-e — FILE: ./setup\_local.py — #!/usr/bin/env python3 ““” Local Development Setup Script Run this to set up the local development environment ““”

import os import subprocess import sys

def setup\_local\_env(): “““Set up local development environment”“” print(“🚀 Setting up local development environment…”)

# Create .env file for local development  
env\_content = """# Local Development Environment

ENVIRONMENT=local PORT=5050 SECRET\_KEY=dev-secret-key-change-in-prod

# AI Provider Keys (add your actual keys)

GEMINI\_API\_KEY=AIzaSyCsHmnv7YH-gnSbfaVxXrO-xYardOeEiCw OPENAI\_API\_KEY=your\_openai\_api\_key\_here PPLX\_API\_KEY=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 AI\_PROVIDER=gemini

# Local Development (no external services)

# DATABASE\_URL=sqlite:///mental\_health.db

# REDIS\_URL= (leave empty for filesystem sessions)

““”

with open('.env', 'w') as f:  
 f.write(env\_content)  
  
print("✅ Created .env file for local development")  
  
# Install dependencies  
print("📦 Installing Python dependencies...")  
subprocess.run([sys.executable, '-m', 'pip', 'install', '-r', 'requirements.txt'])  
  
print("✅ Local development environment ready!")  
print("\n🎯 To start local development:")  
print(" python app.py")  
print("\n🌐 To start Flutter web app:")  
print(" cd ai\_buddy\_web && flutter run -d chrome")

if **name** == “**main**”: setup\_local\_env() -e — FILE: ./test\_flutter\_assessment.py — #!/usr/bin/env python3 ““” Test script to verify Flutter app integration with assessment API ““”

import requests import json import time

def test\_flutter\_assessment\_integration(): print(“🧪 Testing Flutter App + Assessment API Integration”) print(“=” \* 60)

# Test backend health  
print("1. Testing Backend Health...")  
try:  
 response = requests.get("http://localhost:5055/api/health")  
 if response.status\_code == 200:  
 print("✅ Backend is healthy")  
 health\_data = response.json()  
 print(f" 📊 Provider: {health\_data.get('provider', 'unknown')}")  
 print(f" 🌐 Port: {health\_data.get('port', 'unknown')}")  
 else:  
 print(f"❌ Backend health check failed: {response.status\_code}")  
 return False  
except Exception as e:  
 print(f"❌ Backend connection failed: {e}")  
 return False  
  
# Test Flutter web app  
print("\n2. Testing Flutter Web App...")  
try:  
 response = requests.get("http://localhost:8080")  
 if response.status\_code == 200:  
 print("✅ Flutter web app is running")  
 else:  
 print(f"❌ Flutter web app failed: {response.status\_code}")  
 return False  
except Exception as e:  
 print(f"❌ Flutter web app connection failed: {e}")  
 return False  
  
# Test assessment API directly  
print("\n3. Testing Assessment API...")  
try:  
 # Create session  
 session\_response = requests.get("http://localhost:5055/api/get\_or\_create\_session")  
 if session\_response.status\_code == 200:  
 session\_data = session\_response.json()  
 session\_id = session\_data['session\_id']  
 print(f"✅ Session created: {session\_id}")  
   
 # Submit test assessment  
 assessment\_data = {  
 "mood": "happy",  
 "energy": "high",  
 "sleep": "good",  
 "stress": "low",  
 "notes": "Testing Flutter integration - feeling great!",  
 "crisis\_level": "none"  
 }  
   
 assessment\_response = requests.post(  
 "http://localhost:5055/self\_assessment",  
 headers={  
 "Content-Type": "application/json",  
 "X-Session-ID": session\_id  
 },  
 json=assessment\_data  
 )  
   
 if assessment\_response.status\_code == 201:  
 result = assessment\_response.json()  
 print(f"✅ Assessment submitted successfully! ID: {result.get('id')}")  
 print(f" 📊 Data: {json.dumps(assessment\_data, indent=2)}")  
 else:  
 print(f"❌ Assessment submission failed: {assessment\_response.status\_code}")  
 print(f" Error: {assessment\_response.text}")  
 return False  
 else:  
 print(f"❌ Session creation failed: {session\_response.status\_code}")  
 return False  
except Exception as e:  
 print(f"❌ Assessment API test failed: {e}")  
 return False  
  
# Test chat API  
print("\n4. Testing Chat API...")  
try:  
 chat\_response = requests.post(  
 "http://localhost:5055/api/chat",  
 headers={"Content-Type": "application/json"},  
 json={"message": "I just completed a self-assessment and I'm feeling better!"}  
 )  
   
 if chat\_response.status\_code == 200:  
 chat\_data = chat\_response.json()  
 print(f"✅ Chat API working! Risk level: {chat\_data.get('risk\_level', 'unknown')}")  
 print(f" 🤖 AI Response: {chat\_data.get('response', '')[:100]}...")  
 else:  
 print(f"❌ Chat API failed: {chat\_response.status\_code}")  
 return False  
except Exception as e:  
 print(f"❌ Chat API test failed: {e}")  
 return False  
  
print("\n🎉 All tests passed! Integration is working correctly.")  
print("\n📋 Summary:")  
print(" ✅ Backend (Flask + PostgreSQL) - Running on port 5055")  
print(" ✅ Flutter Web App - Running on port 8080")  
print(" ✅ Assessment API - Fully functional")  
print(" ✅ Chat API - Working with risk detection")  
print(" ✅ Session Management - UUID-based tracking")  
  
print("\n🌐 Access URLs:")  
print(" 📱 Flutter Web App: http://localhost:8080")  
print(" 🔧 Backend API: http://localhost:5055")  
print(" 📊 Health Check: http://localhost:5055/api/health")  
  
return True

if **name** == “**main**”: success = test\_flutter\_assessment\_integration() if success: print(“🚀 Ready for development and testing!”) else: print(“❌ Some tests failed. Please check the setup.”) -e — FILE: ./models.py —

from flask\_sqlalchemy import SQLAlchemy from datetime import datetime import uuid import os from sqlalchemy.dialects.postgresql import JSONB

db = SQLAlchemy()

class UserSession(db.Model): **tablename** = ‘user\_sessions’

id = db.Column(db.String(36), primary\_key=True, default=lambda: str(uuid.uuid4()))  
created\_at = db.Column(db.DateTime, default=datetime.utcnow)  
last\_active = db.Column(db.DateTime, default=datetime.utcnow)  
conversation\_count = db.Column(db.Integer, default=0)  
risk\_level = db.Column(db.String(20), default='low')

class Message(db.Model): **tablename** = ‘messages’

id = db.Column(db.Integer, primary\_key=True)  
session\_id = db.Column(db.String(36), db.ForeignKey('user\_sessions.id'))  
content = db.Column(db.Text, nullable=False)  
is\_user = db.Column(db.Boolean, default=False) # True for user, False for AI  
timestamp = db.Column(db.DateTime, default=datetime.utcnow)  
risk\_level = db.Column(db.String(20), default='none')  
resources = db.Column(db.Text) # JSON string for crisis resources

class ConversationLog(db.Model): **tablename** = ‘conversation\_logs’

id = db.Column(db.Integer, primary\_key=True)  
session\_id = db.Column(db.String(36), db.ForeignKey('user\_sessions.id'))  
timestamp = db.Column(db.DateTime, default=datetime.utcnow)  
provider = db.Column(db.String(20))  
risk\_score = db.Column(db.Float, default=0.0)

class CrisisEvent(db.Model): **tablename** = ‘crisis\_events’

id = db.Column(db.Integer, primary\_key=True)  
session\_id = db.Column(db.String(36), db.ForeignKey('user\_sessions.id'))  
timestamp = db.Column(db.DateTime, default=datetime.utcnow)  
risk\_level = db.Column(db.String(20))  
intervention\_taken = db.Column(db.String(100))  
escalated = db.Column(db.Boolean, default=False)

class SelfAssessmentEntry(db.Model): **tablename** = ‘self\_assessment\_entries’ id = db.Column(db.Integer, primary\_key=True) session\_id = db.Column(db.String(36), db.ForeignKey(‘user\_sessions.id’), nullable=False) timestamp = db.Column(db.DateTime, default=datetime.utcnow, nullable=False) assessment\_data = db.Column(JSONB, nullable=False)

def \_\_repr\_\_(self):  
 return f'<SelfAssessmentEntry id={self.id} session\_id={self.session\_id}>'

-e — FILE: ./requirements.txt — Flask==3.0.0 Flask-CORS==4.0.0 Flask-Limiter==3.5.0 Flask-SQLAlchemy==3.1.1 Flask-Session==0.5.0 python-dotenv==1.0.0 google-generativeai==0.3.2 openai==1.3.0 gunicorn==21.2.0 redis==5.0.1 psycopg[binary]==3.2.9 requests==2.32.4 cryptography==42.0.5 textblob==0.17.1-e — FILE: ./archive/test\_apis\_v4\_gemini\_refined.py — import requests

def ask\_gemini(prompt, api\_key, model=‘models/gemini-1.5-flash-latest’): url = f”https://generativelanguage.googleapis.com/v1beta/{model}:generateContent?key={api\_key}” headers = {“Content-Type”: “application/json”} payload = { “contents”: [{“parts”: [{“text”: prompt}]}] } response = requests.post(url, headers=headers, json=payload) if response.status\_code == 429: return { “error”: “Quota exceeded. Please wait and try again later.”, “details”: response.text } try: json\_response = response.json() # Extract the main text answer if available if ( ‘candidates’ in json\_response and isinstance(json\_response[‘candidates’], list) and len(json\_response[‘candidates’]) > 0 and ‘content’ in json\_response[‘candidates’][0] and ‘parts’ in json\_response[‘candidates’][0][‘content’] and len(json\_response[‘candidates’][0][‘content’][‘parts’]) > 0 and ‘text’ in json\_response[‘candidates’][0][‘content’][‘parts’][0] ): answer = json\_response[‘candidates’][0][‘content’][‘parts’][0][‘text’] return {“answer”: answer} return json\_response except Exception as e: return { “error”: f”JSON decode error: {e}“,”status\_code”: response.status\_code, “response\_text”: response.text }

if **name** == “**main**”: GEMINI\_API\_KEY = “AIzaSyCsHmnv7YH-gnSbfaVxXrO-xYardOeEiCw” # <— Replace with your valid key from AI Studio prompt = “Summarize the latest AI trends.”

gemini\_result = ask\_gemini(  
 prompt,  
 GEMINI\_API\_KEY,  
 model='models/gemini-1.5-flash-latest'  
)  
  
if "answer" in gemini\_result:  
 print("Gemini AI Answer:\n", gemini\_result["answer"])  
else:  
 print("Gemini API response:", gemini\_result)

-e — FILE: ./archive/test\_apis.py — import requests

# Perplexity API

# Available models: ‘gemini-2’, ‘sonar-pro’, ‘o1’, ‘gpt-4’, etc.

def ask\_perplexity(prompt, api\_key, model=‘gemini-2’): url = “https://api.perplexity.ai/chat/completions” headers = {“Authorization”: f”Bearer {api\_key}“,”Content-Type”: “application/json”} payload = { “model”: model, # Choose model here: ‘gemini-2’, ‘sonar-pro’, ‘o1’, ‘gpt-4’, etc. “messages”: [ {“role”: “user”, “content”: prompt} ] } response = requests.post(url, headers=headers, json=payload) return response.json()

# Gemini API (Google)

# Available models: ‘gemini-pro’, ‘gemini-2.5-pro’, ‘gemini-flash’, etc.

def ask\_gemini(prompt, api\_key, model=‘gemini-pro’): url = f”https://generativelanguage.googleapis.com/v1beta/models/{model}:generateContent” headers = {“Authorization”: f”Bearer {api\_key}“,”Content-Type”: “application/json”} payload = { “contents”: [{“parts”: [{“text”: prompt}]}] } response = requests.post(url, headers=headers, json=payload) return response.json()

# Usage examples:

# To use a different model, just change the ‘model’ argument below.

perplexity\_result = ask\_perplexity( “Summarize the latest AI trends.”, “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”, model=‘sonar-pro’ # Try ‘gemini-2’, ‘o1’, ‘gpt-4’, etc. )

gemini\_result = ask\_gemini( “Summarize the latest AI trends.”, “AIzaSyCsHmnv7YH-gnSbfaVxXrO-xYardOeEiCw”, model=‘gemini-flash’ # Try ‘gemini-pro’, ‘gemini-flash’, ‘gemini-2.5-pro’ etc. )

print(“Perplexity API response:”, perplexity\_result) print(“Gemini API response:”, gemini\_result) -e — FILE: ./archive/test\_apis\_v2\_ppx\_working.py — import requests

# ——— Perplexity API Function ———

def ask\_perplexity(prompt, api\_key, model=‘sonar-pro’): url = “https://api.perplexity.ai/chat/completions” headers = {“Authorization”: f”Bearer {api\_key}“,”Content-Type”: “application/json”} payload = { “model”: model, # Try ‘sonar-pro’, ‘gemini-2’, ‘o1’, ‘gpt-4’, etc. “messages”: [ {“role”: “user”, “content”: prompt} ] } try: response = requests.post(url, headers=headers, json=payload) response.raise\_for\_status() return response.json() except Exception as e: return {“error”: str(e), “response\_text”: getattr(response, “text”, ““)}

# ——— Gemini API Function (with error handling) ———

def ask\_gemini(prompt, api\_key, model=‘models/gemini-1.5-pro-latest’): url = f”https://generativelanguage.googleapis.com/v1beta/{model}:generateContent?key={api\_key}” headers = {“Content-Type”: “application/json”} payload = { “contents”: [{“parts”: [{“text”: prompt}]}] } try: response = requests.post(url, headers=headers, json=payload) response.raise\_for\_status() try: return response.json() except Exception as e: return { “error”: f”JSON decode error: {e}“,”status\_code”: response.status\_code, “response\_text”: response.text } except Exception as e: return { “error”: f”HTTP error: {e}“,”response\_text”: getattr(response, “text”, ““) }

# ——— MAIN TEST ———

if **name** == “**main**”: # Replace with your actual keys! PPLX\_API\_KEY = “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” GEMINI\_API\_KEY = “AIzaSyCsHmnv7YH-gnSbfaVxXrO-xYardOeEiCw”

prompt = "Summarize the latest AI trends."  
  
# Test Perplexity  
perplexity\_result = ask\_perplexity(  
 prompt,  
 PPLX\_API\_KEY,  
 model='sonar-pro' # or 'gemini-2', 'o1', 'gpt-4', etc.  
)  
print("Perplexity API response:")  
print(perplexity\_result)  
print("-" \* 60)  
  
# Test Gemini  
gemini\_result = ask\_gemini(  
 prompt,  
 GEMINI\_API\_KEY,  
 model='models/gemini-1.5-pro-latest' # or 'models/gemini-1.5-flash-latest'  
)  
print("Gemini API response:")  
print(gemini\_result)

-e — FILE: ./archive/test\_apis\_v3\_gemini\_working.py — import requests

# Perplexity API function commented out

’’’ def ask\_perplexity(prompt, api\_key, model=‘sonar-pro’): … ’’’

def ask\_gemini(prompt, api\_key, model=‘models/gemini-1.5-pro-latest’): url = f”https://generativelanguage.googleapis.com/v1beta/{model}:generateContent?key={api\_key}” headers = {“Content-Type”: “application/json”} payload = { “contents”: [{“parts”: [{“text”: prompt}]}] } response = requests.post(url, headers=headers, json=payload) if response.status\_code == 429: return { “error”: “Quota exceeded. Please wait and try again later.”, “details”: response.text } try: return response.json() except Exception as e: return { “error”: f”JSON decode error: {e}“,”status\_code”: response.status\_code, “response\_text”: response.text }

if **name** == “**main**”: GEMINI\_API\_KEY = “AIzaSyCsHmnv7YH-gnSbfaVxXrO-xYardOeEiCw” # <— Replace with your valid key from AI Studio prompt = “Summarize the latest AI trends.”

gemini\_result = ask\_gemini(  
 prompt,  
 GEMINI\_API\_KEY,  
 model='models/gemini-1.5-flash-latest'  
)  
  
print("Gemini API response:", gemini\_result)

-e — FILE: ./archive/checking\_env\_api.py — from dotenv import load\_dotenv import os

load\_dotenv() print(“Gemini Key:”, os.getenv(“GEMINI\_API\_KEY”)) -e — FILE: ./test/widget\_test.dart — // This is a basic Flutter widget test. // // To perform an interaction with a widget in your test, use the WidgetTester // utility in the flutter\_test package. For example, you can send tap and scroll // gestures. You can also use WidgetTester to find child widgets in the widget // tree, read text, and verify that the values of widget properties are correct.

import ‘package:flutter/material.dart’; import ‘package:flutter\_test/flutter\_test.dart’;

import ‘package:ai\_wellness\_buddy/main.dart’;

void main() { testWidgets(‘Counter increments smoke test’, (WidgetTester tester) async { // Build our app and trigger a frame. await tester.pumpWidget(const MyApp());

// Verify that our counter starts at 0.  
expect(find.text('0'), findsOneWidget);  
expect(find.text('1'), findsNothing);  
  
// Tap the '+' icon and trigger a frame.  
await tester.tap(find.byIcon(Icons.add));  
await tester.pump();  
  
// Verify that our counter has incremented.  
expect(find.text('0'), findsNothing);  
expect(find.text('1'), findsOneWidget);

}); } -e — FILE: ./test\_assessment\_button.py — #!/usr/bin/env python3 ““” Test script to verify assessment button visibility and functionality ““”

import requests import time

def test\_assessment\_button(): print(“🔍 Testing Assessment Button Visibility”) print(“=” \* 50)

# Test Flutter app is running  
print("1. Checking Flutter app...")  
try:  
 response = requests.get("http://localhost:8080", timeout=5)  
 if response.status\_code == 200:  
 print("✅ Flutter app is running on port 8080")  
 else:  
 print(f"❌ Flutter app failed: {response.status\_code}")  
 return False  
except Exception as e:  
 print(f"❌ Flutter app connection failed: {e}")  
 return False  
  
# Test backend is running  
print("\n2. Checking backend...")  
try:  
 response = requests.get("http://localhost:5055/api/health", timeout=5)  
 if response.status\_code == 200:  
 print("✅ Backend is running on port 5055")  
 else:  
 print(f"❌ Backend failed: {response.status\_code}")  
 return False  
except Exception as e:  
 print(f"❌ Backend connection failed: {e}")  
 return False  
  
print("\n🎯 Assessment Button Test Instructions:")  
print("=" \* 50)  
print("1. Open your browser and go to: http://localhost:8080")  
print("2. Look at the bottom of the screen for two buttons:")  
print(" - 📊 Mood Tracker button (left)")  
print(" - 📋 Assessment button (right)")  
print("3. Click the assessment button (📋 icon)")  
print("4. You should see the assessment form appear")  
print("5. Try filling out the assessment and submitting it")  
  
print("\n🔧 Troubleshooting:")  
print("- If you don't see the assessment button, try refreshing the page")  
print("- If the button doesn't work, check the browser console for errors")  
print("- Make sure both Flutter app (8080) and backend (5055) are running")  
  
print("\n📱 Access URLs:")  
print("- Flutter App: http://localhost:8080")  
print("- Backend API: http://localhost:5055")  
print("- Health Check: http://localhost:5055/api/health")  
  
return True

if **name** == “**main**”: success = test\_assessment\_button() if success: print(“✅ Ready for manual testing!”) else: print(“❌ Some services are not running properly.”) -e — FILE: ./providers/perplexity.py — import os import requests

def get\_perplexity\_response(message, mode=‘mental\_health’): “““Get response from Perplexity API”“” try: api\_key = os.getenv(‘PERPLEXITY\_API\_KEY’) headers = { ‘Authorization’: f’Bearer {api\_key}‘, ’Content-Type’: ‘application/json’, }

system\_message = """You are a supportive AI assistant for high school students.   
 Respond with empathy and understanding. If the user seems distressed,   
 provide emotional support and suggest healthy coping strategies.   
 Keep responses concise and focused."""  
  
 data = {  
 'model': 'mistral-7b-instruct',  
 'messages': [  
 {'role': 'system', 'content': system\_message},  
 {'role': 'user', 'content': message}  
 ]  
 }  
  
 response = requests.post(  
 'https://api.perplexity.ai/chat/completions',  
 headers=headers,  
 json=data  
 )  
   
 if response.status\_code == 200:  
 return response.json()['choices'][0]['message']['content']  
 else:  
 print(f"Perplexity API error: {response.status\_code} - {response.text}")  
 return "I'm having trouble connecting to my AI services. Please try again in a moment."  
  
except Exception as e:  
 print(f"Perplexity API error: {str(e)}")  
 return "I'm having trouble connecting to my AI services. Please try again in a moment."

-e — FILE: ./providers/gemini.py — import os import google.generativeai as genai from typing import Dict, List from datetime import datetime, timedelta

# Store conversations with timestamp for cleanup

conversations: Dict[str, List[dict]] = {} CONVERSATION\_TIMEOUT = timedelta(hours=1) # Clear conversations older than 1 hour

def cleanup\_old\_conversations(): “““Remove conversations that are older than the timeout”“” current\_time = datetime.now() to\_remove = [] for session\_id in conversations: if conversations[session\_id]: last\_message\_time = conversations[session\_id][-1].get(‘timestamp’) if last\_message\_time and current\_time - last\_message\_time > CONVERSATION\_TIMEOUT: to\_remove.append(session\_id)

for session\_id in to\_remove:  
 del conversations[session\_id]

def get\_gemini\_response(message, mode=‘mental\_health’, session\_id=None): “““Get response from Gemini API with conversation history”“” try: api\_key = os.getenv(‘GEMINI\_API\_KEY’) if not api\_key: print(“Gemini API key not found”) return “Configuration error: Gemini API key not found”

# Configure the API  
 genai.configure(api\_key=api\_key)  
   
 # Create the model  
 try:

# model = genai.GenerativeModel(‘models/gemini-1.5-flash-latest’)

model = genai.GenerativeModel('models/gemini-2.5-flash-lite')  
 except Exception as e:  
 print(f"Error creating Gemini model: {str(e)}")  
 return f"Error initializing AI model: {str(e)}"  
   
 # Initialize or get conversation history  
 if session\_id not in conversations:  
 conversations[session\_id] = []  
   
 # Clean up old conversations periodically  
 cleanup\_old\_conversations()  
   
 # Prepare the conversation history  
 history = conversations[session\_id]  
   
 # Prepare the prompt with context  
 system\_message = """You are a supportive AI assistant for high school students.   
 Respond with empathy and understanding. If the user seems distressed,   
 provide emotional support and suggest healthy coping strategies.   
 Keep responses concise and focused."""  
  
 # Build the conversation context  
 conversation\_context = ""  
 if history:  
 conversation\_context = "\n".join([  
 f"{'User' if msg['is\_user'] else 'Assistant'}: {msg['content']}"  
 for msg in history[-5:] # Keep last 5 messages for context  
 ])  
 conversation\_context = f"\nPrevious conversation:\n{conversation\_context}\n"  
  
 prompt = f"{system\_message}\n{conversation\_context}\nUser: {message}"  
   
 # Generate response  
 try:  
 response = model.generate\_content(prompt)  
 if not response or not response.text:  
 print("Empty response from Gemini")  
 return "I received an empty response. Please try again."  
   
 # Store the conversation  
 history.append({  
 'content': message,  
 'is\_user': True,  
 'timestamp': datetime.now()  
 })  
 history.append({  
 'content': response.text,  
 'is\_user': False,  
 'timestamp': datetime.now()  
 })  
 conversations[session\_id] = history  
   
 return response.text  
 except Exception as e:  
 print(f"Error generating content: {str(e)}")  
 return f"Error generating response: {str(e)}"  
  
except Exception as e:  
 print(f"Unexpected Gemini API error: {str(e)}")  
 return "I'm having trouble connecting to my AI services. Please try again in a moment."

-e — FILE: ./providers/openai.py — import os from openai import OpenAI

def get\_openai\_response(message, mode=‘mental\_health’): “““Get response from OpenAI API”“” try: client = OpenAI(api\_key=os.getenv(‘OPENAI\_API\_KEY’))

system\_message = """You are a supportive AI assistant for high school students.   
 Respond with empathy and understanding. If the user seems distressed,   
 provide emotional support and suggest healthy coping strategies.   
 Keep responses concise and focused."""  
  
 response = client.chat.completions.create(  
 model="gpt-3.5-turbo",  
 messages=[  
 {"role": "system", "content": system\_message},  
 {"role": "user", "content": message}  
 ],  
 max\_tokens=150,  
 temperature=0.7,  
 )  
  
 return response.choices[0].message.content  
  
except Exception as e:  
 print(f"OpenAI API error: {str(e)}")  
 return "I'm having trouble connecting to my AI services. Please try again in a moment."

-e — FILE: ./checkpoints/20250727\_121814/perplexity.py — import os import requests

def get\_perplexity\_response(message, mode=‘mental\_health’): “““Get response from Perplexity API”“” try: api\_key = os.getenv(‘PERPLEXITY\_API\_KEY’) headers = { ‘Authorization’: f’Bearer {api\_key}‘, ’Content-Type’: ‘application/json’, }

system\_message = """You are a supportive AI assistant for high school students.   
 Respond with empathy and understanding. If the user seems distressed,   
 provide emotional support and suggest healthy coping strategies.   
 Keep responses concise and focused."""  
  
 data = {  
 'model': 'mistral-7b-instruct',  
 'messages': [  
 {'role': 'system', 'content': system\_message},  
 {'role': 'user', 'content': message}  
 ]  
 }  
  
 response = requests.post(  
 'https://api.perplexity.ai/chat/completions',  
 headers=headers,  
 json=data  
 )  
   
 if response.status\_code == 200:  
 return response.json()['choices'][0]['message']['content']  
 else:  
 print(f"Perplexity API error: {response.status\_code} - {response.text}")  
 return "I'm having trouble connecting to my AI services. Please try again in a moment."  
  
except Exception as e:  
 print(f"Perplexity API error: {str(e)}")  
 return "I'm having trouble connecting to my AI services. Please try again in a moment."

-e — FILE: ./checkpoints/20250727\_121814/crisis\_detection.py — from textblob import TextBlob import re from datetime import datetime

def detect\_crisis\_level(message): ““” Analyze message for crisis indicators and return risk level and resources. ““” message = message.lower()

# Crisis keywords  
high\_risk\_keywords = ['suicide', 'kill myself', 'want to die', 'end my life']  
medium\_risk\_keywords = ['hopeless', 'worthless', 'can\'t go on', 'give up']  
low\_risk\_keywords = ['sad', 'depressed', 'anxious', 'stressed']  
  
# Check for high risk  
if any(keyword in message for keyword in high\_risk\_keywords):  
 return 'high', [  
 'National Suicide Prevention Lifeline: 988',  
 'Crisis Text Line: Text HOME to 741741',  
 'Emergency: Call 911'  
 ]  
  
# Check for medium risk  
if any(keyword in message for keyword in medium\_risk\_keywords):  
 return 'medium', [  
 'Crisis Text Line: Text HOME to 741741',  
 'Find a Therapist: https://www.psychologytoday.com/us/therapists',  
 'SAMHSA National Helpline: 1-800-662-4357'  
 ]  
  
# Check for low risk  
if any(keyword in message for keyword in low\_risk\_keywords):  
 return 'low', [  
 'Find a Therapist: https://www.psychologytoday.com/us/therapists',  
 'Mental Health Resources: https://www.nimh.nih.gov/health'  
 ]  
  
return 'none', None

-e — FILE: ./checkpoints/20250727\_121814/gemini.py — import os import google.generativeai as genai from typing import Dict, List from datetime import datetime, timedelta

# Store conversations with timestamp for cleanup

conversations: Dict[str, List[dict]] = {} CONVERSATION\_TIMEOUT = timedelta(hours=1) # Clear conversations older than 1 hour

def cleanup\_old\_conversations(): “““Remove conversations that are older than the timeout”“” current\_time = datetime.now() to\_remove = [] for session\_id in conversations: if conversations[session\_id]: last\_message\_time = conversations[session\_id][-1].get(‘timestamp’) if last\_message\_time and current\_time - last\_message\_time > CONVERSATION\_TIMEOUT: to\_remove.append(session\_id)

for session\_id in to\_remove:  
 del conversations[session\_id]

def get\_gemini\_response(message, mode=‘mental\_health’, session\_id=None): “““Get response from Gemini API with conversation history”“” try: api\_key = os.getenv(‘GEMINI\_API\_KEY’) if not api\_key: print(“Gemini API key not found”) return “Configuration error: Gemini API key not found”

# Configure the API  
 genai.configure(api\_key=api\_key)  
   
 # Create the model  
 try:

# model = genai.GenerativeModel(‘models/gemini-1.5-flash-latest’)

model = genai.GenerativeModel('models/gemini-2.5-flash-lite')  
 except Exception as e:  
 print(f"Error creating Gemini model: {str(e)}")  
 return f"Error initializing AI model: {str(e)}"  
   
 # Initialize or get conversation history  
 if session\_id not in conversations:  
 conversations[session\_id] = []  
   
 # Clean up old conversations periodically  
 cleanup\_old\_conversations()  
   
 # Prepare the conversation history  
 history = conversations[session\_id]  
   
 # Prepare the prompt with context  
 system\_message = """You are a supportive AI assistant for high school students.   
 Respond with empathy and understanding. If the user seems distressed,   
 provide emotional support and suggest healthy coping strategies.   
 Keep responses concise and focused."""  
  
 # Build the conversation context  
 conversation\_context = ""  
 if history:  
 conversation\_context = "\n".join([  
 f"{'User' if msg['is\_user'] else 'Assistant'}: {msg['content']}"  
 for msg in history[-5:] # Keep last 5 messages for context  
 ])  
 conversation\_context = f"\nPrevious conversation:\n{conversation\_context}\n"  
  
 prompt = f"{system\_message}\n{conversation\_context}\nUser: {message}"  
   
 # Generate response  
 try:  
 response = model.generate\_content(prompt)  
 if not response or not response.text:  
 print("Empty response from Gemini")  
 return "I received an empty response. Please try again."  
   
 # Store the conversation  
 history.append({  
 'content': message,  
 'is\_user': True,  
 'timestamp': datetime.now()  
 })  
 history.append({  
 'content': response.text,  
 'is\_user': False,  
 'timestamp': datetime.now()  
 })  
 conversations[session\_id] = history  
   
 return response.text  
 except Exception as e:  
 print(f"Error generating content: {str(e)}")  
 return f"Error generating response: {str(e)}"  
  
except Exception as e:  
 print(f"Unexpected Gemini API error: {str(e)}")  
 return "I'm having trouble connecting to my AI services. Please try again in a moment."

-e — FILE: ./checkpoints/20250727\_121814/main.dart — import ‘package:flutter/material.dart’; import ‘package:provider/provider.dart’; import ‘providers/chat\_provider.dart’; import ‘providers/mood\_provider.dart’; import ‘widgets/chat\_message\_widget.dart’; import ‘widgets/mood\_tracker.dart’; import ‘models/message.dart’;

void main() { runApp(const MyApp()); }

class MyApp extends StatelessWidget { const MyApp({super.key});

@override Widget build(BuildContext context) { return MultiProvider( providers: [ ChangeNotifierProvider(create: (*) => ChatProvider()), ChangeNotifierProvider(create: (*) => MoodProvider()), ], child: MaterialApp( title: ‘AI Mental Health Buddy’, debugShowCheckedModeBanner: false, theme: ThemeData( colorScheme: ColorScheme.fromSeed( seedColor: const Color(0xFF667EEA), primary: const Color(0xFF667EEA), secondary: const Color(0xFFFF6B6B), ), useMaterial3: true, ), home: const HomePage(), ), ); } }

class HomePage extends StatefulWidget { const HomePage({super.key});

@override State createState() => \_HomePageState(); }

class \_HomePageState extends State { final TextEditingController \_messageController = TextEditingController(); final ScrollController \_scrollController = ScrollController(); bool \_showMoodTracker = false;

@override void dispose() { \_messageController.dispose(); \_scrollController.dispose(); super.dispose(); }

void \_scrollToBottom() { Future.delayed(const Duration(milliseconds: 100), () { if (\_scrollController.hasClients) { \_scrollController.animateTo( \_scrollController.position.maxScrollExtent, duration: const Duration(milliseconds: 300), curve: Curves.easeOut, ); } }); }

@override Widget build(BuildContext context) { return Scaffold( appBar: AppBar( backgroundColor: Theme.of(context).colorScheme.inversePrimary, title: const Text(‘AI Mental Health Buddy’), centerTitle: true, actions: [ IconButton( icon: Icon(\_showMoodTracker ? Icons.chat : Icons.mood), onPressed: () { setState(() { \_showMoodTracker = !\_showMoodTracker; }); }, tooltip: \_showMoodTracker ? ‘Show Chat’ : ‘Show Mood Tracker’, ), ], ), body: \_showMoodTracker ? const SingleChildScrollView( padding: EdgeInsets.all(16.0), child: MoodTrackerWidget(), ) : Column( children: [ // Welcome message Container( width: double.infinity, padding: const EdgeInsets.all(16.0), color: Theme.of(context) .colorScheme .primaryContainer .withOpacity(0.3), child: Column( crossAxisAlignment: CrossAxisAlignment.start, children: [ Row( children: [ Icon( Icons.favorite, color: Theme.of(context).colorScheme.primary, ), const SizedBox(width: 8), Text( ‘Welcome to Your Safe Space’, style: Theme.of(context).textTheme.titleLarge, ), ], ), const SizedBox(height: 8), Text( ‘Feel free to share your thoughts and feelings. I'm here to listen and support you.’, style: Theme.of(context).textTheme.bodyLarge, ), ], ), ), // Chat messages Expanded( child: Consumer( builder: (context, chatProvider, child) { if (chatProvider.isLoading && chatProvider.messages.isEmpty) { return const Center(child: CircularProgressIndicator()); }

return ListView.builder(  
 controller: \_scrollController,  
 padding: const EdgeInsets.all(8.0),  
 itemCount: chatProvider.messages.length,  
 itemBuilder: (context, index) {  
 return ChatMessageWidget(  
 message: chatProvider.messages[index],  
 );  
 },  
 );  
 },  
 ),  
 ),  
 // Typing indicator  
 Consumer<ChatProvider>(  
 builder: (context, chatProvider, child) {  
 if (!chatProvider.isLoading) return const SizedBox.shrink();  
 return Container(  
 padding: const EdgeInsets.all(8),  
 child: Row(  
 children: [  
 Container(  
 padding: const EdgeInsets.all(12),  
 decoration: BoxDecoration(  
 color: Theme.of(context)  
 .colorScheme  
 .secondaryContainer,  
 borderRadius: BorderRadius.circular(20),  
 ),  
 child: const Text('AI is typing...'),  
 ),  
 ],  
 ),  
 );  
 },  
 ),  
 // Input area  
 Container(  
 decoration: BoxDecoration(  
 color: Theme.of(context).colorScheme.surface,  
 boxShadow: [  
 BoxShadow(  
 offset: const Offset(0, -2),  
 blurRadius: 4,  
 color: Colors.black.withOpacity(0.1),  
 ),  
 ],  
 ),  
 child: Padding(  
 padding: const EdgeInsets.all(8.0),  
 child: Row(  
 children: [  
 Expanded(  
 child: TextField(  
 controller: \_messageController,  
 decoration: InputDecoration(  
 hintText: 'Share your thoughts...',  
 border: OutlineInputBorder(  
 borderRadius: BorderRadius.circular(20),  
 ),  
 contentPadding: const EdgeInsets.symmetric(  
 horizontal: 16,  
 vertical: 12,  
 ),  
 ),  
 onSubmitted: \_handleSubmitted,  
 maxLines: null,  
 textInputAction: TextInputAction.send,  
 ),  
 ),  
 const SizedBox(width: 8),  
 IconButton(  
 onPressed: () =>  
 \_handleSubmitted(\_messageController.text),  
 icon: const Icon(Icons.send),  
 style: IconButton.styleFrom(  
 backgroundColor:  
 Theme.of(context).colorScheme.primary,  
 foregroundColor:  
 Theme.of(context).colorScheme.onPrimary,  
 ),  
 ),  
 ],  
 ),  
 ),  
 ),  
 ],  
 ),  
);

}

void \_handleSubmitted(String text) { if (text.trim().isEmpty) return;

final chatProvider = Provider.of<ChatProvider>(context, listen: false);  
chatProvider.sendMessage(text);  
\_messageController.clear();  
\_scrollToBottom();

} } -e — FILE: ./checkpoints/20250727\_121814/openai.py — import os from openai import OpenAI

def get\_openai\_response(message, mode=‘mental\_health’): “““Get response from OpenAI API”“” try: client = OpenAI(api\_key=os.getenv(‘OPENAI\_API\_KEY’))

system\_message = """You are a supportive AI assistant for high school students.   
 Respond with empathy and understanding. If the user seems distressed,   
 provide emotional support and suggest healthy coping strategies.   
 Keep responses concise and focused."""  
  
 response = client.chat.completions.create(  
 model="gpt-3.5-turbo",  
 messages=[  
 {"role": "system", "content": system\_message},  
 {"role": "user", "content": message}  
 ],  
 max\_tokens=150,  
 temperature=0.7,  
 )  
  
 return response.choices[0].message.content  
  
except Exception as e:  
 print(f"OpenAI API error: {str(e)}")  
 return "I'm having trouble connecting to my AI services. Please try again in a moment."

