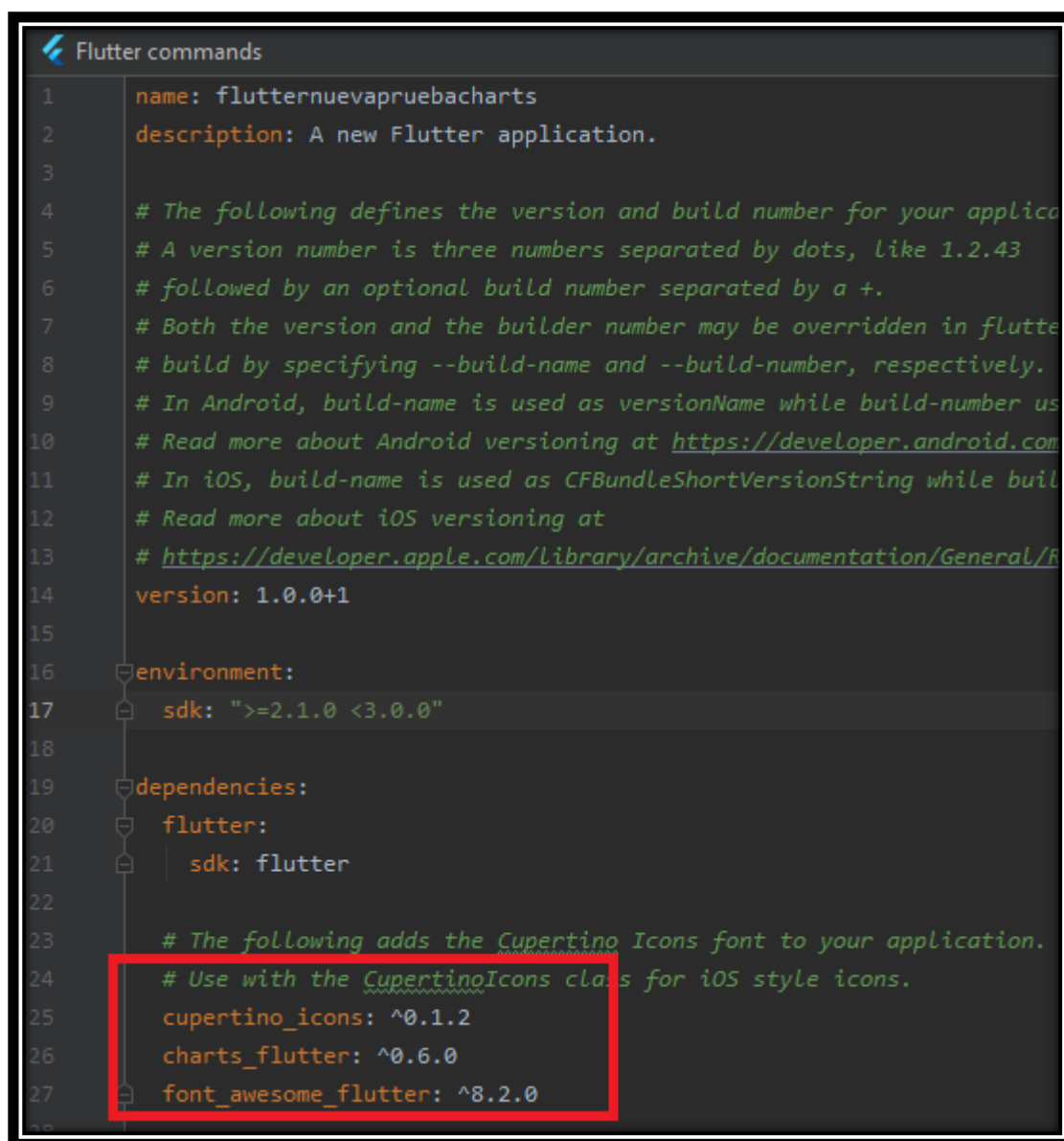


IMPORTANTE

En este proyecto sólo van a ir los archivos Dart, pero acá se van a poner los pasos para que se ejecute de manera adecuada el proyecto:

1. Se crea un proyecto vacío de Flutter.
2. Se añaden los siguientes datos en el pubspec.yaml.
 - cupertino_icons: ^0.1.2
 - charts_flutter: ^0.6.0
 - font_awesome_flutter: ^8.2.

De tal forma que quede así:



```
Flutter commands
1  name: flutternuevapruuebcharts
2  description: A new Flutter application.
3
4  # The following defines the version and build number for your application.
5  # A version number is three numbers separated by dots, like 1.2.43
6  # followed by an optional build number separated by a +.
7  # Both the version and the builder number may be overridden in flutter
8  # build by specifying --build-name and --build-number, respectively.
9  # In Android, build-name is used as versionName while build-number is
10 # Read more about Android versioning at https://developer.android.com
11 # In iOS, build-name is used as CFBundleShortVersionString while build
12 # Read more about iOS versioning at
13 # https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlistKeyReference/Articles/LaunchServices.html#//apple\_ref/doc/other/prerelease/develop/plists
14 version: 1.0.0+1
15
16 environment:
17   sdk: ">=2.1.0 <3.0.0"
18
19 dependencies:
20   flutter:
21     sdk: flutter
22
23   # The following adds the Cupertino Icons font to your application.
24   # Use with the CupertinoIcons class for iOS style icons.
25   cupertino_icons: ^0.1.2
26   charts_flutter: ^0.6.0
27   font_awesome_flutter: ^8.2.0
```

3. En la parte de assets se añade lo siguiente:

- assets: - assets/images/creditos.jpg

De tal forma que quede así:



```
# The following section is specific to Flutter.
flutter:

  # The following line ensures that the Material Icons font is
  # included with your application, so that you can use the icons in
  # the material Icons class.
  uses-material-design: true

  # To add assets to your application, add an assets section, like this
  assets:
    - assets/images/creditos.jpg
    # - images/a_dot_ham.jpeg
```

4. Luego se copian los archivos dart del git en la carpeta lib del nuevo proyecto.

5. Ya está listo el programa para ser utilizado.

NOTA: Tener en cuenta la indentación del código sino va a dar errores.