

COURIERPRO - COURIER APP UI IN FLUTTER V1.0

Fabulous UI in Flutter

Created: 11/09/2020

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By: [render_code](#)

Profile: www.codecanyon.net.com/user/render_code

E-mail: umangdonda04@gmail.com

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A) Basic Information

- **Flutter Version** - 1.20.1
- **Dart Version** - 2.9.0
- **Install Flutter** - See guide according to your operating system.
 - **Windows**- <https://flutter.dev/docs/get-started/install/windows>
 - **macOS**- <https://flutter.dev/docs/get-started/install/macos>
 - **Linux**- <https://flutter.dev/docs/get-started/install/linux>
- **Set up an editor** - <https://flutter.dev/docs/get-started/editor>
- **Build Our App** - Open **courier_pro** folder on your selected IDE (Android Studio or VSCode). Run **flutter pub get**. Then follow below guide.
 - <https://flutter.dev/docs/get-started/test-drive> **Run the App** Section
- **Change App Icon**-
https://pub.dev/packages/flutter_launcher_icons
- **Change Package Name**-
<https://stackoverflow.com/questions/51534616/how-to-change-package-name-in-flutter>
- **Build & Release Android App**-
<https://flutter.dev/docs/deployment/android>
- **Build & Release iOS App**-
<https://flutter.dev/docs/deployment/ios>

B) Directories & File Uses

Our Design uses only assets & lib folder. So, don't touch any other folder for ui changes.

- **assets(Folder)** - Put all Static images & other data (in Our Case images & json file) in this folder

Name	Date modified	Type	Size
.idea	11-09-2020 17:33	File folder	
android	11-09-2020 17:36	File folder	
assets	11-09-2020 17:33	File folder	
fonts	11-09-2020 17:35	File folder	
ios	11-09-2020 17:35	File folder	
lib	11-09-2020 17:35	File folder	
test	11-09-2020 17:35	File folder	
.flutter-plugins	11-09-2020 12:10	FLUTTER-PLUGINS...	1 KB
.flutter-plugins-dependencies	11-09-2020 12:10	FLUTTER-PLUGINS...	3 KB
.gitignore	28-08-2020 01:45	GITIGNORE File	1 KB
.metadata	28-08-2020 01:45	METADATA File	1 KB
.packages	11-09-2020 10:50	PACKAGES File	7 KB
courier_pro.iml	28-08-2020 01:45	IML File	1 KB
pubspec.lock	11-09-2020 10:50	LOCK File	11 KB
pubspec.yaml	10-09-2020 17:47	YAML File	3 KB
README.md	28-08-2020 01:45	MD File	1 KB

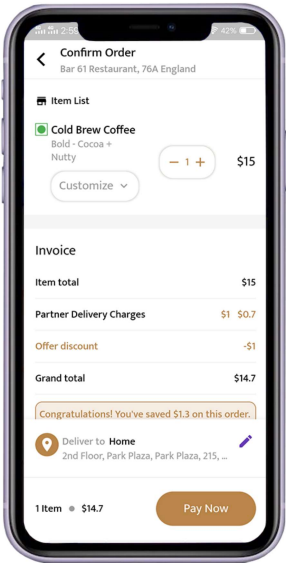
- **fonts(Folder)** - Put all font file in this folder

Name	Date modified	Type	Size
.idea	11-09-2020 17:33	File folder	
android	11-09-2020 17:36	File folder	
assets	11-09-2020 17:33	File folder	
fonts	11-09-2020 17:35	File folder	
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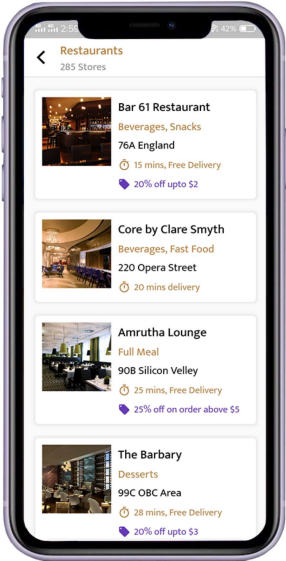
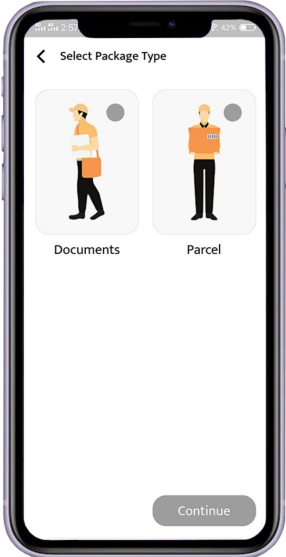
- **lib(Folder)** - Main folder that contains all the dart code