-e — FILE: ./checkpoints/20250727\_121814/api\_service.dart — import ‘package:dio/dio.dart’; import ‘package:flutter\_secure\_storage/flutter\_secure\_storage.dart’; import ‘../models/message.dart’; import ‘../models/mood\_entry.dart’;

class ApiService { static const String baseUrl = ‘http://localhost:5058’; // Updated port to match Flask final Dio \_dio; final FlutterSecureStorage \_storage;

ApiService() : \_dio = Dio(BaseOptions( baseUrl: baseUrl, headers: { ‘Content-Type’: ‘application/json’, ‘Accept’: ‘application/json’, }, )), \_storage = const FlutterSecureStorage();

Future \_setupSession() async { String? sessionId = await \_storage.read(key: ‘session\_id’); if (sessionId == null) { // Get new session from backend final response = await \_dio.get(‘/get\_or\_create\_session’); sessionId = response.data[‘session\_id’]; await \_storage.write(key: ‘session\_id’, value: sessionId); } // Add session ID to all requests \_dio.options.headers[‘X-Session-ID’] = sessionId; }

Future sendMessage(String content) async { await \_setupSession(); try { final response = await \_dio.post(‘/chat’, data: { ‘message’: content, ‘mode’: ‘mental\_health’, // Always use mental health mode for now });

if (response.data['error'] != null) {  
 throw DioException(  
 requestOptions: RequestOptions(path: '/chat'),  
 error: response.data['error'],  
 );  
 }  
  
 // Extract risk level and resources if present  
 String riskLevel = 'none';  
 List<String>? resources;  
   
 if (response.data['risk\_level'] != null) {  
 riskLevel = response.data['risk\_level'].toString().toLowerCase();  
 }  
   
 if (response.data['resources'] != null) {  
 resources = List<String>.from(response.data['resources']);  
 }  
  
 final message = Message(  
 content: response.data['response'] ?? response.data['message'] ?? 'No response received',  
 isUser: false,  
 riskLevel: RiskLevel.values.firstWhere(  
 (e) => e.toString().split('.').last == riskLevel,  
 orElse: () => RiskLevel.none,  
 ),  
 resources: resources,  
 );  
  
 return message;  
} on DioException catch (e) {  
 print('Error sending message: ${e.message}');  
 print('Error response: ${e.response?.data}');  
 return Message(  
 content: e.response?.data?['error'] ?? 'An error occurred while communicating with the AI. Please try again.',  
 isUser: false,  
 type: MessageType.error,  
 );  
} catch (e) {  
 print('Unexpected error: $e');  
 return Message(  
 content: 'An unexpected error occurred. Please try again.',  
 isUser: false,  
 type: MessageType.error,  
 );  
}

}

Future<List> getMoodHistory() async { await \_setupSession(); try { final response = await \_dio.get(‘/mood\_history’); return (response.data as List) .map((json) => MoodEntry.fromJson(json)) .toList(); } catch (e) { print(‘Error getting mood history: $e’); return []; } }

Future addMoodEntry(MoodEntry entry) async { await \_setupSession(); try { final response = await \_dio.post(‘/mood\_entry’, data: entry.toJson()); return MoodEntry.fromJson(response.data); } on DioException catch (e) { throw Exception(e.response?.data?[‘error’] ?? ‘Failed to save mood entry’); } }

Future<List> getChatHistory() async { await \_setupSession(); try { final response = await \_dio.get(‘/chat\_history’); return (response.data as List) .map((json) => Message.fromJson(json)) .toList(); } catch (e) { print(‘Error getting chat history: $e’); return []; } }

Future clearSession() async { await \_storage.delete(key: ‘session\_id’); } } -e — FILE: ./checkpoints/20250727\_121814/app.py — from flask import Flask, request, jsonify, session, render\_template from flask\_cors import CORS from flask\_limiter import Limiter from flask\_limiter.util import get\_remote\_address from dotenv import load\_dotenv import os import uuid from datetime import datetime from crisis\_detection import detect\_crisis\_level from providers.openai import get\_openai\_response from providers.gemini import get\_gemini\_response from providers.perplexity import get\_perplexity\_response

load\_dotenv()

app = Flask(**name**) CORS(app, supports\_credentials=True) # Enable CORS for all routes

# Configure session

app.secret\_key = os.getenv(‘SECRET\_KEY’, ‘your-secret-key’)

# Configure rate limiting

limiter = Limiter( get\_remote\_address, app=app, default\_limits=[“100 per minute”], storage\_uri=“memory://”, )

# Providers configuration

PROVIDER = os.getenv(‘AI\_PROVIDER’, ‘gemini’) # Default to Gemini OPENAI\_API\_KEY = os.getenv(‘OPENAI\_API\_KEY’) GEMINI\_API\_KEY = os.getenv(‘GEMINI\_API\_KEY’) PERPLEXITY\_API\_KEY = os.getenv(‘PPLX\_API\_KEY’) # Updated to match your env variable name

def get\_mock\_response(message): “““Provide a mock response for testing”“” return “I understand you’re sharing something personal. I’m here to listen and support you. Would you like to tell me more about how you’re feeling?”

@app.route(‘/’) def home(): return jsonify({ “status”: “ok”, “message”: “AI Mental Health API is running”, “provider”: PROVIDER, “has\_gemini\_key”: bool(GEMINI\_API\_KEY), “has\_openai\_key”: bool(OPENAI\_API\_KEY), “has\_perplexity\_key”: bool(PERPLEXITY\_API\_KEY) })

@app.route(‘/get\_or\_create\_session’, methods=[‘GET’]) def get\_or\_create\_session(): if ‘session\_id’ not in session: session[‘session\_id’] = str(uuid.uuid4()) return jsonify({“session\_id”: session[‘session\_id’]})

@app.route(‘/chat’, methods=[‘POST’]) @limiter.limit(“20 per minute”) def chat(): try: data = request.get\_json() if not data or ‘message’ not in data: return jsonify({“error”: “No message provided”}), 400

message = data['message']  
 mode = data.get('mode', 'mental\_health') # Default to mental health mode  
 session\_id = request.headers.get('X-Session-ID') # Get session ID from header  
  
 print(f"Using provider: {PROVIDER}") # Debug log  
 print(f"Message: {message}") # Debug log  
 print(f"Session ID: {session\_id}") # Debug log  
  
 # Get response based on provider  
 if PROVIDER == 'openai' and OPENAI\_API\_KEY:  
 response = get\_openai\_response(message, mode)  
 elif PROVIDER == 'gemini' and GEMINI\_API\_KEY:  
 response = get\_gemini\_response(message, mode, session\_id) # Pass session\_id  
 elif PROVIDER == 'perplexity' and PERPLEXITY\_API\_KEY:  
 response = get\_perplexity\_response(message, mode)  
 else:  
 # Use mock response if no valid provider is configured  
 response = get\_mock\_response(message)  
  
 # Detect crisis level  
 risk\_level, resources = detect\_crisis\_level(message)  
  
 return jsonify({  
 "response": response,  
 "risk\_level": risk\_level,  
 "resources": resources,  
 "timestamp": datetime.utcnow().isoformat(),  
 "provider": PROVIDER # Include provider in response for debugging  
 })  
  
except Exception as e:  
 print(f"Error in chat endpoint: {str(e)}") # Debug log  
 return jsonify({  
 "error": "An error occurred while processing your request. Please try again."  
 }), 500

@app.route(‘/chat\_history’, methods=[‘GET’]) def get\_chat\_history(): # For now, return empty list as we haven’t implemented persistence return jsonify([])

@app.route(‘/mood\_history’, methods=[‘GET’]) def get\_mood\_history(): # For now, return empty list as we haven’t implemented persistence return jsonify([])

@app.route(‘/mood\_entry’, methods=[‘POST’]) def add\_mood\_entry(): try: data = request.get\_json() # For now, just echo back the entry as we haven’t implemented persistence return jsonify(data) except Exception as e: return jsonify({“error”: str(e)}), 400

if **name** == ‘**main**’: port = int(os.getenv(‘PORT’, 5050)) debug = os.getenv(‘FLASK\_ENV’) == ‘development’ print(f”Starting server with provider: {PROVIDER}“) # Debug log print(f”Gemini API key present: {bool(GEMINI\_API\_KEY)}“) # Debug log app.run(host=‘0.0.0.0’, port=port, debug=debug) -e — FILE: ./crisis\_detection.py — import re from datetime import datetime

def detect\_crisis\_level(message): ““” Analyze message for crisis indicators and return risk level and resources. Returns numeric risk score (0.0 to 1.0) and resources. ““” message = message.lower()

# Crisis keywords  
high\_risk\_keywords = ['suicide', 'kill myself', 'want to die', 'end my life']  
medium\_risk\_keywords = ['hopeless', 'worthless', 'can\'t go on', 'give up']  
low\_risk\_keywords = ['sad', 'depressed', 'anxious', 'stressed']  
  
# Check for high risk  
if any(keyword in message for keyword in high\_risk\_keywords):  
 return 1.0, [  
 'National Suicide Prevention Lifeline: 988',  
 'Crisis Text Line: Text HOME to 741741',  
 'Emergency: Call 911'  
 ]  
  
# Check for medium risk  
if any(keyword in message for keyword in medium\_risk\_keywords):  
 return 0.7, [  
 'Crisis Text Line: Text HOME to 741741',  
 'Find a Therapist: https://www.psychologytoday.com/us/therapists',  
 'SAMHSA National Helpline: 1-800-662-4357'  
 ]  
  
# Check for low risk  
if any(keyword in message for keyword in low\_risk\_keywords):  
 return 0.3, [  
 'Find a Therapist: https://www.psychologytoday.com/us/therapists',  
 'Mental Health Resources: https://www.nimh.nih.gov/health'  
 ]  
  
return 0.0, None

-e — FILE: ./ios/Flutter/ephemeral/flutter\_lldb\_helper.py — # # Generated file, do not edit. #

import lldb

def handle\_new\_rx\_page(frame: lldb.SBFrame, bp\_loc, extra\_args, intern\_dict): “““Intercept NOTIFY\_DEBUGGER\_ABOUT\_RX\_PAGES and touch the pages.”“” base = frame.register[“x0”].GetValueAsAddress() page\_len = frame.register[“x1”].GetValueAsUnsigned()

# Note: NOTIFY\_DEBUGGER\_ABOUT\_RX\_PAGES will check contents of the  
# first page to see if handled it correctly. This makes diagnosing  
# misconfiguration (e.g. missing breakpoint) easier.  
data = bytearray(page\_len)  
data[0:8] = b'IHELPED!'  
  
error = lldb.SBError()  
frame.GetThread().GetProcess().WriteMemory(base, data, error)  
if not error.Success():  
 print(f'Failed to write into {base}[+{page\_len}]', error)  
 return

def \_\_lldb\_init\_module(debugger: lldb.SBDebugger, \_): target = debugger.GetDummyTarget() # Caveat: must use BreakpointCreateByRegEx here and not # BreakpointCreateByName. For some reasons callback function does not # get carried over from dummy target for the later. bp = target.BreakpointCreateByRegex(“^NOTIFY\_DEBUGGER\_ABOUT\_RX\_PAGES$”) bp.SetScriptCallbackFunction(‘{}.handle\_new\_rx\_page’.format(**name**)) bp.SetAutoContinue(True) print(“– LLDB integration loaded –”) -e — FILE: ./test\_assessment\_fix.py — #!/usr/bin/env python3 ““” Test script to verify assessment feature is working properly ““”

import requests import time

def test\_assessment\_feature(): print(“🧪 Testing Assessment Feature Fix”) print(“=” \* 50)

# Test backend health  
print("1. Testing Backend Health...")  
try:  
 response = requests.get("http://localhost:5055/api/health")  
 if response.status\_code == 200:  
 print("✅ Backend is healthy")  
 health\_data = response.json()  
 print(f" 📊 Provider: {health\_data.get('provider', 'unknown')}")  
 print(f" 🌐 Port: {health\_data.get('port', 'unknown')}")  
 else:  
 print(f"❌ Backend health check failed: {response.status\_code}")  
 return False  
except Exception as e:  
 print(f"❌ Backend connection failed: {e}")  
 return False  
  
# Test Flutter web app  
print("\n2. Testing Flutter Web App...")  
try:  
 response = requests.get("http://localhost:8080")  
 if response.status\_code == 200:  
 print("✅ Flutter web app is running")  
 else:  
 print(f"❌ Flutter web app failed: {response.status\_code}")  
 return False  
except Exception as e:  
 print(f"❌ Flutter web app connection failed: {e}")  
 return False  
  
# Test assessment API  
print("\n3. Testing Assessment API...")  
try:  
 # Create session  
 session\_response = requests.get("http://localhost:5055/api/get\_or\_create\_session")  
 if session\_response.status\_code == 200:  
 session\_data = session\_response.json()  
 session\_id = session\_data['session\_id']  
 print(f"✅ Session created: {session\_id}")  
   
 # Submit test assessment  
 assessment\_data = {  
 "mood": "happy",  
 "energy": "high",  
 "sleep": "good",  
 "stress": "low",  
 "notes": "Testing assessment feature - feeling great!",  
 "crisis\_level": "none"  
 }  
   
 assessment\_response = requests.post(  
 "http://localhost:5055/api/self\_assessment",  
 headers={  
 "Content-Type": "application/json",  
 "X-Session-ID": session\_id  
 },  
 json=assessment\_data  
 )  
   
 if assessment\_response.status\_code == 201:  
 result = assessment\_response.json()  
 print(f"✅ Assessment submitted successfully!")  
 print(f" 📊 Response: {result}")  
 else:  
 print(f"❌ Assessment submission failed: {assessment\_response.status\_code}")  
 print(f" Error: {assessment\_response.text}")  
 return False  
 else:  
 print(f"❌ Session creation failed: {session\_response.status\_code}")  
 return False  
except Exception as e:  
 print(f"❌ Assessment API test failed: {e}")  
 return False  
  
# Test chat API  
print("\n4. Testing Chat API...")  
try:  
 chat\_response = requests.post(  
 "http://localhost:5055/api/chat",  
 headers={"Content-Type": "application/json"},  
 json={"message": "I just completed a self-assessment and I'm feeling better!"}  
 )  
   
 if chat\_response.status\_code == 200:  
 chat\_data = chat\_response.json()  
 print(f"✅ Chat API working! Risk level: {chat\_data.get('risk\_level', 'unknown')}")  
 print(f" 🤖 AI Response: {chat\_data.get('response', '')[:100]}...")  
 else:  
 print(f"❌ Chat API failed: {chat\_response.status\_code}")  
 return False  
except Exception as e:  
 print(f"❌ Chat API test failed: {e}")  
 return False  
  
print("\n🎉 All tests passed! Assessment feature is working correctly.")  
print("\n📋 Summary:")  
print(" ✅ Backend (Flask + PostgreSQL) - Running on port 5055")  
print(" ✅ Flutter Web App - Running on port 8080")  
print(" ✅ Assessment API - Fixed and working")  
print(" ✅ Chat API - Working with risk detection")  
print(" ✅ Session Management - UUID-based tracking")  
  
print("\n🌐 Access URLs:")  
print(" 📱 Flutter Web App: http://localhost:8080")  
print(" 🔧 Backend API: http://localhost:5055")  
print(" 📊 Health Check: http://localhost:5055/api/health")  
  
print("\n🔧 Assessment Form Features:")  
print(" ✅ Mood selection with emojis")  
print(" ✅ Energy level selection")  
print(" ✅ Sleep quality selection")  
print(" ✅ Stress level selection")  
print(" ✅ Optional crisis/anxiety levels")  
print(" ✅ Notes field with validation")  
print(" ✅ Form submission to backend")  
  
return True

if **name** == “**main**”: success = test\_assessment\_feature() if success: print(“🚀 Assessment feature is now fully functional!”) print(“📝 Next Steps:”) print(” 1. Open http://localhost:8080 in your browser”) print(” 2. Click the assessment button (📋 icon)“) print(” 3. Fill out the complete assessment form”) print(” 4. Submit and verify it works!“) else: print(”❌ Some tests failed. Please check the setup.”) -e — FILE: ./pubspec.yaml — name: ai\_wellness\_buddy description: “AI-powered mental health and academic assistant for students” publish\_to: ‘none’ version: 1.0.0+1

environment: sdk: ‘>=3.2.3 <4.0.0’

dependencies: flutter: sdk: flutter cupertino\_icons: ^1.0.2 # State Management provider: ^6.1.1 # HTTP Client dio: ^5.4.0 # Local Storage shared\_preferences: ^2.2.2 # UI Components google\_fonts: ^6.1.0 flutter\_markdown: ^0.6.18 animated\_text\_kit: ^4.2.2 # Animations lottie: ^2.7.0 # Utils url\_launcher: ^6.2.2 share\_plus: ^7.2.1 # Firebase (for future use) firebase\_core: ^2.24.2 firebase\_analytics: ^10.7.4 # PWA Support pwa: ^0.2.12

dev\_dependencies: flutter\_test: sdk: flutter flutter\_lints: ^2.0.0 # Testing mockito: ^5.4.4 # Build flutter\_launcher\_icons: ^0.13.1 flutter\_native\_splash: ^2.3.8

flutter: uses-material-design: true

assets: - assets/images/ - assets/animations/ - assets/icons/

fonts: - family: Inter fonts: - asset: assets/fonts/Inter-Regular.ttf - asset: assets/fonts/Inter-Medium.ttf weight: 500 - asset: assets/fonts/Inter-SemiBold.ttf weight: 600 - asset: assets/fonts/Inter-Bold.ttf weight: 700

flutter\_icons: android: true ios: true image\_path: “assets/icons/app\_icon.png” web: generate: true image\_path: “assets/icons/app\_icon.png” background\_color: “#FFFFFF” theme\_color: “#667eea”

flutter\_native\_splash: color: “#FFFFFF” image: assets/icons/splash\_icon.png branding: assets/icons/branding.png color\_dark: “#1a1a1a” image\_dark: assets/icons/splash\_icon\_dark.png branding\_dark: assets/icons/branding\_dark.png

android\_12: image: assets/icons/splash\_icon.png icon\_background\_color: “#FFFFFF” image\_dark: assets/icons/splash\_icon\_dark.png icon\_background\_color\_dark: “#1a1a1a” -e — FILE: ./wellness\_buddy\_web/test/widget\_test.dart — // This is a basic Flutter widget test. // // To perform an interaction with a widget in your test, use the WidgetTester // utility in the flutter\_test package. For example, you can send tap and scroll // gestures. You can also use WidgetTester to find child widgets in the widget // tree, read text, and verify that the values of widget properties are correct.

import ‘package:flutter/material.dart’; import ‘package:flutter\_test/flutter\_test.dart’;

import ‘package:wellness\_buddy\_web/main.dart’;

void main() { testWidgets(‘Counter increments smoke test’, (WidgetTester tester) async { // Build our app and trigger a frame. await tester.pumpWidget(const MyApp());

// Verify that our counter starts at 0.  
expect(find.text('0'), findsOneWidget);  
expect(find.text('1'), findsNothing);  
  
// Tap the '+' icon and trigger a frame.  
await tester.tap(find.byIcon(Icons.add));  
await tester.pump();  
  
// Verify that our counter has incremented.  
expect(find.text('0'), findsNothing);  
expect(find.text('1'), findsOneWidget);

}); } -e — FILE: ./wellness\_buddy\_web/pubspec.yaml — name: wellness\_buddy\_web description: “A new Flutter project.” # The following line prevents the package from being accidentally published to # pub.dev using flutter pub publish. This is preferred for private packages. publish\_to: ‘none’ # Remove this line if you wish to publish to pub.dev

# The following defines the version and build number for your application.

# A version number is three numbers separated by dots, like 1.2.43

# followed by an optional build number separated by a +.

# Both the version and the builder number may be overridden in flutter

# build by specifying –build-name and –build-number, respectively.

# In Android, build-name is used as versionName while build-number used as versionCode.

# Read more about Android versioning at https://developer.android.com/studio/publish/versioning

# In iOS, build-name is used as CFBundleShortVersionString while build-number is used as CFBundleVersion.

# Read more about iOS versioning at

# https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlistKeyReference/Articles/CoreFoundationKeys.html

# In Windows, build-name is used as the major, minor, and patch parts

# of the product and file versions while build-number is used as the build suffix.

version: 1.0.0+1

environment: sdk: ^3.8.1

# Dependencies specify other packages that your package needs in order to work.

# To automatically upgrade your package dependencies to the latest versions

# consider running flutter pub upgrade --major-versions. Alternatively,

# dependencies can be manually updated by changing the version numbers below to

# the latest version available on pub.dev. To see which dependencies have newer

# versions available, run flutter pub outdated.

dependencies: flutter: sdk: flutter

# The following adds the Cupertino Icons font to your application. # Use with the CupertinoIcons class for iOS style icons. cupertino\_icons: ^1.0.8

dev\_dependencies: flutter\_test: sdk: flutter

# The “flutter\_lints” package below contains a set of recommended lints to # encourage good coding practices. The lint set provided by the package is # activated in the analysis\_options.yaml file located at the root of your # package. See that file for information about deactivating specific lint # rules and activating additional ones. flutter\_lints: ^5.0.0

# For information on the generic Dart part of this file, see the

# following page: https://dart.dev/tools/pub/pubspec

# The following section is specific to Flutter packages.

flutter:

# The following line ensures that the Material Icons font is # included with your application, so that you can use the icons in # the material Icons class. uses-material-design: true

# To add assets to your application, add an assets section, like this: # assets: # - images/a\_dot\_burr.jpeg # - images/a\_dot\_ham.jpeg

# An image asset can refer to one or more resolution-specific “variants”, see # https://flutter.dev/to/resolution-aware-images

# For details regarding adding assets from package dependencies, see # https://flutter.dev/to/asset-from-package

# To add custom fonts to your application, add a fonts section here, # in this “flutter” section. Each entry in this list should have a # “family” key with the font family name, and a “fonts” key with a # list giving the asset and other descriptors for the font. For # example: # fonts: # - family: Schyler # fonts: # - asset: fonts/Schyler-Regular.ttf # - asset: fonts/Schyler-Italic.ttf # style: italic # - family: Trajan Pro # fonts: # - asset: fonts/TrajanPro.ttf # - asset: fonts/TrajanPro\_Bold.ttf # weight: 700 # # For details regarding fonts from package dependencies, # see https://flutter.dev/to/font-from-package -e — FILE: ./wellness\_buddy\_web/lib/main.dart — import ‘package:flutter/material.dart’; import ‘package:google\_fonts/google\_fonts.dart’; import ‘package:provider/provider.dart’; import ‘src/providers/chat\_provider.dart’; import ‘src/providers/theme\_provider.dart’; import ‘src/app.dart’;

void main() { WidgetsFlutterBinding.ensureInitialized();

runApp( MultiProvider( providers: [ ChangeNotifierProvider(create: (*) => ThemeProvider()), ChangeNotifierProvider(create: (*) => ChatProvider()), ], child: const WellnessBuddyApp(), ), ); }

class WellnessBuddyApp extends StatelessWidget { const WellnessBuddyApp({super.key});

@override Widget build(BuildContext context) { final themeProvider = Provider.of(context);

return MaterialApp(  
 title: 'AI Wellness & Study Buddy',  
 debugShowCheckedModeBanner: false,  
 themeMode: themeProvider.themeMode,  
 theme: ThemeData(  
 useMaterial3: true,  
 colorScheme: ColorScheme.fromSeed(  
 seedColor: const Color(0xFF667EEA),  
 brightness: Brightness.light,  
 ),  
 textTheme: GoogleFonts.interTextTheme(),  
 ),  
 darkTheme: ThemeData(  
 useMaterial3: true,  
 colorScheme: ColorScheme.fromSeed(  
 seedColor: const Color(0xFF667EEA),  
 brightness: Brightness.dark,  
 ),  
 textTheme: GoogleFonts.interTextTheme(ThemeData.dark().textTheme),  
 ),  
 home: const AppScaffold(),  
);

} } -e — FILE: ./wellness\_buddy\_web/analysis\_options.yaml — # This file configures the analyzer, which statically analyzes Dart code to # check for errors, warnings, and lints. # # The issues identified by the analyzer are surfaced in the UI of Dart-enabled # IDEs (https://dart.dev/tools#ides-and-editors). The analyzer can also be # invoked from the command line by running flutter analyze.

# The following line activates a set of recommended lints for Flutter apps,

# packages, and plugins designed to encourage good coding practices.

include: package:flutter\_lints/flutter.yaml

linter: # The lint rules applied to this project can be customized in the # section below to disable rules from the package:flutter\_lints/flutter.yaml # included above or to enable additional rules. A list of all available lints # and their documentation is published at https://dart.dev/lints. # # Instead of disabling a lint rule for the entire project in the # section below, it can also be suppressed for a single line of code # or a specific dart file by using the // ignore: name\_of\_lint and # // ignore\_for\_file: name\_of\_lint syntax on the line or in the file # producing the lint. rules: # avoid\_print: false # Uncomment to disable the avoid\_print rule # prefer\_single\_quotes: true # Uncomment to enable the prefer\_single\_quotes rule

# Additional information about this file can be found at

# https://dart.dev/guides/language/analysis-options

-e — FILE: ./wellness\_buddy\_web/.dart\_tool/dartpad/web\_plugin\_registrant.dart — // Flutter web plugin registrant file. // // Generated file. Do not edit. //

// ignore\_for\_file: type=lint

void registerPlugins() {} -e — FILE: ./ai\_buddy\_web/test/widget\_test.dart — // This is a basic Flutter widget test. // // To perform an interaction with a widget in your test, use the WidgetTester // utility in the flutter\_test package. For example, you can send tap and scroll // gestures. You can also use WidgetTester to find child widgets in the widget // tree, read text, and verify that the values of widget properties are correct.

import ‘package:flutter/material.dart’; import ‘package:flutter\_test/flutter\_test.dart’;

import ‘package:ai\_buddy\_web/main.dart’;

void main() { testWidgets(‘Counter increments smoke test’, (WidgetTester tester) async { // Build our app and trigger a frame. await tester.pumpWidget(const MyApp());

// Verify that our counter starts at 0.  
expect(find.text('0'), findsOneWidget);  
expect(find.text('1'), findsNothing);  
  
// Tap the '+' icon and trigger a frame.  
await tester.tap(find.byIcon(Icons.add));  
await tester.pump();  
  
// Verify that our counter has incremented.  
expect(find.text('0'), findsNothing);  
expect(find.text('1'), findsOneWidget);

}); } -e — FILE: ./ai\_buddy\_web/ios/Flutter/ephemeral/flutter\_lldb\_helper.py — # # Generated file, do not edit. #

import lldb

def handle\_new\_rx\_page(frame: lldb.SBFrame, bp\_loc, extra\_args, intern\_dict): “““Intercept NOTIFY\_DEBUGGER\_ABOUT\_RX\_PAGES and touch the pages.”“” base = frame.register[“x0”].GetValueAsAddress() page\_len = frame.register[“x1”].GetValueAsUnsigned()

# Note: NOTIFY\_DEBUGGER\_ABOUT\_RX\_PAGES will check contents of the  
# first page to see if handled it correctly. This makes diagnosing  
# misconfiguration (e.g. missing breakpoint) easier.  
data = bytearray(page\_len)  
data[0:8] = b'IHELPED!'  
  
error = lldb.SBError()  
frame.GetThread().GetProcess().WriteMemory(base, data, error)  
if not error.Success():  
 print(f'Failed to write into {base}[+{page\_len}]', error)  
 return

def \_\_lldb\_init\_module(debugger: lldb.SBDebugger, \_): target = debugger.GetDummyTarget() # Caveat: must use BreakpointCreateByRegEx here and not # BreakpointCreateByName. For some reasons callback function does not # get carried over from dummy target for the later. bp = target.BreakpointCreateByRegex(“^NOTIFY\_DEBUGGER\_ABOUT\_RX\_PAGES$”) bp.SetScriptCallbackFunction(‘{}.handle\_new\_rx\_page’.format(**name**)) bp.SetAutoContinue(True) print(“– LLDB integration loaded –”) -e — FILE: ./ai\_buddy\_web/pubspec.yaml — name: ai\_buddy\_web description: “AI-powered mental health and academic assistant” # The following line prevents the package from being accidentally published to # pub.dev using flutter pub publish. This is preferred for private packages. publish\_to: ‘none’ # Remove this line if you wish to publish to pub.dev

# The following defines the version and build number for your application.

# A version number is three numbers separated by dots, like 1.2.43

# followed by an optional build number separated by a +.

# Both the version and the builder number may be overridden in flutter

# build by specifying –build-name and –build-number, respectively.

# In Android, build-name is used as versionName while build-number used as versionCode.

# Read more about Android versioning at https://developer.android.com/studio/publish/versioning

# In iOS, build-name is used as CFBundleShortVersionString while build-number is used as CFBundleVersion.

# Read more about iOS versioning at

# https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlistKeyReference/Articles/CoreFoundationKeys.html

# In Windows, build-name is used as the major, minor, and patch parts

# of the product and file versions while build-number is used as the build suffix.

version: 1.0.0+1

environment: sdk: ^3.8.1

# Dependencies specify other packages that your package needs in order to work.

# To automatically upgrade your package dependencies to the latest versions

# consider running flutter pub upgrade --major-versions. Alternatively,

# dependencies can be manually updated by changing the version numbers below to

# the latest version available on pub.dev. To see which dependencies have newer

# versions available, run flutter pub outdated.

dependencies: flutter: sdk: flutter

# The following adds the Cupertino Icons font to your application. # Use with the CupertinoIcons class for iOS style icons. cupertino\_icons: ^1.0.8 dio: ^5.4.1 # For API calls provider: ^6.1.2 # For state management shared\_preferences: ^2.2.2 # For local storage intl: ^0.19.0 # For date formatting fl\_chart: ^0.66.2 # For mood tracking charts url\_launcher: ^6.2.5 # For opening crisis resource links flutter\_markdown: ^0.6.20 # For rendering markdown in messages flutter\_secure\_storage: ^9.0.0 # For secure storage of session data animated\_text\_kit: ^4.2.2 # For typing animations

dev\_dependencies: flutter\_test: sdk: flutter

# The “flutter\_lints” package below contains a set of recommended lints to # encourage good coding practices. The lint set provided by the package is # activated in the analysis\_options.yaml file located at the root of your # package. See that file for information about deactivating specific lint # rules and activating additional ones. flutter\_lints: ^5.0.0

# For information on the generic Dart part of this file, see the

# following page: https://dart.dev/tools/pub/pubspec

# The following section is specific to Flutter packages.

flutter:

# The following line ensures that the Material Icons font is # included with your application, so that you can use the icons in # the material Icons class. uses-material-design: true

# To add assets to your application, add an assets section, like this: assets: - assets/images/ - assets/icons/

# An image asset can refer to one or more resolution-specific “variants”, see # https://flutter.dev/to/resolution-aware-images

# For details regarding adding assets from package dependencies, see # https://flutter.dev/to/asset-from-package

# To add custom fonts to your application, add a fonts section here, # in this “flutter” section. Each entry in this list should have a # “family” key with the font family name, and a “fonts” key with a # list giving the asset and other descriptors for the font. For # example: # fonts: # - family: Schyler # fonts: # - asset: fonts/Schyler-Regular.ttf # - asset: fonts/Schyler-Italic.ttf # style: italic # - family: Trajan Pro # fonts: # - asset: fonts/TrajanPro.ttf # - asset: fonts/TrajanPro\_Bold.ttf # weight: 700 # # For details regarding fonts from package dependencies, # see https://flutter.dev/to/font-from-package -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/armeabi-v7a/metadata\_generation\_command.txt — -H/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts -DCMAKE\_SYSTEM\_NAME=Android -DCMAKE\_EXPORT\_COMPILE\_COMMANDS=ON -DCMAKE\_SYSTEM\_VERSION=21 -DANDROID\_PLATFORM=android-21 -DANDROID\_ABI=armeabi-v7a -DCMAKE\_ANDROID\_ARCH\_ABI=armeabi-v7a -DANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264 -DCMAKE\_ANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264 -DCMAKE\_TOOLCHAIN\_FILE=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/build/cmake/android.toolchain.cmake -DCMAKE\_MAKE\_PROGRAM=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja -DCMAKE\_LIBRARY\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/armeabi-v7a -DCMAKE\_RUNTIME\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/armeabi-v7a -DCMAKE\_BUILD\_TYPE=Debug -B/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/armeabi-v7a -GNinja -Wno-dev –no-warn-unused-cli Build command args: [] Version: 2-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/armeabi-v7a/build\_file\_index.txt — /opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts/CMakeLists.txt-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/armeabi-v7a/additional\_project\_files.txt — -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/armeabi-v7a/CMakeFiles/TargetDirectories.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/armeabi-v7a/CMakeFiles/edit\_cache.dir /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/armeabi-v7a/CMakeFiles/rebuild\_cache.dir -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/armeabi-v7a/CMakeCache.txt — # This is the CMakeCache file. # For build in directory: /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/armeabi-v7a # It was generated by CMake: /Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake # You can edit this file to change values found and used by cmake. # If you do not want to change any of the values, simply exit the editor. # If you do want to change a value, simply edit, save, and exit the editor. # The syntax for the file is as follows: # KEY:TYPE=VALUE # KEY is the name of a variable in the cache. # TYPE is a hint to GUIs for the type of VALUE, DO NOT EDIT TYPE!. # VALUE is the current value for the KEY.

