Họ và tên: Phạm Quốc Huy

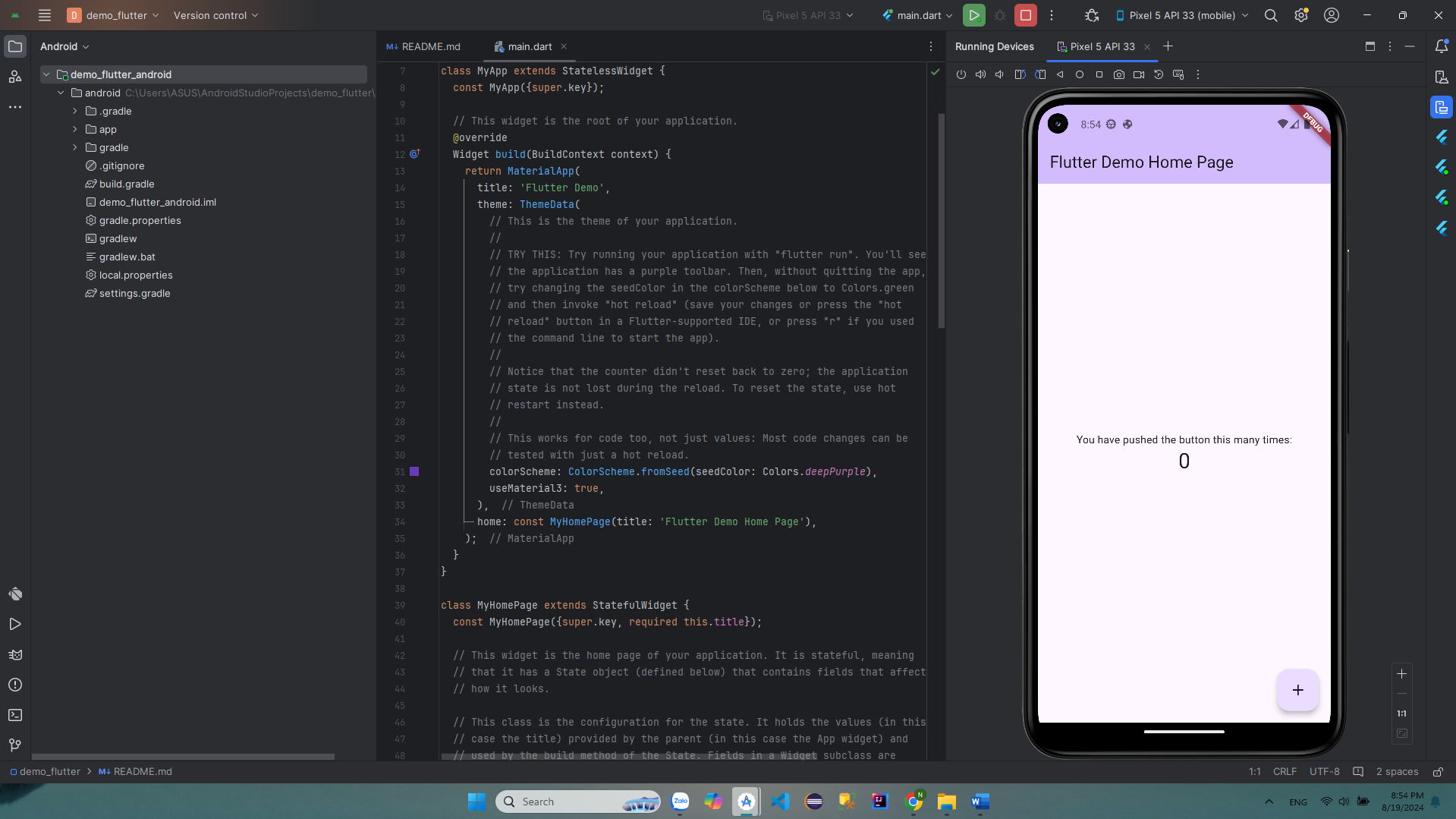
Lớp: 21SE4

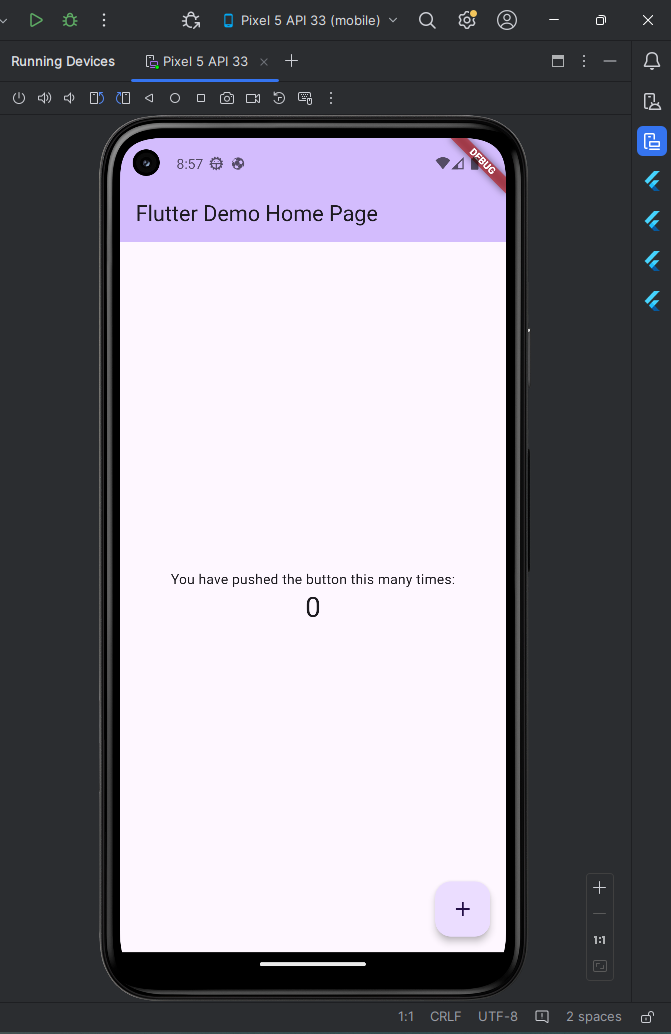
Mã Sinh viên: 21IT413

Lớp học phần: Phát triển ứng dụng Đa nền tảng (3)

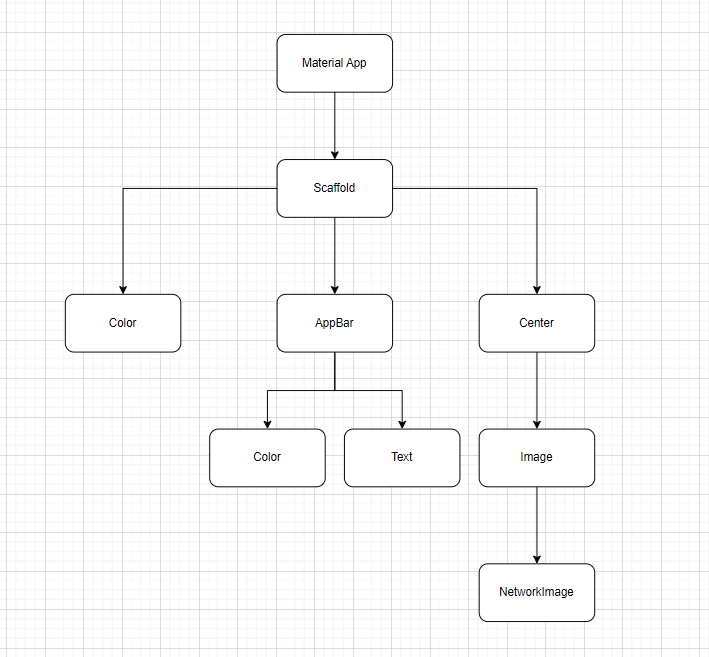
