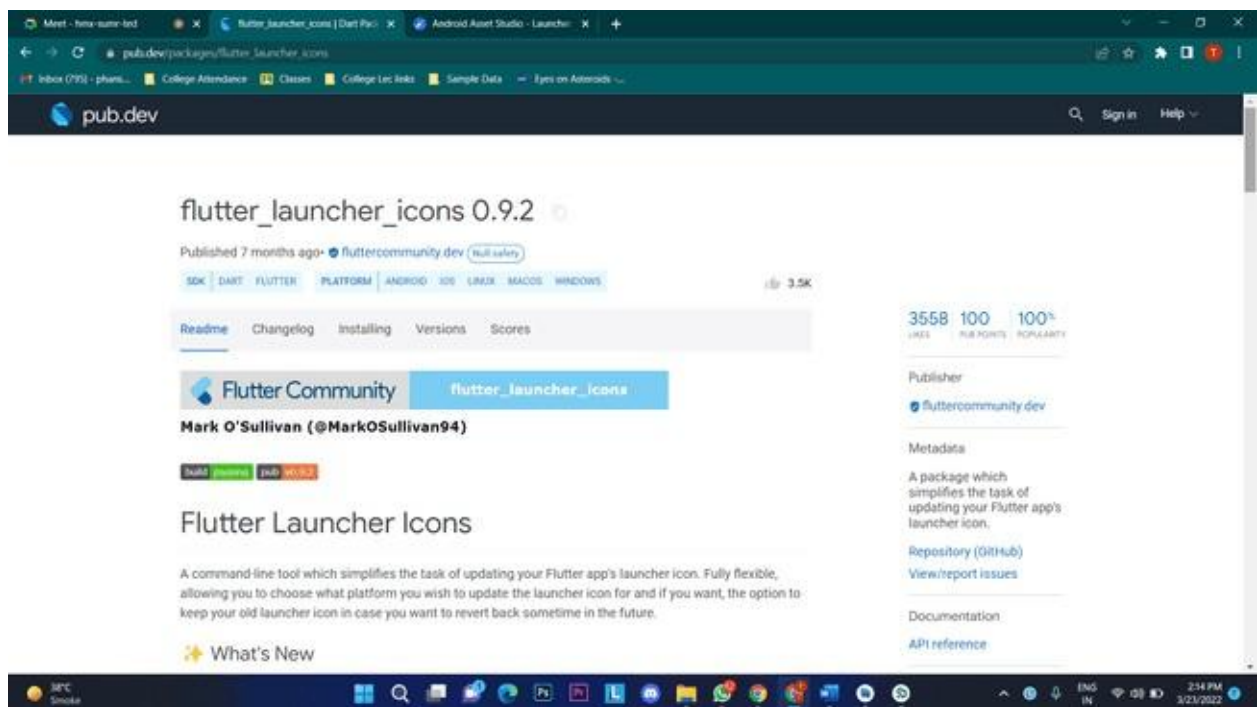
➊ From <https://docs.flutter.dev/deployment/android> go to **adding a launcher icon** document part and click on the [https://pub.dev/packages/flutter\\_launcher\\_icons](https://pub.dev/packages/flutter_launcher_icons)



PARSHVANATH CHARITABLE TRUST'S

# A. P. SHAH INSTITUTE OF TECHNOLOGY

(All Branches NBA Accredited)