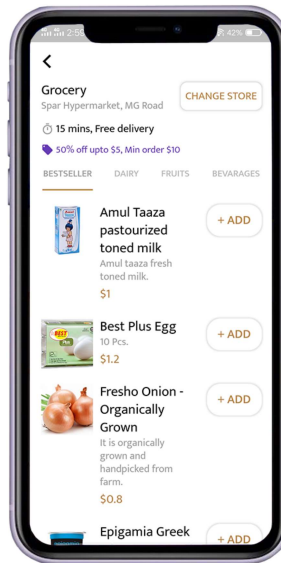
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- **appBehaviour(Folder)** - Contain behaviour of the app like disable ripple effect
- **constant(Folder)** - Contain Constants (fixPadding, textstyle, google map api key, etc) in this folder
- **Pages(Folder)** - Contain All App Pages in this folder except **main.dart**
 - **cart_address(Folder)** - Contain All cart and address related file in this folder

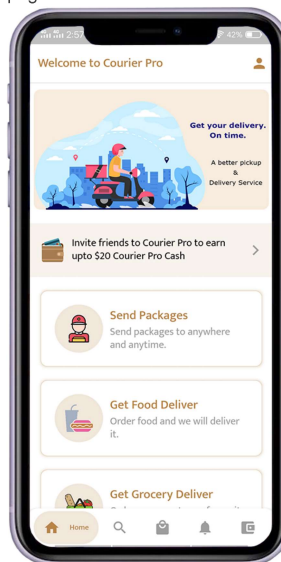


- **courier(Folder)** - Contain all courier related file in this folder

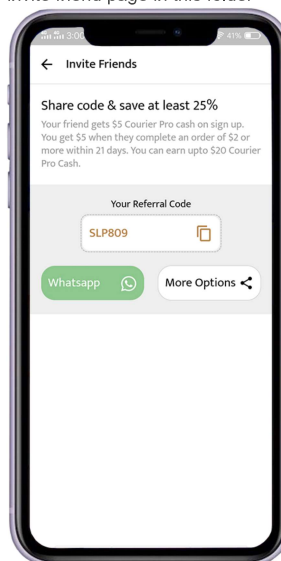




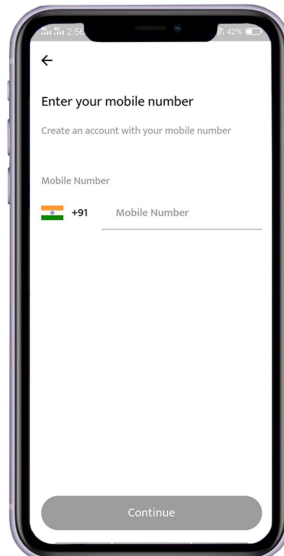
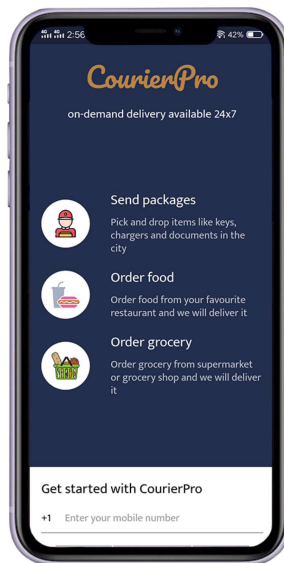
- **home(Folder)** - Contain home page in this folder



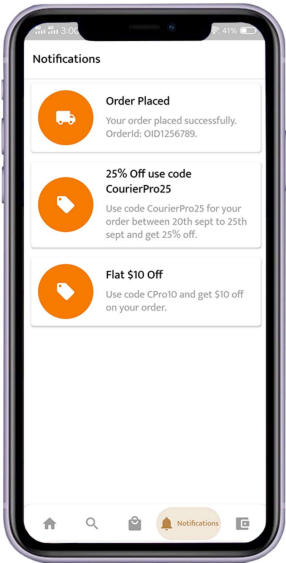
- **invite_friend(Folder)** - Contain invite friend page in this folder