**Lab 1: I Am Rich**

1. ***The splash screen when running Flutter on the device.***

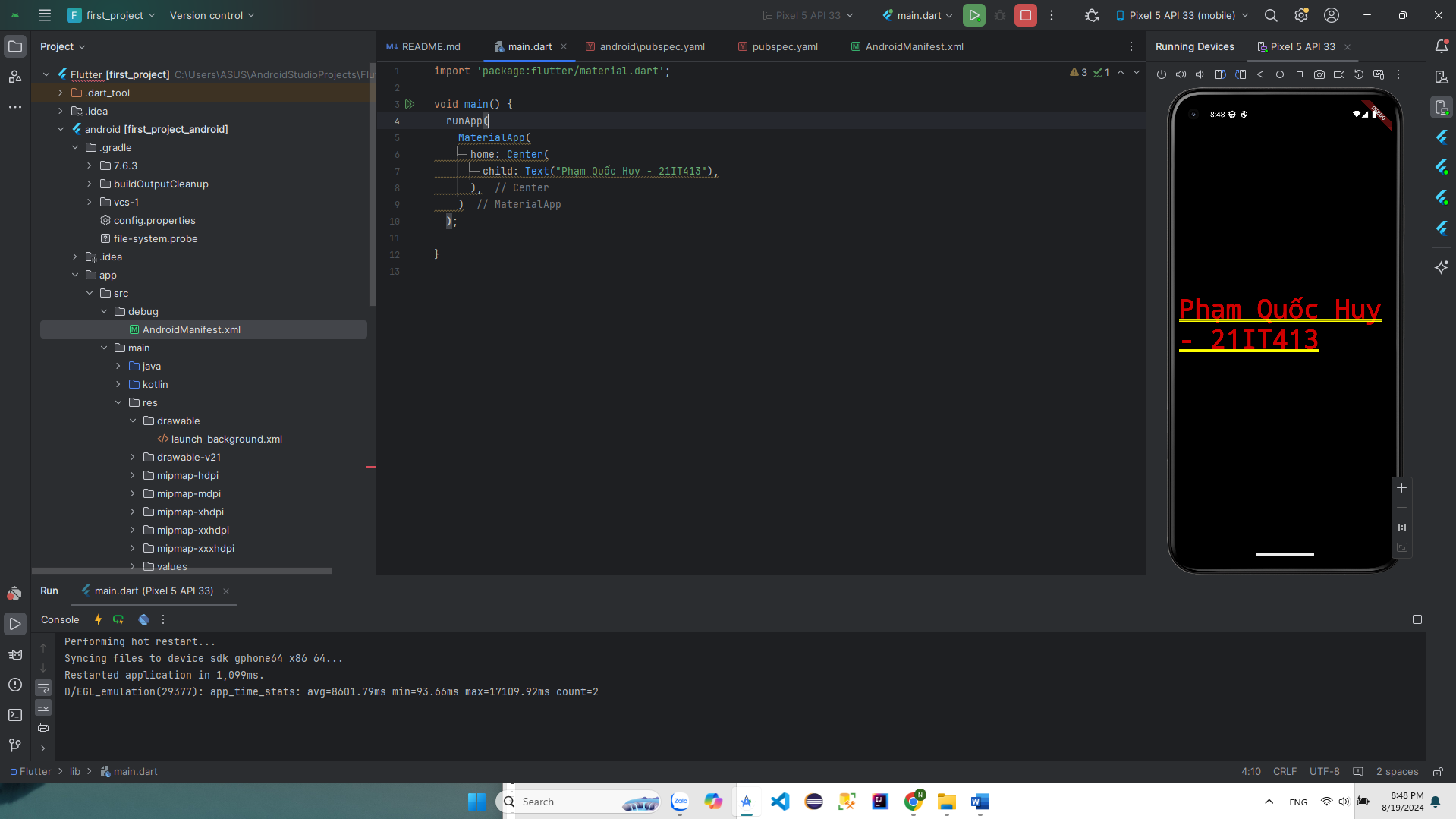
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1. ***I Am Rich Structure***

