



# RIPHAH

INTERNATIONAL UNIVERSITY



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## LAB 12

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**Course : Mobile App development**  
**Section: SE 5-2**

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**Presented to :**

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## Lab Report: Device Information Application Using Flutter

### ➤ Introduction

The purpose of this lab task is to build a Flutter application capable of retrieving and displaying device-specific information using the `device_info_plus` plugin. This demonstrates the ability to interact with native platform APIs in both Android and iOS environments.

### ➤ Objectives

- Integrate a Flutter plugin that communicates with platform-specific native code.
- Retrieve device information for Android and iOS.
- Display the information in a readable UI.
- Handle asynchronous operations and platform detection.

### ➤ Tools & Technologies

- **Flutter SDK**
- **Dart Programming Language**
- **device\_info\_plus package**
- **Android / iOS emulator or physical device**

### ➤ Application Overview

The application consists of:

- A main screen (`DeviceInfoScreen`)
- A button to trigger device info retrieval
- A scrollable area to display results
- Loading status indication



## ➤ Android Information Collected

- Brand
- Manufacturer
- Model
- Device
- Product
- Android Version
- SDK
- Fingerprint

The image displays two side-by-side screenshots of an Android mobile application interface. Both screens show a pink header bar with the text "Device Info - Lab". Below the header, there is a button labeled "Get Device Info" with a person icon. The left screen shows a message "Press the button to get device info" below the button. The right screen shows the results of the device information collection, listing the following details:

Platform: Android  
Brand: TECNO  
Manufacturer: TECNO MOBILE LIMITED  
Model: TECNO KG5k  
Device: TECNO-KG5k  
Product: F062  
Android Version: 11  
SDK: 30  
Fingerprint: TECNO/F062/TECNO-KG5k:11/  
RP1A.201005.001/GL-V255-20231122:user/  
release-keys

At the bottom of each screen, the word "Ready" is visible.



## ➤ iOS Information Collected

- Name
- Model
- Localized Model
- System Name
- System Version
- Identifier For Vendor

## ➤ UI/UX Behavior

- A button triggers the `_getDeviceInformation()` `async` function.
- While the app loads, the button becomes disabled and a loading message appears.
- The information is displayed using `SelectableText` inside a scrollable view.

## Results

Once executed, the app successfully retrieves device information depending on whether it runs on Android or iOS. The output is presented clearly in a structured, readable format.

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