

Example of calling platform services from Flutter

This project demonstrates how to connect a Flutter app to platform-specific services on iOS using Swift. The equivalent version of this project in Objective C is found in `examples/platform_channel`.

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

We refer to the `platform_channel` project.