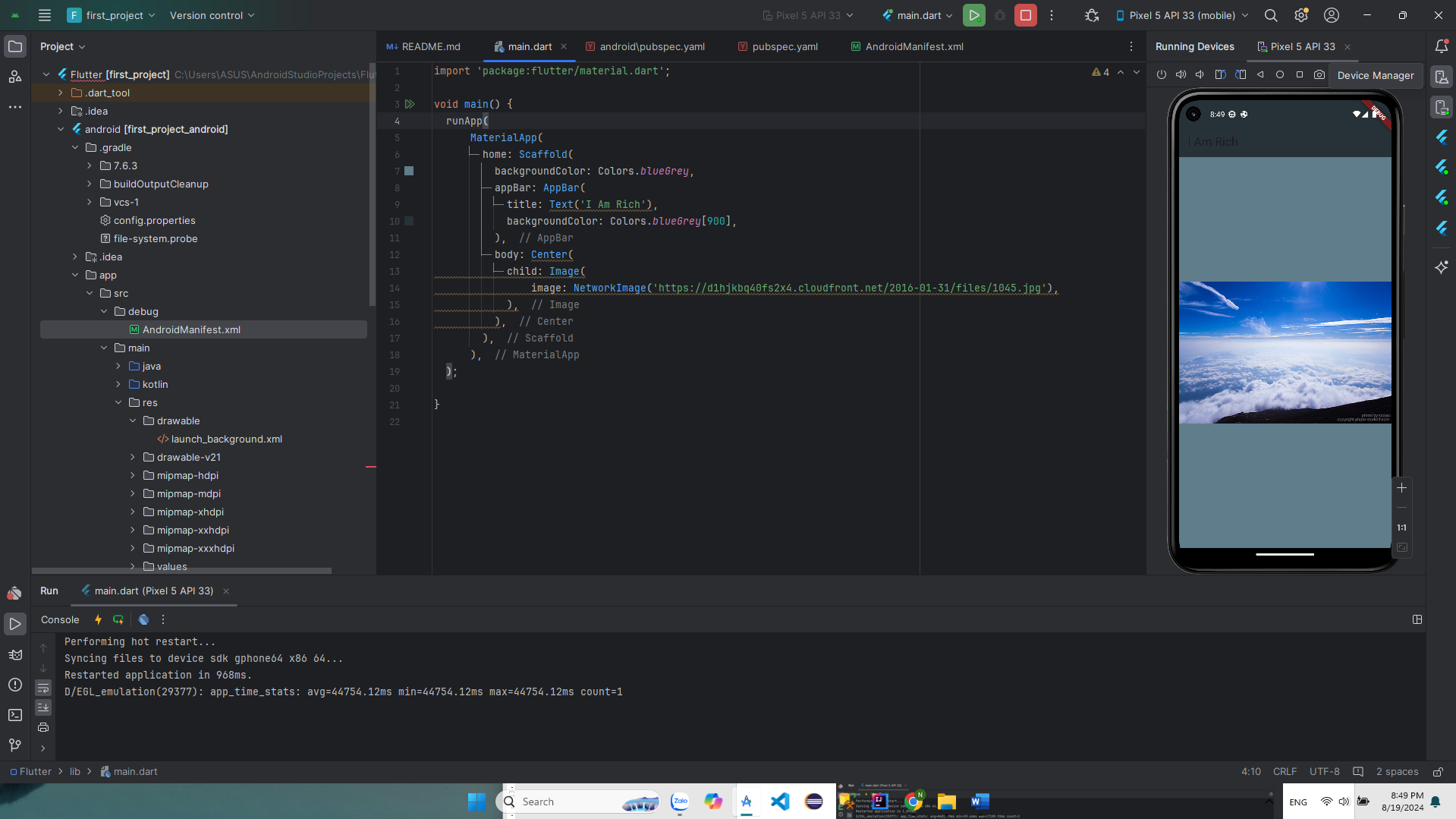


1. ***Creating a New Flutter Project from Scratch.***

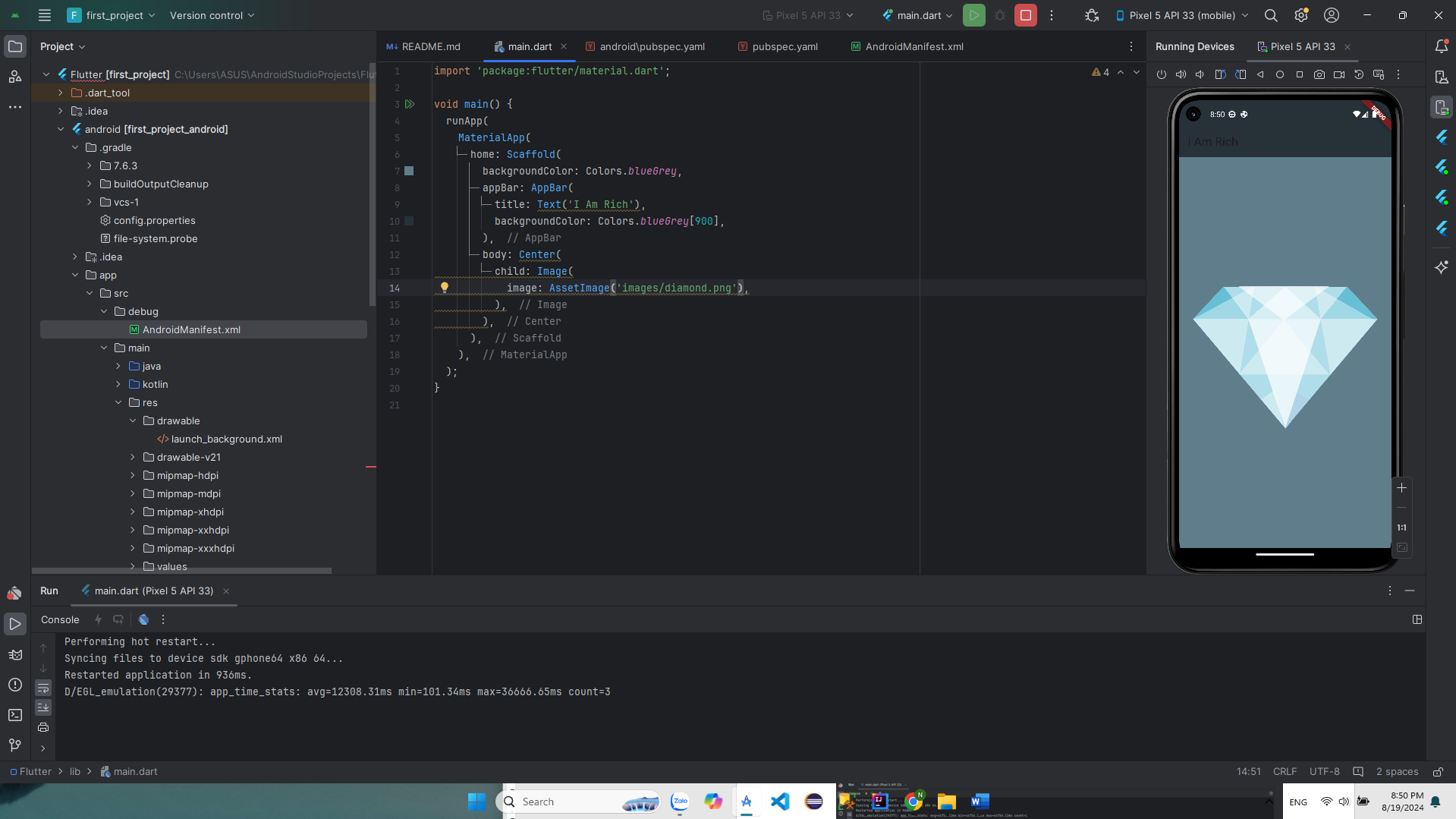
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1. ***Scaffolding a Flutter app***