7 From flutter\_launcher\_icons go to the setup option and add the **dev\_dependencies** to your **pubspec.yaml** file

## 1. Setup the config file

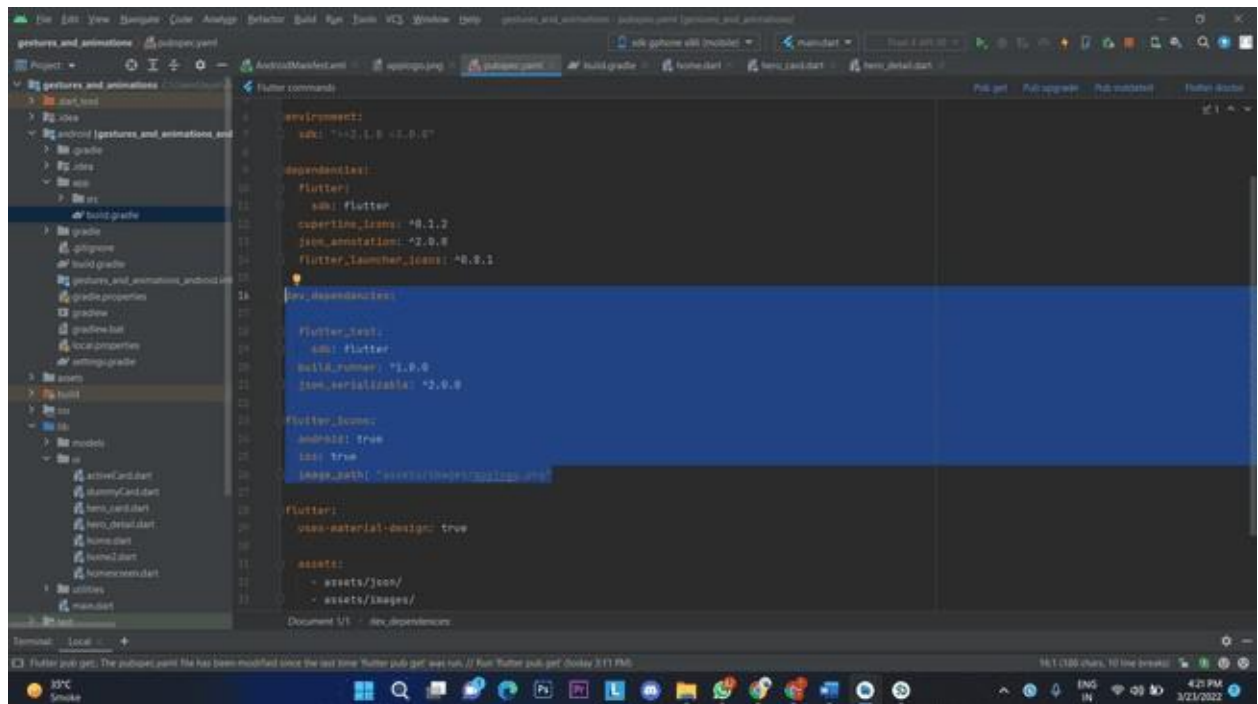
Add your Flutter Launcher Icons configuration to your **pubspec.yaml** or create a new config file called **flutter\_launcher\_icons.yaml**. An example is shown below. More complex examples can be found in the [example projects](#).

```
dev_dependencies:
  flutter_launcher_icons: "^0.9.2"

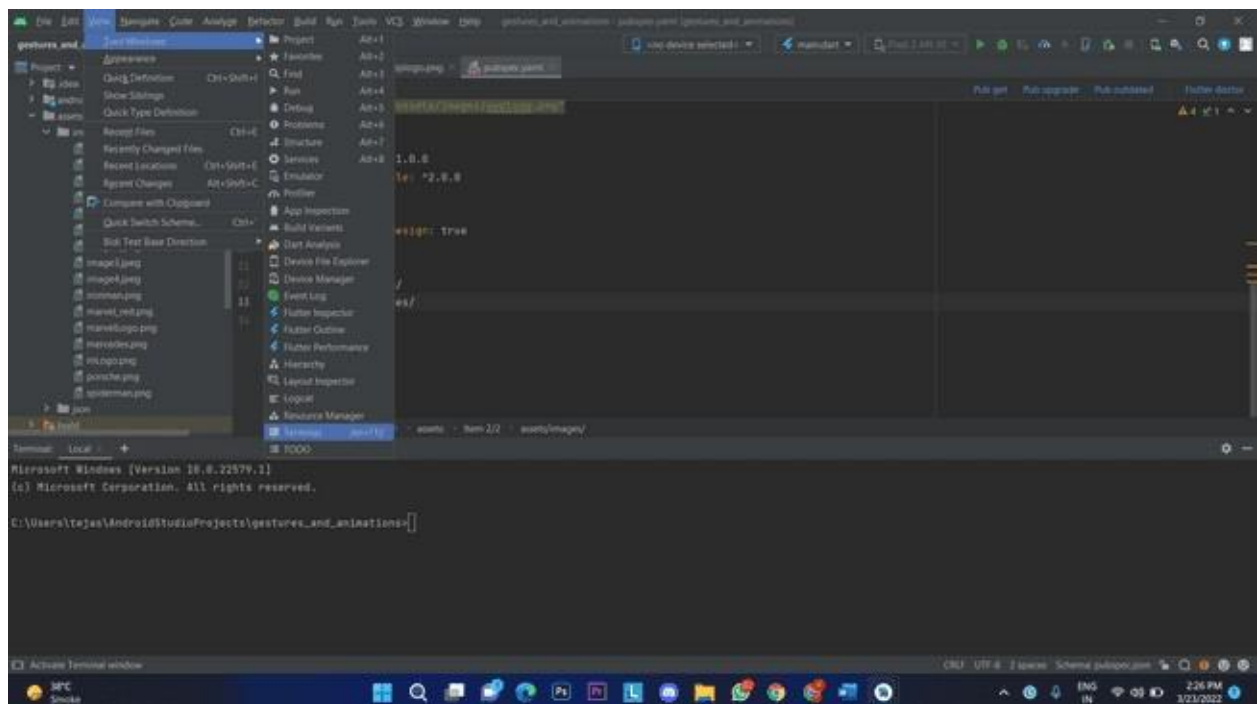
flutter_icons:
  android: "launcher_icon"
  ios: true
  image_path: "assets/icon/icon.png"
```

