

pubspec.yaml文件在Flutter工程的根目录下,它类似于build.gradle文件.

比如:

name: angrypandaflutter

description: A Flutter application for learning.

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 used as CFBundleVersion.

Read more about iOS versioning at

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<https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlistKeyReference/Articles/>

version: 1.0.0+1

environment:

sdk: ">=2.1.0 <3.0.0"

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: ^0.1.2

fluro: ^1.3.4

dev_dependencies:

flutter_test:

sdk: flutter

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

following page: <https://www.dartlang.org/tools/pub/pubspec>

The following section is specific to Flutter.

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
assets:
  - assets/app.db
  - assets/images/
  - assets/fonts/

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

# For details regarding adding assets from package dependencies, see
# https://flutter.dev/assets-and-images/#from-packages

# 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/custom-fonts/#from-packages
```

参数:

配置名	说明	
version	APP软件版本信息	
environment	Flutter SDK版本,类似Android Platform SDK	
dependencies	依赖库,比如第三方路由库fluro	这个要'打墙'
uses-material-design	目前开发基本上都会导入的UI风格方式	
assets	这个比较重要,相当于Android里面的Asserts文件夹下面的资源,不过这里需要手工配置资源目录或者资源文件[路径是lib下开始设置]	
dev_dependencies		暂时不清楚