* *Use Image URL to display on app and use appbar in application*

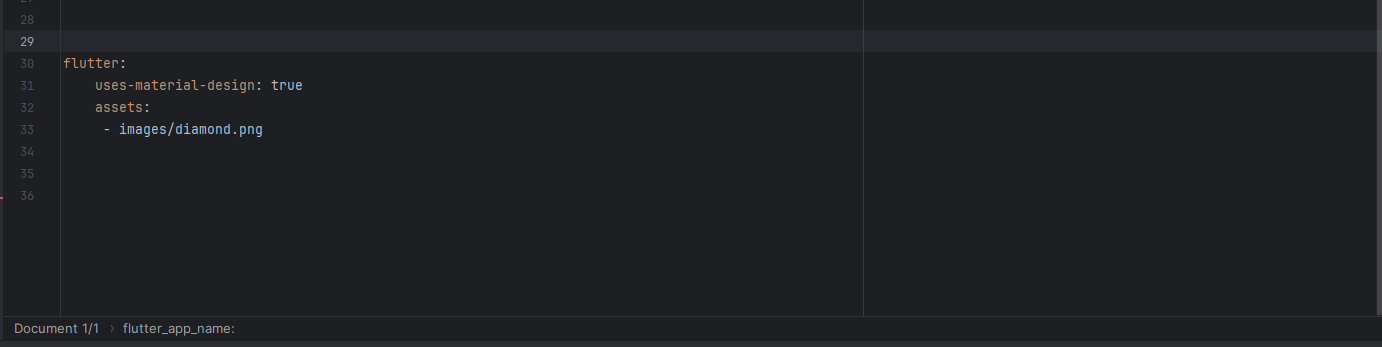
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* *Using Image Assets in Flutter*