If you name your configuration file something other than **flutter\_launcher\_icons.yaml** or **pubspec.yaml** you will need to specify the name of the file when running the package.

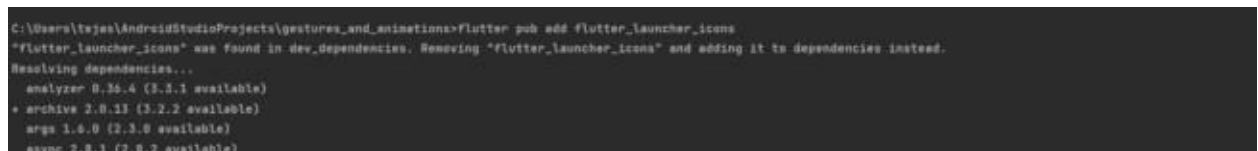




7 Open terminal and the run the **flutter pub get** command



7 To add flutter launcher run the command **flutter pub add flutter\_launcher\_icons**



## 7 Run the following commands to launch you icon

### 2. Run the package

After setting up the configuration, all that is left to do is run the package.

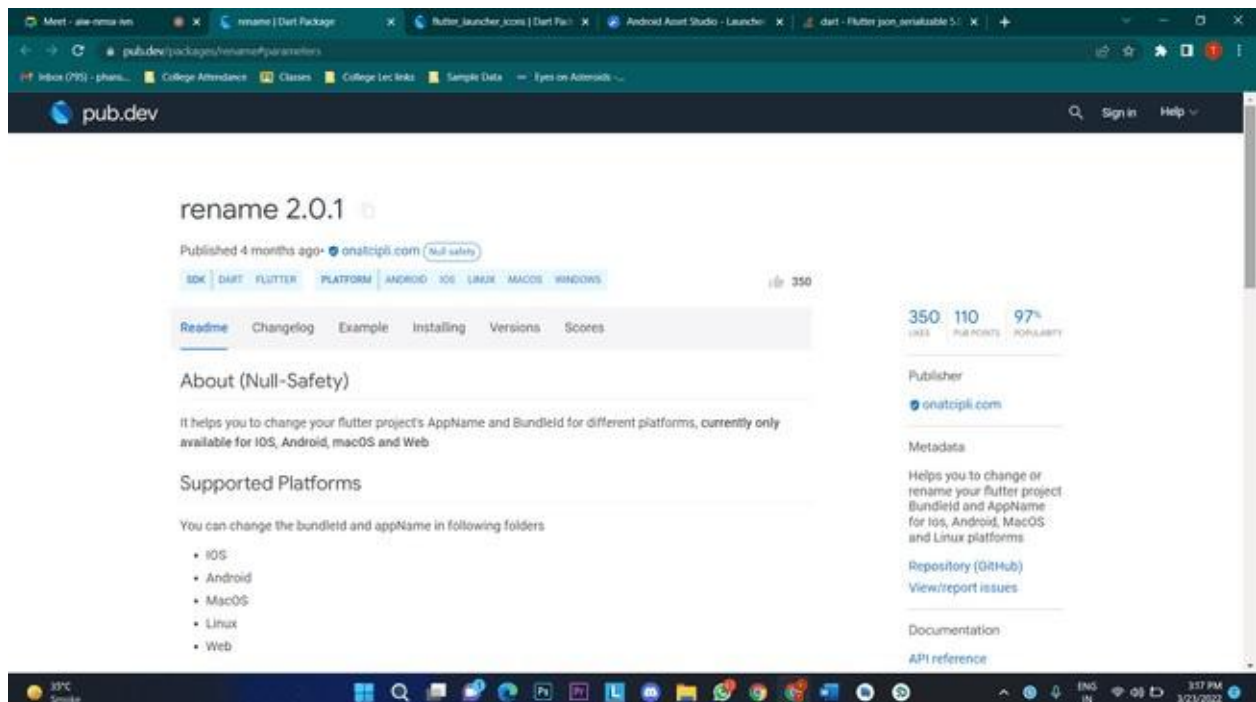
```
flutter pub get  
flutter pub run flutter_launcher_icons:main
```

If you encounter any issues [please report them here](#).

In the above configuration, the package is setup to replace the existing launcher icons in both the Android and iOS project with the icon located in the image path specified above and given the name "launcher\_icon" in the Android project and "Example-Icon" in the iOS project.

```
C:\Users\tejas\AndroidStudioProjects\gestures_and_animations>flutter pub get  
Running "flutter pub get" in gestures_and_animations... 1,832ms  
  
C:\Users\tejas\AndroidStudioProjects\gestures_and_animations>flutter pub run flutter_launcher_icons:main  
  
===== FLUTTER LAUNCHER ICONS (v0.8.0) =====  
  
• Creating default icons Android  
• Overwriting the default Android launcher icon with a new icon  
• Overwriting default iOS launcher icon with new icon  
  
✓ Successfully generated launcher icons  
  
C:\Users\tejas\AndroidStudioProjects\gestures_and_animations>
```

## 7 Go to the site <https://pub.dev/packages/rename#parameters> and run the installation part



The screenshot shows the 'rename' package page on pub.dev. The package is version 2.0.1, published 4 months ago by onatopli.com. It is available for Dart, Flutter, and various platforms including Android, iOS, Linux, macOS, and Windows. The package has 350 likes, 110 pub points, and a 97% popularity score. The publisher is onatopli.com. The package description states it helps to change the Flutter project's AppName and BundleId for different platforms, currently only available for iOS, Android, macOS, and Web. The supported platforms listed are iOS, Android, macOS, Linux, and Web. The package also includes a README, Changelog, Example, Installing, Versions, and Scores section. The repository is on GitHub, and there is a link to view/report issues. The documentation and API reference are also available.