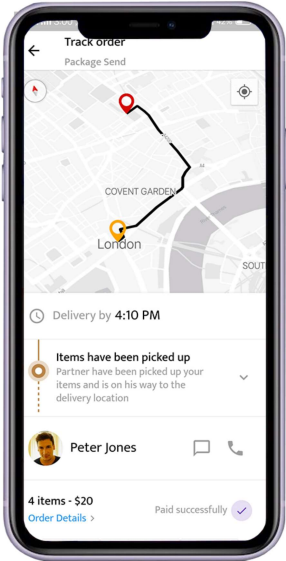
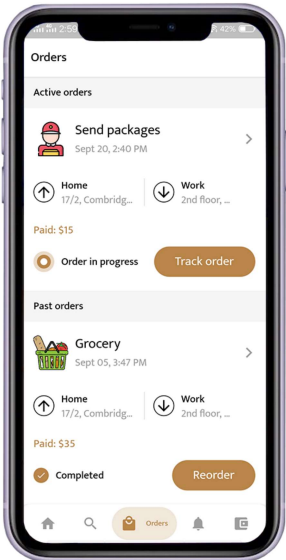
- **login_signup(Folder)** - Contain login, otp screen and walkthrough page in this folder



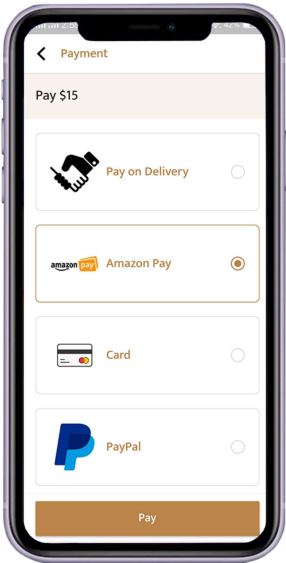
- **notifications(Folder)** - Contain notification page in this folder



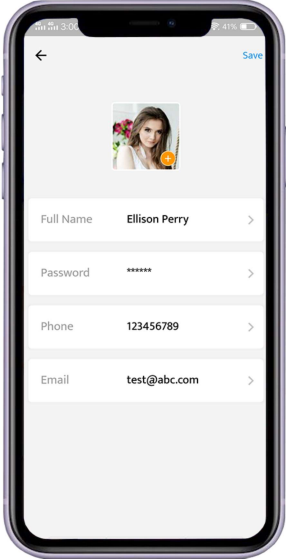
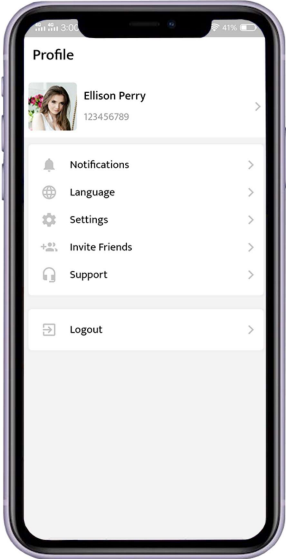
- **orders(Folder)** - Contain order and track order page in this folder



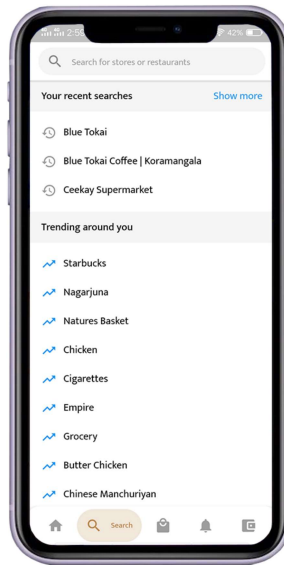
- **payment(Folder)** - Contain payment page in this folder



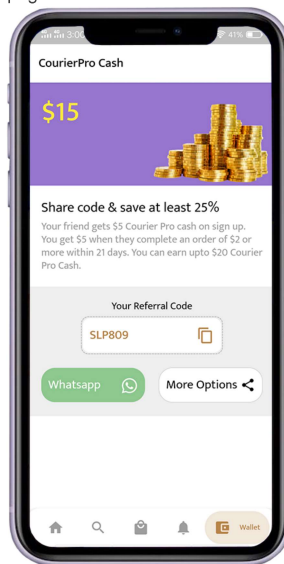
- **profile(Folder)** - Contain profile and edit profile page in this folder



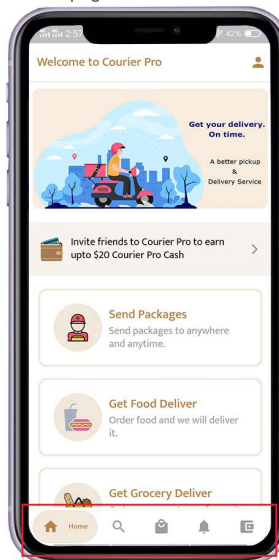
- **search(Folder)** - Contain search page in this folder