# EXTERNAL cache entries

//No help, variable specified on the command line. ANDROID\_ABI:UNINITIALIZED=armeabi-v7a

//No help, variable specified on the command line. ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264

//No help, variable specified on the command line. ANDROID\_PLATFORM:UNINITIALIZED=android-21

//Path to a program. CMAKE\_ADDR2LINE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-addr2line

//No help, variable specified on the command line. CMAKE\_ANDROID\_ARCH\_ABI:UNINITIALIZED=armeabi-v7a

//No help, variable specified on the command line. CMAKE\_ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264

//Archiver CMAKE\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Flags used by the compiler during all build types. CMAKE\_ASM\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_ASM\_FLAGS\_DEBUG:STRING=

//Flags used by the compiler during release builds. CMAKE\_ASM\_FLAGS\_RELEASE:STRING=

//Choose the type of build, options are: None Debug Release RelWithDebInfo // MinSizeRel … CMAKE\_BUILD\_TYPE:STRING=Debug

//LLVM archiver CMAKE\_CXX\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_CXX\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_CXX\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_CXX\_FLAGS\_DEBUG:STRING=

//Flags used by the CXX compiler during MINSIZEREL builds. CMAKE\_CXX\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_CXX\_FLAGS\_RELEASE:STRING=

//Flags used by the CXX compiler during RELWITHDEBINFO builds. CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C++ applications. CMAKE\_CXX\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//LLVM archiver CMAKE\_C\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_C\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_C\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_C\_FLAGS\_DEBUG:STRING=

//Flags used by the C compiler during MINSIZEREL builds. CMAKE\_C\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_C\_FLAGS\_RELEASE:STRING=

//Flags used by the C compiler during RELWITHDEBINFO builds. CMAKE\_C\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C applications. CMAKE\_C\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//Path to a program. CMAKE\_DLLTOOL:FILEPATH=CMAKE\_DLLTOOL-NOTFOUND

//Flags used by the linker. CMAKE\_EXE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during DEBUG builds. CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during MINSIZEREL builds. CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during RELEASE builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during RELWITHDEBINFO builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//No help, variable specified on the command line. CMAKE\_EXPORT\_COMPILE\_COMMANDS:UNINITIALIZED=ON

//Install path prefix, prepended onto install directories. CMAKE\_INSTALL\_PREFIX:PATH=/usr/local

//No help, variable specified on the command line. CMAKE\_LIBRARY\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/armeabi-v7a

//Path to a program. CMAKE\_LINKER:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/ld.lld

//No help, variable specified on the command line. CMAKE\_MAKE\_PROGRAM:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja

//Flags used by the linker during the creation of modules. CMAKE\_MODULE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of modules during // DEBUG builds. CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of modules during // MINSIZEREL builds. CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of modules during // RELEASE builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of modules during // RELWITHDEBINFO builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Path to a program. CMAKE\_NM:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-nm

//Path to a program. CMAKE\_OBJCOPY:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objcopy

//Path to a program. CMAKE\_OBJDUMP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objdump

//Value Computed by CMake CMAKE\_PROJECT\_DESCRIPTION:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_HOMEPAGE\_URL:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_NAME:STATIC=Project

//Ranlib CMAKE\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Path to a program. CMAKE\_READELF:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-readelf

//No help, variable specified on the command line. CMAKE\_RUNTIME\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/armeabi-v7a

//Flags used by the linker during the creation of dll’s. CMAKE\_SHARED\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of shared libraries // during DEBUG builds. CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of shared libraries // during MINSIZEREL builds. CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of shared libraries // during RELEASE builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of shared libraries // during RELWITHDEBINFO builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//If set, runtime paths are not added when installing shared libraries, // but are added when building. CMAKE\_SKIP\_INSTALL\_RPATH:BOOL=NO

//If set, runtime paths are not added when using shared libraries. CMAKE\_SKIP\_RPATH:BOOL=NO

//Flags used by the linker during the creation of static libraries // during all build types. CMAKE\_STATIC\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of static libraries // during DEBUG builds. CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of static libraries // during MINSIZEREL builds. CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of static libraries // during RELEASE builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of static libraries // during RELWITHDEBINFO builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Strip CMAKE\_STRIP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-strip

//No help, variable specified on the command line. CMAKE\_SYSTEM\_NAME:UNINITIALIZED=Android

//No help, variable specified on the command line. CMAKE\_SYSTEM\_VERSION:UNINITIALIZED=21

//The CMake toolchain file CMAKE\_TOOLCHAIN\_FILE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/build/cmake/android.toolchain.cmake

//If this value is on, makefiles will be generated without the // .SILENT directive, and all commands will be echoed to the console // during the make. This is useful for debugging only. With Visual // Studio IDE projects all commands are done without /nologo. CMAKE\_VERBOSE\_MAKEFILE:BOOL=FALSE

//Value Computed by CMake Project\_BINARY\_DIR:STATIC=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/armeabi-v7a

//Value Computed by CMake Project\_IS\_TOP\_LEVEL:STATIC=ON

//Value Computed by CMake Project\_SOURCE\_DIR:STATIC=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts

# INTERNAL cache entries

//ADVANCED property for variable: CMAKE\_ADDR2LINE CMAKE\_ADDR2LINE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_AR CMAKE\_AR-ADVANCED:INTERNAL=1 //This is the directory where this CMakeCache.txt was created CMAKE\_CACHEFILE\_DIR:INTERNAL=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/armeabi-v7a //Major version of cmake used to create the current loaded cache CMAKE\_CACHE\_MAJOR\_VERSION:INTERNAL=3 //Minor version of cmake used to create the current loaded cache CMAKE\_CACHE\_MINOR\_VERSION:INTERNAL=22 //Patch version of cmake used to create the current loaded cache CMAKE\_CACHE\_PATCH\_VERSION:INTERNAL=1 //Path to CMake executable. CMAKE\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake //Path to cpack program executable. CMAKE\_CPACK\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cpack //Path to ctest program executable. CMAKE\_CTEST\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ctest //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_AR CMAKE\_CXX\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_RANLIB CMAKE\_CXX\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS CMAKE\_CXX\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_DEBUG CMAKE\_CXX\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_MINSIZEREL CMAKE\_CXX\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELEASE CMAKE\_CXX\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_STANDARD\_LIBRARIES CMAKE\_CXX\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_AR CMAKE\_C\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_RANLIB CMAKE\_C\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS CMAKE\_C\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_DEBUG CMAKE\_C\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_MINSIZEREL CMAKE\_C\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELEASE CMAKE\_C\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELWITHDEBINFO CMAKE\_C\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_STANDARD\_LIBRARIES CMAKE\_C\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_DLLTOOL CMAKE\_DLLTOOL-ADVANCED:INTERNAL=1 //Path to cache edit program executable. CMAKE\_EDIT\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ccmake //Whether to issue deprecation errors for macros and functions. CMAKE\_ERROR\_DEPRECATED:INTERNAL=FALSE //Executable file format CMAKE\_EXECUTABLE\_FORMAT:INTERNAL=ELF //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS CMAKE\_EXE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //Name of external makefile project generator. CMAKE\_EXTRA\_GENERATOR:INTERNAL= //Name of generator. CMAKE\_GENERATOR:INTERNAL=Ninja //Generator instance identifier. CMAKE\_GENERATOR\_INSTANCE:INTERNAL= //Name of generator platform. CMAKE\_GENERATOR\_PLATFORM:INTERNAL= //Name of generator toolset. CMAKE\_GENERATOR\_TOOLSET:INTERNAL= //Source directory with the top level CMakeLists.txt file for this // project CMAKE\_HOME\_DIRECTORY:INTERNAL=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts //Install .so files without execute permission. CMAKE\_INSTALL\_SO\_NO\_EXE:INTERNAL=0 //ADVANCED property for variable: CMAKE\_LINKER CMAKE\_LINKER-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS CMAKE\_MODULE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_NM CMAKE\_NM-ADVANCED:INTERNAL=1 //number of local generators CMAKE\_NUMBER\_OF\_MAKEFILES:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJCOPY CMAKE\_OBJCOPY-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJDUMP CMAKE\_OBJDUMP-ADVANCED:INTERNAL=1 //Platform information initialized CMAKE\_PLATFORM\_INFO\_INITIALIZED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_RANLIB CMAKE\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_READELF CMAKE\_READELF-ADVANCED:INTERNAL=1 //Path to CMake installation. CMAKE\_ROOT:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/share/cmake-3.22 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS CMAKE\_SHARED\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_INSTALL\_RPATH CMAKE\_SKIP\_INSTALL\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_RPATH CMAKE\_SKIP\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS CMAKE\_STATIC\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STRIP CMAKE\_STRIP-ADVANCED:INTERNAL=1 //Suppress errors that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_ERRORS:INTERNAL=TRUE //Suppress Warnings that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_WARNINGS:INTERNAL=TRUE //uname command CMAKE\_UNAME:INTERNAL=/usr/bin/uname //ADVANCED property for variable: CMAKE\_VERBOSE\_MAKEFILE CMAKE\_VERBOSE\_MAKEFILE-ADVANCED:INTERNAL=1 //Whether to issue warnings for deprecated functionality. CMAKE\_WARN\_DEPRECATED:INTERNAL=FALSE

-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/armeabi-v7a/symbol\_folder\_index.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/armeabi-v7a-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86/metadata\_generation\_command.txt — -H/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts -DCMAKE\_SYSTEM\_NAME=Android -DCMAKE\_EXPORT\_COMPILE\_COMMANDS=ON -DCMAKE\_SYSTEM\_VERSION=21 -DANDROID\_PLATFORM=android-21 -DANDROID\_ABI=x86 -DCMAKE\_ANDROID\_ARCH\_ABI=x86 -DANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264 -DCMAKE\_ANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264 -DCMAKE\_TOOLCHAIN\_FILE=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/build/cmake/android.toolchain.cmake -DCMAKE\_MAKE\_PROGRAM=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja -DCMAKE\_LIBRARY\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/x86 -DCMAKE\_RUNTIME\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/x86 -DCMAKE\_BUILD\_TYPE=Debug -B/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86 -GNinja -Wno-dev –no-warn-unused-cli Build command args: [] Version: 2-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86/build\_file\_index.txt — /opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts/CMakeLists.txt-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86/additional\_project\_files.txt — -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86/CMakeFiles/TargetDirectories.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86/CMakeFiles/edit\_cache.dir /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86/CMakeFiles/rebuild\_cache.dir -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86/CMakeCache.txt — # This is the CMakeCache file. # For build in directory: /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86 # It was generated by CMake: /Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake # You can edit this file to change values found and used by cmake. # If you do not want to change any of the values, simply exit the editor. # If you do want to change a value, simply edit, save, and exit the editor. # The syntax for the file is as follows: # KEY:TYPE=VALUE # KEY is the name of a variable in the cache. # TYPE is a hint to GUIs for the type of VALUE, DO NOT EDIT TYPE!. # VALUE is the current value for the KEY.

# EXTERNAL cache entries

//No help, variable specified on the command line. ANDROID\_ABI:UNINITIALIZED=x86

//No help, variable specified on the command line. ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264

//No help, variable specified on the command line. ANDROID\_PLATFORM:UNINITIALIZED=android-21

//Path to a program. CMAKE\_ADDR2LINE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-addr2line

//No help, variable specified on the command line. CMAKE\_ANDROID\_ARCH\_ABI:UNINITIALIZED=x86

//No help, variable specified on the command line. CMAKE\_ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264

//Archiver CMAKE\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Flags used by the compiler during all build types. CMAKE\_ASM\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_ASM\_FLAGS\_DEBUG:STRING=

//Flags used by the compiler during release builds. CMAKE\_ASM\_FLAGS\_RELEASE:STRING=

//Choose the type of build, options are: None Debug Release RelWithDebInfo // MinSizeRel … CMAKE\_BUILD\_TYPE:STRING=Debug

//LLVM archiver CMAKE\_CXX\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_CXX\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_CXX\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_CXX\_FLAGS\_DEBUG:STRING=

//Flags used by the CXX compiler during MINSIZEREL builds. CMAKE\_CXX\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_CXX\_FLAGS\_RELEASE:STRING=

//Flags used by the CXX compiler during RELWITHDEBINFO builds. CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C++ applications. CMAKE\_CXX\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//LLVM archiver CMAKE\_C\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_C\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_C\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_C\_FLAGS\_DEBUG:STRING=

//Flags used by the C compiler during MINSIZEREL builds. CMAKE\_C\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_C\_FLAGS\_RELEASE:STRING=

//Flags used by the C compiler during RELWITHDEBINFO builds. CMAKE\_C\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C applications. CMAKE\_C\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//Path to a program. CMAKE\_DLLTOOL:FILEPATH=CMAKE\_DLLTOOL-NOTFOUND

//Flags used by the linker. CMAKE\_EXE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during DEBUG builds. CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during MINSIZEREL builds. CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during RELEASE builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during RELWITHDEBINFO builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//No help, variable specified on the command line. CMAKE\_EXPORT\_COMPILE\_COMMANDS:UNINITIALIZED=ON

//Install path prefix, prepended onto install directories. CMAKE\_INSTALL\_PREFIX:PATH=/usr/local

//No help, variable specified on the command line. CMAKE\_LIBRARY\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/x86

//Path to a program. CMAKE\_LINKER:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/ld.lld

//No help, variable specified on the command line. CMAKE\_MAKE\_PROGRAM:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja

//Flags used by the linker during the creation of modules. CMAKE\_MODULE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of modules during // DEBUG builds. CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of modules during // MINSIZEREL builds. CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of modules during // RELEASE builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of modules during // RELWITHDEBINFO builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Path to a program. CMAKE\_NM:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-nm

//Path to a program. CMAKE\_OBJCOPY:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objcopy

//Path to a program. CMAKE\_OBJDUMP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objdump

//Value Computed by CMake CMAKE\_PROJECT\_DESCRIPTION:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_HOMEPAGE\_URL:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_NAME:STATIC=Project

//Ranlib CMAKE\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Path to a program. CMAKE\_READELF:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-readelf

//No help, variable specified on the command line. CMAKE\_RUNTIME\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/x86

//Flags used by the linker during the creation of dll’s. CMAKE\_SHARED\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of shared libraries // during DEBUG builds. CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of shared libraries // during MINSIZEREL builds. CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of shared libraries // during RELEASE builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of shared libraries // during RELWITHDEBINFO builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//If set, runtime paths are not added when installing shared libraries, // but are added when building. CMAKE\_SKIP\_INSTALL\_RPATH:BOOL=NO

//If set, runtime paths are not added when using shared libraries. CMAKE\_SKIP\_RPATH:BOOL=NO

//Flags used by the linker during the creation of static libraries // during all build types. CMAKE\_STATIC\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of static libraries // during DEBUG builds. CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of static libraries // during MINSIZEREL builds. CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of static libraries // during RELEASE builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of static libraries // during RELWITHDEBINFO builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Strip CMAKE\_STRIP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-strip

//No help, variable specified on the command line. CMAKE\_SYSTEM\_NAME:UNINITIALIZED=Android

//No help, variable specified on the command line. CMAKE\_SYSTEM\_VERSION:UNINITIALIZED=21

//The CMake toolchain file CMAKE\_TOOLCHAIN\_FILE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/build/cmake/android.toolchain.cmake

//If this value is on, makefiles will be generated without the // .SILENT directive, and all commands will be echoed to the console // during the make. This is useful for debugging only. With Visual // Studio IDE projects all commands are done without /nologo. CMAKE\_VERBOSE\_MAKEFILE:BOOL=FALSE

//Value Computed by CMake Project\_BINARY\_DIR:STATIC=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86

//Value Computed by CMake Project\_IS\_TOP\_LEVEL:STATIC=ON

//Value Computed by CMake Project\_SOURCE\_DIR:STATIC=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts

# INTERNAL cache entries

//ADVANCED property for variable: CMAKE\_ADDR2LINE CMAKE\_ADDR2LINE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_AR CMAKE\_AR-ADVANCED:INTERNAL=1 //This is the directory where this CMakeCache.txt was created CMAKE\_CACHEFILE\_DIR:INTERNAL=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86 //Major version of cmake used to create the current loaded cache CMAKE\_CACHE\_MAJOR\_VERSION:INTERNAL=3 //Minor version of cmake used to create the current loaded cache CMAKE\_CACHE\_MINOR\_VERSION:INTERNAL=22 //Patch version of cmake used to create the current loaded cache CMAKE\_CACHE\_PATCH\_VERSION:INTERNAL=1 //Path to CMake executable. CMAKE\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake //Path to cpack program executable. CMAKE\_CPACK\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cpack //Path to ctest program executable. CMAKE\_CTEST\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ctest //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_AR CMAKE\_CXX\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_RANLIB CMAKE\_CXX\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS CMAKE\_CXX\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_DEBUG CMAKE\_CXX\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_MINSIZEREL CMAKE\_CXX\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELEASE CMAKE\_CXX\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_STANDARD\_LIBRARIES CMAKE\_CXX\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_AR CMAKE\_C\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_RANLIB CMAKE\_C\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS CMAKE\_C\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_DEBUG CMAKE\_C\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_MINSIZEREL CMAKE\_C\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELEASE CMAKE\_C\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELWITHDEBINFO CMAKE\_C\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_STANDARD\_LIBRARIES CMAKE\_C\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_DLLTOOL CMAKE\_DLLTOOL-ADVANCED:INTERNAL=1 //Path to cache edit program executable. CMAKE\_EDIT\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ccmake //Whether to issue deprecation errors for macros and functions. CMAKE\_ERROR\_DEPRECATED:INTERNAL=FALSE //Executable file format CMAKE\_EXECUTABLE\_FORMAT:INTERNAL=ELF //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS CMAKE\_EXE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //Name of external makefile project generator. CMAKE\_EXTRA\_GENERATOR:INTERNAL= //Name of generator. CMAKE\_GENERATOR:INTERNAL=Ninja //Generator instance identifier. CMAKE\_GENERATOR\_INSTANCE:INTERNAL= //Name of generator platform. CMAKE\_GENERATOR\_PLATFORM:INTERNAL= //Name of generator toolset. CMAKE\_GENERATOR\_TOOLSET:INTERNAL= //Source directory with the top level CMakeLists.txt file for this // project CMAKE\_HOME\_DIRECTORY:INTERNAL=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts //Install .so files without execute permission. CMAKE\_INSTALL\_SO\_NO\_EXE:INTERNAL=0 //ADVANCED property for variable: CMAKE\_LINKER CMAKE\_LINKER-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS CMAKE\_MODULE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_NM CMAKE\_NM-ADVANCED:INTERNAL=1 //number of local generators CMAKE\_NUMBER\_OF\_MAKEFILES:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJCOPY CMAKE\_OBJCOPY-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJDUMP CMAKE\_OBJDUMP-ADVANCED:INTERNAL=1 //Platform information initialized CMAKE\_PLATFORM\_INFO\_INITIALIZED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_RANLIB CMAKE\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_READELF CMAKE\_READELF-ADVANCED:INTERNAL=1 //Path to CMake installation. CMAKE\_ROOT:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/share/cmake-3.22 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS CMAKE\_SHARED\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_INSTALL\_RPATH CMAKE\_SKIP\_INSTALL\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_RPATH CMAKE\_SKIP\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS CMAKE\_STATIC\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STRIP CMAKE\_STRIP-ADVANCED:INTERNAL=1 //Suppress errors that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_ERRORS:INTERNAL=TRUE //Suppress Warnings that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_WARNINGS:INTERNAL=TRUE //uname command CMAKE\_UNAME:INTERNAL=/usr/bin/uname //ADVANCED property for variable: CMAKE\_VERBOSE\_MAKEFILE CMAKE\_VERBOSE\_MAKEFILE-ADVANCED:INTERNAL=1 //Whether to issue warnings for deprecated functionality. CMAKE\_WARN\_DEPRECATED:INTERNAL=FALSE

-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86/symbol\_folder\_index.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/x86-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/arm64-v8a/metadata\_generation\_command.txt — -H/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts -DCMAKE\_SYSTEM\_NAME=Android -DCMAKE\_EXPORT\_COMPILE\_COMMANDS=ON -DCMAKE\_SYSTEM\_VERSION=21 -DANDROID\_PLATFORM=android-21 -DANDROID\_ABI=arm64-v8a -DCMAKE\_ANDROID\_ARCH\_ABI=arm64-v8a -DANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264 -DCMAKE\_ANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264 -DCMAKE\_TOOLCHAIN\_FILE=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/build/cmake/android.toolchain.cmake -DCMAKE\_MAKE\_PROGRAM=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja -DCMAKE\_LIBRARY\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/arm64-v8a -DCMAKE\_RUNTIME\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/arm64-v8a -DCMAKE\_BUILD\_TYPE=Debug -B/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/arm64-v8a -GNinja -Wno-dev –no-warn-unused-cli Build command args: [] Version: 2-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/arm64-v8a/build\_file\_index.txt — /opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts/CMakeLists.txt-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/arm64-v8a/additional\_project\_files.txt — -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/arm64-v8a/CMakeFiles/TargetDirectories.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/arm64-v8a/CMakeFiles/edit\_cache.dir /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/arm64-v8a/CMakeFiles/rebuild\_cache.dir -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/arm64-v8a/CMakeCache.txt — # This is the CMakeCache file. # For build in directory: /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/arm64-v8a # It was generated by CMake: /Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake # You can edit this file to change values found and used by cmake. # If you do not want to change any of the values, simply exit the editor. # If you do want to change a value, simply edit, save, and exit the editor. # The syntax for the file is as follows: # KEY:TYPE=VALUE # KEY is the name of a variable in the cache. # TYPE is a hint to GUIs for the type of VALUE, DO NOT EDIT TYPE!. # VALUE is the current value for the KEY.

# EXTERNAL cache entries

//No help, variable specified on the command line. ANDROID\_ABI:UNINITIALIZED=arm64-v8a

//No help, variable specified on the command line. ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264

//No help, variable specified on the command line. ANDROID\_PLATFORM:UNINITIALIZED=android-21

//Path to a program. CMAKE\_ADDR2LINE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-addr2line

//No help, variable specified on the command line. CMAKE\_ANDROID\_ARCH\_ABI:UNINITIALIZED=arm64-v8a

//No help, variable specified on the command line. CMAKE\_ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264

//Archiver CMAKE\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Flags used by the compiler during all build types. CMAKE\_ASM\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_ASM\_FLAGS\_DEBUG:STRING=

//Flags used by the compiler during release builds. CMAKE\_ASM\_FLAGS\_RELEASE:STRING=

//Choose the type of build, options are: None Debug Release RelWithDebInfo // MinSizeRel … CMAKE\_BUILD\_TYPE:STRING=Debug

//LLVM archiver CMAKE\_CXX\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_CXX\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_CXX\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_CXX\_FLAGS\_DEBUG:STRING=

//Flags used by the CXX compiler during MINSIZEREL builds. CMAKE\_CXX\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_CXX\_FLAGS\_RELEASE:STRING=

//Flags used by the CXX compiler during RELWITHDEBINFO builds. CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C++ applications. CMAKE\_CXX\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//LLVM archiver CMAKE\_C\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_C\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_C\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_C\_FLAGS\_DEBUG:STRING=

//Flags used by the C compiler during MINSIZEREL builds. CMAKE\_C\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_C\_FLAGS\_RELEASE:STRING=

//Flags used by the C compiler during RELWITHDEBINFO builds. CMAKE\_C\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C applications. CMAKE\_C\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//Path to a program. CMAKE\_DLLTOOL:FILEPATH=CMAKE\_DLLTOOL-NOTFOUND

//Flags used by the linker. CMAKE\_EXE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during DEBUG builds. CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during MINSIZEREL builds. CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during RELEASE builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during RELWITHDEBINFO builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//No help, variable specified on the command line. CMAKE\_EXPORT\_COMPILE\_COMMANDS:UNINITIALIZED=ON

//Install path prefix, prepended onto install directories. CMAKE\_INSTALL\_PREFIX:PATH=/usr/local

//No help, variable specified on the command line. CMAKE\_LIBRARY\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/arm64-v8a

//Path to a program. CMAKE\_LINKER:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/ld.lld

//No help, variable specified on the command line. CMAKE\_MAKE\_PROGRAM:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja

//Flags used by the linker during the creation of modules. CMAKE\_MODULE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of modules during // DEBUG builds. CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of modules during // MINSIZEREL builds. CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of modules during // RELEASE builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of modules during // RELWITHDEBINFO builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Path to a program. CMAKE\_NM:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-nm

//Path to a program. CMAKE\_OBJCOPY:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objcopy

//Path to a program. CMAKE\_OBJDUMP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objdump

//Value Computed by CMake CMAKE\_PROJECT\_DESCRIPTION:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_HOMEPAGE\_URL:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_NAME:STATIC=Project

//Ranlib CMAKE\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Path to a program. CMAKE\_READELF:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-readelf

//No help, variable specified on the command line. CMAKE\_RUNTIME\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/arm64-v8a

//Flags used by the linker during the creation of dll’s. CMAKE\_SHARED\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of shared libraries // during DEBUG builds. CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of shared libraries // during MINSIZEREL builds. CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of shared libraries // during RELEASE builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of shared libraries // during RELWITHDEBINFO builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//If set, runtime paths are not added when installing shared libraries, // but are added when building. CMAKE\_SKIP\_INSTALL\_RPATH:BOOL=NO

//If set, runtime paths are not added when using shared libraries. CMAKE\_SKIP\_RPATH:BOOL=NO

//Flags used by the linker during the creation of static libraries // during all build types. CMAKE\_STATIC\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of static libraries // during DEBUG builds. CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of static libraries // during MINSIZEREL builds. CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of static libraries // during RELEASE builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of static libraries // during RELWITHDEBINFO builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Strip CMAKE\_STRIP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-strip

//No help, variable specified on the command line. CMAKE\_SYSTEM\_NAME:UNINITIALIZED=Android

//No help, variable specified on the command line. CMAKE\_SYSTEM\_VERSION:UNINITIALIZED=21

//The CMake toolchain file CMAKE\_TOOLCHAIN\_FILE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/build/cmake/android.toolchain.cmake

//If this value is on, makefiles will be generated without the // .SILENT directive, and all commands will be echoed to the console // during the make. This is useful for debugging only. With Visual // Studio IDE projects all commands are done without /nologo. CMAKE\_VERBOSE\_MAKEFILE:BOOL=FALSE

//Value Computed by CMake Project\_BINARY\_DIR:STATIC=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/arm64-v8a

//Value Computed by CMake Project\_IS\_TOP\_LEVEL:STATIC=ON

//Value Computed by CMake Project\_SOURCE\_DIR:STATIC=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts

# INTERNAL cache entries

//ADVANCED property for variable: CMAKE\_ADDR2LINE CMAKE\_ADDR2LINE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_AR CMAKE\_AR-ADVANCED:INTERNAL=1 //This is the directory where this CMakeCache.txt was created CMAKE\_CACHEFILE\_DIR:INTERNAL=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/arm64-v8a //Major version of cmake used to create the current loaded cache CMAKE\_CACHE\_MAJOR\_VERSION:INTERNAL=3 //Minor version of cmake used to create the current loaded cache CMAKE\_CACHE\_MINOR\_VERSION:INTERNAL=22 //Patch version of cmake used to create the current loaded cache CMAKE\_CACHE\_PATCH\_VERSION:INTERNAL=1 //Path to CMake executable. CMAKE\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake //Path to cpack program executable. CMAKE\_CPACK\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cpack //Path to ctest program executable. CMAKE\_CTEST\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ctest //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_AR CMAKE\_CXX\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_RANLIB CMAKE\_CXX\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS CMAKE\_CXX\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_DEBUG CMAKE\_CXX\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_MINSIZEREL CMAKE\_CXX\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELEASE CMAKE\_CXX\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_STANDARD\_LIBRARIES CMAKE\_CXX\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_AR CMAKE\_C\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_RANLIB CMAKE\_C\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS CMAKE\_C\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_DEBUG CMAKE\_C\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_MINSIZEREL CMAKE\_C\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELEASE CMAKE\_C\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELWITHDEBINFO CMAKE\_C\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_STANDARD\_LIBRARIES CMAKE\_C\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_DLLTOOL CMAKE\_DLLTOOL-ADVANCED:INTERNAL=1 //Path to cache edit program executable. CMAKE\_EDIT\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ccmake //Whether to issue deprecation errors for macros and functions. CMAKE\_ERROR\_DEPRECATED:INTERNAL=FALSE //Executable file format CMAKE\_EXECUTABLE\_FORMAT:INTERNAL=ELF //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS CMAKE\_EXE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //Name of external makefile project generator. CMAKE\_EXTRA\_GENERATOR:INTERNAL= //Name of generator. CMAKE\_GENERATOR:INTERNAL=Ninja //Generator instance identifier. CMAKE\_GENERATOR\_INSTANCE:INTERNAL= //Name of generator platform. CMAKE\_GENERATOR\_PLATFORM:INTERNAL= //Name of generator toolset. CMAKE\_GENERATOR\_TOOLSET:INTERNAL= //Source directory with the top level CMakeLists.txt file for this // project CMAKE\_HOME\_DIRECTORY:INTERNAL=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts //Install .so files without execute permission. CMAKE\_INSTALL\_SO\_NO\_EXE:INTERNAL=0 //ADVANCED property for variable: CMAKE\_LINKER CMAKE\_LINKER-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS CMAKE\_MODULE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_NM CMAKE\_NM-ADVANCED:INTERNAL=1 //number of local generators CMAKE\_NUMBER\_OF\_MAKEFILES:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJCOPY CMAKE\_OBJCOPY-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJDUMP CMAKE\_OBJDUMP-ADVANCED:INTERNAL=1 //Platform information initialized CMAKE\_PLATFORM\_INFO\_INITIALIZED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_RANLIB CMAKE\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_READELF CMAKE\_READELF-ADVANCED:INTERNAL=1 //Path to CMake installation. CMAKE\_ROOT:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/share/cmake-3.22 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS CMAKE\_SHARED\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_INSTALL\_RPATH CMAKE\_SKIP\_INSTALL\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_RPATH CMAKE\_SKIP\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS CMAKE\_STATIC\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STRIP CMAKE\_STRIP-ADVANCED:INTERNAL=1 //Suppress errors that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_ERRORS:INTERNAL=TRUE //Suppress Warnings that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_WARNINGS:INTERNAL=TRUE //uname command CMAKE\_UNAME:INTERNAL=/usr/bin/uname //ADVANCED property for variable: CMAKE\_VERBOSE\_MAKEFILE CMAKE\_VERBOSE\_MAKEFILE-ADVANCED:INTERNAL=1 //Whether to issue warnings for deprecated functionality. CMAKE\_WARN\_DEPRECATED:INTERNAL=FALSE

-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/arm64-v8a/symbol\_folder\_index.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/arm64-v8a-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/hash\_key.txt — # Values used to calculate the hash in this folder name. # Should not depend on the absolute path of the project itself. # - AGP: 8.7.3. # - $NDK is the path to NDK 26.3.11579264. # - $PROJECT is the path to the parent folder of the root Gradle build file. # - $ABI is the ABI to be built with. The specific value doesn’t contribute to the value of the hash. # - $HASH is the hash value computed from this text. # - $CMAKE is the path to CMake 3.22.1. # - ABI -DCMAKE\_ANDROID\_ARCH\_ABI=NDK -DCMAKE\_ANDROID\_NDK=NDK/build/cmake/android.toolchain.cmake -DCMAKE\_MAKE\_PROGRAM=PROJECT/app/build/intermediates/cxx/Debug/ABI -DCMAKE\_RUNTIME\_OUTPUT\_DIRECTORY=HASH/obj/PROJECT/app/.cxx/Debug/ABI -GNinja -Wno-dev –no-warn-unused-cli-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86\_64/metadata\_generation\_command.txt — -H/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts -DCMAKE\_SYSTEM\_NAME=Android -DCMAKE\_EXPORT\_COMPILE\_COMMANDS=ON -DCMAKE\_SYSTEM\_VERSION=21 -DANDROID\_PLATFORM=android-21 -DANDROID\_ABI=x86\_64 -DCMAKE\_ANDROID\_ARCH\_ABI=x86\_64 -DANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264 -DCMAKE\_ANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264 -DCMAKE\_TOOLCHAIN\_FILE=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/build/cmake/android.toolchain.cmake -DCMAKE\_MAKE\_PROGRAM=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja -DCMAKE\_LIBRARY\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/x86\_64 -DCMAKE\_RUNTIME\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/x86\_64 -DCMAKE\_BUILD\_TYPE=Debug -B/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86\_64 -GNinja -Wno-dev –no-warn-unused-cli Build command args: [] Version: 2-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86\_64/build\_file\_index.txt — /opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts/CMakeLists.txt-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86\_64/additional\_project\_files.txt — -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86\_64/CMakeFiles/TargetDirectories.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86\_64/CMakeFiles/edit\_cache.dir /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86\_64/CMakeFiles/rebuild\_cache.dir -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86\_64/CMakeCache.txt — # This is the CMakeCache file. # For build in directory: /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86\_64 # It was generated by CMake: /Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake # You can edit this file to change values found and used by cmake. # If you do not want to change any of the values, simply exit the editor. # If you do want to change a value, simply edit, save, and exit the editor. # The syntax for the file is as follows: # KEY:TYPE=VALUE # KEY is the name of a variable in the cache. # TYPE is a hint to GUIs for the type of VALUE, DO NOT EDIT TYPE!. # VALUE is the current value for the KEY.