## Installation

```
pub global activate rename
```

```
C:\Users\tejas\AndroidStudioProjects\gestures_and_animations>flutter pub global activate rename
Resolving dependencies...
+ args 2.3.0
+ logger 1.1.0
+ rename 2.0.1
Downloading rename 2.0.1...
Downloading logger 1.1.0...
Downloading args 2.3.0...
Building package executables...
Built rename:rename.
Installed executable rename.
Warning: Pub installs executables into C:\Source\flutter\.pub-cache\bin, which is not on your path.
You can fix that by adding that directory to your system's "Path" environment variable.
A web search for "configure windows path" will show you how.
```

7 Go to the custom usage of <https://pub.dev/packages/rename#parameters> and run the following highlighted commands in highlighted format

## Custom Usage

if you want to run commands directly (without using `pub global run`) ensure you **add system cache bin directory to your path**

```
rename --appname yourappname -t ios
```

or

```
pub global run rename --appname yourappname --target macOS
```

To target a specific platform use the "--target" option. e.g.

```
pub global run rename --bundleId com.example.android.app --target android
```

```
Terminal: Local - +
C:\Users\tejas\AndroidStudioProjects\gestures_and_animations>flutter pub global run rename --appname "gestures_and_animations"

#0 FileRepository.changeIosAppName (package:rename/file_repository.dart:248:12)
#1 <asynchronous suspension>

◆ iOS appname changed successfully to : gestures_and_animations

#0 FileRepository.changeMacOsAppName (package:rename/file_repository.dart:249:14)
#1 <asynchronous suspension>

▲ macOS AppName could not be changed because,
▲ The related file could not be found in that path: ..\macos\Runner\Configs\AppInfo.xcconfig

#0 FileRepository.changeAndroidAppName (package:rename/file_repository.dart:298:12)
#1 <asynchronous suspension>

◆ Android appname changed successfully to : gestures_and_animations

#0 FileRepository.changeLinuxAppName (package:rename/file_repository.dart:317:14)
#1 <asynchronous suspension>
```

⑦ Go to the default usage of the site <https://pub.dev/packages/rename#parameters> and run the highlighted commands in highlighted format

## Default Usage

if you dont pass -t or --target parameter it will try to rename all available platform project folders inside flutter project.

Run this command inside your flutter project root.

```
pub global run rename --bundleId com.onatcipli.networkUpp
pub global run rename --appname "Network Upp"
```

```
Terminal: Local - +
C:\Users\tejas\AndroidStudioProjects\gestures_and_animations>flutter pub global run rename --bundleId com.onatcipli.gestures_and_animations

#0 FileRepository.changeIosBundleId (package:rename/file_repository.dart:87:12)
#1 <asynchronous suspension>

◆ iOS BundleIdentifier changed successfully to : com.onatcipli.gestures_and_animations

#0 FileRepository.changeMacOsBundleId (package:rename/file_repository.dart:114:14)
#1 <asynchronous suspension>

▲ macOS BundleId could not be changed because,
▲ The related file could not be found in that path: ..\macos\Runner\Info\AppInfo.xcconfig

#0 FileRepository.changeAndroidBundleId (package:rename/file_repository.dart:172:12)
#1 <asynchronous suspension>

◆ Android BundleId changed successfully to : com.onatcipli.gestures_and_animations

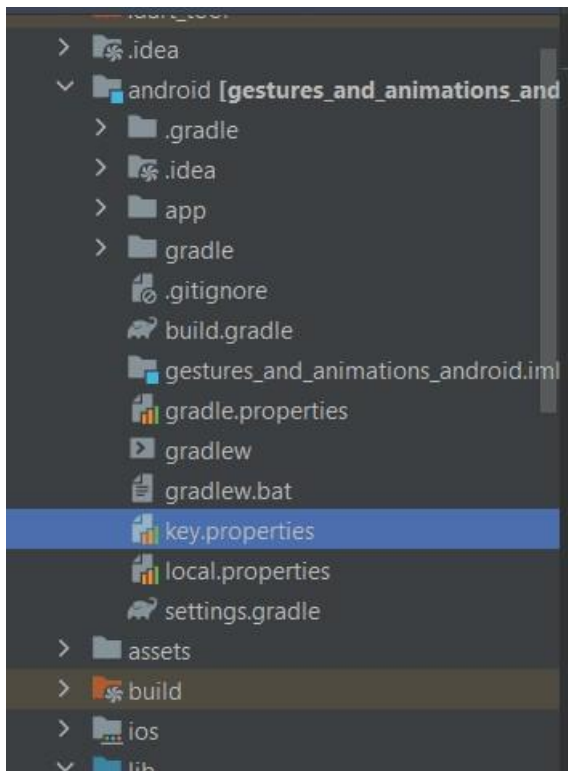
#0 FileRepository.changeLinuxBundleId (package:rename/file_repository.dart:208:14)
#1 <asynchronous suspension>
```