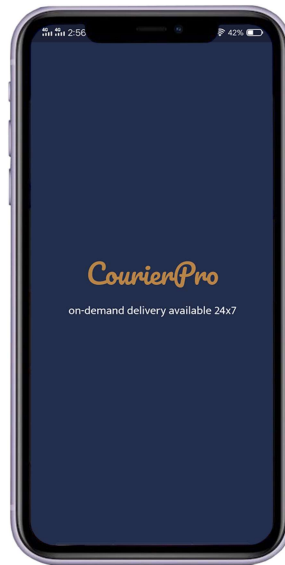
- **wallet(Folder)** - Contain wallet page in this folder



- **bottom_bar.dart(Page)** - Contain bottom bar of home page.



- **splashScreen.dart(Page)** - Contain splash screen code.



- **main.dart** - Entry Point of Our App.
- **pubspec.yaml(File)** - Specification file (All the package and local assets (Like Images, Fonts, etc.) we use in this application is specify in this file.).
- **Packages (Dependencies)**

```
dependencies:
  flutter:
    sdk: flutter
  cupertino_icons: ^0.1.3
  bubble_bottom_bar: ^1.2.0
  fluttertoast: ^7.0.2
  dotted_border: ^1.0.6
  flutter_spinkit: ^3.1.0
  page_transition: ^1.1.6
  google_maps_place_picker: ^0.9.5
  flutter_polyline_points: ^0.1.0
  font_awesome_flutter: ^8.8.1
  dotted_line: ^2.0.1
  intl_phone_number_input: ^0.4.6+2
```

- **Assets**

```
assets:
  - assets/
  - assets/icons/
  - assets/payment_icon/
  - assets/restaurant/
  - assets/grocery/
```

- **Fonts**

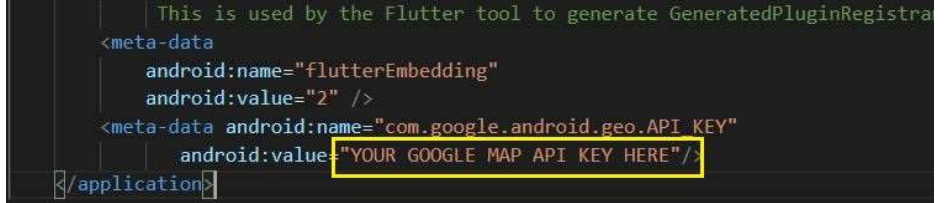
```
fonts:
  - family: Mukta
    fonts:
      - asset: fonts/mukta/Mukta-Regular.ttf
      - asset: fonts/mukta/Mukta-Light.ttf
        weight: 300
      - asset: fonts/mukta/Mukta-Medium.ttf
        weight: 500
  - family: Pacifico
    fonts:
      - asset: fonts/pecifico/Pacifico-Regular.ttf
```

C) About Google Map Configuration

We use [google_maps_flutter](#) package for google map.

You need Google Map Api key for Accessing Google Map.

- If you want to know how to get Google Map Api Key then please visit this link [google_maps_flutter](#).
- Put that api key in 2 places in our code.
 - **courier_pro/android/app/src/main/AndroidManifest.xml** line number 48. (Please refer below image)



```

This is used by the Flutter tool to generate GeneratedPluginRegistrant.java
<meta-data
    android:name="flutterEmbedding"
    android:value="2" />
<meta-data android:name="com.google.android.geo.API_KEY"
    android:value="YOUR GOOGLE MAP API KEY HERE"/>
</application>

```

- **courier_pro/lib/constant/key.dart** line number 1. (Please refer below image)



```

String googleMapKey = "YOUR GOOGLE MAP API KEY HERE";

```

D) Still Have a Question?

Please mail us on umangdonda04@gmail.com

E) Contact US

If you have any kind of problem with this code then please mail us on umangdonda04@gmail.com

If you have any project in flutter then please contact us. We are experience flutter developer team and build high quality apps for android and ios.

Once again, thank you so much for purchasing this item. As I said at the beginning, I'd be glad to help you if you have any questions relating to this item. No guarantees, but I'll do my best to assist. If you have a more general question relating to the application on Codecanyon, you might consider visiting the forums and asking your question in the "Item Discussion" section.

Feel Free To Contact Us umangdonda04@gmail.com