# EXTERNAL cache entries

//No help, variable specified on the command line. ANDROID\_ABI:UNINITIALIZED=x86\_64

//No help, variable specified on the command line. ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264

//No help, variable specified on the command line. ANDROID\_PLATFORM:UNINITIALIZED=android-21

//Path to a program. CMAKE\_ADDR2LINE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-addr2line

//No help, variable specified on the command line. CMAKE\_ANDROID\_ARCH\_ABI:UNINITIALIZED=x86\_64

//No help, variable specified on the command line. CMAKE\_ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264

//Archiver CMAKE\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Flags used by the compiler during all build types. CMAKE\_ASM\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_ASM\_FLAGS\_DEBUG:STRING=

//Flags used by the compiler during release builds. CMAKE\_ASM\_FLAGS\_RELEASE:STRING=

//Choose the type of build, options are: None Debug Release RelWithDebInfo // MinSizeRel … CMAKE\_BUILD\_TYPE:STRING=Debug

//LLVM archiver CMAKE\_CXX\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_CXX\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_CXX\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_CXX\_FLAGS\_DEBUG:STRING=

//Flags used by the CXX compiler during MINSIZEREL builds. CMAKE\_CXX\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_CXX\_FLAGS\_RELEASE:STRING=

//Flags used by the CXX compiler during RELWITHDEBINFO builds. CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C++ applications. CMAKE\_CXX\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//LLVM archiver CMAKE\_C\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_C\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_C\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_C\_FLAGS\_DEBUG:STRING=

//Flags used by the C compiler during MINSIZEREL builds. CMAKE\_C\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_C\_FLAGS\_RELEASE:STRING=

//Flags used by the C compiler during RELWITHDEBINFO builds. CMAKE\_C\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C applications. CMAKE\_C\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//Path to a program. CMAKE\_DLLTOOL:FILEPATH=CMAKE\_DLLTOOL-NOTFOUND

//Flags used by the linker. CMAKE\_EXE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during DEBUG builds. CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during MINSIZEREL builds. CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during RELEASE builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during RELWITHDEBINFO builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//No help, variable specified on the command line. CMAKE\_EXPORT\_COMPILE\_COMMANDS:UNINITIALIZED=ON

//Install path prefix, prepended onto install directories. CMAKE\_INSTALL\_PREFIX:PATH=/usr/local

//No help, variable specified on the command line. CMAKE\_LIBRARY\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/x86\_64

//Path to a program. CMAKE\_LINKER:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/ld.lld

//No help, variable specified on the command line. CMAKE\_MAKE\_PROGRAM:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja

//Flags used by the linker during the creation of modules. CMAKE\_MODULE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of modules during // DEBUG builds. CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of modules during // MINSIZEREL builds. CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of modules during // RELEASE builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of modules during // RELWITHDEBINFO builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Path to a program. CMAKE\_NM:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-nm

//Path to a program. CMAKE\_OBJCOPY:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objcopy

//Path to a program. CMAKE\_OBJDUMP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objdump

//Value Computed by CMake CMAKE\_PROJECT\_DESCRIPTION:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_HOMEPAGE\_URL:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_NAME:STATIC=Project

//Ranlib CMAKE\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Path to a program. CMAKE\_READELF:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-readelf

//No help, variable specified on the command line. CMAKE\_RUNTIME\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/x86\_64

//Flags used by the linker during the creation of dll’s. CMAKE\_SHARED\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of shared libraries // during DEBUG builds. CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of shared libraries // during MINSIZEREL builds. CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of shared libraries // during RELEASE builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of shared libraries // during RELWITHDEBINFO builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//If set, runtime paths are not added when installing shared libraries, // but are added when building. CMAKE\_SKIP\_INSTALL\_RPATH:BOOL=NO

//If set, runtime paths are not added when using shared libraries. CMAKE\_SKIP\_RPATH:BOOL=NO

//Flags used by the linker during the creation of static libraries // during all build types. CMAKE\_STATIC\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of static libraries // during DEBUG builds. CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of static libraries // during MINSIZEREL builds. CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of static libraries // during RELEASE builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of static libraries // during RELWITHDEBINFO builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Strip CMAKE\_STRIP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-strip

//No help, variable specified on the command line. CMAKE\_SYSTEM\_NAME:UNINITIALIZED=Android

//No help, variable specified on the command line. CMAKE\_SYSTEM\_VERSION:UNINITIALIZED=21

//The CMake toolchain file CMAKE\_TOOLCHAIN\_FILE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/26.3.11579264/build/cmake/android.toolchain.cmake

//If this value is on, makefiles will be generated without the // .SILENT directive, and all commands will be echoed to the console // during the make. This is useful for debugging only. With Visual // Studio IDE projects all commands are done without /nologo. CMAKE\_VERBOSE\_MAKEFILE:BOOL=FALSE

//Value Computed by CMake Project\_BINARY\_DIR:STATIC=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86\_64

//Value Computed by CMake Project\_IS\_TOP\_LEVEL:STATIC=ON

//Value Computed by CMake Project\_SOURCE\_DIR:STATIC=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts

# INTERNAL cache entries

//ADVANCED property for variable: CMAKE\_ADDR2LINE CMAKE\_ADDR2LINE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_AR CMAKE\_AR-ADVANCED:INTERNAL=1 //This is the directory where this CMakeCache.txt was created CMAKE\_CACHEFILE\_DIR:INTERNAL=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86\_64 //Major version of cmake used to create the current loaded cache CMAKE\_CACHE\_MAJOR\_VERSION:INTERNAL=3 //Minor version of cmake used to create the current loaded cache CMAKE\_CACHE\_MINOR\_VERSION:INTERNAL=22 //Patch version of cmake used to create the current loaded cache CMAKE\_CACHE\_PATCH\_VERSION:INTERNAL=1 //Path to CMake executable. CMAKE\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake //Path to cpack program executable. CMAKE\_CPACK\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cpack //Path to ctest program executable. CMAKE\_CTEST\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ctest //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_AR CMAKE\_CXX\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_RANLIB CMAKE\_CXX\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS CMAKE\_CXX\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_DEBUG CMAKE\_CXX\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_MINSIZEREL CMAKE\_CXX\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELEASE CMAKE\_CXX\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_STANDARD\_LIBRARIES CMAKE\_CXX\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_AR CMAKE\_C\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_RANLIB CMAKE\_C\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS CMAKE\_C\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_DEBUG CMAKE\_C\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_MINSIZEREL CMAKE\_C\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELEASE CMAKE\_C\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELWITHDEBINFO CMAKE\_C\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_STANDARD\_LIBRARIES CMAKE\_C\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_DLLTOOL CMAKE\_DLLTOOL-ADVANCED:INTERNAL=1 //Path to cache edit program executable. CMAKE\_EDIT\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ccmake //Whether to issue deprecation errors for macros and functions. CMAKE\_ERROR\_DEPRECATED:INTERNAL=FALSE //Executable file format CMAKE\_EXECUTABLE\_FORMAT:INTERNAL=ELF //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS CMAKE\_EXE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //Name of external makefile project generator. CMAKE\_EXTRA\_GENERATOR:INTERNAL= //Name of generator. CMAKE\_GENERATOR:INTERNAL=Ninja //Generator instance identifier. CMAKE\_GENERATOR\_INSTANCE:INTERNAL= //Name of generator platform. CMAKE\_GENERATOR\_PLATFORM:INTERNAL= //Name of generator toolset. CMAKE\_GENERATOR\_TOOLSET:INTERNAL= //Source directory with the top level CMakeLists.txt file for this // project CMAKE\_HOME\_DIRECTORY:INTERNAL=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts //Install .so files without execute permission. CMAKE\_INSTALL\_SO\_NO\_EXE:INTERNAL=0 //ADVANCED property for variable: CMAKE\_LINKER CMAKE\_LINKER-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS CMAKE\_MODULE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_NM CMAKE\_NM-ADVANCED:INTERNAL=1 //number of local generators CMAKE\_NUMBER\_OF\_MAKEFILES:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJCOPY CMAKE\_OBJCOPY-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJDUMP CMAKE\_OBJDUMP-ADVANCED:INTERNAL=1 //Platform information initialized CMAKE\_PLATFORM\_INFO\_INITIALIZED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_RANLIB CMAKE\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_READELF CMAKE\_READELF-ADVANCED:INTERNAL=1 //Path to CMake installation. CMAKE\_ROOT:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/share/cmake-3.22 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS CMAKE\_SHARED\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_INSTALL\_RPATH CMAKE\_SKIP\_INSTALL\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_RPATH CMAKE\_SKIP\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS CMAKE\_STATIC\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STRIP CMAKE\_STRIP-ADVANCED:INTERNAL=1 //Suppress errors that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_ERRORS:INTERNAL=TRUE //Suppress Warnings that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_WARNINGS:INTERNAL=TRUE //uname command CMAKE\_UNAME:INTERNAL=/usr/bin/uname //ADVANCED property for variable: CMAKE\_VERBOSE\_MAKEFILE CMAKE\_VERBOSE\_MAKEFILE-ADVANCED:INTERNAL=1 //Whether to issue warnings for deprecated functionality. CMAKE\_WARN\_DEPRECATED:INTERNAL=FALSE

-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/5u5u3314/x86\_64/symbol\_folder\_index.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/5u5u3314/obj/x86\_64-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/armeabi-v7a/metadata\_generation\_command.txt — -H/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts -DCMAKE\_SYSTEM\_NAME=Android -DCMAKE\_EXPORT\_COMPILE\_COMMANDS=ON -DCMAKE\_SYSTEM\_VERSION=21 -DANDROID\_PLATFORM=android-21 -DANDROID\_ABI=armeabi-v7a -DCMAKE\_ANDROID\_ARCH\_ABI=armeabi-v7a -DANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973 -DCMAKE\_ANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973 -DCMAKE\_TOOLCHAIN\_FILE=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/build/cmake/android.toolchain.cmake -DCMAKE\_MAKE\_PROGRAM=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja -DCMAKE\_LIBRARY\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/armeabi-v7a -DCMAKE\_RUNTIME\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/armeabi-v7a -DCMAKE\_BUILD\_TYPE=Debug -B/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/armeabi-v7a -GNinja -Wno-dev –no-warn-unused-cli Build command args: [] Version: 2-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/armeabi-v7a/build\_file\_index.txt — /opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts/CMakeLists.txt-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/armeabi-v7a/additional\_project\_files.txt — -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/armeabi-v7a/CMakeFiles/TargetDirectories.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/armeabi-v7a/CMakeFiles/edit\_cache.dir /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/armeabi-v7a/CMakeFiles/rebuild\_cache.dir -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/armeabi-v7a/CMakeCache.txt — # This is the CMakeCache file. # For build in directory: /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/armeabi-v7a # It was generated by CMake: /Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake # You can edit this file to change values found and used by cmake. # If you do not want to change any of the values, simply exit the editor. # If you do want to change a value, simply edit, save, and exit the editor. # The syntax for the file is as follows: # KEY:TYPE=VALUE # KEY is the name of a variable in the cache. # TYPE is a hint to GUIs for the type of VALUE, DO NOT EDIT TYPE!. # VALUE is the current value for the KEY.

# EXTERNAL cache entries

//No help, variable specified on the command line. ANDROID\_ABI:UNINITIALIZED=armeabi-v7a

//No help, variable specified on the command line. ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973

//No help, variable specified on the command line. ANDROID\_PLATFORM:UNINITIALIZED=android-21

//Path to a program. CMAKE\_ADDR2LINE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-addr2line

//No help, variable specified on the command line. CMAKE\_ANDROID\_ARCH\_ABI:UNINITIALIZED=armeabi-v7a

//No help, variable specified on the command line. CMAKE\_ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973

//Archiver CMAKE\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Flags used by the compiler during all build types. CMAKE\_ASM\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_ASM\_FLAGS\_DEBUG:STRING=

//Flags used by the compiler during release builds. CMAKE\_ASM\_FLAGS\_RELEASE:STRING=

//Choose the type of build, options are: None Debug Release RelWithDebInfo // MinSizeRel … CMAKE\_BUILD\_TYPE:STRING=Debug

//LLVM archiver CMAKE\_CXX\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_CXX\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_CXX\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_CXX\_FLAGS\_DEBUG:STRING=

//Flags used by the CXX compiler during MINSIZEREL builds. CMAKE\_CXX\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_CXX\_FLAGS\_RELEASE:STRING=

//Flags used by the CXX compiler during RELWITHDEBINFO builds. CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C++ applications. CMAKE\_CXX\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//LLVM archiver CMAKE\_C\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_C\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_C\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_C\_FLAGS\_DEBUG:STRING=

//Flags used by the C compiler during MINSIZEREL builds. CMAKE\_C\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_C\_FLAGS\_RELEASE:STRING=

//Flags used by the C compiler during RELWITHDEBINFO builds. CMAKE\_C\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C applications. CMAKE\_C\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//Path to a program. CMAKE\_DLLTOOL:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-dlltool

//Flags used by the linker. CMAKE\_EXE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during DEBUG builds. CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during MINSIZEREL builds. CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during RELEASE builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during RELWITHDEBINFO builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//No help, variable specified on the command line. CMAKE\_EXPORT\_COMPILE\_COMMANDS:UNINITIALIZED=ON

//Install path prefix, prepended onto install directories. CMAKE\_INSTALL\_PREFIX:PATH=/usr/local

//No help, variable specified on the command line. CMAKE\_LIBRARY\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/armeabi-v7a

//Path to a program. CMAKE\_LINKER:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/ld.lld

//No help, variable specified on the command line. CMAKE\_MAKE\_PROGRAM:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja

//Flags used by the linker during the creation of modules. CMAKE\_MODULE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of modules during // DEBUG builds. CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of modules during // MINSIZEREL builds. CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of modules during // RELEASE builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of modules during // RELWITHDEBINFO builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Path to a program. CMAKE\_NM:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-nm

//Path to a program. CMAKE\_OBJCOPY:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objcopy

//Path to a program. CMAKE\_OBJDUMP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objdump

//Value Computed by CMake CMAKE\_PROJECT\_DESCRIPTION:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_HOMEPAGE\_URL:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_NAME:STATIC=Project

//Ranlib CMAKE\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Path to a program. CMAKE\_READELF:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-readelf

//No help, variable specified on the command line. CMAKE\_RUNTIME\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/armeabi-v7a

//Flags used by the linker during the creation of dll’s. CMAKE\_SHARED\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of shared libraries // during DEBUG builds. CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of shared libraries // during MINSIZEREL builds. CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of shared libraries // during RELEASE builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of shared libraries // during RELWITHDEBINFO builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//If set, runtime paths are not added when installing shared libraries, // but are added when building. CMAKE\_SKIP\_INSTALL\_RPATH:BOOL=NO

//If set, runtime paths are not added when using shared libraries. CMAKE\_SKIP\_RPATH:BOOL=NO

//Flags used by the linker during the creation of static libraries // during all build types. CMAKE\_STATIC\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of static libraries // during DEBUG builds. CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of static libraries // during MINSIZEREL builds. CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of static libraries // during RELEASE builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of static libraries // during RELWITHDEBINFO builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Strip CMAKE\_STRIP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-strip

//No help, variable specified on the command line. CMAKE\_SYSTEM\_NAME:UNINITIALIZED=Android

//No help, variable specified on the command line. CMAKE\_SYSTEM\_VERSION:UNINITIALIZED=21

//The CMake toolchain file CMAKE\_TOOLCHAIN\_FILE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/build/cmake/android.toolchain.cmake

//If this value is on, makefiles will be generated without the // .SILENT directive, and all commands will be echoed to the console // during the make. This is useful for debugging only. With Visual // Studio IDE projects all commands are done without /nologo. CMAKE\_VERBOSE\_MAKEFILE:BOOL=FALSE

//Value Computed by CMake Project\_BINARY\_DIR:STATIC=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/armeabi-v7a

//Value Computed by CMake Project\_IS\_TOP\_LEVEL:STATIC=ON

//Value Computed by CMake Project\_SOURCE\_DIR:STATIC=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts

# INTERNAL cache entries

//ADVANCED property for variable: CMAKE\_ADDR2LINE CMAKE\_ADDR2LINE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_AR CMAKE\_AR-ADVANCED:INTERNAL=1 //This is the directory where this CMakeCache.txt was created CMAKE\_CACHEFILE\_DIR:INTERNAL=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/armeabi-v7a //Major version of cmake used to create the current loaded cache CMAKE\_CACHE\_MAJOR\_VERSION:INTERNAL=3 //Minor version of cmake used to create the current loaded cache CMAKE\_CACHE\_MINOR\_VERSION:INTERNAL=22 //Patch version of cmake used to create the current loaded cache CMAKE\_CACHE\_PATCH\_VERSION:INTERNAL=1 //Path to CMake executable. CMAKE\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake //Path to cpack program executable. CMAKE\_CPACK\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cpack //Path to ctest program executable. CMAKE\_CTEST\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ctest //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_AR CMAKE\_CXX\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_RANLIB CMAKE\_CXX\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS CMAKE\_CXX\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_DEBUG CMAKE\_CXX\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_MINSIZEREL CMAKE\_CXX\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELEASE CMAKE\_CXX\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_STANDARD\_LIBRARIES CMAKE\_CXX\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_AR CMAKE\_C\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_RANLIB CMAKE\_C\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS CMAKE\_C\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_DEBUG CMAKE\_C\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_MINSIZEREL CMAKE\_C\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELEASE CMAKE\_C\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELWITHDEBINFO CMAKE\_C\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_STANDARD\_LIBRARIES CMAKE\_C\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_DLLTOOL CMAKE\_DLLTOOL-ADVANCED:INTERNAL=1 //Path to cache edit program executable. CMAKE\_EDIT\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ccmake //Whether to issue deprecation errors for macros and functions. CMAKE\_ERROR\_DEPRECATED:INTERNAL=FALSE //Executable file format CMAKE\_EXECUTABLE\_FORMAT:INTERNAL=ELF //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS CMAKE\_EXE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //Name of external makefile project generator. CMAKE\_EXTRA\_GENERATOR:INTERNAL= //Name of generator. CMAKE\_GENERATOR:INTERNAL=Ninja //Generator instance identifier. CMAKE\_GENERATOR\_INSTANCE:INTERNAL= //Name of generator platform. CMAKE\_GENERATOR\_PLATFORM:INTERNAL= //Name of generator toolset. CMAKE\_GENERATOR\_TOOLSET:INTERNAL= //Source directory with the top level CMakeLists.txt file for this // project CMAKE\_HOME\_DIRECTORY:INTERNAL=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts //Install .so files without execute permission. CMAKE\_INSTALL\_SO\_NO\_EXE:INTERNAL=0 //ADVANCED property for variable: CMAKE\_LINKER CMAKE\_LINKER-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS CMAKE\_MODULE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_NM CMAKE\_NM-ADVANCED:INTERNAL=1 //number of local generators CMAKE\_NUMBER\_OF\_MAKEFILES:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJCOPY CMAKE\_OBJCOPY-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJDUMP CMAKE\_OBJDUMP-ADVANCED:INTERNAL=1 //Platform information initialized CMAKE\_PLATFORM\_INFO\_INITIALIZED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_RANLIB CMAKE\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_READELF CMAKE\_READELF-ADVANCED:INTERNAL=1 //Path to CMake installation. CMAKE\_ROOT:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/share/cmake-3.22 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS CMAKE\_SHARED\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_INSTALL\_RPATH CMAKE\_SKIP\_INSTALL\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_RPATH CMAKE\_SKIP\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS CMAKE\_STATIC\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STRIP CMAKE\_STRIP-ADVANCED:INTERNAL=1 //Suppress errors that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_ERRORS:INTERNAL=TRUE //Suppress Warnings that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_WARNINGS:INTERNAL=TRUE //uname command CMAKE\_UNAME:INTERNAL=/usr/bin/uname //ADVANCED property for variable: CMAKE\_VERBOSE\_MAKEFILE CMAKE\_VERBOSE\_MAKEFILE-ADVANCED:INTERNAL=1 //Whether to issue warnings for deprecated functionality. CMAKE\_WARN\_DEPRECATED:INTERNAL=FALSE

-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/armeabi-v7a/symbol\_folder\_index.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/armeabi-v7a-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86/metadata\_generation\_command.txt — -H/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts -DCMAKE\_SYSTEM\_NAME=Android -DCMAKE\_EXPORT\_COMPILE\_COMMANDS=ON -DCMAKE\_SYSTEM\_VERSION=21 -DANDROID\_PLATFORM=android-21 -DANDROID\_ABI=x86 -DCMAKE\_ANDROID\_ARCH\_ABI=x86 -DANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973 -DCMAKE\_ANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973 -DCMAKE\_TOOLCHAIN\_FILE=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/build/cmake/android.toolchain.cmake -DCMAKE\_MAKE\_PROGRAM=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja -DCMAKE\_LIBRARY\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/x86 -DCMAKE\_RUNTIME\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/x86 -DCMAKE\_BUILD\_TYPE=Debug -B/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86 -GNinja -Wno-dev –no-warn-unused-cli Build command args: [] Version: 2-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86/build\_file\_index.txt — /opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts/CMakeLists.txt-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86/additional\_project\_files.txt — -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86/CMakeFiles/TargetDirectories.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86/CMakeFiles/edit\_cache.dir /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86/CMakeFiles/rebuild\_cache.dir -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86/CMakeCache.txt — # This is the CMakeCache file. # For build in directory: /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86 # It was generated by CMake: /Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake # You can edit this file to change values found and used by cmake. # If you do not want to change any of the values, simply exit the editor. # If you do want to change a value, simply edit, save, and exit the editor. # The syntax for the file is as follows: # KEY:TYPE=VALUE # KEY is the name of a variable in the cache. # TYPE is a hint to GUIs for the type of VALUE, DO NOT EDIT TYPE!. # VALUE is the current value for the KEY.

# EXTERNAL cache entries

//No help, variable specified on the command line. ANDROID\_ABI:UNINITIALIZED=x86

//No help, variable specified on the command line. ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973

//No help, variable specified on the command line. ANDROID\_PLATFORM:UNINITIALIZED=android-21

//Path to a program. CMAKE\_ADDR2LINE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-addr2line

//No help, variable specified on the command line. CMAKE\_ANDROID\_ARCH\_ABI:UNINITIALIZED=x86

//No help, variable specified on the command line. CMAKE\_ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973

//Archiver CMAKE\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Flags used by the compiler during all build types. CMAKE\_ASM\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_ASM\_FLAGS\_DEBUG:STRING=

//Flags used by the compiler during release builds. CMAKE\_ASM\_FLAGS\_RELEASE:STRING=

//Choose the type of build, options are: None Debug Release RelWithDebInfo // MinSizeRel … CMAKE\_BUILD\_TYPE:STRING=Debug

//LLVM archiver CMAKE\_CXX\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_CXX\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_CXX\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_CXX\_FLAGS\_DEBUG:STRING=

//Flags used by the CXX compiler during MINSIZEREL builds. CMAKE\_CXX\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_CXX\_FLAGS\_RELEASE:STRING=

//Flags used by the CXX compiler during RELWITHDEBINFO builds. CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C++ applications. CMAKE\_CXX\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//LLVM archiver CMAKE\_C\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_C\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_C\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_C\_FLAGS\_DEBUG:STRING=

//Flags used by the C compiler during MINSIZEREL builds. CMAKE\_C\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_C\_FLAGS\_RELEASE:STRING=

//Flags used by the C compiler during RELWITHDEBINFO builds. CMAKE\_C\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C applications. CMAKE\_C\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//Path to a program. CMAKE\_DLLTOOL:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-dlltool

//Flags used by the linker. CMAKE\_EXE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during DEBUG builds. CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during MINSIZEREL builds. CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during RELEASE builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during RELWITHDEBINFO builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//No help, variable specified on the command line. CMAKE\_EXPORT\_COMPILE\_COMMANDS:UNINITIALIZED=ON

//Install path prefix, prepended onto install directories. CMAKE\_INSTALL\_PREFIX:PATH=/usr/local

//No help, variable specified on the command line. CMAKE\_LIBRARY\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/x86

//Path to a program. CMAKE\_LINKER:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/ld.lld

//No help, variable specified on the command line. CMAKE\_MAKE\_PROGRAM:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja

//Flags used by the linker during the creation of modules. CMAKE\_MODULE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of modules during // DEBUG builds. CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of modules during // MINSIZEREL builds. CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of modules during // RELEASE builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of modules during // RELWITHDEBINFO builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Path to a program. CMAKE\_NM:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-nm

//Path to a program. CMAKE\_OBJCOPY:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objcopy

//Path to a program. CMAKE\_OBJDUMP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objdump

//Value Computed by CMake CMAKE\_PROJECT\_DESCRIPTION:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_HOMEPAGE\_URL:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_NAME:STATIC=Project

//Ranlib CMAKE\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Path to a program. CMAKE\_READELF:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-readelf

//No help, variable specified on the command line. CMAKE\_RUNTIME\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/x86

//Flags used by the linker during the creation of dll’s. CMAKE\_SHARED\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of shared libraries // during DEBUG builds. CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of shared libraries // during MINSIZEREL builds. CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of shared libraries // during RELEASE builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of shared libraries // during RELWITHDEBINFO builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//If set, runtime paths are not added when installing shared libraries, // but are added when building. CMAKE\_SKIP\_INSTALL\_RPATH:BOOL=NO

//If set, runtime paths are not added when using shared libraries. CMAKE\_SKIP\_RPATH:BOOL=NO

//Flags used by the linker during the creation of static libraries // during all build types. CMAKE\_STATIC\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of static libraries // during DEBUG builds. CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of static libraries // during MINSIZEREL builds. CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of static libraries // during RELEASE builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of static libraries // during RELWITHDEBINFO builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Strip CMAKE\_STRIP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-strip

//No help, variable specified on the command line. CMAKE\_SYSTEM\_NAME:UNINITIALIZED=Android

//No help, variable specified on the command line. CMAKE\_SYSTEM\_VERSION:UNINITIALIZED=21

//The CMake toolchain file CMAKE\_TOOLCHAIN\_FILE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/build/cmake/android.toolchain.cmake

//If this value is on, makefiles will be generated without the // .SILENT directive, and all commands will be echoed to the console // during the make. This is useful for debugging only. With Visual // Studio IDE projects all commands are done without /nologo. CMAKE\_VERBOSE\_MAKEFILE:BOOL=FALSE

//Value Computed by CMake Project\_BINARY\_DIR:STATIC=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86

//Value Computed by CMake Project\_IS\_TOP\_LEVEL:STATIC=ON

//Value Computed by CMake Project\_SOURCE\_DIR:STATIC=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts

# INTERNAL cache entries

//ADVANCED property for variable: CMAKE\_ADDR2LINE CMAKE\_ADDR2LINE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_AR CMAKE\_AR-ADVANCED:INTERNAL=1 //This is the directory where this CMakeCache.txt was created CMAKE\_CACHEFILE\_DIR:INTERNAL=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86 //Major version of cmake used to create the current loaded cache CMAKE\_CACHE\_MAJOR\_VERSION:INTERNAL=3 //Minor version of cmake used to create the current loaded cache CMAKE\_CACHE\_MINOR\_VERSION:INTERNAL=22 //Patch version of cmake used to create the current loaded cache CMAKE\_CACHE\_PATCH\_VERSION:INTERNAL=1 //Path to CMake executable. CMAKE\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake //Path to cpack program executable. CMAKE\_CPACK\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cpack //Path to ctest program executable. CMAKE\_CTEST\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ctest //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_AR CMAKE\_CXX\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_RANLIB CMAKE\_CXX\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS CMAKE\_CXX\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_DEBUG CMAKE\_CXX\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_MINSIZEREL CMAKE\_CXX\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELEASE CMAKE\_CXX\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_STANDARD\_LIBRARIES CMAKE\_CXX\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_AR CMAKE\_C\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_RANLIB CMAKE\_C\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS CMAKE\_C\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_DEBUG CMAKE\_C\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_MINSIZEREL CMAKE\_C\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELEASE CMAKE\_C\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELWITHDEBINFO CMAKE\_C\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_STANDARD\_LIBRARIES CMAKE\_C\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_DLLTOOL CMAKE\_DLLTOOL-ADVANCED:INTERNAL=1 //Path to cache edit program executable. CMAKE\_EDIT\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ccmake //Whether to issue deprecation errors for macros and functions. CMAKE\_ERROR\_DEPRECATED:INTERNAL=FALSE //Executable file format CMAKE\_EXECUTABLE\_FORMAT:INTERNAL=ELF //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS CMAKE\_EXE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //Name of external makefile project generator. CMAKE\_EXTRA\_GENERATOR:INTERNAL= //Name of generator. CMAKE\_GENERATOR:INTERNAL=Ninja //Generator instance identifier. CMAKE\_GENERATOR\_INSTANCE:INTERNAL= //Name of generator platform. CMAKE\_GENERATOR\_PLATFORM:INTERNAL= //Name of generator toolset. CMAKE\_GENERATOR\_TOOLSET:INTERNAL= //Source directory with the top level CMakeLists.txt file for this // project CMAKE\_HOME\_DIRECTORY:INTERNAL=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts //Install .so files without execute permission. CMAKE\_INSTALL\_SO\_NO\_EXE:INTERNAL=0 //ADVANCED property for variable: CMAKE\_LINKER CMAKE\_LINKER-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS CMAKE\_MODULE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_NM CMAKE\_NM-ADVANCED:INTERNAL=1 //number of local generators CMAKE\_NUMBER\_OF\_MAKEFILES:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJCOPY CMAKE\_OBJCOPY-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJDUMP CMAKE\_OBJDUMP-ADVANCED:INTERNAL=1 //Platform information initialized CMAKE\_PLATFORM\_INFO\_INITIALIZED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_RANLIB CMAKE\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_READELF CMAKE\_READELF-ADVANCED:INTERNAL=1 //Path to CMake installation. CMAKE\_ROOT:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/share/cmake-3.22 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS CMAKE\_SHARED\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_INSTALL\_RPATH CMAKE\_SKIP\_INSTALL\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_RPATH CMAKE\_SKIP\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS CMAKE\_STATIC\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STRIP CMAKE\_STRIP-ADVANCED:INTERNAL=1 //Suppress errors that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_ERRORS:INTERNAL=TRUE //Suppress Warnings that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_WARNINGS:INTERNAL=TRUE //uname command CMAKE\_UNAME:INTERNAL=/usr/bin/uname //ADVANCED property for variable: CMAKE\_VERBOSE\_MAKEFILE CMAKE\_VERBOSE\_MAKEFILE-ADVANCED:INTERNAL=1 //Whether to issue warnings for deprecated functionality. CMAKE\_WARN\_DEPRECATED:INTERNAL=FALSE

-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86/symbol\_folder\_index.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/x86-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/arm64-v8a/metadata\_generation\_command.txt — -H/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts -DCMAKE\_SYSTEM\_NAME=Android -DCMAKE\_EXPORT\_COMPILE\_COMMANDS=ON -DCMAKE\_SYSTEM\_VERSION=21 -DANDROID\_PLATFORM=android-21 -DANDROID\_ABI=arm64-v8a -DCMAKE\_ANDROID\_ARCH\_ABI=arm64-v8a -DANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973 -DCMAKE\_ANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973 -DCMAKE\_TOOLCHAIN\_FILE=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/build/cmake/android.toolchain.cmake -DCMAKE\_MAKE\_PROGRAM=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja -DCMAKE\_LIBRARY\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/arm64-v8a -DCMAKE\_RUNTIME\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/arm64-v8a -DCMAKE\_BUILD\_TYPE=Debug -B/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/arm64-v8a -GNinja -Wno-dev –no-warn-unused-cli Build command args: [] Version: 2-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/arm64-v8a/build\_file\_index.txt — /opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts/CMakeLists.txt-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/arm64-v8a/additional\_project\_files.txt — -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/arm64-v8a/CMakeFiles/TargetDirectories.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/arm64-v8a/CMakeFiles/edit\_cache.dir /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/arm64-v8a/CMakeFiles/rebuild\_cache.dir -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/arm64-v8a/CMakeCache.txt — # This is the CMakeCache file. # For build in directory: /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/arm64-v8a # It was generated by CMake: /Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake # You can edit this file to change values found and used by cmake. # If you do not want to change any of the values, simply exit the editor. # If you do want to change a value, simply edit, save, and exit the editor. # The syntax for the file is as follows: # KEY:TYPE=VALUE # KEY is the name of a variable in the cache. # TYPE is a hint to GUIs for the type of VALUE, DO NOT EDIT TYPE!. # VALUE is the current value for the KEY.

# EXTERNAL cache entries

//No help, variable specified on the command line. ANDROID\_ABI:UNINITIALIZED=arm64-v8a

//No help, variable specified on the command line. ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973

//No help, variable specified on the command line. ANDROID\_PLATFORM:UNINITIALIZED=android-21

//Path to a program. CMAKE\_ADDR2LINE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-addr2line

//No help, variable specified on the command line. CMAKE\_ANDROID\_ARCH\_ABI:UNINITIALIZED=arm64-v8a

//No help, variable specified on the command line. CMAKE\_ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973

//Archiver CMAKE\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Flags used by the compiler during all build types. CMAKE\_ASM\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_ASM\_FLAGS\_DEBUG:STRING=

//Flags used by the compiler during release builds. CMAKE\_ASM\_FLAGS\_RELEASE:STRING=

//Choose the type of build, options are: None Debug Release RelWithDebInfo // MinSizeRel … CMAKE\_BUILD\_TYPE:STRING=Debug

//LLVM archiver CMAKE\_CXX\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_CXX\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_CXX\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_CXX\_FLAGS\_DEBUG:STRING=

//Flags used by the CXX compiler during MINSIZEREL builds. CMAKE\_CXX\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_CXX\_FLAGS\_RELEASE:STRING=

//Flags used by the CXX compiler during RELWITHDEBINFO builds. CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C++ applications. CMAKE\_CXX\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//LLVM archiver CMAKE\_C\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_C\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_C\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_C\_FLAGS\_DEBUG:STRING=

//Flags used by the C compiler during MINSIZEREL builds. CMAKE\_C\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_C\_FLAGS\_RELEASE:STRING=

//Flags used by the C compiler during RELWITHDEBINFO builds. CMAKE\_C\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C applications. CMAKE\_C\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//Path to a program. CMAKE\_DLLTOOL:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-dlltool

//Flags used by the linker. CMAKE\_EXE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during DEBUG builds. CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during MINSIZEREL builds. CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during RELEASE builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during RELWITHDEBINFO builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//No help, variable specified on the command line. CMAKE\_EXPORT\_COMPILE\_COMMANDS:UNINITIALIZED=ON

//Install path prefix, prepended onto install directories. CMAKE\_INSTALL\_PREFIX:PATH=/usr/local

//No help, variable specified on the command line. CMAKE\_LIBRARY\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/arm64-v8a

//Path to a program. CMAKE\_LINKER:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/ld.lld

//No help, variable specified on the command line. CMAKE\_MAKE\_PROGRAM:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja

//Flags used by the linker during the creation of modules. CMAKE\_MODULE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of modules during // DEBUG builds. CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of modules during // MINSIZEREL builds. CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of modules during // RELEASE builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of modules during // RELWITHDEBINFO builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Path to a program. CMAKE\_NM:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-nm

//Path to a program. CMAKE\_OBJCOPY:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objcopy

//Path to a program. CMAKE\_OBJDUMP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objdump

//Value Computed by CMake CMAKE\_PROJECT\_DESCRIPTION:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_HOMEPAGE\_URL:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_NAME:STATIC=Project

//Ranlib CMAKE\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Path to a program. CMAKE\_READELF:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-readelf

//No help, variable specified on the command line. CMAKE\_RUNTIME\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/arm64-v8a

//Flags used by the linker during the creation of dll’s. CMAKE\_SHARED\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of shared libraries // during DEBUG builds. CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of shared libraries // during MINSIZEREL builds. CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of shared libraries // during RELEASE builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of shared libraries // during RELWITHDEBINFO builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//If set, runtime paths are not added when installing shared libraries, // but are added when building. CMAKE\_SKIP\_INSTALL\_RPATH:BOOL=NO

//If set, runtime paths are not added when using shared libraries. CMAKE\_SKIP\_RPATH:BOOL=NO

//Flags used by the linker during the creation of static libraries // during all build types. CMAKE\_STATIC\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of static libraries // during DEBUG builds. CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of static libraries // during MINSIZEREL builds. CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of static libraries // during RELEASE builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of static libraries // during RELWITHDEBINFO builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Strip CMAKE\_STRIP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-strip

//No help, variable specified on the command line. CMAKE\_SYSTEM\_NAME:UNINITIALIZED=Android

//No help, variable specified on the command line. CMAKE\_SYSTEM\_VERSION:UNINITIALIZED=21

//The CMake toolchain file CMAKE\_TOOLCHAIN\_FILE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/build/cmake/android.toolchain.cmake

//If this value is on, makefiles will be generated without the // .SILENT directive, and all commands will be echoed to the console // during the make. This is useful for debugging only. With Visual // Studio IDE projects all commands are done without /nologo. CMAKE\_VERBOSE\_MAKEFILE:BOOL=FALSE

//Value Computed by CMake Project\_BINARY\_DIR:STATIC=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/arm64-v8a

//Value Computed by CMake Project\_IS\_TOP\_LEVEL:STATIC=ON

//Value Computed by CMake Project\_SOURCE\_DIR:STATIC=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts