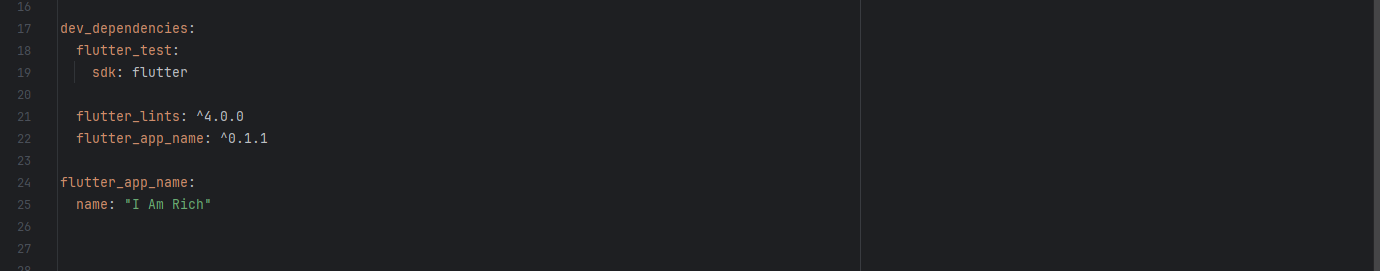
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1. ***Working with Assets in Flutter & the Pubspec file***

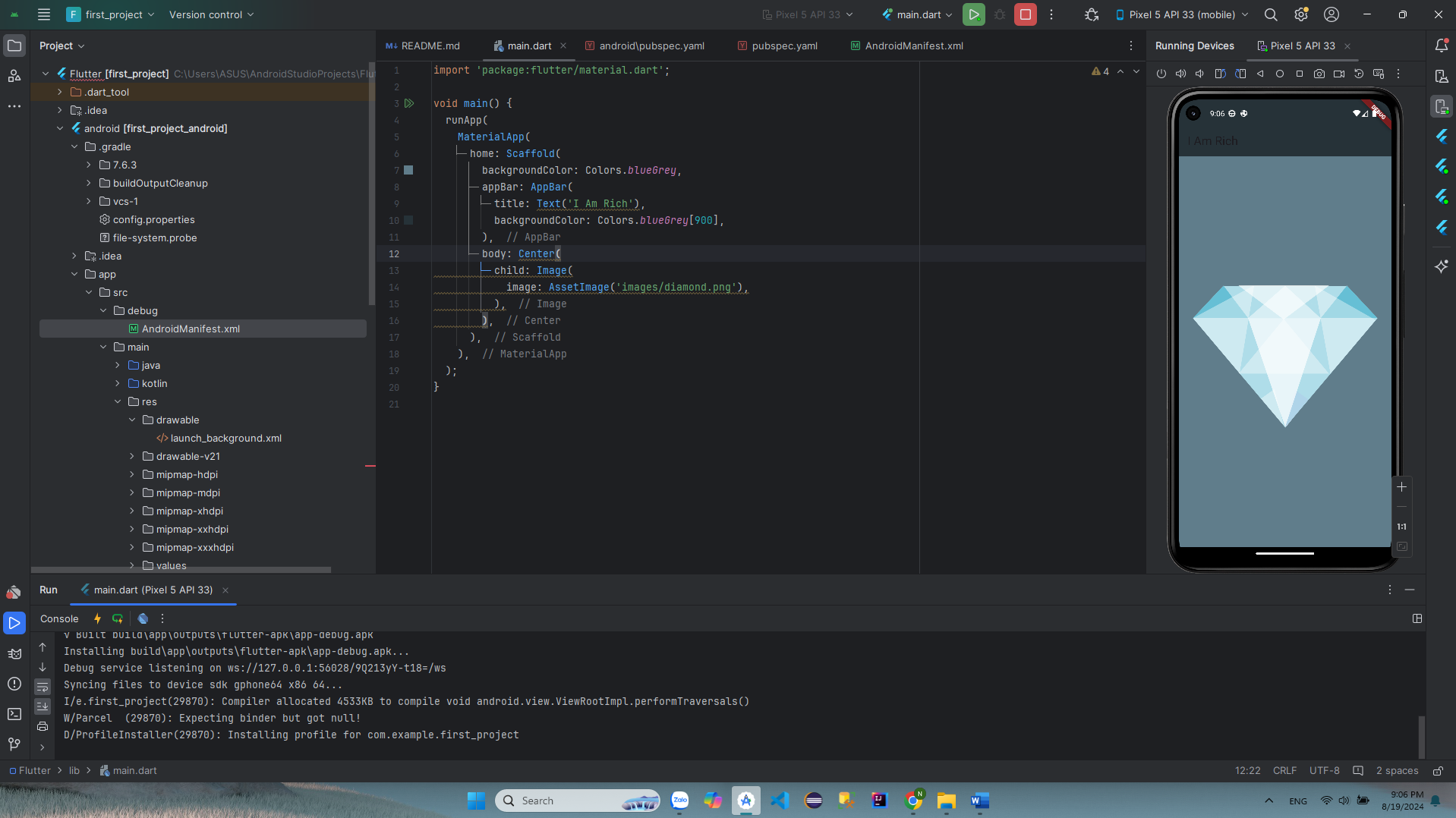
* *Edit the Image path in Asset of pubspec.yaml file*
  + *Point to the images folder and the image 'diamond.png' just created in the project.*

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* *Rename the application in the pubspec file.*

