CS 399: Mobile Application Development Summer 2020

Homework-05

Due Wednesday June 17 30 Points Total

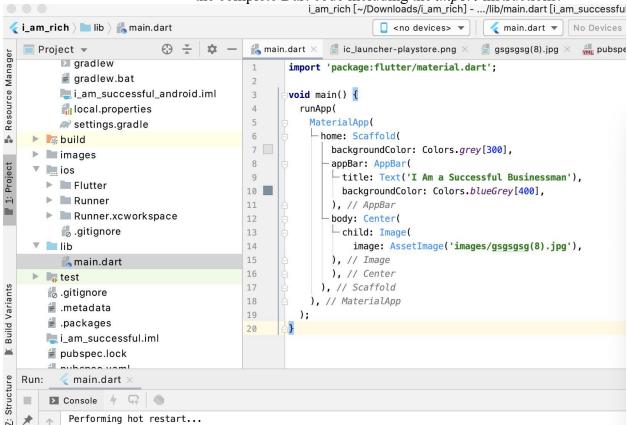
Hanyue Wang CS-399(1204-2860) SPECIAL TOPICS 002 - MOBILE APPLICATION DEVELOPMENT

Deliverables:

Include snapshots of the following artifacts as displayed in the Android Studio. Paste the snapshots in a copy of this document.

1. Components of your program including:

a. The Dart file under the *lib* directory. Expand all the code to show the complete Dart code including the *import* instructions.



b. The Android Studio Project Pane showing any directories and components that you have added/changed for your application. Expand android, images, ios and lib directories to show all application components.

Android: ndroid [i_am_successful_android] .gradle 5.6.2 buildOutputCleanup vcs-1 app src debug AndroidManifest.xml ▼ main java res ▼ drawable ic_launcher_background.xml aunch_background.xml ▼ mipmap-anydpi-v26 ▼ mipmap-xxhdpi dic_launcher.xml ic_launcher.png ic_launcher_round.xml dic_launcher_foreground.png ▼ mipmap-hdpi dic_launcher_round.png ic_launcher.png ▼ mipmap-xxxhdpi dic_launcher_foreground.png ic_launcher.png ic_launcher_round.png ic_launcher_foreground.png ▼ mipmap-mdpi lic_launcher_round.png ic_launcher.png ▼ ■ values dic_launcher_foreground.png gradle.properties styles.xml lic_launcher_round.png gradlew Android Manifest.xml mipmap-xhdpi 🖥 ic_launcher-playstore.png gradlew.bat ic_launcher.png ▼ profile i am successful android.iml lic launcher foreground.png Android Manifest.xml local.properties

w build.gradle

ic_launcher_round.png

settings.gradle

Images

images

gsgsgsg(8).jpg

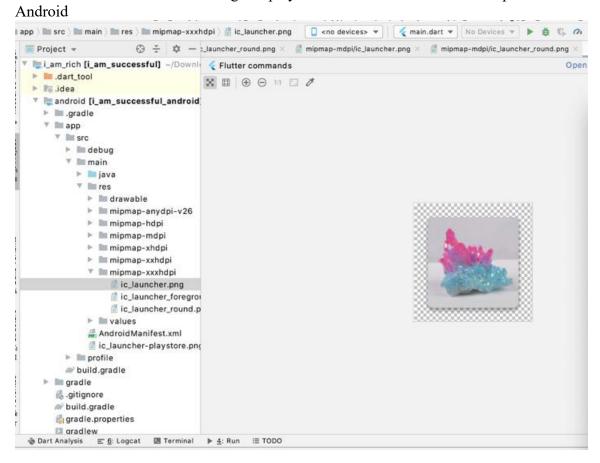
iOS

- ios
- ▼ Flutter
 - AppFrameworkInfo.plist
 - Debug.xcconfig
 - flutter_export_environment.sh
 - Generated.xcconfig
 - Release.xcconfig
- ▼ Runner
 - Assets.xcassets
 - Applcon.appiconset
 - Contents.json
 - Icon-App-20x20@1x.png
 - Icon-App-20x20@2x.png
 - lcon-App-20x20@3x.png
 - lcon-App-29x29@1x.png
 - Icon-App-29x29@2x.png
 - Icon-App-29x29@3x.png
 - Icon-App-40x40@1x.png
 - lcon-App-40x40@2x.png
 - Icon-App-40x40@3x.png
 - Icon-App-60x60@2x.png
 - Icon-App-60x60@3x.png
 - lcon-App-76x76@1x.png
 - Icon-App-76x76@2x.png
 - Icon-App-83.5x83.5@2x.png
 - 🖥 lcon-App-1024x1024@1x.pnç
 - ▼ Base.lproj
 - LaunchScreen.storyboard
 - Main.storyboard
 - a AppDelegate.h