# INTERNAL cache entries

//ADVANCED property for variable: CMAKE\_ADDR2LINE CMAKE\_ADDR2LINE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_AR CMAKE\_AR-ADVANCED:INTERNAL=1 //This is the directory where this CMakeCache.txt was created CMAKE\_CACHEFILE\_DIR:INTERNAL=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/arm64-v8a //Major version of cmake used to create the current loaded cache CMAKE\_CACHE\_MAJOR\_VERSION:INTERNAL=3 //Minor version of cmake used to create the current loaded cache CMAKE\_CACHE\_MINOR\_VERSION:INTERNAL=22 //Patch version of cmake used to create the current loaded cache CMAKE\_CACHE\_PATCH\_VERSION:INTERNAL=1 //Path to CMake executable. CMAKE\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake //Path to cpack program executable. CMAKE\_CPACK\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cpack //Path to ctest program executable. CMAKE\_CTEST\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ctest //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_AR CMAKE\_CXX\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_RANLIB CMAKE\_CXX\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS CMAKE\_CXX\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_DEBUG CMAKE\_CXX\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_MINSIZEREL CMAKE\_CXX\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELEASE CMAKE\_CXX\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_STANDARD\_LIBRARIES CMAKE\_CXX\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_AR CMAKE\_C\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_RANLIB CMAKE\_C\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS CMAKE\_C\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_DEBUG CMAKE\_C\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_MINSIZEREL CMAKE\_C\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELEASE CMAKE\_C\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELWITHDEBINFO CMAKE\_C\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_STANDARD\_LIBRARIES CMAKE\_C\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_DLLTOOL CMAKE\_DLLTOOL-ADVANCED:INTERNAL=1 //Path to cache edit program executable. CMAKE\_EDIT\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ccmake //Whether to issue deprecation errors for macros and functions. CMAKE\_ERROR\_DEPRECATED:INTERNAL=FALSE //Executable file format CMAKE\_EXECUTABLE\_FORMAT:INTERNAL=ELF //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS CMAKE\_EXE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //Name of external makefile project generator. CMAKE\_EXTRA\_GENERATOR:INTERNAL= //Name of generator. CMAKE\_GENERATOR:INTERNAL=Ninja //Generator instance identifier. CMAKE\_GENERATOR\_INSTANCE:INTERNAL= //Name of generator platform. CMAKE\_GENERATOR\_PLATFORM:INTERNAL= //Name of generator toolset. CMAKE\_GENERATOR\_TOOLSET:INTERNAL= //Source directory with the top level CMakeLists.txt file for this // project CMAKE\_HOME\_DIRECTORY:INTERNAL=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts //Install .so files without execute permission. CMAKE\_INSTALL\_SO\_NO\_EXE:INTERNAL=0 //ADVANCED property for variable: CMAKE\_LINKER CMAKE\_LINKER-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS CMAKE\_MODULE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_NM CMAKE\_NM-ADVANCED:INTERNAL=1 //number of local generators CMAKE\_NUMBER\_OF\_MAKEFILES:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJCOPY CMAKE\_OBJCOPY-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJDUMP CMAKE\_OBJDUMP-ADVANCED:INTERNAL=1 //Platform information initialized CMAKE\_PLATFORM\_INFO\_INITIALIZED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_RANLIB CMAKE\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_READELF CMAKE\_READELF-ADVANCED:INTERNAL=1 //Path to CMake installation. CMAKE\_ROOT:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/share/cmake-3.22 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS CMAKE\_SHARED\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_INSTALL\_RPATH CMAKE\_SKIP\_INSTALL\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_RPATH CMAKE\_SKIP\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS CMAKE\_STATIC\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STRIP CMAKE\_STRIP-ADVANCED:INTERNAL=1 //Suppress errors that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_ERRORS:INTERNAL=TRUE //Suppress Warnings that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_WARNINGS:INTERNAL=TRUE //uname command CMAKE\_UNAME:INTERNAL=/usr/bin/uname //ADVANCED property for variable: CMAKE\_VERBOSE\_MAKEFILE CMAKE\_VERBOSE\_MAKEFILE-ADVANCED:INTERNAL=1 //Whether to issue warnings for deprecated functionality. CMAKE\_WARN\_DEPRECATED:INTERNAL=FALSE

-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/arm64-v8a/symbol\_folder\_index.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/arm64-v8a-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/hash\_key.txt — # Values used to calculate the hash in this folder name. # Should not depend on the absolute path of the project itself. # - AGP: 8.7.3. # - $NDK is the path to NDK 27.0.12077973. # - $PROJECT is the path to the parent folder of the root Gradle build file. # - $ABI is the ABI to be built with. The specific value doesn’t contribute to the value of the hash. # - $HASH is the hash value computed from this text. # - $CMAKE is the path to CMake 3.22.1. # - ABI -DCMAKE\_ANDROID\_ARCH\_ABI=NDK -DCMAKE\_ANDROID\_NDK=NDK/build/cmake/android.toolchain.cmake -DCMAKE\_MAKE\_PROGRAM=PROJECT/app/build/intermediates/cxx/Debug/ABI -DCMAKE\_RUNTIME\_OUTPUT\_DIRECTORY=HASH/obj/PROJECT/app/.cxx/Debug/ABI -GNinja -Wno-dev –no-warn-unused-cli-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86\_64/metadata\_generation\_command.txt — -H/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts -DCMAKE\_SYSTEM\_NAME=Android -DCMAKE\_EXPORT\_COMPILE\_COMMANDS=ON -DCMAKE\_SYSTEM\_VERSION=21 -DANDROID\_PLATFORM=android-21 -DANDROID\_ABI=x86\_64 -DCMAKE\_ANDROID\_ARCH\_ABI=x86\_64 -DANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973 -DCMAKE\_ANDROID\_NDK=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973 -DCMAKE\_TOOLCHAIN\_FILE=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/build/cmake/android.toolchain.cmake -DCMAKE\_MAKE\_PROGRAM=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja -DCMAKE\_LIBRARY\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/x86\_64 -DCMAKE\_RUNTIME\_OUTPUT\_DIRECTORY=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/x86\_64 -DCMAKE\_BUILD\_TYPE=Debug -B/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86\_64 -GNinja -Wno-dev –no-warn-unused-cli Build command args: [] Version: 2-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86\_64/build\_file\_index.txt — /opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts/CMakeLists.txt-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86\_64/additional\_project\_files.txt — -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86\_64/CMakeFiles/TargetDirectories.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86\_64/CMakeFiles/edit\_cache.dir /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86\_64/CMakeFiles/rebuild\_cache.dir -e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86\_64/CMakeCache.txt — # This is the CMakeCache file. # For build in directory: /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86\_64 # It was generated by CMake: /Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake # You can edit this file to change values found and used by cmake. # If you do not want to change any of the values, simply exit the editor. # If you do want to change a value, simply edit, save, and exit the editor. # The syntax for the file is as follows: # KEY:TYPE=VALUE # KEY is the name of a variable in the cache. # TYPE is a hint to GUIs for the type of VALUE, DO NOT EDIT TYPE!. # VALUE is the current value for the KEY.

# EXTERNAL cache entries

//No help, variable specified on the command line. ANDROID\_ABI:UNINITIALIZED=x86\_64

//No help, variable specified on the command line. ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973

//No help, variable specified on the command line. ANDROID\_PLATFORM:UNINITIALIZED=android-21

//Path to a program. CMAKE\_ADDR2LINE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-addr2line

//No help, variable specified on the command line. CMAKE\_ANDROID\_ARCH\_ABI:UNINITIALIZED=x86\_64

//No help, variable specified on the command line. CMAKE\_ANDROID\_NDK:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973

//Archiver CMAKE\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Flags used by the compiler during all build types. CMAKE\_ASM\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_ASM\_FLAGS\_DEBUG:STRING=

//Flags used by the compiler during release builds. CMAKE\_ASM\_FLAGS\_RELEASE:STRING=

//Choose the type of build, options are: None Debug Release RelWithDebInfo // MinSizeRel … CMAKE\_BUILD\_TYPE:STRING=Debug

//LLVM archiver CMAKE\_CXX\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_CXX\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_CXX\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_CXX\_FLAGS\_DEBUG:STRING=

//Flags used by the CXX compiler during MINSIZEREL builds. CMAKE\_CXX\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_CXX\_FLAGS\_RELEASE:STRING=

//Flags used by the CXX compiler during RELWITHDEBINFO builds. CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C++ applications. CMAKE\_CXX\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//LLVM archiver CMAKE\_C\_COMPILER\_AR:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ar

//Generate index for LLVM archive CMAKE\_C\_COMPILER\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Flags used by the compiler during all build types. CMAKE\_C\_FLAGS:STRING=

//Flags used by the compiler during debug builds. CMAKE\_C\_FLAGS\_DEBUG:STRING=

//Flags used by the C compiler during MINSIZEREL builds. CMAKE\_C\_FLAGS\_MINSIZEREL:STRING=-Os -DNDEBUG

//Flags used by the compiler during release builds. CMAKE\_C\_FLAGS\_RELEASE:STRING=

//Flags used by the C compiler during RELWITHDEBINFO builds. CMAKE\_C\_FLAGS\_RELWITHDEBINFO:STRING=-O2 -g -DNDEBUG

//Libraries linked by default with all C applications. CMAKE\_C\_STANDARD\_LIBRARIES:STRING=-latomic -lm

//Path to a program. CMAKE\_DLLTOOL:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-dlltool

//Flags used by the linker. CMAKE\_EXE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during DEBUG builds. CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during MINSIZEREL builds. CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during RELEASE builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during RELWITHDEBINFO builds. CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//No help, variable specified on the command line. CMAKE\_EXPORT\_COMPILE\_COMMANDS:UNINITIALIZED=ON

//Install path prefix, prepended onto install directories. CMAKE\_INSTALL\_PREFIX:PATH=/usr/local

//No help, variable specified on the command line. CMAKE\_LIBRARY\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/x86\_64

//Path to a program. CMAKE\_LINKER:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/ld.lld

//No help, variable specified on the command line. CMAKE\_MAKE\_PROGRAM:UNINITIALIZED=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ninja

//Flags used by the linker during the creation of modules. CMAKE\_MODULE\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of modules during // DEBUG builds. CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of modules during // MINSIZEREL builds. CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of modules during // RELEASE builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of modules during // RELWITHDEBINFO builds. CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Path to a program. CMAKE\_NM:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-nm

//Path to a program. CMAKE\_OBJCOPY:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objcopy

//Path to a program. CMAKE\_OBJDUMP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-objdump

//Value Computed by CMake CMAKE\_PROJECT\_DESCRIPTION:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_HOMEPAGE\_URL:STATIC=

//Value Computed by CMake CMAKE\_PROJECT\_NAME:STATIC=Project

//Ranlib CMAKE\_RANLIB:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-ranlib

//Path to a program. CMAKE\_READELF:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-readelf

//No help, variable specified on the command line. CMAKE\_RUNTIME\_OUTPUT\_DIRECTORY:UNINITIALIZED=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/x86\_64

//Flags used by the linker during the creation of dll’s. CMAKE\_SHARED\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of shared libraries // during DEBUG builds. CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of shared libraries // during MINSIZEREL builds. CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of shared libraries // during RELEASE builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of shared libraries // during RELWITHDEBINFO builds. CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//If set, runtime paths are not added when installing shared libraries, // but are added when building. CMAKE\_SKIP\_INSTALL\_RPATH:BOOL=NO

//If set, runtime paths are not added when using shared libraries. CMAKE\_SKIP\_RPATH:BOOL=NO

//Flags used by the linker during the creation of static libraries // during all build types. CMAKE\_STATIC\_LINKER\_FLAGS:STRING=

//Flags used by the linker during the creation of static libraries // during DEBUG builds. CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG:STRING=

//Flags used by the linker during the creation of static libraries // during MINSIZEREL builds. CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL:STRING=

//Flags used by the linker during the creation of static libraries // during RELEASE builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE:STRING=

//Flags used by the linker during the creation of static libraries // during RELWITHDEBINFO builds. CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=

//Strip CMAKE\_STRIP:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/toolchains/llvm/prebuilt/darwin-x86\_64/bin/llvm-strip

//No help, variable specified on the command line. CMAKE\_SYSTEM\_NAME:UNINITIALIZED=Android

//No help, variable specified on the command line. CMAKE\_SYSTEM\_VERSION:UNINITIALIZED=21

//The CMake toolchain file CMAKE\_TOOLCHAIN\_FILE:FILEPATH=/Users/lokeshgarg/Library/Android/sdk/ndk/27.0.12077973/build/cmake/android.toolchain.cmake

//If this value is on, makefiles will be generated without the // .SILENT directive, and all commands will be echoed to the console // during the make. This is useful for debugging only. With Visual // Studio IDE projects all commands are done without /nologo. CMAKE\_VERBOSE\_MAKEFILE:BOOL=FALSE

//Value Computed by CMake Project\_BINARY\_DIR:STATIC=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86\_64

//Value Computed by CMake Project\_IS\_TOP\_LEVEL:STATIC=ON

//Value Computed by CMake Project\_SOURCE\_DIR:STATIC=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts

# INTERNAL cache entries

//ADVANCED property for variable: CMAKE\_ADDR2LINE CMAKE\_ADDR2LINE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_AR CMAKE\_AR-ADVANCED:INTERNAL=1 //This is the directory where this CMakeCache.txt was created CMAKE\_CACHEFILE\_DIR:INTERNAL=/Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86\_64 //Major version of cmake used to create the current loaded cache CMAKE\_CACHE\_MAJOR\_VERSION:INTERNAL=3 //Minor version of cmake used to create the current loaded cache CMAKE\_CACHE\_MINOR\_VERSION:INTERNAL=22 //Patch version of cmake used to create the current loaded cache CMAKE\_CACHE\_PATCH\_VERSION:INTERNAL=1 //Path to CMake executable. CMAKE\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cmake //Path to cpack program executable. CMAKE\_CPACK\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/cpack //Path to ctest program executable. CMAKE\_CTEST\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ctest //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_AR CMAKE\_CXX\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_COMPILER\_RANLIB CMAKE\_CXX\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS CMAKE\_CXX\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_DEBUG CMAKE\_CXX\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_MINSIZEREL CMAKE\_CXX\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELEASE CMAKE\_CXX\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_CXX\_STANDARD\_LIBRARIES CMAKE\_CXX\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_AR CMAKE\_C\_COMPILER\_AR-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_COMPILER\_RANLIB CMAKE\_C\_COMPILER\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS CMAKE\_C\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_DEBUG CMAKE\_C\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_MINSIZEREL CMAKE\_C\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELEASE CMAKE\_C\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELWITHDEBINFO CMAKE\_C\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_C\_STANDARD\_LIBRARIES CMAKE\_C\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_DLLTOOL CMAKE\_DLLTOOL-ADVANCED:INTERNAL=1 //Path to cache edit program executable. CMAKE\_EDIT\_COMMAND:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/bin/ccmake //Whether to issue deprecation errors for macros and functions. CMAKE\_ERROR\_DEPRECATED:INTERNAL=FALSE //Executable file format CMAKE\_EXECUTABLE\_FORMAT:INTERNAL=ELF //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS CMAKE\_EXE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //Name of external makefile project generator. CMAKE\_EXTRA\_GENERATOR:INTERNAL= //Name of generator. CMAKE\_GENERATOR:INTERNAL=Ninja //Generator instance identifier. CMAKE\_GENERATOR\_INSTANCE:INTERNAL= //Name of generator platform. CMAKE\_GENERATOR\_PLATFORM:INTERNAL= //Name of generator toolset. CMAKE\_GENERATOR\_TOOLSET:INTERNAL= //Source directory with the top level CMakeLists.txt file for this // project CMAKE\_HOME\_DIRECTORY:INTERNAL=/opt/homebrew/share/flutter/packages/flutter\_tools/gradle/src/main/scripts //Install .so files without execute permission. CMAKE\_INSTALL\_SO\_NO\_EXE:INTERNAL=0 //ADVANCED property for variable: CMAKE\_LINKER CMAKE\_LINKER-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS CMAKE\_MODULE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_NM CMAKE\_NM-ADVANCED:INTERNAL=1 //number of local generators CMAKE\_NUMBER\_OF\_MAKEFILES:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJCOPY CMAKE\_OBJCOPY-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_OBJDUMP CMAKE\_OBJDUMP-ADVANCED:INTERNAL=1 //Platform information initialized CMAKE\_PLATFORM\_INFO\_INITIALIZED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_RANLIB CMAKE\_RANLIB-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_READELF CMAKE\_READELF-ADVANCED:INTERNAL=1 //Path to CMake installation. CMAKE\_ROOT:INTERNAL=/Users/lokeshgarg/Library/Android/sdk/cmake/3.22.1/share/cmake-3.22 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS CMAKE\_SHARED\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_INSTALL\_RPATH CMAKE\_SKIP\_INSTALL\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_SKIP\_RPATH CMAKE\_SKIP\_RPATH-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS CMAKE\_STATIC\_LINKER\_FLAGS-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1 //ADVANCED property for variable: CMAKE\_STRIP CMAKE\_STRIP-ADVANCED:INTERNAL=1 //Suppress errors that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_ERRORS:INTERNAL=TRUE //Suppress Warnings that are meant for the author of the CMakeLists.txt // files. CMAKE\_SUPPRESS\_DEVELOPER\_WARNINGS:INTERNAL=TRUE //uname command CMAKE\_UNAME:INTERNAL=/usr/bin/uname //ADVANCED property for variable: CMAKE\_VERBOSE\_MAKEFILE CMAKE\_VERBOSE\_MAKEFILE-ADVANCED:INTERNAL=1 //Whether to issue warnings for deprecated functionality. CMAKE\_WARN\_DEPRECATED:INTERNAL=FALSE

-e — FILE: ./ai\_buddy\_web/android/app/.cxx/Debug/215b1d1u/x86\_64/symbol\_folder\_index.txt — /Users/lokeshgarg/ai-mvp-backend/ai\_buddy\_web/android/app/build/intermediates/cxx/Debug/215b1d1u/obj/x86\_64-e — FILE: ./ai\_buddy\_web/lib/config/api\_config.dart — import ‘dart:io’; import ‘package:flutter/foundation.dart’;

class ApiConfig { // Development static const String localUrl = ‘http://localhost:5055’;

// Production (Render) static const String productionUrl = ‘https://ai-mental-health-assistant-tddc.onrender.com’;

// Get the appropriate URL based on environment static String get baseUrl { // For mobile apps, always use production URL if (!kIsWeb) { return productionUrl; }

// For web, check if we're in production  
if (Uri.base.host != 'localhost' && Uri.base.host != '127.0.0.1') {  
 return productionUrl;  
}  
return localUrl;

} } -e — FILE: ./ai\_buddy\_web/lib/providers/chat\_provider.dart — import ‘package:flutter/material.dart’; import ‘../models/message.dart’; import ‘../services/api\_service.dart’;

class ChatProvider extends ChangeNotifier { final ApiService \_apiService; final List \_messages = []; bool \_isLoading = false; String? \_error;

ChatProvider() : \_apiService = ApiService() { \_loadChatHistory(); }

List get messages => List.unmodifiable(\_messages); bool get isLoading => \_isLoading; String? get error => \_error;

Future \_loadChatHistory() async { \_isLoading = true; \_error = null; notifyListeners();

try {  
 final history = await \_apiService.getChatHistory();  
 \_messages.clear();  
 \_messages.addAll(history);  
  
 // Add initial greeting if no messages exist  
 if (\_messages.isEmpty) {  
 \_messages.add(  
 Message(  
 content:  
 "Hey there! How are you doing today? I'm here if you want to chat about anything. 🙂",  
 isUser: false,  
 type: MessageType.text,  
 ),  
 );  
 }  
} catch (e) {  
 \_error = 'Failed to load chat history';  
 // Add initial greeting even if history loading fails  
 if (\_messages.isEmpty) {  
 \_messages.add(  
 Message(  
 content:  
 "Hey there! How are you doing today? I'm here if you want to chat about anything. 🙂",  
 isUser: false,  
 type: MessageType.text,  
 ),  
 );  
 }  
} finally {  
 \_isLoading = false;  
 notifyListeners();  
}

}

Future sendMessage(String content) async { if (content.trim().isEmpty) return;

\_isLoading = true;  
\_error = null;  
notifyListeners();  
  
try {  
 // Send message to backend first  
 final aiMessage = await \_apiService.sendMessage(content);  
  
 // Only add user message to UI after backend successfully processes it  
 final userMessage = Message(content: content, isUser: true);  
 \_messages.add(userMessage);  
 \_messages.add(aiMessage);  
 \_error = null;  
} catch (e) {  
 \_error = 'Failed to send message';  
 \_messages.add(  
 Message(  
 content: 'Failed to get response. Please try again.',  
 isUser: false,  
 type: MessageType.error,  
 ),  
 );  
} finally {  
 \_isLoading = false;  
 notifyListeners();  
}

}

Future prefetchSession() async { await \_loadChatHistory(); }

void clearChat() { \_messages.clear(); \_apiService.clearSession(); notifyListeners(); } } -e — FILE: ./ai\_buddy\_web/lib/providers/mood\_provider.dart — import ‘package:flutter/material.dart’; import ‘../models/mood\_entry.dart’; import ‘../services/api\_service.dart’;

class MoodProvider extends ChangeNotifier { final ApiService \_apiService; List \_moodEntries = []; bool \_isLoading = false; String? \_error;

MoodProvider() : \_apiService = ApiService() { \_loadMoodHistory(); }

List get moodEntries => List.unmodifiable(\_moodEntries); bool get isLoading => \_isLoading; String? get error => \_error;

Future \_loadMoodHistory() async { \_isLoading = true; \_error = null; notifyListeners();

try {  
 \_moodEntries = await \_apiService.getMoodHistory();  
 \_error = null;  
} catch (e) {  
 \_error = 'Failed to load mood history';  
} finally {  
 \_isLoading = false;  
 notifyListeners();  
}

}

Future addMoodEntry(int moodLevel, {String? note}) async { \_isLoading = true; \_error = null; notifyListeners();

try {  
 final entry = MoodEntry(moodLevel: moodLevel, note: note);  
 await \_apiService.addMoodEntry(entry);  
 \_moodEntries = [...\_moodEntries, entry];  
 \_error = null;  
} catch (e) {  
 \_error = 'Failed to save mood entry';  
} finally {  
 \_isLoading = false;  
 notifyListeners();  
}

}

double get averageMood { if (\_moodEntries.isEmpty) return 0; final sum = \_moodEntries.fold( 0, (sum, entry) => sum + entry.moodLevel, ); return sum / \_moodEntries.length; }

List getMoodEntriesForDate(DateTime date) { return \_moodEntries.where((entry) { return entry.timestamp.year == date.year && entry.timestamp.month == date.month && entry.timestamp.day == date.day; }).toList(); }

Map<DateTime, List> get moodEntriesByDate { final map = <DateTime, List>{}; for (final entry in \_moodEntries) { final date = DateTime( entry.timestamp.year, entry.timestamp.month, entry.timestamp.day, ); map.putIfAbsent(date, () => []).add(entry); } return map; } } -e — FILE: ./ai\_buddy\_web/lib/models/message.dart — import ‘package:flutter/material.dart’;

enum MessageType { text, error, system } enum RiskLevel { none, low, medium, high }

class Message { final String id; final String content; final bool isUser; final DateTime timestamp; final MessageType type; final RiskLevel riskLevel; final List? resources;

Message({ String? id, required this.content, required this.isUser, DateTime? timestamp, this.type = MessageType.text, this.riskLevel = RiskLevel.none, this.resources, }) : id = id ?? DateTime.now().millisecondsSinceEpoch.toString(), timestamp = timestamp ?? DateTime.now();

factory Message.fromJson(Map<String, dynamic> json) { return Message( id: json[‘id’] as String?, content: json[‘content’] as String, isUser: json[‘is\_user’] as bool, timestamp: json[‘timestamp’] != null ? DateTime.parse(json[‘timestamp’] as String) : null, type: MessageType.values.firstWhere( (e) => e.toString() == ‘MessageType.{json[’risk\_level’] ?? ’none’}’, orElse: () => RiskLevel.none, ), resources: (json[‘resources’] as List?)?.cast(), ); }

Map<String, dynamic> toJson() { return { ‘id’: id, ‘content’: content, ‘is\_user’: isUser, ‘timestamp’: timestamp.toIso8601String(), ‘type’: type.toString().split(‘.’).last, ‘risk\_level’: riskLevel.toString().split(‘.’).last, ‘resources’: resources, }; }

Color getMessageColor(BuildContext context) { if (type == MessageType.error) { return Theme.of(context).colorScheme.error; } if (type == MessageType.system) { return Theme.of(context).colorScheme.surfaceVariant; } return isUser ? Theme.of(context).colorScheme.primary : Theme.of(context).colorScheme.secondaryContainer; }

Color getTextColor(BuildContext context) { if (type == MessageType.error) { return Theme.of(context).colorScheme.onError; } if (type == MessageType.system) { return Theme.of(context).colorScheme.onSurfaceVariant; } return isUser ? Theme.of(context).colorScheme.onPrimary : Theme.of(context).colorScheme.onSecondaryContainer; } } -e — FILE: ./ai\_buddy\_web/lib/models/mood\_entry.dart — class MoodEntry { final String id; final DateTime timestamp; final int moodLevel; // 1-5: 1=very bad, 5=very good final String? note;

MoodEntry({ String? id, required this.moodLevel, this.note, DateTime? timestamp, }) : id = id ?? DateTime.now().millisecondsSinceEpoch.toString(), timestamp = timestamp ?? DateTime.now(), assert(moodLevel >= 1 && moodLevel <= 5, ‘Mood level must be between 1 and 5’);

factory MoodEntry.fromJson(Map<String, dynamic> json) { return MoodEntry( id: json[‘id’] as String?, moodLevel: json[‘mood\_level’] as int, note: json[‘note’] as String?, timestamp: json[‘timestamp’] != null ? DateTime.parse(json[‘timestamp’] as String) : null, ); }

Map<String, dynamic> toJson() { return { ‘id’: id, ‘mood\_level’: moodLevel, ‘note’: note, ‘timestamp’: timestamp.toIso8601String(), }; }

String get moodEmoji { switch (moodLevel) { case 1: return ‘😢’; case 2: return ‘😕’; case 3: return ‘😐’; case 4: return ‘🙂’; case 5: return ‘😊’; default: return ‘❓’; } }

String get moodDescription { switch (moodLevel) { case 1: return ‘Very Bad’; case 2: return ‘Bad’; case 3: return ‘Okay’; case 4: return ‘Good’; case 5: return ‘Very Good’; default: return ‘Unknown’; } } } -e — FILE: ./ai\_buddy\_web/lib/screens/chat\_screen.dart — import ‘package:provider/provider.dart’;

class \_ChatScreenState extends State { @override void initState() { super.initState(); // Prefetch session to ensure first message is saved Future.microtask( () => Provider.of(context, listen: false).prefetchSession(), ); } } -e — FILE: ./ai\_buddy\_web/lib/main.dart — import ‘package:flutter/material.dart’; import ‘package:flutter/foundation.dart’; import ‘package:provider/provider.dart’; import ‘providers/chat\_provider.dart’; import ‘providers/mood\_provider.dart’; import ‘widgets/chat\_message\_widget.dart’; import ‘widgets/mood\_tracker.dart’; import ‘widgets/self\_assessment\_widget.dart’; import ‘models/message.dart’;

void main() { runApp(const MyApp()); }

class MyApp extends StatelessWidget { const MyApp({super.key});

@override Widget build(BuildContext context) { return MultiProvider( providers: [ ChangeNotifierProvider(create: (*) => ChatProvider()), ChangeNotifierProvider(create: (*) => MoodProvider()), ], child: MaterialApp( title: ‘AI Mental Health Assistant’, debugShowCheckedModeBanner: false, theme: ThemeData( colorScheme: ColorScheme.fromSeed( seedColor: const Color(0xFF667EEA), primary: const Color(0xFF667EEA), secondary: const Color(0xFFFF6B6B), ), useMaterial3: true, ), home: const HomePage(), ), ); } }

class HomePage extends StatefulWidget { const HomePage({super.key});

@override State createState() => \_HomePageState(); }

class \_HomePageState extends State { final TextEditingController \_messageController = TextEditingController(); final ScrollController \_scrollController = ScrollController(); bool \_showMoodTracker = false; bool \_showAssessment = false; bool \_hasStartedChat = false;

@override void dispose() { \_messageController.dispose(); \_scrollController.dispose(); super.dispose(); }

void \_scrollToBottom() { Future.delayed(const Duration(milliseconds: 100), () { if (\_scrollController.hasClients) { \_scrollController.animateTo( \_scrollController.position.maxScrollExtent, duration: const Duration(milliseconds: 300), curve: Curves.easeOut, ); } }); }

@override Widget build(BuildContext context) { final screenSize = MediaQuery.of(context).size; final isWeb = kIsWeb; final isMobile = screenSize.width < 600;

return Scaffold(  
 body: Container(  
 decoration: const BoxDecoration(  
 gradient: LinearGradient(  
 begin: Alignment.topCenter,  
 end: Alignment.bottomCenter,  
 colors: [Color(0xFF667EEA), Color(0xFF764BA2)],  
 ),  
 ),  
 child: SafeArea(  
 child: Column(  
 children: [  
 // Header  
 Container(  
 padding: EdgeInsets.all(isMobile ? 16.0 : 20.0),  
 child: Column(  
 children: [  
 Row(  
 mainAxisAlignment: MainAxisAlignment.center,  
 children: [  
 Icon(  
 Icons.favorite,  
 color: Colors.white,  
 size: isMobile ? 20 : 24,  
 ),  
 const SizedBox(width: 8),  
 Flexible(  
 child: Text(  
 'AI Mental Health Assistant',  
 style:  
 (isMobile  
 ? Theme.of(context).textTheme.titleLarge  
 : Theme.of(  
 context,  
 ).textTheme.headlineMedium)  
 ?.copyWith(  
 color: Colors.white,  
 fontWeight: FontWeight.bold,  
 ),  
 textAlign: TextAlign.center,  
 ),  
 ),  
 ],  
 ),  
 const SizedBox(height: 8),  
 Text(  
 'Your supportive companion for mental health and emotional well-being',  
 style: Theme.of(context).textTheme.bodyLarge?.copyWith(  
 color: Colors.white.withOpacity(0.9),  
 ),  
 textAlign: TextAlign.center,  
 ),  
 ],  
 ),  
 ),  
 // Main content  
 Expanded(  
 child: Container(  
 margin: EdgeInsets.symmetric(  
 horizontal: isMobile ? 12.0 : 20.0,  
 ),  
 constraints: isWeb ? BoxConstraints(maxWidth: 800) : null,  
 decoration: BoxDecoration(  
 color: Colors.white,  
 borderRadius: BorderRadius.circular(20),  
 boxShadow: [  
 BoxShadow(  
 color: Colors.black.withOpacity(0.1),  
 blurRadius: 10,  
 offset: const Offset(0, 5),  
 ),  
 ],  
 ),  
 child: \_showMoodTracker  
 ? const SingleChildScrollView(  
 padding: EdgeInsets.all(20.0),  
 child: MoodTrackerWidget(),  
 )  
 : \_showAssessment  
 ? const SelfAssessmentWidget()  
 : \_hasStartedChat || \_hasMessages()  
 ? \_buildChatInterface()  
 : \_buildWelcomeInterface(),  
 ),  
 ),  
 // Bottom navigation  
 Container(  
 padding: EdgeInsets.all(isMobile ? 16.0 : 20.0),  
 child: Row(  
 mainAxisAlignment: MainAxisAlignment.spaceEvenly,  
 children: [  
 IconButton(  
 onPressed: () {  
 setState(() {  
 \_showMoodTracker = !\_showMoodTracker;  
 \_showAssessment = false;  
 if (\_showMoodTracker) {  
 \_hasStartedChat = false;  
 }  
 });  
 },  
 icon: Icon(  
 \_showMoodTracker ? Icons.chat : Icons.mood,  
 color: Colors.white,  
 size: isMobile ? 24 : 28,  
 ),  
 tooltip: \_showMoodTracker  
 ? 'Show Chat'  
 : 'Show Mood Tracker',  
 ),  
 IconButton(  
 onPressed: () {  
 setState(() {  
 \_showAssessment = !\_showAssessment;  
 \_showMoodTracker = false;  
 if (\_showAssessment) {  
 \_hasStartedChat = false;  
 }  
 });  
 },  
 icon: Icon(  
 \_showAssessment ? Icons.chat : Icons.assessment,  
 color: Colors.white,  
 size: isMobile ? 24 : 28,  
 ),  
 tooltip: \_showAssessment  
 ? 'Show Chat'  
 : 'Self Assessment',  
 ),  
 ],  
 ),  
 ),  
 ],  
 ),  
 ),  
 ),  
);

}

Widget \_buildWelcomeInterface() { final isMobile = MediaQuery.of(context).size.width < 600;

return Padding(  
 padding: EdgeInsets.all(isMobile ? 16.0 : 20.0),  
 child: Column(  
 children: [  
 // Welcome message  
 Row(  
 mainAxisAlignment: MainAxisAlignment.center,  
 children: [  
 const Text('😊', style: TextStyle(fontSize: 24)),  
 const SizedBox(width: 8),  
 Text(  
 'Welcome!',  
 style: Theme.of(context).textTheme.headlineSmall?.copyWith(  
 fontWeight: FontWeight.bold,  
 ),  
 ),  
 ],  
 ),  
 const SizedBox(height: 16),  
 Text(  
 'I\'m here to listen, support, and help you through whatever you\'re going through. Whether you need someone to talk to, coping strategies, or just a friendly ear, I\'m here for you.',  
 style: Theme.of(  
 context,  
 ).textTheme.bodyLarge?.copyWith(color: Colors.grey[600]),  
 textAlign: TextAlign.center,  
 ),  
 const SizedBox(height: 32),  
 // Feature cards  
 Expanded(  
 child: GridView.count(  
 crossAxisCount: isMobile ? 2 : 4,  
 crossAxisSpacing: isMobile ? 12 : 16,  
 mainAxisSpacing: isMobile ? 12 : 16,  
 childAspectRatio: isMobile ? 1.1 : 1.2,  
 children: [  
 \_buildFeatureCard('💬', '24/7 Support'),  
 \_buildFeatureCard('🛡️', 'Confidential'),  
 \_buildFeatureCard('❤️', 'Empathetic'),  
 \_buildFeatureCard('💡', 'Coping Strategies'),  
 ],  
 ),  
 ),  
 // Input area  
 Container(  
 margin: const EdgeInsets.only(top: 20),  
 child: Row(  
 children: [  
 Expanded(  
 child: Container(  
 decoration: BoxDecoration(  
 color: Colors.grey[100],  
 borderRadius: BorderRadius.circular(25),  
 border: Border.all(color: Colors.grey[300]!),  
 ),  
 child: TextField(  
 controller: \_messageController,  
 decoration: const InputDecoration(  
 hintText: 'Share what\'s on your mind...',  
 border: InputBorder.none,  
 contentPadding: EdgeInsets.symmetric(  
 horizontal: 20,  
 vertical: 15,  
 ),  
 ),  
 onSubmitted: \_handleSubmitted,  
 maxLines: null,  
 textInputAction: TextInputAction.send,  
 ),  
 ),  
 ),  
 const SizedBox(width: 12),  
 Container(  
 decoration: const BoxDecoration(  
 color: Color(0xFF667EEA),  
 shape: BoxShape.circle,  
 ),  
 child: IconButton(  
 onPressed: () => \_handleSubmitted(\_messageController.text),  
 icon: const Icon(Icons.send, color: Colors.white),  
 ),  
 ),  
 ],  
 ),  
 ),  
 ],  
 ),  
);

}

Widget \_buildFeatureCard(String emoji, String title) { final isMobile = MediaQuery.of(context).size.width < 600;

return Container(  
 decoration: BoxDecoration(  
 color: Colors.grey[50],  
 borderRadius: BorderRadius.circular(16),  
 border: Border.all(color: Colors.grey[200]!),  
 ),  
 child: Column(  
 mainAxisAlignment: MainAxisAlignment.center,  
 children: [  
 Text(emoji, style: TextStyle(fontSize: isMobile ? 24 : 32)),  
 const SizedBox(height: 8),  
 Text(  
 title,  
 style:  
 (isMobile  
 ? Theme.of(context).textTheme.bodyMedium  
 : Theme.of(context).textTheme.titleMedium)  
 ?.copyWith(fontWeight: FontWeight.w600),  
 textAlign: TextAlign.center,  
 ),  
 ],  
 ),  
);

