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LAB 12

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Course : Mobile App development
Section: SE 5-2

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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

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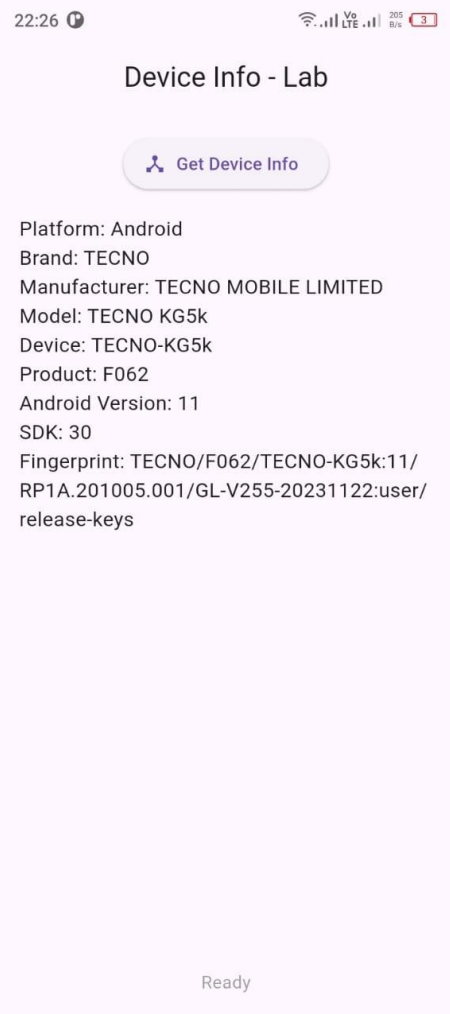
➢ Android Information Collected

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



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➢ 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.
