Example of calling platform services from Flutter

This project demonstrates how to connect a Flutter app to platform-specific services.

You can read more about accessing platform and third-party services in Flutter.

iOS

You can use the commands `flutter build` and `flutter run` from the app's root directory to build/run the app or you can open `ios/Runner.xcworkspace` in Xcode and build/run the project as usual.

Android

You can use the commands `flutter build` and `flutter run` from the app's root directory to build/run the app or to build with Android Studio, open the `android` folder in Android Studio and build the project as usual.