}

Widget \_buildChatInterface() { final isMobile = MediaQuery.of(context).size.width < 600;

return Column(  
 children: [  
 // Chat header  
 Container(  
 padding: EdgeInsets.all(isMobile ? 12.0 : 16.0),  
 decoration: BoxDecoration(  
 color: Colors.grey[50],  
 borderRadius: const BorderRadius.only(  
 topLeft: Radius.circular(20),  
 topRight: Radius.circular(20),  
 ),  
 ),  
 child: Row(  
 children: [  
 const Icon(Icons.chat, color: Color(0xFF667EEA)),  
 const SizedBox(width: 8),  
 Text(  
 'Chat with AI Assistant',  
 style: Theme.of(  
 context,  
 ).textTheme.titleMedium?.copyWith(fontWeight: FontWeight.w600),  
 ),  
 ],  
 ),  
 ),  
 // Chat messages  
 Expanded(  
 child: Consumer<ChatProvider>(  
 builder: (context, chatProvider, child) {  
 if (chatProvider.isLoading && chatProvider.messages.isEmpty) {  
 return const Center(child: CircularProgressIndicator());  
 }  
  
 return ListView.builder(  
 controller: \_scrollController,  
 padding: EdgeInsets.all(isMobile ? 12.0 : 16.0),  
 itemCount: chatProvider.messages.length,  
 itemBuilder: (context, index) {  
 return ChatMessageWidget(  
 message: chatProvider.messages[index],  
 );  
 },  
 );  
 },  
 ),  
 ),  
 // Typing indicator  
 Consumer<ChatProvider>(  
 builder: (context, chatProvider, child) {  
 if (!chatProvider.isLoading) return const SizedBox.shrink();  
 return Container(  
 padding: EdgeInsets.all(isMobile ? 12 : 16),  
 child: Row(  
 children: [  
 Container(  
 padding: const EdgeInsets.all(12),  
 decoration: BoxDecoration(  
 color: Colors.grey[100],  
 borderRadius: BorderRadius.circular(20),  
 ),  
 child: const Text('AI is typing...'),  
 ),  
 ],  
 ),  
 );  
 },  
 ),  
 // Input area  
 Container(  
 padding: EdgeInsets.all(isMobile ? 12.0 : 16.0),  
 decoration: BoxDecoration(  
 color: Colors.white,  
 borderRadius: const BorderRadius.only(  
 bottomLeft: Radius.circular(20),  
 bottomRight: Radius.circular(20),  
 ),  
 boxShadow: [  
 BoxShadow(  
 offset: const Offset(0, -2),  
 blurRadius: 4,  
 color: Colors.black.withOpacity(0.1),  
 ),  
 ],  
 ),  
 child: Row(  
 children: [  
 Expanded(  
 child: Container(  
 decoration: BoxDecoration(  
 color: Colors.grey[100],  
 borderRadius: BorderRadius.circular(25),  
 border: Border.all(color: Colors.grey[300]!),  
 ),  
 child: TextField(  
 controller: \_messageController,  
 decoration: const InputDecoration(  
 hintText: 'Share what\'s on your mind...',  
 border: InputBorder.none,  
 contentPadding: EdgeInsets.symmetric(  
 horizontal: 20,  
 vertical: 15,  
 ),  
 ),  
 onSubmitted: \_handleSubmitted,  
 maxLines: null,  
 textInputAction: TextInputAction.send,  
 ),  
 ),  
 ),  
 const SizedBox(width: 12),  
 Container(  
 decoration: const BoxDecoration(  
 color: Color(0xFF667EEA),  
 shape: BoxShape.circle,  
 ),  
 child: IconButton(  
 onPressed: () => \_handleSubmitted(\_messageController.text),  
 icon: const Icon(Icons.send, color: Colors.white),  
 ),  
 ),  
 ],  
 ),  
 ),  
 ],  
);

}

void \_handleSubmitted(String text) { if (text.trim().isEmpty) return;

setState(() {  
 \_hasStartedChat = true;  
});  
  
final chatProvider = Provider.of<ChatProvider>(context, listen: false);  
chatProvider.sendMessage(text);  
\_messageController.clear();  
\_scrollToBottom();

}

bool \_hasMessages() { final chatProvider = Provider.of(context, listen: false); return chatProvider.messages.isNotEmpty; } } -e — FILE: ./ai\_buddy\_web/lib/services/api\_service.dart — import ‘package:dio/dio.dart’; import ‘package:flutter\_secure\_storage/flutter\_secure\_storage.dart’; import ‘../models/message.dart’; import ‘../models/mood\_entry.dart’; import ‘../config/api\_config.dart’;

class ApiService { static String get baseUrl => ApiConfig.baseUrl; final Dio \_dio; final FlutterSecureStorage \_storage;

ApiService() : \_dio = Dio( BaseOptions( baseUrl: baseUrl, headers: { ‘Content-Type’: ‘application/json’, ‘Accept’: ‘application/json’, }, ), ), \_storage = const FlutterSecureStorage();

Future \_setupSession() async { String? sessionId = await \_storage.read(key: ‘session\_id’); if (sessionId == null) { // Get new session from backend final response = await \_dio.get(‘/api/get\_or\_create\_session’); sessionId = response.data[‘session\_id’]; await \_storage.write(key: ‘session\_id’, value: sessionId); } // Add session ID to all requests \_dio.options.headers[‘X-Session-ID’] = sessionId; }

Future sendMessage(String content) async { // Ensure session is created and available before sending the first message await \_setupSession(); String? sessionId = await \_storage.read(key: ‘session\_id’); if (sessionId == null) { // Defensive: try to get session again final response = await \_dio.get(‘/api/get\_or\_create\_session’); sessionId = response.data[‘session\_id’]; await \_storage.write(key: ‘session\_id’, value: sessionId); \_dio.options.headers[‘X-Session-ID’] = sessionId; } try { final response = await \_dio.post( ‘/api/chat’, data: { ‘message’: content, ‘mode’: ‘mental\_health’, // Always use mental health mode for now }, );

if (response.data['error'] != null) {  
 throw DioException(  
 requestOptions: RequestOptions(path: '/api/chat'),  
 error: response.data['error'],  
 );  
 }  
  
 // Extract risk level and resources if present  
 String riskLevel = 'none';  
 List<String>? resources;  
  
 if (response.data['risk\_level'] != null) {  
 riskLevel = response.data['risk\_level'].toString().toLowerCase();  
 }  
  
 if (response.data['resources'] != null) {  
 resources = List<String>.from(response.data['resources']);  
 }  
  
 final message = Message(  
 content:  
 response.data['response'] ??  
 response.data['message'] ??  
 'No response received',  
 isUser: false,  
 riskLevel: RiskLevel.values.firstWhere(  
 (e) => e.toString().split('.').last == riskLevel,  
 orElse: () => RiskLevel.none,  
 ),  
 resources: resources,  
 );  
  
 return message;  
} on DioException catch (e) {  
 print('Error sending message: ${e.message}');  
 print('Error response: ${e.response?.data}');  
 return Message(  
 content:  
 e.response?.data?['error'] ??  
 'An error occurred while communicating with the AI. Please try again.',  
 isUser: false,  
 type: MessageType.error,  
 );  
} catch (e) {  
 print('Unexpected error: $e');  
 return Message(  
 content: 'An unexpected error occurred. Please try again.',  
 isUser: false,  
 type: MessageType.error,  
 );  
}

}

Future<List> getMoodHistory() async { await \_setupSession(); try { final response = await \_dio.get(‘/api/mood\_history’); return (response.data as List) .map((json) => MoodEntry.fromJson(json)) .toList(); } catch (e) { print(‘Error getting mood history: $e’); return []; } }

Future addMoodEntry(MoodEntry entry) async { await \_setupSession(); try { await \_dio.post(‘/api/mood\_entry’, data: entry.toJson()); } catch (e) { print(‘Error adding mood entry: $e’); throw e; } }

Future<List> getChatHistory() async { await \_setupSession(); try { final response = await \_dio.get(‘/api/chat\_history’); return (response.data as List) .map((json) => Message.fromJson(json)) .toList(); } catch (e) { print(‘Error getting chat history: $e’); return []; } }

Future clearSession() async { await \_storage.delete(key: ‘session\_id’); } } -e — FILE: ./ai\_buddy\_web/lib/widgets/crisis\_resources.dart — import ‘package:flutter/material.dart’; import ‘package:url\_launcher/url\_launcher.dart’; import ‘../models/message.dart’;

class CrisisResourcesWidget extends StatelessWidget { final RiskLevel riskLevel;

const CrisisResourcesWidget({ super.key, required this.riskLevel, });

@override Widget build(BuildContext context) { if (riskLevel == RiskLevel.none) return const SizedBox.shrink();

return Card(  
 color: \_getBackgroundColor(context),  
 child: Padding(  
 padding: const EdgeInsets.all(12.0),  
 child: Column(  
 crossAxisAlignment: CrossAxisAlignment.start,  
 children: [  
 Row(  
 children: [  
 Icon(  
 Icons.warning\_rounded,  
 color: \_getIconColor(context),  
 ),  
 const SizedBox(width: 8),  
 Text(  
 \_getTitle(),  
 style: Theme.of(context).textTheme.titleMedium?.copyWith(  
 color: \_getIconColor(context),  
 fontWeight: FontWeight.bold,  
 ),  
 ),  
 ],  
 ),  
 const SizedBox(height: 8),  
 Text(  
 \_getMessage(),  
 style: Theme.of(context).textTheme.bodyMedium,  
 ),  
 const SizedBox(height: 12),  
 Wrap(  
 spacing: 8,  
 runSpacing: 8,  
 children: \_getResources().map((resource) {  
 return ElevatedButton.icon(  
 onPressed: () => \_launchUrl(resource.url),  
 icon: Icon(resource.icon),  
 label: Text(resource.label),  
 style: ElevatedButton.styleFrom(  
 backgroundColor: \_getButtonColor(context),  
 foregroundColor: \_getButtonTextColor(context),  
 ),  
 );  
 }).toList(),  
 ),  
 ],  
 ),  
 ),  
);

}

Color \_getBackgroundColor(BuildContext context) { switch (riskLevel) { case RiskLevel.high: return Theme.of(context).colorScheme.errorContainer; case RiskLevel.medium: return Theme.of(context).colorScheme.secondaryContainer; case RiskLevel.low: return Theme.of(context).colorScheme.surfaceVariant; default: return Theme.of(context).colorScheme.surface; } }

Color \_getIconColor(BuildContext context) { switch (riskLevel) { case RiskLevel.high: return Theme.of(context).colorScheme.error; case RiskLevel.medium: return Theme.of(context).colorScheme.secondary; case RiskLevel.low: return Theme.of(context).colorScheme.onSurfaceVariant; default: return Theme.of(context).colorScheme.onSurface; } }

Color \_getButtonColor(BuildContext context) { switch (riskLevel) { case RiskLevel.high: return Theme.of(context).colorScheme.error; case RiskLevel.medium: return Theme.of(context).colorScheme.secondary; default: return Theme.of(context).colorScheme.primary; } }

Color \_getButtonTextColor(BuildContext context) { switch (riskLevel) { case RiskLevel.high: return Theme.of(context).colorScheme.onError; case RiskLevel.medium: return Theme.of(context).colorScheme.onSecondary; default: return Theme.of(context).colorScheme.onPrimary; } }

String \_getTitle() { switch (riskLevel) { case RiskLevel.high: return ‘Immediate Help Available’; case RiskLevel.medium: return ‘Support Resources’; case RiskLevel.low: return ‘Helpful Resources’; default: return ’’; } }

String \_getMessage() { switch (riskLevel) { case RiskLevel.high: return ‘If you're in crisis, please reach out. Help is available 24/7.’; case RiskLevel.medium: return ‘It sounds like you're going through a difficult time. These resources might help.’; case RiskLevel.low: return ‘Here are some resources that might be helpful.’; default: return ’’; } }

List \_getResources() { final resources = [];

// Add emergency resources for high risk  
if (riskLevel == RiskLevel.high) {  
 resources.addAll([  
 CrisisResource(  
 label: 'Call 988',  
 url: 'tel:988',  
 icon: Icons.phone,  
 ),  
 CrisisResource(  
 label: '988 Lifeline Chat',  
 url: 'https://988lifeline.org/chat/',  
 icon: Icons.chat,  
 ),  
 ]);  
}  
  
// Add general resources  
resources.addAll([  
 CrisisResource(  
 label: 'Crisis Text Line',  
 url: 'sms:741741',  
 icon: Icons.message,  
 ),  
 CrisisResource(  
 label: 'Find a Therapist',  
 url: 'https://www.psychologytoday.com/us/therapists',  
 icon: Icons.person,  
 ),  
]);  
  
return resources;

}

Future \_launchUrl(String url) async { final uri = Uri.parse(url); if (await canLaunchUrl(uri)) { await launchUrl(uri); } } }

class CrisisResource { final String label; final String url; final IconData icon;

const CrisisResource({ required this.label, required this.url, required this.icon, }); } -e — FILE: ./ai\_buddy\_web/lib/widgets/mood\_tracker.dart — import ‘package:flutter/material.dart’; import ‘package:fl\_chart/fl\_chart.dart’; import ‘package:intl/intl.dart’; import ‘package:provider/provider.dart’; import ‘../models/mood\_entry.dart’; import ‘../providers/mood\_provider.dart’;

class MoodTrackerWidget extends StatelessWidget { const MoodTrackerWidget({super.key});

@override Widget build(BuildContext context) { return Consumer( builder: (context, moodProvider, child) { if (moodProvider.isLoading) { return const Center(child: CircularProgressIndicator()); }

if (moodProvider.error != null) {  
 return Center(  
 child: Text(  
 moodProvider.error!,  
 style: TextStyle(color: Theme.of(context).colorScheme.error),  
 ),  
 );  
 }  
  
 return Column(  
 children: [  
 \_buildMoodInput(context, moodProvider),  
 const SizedBox(height: 16),  
 if (moodProvider.moodEntries.isNotEmpty) ...[  
 \_buildMoodChart(context, moodProvider),  
 const SizedBox(height: 16),  
 \_buildMoodStats(context, moodProvider),  
 ],  
 ],  
 );  
 },  
);

}

Widget \_buildMoodInput(BuildContext context, MoodProvider moodProvider) { return Card( child: Padding( padding: const EdgeInsets.all(16.0), child: Column( crossAxisAlignment: CrossAxisAlignment.start, children: [ Text( ‘How are you feeling?’, style: Theme.of(context).textTheme.titleMedium, ), const SizedBox(height: 12), Row( mainAxisAlignment: MainAxisAlignment.spaceEvenly, children: List.generate(5, (index) { final moodLevel = index + 1; final entry = MoodEntry(moodLevel: moodLevel); return IconButton( onPressed: () => \_showMoodDialog(context, moodProvider, moodLevel), icon: Text( entry.moodEmoji, style: const TextStyle(fontSize: 24), ), tooltip: entry.moodDescription, ); }), ), ], ), ), ); }

Widget \_buildMoodChart(BuildContext context, MoodProvider moodProvider) { final entries = moodProvider.moodEntries; if (entries.isEmpty) return const SizedBox.shrink();

return SizedBox(  
 height: 200,  
 child: LineChart(  
 LineChartData(  
 gridData: const FlGridData(show: false),  
 titlesData: FlTitlesData(  
 leftTitles: AxisTitles(  
 sideTitles: SideTitles(  
 showTitles: true,  
 interval: 1,  
 reservedSize: 40,  
 getTitlesWidget: (value, meta) {  
 if (value < 1 || value > 5) return const Text('');  
 return Text(MoodEntry(moodLevel: value.toInt()).moodEmoji);  
 },  
 ),  
 ),  
 bottomTitles: AxisTitles(  
 sideTitles: SideTitles(  
 showTitles: true,  
 interval: 1,  
 getTitlesWidget: (value, meta) {  
 if (value >= entries.length) return const Text('');  
 final date = entries[value.toInt()].timestamp;  
 return Text(DateFormat('MM/dd').format(date));  
 },  
 ),  
 ),  
 rightTitles: const AxisTitles(  
 sideTitles: SideTitles(showTitles: false),  
 ),  
 topTitles: const AxisTitles(  
 sideTitles: SideTitles(showTitles: false),  
 ),  
 ),  
 borderData: FlBorderData(show: false),  
 minX: 0,  
 maxX: entries.length.toDouble() - 1,  
 minY: 1,  
 maxY: 5,  
 lineBarsData: [  
 LineChartBarData(  
 spots: entries.asMap().entries.map((entry) {  
 return FlSpot(  
 entry.key.toDouble(),  
 entry.value.moodLevel.toDouble(),  
 );  
 }).toList(),  
 isCurved: true,  
 color: Theme.of(context).colorScheme.primary,  
 barWidth: 3,  
 isStrokeCapRound: true,  
 dotData: const FlDotData(show: true),  
 belowBarData: BarAreaData(  
 show: true,  
 color: Theme.of(context).colorScheme.primary.withOpacity(0.1),  
 ),  
 ),  
 ],  
 ),  
 ),  
);

}

Widget \_buildMoodStats(BuildContext context, MoodProvider moodProvider) { final entries = moodProvider.moodEntries; if (entries.isEmpty) return const SizedBox.shrink();

final averageMood = moodProvider.averageMood;  
final latestMood = entries.last;  
  
return Card(  
 child: Padding(  
 padding: const EdgeInsets.all(16.0),  
 child: Column(  
 crossAxisAlignment: CrossAxisAlignment.start,  
 children: [  
 Text(  
 'Mood Stats',  
 style: Theme.of(context).textTheme.titleMedium,  
 ),  
 const SizedBox(height: 8),  
 Row(  
 mainAxisAlignment: MainAxisAlignment.spaceAround,  
 children: [  
 \_buildStatItem(  
 context,  
 'Current Mood',  
 latestMood.moodEmoji,  
 latestMood.moodDescription,  
 ),  
 \_buildStatItem(  
 context,  
 'Average Mood',  
 MoodEntry(moodLevel: averageMood.round()).moodEmoji,  
 averageMood.toStringAsFixed(1),  
 ),  
 \_buildStatItem(  
 context,  
 'Total Entries',  
 '📊',  
 entries.length.toString(),  
 ),  
 ],  
 ),  
 ],  
 ),  
 ),  
);

}

Widget \_buildStatItem( BuildContext context, String label, String emoji, String value, ) { return Column( children: [ Text( label, style: Theme.of(context).textTheme.bodySmall, ), const SizedBox(height: 4), Text( emoji, style: const TextStyle(fontSize: 24), ), const SizedBox(height: 4), Text( value, style: Theme.of(context).textTheme.bodyMedium, ), ], ); }

Future \_showMoodDialog( BuildContext context, MoodProvider moodProvider, int moodLevel, ) async { final noteController = TextEditingController();

return showDialog(  
 context: context,  
 builder: (context) => AlertDialog(  
 title: Row(  
 children: [  
 Text(  
 MoodEntry(moodLevel: moodLevel).moodEmoji,  
 style: const TextStyle(fontSize: 24),  
 ),  
 const SizedBox(width: 8),  
 Text('Feeling ${MoodEntry(moodLevel: moodLevel).moodDescription}'),  
 ],  
 ),  
 content: TextField(  
 controller: noteController,  
 decoration: const InputDecoration(  
 labelText: 'Add a note (optional)',  
 hintText: 'What made you feel this way?',  
 ),  
 maxLines: 3,  
 ),  
 actions: [  
 TextButton(  
 onPressed: () => Navigator.of(context).pop(),  
 child: const Text('Cancel'),  
 ),  
 FilledButton(  
 onPressed: () {  
 moodProvider.addMoodEntry(  
 moodLevel,  
 note: noteController.text.trim(),  
 );  
 Navigator.of(context).pop();  
 },  
 child: const Text('Save'),  
 ),  
 ],  
 ),  
);

} } -e — FILE: ./ai\_buddy\_web/lib/widgets/chat\_message\_widget.dart — import ‘package:flutter/material.dart’; import ‘package:flutter\_markdown/flutter\_markdown.dart’; import ‘../models/message.dart’; import ‘crisis\_resources.dart’;

class ChatMessageWidget extends StatelessWidget { final Message message;

const ChatMessageWidget({ super.key, required this.message, });

@override Widget build(BuildContext context) { return Padding( padding: const EdgeInsets.symmetric(vertical: 4.0, horizontal: 8.0), child: Column( crossAxisAlignment: message.isUser ? CrossAxisAlignment.end : CrossAxisAlignment.start, children: [ Row( mainAxisAlignment: message.isUser ? MainAxisAlignment.end : MainAxisAlignment.start, children: [ if (!message.isUser) \_buildAvatar(context), const SizedBox(width: 8), Flexible( child: Container( padding: const EdgeInsets.symmetric(horizontal: 16, vertical: 10), decoration: BoxDecoration( color: message.getMessageColor(context), borderRadius: BorderRadius.circular(20), ), child: MarkdownBody( data: message.content, styleSheet: MarkdownStyleSheet( p: TextStyle(color: message.getTextColor(context)), a: TextStyle( color: message.isUser ? Theme.of(context).colorScheme.onPrimary : Theme.of(context).colorScheme.primary, ), ), ), ), ), const SizedBox(width: 8), if (message.isUser) \_buildAvatar(context), ], ), if (message.riskLevel != RiskLevel.none && !message.isUser) Padding( padding: const EdgeInsets.only(top: 8.0), child: CrisisResourcesWidget(riskLevel: message.riskLevel), ), ], ), ); }

Widget \_buildAvatar(BuildContext context) { return CircleAvatar( backgroundColor: message.isUser ? Theme.of(context).colorScheme.primary : Theme.of(context).colorScheme.secondary, child: Text( message.isUser ? ‘👤’ : ‘🤖’, style: const TextStyle(fontSize: 16), ), ); } } -e — FILE: ./ai\_buddy\_web/lib/widgets/self\_assessment\_widget.dart — import ‘package:flutter/material.dart’; import ‘package:dio/dio.dart’; import ‘dart:convert’; import ‘../config/api\_config.dart’;

class SelfAssessmentWidget extends StatefulWidget { final String? sessionId; final VoidCallback? onAssessmentSubmitted;

const SelfAssessmentWidget({ Key? key, this.sessionId, this.onAssessmentSubmitted, }) : super(key: key);

@override State createState() => \_SelfAssessmentWidgetState(); }

class \_SelfAssessmentWidgetState extends State { final \_formKey = GlobalKey(); final \_notesController = TextEditingController();

String \_selectedMood = ‘neutral’; String \_selectedEnergy = ‘medium’; String \_selectedSleep = ‘fair’; String \_selectedStress = ‘medium’; String? \_selectedCrisisLevel; String? \_selectedAnxietyLevel;

bool \_isSubmitting = false;

final List<Map<String, dynamic>> \_moodOptions = [ {‘value’: ‘happy’, ‘label’: ‘Happy’, ‘icon’: ‘😊’}, {‘value’: ‘calm’, ‘label’: ‘Calm’, ‘icon’: ‘😌’}, {‘value’: ‘neutral’, ‘label’: ‘Neutral’, ‘icon’: ‘😐’}, {‘value’: ‘anxious’, ‘label’: ‘Anxious’, ‘icon’: ‘😰’}, {‘value’: ‘sad’, ‘label’: ‘Sad’, ‘icon’: ‘😢’}, {‘value’: ‘angry’, ‘label’: ‘Angry’, ‘icon’: ‘😠’}, {‘value’: ‘depressed’, ‘label’: ‘Depressed’, ‘icon’: ‘😞’}, {‘value’: ‘mixed’, ‘label’: ‘Mixed’, ‘icon’: ‘😕’}, ];

final List<Map<String, dynamic>> \_levelOptions = [ {‘value’: ‘very\_low’, ‘label’: ‘Very Low’}, {‘value’: ‘low’, ‘label’: ‘Low’}, {‘value’: ‘medium’, ‘label’: ‘Medium’}, {‘value’: ‘high’, ‘label’: ‘High’}, {‘value’: ‘very\_high’, ‘label’: ‘Very High’}, ];

final List<Map<String, dynamic>> \_sleepOptions = [ {‘value’: ‘excellent’, ‘label’: ‘Excellent’}, {‘value’: ‘good’, ‘label’: ‘Good’}, {‘value’: ‘fair’, ‘label’: ‘Fair’}, {‘value’: ‘poor’, ‘label’: ‘Poor’}, {‘value’: ‘excessive’, ‘label’: ‘Excessive’}, ];

@override void dispose() { \_notesController.dispose(); super.dispose(); }

Future \_submitAssessment() async { if (!\_formKey.currentState!.validate()) return;

setState(() {  
 \_isSubmitting = true;  
});  
  
try {  
 final dio = Dio();  
 final assessmentData = {  
 'mood': \_selectedMood,  
 'energy': \_selectedEnergy,  
 'sleep': \_selectedSleep,  
 'stress': \_selectedStress,  
 'notes': \_notesController.text.trim(),  
 if (\_selectedCrisisLevel != null) 'crisis\_level': \_selectedCrisisLevel,  
 if (\_selectedAnxietyLevel != null)  
 'anxiety\_level': \_selectedAnxietyLevel,  
 };  
  
 final response = await dio.post(  
 '${ApiConfig.baseUrl}/self\_assessment',  
 data: assessmentData,  
 options: Options(  
 headers: {  
 'Content-Type': 'application/json',  
 if (widget.sessionId != null) 'X-Session-ID': widget.sessionId,  
 },  
 ),  
 );  
  
 if (response.statusCode == 201) {  
 if (mounted) {  
 ScaffoldMessenger.of(context).showSnackBar(  
 const SnackBar(  
 content: Text('Assessment submitted successfully!'),  
 backgroundColor: Colors.green,  
 ),  
 );  
  
 // Reset form  
 \_formKey.currentState!.reset();  
 \_notesController.clear();  
 setState(() {  
 \_selectedMood = 'neutral';  
 \_selectedEnergy = 'medium';  
 \_selectedSleep = 'fair';  
 \_selectedStress = 'medium';  
 \_selectedCrisisLevel = null;  
 \_selectedAnxietyLevel = null;  
 });  
  
 widget.onAssessmentSubmitted?.call();  
 }  
 }  
} catch (e) {  
 if (mounted) {  
 ScaffoldMessenger.of(context).showSnackBar(  
 SnackBar(  
 content: Text('Error submitting assessment: ${e.toString()}'),  
 backgroundColor: Colors.red,  
 ),  
 );  
 }  
} finally {  
 if (mounted) {  
 setState(() {  
 \_isSubmitting = false;  
 });  
 }  
}

}

Widget \_buildSelectionGrid({ required String title, required List<Map<String, dynamic>> options, required String selectedValue, required Function(String) onChanged, bool showIcons = false, }) { return Column( crossAxisAlignment: CrossAxisAlignment.start, children: [ Text( title, style: const TextStyle(fontSize: 16, fontWeight: FontWeight.bold), ), const SizedBox(height: 8), GridView.builder( shrinkWrap: true, physics: const NeverScrollableScrollPhysics(), gridDelegate: const SliverGridDelegateWithFixedCrossAxisCount( crossAxisCount: 4, childAspectRatio: 1.2, crossAxisSpacing: 8, mainAxisSpacing: 8, ), itemCount: options.length, itemBuilder: (context, index) { final option = options[index]; final isSelected = selectedValue == option[‘value’];

return GestureDetector(  
 onTap: () => onChanged(option['value']),  
 child: Container(  
 decoration: BoxDecoration(  
 color: isSelected ? Colors.blue : Colors.grey[200],  
 borderRadius: BorderRadius.circular(8),  
 border: Border.all(  
 color: isSelected ? Colors.blue : Colors.grey[300]!,  
 width: 2,  
 ),  
 ),  
 child: Column(  
 mainAxisAlignment: MainAxisAlignment.center,  
 children: [  
 if (showIcons && option['icon'] != null)  
 Text(  
 option['icon'],  
 style: const TextStyle(fontSize: 24),  
 ),  
 Text(  
 option['label'],  
 style: TextStyle(  
 fontSize: 12,  
 fontWeight: isSelected  
 ? FontWeight.bold  
 : FontWeight.normal,  
 color: isSelected ? Colors.white : Colors.black87,  
 ),  
 textAlign: TextAlign.center,  
 ),  
 ],  
 ),  
 ),  
 );  
 },  
 ),  
 const SizedBox(height: 16),  
 ],  
);

}

@override Widget build(BuildContext context) { return Scaffold( appBar: AppBar( title: const Text(‘Self Assessment’), backgroundColor: Colors.blue, foregroundColor: Colors.white, ), body: SingleChildScrollView( padding: const EdgeInsets.all(16), child: Form( key: \_formKey, child: Column( crossAxisAlignment: CrossAxisAlignment.start, children: [ const Text( ‘How are you feeling today?’, style: TextStyle(fontSize: 24, fontWeight: FontWeight.bold), ), const SizedBox(height: 24),

// Mood Selection  
 \_buildSelectionGrid(  
 title: 'Mood',  
 options: \_moodOptions,  
 selectedValue: \_selectedMood,  
 onChanged: (value) => setState(() => \_selectedMood = value),  
 showIcons: true,  
 ),  
  
 // Energy Level  
 \_buildSelectionGrid(  
 title: 'Energy Level',  
 options: \_levelOptions,  
 selectedValue: \_selectedEnergy,  
 onChanged: (value) => setState(() => \_selectedEnergy = value),  
 ),  
  
 // Sleep Quality  
 \_buildSelectionGrid(  
 title: 'Sleep Quality',  
 options: \_sleepOptions,  
 selectedValue: \_selectedSleep,  
 onChanged: (value) => setState(() => \_selectedSleep = value),  
 ),  
  
 // Stress Level  
 \_buildSelectionGrid(  
 title: 'Stress Level',  
 options: \_levelOptions,  
 selectedValue: \_selectedStress,  
 onChanged: (value) => setState(() => \_selectedStress = value),  
 ),  
  
 // Crisis Level (Optional)  
 const Text(  
 'Crisis Level (Optional)',  
 style: TextStyle(fontSize: 16, fontWeight: FontWeight.bold),  
 ),  
 const SizedBox(height: 8),  
 DropdownButtonFormField<String>(  
 value: \_selectedCrisisLevel,  
 decoration: const InputDecoration(  
 border: OutlineInputBorder(),  
 hintText: 'Select crisis level (if applicable)',  
 ),  
 items: [  
 const DropdownMenuItem(value: null, child: Text('None')),  
 ...\_levelOptions.map(  
 (option) => DropdownMenuItem(  
 value: option['value'],  
 child: Text(option['label']),  
 ),  
 ),  
 ],  
 onChanged: (value) =>  
 setState(() => \_selectedCrisisLevel = value),  
 ),  
 const SizedBox(height: 16),  
  
 // Anxiety Level (Optional)  
 const Text(  
 'Anxiety Level (Optional)',  
 style: TextStyle(fontSize: 16, fontWeight: FontWeight.bold),  
 ),  
 const SizedBox(height: 8),  
 DropdownButtonFormField<String>(  
 value: \_selectedAnxietyLevel,  
 decoration: const InputDecoration(  
 border: OutlineInputBorder(),  
 hintText: 'Select anxiety level (if applicable)',  
 ),  
 items: [  
 const DropdownMenuItem(value: null, child: Text('None')),  
 ...\_levelOptions.map(  
 (option) => DropdownMenuItem(  
 value: option['value'],  
 child: Text(option['label']),  
 ),  
 ),  
 ],  
 onChanged: (value) =>  
 setState(() => \_selectedAnxietyLevel = value),  
 ),  
 const SizedBox(height: 16),  
  
 // Notes  
 const Text(  
 'Additional Notes',  
 style: TextStyle(fontSize: 16, fontWeight: FontWeight.bold),  
 ),  
 const SizedBox(height: 8),  
 TextFormField(  
 controller: \_notesController,  
 maxLines: 4,  
 decoration: const InputDecoration(  
 border: OutlineInputBorder(),  
 hintText:  
 'Describe how you\'re feeling, any concerns, or thoughts...',  
 ),  
 validator: (value) {  
 if (value == null || value.trim().isEmpty) {  
 return 'Please add some notes about how you\'re feeling';  
 }  
 return null;  
 },  
 ),  
 const SizedBox(height: 24),  
  
 // Submit Button  
 SizedBox(  
 width: double.infinity,  
 height: 50,  
 child: ElevatedButton(  
 onPressed: \_isSubmitting ? null : \_submitAssessment,  
 style: ElevatedButton.styleFrom(  
 backgroundColor: Colors.blue,  
 foregroundColor: Colors.white,  
 ),  
 child: \_isSubmitting  
 ? const CircularProgressIndicator(color: Colors.white)  
 : const Text(  
 'Submit Assessment',  
 style: TextStyle(fontSize: 16),  
 ),  
 ),  
 ),  
 ],  
 ),  
 ),  
 ),  
);

} } -e — FILE: ./ai\_buddy\_web/analysis\_options.yaml — # This file configures the analyzer, which statically analyzes Dart code to # check for errors, warnings, and lints. # # The issues identified by the analyzer are surfaced in the UI of Dart-enabled # IDEs (https://dart.dev/tools#ides-and-editors). The analyzer can also be # invoked from the command line by running flutter analyze.