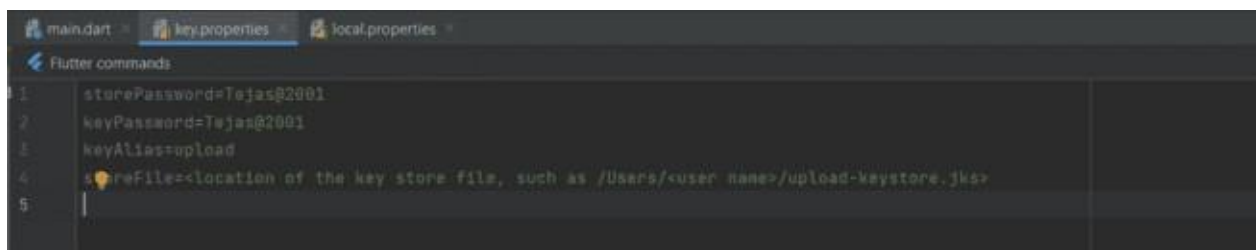
7 Run the virtual device to see your desire result



7 Go to the site <https://docs.flutter.dev/deployment/android#signing-the-app> and create keystore.properties in android folder



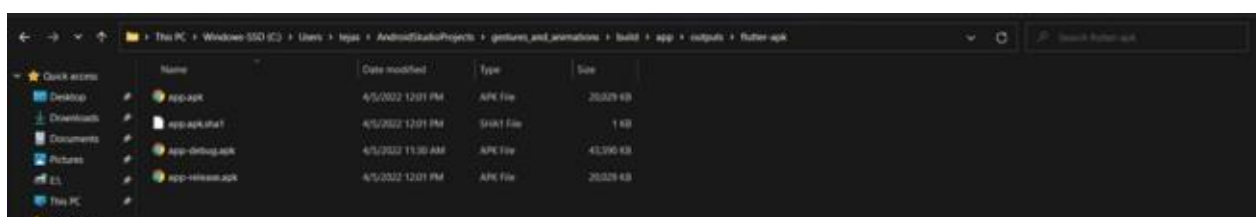
⑦ Add the following commands in the file



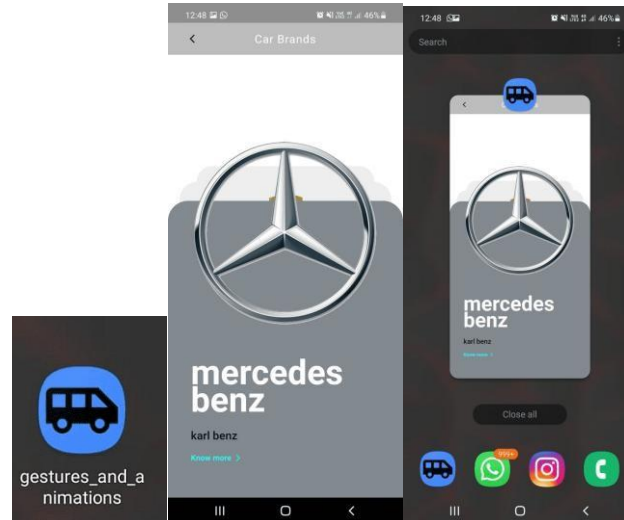
⑦ Use the following command to generate the apk: **flutter build apk --build-name=1.0.1 --build-number=1**



⑦ Check you apk released file by going to folder



7 open the folder in your phone to see the working of the app



**Conclusion:** In this experiment we have deploy flutter app on android platform