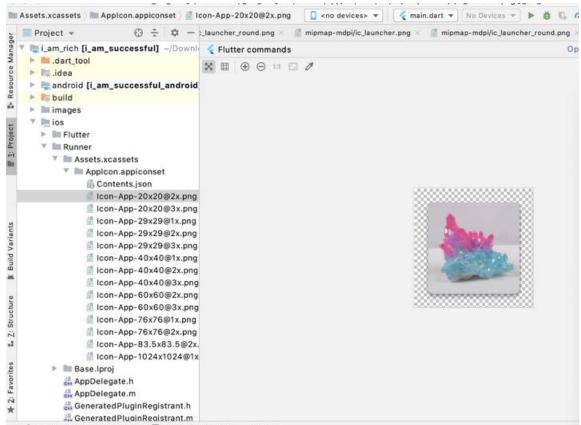
- appDelegate.m
- 提 Generated Plugin Registrant.h
- a Generated Plugin Registrant.m
- Info.plist
- 🚛 main.m
- Runner.xcworkspace
 - 损 .gitignore

```
LIB
( i_am_rich ) lib
                                                                                   main.dart × dic_launcher-playstore.png ×
  Project *
                                                                                  gsgsgsg(8).jpg ×
                                                 import 'package:flutter/material.dart';
  ▼ Nam_rich [i_am_successful] ~/Downle
    | dart_tool
                                                 void main() {
   ▶ k .idea
                                                   runApp(
    landroid [i_am_successful_android]
                                                    MaterialApp(
    ▶ k build
                                                     -home: Scaffold(
ĥ
    ▶ images
                                                        backgroundColor: Colors.grey[300],
                                          7
    ▶ mios
                                          8
                                                        appBar: AppBar(
    ₩ ■ lib
                                          9
                                                        - title: Text('I Am a Successful Businessman'),
         amain.dart
                                                          backgroundColor: Colors.blueGrey[400],
                                         18
H
                                                        ), // AppBar
    ▶ m test
                                                        body: Center(
       🚜 .gitignore
                                         13
                                                        -child: Image(
       .metadata
                                                            image: AssetImage('images/gsgsgsg(8).jpg'),
                                         14
       .packages
                                         15
      i_am_successful.iml
                                         16
                                                        ), // Center
       pubspec.lock
                                         17
                                                      ), // Scaffold
       pubspec.yaml
                                                    ), // MaterialApp
                                         18
       README.md
                                         19
                                                  ):
Build
   III External Libraries
                                         20
    Scratches and Consoles
```

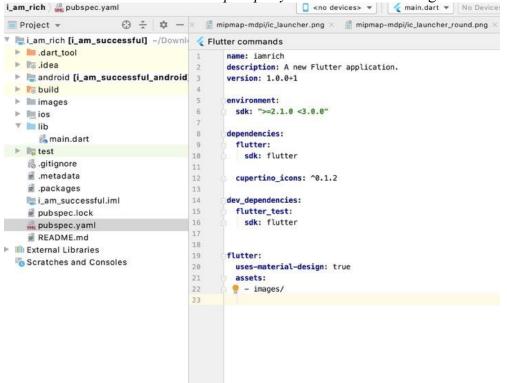
c. Show at least one android *mipmap* image and one iOS *icon-App* image displayed in the Android Studio Editor pane.



iOS



d. The *pubspec.yaml* file after removing all comments.



2. View of your application when it is run on the *Nexus 6* virtual device.



3. View of Android Nexus 6 home page including display of your app icon.



Reference:

LinkedIn Learning Video

Flutter: Part 1 - Introduction Flutter: Part 2 - Building Apps