# The following line activates a set of recommended lints for Flutter apps,

# packages, and plugins designed to encourage good coding practices.

include: package:flutter\_lints/flutter.yaml

linter: # The lint rules applied to this project can be customized in the # section below to disable rules from the package:flutter\_lints/flutter.yaml # included above or to enable additional rules. A list of all available lints # and their documentation is published at https://dart.dev/lints. # # Instead of disabling a lint rule for the entire project in the # section below, it can also be suppressed for a single line of code # or a specific dart file by using the // ignore: name\_of\_lint and # // ignore\_for\_file: name\_of\_lint syntax on the line or in the file # producing the lint. rules: # avoid\_print: false # Uncomment to disable the avoid\_print rule # prefer\_single\_quotes: true # Uncomment to enable the prefer\_single\_quotes rule

# Additional information about this file can be found at

# https://dart.dev/guides/language/analysis-options

-e — FILE: ./ai\_buddy\_web/.dart\_tool/flutter\_build/d89b0572ed95092e2b12980e661edddc/main.dart — // @dart=3.8 // Flutter web bootstrap script for package:ai\_buddy\_web/main.dart. // // Generated file. Do not edit. //

// ignore\_for\_file: type=lint

import ‘dart:ui\_web’ as ui\_web; import ‘dart:async’;

import ‘package:ai\_buddy\_web/main.dart’ as entrypoint; import ‘web\_plugin\_registrant.dart’ as pluginRegistrant;

typedef \_UnaryFunction = dynamic Function(List args); typedef \_NullaryFunction = dynamic Function();

Future main() async { await ui\_web.bootstrapEngine( runApp: () { if (entrypoint.main is \_UnaryFunction) { return (entrypoint.main as \_UnaryFunction)([]); } return (entrypoint.main as \_NullaryFunction)(); }, registerPlugins: () { pluginRegistrant.registerPlugins(); }, ); } -e — FILE: ./ai\_buddy\_web/.dart\_tool/flutter\_build/d89b0572ed95092e2b12980e661edddc/web\_plugin\_registrant.dart — // Flutter web plugin registrant file. // // Generated file. Do not edit. //

// @dart = 2.13 // ignore\_for\_file: type=lint

import ‘package:flutter\_secure\_storage\_web/flutter\_secure\_storage\_web.dart’; import ‘package:shared\_preferences\_web/shared\_preferences\_web.dart’; import ‘package:url\_launcher\_web/url\_launcher\_web.dart’; import ‘package:flutter\_web\_plugins/flutter\_web\_plugins.dart’;

void registerPlugins([final Registrar? pluginRegistrar]) { final Registrar registrar = pluginRegistrar ?? webPluginRegistrar; FlutterSecureStorageWeb.registerWith(registrar); SharedPreferencesPlugin.registerWith(registrar); UrlLauncherPlugin.registerWith(registrar); registrar.registerMessageHandler(); } -e — FILE: ./ai\_buddy\_web/.dart\_tool/dartpad/web\_plugin\_registrant.dart — // Flutter web plugin registrant file. // // Generated file. Do not edit. //

// @dart = 2.13 // ignore\_for\_file: type=lint

import ‘package:flutter\_secure\_storage\_web/flutter\_secure\_storage\_web.dart’; import ‘package:shared\_preferences\_web/shared\_preferences\_web.dart’; import ‘package:url\_launcher\_web/url\_launcher\_web.dart’; import ‘package:flutter\_web\_plugins/flutter\_web\_plugins.dart’;

void registerPlugins([final Registrar? pluginRegistrar]) { final Registrar registrar = pluginRegistrar ?? webPluginRegistrar; FlutterSecureStorageWeb.registerWith(registrar); SharedPreferencesPlugin.registerWith(registrar); UrlLauncherPlugin.registerWith(registrar); registrar.registerMessageHandler(); } -e — FILE: ./test\_crisis.py — #!/usr/bin/env python3

from crisis\_detection import detect\_crisis\_level

# Test the crisis detection function

test\_messages = [ “I am feeling sad today”, “I want to kill myself”, “I feel hopeless”, “I am happy today”]

print(“Testing crisis detection function:”) print(“=” \* 50)

for message in test\_messages: risk\_score, resources = detect\_crisis\_level(message) print(f”Message: ‘{message}’“) print(f”Risk score: {risk\_score} (type: {type(risk\_score)})“) print(f”Resources: {resources}“) print(”-” \* 30) -e — FILE: ./linux/CMakeLists.txt — # Project-level configuration. cmake\_minimum\_required(VERSION 3.13) project(runner LANGUAGES CXX)

# The name of the executable created for the application. Change this to change

# the on-disk name of your application.

set(BINARY\_NAME “ai\_wellness\_buddy”) # The unique GTK application identifier for this application. See: # https://wiki.gnome.org/HowDoI/ChooseApplicationID set(APPLICATION\_ID “com.example.ai\_wellness\_buddy”)

# Explicitly opt in to modern CMake behaviors to avoid warnings with recent

# versions of CMake.

cmake\_policy(SET CMP0063 NEW)

# Load bundled libraries from the lib/ directory relative to the binary.

set(CMAKE\_INSTALL\_RPATH “$ORIGIN/lib”)

# Root filesystem for cross-building.

if(FLUTTER\_TARGET\_PLATFORM\_SYSROOT) set(CMAKE\_SYSROOT ${FLUTTER\_TARGET\_PLATFORM\_SYSROOT}) set(CMAKE\_FIND\_ROOT\_PATH ${CMAKE\_SYSROOT}) set(CMAKE\_FIND\_ROOT\_PATH\_MODE\_PROGRAM NEVER) set(CMAKE\_FIND\_ROOT\_PATH\_MODE\_PACKAGE ONLY) set(CMAKE\_FIND\_ROOT\_PATH\_MODE\_LIBRARY ONLY) set(CMAKE\_FIND\_ROOT\_PATH\_MODE\_INCLUDE ONLY) endif()

# Define build configuration options.

if(NOT CMAKE\_BUILD\_TYPE AND NOT CMAKE\_CONFIGURATION\_TYPES) set(CMAKE\_BUILD\_TYPE “Debug” CACHE STRING “Flutter build mode” FORCE) set\_property(CACHE CMAKE\_BUILD\_TYPE PROPERTY STRINGS “Debug” “Profile” “Release”) endif()

# Compilation settings that should be applied to most targets.

# Be cautious about adding new options here, as plugins use this function by

# default. In most cases, you should add new options to specific targets instead

# of modifying this function.

function(APPLY\_STANDARD\_SETTINGS TARGET) target\_compile\_features({TARGET} PRIVATE -Wall -Werror) target\_compile\_options(${TARGET} PRIVATE "$<>:-O3>“) target\_compile\_definitions(${TARGET} PRIVATE "$<>:NDEBUG>”) endfunction()

# Flutter library and tool build rules.

set(FLUTTER\_MANAGED\_DIR “${CMAKE\_CURRENT\_SOURCE\_DIR}/flutter")
add\_subdirectory(${FLUTTER\_MANAGED\_DIR})

# System-level dependencies.

find\_package(PkgConfig REQUIRED) pkg\_check\_modules(GTK REQUIRED IMPORTED\_TARGET gtk+-3.0)

# Application build; see runner/CMakeLists.txt.

add\_subdirectory(“runner”)

# Run the Flutter tool portions of the build. This must not be removed.

add\_dependencies(${BINARY\_NAME} flutter\_assemble)

# Only the install-generated bundle’s copy of the executable will launch

# correctly, since the resources must in the right relative locations. To avoid

# people trying to run the unbundled copy, put it in a subdirectory instead of

# the default top-level location.

set\_target\_properties(${BINARY\_NAME}
PROPERTIES
RUNTIME\_OUTPUT\_DIRECTORY "${CMAKE\_BINARY\_DIR}/intermediates\_do\_not\_run” )

# Generated plugin build rules, which manage building the plugins and adding

# them to the application.

include(flutter/generated\_plugins.cmake)

# === Installation ===

# By default, “installing” just makes a relocatable bundle in the build

# directory.

set(BUILD\_BUNDLE\_DIR “${PROJECT\_BINARY\_DIR}/bundle")
if(CMAKE\_INSTALL\_PREFIX\_INITIALIZED\_TO\_DEFAULT)
set(CMAKE\_INSTALL\_PREFIX "${BUILD\_BUNDLE\_DIR}” CACHE PATH “…” FORCE) endif()

# Start with a clean build bundle directory every time.

install(CODE ” file(REMOVE\_RECURSE "${BUILD\_BUNDLE\_DIR}/") ” COMPONENT Runtime)

set(INSTALL\_BUNDLE\_DATA\_DIR “${CMAKE\_INSTALL\_PREFIX}/data")
set(INSTALL\_BUNDLE\_LIB\_DIR "${CMAKE\_INSTALL\_PREFIX}/lib”)

install(TARGETS ${BINARY\_NAME} RUNTIME DESTINATION "${CMAKE\_INSTALL\_PREFIX}” COMPONENT Runtime)

install(FILES “${FLUTTER\_ICU\_DATA\_FILE}" DESTINATION "${INSTALL\_BUNDLE\_DATA\_DIR}” COMPONENT Runtime)

install(FILES “${FLUTTER\_LIBRARY}" DESTINATION "${INSTALL\_BUNDLE\_LIB\_DIR}” COMPONENT Runtime)

foreach(bundled\_library ${PLUGIN\_BUNDLED\_LIBRARIES})
install(FILES "${bundled\_library}” DESTINATION “${INSTALL\_BUNDLE\_LIB\_DIR}” COMPONENT Runtime) endforeach(bundled\_library)

# Copy the native assets provided by the build.dart from all packages.

set(NATIVE\_ASSETS\_DIR “${PROJECT\_BUILD\_DIR}native\_assets/linux/")
install(DIRECTORY "${NATIVE\_ASSETS\_DIR}” DESTINATION “${INSTALL\_BUNDLE\_LIB\_DIR}” COMPONENT Runtime)

# Fully re-copy the assets directory on each build to avoid having stale files

# from a previous install.

set(FLUTTER\_ASSET\_DIR\_NAME “flutter\_assets”) install(CODE ” file(REMOVE\_RECURSE "{FLUTTER\_ASSET\_DIR\_NAME}") ” COMPONENT Runtime) install(DIRECTORY “{FLUTTER\_ASSET\_DIR\_NAME}” DESTINATION “${INSTALL\_BUNDLE\_DATA\_DIR}” COMPONENT Runtime)

# Install the AOT library on non-Debug builds only.

if(NOT CMAKE\_BUILD\_TYPE MATCHES “Debug”) install(FILES “${AOT\_LIBRARY}" DESTINATION "${INSTALL\_BUNDLE\_LIB\_DIR}” COMPONENT Runtime) endif() -e — FILE: ./linux/runner/CMakeLists.txt — cmake\_minimum\_required(VERSION 3.13) project(runner LANGUAGES CXX)

# Define the application target. To change its name, change BINARY\_NAME in the

# top-level CMakeLists.txt, not the value here, or flutter run will no longer

# work.

# Any new source files that you add to the application should be added here.

add\_executable(${BINARY\_NAME}
"main.cc"
"my\_application.cc"
"${FLUTTER\_MANAGED\_DIR}/generated\_plugin\_registrant.cc” )

# Apply the standard set of build settings. This can be removed for applications

# that need different build settings.

apply\_standard\_settings(${BINARY\_NAME})

# Add preprocessor definitions for the application ID.

add\_definitions(-DAPPLICATION\_ID=“${APPLICATION\_ID}”)

# Add dependency libraries. Add any application-specific dependencies here.

target\_link\_libraries({BINARY\_NAME} PRIVATE PkgConfig::GTK)

target\_include\_directories(${BINARY\_NAME} PRIVATE "${CMAKE\_SOURCE\_DIR}“) -e — FILE: ./linux/flutter/CMakeLists.txt — # This file controls Flutter-level build steps. It should not be edited. cmake\_minimum\_required(VERSION 3.10)

set(EPHEMERAL\_DIR “${CMAKE\_CURRENT\_SOURCE\_DIR}/ephemeral”)

# Configuration provided via flutter tool.

include(${EPHEMERAL\_DIR}/generated\_config.cmake)

# TODO: Move the rest of this into files in ephemeral. See

# https://github.com/flutter/flutter/issues/57146.

# Serves the same purpose as list(TRANSFORM … PREPEND …),

# which isn’t available in 3.10.

function(list\_prepend LIST\_NAME PREFIX) set(NEW\_LIST ““) foreach(element ${${LIST\_NAME}}) list(APPEND NEW\_LIST”{element}“) endforeach(element) set(${LIST\_NAME} "${NEW\_LIST}” PARENT\_SCOPE) endfunction()

# === Flutter Library ===

# System-level dependencies.

find\_package(PkgConfig REQUIRED) pkg\_check\_modules(GTK REQUIRED IMPORTED\_TARGET gtk+-3.0) pkg\_check\_modules(GLIB REQUIRED IMPORTED\_TARGET glib-2.0) pkg\_check\_modules(GIO REQUIRED IMPORTED\_TARGET gio-2.0)

set(FLUTTER\_LIBRARY “${EPHEMERAL\_DIR}/libflutter\_linux\_gtk.so”)

# Published to parent scope for install step.

set(FLUTTER\_LIBRARY ${FLUTTER\_LIBRARY} PARENT\_SCOPE)
set(FLUTTER\_ICU\_DATA\_FILE "${EPHEMERAL\_DIR}/icudtl.dat” PARENT\_SCOPE) set(PROJECT\_BUILD\_DIR “${PROJECT\_DIR}/build/" PARENT\_SCOPE)
set(AOT\_LIBRARY "${PROJECT\_DIR}/build/lib/libapp.so” PARENT\_SCOPE)

list(APPEND FLUTTER\_LIBRARY\_HEADERS “fl\_basic\_message\_channel.h” “fl\_binary\_codec.h” “fl\_binary\_messenger.h” “fl\_dart\_project.h” “fl\_engine.h” “fl\_json\_message\_codec.h” “fl\_json\_method\_codec.h” “fl\_message\_codec.h” “fl\_method\_call.h” “fl\_method\_channel.h” “fl\_method\_codec.h” “fl\_method\_response.h” “fl\_plugin\_registrar.h” “fl\_plugin\_registry.h” “fl\_standard\_message\_codec.h” “fl\_standard\_method\_codec.h” “fl\_string\_codec.h” “fl\_value.h” “fl\_view.h” “flutter\_linux.h” ) list\_prepend(FLUTTER\_LIBRARY\_HEADERS “${EPHEMERAL\_DIR}/flutter\_linux/")
add\_library(flutter INTERFACE)
target\_include\_directories(flutter INTERFACE
"${EPHEMERAL\_DIR}” ) target\_link\_libraries(flutter INTERFACE “${FLUTTER\_LIBRARY}”) target\_link\_libraries(flutter INTERFACE PkgConfig::GTK PkgConfig::GLIB PkgConfig::GIO ) add\_dependencies(flutter flutter\_assemble)

# === Flutter tool backend ===

# *phony* is a non-existent file to force this command to run every time,

# since currently there’s no way to get a full input/output list from the

# flutter tool.

add\_custom\_command( OUTPUT ${FLUTTER\_LIBRARY} ${FLUTTER\_LIBRARY\_HEADERS} ${CMAKE\_CURRENT\_BINARY\_DIR}/*phony* COMMAND ${CMAKE\_COMMAND} -E env ${FLUTTER\_TOOL\_ENVIRONMENT}
"${FLUTTER\_ROOT}/packages/flutter\_tools/bin/tool\_backend.sh” ${FLUTTER\_TARGET\_PLATFORM} ${CMAKE\_BUILD\_TYPE}
VERBATIM
)
add\_custom\_target(flutter\_assemble DEPENDS
"${FLUTTER\_LIBRARY}” ${FLUTTER\_LIBRARY\_HEADERS} ) -e — FILE: ./app.py — from flask import Flask, request, jsonify, session, render\_template, send\_from\_directory from flask\_sqlalchemy import SQLAlchemy from flask\_session import Session from dotenv import load\_dotenv import os import redis import json from datetime import datetime import uuid

# Load environment variables

load\_dotenv()

from providers.gemini import get\_gemini\_response from providers.perplexity import get\_perplexity\_response from providers.openai import get\_openai\_response from models import db, UserSession, Message, ConversationLog, CrisisEvent, SelfAssessmentEntry from crisis\_detection import detect\_crisis\_level from flask\_limiter import Limiter from flask\_limiter.util import get\_remote\_address from flask\_cors import CORS

app = Flask(**name**, static\_folder=‘ai\_buddy\_web/build/web’, static\_url\_path=’’) CORS(app, supports\_credentials=True)

# Enhanced configuration

app.config[‘SECRET\_KEY’] = os.environ.get(‘SECRET\_KEY’, ‘dev-key-change-in-prod’)

# Database configuration with fallback

database\_url = os.environ.get(‘DATABASE\_URL’) print(f”DEBUG: DATABASE\_URL from env: {database\_url}“) if database\_url and database\_url.strip() and database\_url != ‘port’: # Convert postgresql:// to postgresql+psycopg:// for psycopg3 if database\_url.startswith(‘postgresql://’): database\_url = database\_url.replace(‘postgresql://’, ‘postgresql+psycopg://’) app.config[‘SQLALCHEMY\_DATABASE\_URI’] = database\_url print(f”Using PostgreSQL: {database\_url}“) else: app.config[‘SQLALCHEMY\_DATABASE\_URI’] = ‘sqlite:///mental\_health.db’ print(”Using SQLite fallback”)

app.config[‘SQLALCHEMY\_TRACK\_MODIFICATIONS’] = False

# Environment-based session configuration

ENVIRONMENT = os.environ.get(‘ENVIRONMENT’, ‘local’)

# Try Redis first, fallback to filesystem

redis\_url = os.environ.get(‘REDIS\_URL’) if redis\_url and redis\_url != ‘port’ and redis\_url.strip(): try: # Test Redis connection redis\_client = redis.from\_url(redis\_url) redis\_client.ping() # Test connection app.config[‘SESSION\_TYPE’] = ‘redis’ app.config[‘SESSION\_REDIS’] = redis\_client app.logger.info(“✅ Redis sessions enabled”) except Exception as e: app.logger.warning(f”⚠️ Redis connection failed: {e}, using filesystem sessions”) app.config[‘SESSION\_TYPE’] = ‘filesystem’ app.config[‘SESSION\_REDIS’] = None else: app.logger.info(“ℹ️ No REDIS\_URL found or invalid, using filesystem sessions”) app.config[‘SESSION\_TYPE’] = ‘filesystem’ app.config[‘SESSION\_REDIS’] = None

app.config[‘SESSION\_PERMANENT’] = False app.config[‘SESSION\_USE\_SIGNER’] = False # Disable signing for now

# Initialize extensions

try: db.init\_app(app) Session(app) app.logger.info(“✅ Database and session extensions initialized”) except Exception as e: app.logger.error(f”❌ Failed to initialize database extensions: {e}“) # Continue without database if needed

# Rate limiting with Redis backend

try: limiter = Limiter( key\_func=get\_remote\_address, app=app, default\_limits=[“500 per day”, “100 per hour”], storage\_uri=os.environ.get(‘REDIS\_URL’, ‘memory://’) ) app.logger.info(“✅ Rate limiter initialized”) except Exception as e: app.logger.error(f”❌ Failed to initialize rate limiter: {e}“) # Create a simple limiter without Redis limiter = Limiter( key\_func=get\_remote\_address, app=app, default\_limits=[“500 per day”, “100 per hour”], storage\_uri=‘memory://’ )

# Get API keys from environment

GEMINI\_API\_KEY = os.getenv(“GEMINI\_API\_KEY”) OPENAI\_API\_KEY = os.getenv(“OPENAI\_API\_KEY”) PPLX\_API\_KEY = os.getenv(“PPLX\_API\_KEY”) PROVIDER = os.getenv(‘AI\_PROVIDER’, ‘gemini’)

def get\_or\_create\_session(): “““Get or create anonymous user session”“” # First check if session ID is provided in header (from frontend) header\_session\_id = request.headers.get(‘X-Session-ID’) if header\_session\_id: # Use the session ID from frontend session\_id = header\_session\_id # Store it in Flask session for consistency session[‘session\_id’] = session\_id app.logger.info(f”ℹ️ Using session from header: {session\_id}“) else: # Try to get existing session from Flask session session\_id = session.get(‘session\_id’)

if not session\_id:  
 # Create new session  
 session\_id = str(uuid.uuid4())  
 session['session\_id'] = session\_id  
   
 # Create new user session in database  
 try:  
 user\_session = UserSession(id=session\_id)  
 db.session.add(user\_session)  
 db.session.commit()  
 app.logger.info(f"✅ Created new session: {session\_id}")  
 except Exception as e:  
 db.session.rollback()  
 app.logger.warning(f"⚠️ Session {session\_id} might already exist: {e}")  
 else:  
 app.logger.info(f"ℹ️ Using existing session: {session\_id}")  
  
return session\_id

@app.before\_request def ensure\_session\_id\_is\_str(): “““Ensure session\_id is always a string”“” session\_id = session.get(‘session\_id’) if isinstance(session\_id, bytes): session[‘session\_id’] = session\_id.decode(‘utf-8’) app.logger.info(“🔄 Converted bytes session\_id to string”)

@app.route(“/api/chat”, methods=[“POST”]) @limiter.limit(“30 per minute”) def chat(): print(“🔥🔥🔥 NEW VERSION OF CHAT FUNCTION IS RUNNING! 🔥🔥🔥”) try: data = request.get\_json() if not data or ‘message’ not in data: return jsonify({“error”: “No message provided”}), 400

message = data['message']  
 mode = data.get('mode', 'mental\_health')  
   
 # Get or create anonymous session  
 session\_id = get\_or\_create\_session()  
   
 # Analyze message for crisis indicators  
 risk\_score, resources = detect\_crisis\_level(message)  
   
 # Convert numeric risk score to string risk level for response  
 if risk\_score >= 0.8:  
 risk\_level = 'high'  
 elif risk\_score >= 0.5:  
 risk\_level = 'medium'  
 elif risk\_score >= 0.2:  
 risk\_level = 'low'  
 else:  
 risk\_level = 'none'  
   
 # Get AI response based on provider  
 if PROVIDER == 'openai' and OPENAI\_API\_KEY:  
 response = get\_openai\_response(message, mode)  
 elif PROVIDER == 'gemini' and GEMINI\_API\_KEY:  
 response = get\_gemini\_response(message, mode, session\_id)  
 elif PROVIDER == 'perplexity' and PPLX\_API\_KEY:  
 response = get\_perplexity\_response(message, mode)  
 else:  
 response = "I understand you're sharing something personal. I'm here to listen and support you. Would you like to tell me more about how you're feeling?"  
  
 # Store user message  
 user\_message = Message(  
 session\_id=session\_id,  
 content=message,  
 is\_user=True,  
 risk\_level=risk\_level  
 )  
 db.session.add(user\_message)  
   
 # Store AI response  
 ai\_message = Message(  
 session\_id=session\_id,  
 content=response,  
 is\_user=False,  
 risk\_level=risk\_level,  
 resources=json.dumps(resources) if resources else None  
 )  
 db.session.add(ai\_message)  
   
 # Log conversation metadata  
 print("DEBUG: risk\_score to be inserted:", risk\_score, type(risk\_score))  
 # Ensure risk\_score is float  
 if not isinstance(risk\_score, float):  
 try:  
 risk\_score = float(risk\_score)  
 except (ValueError, TypeError):  
 risk\_score = 0.0  
 conversation\_log = ConversationLog(  
 session\_id=session\_id,  
 provider=PROVIDER,  
 risk\_score=risk\_score  
 )  
 db.session.add(conversation\_log)  
   
 # Handle crisis situations  
 response\_data = {  
 "response": response,  
 "risk\_level": risk\_level,  
 "resources": resources,  
 "timestamp": datetime.utcnow().isoformat(),  
 "provider": PROVIDER  
 }  
   
 if risk\_level in ['high', 'medium']:  
 # Log crisis event  
 crisis\_event = CrisisEvent(  
 session\_id=session\_id,  
 risk\_level=risk\_level,  
 intervention\_taken="AI response with resources",  
 escalated=risk\_level == 'high'  
 )  
 db.session.add(crisis\_event)  
   
 # Update session activity  
 user\_session = UserSession.query.get(session\_id)  
 if user\_session:  
 user\_session.last\_active = datetime.utcnow()  
 user\_session.conversation\_count += 1  
 user\_session.risk\_level = risk\_level  
   
 db.session.commit()  
   
 app.logger.info(f"Session: {session\_id}, Provider: {PROVIDER}, Risk: {risk\_level}")  
 return jsonify(response\_data)  
   
except Exception as e:  
 app.logger.error(f"Error in /api/chat: {e}", exc\_info=True)  
 return jsonify({"error": f"Error: {str(e)}"}), 500

@app.route(“/”, methods=[“GET”]) def index(): app.logger.info(f”Root route called. Static folder: {app.static\_folder}“) app.logger.info(f”Static folder exists: {os.path.exists(app.static\_folder)}“) app.logger.info(f”Index.html exists: {os.path.exists(os.path.join(app.static\_folder, ‘index.html’))}“)

# Try to serve the Flutter web app  
if os.path.exists(app.static\_folder) and os.path.exists(os.path.join(app.static\_folder, 'index.html')):  
 return send\_from\_directory(app.static\_folder, 'index.html')  
else:  
 # Fallback: return a simple HTML page with links to the API  
 return """  
 <!DOCTYPE html>  
 <html>  
 <head>  
 <title>AI Mental Health Assistant</title>  
 <style>  
 body { font-family: Arial, sans-serif; margin: 40px; }  
 .container { max-width: 600px; margin: 0 auto; }  
 .api-link { display: block; margin: 10px 0; padding: 10px; background: #f0f0f0; text-decoration: none; color: #333; }  
 .api-link:hover { background: #e0e0e0; }  
 </style>  
 </head>  
 <body>  
 <div class="container">  
 <h1>AI Mental Health Assistant</h1>  
 <p>The Flutter web app is not available. Here are the API endpoints:</p>  
 <a href="/api/health" class="api-link">Health Check</a>  
 <a href="/api/deploy-test" class="api-link">Deploy Test</a>  
 <a href="/api/stats" class="api-link">Statistics</a>  
 <p>Static folder: {}</p>  
 <p>Static folder exists: {}</p>  
 <p>Index.html exists: {}</p>  
 </div>  
 </body>  
 </html>  
 """.format(app.static\_folder, os.path.exists(app.static\_folder), os.path.exists(os.path.join(app.static\_folder, 'index.html')))

@app.route(“/test”, methods=[“GET”]) def test(): return “Test route working!”

@app.route(“/simple”, methods=[“GET”]) def simple(): return “Simple route working!”

@app.route(“/api/ping”, methods=[“GET”]) def ping(): return “pong”, 200

@app.route(“/api/health”, methods=[“GET”]) def health(): try: # Test basic functionality health\_status = { “status”: “healthy”, “timestamp”: datetime.utcnow().isoformat(), “environment”: ENVIRONMENT, “provider”: PROVIDER, “has\_gemini\_key”: bool(GEMINI\_API\_KEY), “has\_openai\_key”: bool(OPENAI\_API\_KEY), “has\_perplexity\_key”: bool(PPLX\_API\_KEY), “redis\_url\_set”: bool(os.environ.get(‘REDIS\_URL’)), “port”: os.environ.get(‘PORT’, ‘5055’) } return jsonify(health\_status) except Exception as e: return jsonify({“status”: “unhealthy”, “error”: str(e)}), 500

@app.route(“/api/deploy-test”, methods=[“GET”]) def deploy\_test(): “““Simple endpoint to test if deployment is working”“” return jsonify({ “message”: “Deployment test successful”, “timestamp”: datetime.utcnow().isoformat(), “environment”: ENVIRONMENT })

@app.route(“/api/stats”, methods=[“GET”]) def stats(): return jsonify({ “total\_sessions”: UserSession.query.count(), “total\_conversations”: ConversationLog.query.count(), “crisis\_events”: CrisisEvent.query.count() })

@app.route(‘/api/get\_or\_create\_session’, methods=[‘GET’]) def get\_or\_create\_session\_endpoint(): session\_id = get\_or\_create\_session() return jsonify({“session\_id”: session\_id})

@app.route(‘/api/chat\_history’, methods=[‘GET’]) def get\_chat\_history(): # Use the same session logic as chat endpoint session\_id = get\_or\_create\_session() if not session\_id: return jsonify([])

messages = Message.query.filter\_by(session\_id=session\_id).order\_by(Message.timestamp).all()  
return jsonify([{  
 'id': msg.id,  
 'content': msg.content,  
 'isUser': msg.is\_user,  
 'timestamp': msg.timestamp.isoformat() if msg.timestamp else None,  
 'riskLevel': msg.risk\_level,  
 'resources': json.loads(msg.resources) if msg.resources else None  
} for msg in messages])

@app.route(‘/api/mood\_history’, methods=[‘GET’]) def get\_mood\_history(): # Use the same session logic as other endpoints session\_id = get\_or\_create\_session() if not session\_id: return jsonify([])

# For now, return empty list as we haven't implemented mood persistence  
return jsonify([])

@app.route(‘/api/mood\_entry’, methods=[‘POST’]) def add\_mood\_entry(): try: # Use the same session logic as other endpoints session\_id = get\_or\_create\_session() if not session\_id: return jsonify({“error”: “No session available”}), 400

data = request.get\_json()  
 # For now, just echo back the entry as we haven't implemented persistence  
 return jsonify(data)  
except Exception as e:  
 return jsonify({"error": str(e)}), 400

@app.route(‘/api/self\_assessment’, methods=[‘POST’]) def submit\_self\_assessment(): try: # Parse incoming JSON data data = request.get\_json() if not data or not isinstance(data, dict): return jsonify({‘error’: ‘Invalid or missing JSON data’}), 400

# Retrieve session\_id from header or session  
 session\_id = request.headers.get('X-Session-ID') or session.get('session\_id')  
 if not session\_id:  
 return jsonify({'error': 'Session ID is required'}), 400  
  
 # For now, just return success without database operations  
 return jsonify({'success': True, 'message': 'Assessment received'}), 201  
except Exception as e:  
 return jsonify({'error': str(e)}), 500

with app.app\_context(): try: db.create\_all() app.logger.info(“✅ Database tables created successfully”) except Exception as e: app.logger.error(f”❌ Failed to create database tables: {e}“) # Continue without database if needed

if **name** == “**main**”: port = int(os.environ.get(“PORT”, 5055)) app.run(host=“0.0.0.0”, port=port, debug=False) -e — FILE: ./lib/main.dart — import ‘package:flutter/material.dart’;

void main() { runApp(const MyApp()); }

class MyApp extends StatelessWidget { const MyApp({super.key});

@override Widget build(BuildContext context) { return MaterialApp( title: ‘AI Wellness & Study Buddy’, debugShowCheckedModeBanner: false, theme: ThemeData( colorScheme: ColorScheme.fromSeed(seedColor: const Color(0xFF667EEA)), useMaterial3: true, ), home: const MyHomePage(), ); } }

class MyHomePage extends StatelessWidget { const MyHomePage({super.key});

@override Widget build(BuildContext context) { return Scaffold( appBar: AppBar( backgroundColor: Theme.of(context).colorScheme.inversePrimary, title: const Text(‘AI Wellness & Study Buddy’), ), body: Center( child: Column( mainAxisAlignment: MainAxisAlignment.center, children: [ const Text( ‘Welcome to AI Wellness & Study Buddy!’, style: TextStyle(fontSize: 24), textAlign: TextAlign.center, ), const SizedBox(height: 20), const Text( ‘Choose your mode:’, style: TextStyle(fontSize: 18), ), const SizedBox(height: 20), Row( mainAxisAlignment: MainAxisAlignment.center, children: [ ElevatedButton.icon( onPressed: () {}, icon: const Text(‘❤️’, style: TextStyle(fontSize: 24)), label: const Text(‘Mental Health’), ), const SizedBox(width: 20), ElevatedButton.icon( onPressed: () {}, icon: const Text(‘📚’, style: TextStyle(fontSize: 24)), label: const Text(‘Academic Help’), ), ], ), ], ), ), ); } } -e — FILE: ./lib/src/providers/chat\_provider.dart — import ‘package:flutter/material.dart’; import ‘package:dio/dio.dart’; import ‘../models/message.dart’; import ‘../models/chat\_mode.dart’;

class ChatProvider with ChangeNotifier { final List \_messages = []; final Dio \_dio = Dio(); bool \_isLoading = false; ChatMode \_currentMode = ChatMode.mentalHealth; String? \_error;

List get messages => List.unmodifiable(\_messages); bool get isLoading => \_isLoading; ChatMode get currentMode => \_currentMode; String? get error => \_error;

void setMode(ChatMode mode) { if (\_currentMode != mode) { \_currentMode = mode; notifyListeners(); } }

Future sendMessage(String content) async { if (content.trim().isEmpty) return;

final userMessage = Message(  
 content: content,  
 isUser: true,  
 timestamp: DateTime.now(),  
);  
  
\_messages.add(userMessage);  
\_isLoading = true;  
\_error = null;  
notifyListeners();  
  
try {  
 final response = await \_dio.post(  
 'https://ai-mental-health-assistant-tddc.onrender.com/chat',  
 data: {  
 'prompt': content,  
 'provider': 'gemini',  
 'mode': \_currentMode.name,  
 },  
 );  
  
 if (response.statusCode == 200) {  
 final aiMessage = Message(  
 content: response.data['answer'],  
 isUser: false,  
 timestamp: DateTime.now(),  
 riskLevel: response.data['risk\_level'],  
 resources: response.data['crisis\_resources'],  
 );  
  
 \_messages.add(aiMessage);  
 } else {  
 \_error = 'Failed to get response from AI';  
 }  
} catch (e) {  
 \_error = 'Error: ${e.toString()}';  
} finally {  
 \_isLoading = false;  
 notifyListeners();  
}

}

void clearChat() { \_messages.clear(); \_error = null; notifyListeners(); }

void clearError() { \_error = null; notifyListeners(); } } -e — FILE: ./lib/src/providers/theme\_provider.dart — import ‘package:flutter/material.dart’; import ‘package:shared\_preferences/shared\_preferences.dart’;

class ThemeProvider with ChangeNotifier { static const String \_themeKey = ‘theme\_mode’; late SharedPreferences \_prefs; ThemeMode \_themeMode = ThemeMode.system;

ThemeProvider() { \_loadThemeMode(); }

ThemeMode get themeMode => \_themeMode;

Future \_loadThemeMode() async { \_prefs = await SharedPreferences.getInstance(); final savedTheme = \_prefs.getString(\_themeKey); if (savedTheme != null) { \_themeMode = ThemeMode.values.firstWhere( (mode) => mode.toString() == savedTheme, orElse: () => ThemeMode.system, ); notifyListeners(); } }

Future setThemeMode(ThemeMode mode) async { if (\_themeMode == mode) return; \_themeMode = mode; await \_prefs.setString(\_themeKey, mode.toString()); notifyListeners(); }

bool get isDarkMode => \_themeMode == ThemeMode.dark; } -e — FILE: ./lib/src/models/message.dart — class Message { final String content; final bool isUser; final DateTime timestamp; final String? riskLevel; final List<Map<String, String>>? resources;

const Message({ required this.content, required this.isUser, required this.timestamp, this.riskLevel, this.resources, });

bool get isCritical => riskLevel == ‘critical’; bool get isHigh => riskLevel == ‘high’; bool get hasResources => resources != null && resources!.isNotEmpty;

@override String toString() { return ‘Message{content: $content, isUser: $isUser, timestamp: $timestamp, riskLevel: $riskLevel}’; } } -e — FILE: ./lib/src/models/chat\_mode.dart — enum ChatMode { mentalHealth, academic;

String get displayName { switch (this) { case ChatMode.mentalHealth: return ‘Mental Health Support’; case ChatMode.academic: return ‘Academic Help’; } }

String get description { switch (this) { case ChatMode.mentalHealth: return ‘Talk about your feelings, get emotional support, and learn coping strategies’; case ChatMode.academic: return ‘Get help with homework, understand concepts, and improve your study skills’; } }

String get icon { switch (this) { case ChatMode.mentalHealth: return ‘❤️’; case ChatMode.academic: return ‘📚’; } } } -e — FILE: ./lib/src/screens/chat\_screen.dart — import ‘package:flutter/material.dart’; import ‘package:provider/provider.dart’; import ‘../providers/chat\_provider.dart’; import ‘../widgets/chat\_message.dart’; import ‘../widgets/chat\_input.dart’; import ‘../widgets/typing\_indicator.dart’; import ‘../widgets/crisis\_resources.dart’;

class ChatScreen extends StatelessWidget { const ChatScreen({super.key});

@override Widget build(BuildContext context) { return Consumer( builder: (context, chatProvider, child) { return Column( children: [ if (chatProvider.error != null) Container( color: Theme.of(context).colorScheme.errorContainer, padding: const EdgeInsets.all(8), child: Row( children: [ Icon( Icons.error\_outline, color: Theme.of(context).colorScheme.error, ), const SizedBox(width: 8), Expanded( child: Text( chatProvider.error!, style: TextStyle( color: Theme.of(context).colorScheme.error, ), ), ), IconButton( icon: const Icon(Icons.close), onPressed: chatProvider.clearError, color: Theme.of(context).colorScheme.error, ), ], ), ), Expanded( child: chatProvider.messages.isEmpty ? Center( child: Column( mainAxisSize: MainAxisSize.min, children: [ Text( chatProvider.currentMode.icon, style: const TextStyle(fontSize: 48), ), const SizedBox(height: 16), Text( chatProvider.currentMode.description, textAlign: TextAlign.center, style: Theme.of(context).textTheme.bodyLarge, ), ], ), ) : ListView.builder( padding: const EdgeInsets.all(16), itemCount: chatProvider.messages.length, itemBuilder: (context, index) { final message = chatProvider.messages[index]; return Column( children: [ ChatMessage(message: message), if (message.hasResources) CrisisResources(resources: message.resources!), ], ); }, ), ), if (chatProvider.isLoading) const TypingIndicator(), const ChatInput(), ], ); }, ); } } -e — FILE: ./lib/src/app.dart — import ‘package:flutter/material.dart’; import ‘package:provider/provider.dart’; import ‘screens/chat\_screen.dart’; import ‘providers/theme\_provider.dart’; import ‘providers/chat\_provider.dart’; import ‘models/chat\_mode.dart’;

class AppScaffold extends StatelessWidget { const AppScaffold({super.key});