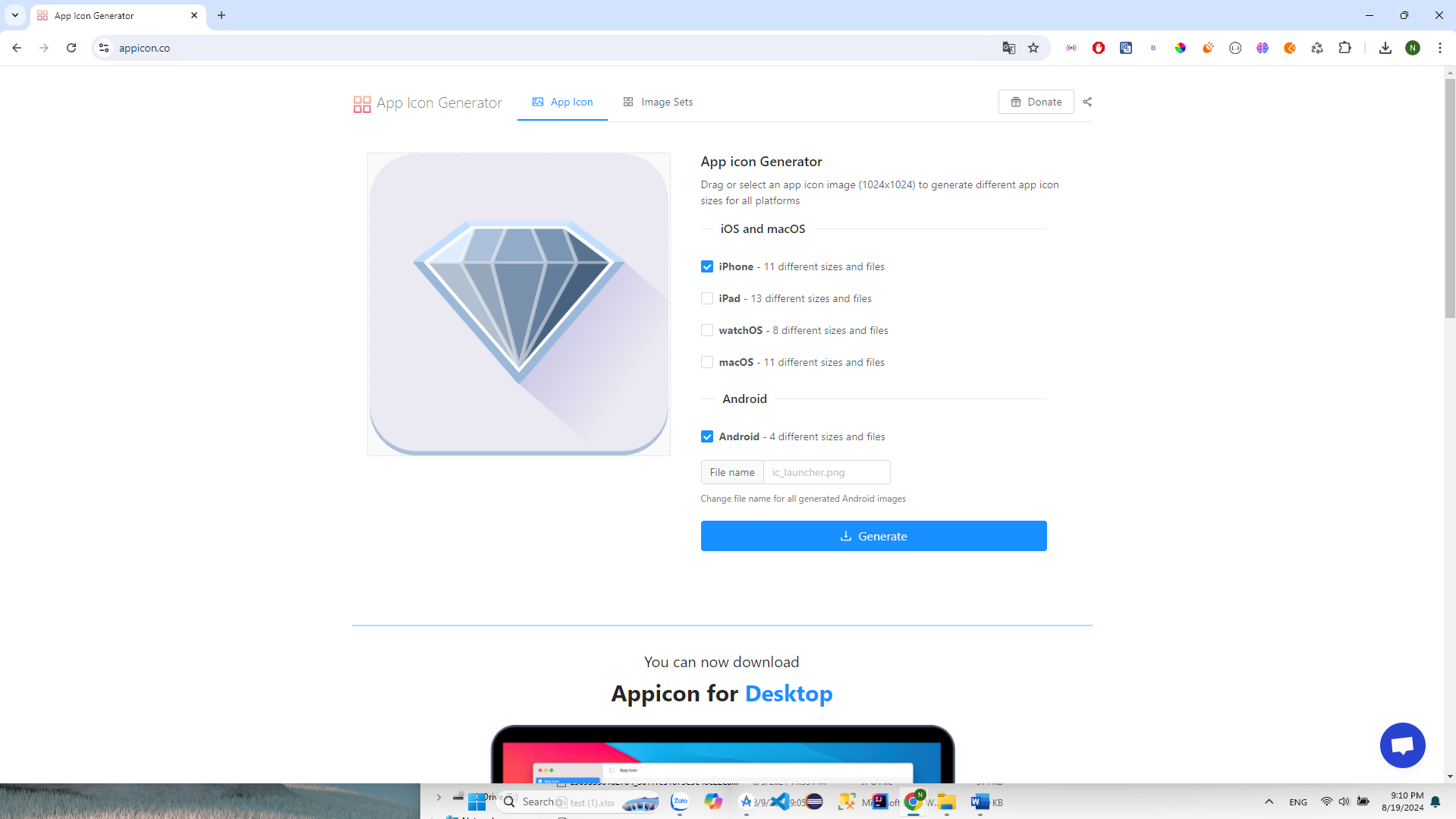
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* *Screenshot of the app after using Image Asset in Flutter*

