Deploy a Flutter App on Google Play and Apple Store

Build the project

you can change the version and the build number of the app in the **pubspec.yarm** file.

For example **version: 1.0.2+9** : version 1.0.2, build: 9

To build the project you can use :

- On a particular device

```
> flutter run -d <deviceId>
```

- On all devices

```
> flutter run -d all
```

- Create a iOS build

```
> flutter build ios
```

Open **Runner.xcworkspace** on XCode

Run the project

Visual code studio (after downloading Flutter plugin)

Press on **F5** and choose the device. Or choose the device on the bottom bar and press F5.
It will build the project on the simulator you choose.

Create an app bundle or APK for Android

For that you need a key : <u>Build and release an Android app</u>

```
> keytool -genkey -v -keystore ~/key.jks -keyalg RSA -keysize 2048 -validity 10000 -alias key
```

App Bundle

Use this command to create the app bundle

```
> flutter build appbundle
```

The bundle will be in the folder : **/build/app/outputs/bundle/release**

APK

Use this command to create the app APKs

```
> flutter build apk --split-per-abi
```

to have 3 APK files :

- app-armeabi-v7a-release.apk

- app-arm64-v8a-release.apk

- app-x86_64-release.apk

OR

you can also use

```
> flutter build apk
```

to have a fat APK that contains your code compiled for all the target ABIs. Such APKs are larger in size than their split counterparts, causing the user to download native

binaries that are not applicable to their device's architecture.

The APKs will be in the folder : **/build/app/outputs/apk/release**

IMPORTANT Don't forget to update the ***pubspect.yaml*** file by changing the version number for the bundle. For example version: 1.0.2+9 to version: 1.0.2+10. If not uploading the bundle won't work.

Upload it on Play Store

Login with your google email.
Go on your Google Play Console
In **App releases** choose where you want to upload your APK and click on manage.
Add you APK or Bundle and complete the forms. Then click on **Review**. It takes few hours (usually less than a day).
Then click on **roll-out to production** if it's for production. (also gonna takes few hours).

For more information: How to upload on Play Store

Upload it on testFlight for iOS

After running build commands, open the file **Runner.xcworkspace** in **/ios**
Create the archive (change the buid number and version before).
And upload it for testFlight. Then check on Apple Connect
For a new version, it need apple review after you choose who an test it. (around a day)
When you upload a new version of the app (for release) it also need apple review. It usually takes between 1 to 2 days.

For more information : how to upload on testFlight