@override Widget build(BuildContext context) { final themeProvider = Provider.of(context); final chatProvider = Provider.of(context);

return Scaffold(  
 appBar: AppBar(  
 title: Row(  
 mainAxisSize: MainAxisSize.min,  
 children: [  
 Text(chatProvider.currentMode.icon),  
 const SizedBox(width: 8),  
 Text(chatProvider.currentMode.displayName),  
 ],  
 ),  
 actions: [  
 IconButton(  
 icon: Icon(  
 themeProvider.isDarkMode ? Icons.light\_mode : Icons.dark\_mode,  
 ),  
 onPressed: () {  
 themeProvider.setThemeMode(  
 themeProvider.isDarkMode ? ThemeMode.light : ThemeMode.dark,  
 );  
 },  
 ),  
 ],  
 ),  
 body: const ChatScreen(),  
 bottomNavigationBar: NavigationBar(  
 selectedIndex: chatProvider.currentMode == ChatMode.mentalHealth ? 0 : 1,  
 onDestinationSelected: (index) {  
 chatProvider.setMode(  
 index == 0 ? ChatMode.mentalHealth : ChatMode.academic,  
 );  
 },  
 destinations: const [  
 NavigationDestination(  
 icon: Text('❤️'),  
 label: 'Mental Health',  
 ),  
 NavigationDestination(  
 icon: Text('📚'),  
 label: 'Academic',  
 ),  
 ],  
 ),  
);

} } -e — FILE: ./lib/src/widgets/chat\_message.dart — import ‘package:flutter/material.dart’; import ‘package:flutter\_markdown/flutter\_markdown.dart’; import ‘../models/message.dart’;

class ChatMessage extends StatelessWidget { final Message message;

const ChatMessage({ super.key, required this.message, });

@override Widget build(BuildContext context) { final theme = Theme.of(context); final colorScheme = theme.colorScheme;

return Align(  
 alignment: message.isUser  
 ? Alignment.centerRight  
 : Alignment.centerLeft,  
 child: ConstrainedBox(  
 constraints: BoxConstraints(  
 maxWidth: MediaQuery.of(context).size.width \* 0.75,  
 ),  
 child: Card(  
 color: \_getMessageColor(colorScheme),  
 child: Padding(  
 padding: const EdgeInsets.all(12),  
 child: Column(  
 crossAxisAlignment: CrossAxisAlignment.start,  
 children: [  
 MarkdownBody(  
 data: message.content,  
 styleSheet: MarkdownStyleSheet(  
 p: TextStyle(  
 color: message.isUser  
 ? Colors.white  
 : theme.textTheme.bodyLarge?.color,  
 ),  
 ),  
 ),  
 if (!message.isUser) ...[  
 const SizedBox(height: 4),  
 Text(  
 '${DateTime.now().difference(message.timestamp).inSeconds} seconds ago',  
 style: theme.textTheme.bodySmall?.copyWith(  
 color: message.isUser  
 ? Colors.white70  
 : theme.textTheme.bodySmall?.color?.withOpacity(0.7),  
 ),  
 ),  
 ],  
 ],  
 ),  
 ),  
 ),  
 ),  
);

}

Color \_getMessageColor(ColorScheme colorScheme) { if (message.isUser) { return colorScheme.primary; } if (message.isCritical) { return colorScheme.errorContainer; } if (message.isHigh) { return colorScheme.surfaceVariant; } return colorScheme.surface; } } -e — FILE: ./lib/src/widgets/crisis\_resources.dart — import ‘package:flutter/material.dart’; import ‘package:url\_launcher/url\_launcher.dart’;

class CrisisResources extends StatelessWidget { final List<Map<String, String>> resources;

const CrisisResources({ super.key, required this.resources, });

Future \_launchUrl(String url) async { if (await canLaunchUrl(Uri.parse(url))) { await launchUrl(Uri.parse(url)); } }

@override Widget build(BuildContext context) { return Card( color: Theme.of(context).colorScheme.errorContainer, child: Padding( padding: const EdgeInsets.all(16), child: Column( crossAxisAlignment: CrossAxisAlignment.start, children: [ Row( children: [ Icon( Icons.emergency, color: Theme.of(context).colorScheme.error, ), const SizedBox(width: 8), Text( ‘Crisis Resources’, style: Theme.of(context).textTheme.titleMedium?.copyWith( color: Theme.of(context).colorScheme.error, fontWeight: FontWeight.bold, ), ), ], ), const SizedBox(height: 8), …resources.map((resource) => Padding( padding: const EdgeInsets.symmetric(vertical: 4), child: ListTile( contentPadding: EdgeInsets.zero, title: Text( resource[‘name’] ?? ’‘, style: Theme.of(context).textTheme.bodyLarge?.copyWith( color: Theme.of(context).colorScheme.onErrorContainer, ), ), subtitle: Text( resource[’description’] ??’’, style: Theme.of(context).textTheme.bodyMedium?.copyWith( color: Theme.of(context).colorScheme.onErrorContainer .withOpacity(0.7), ), ), trailing: resource[‘url’] != null ? IconButton( icon: const Icon(Icons.open\_in\_new), onPressed: () => \_launchUrl(resource[‘url’]!), color: Theme.of(context).colorScheme.onErrorContainer, ) : null, ), )), ], ), ), ); } } -e — FILE: ./lib/src/widgets/typing\_indicator.dart — import ‘package:flutter/material.dart’;

class TypingIndicator extends StatelessWidget { const TypingIndicator({super.key});

@override Widget build(BuildContext context) { return Container( padding: const EdgeInsets.symmetric(vertical: 8, horizontal: 16), child: Row( mainAxisSize: MainAxisSize.min, children: [ \_buildDot(context, 0), \_buildDot(context, 1), \_buildDot(context, 2), ], ), ); }

Widget \_buildDot(BuildContext context, int index) { return Container( margin: const EdgeInsets.symmetric(horizontal: 2), height: 8, width: 8, decoration: BoxDecoration( color: Theme.of(context).colorScheme.primary.withOpacity(0.6), shape: BoxShape.circle, ), child: Center( child: AnimatedContainer( duration: const Duration(milliseconds: 600), curve: Curves.easeInOut, height: 8, width: 8, decoration: BoxDecoration( color: Theme.of(context).colorScheme.primary, shape: BoxShape.circle, ), ), ), ); } } -e — FILE: ./lib/src/widgets/chat\_input.dart — import ‘package:flutter/material.dart’; import ‘package:provider/provider.dart’; import ‘../providers/chat\_provider.dart’; import ‘../models/chat\_mode.dart’;

class ChatInput extends StatefulWidget { const ChatInput({super.key});

@override State createState() => \_ChatInputState(); }

class \_ChatInputState extends State { final \_controller = TextEditingController(); bool \_isComposing = false;

@override void dispose() { \_controller.dispose(); super.dispose(); }

void \_handleSubmitted(String text) { if (text.trim().isEmpty) return;

final chatProvider = Provider.of<ChatProvider>(context, listen: false);  
chatProvider.sendMessage(text);  
\_controller.clear();  
setState(() {  
 \_isComposing = false;  
});

}

@override Widget build(BuildContext context) { final theme = Theme.of(context); final chatProvider = Provider.of(context);

return Container(  
 decoration: BoxDecoration(  
 color: theme.colorScheme.surface,  
 border: Border(  
 top: BorderSide(  
 color: theme.colorScheme.outlineVariant,  
 ),  
 ),  
 ),  
 child: SafeArea(  
 child: Padding(  
 padding: const EdgeInsets.all(8.0),  
 child: Row(  
 children: [  
 Expanded(  
 child: TextField(  
 controller: \_controller,  
 onChanged: (text) {  
 setState(() {  
 \_isComposing = text.trim().isNotEmpty;  
 });  
 },  
 onSubmitted: \_handleSubmitted,  
 decoration: InputDecoration(  
 hintText: chatProvider.currentMode == ChatMode.mentalHealth  
 ? 'Share what\'s on your mind...'  
 : 'Ask your academic question...',  
 border: OutlineInputBorder(  
 borderRadius: BorderRadius.circular(20),  
 ),  
 contentPadding: const EdgeInsets.symmetric(  
 horizontal: 16,  
 vertical: 8,  
 ),  
 ),  
 maxLines: null,  
 textCapitalization: TextCapitalization.sentences,  
 ),  
 ),  
 const SizedBox(width: 8),  
 IconButton.filled(  
 onPressed: !\_isComposing  
 ? null  
 : () => \_handleSubmitted(\_controller.text),  
 icon: const Icon(Icons.send),  
 ),  
 ],  
 ),  
 ),  
 ),  
);

} } -e — FILE: ./test\_web\_app\_fix.py — #!/usr/bin/env python3 ““” Comprehensive test script to verify web app functionality after fixes ““”

import requests import json import time import sys

def test\_backend\_health(): “““Test backend health endpoint”“” print(“🔍 Testing backend health…”) try: response = requests.get(“http://localhost:5055/api/health”, timeout=5) if response.status\_code == 200: data = response.json() print(f”✅ Backend healthy - Port: {data.get(‘port’)}, Provider: {data.get(‘provider’)}“) return True else: print(f”❌ Backend health check failed: {response.status\_code}“) return False except Exception as e: print(f”❌ Backend health check error: {e}“) return False

def test\_assessment\_api(): “““Test assessment API endpoint”“” print(“🔍 Testing assessment API…”) try: data = { “mood”: “happy”, “energy”: “high”, “sleep”: “good”, “stress”: “low”, “notes”: “Test assessment” } headers = { “Content-Type”: “application/json”, “X-Session-ID”: “test-session-123” } response = requests.post( “http://localhost:5055/api/self\_assessment”, json=data, headers=headers, timeout=5 ) if response.status\_code == 201: result = response.json() print(f”✅ Assessment API working - {result.get(‘message’)}“) return True else: print(f”❌ Assessment API failed: {response.status\_code} - {response.text}“) return False except Exception as e: print(f”❌ Assessment API error: {e}“) return False

def test\_chat\_api(): “““Test chat API endpoint”“” print(“🔍 Testing chat API…”) try: data = {“message”: “I am feeling sad today”} response = requests.post( “http://localhost:5055/api/chat”, json=data, headers={“Content-Type”: “application/json”}, timeout=10 ) if response.status\_code == 200: result = response.json() print(f”✅ Chat API working - Risk level: {result.get(‘risk\_level’)}“) return True else: print(f”❌ Chat API failed: {response.status\_code} - {response.text}“) return False except Exception as e: print(f”❌ Chat API error: {e}“) return False

def test\_frontend\_access(): “““Test frontend accessibility”“” print(“🔍 Testing frontend access…”) try: response = requests.get(“http://localhost:8080”, timeout=5) if response.status\_code == 200: print(“✅ Frontend accessible on port 8080”) return True else: print(f”❌ Frontend access failed: {response.status\_code}“) return False except Exception as e: print(f”❌ Frontend access error: {e}“) return False

def main(): “““Run all tests”“” print(“🚀 Starting comprehensive web app test…”) print(“=” \* 50)

tests = [  
 test\_backend\_health,  
 test\_assessment\_api,  
 test\_chat\_api,  
 test\_frontend\_access  
]  
  
passed = 0  
total = len(tests)  
  
for test in tests:  
 try:  
 if test():  
 passed += 1  
 except Exception as e:  
 print(f"❌ Test {test.\_\_name\_\_} crashed: {e}")  
 print()  
  
print("=" \* 50)  
print(f"📊 Test Results: {passed}/{total} tests passed")  
  
if passed == total:  
 print("🎉 All tests passed! Web app is working correctly.")  
 print("\n📱 You can now:")  
 print(" • Open http://localhost:8080 in your browser")  
 print(" • Test the assessment form (📊 icon)")  
 print(" • Test the chat functionality")  
 print(" • Test on Android emulator")  
 return True  
else:  
 print("❌ Some tests failed. Please check the issues above.")  
 return False

if **name** == “**main**”: success = main() sys.exit(0 if success else 1) -e — FILE: ./docker-compose.yml — services: web: build: . ports: - “5001:5000” environment: - ENVIRONMENT=docker - DATABASE\_URL=postgresql://postgres:password@db:5432/myapp - REDIS\_URL=redis://redis:6379/0 - SECRET\_KEY=your-secret-key - GEMINI\_API\_KEY=your-gemini-key - PPLX\_API\_KEY=your-pplx-key depends\_on: - db - redis volumes: - .:/app

db: image: postgres:15 restart: always environment: - POSTGRES\_PASSWORD=password - POSTGRES\_DB=myapp volumes: - postgres\_:/var/lib/postgresql/data

redis: image: redis:7 restart: always ports: - “6379:6379”

volumes: postgres\_: -e — FILE: ./analysis\_options.yaml — # This file configures the analyzer, which statically analyzes Dart code to # check for errors, warnings, and lints. # # The issues identified by the analyzer are surfaced in the UI of Dart-enabled # IDEs (https://dart.dev/tools#ides-and-editors). The analyzer can also be # invoked from the command line by running flutter analyze.

# The following line activates a set of recommended lints for Flutter apps,

# packages, and plugins designed to encourage good coding practices.

include: package:flutter\_lints/flutter.yaml

linter: # The lint rules applied to this project can be customized in the # section below to disable rules from the package:flutter\_lints/flutter.yaml # included above or to enable additional rules. A list of all available lints # and their documentation is published at https://dart.dev/lints. # # Instead of disabling a lint rule for the entire project in the # section below, it can also be suppressed for a single line of code # or a specific dart file by using the // ignore: name\_of\_lint and # // ignore\_for\_file: name\_of\_lint syntax on the line or in the file # producing the lint. rules: # avoid\_print: false # Uncomment to disable the avoid\_print rule # prefer\_single\_quotes: true # Uncomment to enable the prefer\_single\_quotes rule

# Additional information about this file can be found at

# https://dart.dev/guides/language/analysis-options

-e — FILE: ./.dart\_tool/dartpad/web\_plugin\_registrant.dart — // Flutter web plugin registrant file. // // Generated file. Do not edit. //

// @dart = 2.13 // ignore\_for\_file: type=lint

import ‘package:share\_plus/src/share\_plus\_web.dart’; import ‘package:shared\_preferences\_web/shared\_preferences\_web.dart’; import ‘package:url\_launcher\_web/url\_launcher\_web.dart’; import ‘package:flutter\_web\_plugins/flutter\_web\_plugins.dart’;

void registerPlugins([final Registrar? pluginRegistrar]) { final Registrar registrar = pluginRegistrar ?? webPluginRegistrar; SharePlusWebPlugin.registerWith(registrar); SharedPreferencesPlugin.registerWith(registrar); UrlLauncherPlugin.registerWith(registrar); registrar.registerMessageHandler(); } -e — FILE: ./windows/CMakeLists.txt — # Project-level configuration. cmake\_minimum\_required(VERSION 3.14) project(ai\_wellness\_buddy LANGUAGES CXX)

# The name of the executable created for the application. Change this to change

# the on-disk name of your application.

set(BINARY\_NAME “ai\_wellness\_buddy”)

# Explicitly opt in to modern CMake behaviors to avoid warnings with recent

# versions of CMake.

cmake\_policy(VERSION 3.14…3.25)

# Define build configuration option.

get\_property(IS\_MULTICONFIG GLOBAL PROPERTY GENERATOR\_IS\_MULTI\_CONFIG) if(IS\_MULTICONFIG) set(CMAKE\_CONFIGURATION\_TYPES “Debug;Profile;Release” CACHE STRING “” FORCE) else() if(NOT CMAKE\_BUILD\_TYPE AND NOT CMAKE\_CONFIGURATION\_TYPES) set(CMAKE\_BUILD\_TYPE “Debug” CACHE STRING “Flutter build mode” FORCE) set\_property(CACHE CMAKE\_BUILD\_TYPE PROPERTY STRINGS “Debug” “Profile” “Release”) endif() endif() # Define settings for the Profile build mode. set(CMAKE\_EXE\_LINKER\_FLAGS\_PROFILE “${CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE}")
set(CMAKE\_SHARED\_LINKER\_FLAGS\_PROFILE "${CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE}”) set(CMAKE\_C\_FLAGS\_PROFILE “${CMAKE\_C\_FLAGS\_RELEASE}")
set(CMAKE\_CXX\_FLAGS\_PROFILE "${CMAKE\_CXX\_FLAGS\_RELEASE}”)

# Use Unicode for all projects.

add\_definitions(-DUNICODE -D\_UNICODE)

# Compilation settings that should be applied to most targets.

# Be cautious about adding new options here, as plugins use this function by

# default. In most cases, you should add new options to specific targets instead

# of modifying this function.

function(APPLY\_STANDARD\_SETTINGS TARGET) target\_compile\_features({TARGET} PRIVATE /W4 /WX /wd”4100”) target\_compile\_options({TARGET} PRIVATE “\_HAS\_EXCEPTIONS=0”) target\_compile\_definitions(${TARGET} PRIVATE "$<$:\_DEBUG>“) endfunction()

# Flutter library and tool build rules.

set(FLUTTER\_MANAGED\_DIR “${CMAKE\_CURRENT\_SOURCE\_DIR}/flutter")
add\_subdirectory(${FLUTTER\_MANAGED\_DIR})

# Application build; see runner/CMakeLists.txt.

add\_subdirectory(“runner”)

# Generated plugin build rules, which manage building the plugins and adding

# them to the application.

include(flutter/generated\_plugins.cmake)

# === Installation ===

# Support files are copied into place next to the executable, so that it can

# run in place. This is done instead of making a separate bundle (as on Linux)

# so that building and running from within Visual Studio will work.

set(BUILD\_BUNDLE\_DIR “{BINARY\_NAME}>”) # Make the “install” step default, as it’s required to run. set(CMAKE\_VS\_INCLUDE\_INSTALL\_TO\_DEFAULT\_BUILD 1) if(CMAKE\_INSTALL\_PREFIX\_INITIALIZED\_TO\_DEFAULT) set(CMAKE\_INSTALL\_PREFIX “${BUILD\_BUNDLE\_DIR}” CACHE PATH “…” FORCE) endif()

set(INSTALL\_BUNDLE\_DATA\_DIR “${CMAKE\_INSTALL\_PREFIX}/data")
set(INSTALL\_BUNDLE\_LIB\_DIR "${CMAKE\_INSTALL\_PREFIX}”)

install(TARGETS ${BINARY\_NAME} RUNTIME DESTINATION "${CMAKE\_INSTALL\_PREFIX}” COMPONENT Runtime)

install(FILES “${FLUTTER\_ICU\_DATA\_FILE}" DESTINATION "${INSTALL\_BUNDLE\_DATA\_DIR}” COMPONENT Runtime)

install(FILES “${FLUTTER\_LIBRARY}" DESTINATION "${INSTALL\_BUNDLE\_LIB\_DIR}” COMPONENT Runtime)

if(PLUGIN\_BUNDLED\_LIBRARIES) install(FILES “${PLUGIN\_BUNDLED\_LIBRARIES}"
DESTINATION "${INSTALL\_BUNDLE\_LIB\_DIR}” COMPONENT Runtime) endif()

# Copy the native assets provided by the build.dart from all packages.

set(NATIVE\_ASSETS\_DIR “${PROJECT\_BUILD\_DIR}native\_assets/windows/")
install(DIRECTORY "${NATIVE\_ASSETS\_DIR}” DESTINATION “${INSTALL\_BUNDLE\_LIB\_DIR}” COMPONENT Runtime)

# Fully re-copy the assets directory on each build to avoid having stale files

# from a previous install.

set(FLUTTER\_ASSET\_DIR\_NAME “flutter\_assets”) install(CODE ” file(REMOVE\_RECURSE "{FLUTTER\_ASSET\_DIR\_NAME}") ” COMPONENT Runtime) install(DIRECTORY “{FLUTTER\_ASSET\_DIR\_NAME}” DESTINATION “${INSTALL\_BUNDLE\_DATA\_DIR}” COMPONENT Runtime)

# Install the AOT library on non-Debug builds only.

install(FILES “${AOT\_LIBRARY}" DESTINATION "${INSTALL\_BUNDLE\_DATA\_DIR}” CONFIGURATIONS Profile;Release COMPONENT Runtime) -e — FILE: ./windows/runner/CMakeLists.txt — cmake\_minimum\_required(VERSION 3.14) project(runner LANGUAGES CXX)

# Define the application target. To change its name, change BINARY\_NAME in the

# top-level CMakeLists.txt, not the value here, or flutter run will no longer

# work.

# Any new source files that you add to the application should be added here.

add\_executable(${BINARY\_NAME} WIN32
"flutter\_window.cpp"
"main.cpp"
"utils.cpp"
"win32\_window.cpp"
"${FLUTTER\_MANAGED\_DIR}/generated\_plugin\_registrant.cc” “Runner.rc” “runner.exe.manifest” )

# Apply the standard set of build settings. This can be removed for applications

# that need different build settings.

apply\_standard\_settings(${BINARY\_NAME})

# Add preprocessor definitions for the build version.

target\_compile\_definitions(${BINARY\_NAME} PRIVATE "FLUTTER\_VERSION=\"${FLUTTER\_VERSION}"“) target\_compile\_definitions(${BINARY\_NAME} PRIVATE "FLUTTER\_VERSION\_MAJOR=${FLUTTER\_VERSION\_MAJOR}”) target\_compile\_definitions(${BINARY\_NAME} PRIVATE "FLUTTER\_VERSION\_MINOR=${FLUTTER\_VERSION\_MINOR}“) target\_compile\_definitions(${BINARY\_NAME} PRIVATE "FLUTTER\_VERSION\_PATCH=${FLUTTER\_VERSION\_PATCH}”) target\_compile\_definitions(${BINARY\_NAME} PRIVATE "FLUTTER\_VERSION\_BUILD=${FLUTTER\_VERSION\_BUILD}“)

# Disable Windows macros that collide with C++ standard library functions.

target\_compile\_definitions(${BINARY\_NAME} PRIVATE “NOMINMAX”)

# Add dependency libraries and include directories. Add any application-specific

# dependencies here.

target\_link\_libraries({BINARY\_NAME} PRIVATE “dwmapi.lib”) target\_include\_directories(${BINARY\_NAME} PRIVATE "${CMAKE\_SOURCE\_DIR}“)

# Run the Flutter tool portions of the build. This must not be removed.

add\_dependencies(${BINARY\_NAME} flutter\_assemble) -e — FILE: ./windows/flutter/CMakeLists.txt — # This file controls Flutter-level build steps. It should not be edited. cmake\_minimum\_required(VERSION 3.14)

set(EPHEMERAL\_DIR “${CMAKE\_CURRENT\_SOURCE\_DIR}/ephemeral”)

# Configuration provided via flutter tool.

include(${EPHEMERAL\_DIR}/generated\_config.cmake)

# TODO: Move the rest of this into files in ephemeral. See

# https://github.com/flutter/flutter/issues/57146.

set(WRAPPER\_ROOT “${EPHEMERAL\_DIR}/cpp\_client\_wrapper”)

# Set fallback configurations for older versions of the flutter tool.

if (NOT DEFINED FLUTTER\_TARGET\_PLATFORM) set(FLUTTER\_TARGET\_PLATFORM “windows-x64”) endif()

# === Flutter Library ===

set(FLUTTER\_LIBRARY “${EPHEMERAL\_DIR}/flutter\_windows.dll”)

# Published to parent scope for install step.

set(FLUTTER\_LIBRARY ${FLUTTER\_LIBRARY} PARENT\_SCOPE)
set(FLUTTER\_ICU\_DATA\_FILE "${EPHEMERAL\_DIR}/icudtl.dat” PARENT\_SCOPE) set(PROJECT\_BUILD\_DIR “${PROJECT\_DIR}/build/" PARENT\_SCOPE)
set(AOT\_LIBRARY "${PROJECT\_DIR}/build/windows/app.so” PARENT\_SCOPE)

list(APPEND FLUTTER\_LIBRARY\_HEADERS “flutter\_export.h” “flutter\_windows.h” “flutter\_messenger.h” “flutter\_plugin\_registrar.h” “flutter\_texture\_registrar.h” ) list(TRANSFORM FLUTTER\_LIBRARY\_HEADERS PREPEND “${EPHEMERAL\_DIR}/")
add\_library(flutter INTERFACE)
target\_include\_directories(flutter INTERFACE
"${EPHEMERAL\_DIR}” ) target\_link\_libraries(flutter INTERFACE “${FLUTTER\_LIBRARY}.lib”) add\_dependencies(flutter flutter\_assemble)

# === Wrapper ===

list(APPEND CPP\_WRAPPER\_SOURCES\_CORE “core\_implementations.cc” “standard\_codec.cc” ) list(TRANSFORM CPP\_WRAPPER\_SOURCES\_CORE PREPEND “${WRAPPER\_ROOT}/")
list(APPEND CPP\_WRAPPER\_SOURCES\_PLUGIN
"plugin\_registrar.cc"
)
list(TRANSFORM CPP\_WRAPPER\_SOURCES\_PLUGIN PREPEND "${WRAPPER\_ROOT}/”) list(APPEND CPP\_WRAPPER\_SOURCES\_APP “flutter\_engine.cc” “flutter\_view\_controller.cc” ) list(TRANSFORM CPP\_WRAPPER\_SOURCES\_APP PREPEND “${WRAPPER\_ROOT}/”)

# Wrapper sources needed for a plugin.

add\_library(flutter\_wrapper\_plugin STATIC ${CPP\_WRAPPER\_SOURCES\_CORE} ${CPP\_WRAPPER\_SOURCES\_PLUGIN}
)
apply\_standard\_settings(flutter\_wrapper\_plugin)
set\_target\_properties(flutter\_wrapper\_plugin PROPERTIES
POSITION\_INDEPENDENT\_CODE ON)
set\_target\_properties(flutter\_wrapper\_plugin PROPERTIES
CXX\_VISIBILITY\_PRESET hidden)
target\_link\_libraries(flutter\_wrapper\_plugin PUBLIC flutter)
target\_include\_directories(flutter\_wrapper\_plugin PUBLIC
"${WRAPPER\_ROOT}/include” ) add\_dependencies(flutter\_wrapper\_plugin flutter\_assemble)

# Wrapper sources needed for the runner.

add\_library(flutter\_wrapper\_app STATIC ${CPP\_WRAPPER\_SOURCES\_CORE} ${CPP\_WRAPPER\_SOURCES\_APP}
)
apply\_standard\_settings(flutter\_wrapper\_app)
target\_link\_libraries(flutter\_wrapper\_app PUBLIC flutter)
target\_include\_directories(flutter\_wrapper\_app PUBLIC
"${WRAPPER\_ROOT}/include” ) add\_dependencies(flutter\_wrapper\_app flutter\_assemble)

# === Flutter tool backend ===

# *phony* is a non-existent file to force this command to run every time,

# since currently there’s no way to get a full input/output list from the

# flutter tool.

set(PHONY\_OUTPUT “${CMAKE\_CURRENT\_BINARY\_DIR}/\_phony\_")
set\_source\_files\_properties("${PHONY\_OUTPUT}” PROPERTIES SYMBOLIC TRUE) add\_custom\_command( OUTPUT ${FLUTTER\_LIBRARY} ${FLUTTER\_LIBRARY\_HEADERS} ${CPP\_WRAPPER\_SOURCES\_CORE} ${CPP\_WRAPPER\_SOURCES\_PLUGIN} ${CPP\_WRAPPER\_SOURCES\_APP} ${PHONY\_OUTPUT} COMMAND ${CMAKE\_COMMAND} -E env ${FLUTTER\_TOOL\_ENVIRONMENT}
"${FLUTTER\_ROOT}/packages/flutter\_tools/bin/tool\_backend.bat” ${FLUTTER\_TARGET\_PLATFORM} $<CONFIG>
VERBATIM
)
add\_custom\_target(flutter\_assemble DEPENDS
"${FLUTTER\_LIBRARY}” ${FLUTTER\_LIBRARY\_HEADERS} ${CPP\_WRAPPER\_SOURCES\_CORE} ${CPP\_WRAPPER\_SOURCES\_PLUGIN} ${CPP\_WRAPPER\_SOURCES\_APP} ) -e — FILE: ./test\_complete\_rebuild.py — #!/usr/bin/env python3 ““” Complete rebuild test script to verify all services are working ““”

import requests import json import time import sys

def test\_backend\_health(): “““Test backend health endpoint”“” print(“🔍 Testing backend health…”) try: response = requests.get(“http://localhost:5055/api/health”, timeout=5) if response.status\_code == 200: data = response.json() print(f”✅ Backend healthy - Port: {data.get(‘port’)}, Provider: {data.get(‘provider’)}“) return True else: print(f”❌ Backend health check failed: {response.status\_code}“) return False except Exception as e: print(f”❌ Backend health check error: {e}“) return False

def test\_assessment\_api(): “““Test assessment API endpoint”“” print(“🔍 Testing assessment API…”) try: data = { “mood”: “happy”, “energy”: “high”, “sleep”: “good”, “stress”: “low”, “notes”: “Test assessment” } headers = { “Content-Type”: “application/json”, “X-Session-ID”: “test-session-123” } response = requests.post( “http://localhost:5055/api/self\_assessment”, json=data, headers=headers, timeout=5 ) if response.status\_code == 201: result = response.json() print(f”✅ Assessment API working - {result.get(‘message’)}“) return True else: print(f”❌ Assessment API failed: {response.status\_code} - {response.text}“) return False except Exception as e: print(f”❌ Assessment API error: {e}“) return False

def test\_chat\_api(): “““Test chat API endpoint”“” print(“🔍 Testing chat API…”) try: data = {“message”: “I am feeling sad today”} response = requests.post( “http://localhost:5055/api/chat”, json=data, headers={“Content-Type”: “application/json”}, timeout=10 ) if response.status\_code == 200: result = response.json() print(f”✅ Chat API working - Risk level: {result.get(‘risk\_level’)}“) return True else: print(f”❌ Chat API failed: {response.status\_code} - {response.text}“) return False except Exception as e: print(f”❌ Chat API error: {e}“) return False

def test\_web\_app(): “““Test web app accessibility”“” print(“🔍 Testing web app…”) try: response = requests.get(“http://localhost:8080”, timeout=5) if response.status\_code == 200: if “flutter” in response.text.lower() or “ai mental health” in response.text.lower(): print(“✅ Web app accessible and contains Flutter content”) return True else: print(“⚠️ Web app accessible but content seems unexpected”) return True else: print(f”❌ Web app access failed: {response.status\_code}“) return False except Exception as e: print(f”❌ Web app access error: {e}“) return False

def test\_flutter\_dev\_server(): “““Test Flutter development server”“” print(“🔍 Testing Flutter dev server…”) try: response = requests.get(“http://localhost:9100”, timeout=5) if response.status\_code == 200: print(“✅ Flutter dev server accessible on port 9100”) return True else: print(f”❌ Flutter dev server failed: {response.status\_code}“) return False except Exception as e: print(f”❌ Flutter dev server error: {e}“) return False

def main(): “““Run all tests”“” print(“🚀 Starting complete rebuild test…”) print(“=” \* 60)

tests = [  
 test\_backend\_health,  
 test\_assessment\_api,  
 test\_chat\_api,  
 test\_web\_app,  
 test\_flutter\_dev\_server  
]  
  
passed = 0  
total = len(tests)  
  
for test in tests:  
 try:  
 if test():  
 passed += 1  
 except Exception as e:  
 print(f"❌ Test {test.\_\_name\_\_} crashed: {e}")  
 print()  
  
print("=" \* 60)  
print(f"📊 Test Results: {passed}/{total} tests passed")  
  
if passed == total:  
 print("🎉 All tests passed! Complete rebuild successful!")  
 print("\n📱 You can now access:")  
 print(" • Web App: http://localhost:8080")  
 print(" • Flutter Dev: http://localhost:9100")  
 print(" • Backend API: http://localhost:5055")  
 print("\n🔧 Services running:")  
 print(" • Flask Backend: Port 5055")  
 print(" • Flutter Web: Port 8080")  
 print(" • Flutter Dev: Port 9100")  
 print(" • Android App: Running on emulator")  
 return True  
else:  
 print("❌ Some tests failed. Please check the issues above.")  
 return False

if **name** == “**main**”: success = main() sys.exit(0 if success else 1) -e — FILE: ./test\_assessment.py — #!/usr/bin/env python3 ““” Test script for the self-assessment feature ““”

import requests import json import time

BASE\_URL = “http://localhost:5055”

def test\_assessment\_feature(): print(“🧪 Testing Self-Assessment Feature”) print(“=” \* 50)

# 1. Create a session  
print("1. Creating session...")  
response = requests.get(f"{BASE\_URL}/api/get\_or\_create\_session")  
if response.status\_code == 200:  
 session\_data = response.json()  
 session\_id = session\_data['session\_id']  
 print(f"✅ Session created: {session\_id}")  
else:  
 print("❌ Failed to create session")  
 return  
  
# 2. Test different assessment types  
assessments = [  
 {  
 "name": "Anxious Assessment",  
 "data": {  
 "mood": "anxious",  
 "energy": "low",   
 "sleep": "poor",  
 "stress": "high",  
 "notes": "Feeling overwhelmed with work deadlines"  
 }  
 },  
 {  
 "name": "Happy Assessment",   
 "data": {  
 "mood": "happy",  
 "energy": "high",  
 "sleep": "good",   
 "stress": "low",  
 "notes": "Had a great day with friends!"  
 }  
 },  
 {  
 "name": "Depressed Assessment",  
 "data": {  
 "mood": "depressed",  
 "energy": "very\_low",  
 "sleep": "excessive",   
 "stress": "very\_high",  
 "notes": "Feeling very down and hopeless",  
 "crisis\_level": "high"  
 }  
 },  
 {  
 "name": "Mixed Assessment",  
 "data": {  
 "mood": "mixed",  
 "energy": "medium",  
 "sleep": "interrupted",  
 "stress": "medium",  
 "notes": "Some good moments, some difficult ones",  
 "anxiety\_level": "moderate"  
 }  
 }  
]  
  
print("\n2. Testing different assessment types...")  
for i, assessment in enumerate(assessments, 1):  
 print(f"\n {i}. {assessment['name']}")  
 response = requests.post(  
 f"{BASE\_URL}/self\_assessment",  
 headers={  
 "Content-Type": "application/json",  
 "X-Session-ID": session\_id  
 },  
 json=assessment['data']  
 )  
   
 if response.status\_code == 201:  
 result = response.json()  
 print(f" ✅ Success! Assessment ID: {result['id']}")  
 print(f" 📊 Data: {json.dumps(assessment['data'], indent=6)}")  
 else:  
 print(f" ❌ Failed: {response.status\_code} - {response.text}")  
   
 time.sleep(0.5) # Small delay between requests  
  
# 3. Test chat functionality  
print("\n3. Testing chat functionality...")  
chat\_response = requests.post(  
 f"{BASE\_URL}/api/chat",  
 headers={"Content-Type": "application/json"},  
 json={"message": "I just completed a self-assessment and I'm feeling better now"}  
)  
  
if chat\_response.status\_code == 200:  
 chat\_data = chat\_response.json()  
 print(f"✅ Chat working! Risk level: {chat\_data.get('risk\_level', 'unknown')}")  
 print(f"🤖 AI Response: {chat\_data.get('response', '')[:100]}...")  
else:  
 print(f"❌ Chat failed: {chat\_response.status\_code}")  
  
print("\n🎉 Assessment feature testing completed!")  
print(f"📝 Session ID: {session\_id}")  
print(f"🌐 Backend URL: {BASE\_URL}")

if **name** == “**main**”: test\_assessment\_feature() -e — FILE: ./test\_flask.py — #!/usr/bin/env python3

from app import app

print(“Testing Flask app routes:”) print(“=” \* 50)

# Check if the chat route is registered

if ‘/api/chat’ in app.view\_functions: print(“✅ /api/chat route is registered”) print(f”Function: {app.view\_functions[‘/api/chat’]}“) else: print(”❌ /api/chat route is NOT registered”)

# Check other routes

for route in [‘/’, ‘/api/health’, ‘/api/ping’]: if route in app.view\_functions: print(f”✅ {route} route is registered”) else: print(f”❌ {route} route is NOT registered”)

print(“registered routes:”) for route in app.view\_functions: print(f” {route}“)