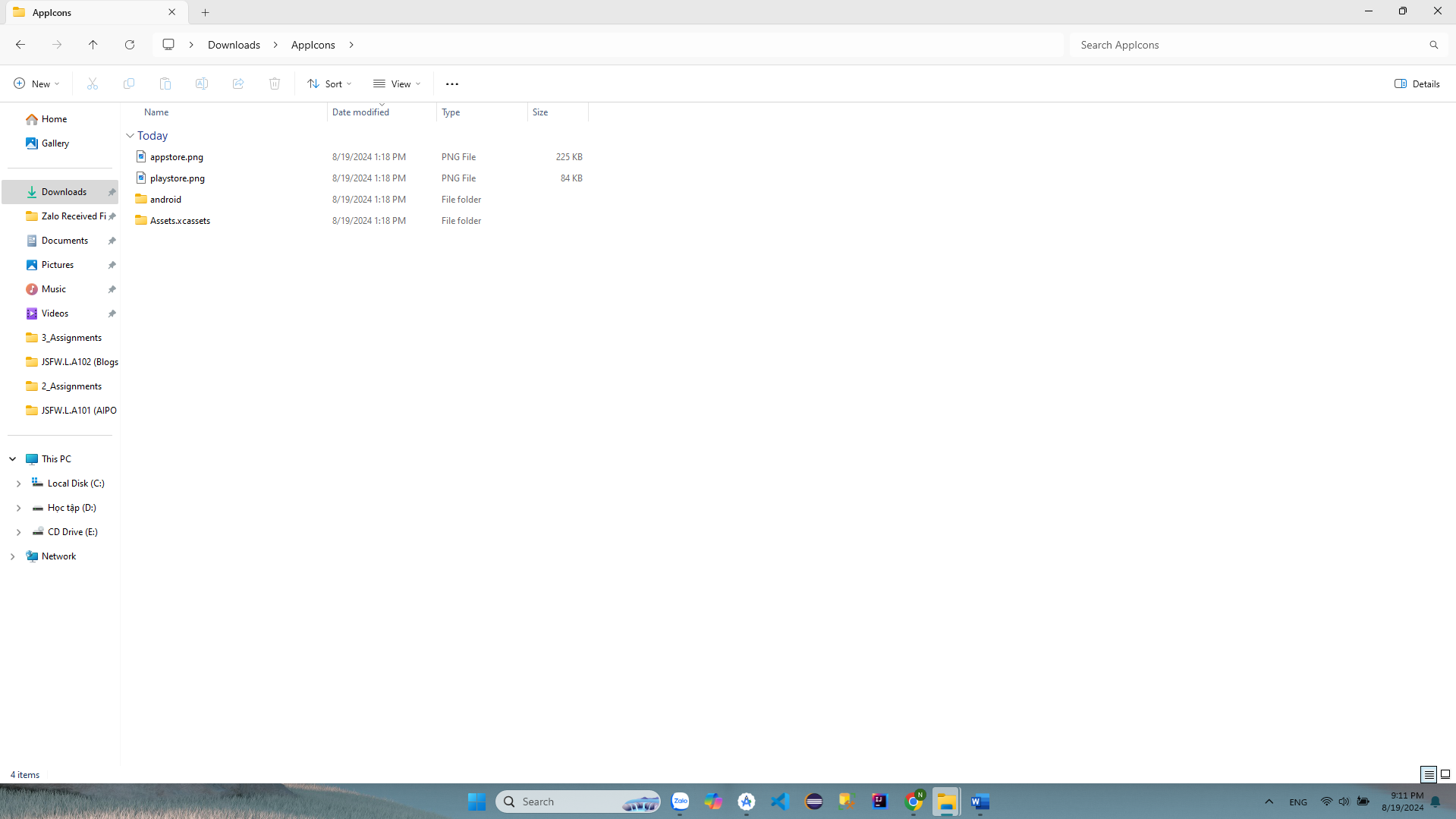
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1. ***How to Add App Icons to the iOS and Android Apps***

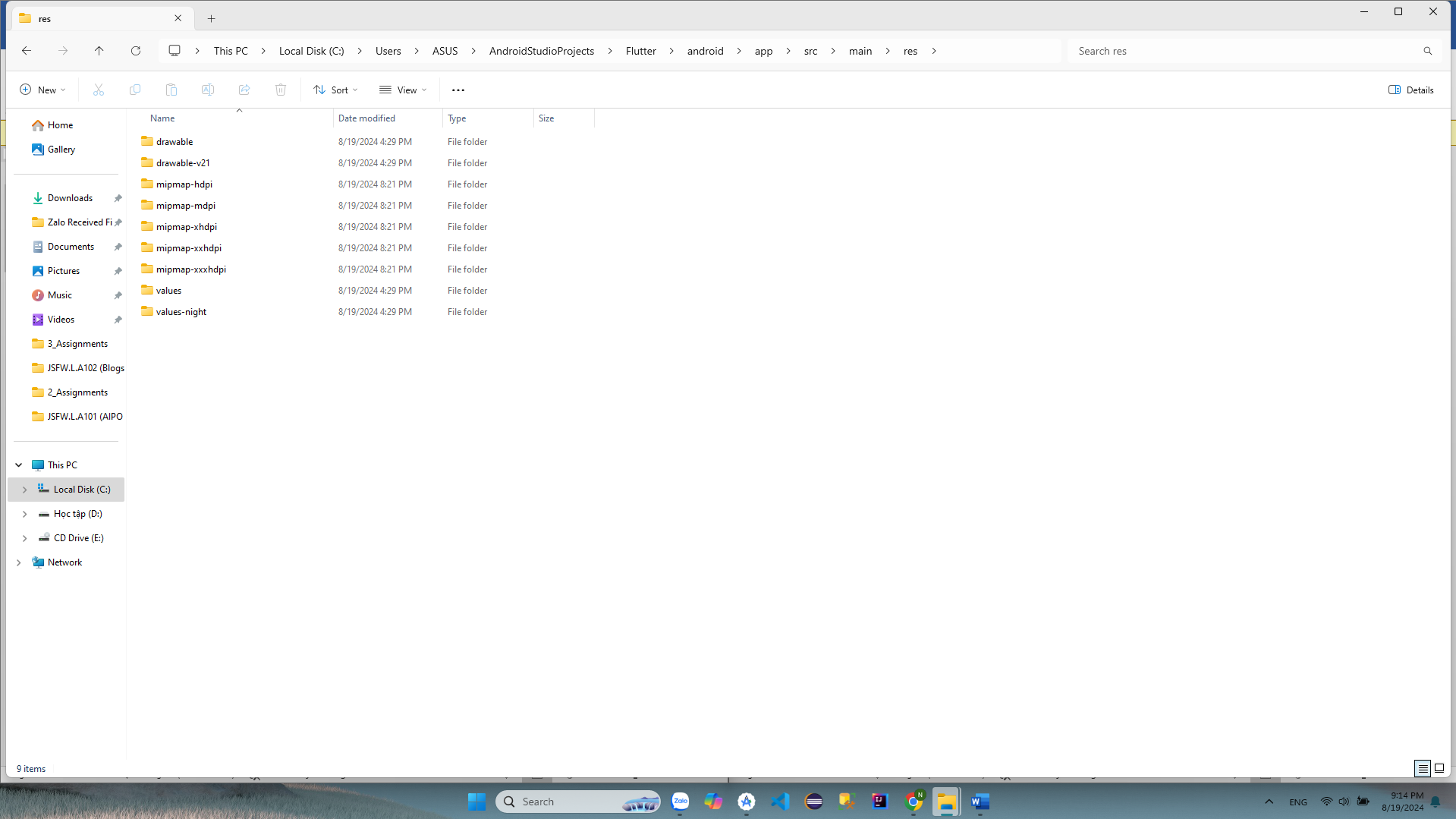
* *Use appicon.co website to generate app icons suitable for each device screen resolution size*

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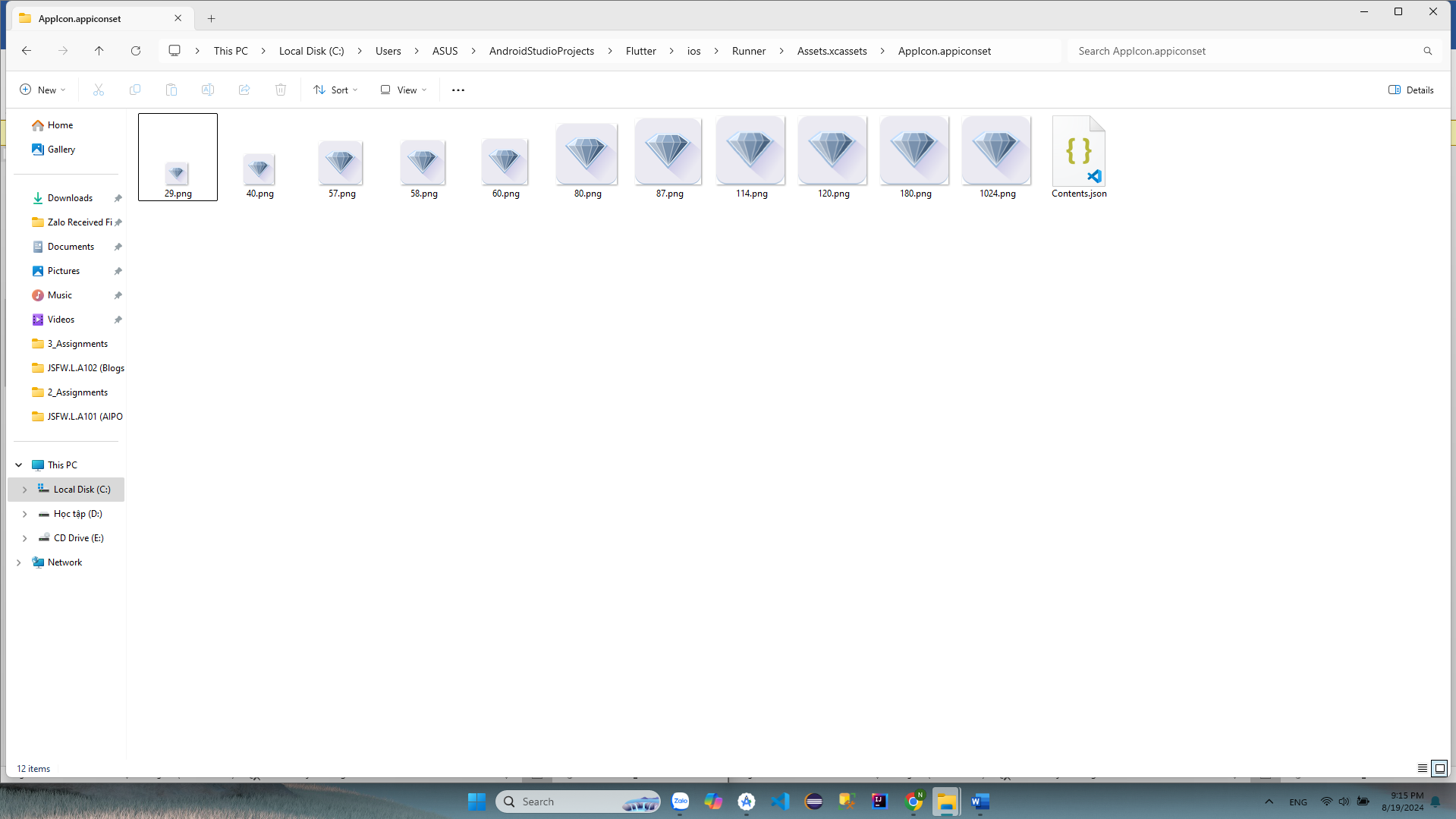
* *Download and Extract*

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* *Copy the downloaded icons to the path "C:\Users\ASUS\AndroidStudioProjects\Flutter\android\app\src\main\res"*

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* *Similarly, copy the icons of the downloaded AppIcon.appiconset folder to the path "C:\Users\ASUS\AndroidStudioProjects\Flutter\ios\Runner\Assets.xcassets\AppIcon.appiconset"*

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* *Run the application and see the results displayed*
* 